Acknowledgements

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- The Spherical Coordinate Remapping and Interpolation Package (SCRIP) from Los Alamos, on which we based our regridding functionality with the help of SCRIP author Phil Jones
- The Inpack configuration attributes package from NASA Goddard, which was adapted for use in ESMF by members of NASA Global Modeling and Assimilation group
- The Flexible Modeling System (FMS) package from GFDL and the Goddard Earth Modeling System (GEMS) from NASA Goddard, both of which provided inspiration for overall ESMF structure
- The Weather Research and Forecast (WRF) modeling system, on which we based our underlying I/O implementation
- The Common Component Architecture (CCA) effort within the DoE, from which we drew many ideas about how to design components
- The Portable, Extensible Toolkit for Scientific Computation (PETSc) package from Argonne National Laboratories, on which we based our initial makefile system
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Part I
ESMF Overview
1 Release Notes

ESMF v2.1 is a first usable release of the Earth System Modeling Framework. While the ESMF still has much growing to do over the coming years, we expect modelers to find in this release tools that benefit real codes. You may choose to start with the highest level of functionality in the framework, the software for representing models as components and coupling them to other models; or the lowest level, the toolkits for data communication, I/O, logging, or calendar management. Wherever you begin, we hope that you find the ESMF useful, and look forward to hearing your comments on any aspect of the software. Section 4 of this document includes instructions on submitting comments on ESMF to our development team.

2 What is the Earth System Modeling Framework?

The ESMF is a structured collection of software building blocks that can be used or customized to develop Earth system model components, and assemble them into applications. The simplest view of the ESMF is that it consists of an infrastructure of utilities and data structures for creating model components, and a superstructure for coupling them. User code sits between these two layers, making calls to the infrastructure libraries beneath it and being scheduled and synchronized by the superstructure above it. The configuration resembles a sandwich, as shown in Figure 1.

The ESMF architecture is scalable, flexible paradigm for building highly complex climate, weather, and related applications from components such as atmospheric models, land models, and data assimilation systems. The ESMF is not a single master application into which all components must fit; rather it is a way of developing components so that they can be used in many different user-written applications. Model components that adopt ESMF are designed to be usable in different contexts without code modification, and may be incorporated into other ESMF-based modeling systems within the Earth science community. In addition to high-level organization, ESMF provides a set of robust, portable, performance optimized libraries for regridding, data transfers, I/O, time management, and other common modeling functions. ESMF users may choose to extensively rewrite their codes to take advantage of the ESMF infrastructure, or they may decide to simply wrap user-written components in ESMF interfaces in order to adopt the ESMF architecture and utilize framework coupling services.

3 The ESMF Reference Manual for Fortran

The ESMF provides both Fortran and C++ versions of its interfaces for many methods. This ESMF Reference Manual is a listing of ESMF standard interfaces for Fortran.

Interfaces are grouped by class. A class is an object-oriented software design construct that embodies a specific concept like a physical field. Superstructure classes are listed first in this Manual, followed by infrastructure classes.

The major classes in the ESMF superstructure are Components, which typically represent large pieces of functionality such as models, model couplers, and dynamics and physics packages; and States, which are the data structures used to store the fields and other data Components require or can make available. There are both data structures and utilities in the ESMF infrastructure; classes include Fields, collections of Fields on the same grid (called Bundles), Arrays, and utilities for communication, decomposition, time management, and application configuration.

For how to get started with ESMF, see the ESMF User’s Guide. This document includes installation instructions, an overview of the whole framework, an extended example of a coupled code, and other useful information.

4 How to Contact User Support and Find Additional Information

The ESMF team can answer questions about the interfaces presented in this document. For user support, please contact esmf_support@ucar.edu

1 Since the audience for it is small, we have not yet prepared a comprehensive reference manual for C++.
Figure 1: Schematic of the ESMF “sandwich” architecture. In this design the framework consists of two parts, an upper level superstructure layer and a lower-level infrastructure layer. User code is sandwiched between these two layers.

ESMF Superstructure
AppDriver
Component Classes: GridComp, CplComp, State

User Code

ESMF Infrastructure
Data Classes: Bundle, Field, Grid, Array
Utility Classes: Clock, Log, Prof, DELayout, Machine

More information on the ESMF project as a whole is available on the ESMF website, [http://www.esmf.ucar.edu](http://www.esmf.ucar.edu). The website includes a description of ESMF testbed applications, related projects, the ESMF management structure, and more. The [ESMF User’s Guide](http://www.esmf.ucar.edu) contains installation instructions, an overview of the ESMF system and a description of how its classes interrelate. Other documents available on the ESMF site include an exhaustive [ESMF Requirements Document](http://www.esmf.ucar.edu) and an [ESMF Developer’s Guide](http://www.esmf.ucar.edu) that details our project procedures and conventions.

5 How to Submit New Requirements

The Development link on the ESMF website includes on-line forms for the submission of new requirements, if it seems that the current API does not satisfy the needs of your application. We welcome input on any aspect of the ESMF project; general questions and comments should be sent to esmf@ucar.edu.

6 Conventions

6.1 Document Conventions

The following conventions for fonts and capitalization are used in this document.

<table>
<thead>
<tr>
<th>Style</th>
<th>Meaning</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>italics</td>
<td>documents</td>
<td><em>ESMF Reference Manual</em></td>
</tr>
<tr>
<td>courier</td>
<td>code fragments</td>
<td>ESMF_TRUE</td>
</tr>
<tr>
<td>courier()</td>
<td>ESMF method name</td>
<td>ESMF_FieldGet()</td>
</tr>
<tr>
<td>boldface</td>
<td>first definitions</td>
<td>An address space is ...</td>
</tr>
<tr>
<td>boldface</td>
<td>web links</td>
<td>Development webpage</td>
</tr>
<tr>
<td>Capitals</td>
<td>ESMF class name</td>
<td>DataMap</td>
</tr>
</tbody>
</table>

ESMF class names frequently coincide with words commonly used within the Earth system domain (field, grid, component, array, etc.) The convention we adopt in this manual is that if a word is used in the context of an ESMF
class name it is capitalized, and if the word is used in a more general context it remains in lower case. We would write, for example, that an ESMF Field class represents a physical field.

Diagrams are drawn using the Unified Modeling Language (UML). UML is a visual tool that can illustrate the structure of classes, define relationships between classes, and describe sequences of actions. A reader interested in more detail can refer to a text such as *The Unified Modeling Language Reference Manual*.  

### 6.2 Method Name and Argument Conventions

There are conventions for how class methods are presented throughout this document. Although Fortran interfaces are not case-sensitive, we use case to help parse multi-word names. We also use case to help make the presentation of Fortran interfaces consistent with the presentation of C++ interfaces.

Method names begin with `ESMF_`, followed by the class name, followed by the name of the operation being performed. Each new word is capitalized.

For method arguments that are multi-word, the first word is lower case and subsequent words begin with upper case. ESMF class names (including typed flags) are an exception. When multi-word class names appear in argument lists, all letters after the first are lower case. The first letter is lower case if the class is the first word in the argument and upper case otherwise. For example, in an argument list the `DELay` class name may appear as `delayout` or `srcDelayout`.

Most Fortran calls in the ESMF are subroutines, with any returned values passed through the interface. For the sake of convenience, some ESMF calls are written as functions.

A typical ESMF call thus looks like this:

```fortran
call ESMF_<ClassName><Operation>(classname, firstArgument,
                                 secondArgument, ..., rc)
```

where

- `<ClassName>` is the class name,
- `<method>` is the name of the action to be performed,
- `classname` is a variable of the derived type associated with the class,
- the `arg*` arguments are whatever other variables are required for the operation,
- and `rc` is a return code.

### 6.3 Locating Methods in this Manual

Methods for each class are located in the section devoted to that class in the *Reference Manual*. In some classes, methods are split into a number of different types. For example, there are separate listings for Basic Field Methods, Field Overloads for Fortran Arrays, and Field Communications. The methods in each listing are ordered alphabetically. The split into different listings is a side effect of the automated document generation system we use; it reflects which methods are located in the same source files. It is something we are working to eliminate!
7 The ESMF Application Programming Interface

The ESMF Application Programming Interface (API) is based on the object-oriented programming notion of a **class**. A class is a software construct that’s used for grouping a set of related variables together with the subroutines and functions that operate on them. We use classes in ESMF because they help to organize the code, and often make it easier to maintain and understand. A particular instance of a class is called an **object**. For example, Field is an ESMF class. An actual Field called temperature is an object. That is about as far as we will go into formal software engineering terminology.

The Fortran interface is implemented so that the variables associated with a class are stored in a derived type. For example, an ESMF_Field derived type stores the data array, grid information, and metadata associated with a physical field. The derived type for each class is stored in a Fortran module, and the operations associated with each class are defined as module procedures. We use the Fortran features of generic functions and optional arguments extensively to simplify our interfaces.

The modules for ESMF are bundled together and can be accessed with a single USE statement, USE ESMF_Mod.

7.1 Standard Methods and Interface Rules

ESMF defines a set of standard methods and interface rules that hold across the entire API. These are:

- **ESMF_<Class>Create()** and **ESMF_<Class>Destroy()**, for creating and destroying classes. The **ESMF_<Class>Create()** method allocates memory for the class structure itself and for internal variables, and initializes variables as appropriate. It is always written as a Fortran function that returns a derived type instance of the class.

- **ESMF_<Class>Set()** and **ESMF_<Class>Get()**, for setting and retrieving a particular item or flag. In general, these methods are overloaded for all cases where the item can be manipulated as a name/value pair. If identifying the item requires more than a name, or if the class is of sufficient complexity that overloading in this way would result in an overwhelming number of options, we define specific **ESMF_<Class>Set<Something>()** and **ESMF_<Class>Get<Something>()** interfaces.

- **ESMF_<Class>Add()**, **ESMF_<Class>Get()**, and **ESMF_<Class>Remove()** for manipulating items that can be appended or inserted into a list of like items within a class. For example, the **ESMF_StateAddField()** method adds another Field to the list of Fields contained in the State class.

- **ESMF_<Class>Print()**, for printing the contents of a class to standard out. This method is mainly intended for debugging.

- **ESMF_<Class>ReadRestart()** and **ESMF_<Class>WriteRestart()**, for saving the contents of a class and restoring it exactly. Read and write restart methods have not yet been implemented for most ESMF classes, so where necessary the user needs to write restart values themselves.

- **ESMF_<Class>Validate()**, for determining whether a class is internally consistent. For example, **ESMF_FieldValidate()** checks whether the Array and Grid associated with a Field are consistent.

**EXAMPLE**

In this simple example, an ESMF Field is created with the name ‘temp’.

```
USE ESMF_Mod

type ESMF_Field :: field

field = ESMF_FieldCreate('temp')
```
7.2 Deep and Shallow Classes

The ESMF contains two types of classes. **Deep** classes require `ESMF_<Class>Create()` and `ESMF_<Class>Destroy()` calls. They take significant time to set up and should not be created in a time-critical portion of code. Deep objects persist even after the method in which they were created has returned. Most classes in the ESMF, including Fields, Bundles, Arrays, Grids and Clocks, fall into this category.

**Shallow** classes do not require `ESMF_<Class>Create()` and `ESMF_<Class>Destroy()` calls. They can simply be declared and their values set using an `ESMF_<Class>Set()` call. Shallow classes do not take long to set up and can be declared and set within a time-critical code segment. Shallow objects stop existing when the method in which they were declared has returned.

An exception to this is when a shallow object, such as an IOSpec, is used to carry values into a deep object, for example during an `ESMF_FieldCreate()` call during an application initialization phase. In this case an IOSpec is passed in through the `ESMF_FieldCreate()` argument list and the values of the IOSpec are copied into the new Field object. Although the IOSpec is destroyed when the initialization phase ends, the Field carries a copy of the IOSpec in persistent memory. This internal IOSpec is destroyed with the `ESMF_FieldDestroy()` call.

Other examples of shallow classes are Times, TimeIntervals, and ArraySpecs.

See Section 11, Overall Design and Implementation Notes, for a brief discussion of deep and shallow classes from an implementation perspective. For an in-depth look at the design and inter-language issues related to deep and shallow classes, please see the ESMF Implementation Report.

7.3 Special Methods

The following are special methods which, in one case, are required by any application using ESMF, and in the other case must be called by any application that is using ESMF Components.

- `ESMF_Initialize()` and `ESMF_Finalize()` are required methods that must bracket the use of ESMF within an application. They manage the resources required to run ESMF and shut it down gracefully.

- `ESMF_<Type>CompInitialize()`, `ESMF_<Type>CompRun()`, and `ESMF_<Type>CompFinalize()` are component methods that are used at the highest level within ESMF. `<Type>` may be `<Grid>`, for Grid-ded Components such as oceans or atmospheres, or `<Cpl>`, for Coupler Components that are used to connect them. The content of these methods is not part of the ESMF. Instead the methods call into associated Fortran subroutines within user code.

7.4 The ESMF Data Hierarchy

The ESMF API is organized around an hierarchy of five classes that contain model field data. The operations that are performed on model field data, such as regridding, redistribution, and halo updates, are accessed through these classes. The main data classes in ESMF, in order of increasing complexity, are:

- **Array** An ESMF Array is a distributed, multi-dimensional array that can carry information such as its type, kind, rank, and associated halo widths. It contains a reference to a native Fortran array.

- **Field** A Field represents a physical scalar or vector field. It contains a reference to an Array along with grid information and metadata.

- **Bundle** A Bundle is a collection of Fields discretized on the same grid. The staggering of data points may be different for different Fields within a Bundle.

- **State** A State represents the collection of data that a Component either requires to run (an Import State) or can make available to other Components (an Export State). States may contain references to Bundles, Fields, or Arrays.
Component A Component is a substantial piece of software with a distinct function. ESMF currently recognizes two types of Components. Components that represent a physical domain or process, such as an atmospheric model, are called Gridded Components since they are usually discretized on an underlying grid. The Components responsible for regridding and transferring data between Gridded Components are called Coupler Components. Each Component is associated with an Import and an Export State. Components can be nested so that simpler components and applications can be used to compose more complex applications.

Underlying these data classes are native language arrays. ESMF allows you to reference an existing Fortran array to an ESMF Array, Field, or Bundle, so that ESMF data classes can be readily introduced into existing code. You can perform communication operations directly on Fortran arrays through the DELayout class, which serves as a unifying wrapper for distributed and shared memory communication libraries.

7.5 ESMF Spatial Classes

Like the hierarchy of model data classes, ranging from the simple to the complex, the ESMF is organized around an hierarchy of classes that represent different spaces associated with a computation. Each of these spaces can be indexed in some fashion, in order to give the user control over how a computation is executed. For Earth system applications, this hierarchy spans the environment associated with the computer to the physical region described by the application. The main spatial classes in ESMF, in order of those closest to the machine to those closest to the application, are:

- The Virtual Machine, or VM The ESMF VM is an abstraction of a parallel computing environment that encompasses both shared and distributed memory. Its primary purpose is resource allocation. Each Component defines its own VM based on the resources it desires. The elements of a VM are Persistent Execution Threads, or PETs. A simple case is one in which every PET is associated with an MPI process running on a separate processor. If Components are nested, the parent component allocates a subset of its PETs to its children. The children have some flexibility, subject to the constraints of the computing environment, to decide how they want to use the PETs they’ve received.

- DELayout A DELayout represents a decomposition. Its basic elements are Decomposition Elements, or DEs. A DELayout associates a set of DEs and a topology - how the DEs are connected - with the PETs in a VM. The user can also define communication weights between DEs, for use in load balancing. DEs are not necessarily one-to-one with PETs. For cache blocking, or user-managed multi-threading, more DEs than PETs may be defined. Fewer DEs than PETs may be defined if an application requires, for example, a decomposition that is an integer multiple.

- Grid A Grid is an abstraction of a physical space. It associates a coordinate system, a set of coordinates, and a topology to a collection of grid cells.

- Field A Field may contain more dimensions than the Grid that it is discretized on. For example, for convenience during integration, a user may want to define a single Field object that holds snapshots of the data at multiple times. The Field must track what these additional dimensions mean. Fields also keep track of the location of a Field data point within its associated Grid cell.

Although it is not an ESMF class, the linear address space of the computer is another fundamental index space that must be mapped to data stored by the ESMF system.

7.6 ESMF DataMap Classes

In order to map the index spaces of the spatial classes, we require either implicit rules (in which case the relationship between index spaces is defined by default), or special classes that allow the user to specify the desired association. The following classes define how the data is laid out in memory.
• **ArrayDataMap** The ArrayDataMap class specifies how the address space of the computer relates to the array rank (e.g. row or column major order), and, optionally, how a list of array ranks corresponds to a list of Grid dimensions.

• **FieldDataMap** The FieldDataMap specifies the number of directional components in a vector Field, and how they are interleaved.

• **BundleDataMap** The BundleDataMap dictates how the Fields within a Bundle are interleaved.

### 7.7 ESMF Specification Classes

At various places in the ESMF, it is useful to make neat packets of descriptive parameters. Some of these are:

• **IOSpec**, for storing IO parameters.

• **ArraySpec**, for storing the specifics, such as type/kind/rank, of an array.

### 7.8 ESMF Utility Classes

There are a number of utilities in ESMF that can be used independently. These are:

• **TimeMgr**, for calendar, date, clock and alarm functions.

• **LogErr**, for logging and error handling.

• **Config**, for creating resource files that can replace namelists as a consistent way of setting configuration parameters.

### 8 Overall Rules and Behavior

#### 8.1 Allocation Rules

The basic rule of allocation and deallocation for the ESMF is: whoever allocates it is responsible for deallocating it. ESMF methods that allocate their own space for data will deallocate that space when the object is destroyed. Methods which accept a user-allocated buffer, for example **ESMF_FieldCreate()** with the **ESMF_DATA_REF** flag, will not deallocate that buffer at the time the object is destroyed. The user must arrange for the buffer to be deallocated when all use of it is complete.

Classes such as Fields, Bundles, and States may have Arrays, Fields, Grids and Bundles created externally and associated with them. These associated items are not destroyed along with the rest of the data object since it is possible for the items to be added to more than one data object at a time (e.g. the same Grid could be part of many Fields). It is the user’s responsibility to delete these items when the last use of them is done.

#### 8.2 Equality and Copying Objects

The equal sign operator in ESMF does not generate any special behavior on the part of the framework. If the user decides to set one object equal to another, the internal contents will simply be copied. That means that if there is a pointer within the object being copied, the pointer will be replicated and the data pointed to will be referenced by the object copy. As a matter of style and safety, users should try to avoid exploiting such implicit behavior. A preferable approach is to use a class creation or duplication method. Unfortunately, not all classes have duplication methods yet.
8.3 Attributes

Attributes are (name, value) pairs, where the name is a character string and the value can be either a single value or list of int/I*4, double/R*8, logical (ESMF_Logical), or char */character values. Attributes can be associated with Fields, Bundles, and States. Mixed types are not allowed in a single attribute, and all attribute names must be unique within a single object. Attributes are set by name, and can be retrieved either directly by name or by querying for a count of attributes and retrieving names and values by index number.

9 Integrating ESMF into Applications

Depending on the requirements of the application, the user may want to begin integrating ESMF in either a top-down or bottom-up manner. In the top-down approach, tools at the superstructure level are used to help reorganize and structure the interactions among large-scale components in the application. It is appropriate when interoperability is a primary concern; for example, when several different versions or implementations of components are going to be swapped in, or a particular component is going to be used in multiple contexts. Another reason for deciding on a top-down approach is that the application contains legacy code that for some reason (e.g., very large, difficult to work with, highly performance-tuned, resource limitations) there is little motivation to fully restructure. The superstructure can be incorporated into such applications in a way that is non-intrusive.

In the bottom-up approach, the user selects desired utilities (data communications, calendar management, performance profiling, logging and error handling, etc.) from the ESMF infrastructure and either writes new code using them, introduces them into existing code, or replaces the functionality in existing code with them. This makes sense when there is a specific need for some functionality, like robust data acommunications, or when the component writer is starting from scratch.

9.1 Using the ESMF Superstructure

The following is a typical set of steps involved in adopting the ESMF superstructure. The first two tasks, which occur before an ESMF call is ever made, have the potential to be the most difficult and time-consuming. They are the work of splitting an application into components and ensuring that each component has well-defined stages of execution.

1. Decide how to organize the application as discrete Gridded and Coupler Components. The developer might need to reorganize code so that individual components are cleanly separated and their interactions consist of a minimal number of data exchanges.

2. Divide the code for each component into initialize, run, and finalize methods. These methods can be multi-phase, e.g., init_1, init_2.

3. Pack any data that will be transferred between components into ESMF Import and Export State data structures. The user must describe the distribution of grids over resources on a parallel computer via the VM and DELayout.

4. Pack time information into ESMF time management data structures.

5. Using code templates provided in the ESMF distribution, create ESMF Gridded and Coupler Components to represent each component in the user code.

6. Write a set services routine that sets ESMF entry points for each user component’s initialize, run, and finalize methods.

7. Run the application using an ESMF Application Driver.

\(^2\)ESMF aside, this sort of code structure helps to promote application clarity and maintainability, and the effort put into it is likely to be a good investment in any case.
9.2 Using the ESMF Infrastructure

Adoption of infrastructure utilities and data structures can follow many different paths. The calendar management utility is a popular place to start, since there is enough functionality in the ESMF time manager to merit the effort required to integrate it into codes and bundle it with an application.

10 Global Options and Parameters

10.1 Flags

10.1.1 ESMF_AllocFlag

DESCRIPTION:
Indicates whether to allocate data or not.
Valid values are:

ESMF_ALLOC Allocate data.
ESMF_NO_ALLOC Do not allocate data at this time.

10.1.2 ESMF_BlockingFlag

DESCRIPTION:
Indicates whether to block during a communication call.
Valid values are:

ESMF_BLOCKING The called method will block until all (PET-)local operations are complete. After the return of a blocking method it is safe to modify or use all participating local data.

ESMF_NONBLOCKING The called method will not block but return immediately after initiating the requested operation. It is unsafe to modify or use participating local data before all local operations have completed.

10.1.3 ESMF_CopyFlag

DESCRIPTION:
Indicates whether to reference a data item or make a copy of it.
Valid values are:

ESMF_DATA_COPY Copy the data item to another buffer.
ESMF_DATA_REF Reference the data item.

10.1.4 ESMF_IndexFlag

DESCRIPTION:
Indicates whether index is local (per DE) or global (per object).
Valid values are:

ESMF_INDEX_DELOCAL Refers to indices on the local DE.
ESMF_INDEX_GLOBAL Refers to object-wide indices.
10.1.5  ESMF_InterleaveFlag

DESCRIPTION:
Interleave is used when there are multiple variables or if individual data items are vectors. Used in ESMF_FieldDataMap and ESMF_BundleDataMap. (The interleave option is not yet implemented.)

Valid values are:

ESMF_INTERLEAVE_BY_BLOCK  Items are listed in blocks, all items of one type followed by all items of the next type.

ESMF_INTERLEAVE_BY_ITEM  Items are interleaved item by item.

10.1.6  ESMF_NeededFlag

DESCRIPTION:
Specifies whether or not a data item is needed for a particular application configuration. Used in ESMF_State.

Valid values are:

ESMF_NEEDED  Data is needed.

ESMF_NOTNEEDED  Data is not needed.

10.1.7  ESMF_ReadyFlag

DESCRIPTION:
Specifies whether a data item is ready to read or write.

Valid values are:

ESMF_READYTOREAD  Data is ready to read.

ESMF_READYTOWRITE  Data is ready to write.

ESMF_NOTREADY  Data is not ready.

10.1.8  ESMF_ReduceFlag

DESCRIPTION:
Indicates reduce operation to a Reduce() method.

Valid values are:

ESMF_SUM  Use arithmetic sum to add all data elements.

ESMF_MIN  Determine the minimum of all data elements.

ESMF_MAX  Determine the maximum of all data elements.

10.1.9  ESMF_ReqForRestartFlag

DESCRIPTION:
Specifies whether a data item is necessary for restart.

Valid values are:

ESMF_REQUIRED_FOR_RESTART  Data is required for restart.

ESMF_NOTREQUIRED_FOR_RESTART  Data is not required for restart.
10.1.10  ESMF_ValidFlag

DESCRIPTION:
Specifies whether a data item contains valid data.

Valid values are:

ESMF_VALID  Data is ready to read.
ESMF_INVALID  Data is ready to write.
ESMF_NOTREADY  Data is not ready.

10.2  Parameters

10.2.1  ESMF_DataKind

DESCRIPTION:
Supported ESMF data kinds.

Valid values are:

ESMF_I1  1 byte integer.
ESMF_I2  2 byte integer.
ESMF_I4  4 byte integer.
ESMF_I8  8 byte integer.
ESMF_R4  4 byte real.
ESMF_R8  8 byte real.
ESMF_C8  8 byte character.
ESMF_C16 16 byte character.

10.2.2  ESMF_DataType

DESCRIPTION:
Supported ESMF data types.

Valid values are:

ESMF_DATA_INTEGER  Integer type.
ESMF_DATA_REAL  Real type.
ESMF_DATA_LOGICAL  Logical type.
ESMF_DATA_CHARACTER  Character type.
11 Overall Design and Implementation Notes

1. **Deep and shallow classes.** The deep and shallow classes described in Section 7.2 differ in how and where they are allocated within a multi-language implementation environment. We distinguish between the implementation language, which is the language a method is written in, and the calling language, which is the language that the user application is written in. Deep classes are allocated off the process heap by the implementation language. Shallow classes are allocated off the stack by the calling language.

2. **Base class.** All ESMF classes are built upon a Base class. The Base is used to hold system-wide capabilities, such as Attributes. Attributes are implemented in the Base class so they can be attached to any object in the system which is built on the Base object. (This is true for all deep objects in the system.) Attributes are created by making a private copy of the information provided during the Set call. Lists of values are supported, but they are not intended for large data arrays. Attribute data is copied during a Get operation.
Part II
Superstructure
12 Overview of Superstructure

ESMF superstructure classes define an architecture for assembling Earth system applications from modeling components. A component may be defined in terms of the physical domain that it represents, such as an atmosphere or sea ice model. It may also be defined in terms of a computational function, such as a data assimilation system. Earth system research often requires that such components be coupled together to create an application. By coupling we mean the data transformations and, on parallel computing systems, data transfers, that are necessary to allow data from one component to be utilized by another. ESMF offers regridding methods and other tools to simplify the organization and execution of inter-component data exchanges.

In addition to components defined at the level of major physical domains and computational functions, components may be defined that represent smaller computational functions within larger components, such as the transformation of data between the physics and dynamics in a spectral atmosphere model, or the creation of nested higher resolution regions within a coarser grid. The objective is to couple components at varying scales both flexibly and efficiently. ESMF encourages a hierarchical application structure, in which large components branch into smaller sub-components (see Figure 2). ESMF also makes it easier for the same component to be used in multiple contexts without changes to its source code.

<table>
<thead>
<tr>
<th>Key Features</th>
</tr>
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<tbody>
<tr>
<td>Modular, component-based architecture.</td>
</tr>
<tr>
<td>Hierarchical assembly of components into applications.</td>
</tr>
<tr>
<td>Use of components in multiple contexts without modification.</td>
</tr>
<tr>
<td>Sequential or concurrent component execution.</td>
</tr>
<tr>
<td>Single program, multiple datastream (SPMD) applications for maximum portability and reconfigurability.</td>
</tr>
</tbody>
</table>

12.1 Superstructure Classes

There are a small number of classes in the ESMF superstructure:

- **Component** An ESMF component has two parts, one that is supplied by the ESMF and one that is supplied by the user. The part that is supplied by the framework is an ESMF derived type that is either a Gridded Component (GridComp) or a Coupler Component (CplComp). A Gridded Component typically represents a physical domain in which data is associated with one or more grids - for example, a sea ice model. A Coupler Component arranges and executes data transformations and transfers between one or more Gridded Components. Gridded Components and Coupler Components have standard methods, which include initialize, run, and finalize. These methods can be multi-phase.

  The second part of an ESMF Component is user code, such as a model or data assimilation system. Users set entry points within their code so that it is callable by the framework. In practice, setting entry points means that within user code there are calls to ESMF methods that associate the name of a Fortran subroutine with a corresponding standard ESMF operation. For example, a user-written initialization routine called popOceanInit might be associated with the standard Initialize routine of an ESMF Gridded Component named “POP” that represents an ocean model.

- **State** ESMF components exchange information with other components only through States. A State is an ESMF derived type that can contain Fields, Bundles, Arrays, and other States. A Component is associated with two States, an **Import State** and an **Export State**. Its Import State holds the data that it receives from other Components. Its Export State contains data that it can make available to other Components.

- **Application Driver** The Application Driver (AppDriver) is a small, generic driver program that contains the “main” routine for an ESMF application.

  An ESMF coupled application typically involves an AppDriver, a parent Gridded Component, two or more child Gridded Components that require an inter-component data exchange, and one or more Coupler Components.
Figure 2: ESMF enables applications such as the atmospheric general circulation model GEOS-5 to be structured hierarchically, and reconfigured and extended easily. Each box in this diagram is an ESMF Gridded Component.

The parent Gridded Component is responsible for creating the child Gridded Components that are exchanging data and creating the Coupler, for creating the necessary Import and Export States, and for setting up the desired sequencing. The AppDriver “main” routine calls the parent Gridded Component’s initialize, run, and finalize methods in order to execute the application. For each of these standard methods, the parent Gridded Component in turn calls the corresponding methods in the child Gridded Components and the Coupler Component. For example, consider a simple coupled ocean/atmosphere simulation. When the initialize method of the parent Gridded Component is called by the AppDriver, it in turn calls the initialize methods of its child atmosphere and ocean Gridded Components, and the initialize method of an ocean-to-atmosphere Coupler Component. Figure 3 shows this schematically for the atmospheric general circulation model GEOS-5, from Goddard Space Flight Center.

12.2 Hierarchical Creation of Components

Components are allocated computational resources in the form of Persistent Execution Threads, or PETs. A list of a Component’s PETs is contained in a structure called a Virtual Machine, or VM. The VM also contains information about the topology and characteristics of the underlying computer. Components are created hierarchically, with parent Components creating child Components and allocating some or all of its PETs to each one. By default ESMF creates a new VM for each child Component, which allows Components to tailor their VM resources to match their needs.

A Gridded Component may exist across all the PETs in an application. A Gridded Component may also reside on a subset of PETs in an application. These PETs may wholly coincide with, be wholly contained within, or wholly...
12.3 Sequential and Concurrent Execution of Components

When a set of Gridded Components and a Coupler runs in sequence on the same set of PETs the application is executing in a **sequential** mode. When Gridded Components are created and run on mutually exclusive sets of PETs, and are coupled by a Coupler Component that extends over the union of these sets, the mode of execution is **concurrent**.

Figure 4 illustrates a typical configuration for a simple coupled sequential application, and Figure 5 shows a possible configuration for the same application running in a concurrent mode.

Parent Components can select if and when to wait for concurrently executing child Components, synchronizing only when required.

It is possible for ESMF applications to contain some component sets that are executing sequentially and others that are executing concurrently. We might have, for example, atmosphere and land components created on the same subset of PETs, ocean and sea ice components created on the remainder of PETs, and a Coupler created across all the PETs in the application.
Figure 4: Schematic of the run method of a coupled application, with an “Atmosphere” and an “Ocean” Gridded Component running sequentially with an “Atm-Ocean Coupler.” The top-level “Hurricane Model” Gridded Component contains the sequencing information and time advancement loop. The AppDriver, Coupler, and all Gridded Components are distributed over nine PETs.
Figure 5: Schematic of the run method of a coupled application, with an “Atmosphere” and an “Ocean” Gridded Component running concurrently with an “Atm-Ocean Coupler.” The top-level “Hurricane Model” Gridded Component contains the sequencing information and time advancement loop. The AppDriver, Coupler, and top-level “Hurricane Model” Gridded Component are distributed over nine PETs. The “Atmosphere” Gridded Component is distributed over three PETs and the “Ocean” Gridded Component is distributed over six PETs.
12.4 Intracomponent Communication

All data transfers within an ESMF application occur within a component. For example, a Gridded Component may contain halo updates. Another example is that a Coupler Component may contain a regridding and data redistribution between two Gridded Components. As a result, the architecture of ESMF does not depend on any particular data communication mechanism, and new communication schemes can be introduced without affecting the overall structure of the application.

Since all data communication happens within a component, a Coupler Component must be created on the union of the PETs of all the Gridded Components that it couples.

12.5 Data Distribution and Scoping in Components

ESMF utilizes a unison object creation strategy, where code on each PET calls the same object creation routines individually. Each PET can contain private local data, but all metadata about the object itself is common across all PETs. ESMF can compute metadata information about objects on remote PETs without making communication calls, which would incur additional overhead and add unnecessary synchronization points.

The scope of distributed objects is the VM of the currently executing Component. For this reason, all PETs in the current VM must make the same distributed object creation calls. When a Coupler Component running on a superset of a Gridded Component’s PETs needs to make communication calls involving objects created by the Gridded Component, an ESMF-supplied function called ESMF_StateReconcile() creates proxy objects in those PETs which had no previous information about the distributed objects. Proxy objects contain no local data but can be used in communication calls (such as regrid or redistribution) to describe the remote source for data being moved to the current PET, or as a remote destination for local data being moved from this PET. Figure 6 is a simple schematic that shows the sequence of events in a reconcile call.

12.6 Performance

The ESMF design enables the user to configure ESMF applications so that data is transferred directly from one component to another, without requiring that it be copied or sent to a different data buffer as an interim step. This is likely to be the most efficient way of performing inter-component coupling. However, if desired, an application can also be configured so that data from a source component is sent to a distinct set of Coupler Component PETs for processing before being sent to its destination.

The ability to overlap computation with communication is essential for performance. When running with ESMF the user can initiate data sends during Gridded Component execution, as soon as the data is ready. Computations can then proceed simultaneously with the data transfer.
Figure 6: An `ESMF_StateReconcile()` call creates proxy objects for use in subsequent communication calls. The reconcile call would normally be made during Coupler initialization.
12.7 Object Model

The following is a simplified UML diagram showing the relationships among ESMF superstructure classes. See Appendix A, *A Brief Introduction to UML*, for a translation table that lists the symbols in the diagram and their meaning.

![UML diagram showing relationships among ESMF superstructure classes]

13 Application Driver and Required ESMF Methods

13.1 Description

The ESMF Application Driver (*ESMF_AppDriver*), is a generic ESMF driver program that contains a “main.” Simpler applications may be able to use an Application Driver without modification; for more complex applications, an Application Driver can be used as an extendable template.

ESMF provides a number of different Application Drivers in the `$ESMF_DIR/src/Superstructure/AppDriver` directory. An appropriate one can be chosen depending on how the application is to be structured. Options when deciding how to structure an application include choices about:

**Sequential vs. Concurrent Execution** In a serial execution model every PET executes the same Gridded Component code until it has produced data needed by another Gridded Component, and then all PETs change to running the next Gridded Component or Coupler Component. This has the appeal of simplicity of data consumption and production: when a Gridded Component starts all required data is available for use, and when a Gridded Component finishes all data produced is ready for consumption by the next Gridded Component. This approach also has the possibility of less data movement if the gridding and data decomposition is done such that each processor’s memory contains the data needed by the next Component.

In a concurrent execution model subgroups of PETs run Gridded Components and all Gridded Components are active at the same time. Data exchange must be coordinated between Gridded Components so that data deadlock does not occur. This strategy has the advantage of allowing coupling to other Gridded Components at any time during the computational process, including not having to return to the calling level of code before making data available. ESMF supports the concurrent mode of execution but does not support asynchronous data transfer from within an executing Component at this time.

**Pairwise vs. Hub and Spoke** Coupler Components are responsible for taking data from one Gridded Component and putting it into the form expected by another Gridded Component. This might include regridding, change of units, averaging, or binning.

Coupler Components can be written for *pairwise* data exchange: the Coupler Component takes data from a single Component and transforms it for use by another single Gridded Component. This simplifies the structure of the Coupler Component code.
Couplers can also be written using a hub and spoke model where a single Coupler accepts data from all other Components, can do data merging or splitting, and formats data for all other Components.

Multiple Couplers, using either of the above two models or some mixture of these approaches, are also possible.

**Implementation Language** The ESMF framework is implemented with a set of Fortran and C++ interfaces to all functions. The main executable program can be written in either Fortran or C++.

**Number of Executables** On a multiple processor machine a cooperating job can be run by starting the same executable on all nodes. All processors run the same code, but the computation proceeds in parallel by each processor working on a different subset of data. This is a **SPMD** model, Single Program Multiple Data.

The alternative is to start a different executable on different processors. This is a **MPMD** model, Multiple Program Multiple Data. There are complications with many job control systems on multiprocessor machines in getting the different executables started, and getting inter-process communications established. Currently ESMF does not support MPMD.

### 13.2 Use and Examples

ESMF encourages application organization in which there is a single top-level Gridded Component. This provides a simple, clear sequence of operations at the highest level, and also enables the entire application to be treated as a sub-Gridded Component of another, larger application if desired. When an application is organized in this fashion the standard AppDriver can probably be used without much modification.

Examples of program organization using the AppDriver can be found in the `src/Superstructure/AppDriver` directory. A set of subdirectories within the AppDriver directory follows the naming convention:

```
<seq|concur>_<pairwise|hub>_<f|c>driver_<spmd|mpmd>
```

The examples that are currently implemented are `seq_pairwise_fdriver_spmd`, which has sequential component execution, a pairwise coupler, a main program in Fortran, and all processors launching the same executable; and `concur_pairwise_fdriver_spmd`, which has concurrent component execution, a pairwise coupler, a main program in Fortran, and all processors launching the same executable.

The example `seq_pairwise_fdriver_spmd` is the simplest of the examples, and so it is also copied automatically into a top-level `quick_start` directory at compilation time.

The user can copy the AppDriver files into their own local directory. Some of the files can be used unchanged. Others are template files which have the rough outline of the code but need additional application-specific code added in order to perform a meaningful function. The README file in the AppDriver subdirectory or `quick_start` directory contains instructions about which files to change.

```!-------------------------------------------------------------
! The ChangeMe.F90 file contains a number of definitions
! that are used by the AppDriver, such as the name of the application’s
! main configuration file and the name of the application’s SetServices
! routine.
!-------------------------------------------------------------
#include "ChangeMe.F90"
```

```program ESMF_AppDriver

! ESMF module, defines all ESMF data types and procedures
use ESMF_Mod

! Gridded Component registration routines. Defined in "ChangeMe.F90"
use USER_APP_Mod, only : SetServices => USER_APP_SetServices
```

41
implicit none

! Local variables

! Components
type(ESMF_GridComp) :: compGridded

! States, Virtual Machines, and Layouts
type(ESMF_VM) :: defaultvm
type(ESMF_DeLayout) :: defaultlayout
type(ESMF_State) :: defaultstate

! Configuration information
type(ESMF_Config) :: config

! A common grid
type(ESMF_Grid) :: grid

! A clock, a calendar, and timesteps
type(ESMF_Clock) :: clock
type(ESMF_TimeInterval) :: timeStep
type(ESMF_Time) :: startTime
type(ESMF_Time) :: stopTime

! Variables related to grid and clock
integer :: i_max, j_max
real(ESMF_KIND_I8) :: x_min, x_max, y_min, y_max

! Return codes for error checks
integer :: rc
logical :: dummy

!-------------------------------------------------- ----------------------------
! Initialize the ESMF Framework
!-------------------------------------------------- ----------------------------
call ESMF_Initialize(defaultCalendar=ESMF_CAL_GREGORIAN, rc=rc)
if (rc .ne. ESMF_SUCCESS) stop 99

call ESMF_LogWrite("ESMF AppDriver start", ESMF_LOG_INFO)

! Read in Configuration information from a default config file

config = ESMF_ConfigCreate(rc)
call ESMF_ConfigLoadFile(config, USER_CONFIG_FILE, rc = rc)

! Get standard config parameters, for example:

! the default grid size and type
! the default start time, stop time, and running intervals
! for the main time loop.
! e.g. to get an integer parameter from the config file:
! call ESMF_ConfigGetAttribute( config, ndays, label = 'Number_of_Days:', &
!   default=30, rc = rc )
!
call ESMF_ConfigGetAttribute(config, i_max, 'I Counts:', default=20, rc=rc)
call ESMF_ConfigGetAttribute(config, j_max, 'J Counts:', default=80, rc=rc)
call ESMF_ConfigGetAttribute(config, x_min, 'X Min:', default=0.0, rc=rc)
call ESMF_ConfigGetAttribute(config, y_min, 'Y Min:', default=-180.0, rc=rc)
call ESMF_ConfigGetAttribute(config, x_max, 'X Max:', default=90.0, rc=rc)
call ESMF_ConfigGetAttribute(config, y_max, 'Y Max:', default=180.0, rc=rc)

!-------------------------------------------------- ----------------------------
!-------------------------------------------------- ----------------------------
! Create section
!-------------------------------------------------- ----------------------------
!-------------------------------------------------- ----------------------------
!
! Get the default VM which contains all PEs this job was started on.
call ESMF_VMGetGlobal(defaultvm, rc)
!
! Create the top Gridded component, passing in the default layout.
compGridded = ESMF_GridCompCreate(defaultvm, "ESMF Gridded Component", rc=rc)
call ESMF_LogWrite("Component Create finished", ESMF_LOG_INFO)

!-------------------------------------------------- ----------------------------
!-------------------------------------------------- ----------------------------
! Register section
!-------------------------------------------------- ----------------------------
!-------------------------------------------------- ----------------------------
!
call ESMF_GridCompSetServices(compGridded, SetServices, rc)
if (ESMF_LogMsgFoundError(rc, "Registration failed", rc)) goto 10

!-------------------------------------------------- ----------------------------
!-------------------------------------------------- ----------------------------
! Create and initialize a clock, and a grid.
!-------------------------------------------------- ----------------------------
!-------------------------------------------------- ----------------------------
!
! Based on values from the Config file, create a default Grid
! and Clock. We assume we have read in the variables below from
! the config file.

call ESMF_TimeIntervalSet(timeStep, s=2, rc=rc)
call ESMF_TimeSet(startTime, yy=2004, mm=9, dd=25, rc=rc)
call ESMF_TimeSet(stopTime, yy=2004, mm=9, dd=26, rc=rc)
clock = ESMF_ClockCreate("Application Clock", timeStep, startTime, &
stopTime, rc=rc)
defaultlayout = ESMF_DELayoutCreate(defaultvm, rc=rc)

grid = ESMF_GridCreateHorzXYUni(counts=(/i_max, j_max/), &
    minGlobalCoordPerDim=(/x_min, y_min/), &
    maxGlobalCoordPerDim=(/x_max, y_max/), &
    horzStagger=ESMF_GRID_HORZ_STAGGER_C_SE, &
    name="source grid", rc=rc)
call ESMF_GridDistribute(grid, delayout=defaultlayout, rc=rc)

! Attach the Grid to the Component
call ESMF_GridCompSet(compGridded, grid=grid, rc=rc)

defaultstate = ESMF_StateCreate("Default Gridded State", rc=rc)

call ESMF_GridCompInitialize(compGridded, defaultstate, defaultstate, &
    clock, rc=rc)
if (ESMF_LogMsgFoundError(rc, "Initialize failed", rc)) goto 10

call ESMF_GridCompRun(compGridded, defaultstate, defaultstate, &
    clock, rc=rc)
if (ESMF_LogMsgFoundError(rc, "Run failed", rc)) goto 10

call ESMF_GridCompFinalize(compGridded, defaultstate, defaultstate, &
    clock, rc=rc)
if (ESMF_LogMsgFoundError(rc, "Finalize failed", rc)) goto 10

! Destroy section
!-------------------------------------------------- ----------------------------
!-------------------------------------------------- ----------------------------
! Clean up
call ESMF_ClockDestroy(clock, rc)
call ESMF_StateDestroy(defaultstate, rc)
call ESMF_GridCompDestroy(compGridded, rc)
call ESMF_DELayoutDestroy(defaultLayout, rc)

!--------------------------------------------------
!--------------------------------------------------
10 continue

call ESMF_Finalize(rc)
end program ESMF_AppDriver

13.3 Restrictions and Future Work

1. **MPMD not supported.** Only single executable applications are supported at this time.

13.4 Required ESMF Methods

13.4.1 ESMF_Initialize - Initialize the ESMF

**INTERFACE:**

```fortran
subroutine ESMF_Initialize(defaultConfigFileName, defaultCalendar, &
                          defaultLogFileName, defaultLogType, vm, rc)
```

**ARGUMENTS:**

- `character(len=*)`, intent(in), optional :: defaultConfigFileName
- `type(ESMF_CalendarType), intent(in), optional :: defaultCalendar`
- `character(len=*)`, intent(in), optional :: defaultLogFileName
- `type(ESMF_LogType), intent(in), optional :: defaultLogType`
- `type(ESMF_VM), intent(out), optional :: vm`
- `integer, intent(out), optional :: rc`

**DESCRIPTION:**

Initialize the ESMF. This method must be called before any other ESMF methods are used. The method contains a barrier before returning, ensuring that all processes made it successfully through initialization. Before exiting the application the user must call `ESMF_Finalize()` to release resources and clean up the ESMF gracefully. The arguments are:

- **[defaultConfigFilename]** Name of the default configuration file for the entire application.
- **[defaultCalendar]** Sets the default calendar to be used by ESMF Time Manager. If not specified, defaults to ESMF_CAL_NOCALENDAR.
- **[defaultLogFileName]** Name of the default log file for warning and error messages. If not specified, defaults to ESMF_ErrorLog.
13.4.2 ESMF_Finalize - Clean up and close the ESMF

INTERFACE:

    subroutine ESMF_Finalize(rc)

ARGUMENTS:

    integer, intent(out), optional :: rc

DESCRIPTION:

Finalize the ESMF. This must be called before the application exits to allow the ESMF to flush buffers, close open connections, and release internal resources cleanly.

The argument is:

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

13.4.3 User-Code SetServices Method

Many programs call some library routines. The library documentation must explain what the routine name is, what arguments are required and what are optional, and what the code does.

In contrast, all ESMF components must be written to be called by another part of the program; in effect, an ESMF component takes the place of a library. The interface is prescribed by the framework, and the component writer must provide specific subroutines which have standard argument lists and perform specific operations.

One of the required interfaces a component must provide is the set services method. This subroutine must have an externally accessible name (be a public symbol), take a component as the first argument, and an integer return code as the second. The subroutine name is not predefined, it is set by the component writer, but must be provided as part of the component documentation.

The required function of the set services subroutine is to register the rest of the required functions in the component, currently initialize, run, and finalize methods. The ESMF method ESMF_<Grid/Cpl>CompSetEntryPoint() should be called for each of the required subroutines.

The names of the initialize, run, and finalize user-code subroutines do not need to be public; in fact it is far better for them to be private to lower the chances of public symbol clashes between different components.

Within the set services routine, the user can also register a private data block by calling the ESMF_<Grid|Cpl>CompSetInternalSta method.

Note that a component does not call its own set services routine; the AppDriver or parent component code which is creating a component will first call ESMF_<Grid/Cpl>CompCreate() to create an "empty" component, and then must call the component-specific set services routine to associate ESMF-standard methods to user-code methods, and to create the VM in which this component will run. After set services has been called, the framework now will be able to call the component’s initialize, run, and finalize routines as required.

13.4.4 User-Code Initialize, Run, and Finalize Methods

User-code initialize, run, and finalize routines must be provided for each component. See Sections 14.6 and 15.5 for the prescribed interfaces and examples of how to set these up.
14 GridComp Class

14.1 Description

In Earth system modeling, the most natural way to think about an ESMF Gridded Component, or ESMF_GridComp, is as a piece of code representing a particular physical domain; for example, an atmospheric model or an ocean model. In many large modeling systems, each component is developed by its own group of domain experts. The ESMF Gridded Component construct provides domain experts with a structured, consistent set of component interfaces so that it is straightforward, at least technically, to combine software from a number of groups, representing different physical domains, to form a complex application.

Earth system software components tend to share a number of basic features. Most contain a variety of physical fields; refer to a (possibly noncontiguous) spatial region and a grid that is partitioned across a set of computational resources; and require a clock, usually for stepping a governing set of PDEs forward in time. Most can also be divided into distinct initialize, run, and finalize computational phases. These common characteristics are used within ESMF to define a Gridded Component data structure that is both tailored for Earth system modeling and yet is still flexible enough to represent a variety of domains.

More broadly, an ESMF Gridded Component can be based on any software with a computational function that is associated with a grid. This might be a convection or radiation scheme, a dynamical core, or a data assimilation system. ESMF allows you to nest Gridded Components, so that the physics and dynamics within an atmospheric model can be considered Gridded Components, along with the atmospheric model itself.

A well-designed Gridded Component does not store information internally about how it couples to other Gridded Components. That allows it to be used in different contexts without changes to source code. Data is passed between Gridded Components using an intermediary Coupler Component, described in Section 15.1.

An ESMF Gridded Component has two parts, one which is user-written and another which is part of the framework. The user-written part is software representing a physical domain or performing some other computational function. It forms the body of the Gridded Component. It may be a piece of legacy code, or it may be developed expressly for use with the ESMF. It must contain routines with standard ESMF interfaces that can be called to initialize, run, and finalize the Gridded Component. These routines can have separate callable phases, such as distinct first and second initialization steps.

The part provided by ESMF is the Gridded Component derived type itself, ESMF_GridComp. An ESMF_GridComp must be created for every portion of the application that will be represented as a separate component; for example, in a climate model, there may be Gridded Components representing the land, ocean, sea ice, and atmosphere. If the application contains an ensemble of identical Gridded Components, every one has its own associated ESMF_GridComp. Each Gridded Component has its own name and is allocated a set of computational resources, in the form of an ESMF Virtual Machine, or VM.

The user-written part of a Gridded Component is associated with an ESMF_GridComp derived type through a routine called SetServices. This is a routine that the user must write, and declare public. Inside the SetServices routine the user must call ESMF_SetEntryPoint methods that associate a standard ESMF operation with the name of the corresponding Fortran subroutine in their user code.

For example, a user-written initialization routine called popOceanInit might be associated with the standard initialize routine of an ESMF Gridded Component named “POP” that represents an ocean model.

14.2 GridComp Options

14.2.1 ESMF_GridCompType

DESCRIPTION:
The ESMF_GridCompType flag identifies what sort of physical domain or computational function a particular ESMF_GridComp represents. The flag values are purely informational; they are not used anywhere within the framework. Use of this flag is optional.

Valid values are:

ESMF_ATM Atmospheric model.

3The idea here is to avoid situations in which slightly different versions of the same model source are maintained for use in different contexts - standalone vs. coupled versions, for example.
ESMF_LAND  Land model.
ESMF_OCEAN  Ocean model.
ESMF_SEAICE  Sea ice model.
ESMF_RIVER  River model.
ESMF_OTHER  Other type of model or system.

14.3 Use and Examples

A Gridded Component is a computational entity which consumes and produces data. It uses a State object to exchange data between itself and other Components. It uses a Clock object to manage time, and a VM to describe its own and its child components’ computational resources.

! PROGRAM: ESMF_GCompEx.F90 - Gridded Component example
!
!DESCRIPTION:
!
! The skeleton of one of many possible Gridded component models.
!
!---------------------------------------------------------------

14.3.1 Specifying a User-Code SetServices Routine

Every ESMF_GridComp is required to provide and document a set services routine. It can have any name, but must follow the declaration below: a subroutine which takes an ESMF_GridComp as the first argument, and an integer return code as the second.

It must call the ESMF method ESMF_GridCompSetEntryPoint() to register with the framework what user-code subroutines should be called to initialize, run, and finalize the component. There are additional routines which can be registered as well, for checkpoint and restart functions.

Note that the actual subroutines being registered do not have to be public to this module; only the set services routine itself must be available to be used by other code.

! Example Gridded Component
module ESMF_GriddedCompEx

! ESMF Framework module
use ESMF_Mod
implicit none
public GComp_SetServices
contains

subroutine GComp_SetServices(comp, rc)
  type(ESMF_GridComp) :: comp
  integer :: rc

  ! SetServices the callback routines.
call ESMF_GridCompSetEntryPoint(comp, ESMF_SETINIT, GComp_Init, 0, rc)
call ESMF_GridCompSetEntryPoint(comp, ESMF_SETRUN, GComp_Run, 0, rc)
call ESMF_GridCompSetEntryPoint(comp, ESMF_SETFINAL, GComp_Final, 0, rc)
14.3.2 Specifying a User-Code Initialize Routine

When a higher level component is ready to begin using an ESMF_GridComp, it will call its initialize routine. The component writer must supply a subroutine with the exact calling sequence below; no arguments can be optional, and the types and order must match. At initialization time the component can allocate data space, open data files, set up initial conditions; anything it needs to do to prepare to run.

The `rc` return code should be set if an error occurs, otherwise the value ESMF_SUCCESS should be returned.

```fortran
subroutine GComp_Init(comp, importState, exportState, clock, rc)
  type(ESMF_GridComp) :: comp
  type(ESMF_State) :: importState, exportState
  type(ESMF_Clock) :: clock
  integer :: rc

  print *, "Gridded Comp Init starting"

  ! This is where the model specific setup code goes.
  ! If the initial Export state needs to be filled, do it here.
  !call ESMF_StateAddField(exportState, field, rc)
  !call ESMF_StateAddBundle(exportState, bundle, rc)
  print *, "Gridded Comp Init returning"

  rc = ESMF_SUCCESS
end subroutine GComp_Init
```

14.3.3 Specifying a User-Code Run Routine

During the execution loop, the run routine may be called many times. Each time it should read data from the `importState`, use the `clock` to determine what the current time is in the calling component, compute new values or process the data, and produce any output and place it in the `exportState`

When a higher level component is ready to use the ESMF_GridComp it will call its run routine. The component writer must supply a subroutine with the exact calling sequence below; no arguments can be optional, and the types and order must match.

It is expected that this is where the bulk of the model computation or data analysis will occur.

The `rc` return code should be set if an error occurs, otherwise the value ESMF_SUCCESS should be returned.

```fortran
subroutine GComp_Run(comp, importState, exportState, clock, rc)
  type(ESMF_GridComp) :: comp
```
type(ESMF_State) :: importState, exportState
type(ESMF_Clock) :: clock
integer :: rc

print *, "Gridded Comp Run starting"
! call ESMF_StateGetField(), etc to get fields, bundles, arrays
! from import state.

! This is where the model specific computation goes.
! Fill export state here using ESMF_StateAddField(), etc
print *, "Gridded Comp Run returning"
rc = ESMF_SUCCESS
end subroutine GComp_Run

14.3.4 Specifying a User-Code Finalize Routine

At the end of application execution, each ESMF_GridComp should deallocate data space, close open files, and flush final results. These functions should be placed in a finalize routine. The rc return code should be set if an error occurs, otherwise the value ESMF_SUCCESS should be returned.

subroutine GComp_Final(comp, importState, exportState, clock, rc)
type(ESMF_GridComp) :: comp
type(ESMF_State) :: importState, exportState
type(ESMF_Clock) :: clock
integer :: rc

print *, "Gridded Comp Final starting"
! Add whatever code here needed
print *, "Gridded Comp Final returning"
rc = ESMF_SUCCESS
end subroutine GComp_Final

end module ESMF_GriddedCompEx

! PROGRAM: ESMF_InternalStateEx - Example of using Set/Get Internal State
! !DESCRIPTION:
! Example of using the Component level Internal State routines.
! ! These include:
! ESMF_GridCompGetInternalState
! ESMF_GridCompSetInternalState
! ESMF_CplCompGetInternalState
These routines save the address of an internal, private data block during the execution of a Component’s Initialize, Run, or Finalize code, and retrieve the address back during a different invocation of these routines. See the code below for examples of use.

! ESMF Framework module
use ESMF_Mod
implicit none
type(ESMF_GridComp) :: comp1
integer :: rc, finalrc

! Internal State Variables
type testData
sequence
integer :: testValue
real :: testScaling
end type
type dataWrapper
sequence
type(testData), pointer :: p
end type
type (dataWrapper) :: wrap1, wrap2
type(testData), target :: data1, data2

finalrc = ESMF_SUCCESS
!-------------------------------------------------- -----------------------
call ESMF_Initialize(rc=rc)
if (rc .ne. ESMF_SUCCESS) finalrc = ESMF_FAILURE
!-------------------------------------------------- -----------------------
! ! Creation of a Component
comp1 = ESMF_GridCompCreate(name="test", rc=rc)
if (rc .ne. ESMF_SUCCESS) finalrc = ESMF_FAILURE
!-------------------------------------------------- -----------------------
! ! This could be called, for example, during a routine’s initialize phase.
! ! Set Internal State
data1%testValue = 4567
data1%testScaling = 0.5
wrap1%p => data1
call ESMF_GridCompSetInternalState(comp1, wrap1, rc)
if (rc .ne. ESMF_SUCCESS) finalrc = ESMF_FAILURE
And this could be called, for example, during a routine’s run phase.

Get Internal State

note that we do not assign the pointer inside wrap2 - this call
does that.
call ESMF_GridCompGetInternalState(comp1, wrap2, rc)
if (rc .ne. ESMF_SUCCESS) finalrc = ESMF_FAILURE
data2 = wrap2%p
if ((data2%testValue .ne. 4567) .or. (data2%testScaling .ne. 0.5)) then
  print *, "did not get same values back"
  finalrc = ESMF_FAILURE
else
  print *, "got same values back from GetInternalState as original"
endif

14.4 Restrictions and Future Work

1. No Transforms. Components must exchange data through ESMF_State objects. The input data are available at the time the user Component code is called, and data to be returned to another Component are available when that code returns. ESMF_Xform objects provide a way for a Component to prepare data to be transformed and sent to another Component from within the execution of the user Component code. Transforms are not implemented in this version of the framework.

2. Data isolation. Gridded Components must only communicate with other components via data in State objects. They must not make direct references to data in other States.

3. Namespace isolation. If possible, Gridded Components should attempt to make all data private, so public names do not interfere with data in other components.

4. Single execution mode. It is not expected that a single Gridded Component be able to function in both sequential and concurrent modes, although Gridded Components of different types can be nested. For example, a concurrently called Gridded Component can contain several nested sequential Gridded Components.

14.5 Class API: Basic GridComp Methods

14.5.1 ESMF_GridCompCreate - Create a new GridComp with a Config filename

INTERFACE:

! Private name; call using ESMF_GridCompCreate()
function ESMF_GridCompCreateConf(name, gridcomptype, grid, &
  config, configFile, clock, rc)

RETURN VALUE:

type(ESMF_GridComp) :: ESMF_GridCompCreateConf

ARGUMENTS:

!external :: services
character(len=*), intent(in), optional :: name
type(ESMF_GridCompType), intent(in), optional :: gridcomptype
Create a new ESMF_GridComp, specifying optional configuration file and other information. The return value is the new ESMF_GridComp.

The arguments are:

- **[name]** Name of the newly-created ESMF_GridComp. This name can be altered from within the ESMF_GridComp code once the initialization routine is called.
- **[gridcomptype]** ESMF_GridComp model type, where model includes ESMF_ATM, ESMF_LAND, ESMF_OCEAN, ESMF_SEAICE, ESMF_RIVER. Note that this has no meaning to the framework, it is an annotation for user code to query.
- **[grid]** Default ESMF_Grid associated with this gridcomp.
- **[config]** An already-created ESMF_Config configuration object from which the new ESMF_GridComp can read in namelist-type information to set parameters for this run.
- **[configFile]** The filename of an ESMF_Config format file. If specified, this file is opened an ESMF_Config configuration object is created for the file and attached to the new ESMF_GridComp. The user can call ESMF_GridCompGet() to get and use the object. If both are specified, the config object takes priority over this one.
- **[clock]** Component-specific ESMF_Clock. This clock is available to be queried and updated by the new ESMF_GridComp as it chooses. This should not be the parent component clock, which should be maintained and passed down to the initialize/run/finalize routines separately.
- **[rc]** Return code; equals ESMF_SUCCESS if there are no errors.
DESCRIPTION:

Create a new ESMF_GridComp, setting the resources explicitly. The return value is the new ESMF_GridComp.

The arguments are:

- **vm** ESMF_VM object for the parent component out of which this ESMF_GridCompCreate() call is issued. This will become the parent ESMF_VM of the newly create ESMF_GridComp.

- **[name]** Name of the newly-created ESMF_GridComp. This name can be altered from within the ESMF_GridComp code once the initialization routine is called.

- **[gridcomptype]** ESMF_GridComp model type, where model includes ESMF_ATM, ESMF_LAND, ESMF_OCEAN, ESMF_SEAICE, ESMF_RIVER. Note that this has no meaning to the framework, it is an annotation for user code to query.

- **[grid]** Default ESMF_Grid associated with this gridcomp.

- **[config]** An already-created ESMF_Config configuration object from which the new component can read in namelist-type information to set parameters for this run. If both are specified, this object takes priority over configFile.

- **[configFile]** The filename of an ESMF_Config format file. If specified, this file is opened an ESMF_Config configuration object is created for the file, and attached to the new component. The user can call ESMF_GridCompGet() to get and use the object. If both are specified, the config object takes priority over this one.

- **[clock]** Component-specific ESMF_Clock. This clock is available to be queried and updated by the new ESMF_GridComp as it chooses. This should not be the parent component clock, which should be maintained and passed down to the initialize/run/finalize routines separately.

- **[petList]** List of PETs in the given ESMF_VM that the parent component is giving to the created child component. If petList is not specified all of the parents PETs will be given to the child component.

- **[rc]** Return code; equals ESMF_SUCCESS if there are no errors.

---

### 14.5.3 ESMF_GridCompDestroy - Release resources for a GridComp

**INTERFACE:**

```fortran
subroutine ESMF_GridCompDestroy(gridcomp, rc)
```

**ARGUMENTS:**

```fortran
type(ESMF_GridComp) :: gridcomp
integer, intent(out), optional :: rc
```

**DESCRIPTION:**

Releases all resources associated with this ESMF_GridComp.

The arguments are:

- **gridcomp** Release all resources associated with this ESMF_GridComp and mark the object as invalid. It is an error to pass this object into any other routines after being destroyed.

- **rc** Return code; equals ESMF_SUCCESS if there are no errors.
14.5.4  ESMF_GridCompFinalize - Call the GridComp’s finalize routine

INTERFACE:

recursive subroutine ESMF_GridCompFinalize(gridcomp, importState, &
   exportState, clock, phase, blockingflag, rc)

ARGUMENTS:

   type (ESMF_GridComp) :: gridcomp
   type (ESMF_State), intent(inout), optional :: importState
   type (ESMF_State), intent(inout), optional :: exportState
   type (ESMF_Clock), intent(in), optional :: clock
   integer, intent(in), optional :: phase
   type (ESMF_BlockingFlag), intent(in), optional :: blockingflag
   integer, intent(out), optional :: rc

DESCRIPTION:

Call the associated user-supplied finalization code for an ESMF_GridComp.

The arguments are:

gridcomp  The ESMF_GridComp to call finalize routine for.

[importState]  ESMF_State containing import data.

[exportState]  ESMF_State containing export data.

[clock]  External ESMF_Clock for passing in time information. This is generally the parent component’s clock, and will be treated as read-only by the child component. The child component can maintain a private clock for its own internal time computations.

[phase]  Component providers must document whether their each of their routines are single-phase or multi-phase. Single-phase routines require only one invocation to complete their work. Multi-phase routines provide multiple subroutines to accomplish the work, accommodating components which must complete part of their work, return to the caller and allow other processing to occur, and then continue the original operation. For single-phase child components this argument is optional, but if specified it must be ESMF_SINGLEPHASE. For multiple-phase child components, this is the integer phase number to be invoked.

[blockingflag]  Use ESMF_BLOCKING (default) or ESMF_NONBLOCKING.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

14.5.5  ESMF_GridCompGet - Query a GridComp for information

INTERFACE:

subroutine ESMF_GridCompGet(gridcomp, name, gridcomptype, &
   grid, config, configFile, clock, vm, rc)

ARGUMENTS:

   type(ESMF_GridComp), intent(in) :: gridcomp
   character(len=*) , intent(out), optional :: name
   type(ESMF_GridCompType), intent(out), optional :: gridcomptype
   type(ESMF_Grid), intent(out), optional :: grid
   type(ESMF_Config), intent(out), optional :: config
DESCRIPTION:

Returns information about an ESMF_GridComp. For queries where the caller only wants a single value, specify the argument by name. All the arguments after the gridcomp argument are optional to facilitate this.

The arguments are:

gridcomp  ESMF_GridComp object to query.
[name]  Return the name of the ESMF_GridComp.
[gridcomptype]  Return the model type of this ESMF_GridComp.
[grid]  Return the ESMF_Grid associated with this ESMF_GridComp.
[config]  Return the ESMF_Config object for this ESMF_GridComp.
[configFile]  Return the configuration filename for this ESMF_GridComp.
[clock]  Return the private clock for this ESMF_GridComp.
[vm]  Return the ESMF_VM for this ESMF_GridComp.
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

14.5.6 ESMF_GridCompInitialize - Call the GridComp’s initialize routine

INTERFACE:

recursive subroutine ESMF_GridCompInitialize(gridcomp, importState, &
                                                exportState, clock, phase, blockingflag, rc)

ARGUMENTS:

  type (ESMF_GridComp) :: gridcomp
  type (ESMF_State), intent(inout), optional :: importState
  type (ESMF_State), intent(inout), optional :: exportState
  type (ESMF_Clock), intent(in), optional :: clock
  integer, intent(in), optional :: phase
  type (ESMF_BlockingFlag), intent(in), optional :: blockingflag
  integer, intent(out), optional :: rc

DESCRIPTION:

Call the associated user initialization code for a gridcomp.

The arguments are:

gridcomp  ESMF_GridComp to call initialize routine for.
[importState]  ESMF_State containing import data for coupling.
[exportState]  ESMF_State containing export data for coupling.
[clock] External ESMF_Clock for passing in time information. This is generally the parent component’s clock, and will be treated as read-only by the child component. The child component can maintain a private clock for its own internal time computations.

[phase] Component providers must document whether their each of their routines are single-phase or multi-phase. Single-phase routines require only one invocation to complete their work. Multi-phase routines provide multiple subroutines to accomplish the work, accommodating components which must complete part of their work, return to the caller and allow other processing to occur, and then continue the original operation. For single-phase child components this argument is optional, but if specified it must be ESMF_SINGLEPHASE. For multiple-phase child components, this is the integer phase number to be invoked.

[blockingflag] Valid values are ESMF_BLOCKING (the default) or ESMF_NONBLOCKING.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

14.5.7 ESMF_GridCompPrint - Print the contents of a GridComp

INTERFACE:

    subroutine ESMF_GridCompPrint(gridcomp, options, rc)

ARGUMENTS:

    type(ESMF_GridComp) :: gridcomp
    character (len = *), intent(in), optional :: options
    integer, intent(out), optional :: rc

DESCRIPTION:

Prints information about an ESMF_GridComp to stdout. The arguments are:

gridcomp ESMF_GridComp to print.

[options] Print options are not yet supported.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

14.5.8 ESMF_GridCompRun - Call the GridComp’s run routine

INTERFACE:

    recursive subroutine ESMF_GridCompRun(gridcomp, importState, exportState,&
    clock, phase, blockingflag, rc)

ARGUMENTS:

    type (ESMF_GridComp) :: gridcomp
    type (ESMF_State), intent(inout), optional :: importState
    type (ESMF_State), intent(inout), optional :: exportState
    type (ESMF_Clock), intent(in), optional :: clock
    integer, intent(in), optional :: phase
    type (ESMF_BlockingFlag), intent(in), optional :: blockingflag
    integer, intent(out), optional :: rc
DESCRIPTION:

Call the associated user run code for an ESMF_GridComp.
The arguments are:

gridcomp  ESMF_GridComp to call run routine for.

[importState]  ESMF_State containing import data.

[exportState]  ESMF_State containing export data.

[clock]  External clock for passing in time information.

[clock]  External ESMF_Clock for passing in time information. This is generally the parent component’s clock, and will be treated as read-only by the child component. The child component can maintain a private clock for its own internal time computations.

[phase]  Component providers must document whether their each of their routines are *single-phase* or *multi-phase*. Single-phase routines require only one invocation to complete their work. Multi-phase routines provide multiple subroutines to accomplish the work, accommodating components which must complete part of their work, return to the caller and allow other processing to occur, and then continue the original operation. For single-phase child components this argument is optional, but if specified it must be ESMF_SINGLEPHASE. For multiple-phase child components, this is the integer phase number to be invoked. If multiple-phase restore, which phase number this is. Pass in 0 or ESMF_SINGLEPHASE for non-multiples.

[blockingflag]  Use ESMF_BLOCKING (default) or ESMF_NONBLOCKING.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

14.5.9  ESMF_GridCompSet - Set or reset information about the GridComp

INTERFACE:

```fortran
subroutine ESMF_GridCompSet(gridcomp, name, gridcomptype, grid, &
        config, configFile, clock, rc)
```

ARGUMENTS:

```fortran
type(ESMF_GridComp), intent(inout) :: gridcomp
character(len=*) , intent(in), optional :: name
        type(ESMF_GridCompType), intent(in), optional :: gridcomptype
        type(ESMF_Grid), intent(in), optional :: grid
        type(ESMF_Config), intent(in), optional :: config
character(len=*) , intent(in), optional :: configFile
        type(ESMF_Clock), intent(in), optional :: clock
        integer, intent(out), optional :: rc
```

DESCRIPTION:

Sets or resets information about an ESMF_GridComp. The caller can set individual values by specifying the arguments by name. All the arguments except gridcomp are optional to facilitate this. The arguments are:

gridcomp  ESMF_GridComp to change.

[name]  Set the name of the ESMF_GridComp.
[gridcomptype] Set the model type for this ESMF_GridComp.

[grid] Set the ESMF_Grid associated with the ESMF_GridComp.

[config] Set the configuration information for the ESMF_GridComp from this already created ESMF_Config object. If specified, takes priority over configFile.

[configFile] Set the configuration filename for this ESMF_GridComp. An ESMF_Config object will be created for this file and attached to the ESMF_GridComp. Superceded by config if both are specified.

[clock] Set the private clock for this ESMF_GridComp.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

14.5.10 ESMF_GridCompValidate - Check validity of a GridComp

INTERFACE:

    subroutine ESMF_GridCompValidate(gridcomp, options, rc)

ARGUMENTS:

    type(ESMF_GridComp) :: gridcomp
    character (len = *), intent(in), optional :: options
    integer, intent(out), optional :: rc

DESCRIPTION:

Currently all this method does is to check that the gridcomp exists. The arguments are:

gridcomp ESMF_GridComp to validate.

[options] Validation options are not yet supported.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

14.5.11 ESMF_GridCompWait - Wait for a GridComp to return

INTERFACE:

    subroutine ESMF_GridCompWait(gridcomp, rc)

ARGUMENTS:

    type(ESMF_GridComp), intent(inout) :: gridcomp
    integer, intent(out), optional :: rc

DESCRIPTION:

When executing asynchronously, wait for an ESMF_GridComp to return. The arguments are:

gridcomp ESMF_GridComp to wait for.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.
14.6 Class API: SetServices and Related Methods

14.6.1 ESMF_GridCompGetInternalState - Get private data block pointer

INTERFACE:

    subroutine ESMF_GridCompGetInternalState(gridcomp, dataPointer, rc)

ARGUMENTS:

    type(ESMF_GridComp), intent(inout) :: gridcomp
    type(any), pointer, intent(in) :: dataPointer
    integer, intent(out), optional :: rc

DESCRIPTION:

Available to be called by an ESMF_GridComp at any time after ESMF_GridCompSetInternalState has been called. Since init, run, and finalize must be separate subroutines data that they need to share in common can either be module global data, or can be allocated in a private data block and the address of that block can be registered with the framework and retrieved by this call. When running multiple instantiations of an ESMF_GridComp, for example during ensemble runs, it may be simpler to maintain private data specific to each run with private data blocks. A corresponding ESMF_GridCompSetInternalState call sets the data pointer to this block, and this call retrieves the data pointer. Note that the dataPointer argument needs to be a derived type which contains only a pointer of the type of the data block defined by the user. When making this call the pointer needs to be unassociated. When the call returns the pointer will now reference the original data block which was set during the previous call to ESMF_GridCompSetInternalState.

The arguments are:

gridcomp An ESMF_GridComp object.

dataPointer A derived type, containing only an unassociated pointer to the private data block. The framework will fill in the pointer. When this call returns the pointer is set to the same address set during ESMF_GridCompSetInternalState. This level of indirection is needed to reliably set and retrieve the data block no matter which architecture or compiler is used.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

14.6.2 ESMF_GridCompSetEntryPoint - Set name of GridComp subroutines

INTERFACE:

    subroutine ESMF_GridCompSetEntryPoint(gridcomp, subroutineType, subroutineName, phase, rc)

ARGUMENTS:

    type(ESMF_GridComp), intent(inout) :: gridcomp
    character(len=*) intent(in) :: subroutineType
    subroutine, intent(in) :: subroutineName
    integer, intent(in) :: phase
    integer, intent(out), optional :: rc

DESCRIPTION:

Intended to be called by an ESMF_GridComp during the registration process. An ESMF_GridComp calls ESMF_GridCompSetEntryPoint for each of the predefined init, run, and finalize routines, to associate the internal subroutine to be called for each function. If multiple phases for init, run, or finalize are needed, this can be called with phase numbers.
After this subroutine returns, the framework now knows how to call the initialize, run, and finalize routines for this child ESMF_GridComp.

The arguments are:

- **gridcomp** An ESMF_GridComp object.
- **subroutineType** One of a set of predefined subroutine types - e.g. ESMF_SETINIT, ESMF_SETRUN, ESMF_SETFINAL.
- **subroutineName** The name of the gridcomp subroutine to be associated with the subroutineType. This subroutine does not have to be public to the module.
- **[phase]** For ESMF_GridComps which need to initialize or run or finalize with multiple phases, the phase number which corresponds to this subroutine name. For single phase subroutines, either omit this argument, or use the parameter ESMF_SINGLEPHASE. The ESMF_GridComp writer must document the requirements of the ESMF_GridComp for how and when the multiple phases are expected to be called.

- **[rc]** Return code; equals ESMF_SUCCESS if there are no errors.

### 14.6.3 ESMF_GridCompSetInternalState - Set private data block pointer

**INTERFACE:**

```fortran
subroutine ESMF_GridCompSetInternalState(gridcomp, dataPointer, rc)
```

**ARGUMENTS:**

- `type(ESMF_GridComp), intent(inout) :: gridcomp`
- `type(any), pointer, intent(in) :: dataPointer`
- `integer, intent(out), optional :: rc`

**DESCRIPTION:**

Available to be called by an ESMF_GridComp at any time, but expected to be most useful when called during the registration process, or initialization. Since init, run, and finalize must be separate subroutines data that they need to share in common can either be module global data, or can be allocated in a private data block and the address of that block can be registered with the framework and retrieved by subsequent calls. When running multiple instantiations of an ESMF_GridComp, for example during ensemble runs, it may be simpler to maintain private data specific to each run with private data blocks. A corresponding ESMF_GridCompGetInternalState call retrieves the data pointer.

The arguments are:

- **gridcomp** An ESMF_GridComp object.
- **dataPointer** A pointer to the private data block, wrapped in a derived type which contains only a pointer to the block. This level of indirection is needed to reliably set and retrieve the data block no matter which architecture or compiler is used.

- **[rc]** Return code; equals ESMF_SUCCESS if there are no errors.

### 14.6.4 ESMF_GridCompSetServices - Register GridComp interface routines

**INTERFACE:**

```fortran
subroutine ESMF_GridCompSetServices(gridcomp, subroutineName, rc)
```
ARGUMENTS:

type(ESMF_GridComp) :: gridcomp
subroutine :: subroutineName
   integer, intent(out), optional :: rc

DESCRIPTION:

Call a gridded ESMF_GridComp's setservices registration routine. The parent component must first create an ESMF_GridComp, then call this routine. The arguments are the object returned from the create call, plus the public, well-known subroutine name that is the registration routine for this ESMF_GridComp. This name must be documented by the ESMF_GridComp provider.

After this subroutine returns, the framework now knows how to call the initialize, run, and finalize routines for the ESMF_GridComp.

The arguments are:

gridcomp An ESMF_GridComp object.

subroutineName The public name of the gridcomp's ESMF_GridCompSetServices call. An ESMF_GridComp writer must provide this information. Note that this is the actual subroutine, not a character string.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

15 CplComp Class

15.1 Description

In a large, multi-component application such as a weather forecasting or climate prediction system running within ESMF, physical domains and major system functions are represented as Gridded Components (see Section ??). A Coupler Component, or ESMF_CplComp, arranges and executes the data transformations between the Gridded Components. Ideally, Coupler Components should contain all the information about inter-component communication for an application. This enables the Gridded Components in the application to be used in multiple contexts; that is, used in different coupled configurations without changes to their source code. For example, the same atmosphere might in one case be coupled to an ocean in a hurricane prediction model, and in another coupled to a data assimilation system for numerical weather prediction.

Like Gridded Components, Coupler Components have two parts, one that is provided by the user and another that is part of the framework. The user-written portion of the software is the coupling code necessary for a particular exchange between Gridded Components. The term “user-written” is somewhat misleading here, since within a Coupler Component the user can leverage ESMF infrastructure software for regridding, redistribution, lower-level communications, calendar management, and other functions. However, ESMF is unlikely to offer all the software necessary to customize a data transfer between Gridded Components. ESMF does not currently offer tools for unit transformations or time averaging operations, so users must manage those operations themselves.

The user-written Coupler Component code must be divided into separately callable initialize, run, and finalize methods. The interfaces for these methods are prescribed by ESMF.

The second part of a Coupler Component is the ESMF_CplComp derived type within ESMF. The user must create one of these types to represent a specific coupling function, such as the regular transfer of data between a data assimilation system and an atmospheric model.  

The user-written part of a Coupler Component is associated with an ESMF_CplComp derived type through a routine called SetServices. This is a routine that the user must write, and declare public. Inside the SetServices routine the user must call ESMF_SetEntryPoint methods that associate a standard ESMF operation with the name of the corresponding Fortran subroutine in their user code. For example, a user routine called “couplerInit” might be associated with the standard initialize routine in a Coupler Component.

Coupler Components can be written to transform data between a pair of Gridded Components, or a single Coupler Component can couple more than two Gridded Components.

[4] It is not necessary to create a Coupler Component for each individual data transfer.
15.2 Use and Examples

A Coupler Component manages the transformation of data between Components. It contains a list of State objects and the operations needed to make them compatible, including such things as regridding and unit conversion. Coupler Components are user-written, following prescribed ESMF interfaces and, wherever desired, using ESMF infrastructure tools.

! PROGRAM: ESMF_CplEx.F90 - Coupler Component example
!
! DESCRIPTION:
!
! The skeleton of one of many possible Coupler component models.
!
!-------------------------------------------------- ---------------------------

15.2.1 Specifying a User-Code SetServices Routine

Every ESMF_CplComp is required to provide and document a set services routine. It can have any name, but must follow the declaration below: a subroutine which takes an ESMF_CplComp as the first argument, and an integer return code as the second.

It must call the ESMF method ESMF_CplCompSetEntryPoint() to register with the framework what user-code subroutines should be called to initialize, run, and finalize the component. There are additional routines which can be registered as well, for checkpoint and restart functions.

Note that the actual subroutines being registered do not have to be public to this module; only the set services routine itself must be available to be used by other code.

! Example Coupler Component
module ESMF_CouplerEx

! ESMF Framework module
use ESMF_Mod
implicit none
public CPL_SetServices
contains

subroutine CPL_SetServices(comp, rc)
  type(ESMF_CplComp) :: comp
  integer :: rc

  ! SetServices the callback routines.
  call ESMF_CplCompSetEntryPoint(comp, ESMF_SETINIT, CPL_Init, 0, rc)
  call ESMF_CplCompSetEntryPoint(comp, ESMF_SETRUN, CPL_Run, 0, rc)
  call ESMF_CplCompSetEntryPoint(comp, ESMF_SETFINAL, CPL_Final, 0, rc)

  ! If desired, this routine can register a private data block
  ! to be passed in to the routines above:
  ! call ESMF_CplCompSetInternalState(comp, mydatablock, rc)

  rc = ESMF_SUCCESS
end subroutine
15.2.2 Specifying a User-Code Initialize Routine

When a higher level component is ready to begin using an ESMF_CplComp, it will call its initialize routine. The component writer must supply a subroutine with the exact calling sequence below; no arguments can be optional, and the types and order must match.

At initialization time the component can allocate data space, open data files, set up initial conditions; anything it needs to do to prepare to run.

The rc return code should be set if an error occurs, otherwise the value ESMF_SUCCESS should be returned.

```fortran
subroutine CPL_Init(comp, importState, exportState, clock, rc)
  type(ESMF_CplComp) :: comp
  type(ESMF_State) :: importState
  type(ESMF_State) :: exportState
  type(ESMF_Clock) :: clock
  integer :: rc

  print *, "Coupler Init starting"
  ! Add whatever code here needed
  ! Precompute any needed values, fill in any initial values
  ! needed in Import States
  rc = ESMF_SUCCESS

  print *, "Coupler Init returning"
end subroutine CPL_Init
```

15.2.3 Specifying a User-Code Run Routine

During the execution loop, the run routine may be called many times. Each time it should read data from the importState, use the clock to determine what the current time is in the calling component, compute new values or process the data, and produce any output and place it in the exportState.

When a higher level component is ready to use the ESMF_CplComp it will call its run routine. The component writer must supply a subroutine with the exact calling sequence below; no arguments can be optional, and the types and order must match.

It is expected that this is where the bulk of the model computation or data analysis will occur.

The rc return code should be set if an error occurs, otherwise the value ESMF_SUCCESS should be returned.

```fortran
subroutine CPL_Run(comp, importState, exportState, clock, rc)
  type(ESMF_CplComp) :: comp
  type(ESMF_State) :: importState
  type(ESMF_State) :: exportState
  type(ESMF_Clock) :: clock
  integer :: rc

  print *, "Coupler Run starting"
  ! Add whatever code needed here to transform Export state data
  ! into Import states for the next timestep.
  rc = ESMF_SUCCESS
```

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15.2.4 Specifying a User-Code Finalize Routine

At the end of application execution, each ESMF_CplComp should deallocate data space, close open files, and flush final results. These functions should be placed in a finalize routine. The rc return code should be set if an error occurs, otherwise the value ESMF_SUCCESS should be returned.

```fortran
subroutine CPL_Final(comp, importState, exportState, clock, rc)
  type(ESMF_CplComp) :: comp
  type(ESMF_State) :: importState
  type(ESMF_State) :: exportState
  type(ESMF_Clock) :: clock
  integer :: rc

  print *, "Coupler Final starting"
  ! Add whatever code needed here to compute final values and
  ! finish the computation.
  rc = ESMF_SUCCESS
  print *, "Coupler Final returning"
end subroutine CPL_Final
end module ESMF_CouplerEx
```

! PROGRAM: ESMF_InternalStateEx - Example of using Set/Get Internal State
!
! DESCRIPTION:
! Example of using the Component level Internal State routines.
!
! These include:
! ESMF_GridCompGetInternalState
! ESMF_GridCompSetInternalState
! ESMF_CplCompGetInternalState
! ESMF_CplCompSetInternalState
!
! These routines save the address of an internal, private data block
! during the execution of a Component’s Initialize, Run, or Finalize
! code, and retrieve the address back during a different invocation
! of these routines. See the code below for examples of use.
!---------------------------------------------------------------

! ESMF Framework module
use ESMF_Mod
implicit none

type(ESMF_GridComp) :: comp1
integer :: rc, finalrc

! Internal State Variables
type testData
sequence
  integer :: testValue
  real :: testScaling
end type

type dataWrapper
sequence
  type(testData), pointer :: p
end type

type (dataWrapper) :: wrap1, wrap2
type(testData), target :: data1, data2

finalrc = ESMF_SUCCESS
!-------------------------------------------------- -----------------------
call ESMF_Initialize(rc=rc)
if (rc .ne. ESMF_SUCCESS) finalrc = ESMF_FAILURE
!-------------------------------------------------- -----------------------
! This could be called, for example, during a routine’s initialize phase.
! ! Set Internal State
data1%testValue = 4567
data1%testScaling = 0.5
wrap1%p => data1

call ESMF_GridCompSetInternalState(comp1, wrap1, rc)
if (rc .ne. ESMF_SUCCESS) finalrc = ESMF_FAILURE
!-------------------------------------------------- -----------------------
! And this could be called, for example, during a routine’s run phase.
!
! ! Get Internal State
! ! note that we do not assign the pointer inside wrap2 - this call
! ! does that.
call ESMF_GridCompGetInternalState(comp1, wrap2, rc)
if (rc .ne. ESMF_SUCCESS) finalrc = ESMF_FAILURE

data2 = wrap2%p
if ((data2%testValue .ne. 4567) .or. (data2%testScaling .ne. 0.5)) then
    print *, "did not get same values back"
    finalrc = ESMF_FAILURE
else
    print *, "got same values back from GetInternalState as original"
endif

15.3 Restrictions and Future Work

1. **No Transforms.** Components must exchange data through ESMF_State objects. The input data are available at the time the component code is called, and data to be returned to another component are available when that code returns. ESMF_Xform objects provide a way for a component to prepare data to be transformed and sent to another component from within the execution of the component code. Transforms are not implemented in this version of the framework.

2. **No automatic unit conversions.** The ESMF framework does not currently contain tools for performing unit conversions, operations that are fairly standard within Coupler Components.

3. **No accumulator.** The ESMF does not have an accumulator tool, to perform time averaging of fields for coupling. This is likely to be developed in the near term.

15.4 Class API: Basic CplComp Methods

15.4.1 ESMF_CplCompCreate - Create a new CplComp with a Config filename

INTERFACE:

    ! Private name; call using ESMF_CplCompCreate()
    function ESMF_CplCompCreateConf(name, config, configFile, clock, rc)

RETURN VALUE:

    type(ESMF_CplComp) :: ESMF_CplCompCreateConf

ARGUMENTS:

    character(len=*) , intent(in) , optional :: name
    type(ESMF_Config) , intent(in) , optional :: config
    character(len=*) , intent(in) , optional :: configFile
    type(ESMF_Clock) , intent(in) , optional :: clock
    integer , intent(out) , optional :: rc

DESCRIPTION:

Create a new ESMF_CplComp, specifying optional configuration file information.
The return value is the new ESMF_CplComp.
The arguments are:

[name] Name of the newly-created ESMF_CplComp. This name can be altered from within the ESMF_CplComp code once the initialization routine is called.

[config] An already-created ESMF_Config configuration object from which the new ESMF_CplComp can read in namelist-type information to set parameters for this run. If both are specified, this object takes priority over configFile.
The filename of an ESMF_Config format file. If specified, this file is opened, an ESMF_Config configuration object is created for the file and attached to the new ESMF_CplComp. The user can call ESMF_CplCompGet() to get and use the object. If both are specified, the config object takes priority over this one.

Component-specific ESMF_Clock. This clock is available to be queried and updated by the new ESMF_CplComp as it chooses. This should not be the parent component clock, which should be maintained and passed down to the initialize/run/finalize routines separately.

Return code; equals ESMF_SUCCESS if there are no errors.

15.4.2 ESMF_CplCompCreate - Create a new CplComp with VM enabled

INTERFACE:

! Private name; call using ESMF_CplCompCreate()
function ESMF_CplCompCreateVM(vm, name, config, configFile, &
clock, petList, rc)

RETURN VALUE:

type(ESMF_CplComp) :: ESMF_CplCompCreateVM

ARGUMENTS:

type(ESMF_VM), intent(in) :: vm
character(len=*), intent(in), optional :: name
type(ESMF_Config), intent(in), optional :: config
character(len=*), intent(in), optional :: configFile
type(ESMF_Clock), intent(in), optional :: clock
integer, intent(in), optional :: petList(:)
integer, intent(out), optional :: rc

DESCRIPTION:

Create a new ESMF_CplComp, setting the resources explicitly. The return value is the new ESMF_CplComp.

The arguments are:

vm ESMF_VM object for the parent component out of which this ESMF_CplCompCreate() call is issued. This will become the parent ESMF_VM of the newly created ESMF_CplComp.

name Name of the newly-created ESMF_CplComp. This name can be altered from within the ESMF_CplComp code once the initialization routine is called.

config An already-created ESMF_Config configuration object from which the new component can read in namelist-type information to set parameters for this run. If both are specified, this object takes priority over configFile.

configFile The filename of an ESMF_Config format file. If specified, this file is opened, an ESMF_Config configuration object is created for the file, and attached to the new component. The user can call ESMF_CplCompGet() to get and use the object. If both are specified, the config object takes priority over this one.

clock Component-specific ESMF_Clock. This clock is available to be queried and updated by the new ESMF_CplComp as it chooses. This should not be the parent component clock, which should be maintained and passed down to the initialize/run/finalize routines separately.

petList List of PETs in the given ESMF_VM that the parent component is giving to the created child component. If petList is not specified all of the parents PETs will be given to the child component.

rc Return code; equals ESMF_SUCCESS if there are no errors.
15.4.3 ESMF_CplCompDestroy - Release resources for a CplComp

INTERFACE:

    subroutine ESMF_CplCompDestroy(cplcomp, rc)

ARGUMENTS:

    type(ESMF_CplComp) :: cplcomp
    integer, intent(out), optional :: rc

DESCRIPTION:

Releases all resources associated with this ESMF_CplComp.

The arguments are:

[cplcomp] Release all resources associated with this ESMF_CplComp and mark the object as invalid. It is an error to pass this object into any other routines after being destroyed.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

15.4.4 ESMF_CplCompFinalize - Call the CplComp’s finalize routine

INTERFACE:

    recursive subroutine ESMF_CplCompFinalize(cplcomp, importState, exportState, clock, phase, blockingflag, rc)

ARGUMENTS:

    type (ESMF_CplComp) :: cplcomp
    type (ESMF_State), intent(inout), optional :: importState
    type (ESMF_State), intent(inout), optional :: exportState
    type (ESMF_Clock), intent(in), optional :: clock
    integer, intent(in), optional :: phase
    type (ESMF_BlockingFlag), intent(in), optional :: blockingflag
    integer, intent(out), optional :: rc

DESCRIPTION:

Call the associated user-supplied finalization routine for an ESMF_CplComp.

The arguments are:

[cplcomp] The ESMF_CplComp to call finalize routine for.

[importState] ESMF_State containing import data for coupling.

[exportState] ESMF_State containing export data for coupling.

[clock] External ESMF_Clock for passing in time information. This is generally the parent component’s clock, and will be treated as read-only by the child component. The child component can maintain a private clock for its own internal time computations.

[phase] Component providers must document whether their each of their routines are single-phase or multi-phase. Single-phase routines require only one invocation to complete their work. Multi-phase routines provide multiple subroutines to accomplish the work, accomodating components which must complete part of their work, return to the caller and allow other processing to occur, and then continue the original operation. For single-phase child components this argument is optional, but if specified it must be ESMF_SINGLEPHASE. For multiple-phase child components, this is the integer phase number to be invoked.
Blocking flag [blockingflag] Use ESMF_BLOCKING (default) or ESMF_NONBLOCKING.

Return code [rc] Return code; equals ESMF_SUCCESS if there are no errors.

15.4.5 ESMF_CplCompGet - Query a CplComp for information

**INTERFACE:**

```fortran
subroutine ESMF_CplCompGet(cplcomp, name, config, &
configFile, clock, vm, rc)
```

**ARGUMENTS:**

- type(ESMF_CplComp), intent(in) :: cplcomp
- character(len=*), intent(out), optional :: name
- type(ESMF_Config), intent(out), optional :: config
- character(len=*), intent(out), optional :: configFile
- type(ESMF_Clock), intent(out), optional :: clock
- type(ESMF_VM), intent(out), optional :: vm
- integer, intent(out), optional :: rc

**DESCRIPTION:**

Returns information about an ESMF_CplComp. For queries where the caller only wants a single value, specify the argument by name. All the arguments after cplcomp argument are optional to facilitate this.

The arguments are:

**cplcomp** ESMF_CplComp to query.

**name** Return the name of the ESMF_CplComp.

**config** Return the ESMF_Config object for this ESMF_CplComp.

**configFile** Return the configuration filename for this ESMF_CplComp.

**clock** Return the private clock for this ESMF_CplComp.

**vm** Return the ESMF_VM for this ESMF_CplComp.

**rc** Return code; equals ESMF_SUCCESS if there are no errors.

15.4.6 ESMF_CplCompInitialize - Call the CplComp’s initialize routine

**INTERFACE:**

```fortran
recursive subroutine ESMF_CplCompInitialize(cplcomp, importState, &
exportState, clock, phase, blockingflag, rc)
```

**ARGUMENTS:**

- type (ESMF_CplComp) :: cplcomp
- type (ESMF_State), intent(inout), optional :: importState
- type (ESMF_State), intent(inout), optional :: exportState
- type (ESMF_Clock), intent(in), optional :: clock
- integer, intent(in), optional :: phase
- type (ESMF_BlockingFlag), intent(in), optional :: blockingflag
- integer, intent(out), optional :: rc

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DESCRIPTION:

Call the associated user initialization code for an ESMF_CplComp.
The arguments are:

**cplcomp** ESMF_CplComp to call initialize routine for.

**[importState]** ESMF_State containing import data for coupling.

**[exportState]** ESMF_State containing export data for coupling.

**[clock]** External ESMF_Clock for passing in time information. This is generally the parent component’s clock, and will be treated as read-only by the child component. The child component can maintain a private clock for its own internal time computations.

**[phase]** Component providers must document whether their each of their routines are *single-phase* or *multi-phase*. Single-phase routines require only one invocation to complete their work. Multi-phase routines provide multiple subroutines to accomplish the work, accommodating components which must complete part of their work, return to the caller and allow other processing to occur, and then continue the original operation. For single-phase child components this argument is optional, but if specified it must be ESMF_SINGLEPHASE. For multiple-phase child components, this is the integer phase number to be invoked.

**[blockingflag]** Valid values are ESMF_BLOCKING (the default) or ESMF_NONBLOCKING.

**[rc]** Return code; equals ESMF_SUCCESS if there are no errors.

---

**15.4.7 ESMF_CplCompPrint - Print the contents of a CplComp**

**INTERFACE:**

```fortran
subroutine ESMF_CplCompPrint(cplcomp, options, rc)
```

**ARGUMENTS:**

```fortran
type(ESMF_CplComp) :: cplcomp
character (len = *), intent(in), optional :: options
integer, intent(out), optional :: rc
```

**DESCRIPTION:**

Prints information about an ESMF_CplComp to stdout. The arguments are:

**cplcomp** ESMF_CplComp to print.

**[options]** Print options are not yet supported.

**[rc]** Return code; equals ESMF_SUCCESS if there are no errors.

---

**15.4.8 ESMF_CplCompRun - Call the CplComp’s run routine**

**INTERFACE:**

```fortran
recursive subroutine ESMF_CplCompRun(cplcomp, importState, exportState, & clock, phase, blockingflag, rc)
```
ARGUMENTS:

type (ESMF_CplComp) :: cplcomp
type (ESMF_State), intent(inout), optional :: importState
type (ESMF_State), intent(inout), optional :: exportState
type (ESMF_Clock), intent(in), optional :: clock
integer, intent(in), optional :: phase
type (ESMF_BlockingFlag), intent(in), optional :: blockingflag
integer, intent(out), optional :: rc

DESCRIPTION:

Call the associated user run code for an ESMF_CplComp.
The arguments are:

cplcomp ESMF_CplComp to call run routine for.

[importState] ESMF_State containing import data for coupling.

[exportState] ESMF_State containing export data for coupling.

clock External ESMF_Clock for passing in time information. This is generally the parent component’s clock, and will be treated as read-only by the child component. The child component can maintain a private clock for its own internal time computations.

phase Component providers must document whether their each of their routines are single-phase or multi-phase. Single-phase routines require only one invocation to complete their work. Multi-phase routines provide multiple subroutines to accomplish the work, accommodating components which must complete part of their work, return to the caller and allow other processing to occur, and then continue the original operation. For single-phase child components this argument is optional, but if specified it must be ESMF_SINGLEPHASE. For multiple-phase child components, this is the integer phase number to be invoked. If multiple-phase restore, which phase number this is. Pass in 0 or ESMF_SINGLEPHASE for non-multiples. External clock for passing in time information.

[blockingflag] Use ESMF_BLOCKING (default) or ESMF_NONBLOCKING.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

15.4.9 ESMF_CplCompSet - Set or reset information about the CplComp

INTERFACE:

subroutine ESMF_CplCompSet(cplcomp, name, config, configFile, clock, rc)

ARGUMENTS:

type (ESMF_CplComp), intent(inout) :: cplcomp
character(len=*), intent(in), optional :: name
type (ESMF_Config), intent(in), optional :: config
character(len=*), intent(in), optional :: configFile

type (ESMF_Clock), intent(in), optional :: clock
integer, intent(out), optional :: rc

DESCRIPTION:

Sets or resets information about an ESMF_CplComp. The caller can set individual values by specifying the arguments by name. All the arguments except cplcomp are optional to facilitate this. The arguments are:
cplcomp  ESMF_CplComp to change.

[name]  Set the name of the ESMF_CplComp.

[config]  Set the configuration information for the ESMF_CplComp from this already created ESMF_Config object. If specified, takes priority over configFile.

[configFile]  Set the configuration filename for this ESMF_CplComp. An ESMF_Config object will be created for this file and attached to the ESMF_CplComp. Superceded by config if both are specified.

[clock]  Set the private clock for this ESMF_CplComp.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

15.4.10  ESMF_CplCompValidate – Ensure the CplComp is internally consistent

INTERFACE:

    subroutine ESMF_CplCompValidate(cplcomp, options, rc)

ARGUMENTS:

    type(ESMF_CplComp) :: cplcomp
    character (len = *), intent(in), optional :: options
    integer, intent(out), optional :: rc

DESCRIPTION:

Currently all this method does is to check that the cplcomp exists.
The arguments are:

cplcomp  ESMF_CplComp to validate.

[options]  Validation options are not yet supported.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

15.4.11  ESMF_CplCompWait - Wait for a CplComp to return

INTERFACE:

    subroutine ESMF_CplCompWait(cplcomp, rc)

ARGUMENTS:

    type(ESMF_CplComp), intent(in) :: cplcomp
    integer, intent(out), optional :: rc

DESCRIPTION:

When executing asynchronously, wait for an ESMF_CplComp to return.
The arguments are:

cplcomp  ESMF_CplComp to wait for.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.
15.5 Class API: SetServices and Related Methods

15.5.1 ESMF_CplCompGetInternalState - Get private data block pointer

INTERFACE:

    subroutine ESMF_CplCompGetInternalState(cplcomp, dataPointer, rc)

ARGUMENTS:

    type(ESMF_CplComp), intent(inout) :: cplcomp
    type(any), pointer, intent(in) :: dataPointer
    integer, intent(out), optional :: rc

DESCRIPTION:

Available to be called by an ESMF_CplComp at any time after ESMF_CplCompSetInternalState has been called. Since init, run, and finalize must be separate subroutines data that they need to share in common can either be module global data, or can be allocated in a private data block and the address of that block can be registered with the framework and retrieved by this call. When running multiple instantiations of an ESMF_CplComp, for example during ensemble runs, it may be simpler to maintain private data specific to each run with private data blocks. A corresponding ESMF_CplCompSetInternalState call sets the data pointer to this block, and this call retrieves the data pointer. Note that the dataPointer argument needs to be a derived type which contains only a pointer of the type of the data block defined by the user. When making this call the pointer needs to be unassociated. When the call returns the pointer will now reference the original data block which was set during the previous call to ESMF_CplCompSetInternalState.

The arguments are:

- **cplcomp** An ESMF_CplComp object.
- **dataPointer** A derived type, containing only an unassociated pointer to the private data block. The framework will fill in the pointer. When this call returns the pointer is set to the same address set during ESMF_CplCompSetInternalState. This level of indirection is needed to reliably set and retrieve the data block no matter which architecture or compiler is used.
- **[rc]** Return code; equals ESMF_SUCCESS if there are no errors.

15.5.2 ESMF_CplCompSetEntryPoint - Set name of CplComp subroutines

INTERFACE:

    subroutine ESMF_CplCompSetEntryPoint(cplcomp, subroutineType, subroutineName, phase, rc)

ARGUMENTS:

    type(ESMF_CplComp), intent(inout) :: cplcomp
    character(len=*), intent(in) :: subroutineType
    subroutine, intent(in) :: subroutineName
    integer, intent(in) :: phase
    integer, intent(out), optional :: rc

DESCRIPTION:

Intended to be called by an ESMF_CplComp during the registration process. An ESMF_CplComp calls ESMF_CplCompSetEntryPoint for each of the predefined init, run, and finalize routines, to associate the internal subroutine to be called for each function. If multiple phases for init, run, or finalize are needed, this can be called with phase numbers.
After this subroutine returns, the framework now knows how to call the initialize, run, and finalize routines for this child ESMF_CplComp.
The arguments are:

cplcomp An ESMF_CplComp object.

subroutineType One of a set of predefined subroutine types - e.g. ESMF_SETINIT, ESMF_SETRUN, ESMF_SETFINAL.

subroutineName The name of the cplcomp subroutine to be associated with the subroutineType. This subroutine does not have to be public to the module.

[phase] For ESMF_CplComps which need to initialize, run, or finalize with multiple phases, the phase number which corresponds to this subroutine name. For single phase subroutines, either omit this argument, or use the parameter ESMF_SINGLEPHASE. The ESMF_CplComp writer must document the requirements of the ESMF_CplComp for how and when the multiple phases are expected to be called.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

15.5.3 ESMF_CplCompSetInternalState - Set private data block pointer

INTERFACE:

    subroutine ESMF_CplCompSetInternalState(cplcomp, dataPointer, rc)

ARGUMENTS:

    type(ESMF_CplComp), intent(inout) :: cplcomp
    type(any), pointer, intent(in) :: dataPointer
    integer, intent(out), optional :: rc

DESCRIPTION:

Available to be called by an ESMF_CplComp at any time, but expected to be most useful when called during the registration process, or initialization. Since init, run, and finalize must be separate subroutines data that they need to share in common can either be module global data, or can be allocated in a private data block and the address of that block can be registered with the framework and retrieved by subsequent calls. When running multiple instantiations of an ESMF_CplComp, for example during ensemble runs, it may be simpler to maintain private data specific to each run with private data blocks. A corresponding ESMF_CplCompGetInternalState call retrieves the data pointer. The arguments are:

cplcomp An ESMF_CplComp object.

dataPointer A pointer to the private data block, wrapped in a derived type which contains only a pointer to the block. This level of indirection is needed to reliably set and retrieve the data block no matter which architecture or compiler is used.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

15.5.4 ESMF_CplCompSetServices - Register CplComp interface routines

INTERFACE:

    subroutine ESMF_CplCompSetServices(cplcomp, subroutineName, rc)

ARGUMENTS:
DESCRIPTION:

Call an ESMF_CplComp’s setservices registration routine. The parent component must first create an ESMF_CplComp, then call this routine. The arguments are the object returned from the create call, plus the public, well-known, subroutine name that is the registration routine for this ESMF_CplComp. This name must be documented by the ESMF_CplComp provider.

After this subroutine returns the framework now knows how to call the initialize, run, and finalize routines for the ESMF_CplComp.

The arguments are:

- cplcomp An ESMF_CplComp object.
- subroutineName The public name of the cplcomp’s ESMF_CplCompSetServices call. An ESMF_CplComp writer must provide this information. Note this is the actual subroutine, not a character string.
- [rc] Return code; equals ESMF_SUCCESS if there are no errors.

16 State Class

16.1 Description

A State contains the data and metadata to be transferred between ESMF components. It is an important class, because it defines a standard for how data is represented in Earth science components. The State construct is a rational compromise between a fully prescribed interface - one that would dictate what specific fields should be transferred between components - and an interface in which data structures are completely ad hoc.

There are two types of States, import and export. An import State contains data that is necessary for a Gridded Component or Coupler Component to execute, and an export State contains the data that a Gridded Component or Coupler Component can make available.

States can contain Bundles, Fields, Arrays, and other States. They cannot directly contain Fortran arrays. Objects in a State must span the VM on which they are running. For sequentially executing components which run on the same set of PETs this happens by calling the object create methods on each PET creating the object in unison. For concurrently executing components which are running on subsets of PETs, an additional method is provided by the ESMF to broadcast information about objects which were created in subcomponents.

State methods include creation and deletion, adding and retrieving data items, adding and retrieving attributes, and performing queries. An additional method, reconciliation, makes objects created on a subset of the current PETs available to all PETs in the current VM.

16.2 State Options

16.2.1 ESMF_StateItemType

DESCRIPTION:

Specifies the type of object being added to or retrieved from an ESMF_State.

Valid values are:

- ESMF_STATEITEM_BUNDLE Refers to an ESMF_Bundle within an ESMF_State.
- ESMF_STATEITEM_FIELD Refers to an ESMF_Field within an ESMF_State.
- ESMF_STATEITEM_ARRAY Refers to an ESMF_Array within an ESMF_State.
- ESMF_STATEITEM_STATE Refers to an ESMF_State within an ESMF_State.
- ESMF_STATEITEM_NAME Refers to a data name used as a placeholder within an ESMF_State.
- ESMF_STATEITEM_UNKNOWN Object type within an ESMF_State is unknown.
16.2.2 ESMF_StateType

DESCRIPTION:
Specifies whether an ESMF_State contains data to be imported into a component or exported from a component.
Valid values are:

ESMF_STATE_IMPORT Contains data to be imported into a component.
ESMF_STATE_EXPORT Contains data to be exported out of a component.
ESMF_STATE_INVALID Does not contain valid data.

16.3 Use and Examples

A Gridded Component generally has one associated import State and one export State. Generally the States associated with a Gridded Component will be created by the Gridded Component’s parent component. In many cases, the States will be created containing no data. Both the empty States and the newly created Gridded Component are passed by the parent component into the Gridded Component’s initialize method. This is where the States get prepared for use and the import State is first filled with data.

States can be created without the Fields, Arrays, Bundles, and other States they will eventually contain in a number of ways. They can be created with names as placeholders where these data items will eventually be. When the States are passed into the Gridded Component’s initialize method, Field, Bundle, and Array create calls can be made in that method to replace the name placeholders with real data objects.

States can also be filled with data items that do not yet have data allocated. Fields, Bundles, and Arrays each have methods that support their creation without actual data allocation - the grid and metadata are set up but no Fortran array of data values is allocated. In this approach, when a State is passed into its associated Gridded Component’s initialize method, the incomplete Arrays, Fields, and Bundles within the State can allocate or reference data inside the initialize method.

States are passed through the interfaces of the Gridded and Coupler Components’ run methods in order to carry data between the components. While we expect a Gridded Component’s import State to be filled with data during initialization, its export State will typically be filled over the course of its run method. At the end of a Gridded Component’s run method, the filled export State is passed out through the argument list into a Coupler Component’s run method. We recommend the convention that it enters the Coupler Component as the Coupler Component’s import State. Here it is transformed into a form that another Gridded Component requires, and passed out of the Coupler Component as its export State. It can then be passed into the run method of a recipient Gridded Component as that component’s import State.

While the above sounds complicated, the rule is simple: a State going into a component is an import State, and a State leaving a component is an export State.

Data items within a State can be marked needed or not needed, depending on whether they are required for a particular application configuration. If the item is marked not needed, the user can make the Gridded Component’s initialize method clever enough to not allocate the data for that item at all and not compute it within the Gridded Component code. For example, some diagnostics may not be desired for all runs.

Other flags will eventually be available for data items within a State, such as data ready for reading or writing, data valid or invalid, and data required for restart or not. These are not yet fully implemented, so only the default value for each value can be set at this time.

Objects inside States are normally created in unison where each PET executing a component makes the same object create call. If the object contains data, like a Field, each PET may have a different local chunk of the entire dataset but each Field has the same name and is logically one part of a single distributed object. As States are passed between components if any object in a State was not created in unison on all the current PETs then some PETs have no object to pass into a communication method (e.g. regrid or data redistribution). A State method called reconcile must be called to broadcast information about these objects to all PETs in a component; after which all PETs have a single uniform view of all objects.

If components are running in sequential mode on all available PETs and States are being passed between them there is no need to make the reconcile call since all PETs have a uniform view of the objects. However, if components are running on a subset of the PETs, as is usually the case when running in concurrent mode, then when States are passed into components which contain a superset of those PETs, for example, a Coupler Component, all PETs must call reconcile on the States before using them in any ESMF communication methods. The reconcile process broadcasts
metadata information about objects which exist only on a subset of the PETs. On PETs missing those objects it creates a proxy object which contains any attributes of the original object plus enough information for it to be a data source or destination for a regrid or data redistribution operation.

! !PROGRAM: ESMF_StateEx - State creation and operation
! !DESCRIPTION:
! ! This program shows examples of State creation and manipulation
!-------------------------------------------------- ---------------------------

! ESMF Framework module
use ESMF_Mod
implicit none

! Local variables
integer :: x, y, rc
character(ESMF_MAXSTR) :: statename, bundlename, dataname
type(ESMF_Field) :: field1
type(ESMF_Bundle) :: bundle1, bundle2
type(ESMF_State) :: state1, state2, state3, state4

16.3.1 Empty State Create
Creation of an empty ESMF_State, which will be added to later.

        statename = "Atmosphere"
        state1 = ESMF_StateCreate(statename, statetype=ESMF_STATE_IMPORT, rc=rc)

16.3.2 Adding Items to a State
Creation of an empty ESMF_State, and adding an ESMF_Bundle to it. Note that the ESMF_Bundle does not get destroyed when the ESMF_State is destroyed; the ESMF_State only contains a reference to the objects it contains. It also does not make a copy; the original objects can be updated and code accessing them by using the ESMF_State will see the updated version.

        statename = "Ocean"
        state2 = ESMF_StateCreate(statename, statetype=ESMF_STATE_EXPORT, rc=rc)

        bundlename = "Temperature"
        bundle1 = ESMF_BundleCreate(name=bundlename, rc=rc)
        print *, "Bundle Create returned", rc

        call ESMF_StateAddBundle(state2, bundle1, rc)
        print *, "StateAddBundle returned", rc

        call ESMF_StateDestroy(state2, rc)

        call ESMF_BundleDestroy(bundle1, rc)
16.3.3 Adding Placeholders to a State

If a component could potentially produce a large number of optional items, one strategy is to add the names only of those objects to the `ESMF_State`. Other components can call framework routines to set the `ESMF_NEEDED` flag to indicate they require that data. The original component can query this flag and then produce only the data what is required by another component.

```fortran
statename = "Ocean"
state3 = ESMF_StateCreate(statename, statetype=ESMF_STATE_EXPORT, rc=rc)

dataname = "Downward wind"
call ESMF_StateAddNameOnly(state3, dataname, rc)

dataname = "Humidity"
call ESMF_StateAddNameOnly(state3, dataname, rc)
```

16.3.4 Marking an Item Needed

How to set the `NEEDED` state of an item.

```fortran
dataname = "Downward wind"
call ESMF_StateSetNeeded(state3, dataname, ESMF_NEEDED, rc)
```

16.3.5 Creating a Needed Item

Query an item for the `NEEDED` status, and creating an item on demand. Similar flags exist for "Ready", "Valid", and "Required for Restart", to mark each data item as ready, having been validated, or needed if the application is to be checkpointed and restarted. The flags are supported to help coordinate the data exchange between components.

```fortran
dataname = "Downward wind"
if (ESMF_StateIsNeeded(state3, dataname, rc)) then
    bundlename = dataname
    bundle2 = ESMF_BundleCreate(name=bundlename, rc=rc)

    call ESMF_StateAddBundle(state3, bundle2, rc)
else
    print *, "Data not marked as needed", trim(dataname)
endif
```

! PROGRAM: ESMF_StateReconcileEx - State reconciliation
!
! DESCRIPTION:
!
! This program shows examples of using the State Reconcile function
!----------------------------------------
! ESMF Framework module
use ESMF_Mod
implicit none

! Interface blocks for subroutines at end of program
interface
  subroutine comp_dummy(gcomp, rc)
    use ESMF_Mod
    type(ESMF_GridComp), intent(inout) :: gcomp
    integer, intent(out) :: rc
  end subroutine comp_dummy

  subroutine comp1_init(gcomp, istate, ostate, clock, rc)
    use ESMF_Mod
    type(ESMF_State), intent(inout) :: istate, ostate
    type(ESMF_Clock), intent(in) :: clock
    integer, intent(out) :: rc
  end subroutine comp1_init

  subroutine comp2_init(gcomp, istate, ostate, clock, rc)
    use ESMF_Mod
    type(ESMF_GridComp), intent(inout) :: gcomp
    type(ESMF_State), intent(inout) :: istate, ostate
    type(ESMF_Clock), intent(in) :: clock
    integer, intent(out) :: rc
  end subroutine comp2_init
end interface

! Local variables
integer :: rc
type(ESMF_Field) :: field1
type(ESMF_State) :: state1
type(ESMF_GridComp) :: comp1, comp2
type(ESMF_VM) :: vm, vmsub1, vmsub2
character(len=ESMF_MAXSTR) :: comp1name, comp2name, statename, fieldname

16.3.6 Creating Components on subsets of the current PET list

A Component can be created which will run only on a subset of the current PET list.

! Get the global VM for this job.
call ESMF_VMGetGlobal(vm=vm, rc=rc)

comp1name = "Atmosphere"
comp1 = ESMF_GridCompCreate(vm, comp1name, petList=(/ 0, 1 /), rc=rc)
call ESMF_GridCompGet(comp1, vm=vmsub1, rc=rc)
print *, "GridComp Create returned, name = ", trim(comp1name)

comp2name = "Ocean"
comp2 = ESMF_GridCompCreate(vm, comp2name, petList=(/ 2, 3 /), rc=rc)
call ESMF_GridCompGet(comp2, vm=vmsub2, rc=rc)
print *, "GridComp Create returned, name = ", trim(comp2name)
statename = "Ocn2Atm"
state1 = ESMF_StateCreate(statename, rc=rc)

16.3.7 Invoking Components on a subset of the Parent PETs

Here we register the subroutines which should be called for initialization. Then we call ESMF_GridCompInitialize() on all PETs, but the code runs only on the PETs given in the petList when the Component was created. Because this example is so short, we call the entry point code directly instead of the normal procedure of nesting it in a separate SetServices() subroutine.

! This is where the VM for each component is initialized.
! Normally you would call SetEntryPoint inside set services,
! but to make this example very short, they are called inline below.
call ESMF_GridCompSetServices(comp1, comp_dummy, rc)
call ESMF_GridCompSetServices(comp2, comp_dummy, rc)

print *, "ready to set entry point 1"
call ESMF_GridCompSetEntryPoint(comp1, ESMF_SETINIT, &
    comp1_init, ESMF_SINGLEPHASE, rc)
print *, "ready to set entry point 2"
call ESMF_GridCompSetEntryPoint(comp2, ESMF_SETINIT, &
    comp2_init, ESMF_SINGLEPHASE, rc)

print *, "ready to call init for comp 1"
call ESMF_GridCompInitialize(comp1, state1, rc=rc)
print *, "ready to call init for comp 2"
call ESMF_GridCompInitialize(comp2, state1, rc=rc)

16.3.8 Using State Reconcile

Now we have state1 containing field1 on PETs 0 and 1, and state1 containing field2 on PETs 2 and 3. For the code to have a rational view of the data, we call ESMF_StateReconcile which determines which objects are missing from any PET, and communicates information about the object. After the call to reconcile, all ESMF_State objects now have a consistent view of the data.

print *, "State before calling StateReconcile()"
call ESMF_StatePrint(state1, rc=rc)
call ESMF_StateReconcile(state1, vm, rc=rc)
print *, "State after calling StateReconcile()"
call ESMF_StatePrint(state1, rc=rc)

end program ESMF_StateReconcileEx

16.3.9 Initialization and SetServices Routines

These are the separate subroutines called by the code above.
! Initialize routine which creates "field1" on PETs 0 and 1
subroutine comp1_init(gcomp, istate, ostate, clock, rc)
  use ESMF_Mod
  type(ESMF_GridComp), intent(inout) :: gcomp
  type(ESMF_State), intent(inout) :: istate, ostate
  type(ESMF_Clock), intent(in) :: clock
  integer, intent(out) :: rc

  type(ESMF_Field) :: field1
  integer :: localrc

  print *, "i am comp1_init"
  field1 = ESMF_FieldCreateNoData(name="Comp1 Field", rc=localrc)
  call ESMF_StateAddField(istate, field1, rc=localrc)
  rc = localrc
end subroutine comp1_init

! Initialize routine which creates "field2" on PETs 2 and 3
subroutine comp2_init(gcomp, istate, ostate, clock, rc)
  use ESMF_Mod
  type(ESMF_GridComp), intent(inout) :: gcomp
  type(ESMF_State), intent(inout) :: istate, ostate
  type(ESMF_Clock), intent(in) :: clock
  integer, intent(out) :: rc

  type(ESMF_Field) :: field2
  integer :: localrc

  print *, "i am comp2_init"
  field2 = ESMF_FieldCreateNoData(name="Comp2 Field", rc=localrc)
  call ESMF_StateAddField(istate, field2, rc=localrc)
  rc = localrc
end subroutine comp2_init

subroutine comp_dummy(gcomp, rc)
  use ESMF_Mod
  integer, intent(out) :: rc

  rc = ESMF_SUCCESS
end subroutine comp_dummy

16.4 Restrictions and Future Work

1. Flags not fully implemented. The flags for indicating various qualities associated with data items in a State - validity, whether or not the item is required for restart, read/write status - are not fully implemented. Although
their defaults can be set, the associated methods for setting and getting these flags have not been implemented. (The needed flag is fully supported.)

### 16.5 Design and Implementation Notes

States contain the name of the associated Component, a flag for Import or Export, and a list of data objects, which can be a combination of Bundles, Fields, and/or Arrays. The objects must be named and have the proper attributes so they can be identified by the receiver of the data. For example, units and other detailed information may need to be associated with the data as an Attribute.

Data contained in States must be created in unison on each PET of the current VM. This allows the creation process to avoid doing communications since each PET can compute any information it needs to know about any remote PET (for example, the grid distribute method can compute the decomposition of the grid on not only the local PET but also the remote PETs since it knows each PET is making the identical call). For all PETs to have a consistent view of the data this means objects must be given unique names when created, or all objects must be created in the same order on all PETs so ESMF can generate consistent default names for the objects.

When running components on subsets of the original VM all the PETs can create consistent objects but then when they are put into a State and passed to a component with a different VM and a different set of PETs, a communication call (reconcile) must be made to communicate the missing information to the PETs which were not involved in the original object creation. The reconcile call broadcasts object lists; those PETs which are missing any objects in the total list can receive enough information to reconstruct a proxy object which contains all necessary information about that object, with no local data, on that PET. These proxy objects can be queried by ESMF routines to determine the amount of data and what PETs contain data which is destined to be moved to the local PET (for receiving data) and conversely, can determine which other PETs are going to receive data and how much (for sending data).
16.6 Object Model

The following is a simplified UML diagram showing the structure of the State class. See Appendix A, *A Brief Introduction to UML*, for a translation table that lists the symbols in the diagram and their meaning.

16.7 Class API: Basic State Methods

16.7.1 ESMF_StateAddArray - Add an Array to a State

**INTERFACE:**

```
! Private name; call using ESMF_StateAddArray()
subroutine ESMF_StateAddOneArray(state, array, rc)
```

**ARGUMENTS:**

```
type(ESMF_State), intent(inout) :: state
type(ESMF_Array), intent(in) :: array
integer, intent(out), optional :: rc
```

**DESCRIPTION:**

Add a single array reference to an existing state. The array name must be unique within the state. The arguments are:

state An ESMF_State object.
array The ESMF_Array to be added. This is a reference only; when the ESMF_State is destroyed the objects contained in it will not be destroyed. Also, the ESMF_Array cannot be safely destroyed before the ESMF_State is destroyed. Since objects can be added to multiple containers, it remains the user’s responsibility to manage the destruction of objects when they are no longer in use.
[rc] Return code; equals ESMF_SUCCESS if there are no errors.

16.7.2 ESMF_StateAddArray - Add a list of Arrays to a State

**INTERFACE:**

```
! Private name; call using ESMF_StateAddArray()
subroutine ESMF_StateAddArrayList(state, arrayCount, arrayList, rc)
```
**ARGUMENTS:**

type(ESMF_State), intent(inout) :: state
integer, intent(in) :: arrayCount
type(ESMF_Array), dimension(:), intent(in) :: arrayList
integer, intent(out), optional :: rc

**DESCRIPTION:**

Add multiple ESMF_Arrays to an ESMF_State.
The arguments are:

- **state** An ESMF_State object.
- **arrayCount** The number of ESMF_Arrays to be added.
- **arrayList** The list (Fortran array) of ESMF_Arrays to be added. This is a reference only; when the ESMF_State is destroyed the objects contained in it will not be destroyed. Also, the ESMF_Arrays cannot be safely destroyed before the ESMF_State is destroyed. Since objects can be added to multiple containers, it remains the user’s responsibility to manage the destruction of objects when they are no longer in use.

- **[rc]** Return code; equals ESMF_SUCCESS if there are no errors.

---

**16.7.3 ESMF_StateAddBundle - Add a Bundle to a State**

**INTERFACE:**

! Private name; call using ESMF_StateAddBundle()
subroutine ESMF_StateAddOneBundle(state, bundle, rc)

**ARGUMENTS:**

type(ESMF_State), intent(inout) :: state
type(ESMF_Bundle), intent(in) :: bundle
integer, intent(out), optional :: rc

**DESCRIPTION:**

Add a single bundle reference to an existing state. The bundle name must be unique within the state. The arguments are:

- **state** The ESMF_State object.
- **bundle** The ESMF_Bundle to be added. This is a reference only; when the ESMF_State is destroyed the objects contained in it will not be destroyed. Also, the ESMF_Bundle cannot be safely destroyed before the ESMF_State is destroyed. Since objects can be added to multiple containers, it remains the user’s responsibility to manage the destruction of objects when they are no longer in use.

- **[rc]** Return code; equals ESMF_SUCCESS if there are no errors.
16.7.4  ESMF_StateAddBundle - Add a list of Bundles to a State

**INTERFACE:**

```fortran
! Private name; call using ESMF_StateAddBundle()
subroutine ESMF_StateAddBundleList(state, bundleCount, bundleList, rc)
```

**ARGUMENTS:**

```fortran
type(ESMF_State), intent(inout) :: state
integer, intent(in) :: bundleCount
type(ESMF_Bundle), dimension(:), intent(in) :: bundleList
integer, intent(out), optional :: rc
```

**DESCRIPTION:**

Add multiple ESMF_Bundles to an ESMF_State.
The arguments are:

- **state**  An ESMF_State object.
- **bundleCount**  The number of ESMF_Bundles to be added.
- **bundleList**  The list (Fortran array) of ESMF_Bundles to be added. This is a reference only; when the ESMF_State is destroyed the objects contained in it will not be destroyed. Also, the ESMF_Bundles cannot be safely destroyed before the ESMF_State is destroyed. Since objects can be added to multiple containers, it remains the user’s responsibility to manage the destruction of objects when they are no longer in use.

- **[rc]**  Return code; equals ESMF_SUCCESS if there are no errors.

16.7.5  ESMF_StateAddField - Add a Field to a State

**INTERFACE:**

```fortran
! Private name; call using ESMF_StateAddField()
subroutine ESMF_StateAddOneField(state, field, rc)
```

**ARGUMENTS:**

```fortran
type(ESMF_State), intent(inout) :: state
type(ESMF_Field), intent(in) :: field
integer, intent(out), optional :: rc
```

**DESCRIPTION:**

Add a single field reference to an existing state. The field name must be unique within the state.
The arguments are:

- **state**  An ESMF_State object.
- **field**  The ESMF_Field to be added. This is a reference only; when the ESMF_State is destroyed the objects contained in it will not be destroyed. Also, the ESMF_Field cannot be safely destroyed before the ESMF_State is destroyed. Since objects can be added to multiple containers, it remains the user’s responsibility to manage the destruction of objects when they are no longer in use.

- **[rc]**  Return code; equals ESMF_SUCCESS if there are no errors.
16.7.6  ESMF_StateAddField - Add a list of Fields to a State

INTERFACE:

    ! Private name; call using ESMF_StateAddFields()
    subroutine ESMF_StateAddFieldList(state, fieldCount, fieldList, rc)

ARGUMENTS:

    type(ESMF_State), intent(inout) :: state
    integer, intent(in) :: fieldCount
    type(ESMF_Field), dimension(:), intent(in) :: fieldList
    integer, intent(out), optional :: rc

DESCRIPTION:
Add multiple ESMF_Field objects to an ESMF_State.
The arguments are:
state  An ESMF_State object.
fieldCount  The number of ESMF_Field objects to be added.
fieldList  The list (Fortran array) of ESMF_Field objects to be added. This is a reference only; when the ESMF_State is destroyed the objects contained in it will not be destroyed. Also, the ESMF_Field objects cannot be safely destroyed before the ESMF_State is destroyed. Since objects can be added to multiple containers, it remains the user’s responsibility to manage the destruction of objects when they are no longer in use.
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

16.7.7  ESMF_StateAddNameOnly - Add a name to a State as a placeholder

INTERFACE:

    ! Private name; call using ESMF_StateAddNameOnly()
    subroutine ESMF_StateAddOneName(state, name, rc)

ARGUMENTS:

    type(ESMF_State), intent(inout) :: state
    character (len=*) , intent(in) :: name
    integer, intent(out), optional :: rc

DESCRIPTION:
Add the character string name to an existing state. It can subsequently be replaced by an actual object with the same name. The name must be unique within the state. It is available to be marked needed by the consumer of the export ESMF_State. Then the data provider can replace the name with the actual ESMF_Bundle, ESMF_Field, or ESMF_Array which carries the needed data.
The arguments are:
state  An ESMF_State object.
name  The name to be added as a placeholder for a data object.
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.
16.7.8 ESMF_StateAddNameOnly - Add a list of names to a State

INTERFACE:

    ! Private name; call using ESMF_StateAddNameOnly()
    subroutine ESMF_StateAddNameList(state, nameCount, nameList, rc)

ARGUMENTS:

    type(ESMF_State), intent(inout) :: state
    integer, intent(in) :: nameCount
    character (len=*) , intent(in) :: nameList(:)
    integer, intent(out), optional :: rc

DESCRIPTION:

Add a list of names to an existing state. They can subsequently be replaced by actual objects with the same name. Each name in the nameList must be unique within the state. It is available to be marked needed by the consumer of the export ESMF_State. Then the data provider can replace the name with the actual ESMF_Bundle, ESMF_Field, or ESMF_Array which carries the needed data. Unneeded data need not be generated.

The arguments are:

state  An ESMF_State object.
nameCount  The count of names in the nameList.
nameList  A list (Fortran array) of character strings to be added as placeholders for data objects.
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

16.7.9 ESMF_StateAddState - Add a State to a State

INTERFACE:

    ! Private name; call using ESMF_StateAddState()
    subroutine ESMF_StateAddOneState(state, nestedState, rc)

ARGUMENTS:

    type(ESMF_State), intent(inout) :: state
    type(ESMF_State), intent(in) :: nestedState
    integer, intent(out), optional :: rc

DESCRIPTION:

Add a nestedState reference to an existing state. The nestedState name must be unique within the container state. The arguments are:

state  An ESMF_State object. This is the container object.
nestedState  The ESMF_State to be added. This is the nested object. This is a reference only; when the ESMF_State is destroyed the objects contained in it will not be destroyed. Also, nested ESMF_States cannot be safely destroyed before the container ESMF_State is destroyed. Since objects can be added to multiple containers, it remains the user’s responsibility to manage the destruction of objects when they are no longer in use.
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.
16.7.10  ESMF_StateAddState - Add a list of States to a State

INTERFACE:

    ! Private name; call using ESMF_StateAddState()
    subroutine ESMF_StateAddStateList(state, nestedStateCount, nestedStateList, rc)

ARGUMENTS:

    type(ESMF_State), intent(inout) :: state
    integer, intent(in) :: nestedStateCount
    type(ESMF_State), dimension(:), intent(in) :: nestedStateList
    integer, intent(out), optional :: rc

DESCRIPTION:

Add multiple nested ESMF_States to a container ESMF_State. The nested ESMF_State names must be unique within the container ESMF_State.

The arguments are:

state  An ESMF_State object. This is the container object.

nestedStateCount  The number of ESMF_States to be added.

nestedStateList  The list (Fortran array) of ESMF_States to be added. This is a reference only; when the container state is destroyed the objects contained in it will not be destroyed. Also, the nestedStateList cannot be safely destroyed before the container state is destroyed. Since objects can be added to multiple containers, it remains the user's responsibility to manage the destruction of objects when they are no longer in use.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

16.7.11  ESMF_StateCreate - Create a new State

INTERFACE:

    function ESMF_StateCreate(stateName, statetype, &
    bundleList, fieldList, arrayList, nestedStateList, &
    nameList, itemCount, &
    neededflag, readyflag, validflag, reqforrestartflag, rc)

RETURN VALUE:

    type(ESMF_State) :: ESMF_StateCreate

ARGUMENTS:

    character(len=*), intent(in), optional :: stateName
    type(ESMF_StateType), intent(in), optional :: statetype
    type(ESMF_Bundle), dimension(:), intent(in), optional :: bundleList
    type(ESMF_Field), dimension(:), intent(in), optional :: fieldList
    type(ESMF_Array), dimension(:), intent(in), optional :: arrayList
    type(ESMF_State), dimension(:), intent(in), optional :: nestedStateList
    character(len=*), dimension(:), intent(in), optional :: nameList
    integer, intent(in), optional :: itemCount
    type(ESMF_NeededFlag), optional :: neededflag
    type(ESMF_ReadyFlag), optional :: readyflag
    type(ESMF_ValidFlag), optional :: validflag
    type(ESMF_ReqForRestartFlag), optional :: reqforrestartflag
    integer, intent(out), optional :: rc
DESCRIPTION:

Create a new ESMF_State, set default characteristics for objects added to it, and optionally add initial objects to it. The arguments are:

[stateName] Name of this ESMF_State object. A default name will be generated if none is specified.

/statetype Import or Export ESMF_State. Valid values are ESMF_STATE_IMPORT, ESMF_STATE_EXPORT, or ESMF_STATE_UNSPECIFIED. The default is ESMF_STATE_UNSPECIFIED.

[bundleList] A list (Fortran array) of ESMF_Bundles.

[fieldList] A list (Fortran array) of ESMF_Fields.

[arrayList] A list (Fortran array) of ESMF_Arrays.

[nestedStateList] A list (Fortran array) of ESMF_States to be nested inside the outer ESMF_State.

[nameList] A list (Fortran array) of character string name placeholders.

[itemCount] The total number of things – Bundles, Fields, Arrays, States, and Names – to be added. If itemCount is not specified, it will be computed internally based on the length of each object list. If itemCount is specified this routine will do an error check to verify the total number of items found in the argument lists matches this count of the expected number of items.

[neededflag] Set the default value for new items added to an ESMF_State. Possible values are listed in Section 10.1.6. If not specified, the default value is set to ESMF_NEEDED.

[readyflag] Set the default value for new items added to an ESMF_State. Possible values are listed in Section 10.1.7. If not specified, the default value is set to ESMF_READYTOREAD.

[validflag] Set the default value for new items added to an ESMF_State. Possible values are listed in Section 10.1.10. If not specified, the default value is set to ESMF_VALID.

[reqforrestartflag] Set the default value for new items added to an ESMF_State. Possible values are listed in Section 10.1.9. If not specified, the default value is set to ESMF_REQUIRED_FOR_RESTART.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

16.7.12 ESMF_StateDestroy - Release resources for a State

INTERFACE:

    subroutine ESMF_StateDestroy(state, rc)

ARGUMENTS:

    type(ESMF_State) :: state
    integer, intent(out), optional :: rc

DESCRIPTION:

Releases all resources associated with this ESMF_State. ESMF_States contain references only to other objects; when the ESMF_State is destroyed objects contained in it will not be destroyed. Objects inside a ESMF_State cannot be destroyed before the container ESMF_State is destroyed. Since objects can be added to multiple containers, it remains the user’s responsibility to manage the destruction of objects when they are no longer in use. The arguments are:

[state] Destroy contents of this ESMF_State.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.
16.7.13 ESMF_StateGet - Get information about a State

INTERFACE:

    subroutine ESMF_StateGet(state, name, statetype, itemCount, &
    itemNameList, stateitemtypeList, rc)

ARGUMENTS:

    type(ESMF_State), intent(in) :: state
    character (len=*), intent(out), optional :: name
    type(ESMF_StateType), intent(out), optional :: statetype
    integer, intent(out), optional :: itemCount
    character (len=*), intent(out), optional :: itemNameList(:)
    type(ESMF_StateItemType), intent(out), optional :: stateitemtypeList(:)
    integer, intent(out), optional :: rc

DESCRIPTION:

Returns the requested information about this ESMF_State.
The arguments are:

state An ESMF_State object to be queried.
[name] Name of this ESMF_State.
[statetype] Import or Export ESMF_State. Possible values are listed in Section 16.2.2
[itemCount] Count of items in state, including all objects as well as placeholder names.
[itemNameList] Array of item names in state, including placeholder names. itemNameList must be at least itemCount long.
[stateitemtypeList] Array of possible item object types in state, including placeholder names. Must be at least itemCount long. Options are listed in Section 16.2.1
[rc] Return code; equals ESMF_SUCCESS if there are no errors.

16.7.14 ESMF_StateGetArray - Retrieve a data Array from a State

INTERFACE:

    subroutine ESMF_StateGetArray(state, arrayName, array, nestedStateName, rc)

ARGUMENTS:

    type(ESMF_State), intent(in) :: state
    character (len=*), intent(in) :: arrayName
    type(ESMF_Array), intent(out) :: array
    character (len=*), intent(in), optional :: nestedStateName
    integer, intent(out), optional :: rc
DESCRIPTION:

Returns an ESMF_Array from an ESMF_State by name. If the ESMF_State contains the object directly, only arrayName is required. If the state contains multiple nested ESMF_States and the object is one level down, this routine can return the object in a single call by specifying the proper nestedStateName. ESMF_States can be nested to any depth, but this routine only searches in immediate descendents. It is an error to specify a nestedStateName if the state contains no nested ESMF_States.

The arguments are:

state  State to query for an ESMF_Array named arrayName.

arrayName  Name of ESMF_Array to be returned.

array  Returned reference to the ESMF_Array.

[nestedStateName]  Optional. An error if specified when the state argument contains no nested ESMF_States. Required if the state contains multiple nested ESMF_States and the object being requested is in one level down in one of the nested ESMF_State. ESMF_State must be selected by this nestedStateName.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

16.7.15  ESMF_StateGetAttribute - Retrieve a 4-byte integer attribute

INTERFACE:

    ! Private name; call using ESMF_StateGetAttribute()
    subroutine ESMF_StateGetInt4Attr(state, name, value, rc)

ARGUMENTS:

type(ESMF_State), intent(in) :: state
class (len = *), intent(in) :: name
integer(ESMF_KIND_I4), intent(out) :: value
integer, intent(out), optional :: rc

DESCRIPTION:

Returns a 4-byte integer attribute from the state.

The arguments are:

state  An ESMF_State object.

name  The name of the attribute to retrieve.

value  The 4-byte integer value of the named attribute.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

16.7.16  ESMF_StateGetAttribute - Retrieve a 4-byte integer list attribute

INTERFACE:

    ! Private name; call using ESMF_StateGetAttribute()
    subroutine ESMF_StateGetInt4ListAttr(state, name, count, valueList, rc)
ARGUMENTS:

\[
\begin{align*}
type(ESMF\_State), & \text{ intent(in)} :: \text{state} \\
character (\text{len} = *), & \text{ intent(in)} :: \text{name} \\
integer, & \text{ intent(in)} :: \text{count} \\
integer(ESMF\_\text{KIND}\_I4), & \text{ dimension(:,), intent(out)} :: \text{valueList} \\
integer, & \text{ intent(out), optional} :: \text{rc}
\end{align*}
\]

DESCRIPTION:

Returns a 4-byte integer list attribute from the \text{state}.

The arguments are:

\begin{itemize}
\item \text{state} An ESMF\_State object.
\item \text{name} The name of the attribute to retrieve.
\item \text{count} The number of values in the attribute.
\item \text{valueList} The 4-byte integer values of the named attribute. The list must be at least \text{count} items long.
\item [rc] Return code; equals ESMF\_SUCCESS if there are no errors.
\end{itemize}

16.7.17 ESMF\_StateGetAttribute - Retrieve an 8-byte integer attribute

INTERFACE:

\[
\begin{align*}
! \text{Private name; call using ESMF\_StateGetAttribute()}
\text{subroutine ESMF\_StateGetInt8Attr(state, name, value, rc)}
\end{align*}
\]

ARGUMENTS:

\[
\begin{align*}
type(ESMF\_State), & \text{ intent(in)} :: \text{state} \\
character (\text{len} = *), & \text{ intent(in)} :: \text{name} \\
integer(ESMF\_\text{KIND}\_I8), & \text{ intent(out)} :: \text{value} \\
integer, & \text{ intent(out), optional} :: \text{rc}
\end{align*}
\]

DESCRIPTION:

Returns an 8-byte integer attribute from the \text{state}.

The arguments are:

\begin{itemize}
\item \text{state} An ESMF\_State object.
\item \text{name} The name of the attribute to retrieve.
\item \text{value} The 8-byte integer value of the named attribute.
\item [rc] Return code; equals ESMF\_SUCCESS if there are no errors.
\end{itemize}
16.7.18 ESMF_StateGetAttribute - Retrieve an 8-byte integer list attribute

INTERFACE:

    ! Private name; call using ESMF_StateGetAttribute()
    subroutine ESMF_StateGetInt8ListAttr(state, name, count, valueList, rc)

ARGUMENTS:

    type(ESMF_State), intent(in) :: state
    character (len = *), intent(in) :: name
    integer, intent(in) :: count
    integer(ESMF_KIND_I8), dimension(:), intent(out) :: valueList
    integer, intent(out), optional :: rc

DESCRIPTION:

Returns an 8-byte integer list attribute from the state. The arguments are:

state  An ESMF_State object.
name   The name of the attribute to retrieve.
count  The number of values in the attribute.
valueList  The 8-byte integer values of the named attribute. The list must be at least count items long.
[rc]   Return code; equals ESMF_SUCCESS if there are no errors.

16.7.19 ESMF_StateGetAttribute - Retrieve a 4-byte real attribute

INTERFACE:

    ! Private name; call using ESMF_StateGetAttribute()
    subroutine ESMF_StateGetReal4Attr(state, name, value, rc)

ARGUMENTS:

    type(ESMF_State), intent(in) :: state
    character (len = *), intent(in) :: name
    real(ESMF_KIND_R4), intent(out) :: value
    integer, intent(out), optional :: rc

DESCRIPTION:

Returns a 4-byte real attribute from the state. The arguments are:

state  An ESMF_State object.
name   The name of the attribute to retrieve.
value  The 4-byte real value of the named attribute.
[rc]   Return code; equals ESMF_SUCCESS if there are no errors.
16.7.20  ESMF_StateGetAttribute - Retrieve a 4-byte real list attribute

INTERFACE:

    ! Private name; call using ESMF_StateGetAttribute()
    subroutine ESMF_StateGetReal4ListAttr(state, name, count, valueList, rc)

ARGUMENTS:

type(ESMF_State), intent(in) :: state
character (len = *), intent(in) :: name
integer, intent(in) :: count
real(ESMF_KIND_R4), dimension(:), intent(out) :: valueList
integer, intent(out), optional :: rc

DESCRIPTION:

Returns a list of 4-byte real attributes from the state.
The arguments are:
state  An ESMF_State object.
name  The name of the attribute to retrieve.
count  The number of values in the attribute.
valueList  The 4-byte real values of the named attribute. The list must be at least count items long.
[rc] Return code; equals ESMF_SUCCESS if there are no errors.

16.7.21  ESMF_StateGetAttribute - Retrieve an 8-byte real attribute

INTERFACE:

    ! Private name; call using ESMF_StateGetAttribute()
    subroutine ESMF_StateGetReal8Attr(state, name, value, rc)

ARGUMENTS:

type(ESMF_State), intent(in) :: state
character (len = *), intent(in) :: name
real(ESMF_KIND_R8), intent(out) :: value
integer, intent(out), optional :: rc

DESCRIPTION:

Returns an 8-byte real attribute from the state.
The arguments are:
state  An ESMF_State object.
name  The name of the attribute to retrieve.
value  The 8-byte real value of the named attribute.
[rc] Return code; equals ESMF_SUCCESS if there are no errors.
16.7.22  ESMF_StateGetAttribute - Retrieve an 8-byte real list attribute

INTERFACE:

    ! Private name; call using ESMF_StateGetAttribute()
    subroutine ESMF_StateGetReal8ListAttr(state, name, count, valueList, rc)

ARGUMENTS:

    type(ESMF_State), intent(in) :: state
    character (len = *), intent(in) :: name
    integer, intent(in) :: count
    real(ESMF_KIND_R8), dimension(:,), intent(out) :: valueList
    integer, intent(out), optional :: rc

DESCRIPTION:

Returns a list of 8-byte real attributes from the state. The arguments are:

state  An ESMF_State object.
name  The name of the attribute to retrieve.
count  The number of values in the attribute.
valueList  The 8-byte real values of the named attribute. The list must be at least count items long.
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

16.7.23  ESMF_StateGetAttribute - Retrieve a logical attribute

INTERFACE:

    ! Private name; call using ESMF_StateGetAttribute()
    subroutine ESMF_StateGetLogicalAttr(state, name, value, rc)

ARGUMENTS:

    type(ESMF_State), intent(in) :: state
    character (len = *), intent(in) :: name
    type(ESMF_Logical), intent(out) :: value
    integer, intent(out), optional :: rc

DESCRIPTION:

Returns a logical attribute from the state. The arguments are:

state  An ESMF_State object.
name  The name of the attribute to retrieve.
value  The logical value of the named attribute.
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.
### 16.7.24 ESMF_StateGetAttribute - Retrieve a logical list attribute

**INTERFACE:**

```fortran
! Private name; call using ESMF_StateGetAttribute()
subroutine ESMF_StateGetLogicalListAttr(state, name, count, valueList, rc)
```

**ARGUMENTS:**

- `type(ESMF_State), intent(in) :: state`
- `character (len = *), intent(in) :: name`
- `integer, intent(in) :: count`
- `type(ESMF_Logical), dimension(:), intent(out) :: valueList`
- `integer, intent(out), optional :: rc`

**DESCRIPTION:**

Returns a logical list attribute from the `state`. The arguments are:

- **state** An ESMF_State object.
- **name** The name of the attribute to retrieve.
- **count** The number of values in the attribute.
- **valueList** The logical values of the named attribute. The list must be at least `count` items long.
- **rc** Return code; equals `ESMF_SUCCESS` if there are no errors.

### 16.7.25 ESMF_StateGetAttribute - Retrieve a character attribute

**INTERFACE:**

```fortran
! Private name; call using ESMF_FieldGetAttribute()
subroutine ESMF_StateGetCharAttr(state, name, value, rc)
```

**ARGUMENTS:**

- `type(ESMF_State), intent(in) :: state`
- `character (len = *), intent(in) :: name`
- `character (len = *), intent(out) :: value`
- `integer, intent(out), optional :: rc`

**DESCRIPTION:**

Returns a character attribute from the `state`. The arguments are:

- **state** An ESMF_State object.
- **name** The name of the attribute to retrieve.
- **value** The character value of the named attribute.
- **rc** Return code; equals `ESMF_SUCCESS` if there are no errors.
16.7.26  ESMF_StateGetAttributeCount - Query the number of attributes

INTERFACE:

    subroutine ESMF_StateGetAttributeCount(state, count, rc)

ARGUMENTS:

    type(ESMF_State), intent(in) :: state
    integer, intent(out) :: count
    integer, intent(out), optional :: rc

DESCRIPTION:

Returns the number of attributes associated with the given state in the argument count. The arguments are:

state  An ESMF_State object.

count  The number of attributes associated with this object.

[rc]   Return code; equals ESMF_SUCCESS if there are no errors.

16.7.27  ESMF_StateGetAttributeInfo - Query State attributes by name

INTERFACE:

    ! Private name; call using ESMF_StateGetAttributeInfo()
    subroutine ESMF_StateGetAttrInfoByName(state, name, datatype, &
                                          datakind, count, rc)

ARGUMENTS:

    type(ESMF_State), intent(in) :: state
    character(len=*) , intent(in) :: name
    type(ESMF_DataType), intent(out), optional :: datatype
    type(ESMF_DataKind), intent(out), optional :: datakind
    integer, intent(out), optional :: count
    integer, intent(out), optional :: rc

DESCRIPTION:

Returns information associated with the named attribute, including datatype, datakind (if applicable), and item count. The arguments are:

state  An ESMF_State object.

name   The name of the attribute to query.

[datatype]  The data type of the attribute. One of the values ESMF_DATA_INTEGER, ESMF_DATA_REAL, ESMF_DATA_LOGICAL, or ESMF_DATA_CHARACTER.

[datakind]  The data kind of the attribute, if attribute is type ESMF_DATA_INTEGER or ESMF_DATA_REAL. One of the values ESMF_I4, ESMF_I8, ESMF_R4, or ESMF_R8. For all other types the value ESMF_NOKIND is returned.
The number of items in this attribute. For character types, the length of the character string.

Return code; equals ESMF_SUCCESS if there are no errors.

16.7.28 ESMF_StateGetAttributeInfo - Query State attributes by index number

INTERFACE:

! Private name; call using ESMF_StateGetAttributeInfo()
subroutine ESMF_StateGetAttrInfoByNum(state, attributeIndex, name, &
  datatype, datakind, count, rc)

ARGUMENTS:

type(ESMF_State), intent(in) :: state
integer, intent(in) :: attributeIndex
character(len=*), intent(out), optional :: name
  type(ESMF_DataType), intent(out), optional :: datatype
  type(ESMF_DataKind), intent(out), optional :: datakind
integer, intent(out), optional :: count
integer, intent(out), optional :: rc

DESCRIPTION:

Returns information associated with the indexed attribute, including datatype, datakind (if applicable), and item count.

The arguments are:

state An ESMF_State object.

attributeIndex The index number of the attribute to query.

name Returns the name of the attribute.

[datatype] The data type of the attribute. One of the values ESMF_DATA_INTEGER, ESMF_DATA_REAL, ESMF_DATA_LOGICAL, or ESMF_DATA_CHARACTER.

[datakind] The datakind of the attribute, if attribute is type ESMF_DATA_INTEGER or ESMF_DATA_REAL. One of the values ESMF_I4, ESMF_I8, ESMF_R4, or ESMF_R8. For all other types the value ESMF_NOKIND is returned.

[count] Returns the number of items in this attribute. For character types, this is the length of the character string.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

16.7.29 ESMF_StateGetBundle - Retrieve a Bundle from a State

INTERFACE:

subroutine ESMF_StateGetBundle(state, bundleName, bundle, &
  nestedStateName, rc)

ARGUMENTS:
type(ESMF_State), intent(in) :: state
character (len=*), intent(in) :: bundleName
type(ESMF_Bundle), intent(out) :: bundle
character (len=*), intent(in), optional :: nestedStateName
integer, intent(out), optional :: rc

DESCRIPTION:

Returns an ESMF_Bundle from an ESMF_State by name. If the ESMF_State contains the object directly, only bundleName is required. If the state contains multiple nested ESMF_States and the object is one level down, this routine can return the object in a single call by specifying the proper nestedStateName. ESMF_States can be nested to any depth, but this routine only searches in immediate descendents. It is an error to specify a nestedStateName if the state contains no nested ESMF_States.

The arguments are:

state  State to query for a ESMF_Bundle named bundleName.

bundleName Name of ESMF_Bundle to be returned.

bundle  Returned reference to the ESMF_Bundle.

[nestedStateName] Optional. An error if specified when the state argument contains no nested ESMF_States. Required if the state contains multiple nested ESMF_States and the object being requested is in one level down in one of the nested ESMF_State. ESMF_State must be selected by this nestedStateName.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

16.7.30  ESMF_StateGetField - Retrieve a Field from a State

INTERFACE:

subroutine ESMF_StateGetField(state, fieldName, field, &
nestedStateName, rc)

ARGUMENTS:

    type(ESMF_State), intent(in) :: state
    character (len=*), intent(in) :: fieldName
    type(ESMF_Field), intent(out) :: field
    character (len=*), intent(in), optional :: nestedStateName
    integer, intent(out), optional :: rc

DESCRIPTION:

Returns an ESMF_Field from an ESMF_State by name. If the ESMF_State contains the object directly, only fieldName is required. If the state contains multiple nested ESMF_States and the object is one level down, this routine can return the object in a single call by specifying the proper nestedStateName. ESMF_States can be nested to any depth, but this routine only searches in immediate descendents. It is an error to specify a nestedStateName if the state contains no nested ESMF_States.

The arguments are:

state  State to query for an ESMF_Field named fieldName.

fieldName  Name of ESMF_Field to be returned.
field  Returned reference to the ESMF_Field.

[nestedStateName]  Optional. An error if specified when the state argument contains no nested ESMF_States. Required if the state contains multiple nested ESMF_States and the object being requested is in one level down in one of the nested ESMF_States. ESMF_State must be selected by this nestedStateName.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

16.7.31  ESMF_StateGetNeeded - Query whether a data item is needed

INTERFACE:

subroutine ESMF_StateGetNeeded(state, itemName, neededflag, rc)

ARGUMENTS:

type(ESMF_State), intent(in) :: state
character (len=*), intent(in) :: itemName
type(ESMF_NeededFlag), intent(out) :: neededflag
integer, intent(out), optional :: rc

DESCRIPTION:

Returns the status of the neededflag for the data item named by itemName in the ESMF_State. The arguments are:

state  The ESMF_State to query.
itemName  Name of the data item to query.
neededflag  Whether state item is needed or not for a particular application configuration. Possible values are listed in Section 10.1.6.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

16.7.32  ESMF_StateGetState - Retrieve a State nested in a State

INTERFACE:

subroutine ESMF_StateGetState(state, nestedStateName, nestedState, rc)

ARGUMENTS:

type(ESMF_State), intent(in) :: state
character (len=*), intent(in) :: nestedStateName
type(ESMF_State), intent(out) :: nestedState
integer, intent(out), optional :: rc

DESCRIPTION:

Returns a nested ESMF_State from another ESMF_State by name. This does not allow the caller to retrieve an ESMF_State from two levels down. It returns immediate child objects only. The arguments are:
state  The ESMF_State to query for a nested ESMF_State named stateName.

nestedStateName  Name of nested ESMF_State to return.

nestedState  Returned ESMF_State.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

16.7.33  ESMF_StateIsNeeded – Return logical true if data item needed

INTERFACE:

    function ESMF_StateIsNeeded(state, itemName, rc)

RETURN VALUE:

    logical :: ESMF_StateIsNeeded

ARGUMENTS:

    type(ESMF_State), intent(in) :: state
    character (len=*), intent(in) :: itemName
    integer, intent(out), optional :: rc

DESCRIPTION:

Returns true if the status of the needed flag for the data item named by itemName in the ESMF_State is ESMF_STATEITEM_NEEDED. Returns false for no item found with the specified name or item marked not needed. Also sets error code if dataName not found. The arguments are:

state  ESMF_State to query.

itemName  Name of the data item to query.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

16.7.34  ESMF_StatePrint - Print the internal data for a State

INTERFACE:

    subroutine ESMF_StatePrint(state, options, rc)

ARGUMENTS:

    type(ESMF_State) :: state
    character (len = '*), intent(in), optional :: options
    integer, intent(out), optional :: rc

DESCRIPTION:

Prints information about the state to stdout. The arguments are:

state  The ESMF_State to print.

[options]  Print options are not yet supported.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.
16.7.35  ESMF_StateSetAttribute - Set a 4-byte integer attribute

INTERFACE:

! Private name; call using ESMF_StateSetAttribute()
subroutine ESMF_StateSetInt4Attr(state, name, value, rc)

ARGUMENTS:

type(ESMF_State), intent(in) :: state
classer (len = *), intent(in) :: name
integer(ESMF_KIND_I4), intent(in) :: value
integer, intent(out), optional :: rc

DESCRIPTION:

Attaches a 4-byte integer attribute to the state. The attribute has a name and a value. The arguments are:

state  An ESMF_State object.
name  The name of the attribute to set.
value  The 4-byte integer value of the attribute to set.
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

16.7.36  ESMF_StateSetAttribute - Set a 4-byte integer list attribute

INTERFACE:

! Private name; call using ESMF_StateSetAttribute()
subroutine ESMF_StateSetInt4ListAttr(state, name, count, valueList, rc)

ARGUMENTS:

type(ESMF_State), intent(in) :: state
classer (len = *), intent(in) :: name
integer, intent(in) :: count
integer(ESMF_KIND_I4), dimension(:), intent(in) :: valueList
integer, intent(out), optional :: rc

DESCRIPTION:

Attaches a 4-byte integer list attribute to the state. The attribute has a name and a valueList. The number of integer items in the valueList is given by count. The arguments are:

state  An ESMF_State object.
name  The name of the attribute to set.
count  The number of integers in the valueList.
valueList  The 4-byte integer values of the attribute to set.
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.
16.7.37  ESMF_StateSetAttribute - Set an 8-byte integer attribute

INTERFACE:

    ! Private name; call using ESMF_StateSetAttribute()
    subroutine ESMF_StateSetInt8Attr(state, name, value, rc)

ARGUMENTS:

    type(ESMF_State), intent(in) :: state
    character (len = *), intent(in) :: name
    integer(ESMF_KIND_I8), intent(in) :: value
    integer, intent(out), optional :: rc

DESCRIPTION:

Attaches an 8-byte integer attribute to the state. The attribute has a name and a value.
The arguments are:

state  An ESMF_State object.
name   The name of the attribute to set.
value  The 8-byte integer value of the attribute to set.
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

16.7.38  ESMF_StateSetAttribute - Set an 8-byte integer list attribute

INTERFACE:

    ! Private name; call using ESMF_StateSetAttribute()
    subroutine ESMF_StateSetInt8ListAttr(state, name, count, valueList, rc)

ARGUMENTS:

    type(ESMF_State), intent(in) :: state
    character (len = *), intent(in) :: name
    integer, intent(in) :: count
    integer(ESMF_KIND_I8), dimension(:), intent(in) :: valueList
    integer, intent(out), optional :: rc

DESCRIPTION:

Attaches an 8-byte integer list attribute to the state. The attribute has a name and a valueList. The number of integer items in the valueList is given by count.
The arguments are:

state  An ESMF_State object.
name   The name of the attribute to set.
count  The number of integers in the valueList.
valueList  The 8-byte integer values of the attribute to set.
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.
16.7.39  ESMF_StateSetAttribute - Set a 4-byte real attribute

INTERFACE:

    ! Private name; call using ESMF_StateSetAttribute()
    subroutine ESMF_StateSetReal4Attr(state, name, value, rc)

ARGUMENTS:

    type(ESMF_State), intent(in) :: state
    character (len = *), intent(in) :: name
    real(ESMF_KIND_R4), intent(in) :: value
    integer, intent(out), optional :: rc

DESCRIPTION:

Attaches a 4-byte real attribute to the state. The attribute has a name and a value.
The arguments are:

state  An ESMF_State object.
name  The name of the attribute to set.
value  The 4-byte real value of the attribute to set.
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

16.7.40  ESMF_StateSetAttribute - Set a 4-byte real list attribute

INTERFACE:

    ! Private name; call using ESMF_StateSetAttribute()
    subroutine ESMF_StateSetReal4ListAttr(state, name, count, valueList, rc)

ARGUMENTS:

    type(ESMF_State), intent(in) :: state
    character (len = *), intent(in) :: name
    integer, intent(in) :: count
    real(ESMF_KIND_R4), dimension(:), intent(in) :: valueList
    integer, intent(out), optional :: rc

DESCRIPTION:

Attaches a 4-byte real list attribute to the state. The attribute has a name and a valueList. The number of real items in the valueList is given by count.
The arguments are:

state  An ESMF_State object.
name  The name of the attribute to set.
count  The number of reals in the valueList.
value  The 4-byte real values of the attribute to set.
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.
16.7.41 ESMF_StateSetAttribute - Set an 8-byte real attribute

INTERFACE:

! Private name; call using ESMF_StateSetAttribute()
subroutine ESMF_StateSetReal8Attr(state, name, value, rc)

ARGUMENTS:

  type(ESMF_State), intent(in) :: state
  character (len = *), intent(in) :: name
  real(ESMF_KIND_R8), intent(in) :: value
  integer, intent(out), optional :: rc

DESCRIPTION:

Attaches an 8-byte real attribute to the state. The attribute has a name and a value.
The arguments are:

state An ESMF_State object.
name The name of the attribute to set.
value The 8-byte real value of the attribute to set.
[rc] Return code; equals ESMF_SUCCESS if there are no errors.

16.7.42 ESMF_StateSetAttribute - Set an 8-byte real list attribute

INTERFACE:

! Private name; call using ESMF_StateSetAttribute()
subroutine ESMF_StateSetReal8ListAttr(state, name, count, valueList, rc)

ARGUMENTS:

  type(ESMF_State), intent(in) :: state
  character (len = *), intent(in) :: name
  integer, intent(in) :: count
  real(ESMF_KIND_R8), dimension(:), intent(in) :: valueList
  integer, intent(out), optional :: rc

DESCRIPTION:

Attaches an 8-byte real list attribute to the state. The attribute has a name and a valueList. The number of real items in the valueList is given by count.
The arguments are:

state An ESMF_State object.
name The name of the attribute to set.
count The number of reals in the valueList.
value The 8-byte real values of the attribute to set.
[rc] Return code; equals ESMF_SUCCESS if there are no errors.
16.7.43  ESMF_StateSetAttribute - Set a logical attribute

INTERFACE:

    ! Private name; call using ESMF_StateSetAttribute()
    subroutine ESMF_StateSetLogicalAttr(state, name, value, rc)

ARGUMENTS:

    type(ESMF_State), intent(in) :: state
    character (len = *), intent(in) :: name
    type(ESMF_Logical), intent(in) :: value
    integer, intent(out), optional :: rc

DESCRIPTION:

Attaches a logical attribute to the state. The attribute has a name and a value. The arguments are:

state  An ESMF_State object.
name  The name of the attribute to set.
value  The logical true/false value of the attribute to set.
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

16.7.44  ESMF_StateSetAttribute - Set a logical list attribute

INTERFACE:

    ! Private name; call using ESMF_StateSetAttribute()
    subroutine ESMF_StateSetLogicalListAttr(state, name, count, valueList, rc)

ARGUMENTS:

    type(ESMF_State), intent(in) :: state
    character (len = *), intent(in) :: name
    integer, intent(in) :: count
    type(ESMF_Logical), dimension(:), intent(in) :: valueList
    integer, intent(out), optional :: rc

DESCRIPTION:

Attaches a logical list attribute to the state. The attribute has a name and a valueList. The number of logical items in the valueList is given by count. The arguments are:

state  An ESMF_State object.
name  The name of the attribute to set.
count  The number of logica ls in the valueList.
valueList  The logical true/false values of the attribute.
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.
16.7.45  ESMF_StateSetAttribute - Set a character attribute

INTERFACE:

    ! Private name; call using ESMF_StateSetAttribute()
    subroutine ESMF_StateSetCharAttr(state, name, value, rc)

ARGUMENTS:

    type(ESMF_State), intent(in) :: state
    character (len = *), intent(in) :: name
    character (len = *), intent(in) :: value
    integer, intent(out), optional :: rc

DESCRIPTION:

Attaches a character attribute to the state. The attribute has a name and a value. The arguments are:

    state  An ESMF_State object.
    name   The name of the attribute to set.
    value  The character value of the attribute to set.
    [rc]   Return code; equals ESMF_SUCCESS if there are no errors.

16.7.46  ESMF_StateSetNeeded - Set if a data item is needed

INTERFACE:

    subroutine ESMF_StateSetNeeded(state, itemName, neededFlag, rc)

ARGUMENTS:

    type(ESMF_State), intent(inout) :: state
    character (len=*) , intent(in) :: itemName
    type(ESMF_NeededFlag), intent(in) :: neededFlag
    integer, intent(out), optional :: rc

DESCRIPTION:

Sets the status of the needed flag for the data item named by itemName in the ESMF_State. The arguments are:

    state  The ESMF_State to set.
    itemName Name of the data item to set.
    neededFlag Set status of data item to this. See Section 10.1.6 for possible values.
    [rc]   Return code; equals ESMF_SUCCESS if there are no errors.
16.7.47 ESMF_StateValidate - Check validity of a State

INTERFACE:

    subroutine ESMF_StateValidate(state, options, rc)

ARGUMENTS:

    type(ESMF_State) :: state
    character (len = *), intent(in), optional :: options
    integer, intent(out), optional :: rc

DESCRIPTION:

Validates that the state is internally consistent. Currently this method determines if the state is uninitialized or already destroyed. The method returns an error code if problems are found.

The arguments are:

state  The ESMF_State to validate.

[options] Validation options are not yet supported.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

16.8 Class API: State Overloads for Fortran Arrays

16.8.1 ESMF_StateGetDataPointer - Retrieve Fortran pointer directly from a State

INTERFACE:

    ! Private name; call using ESMF_StateGetDataPointer()
    subroutine ESMF_StateGetDataPointer<rank><type><kind>(state, itemName, dataPointer, copyflag, nestedStateName, rc)

ARGUMENTS:

    type(ESMF_State), intent(in) :: state
    character(len=*) , intent(in) :: itemName
    <type> (ESMF_KIND_<kind>), dimension(<rank>), pointer :: dataPointer
    type(ESMF_CopyFlag), intent(in), optional :: copyflag
    character(len=*) , intent(in), optional :: nestedStateName
    integer, intent(out), optional :: rc

DESCRIPTION:

Retrieves data from a state, returning a direct Fortran pointer to the data array. Valid type/kind/rank combinations supported by the framework are: ranks 1 to 7, type real of kind *4 or *8, and type integer of kind *1, *2, *4, or *8.

The arguments are:

state  The ESMF_State to query.

itemName  The name of the Bundle, Field, or Array to return data from.

dataPointer  An unassociated Fortran pointer of the proper Type, Kind, and Rank as the data in the State. When this call returns successfully, the pointer will now reference the data in the State. This is either a reference or a copy, depending on the setting of the following argument. The default is to return a reference.
[copyflag]  Defaults to ESMF_DATA_REF. If set to ESMF_DATA_COPY, a separate copy of the data will be made and the pointer will point at the copy.

[nestedStateName]  Optional. If multiple states are present, a specific state name must be given.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

16.9  Class API: State Communications

16.9.1  ESMF_StateReconcile – Reconcile State data across all PETs in a VM

INTERFACE:

    subroutine ESMF_StateReconcile(state, vm, options, rc)

ARGUMENTS:

    type(ESMF_State), intent(inout) :: state
    type(ESMF_VM), intent(in) :: vm
    character (len = *), intent(in), optional :: options
    integer, intent(out), optional :: rc

DESCRIPTION:

Must be called for any ESMF_State which contains ESMF objects that have not been created on all the PETs of the currently running ESMF_Component. For example, if a coupler is operating on data which was created by another component that ran on only a subset of the coupler’s PETs, the coupler must make this call first before operating on any data inside that ESMF_State. After calling ESMF_StateReconcile all PETs will have a common view of all objects contained in this ESMF_State.

The arguments are:

state  ESMF_State to reconcile.

vm  ESMF_VM for this ESMF_Component.

[options]  Currently unused. Here for possible future expansion in the options for the reconciliation process.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.
Part III

Infrastructure: Fields and Grids
17 Overview of Infrastructure Data Handling

The ESMF infrastructure data classes are part of the framework’s hierarchy of structures for handling Earth system model data and metadata on parallel platforms. The hierarchy is in complexity; the simplest data class in the infrastructure represents a distributed array and the most complex data class represents a bundle of physical fields that are discretized on the same grid. Data class methods are called both from user-written code and from other classes internal to the framework.

Data classes are distributed over DEs, or Decomposition Elements. A DE represents a piece of a decomposition. A DELayout is a collection of DEs with some associated connectivity that describes a specific distribution. For example, the distribution of a grid divided into four segments in the x-dimension would be expressed in ESMF as a DELayout with four DEs lying along an x-axis. This abstract concept enables a data decomposition to be defined in terms of threads, MPI processes, virtual decomposition elements, or combinations of these without changes to user code. This is a primary strategy for ensuring optimal performance and portability for codes using the ESMF for communications.

ESMF data classes are useful because they provide a standard, convenient way for developers to collect together information related to model or observational data. The information assembled in a data class includes a data pointer, a set of attributes (e.g. units, although attributes can also be user-defined), and a description of an associated grid. The same set of information within an ESMF data object can be used by the framework to arrange intercomponent data transfers, to perform I/O, for communications such as gathers and scatters, for simplification of interfaces within user code, for debugging, and for other functions. This unifies and organizes codes overall so that the user need not define different representations of metadata for the same field for I/O and for component coupling.

Since it is critical that users be able to introduce ESMF into their codes easily and incrementally, ESMF data classes can be created based on native Fortran pointers. Likewise, there are methods for retrieving native Fortran pointers from within ESMF data objects. This allows the user to perform allocations using ESMF, and to retrieve Fortran arrays later for optimized model calculations. The ESMF data classes do not have associated differential operators or other mathematical methods.

For flexibility, it is not necessary to build an ESMF data object all at once. For example, it’s possible to create a field but to defer allocation of the associated field data until a later time.

### Key Features

- Hierarchy of data structures designed specifically for the Earth system domain and high performance, parallel computing.
- Multi-use ESMF structures simplify user code overall.
- Data objects support incremental construction and deferred allocation.
- Native Fortran arrays can be associated with or retrieved from ESMF data objects, for ease of adoption, convenience, and performance.

17.1 Infrastructure Data Classes

The main classes that are used for model and observational data manipulation are as follows:

- **Array** An ESMF Array contains a data pointer, information about its associated datatype, precision, and dimension.

  Data elements in Arrays are partitioned into categories defined by the role the data element plays in distributed halo operations. Haloing - sometimes called ghosting - is the practice of copying portions of array data to multiple memory locations to ensure that data dependencies can be satisfied quickly when performing a calculation. ESMF Arrays contain an exclusive domain, which contains data elements updated exclusively and definitively by a given DE; a computational domain, which contains all data elements with values that are updated by the DE in computations; and a total domain, which includes both the computational domain and data elements from other DEs which may be read but are not updated in computations.

- **Field** A Field holds model and/or observational data together with its underlying grid or set of spatial locations. It provides methods for configuration, initialization, setting and retrieving data values, data I/O, data regridding, and manipulation of attributes.
- **Bundle** Groups of Fields on the same underlying physical grid can be collected into a single object called a Bundle. A Bundle provides two major functions: it allows groups of Fields to be manipulated using a single identifier, for example during export or import of data between Components; and it allows data from multiple Fields to be packed together in memory for higher locality of reference and ease in subsetting operations. Packing a set of Fields into a single Bundle before performing a data communication allows the set to be transferred at once rather than as a Field at a time. This can improve performance on high-latency platforms.

Bundle objects contain methods for setting and retrieving constituent fields, regridding, data I/O, and reordering of data in memory.

### 17.2 Object Model

The following is a simplified UML diagram showing the relationships among ESMF Field, Grid and Bundle classes. See Appendix A, *A Brief Introduction to UML*, for a translation table that lists the symbols in the diagram and their meaning.

![UML Diagram](image)

### 17.3 Design and Implementation Notes

1. In communication methods such as Regrid, Redist, Scatter, etc. the Bundle and Field code cascades down through the Array code, so that the actual computations exist in only one place in the source.
18 Bundle Class

18.1 Description

The Bundle class represents “bundles” of Fields that are discretized on the same Grid and distributed in the same manner. Fields within a Bundle may be located at different locations relative to the vertices of their common Grid. The Fields in a Bundle may be of different dimensions, as long as the Grid dimensions that are distributed are the same. For example, a surface Field on a distributed lat/lon Grid and a 3D Field with an added vertical dimension on the same distributed lat/lon Grid can be included in the same Bundle.

Bundles currently function mainly as convenient containers for storing Fields. Bundles can be created and destroyed, can have attributes added or retrieved, and can have Fields added or retrieved. Methods include a variety of queries that return information about the attributes and the Fields that a Bundle contains. The Fortran data pointer of a Field within a Bundle can be obtained by passing the Bundle a Field name.

Memory layout information is stored in a BundleDataMap object which is attached to the Bundle. It can be accessed by querying the Bundle. Although we have made the BundleDataMap public, many of the memory layout options have not been implemented.

Bundles are one of the data objects that can be added to States, which are used for sending to or receiving data from other components.

In the future Bundles will serve as a mechanism for performance optimization. ESMF will take advantage of the similarities of the Fields within a Bundle in order to implement collective communication, IO, and regridding. See Section 18.4 for a description of features that are being planned.

18.2 Bundle Options

18.2.1 ESMF_PackFlag

DESCRIPTION:
Specifies whether a Bundle is packed or not. A packed Bundle contains an array in which all the data in its constituent Fields is packed contiguously. Bundles that are not packed are not guaranteed to carry a contiguous array of their data. This flag is not yet implemented; the value is always set to ESMF_NO_PACKED_DATA.

Valid values are:

ESMF_PACKED_DATA Contains a packed array.

ESMF_NO_PACKED_DATA Does not contain a packed array.

18.3 Use and Examples

Examples of creating, destroying and accessing Bundles and their constituent Fields are provided in this section, along with some notes on Bundle methods.

18.3.1 Bundle Creation

After creating multiple Fields, a Bundle can be created by passing a list of the Fields into the method ESMF_BundleCreate(). The Bundle will contain references to the Fields. An empty Bundle can also be created and Fields added singularly or in groups.

The feature which requests a packed Array be created from the combined Field data arrays is not implemented in this version of the framework.

18.3.2 Accessing Bundle Data

To access data in a Bundle the user can provide a Field name and retrieve the Field’s Fortran data pointer. Alternatively, the user can retrieve the data in the form of an ESMF Field and use the Field-level interfaces.

The packed Array feature of Bundles is not implemented in this version of the Framework.
18.3.3 Bundle Deletion

The user must call `ESMF_BundleDestroy()` before deleting any of the Fields it contains. Because Fields can be shared by multiple Bundles and States, they are not deleted by this call. See the following code fragments for examples of how to create new Bundles.

```fortran
! Example program showing various ways to create a Bundle object.

program ESMF_BundleCreateEx

! ESMF Framework module
use ESMF_Mod

implicit none

! Local variables
integer :: i, x, y, rc, mycell, fieldcount
type(ESMF_Grid) :: grid
type(ESMF_ArraySpec) :: arrayspec
type(ESMF_FieldDataMap) :: datamap
type(ESMF_DELayout) :: delayout
type(ESMF_VM) :: vm
character (len = ESMF_MAXSTR) :: bname1, bname2, fname1, fname2
type(ESMF_IOSpec) :: iospec
type(ESMF_Field) :: field(10), returnedfield1, returnedfield2, simplefield
type(ESMF_Bundle) :: bundle1, bundle2, bundle3
real (selected_real_kind(6,45)), dimension(:,::), pointer :: f90ptr1, f90ptr2
integer :: counts(2)
real(ESMF_KIND_R8) :: min_coord(2), max_coord(2)

! Create several Fields and add them to a new Bundle.

counts = (/ 100, 200 /)
min_coord = (/ 0.0, 0.0 /)
max_coord = (/ 50.0, 60.0 /)
delayout = ESMF_DELayoutCreate(vm, rc=rc)
grid = ESMF_GridCreateHorzXYUni(counts, min_coord, max_coord, &
    horzStagger=ESMF_GRID_HORZ_STAGGER_A, rc=rc)
call ESMF_GridDistribute(grid, delayout=delayout, rc=rc)

call ESMF_ArraySpecSet(arrayspec, 2, ESMF_DATA_REAL, ESMF_R8, rc)
field(1) = ESMF_FieldCreate(grid, arrayspec, &
    horzRelloc=ESMF_CELL_CENTER, &
    name="pressure", rc=rc)
field(2) = ESMF_FieldCreate(grid, arrayspec, &
    horzRelloc=ESMF_CELL_CENTER, &
    name="temperature", rc=rc)
field(3) = ESMF_FieldCreate(grid, arrayspec, &
```

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horzRelloc=ESMF_CELL_CENTER, &
name="heat flux", rc=rc)

bundle1 = ESMF_BundleCreate(3, field, name="atmosphere data", rc=rc)
print *, "Bundle example 1 returned"

!-------------------------------------------------- -----------------------
! ! Create an empty Bundle and then add a single field to it.

simplefield = ESMF_FieldCreate(grid, arrayspec, &
horzRelloc=ESMF_CELL_CENTER, name="rh", rc=rc)

bundle2 = ESMF_BundleCreate(name="time step 1", rc=rc)
call ESMF_BundleAddField(bundle2, simplefield, rc)
call ESMF_BundleGet(bundle2, fieldCount=fieldcount, rc=rc)
print *, "Bundle example 2 returned, fieldcount =", fieldcount

!-------------------------------------------------- -----------------------
! ! Create an empty Bundle and then add multiple fields to it.

bundle3 = ESMF_BundleCreate(name="southern hemisphere", rc=rc)
call ESMF_BundleAddField(bundle3, 3, field, rc)
call ESMF_BundleGet(bundle3, fieldCount=fieldcount, rc=rc)
print *, "Bundle example 3 returned, fieldcount =", fieldcount

!-------------------------------------------------- -----------------------
! ! Get a Field back from a Bundle, first by name and then by index.
! ! Also get the Bundle name.

call ESMF_BundleGetField(bundle1, "pressure", returnedfield1, rc)
call ESMF_FieldGet(returnedfield1, name=fname1, rc=rc)
call ESMF_BundleGetField(bundle1, 2, returnedfield2, rc)
call ESMF_FieldGet(returnedfield2, name=fname2, rc=rc)
call ESMF_BundleGet(bundle1, name=bname1, rc=rc)
print *, "Bundle example 4 returned, field names = ", &
       trim(fname1), ", ", trim(fname2)
print *, "Bundle name = ", trim(bname1)

!-------------------------------------------------- -----------------------
call ESMF_BundleDestroy(bundle1, rc=rc)
call ESMF_BundleDestroy(bundle2, rc=rc)
call ESMF_BundleDestroy(bundle3, rc=rc)
do i=1, 3
call ESMF_FieldDestroy(field(i),rc=rc)
enddo
call ESMF_FieldDestroy(simplefield, rc=rc)
end program ESMF_BundleCreateEx

18.4 Restrictions and Future Work

1. No mathematical operators. The Bundle class does not support differential or other mathematical operators. We do not anticipate providing this functionality in the near future.

2. Limited validation and print options. We are planning to increase the number of validity checks available for Bundles as soon as possible. We also will be working on print options.

3. Limited communication support. Only a subset of the communication routines are currently supported for Bundles, and the Fields contained in the Bundles must currently have the same structure (e.g. same halo width, same dimensionality). Support for more variable data will be added in a later release. For those routines not implemented yet, or for those Bundles which contain Fields with differing data, the user can loop over the Fields in the Bundle and call the Field level communication routines instead.

4. Packed data not supported. One of the options that we are currently working on for Bundles is packing. Packing means that the data from all the Fields that comprise the Bundle are copied into a single Array and manipulated collectively. This operation can be done without destroying the original Field data. Packing is being designed to facilitate optimized regridding, data communication, and IO operations. It will be possible to collectively manipulate all the Fields within a Bundle at once, rather than operating on each Field separately. This will reduce the latency overhead of the communication.

5. Interleaving Fields within a Bundle. Data locality is important for performance on some computing platforms. An interleave option will allow the user to create a packed Bundle in which Fields are either concatenated in memory or in which Field elements are interleaved.

18.5 Design and Implementation Notes

1. Fields in a Bundle reference the same Grid. In order to reduce memory requirements and ensure consistency, the Fields within a Bundle all reference the same Grid object.
18.6 Class API: Basic Bundle Methods

18.6.1 ESMF_BundleAddField - Add a Field to a Bundle

INTERFACE:

! Private name; call using ESMF_BundleAddField()
subroutine ESMF_BundleAddOneField(bundle, field, rc)

ARGUMENTS:

type(ESMF_Bundle), intent(in) :: bundle
type(ESMF_Field), intent(in) :: field
integer, intent(out), optional :: rc

DESCRIPTION:

Adds a single field to an existing bundle. The field must be associated with the same ESMF_Grid as the other ESMF.Fields in the bundle. The field is referenced by the bundle, not copied.

The arguments are:

bundle The ESMF_Bundle to add the ESMF_Field to.
field The ESMF_Field to add.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

18.6.2 ESMF_BundleAddField - Add a list of Fields to a Bundle

INTERFACE:

! Private name; call using ESMF_BundleAddField()
subroutine ESMF_BundleAddFieldList(bundle, fieldCount, fieldList, rc)

ARGUMENTS:

type(ESMF_Bundle), intent(in) :: bundle
integer, intent(in) :: fieldCount
type(ESMF_Field), dimension(:), intent(in) :: fieldList
integer, intent(out), optional :: rc

DESCRIPTION:

Adds a fieldList to an existing ESMF_Bundle. The items added from the ESMF_FieldList must be associated with the same ESMF_Grid as the other ESMF.Fields in the bundle. The items in the fieldList are referenced by the bundle, not copied.

The arguments are:

bundle ESMF_Bundle to add ESMF.Fields to.

fieldCount Number of ESMF.Fields to be added to the ESMF_Bundle; must be equal to or less than the number of items in the fieldList.

fieldList Array of existing ESMF.Fields. The first fieldCount items will be added to the ESMF_Bundle.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.
18.6.3 ESMF_BundleCreate - Create a Bundle from existing Fields

INTERFACE:

! Private name; call using ESMF_BundleCreate()
function ESMF_BundleCreateNew(fieldCount, fieldList, &
   packflag, bundleinterleave, name, iospec, rc)

RETURN VALUE:

  type(ESMF_Bundle) :: ESMF_BundleCreateNew

ARGUMENTS:

  integer, intent(in) :: fieldCount
  type(ESMF_Field), dimension (:) :: fieldList
  type(ESMF_PackFlag), intent(in), optional :: packflag
  type(ESMF_InterleaveFlag), intent(in), optional :: bundleinterleave
  character (len = *), intent(in), optional :: name
  type(ESMF_IOSpec), intent(in), optional :: iospec
  integer, intent(out), optional :: rc

DESCRIPTION:

Creates an ESMF_Bundle from a list of existing ESMF_Fields stored in a fieldList. All items in the fieldList must be associated with the same ESMF_Grid. Returns a new ESMF_Bundle.

The arguments are:

fieldCount Number of fields to be added to the new ESMF_Bundle. Must be equal to or less than the number of ESMF_Fields in the fieldList.

fieldList Array of existing ESMF_Fields. The first ESMF_FieldCount items will be added to the new ESMF_Bundle.

[packflag] The packing option is not yet implemented. See Section 18.4 for a description of packing, and Section 18.2.1 for anticipated values. The current implementation corresponds to the value ESMF_NO_PACKED_DATA, which means that every ESMF_Field is referenced separately rather than being copied into a single contiguous buffer. This is the case no matter what value, if any, is passed in for this argument.

[bundleinterleave] The interleave option is not yet implemented. See Section 18.4 for a brief description of interleaving, and Section ?? for anticipated values. The flag is not applicable to the current implementation, since it applies only to packed data (see the packflag argument).

[name] ESMF_Bundle name. A default name is generated if one is not specified.

[iospec] The ESMF_IOSpec is not yet used by ESMF_Bundles. Any values passed in will be ignored.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

18.6.4 ESMF_BundleCreate - Create a Bundle with no Fields

INTERFACE:

! Private name; call using ESMF_BundleCreate()
function ESMF_BundleCreateNoFields(grid, name, iospec, rc)

RETURN VALUE:
type(ESMF_Bundle) :: ESMF_BundleCreateNoFields

ARGUMENTS:

type(ESMF_Grid), intent(in), optional :: grid
character (len = *), intent(in), optional :: name
type(ESMF_IOSpec), intent(in), optional :: iospec
integer, intent(out), optional :: rc

DESCRIPTION:

Creates an ESMF_Bundle with no associated ESMF_Fields. The arguments are:

[grid] The ESMF_Grid which all ESMF_Fields added to this ESMF_Bundle must be associated with. If not specified now, the grid associated with the first ESMF_Field added will be used as the reference grid for the ESMF_Bundle.

[name] ESMF_Bundle name. A default name is generated if one is not specified.

[iospec] The ESMF_IOSpec is not yet used by ESMF_Bundles. Any values passed in will be ignored.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

18.6.5 ESMF_BundleDestroy - Free all resources associated with a Bundle

INTERFACE:

subroutine ESMF_BundleDestroy(bundle, rc)

ARGUMENTS:

type(ESMF_Bundle) :: bundle
integer, intent(out), optional :: rc

DESCRIPTION:

Releases resources associated with the bundle. This method does not destroy the ESMF_Fields that the bundle contains. The bundle should be destroyed before the ESMF_Fields within it are.

bundle An ESMF_Bundle object.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

18.6.6 ESMF_BundleGet - Return information about a Bundle

INTERFACE:

subroutine ESMF_BundleGet(bundle, grid, fieldCount, name, rc)

ARGUMENTS:
type(ESMF_Bundle), intent(in) :: bundle
type(ESMF_Grid), intent(out), optional :: grid
integer, intent(out), optional :: fieldCount
character (len = *), intent(out), optional :: name
integer, intent(out), optional :: rc

DESCRIPTION:

Returns information about the bundle. If the ESMF_Bundle was originally created without specifying a name, a unique name will have been generated by the framework.

The arguments are:

bundle The ESMF_Bundle object to query.

[grid] The ESMF_Grid associated with the bundle.

[fieldCount] Number of ESMF_Field s in the bundle.

[name] A character string where the bundle name is returned.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

18.6.7 ESMF_BundleGetAttribute - Retrieve a 4-byte integer attribute

INTERFACE:

! Private name; call using ESMF_BundleGetAttribute()
subroutine ESMF_BundleGetInt4Attr(bundle, name, value, rc)

ARGUMENTS:

type(ESMF_Bundle), intent(in) :: bundle
character (len = *), intent(in) :: name
integer(ESMF_KIND_I4), intent(out) :: value
integer, intent(out), optional :: rc

DESCRIPTION:

Returns a 4-byte integer attribute from the bundle.

The arguments are:

bundle An ESMF_Bundle object.

name The name of the attribute to retrieve.

value The integer value of the named attribute.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.
18.6.8  ESMF_BundleGetAttribute - Retrieve a 4-byte integer list attribute

INTERFACE:

! Private name; call using ESMF_BundleGetAttribute()
subroutine ESMF_BundleGetInt4ListAttr(bundle, name, count, valueList, rc)

ARGUMENTS:

type(ESMF_Bundle), intent(in) :: bundle
classer (len = *), intent(in) :: name
integer, intent(in) :: count
integer(ESMF_KIND_I4), dimension(:), intent(out) :: valueList
integer, intent(out), optional :: rc

DESCRIPTION:

Returns an integer list attribute from the bundle. The arguments are:

bundle  An ESMF_Bundle object.
name  The name of the attribute to retrieve.
count  The number of values in the list.
valueList  The integer values of the named attribute. The list must be at least count items long.
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

18.6.9  ESMF_BundleGetAttribute - Retrieve an 8-byte integer attribute

INTERFACE:

! Private name; call using ESMF_BundleGetAttribute()
subroutine ESMF_BundleGetInt8Attr(bundle, name, value, rc)

ARGUMENTS:

type(ESMF_Bundle), intent(in) :: bundle
character (len = *), intent(in) :: name
integer(ESMF_KIND_I8), intent(out) :: value
integer, intent(out), optional :: rc

DESCRIPTION:

Returns an 8-byte integer attribute from the bundle. The arguments are:

bundle  An ESMF_Bundle object.
name  The name of the attribute to retrieve.
value  The integer value of the named attribute.
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.
18.6.10  ESMF_BundleGetAttribute - Retrieve an 8-byte integer list attribute

INTERFACE:

    ! Private name; call using ESMF_BundleGetAttribute()
    subroutine ESMF_BundleGetInt8ListAttr(bundle, name, count, valueList, rc)

ARGUMENTS:

    type(ESMF_Bundle), intent(in) :: bundle
    character (len = *), intent(in) :: name
    integer, intent(in) :: count
    integer(ESMF_KIND_I8), dimension(:), intent(out) :: valueList
    integer, intent(out), optional :: rc

DESCRIPTION:

Returns an 8-byte integer list attribute from the bundle.
The arguments are:

bundle  An ESMF_Bundle object.
name    The name of the attribute to retrieve.
count   The number of values in the list.
valueList The integer values of the named attribute. The list must be at least count items long.
[rc]    Return code; equals ESMF_SUCCESS if there are no errors.

18.6.11  ESMF_BundleGetAttribute - Retrieve a 4-byte real attribute

INTERFACE:

    ! Private name; call using ESMF_BundleGetAttribute()
    subroutine ESMF_BundleGetReal4Attr(bundle, name, value, rc)

ARGUMENTS:

    type(ESMF_Bundle), intent(in) :: bundle
    character (len = *), intent(in) :: name
    real(ESMF_KIND_R4), intent(out) :: value
    integer, intent(out), optional :: rc

DESCRIPTION:

Returns a 4-byte real attribute from the bundle.
The arguments are:

bundle  An ESMF_Bundle object.
name    The name of the attribute to retrieve.
value   The real value of the named attribute.
[rc]    Return code; equals ESMF_SUCCESS if there are no errors.
18.6.12 ESMF_BundleGetAttribute - Retrieve a 4-byte real list attribute

INTERFACE:

! Private name; call using ESMF_BundleGetAttribute()
subroutine ESMF_BundleGetReal4ListAttr(bundle, name, count, valueList, rc)

ARGUMENTS:

type(ESMF_Bundle), intent(in) :: bundle
character (len = *), intent(in) :: name
integer, intent(in) :: count
real(ESMF_KIND_R4), dimension(:), intent(out) :: valueList
integer, intent(out), optional :: rc

DESCRIPTION:

Returns a 4-byte real list attribute from the bundle.
The arguments are:

bundle An ESMF_Bundle object.
name The name of the attribute to retrieve.

valueList The real values of the named attribute. The list must be at least count items long.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

18.6.13 ESMF_BundleGetAttribute - Retrieve an 8-byte real attribute

INTERFACE:

! Private name; call using ESMF_BundleGetAttribute()
subroutine ESMF_BundleGetReal8Attr(bundle, name, value, rc)

ARGUMENTS:

type(ESMF_Bundle), intent(in) :: bundle
character (len = *), intent(in) :: name
real(ESMF_KIND_R8), intent(out) :: value
integer, intent(out), optional :: rc

DESCRIPTION:

Returns an 8-byte real attribute from the bundle.
The arguments are:

bundle An ESMF_Bundle object.
name The name of the attribute to retrieve.

value The real value of the named attribute.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.
18.6.14  
**ESMF_BundleGetAttribute** - Retrieve an 8-byte real list attribute

**INTERFACE:**
```fortran
! Private name; call using ESMF_BundleGetAttribute()
subroutine ESMF_BundleGetReal8ListAttr(bundle, name, count, valueList, rc)
```

**ARGUMENTS:**
- `type(ESMF_Bundle), intent(in) :: bundle`  
- `character (len = *), intent(in) :: name`  
- `integer, intent(in) :: count`  
- `real(ESMF_KIND_R8), dimension(:), intent(out) :: valueList`  
- `integer, intent(out), optional :: rc`

**DESCRIPTION:**
Returns an 8-byte real list attribute from the `bundle`.  
The arguments are:
- **bundle**  
  An `ESMF_Bundle` object.  
- **name**  
  The name of the attribute to retrieve.  
- **count**  
  The number of values in the list.  
- **valueList**  
  The real values of the named attribute.  The list must be at least `count` items long.  
- **[rc]**  Return code; equals `ESMF_SUCCESS` if there are no errors.

18.6.15  
**ESMF_BundleGetAttribute** - Retrieve a logical attribute

**INTERFACE:**
```fortran
! Private name; call using ESMF_BundleGetAttribute()
subroutine ESMF_BundleGetLogicalAttr(bundle, name, value, rc)
```

**ARGUMENTS:**
- `type(ESMF_Bundle), intent(in) :: bundle`  
- `character (len = *), intent(in) :: name`  
- `type(ESMF_Logical), intent(out) :: value`  
- `integer, intent(out), optional :: rc`

**DESCRIPTION:**
Returns a logical attribute from the `bundle`.  
The arguments are:
- **bundle**  
  An `ESMF_Bundle` object.  
- **name**  
  The name of the attribute to retrieve.  
- **value**  
  The logical value of the named attribute.  
- **[rc]**  Return code; equals `ESMF_SUCCESS` if there are no errors.
18.6.16 ESMF_BundleGetAttribute - Retrieve a logical list attribute

INTERFACE:

! Private name; call using ESMF_BundleGetAttribute()
subroutine ESMF_BundleGetLogicalListAttr(bundle, name, count, valueList, rc)

ARGUMENTS:

type(ESMF_Bundle), intent(in) :: bundle
character (len = *), intent(in) :: name
integer, intent(in) :: count
type(ESMF_Logical), dimension(:), intent(out) :: valueList
integer, intent(out), optional :: rc

DESCRIPTION:

Returns a logical list attribute from the bundle.
The arguments are:

bundle An ESMF_Bundle object.
name The name of the attribute to retrieve.
count The number of values in the list.
valueList The logical values of the named attribute. The list must be at least count items long.
[rc] Return code; equals ESMF_SUCCESS if there are no errors.

18.6.17 ESMF_BundleGetAttribute - Retrieve a character attribute

INTERFACE:

! Private name; call using ESMF_BundleGetAttribute()
subroutine ESMF_BundleGetCharAttr(bundle, name, value, rc)

ARGUMENTS:

type(ESMF_Bundle), intent(in) :: bundle
character (len = *), intent(in) :: name
character (len = *), intent(out) :: value
integer, intent(out), optional :: rc

DESCRIPTION:

Returns a character attribute from the bundle.
The arguments are:

bundle An ESMF_Bundle object.
name The name of the attribute to retrieve.
value The character value of the named attribute.
[rc] Return code; equals ESMF_SUCCESS if there are no errors.
18.6.18 ESMF_BundleGetAttributeCount - Query the number of attributes

INTERFACE:

    subroutine ESMF_BundleGetAttributeCount(bundle, count, rc)

ARGUMENTS:

    type(ESMF_Bundle), intent(in) :: bundle
    integer, intent(out) :: count
    integer, intent(out), optional :: rc

DESCRIPTION:

Returns the number of attributes associated with the given bundle in the argument count. The arguments are:

bundle An ESMF_Bundle object.

count The number of attributes associated with this object.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

18.6.19 ESMF_BundleGetAttributeInfo - Query Bundle attributes by name

INTERFACE:

    ! Private name; call using ESMF_BundleGetAttributeInfo()
    subroutine ESMF_BundleGetAttrInfoByName(bundle, name, datatype, 
                                             datakind, count, rc)

ARGUMENTS:

    type(ESMF_Bundle), intent(in) :: bundle
    character(len=*), intent(in) :: name
    type(ESMF_DataType), intent(out), optional :: datatype
    type(ESMF_DataKind), intent(out), optional :: datakind
    integer, intent(out), optional :: count
    integer, intent(out), optional :: rc

DESCRIPTION:

Returns information associated with the named attribute, including datatype, datakind (if applicable), and item count. The arguments are:

bundle An ESMF_Bundle object.

name The name of the attribute to query.

[datatype] The data type of the attribute. One of the values ESMF_DATA_INTEGER, ESMF_DATA_REAL, ESMF_DATA_LOGICAL, or ESMF_DATA_CHARACTER.

[datakind] The datakind of the attribute, if attribute is type ESMF_DATA_INTEGER or ESMF_DATA_REAL. One of the values ESMF_I4, ESMF_I8, ESMF_R4, or ESMF_R8. For all other types the value ESMF_NOKIND is returned.
The number of items in this attribute. For character types, the length of the character string.
[rc] Return code; equals ESMF_SUCCESS if there are no errors.

18.6.20 ESMF_BundleGetAttributeInfo - Query Bundle attributes by index number

INTERFACE:

! Private name; call using ESMF_BundleGetAttributeInfo()
subroutine ESMF_BundleGetAttrInfoByNum(bundle, attributeIndex, name, &
datatype, datakind, count, rc)

ARGUMENTS:

  type(ESMF_Bundle), intent(in) :: bundle
  integer, intent(in) :: attributeIndex
  character(len=*), intent(out), optional :: name
  type(ESMF_DataType), intent(out), optional :: datatype
  type(ESMF_DataKind), intent(out), optional :: datakind
  integer, intent(out), optional :: count
  integer, intent(out), optional :: rc

DESCRIPTION:

Returns information associated with the indexed attribute, including datatype, datakind (if applicable), and item count.
The arguments are:

bundle An ESMF_Bundle object.
attributeIndex The index number of the attribute to query.
name Returns the name of the attribute.

[datatype] The data type of the attribute. One of the values ESMF_DATA_INTEGER, ESMF_DATA_REAL, ESMF_DATA_LOGICAL, or ESMF_DATA_CHARACTER.

[datakind] The datakind of the attribute, if attribute is type ESMF_DATA_INTEGER or ESMF_DATA_REAL. One of the values ESMF_I4, ESMF_I8, ESMF_R4, or ESMF_R8. For all other types the value ESMF_NOKIND is returned.

[count] Returns the number of items in this attribute. For character types, the length of the character string.
[rc] Return code; equals ESMF_SUCCESS if there are no errors.

18.6.21 ESMF_BundleGetField - Retrieve a Field by name

INTERFACE:

! Private name; call using ESMF_BundleGetField()
subroutine ESMF_BundleGetFieldByName(bundle, name, field, rc)

ARGUMENTS:
type(ESMF_Bundle), intent(in) :: bundle
class*er (len = *), intent(in) :: name
type(ESMF_Field), intent(out) :: field
integer, intent(out), optional :: rc

DESCRIPTION:

Returns a field from a bundle using the field's name.
The arguments are:

bundle ESMD_Bundle to query for ESMF_Field.
name ESMF_Field name.
field Returned ESMF_Field.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

18.6.22 ESMF_BundleGetField - Retrieve a Field by index number

INTERFACE:

! Private name; call using ESMF_BundleGetField()
subroutine ESMF_BundleGetFieldByNum(bundle, fieldIndex, field, rc)

ARGUMENTS:

type(ESMF_Bundle), intent(in) :: bundle
integer, intent(in) :: fieldIndex

type(ESMF_Field), intent(out) :: field
integer, intent(out), optional :: rc

DESCRIPTION:

Returns a field from a bundle by index number.
The arguments are:

bundle ESMD_Bundle to query for ESMF_Field.
fieldIndex ESMF_Field index number; first fieldIndex is 1.
field Returned ESMF_Field.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

18.6.23 ESMF_BundleGetFieldNames - Return all Field names in a Bundle

INTERFACE:

subroutine ESMF_BundleGetFieldNames(bundle, nameList, nameCount, rc)

ARGUMENTS:

type(ESMF_Bundle), intent(in) :: bundle
character (len = *), intent(out) :: nameList(:)
integer, intent(out), optional :: nameCount
integer, intent(out), optional :: rc
DESCRIPTION:

Returns an array of ESMF_Field names in an ESMF_Bundle. The arguments are:

bundle  An ESMF_Bundle object.

nameList  An array of character strings where each ESMF_Field name is returned. Must be at least as long as nameCount.

[nameCount]  A count of how many ESMF_Field names were returned. Same as the number of ESMF_Fields in the ESMF_Bundle.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

18.6.24  ESMF_BundlePrint - Print information about a Bundle

INTERFACE:

    subroutine ESMF_BundlePrint(bundle, options, rc)

ARGUMENTS:

    type(ESMF_Bundle), intent(in) :: bundle
    character (len=*), intent(in), optional :: options
    integer, intent(out), optional :: rc

DESCRIPTION:

Prints diagnostic information about the bundle to stdout. The arguments are:

bundle  An ESMF_Bundle object.

[options]  Print options are not yet supported.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

18.6.25  ESMF_BundleSetAttribute - Set a 4-byte integer list attribute

INTERFACE:

    ! Private name; call using ESMF_BundleSetAttribute()
    subroutine ESMF_BundleSetInt4ListAttr(bundle, name, count, valueList, rc)

ARGUMENTS:

    type(ESMF_Bundle), intent(in) :: bundle
    character (len = '*), intent(in) :: name
    integer, intent(in) :: count
    integer(ESMF_KIND_I4), dimension(:), intent(in) :: valueList
    integer, intent(out), optional :: rc
DESCRIPTION:

Attaches a 4-byte integer list attribute to the bundle. The attribute has a name and a valueList. The number of integer items in the valueList is given by count. The arguments are:

- **bundle**: An ESMF_Bundle object.
- **name**: The name of the attribute to set.
- **count**: The number of integers in the valueList.
- **valueList**: The integer values of the attribute to set.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

---

18.6.26  ESMF_BundleSetAttribute - Set an 8-byte integer attribute

INTERFACE:

```fortran
! Private name; call using ESMF_BundleSetAttribute()
subroutine ESMF_BundleSetInt8Attr(bundle, name, value, rc)
```

ARGUMENTS:

- type(ESMF_Bundle), intent(in) :: bundle
- character (len = '*'), intent(in) :: name
- integer(ESMF_KIND_I8), intent(in) :: value
- integer, intent(out), optional :: rc

DESCRIPTION:

Attaches an 8-byte integer attribute to the bundle. The attribute has a name and a value. The arguments are:

- **bundle**: An ESMF_Bundle object.
- **name**: The name of the attribute to set.
- **value**: The integer value of the attribute to set.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

---

18.6.27  ESMF_BundleSetAttribute - Set an 8-byte integer list attribute

INTERFACE:

```fortran
! Private name; call using ESMF_BundleSetAttribute()
subroutine ESMF_BundleSetInt8ListAttr(bundle, name, count, valueList, rc)
```

ARGUMENTS:
type(ESMF_Bundle), intent(in) :: bundle
character (len = *), intent(in) :: name
integer, intent(in) :: count
integer(ESMF_KIND_I8), dimension(:), intent(in) :: valueList
integer, intent(out), optional :: rc

DESCRIPTION:

Attaches a 8-byte integer list attribute to the bundle. The attribute has a name and a valueList. The number of integer items in the valueList is given by count.

The arguments are:

bundle  An ESMF_Bundle object.
name  The name of the attribute to set.
count  The number of integers in the valueList.
valueList  The integer values of the attribute to set.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

18.6.28  ESMF_BundleSetAttribute - Set a 4-byte real attribute

INTERFACE:

! Private name; call using ESMF_BundleSetAttribute()
subroutine ESMF_BundleSetReal4Attr(bundle, name, value, rc)

ARGUMENTS:

type(ESMF_Bundle), intent(in) :: bundle
character (len = *), intent(in) :: name
real(ESMF_KIND_R4), intent(in) :: value
integer, intent(out), optional :: rc

DESCRIPTION:

Attaches a 4-byte real attribute to the bundle. The attribute has a name and a value.

The arguments are:

bundle  An ESMF_Bundle object.
name  The name of the attribute to set.
value  The real value of the attribute to set.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.
18.6.29  ESMF_BundleSetAttribute - Set an 8-byte real attribute

INTERFACE:

    ! Private name; call using ESMF_BundleSetAttribute()
    subroutine ESMF_BundleSetReal8Attr(bundle, name, value, rc)

ARGUMENTS:

    type(ESMF_Bundle), intent(in) :: bundle
    character (len = *), intent(in) :: name
    real(ESMF_KIND_R8), intent(in) :: value
    integer, intent(out), optional :: rc

DESCRIPTION:

Attaches an 8-byte real attribute to the bundle. The attribute has a name and a value.
The arguments are:

bundle  An ESMF_Bundle object.
name    The name of the attribute to set.
value   The real value of the attribute to set.
[rc]    Return code; equals ESMF_SUCCESS if there are no errors.

18.6.30  ESMF_BundleSetAttribute - Set a 4-byte real list attribute

INTERFACE:

    ! Private name; call using ESMF_BundleSetAttribute()
    subroutine ESMF_BundleSetReal4ListAttr(bundle, name, count, valueList, rc)

ARGUMENTS:

    type(ESMF_Bundle), intent(in) :: bundle
    character (len = *), intent(in) :: name
    integer, intent(in) :: count
    real(ESMF_KIND_R4), dimension(:), intent(in) :: valueList
    integer, intent(out), optional :: rc

DESCRIPTION:

Attaches a 4-byte real list attribute to the bundle. The attribute has a name and a valueList. The number of real items in the valueList is given by count.
The arguments are:

bundle  An ESMF_Bundle object.
name    The name of the attribute to set.
count   The number of reals in the valueList.
value   The real values of the attribute to set.
[rc]    Return code; equals ESMF_SUCCESS if there are no errors.
18.6.31 ESMF_BundleSetAttribute - Set an 8-byte real list attribute

INTERFACE:

    ! Private name; call using ESMF_BundleSetAttribute()
    subroutine ESMF_BundleSetReal8ListAttr(bundle, name, count, valueList, rc)

ARGUMENTS:

    type(ESMF_Bundle), intent(in) :: bundle
    character (len = *), intent(in) :: name
    integer, intent(in) :: count
    real(ESMF_KIND_R8), dimension(:), intent(in) :: valueList
    integer, intent(out), optional :: rc

DESCRIPTION:

Attaches an 8-byte real list attribute to the bundle. The attribute has a name and a valueList. The number of real items in the valueList is given by count. The arguments are:

bundle  An ESMF_Bundle object.
name    The name of the attribute to set.
count   The number of reals in the valueList.
value   The real values of the attribute to set.
[rc]    Return code; equals ESMF_SUCCESS if there are no errors.

18.6.32 ESMF_BundleSetAttribute - Set a logical attribute

INTERFACE:

    ! Private name; call using ESMF_BundleSetAttribute()
    subroutine ESMF_BundleSetLogicalAttr(bundle, name, value, rc)

ARGUMENTS:

    type(ESMF_Bundle), intent(in) :: bundle
    character (len = *), intent(in) :: name
    type(ESMF_Logical), intent(in) :: value
    integer, intent(out), optional :: rc

DESCRIPTION:

Attaches a logical attribute to the bundle. The attribute has a name and a value. The arguments are:

bundle  An ESMF_Bundle object.
name    The name of the attribute to set.
value   The logical true/false value of the attribute to set.
[rc]    Return code; equals ESMF_SUCCESS if there are no errors.
### 18.6.33 ESMF_BundleSetAttribute - Set a logical list attribute

**INTERFACE:**

```fortran
! Private name; call using ESMF_BundleSetAttribute()
subroutine ESMF_BundleSetLogicalListAttr(bundle, name, count, valueList, rc)
```

**ARGUMENTS:**

- `bundle` : type(ESMF_Bundle), intent(in) :: bundle
- `name` : character (len = *), intent(in) :: name
- `count` : integer, intent(in) :: count
- `valueList` : type(ESMF_Logical), dimension(:), intent(in) :: valueList
- `rc` : integer, intent(out), optional :: rc

**DESCRIPTION:**

Attaches a logical list attribute to the bundle. The attribute has a name and a valueList. The number of logical items in the value list is given by count.

The arguments are:

- `bundle` : An ESMF_Bundle object.
- `name` : The name of the attribute to set.
- `count` : The number of logicals in the valueList.
- `valueList` : The logical values of the attribute to set.
- `rc` : Return code; equals ESMF_SUCCESS if there are no errors.

### 18.6.34 ESMF_BundleSetAttribute - Set a character attribute

**INTERFACE:**

```fortran
! Private name; call using ESMF_BundleSetAttribute()
subroutine ESMF_BundleSetCharAttr(bundle, name, value, rc)
```

**ARGUMENTS:**

- `bundle` : type(ESMF_Bundle), intent(in) :: bundle
- `name` : character (len = *), intent(in) :: name
- `value` : character (len = *), intent(in) :: value
- `rc` : integer, intent(out), optional :: rc

**DESCRIPTION:**

Attaches a character attribute to the bundle. The attribute has a name and a value.

The arguments are:

- `bundle` : An ESMF_Bundle object.
- `name` : The name of the attribute to set.
- `value` : The character value of the attribute to set.
- `rc` : Return code; equals ESMF_SUCCESS if there are no errors.
18.6.35 ESMF_BundleSetGrid - Associate a Grid with an empty Bundle

INTERFACE:

    subroutine ESMF_BundleSetGrid(bundle, grid, rc)

ARGUMENTS:

    type(ESMF_Bundle), intent(in) :: bundle
    type(ESMF_Grid), intent(in) :: grid
    integer, intent(out), optional :: rc

DESCRIPTION:

Sets the grid for a bundle that contains no ESMF.Fields. All ESMF.Fields added to this bundle must be associated with the same ESMF_Grid. Returns an error if there is already an ESMF_Grid associated with the bundle.

The arguments are:

    bundle  An ESMF_Bundle object.
    grid    The ESMF_Grid which all ESMF.Fields added to this ESMF_Bundle must have.
    [rc]    Return code; equals ESMF_SUCCESS if there are no errors.

18.6.36 ESMF_BundleValidate - Check validity of a Bundle

INTERFACE:

    subroutine ESMF_BundleValidate(bundle, options, rc)

ARGUMENTS:

    type(ESMF_Bundle), intent(in) :: bundle
    character (len=*) , intent(in), optional :: options
    integer, intent(out), optional :: rc

DESCRIPTION:

Validates that the bundle is internally consistent. Currently this method determines if the bundle is uninitialized or already destroyed. The method returns an error code if problems are found.

The arguments are:

    bundle  ESMF_Bundle to validate.
    [options] Validation options are not yet supported.
    [rc]    Return code; equals ESMF_SUCCESS if the bundle is valid.

18.7 Class API: Bundle Overloads for Fortran Arrays
18.7.1 ESMF_BundleGetDataPointer - Retrieve Fortran pointer directly from a Bundle

INTERFACE:
! Private name; call using ESMF_BundleGetDataPointer()
subroutine ESMF_BundleGetDataPointer<rank><type><kind>(bundle, &
fieldName, dataPointer, copyflag, rc)

ARGUMENTS:

  type(ESMF_Bundle), intent(in) :: bundle
  character(len=*), intent(in) :: fieldName
  <type> (ESMF_KIND_<kind>), dimension(<rank>), pointer :: dataPointer
  type(ESMF_CopyFlag), intent(in), optional :: copyflag
  integer, intent(out), optional :: rc

DESCRIPTION:

Retrieves data from the bundle, returning a direct Fortran pointer to the data. Valid type/kind/rank combinations supported by the framework are: ranks 1 to 7, type real of kind *4 or *8, and type integer of kind *1, *2, *4, or *8. The arguments are:

bundle The ESMF_Bundle to query.

fieldName The name of the ESMF_Field inside the bundle to return. The bundle cannot have packed data.
dataPointer An unassociated Fortran pointer of the proper Type, Kind, and Rank as the data in the Bundle. When this call returns successfully, the pointer will now point to the data in the Bundle. This is either a reference or a copy, depending on the setting of the following argument. The default is to return a reference.

[copyflag] Defaults to ESMF_DATA_REF. If set to ESMF_DATA_COPY, a separate copy of the data will be made and the pointer will point at the copy.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

18.8 Class API: Bundle Communications

18.8.1 ESMF_BundleHalo - Execute a halo operation on each Field in a Bundle

INTERFACE:

  subroutine ESMF_BundleHalo(bundle, routehandle, blocking, commhandle, rc)

ARGUMENTS:

  type(ESMF_Bundle), intent(inout) :: bundle
  type(ESMF_RouteHandle), intent(inout) :: routehandle
  type(ESMF_BlockingFlag), intent(in), optional :: blocking
  type(ESMF_CommHandle), intent(inout), optional :: commhandle
  integer, intent(out), optional :: rc

DESCRIPTION:

Perform a halo operation over each ESMF_Field in an ESMF_Bundle. This routine updates the data inside the ESMF_Bundle in place. The current version of the code does not support ESMF_Bundles with packed data. It simply operates on a ESMF_Field by ESMF_Field basis, updating each one at a time. The arguments are:

bundle ESMF_Bundle containing data to be haloed.

routehandle ESMF_RouteHandle which was returned by the corresponding ESMF_BundleHaloStore() call. It is associated with the precomputed data movement and communication needed to perform the halo operation.
Optional argument which specifies whether the operation should wait until complete before returning or return as soon as the communication between DEs has been scheduled. If not present, default is what was specified at Store time. (This feature is not yet supported. All operations are synchronous.)

If the blocking flag is set to ESMF_NONBLOCKING this argument is required. Information about the pending operation will be stored in the ESMF_CommHandle and can be queried or waited for later.

Return code; equals ESMF_SUCCESS if there are no errors.

18.8.2 ESMF_BundleHaloRelease - Release resources associated w/ handle

INTERFACE:

```fortran
subroutine ESMF_BundleHaloRelease(routehandle, rc)
```

ARGUMENTS:

```fortran
type(ESMF_RouteHandle), intent(inout) :: routehandle
integer, intent(out), optional :: rc
```

DESCRIPTION:

Release all stored information about the halo operation associated with this ESMF_RouteHandle. The arguments are:

routehandle ESMF_RouteHandle associated with this halo operation.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

18.8.3 ESMF_BundleHaloStore - Precompute a data halo operation on a Bundle

INTERFACE:

```fortran
subroutine ESMF_BundleHaloStore(bundle, routehandle, halodirection, rc)
```

ARGUMENTS:

```fortran
type(ESMF_Bundle), intent(inout) :: bundle
type(ESMF_RouteHandle), intent(inout) :: routehandle
type(ESMF_HaloDirection), intent(in), optional :: halodirection
integer, intent(out), optional :: rc
```

DESCRIPTION:

Precompute the data movement or communication operations needed to perform a halo operation over the data in an ESMF_Bundle. The list of operations will be associated internally to the framework with the ESMF_RouteHandle object. To perform the actual halo operation the ESMF_BundleHalo() routine must be called with the ESMF_Bundle containing the data to be updated and the ESMF_RouteHandle computed during this store call. Although probably less common with bundles than with fields, if more than one ESMF_Bundle has an identical ESMF_Grid and contains identical ESMF_Fields, then the same ESMF_RouteHandle can be computed once and used in multiple executions of the halo operation. In the current version of the code ESMF_Bundles with packed data are not supported.

The arguments are:
bundle  ESMF_Bundle containing data to be haloed.

routehandle  ESMF_RouteHandle which will be returned after being associated with the precomputed information for a halo operation on this ESMF_Bundle. This handle must be supplied at run time to execute the halo.

[halodirection]  Optional argument to restrict halo direction to a subset of the possible halo directions. If not specified, the halo is executed along all boundaries. (This feature is not yet supported.)

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

---

18.8.4  ESMF_BundleRedist - Data redistribution operation on a Bundle

INTERFACE:

    subroutine ESMF_BundleRedist(srcBundle, dstBundle, &
       routehandle, blocking, commhandle, rc)

ARGUMENTS:

    type(ESMF_Bundle), intent(in) :: srcBundle
    type(ESMF_Bundle), intent(inout) :: dstBundle
    type(ESMF_RouteHandle), intent(inout) :: routehandle
    type(ESMF_BlockingFlag), intent(in), optional :: blocking
    type(ESMF_CommHandle), intent(inout), optional :: commhandle
    integer, intent(out), optional :: rc

DESCRIPTION:

Perform a redistribution operation over the data in an ESMF_Bundle. This routine reads the source bundle and leaves the data untouched. It reads the ESMF_Grid and ESMF_FieldDataMap from the destination bundle and updates the array data in the destination. The ESMF_Grids may have different decompositions (different ESMF_DELayouts) or different data maps, but the source and destination grids must describe the same set of coordinates. Unlike ESMF_BundleRegrid this routine does not do interpolation, only data movement.

The arguments are:

srcbundle  ESMF_Bundle containing source data.

dstbundle  ESMF_Bundle containing destination grid.

routehandle  ESMF_RouteHandle which was returned by the corresponding ESMF_BundleRedistStore() call. It is associated with the precomputed data movement and communication needed to perform the redistribution operation.

[blocking]  Optional argument which specifies whether the operation should wait until complete before returning or return as soon as the communication between DEs has been scheduled. If not present, default is to do synchronous communication. Valid values for this flag are ESMF_BLOCKING and ESMF_NONBLOCKING. (This feature is not yet supported. All operations are synchronous.)

[commhandle]  If the blocking flag is set to ESMF_NONBLOCKING this argument is required. Information about the pending operation will be stored in the ESMF_CommHandle and can be queried or waited for later.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.
18.8.5 ESMF_BundleRedistRelease - Release resources associated with handle

INTERFACE:

    subroutine ESMF_BundleRedistRelease(routehandle, rc)

ARGUMENTS:

    type(ESMF_RouteHandle), intent(inout) :: routehandle
    integer, intent(out), optional :: rc

DESCRIPTION:

Release all stored information about the redistribution operation associated with this ESMF_RouteHandle. The arguments are:

routehandle ESMF_RouteHandle associated with this redistribution.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

18.8.6 ESMF_BundleRedistStore - Data redistribution operation on a Bundle

INTERFACE:

    subroutine ESMF_BundleRedistStore(srcBundle, dstBundle, parentDElayout, &
                                        routehandle, rc)

ARGUMENTS:

    type(ESMF_Bundle), intent(in) :: srcBundle
    type(ESMF_Bundle), intent(inout) :: dstBundle
    type(ESMF_DELayout), intent(in) :: parentDElayout
    type(ESMF_RouteHandle), intent(out) :: routehandle
    integer, intent(out), optional :: rc

DESCRIPTION:

Precompute the data movement or communications operations needed to accomplish a data redistribution operation over the data in an ESMF_Bundle. Data redistribution differs from regridding in that redistribution does no interpolation, only a 1-for-1 movement of data from one location to another. Therefore, while the ESMF_Grids for the source and destination may have different decompositions (different ESMF_DELayouts) or different data maps, the source and destination grids must describe the same set of coordinates.

The arguments are:

srcBundle ESMF_Bundle containing source data.

dstBundle ESMF_Bundle containing destination grid.

parentDELayout ESMF_DELayout which encompasses both ESMF_Bundles, most commonly the layout of the Coupler if the redistribution is inter-component, but could also be the individual layout for a component if the redistribution is intra-component.

routehandle ESMF_RouteHandle which will be used to execute the redistribution when ESMF_BundleRedist is called.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.
19 BundleDataMap Class

19.1 Description

The BundleDataMap class specifies how the Fields within a packed Bundle are interleaved. In a packed Bundle, the data arrays of constituent Fields have been copied or transferred to a single combined data array. This is generally done for optimization - either to increase data locality for quick data retrieval from memory or to aggregate communications to reduce latency.

Packed Bundles are not fully implemented. Currently the Field data within Bundles are always stored as individual data references. At this point the BundleDataMap class is a placeholder; values for a Bundle interleave flag can be set and retrieved, but they are not used by the framework.

19.2 BundleDataMap Options

19.3 Use and Examples

A BundleDataMap is a shallow object. It can simply be declared as a local (stack) variable, and does not have to be created or destroyed. To initialize a BundleDataMap with default values a set default method is provided. To alter or query an existing object, use the set and get methods. A print method is provided for human-readable output or debugging.

```fortran
! PROGRAM: ESMF_BundleDataMapEx - BundleDataMap manipulation examples
!
! DESCRIPTION:
!
! This program shows examples of BundleDataMap set and get usage
!-----------------------------------------------------------------------------

    ! ESMF Framework module
    use ESMF_Mod
    implicit none

    ! local variables
    type(ESMF_BundleDataMap) :: bundleDM
    type(ESMF_InterleaveFlag) :: il

    ! return code
    integer:: rc

    ! initialize ESMF framework
    call ESMF_Initialize(rc=rc)
```

19.3.1 Setting BundleDataMap Defaults

This example shows how to set the default values in an ESMF_BundleDataMap.

```fortran
    call ESMF_BundleDataMapSetDefault(bundleDM, rc=rc)

    print *, "Default values for BundleDataMap = ",
    call ESMF_BundleDataMapPrint(bundleDM, rc=rc)
```
19.3.2 Setting BundleDataMap Values
This example shows how to set values in an ESMF_BundleDataMap.

```fortran
il = ESMF_INTERLEAVE_BY_ITEM
call ESMF_BundleDataMapSet(bundleDM, bundleInterleave=il, rc=rc)
print *, "BundleDataMap after setting interleave = "
call ESMF_BundleDataMapPrint(bundleDM, rc=rc)
```

19.3.3 Getting BundleDataMap Values
This example shows how to query an ESMF_BundleDataMap.

```fortran
call ESMF_BundleDataMapGet(bundleDM, bundleInterleave = il, rc=rc)
if (il .eq. ESMF_INTERLEAVE_BY_ITEM) then
   print *, "Interleaved by individual data items"
else if (il .eq. ESMF_INTERLEAVE_BY_BLOCK) then
   print *, "Interleaved by fields"
endif

! finalize ESMF framework
call ESMF_Finalize(rc)
end program ESMF_BundleDataMapEx
```

19.4 Restrictions and Future Work
1. BundleDataMap is a placeholder until packed Bundles are implemented. Packed Bundles have not been implemented in this version of ESMF.

19.5 Class API
19.5.1 ESMF_BundleDataMapGet - Get values from a BundleDataMap

INTERFACE:
```fortran
subroutine ESMF_BundleDataMapGet(bundledatamap, bundleinterleave, rc)
```

ARGUMENTS:
```fortran
type(ESMF_BundleDataMap), intent(in) :: bundledatamap
type(ESMF_InterleaveFlag), intent(out), optional :: bundleinterleave
integer, intent(out), optional :: rc
```

DESCRIPTION:
Return values from an ESMF_BundleDataMap.
The arguments are:
bundledatamap  An ESMF_BundleDataMap.

[bundleinterleave] Type of interleave for ESMF_Bundle data if packed into a single array. Possible values are ESMF_INTERLEAVE_BY_ITEM and ESMF_INTERLEAVE_BY_FIELD.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

19.5.2 ESMF_BundleDataMapPrint - Print information about a BundleDataMap

INTERFACE:

    subroutine ESMF_BundleDataMapPrint(bundledatamap, options, rc)

ARGUMENTS:

    type(ESMF_BundleDataMap), intent(in) :: bundledatamap
    character (len = *), intent(in), optional :: options
    integer, intent(out), optional :: rc

DESCRIPTION:

Prints diagnostic information about the bundledatamap to stdout. The arguments are:

bundledatamap  ESMF_BundleDataMap to print.

[options]  Print options are not yet supported.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

19.5.3 ESMF_BundleDataMapSet - Set values in a BundleDataMap

INTERFACE:

    subroutine ESMF_BundleDataMapSet(bundledatamap, bundleinterleave, rc)

ARGUMENTS:

    type(ESMF_BundleDataMap), intent(inout) :: bundledatamap
    type(ESMF_InterleaveFlag), intent(in), optional :: bundleinterleave
    integer, intent(out), optional :: rc

DESCRIPTION:

Set values in an ESMF_BundleDataMap. The arguments are:

bundledatamap  An ESMF_BundleDataMap.

[bundleinterleave]  Type of interleave for ESMF_Bundle data if packed into a single array. Options are ESMF_INTERLEAVE_BY_ITEM and ESMF_INTERLEAVE_BY_FIELD.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.
19.5.4 ESMF_BundleDataMapSetDefault - Set BundleDataMap default values

INTERFACE:

    subroutine ESMF_BundleDataMapSetDefault(bundledatamap, bundleinterleave, rc)

ARGUMENTS:

    type(ESMF_BundleDataMap) :: bundledatamap
    type(ESMF_InterleaveFlag), intent(in), optional :: bundleinterleave
    integer, intent(out), optional :: rc

DESCRIPTION:

Set default values of a ESMF_BundleDataMap type. The differences between this routine and ESMF_BundleDataMapSet() is that unspecified arguments are reset to their default values.

The arguments are:

bundledatamap An ESMF_BundleDataMap.

[bundleinterleave] Type of interleave for ESMF_Bundle data if packed into a single array. Options are ESMF_INTERLEAVE_BY_ITEM and ESMF_INTERLEAVE_BY_FIELD. If not specified, the default is interleave by field.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

19.5.5 ESMF_BundleDataMapSetInvalid - Set BundleDataMap to invalid status

INTERFACE:

    subroutine ESMF_BundleDataMapSetInvalid(bundledatamap, rc)

ARGUMENTS:

    type(ESMF_BundleDataMap), intent(inout) :: bundledatamap
    integer, intent(out), optional :: rc

DESCRIPTION:

ESMF routine to set the contents of an ESMF_BundleDataMap to an invalid status.

The arguments are:

bundledatamap An ESMF_BundleDataMap.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

19.5.6 ESMF_BundleDataMapValidate - Check validity of a BundleDataMap

INTERFACE:

    subroutine ESMF_BundleDataMapValidate(bundledatamap, options, rc)

ARGUMENTS:

    type(ESMF_BundleDataMap), intent(in) :: bundledatamap
    character (len = *), intent(in), optional :: options
    integer, intent(out), optional :: rc
Validates that the bundledatamap is internally consistent. Currently this method determines if the bundledatamap is uninitialized or already destroyed. The method returns an error code if problems are found.

The arguments are:

bundledatamap ESMF_BundleDataMap to validate.

[options] Validation options are not yet supported.

[rc] Return code; equals ESMF_SUCCESS if the bundledatamap is valid.

20 Field Class

20.1 Description

A Field represents a scalar physical field, such as temperature. ESMF does not currently support vector fields, so the components of a vector field must be stored as separate Field objects. The ESMF Field class contains the discretized field data, a reference to its associated grid, and metadata. The Field class maintains the relationship of how data maps onto the Grid (e.g. one item per cell located at the cell center, one item per cell located at the NW corner, one item per cell vertex, etc). This means that different Fields which are on the same underlying Grid but have different mappings (staggerings) can share the same Grid object without needing to copy or replicate it multiple times.

The Field class provides methods for initialization, setting and retrieving data values, I/O, general data redistribution and regridding, standard communication methods such as gather and scatter, and manipulation of attributes.

20.2 Use and Examples

A Field serves as an annotator of data, since it carries a description of the grid it is associated with and metadata such as name and units. Fields can be used in this capacity alone, as convenient, descriptive containers into which arrays can be placed and retrieved. However, for most codes the primary use of Fields is in the context of import and export States, which are the objects that carry coupling information between Components. Fields enable data to be self-describing, and a State holding ESMF Fields contains data in a standard format that is easy to query and manipulate.

The information that is necessary for describing a Field to another Component is similar to the information needed to write history files. Another use of Fields is as a mechanism for writing out data to files for history and restart. The sections below go into more detail about Field usage.

20.2.1 Field Creation

Fields can be created and destroyed at any time during application execution. However, these Field methods require some time to complete. We do not recommend that the user create or destroy Fields inside performance-critical computational loops.

All versions of the ESMF_FieldCreate() routines require a Grid object as input, or require a Grid be added before most operations involving Fields can be performed. The Grid contains the information needed to know which Decomposition Elements (DEs) are participating in the processing of this Field, and which subsets of the data are local to a particular DE.

The details of how the create process happens depends on which of the variants of the ESMF_FieldCreate() call is used. Some of the variants are discussed below.

There are versions of the ESMF_FieldCreate() interface which create the Field based on the input Grid. The ESMF can allocate the proper amount of space but not assign initial values. The user code can then get the pointer to the uninitialized buffer and set the initial data values.

Other versions of the ESMF_FieldCreate() interface allow user code to attach arrays that have already been allocated by the user. Empty Fields can also be created in which case the data can be added at some later time.
For versions of Create which do not specify data values, user code can create an ArraySpec object, which contains information about the Type, Kind, and Rank of the data values in the array. Then at Field create time, the appropriate amount of memory is allocated to contain the data which is local to each DE.

20.2.2 Field Deletion

There is an ESMF_FieldDestroy() method which releases any data buffers which were allocated or copied by this Field, and deletes the Field object. Since a single Grid reference can be shared by multiple Fields, the Grid is not deleted by this call.

20.2.3 Field Create with Grid and Array

The user has already created an ESMF_Grid and an ESMF_Array with data. This create associates the two objects. An ESMF_FieldDataMap is created with all defaults.

```fortran
field1 = ESMF_FieldCreate(grid, array1, &
  horzRelloc=ESMF_CELL_CENTER, name="pressure", rc=rc)
```

20.2.4 Field Create with Grid and ArraySpec

The user has already created an ESMF_Grid and an ESMF_ArraySpec which describes the data. This version of create will create an ESMF_Array based on the grid size and the ESMF_ArraySpec. An ESMF_FieldDataMap is created with all defaults.

```fortran
call ESMF_ArraySpecSet(arrayspec, 2, ESMF_DATA_REAL, ESMF_R4, rc)
```
field2 = ESMF_FieldCreate(grid, arrayspec, horzRelloc=ESMF_CELL_CENTER, &
name="rh", rc=rc)

### 20.2.5 Empty Field Create

The user creates an empty ESMF_Field object. The ESMF_Grid, ESMF_Array, and ESMF_FieldDataMap can be added later using the set methods.

field3 = ESMF_FieldCreateNoData("precip", rc=rc)

### 20.2.6 Destroy a Field

When finished with an ESMF_Field, the destroy method removes it. However, the objects inside the ESMF_Field should be deleted separately, since objects can be added to more than one ESMF_Field, for example the same ESMF_Grid can be used in multiple ESMF_Fields.

call ESMF_FieldDestroy(field1, rc=rc)

end program ESMF_FieldCreateEx

### 20.3 Restrictions and Future Work

1. **No mathematical operators.** The Fields class does not currently support advanced operations on fields, such as differential or other mathematical operators.

2. **No vector Fields.** ESMF does not currently support storage of multiple vector Field components in the same Field component, although that support is planned. At this time users need to create a separate Field object to represent each vector component.

### 20.4 Design and Implementation Notes

1. The Field class aggregates two internal subclasses: a GlobalField class and a LocalField class. This separation allows the code to clearly differentiate between functions which operate internal to a single DE on a local decomposition of data, and those which must be aware of the global state of the Field. There is a correspondence between the Global Distributed Grid class, and the Local Distributed Grid class, and Fields. Each DE contains the corresponding local decompositions for Distributed Grids and Fields.

2. Some methods which have a Field interface will actually be implemented at the underlying Grid or Array level; they will be inherited by the Field class. This allows the user API (Application Programming Interface) to present functions at the level which is most consistent to the application without restricting where inside the ESMF the actual implementation is done.

### 20.5 Class API: Basic Field Methods

#### 20.5.1 ESMF_FieldCreateNoData - Create a Field with no associated data buffer

**INTERFACE:**

```
! Private name; call using ESMF_FieldCreateNoData()
function ESMF_FieldCreateNoDataPtr(grid, arrayspec, horzRelloc, vertRelloc, &
haloWidth, datamap, name, iospec, rc)
```
RETURN VALUE:

type(ESMF_Field) :: ESMF_FieldCreateNoDataPtr

ARGUMENTS:

type(ESMF_Grid) :: grid

type(ESMF_ArraySpec), intent(in) :: arrayspec

type(ESMF_RelLoc), intent(in), optional :: horzRelloc

type(ESMF_RelLoc), intent(in), optional :: vertRelloc

integer, intent(in), optional :: haloWidth

type(ESMF_FieldDataMap), intent(in), optional :: datamap

ccharacter (len=*) :: name

type(ESMF_IOSpec), intent(in), optional :: iospec

integer, intent(out), optional :: rc

DESCRIPTION:

An interface function to ESMF_FieldCreateNoData(). Creates an ESMF_Field in its entirety except for the assignment or allocation of an associated raw data buffer.

The arguments are:

grid Pointer to an ESMF_Grid object.

arrayspec Data specification.

[horzRelloc] Relative location of data per grid cell/vertex in the horizontal grid. If a relative location is specified both as an argument here as well as set in the datamap, this takes priority.

[vertRelloc] Relative location of data per grid cell/vertex in the vertical grid. If a relative location is specified both as an argument here as well as set in the datamap, this takes priority.

[haloWidth] Maximum halo depth along all edges. Default is 0.

[datamap] An ESMF_FieldDataMap which describes the mapping of data to the ESMF_Grid.

[name] Field name.

[iospec] I/O specification.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

20.5.2 ESMF_FieldCreateNoData - Create a Field with no associated Array object

INTERFACE:

! Private name; call using ESMF_FieldCreateNoData()
function ESMF_FieldCreateNoArray(grid, horzRelloc, vertRelloc, &
haloWidth, datamap, name, iospec, rc)

RETURN VALUE:

type(ESMF_Field) :: ESMF_FieldCreateNoArray

ARGUMENTS:
type (ESMF_Grid) :: grid
type (ESMF_RelLoc), intent(in), optional :: horzRelloc
type (ESMF_RelLoc), intent(in), optional :: vertRelloc
integer, intent(in), optional :: haloWidth
type (ESMF_FieldDataMap), intent(in), optional :: datamap
character (len=*) , intent(in), optional :: name
type (ESMF_IOSpec), intent(in), optional :: iospec
integer, intent(out), optional :: rc

DESCRIPTION:

An interface function to ESMF_FieldCreateNoData(). This version of ESMF_FieldCreate builds an ESMF_Field
and depends on a later call to add an ESMF_Array to it.
The arguments are:

grid  Pointer to an ESMF_Grid object.

[horzRelloc]  Relative location of data per grid cell/vertex in the horizontal grid. If a relative location is specified both
as an argument here as well as set in the datamap, this takes priority.

[vertRelloc]  Relative location of data per grid cell/vertex in the vertical grid. If a relative location is specified both as
an argument here as well as set in the datamap, this takes priority.

[haloWidth]  Maximum halo depth along all edges. Default is 0.

[datamap]  An ESMF_FieldDataMap which describes the mapping of data to the ESMF_Grid.

[name]  Field name.

[iospec]  I/O specification.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

20.5.3  ESMF_FieldCreateNoData - Create a Field with no Grid or Array

INTERFACE:

! Private name; call using ESMF_FieldCreateNoData()
function ESMF_FieldCreateNoGridArray(name, iospec, rc)

RETURN VALUE:

    type (ESMF_Field) :: ESMF_FieldCreateNoGridArray

ARGUMENTS:

    character (len = *) , intent(in), optional :: name
    type (ESMF_IOSpec), intent(in), optional :: iospec
    integer, intent(out), optional :: rc

DESCRIPTION:

An interface function to ESMF_FieldCreateNoData(). This version of ESMF_FieldCreate builds an empty
ESMF_Field and depends on later calls to add an ESMF_Grid and ESMF_Array to it.
The arguments are:

[name]  Field name.

[iospec]  I/O specification.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.
20.5.4 ESMF_FieldDestroy - Free all resources associated with a Field

INTERFACE:

    subroutine ESMF_FieldDestroy(field, rc)

ARGUMENTS:

    type(ESMF_Field) :: field
    integer, intent(out), optional :: rc

DESCRIPTION:

Releases all resources associated with the ESMF_Field.
The arguments are:

field  Pointer to an ESMF_Field object.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

20.5.5 ESMF_FieldGet - Return info associated with a Field

INTERFACE:

    subroutine ESMF_FieldGet(field, grid, array, datamap, horzRelloc, &
                             vertRelloc, haloWidth, iospec, name, rc)

ARGUMENTS:

    type(ESMF_Field), intent(in) :: field
    type(ESMF_Grid), intent(out), optional :: grid
    type(ESMF_Array), intent(out), optional :: array
    type(ESMF_FieldDataMap), intent(out), optional :: datamap
    type(ESMF_RelLoc), intent(out), optional :: horzRelloc
    type(ESMF_RelLoc), intent(out), optional :: vertRelloc
    integer, intent(out), optional :: haloWidth
    type(ESMF_IOSpec), intent(out), optional :: iospec
    character(len=*) , intent(out), optional :: name
    integer, intent(out), optional :: rc

DESCRIPTION:

Query an ESMF_Field for various things. All arguments after the Field are optional. To select individual items use the named_argument=value syntax.
The arguments are:

ftype  Pointer to an ESMF_Field object.

[grid]  ESMF_Grid.

[array]  ESMF_Array.

[datamap]  ESMF_FieldDataMap.

[horzRelloc]  Relative location of data per grid cell/vertex in the horizontal grid.

[vertRelloc]  Relative location of data per grid cell/vertex in the vertical grid.
[haloWidth] Integer value for the width of the halo (ghost zone) region in the data array. This can also be queried directly from the ESMF_Array object.

[iospec] ESMF_IOSpec object which contains settings for options related to I/O.

[name] Name of queried item.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

20.5.6 ESMF_FieldGetArray - Get data Array associated with the Field

INTERFACE:

subroutine ESMF_FieldGetArray(field, array, rc)

ARGUMENTS:

type(ESMF_Field), intent(in) :: field
type(ESMF_Array), intent(out) :: array
integer, intent(out), optional :: rc

DESCRIPTION:

Get data in ESMF_Array form.
The arguments are:

field An ESMF_Field object.

[array] Field ESMF_Array.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

20.5.7 ESMF_FieldGetAttribute - Retrieve a 4-byte integer attribute

INTERFACE:

! Private name; call using ESMF_FieldGetAttribute()
subroutine ESMF_FieldGetInt4Attr(field, name, value, rc)

ARGUMENTS:

type(ESMF_Field), intent(in) :: field
character (len = *), intent(in) :: name
integer(ESMF_KIND_I4), intent(out) :: value
integer, intent(out), optional :: rc

DESCRIPTION:

Returns an integer attribute from the field.
The arguments are:

field An ESMF_Field object.
name  The name of the attribute to retrieve.

value  The integer value of the named attribute.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

20.5.8  ESMF_FieldGetAttribute - Retrieve a 4-byte integer list attribute

INTERFACE:

! Private name; call using ESMF_FieldGetAttribute()
subroutine ESMF_FieldGetInt4ListAttr(field, name, count, valueList, rc)

ARGUMENTS:

type(ESMF_Field), intent(in) :: field
character (len = *), intent(in) :: name
integer, intent(in) :: count
integer(ESMF_KIND_I4), dimension(:), intent(out) :: valueList
integer, intent(out), optional :: rc

DESCRIPTION:

Returns a 4-byte integer list attribute from the field.
The arguments are:

field  An ESMF_Field object.

name  The name of the attribute to retrieve.

count  The number of values in the attribute.

valueList  The integer values of the named attribute. The list must be at least count items long.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

20.5.9  ESMF_FieldGetAttribute - Retrieve an 8-byte integer attribute

INTERFACE:

! Private name; call using ESMF_FieldGetAttribute()
subroutine ESMF_FieldGetInt8Attr(field, name, value, rc)

ARGUMENTS:

type(ESMF_Field), intent(in) :: field
character (len = *), intent(in) :: name
integer(ESMF_KIND_I8), intent(out) :: value
integer, intent(out), optional :: rc

DESCRIPTION:

Returns an 8-byte integer attribute from the field.
The arguments are:
field  An ESMF_Field object.

name  The name of the attribute to retrieve.

value  The integer value of the named attribute.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

20.5.10  ESMF_FieldGetAttribute - Retrieve an 8-byte integer list attribute

INTERFACE:

! Private name; call using ESMF_FieldGetAttribute()
subroutine ESMF_FieldGetInt8ListAttr(field, name, count, valueList, rc)

ARGUMENTS:

type(ESMF_Field), intent(in) :: field
character (len = *), intent(in) :: name
integer, intent(in) :: count
integer(ESMF_KIND_I8), dimension(:), intent(out) :: valueList
integer, intent(out), optional :: rc

DESCRIPTION:

Returns an 8-byte integer list attribute from the field. The arguments are:

field  An ESMF_Field object.

name  The name of the attribute to retrieve.

count  The number of values in the attribute.

valueList  The integer values of the named attribute. The list must be at least count items long.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

20.5.11  ESMF_FieldGetAttribute - Retrieve a 4-byte real attribute

INTERFACE:

! Private name; call using ESMF_FieldGetAttribute()
subroutine ESMF_FieldGetReal4Attr(field, name, value, rc)

ARGUMENTS:

type(ESMF_Field), intent(in) :: field
character (len = *), intent(in) :: name
real(ESMF_KIND_R4), intent(out) :: value
integer, intent(out), optional :: rc
DESCRIPTION:

Returns a 4-byte real attribute from the field. The arguments are:

field  An ESMF_Field object.
name   The name of the attribute to retrieve.
value  The real value of the named attribute.
[rc]   Return code; equals ESMF_SUCCESS if there are no errors.

20.5.12 ESMF_FieldGetAttribute - Retrieve a 4-byte real list attribute

INTERFACE:

! Private name; call using ESMF_FieldGetAttribute()
subroutine ESMF_FieldGetReal4ListAttr(field, name, count, valueList, rc)

ARGUMENTS:

type(ESMF_Field), intent(in) :: field
character (len = *), intent(in) :: name
integer, intent(in) :: count
real(ESMF_KIND_R4), dimension(:), intent(out) :: valueList
integer, intent(out), optional :: rc

DESCRIPTION:

Returns a 4-byte real attribute from an ESMF_Field. The arguments are:

field  An ESMF_Field object.
name   The name of the attribute to retrieve.
count  The number of values in the attribute.
valueList The real values of the named attribute. The list must be at least count items long.
[rc]   Return code; equals ESMF_SUCCESS if there are no errors.

20.5.13 ESMF_FieldGetAttribute - Retrieve an 8-byte real attribute

INTERFACE:

! Private name; call using ESMF_FieldGetAttribute()
subroutine ESMF_FieldGetReal8Attr(field, name, value, rc)

ARGUMENTS:
type(ESMF_Field), intent(in) :: field
character (len = *), intent(in) :: name
real(ESMF_KIND_R8), intent(out) :: value
integer, intent(out), optional :: rc

DESCRIPTION:

 Returns an 8-byte real attribute from the field. The arguments are:

 field  An ESMF_Field object.

 name  The name of the attribute to retrieve.

 value  The real value of the named attribute.

 [rc]  Return code; equals ESMF_SUCCESS if there are no errors.

20.5.14 ESMF_FieldGetAttribute - Retrieve an 8-byte real list attribute

INTERFACE:

 ! Private name; call using ESMF_FieldGetAttribute()
 subroutine ESMF_FieldGetReal8ListAttr(field, name, count, valueList, rc)

 ARGUMENTS:

 type(ESMF_Field), intent(in) :: field
 character (len = *), intent(in) :: name
 integer, intent(in) :: count
 real(ESMF_KIND_R8), dimension(:), intent(out) :: valueList
 integer, intent(out), optional :: rc

 DESCRIPTION:

 Returns an 8-byte real attribute from an ESMF_Field. The arguments are:

 field  An ESMF_Field object.

 name  The name of the attribute to retrieve.

 count  The number of values in the attribute.

 valueList  The real values of the named attribute. The list must be at least count items long.

 [rc]  Return code; equals ESMF_SUCCESS if there are no errors.
20.5.15  ESMF_FieldGetAttribute - Retrieve a logical attribute

INTERFACE:

    ! Private name; call using ESMF_FieldGetAttribute()
    subroutine ESMF_FieldGetLogicalAttr(field, name, value, rc)

ARGUMENTS:

    type(ESMF_Field), intent(in) :: field
    character (len = *), intent(in) :: name
    type(ESMF_Logical), intent(out) :: value
    integer, intent(out), optional :: rc

DESCRIPTION:

Returns a logical attribute from the field. The arguments are:
field  An ESMF_Field object.
name   The name of the attribute to retrieve.
value  The logical value of the named attribute.
[rc]   Return code; equals ESMF_SUCCESS if there are no errors.

20.5.16  ESMF_FieldGetAttribute - Retrieve a logical list attribute

INTERFACE:

    ! Private name; call using ESMF_FieldGetAttribute()
    subroutine ESMF_FieldGetLogicalListAttr(field, name, count, valueList, rc)

ARGUMENTS:

    type(ESMF_Field), intent(in) :: field
    character (len = *), intent(in) :: name
    integer, intent(in) :: count
    type(ESMF_Logical), dimension(:,), intent(out) :: valueList
    integer, intent(out), optional :: rc

DESCRIPTION:

Returns a logical list attribute from the field. The arguments are:
field  An ESMF_Field object.
name   The name of the attribute to retrieve.
count  The number of values in the attribute.
valueList The logical values of the named attribute. The list must be at least count items long.
[rc]   Return code; equals ESMF_SUCCESS if there are no errors.
20.5.17  ESMF_FieldGetAttribute - Retrieve a character attribute

INTERFACE:

      ! Private name; call using ESMF_FieldGetAttribute()
      subroutine ESMF_FieldGetCharAttr(field, name, value, rc)

ARGUMENTS:

  type(ESMF_Field), intent(in) :: field
  character (len = *), intent(in) :: name
  character (len = *), intent(out) :: value
  integer, intent(out), optional :: rc

DESCRIPTION:

Returns a character attribute from the field.
The arguments are:

field  An ESMF_Field object.
name   The name of the attribute to retrieve.
value  The character value of the named attribute.
[rc]   Return code; equals ESMF_SUCCESS if there are no errors.

20.5.18  ESMF_FieldGetAttributeCount - Query the number of attributes

INTERFACE:

      subroutine ESMF_FieldGetAttributeCount(field, count, rc)

ARGUMENTS:

  type(ESMF_Field), intent(in) :: field
  integer, intent(out) :: count
  integer, intent(out), optional :: rc

DESCRIPTION:

Returns the number of attributes associated with the given field in the argument count.
The arguments are:

field  An ESMF_Field object.
count  The number of attributes associated with this object.
[rc]   Return code; equals ESMF_SUCCESS if there are no errors.
20.5.19 ESMF_FieldGetAttributeInfo - Query Field attributes by name

INTERFACE:

    ! Private name; call using ESMF_FieldGetAttributeInfo()
    subroutine ESMF_FieldGetAttrInfoByName(field, name, datatype, &
        datakind, count, rc)

ARGUMENTS:

type(ESMF_Field), intent(in) :: field
character(len=*), intent(in) :: name

type(ESMF_DataType), intent(out), optional :: datatype

type(ESMF_DataKind), intent(out), optional :: datakind

integer, intent(out), optional :: count

integer, intent(out), optional :: rc

DESCRIPTION:

Returns information associated with the named attribute, including datatype and count.

The arguments are:

field An ESMF_Field object.

name The name of the attribute to query.

[datatype] The data type of the attribute. One of the values ESMF_DATA_INTEGER, ESMF_DATA_REAL, ESMF_DATA_LOGICAL, or ESMF_DATA_CHARACTER.

[datakind] The datakind of the attribute, if attribute is type ESMF_DATA_INTEGER or ESMF_DATA_REAL. One of the values ESMF_I4, ESMF_I8, ESMF_R4, or ESMF_R8. For all other types the value ESMF_NOKIND is returned.

[count] The number of items in this attribute. For character types, the length of the character string.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

20.5.20 ESMF_FieldGetAttributeInfo - Query Field attributes by index number

INTERFACE:

    ! Private name; call using ESMF_FieldGetAttributeInfo()
    subroutine ESMF_FieldGetAttrInfoByNum(field, attributeIndex, name, &
        datatype, datakind, count, rc)

ARGUMENTS:

type(ESMF_Field), intent(in) :: field

integer, intent(in) :: attributeIndex

character(len=*), intent(out), optional :: name

type(ESMF_DataType), intent(out), optional :: datatype

type(ESMF_DataKind), intent(out), optional :: datakind

integer, intent(out), optional :: count

integer, intent(out), optional :: rc
DESCRIPTION:

Returns information associated with the indexed attribute, including name, datatype, datakind (if applicable) and count.

The arguments are:

field An ESMF_Field object.
attributeIndex The index number of the attribute to query.
name Returns the name of the attribute.
[datatype] The data type of the attribute. One of the values ESMF_DATA_INTEGER, ESMF_DATA_REAL, ESMF_DATA_LOGICAL, or ESMF_DATA_CHARACTER.
[datakind] The datakind of the attribute, if attribute is type ESMF_DATA_INTEGER or ESMF_DATA_REAL. One of the values ESMF_I4, ESMF_I8, ESMF_R4, or ESMF_R8. For all other types the value ESMF_NOKIND is returned.
[count] Returns the number of items in this attribute. For character types, this is the length of the character string.
[rc] Return code; equals ESMF_SUCCESS if there are no errors.

20.5.21 ESMF_FieldPrint - Print the contents of a Field

INTERFACE:

    subroutine ESMF_FieldPrint(field, options, rc)

ARGUMENTS:

    type(ESMF_Field), intent(in) :: field
    character (len = *), intent(in), optional :: options
    integer, intent(out), optional :: rc

DESCRIPTION:

Prints information about the field to stdout.

The arguments are:

field

[options] Print options are not yet supported.
[rc] Return code; equals ESMF_SUCCESS if there are no errors.

20.5.22 ESMF_FieldSetArray - Set data Array associated with the Field

INTERFACE:

    subroutine ESMF_FieldSetArray(field, array, rc)

ARGUMENTS:
type(ESMF_Field), intent(inout) :: field
type(ESMF_Array), intent(in) :: array
integer, intent(out), optional :: rc

DESCRIPTION:
Set data in ESMF_Array form.
The arguments are:
field    An ESMF_Field object.
array    ESMF_Array containing data.
rc        Return code; equals ESMF_SUCCESS if there are no errors.

20.5.23  ESMF_FieldSetAttribute - Set a 4-byte integer attribute

INTERFACE:

subroutine ESMF_FieldSetInt4Attr(field, name, value, rc)
ARGUMENTS:
type(ESMF_Field), intent(inout) :: field
character (len = *), intent(in) :: name
integer(ESMF_KIND_I4), intent(in) :: value
integer, intent(out), optional :: rc

DESCRIPTION:
Attaches a 4-byte integer attribute to the field. The attribute has a name and a value.
The arguments are:
field    An ESMF_Field object.
name     The name of the attribute to add.
value    The integer value of the attribute to add.
rc        Return code; equals ESMF_SUCCESS if there are no errors.

20.5.24  ESMF_FieldSetAttribute - Set a 4-byte integer list attribute

INTERFACE:

subroutine ESMF_FieldSetInt4ListAttr(field, name, count, valueList, rc)
ARGUMENTS:
DESCRIPTION:

Attaches a 4-byte integer list attribute to the field. The attribute has a name and a valueList. The number of integer items in the valueList is given by count.

The arguments are:

field An ESMF_Field object.

name The name of the attribute to add.

count The number of integers in the valueList.

valueList The integer values of the attribute to add.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

---

### 20.5.25 ESMF_FieldSetAttribute - Set an 8-byte integer attribute

INTERFACE:

```fortran
! Private name; call using ESMF_FieldSetAttribute()
subroutine ESMF_FieldSetInt8Attr(field, name, value, rc)
```

ARGUMENTS:

```fortran
type(ESMF_Field), intent(inout) :: field
character (len = *), intent(in) :: name
integer(ESMF_KIND_I8), intent(in) :: value
integer, intent(out), optional :: rc
```

DESCRIPTION:

Attaches an 8-byte integer attribute to the field. The attribute has a name and a value.

The arguments are:

field An ESMF_Field object.

name The name of the attribute to add.

value The integer value of the attribute to add.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.
20.5.26 ESMF_FieldSetAttribute - Set an 8-byte integer list attribute

INTERFACE:

! Private name; call using ESMF_FieldSetAttribute()
subroutine ESMF_FieldSetInt8ListAttr(field, name, count, valueList, rc)

ARGUMENTS:

type(ESMF_Field), intent(in) :: field
character (len = *), intent(in) :: name
integer, intent(in) :: count
integer(ESMF_KIND_I8), dimension(:), intent(in) :: valueList
integer, intent(out), optional :: rc

DESCRIPTION:

Attaches an 8-byte integer list attribute to the field. The attribute has a name and a valueList. The number of integer items in the valueList is given by count. The arguments are:

field  An ESMF_Field object.
name   The name of the attribute to add.
count  The number of integers in the valueList.
valueList  The integer values of the attribute to add.
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

20.5.27 ESMF_FieldSetAttribute - Set a 4-byte real attribute

INTERFACE:

! Private name; call using ESMF_FieldSetAttribute()
subroutine ESMF_FieldSetReal4Attr(field, name, value, rc)

ARGUMENTS:

type(ESMF_Field), intent(in) :: field
character (len = *), intent(in) :: name
real(ESMF_KIND_R4), intent(in) :: value
integer, intent(out), optional :: rc

DESCRIPTION:

Attaches a 4-byte real attribute to the field. The attribute has a name and a value. The arguments are:

field  An ESMF_Field object.
name   The name of the attribute to add.
value  The real value of the attribute to add.
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.
20.5.28 ESMF_FieldSetAttribute - Set a 4-byte real list attribute

INTERFACE:

! Private name; call using ESMF_FieldSetAttribute()
subroutine ESMF_FieldSetReal4ListAttr(field, name, count, valueList, rc)

ARGUMENTS:

type(ESMF_Field), intent(in) :: field
character (len = *), intent(in) :: name
integer, intent(in) :: count
real(ESMF_KIND_R4), dimension(:), intent(in) :: valueList
integer, intent(out), optional :: rc

DESCRIPTION:

Attaches a 4-byte real list attribute to the field. The attribute has a name and a valueList. The number of real items in the valueList is given by count.
The arguments are:

field An ESMF_Field object.
name The name of the attribute to add.
count The number of reals in the valueList.
value The real values of the attribute to add.
[rc] Return code; equals ESMF_SUCCESS if there are no errors.

20.5.29 ESMF_FieldSetAttribute - Set an 8-byte real attribute

INTERFACE:

! Private name; call using ESMF_FieldSetAttribute()
subroutine ESMF_FieldSetReal8Attr(field, name, value, rc)

ARGUMENTS:

type(ESMF_Field), intent(in) :: field
character (len = *), intent(in) :: name
real(ESMF_KIND_R8), intent(in) :: value
integer, intent(out), optional :: rc

DESCRIPTION:

Attaches an 8-byte real attribute to the field. The attribute has a name and a value.
The arguments are:

field An ESMF_Field object.
name The name of the attribute to add.
value The real value of the attribute to add.
[rc] Return code; equals ESMF_SUCCESS if there are no errors.
20.5.30 ESMF_FieldSetAttribute - Set an 8-byte real list attribute

INTERFACE:

    ! Private name; call using ESMF_FieldSetAttribute()
    subroutine ESMF_FieldSetReal8ListAttr(field, name, count, valueList, rc)

ARGUMENTS:

    type(ESMF_Field), intent(in) :: field
    character (len = *) , intent(in) :: name
    integer, intent(in) :: count
    real(ESMF_KIND_R8), dimension(:), intent(in) :: valueList
    integer, intent(out), optional :: rc

DESCRIPTION:

Attaches an 8-byte real list attribute to the field. The attribute has a name and a valueList. The number of real items in the valueList is given by count. The arguments are:

field An ESMF_Field object.
name The name of the attribute to add.
count The number of reals in the valueList.
value The real values of the attribute to add.
[rc] Return code; equals ESMF_SUCCESS if there are no errors.

20.5.31 ESMF_FieldSetAttribute - Set a logical attribute

INTERFACE:

    ! Private name; call using ESMF_FieldSetAttribute()
    subroutine ESMF_FieldSetLogicalAttr(field, name, value, rc)

ARGUMENTS:

    type(ESMF_Field), intent(in) :: field
    character (len = *) , intent(in) :: name
    type(ESMF_Logical), intent(in) :: value
    integer, intent(out), optional :: rc

DESCRIPTION:

Attaches a logical attribute to the field. The attribute has a name and a value. The arguments are:

field An ESMF_Field object.
name The name of the attribute to add.
value The logical true/false value of the attribute to add.
[rc] Return code; equals ESMF_SUCCESS if there are no errors.
20.5.32 ESMF_FieldSetAttribute - Set a logical list attribute

INTERFACE:

! Private name; call using ESMF_FieldSetAttribute()
subroutine ESMF_FieldSetLogicalListAttr(field, name, count, valueList, rc)

ARGUMENTS:

type(ESMF_Field), intent(in) :: field
character (len = *), intent(in) :: name
integer, intent(in) :: count

type(ESMF_Logical), dimension(:), intent(in) :: valueList
integer, intent(out), optional :: rc

DESCRIPTION:

Attaches a logical list attribute to the field. The attribute has a name and a valueList. The number of logical items in the valueList is given by count.

The arguments are:

field  An ESMF_Field object.
name   The name of the attribute to add.
count  The number of logicals in the valueList.
value  The logical true/false values of the attribute.
[rc]    Return code; equals ESMF_SUCCESS if there are no errors.

20.5.33 ESMF_FieldSetAttribute - Set a character attribute

INTERFACE:

! Private name; call using ESMF_FieldSetAttribute()
subroutine ESMF_FieldSetCharAttr(field, name, value, rc)

ARGUMENTS:

type(ESMF_Field), intent(in) :: field
character (len = *), intent(in) :: name
character (len = *), intent(in) :: value
integer, intent(out), optional :: rc

DESCRIPTION:

Attaches a character attribute to the field. The attribute has a name and a value.

The arguments are:

field  An ESMF_Field object.
name   The name of the attribute to add.
value  The character value of the attribute to add.
[rc]    Return code; equals ESMF_SUCCESS if there are no errors.
20.5.34 ESMF_FieldSetGrid - Set Grid associated with the Field

INTERFACE:

    subroutine ESMF_FieldSetGrid(field, grid, rc)

ARGUMENTS:

    type(ESMF_Field), intent(inout) :: field
    type(ESMF_Grid), intent(in) :: grid
    integer, intent(out), optional :: rc

DESCRIPTION:

Used only with the version of ESMF_FieldCreate which creates an empty ESMF_Field and allows the ESMF_Grid to be specified later. Otherwise it is an error to try to change the ESMF_Grid associated with an ESMF_Field. The arguments are:

field  An ESMF_Field object.
grid   ESMF_Grid to be added.
[rc]   Return code; equals ESMF_SUCCESS if there are no errors.

20.5.35 ESMF_FieldSetDataMap - Set DataMap associated with a Field

INTERFACE:

    subroutine ESMF_FieldSetDataMap(field, datamap, rc)

ARGUMENTS:

    type(ESMF_Field), intent(inout) :: field
    type(ESMF_FieldDataMap), intent(in) :: datamap
    integer, intent(out), optional :: rc

DESCRIPTION:

Used to set the ordering of an ESMF_Field. If an initialized ESMF_FieldDataMap and associated data are already in the ESMF_Field, the data will be reordered according to the new specification. The arguments are:

field  An ESMF_Field object.
datamap New memory order of data.
[rc]   Return code; equals ESMF_SUCCESS if there are no errors.

20.5.36 ESMF_FieldValidate - Check validity of a Field

INTERFACE:

    subroutine ESMF_FieldValidate(field, options, rc)

ARGUMENTS:
Validates that the field is internally consistent. Currently this method determines if the field is uninitialized or already destroyed. The method returns an error code if problems are found.

The arguments are:

**field** ESMF_Field to validate.

*[options]* Validation options are not yet supported.

*[rc]* Return code; equals ESMF_SUCCESS if the field is valid.

---

### 20.5.37 ESMF_FieldWrite - Write a Field to external storage

**INTERFACE:**

```fortran
subroutine ESMF_FieldWrite(field, iospec, timestamp, rc)
```

**ARGUMENTS:**

- `type(ESMF_Field), intent(in) :: field`
- `type(ESMF_IOSpec), intent(in), optional :: iospec`
- `type(ESMF_Time), intent(in), optional :: timestamp`
- `integer, intent(out), optional :: rc ! return code`

**DESCRIPTION:**

Used to write data to persistent storage in a variety of formats. (see WriteRestart/ReadRestart for quick data dumps.) Details of I/O options specified in the IOSpec derived type.

The arguments are:

- **name** An ESMF_Field name.
- **iospec** I/O specification.
- **timestamp** A timestamp of type ESMF_Time for the data.
- **rc** Return code; equals ESMF_SUCCESS if there are no errors.

### 20.6 Class API: Field Overloads for Fortran Arrays

#### 20.6.1 ESMF_FieldCreate - Create a new Field

**INTERFACE:**

```fortran
! Private name; call using ESMF_FieldCreate()
function ESMF_FieldCreateNew(grid, arrayspec, allocflag, horzRelloc, &
vertRelloc, haloWidth, datamap, name, &
iopec, rc)
```

**RETURN VALUE:**


type(Esmf_Field) :: ESMF_FieldCreateNew

ARGUMENTS:

  type(Esmf_Grid) :: grid
  type(Esmf_ArraySpec), intent(in) :: arrayspec
  type(Esmf_AllocFlag), intent(in), optional :: allocflag
  type(Esmf_RelLoc), intent(in), optional :: horzRelloc
  type(Esmf_RelLoc), intent(in), optional :: vertRelloc
  integer, intent(in), optional :: haloWidth
  type(Esmf_FieldDataMap), intent(in), optional :: datamap
  character(len=*), intent(in), optional :: name
  type(Esmf_IOSpec), intent(in), optional :: iospec
  integer, intent(out), optional :: rc

DESCRIPTION:

An interface function to ESMF_FieldCreate(). Create an ESMF_Field and allocate space internally for a gridded ESMF_Array. Return a new ESMF_Field.

The arguments are:

grid  Pointer to an Esmf_Grid object.
arrayspec  ESMF_Data specification.

[allocflag]  Whether to allocate space for the array. See Section 10.1.1 for possible values. Default is ESMF_ALLOC.

[horzRelloc]  Relative location of data per grid cell/vertex in the horizontal grid. If specified here, takes precedence over the same setting in the datamap argument.

[vertRelloc]  Relative location of data per grid cell/vertex in the vertical grid. If specified here, takes precedence over the same setting in the datamap argument.

haloWidth  Maximum halo depth along all edges. Default is 0.

datamap  An ESMF_FieldDataMap which describes the mapping of data to the ESMF_Grid.

name  Field name.

iospec  I/O specification.

rc  Return code; equals ESMF_SUCCESS if there are no errors.

20.6.2 ESMF_FieldCreate - Create a Field from an existing ESMF Array

INTERFACE:

! Private name; call using ESMF_FieldCreate()
function ESMF_FieldCreateFromArray(grid, array, copyflag, horzRelloc, &
  vertRelloc, haloWidth, datamap, name, &
  iospec, rc)

RETURN VALUE:

type(Esmf_Field) :: ESMF_FieldCreateFromArray

ARGUMENTS:
DESCRIPTION:

An interface function to ESMF_FieldCreate(). This version of creation assumes the data exists already and is being passed in through an ESMF_Array.

The arguments are:

grid Pointer to an ESMF_Grid object.

array Includes data specification and allocated memory. It must already include space for the halo regions.

[copyflag] Indicates whether to reference the array or make a copy of it. Valid values are ESMF_DATA_COPY and ESMF_DATA_REF, respectively.

[horzRelloc] Relative location of data per grid cell/vertex in the horizontal grid. If specified here, takes precedence over the same setting in the datamap argument.

[vertRelloc] Relative location of data per grid cell/vertex in the vertical grid. If specified here, takes precedence over the same setting in the datamap argument.

[haloWidth] Maximum halo depth along all edges. Default is 0. This input is currently ignored; the halo depth is taken from the existing array. It must have been created with the desired haloWidth setting, and space for the halo region must be added to all axes of the array. This will change in future versions of the system; the halo region will only need to be added to axes which correspond to ESMF_Grid axes.

[datamap] An ESMF_FieldDataMap which describes the mapping of data to the ESMF_Grid.

[name] Field name.

[iospec] I/O specification.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.
An interface function to `ESMF_FieldCreate()`. Remaps data between an existing `ESMF_Grid` on a source `ESMF_Field` and a new `ESMF_Grid`. The `ESMF_Grid` is referenced by the new `ESMF_Field`. Data is copied. The arguments are:

- **srcField** Source `ESMF_Field`.
- **grid** ESMF_Grid of source `ESMF_Field`.
- **horzRelLoc** Relative location of data per grid cell/vertex in the horizontal grid.
- **vertRelLoc** Relative location of data per grid cell/vertex in the vertical grid.
- **haloWidth** Halo width.
- **datamap** ESMF_FieldDataMap
- **name** ESMF_Field name.
- **iospec** ESMF_Field ESMF_IOSpec.
- **rc** Return code; equals `ESMF_SUCCESS` if there are no errors.

### 20.6.4 ESMF_FieldCreate - Create a Field using an existing Fortran data pointer

**INTERFACE:**

```fortran
! Private name; call using ESMF_FieldCreate()
function ESMF_FieldCreateDPtr<rank><type><kind>(grid, fptr, copyflag, &
horzRelloc, vertRelloc, haloWidth, datamap, name, iospec, rc)
```

**RETURN VALUE:**

```
type(ESMF_Field) :: ESMF_FieldCreateDPtr<rank><type><kind>
```

**ARGUMENTS:**

```fortran
type(ESMF_Grid), intent(in) :: grid
[type] (ESMF_KIND_<kind>), dimension(<rank>), pointer :: fptr
type(ESMF_CpyFlag), intent(in) :: copyflag
type(ESMF_RelLoc), intent(in), optional :: horzRelloc
type(ESMF_RelLoc), intent(in), optional :: vertRelloc
integer, intent(in), optional :: haloWidth
type(ESMF_FieldDataMap), intent(in), optional :: datamap
character (len=*)), intent(in), optional :: name
type(ESMF_IOSpec), intent(in), optional :: iospec
integer, intent(out), optional :: rc
```
DESCRIPTION:

Create an ESMF_Field and associate the data in the Fortran array with the ESMF_Field. Return a new ESMF_Field. Valid type/kind/rank combinations supported by the framework are: ranks 1 to 7, type real of kind *4 or *8, and type integer of kind *1, *2, *4, or *8.

The arguments are:

- grid  Pointer to an ESMF_Grid object.
- fptr   A Fortran array pointer which must be already allocated and the proper size for this portion of the grid.
- copyflag  Whether to copy the existing data space or reference directly. Default is ESMF_DATA_COPY. Other option is ESMF_DATA_REF.
- [horzRelloc]  Relative location of data per grid cell/vertex in the horizontal grid.
- [vertRelloc]  Relative location of data per grid cell/vertex in the vertical grid.
- [haloWidth]  Maximum halo depth along all edges. Default is 0.
- [datamap]  Describes the mapping of data to the ESMF_Grid.
- [name]  Field name.
- [iospec]  I/O specification.
- [rc]  Return code; equals ESMF_SUCCESS if there are no errors.

20.6.5 ESMF_FieldCreate - Create a Field using an unallocated Fortran data pointer

INTERFACE:

! Private name; call using ESMF_FieldCreate()
function ESMF_FieldCreateEPtr<rank><type><kind>(grid, fptr, allocflag, &
horzRelloc, vertRelloc, haloWidth, lbounds, ubounds, &
datamap, name, iospec, rc)

RETURN VALUE:

type(ESMF_Field) :: ESMF_FieldCreateEPtr<rank><type><kind>

ARGUMENTS:

type(ESMF_Grid), intent(in) :: grid  
$type (ESMF_KIND_<kind>), dimension(<rank>), pointer :: fptr
type(ESMF_AllocFlag), intent(in), optional :: allocflag
integer, intent(in), optional :: haloWidth
integer, dimension(:), intent(in), optional :: lbounds
integer, dimension(:), intent(in), optional :: ubounds
type(ESMF_FieldDataMap), intent(in), optional :: datamap
character (len=*) , intent(in), optional :: name
type(ESMF_IOSpec), intent(in), optional :: iospec
integer, intent(out), optional :: rc
DESCRIPTION:

Create an ESMF_Field, allocate necessary data space, and return with the Fortran array pointer initialized to point to the data space. Function return value is the new ESMF_Field. Valid type/kind/rank combinations supported by the framework are: ranks 1 to 7, type real of kind *4 or *8, and type integer of kind *1, *2, *4, or *8.
The arguments are:

- **grid** Pointer to an ESMF_Grid object.
- **fptr** A Fortran array pointer which must be unallocated but of the proper rank, type, and kind for the data to be associated with this EWSF_Field.
- **[allocflag]** Whether to allocate space for the array. See Section[10.1.1] for possible values. Default is ESMF_ALLOC.
- **[horzRelloc]** Relative location of data per grid cell/vertex in the horizontal grid.
- **[vertRelloc]** Relative location of data per grid cell/vertex in the vertical grid.
- **[haloWidth]** Maximum halo depth along all edges. Default is 0.
- **[lbounds]** An integer array of lower index values. Must be the same length as the rank.
- **[ubounds]** An integer array of upper index values. Must be the same length as the rank.
- **[datamap]** Describes the mapping of data to the ESMF_Grid.
- **[name]** Field name.
- **[iospec]** I/O specification.
- **[rc]** Return code; equals ESMF_SUCCESS if there are no errors.

20.6.6 ESMF_FieldGetDataPointer - Retrieve Fortran pointer directly from a Field

INTERFACE:

```fortran
! Private name; call using ESMF_FieldGetDataPointer() subroutine ESMF_FieldGetDataPointer<rank><type><kind>(field, ptr, copyflag, rc)

ARGUMENTS:

type(ESMF_Field), intent(in) :: field
<type> (ESMF_KIND_<kind>), dimension(<rank>), pointer :: ptr
type(ESMF_CopyFlag), intent(in), optional :: copyflag
integer, intent(out), optional :: rc
```

DESCRIPTION:

Returns a direct Fortran pointer to the data in an ESMF_Field. Valid type/kind/rank combinations supported by the framework are: ranks 1 to 7, type real of kind *4 or *8, and type integer of kind *1, *2, *4, or *8.
The arguments are:

- **field** The ESMF_Field to query.
- **ptr** An unassociated Fortran pointer of the proper Type, Kind, and Rank as the data in the Field. When this call returns successfully, the pointer will now point to the data in the Field. This is either a reference or a copy, depending on the setting of the following argument.
[copyflag]  Defaults to ESMF_DATA_REF. If set to ESMF_DATA_COPY, a separate copy of the data will be allocated and the pointer will point at the copy. If a new copy of the data is made, the caller is responsible for deallocating the space.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

20.6.7  ESMF_FieldSetDataPointer - Add data to a field directly by Fortran pointer

INTERFACE:

! Private name; call using ESMF_FieldSetDataPointer()
subroutine ESMF_FieldSetDataPointer<rank><type><kind>(field, &
dataPointer, copyflag, indexflag, rc)

ARGUMENTS:

  type(ESMF_Field), intent(inout) :: field
  <type> (ESMF_KIND_<kind>), dimension(<rank>), pointer :: dataPointer
  integer, intent(in), optional :: haloWidth
  type(ESMF_CopyFlag), intent(in), optional :: copyflag
  type(ESMF_IndexFlag), intent(in), optional :: indexflag
  integer, intent(out), optional :: rc

DESCRIPTION:

Set data in an ESMF_Field directly from a Fortran pointer. Valid type/kind/rank combinations supported by the framework are: ranks 1 to 7, type real of kind *4 or *8, and type integer of kind *1, *2, *4, or *8.

The arguments are:

field  The ESMF_Field to query.

dataPointer  An associated Fortran pointer of the proper Type, Kind, and Rank as the data in the Field. When this call returns successfully, the pointer will now point to the data in the Field. This is either a reference or a copy, depending on the setting of the following argument.

[copyflag]  Defaults to ESMF_DATA_REF. If set to ESMF_DATA_COPY, a separate copy of the data will be allocated and the pointer will point at the copy. If a new copy of the data is made, the caller is responsible for deallocating the space.

[haloWidth]  Defaults to 0. If specified, the halo width to add to all sides of the data array.

[indexflag]  See Section 10.1.4 for possible values. Defaults to ESMF_INDEX_DELOCAL. If set to ESMF_INDEX_GLOBAL and the ESMF_Grid associated with the ESMF_Field is regular, then the lower bounds and upper bounds will be allocated with global index numbers corresponding to the grid.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

20.7  Class API: Field Communications

20.7.1  ESMF_FieldGather - Data gather operation on a Field

INTERFACE:

  subroutine ESMF_FieldGather(field, dstPET, array, blockingflag, &
                               commhandle, rc)
ARGUMENTS:

- type(ESMF_Field), intent(in) :: field
- integer, intent(in) :: dstPET
- type(ESMF_Array), intent(out) :: array
- type(ESMF_BlockingFlag), intent(in), optional :: blockingflag
- type(ESMF_CommHandle), intent(inout), optional :: commhandle
- integer, intent(out), optional :: rc

DESCRIPTION:

Collect all local data associated with a distributed ESMF_Field into a new ESMF_Array which is created only on a single PET. This routine must be called collectively, that is, on all PETs in an ESMF_VM. The framework will create a new ESMF_Array to hold the resulting data only on the specified destination PET. After this call returns the array argument will be valid only on the dstPET and invalid on all other PETs. The input field will be unchanged; the routine creates a copy of the collected data.

The arguments are:

- **field**: ESMF_Field containing data to be gathered.
- **dstPET**: Destination PET number where the gathered data is to be returned.
- **array**: Newly created ESMF_Array containing the collected data on the specified PET. It is the size of the entire undecomposed grid. On all other PETs this argument returns an invalid object. Note that the user should not create an ESMF_Array before making this call; the ESMF_Array should be an uninitialized variable. When this routine returns, there will be a valid ESMF_Array only on the specified PET number, so code which will access the ESMF_Array should check the current PET number and only try to access it from a single PET.
- **[blockingflag]**: Optional argument which specifies whether the operation should wait until complete before returning or return as soon as the communication between DEs has been scheduled. If not present, the default is to do synchronous communications. Valid values for this flag are ESMF_BLOCKING and ESMF_NONBLOCKING. (This feature is not yet supported. All operations are synchronous.)
- **[commhandle]**: If the blockingflag is set to ESMF_NONBLOCKING this argument is required. Information about the pending operation will be stored in the ESMF_CommHandle and can be queried or waited for later.
- **[rc]**: Return code; equals ESMF_SUCCESS if there are no errors.

20.7.2 ESMF_FieldHalo - Execute a halo operation on a Field

INTERFACE:

```fortran
! Private name; call using ESMF_FieldHalo()
subroutine ESMF_FieldHaloRun(field, routehandle, blockingflag, &
                             commhandle, halodirection, rc)
```

ARGUMENTS:

- type(ESMF_Field), intent(inout) :: field
- type(ESMF_RouteHandle), intent(inout) :: routehandle
- type(ESMF_BlockingFlag), intent(in), optional :: blockingflag
- type(ESMF_CommHandle), intent(inout), optional :: commhandle
- type(ESMF_HaloDirection), intent(in), optional :: halodirection
- integer, intent(out), optional :: rc
Perform a halo operation over the data in an ESMF_Field. This routine updates the data inside the ESMF_Field in place.

The arguments are:

**field** ESMF_Field containing data to be haloed.

**routehandle** ESMF_RouteHandle which was returned by the corresponding ESMF_FieldHaloStore() call. It is associated with the precomputed data movement and communication needed to perform the halo operation.

**[blockingflag]** Optional argument which specifies whether the operation should wait until complete before returning or return as soon as the communication between DEs has been scheduled. If not present, default is what was specified at Store time. If both was specified at Store time, this defaults to blocking. Valid values for this flag are ESMF_BLOCKING and ESMF_NONBLOCKING. (This feature is not yet supported. All operations are synchronous.)

**[commhandle]** If the blockingflag is set to ESMF_NONBLOCKING this argument is required. Information about the pending operation will be stored in the ESMF_CommHandle and can be queried or waited for later.

**[halodirection]** Optional argument to restrict halo direction to a subset of the possible halo directions. If not specified, the halo is executed along all boundaries. This option is used only in the situation where the halo must be precomputed at this time. (This feature is not yet supported.)

**[rc]** Return code; equals ESMF_SUCCESS if there are no errors.

---

### 20.7.3 ESMF_FieldHaloRelease - Release resources associated w/ handle

**INTERFACE:**

```fortran
subroutine ESMF_FieldHaloRelease(routehandle, rc)
```

**ARGUMENTS:**

- `type(ESMF_RouteHandle), intent(inout) :: routehandle`
- `integer, intent(out), optional :: rc`

**DESCRIPTION:**

Release all stored information about the halo operation associated with this ESMF_RouteHandle. The arguments are:

**routehandle** ESMF_RouteHandle associated with this halo operation.

**[rc]** Return code; equals ESMF_SUCCESS if there are no errors.

---

### 20.7.4 ESMF_FieldHaloStore - Precompute a halo operation on a Field

**INTERFACE:**

```fortran
subroutine ESMF_FieldHaloStore(field, routehandle, halodirection, rc)
```

**ARGUMENTS:**

- `ESMF_Field`
- `ESMF_RouteHandle`
- `integer, optional :: halodirection`
- `integer, optional :: rc`

**DESCRIPTION:**

Precompute a halo operation over the data in an ESMF_Field. This routine updates the data inside the ESMF_Field in place.

The arguments are:

**field** ESMF_Field containing data to be haloed.

**routehandle** ESMF_RouteHandle which was returned by the corresponding ESMF_FieldHaloStore() call. It is associated with the precomputed data movement and communication needed to perform the halo operation.

**[blockingflag]** Optional argument which specifies whether the operation should wait until complete before returning or return as soon as the communication between DEs has been scheduled. If not present, default is what was specified at Store time. If both was specified at Store time, this defaults to blocking. Valid values for this flag are ESMF_BLOCKING and ESMF_NONBLOCKING. (This feature is not yet supported. All operations are synchronous.)

**[commhandle]** If the blockingflag is set to ESMF_NONBLOCKING this argument is required. Information about the pending operation will be stored in the ESMF_CommHandle and can be queried or waited for later.

**[halodirection]** Optional argument to restrict halo direction to a subset of the possible halo directions. If not specified, the halo is executed along all boundaries. This option is used only in the situation where the halo must be precomputed at this time. (This feature is not yet supported.)

**[rc]** Return code; equals ESMF_SUCCESS if there are no errors.
**DESCRIPTION:**

Precompute the data movement or communication operations needed to perform a halo operation over the data in an ESMF_Field. The list of operations will be associated internally to the framework with the ESMF_RouteHandle object. To perform the actual halo operation the ESMF_FieldHalo() routine must be called with the ESMF_Field containing the data to be updated and the ESMF_RouteHandle computed during this store call. If more than one ESMF_Field has identical ESMF_Grids and ESMF_FieldDataMaps, then the same ESMF_RouteHandle can be computed once and used in multiple executions of the halo operation.

The arguments are:

- **field** ESMF_Field containing data to be haloed.
- **routehandle** ESMF_RouteHandle which will be returned after being associated with the precomputed information for a halo operation on this ESMF_Field. This handle must be supplied at run time to execute the halo.
- **halodirection** Optional argument to restrict halo direction to a subset of the possible halo directions. If not specified, the halo is executed along all boundaries. (This feature is not yet supported.)
- **rc** Return code; equals ESMF_SUCCESS if there are no errors.

### 20.7.5 ESMF_FieldRedist - Data redistribution operation on a Field

**INTERFACE:**

```fortran
subroutine ESMF_FieldRedist(srcField, dstField, routehandle, blockingflag, &
                             commhandle, parentDelayout, rc)
```

**ARGUMENTS:**

- **srcField** ESMF_Field containing source data.
- **dstField** ESMF_Field containing destination grid.
- **routehandle** ESMF_RouteHandle which was returned by the corresponding ESMF_FieldRedistStore() call. It is associated with the precomputed data movement and communication needed to perform the redistribution operation.
[blockingflag] Optional argument which specifies whether the operation should wait until complete before returning or return as soon as the communication between DEs has been scheduled. If not present, default is to do synchronous communication. Valid values for this flag are ESMF_BLOCKING and ESMF_NONBLOCKING. (This feature is not yet supported. All operations are synchronous.)

[commhandle] If the blockingflag is set to ESMF_NONBLOCKING this argument is required. Information about the pending operation will be stored in the ESMF_CommHandle and can be queried or waited for later.

[parentDelayout] ESMF_DELayout which encompasses both ESMF_Fields, most commonly the layout of the Coupler if the redistribution is inter-component, but could also be the individual layout for a component if the redistribution is intra-component. This argument is only used in the situation where the routehandle has not been precomputed yet.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

20.7.6 ESMF_FieldRedistRelease - Release resources associated w/ handle

INTERFACE:

```
subroutine ESMF_FieldRedistRelease(routehandle, rc)
```

ARGUMENTS:

```
type(ESMF_RouteHandle), intent(inout) :: routehandle
integer, intent(out), optional :: rc
```

DESCRIPTION:

Release all stored information about the redistribution associated with this ESMF_RouteHandle. The arguments are:

**routehandle** ESMF_RouteHandle associated with this redistribution.

**[rc]** Return code; equals ESMF_SUCCESS if there are no errors.

20.7.7 ESMF_FieldRedistStore - Data redistribution operation on a Field

INTERFACE:

```
subroutine ESMF_FieldRedistStore(srcField, dstField, parentDelayout, &
routehandle, rc)
```

ARGUMENTS:

```
type(ESMF_Field), intent(in) :: srcField
type(ESMF_Field), intent(inout) :: dstField
type(ESMF_DELayout), intent(inout) :: parentDelayout
type(ESMF_RouteHandle), intent(out) :: routehandle
integer, intent(out), optional :: rc
```

DESCRIPTION:

Precompute the data movement or communications operations needed to accomplish a data redistribution operation over the data in an ESMF_Field. Data redistribution differs from regridding in that redistribution does no interpolation, only a 1-for-1 movement of data from one location to another. Therefore, while the ESMF_Grids for the source and destination may have different decompositions (different ESMF_DELayouts) or different data maps, the source and destination grids must describe the same set of coordinates.

The arguments are:
**srcField**  ESMF_Field containing source data.

**dstField**  ESMF_Field containing destination grid.

**parentDelayout**  ESMF_DELayout which encompasses both ESMF_Fields, most commonly the layout of the Coupler if the redistribution is inter-component, but could also be the individual layout for a component if the redistribution is intra-component.

**routehandle**  ESMF_RouteHandle which will be used to execute the redistribution when ESMF_FieldRedist is called.

**[rc]**  Return code; equals ESMF_SUCCESS if there are no errors.

### 20.7.8  ESMF_FieldRedistStore - Data redistribution operation on a Field

**INTERFACE:**

```fortran
subroutine ESMF_FieldRedistStoreNew(srcField, decompIds, dstField, &
parentDelayout, routehandle, rc)
```

**ARGUMENTS:**

```fortran
type(ESMF_Field), intent(in) :: srcField
integer, dimension(:,), intent(in) :: decompIds
type(ESMF_Field), intent(out) :: dstField
type(ESMF_DELayout), intent(in) :: parentDelayout
type(ESMF_RouteHandle), intent(inout) :: routehandle
integer, intent(out), optional :: rc
```

**DESCRIPTION:**

Precompute a redistribution operation over the data in a ESMF_Field. This routine reads the source field and leaves the data untouched. This version of RedistStore creates the destination ESMF_Field and its underlying ESMF_Grid and ESMF_FieldDataMap from the source grid and input decompIds. Unlike ESMF_FieldRegrid this routine does not do interpolation, only data movement.

The arguments are:

**srcField**  ESMF_Field containing source data.

**decompIds**  Array of decomposition identifiers.

**dstField**  ESMF_Field containing destination grid.

**parentDelayout**  ESMF_DELayout which encompasses both ESMF_Fields, most commonly the layout of the Coupler if the redistribution is inter-component, but could also be the individual layout for a component if the redistribution is intra-component.

**routehandle**  ESMF_RouteHandle which will be used to execute the redistribution when ESMF_FieldRedist is called.

**[rc]**  Return code; equals ESMF_SUCCESS if there are no errors.
20.7.9 ESMF_FieldRegrid - Data regrid operation on a Field

INTERFACE:

    subroutine ESMF_FieldRegrid(srcField, dstField, routehandle, &
    parentDelayout, regridmethod, regridnorm, &
    srcMask, dstMask, blockingflag, commhandle, rc)

ARGUMENTS:

    type(ESMF_Field), intent(in) :: srcField
    type(ESMF_Field), intent(inout) :: dstField
    type(ESMF_RouteHandle), intent(inout) :: routehandle
    type(ESMF_DELayout), intent(in), optional :: parentDelayout
    type(ESMF_RegridMethod), intent(in), optional :: regridmethod
    type(ESMF_RegridNormOpt), intent(in), optional :: regridnorm
    type(ESMF_Mask), intent(in), optional :: srcMask
    type(ESMF_Mask), intent(in), optional :: dstMask
    type(ESMF_BlockingFlag), intent(in), optional :: blockingflag
    type(ESMF_CommHandle), intent(inout), optional :: commhandle
    integer, intent(out), optional :: rc

DESCRIPTION:

Perform a regrid operation over the data in an ESMF_Field. This routine reads the source field and leaves the data untouched. It uses the ESMF_Grid and ESMF_FieldDataMap information in the destination field to control the transformation of data. The array data in the destination field is overwritten by this call.

The arguments are:

srcField  ESMF_Field containing source data.

dstField  ESMF_Field containing destination grid and data map.

routehandle  ESMF_RouteHandle which will be returned after being associated with the precomputed information for a regrid operation on this ESMF_Field. This handle must be supplied at run time to execute the regrid.

[parentDelayout]  ESMF_DELayout which encompasses both ESMF.Fields, most commonly the layout of the Coupler if the regridding is inter-component, but could also be the individual layout for a component if the regridding is intra-component. This argument is used only if the routehandle has not been previously computed during a RegridStore call.

[regridmethod]  Type of regridding to do. A set of predefined methods are supplied. This argument is used only if the routehandle has not been previously computed during a RegridStore call.

[regridnorm]  Normalization option, only for specific regrid types. This argument is used only if the routehandle has not been previously computed during a RegridStore call.

[srcMask]  Optional ESMF_Mask identifying valid source data. (Not yet implemented.)

dstMask]  Optional ESMF_Mask identifying valid destination data. (Not yet implemented.)

[blockingflag]  Optional argument which specifies whether the operation should wait until complete before returning or return as soon as the communication between DEs has been scheduled. If not present, default is to do synchronous communications. Valid values for this flag are ESMF_BLOCKING and ESMF_NONBLOCKING. (This feature is not yet supported. All operations are synchronous.)

[comminhandle]  If the blockingflag is set to ESMF_NONBLOCKING this argument is required. Information about the pending operation will be stored in the ESMF_CommHandle and can be queried or waited for later.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.
20.7.10 ESMF_FieldRegridRelease - Release information for this handle

INTERFACE:

subroutine ESMF_FieldRegridRelease(routehandle, rc)

ARGUMENTS:

type(ESMF_RouteHandle), intent(inout) :: routehandle
type(integer, intent(out), optional) :: rc

DESCRIPTION:

Release all stored information about the regridding associated with this ESMF_RouteHandle. The arguments are:

routehandle ESMF_RouteHandle associated with this regrid operation.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

20.7.11 ESMF_FieldRegridStore - Data regrid operation on a Field

INTERFACE:

subroutine ESMF_FieldRegridStore(srcField, dstField, parentVM, &
routehandle, regridmethod, regridnorm, &
srcMask, dstMask, rc)

ARGUMENTS:

type(ESMF_Field), intent(in) :: srcField
type(ESMF_Field), intent(inout) :: dstField
type(ESMF_VM), intent(in) :: parentVM
type(ESMF_RouteHandle), intent(inout) :: routehandle
type(ESMF_RegridMethod), intent(in) :: regridmethod
type(ESMF_RegridNormOpt), intent(in), optional :: regridnorm
type(ESMF_Mask), intent(in), optional :: srcMask
type(ESMF_Mask), intent(in), optional :: dstMask

DESCRIPTION:

Precompute the data movement or communications operations plus the interpolation information needed to execute a regrid operation which will move and transform data from the source field to the destination field. This information is associated with the ESMF_RouteHandle which must then be supplied during the actual execution of the regrid operation. The arguments are:

srcField ESMF_Field containing source data.

dstField ESMF_Field containing destination grid and data map.

parentVM ESMF_VM which encompasses both ESMF_Fieldss, most commonly the vm of the Coupler if the regridding is inter-component, but could also be the individual vm for a component if the regridding is intra-component.
routehandle  Output from this call, identifies the precomputed work which will be executed when ESMF_FieldRegrid is called.

regridmethod  Type of regridding to do. A set of predefined methods are supplied.

[regridnorm]  Normalization option, only for specific regrid types.

[srcMask]  Optional ESMF_Mask identifying valid source data.

dstMask]  Optional ESMF_Mask identifying valid destination data.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

20.7.12  ESMF_FieldScatter - Data scatter operation on a Field

INTERFACE:

    subroutine ESMF_FieldScatter(array, srcDe, field, &
            blockingflag, commhandle, rc)

ARGUMENTS:

    type(ESMF_Array), intent(inout) :: array
    integer, intent(in) :: srcDe
    type(ESMF_Field), intent(inout) :: field
    type(ESMF_BlockingFlag), intent(in), optional :: blockingflag
    type(ESMF_CommHandle), intent(inout), optional :: commhandle
    integer, intent(out), optional :: rc

DESCRIPTION:

Perform a scatter operation over the data in an ESMF_Array, returning it as the data array in an ESMF_Field. If the Field is decomposed over N DEs, this routine takes a single array on the specified DE and returns a decomposed copy on each of the N DEs, as the ESMF_Array associated with the given empty ESMF_Field.

The arguments are:

array  Input ESMF_Array containing the collected data. It must be the size of the entire undecomposed grid.

srcDe  Integer DE number where the data to be Scattered is located. The ESMF_Array input is ignored on all other DEs.

field  Empty Field containing ESMF_Grid which will correspond to the data in the array which will be scattered. When this routine returns each ESMF_Field will contain a valid data array containing the subset of the decomposed data.

[blockingflag]  Optional argument which specifies whether the operation should wait until complete before returning or return as soon as the communication between DEs has been scheduled. If not present, default is to do synchronous communications. Valid values for this flag are ESMF_BLOCKING and ESMF_NONBLOCKING. (This feature is not yet supported. All operations are synchronous.)

[commhandle]  If the blockingflag is set to ESMF_NONBLOCKING this argument is required. Information about the pending operation will be stored in the ESMF_CommHandle and can be queried or waited for later.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.
21 FieldDataMap Class

21.1 Description
The FieldDataMap class describes how vector fields are interleaved. Since the ESMF Field class does not yet fully support vector fields, this class is simply a placeholder.

21.2 Use and Examples
FieldDataMaps are shallow objects. They can be declared as local (stack) variables in subroutines. They do not need a create or destroy method. There is a method to set the initial default values, to set and query individual values, and to print the contents in human-readable form for output or debugging.

! !PROGRAM: ESMF_FieldDataMapEx - Field DataMap manipulation examples
! !DESCRIPTION:
! ! This program shows examples of Field DataMap set and get usage
!------------------------------------------------------------------------

! ESMF Framework module
use ESMF_Mod
implicit none

! local variables
type(ESMF_FieldDataMap) :: fieldDM
type(ESMF_IndexOrder) :: indexOrder
type(ESMF_RelLoc) :: relativeLocation
integer :: dataRank, dataIndexList(ESMF_MAXDIM), counts(ESMF_MAXDIM)

! return code
integer:: rc

! initialize ESMF framework
call ESMF_Initialize(rc=rc)

21.2.1 Setting Field DataMap Defaults and Invalidation
This example shows how to set the default values in an ESMF_FieldDataMap, and how to intentionally mark an ESMF_FieldDataMap invalid.

! Set up a default data map for a Field with 2D data,
! and a 1-for-1 mapping with the Grid.
call ESMF_FieldDataMapSetDefault(fieldDM, 2, rc=rc)

print *, "Default values for FieldDataMap = "
call ESMF_FieldDataMapPrint(fieldDM, rc=rc)
relativeLocation = ESMF_CELL_NECORNER
call ESMF_FieldDataMapSetDefault(fieldDM, ESMF_INDEX_IJK, &
    horzRelloc=relativeLocation, rc=rc)

print *, "FieldDataMap after set = "
call ESMF_FieldDataMapPrint(fieldDM, rc=rc)

call ESMF_FieldDataMapSetInvalid(fieldDM, rc=rc)

print *, "Invalid FieldDataMap = "
call ESMF_FieldDataMapPrint(fieldDM, rc=rc)

21.2.2 Setting Field DataMap Values
This example shows how to set values in an ESMF_FieldDataMap.

    relativeLocation = ESMF_CELL_CENTER
    call ESMF_FieldDataMapSet(fieldDM, dataRank=2, &
        horzRelloc=relativeLocation, rc=rc)

    print *, "FieldDataMap after set = "
call ESMF_FieldDataMapPrint(fieldDM, rc=rc)

21.2.3 Getting Field DataMap Values
This example shows how to query an ESMF_FieldDataMap.

call ESMF_FieldDataMapGet(fieldDM, dataRank, dataIndexList, &
    horzRelloc=relativeLocation, rc=rc)

print *, "Returned values from Field DataMap:
print *, "data rank: ", dataRank
print *, "mapping of grid to data indices: ", dataIndexList

! finalize ESMF framework
call ESMF_Finalize(rc)

end program ESMF_FieldDataMapEx

21.3 Restrictions and Future Work
1. No support for vector Fields. While vector interleave can be set and queried in a FieldDataMap, no support for it exists in other parts of this version of ESMF, since the Field class does not support vector Fields yet. The user can create a separate Field for each vector component.
21.4 Design and Implementation Notes

The FieldDataMap contains information needed by other objects in order to correctly handle data and grid operations. It is implemented as a simple Fortran derived type, and contains an ArrayDataMap object as well as additional information needed at the Field level.

21.5 Class API

21.5.1 ESMF_FieldDataMapGet - Get values from a FieldDataMap

INTERFACE:

    subroutine ESMF_FieldDataMapGet(fielddatamap, dataRank, dataIndexList, counts, &
                                      horzRelloc, vertRelloc, rc)

ARGUMENTS:

    type(ESMF_FieldDataMap), intent(in) :: fielddatamap
    integer, intent(out), optional :: dataRank
    integer, dimension(:), intent(out), optional :: dataIndexList
    integer, dimension(:), intent(out), optional :: counts
    type(ESMF_RelLoc), intent(out), optional :: horzRelloc
    type(ESMF_RelLoc), intent(out), optional :: vertRelloc
    integer, intent(out), optional :: rc

DESCRIPTION:

Return information about this ESMF_FieldDataMap.
The arguments are:

fielddatamap An ESMF_FieldDataMap.

dataRank The number of dimensions in the data ESMF_Array.

dataIndexList An integer array, dataRank long, which specifies the mapping between rank numbers in the ESMF_Grid and the ESMF_Array. If there is no correspondance (because the ESMF_Array has a higher rank than the ESMF_Grid) the index value will be 0.

counts An integer array, with length (dataRank minus the grid rank). Each entry is the default item count which would be used for those ranks which do not correspond to grid ranks when creating an ESMF_Field using only an an ESMF_ArraySpec and an ESMF_ArrayDataMap.

horzRelloc Relative location of data per grid cell/vertex in the horizontal grid.

vertRelloc Relative location of data per grid cell/vertex in the vertical grid.

rc Return code; equals ESMF_SUCCESS if there are no errors.

21.5.2 ESMF_FieldDataMapPrint - Print a FieldDataMap

INTERFACE:

    subroutine ESMF_FieldDataMapPrint(fielddatamap, options, rc)

ARGUMENTS:
type(ESMF_FieldDataMap), intent(in) :: fielddatamap
character (len = *), intent(in), optional :: options
integer, intent(out), optional :: rc

DESCRIPTION:

Prints information about the fielddatamap to stdout.
The arguments are:

fielddatamap ESMF_FieldDataMap to print.

[options] Print options are not yet supported.
[rc] Return code; equals ESMF_SUCCESS if there are no errors.

21.5.3 ESMF_FieldDataMapSet - Set values in a FieldDataMap

INTERFACE:

subroutine ESMF_FieldDataMapSet(fielddatamap, dataRank, dataIndexList, counts, &
horzRelloc, vertRelloc, rc)

ARGUMENTS:

type(ESMF_FieldDataMap), intent(inout) :: fielddatamap
integer, intent(in), optional :: dataRank
integer, dimension(:), intent(in), optional :: dataIndexList
integer, dimension(:), intent(in), optional :: counts
type(ESMF_RelLoc), intent(in), optional :: horzRelloc
type(ESMF_RelLoc), intent(in), optional :: vertRelloc
integer, intent(out), optional :: rc

DESCRIPTION:

Set values in an ESMF_FieldDataMap.
The arguments are:

fielddatamap An ESMF_FieldDataMap.

[dataRank] The number of dimensions in the data ESMF_Array.

[dataIndexList] An integer array, dataRank long, which specifies the mapping between rank numbers in the ESMF_Grid and the ESMF_Array. If there is no correspondance (because the ESMF_Array has a higher rank than the ESMF_Grid) the index value must be 0.

[counts] An integer array, with length (dataRank minus the grid rank). If the ESMF_Array is a higher rank than the ESMF_Grid, the additional dimensions may optionally each have an item count defined here. This allows ESMF_FieldCreate() to take an ESMF_ArraySpec and an ESMF_ArrayDataMap and create the appropriately sized ESMF_Array for each DE. These values are unneeded if the ranks of the data and grid are the same, and ignored if ESMF_FieldCreate() is called called with an already-created ESMF_Array.

[horzRelloc] Relative location of data per grid cell/vertex in the horizontal grid.
[vertRelloc] Relative location of data per grid cell/vertex in the vertical grid.
[rc] Return code; equals ESMF_SUCCESS if there are no errors.
21.5.4 ESMF_FieldDataMapSetDefault - Set FieldDataMap default values

INTERFACE:

! Private name; call using ESMF_FieldDataMapSetDefault()
subroutine ESMF_FieldDataMapSetDefExplicit(fielddatamap, dataRank, &
dataIndexList, counts, &
horzRelloc, vertRelloc, rc)

ARGUMENTS:

type(ESMF_FieldDataMap) :: fielddatamap
integer, intent(in) :: dataRank
integer, dimension(:), intent(in), optional :: dataIndexList
integer, dimension(:), intent(in), optional :: counts

ARGUMENTS:

type(ESMF_RelLoc), intent(in), optional :: horzRelloc

type(ESMF_RelLoc), intent(in), optional :: vertRelloc

RETURN CODE:

rc If the call is successful, rc will be set to ESMF_SUCCESS.

If there are no errors.

DESCRIPTION:

Set default values of an ESMF_FieldDataMap. This differs from ESMF_FieldDataMapSet() in that all values which are not specified here will be overwritten with default values.

fielddatamap An ESMF_FieldDataMap.

datarank The number of dimensions in the data ESMF_Array.

[dataIndexList] An integer array, dataRank long, which specifies the mapping between rank numbers in the ESMF_Grid and the ESMF_Array. If there is no correspondence (because the ESMF_Array has a higher rank than the ESMF_Grid) the index value must be 0. The default is a 1-to-1 mapping with the ESMF_Grid.

[counts] An integer array, with length (datarank minus the grid rank). If the ESMF_Array is a higher rank than the ESMF_Grid, the additional dimensions may optionally each have an item count defined here. This allows ESMF_FieldCreate() to take an ESMF_ArraySpec and an ESMF_ArrayDataMap and create the appropriately sized ESMF_Array for each DE. These values are unneeded if the ranks of the data and grid are the same, and ignored if ESMF_FieldCreate() is called with an already-created ESMF_Array. If unspecified, the default lengths are 1.

[horzRelloc] Relative location of data per grid cell/vertex in the horizontal grid. The default is ESMF_CELL_CENTER.

[vertRelloc] Relative location of data per grid cell/vertex in the vertical grid. The default is ESMF_CELL_UNDEFINED.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

21.5.5 ESMF_FieldDataMapSetDefault - Set FieldDataMap default values

INTERFACE:

! Private name; call using ESMF_FieldDataMapSetDefault()
subroutine ESMF_FieldDataMapSetDefIndex(fielddatamap, indexorder, counts, &

horzRelloc, vertRelloc, rc)

ARGUMENTS:

type(ESMF_FieldDataMap) :: fielddatamap
integer, intent(in) :: indexorder
integer, dimension(:), intent(in), optional :: counts

ARGUMENTS:

type(ESMF_RelLoc), intent(in), optional :: horzRelloc

type(ESMF_RelLoc), intent(in), optional :: vertRelloc

RETURN CODE:

rc If the call is successful, rc will be set to ESMF_SUCCESS.

If there are no errors.

DESCRIPTION:

Set default values of an ESMF_FieldDataMap. This differs from ESMF_FieldDataMapSet() in that all values which are not specified here will be overwritten with default values.

fielddatamap An ESMF_FieldDataMap.

datarank The number of dimensions in the data ESMF_Array.

[dataIndexList] An integer array, dataRank long, which specifies the mapping between rank numbers in the ESMF_Grid and the ESMF_Array. If there is no correspondence (because the ESMF_Array has a higher rank than the ESMF_Grid) the index value must be 0. The default is a 1-to-1 mapping with the ESMF/Grid.

[counts] An integer array, with length (datarank minus the grid rank). If the ESMF_Array is a higher rank than the ESMF_Grid, the additional dimensions may optionally each have an item count defined here. This allows ESMF_FieldCreate() to take an ESMF_ArraySpec and an ESMF_ArrayDataMap and create the appropriately sized ESMF_Array for each DE. These values are unneeded if the ranks of the data and grid are the same, and ignored if ESMF_FieldCreate() is called with an already-created ESMF_Array. If unspecified, the default lengths are 1.

[horzRelloc] Relative location of data per grid cell/vertex in the horizontal grid. The default is ESMF_CELL_CENTER.

[vertRelloc] Relative location of data per grid cell/vertex in the vertical grid. The default is ESMF_CELL_UNDEFINED.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.
Set default values of an ESMF_FieldDataMap. This differs from ESMF_FieldDataMapSet() in that all values which are not specified here will be overwritten with default values.

**fielddatamap** An ESMF_FieldDataMap.

**indexorder** An ESMF_DataIndexOrder which specifies one of several common predefined mappings between the grid and data ranks. This is simply a convenience for the common cases; there is a more general form of this call which allows the mapping to be specified as an integer array of index numbers directly.

[counts] An integer array, with length (datarank minus the grid rank). If the ESMF_Array is a higher rank than the ESMF_Grid, the additional dimensions may optionally each have an item count defined here. This allows ESMF_FieldCreate() to take an ESMF_ArraySpec and an ESMF_ArrayDataMap and create the appropriately sized ESMF_Array for each DE. These values are unneeded if the ranks of the data and grid are the same, and ignored if ESMF_FieldCreate() is called with an already-created ESMF_Array. If unspecified, the default lengths are 1.

[horzRelloc] Relative location of data per grid cell/vertex in the horizontal grid. The default is ESMF_CELL_CENTER.

[vertRelloc] Relative location of data per grid cell/vertex in the vertical grid. The default is ESMF_CELL_UNDEFINED.

### 21.5.6 ESMF_FieldDataMapSetInvalid - Set FieldDataMap to an invalid status

**INTERFACE:**

```fortran
subroutine ESMF_FieldDataMapSetInvalid(fielddatamap, rc)
```

**ARGUMENTS:**

- `type(ESMF_FieldDataMap), intent(inout) :: fielddatamap`
- `integer, intent(out), optional :: rc`

**DESCRIPTION:**

Set the contents of an ESMF_FieldDataMap to an invalid status. The arguments are:

- **fielddatamap** An ESMF_FieldDataMap.
- **[rc]** Return code; equals ESMF_SUCCESS if there are no errors.

### 21.5.7 ESMF_FieldDataMapValidate - Check validity of a FieldDataMap

**INTERFACE:**

```fortran
subroutine ESMF_FieldDataMapValidate(fielddatamap, options, rc)
```
ARGUMENTS:

- `type(ESMF_FieldDataMap), intent(in) :: fielldatamap`
- `character (len = *)`, intent(in), optional :: options
- `integer, intent(out), optional :: rc`

DESCRIPTION:

Validates that the `fielldatamap` is internally consistent. Currently this method determines if the `fielldatamap` is uninitialized or already destroyed. The method returns an error code if problems are found.

The arguments are:

- `fielldatamap` ESMF_FieldDataMap to validate.
- `[options]` Validation options are not yet supported.
- `[rc]` Return code; equals ESMF_SUCCESS if there are no errors.

22 Array Class

22.1 Description

An ESMF Array, as one might expect, represents a multidimensional array. It can be real, integer, or logical, and can possess up to seven dimensions. The array can be strided. The first dimension specified is always the one which varies fastest in linearized memory.

Arrays can be created, destroyed, copied, and indexed. Communication methods, such as redistribution, are also defined. For information on Array halo domains and operations, see Section 28.1.

22.2 Use and Examples

The variants of Array create methods include 2 language interfaces, 3 allocation options, and 3 data type/kind/rank (TKR) specification options. From Fortran the create options are to specify TKR either explicitly, with an ArraySpec object, or to give a Fortran array pointer which is queried by the framework. The allocation options are to allocate uninitialized space, to allocate space and copy data values into it, or to reference already allocated data space. The `ESMF_ArrayCreate()` method is overloaded in Fortran with an interface block.

The Array get/set methods support returning either a pointer to the existing space, or allocating a new copy of the data and returning a pointer to the copy. The return value is a Fortran pointer to a specific TRK array. This allows standard Fortran array manipulations to be performed on the data without intervention of the framework.

The general allocation/deallocation rules are: if the ESMF allocated the space at create time then the Array destroy routine will deallocate the space at the time the Array object is deleted. If the user allocated the space by specifying the data reference option to the create method then the space will not be deallocated by the framework. The user is responsible for calling the corresponding language routine to return the space to the heap. If the user requests a copy of the data with a call to the `ESMF_ArrayGetData()` routine, they assume ownership of the copied buffer and are responsible for deallocating the space.

! PROGRAM: ESMF_ArrayCreateEx - Examples of Array Creation
!
! DESCRIPTION:
!
! This program shows examples of Array creation

! ESMF Framework module
use ESMF_Mod
implicit none
22.2.1 Create an Array with Existing Data

Create an ESMF_Array based on an existing, allocated Fortran pointer. The data is type Integer, one dimensional. The ESMF_DATA_REF flag means the framework will not make a copy of the data area but will use this memory directly. When the ESMF_Array is deleted the data area will remain and must be deallocated by the user when the space is not needed.

! Allocate and set initial data values
ni = 15
allocate(intptr(ni))
do i=1,ni
   intptr(i) = i
enddo
array1 = ESMF_ArrayCreate(intptr, ESMF_DATA_REF, rc=rc)

22.2.2 Destroy an Array

When finished with an ESMF_Array, remove the object and release any resources associated with it.

call ESMF_ArrayDestroy(array1, rc)

22.2.3 Create an Array and Copy Existing Data

Create an ESMF_Array based on an existing, allocated Fortran pointer. The data is type Integer, one dimensional. The ESMF_DATA_COPY flag means the framework will make a copy of the data area and will be independent of the original data array. When the ESMF_Array is deleted this data area will be deallocated by the framework. The user can use or delete the original data area independently of this ESMF_Array.

! Allocate and set initial data values
ni = 5
nj = 3
allocate(realptr(ni,nj))
do i=1,ni
   do j=1,nj
      realptr(i,j) = i + ((j-1)*ni) + 0.1
   enddo
enddo
array2 = ESMF_ArrayCreate(realptr, ESMF_DATA_COPY, rc=rc)
22.2.4 Create an Array and Allocate Data Space

Create an ESMF_Array based on a description of the data. The framework will allocate the data space itself. When the ESMF_Array is deleted this data area will be deallocated by the framework.

```fortran
arank = 2
atype = ESMF_DATA_REAL
akind = ESMF_R8

call ESMF_ArraySpecSet(arrayspec, arank, atype, akind)
array2 = ESMF_ArrayCreate(arrayspec, (/10, 20 /), rc=rc)

call ESMF_Finalize(rc)
end program ESMF_ArrayCreateEx
```

--

22.2.5 Print Array Contents

Print the data contents of an ESMF_Array.

```fortran
call ESMF_ArrayPrint(array1, rc=rc)
```

22.2.6 Get a Pointer to the Array Contents

Associate a Fortran pointer with the data from an ESMF_Array. Point directly at the data contents; do not make a separate copy.

```fortran
call ESMF_ArrayGetData(array1, intptr2, ESMF_DATA_REF, rc)
```
22.2.7 Destroy an Array
When finished with an ESMF_Array, remove the object and release any resources associated with it.

```fortran
call ESMF_ArrayDestroy(array1, rc)
```

22.2.8 Get a Pointer to a Copy of the Array Contents
Associate a Fortran pointer with the data from an ESMF_Array. Allocate and copy the existing data into a separate buffer and return that space. It can be manipulated independently from the ESMF_Array contents. It must be deallocated by the user when no longer needed.

```fortran
call ESMF_ArrayGetData(array2, realptr2, ESMF_DATA_COPY, rc)

call ESMF_Finalize(rc)
end program ESMF_ArrayGetEx
```

22.3 Restrictions and Future Work

1. **7D limit.** Scalars and ranks up to 7D (the Fortran limit) are supported.

2. **Halo space created on all axes.** When the `haloWidth` argument is specified extra space is allocated on all axes, even if only a subset of the axes correspond to Grid axes and actually require halo space.

3. **Name cannot be specified at Create time.** The current interfaces do not allow the Array name to be set at create time. Until this oversight is fixed use `ESMF_ArraySet()` on the existing array to set the name.

4. **Arrays of derived types not supported.** Arrays of derived types will not be directly supported by the framework. However, non-contiguous arrays which can be defined by (start/end/stride) triplets will be, so the user can construct a buffer by using a derived type and then define it as individual data arrays or a packed bundle array.

22.4 Design and Implementation Notes

1. **Class and directory hierarchy.** The LocalArray class is an internal class which is not visible outside the framework. As described below it contains all the information needed to map memory into a multidimensional array. It is used internally by other parts of the framework to provide a uniform interface to internal data. The public Array class adds the domain information needed to support simple communication of subdomains. The communication routine source for operations such as halo and regrid are separated out into a separate directory to allow Arrays to be used internally before all the communication code has been compiled.

2. **LocalArray design.** The purpose of the LocalArray class is to fully describe a homogeneous multidimensional array, possibly strided, so that it can be understood and manipulated by multiple languages. It describes the relationship between array indices and the linear form of the array in physical memory. It describes all dimensions which are present; there are no hidden or implied dimensions. The first dimension specified is always the one which varies fastest in linearized memory regardless of interface language used to create or access the array.

   The LocalArray type is defined separately because it is used by the Fortran code in Fields, Grids, Route, and Regrid to refer to data independent of Type/Kind/Rank differences. This abstraction removes the need for these other objects to provide heavily-overloaded interface blocks to hide the number of different data combinations supported by these routines.

   The metadata in this class would be unnecessary for a straight Fortran implementation since the language provides methods for querying arrays for this information. But for interoperability between different versions of Fortran, different hardware architectures, and the C++ interfaces it is necessary to keep the information in a format which can be easily managed by the ESMF and not buried in the language layer.
3. **Array design.** The purpose of the Array class is to support all the functions of the LocalArray class plus domain information to support halo, regrid, and data redistribution operations.

The create routine in C++ requires the user to supply all values for rank, shape, strides, etc because there are no language constructs which allow a pointer to be queried for this information.

There are two types of create routines in Fortran. One mimics the C++ interface and requires the user to supply all information. The second, which is expected to be more useful and natural, is simply passed an existing Fortran array pointer. Most of the array attributes can be queried using language-defined functions which should be portable to any Fortran compiler. If other attributes are needed which require compiler-dependent code, the implementation approach will be to write specific platform-dependent code for the most common compilers and platforms, and then use less efficient or more indirect methods for obtaining this information which will be the default if no compiler-specific method has been written.

The major challenge for the Array class implementation is that it contains user data which can be of many different types, kinds, and ranks, each of which is a different type in Fortran 90 and the language is strictly typechecked.

For the C++ interface polymorphism and templates can ease the burden of maintaining the interface; in Fortran the interface to the user is simplified by using interface blocks but the number of internal routines will be quite large. Judicious use of the macro preprocessor allows generic routines to be expanded on a per-datatype basis.

Another way the data interfaces will be kept down to a manageable size is to explicitly limit the number of supported user datatypes to:

- integer*1/byte
- integer*2/short
- integer*4/int
- integer*8/long
- real*4/float
- real*8/double

4. **ArrayComm design.** The source of the ESMF_Array communication routines are separated out into an ESMF_ArrayComm directory. This allows basic Array functions to be compiled and used by Grid, Field, and Bundle code before the communication code has been compiled.

The Array communication routines require Grid and DataMap information in addition to the Array itself. The ArrayDataMap is needed to identify which axes in the Array correspond to Grid axes. The Grid is needed to compute where in the overall object this Array is located and which pieces of the overall object are located on which DE.

22.5 **Class API: Basic Array Methods**

22.5.1 **ESMF_ArrayGet**

**INTERFACE:**

```fortran
subroutine ESMF_ArrayGet(array, rank, type, kind, counts, &
                         lbounds, ubounds, strides, haloWidth, &
                         base, name, rc)
```

**ARGUMENTS:**

```fortran
type(ESMF_Array) :: array
integer, intent(out), optional :: rank
type(ESMF_DataType), intent(out), optional :: type
type(ESMF_DataKind), intent(out), optional :: kind
integer, dimension(:), intent(out), optional :: counts
```
integer, dimension(:), intent(out), optional :: lbounds
integer, dimension(:), intent(out), optional :: ubounds
integer, dimension(:), intent(out), optional :: strides
integer, intent(out), optional :: haloWidth
type(ESMF_Pointer), intent(out), optional :: base
character(len=ESMF_MAXSTR), intent(out), optional :: name
integer, intent(out), optional :: rc

DESCRIPTION:

Return information about an ESMF_Array. For queries where the caller only wants a single value, specify the
argument by name. All the arguments after the array input are optional to facilitate this.
The arguments are:

array  An ESMF_Array.

[rank] The number of dimensions in the array.

[type] ESMF_DataType. Will be one of: ESMF_DATA_INTEGER, ESMF_DATA_REAL, ESMF_DATA_LOGICAL,
ESMF_DATA_CHARACTER, or ESMF_DATA_COMPLEX.

[kind] ESMF_DataKind variable which indicates the item size in bytes. Will be one of: ESMF_I1, ESMF_I2,
ESMF_I4, ESMF_I8, ESMF_R4, ESMF_R8, ESMF_C8, or ESMF_C16.

[counts] The number of items in each dimension of the array.

[lbounds] The lower index value of each dimension of the array.

[ubounds] The upper index value of each dimension of the array.

[strides] If nonzero, the spacing between index values per dimension of the array.

[haloWidth] Width of halo region.

[base] Base memory address of the data region of the array.

[name] array name. If one was not specified at create time, a unique name will have been generated.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

22.5.2  ESMF_ArrayGetAttribute - Retrieve a 4-byte integer attribute

INTERFACE:

! Private name; call using ESMF_ArrayGetAttribute()
subroutine ESMF_ArrayGetInt4Attr(array, name, value, rc)

ARGUMENTS:

type(ESMF_Array), intent(in) :: array
character (len = '*'), intent(in) :: name
integer(ESMF_KIND_I4), intent(out) :: value
integer, intent(out), optional :: rc
DESCRIPTION:

Returns an integer attribute from the array.
The arguments are:

array An ESMF_Array object.

name The name of the attribute to retrieve.

value The integer value of the named attribute.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

22.5.3 ESMF_ArrayGetAttribute - Retrieve a 4-byte integer list attribute

INTERFACE:

! Private name; call using ESMF_ArrayGetAttribute()
subroutine ESMF_ArrayGetInt4ListAttr(array, name, count, valueList, rc)

ARGUMENTS:

type(ESMF_Array), intent(in) :: array
character (len = *), intent(in) :: name
integer, intent(in) :: count
integer(ESMF_KIND_I4), dimension(:), intent(out) :: valueList
integer, intent(out), optional :: rc

DESCRIPTION:

Returns a 4-byte integer list attribute from the array.
The arguments are:

array An ESMF_Array object.

name The name of the attribute to retrieve.

count The number of values in the attribute.

valueList The integer values of the named attribute. The list must be at least count items long.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

22.5.4 ESMF_ArrayGetAttribute - Retrieve an 8-byte integer attribute

INTERFACE:

! Private name; call using ESMF_ArrayGetAttribute()
subroutine ESMF_ArrayGetInt8Attr(array, name, value, rc)

ARGUMENTS:
type(ESMF_Array), intent(in) :: array
character (len = *), intent(in) :: name
integer(ESMF_KIND_I8), intent(out) :: value
integer, intent(out), optional :: rc

DESCRIPTION:
Returns an 8-byte integer attribute from the array.
The arguments are:

array An ESMF_Array object.
name The name of the attribute to retrieve.
value The integer value of the named attribute.
[rc] Return code; equals ESMF_SUCCESS if there are no errors.

22.5.5 ESMF_ArrayGetAttribute - Retrieve an 8-byte integer list attribute

INTERFACE:

! Private name; call using ESMF_ArrayGetAttribute()
subroutine ESMF_ArrayGetInt8ListAttr(array, name, count, valueList, rc)

ARGUMENTS:

type(ESMF_Array), intent(in) :: array
character (len = *), intent(in) :: name
integer, intent(in) :: count
integer(ESMF_KIND_I8), dimension(:), intent(out) :: valueList
integer, intent(out), optional :: rc

DESCRIPTION:
Returns an 8-byte integer list attribute from the array.
The arguments are:

array An ESMF_Array object.
name The name of the attribute to retrieve.
count The number of values in the attribute.
valueList The integer values of the named attribute. The list must be at least count items long.
[rc] Return code; equals ESMF_SUCCESS if there are no errors.
22.5.6  ESMF_ArrayGetAttribute - Retrieve a 4-byte real attribute

INTERFACE:

! Private name; call using ESMF_ArrayGetAttribute()
subroutine ESMF_ArrayGetReal4Attr(array, name, value, rc)

ARGUMENTS:

  type(ESMF_Array), intent(in) :: array
  character (len = *), intent(in) :: name
  real(ESMF_KIND_R4), intent(out) :: value
  integer, intent(out), optional :: rc

DESCRIPTION:

Returns a 4-byte real attribute from the array. The arguments are:
array  An ESMF_Array object.
name   The name of the attribute to retrieve.
value  The real value of the named attribute.
[rc]    Return code; equals ESMF_SUCCESS if there are no errors.

22.5.7  ESMF_ArrayGetAttribute - Retrieve a 4-byte real list attribute

INTERFACE:

! Private name; call using ESMF_ArrayGetAttribute()
subroutine ESMF_ArrayGetReal4ListAttr(array, name, count, valueList, rc)

ARGUMENTS:

  type(ESMF_Array), intent(in) :: array
  character (len = *), intent(in) :: name
  integer, intent(in) :: count
  real(ESMF_KIND_R4), dimension(:), intent(out) :: valueList
  integer, intent(out), optional :: rc

DESCRIPTION:

Returns a 4-byte real attribute from an ESMF_Array. The arguments are:
array  An ESMF_Array object.
name   The name of the attribute to retrieve.
count  The number of values in the attribute.
valueList The real values of the named attribute. The list must be at least count items long.
[rc]    Return code; equals ESMF_SUCCESS if there are no errors.
### 22.5.8 ESMF_ArrayGetAttribute - Retrieve an 8-byte real attribute

**INTERFACE:**

```fortran
! Private name; call using ESMF_ArrayGetAttribute()
subroutine ESMF_ArrayGetReal8Attr(array, name, value, rc)
```

**ARGUMENTS:**

- `type(ESMF_Array), intent(in) :: array`
- `character (len = *), intent(in) :: name`
- `real(ESMF_KIND_R8), intent(out) :: value`
- `integer, intent(out), optional :: rc`

**DESCRIPTION:**

Returns an 8-byte real attribute from the array.

The arguments are:

- **array**: An `ESMF_Array` object.
- **name**: The name of the attribute to retrieve.
- **value**: The real value of the named attribute.
- **[rc]**: Return code; equals `ESMF_SUCCESS` if there are no errors.

---

### 22.5.9 ESMF_ArrayGetAttribute - Retrieve an 8-byte real list attribute

**INTERFACE:**

```fortran
! Private name; call using ESMF_ArrayGetAttribute()
subroutine ESMF_ArrayGetReal8ListAttr(array, name, count, valueList, rc)
```

**ARGUMENTS:**

- `type(ESMF_Array), intent(in) :: array`
- `character (len = *), intent(in) :: name`
- `integer, intent(in) :: count`
- `real(ESMF_KIND_R8), dimension(:), intent(out) :: valueList`
- `integer, intent(out), optional :: rc`

**DESCRIPTION:**

Returns an 8-byte real attribute from an `ESMF_Array`.

The arguments are:

- **array**: An `ESMF_Array` object.
- **name**: The name of the attribute to retrieve.
- **count**: The number of values in the attribute.
- **valueList**: The real values of the named attribute. The list must be at least `count` items long.
- **[rc]**: Return code; equals `ESMF_SUCCESS` if there are no errors.
22.5.10  ESMF_ArrayGetAttribute - Retrieve a logical attribute

INTERFACE:

    ! Private name; call using ESMF_ArrayGetAttribute()
    subroutine ESMF_ArrayGetLogicalAttr(array, name, value, rc)

ARGUMENTS:

    type(ESMF_Array), intent(in) :: array
    character (len = *), intent(in) :: name
    type(ESMF_Logical), intent(out) :: value
    integer, intent(out), optional :: rc

DESCRIPTION:

Returns a logical attribute from the array. The arguments are:

array  An ESMF_Array object.
name   The name of the attribute to retrieve.
value  The logical value of the named attribute.
[rc]   Return code; equals ESMF_SUCCESS if there are no errors.

22.5.11  ESMF_ArrayGetAttribute - Retrieve a logical list attribute

INTERFACE:

    ! Private name; call using ESMF_ArrayGetAttribute()
    subroutine ESMF_ArrayGetLogicalListAttr(array, name, count, valueList, rc)

ARGUMENTS:

    type(ESMF_Array), intent(in) :: array
    character (len = *), intent(in) :: name
    integer, intent(in) :: count
    type(ESMF_Logical), dimension(:), intent(out) :: valueList
    integer, intent(out), optional :: rc

DESCRIPTION:

Returns a logical list attribute from the array. The arguments are:

array  An ESMF_Array object.
name   The name of the attribute to retrieve.
count  The number of values in the attribute.
valueList The logical values of the named attribute. The list must be at least count items long.
[rc]   Return code; equals ESMF_SUCCESS if there are no errors.
22.5.12  ESMF_ArrayGetAttribute - Retrieve a character attribute

INTERFACE:

    ! Private name; call using ESMF_ArrayGetAttribute()
    subroutine ESMF_ArrayGetCharAttr(array, name, value, rc)

ARGUMENTS:

    type(ESMF_Array), intent(in) :: array
    character (len = *), intent(in) :: name
    character (len = *), intent(out) :: value
    integer, intent(out), optional :: rc

DESCRIPTION:

Returns a character attribute from the array.
The arguments are:

array  An ESMF_Array object.
name   The name of the attribute to retrieve.
value  The character value of the named attribute.
[rc]   Return code; equals ESMF_SUCCESS if there are no errors.

22.5.13  ESMF_ArrayGetAttributeCount - Query the number of attributes

INTERFACE:

    subroutine ESMF_ArrayGetAttributeCount(array, count, rc)

ARGUMENTS:

    type(ESMF_Array), intent(in) :: array
    integer, intent(out) :: count
    integer, intent(out), optional :: rc

DESCRIPTION:

Returns the number of attributes associated with the given array in the argument count.
The arguments are:

array  An ESMF_Array object.
count  The number of attributes associated with this object.
[rc]   Return code; equals ESMF_SUCCESS if there are no errors.
22.5.14  ESMF_ArrayGetAttributeInfo - Query Array attributes by name

INTERFACE:

! Private name; call using ESMF_ArrayGetAttributeInfo()
subroutine ESMF_ArrayGetAttrInfoByName(array, name, datatype, &
datakind, count, rc)

ARGUMENTS:

  type(ESMF_Array), intent(in) :: array
  character(len=*), intent(in) :: name
  type(ESMF_DataType), intent(out), optional :: datatype
  type(ESMF_DataKind), intent(out), optional :: datakind
  integer, intent(out), optional :: count
  integer, intent(out), optional :: rc

DESCRIPTION:

Returns information associated with the named attribute, including datatype and count.
The arguments are:

array  An ESMF_Array object.

name  The name of the attribute to query.

[datatype] The data type of the attribute. One of the values ESMF_DATA_INTEGER, ESMF_DATA_REAL, ESMF_DATA_LOGICAL,
or ESMF_DATA_CHARACTER.

[datakind] The datakind of the attribute, if attribute is type ESMF_DATA_INTEGER or ESMF_DATA_REAL. One
of the values ESMF_I4, ESMF_I8, ESMF_R4, or ESMF_R8. For all other types the value ESMF_NOKIND is
returned.

[count] The number of items in this attribute. For character types, the length of the character string.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

22.5.15  ESMF_ArrayGetAttributeInfo - Query Array attributes by index number

INTERFACE:

! Private name; call using ESMF_ArrayGetAttributeInfo()
subroutine ESMF_ArrayGetAttrInfoByNum(array, attributeIndex, name, &
datatype, datakind, count, rc)

ARGUMENTS:

  type(ESMF_Array), intent(in) :: array
  integer, intent(in) :: attributeIndex
  character(len=*), intent(in) :: name
  type(ESMF_DataType), intent(out), optional :: datatype
  type(ESMF_DataKind), intent(out), optional :: datakind
  integer, intent(out), optional :: count
  integer, intent(out), optional :: rc

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DESCRIPTION:

Returns information associated with the indexed attribute, including name, datatype, datakind (if applicable) and count.
The arguments are:

array  An ESMF_Array object.
attributeIndex  The index number of the attribute to query.
name  Returns the name of the attribute.

datatype  The data type of the attribute. One of the values ESMF_DATA_INTEGER, ESMF_DATA_REAL, ESMF_DATA_LOGICAL, or ESMF_DATA_CHARACTER.

datakind  The datakind of the attribute, if attribute is type ESMF_DATA_INTEGER or ESMF_DATA_REAL. One of the values ESMF_I4, ESMF_I8, ESMF_R4, or ESMF_R8. For all other types the value ESMF_NOKIND is returned.

count  Returns the number of items in this attribute. For character types, this is the length of the character string.

rc  Return code; equals ESMF_SUCCESS if there are no errors.

22.5.16 ESMF_ArrayPrint - Print contents of an Array object

INTERFACE:

    subroutine ESMF_ArrayPrint(array, options, rc)

ARGUMENTS:

    type(ESMF_Array) :: array
    character (len = *) , intent(in), optional :: options
    integer, intent(out), optional :: rc

DESCRIPTION:

Prints information about the array to stdout. The arguments are:

array  An ESMF_Array.

[options]  Print options are not yet supported.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

22.5.17 ESMF_ArraySetAttribute - Set a 4-byte integer attribute

INTERFACE:

    ! Private name; call using ESMF_ArraySetAttribute()
    subroutine ESMF_ArraySetInt4Attr(array, name, value, rc)

ARGUMENTS:
 type(ESMF_Array), intent(inout) :: array
 character (len = *), intent(in) :: name
 integer(ESMF_KIND_I4), intent(in) :: value
 integer, intent(out), optional :: rc

DESCRIPTION:

Attaches a 4-byte integer attribute to the array. The attribute has a name and a value.
The arguments are:

array  An ESMF_Array object.
name   The name of the attribute to add.
value  The integer value of the attribute to add.
[rc]   Return code; equals ESMF_SUCCESS if there are no errors.

22.5.18  ESMF_ArraySetAttribute - Set a 4-byte integer list attribute

INTERFACE:

   ! Private name; call using ESMF_ArraySetAttribute()
   subroutine ESMF_ArraySetInt4ListAttr(array, name, count, valueList, rc)
   !
ARGUMENTS:

   type(ESMF_Array), intent(in) :: array
   character (len = *), intent(in) :: name
   integer, intent(in) :: count
   integer(ESMF_KIND_I4), dimension(:), intent(in) :: valueList
   integer, intent(out), optional :: rc

DESCRIPTION:

Attaches a 4-byte integer list attribute to the array. The attribute has a name and a valueList. The number of integer items in the valueList is given by count.
The arguments are:

array  An ESMF_Array object.
name   The name of the attribute to add.
count  The number of integers in the valueList.
valueList  The integer values of the attribute to add.
[rc]   Return code; equals ESMF_SUCCESS if there are no errors.
22.5.19 ESMF_ArraySetAttribute - Set an 8-byte integer attribute

INTERFACE:

    ! Private name; call using ESMF_ArraySetAttribute()
    subroutine ESMF_ArraySetInt8Attr(array, name, value, rc)

ARGUMENTS:

    type(ESMF_Array), intent(inout) :: array
    character (len = *), intent(in) :: name
    integer(ESMF_KIND_I8), intent(in) :: value
    integer, intent(out), optional :: rc

DESCRIPTION:

Attaches an 8-byte integer attribute to the array. The attribute has a name and a value. The arguments are:

array An ESMF_Array object.
name The name of the attribute to add.
value The integer value of the attribute to add.
[rc] Return code; equals ESMF_SUCCESS if there are no errors.

22.5.20 ESMF_ArraySetAttribute - Set an 8-byte integer list attribute

INTERFACE:

    ! Private name; call using ESMF_ArraySetAttribute()
    subroutine ESMF_ArraySetInt8ListAttr(array, name, count, valueList, rc)

ARGUMENTS:

    type(ESMF_Array), intent(in) :: array
    character (len = *), intent(in) :: name
    integer, intent(in) :: count
    integer(ESMF_KIND_I8), dimension(:), intent(in) :: valueList
    integer, intent(out), optional :: rc

DESCRIPTION:

Attaches an 8-byte integer list attribute to the array. The attribute has a name and a valueList. The number of integer items in the valueList is given by count. The arguments are:

array An ESMF_Array object.
name The name of the attribute to add.
count The number of integers in the valueList.
valueList The integer values of the attribute to add.
[rc] Return code; equals ESMF_SUCCESS if there are no errors.
22.5.21 ESMF_ArraySetAttribute - Set a 4-byte real attribute

INTERFACE:

! Private name; call using ESMF_ArraySetAttribute()
subroutine ESMF_ArraySetReal4Attr(array, name, value, rc)

ARGUMENTS:

type(ESMF_Array), intent(in) :: array
character (len = *), intent(in) :: name
real(ESMF_KIND_R4), intent(in) :: value
integer, intent(out), optional :: rc

DESCRIPTION:

Attaches a 4-byte real attribute to the array. The attribute has a name and a value. The arguments are:

array  An ESMF_Array object.
name   The name of the attribute to add.
value  The real value of the attribute to add.
[rc]   Return code; equals ESMF_SUCCESS if there are no errors.

22.5.22 ESMF_ArraySetAttribute - Set a 4-byte real list attribute

INTERFACE:

! Private name; call using ESMF_ArraySetAttribute()
subroutine ESMF_ArraySetReal4ListAttr(array, name, count, valueList, rc)

ARGUMENTS:

type(ESMF_Array), intent(in) :: array
count integer, intent(in) :: count
real(ESMF_KIND_R4), dimension(:), intent(in) :: valueList
integer, intent(out), optional :: rc

DESCRIPTION:

Attaches a 4-byte real list attribute to the array. The attribute has a name and a valueList. The number of real items in the valueList is given by count.

The arguments are:

array  An ESMF_Array object.
name   The name of the attribute to add.
count  The number of reals in the valueList.
value  The real values of the attribute to add.
[rc]   Return code; equals ESMF_SUCCESS if there are no errors.
22.5.23 ESMF_ArraySetAttribute - Set an 8-byte real attribute

INTERFACE:

    ! Private name; call using ESMF_ArraySetAttribute()
    subroutine ESMF_ArraySetReal8Attr(array, name, value, rc)

ARGUMENTS:

    type(ESMF_Array), intent(in) :: array
    character (len = *), intent(in) :: name
    real(ESMF_KIND_R8), intent(in) :: value
    integer, intent(out), optional :: rc

DESCRIPTION:

Attaches an 8-byte real attribute to the array. The attribute has a name and a value. The arguments are:

array  An ESMF_Array object.
name   The name of the attribute to add.
value  The real value of the attribute to add.
[rc]   Return code; equals ESMF_SUCCESS if there are no errors.

22.5.24 ESMF_ArraySetAttribute - Set an 8-byte real list attribute

INTERFACE:

    ! Private name; call using ESMF_ArraySetAttribute()
    subroutine ESMF_ArraySetReal8ListAttr(array, name, count, valueList, rc)

ARGUMENTS:

    type(ESMF_Array), intent(in) :: array
    character (len = *), intent(in) :: name
    integer, intent(in) :: count
    real(ESMF_KIND_R8), dimension(:), intent(in) :: valueList
    integer, intent(out), optional :: rc

DESCRIPTION:

Attaches an 8-byte real list attribute to the array. The attribute has a name and a valueList. The number of real items in the valueList is given by count. The arguments are:

array  An ESMF_Array object.
name   The name of the attribute to add.
count  The number of reals in the valueList.
value  The real values of the attribute to add.
[rc]   Return code; equals ESMF_SUCCESS if there are no errors.
22.5.25  ESMF_ArraySetAttribute - Set a logical attribute

INTERFACE:

    ! Private name; call using ESMF_ArraySetAttribute()
    subroutine ESMF_ArraySetLogicalAttr(array, name, value, rc)

ARGUMENTS:

    type(ESMF_Array), intent(in) :: array
    character (len = *), intent(in) :: name
    type(ESMF_Logical), intent(in) :: value
    integer, intent(out), optional :: rc

DESCRIPTION:

Attaches a logical attribute to the array. The attribute has a name and a value. The arguments are:

array  An ESMF_Array object.
name   The name of the attribute to add.
value  The logical true/false value of the attribute to add.
[rc]   Return code; equals ESMF_SUCCESS if there are no errors.

22.5.26  ESMF_ArraySetAttribute - Set a logical list attribute

INTERFACE:

    ! Private name; call using ESMF_ArraySetAttribute()
    subroutine ESMF_ArraySetLogicalListAttr(array, name, count, valueList, rc)

ARGUMENTS:

    type(ESMF_Array), intent(in) :: array
    character (len = *), intent(in) :: name
    integer, intent(in) :: count
    type(ESMF_Logical), dimension(:), intent(in) :: valueList
    integer, intent(out), optional :: rc

DESCRIPTION:

Attaches a logical list attribute to the array. The attribute has a name and a valueList. The number of logical items in the valueList is given by count. The arguments are:

array  An ESMF_Array object.
name   The name of the attribute to add.
count  The number of logicals in the valueList.
value  The logical true/false values of the attribute.
[rc]   Return code; equals ESMF_SUCCESS if there are no errors.
22.5.27 ESMF_ArraySetAttribute - Set a character attribute

INTERFACE:

! Private name; call using ESMF_ArraySetAttribute()
subroutine ESMF_ArraySetCharAttr(array, name, value, rc)

ARGUMENTS:

type(ESMF_Array), intent(in) :: array
character (len = *), intent(in) :: name
character (len = *), intent(in) :: value
integer, intent(out), optional :: rc

DESCRIPTION:

Attaches a character attribute to the array. The attribute has a name and a value. The arguments are:

array An ESMF_Array object.
name The name of the attribute to add.
value The character value of the attribute to add.
[rc] Return code; equals ESMF_SUCCESS if there are no errors.

22.5.28 ESMF_ArraySet - Set information about an Array

INTERFACE:

subroutine ESMF_ArraySet(array, name, rc)

ARGUMENTS:

type(ESMF_Array), intent(inout) :: array
character (len = *), intent(in), optional :: name
integer, intent(out), optional :: rc

DESCRIPTION:

Sets the name of the ESMF_Array. Note: Unlike most other ESMF objects there are very few items which can be changed once an ESMF_Array is created. The arguments are:

array An ESMF_Array.
[name] The array name.
[rc] Return code; equals ESMF_SUCCESS if there are no errors.
22.5.29 ESMF_ArrayValidate - Check validity of an Array

INTERFACE:

    subroutine ESMF_ArrayValidate(array, options, rc)

ARGUMENTS:

    type(ESMF_Array) :: array
    character (len = *), intent(in), optional :: options
    integer, intent(out), optional :: rc

DESCRIPTION:

Validates that the array is internally consistent. Currently this method determines if the array has a valid data pointer. The method returns an error code if problems are found. The arguments are:

array An ESMF_Array.

[options] Validation options are not yet supported.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

22.5.30 ESMF_ArrayWrite

INTERFACE:

    subroutine ESMF_ArrayWrite(array, iospec, filename, rc)

ARGUMENTS:

    type(ESMF_Array) :: array
    type(ESMF_IOSpec), intent(in), optional :: iospec
    character(len=*), intent(in), optional :: filename
    integer, intent(out), optional :: rc

DESCRIPTION:

Used to write data to persistent storage in a variety of formats. (see writerestart/restore for quick data dumps.) Details of I/O options specified with an ESMF_IOSpec. The arguments are:

array An ESMF_Array.

[iospec] The file specification.

[filename] The file name.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.
22.6 Class API: Array Overloads for Fortran Arrays

22.6.1 ESMF_ArrayCreate – Generic interface to create an Array

INTERFACE:

    interface ESMF_ArrayCreate

PRIVATE MEMBER FUNCTIONS:

    module procedure ESMF_ArrayCreateByList ! specify T/K/R
    module procedure ESMF_ArrayCreateBySpec ! specify ArraySpec
    ! Plus interfaces for each T/K/R

This interface provides a single (heavily overloaded) entry point for the various types of ESMF_ArrayCreate functions. There are 3 options for setting the contents of the ESMF_Array at creation time:

Allocate Space Only Data space is allocated but not initialized. The caller can query for a pointer to the start of the space to address it directly. The caller must not deallocate the space; the ESMF_Array will release the space when it is destroyed.

Data Copy An existing Fortran array is specified and the data contents are copied into new space allocated by the ESMF_Array. The caller must not deallocate the space; the ESMF_Array will release the space when it is destroyed.

Data Reference An existing Fortran array is specified and the data contents reference it directly. The caller is responsible for deallocating the space; when the ESMF_Array is destroyed it will not release the space.

There are 3 options for specifying the type/kind/rank of the ESMF_Array data:

List The characteristics of the ESMF_Array are given explicitly by individual arguments to the create function.

ArraySpec A previously created ESMF_ArraySpec object is given which describes the characteristics.

Fortran 90 Pointer An associated or unassociated Fortran 90 array pointer is used to describe the array. (Only available from the Fortran interface.)

The concept of an “empty” Array does not exist. To make an ESMF object which stores the Type/Kind/Rank information create an ESMF_ArraySpec object which can then be used repeatedly in subsequent Array Create calls.

end interface

22.6.2 ESMF_ArrayCreate - Make an ESMF array from an allocated Fortran array

INTERFACE:

    ! Private name; call using ESMF_ArrayCreate()
    function ESMF_ArrayCreateByFullPtr<rank><type><kind> (farr, docopy, haloWidth, rc)

RETURN VALUE:

    type(ESMF_Array) :: ESMF_ArrayCreateByFullPtr<rank><type><kind>
ARGUMENTS:

\[
\begin{align*}
&t (\text{ESMF_KIND}_{\text{kind}}), \text{dimension}(\text{rank}), \text{pointer} :: \text{farr} \\
&\text{type}(\text{ESMF_CopyFlag}), \text{intent}(\text{in}), \text{optional} :: \text{docopy} \\
&\text{integer}, \text{intent}(\text{in}), \text{optional} :: \text{haloWidth} \\
&\text{integer}, \text{intent}(\text{out}), \text{optional} :: \text{rc}
\end{align*}
\]

DESCRIPTION:

Create an ESMF_Array based on an already allocated Fortran array pointer. This routine can make a copy or reference the existing data and saves all necessary information about bounds, data type, kind, etc. Valid type/kind/rank combinations supported by the framework are: ranks 1 to 7, type real of kind *4 or *8, and type integer of kind *1, *2, *4, or *8.

The function return is an ESMF_Array type.

The arguments are:

\textbf{farr} \quad \text{An allocated Fortran array pointer.}

\textbf{[docopy]} \quad \text{Default to ESMF\_DATA\_REF, makes the ESMF\_Array reference the existing data array. If set to ESMF\_DATA\_COPY this routine allocates new space and copies the data from the pointer into the new array.}

\textbf{[haloWidth]} \quad \text{Set the maximum width of the halo region on all edges. Defaults to 0.}

\textbf{[rc]} \quad \text{Return code; equals ESMF\_SUCCESS if there are no errors.}

22.6.3 ESMF\_ArrayCreate – Create an Array specifying all options.

INTERFACE:

\[
\begin{align*}
&! \text{Private name; call using ESMF\_ArrayCreate()} \\
&\text{function ESMF\_ArrayCreateByList(rank, type, kind, counts, &} \\
&\text{haloWidth, lbounds, ubounds, rc)}
\end{align*}
\]

RETURN VALUE:

\[
\text{type(ESMF\_Array) :: ESMF\_ArrayCreateByList}
\]

ARGUMENTS:

\[
\begin{align*}
&\text{integer, intent}(\text{in}) :: \text{rank} \\
&\text{type(ESMF\_DataType), intent}(\text{in}) :: \text{type} \\
&\text{type(ESMF\_DataKind), intent}(\text{in}) :: \text{kind} \\
&\text{integer, dimension}(::), \text{intent}(\text{in}) :: \text{counts} \\
&\text{integer, intent}(\text{in}), \text{optional} :: \text{haloWidth} \\
&\text{integer, dimension}(::), \text{intent}(\text{in}), \text{optional} :: \text{lbounds} \\
&\text{integer, dimension}(::), \text{intent}(\text{in}), \text{optional} :: \text{ubounds} \\
&\text{integer, intent}(\text{out}), \text{optional} :: \text{rc}
\end{align*}
\]

DESCRIPTION:

Create a new ESMF\_Array and allocate data space, which remains uninitialized. The return value is the new ESMF\_Array.

The arguments are:

\textbf{rank} \quad \text{Array rank (dimensionality – 1D, 2D, etc). Maximum allowed is 7D.}
**type** Array type. Valid types include ESMF_DATA_INTEGER, ESMF_DATA_REAL, ESMF_DATA_LOGICAL, or ESMF_DATA_CHARACTER.

**kind** Array kind. Valid kinds include ESMF_KIND_I4, ESMF_KIND_I8, ESMF_KIND_R4, ESMF_KIND_R8, ESMF_KIND_C8, ESMF_KIND_C16.

**counts** The number of items in each dimension of the array. This is a 1D integer array the same length as the **rank**.

**[haloWidth]** Set the maximum width of the halo region on all edges. Defaults to 0.

**[lbounds]** An integer array of length **rank** with the lower index for each dimension.

**[ubounds]** An integer array of length **rank** with the upper index for each dimension.

**[rc]** Return code; equals ESMF_SUCCESS if there are no errors.

---

### 22.6.4 ESMF_ArrayCreate - Make an ESMF array from an unallocated Fortran array pointer

**INTERFACE:**

```fortran
! Private name; call using ESMF_ArrayCreate()
function ESMF_ArrayCreateByMTPtr<rank><type><kind>(farr, counts, haloWidth, lbounds, ubound, rc)
```

**RETURN VALUE:**

```
type(ESMF_Array) :: ESMF_ArrayCreateByMTPtr<rank><type><kind>
```

**ARGUMENTS:**

```
<type> (ESMF_KIND_<kind>), dimension(<rank>), pointer :: farr
integer, dimension(:), intent(in) :: counts
integer, intent(in), optional :: haloWidth
integer, dimension(:), intent(in), optional :: lbounds
integer, dimension(:), intent(in), optional :: ubounds
integer, intent(out), optional :: rc
```

**DESCRIPTION:**

Creates an ESMF_Array based on an unallocated (but allocatable) Fortran array pointer. This routine allocates memory to the array and saves all necessary information about bounds, data type, kind, etc. Valid type/kind/rank combinations supported by the framework are: ranks 1 to 7, type real of kind *4 or *8, and type integer of kind *1, *2, *4, or *8.

The function return is an ESMF_Array type with space allocated for data.

The arguments are:

**farr** An allocatable (but currently unallocated) Fortran array pointer.

**counts** An integer array of counts. Must be the same length as the rank.

**[haloWidth]** An integer count of the width of the halo region on all sides of the array. The default is 0, no halo region.

**[lbounds]** An integer array of lower index values. Must be the same length as the rank.

**[ubounds]** An integer array of upper index values. Must be the same length as the rank.

**[rc]** Return code; equals ESMF_SUCCESS if there are no errors.
22.6.5 ESMF_ArrayCreate – Create a new Array from an ArraySpec

INTERFACE:

! Private name; call using ESMF_ArrayCreate()
function ESMF_ArrayCreateBySpec(arrayspec, counts, haloWidth, &
   lbounds, ubounds, rc)

RETURN VALUE:

type(ESMF_Array) :: ESMF_ArrayCreateBySpec

ARGUMENTS:

type(ESMF_ArraySpec), intent(in) :: arrayspec
integer, intent(in), dimension(:) :: counts
integer, intent(in), optional :: haloWidth
integer, dimension(:), intent(in), optional :: lbounds
integer, dimension(:), intent(in), optional :: ubounds
integer, intent(out), optional :: rc

DESCRIPTION:

Create a new ESMF_Array and allocate data space, which remains uninitialized. The return value is the new ESMF_Array.

The arguments are:

arrayspec An ESMF_ArraySpec object which contains the type/kind/rank information for the data.

counts The number of items in each dimension of the array. This is a 1D integer array the same length as the rank.

[haloWidth] Set the maximum width of the halo region on all edges. Defaults to 0.

[lbounds] An integer array of length rank with the lower index for each dimension.

[ubounds] An integer array of length rank, with the upper index for each dimension.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

INTERFACE:

   subroutine ESMF_ArrayDestroy(array, rc)

ARGUMENTS:

type(ESMF_Array) :: array
integer, intent(out), optional :: rc

DESCRIPTION:

Releases all resources associated with this ESMF_Array.

The arguments are:

array Destroy contents of this ESMF_Array.

[rc ] Return code; equals ESMF_SUCCESS if there are no errors.

To reduce the depth of crossings of the F90/C++ boundary we first query to see if we are responsible for deleting the data space. If so, first deallocate the space and then call the C++ code to release the object space. When it returns we are done and can return to the user. Otherwise we would need to make a nested call back into F90 from C++ to do the deallocation during the object delete.
22.6.6  ESMF_ArrayGetData - Retrieve a Fortran pointer to Array data

INTERFACE:

! Private name; call using ESMF_ArrayGetData()
subroutine ESMF_ArrayGetData<rank><type><kind>(array, fptr, docopy, rc)

ARGUMENTS:

type(ESMF_Array) :: array
<type> (ESMF_KIND_<kind>), dimension(<rank>), pointer :: fptr
type(ESMF_CopyFlag), intent(in), optional :: docopy
integer, intent(out), optional :: rc

DESCRIPTION:

Given an ESMF_Array return a Fortran pointer to the existing data buffer, or return a Fortran pointer to a new copy of the data. Valid type/kind/rank combinations supported by the framework are: ranks 1 to 7, type real of kind *4 or *8, and type integer of kind *1, *2, *4, or *8.

The arguments are:

array  An ESMF_Array.
farr   An allocatable (but currently unallocated) Fortran array pointer.
docopy Default to ESMF_DATA_REG, makes the ESMF_Array reference the existing data array. If set to ESMF_DATA_COPY this routine allocates new space and copies the data from the pointer into the space.
[rc]   Return code; equals ESMF_SUCCESS if there are no errors.

22.7  Class API: Array Communications

22.7.1  ESMF_ArrayGather - Gather an Array onto one DE

INTERFACE:

subroutine ESMF_ArrayGather(array, grid, datamap, rootDE, gatheredArray, rc)

ARGUMENTS:

type(ESMF_Array), intent(in) :: array
type(ESMF_Grid), intent(in) :: grid
type(ESMF_FieldDataMap), intent(in) :: datamap
integer, intent(in) :: rootDE
type(ESMF_Array), intent(out) :: gatheredArray
integer, intent(out), optional :: rc

DESCRIPTION:

Gather a distributed ESMF_Array over multiple DEs into a single ESMF_Array on one DE.

The arguments are:

array  ESMF_Array containing distributed data to be gathered.
grid   ESMF_Grid which corresponds to the distributed data.
datamap ESMF_FieldDataMap which describes the mapping of the data onto the cells in the ESMF_Grid.
The DE number on which the resulting gathered ESMF_Array will be created.

On the rootDE, the resulting gathered ESMF_Array. On all other DEs, an invalid ESMF_Array.

Return code; equals ESMF_SUCCESS if there are no errors.

22.7.2 ESMF_ArrayHalo - Halo an Array

INTERFACE:

! Private name; call using ESMF_ArrayHalo()
subroutine ESMF_ArrayHaloNew(array, routehandle, blocking, commhandle, rc)

ARGUMENTS:

  type(ESMF_Array), intent(inout) :: array
  type(ESMF_RouteHandle), intent(in) :: routehandle
  type(ESMF_BlockingFlag), intent(in), optional :: blocking
  type(ESMF_CommHandle), intent(inout), optional :: commhandle
  integer, intent(out), optional :: rc

DESCRIPTION:

Perform a halo operation over the data in an ESMF_Array. This routine updates the data inside the ESMF_Array in place. It uses a precomputed ESMF_Route for the communications pattern. (See ESMF_ArrayHaloPrecompute() for how to precompute and associate an ESMF_Route with an ESMF_RouteHandle).

array  ESMF_Array containing data to be haloed.

routehandle  ESMF_RouteHandle which was returned from an ESMF_ArrayHaloPrecompute() call.

[blocking] Optional argument which specifies whether the operation should wait until complete before returning or return as soon as the communication between DEs has been scheduled. If not present, default is to do synchronous communications. Valid values for this flag are ESMF_BLOCKING and ESMF_NONBLOCKING. (This feature is not yet supported. All operations are synchronous.)

[commhandle] If the blocking flag is set to ESMF_NONBLOCKING this argument is required. Information about the pending operation will be stored in the ESMF_CommHandle and can be queried or waited for later.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

22.7.3 ESMF_ArrayHaloRelease - Release resources stored for halo operation

INTERFACE:

subroutine ESMF_ArrayHaloRelease(routehandle, rc)

ARGUMENTS:

  type(ESMF_RouteHandle), intent(inout) :: routehandle
  integer, intent(out), optional :: rc

DESCRIPTION:

When the precomputed information about a halo operation is no longer needed, this routine releases the associated resources.
routehandle ESMF_RouteHandle associated with halo operation which should be released.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

22.7.4 ESMF_ArrayHaloStore - Store resources for a halo operation

INTERFACE:

    subroutine ESMF_ArrayHaloStore(array, grid, datamap, routehandle, &
    halodirection, rc)

ARGUMENTS:

    type(ESMF_Array), intent(inout) :: array
    type(ESMF_Grid), intent(in) :: grid
    type(ESMF_FieldDataMap), intent(in) :: datamap
    type(ESMF_RouteHandle), intent(out) :: routehandle
    type(ESMF_HaloDirection), intent(in), optional :: halodirection
    integer, intent(out), optional :: rc

DESCRIPTION:

Precompute the data movements needed to perform a halo operation over the data in an ESMF_Array. It associates this information with the routehandle, which should then provided to ESMF_ArrayHalo() at execution time. The ESMF_Grid and ESMF_FieldDataMap are used as templates to understand how this ESMF_Array relates to ESMF_Arrays on other DEs.

array ESMF_Array containing data to be haloed.

grid ESMF_Grid which matches how this data was decomposed.

datamap ESMF_FieldDataMap which matches how the data in the ESMF_Array relates to the given ESMF_Grid.

routehandle ESMF_RouteHandle is returned to be used during the execution of the halo operation.

[halodirection] ESMF_HaloDirection to indicate which of the boundaries should be updated. If not specified, all boundaries are updated.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

22.7.5 ESMF_ArrayRedist - Redistribute an Array

INTERFACE:

    ! Private name; call using ESMF_ArrayRedist
    subroutine ESMF_ArrayRedistNew(srcArray, dstArray, routehandle, &
    blocking, commhandle, rc)

ARGUMENTS:

    type(ESMF_Array), intent(in) :: srcArray
    type(ESMF_Array), intent(inout) :: dstArray
    type(ESMF_RouteHandle), intent(in) :: routehandle
    type(ESMF_BlockingFlag), intent(in), optional :: blocking
    type(ESMF_CommHandle), intent(inout), optional :: commhandle
    integer, intent(out), optional :: rc
DESCRIPTION:

Redistribute the data in one set of ESMF_Arrays to another set of ESMF_Arrays. Data redistribution does no interpolation, so during the ESMF_ArrayRedistPrecompute() call the ESMF_Grids must have identical coordinates. The distribution of the ESMF_Grid can be over different ESMF_DELayouts, or the ESMF_FieldDataMaps can differ. The routehandle argument must be the one which was associated with the precomputed data movements during the precompute operation, and if the data movement is identical for different collections of ESMF_Arrays, the same routehandle can be supplied during multiple calls to this execution routine, specifying a different set of source and destination ESMF_Arrays each time.

**srcArray** ESMF_Array containing source data.

**dstArray** ESMF_Array containing results.

**routehandle** ESMF_RouteHandle precomputed by ESMF_ArrayRedistPrecompute().

[**blocking**] Optional argument which specifies whether the operation should wait until complete before returning or return as soon as the communication between DEs has been scheduled. If not present, default is to do synchronous communications. Valid values for this flag are ESMF_BLOCKING and ESMF_NONBLOCKING. (This feature is not yet supported. All operations are synchronous.)

[**commhandle**] If the blocking flag is set to ESMF_NONBLOCKING this argument is required. Information about the pending operation will be stored in the ESMF_CommHandle and can be queried or waited for later.

**[rc]** Return code; equals ESMF_SUCCESS if there are no errors.

---

### 22.7.6 ESMF_ArrayRedistRelease - Release resources stored for redist operation

**INTERFACE:**

```fortran
subroutine ESMF_ArrayRedistRelease(routehandle, rc)
```

**ARGUMENTS:**

- type(ESMF_RouteHandle), intent(inout) :: routehandle
- integer, intent(out), optional :: rc

**DESCRIPTION:**

When the precomputed information about a redistribution operation is no longer needed, this routine releases the associated resources.

**routehandle** ESMF_RouteHandle associated with redist operation which should be released.

**[rc]** Return code; equals ESMF_SUCCESS if there are no errors.

---

### 22.7.7 ESMF_ArrayRedistStore - Store resources for a redist operation

**INTERFACE:**

```fortran
subroutine ESMF_ArrayRedistStore(srcArray, srcGrid, srcDataMap, &
dstArray, dstGrid, dstDataMap, &
parentDElayout, routehandle, rc)
```
ARGUMENTS:

```
type(ESMF_Array), intent(in) :: srcArray
type(ESMF_Grid), intent(in) :: srcGrid
type(ESMF_FieldDataMap), intent(in) :: srcDataMap
type(ESMF_Array), intent(inout) :: dstArray
type(ESMF_Grid), intent(in) :: dstGrid
type(ESMF_FieldDataMap), intent(in) :: dstDataMap
type(ESMF_DELayout), intent(in) :: parentDElayout
type(ESMF_RouteHandle), intent(out) :: routehandle
integer, intent(out), optional :: rc
```

DESCRIPTION:

Precompute and associate the required data movements to redistribute data over one set of ESMF_Arrays to another set of ESMF_Arrays. Data redistribution does no interpolation, so both ESMF_Grids must have identical coordinates. The distribution of the ESMF_Grids can be over different ESMF_DELayouts, or the ESMF_FieldDataMaps can differ. The routehandle argument is associated with the stored information and must be supplied to ESMF_ArrayRedist() to execute the operation. Call ESMF_ArrayRedistRelease() when this information is no longer required.

The arguments are:

- `srcArray` ESMF_Array containing the data source.
- `srcGrid` ESMF_Grid describing the grid on which the source data is arranged.
- `srcDataMap` ESMF_FieldDataMap describing how the source data maps onto the grid.
- `dstArray` ESMF_Array where the destination data will be put.
- `dstGrid` ESMF_Grid describing the grid on which the destination data is arranged.
- `dstDataMap` ESMF_FieldDataMap describing how the destination data maps onto the grid.
- `parentDElayout` ESMF_DELayout object which includes all DEs in both the source and destination grids.
- `routehandle` Returned ESMF_RouteHandle which identifies this communication pattern.
- `[rc]` Return code; equals ESMF_SUCCESS if there are no errors.

23 ArrayDataMap Class

23.1 Description

The ArrayDataMap class maintains information about the way an ESMF Array object maps to the associated Grid in a Field object. The Array class maintains the linearization of multidimensional data to memory addresses, but the ArrayDataMap class maintains the mapping between rank numbers and Grid axes, and contains counts for dimensions which do not correspond to a Grid axis.

The ArrayDataMap class implements methods for reordering or repacking memory which can be transparent to the calling code. None of the methods in the ArrayDataMap class change data values; they simply change the mapping to memory addresses.

23.2 ArrayDataMap Options

23.2.1 ESMF_IndexOrder

DESCRIPTION:
A set of predefined index orders which shortcut setting the mapping between data and grid indices.
ESMF_INDEX_I  One dimensional data and grid.
ESMF_INDEX_IJ Two dimensional, IJ ordering.
ESMF_INDEX_JI Two dimensional, JI ordering.
ESMF_INDEX_IJK Three dimensional, IJK ordering.
ESMF_INDEX_JIK Three dimensional, JIK ordering.
ESMF_INDEX_KJI Three dimensional, KJI ordering.
ESMF_INDEX_IKJ Three dimensional, IKJ ordering.
ESMF_INDEX_JKI Three dimensional, JKI ordering.

23.2.2 ESMF_RelLoc

DESCRIPTION:
Description of how data items are located relative to an individual cell or element in the grid. (See the ESMF_Grid documentation for a description of 'staggering' which is a per-grid concept.)
Valid values are:

ESMF_CELL_UNDEFINED Data location is undefined.
ESMF_CELL_CENTER Data location is at cell center.
ESMF_CELL_NFACE Data location is on north face of cell.
ESMF_CELL_SFACE Data location is on south face of cell.
ESMF_CELL_EFACE Data location is on east face of cell.
ESMF_CELL_WFACE Data location is on west face of cell.
ESMF_CELL_NECORNER Data location is at north-east corner of cell.
ESMF_CELL_NWCORNER Data location is at north-west corner of cell.
ESMF_CELL_SECORNER Data location is at south-east corner of cell.
ESMF_CELL_SWCORNER Data location is at south-west corner of cell.
ESMF_CELL_TOPFACE Data location is on top face of cell.
ESMF_CELL_BOTFACE Data location is on bottom face of cell.
ESMF_CELL_CELL Data location is over entire cell.
ESMF_CELL_VERTEX Data location is at the vertices of the cell.
23.3 Use and Examples

ArrayDataMaps are shallow objects. They can be declared as local (stack) variables in subroutines. They do not need a create or destroy method. There is a method to set initial values, to set and query individual values, and to print the contents in human-readable form for output or debugging.

```fortran
! !PROGRAM: ESMF_ArrayDataMapEx - Array DataMap manipulation examples
! !DESCRIPTION:
! This program shows examples of Array DataMap set and get usage
!--------------------------------------------------------------

! ESMF Framework module
use ESMF_Mod
implicit none

! local variables
type(ESMF_ArrayDataMap) :: arrayDM
integer :: drank
integer :: dlist(ESMF_MAXDIM), dcounts(ESMF_MAXDIM)

! return code
integer:: rc

! initialize ESMF framework
call ESMF_Initialize(rc=rc)
```

### 23.3.1 Setting Array DataMap Defaults and Invalidation

This example shows how to set the default values in an `ESMF_ArrayDataMap`, and how to intentionally mark an `ESMF_ArrayDataMap` invalid.

```fortran
! Set up a default data map for a Array with 2D data, ! and a 1-for-1 mapping with the Grid.
call ESMF_ArrayDataMapSetDefault(arrayDM, 2, rc=rc)

print *, "Default values for ArrayDataMap = "
call ESMF_ArrayDataMapPrint(arrayDM, rc=rc)

call ESMF_ArrayDataMapSetInvalid(arrayDM, rc=rc)

print *, "Invalid ArrayDataMap = "
call ESMF_ArrayDataMapPrint(arrayDM, rc=rc)
```
23.3.2 Setting Array DataMap Values

This example shows how to set values in an ESMF_ArrayDataMap.

```fortran
  dlist(1:3) = (/ 1, 2, 0 /)
dcounts(1) = 4
call ESMF_ArrayDataMapSet(arrayDM, dataRank=3, dataIndexList=dlist, &
counts=dcounts, rc=rc)

  print *, "ArrayDataMap after set = ", arrayDM
  call ESMF_ArrayDataMapPrint(arrayDM, rc=rc)
```

23.3.3 Getting Array DataMap Values

This example shows how to query an ESMF_ArrayDataMap.

```fortran
  call ESMF_ArrayDataMapGet(arrayDM, drank, dlist, dcounts, rc=rc)
  print *, "Returned values from Array DataMap:"
  print *, "rank =", drank
  print *, "correspondance to grid indices = ", dlist
  print *, "counts for non-grid dimensions =", dcounts

  ! finalize ESMF framework
  call ESMF_Finalize(rc)
```

23.4 Restrictions and Future Work

1. **Native C++ vs. Fortran index ordering is not supported yet.** ESMF currently assumes that all arrays are allocated from Fortran.

2. **Complex interleave is not supported yet.** ESMF does not yet support a complex type. When we do, we expect that the user will be able to specify either an all-real followed by all-imaginary format or a real/imaginary interleaved format.

23.5 Class API

23.5.1 ESMF_ArrayDataMapGet - Get values from an ArrayDataMap

**INTERFACE:**

```fortran
  subroutine ESMF_ArrayDataMapGet(arraydatamap, dataRank, dataIndexList, &
  counts, rc)
```

**ARGUMENTS:**

```fortran
  type(ESMF_ArrayDataMap), intent(in) :: arraydatamap
  integer, intent(out), optional :: dataRank
  integer, dimension(:), intent(out), optional :: dataIndexList
  integer, dimension(:), intent(out), optional :: counts
  integer, intent(out), optional :: rc
```
DESCRIPTION:

Return information from an ESMF_ArrayDataMap.
The arguments are:

arraydatamap An ESMF_ArrayDataMap.

datarank The number of dimensions in the data ESMF_Array.

dataIndexList An integer array, datarank long, which specifies the mapping between rank numbers in the ESMF_Grid and the ESMF_Array. If there is no correspondence (because the ESMF_Array has a higher rank than the ESMF_Grid) the index value will be 0.

counts An integer array, with length (datarank minus the grid rank). Each entry is the default item count which would be used for those ranks which do not correspond to grid ranks when creating an ESMF_Field using only an an ESMF_ArraySpec and an ESMF_ArrayDataMap.

crc Return code; equals ESMF_SUCCESS if there are no errors.

23.5.2 ESMF_ArrayDataMapPrint - Print an ArrayDataMap

INTERFACE:

  subroutine ESMF_ArrayDataMapPrint(arraydatamap, options, rc)

ARGUMENTS:

type(ESMF_ArrayDataMap), intent(in) :: arraydatamap
character (len = *), intent(in), optional :: options
integer, intent(out), optional :: rc

DESCRIPTION:

Prints information about the arraydatamap to stdout.
The arguments are:

arraydatamap ESMF_ArrayDataMap to print.
[options] Print options are not yet supported.
[rc] Return code; equals ESMF_SUCCESS if there are no errors.

23.5.3 ESMF_ArrayDataMapSet - Set values in an ArrayDataMap

INTERFACE:

  subroutine ESMF_ArrayDataMapSet(arraydatamap, dataRank, &
                                  dataIndexList, counts, rc)

ARGUMENTS:

type(ESMF_ArrayDataMap), intent(inout) :: arraydatamap
integer, intent(in), optional :: dataRank
integer, dimension(:), intent(in), optional :: dataIndexList
integer, dimension(:), intent(in), optional :: counts
integer, intent(out), optional :: rc
Set values in an ESMF_ArrayDataMap.
The arguments are:

**arraydatamap** An ESMF_ArrayDataMap.

**[datarank]** The number of dimensions in the data ESMF_Array.

**[datarank]** An integer array, datarank long, which specifies the mapping between rank numbers in the ESMF_Grid and the ESMF_Array. If there is no correspondance (because the ESMF_Array has a higher rank than the ESMF_Grid) the index value must be 0.

For example, if the data array is 3D and the grid is 2D, and the first and second data indices correspond to the grid and the last data index is to store duplicate values for the same grid location, then the value for this input would be 1, 2, 0. If the middle index was the one which was for the duplicate values, it would be 1, 0, 2.

**[counts]** An integer array, with length (datarank minus the grid rank). If the ESMF_Array is a higher rank than the ESMF_Grid, the additional dimensions may optionally each have an item count defined here. This allows ESMF_FieldCreate() to take an ESMF_ArraySpec and an ESMF_ArrayDataMap and create the appropriately sized ESMF_Array for each DE. These values are unneeded if the ranks of the data and grid are the same, and ignored if ESMF_FieldCreate() is called with an already-created ESMF_Array.

**[rc]** Return code; equals ESMF_SUCCESS if there are no errors.

23.5.4 ESMF_ArrayDataMapSetDefault - Set ArrayDataMap default values

**INTERFACE:**

```fortran
! Private name; call using ESMF_ArrayDataMapSetDefault()
subroutine ESMF_ArrayDataMapSetDefExplicit(arraydatamap, dataRank, &
   dataIndexList, counts, rc)
```

**ARGUMENTS:**

```fortran
type(ESMF_ArrayDataMap) :: arraydatamap
integer, intent(in) :: dataRank
integer, dimension(:,), intent(in), optional :: dataIndexList
integer, dimension(:,), intent(in), optional :: counts
integer, intent(out), optional :: rc
```

**DESCRIPTION:**

Set default values of an ESMF_ArrayDataMap. This differs from ESMF_ArrayDataMapSet() in that all values which are not specified here will be overwritten with default values.

**arraydatamap** An ESMF_ArrayDataMap.

**datarank** The number of dimensions in the data ESMF_Array.

**[dataIndexList]** An integer array, datarank long, which specifies the mapping between rank numbers in the ESMF_Grid and the ESMF_Array. If there is no correspondance (because the ESMF_Array has a higher rank than the ESMF_Grid) the index value must be 0. The default is a 1-to-1 mapping with the ESMF_Grid.

For example, if the data array is 3D and the grid is 2D, and the first and second data indices correspond to the grid and the last data index is to store duplicate values for the same grid location, then the value for this input would be 1, 2, 0. If the middle index was the one which was for the duplicate values, it would be 1, 0, 2. The default values for this are 1, 0, ... for a 1D grid and 1, 2, 0, ... for a 2D grid.
An integer array, with length (datarank minus the grid rank). If the ESMF_Array is a higher rank than the ESMF_Grid, the additional dimensions may optionally each have an item count defined here. This allows ESMF_FieldCreate() to take an ESMF_ArraySpec and an ESMF_ArrayDataMap and create the appropriately sized ESMF_Array for each DE. These values are unneeded if the ranks of the data and grid are the same, and ignored if ESMF_FieldCreate() is called called with an already-created ESMF_Array. If unspecified, the default lengths are 1.

Return code; equals ESMF_SUCCESS if there are no errors.

23.5.5 ESMF_ArrayDataMapSetDefault - Set ArrayDataMap default values

INTERFACE:

! Private name; call using ESMF_ArrayDataMapSetDefault()
subroutine ESMF_ArrayDataMapSetDefIndex(arraydatamap, indexorder, counts, rc)

ARGUMENTS:

type(ESMF_ArrayDataMap) :: arraydatamap

type(ESMF_IndexOrder), intent(in) :: indexorder

integer, dimension(:), intent(in), optional :: counts

integer, intent(out), optional :: rc

DESCRIPTION:

Set default values of an ESMF_ArrayDataMap. This differs from ESMF_ArrayDataMapSet() in that all values which are not specified here will be overwritten with default values.

arraydatamap An ESMF_ArrayDataMap.

indexorder An ESMF_DataIndexOrder which specifies one of several common predefined mappings between the grid and data ranks. This is simply a convenience for the common cases; there is a more general form of this call which allows the mapping to be specified as an integer array of index numbers directly.

An integer array, with length (datarank minus the grid rank). If the ESMF_Array is a higher rank than the ESMF_Grid, the additional dimensions may optionally each have an item count defined here. This allows ESMF_FieldCreate() to take an ESMF_ArraySpec and an ESMF_ArrayDataMap and create the appropriately sized ESMF_Array for each DE. These values are unneeded if the ranks of the data and grid are the same, and ignored if ESMF_FieldCreate() is called called with an already-created ESMF_Array. If unspecified, the default lengths are 1.

Return code; equals ESMF_SUCCESS if there are no errors.

23.5.6 ESMF_ArrayDataMapSetInvalid - Set ArrayDataMap to invalid status

INTERFACE:

subroutine ESMF_ArrayDataMapSetInvalid(arraydatamap, rc)

ARGUMENTS:

type(ESMF_ArrayDataMap), intent(inout) :: arraydatamap

integer, intent(out), optional :: rc
DESCRIPTION:

Set the contents of an ESMF_ArrayDataMap to an uninitialized value.
The arguments are:

arraydatamap An ESMF_ArrayDataMap.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

23.5.7 ESMF_ArrayDataMapValidate - Check validity of an ArrayDataMap

INTERFACE:

    subroutine ESMF_ArrayDataMapValidate(arraydatamap, options, rc)

ARGUMENTS:

    type(ESMF_ArrayDataMap), intent(in) :: arraydatamap
    character (len = *), intent(in), optional :: options
    integer, intent(out), optional :: rc

DESCRIPTION:

Validates that the arraydatamap is internally consistent. Currently this method determines if the arraydatamap is set up for use. The method returns an error code if problems are found.
The arguments are:

arraydatamap ESMF_ArrayDataMap to validate.

[options] Validation options are not yet supported.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

24 ArraySpec Class

24.1 Description

An ArraySpec is a very simple class that contains type, kind, and rank information about an array. For those unfamiliar with Fortran:

- **Type** describes the data type of the elements in the array, such as integer, real, logical, etc.;
- **Kind** describes their precision; and
- **Rank** refers to their dimensionality.

The only methods that are associated with the ArraySpec class are those that allow you to set and retrieve this type, kind, and rank information.

24.2 Use and Examples

The ArraySpec is passed in as an argument at Field and Bundle creation in order to describe an Array that will be allocated or attached at a later time. There are any number of situations in which this approach is useful. One common example is a case in which the user wants to create a very flexible export State with many diagnostic variables predefined, but only a subset desired and consequently allocated for a particular run.
This program shows examples of ArraySpec set and get usage.

```fortran
! ESMF Framework module
use ESMF_Mod
implicit none
!
! local variables
type(ESMF_ArraySpec) :: arrayDS
integer :: myrank
type(ESMF_DataType) :: mytype
type(ESMF_DataKind) :: mykind
!
! return code
integer:: rc
!
! initialize ESMF framework
call ESMF_Initialize(rc=rc)
```

### 24.2.1 Setting ArraySpec Values

This example shows how to set values in an ESMF_ArraySpec.

```fortran
call ESMF_ArraySpecSet(arrayDS, rank=2, type=ESMF_DATA_REAL, &
                       kind=ESMF_R8, rc=rc)
```

### 24.2.2 Getting ArraySpec Values

This example shows how to query an ESMF_ArraySpec.

```fortran
call ESMF_ArraySpecGet(arrayDS, myrank, mytype, mykind, rc)
print *, "Returned values from ArraySpec:",
print *, "rank =", myrank
!
! finalize ESMF framework
call ESMF_Finalize(rc)
```

end program ESMF_ArraySpecEx

### 24.3 Restrictions and Future Work

1. **Limit on rank.** The values for type, kind and rank passed into the ArraySpec class are subject to the same limitations as Arrays. The maximum array rank is 7, which is the highest rank supported by Fortran.
24.4 Design and Implementation Notes

The information contained in an ESMF_ArraySpec is used to create ESMF_Array objects. ESMF_ArraySpec is a shallow class, and only set and get methods are needed. They do not need to be created or destroyed.

24.5 Class API

24.5.1 ESMF_ArraySpecGet - Get values from an ArraySpec

INTERFACE:

    subroutine ESMF_ArraySpecGet(arrayspec, rank, type, kind, rc)

ARGUMENTS:

    type(ESMF_ArraySpec), intent(in) :: arrayspec
    integer, intent(out), optional :: rank
    type(ESMF_DataType), intent(out), optional :: type
    type(ESMF_DataKind), intent(out), optional :: kind
    integer, intent(out), optional :: rc

DESCRIPTION:

Returns information about the contents of an ESMF_ArraySpec. The arguments are:

arrayspec The ESMF_ArraySpec to query.
rank ESMF_Array rank (dimensionality – 1D, 2D, etc). Maximum possible is 7D.
type ESMF_Array type. Valid types include ESMF_DATA_INTEGER, ESMF_DATA_REAL, ESMF_DATA_LOGICAL, ESMF_DATA_CHARACTER.
kind ESMF_Array kind. Valid kinds include ESMF_KIND_I4, ESMF_KIND_I8, ESMF_KIND_R4, ESMF_KIND_R8, ESMF_KIND_C8, ESMF_KIND_C16.
[rc ] Return code; equals ESMF_SUCCESS if there are no errors.

24.5.2 ESMF_ArraySpecSet - Set values for an ArraySpec using type,kind,rank

INTERFACE:

    ! Private name; call using ESMF_ArraySpecSet()
    subroutine ESMF_ArraySpecSetThree(arrayspec, rank, type, kind, rc)

ARGUMENTS:

    type(ESMF_ArraySpec), intent(inout) :: arrayspec
    integer, intent(in) :: rank
    type(ESMF_DataType), intent(in) :: type
    type(ESMF_DataKind), intent(in) :: kind
    integer, intent(out), optional :: rc
DESCRIPTION:

Creates a description of the data – the type, the dimensionality, etc. This specification can be used in an ESMF_ArrayCreate call with data to create a full ESMF_Array.

The arguments are:

**arrayspec**  The ESMF_ArraySpec to set.

**rank**  Array rank (dimensionality – 1D, 2D, etc). Maximum allowed is 7D.

**type**  ESMF_Array type. Valid types include ESMF_DATA_INTEGER, ESMF_DATA_REAL, ESMF_DATA_LOGICAL, ESMF_DATA_CHARACTER.

**kind**  ESMF_Array kind. Valid kinds include ESMF_KIND_I4, ESMF_KIND_I8, ESMF_KIND_R4, ESMF_KIND_R8, ESMF_KIND_C8, ESMF_KIND_C16.

**[rc]**  Return code; equals ESMF_SUCCESS if there are no errors.

25 Grid Class

25.1 Description

The ESMF Grid class represents all aspects of the computational domain and its decomposition in a parallel-processing environment, and must provide access to any necessary grid information to the rest of the ESMF. The ESMF Grid class is included in the Field class and the Gridded Component class and provides information needed in data communication methods like halo and redistribution. It has methods to internally generate a variety of simple grids or read in more complicated grids provided by a user (reading in grids is not yet implemented). The ESMF Grid class supports multi-component coupling by providing a common structure necessary for regridding.

ESMF Grids are currently assumed to be two-dimensional, logically-rectangular horizontal grids, with an optional vertical grid whose coordinates are independent of those of the horizontal grid. Each Grid is assigned a staggering in its create method call, which helps define the Grid according to typical Arakawa nomenclature. The Grid will spawn subGrids at the relative cell locations that are associated with its staggering. For example, an Arakawa C grid has some computational fields defined at the cell centers and other fields defined at cell face centers. An ESMF_Grid assigned Arakawa C staggering will therefore make subGrids at the cell centers and specified cell faces (please see the Grid Options section for more information and a complete list of staggerings). A vertical grid may also be represented as one or more subGrids. When an ESMF_Field is created, it must be assigned to one of the appropriate subGrids, represented by the identifier ESMF_RelLoc (or relative location), present in the ESMF_Grid it is being created from. Continuing the example above, an ESMF_Field created from a Grid with Arakawa C staggering would have to be defined at either the cell center or one of the prescribed cell faces.

ESMF differentiates between global data, which describes a complete set of data, and DE-local data, which describes a distributed or decomposed chunk of data located on a single DE. The Grid class plays an integral role in this concept. A Grid is first instantiated, via a create call, on all DEs in its domain, but only in a global sense. By that we mean it stores only information about the global Grid, such as the number of grid cells and the coordinate extents, but has not generated all the information that will end up distributed, such as the cell coordinates. The Grid is then decomposed onto a given DELayout via an ESMF_Distribute() call. At that point, the DE-local data types are created and computed, so that on each DE there resides necessary global Grid information as well as its own DE-local Grid data. The DE-local data represented by an ESMF_Field is defined by the decomposition of the underlying ESMF_Grid.

25.2 Grid Options

25.2.1 ESMF_CoordOrder

DESCRIPTION:
By default, ESMF assumes coordinates are ordered XYZ, which is also known as IJK ordering. This means that the first coordinate axis (for example, X in a cartesian system or latitude in a lat-lon system) is indexed first, the
second coordinate axis is indexed second, and the third coordinate axis is indexed third in all internal arrays. The Grid class can be set to different ordering of coordinates, for example ZXY. This sets the default coordinate ordering for all Fields created from the Grid as well (although there is also a way to override this default with a user-specified mapping between rank numbers in the Field and Grid during Field creation – please see the Field section for details). This feature is designed to provide the user with a simple mechanism to change the overall ordering of indices. The ESMF_CoordOrder parameter describes ordering options supported by ESMF.

Valid values are:

**ESMF_CoordOrder_UNKNOWN** Unknown or undefined coordinate ordering.

**ESMF_CoordOrder_XYZ** The coordinates are ordered XYZ. For a 2D Grid, this defaults to XY mapping.

**ESMF_CoordOrder_XZY** The coordinates are ordered XZY. For a 2D Grid, this defaults to XY mapping.

**ESMF_CoordOrder_YXZ** The coordinates are ordered YXZ. For a 2D Grid, this defaults to YX mapping.

**ESMF_CoordOrder_YZX** The coordinates are ordered YZX. For a 2D Grid, this defaults to YX mapping.

**ESMF_CoordOrder_ZXY** The coordinates are ordered ZXY. For a 2D Grid, this defaults to XY mapping.

**ESMF_CoordOrder_ZYX** The coordinates are ordered ZYX. For a 2D Grid, this defaults to YX mapping.

### 25.2.2 ESMF_CoordSystem

**DESCRIPTION:**
The Grid class supports a variety of coordinate systems, which are typically set by specific ESMF_GridCreate methods.

Valid values are:

**ESMF_CoordSystem_CARTESIAN** Cartesian coordinates (x,y).

**ESMF_CoordSystem_CYLINDRICAL** Cylindrical coordinates.

**ESMF_CoordSystem_HEIGHT** Vertical z coordinate height (0 at bottom).

**ESMF_CoordSystem_SPHERICAL** Spherical coordinates (longitude, latitude).

**ESMF_CoordSystem_UNKNOWN** Unknown or undefined coordinate system.

### 25.2.3 ESMF_GridHorzStagger

**DESCRIPTION:**
The Grid class supports a variety of horizontal Grid staggerings. The ESMF_GridHorzStagger parameter describes the options, following typical Arakawa nomenclature.

Valid values are:

**ESMF_GRID_HorzStagger_A** Arakawa A staggering, where all Fields, including velocities, are located at cell centers. A Grid created with this staggering can only be used to create ESMF_Fields with the following horizontal ESMF_RelLocs (relative locations):

ESMF_CELL_CENTER

**ESMF_GRID_HorzStagger_B_NE** Arakawa B staggering, where both the U and V velocities are located at each cell’s NorthEast corner. A Grid created with this staggering can only be used to create ESMF_Fields with the following horizontal ESMF_RelLocs (relative locations):

ESMF_CELL_CENTER
ESMF_CELL_NECORNER
**ESMF_GRID_HORZ_STAGGER_B_NW** Arakawa B staggering, where both the U and V velocities are located at each cell’s NorthWest corner. A Grid created with this staggering can only be used to create ESMF_Fields with the following horizontal ESMF_RelLocs (relative locations):

- ESMF_CELL_CENTER
- ESMF_CELL_NWCORNER

**ESMF_GRID_HORZ_STAGGER_B_SE** Arakawa B staggering, where both the U and V velocities are located at each cell’s SouthEast corner. A Grid created with this staggering can only be used to create ESMF_Fields with the following horizontal ESMF_RelLocs (relative locations):

- ESMF_CELL_CENTER
- ESMF_CELL_SECORNER

**ESMF_GRID_HORZ_STAGGER_B_SW** Arakawa B staggering, where both the U and V velocities are located at each cell’s SouthWest corner. A Grid created with this staggering can only be used to create ESMF_Fields with the following horizontal ESMF_RelLocs (relative locations):

- ESMF_CELL_CENTER
- ESMF_CELL_SWCORNER

**ESMF_GRID_HORZ_STAGGER_C_NE** Arakawa C staggering, where the U velocity is located at the East face and the V velocity is located at the North face. A Grid created with this staggering can only be used to create ESMF_Fields with the following horizontal ESMF_RelLocs (relative locations):

- ESMF_CELL_CENTER
- ESMF_CELL_NFACE
- ESMF_CELL_EFACE

**ESMF_GRID_HORZ_STAGGER_C_NW** Arakawa C staggering, where the U velocity is located at the West face and the V velocity is located at the North face. A Grid created with this staggering can only be used to create ESMF_Fields with the following horizontal ESMF_RelLocs (relative locations):

- ESMF_CELL_CENTER
- ESMF_CELL_NFACE
- ESMF_CELL_WFACE

**ESMF_GRID_HORZ_STAGGER_C_SE** Arakawa C staggering, where the U velocity is located at the East face and the V velocity is located at the South face. A Grid created with this staggering can only be used to create ESMF_Fields with the following horizontal ESMF_RelLocs (relative locations):

- ESMF_CELL_CENTER
- ESMF_CELL_SFACE
- ESMF_CELL_EFACE

**ESMF_GRID_HORZ_STAGGER_C_SW** Arakawa C staggering, where the U velocity is located at the West face and the V velocity is located at the South face. A Grid created with this staggering can only be used to create ESMF_Fields with the following horizontal ESMF_RelLocs (relative locations):

- ESMF_CELL_CENTER
- ESMF_CELL_SFACE
- ESMF_CELL_WFACE

**ESMF_GRID_HORZ_STAGGER_D_NE** Arakawa D staggering, where the U velocity is located at the North face and the V velocity is located at the East face. A Grid created with this staggering can only be used to create ESMF_Fields with the following horizontal ESMF_RelLocs (relative locations):
ESMF_CELL_CENTER
ESMF_CELL_NFACE
ESMF_CELL_EFACE

ESMF_GRID_HORZ_STAGGER_D_NW Arakawa D staggering, where the U velocity is located at the North face and the V velocity is located at the West face. A Grid created with this staggering can only be used to create ESMF_Fields with the following horizontal ESMF_RelLocs (relative locations):

ESMF_CELL_CENTER
ESMF_CELL_NFACE
ESMF_CELL_EFACE

ESMF_GRID_HORZ_STAGGER_D_SE Arakawa D staggering, where the U velocity is located at the South face and the V velocity is located at the East face. A Grid created with this staggering can only be used to create ESMF_Fields with the following horizontal ESMF_RelLocs (relative locations):

ESMF_CELL_CENTER
ESMF_CELL_SFACE
ESMF_CELL_EFACE

ESMF_GRID_HORZ_STAGGER_D_SW Arakawa D staggering, where the U velocity is located at the South face and the V velocity is located at the West face. A Grid created with this staggering can only be used to create ESMF_Fields with the following horizontal ESMF_RelLocs (relative locations):

ESMF_CELL_CENTER
ESMF_CELL_SFACE
ESMF_CELL_WFACE

ESMF_GRID_HORZ_STAGGER_UNKNOWN Unknown or undefined staggering.

25.2.4 ESMF_GridStorage

DESCRIPTION:
Distributed Grid storage options supported by ESMF. Valid values are:

ESMF_GRID_STORAGE_BLOCK Grid is distributed as single rectangular blocks on any, but not necessarily all, DEs. All high level communication methods are supported for this storage option.

ESMF_GRID_STORAGE_UNKNOWN Unknown or undefined Grid storage.

ESMF_GRID_STORAGE_VECTOR Grid is distributed as 1D arbitrary vectors on any, but not necessarily all, DEs. This storage option is intended for column based computations, so the only high level communication method that is supported is redistribution back and forth with its underlying Grid.

25.2.5 ESMF_GridType

DESCRIPTION:
There are several Grid types supported by ESMF. In general, we expect each ESMF_GridType to have its own explicit ESMF_GridCreateHorz<GridType>() function. Valid values are:

ESMF_GRID_TYPE_LATLON Latitude/longitude Grid with variable or unequal spacing.

ESMF_GRID_TYPE_LATLON_UNI Latitude/longitude Grid with uniform spacing.

ESMF_GRID_TYPE_UNKNOWN Unknown or undefined Grid.

ESMF_GRID_TYPE_XY XY Cartesian Grid with variable or unequal spacing.

ESMF_GRID_TYPE_XY_UNI XY Cartesian Grid with uniform spacing.
25.2.6 ESMF_GridVertStagger

DESCRIPTION:
The Grid class supports a variety of vertical subGrid staggerings. The ESMF_GridVertStagger parameter describes
the options.
Valid values are:

ESMF_GRID_VERT_STAGGER_BOTTOM  Vertical velocity or pressure gradient is located at the bottom vertical
face of the cell. A subGrid created with this staggering will only accept ESMF_Fields with the following vertical
ESMF_RelLocs (relative locations):
    ESMF_CELL_CELL
    ESMF_CELL_BOTFACE

ESMF_GRID_VERT_STAGGER_CENTER  Vertical velocity or pressure gradient is located at vertical midpoints.
A subGrid created with this staggering will only accept ESMF_Fields with the following vertical ESMF_RelLocs
(relative locations):
    ESMF_CELL_CELL

ESMF_GRID_VERT_STAGGER_TOP  Vertical velocity or pressure gradient is located at the top vertical face of
the cell. A subGrid created with this staggering will only accept ESMF_Fields with the following vertical
ESMF_RelLocs (relative locations):
    ESMF_CELL_CELL
    ESMF_CELL_TOPFACE

ESMF_GRID_VERT_STAGGER_UNKNOWN  Unknown or undefined staggering.

25.2.7 ESMF_GridVertType

DESCRIPTION:
Several vertical subGrid types are supported by ESMF. In general, we expect each ESMF_GridVertType to have
its own explicit ESMF_GridAddVert<GridVertType>() subroutine.
Valid values are:

ESMF_GRID_TYPE_VERT_HEIGHT  Vertical subGrid with zero coordinate at bottom.

ESMF_GRID_TYPE_VERT_UNKNOWN  Unknown or undefined vertical subGrid.

25.3 Use and Examples

In typical applications, Grids are created either internally or read in from a file. The ESMF_Grid class will provide
methods for both, though currently it only has routines for simple internal Grid generation. It also has a variety of
methods to set and get Grid parameters such as the number of cells associated with a particular DE.
The creation of a distributed Grid requires multiple steps, as illustrated in the example code below. The ESMF_GridCreateHorz<GridType>()
call, which has an explicit interface for each GridType, allocates space for the Grid class and sets parameters defining
the horizontal grid. A vertical grid can then be attached to the Grid via an ESMF_GridAddVert<VertGridType>()
call. Currently a Grid can have only a single vertical grid. The last call, ESMF_GridDistribute(), allocates some
of the Grid subclasses and distributes the Grid in either a default or user-specified decomposition.
The default decomposition distributes the Grid cells as evenly as possible across the DEs in the attached DELayout.
The user can define a specified distribution in the ESMF_GridDistribute() call through optional arguments.
ESMF currently supports two different basic distribution patterns. In the first, logically-rectangular blocks of data are
distributed, one per DE. Here, any two dimensions of a 3D Grid may be distributed. By default, the first Grid dimension
is distributed by the first DELayout dimension and the second Grid dimension is distributed by the second DELayout
dimension. Users can specify other distributions via another optional argument to the ESMF_GridDistribute() call. The second distribution pattern assigns arbitrary points to different DEs and is intended for vertical column
calculations where horizontal communication is not necessary. Please see the ESMF_GridDistribute() interface description for further details. Please note that ESMF_GridDistribute() must be called, even if mpiuni is used for communication. Currently, these calls must be made in this order (i.e. it is not possible to add a vertical grid to an already distributed Grid), and while an ESMF_GridAddVert<VertGridType>() call is optional, both an ESMF_GridCreate<GridType>() and ESMF_GridDistribute() call are required.

! PROGRAM: ESMF_GridCreateEx - Grid creation
!
! DESCRIPTION:
!
! This program shows examples of different methods to create 2D and 3D grids

!------------------------------------------------------------------

! ESMF Framework module
use ESMF_Mod
implicit none

! instantiate two grids
type(ESMF_Grid) :: grid1, grid2

! instantiate horizontal and vertical grid staggerings
type(ESMF_GridHorzStagger) :: horz_stagger
type(ESMF_GridVertStagger) :: vert_stagger

! local variables for Create routines
integer :: counts(2), countsPerDE1(2), countsPerDE2(2)
character(len=ESMF_MAXSTR) :: name
real(ESMF_KIND_R8), dimension(2) :: min, max
real(ESMF_KIND_R8) :: delta1(40), delta2(50), delta3(10)

! return code
integer :: rc

! initialize ESMF framework
call ESMF_Initialize(rc=rc)

25.3.1 Uniform 2D Grid Creation

This example shows how to create a simple uniform horizontal ESMF_Grid.

! set the global number of computational cells in each direction
counts(1) = 10
counts(2) = 12

! set the global coordinate extrema
min(1) = 0.0
max(1) = 10.0
min(2) = 0.0
max(2) = 12.0

! set the staggering for the horizontal grid
horz_stagger = ESMF_GRID_HORZ_STAGGER_A
! and add a name to the grid
name = "test grid 1"

! create a 2 x 2 layout for the Grid
layout = ESMF_DELayoutCreate(vm, (/ 2, 2 /), rc=rc)

! initialize a simple uniform horizontal grid with the above values
grid1 = ESMF_GridCreateHorzXYUni(counts=counts, 
   minGlobalCoordPerDim=min, 
   maxGlobalCoordPerDim=max, 
   horzstagger=horz_stagger, 
   name=name, rc=rc)

! distribute the grid
call ESMF_GridDistribute(grid1, delayout=layout, rc=rc)

print *, "Grid example 1 returned"
call ESMF_GridDestroy(grid1, rc)
print *, "Grid example 1 destroyed"

25.3.2 3D Grid Creation

This example shows how to create a 3D ESMF_Grid with specified, non-uniform spacing.

! set the global coordinate minima for the horizontal grid
! note: the vertical grid does not need a coordinate minimum
! because the specific call to GridAddVertHeight infers
! a minimum at 0.0.
min(1) = 0.0
min(2) = 0.0

! set up arrays of coordinate spacing for the horizontal grid
delta1 = (/ 1.0, 1.0, 1.0, 1.1, 1.1, 1.1, 1.2, 1.2, 1.3, 1.4, 
         1.4, 1.5, 1.6, 1.6, 1.6, 1.8, 1.8, 1.7, 1.7, 1.6, 
         1.6, 1.6, 1.8, 1.8, 2.0, 2.0, 2.2, 2.2, 2.2, 2.2, 
         2.0, 1.7, 1.5, 1.3, 1.2, 1.1, 1.0, 1.0, 1.0, 0.9 /)
delta2 = (/ 0.8, 0.8, 0.8, 0.8, 0.7, 0.7, 0.6, 0.7, 0.8, 0.8, 
         0.9, 0.9, 0.9, 1.0, 1.0, 1.0, 0.9, 1.0, 
         1.0, 1.0, 1.0, 1.1, 1.2, 1.3, 1.3, 1.3, 1.4, 1.4, 
         1.4, 1.4, 1.4, 1.4, 1.3, 1.3, 1.3, 1.2, 1.2, 1.2, 
         1.1, 1.0, 1.0, 0.9, 0.8, 0.7, 0.6, 0.6, 0.5, 0.5 /)

delta3 = (/ 1.0, 1.0, 1.0, 0.5, 0.5, 0.6, 0.8, 1.0, 1.0, 1.0 /)

! set the staggerings for the horizontal and vertical grids
horz_stagger = ESMF_GRID_HORZ_STAGGER_D_NE
vert_stagger = ESMF_GRID_VERT_STAGGER_CENTER
! and add a name to the grid
ame = "test grid 2"

! set specified number of computational cells per DE for each ! decomposition direction
countsPerDE1 = (/ 26, 14 /)
countsPerDE2 = (/ 22, 28 /)

! initialize the grid with the above values
grid2 = ESMF_GridCreateHorzLatLon(minGlobalCoordPerDim=min, &
delta1=delta1, delta2=delta2, &
horzstagger=horz_stagger, &
name=name, rc=rc)

! add a vertical subgrid to the horizontal grid
! note: the vertical subgrid must be added before the grid is ! distributed
call ESMF_GridAddVertHeight(grid2, delta3, vertstagger=vert_stagger, &
rc=rc)

! distribute the grid using the same layout as from the first example ! but specifying the decomposition of computational cells
call ESMF_GridDistribute(grid2, delayout=layout, &
countsPerDEDim1=countsPerDE1, &
countsPerDEDim2=countsPerDE2, &
rc=rc)

### 25.4 Restrictions and Future Work

1. **Support is limited to 3D, logically rectangular Grids.** Currently the only interfaces supported are for two- or three-dimensional, logically rectangular Grids.

2. **Support is limited to 2D Grid distributions.** The decomposition of Grids is limited to any two dimensions of a two- or three-dimensional Grid.

3. **Future Grid Create methods.** Currently Grids can only be created by internal generation. In the future, the following create methods will be added:
   - **ESMF_GridCreateCopy** Create a new Grid by copying another Grid.
   - **ESMF_GridCreateCutout** Create a new Grid as a subset of an existing Grid.
   - **ESMF_GridCreateDiffRes** Create a new Grid by coarsening or refining an existing Grid.
   - **ESMF_GridCreateExchange** Create a new Grid from the intersection of two existing Grids.
   - **ESMF_GridCreateRead** Create a new Grid by reading in data from a file.

4. **Future Grid types.** The following Grids will be supported, although only some will have internal generation methods:
   - **ESMF_GRID_TYPE_CART_SPECT** Spectral space for cartesian coordinates.
   - **ESMF_GRID_TYPE_CUBEDSPHERE** Cubed sphere Grid.
   - **ESMF_GRID_TYPE_DATASTREAM** Data stream - set of locations.
ESMF_GRID_TYPE_DIPOLE Displaced-pole dipole Grid.
ESMF_GRID_TYPE_EXCHANGE Intersection of two Grids, which is itself a Grid.
ESMF_GRID_TYPE_GEODESIC Spherical geodesic Grid.
ESMF_GRID_TYPE_LATLON_GAUSS Latitude/Longitude Grid with gaussian-spaced latitudes.
ESMF_GRID_TYPE_LATLON_MERC Latitude/Longitude Grid with Mercator-spaced latitudes.
ESMF_GRID_TYPE_PHYSFOURIER Mixed Fourier Space/Physical Space Grid.
ESMF_GRID_TYPE_REduced Latitude/Longitude Grid where the number of longitudinal points is a function of the latitude.
ESMF_GRID_TYPE_SPHER_SPECT Spectral space for spherical harmonics.
ESMF_GRID_TYPE_TRIPOLe Tripolar Grids.

5. Future coordinate system support. Support for the following coordinate systems will be added:

ESMF_COORD_SYSTEM_DEPTH Vertical z coordinate depth (0 at top surface).
ESMF_COORD_SYSTEM_CYLINDRICAL Cylindrical coordinate.
ESMF_COORD_SYSTEM_ETA Vertical eta coordinate.
ESMF_COORD_SYSTEM_HYBRID Hybrid vertical coordinate.
ESMF_COORD_SYSTEM_ISOPYCNAL Vertical density coordinate.
ESMF_COORD_SYSTEM_LAGRANGIAN Lagrangian coordinate.
ESMF_COORD_SYSTEM_LATFOURIER Mixed latitude/Fourier spectral space.
ESMF_COORD_SYSTEM_PRESSURE Vertical pressure coordinate.
ESMF_COORD_SYSTEM_SIGMA Vertical sigma coordinate.
ESMF_COORD_SYSTEM_SPECTRAL Wavenumber space.
ESMF_COORD_SYSTEM_THETA Vertical theta coordinate.
ESMF_COORD_SYSTEM_USER User-defined coordinate system.

6. Future horizontal Grid staggerings. Support for the following horizontal staggerings will be added:

ESMF_GRID_HORZ_STAGGER_E Arakawa E.
ESMF_GRID_HORZ_STAGGER_Z C grid equivalent for geodesic Grid.

7. Future vertical subGrid types. Support for the following vertical subGrids will be added:

ESMF_COORD_SYSTEM_DEPTH Vertical z coordinate depth (0 at top surface).
ESMF_COORD_SYSTEM_ETA Vertical eta coordinate.
ESMF_COORD_SYSTEM_HYBRID Hybrid vertical coordinates.
ESMF_COORD_SYSTEM_ISOPYCNAL Vertical density coordinate.
ESMF_COORD_SYSTEM_LAGRANGIAN Lagrangian coordinates.
ESMF_COORD_SYSTEM_PRESSURE Vertical pressure coordinate.
ESMF_COORD_SYSTEM_SIGMA Vertical sigma coordinate.
ESMF_COORD_SYSTEM_THETA Vertical theta coordinate.

8. Future Grid masks. Grid masks will be implemented, including support for the following mask types:

ESMF_GRID_MASKTYPE_LOGICAL Logical mask.
ESMF_GRID_MASKTYPE_MULT Multiplicative mask.
ESMF_GRID_MASKTYPE_REGION_ID Integer assigning unique ID to each point.

Valid values are:

9. Future Grid storage options. Support for the following Grid distribution storage options will be added:

ESMF_GRID_STORAGE_MULTIBLOCK Grid is distributed as multiple rectangular blocks on any, but not necessarily all, DEs. This is intended to be a method for assigning multiple DEs to single PETs. All high level communication methods should be supported for this storage option.
25.5 Design and Implementation Notes

25.5.1 Grid Classes

The Grid class contains two internal private classes: the DistGrid (Distributed Grid) class and the PhysGrid (Physical Grid) class. The separation into two classes allows the code to differentiate between functions which define the DE-local decomposition of data and the DE-local representation of the grid. The Grid class itself maintains general information about the global grid (e.g. the grid type, staggering, and coordinate system). The Grid class is relatively thin and otherwise presents a unified interface for DistGrid and PhysGrid functions. Each Grid contains at least one subGrid, represented by a unique DistGrid and PhysGrid pair:

- **DistGrid** The DistGrid class maintains the relationship of how a DELayout maps onto a Grid representation and how that Grid is distributed. DistGrids can represent the same Grid but have different mappings (staggerings) and can be contained by the same Grid object. The DistGrid class represents the mapping between the global Grid and the DE-local data distribution; it has methods to aid in the collection and communication of global data.

- **PhysGrid** The PhysGrid class maintains the DE-local decomposed physical representation of a Grid, including all necessary coordinate data and masks. Separate PhysGrids are created for each relative location associated with the Grid’s staggering (e.g. a Grid with Arakawa D staggering will have PhysGrids representing the cell centers and specified cell faces), as well as for any vertical subGrids.

Some methods which have a Grid interface are actually implemented at the underlying DistGrid or PhysGrid level; they will be inherited by the Grid class. This allows the API to present functions at the level which is most consistent to the application without restricting the actual implementation.

25.5.2 DistGrid Implementation Notes

The DistGrid class contains the mapping between the DE-local grid decompositions and the global logical Grid. It contains methods to synchronize data values between the boundaries of subsets, and to collect and communicate global data values. It interacts closely with the PhysGrid object.

1. **DistGrid Internal Classes**

   The DistGrid class contains the DELayout class as well as two private subclasses, the DistGridGlobal and DistGridLocal classes. The separation between DistGridGlobal and DistGridLocal allows the code to clearly differentiate between functions which operate internal to a single DE on a local decomposition of data, and those which must be aware of the global state of the distribution.

   - **DELayout** The DELayout class is described in detail in the Utilities section of this document.

   - **DistGridGlobal** The DistGridGlobal class contains general information about each of the partitions that the entire Grid has been decomposed into. This includes information about how each part relates to the whole, how many points/cells there are per decomposition, etc. This information allows DistGrid to compute information about DEs on other PETs without having to do communication first.

   - **DistGridLocal** The DistGridLocal class contains detailed subGrid information for the data located on this DE, such as the DE-local cell count and the number of cells along each axis and their position in the global Grid. When we implement multiple DEs per PET, then we will have a list of these instead of a single one in the DistGrid class.

2. **DE-Local verses Global Data**

   The primary purpose of DistGrid is to encapsulate information about the local decomposition(s) (DE) of the Grid on this PET. This includes such information as the total number of this DE’s local (or DE-local) cells, if logically rectangular the numbers of cells along each dimension, and the location of this DE-local data in the global ESMF_Grid. The minimum information required would be to compute and store data only for the local DE.

   However, at create time DistGrid computes information not only about the local decomposition, but also less detailed information about the other decompositions for the entire Grid. While this duplicates some data, it
avoids communication when a DE on one PET requires information that would otherwise require sending data
to or receiving data from DEs on other PETs.

3. **Boundary Cells**

As part of the create-time computation DistGrid computes sizes and lengths for the DE-local grid cells, and also
does a secondary computation of sizes and lengths taking into account a layer of boundary cells around each
DE. These boundary cells are distinct from the halo cells which are specified on a per-Field basis and are visible
to the user code.

The boundary cells inside DistGrid are only used internally to the Framework, for example during regridding,
to avoid unnecessary inter-PET communication and to handle exterior boundaries in a consistent manner.

Some methods which have a DistGrid interface will actually be implemented at the underlying DELayout or Array
level; they will be inherited by the DistGrid class. This allows the user API to present functions at the level which is
most consistent to the application without restricting the actual implementation.

The DistGrid class has two instances of both DistGridLocal and DistGridGlobal classes. One represents the computa-
tional domain, which is the part of the Grid this DE is responsible for computing on, and one represents the total
domain, which includes halo and ghost cells as well as computational cells.

### 25.5.3 PhysGrid Implementation Notes

The PhysGrid class is itself private and is part of the Grid class. It is designed to contain all information describing
physical properties of the Grid, as well as methods to initialize them and to calculate user-requested metrics.

The PhysGrid class contains the following private classes:

- **ESMF_GridMask** Data type describing masks for a PhysGrid. Masks are named and can be of different types,
  including logical masks, multiplicative masks, and integer region identifiers.

- **ESMF_PhysCoord** Data type describing a coordinate axis in the physical domain, including attributes like
  names and flags for special properties of an axis. This information is used by PhysGrid and Grid to help
  describe the complete physical properties of a Grid.

- **ESMF_PhysLocation** Data type containing coordinate values for the location of the center of each grid cell.

- **ESMF_PhysRegion** Data type containing coordinate values for a set of points defining regions of the Grid (e.g.
  cell vertices or domains of influence). These typically describe each grid cell, though they can also be used to
  define bounding boxes of larger regions. Regions can be either polygons or circles/spheres/ellipses.

There is a correspondence between the DistGrid class and the PhysGrid class. The PhysGrid class maintains all the
local data necessary to represent the Grid, while the DistGrid class describes the local extents of that data and its
relationship to the global decomposition. Together, a PhysGrid and related DistGrid define a representation of a Grid.
There is a correspondence between the PhysGrid class and the Field class as well: the PhysGrid data on a DE describes
the physical location of the corresponding Field data.

The PhysGrid class maintains a DE-local physical representation of a Grid, including all necessary data and masks.
PhysGrids can represent subGrids of a single Grid and be contained by the same Grid object. The PhysGrid class must
have methods that can internally generate a variety of computational Grids in a distributed environment from relatively
simple input. The PhysGrid data has to be accessible to the ESMF user in a variety of specified ways or metrics, and
it must have the capability to attach a number of masks or identifiers. Please note that the PhysGrid class is designed
to be an private class; all access to its contents are via Grid methods.

### 25.6 Object Model

The following is a simplified UML diagram showing the structure of the Grid class. See Appendix A, *A Brief Intro-
duction to UML*, for a translation table that lists the symbols in the diagram and their meaning.
Each Grid contains at least one Distributed Grid and a related Physical Grid. The Physical Grid maintains information about the global coordinates. In general the coordinates are described implicitly by specifying the grid type and the corresponding parameters. However it is possible that the Physical Grid must be completely enumerated, perhaps in the case of assimilated data or unstructured data. The Distributed Grid defines an index space that corresponds to cells in the Physical Grid and is decomposed among DEs in a DELayout.

25.7 Class API: General Grid Methods

25.7.1 ESMF_GridAddVertHeight - Add a vertical subGrid to an existing Grid

INTERFACE:

    subroutine ESMF_GridAddVertHeight(grid, delta, coord, vertstagger, &
            dimName, dimUnit, name, rc)

ARGUMENTS:

    type(ESMF_Grid) :: grid
    real(ESMF_KIND_R8), dimension(:), intent(in), optional :: delta
    real(ESMF_KIND_R8), dimension(:), intent(in), optional :: coord
    type(ESMF_GridVertStagger), intent(in), optional :: vertstagger
    character(len=*) , intent(in), optional :: dimName
    character(len=*) , intent(in), optional :: dimUnit
    character(len=*) , intent(in), optional :: name
    integer, intent(out), optional :: rc

DESCRIPTION:

This routine adds a vertical subGrid (or subGrids) to an already allocated Grid. The ESMF_GridAddVertHeight interface only creates vertical subGrids with coordinate systems where the zero point is defined at the bottom. An ESMF_GridAddVert<GridVertType>() can only be called for any ESMF_Grid once; if a vertical subGrid
already exists for the ESMF_Grid that is passed in, an error is returned. Please note that this subroutine may create more than one subGrid because some vertical staggerings infer more than one vertical relative location (for example, ESMF_GRID_VERT_STAGGER_BOTTOM staggering indicates that some Fields are represented at the vertical cell centers and some at the cell bottom faces). This routine generates ESMF_Grid coordinates from either of two optional sets of arguments:

1. given array of coordinate increments or spacings, assuming 0 is the minimum or starting coordinate (optional argument \( \delta \));

2. given array of coordinates (optional argument \( \text{coord} \)).

If neither of these sets of arguments is present and valid, an error message is issued and an error code returned. The arguments are:

- **grid** Existing ESMF_Grid the vertical subGrid(s) is being added to.
- **[delta]** Array of physical increments in the vertical direction.
- **[coord]** Array of physical coordinates in the vertical direction.
- **[vertstagger]** ESMF_GridVertStagger specifier denoting vertical subGrid stagger.
- **[dimName]** Dimension name.
- **[dimUnit]** Dimension unit.
- **[name]** Name for the vertical subGrid(s).
- **[rc]** Return code; equals ESMF_SUCCESS if there are no errors.

### 25.7.2 ESMF_GridCreate - Create a new Grid with no contents

**INTERFACE:**

```fortran
! Private name; call using ESMF_GridCreate()
function ESMF_GridCreateEmpty(name, rc)
```

**RETURN VALUE:**

```fortran
type(ESMF_Grid) :: ESMF_GridCreateEmpty
```

**ARGUMENTS:**

```fortran
character (len=*) , intent(in) , optional :: name
integer , intent(out) , optional :: rc
```

**DESCRIPTION:**

Allocates memory for a new ESMF_Grid object and constructs its internal derived types, but does not fill in any contents. Returns a pointer to the new ESMF_Grid. The arguments are:

- **[name]** ESMF_Grid name.
- **[rc]** Return code; equals ESMF_SUCCESS if there are no errors.
25.7.3  ESMF_GridDestroy - Free all resources associated with a Grid

INTERFACE:

    subroutine ESMF_GridDestroy(grid, rc)

ARGUMENTS:

    type(ESMF_Grid) :: grid
    integer, intent(out), optional :: rc

DESCRIPTION:

Destroys an ESMF_Grid object and all related internal structures previously allocated via an ESMF_GridCreate routine.

The arguments are:

grid  ESMF_Grid to be destroyed.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

25.7.4  ESMF_GridDistribute - Distribute a Grid with block storage

INTERFACE:

    ! Private name; call using ESMF_GridDistribute()
    subroutine ESMF_GridDistributeBlock(grid, delayout, countsPerDEDim1, &
                                   countsPerDEDim2, decompIds, rc)

ARGUMENTS:

    type(ESMF_Grid) :: grid
    type(ESMF_DELayout), intent(in) :: delayout
    integer, dimension(:), intent(in), optional :: countsPerDEDim1
    integer, dimension(:), intent(in), optional :: countsPerDEDim2
    integer, dimension(:), intent(in), optional :: decompIds
    integer, intent(out), optional :: rc

DESCRIPTION:

Sets the decomposition of an ESMF_Grid.

The arguments are:

grid  ESMF_Grid to be distributed.

delayout  ESMF_DELayout on which grid is to be decomposed.

[countsPerDEDim1]  Array denoting the number of grid cells per DE in the first decomposition axis. By default, the number of grid cells per DE in a decomposition is calculated internally by an algorithm designed to distribute the cells as evenly as possible. This optional argument is available to allow users to instead specify the decomposition of a Grid axis by a related DELayout axis. The number of elements in this array must be greater than or equal to the number of DE's along the first axis of the attached DELayout. The sum of this array must equal exactly the number of grid cells along a related Grid axis, which is the first axis by default but can also be set by the decompIds argument in this call.
[countsPerDEDim2] Array denoting the number of grid cells per DE in the second decomposition axis. Please see the description of countsPerDEDim1 above for more details.

decompIds] Integer array identifying which Grid axes are decomposed. This array describes the relationship between the Grid and the DELayout. The elements of this array contains decomposition information for the corresponding Grid axis. The following is a list of valid values and the meaning of each:

0  the Grid axis is not distributed;
1  the Grid axis is distributed by the first decomposition axis in the DELayout;
2  the Grid axis is distributed by the second decomposition axis in the DELayout.

The number of array elements should be greater or equal to the number of Grid dimensions. The default is that the first Grid axis is distributed by the first decomposition axis, the second Grid axis is distributed by the second decomposition axis, and the third Grid axis (if applicable) is not distributed. The relationship between data axes (from an ESMF_Field or ESMF_Array) and Grid axes are defined elsewhere in ESMF_FieldDataMap and ESMF_ArrayDataMap interfaces.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

25.7.5 ESMF_GridDistribute - Distribute a Grid as an arbitrary vector

INTERFACE:

! Private name; call using ESMF_GridDistribute()
subroutine ESMF_GridDistributeVect(grid, delayout, myCount, myIndices, &
decomIds, rc)

ARGUMENTS:

type(ESMF_Grid) :: grid

type(ESMF_DELayout), intent(in) :: delayout

integer, intent(in) :: myCount

integer, dimension(:,,:), intent(in) :: myIndices

integer, dimension(:,), intent(in), optional :: decomIds

integer, intent(out), optional :: rc

DESCRIPTION:

Sets the decomposition of an ESMF_Grid. The arguments are:

grid  ESMF_Grid to be distributed.

delayout  ESMF_DELayout on which grid is to be decomposed.

myCount  Number of grid cells to be distributed to this DE.

myIndices  Array of Grid indices to be distributed to this DE, as (i,j) pairs. The size of this array must be at least myCount in the first dimension and 2 in the second.

decomIds] Integer array identifying which Grid axes are decomposed. This array describes the relationship between the Grid and the DELayout. The elements of this array contains decomposition information for the corresponding Grid axis. The following is a list of valid values and the meaning of each:

0  the Grid axis is not distributed;
1. The Grid axis is distributed by the first decomposition axis in the DELayout;
2. the Grid axis is distributed by the second decomposition axis in the DELayout.

The number of array elements should be greater or equal to the number of Grid dimensions. The default is that
the first Grid axis is distributed by the first decomposition axis, the second Grid axis is distributed by the second
decomposition axis, and the third Grid axis (if applicable) is not distributed. The relationship between data axes
(from an ESMF_Field or ESMF_Array) and Grid axes are defined elsewhere in ESMF_FieldDataMap and
ESMF_ArrayDataMap interfaces.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

25.7.6 ESMF_GridGet - Get a variety of general information about a Grid

INTERFACE:

! Private name; call using ESMF_GridGet()
subroutine ESMF_GridGetGeneral(grid, &
  horzgridtype, vertgridtype, &
  horzstagger, vertstagger, &
  horzcoordsystem, vertcoordsystem, &
  coordorder, &
  dimCount, distDimCount, gridstorage, &
  minGlobalCoordPerDim, maxGlobalCoordPerDim, &
  periodic, delayout, name, rc)

ARGUMENTS:

  type(ESMF_Grid), intent(in) :: grid
  type(ESMF_GridType), intent(out), optional :: horzgridtype
  type(ESMF_GridVertType), intent(out), optional :: vertgridtype
  type(ESMF_GridHorzStagger), intent(out), optional :: horzstagger
  type(ESMF_GridVertStagger), intent(out), optional :: vertstagger
  type(ESMF_CoordSystem), intent(out), optional :: horzcoordsystem
  type(ESMF_CoordSystem), intent(out), optional :: vertcoordsystem
  type(ESMF_CoordOrder), intent(out), optional :: coordorder
  integer, intent(out), optional :: dimCount
  integer, intent(out), optional :: distDimCount
  type(ESMF_GridStorage), intent(out), optional :: gridstorage
  real(ESMF_KIND_R8), intent(out), dimension(:), optional :: &
    minGlobalCoordPerDim
  real(ESMF_KIND_R8), intent(out), dimension(:), optional :: &
    maxGlobalCoordPerDim
  type(ESMF_Logical), intent(out), dimension(:), optional :: periodic
  type(ESMF_DELayout), intent(out), optional :: delayout
  character(len = *), intent(out), optional :: name
  integer, intent(out), optional :: rc

DESCRIPTION:

Gets general information about an ESMF_Grid, depending on a list of optional arguments.
The arguments are:

  grid  ESMF_Grid to be queried.
[horzgridtype]  ESMF_GridType specifier denoting horizontal Grid type.
ESMF_GridVertType specifier denoting vertical subGrid type.

ESMF_GridHorzStagger specifier denoting horizontal Grid stagger.

ESMF_GridHorzStagger specifier denoting vertical subGrid stagger.

ESMF_CoordSystem which identifies an ESMF standard coordinate system (e.g. spherical, cartesian, pressure, etc.) for the horizontal Grid.

ESMF_CoordSystem which identifies an ESMF standard coordinate system (e.g. spherical, cartesian, pressure, etc.) for the vertical subGrid.

ESMF_CoordOrder specifier denoting the default coordinate ordering for the Grid and all related Fields (i.e. ZXY).

Number of dimensions represented by this Grid.

Number of dimensions represented by the distribution of this Grid. For Grids distributed as a vector, this could be different than the rank of the underlying Grid.

ESMF_GridStorage specifier denoting Grid storage.

Array of minimum global physical coordinates in each direction.

Array of maximum global physical coordinates in each direction.

Logical array that returns the periodicity of the coordinate axes.

delayout that this Grid was distributed over.

ESMF_Grid name.

Return code; equals ESMF_SUCCESS if there are no errors.

25.7.7 ESMF_GridGet - Get a variety of relloc-specified information about a Grid

INTERFACE:

! Private name; call using ESMF_GridGet()
subroutine ESMF_GridGetWithRelloc(grid, horzrelloc, vertrelloc, &
  horzgridtype, vertgridtype, &
  horzstagger, vertstagger, &
  horzcoordsystem, vertcoordsystem, &
  coordorder, &
  dimCount, distDimCount, gridstorage, &
  minGlobalCoordPerDim, &
  maxGlobalCoordPerDim, &
  globalCellCountPerDim, &
  globalStartPerDEPerDim, &
  maxLocalCellCountPerDim, &
  cellCountPerDEPerDim, periodic, &
  delayout, name, rc)

ARGUMENTS:
type(ESMF_Grid), intent(in) :: grid

type(ESMF_RelLoc), intent(in) :: horzrelloc

type(ESMF_RelLoc), intent(in), optional :: vertrelloc

type(ESMF_GridType), intent(out), optional :: horzgridtype

type(ESMF_RelLoc), intent(out), optional :: vertgridtype

type(ESMF_GridHorzStagger), intent(out), optional :: horzstagger

type(ESMF_GridVertStagger), intent(out), optional :: vertstagger

type(ESMF_CoordSystem), intent(out), optional :: horzcoordsystem

type(ESMF_CoordSystem), intent(out), optional :: vertcoordsystem

type(ESMF_CoordSystem), intent(out), optional :: horzcoordsystem

type(ESMF_CoordSystem), intent(out), optional :: vertcoordsystem

integer, intent(out), optional :: coordorder

integer, intent(out), optional :: dimCount

integer, intent(out), optional :: distDimCount

real(ESMF_KIND_R8), intent(out), dimension(:), optional :: 
      minGlobalCoordPerDim

real(ESMF_KIND_R8), intent(out), dimension(:), optional :: 
      maxGlobalCoordPerDim

integer, intent(out), dimension(:), optional :: globalCellCountPerDim

integer, intent(out), dimension(:,:), optional :: globalStartPerDEPerDim

integer, intent(out), dimension(:), optional :: maxLocalCellCountPerDim

integer, intent(out), dimension(:,:), optional :: cellCountPerDEPerDim

integer, intent(out), dimension(:), optional :: periodic

integer, intent(out), dimension(:), optional :: delay

type(ESMF_Logical), intent(out), dimension(:), optional :: periodic

type(ESMF_Logical), intent(out), dimension(:), optional :: delay

type(ESMF_Storage), intent(out), dimension(:), optional :: gridstorage

type(ESMF_CoordSystem), intent(out), dimension(:), optional :: horzcoordsystem

type(ESMF_CoordSystem), intent(out), dimension(:), optional :: vertcoordsystem

integer, intent(out), optional :: rc

DESCRIPTION:

Gets information about an ESMF_Grid or specified subGrid, depending on user-supplied relative locations, and a list of optional arguments. The arguments are:

grid ESMF_Grid to be queried.

horzrelloc Horizontal relative location of the subGrid to be queried.

vertrelloc Vertical relative location of the subGrid to be queried.

[horzgridtype] ESMF_GridType specifier denoting horizontal Grid type.

[vertgridtype] ESMF_GridVertType specifier denoting vertical subGrid type.


[vertstagger] ESMF_GridHorzStagger specifier denoting vertical subGrid stagger.

[horzcoordsystem] ESMF_CoordSystem which identifies an ESMF standard coordinate system (e.g. spherical, cartesian, pressure, etc.) for the horizontal grid.

[vertcoordsystem] ESMF_CoordSystem which identifies an ESMF standard coordinate system (e.g. spherical, cartesian, pressure, etc.) for the vertical subGrid.

[coordorder] ESMF_CoordOrder specifier denoting the default coordinate ordering for the Grid and all related Fields (i.e. ZXY).

[dimCount] Number of dimensions represented by this Grid.

[distDimCount] Number of dimensions represented by the distribution of this Grid.

[minGlobalCoordPerDim] Array of minimum global physical coordinates in each direction.
[maxGlobalCoordPerDim] Array of maximum global physical coordinates in each direction.
[globalCellCountPerDim] Array of numbers of global Grid increments in each direction.
[globalStartPerDEPerDim] Array of global starting locations for each DE and in each direction.
[maxLocalCellCountPerDim] Array of maximum number of Grid cells on any DE in each direction.
[cellCountPerDEPerDim] 2-D array of number of Grid cells on each DE and in each direction.
[periodic] Logical array that returns the periodicity of the coordinate axes.
[delayout] delayout that this Grid was distributed over.
[name] ESMF_Grid name.
[rc] Return code; equals ESMF_SUCCESS if there are no errors.

25.7.8 ESMF_GridGetAttribute - Retrieve a 4-byte integer attribute

INTERFACE:

    ! Private name; call using ESMF_GridGetAttribute()
    subroutine ESMF_GridGetInt4Attr(grid, name, value, rc)

ARGUMENTS:

    type(ESMF_Grid), intent(in) :: grid
    character (len = *), intent(in) :: name
    integer(ESMF_KIND_I4), intent(out) :: value
    integer, intent(out), optional :: rc

DESCRIPTION:

Returns a 4-byte integer attribute from the Grid.
The arguments are:

grid An ESMF_Grid object.
name The name of the attribute to retrieve.
value The 4-byte integer value of the named attribute.
[rc] Return code; equals ESMF_SUCCESS if there are no errors.

25.7.9 ESMF_GridGetAttribute - Retrieve a 4-byte integer list attribute

INTERFACE:

    ! Private name; call using ESMF_GridGetAttribute()
    subroutine ESMF_GridGetInt4ListAttr(grid, name, count, valueList, rc)

ARGUMENTS:
type(ESMF_Grid), intent(in) :: grid
character (len = *), intent(in) :: name
integer, intent(in) :: count
integer(ESMF_KIND_I4), dimension(:), intent(out) :: valueList
integer, intent(out), optional :: rc

DESCRIPTION:

Returns a 4-byte integer list attribute from the Grid.
The arguments are:

grid  An ESMF_Grid object.
name  The name of the attribute to retrieve.
count  The number of values in the attribute.
valueList  The 4-byte integer values of the named attribute. The list must be at least count items long.
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

25.7.10  ESMF_GridGetAttribute - Retrieve an 8-byte integer attribute

INTERFACE:

! Private name; call using ESMF_GridGetAttribute()
subroutine ESMF_GridGetInt8Attr(grid, name, value, rc)

ARGUMENTS:

type(ESMF_Grid), intent(in) :: grid
classeracter (len = *), intent(in) :: name
integer(ESMF_KIND_I8), intent(out) :: value
integer, intent(out), optional :: rc

DESCRIPTION:

Returns an 8-byte integer attribute from the Grid.
The arguments are:

gird  An ESMF_Grid object.
name  The name of the attribute to retrieve.
value  The 8-byte integer value of the named attribute.
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

25.7.11  ESMF_GridGetAttribute - Retrieve an 8-byte integer list attribute

INTERFACE:

! Private name; call using ESMF_GridGetAttribute()
subroutine ESMF_GridGetInt8ListAttr(grid, name, count, valueList, rc)


ARGUMENTS:

\[
\begin{align*}
&\text{type}(\text{ESMF\_Grid}), \inten\text{(in)} :: \text{grid} \\
&\text{character (len = *)}, \inten\text{(in)} :: \text{name} \\
&\text{integer}, \inten\text{(in)} :: \text{count} \\
&\text{integer}(\text{ESMF\_KIND\_I8}), \text{dimension(():)}, \inten\text{(out)} :: \text{valueList} \\
&\text{integer}, \inten\text{(out)}, \text{optional} :: \text{rc}
\end{align*}
\]

DESCRIPTION:

Returns an 8-byte integer list attribute from the Grid. The arguments are:

- **grid** An ESMF\_Grid object.
- **name** The name of the attribute to retrieve.
- **count** The number of values in the attribute.
- **valueList** The 8-byte integer values of the named attribute. The list must be at least \text{count} items long.
- [rc] Return code; equals ESMF\_SUCCESS if there are no errors.

25.7.12 ESMF\_GridGetAttribute - Retrieve a 4-byte real attribute

INTERFACE:

\[
\begin{align*}
&! \text{Private name; call using ESMF\_GridGetAttribute()} \\
&\text{subroutine ESMF\_GridGetReal4Attr(grid, name, value, rc)}
\end{align*}
\]

ARGUMENTS:

\[
\begin{align*}
&\text{type}(\text{ESMF\_Grid}), \inten\text{(in)} :: \text{grid} \\
&\text{character (len = *)}, \inten\text{(in)} :: \text{name} \\
&\text{real}(\text{ESMF\_KIND\_R4}), \inten\text{(out)} :: \text{value} \\
&\text{integer}, \inten\text{(out)}, \text{optional} :: \text{rc}
\end{align*}
\]

DESCRIPTION:

Returns a 4-byte real attribute from the Grid. The arguments are:

- **grid** An ESMF\_Grid object.
- **name** The name of the attribute to retrieve.
- **value** The 4-byte real value of the named attribute.
- [rc] Return code; equals ESMF\_SUCCESS if there are no errors.
25.7.13  ESMF_GridGetAttribute - Retrieve a 4-byte real list attribute

INTERFACE:

    ! Private name; call using ESMF_GridGetAttribute()
    subroutine ESMF_GridGetReal4ListAttr(grid, name, count, valueList, rc)

ARGUMENTS:

    type(ESMF_Grid), intent(in) :: grid
    character (len = *), intent(in) :: name
    integer, intent(in) :: count
    real(ESMF_KIND_R4), dimension(:), intent(out) :: valueList
    integer, intent(out), optional :: rc

DESCRIPTION:

Returns a 4-byte real list attribute from the Grid.
The arguments are:

grid  An ESMF_Grid object.
name  The name of the attribute to retrieve.
count The number of values in the attribute.
valueList  The 4-byte real values of the named attribute. The list must be at least count items long.
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

25.7.14  ESMF_GridGetAttribute - Retrieve an 8-byte real attribute

INTERFACE:

    ! Private name; call using ESMF_GridGetAttribute()
    subroutine ESMF_GridGetReal8Attr(grid, name, value, rc)

ARGUMENTS:

    type(ESMF_Grid), intent(in) :: grid
    character (len = *), intent(in) :: name
    real(ESMF_KIND_R8), intent(out) :: value
    integer, intent(out), optional :: rc

DESCRIPTION:

Returns an 8-byte real attribute from the Grid.
The arguments are:

grid  An ESMF_Grid object.
name  The name of the attribute to retrieve.
value  The 8-byte real value of the named attribute.
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.
25.7.15  ESMF_GridGetAttribute - Retrieve an 8-byte real list attribute

INTERFACE:

    ! Private name; call using ESMF_GridGetAttribute()
    subroutine ESMF_GridGetReal8ListAttr(grid, name, count, valueList, rc)

ARGUMENTS:

type(ESMF_Grid), intent(in) :: grid
character (len = *), intent(in) :: name
integer, intent(in) :: count
real(ESMF_KIND_R8), dimension(:), intent(out) :: valueList
integer, intent(out), optional :: rc

DESCRIPTION:

Returns an 8-byte real list attribute from the Grid.
The arguments are:

grid  An ESMF_Grid object.
name  The name of the attribute to retrieve.
count  The number of values in the attribute.
valueList  The real*8 values of the named attribute. The list must be at least count items long.
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

25.7.16  ESMF_GridGetAttribute - Retrieve a logical attribute

INTERFACE:

    ! Private name; call using ESMF_GridGetAttribute()
    subroutine ESMF_GridGetLogicalAttr(grid, name, value, rc)

ARGUMENTS:

type(ESMF_Grid), intent(in) :: grid
character (len = *), intent(in) :: name
type(ESMF_Logical), intent(out) :: value
integer, intent(out), optional :: rc

DESCRIPTION:

Returns a logical attribute from the Grid.
The arguments are:

grid  An ESMF_Grid object.
name  The name of the attribute to retrieve.
value  The logical value of the named attribute.
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.
25.7.17 ESMF_GridGetAttribute - Retrieve a logical list attribute

INTERFACE:

    ! Private name; call using ESMF_GridGetAttribute()
    subroutine ESMF_GridGetLogicalListAttr(grid, name, count, valueList, rc)

ARGUMENTS:

    type(ESMF_Grid), intent(in) :: grid
    character (len = *), intent(in) :: name
    integer, intent(in) :: count
    type(ESMF_Logical), dimension(:), intent(out) :: valueList
    integer, intent(out), optional :: rc

DESCRIPTION:

Returns a logical list attribute from the Grid.
The arguments are:

grid  An ESMF_Grid object.
name  The name of the attribute to retrieve.
count The number of values in the attribute.
valueList  The logical values of the named attribute. The list must be at least count items long.
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

25.7.18 ESMF_GridGetAttribute - Retrieve a character attribute

INTERFACE:

    ! Private name; call using ESMF_GridGetAttribute()
    subroutine ESMF_GridGetCharAttr(grid, name, value, rc)

ARGUMENTS:

    type(ESMF_Grid), intent(in) :: grid
    character (len = *), intent(in) :: name
    character (len = *), intent(out) :: value
    integer, intent(out), optional :: rc

DESCRIPTION:

Returns a character attribute from the Grid.
The arguments are:

grid  An ESMF_Grid object.
name  The name of the attribute to retrieve.
value  The character value of the named attribute.
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.
25.7.19 ESMF_GridGetAttributeCount - Query the number of attributes

INTERFACE:

    subroutine ESMF_GridGetAttributeCount(grid, count, rc)

ARGUMENTS:

    type(ESMF_Grid), intent(in) :: grid
    integer, intent(out) :: count
    integer, intent(out), optional :: rc

DESCRIPTION:

Returns the number of attributes associated with the given Grid in the argument count. The arguments are:

grid An ESMF_Grid object.

count The number of attributes associated with this object.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

25.7.20 ESMF_GridGetAttributeInfo - Query Grid attributes by name

INTERFACE:

    ! Private name; call using ESMF_GridGetAttributeInfo()
    subroutine ESMF_GridGetAttrInfoByName(grid, name, datatype, 
       datakind, count, rc)

ARGUMENTS:

    type(ESMF_Grid), intent(in) :: grid
    character(len=*) , intent(in) :: name
    type(ESMF_DataType), intent(out), optional :: datatype
    type(ESMF_DataKind), intent(out), optional :: datakind
    integer, intent(out), optional :: count
    integer, intent(out), optional :: rc

DESCRIPTION:

Returns information associated with the named attribute, including datatype, datakind (if applicable), and count. The arguments are:

grid An ESMF_Grid object.

name The name of the attribute to query.

[datatype] The data type of the attribute. One of the values ESMF_DATA_INTEGER, ESMF_DATA_REAL, ESMF_DATA_LOGICAL, or ESMF_DATA_CHARACTER.

[datakind] The datakind of the attribute, if attribute is type ESMF_DATA_INTEGER or ESMF_DATA_REAL. One of the values ESMF_I4, ESMF_I8, ESMF_R4, or ESMF_R8. For all other types the value ESMF_NOKIND is returned.

count The number of items in this attribute. For character types, the length of the character string.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.
25.7.21  ESMF_GridGetAttributeInfo - Query Grid attributes by index number

INTERFACE:

    ! Private name; call using ESMF_GridGetAttributeInfo()
    subroutine ESMF_GridGetAttrInfoByNum(grid, attributeIndex, name, &
                                           datatype, datakind, count, rc)

ARGUMENTS:

    type(ESMF_Grid), intent(in) :: grid
    integer, intent(in) :: attributeIndex
    character(len=*) , intent(out), optional :: name
    type(ESMF_DataType), intent(out), optional :: datatype
    type(ESMF_DataKind), intent(out), optional :: datakind
    integer, intent(out), optional :: count
    integer, intent(out), optional :: rc

DESCRIPTION:

Returns information associated with the indexed attribute, including datatype, datakind (if applicable), and item count.

The arguments are:

grid  An ESMF_Grid object.

attributeIndex  The index number of the attribute to query.

name  Returns the name of the attribute.

[datatype]  The data type of the attribute. One of the values ESMF_DATA_INTEGER, ESMF_DATA_REAL, ESMF_DATA_LOGICAL, or ESMF_DATA_CHARACTER.

[datakind]  The datakind of the attribute, if attribute is type ESMF_DATA_INTEGER or ESMF_DATA_REAL. One of the values ESMF_I4, ESMF_I8, ESMF_R4, or ESMF_R8. For all other types the value ESMF_NOKIND is returned.

count  Returns the number of items in this attribute. For character types, this is the length of the character string.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

25.7.22  ESMF_GridGetCoord - Get the horizontal and/or vertical coordinates of a Grid

INTERFACE:

    subroutine ESMF_GridGetCoord(grid, horzreloc, vertreloc, centerCoord, &
                                    cornerCoord, faceCoord, reorder, total, rc)

ARGUMENTS:

    type(ESMF_Grid), intent(in) :: grid
    type(ESMF_RelLoc), intent(in), optional :: horzreloc
    type(ESMF_RelLoc), intent(in), optional :: vertreloc
    type(ESMF_Array), intent(out), dimension(::{:}), optional :: centerCoord
    type(ESMF_Array), intent(out), dimension(::{:}), optional :: cornerCoord
    type(ESMF_Array), intent(out), dimension(::{:}), optional :: faceCoord
logical, intent(in), optional :: reorder
logical, intent(in), optional :: total
integer, intent(out), optional :: rc

DESCRIPTION:

Returns coordinate information for the grid.
The arguments are:

grid  ESMF_Grid to be queried.

[horzrelloc] Horizontal relative location of the subGrid to be queried.
[vertrelloc] Vertical relative location of the subGrid to be queried.
[centerCoord] Coordinates of each cell center. The dimension index should be defined first (e.g. \( x = \text{coord}(1,i,j), y=\text{coord}(2,i,j) \)).
[cornerCoord] Coordinates of corners of each cell. The dimension index should be defined first, followed by the corner index. Corners can be numbered in either clockwise or counter-clockwise direction, but must be numbered consistently throughout the Grid.
[faceCoord] Coordinates of face centers of each cell. The dimension index should be defined first, followed by the face index. Faces should be numbered consistently with corners. For example, face 1 should correspond to the face between corners 1,2.
[reorder] If TRUE, reorder any results using a previously set CoordOrder before returning. If FALSE, do not reorder. The default value is TRUE and users should not need to reset this for most applications. This optional argument is available mostly for internal use.
[total] If TRUE, return the total coordinates including internally generated boundary cells. If FALSE, return the computational cells (which is what the user will be expecting). The default value is FALSE.
[rc] Return code; equals ESMF_SUCCESS if there are no errors.

25.7.23  ESMF_GridGetDELocalInfo - Get DE-local information for a Grid

INTERFACE:

```
subroutine ESMF_GridGetDELocalInfo(grid, horzrelloc, vertrelloc, &
   myDE, localCellCount, localCellCountPerDim, &
   minLocalCoordPerDim, maxLocalCoordPerDim, &
   globalStartPerDim, reorder, total, rc)
```

ARGUMENTS:

```
type(ESMF_Grid) :: grid
type(ESMF_RelLoc), intent(in) :: horzrelloc
type(ESMF_RelLoc), intent(in), optional :: vertrelloc
integer, intent(out), optional :: myDE
integer, intent(out), optional :: localCellCount
integer, dimension(:), intent(out), optional :: localCellCountPerDim
real(ESMF_KIND_R8), intent(out), dimension(:), optional :: &
   minLocalCoordPerDim
real(ESMF_KIND_R8), intent(out), dimension(:), optional :: &
   maxLocalCoordPerDim
```
integer, dimension(:), intent(out), optional :: globalStartPerDim
logical, intent(in), optional :: reorder
logical, intent(in), optional :: total
integer, intent(out), optional :: rc

DESCRIPTION:

Gets Grid or subGrid information for a particular Decomposition Element (DE) assigned to this PET. This routine cannot retrieve information about a DE on an different PET.

The arguments are:

grid ESMF_Grid to be queried.

horzrelloc Horizontal relative location of the subGrid to be queried.

vertrelloc Vertical relative location of the subGrid to be queried.

myDE Identifier for this ESMF_DE, zero-based. Note that this is a returned value, not an input one.

localCellCount Local (on this ESMF_DE) number of cells.

localCellCountPerDim Local (on this ESMF_DE) number of cells per dimension.

minLocalCoordPerDim Array of minimum local coordinate values on this DE in each dimension. The number of array elements should be greater or equal to the number of Grid dimensions.

maxLocalCoordPerDim Array of maximum local coordinate values on this DE in each dimension. The number of array elements should be greater or equal to the number of Grid dimensions.

globalStartPerDim Global index of starting counts for each dimension. The number of array elements should be greater or equal to the number of Grid dimensions.

reorder If TRUE, reorder any results using a previously set CoordOrder before returning. If FALSE, do not reorder. The default value is TRUE and users should not need to reset this for most applications. This optional argument is available primarily for internal use.

total If TRUE, return queries based on the total coordinates including internally generated boundary cells. If FALSE, return queries based on the computational cells (which is what the user will be expecting). The default value is FALSE.

rc Return code; equals ESMF_SUCCESS if there are no errors.

25.7.24 ESMF_GridGlobalToDELocalIndex - Translate global indexing to DE-local

INTERFACE:

subroutine ESMF_GridGlobalToDELocalIndex(grid, horzrelloc, vertrelloc, &
  global1D, local1D, &
  global2D, local2D, &
  dimOrder, rc)

ARGUMENTS:
DESCRIPTION:

Translates an array of integer cell identifiers from global indexing to DE-local indexing. This routine is intended to identify equivalent positions of grid elements in distributed (DE-local) arrays and gathered (global) arrays, either by memory location or index pairs. WARNING: This routine is meant for very limited user access. It works with Grid indices and will give erroneous results if applied to Field or Array indices. In the future, this should be a Field method, but in the meantime it will be left available here.

The arguments are:

grid  ESMF_Grid to be used.

[horzrelloc] Horizontal relative location of the subGrid to be used for the translation.

[vertrelloc] Vertical relative location of the subGrid to be used for the translation.

[global1D] One-dimensional array of global identifiers to be translated. Usage of this optional argument infers translating between positions in memory from a global array to a DE-local (or distributed) one. This array is dimensioned (N), where N is the number of memory locations to be translated.

[local1D] One-dimensional array of DE-local identifiers for the return of the translation. This array must be the same size as global1D, and must be present if global1D is present. If either of these conditions is not met, an error is issued.

[global2D] Two-dimensional array of global identifiers to be translated. Usage of this optional argument infers translating between indices in IJ space. This array is assumed to be dimensioned (N,2), where N is the number of index locations to be translated and the second dimension corresponds to the two Grid indices that are distributed (currently any two dimensions of a three-dimensional Grid can be distributed). So to translate three sets of global indices to DE-local indexing,

\[
\begin{align*}
\text{global2D}(1,1) &= \text{index1(1)} \\
\text{global2D}(1,2) &= \text{index1(2)} \\
\text{global2D}(2,1) &= \text{index2(1)} \\
\text{global2D}(2,2) &= \text{index2(2)} \\
\text{global2D}(3,1) &= \text{index3(1)} \\
\text{global2D}(3,2) &= \text{index3(2)}
\end{align*}
\]

[local2D] Two-dimensional array of DE-local identifiers for the return of the translation. This array must be the same size as global2D, and must be present if global2D is present. If either of these conditions is not met, an error is issued.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.
25.7.25  ESMF_GridDELocalToGlobalIndex - Translate DE-local indexing to global

INTERFACE:

    subroutine ESMF_GridDELocalToGlobalIndex(grid, horzrelloc, vertrelloc, &
       local1D, global1D, &
       local2D, global2D, rc)

ARGUMENTS:

    type(ESMF_Grid) :: grid
    type(ESMF_RelLoc), intent(in) :: horzrelloc
    type(ESMF_RelLoc), intent(in), optional :: vertrelloc
    integer(ESMF_KIND_I4), dimension(:), optional, intent(in) :: local1D
    integer(ESMF_KIND_I4), dimension(:), optional, intent(out) :: global1D
    integer(ESMF_KIND_I4), dimension(:,:), optional, intent(in) :: local2D
    integer(ESMF_KIND_I4), dimension(:,:), optional, intent(out) :: global2D
    integer, intent(out), optional :: rc

DESCRIPTION:

    Translates an array of integer cell identifiers from DE-local indexing to global indexing. This routine is intended to identify equivalent positions of grid elements in distributed (DE-local) arrays and gathered (global) arrays, either by memory location or index pairs. WARNING: This routine is meant for very limited user access. It works with Grid indices and will give erroneous results if applied to Field or Array indices. In the future, this should be a Field method, but in the meantime it will be left available here.

    The arguments are:

    grid  ESMF_Grid to be used.

    [horzrelloc]  Horizontal relative location of the subGrid to be used for the translation.

    [vertrelloc]  Vertical relative location of the subGrid to be used for the translation.

    [local1D]  One-dimensional array of DE-local identifiers to be translated. Usage of this optional argument infers translating between positions in memory from a DE-local (or distributed) Grid array to a global one. This array is dimensioned (N), where N is the number of memory locations to be translated.

    [global1D]  One-dimensional array of global identifiers for the return of the translation. This array must be the same size as local1D, and must be present if local1D is present. If either of these conditions is not met, an error is issued.

    [local2D]  Two-dimensional array of DE-local identifiers to be translated. Usage of this optional argument infers translating between indices in IJ space. This array is assumed to be dimensioned (N,2), where N is the number of index locations to be translated and the second dimension corresponds to the two Grid indices that are distributed (currently any two dimensions of a three-dimensional Grid can be distributed). So to translate three sets of DE-local indices to global indexing,

        local2D(1,1) = index1(1)
        local2D(1,2) = index1(2)
        local2D(2,1) = index2(1)
        local2D(2,2) = index2(2)
        local2D(3,1) = index3(1)
        local2D(3,2) = index3(2)
Two-dimensional array of global identifiers for the return of the translation. This array must be the same size as local2D, and must be present if local2D is present. If either of these conditions is not met, an error is issued.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

25.7.26 ESMF_GridPrint - Print the contents of a Grid

INTERFACE:

subroutine ESMF_GridPrint(grid, options, rc)

ARGUMENTS:

type(ESMF_Grid), intent(in) :: grid
character(len=*), intent(in), optional :: options
integer, intent(out), optional :: rc

DESCRIPTION:

Prints information about the grid to stdout. The arguments are:

grid ESMF_Grid to print.

[options] Print options are not yet supported.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

25.7.27 ESMF_GridSet - Set a variety of information about a Grid

INTERFACE:

subroutine ESMF_GridSet(grid, horzgridtype, vertgridtype, &
horzstagger, vertstagger, &
horzcoordsystem, vertcoordsystem, &
coordorder, minGlobalCoordPerDim, &
maxGlobalCoordPerDim, periodic, name, rc)

ARGUMENTS:

type(ESMF_Grid) :: grid
type(ESMF_GridType), intent(in), optional :: horzgridtype
type(ESMF_GridType), intent(in), optional :: vertgridtype

type(ESMF_GridHorzStagger), intent(in), optional :: horzstagger

![Image](https://example.com/257.png)
DESCRIPTION:

Sets information for the Grid that may not have been included at Grid creation. WARNING: This routine does not automatically regenerate the Grid when used to reset its values, some of which may significantly alter the existing Grid. Therefore this routine may only be used prior to the ESMF_GridDistribute() call.

The arguments are:

grid  ESMF_Grid to be modified.

[horzgridType] ESMF_GridType specifier denoting horizontal Grid type.

[vertgridType] ESMF_GridVertType specifier denoting vertical subGrid type.


[horzcoordsystem] ESMF_CoordSystem which identifies an ESMF standard coordinate system (e.g. spherical, cartesian, pressure, etc.) for the horizontal Grid.

[vertcoordsystem] ESMF_CoordSystem which identifies an ESMF standard coordinate system (e.g. spherical, cartesian, pressure, etc.) for the vertical subGrid.

[coordorder] ESMF_CoordOrder specifier denoting the default coordinate ordering for the Grid and all related Fields (i.e. ZXY).

[minGlobalCoordPerDim] Array of minimum global physical coordinates in each direction.

[maxGlobalCoordPerDim] Array of maximum global physical coordinates in each direction.

[periodic] Logical array that returns the periodicity of the coordinate axes.

[name] Character string name of ESMF_Grid.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

25.7.28 ESMF_GridSetAttribute - Set a 4-byte integer attribute

INTERFACE:

! Private name; call using ESMF_GridSetAttribute()
subroutine ESMF_GridSetInt4Attr(grid, name, value, rc)

ARGUMENTS:

type(ESMF_Grid), intent(inout) :: grid
character (len = *), intent(in) :: name
integer(ESMF_KIND_I4), intent(in) :: value
integer, intent(out), optional :: rc

DESCRIPTION:

Attaches a 4-byte integer attribute to the Grid. The attribute has a name and a value.

The arguments are:

grid  An ESMF_Grid object.

name  The name of the attribute to add.

value  The 4-byte integer value of the attribute to add.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.
25.7.29 ESMF_GridSetAttribute - Set a 4-byte integer list attribute

INTERFACE:

    ! Private name; call using ESMF_GridSetAttribute()
    subroutine ESMF_GridSetInt4ListAttr(grid, name, count, valueList, rc)

ARGUMENTS:

    type(ESMF_Grid), intent(in) :: grid
    character (len = *), intent(in) :: name
    integer, intent(in) :: count
    integer(ESMF_KIND_I4), dimension(:), intent(in) :: valueList
    integer, intent(out), optional :: rc

DESCRIPTION:

Attaches a 4-byte integer list attribute to the Grid. The attribute has a name and a valueList. The number of integer items in the valueList is given by count.

The arguments are:

grid  An ESMF_Grid object.
name  The name of the attribute to add.
count The number of integers in the valueList.
valueList The 4-byte integer values of the attribute to add.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

25.7.30 ESMF_GridSetAttribute - Set an 8-byte integer attribute

INTERFACE:

    ! Private name; call using ESMF_GridSetAttribute()
    subroutine ESMF_GridSetInt8Attr(grid, name, value, rc)

ARGUMENTS:

    type(ESMF_Grid), intent(inout) :: grid
    character (len = *), intent(in) :: name
    integer(ESMF_KIND_I8), intent(in) :: value
    integer, intent(out), optional :: rc

DESCRIPTION:

Attaches an 8-byte integer attribute to the Grid. The attribute has a name and a value.

The arguments are:

grid  An ESMF_Grid object.
name  The name of the attribute to add.
value  The 8-byte integer value of the attribute to add.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.
25.7.31  ESMF_GridSetAttribute - Set an 8-byte integer list attribute

INTERFACE:

    ! Private name; call using ESMF_GridSetAttribute()
    subroutine ESMF_GridSetInt8ListAttr(grid, name, count, valueList, rc)

ARGUMENTS:

    type(ESMF_Grid), intent(in) :: grid
    character (len = *), intent(in) :: name
    integer, intent(in) :: count
    integer(ESMF_KIND_I8), dimension(:), intent(in) :: valueList
    integer, intent(out), optional :: rc

DESCRIPTION:

Attaches a 8-byte integer list attribute to the Grid. The attribute has a name and a valueList. The number of integer items in the valueList is given by count.

The arguments are:

grid  An ESMF_Grid object.
name  The name of the attribute to add.
count The number of integers in the valueList.
valueList  The 8-byte integer values of the attribute to add.
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

25.7.32  ESMF_GridSetAttribute - Set a 4-byte real attribute

INTERFACE:

    ! Private name; call using ESMF_GridSetAttribute()
    subroutine ESMF_GridSetReal4Attr(grid, name, value, rc)

ARGUMENTS:

    type(ESMF_Grid), intent(in) :: grid
    character (len = *), intent(in) :: name
    real(ESMF_KIND_R4), intent(in) :: value
    integer, intent(out), optional :: rc

DESCRIPTION:

Attaches a 4-byte real attribute to the Grid. The attribute has a name and a value.

The arguments are:

grid  An ESMF_Grid object.
name  The name of the attribute to add.
value  The 4-byte real value of the attribute to add.
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.
25.7.33  ESMF_GridSetAttribute - Set a 4-byte real list attribute

INTERFACE:

    ! Private name; call using ESMF_GridSetAttribute()
    subroutine ESMF_GridSetReal4ListAttr(grid, name, count, valueList, rc)

ARGUMENTS:

    type(ESMF_Grid), intent(in) :: grid
    character (len = *), intent(in) :: name
    integer, intent(in) :: count
    real(ESMF_KIND_R4), dimension(:), intent(in) :: valueList
    integer, intent(out), optional :: rc

DESCRIPTION:

Attaches a 4-byte real list attribute to the Grid. The attribute has a name and a valueList. The number of real items in the valueList is given by count.

The arguments are:

grid  An ESMF_Grid object.
name  The name of the attribute to add.
count The number of reals in the valueList.
value The 4-byte real values of the attribute to add.
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

25.7.34  ESMF_GridSetAttribute - Set an 8-byte real attribute

INTERFACE:

    ! Private name; call using ESMF_GridSetAttribute()
    subroutine ESMF_GridSetReal8Attr(grid, name, value, rc)

ARGUMENTS:

    type(ESMF_Grid), intent(in) :: grid
    character (len = *), intent(in) :: name
    real(ESMF_KIND_R8), intent(in) :: value
    integer, intent(out), optional :: rc

DESCRIPTION:

Attaches an 8-byte real attribute to the Grid. The attribute has a name and a value.

The arguments are:

grid  An ESMF_Grid object.
name  The name of the attribute to add.
value The 8-byte real value of the attribute to add.
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.
25.7.35  ESMF_GridSetAttribute - Set an 8-byte real list attribute

INTERFACE:

    ! Private name; call using ESMF_GridSetAttribute()
    subroutine ESMF_GridSetReal8ListAttr(grid, name, count, valueList, rc)

ARGUMENTS:

    type(ESMF_Grid), intent(in) :: grid
    character (len = *) , intent(in) :: name
    integer, intent(in) :: count
    real(ESMF_KIND_R8), dimension(:), intent(in) :: valueList
    integer, intent(out), optional :: rc

DESCRIPTION:

Attaches an 8-byte real list attribute to the Grid. The attribute has a name and a valueList. The number of real items in the valueList is given by count. The arguments are:

grid  An ESMF_Grid object.

name  The name of the attribute to add.

count  The number of reals in the valueList.

value  The 8-byte real values of the attribute to add.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

25.7.36  ESMF_GridSetAttribute - Set a logical attribute

INTERFACE:

    ! Private name; call using ESMF_GridSetAttribute()
    subroutine ESMF_GridSetLogicalAttr(grid, name, value, rc)

ARGUMENTS:

    type(ESMF_Grid), intent(in) :: grid
    character (len = *) , intent(in) :: name
    type(ESMF_Logical), intent(in) :: value
    integer, intent(out), optional :: rc

DESCRIPTION:

Attaches a logical attribute to the Grid. The attribute has a name and a value. The arguments are:

grid  An ESMF_Grid object.

name  The name of the attribute to add.

value  The logical true/false value of the attribute to add.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.
25.7.37  ESMF_GridSetAttribute - Set a logical list attribute

INTERFACE:

    ! Private name; call using ESMF_GridSetAttribute()
    subroutine ESMF_GridSetLogicalListAttr(grid, name, count, valueList, rc)

ARGUMENTS:

    type(ESMF_Grid), intent(in) :: grid
    character (len = *), intent(in) :: name
    integer, intent(in) :: count
    type(ESMF_Logical), dimension(:), intent(in) :: valueList
    integer, intent(out), optional :: rc

DESCRIPTION:

Attaches a logical list attribute to the Grid. The attribute has a name and a valueList. The number of logical items in the valueList is given by count.

The arguments are:

grid  An ESMF_Grid object.
name  The name of the attribute to add.
count  The number of logicals in the valueList.
value  The logical true/false values of the attribute.
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

25.7.38  ESMF_GridSetAttribute - Set a character attribute

INTERFACE:

    ! Private name; call using ESMF_GridSetAttribute()
    subroutine ESMF_GridSetCharAttr(grid, name, value, rc)

ARGUMENTS:

    type(ESMF_Grid), intent(in) :: grid
    character (len = *), intent(in) :: name
    character (len = *), intent(in) :: value
    integer, intent(out), optional :: rc

DESCRIPTION:

Attaches a character attribute to the Grid. The attribute has a name and a value.

The arguments are:

grid  An ESMF_Grid object.
name  The name of the attribute to add.
value  The character value of the attribute to add.
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.
25.7.39 ESMF_GridValidate - Check validity of a Grid

**INTERFACE:**

```fortran
subroutine ESMF_GridValidate(grid, options, rc)
```

**ARGUMENTS:**

```fortran
type(ESMF_Grid), intent(in) :: grid
character (len=*) , intent(in), optional :: options
integer, intent(out), optional :: rc
```

**DESCRIPTION:**

Validates that an ESMF_Grid is internally consistent. Currently checks to ensure:

1. the pointer to the Grid is associated; and
2. the Grid status indicates the Grid is ready to use.

The arguments are:

- **grid** - ESMF_Grid to be validated.
- **options** - Validation options are not yet supported.
- **rc** - Return code; equals ESMF_SUCCESS if there are no errors.

25.8 Class API: Logically Rectangular Grid Methods

25.8.1 ESMF_GridCreateHorzLatLon - Create a new horizontal LatLon Grid

**INTERFACE:**

```fortran
function ESMF_GridCreateHorzLatLonCoord(coord1, coord2, &
       horzstagger, dimNames, dimUnits, &
       coordorder, periodic, name, rc)
```

**RETURN VALUE:**

```fortran
type(ESMF_Grid) :: ESMF_GridCreateHorzLatLonCoord
```

**ARGUMENTS:**

```fortran
real(ESMF_KIND_R8), dimension(:), intent(in) :: coord1
real(ESMF_KIND_R8), dimension(:), intent(in) :: coord2
real(ESMF_GridHorzStagger), intent(in), optional :: horzstagger
character(len=*), dimension(:), intent(in), optional :: dimNames
character(len=*), dimension(:), intent(in), optional :: dimUnits
```

**DESCRIPTION:**

Allocates memory for a new ESMF_Grid object, constructs its internal derived types, and internally generates the ESMF_Grid. Returns a pointer to the new ESMF_Grid. This routine creates an ESMF_Grid with the following parameters:
logically rectangular;
user-specified spacing;
horizontal spherical coordinate system.

This routine generates ESMF_Grid coordinates from the following set of arguments:
given arrays of coordinates (arguments coord1 and coord2).

The arguments are:
coord1 Array of physical coordinates in the first direction.
coord2 Array of physical coordinates in the second direction.

[horzstagger] ESMF_GridHorzStagger specifier denoting horizontal Grid stagger. If none is specified, the default is ESMF_GRID_HORZ_STAGGER_A.

[dimNames] Array of dimension names.
[dimUnits] Array of dimension units.
[coordorder] ESMF_CoordOrder specifier denoting the default coordinate ordering for the Grid and all related Fields (i.e. ZXY). If none is specified, the default is ESMF_COORD_ORDER_XYZ.
[periodic] Logical array denoting the periodicity of the coordinate axes. The default is FALSE for all axes.
[name] ESMF_Grid name.
[rc] Return code; equals ESMF_SUCCESS if there are no errors.

25.8.2 ESMF_GridCreateHorzLatLon - Create a new horizontal LatLon Grid

INTERFACE:

! Private name; call using ESMF_GridCreateHorzLatLon()
function ESMF_GridCreateHorzLatLonDelta(minGlobalCoordPerDim, &
delta1, delta2, horzstagger, &
dimNames, dimUnits, &
coordorder, periodic, name, rc)

RETURN VALUE:

type(ESMF_Grid) :: ESMF_GridCreateHorzLatLonDelta

ARGUMENTS:

real(ESMF_KIND_R8), dimension(:), intent(in) :: minGlobalCoordPerDim
real(ESMF_KIND_R8), dimension(:), intent(in) :: delta1
real(ESMF_KIND_R8), dimension(:), intent(in) :: delta2
type(ESMF_GridHorzStagger), intent(in), optional :: horzstagger
classer(len=*), dimension(:), intent(in), optional :: dimNames
type(ESMF_CoordOrder), intent(in), optional :: coordorder
type(ESMF_Logical), dimension(:), intent(in), optional :: periodic
classer(len=*), intent(in), optional :: name
integer, intent(out), optional :: rc
DESCRIPTION:

Allocates memory for a new ESMF_Grid object, constructs its internal derived types, and internally generates the ESMF_Grid. Returns a pointer to the new ESMF_Grid. This routine creates an ESMF_Grid with the following parameters:

- logically rectangular;
- user-specified spacing;
- horizontal spherical coordinate system.

This specific routine generates ESMF_Grid coordinates from the following set of arguments:

given array of minimum coordinates and arrays of deltas (arguments minGlobalCoordPerDim, delta1 and delta2).

The arguments are:

**minGlobalCoordsPerDim** Array of minimum physical coordinate in each direction.

**delta1** Array of physical increments between nodes in the first direction.

**delta2** Array of physical increments between nodes in the second direction.

**[horzstagger]** ESMF_GridHorzStagger specifier denoting horizontal Grid stagger. If none is specified, the default is ESMF_GRID_HORZ_STAGGER_A.

**[dimNames]** Array of dimension names.

**[dimUnits]** Array of dimension units.

**[coordorder]** ESMF_CoordOrder specifier denoting the default coordinate ordering for the Grid and all related Fields (i.e. ZXY). If none is specified, the default is ESMF_COORD_ORDER_XYZ.

**[periodic]** Logical array denoting the periodicity of the coordinate axes. The default is FALSE for all axes.

**[name]** ESMF_Grid name.

**[rc]** Return code; equals ESMF_SUCCESS if there are no errors.

---

### 25.8.3 ESMF_GridCreateHorzLatLonUni - Create a new uniform horizontal LatLon Grid

#### INTERFACE:

```fortran
function ESMF_GridCreateHorzLatLonUni(counts, minGlobalCoordPerDim, &
maxGlobalCoordPerDim, &
deltaPerDim, horzstagger, &
dimNames, dimUnits, &
coordorder, periodic, name, rc)
```

#### RETURN VALUE:

```
type(ESMF_Grid) :: ESMF_GridCreateHorzLatLonUni
```

#### ARGUMENTS:
integer, dimension(:, ), intent(in) :: counts
real(ESMF_KIND_R8), dimension(:, ), intent(in) :: minGlobalCoordPerDim
real(ESMF_KIND_R8), dimension(:, ), intent(in), optional :: &
  maxGlobalCoordPerDim
real(ESMF_KIND_R8), dimension(:, ), intent(in), optional :: &
  deltaPerDim
type(ESMF_GridHorzStagger), intent(in), optional :: horzstagger
character(len=*), dimension(:, ), intent(in), optional :: dimNames
type(ESMF_CoordOrder), intent(in), optional :: coordorder
type(ESMF_Logical), dimension(:, ), intent(in), optional :: periodic
character(len=*), intent(in), optional :: name
integer, intent(out), optional :: rc

DESCRIPTION:

Allocates memory for a new ESMF_Grid object, constructs its internal derived types, and internally generates the ESMF_Grid. Returns a pointer to the new ESMF_Grid. This routine creates an ESMF_Grid with the following parameters:

- logically rectangular;
- uniformly spaced coordinates (the distance between any two consecutive grid points is equal);
- horizontal spherical coordinate system.

This routine generates ESMF_Grid coordinates from either of two optional sets of arguments:

1. given min, max, and count (arguments minGlobalCoordPerDim, maxGlobalCoordPerDim, and counts);
2. given min, delta, and count (arguments minGlobalCoordPerDim, deltaPerDim, and counts).

If neither of these sets of arguments is present and valid, an error message is issued and the program is terminated.

The arguments are:

- **counts** Array of number of grid increments in each dimension. This array must have at least a length of two and have valid values in the first two array locations or a fatal error occurs.

- **minGlobalCoordPerDim** Array of minimum physical coordinates in each dimension.

- **maxGlobalCoordPerDim** Array of maximum physical coordinates in each dimension.

- **deltaPerDim** Array of constant physical increments in each direction.

- **horzstagger** ESMF_GridHorzStagger specifier denoting horizontal Grid stagger. If none is specified, the default is ESMF_GRID_HORZ_STAGGER_A.

- **dimNames** Array of dimension names.

- **dimUnits** Array of dimension units.

- **coordorder** ESMF_CoordOrder specifier denoting the default coordinate ordering for the Grid and all related Fields (i.e. ZXY). If none is specified, the default is ESMF_COORD_ORDER_XYZ.

- **periodic** Logical array denoting the periodicity of the coordinate axes. The default is FALSE for all axes.

- **name** ESMF_Grid name.

- **rc** Return code; equals ESMF_SUCCESS if there are no errors.
25.8.4  ESMF_GridCreateHorzXY - Create a new horizontal XY Grid

INTERFACE:

! Private name; call using ESMF_GridCreateHorzXY()
function ESMF_GridCreateHorzXYCoord(coord1, coord2, &
   horzstagger, dimNames, dimUnits, &
   coordorder, periodic, name, rc)

RETURN VALUE:

  type(ESMF_Grid) :: ESMF_GridCreateHorzXYCoord

ARGUMENTS:

  real(ESMF_KIND_R8), dimension(:,), intent(in) :: coord1
  real(ESMF_KIND_R8), dimension(:,), intent(in) :: coord2
  type(ESMF_GridHorzStagger), intent(in), optional :: horzstagger
  character(len=*), dimension(:,), intent(in), optional :: dimNames
  character(len=*), dimension(:,), intent(in), optional :: dimUnits
  type(ESMF_CoordOrder), intent(in), optional :: coordorder
  type(ESMF_Logical), dimension(:,), intent(in), optional :: periodic
  character(len=*), intent(in), optional :: name
  integer, intent(out), optional :: rc

DESCRIPTION:

Allocates memory for a new ESMF_Grid object, constructs its internal derived types, and internally generates the ESMF_Grid. Returns a pointer to the new ESMF_Grid. This routine creates an ESMF_Grid with the following parameters:

- logically rectangular;
- user-specified spacing;
- horizontal cartesian coordinate system.

This routine generates ESMF_Grid coordinates from the following set of arguments:
- given arrays of coordinates (arguments coord1 and coord2).

The arguments are:

coord1  Array of physical coordinates in the first direction.
coord2  Array of physical coordinates in the second direction.
[horzstagger] ESMF_GridHorzStagger specifier denoting horizontal Grid stagger. If none is specified, the default is ESMF_GRID_HORZ_STAGGER_A.
[dimNames] Array of dimension names.
[dimUnits] Array of dimension units.
[coordorder] ESMF_CoordOrder specifier denoting the default coordinate ordering for the Grid and all related Fields (i.e. ZXY). If none is specified, the default is ESMF_COORD_ORDER_XYZ.
[periodic] Logical array denoting the periodicity of the coordinate axes. The default is FALSE for all axes.
[name] ESMF_Grid name.
[rc] Return code; equals ESMF_SUCCESS if there are no errors.
25.8.5 ESMF_GridCreateHorzXY - Create a new horizontal XY Grid

INTERFACE:

! Private name; call using ESMF_GridCreateHorzXY()
function ESMF_GridCreateHorzXYDelta(minGlobalCoordPerDim, &
delta1, delta2, &
horzstagger, dimNames, dimUnits, &
coordorder, periodic, name, rc)

RETURN VALUE:

  type(ESMF_Grid) :: ESMF_GridCreateHorzXYDelta

ARGUMENTS:

  real(ESMF_KIND_R8), dimension(:), intent(in) :: minGlobalCoordPerDim
  real(ESMF_KIND_R8), dimension(:), intent(in) :: delta1
  real(ESMF_KIND_R8), dimension(:), intent(in) :: delta2
  type(ESMF_GridHorzStagger), intent(in), optional :: horzstagger
  character(len=*) , dimension(:), intent(in), optional :: dimNames
  character(len=*) , dimension(:), intent(in), optional :: dimUnits
  type(ESMF_CoordOrder), intent(in), optional :: coordorder
  type(ESMF_Logical), dimension(:), intent(in), optional :: periodic
  character(len=*) , intent(in), optional :: name
  integer, intent(out), optional :: rc

DESCRIPTION:

Allocates memory for a new ESMF_Grid object, constructs its internal derived types, and internally generates the ESMF_Grid. Returns a pointer to the new ESMF_Grid. This routine creates an ESMF_Grid with the following parameters:

  logically rectangular;
  user-specified spacing;
  horizontal cartesian coordinate system.

This routine generates ESMF_Grid coordinates from the following set of arguments:

  given array of minimum coordinates and arrays of deltas (arguments minGlobalCoordPerDim, delta1 and delta2).

The arguments are:

minGlobalCoordsPerDim Array of minimum physical coordinates in each direction.
delta1 Array of physical increments between nodes in the first direction.
delta2 Array of physical increments between nodes in the second direction.
[horzstagger] ESMF_GridHorzStagger specifier denoting horizontal Grid stagger. If none is specified, the default is ESMF_GRID_HORZ_STAGGER_A.
[dimNames] Array of dimension names.
[dimUnits] Array of dimension units.
[coordorder] ESMF_CoordOrder specifier denoting the default coordinate ordering for the Grid and all related Fields (i.e. ZXY). If none is specified, the default is ESMF_COORD_ORDER_XYZ.

[periodic] Logical array denoting the periodicity of the coordinate axes. The default is FALSE for all axes.

[name] ESMF_Grid name.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

25.8.6 ESMF_GridCreateHorzXYUni - Create a new uniform horizontal XY Grid

INTERFACE:

function ESMF_GridCreateHorzXYUni(counts, minGlobalCoordPerDim, &
maxGlobalCoordPerDim, &
deltaPerDim, horzstagger, &
dimNames, dimUnits, &
coordorder, periodic, name, rc)

RETURN VALUE:

type(ESMF_Grid) :: ESMF_GridCreateHorzXYUni

ARGUMENTS:

integer, dimension(:,), intent(in) :: counts
real(ESMF_KIND_R8), dimension(:,), intent(in) :: minGlobalCoordPerDim
real(ESMF_KIND_R8), dimension(:,), intent(in), optional :: &
maxGlobalCoordPerDim
real(ESMF_KIND_R8), dimension(:,), intent(in), optional :: &
deltaPerDim

real(ESMF_KIND_R8), dimension(:,), intent(in), optional :: &
horzstagger
character(len=*), dimension(:,), intent(in), optional :: dimNames
character(len=*), dimension(:,), intent(in), optional :: dimUnits


If neither of these sets of arguments is present and valid, an error message is issued and the program is terminated. The arguments are:

**counts**  Array of number of grid increments in each dimension. This array must have at least a length of two and have valid values in the first two array locations or a fatal error occurs.

**minGlobalCoordPerDim**  Array of minimum physical coordinates in each dimension.

**[maxGlobalCoordPerDim]**  Array of maximum physical coordinates in each dimension.

**[deltaPerDim]**  Array of constant physical increments in each direction.

**[horzstagger]**  ESMF_GridHorzStagger specifier denoting horizontal Grid stagger. If none is specified, the default is ESMF_GRID_HORZ_STAGGER_A.

**[dimNames]**  Array of dimension names.

**[dimUnits]**  Array of dimension units.

**[coordorder]**  ESMF_CoordOrder specifier denoting the default coordinate ordering for the Grid and all related Fields (i.e. ZXY). If none is specified, the default is ESMF_COORD_ORDER_XYZ.

**[periodic]**  Logical array denoting the periodicity of the coordinate axes. The default is FALSE for all axes.

**[name]**  ESMF_Grid name.

**[rc]**  Return code; equals ESMF_SUCCESS if there are no errors.

### 26  IOSpec Class

#### 26.1  Description

The IOSpec in a simple class that specifies the options for an IO activity. An important choice is the IO format. Currently only netCDF is supported. Other options include whether IO should be written to a single file or multiple files, the Fortran unit number, and the filename. The IO activity can be identified as being a restart write ESMF_IO_RESTART or a history write ESMF_IO_HISTORY, if desired.

#### 26.2  Use and Examples

The IOSpec can be used in two ways. The first way an IOSpec can be used is by passing it into the creation method of a data class such as a Field or Bundle. This sets a default IOSpec for the data object. Any IO method that involves the data object will use the settings in the default IOSpec, as long as there is no other IO specification that overrides it. This brings us to the second way to use an IOSpec. This is not implemented for all data classes throughout ESMF yet; only Fields can write out data. The second mode of usage is to pass an IOSpec into a particular IO method, such as an ESMF_FieldWrite() call. The IOSpec passed into a write or read call overrides any default settings that were set up at data object creation.

#### 26.3  Restrictions and Future Work

1. **Limited support for archival formats.** The IOSpec does not support archival formats besides binary and netCDF. We anticipate adding support for HDF variants, GRIB, and BUFR in the future.
26.4 Class API

26.4.1 ESMF_IOSpecGet - Get values in an IOSpec

INTERFACE:

    subroutine ESMF_IOSpecGet(iospec, filename, iofileformat, &
        iorwtype, asyncIO, rc)

PARAMETERS:

    type (ESMF_IOSpec), intent(in) :: iospec
    character(len=*), intent(out), optional :: filename
    type (ESMF_IOFileFormat), intent(out), optional :: iofileformat
    type (ESMF_IORWType), intent(out), optional :: iorwtype
    logical, intent(out), optional :: asyncIO
    integer, intent(out), optional :: rc

DESCRIPTION:

    (insert documentation here.)

!REQUIREMENTS:

26.4.2 ESMF_IOSpecSet - Set values in an IOSpec

INTERFACE:

    subroutine ESMF_IOSpecSet(iospec, filename, iofileformat, &
        iorwtype, asyncIO, rc)

PARAMETERS:

    type (ESMF_IOSpec), intent(inout) :: iospec
    character(len=*), intent(in), optional :: filename
    type (ESMF_IOFileFormat), intent(in), optional :: iofileformat
    type (ESMF_IORWType), intent(in), optional :: iorwtype
    logical, intent(in), optional :: asyncIO
    integer, intent(out), optional :: rc

DESCRIPTION:

    (insert documentation here.)

!REQUIREMENTS:
27 Overview of Distributed Data Methods

Bundles, Fields, and Arrays all have versions of the following data communication methods. In ESMF, data is communicated between DEs. Depending on the underlying communication mechanism, this may translate within the framework to a data copy, an MPI call, or something else. There is a common object handle, an ESMF_RouteHandle, which allows communication patterns to be precomputed during initialization and the information stored in that RouteHandle. By specifying a RouteHandle at execution time, only the source and destination data pointers must be supplied and the runtime overhead is minimized.

27.1 Higher Level Functions

The following three methods are intended to map closely to needs of applications programs. They represent higher level communications and are described in more detail in the following sections. They are:

- **Halo** Halo operations update ghost-cell or halo regions at the boundaries of a local data decomposition.
- **Regrid** Regrid methods transform data from one Grid to another.
- **Redist** Redistribution methods move data associated with a single Grid but with different decompositions.

27.2 Lower Level Functions

The following methods correspond closely to the lower level MPI communications primitives. They are:

- **Gather** Reassembling data which is decomposed over a set of DEs into a single block of data on one DE.
- **AllGather** Reassembling data which is decomposed over a set of DEs into multiple copies of a single block of data, one copy per original DE.
- **Scatter** Spreading an undecomposed block of data on one DE over a set of DEs, decomposing that single block into smaller subsets of data, one data decomposition per DE.
- **AlltoAll** Spreading an undecomposed block of data from multiple DEs onto each of the other DEs in the set, resulting in a set of multiple decomposed data blocks per DE, one from each of the original source DEs.
- **Broadcast** Spreading an undecomposed block of data from one DE onto all other DEs, where the resulting data is still undecomposed and simply copied to all other DEs.
- **Reduction** Computing a single data value, e.g. the data maximum, minimum, sum, etc from a group of decomposed data blocks across a set of DEs, where the result is delivered to a single DE.
- **AllReduce** Computing a single data value, e.g. the data maximum, minimum, sum, etc from a group of decomposed data blocks across a set of DEs, where the result is delivered to all DEs in the set.

27.3 Design and Implementation Notes

1. All distributed methods use the same underlying code, provided in an internal Route class. There are 3 additional internal classes which are related: XPacket, CommTable, and RTTable. The implementation is in C++, with interfaces in Fortran 90.

   The general communication strategy is that each DE computes its own route information in parallel, and each DE has a different set of route table information which is all relative to itself.

   Exchange Packets (XPackets) describe a region of memory. They have an offset, a contiguous run length, a stride per dimension and a repeat count per dimension. It therefore can describe an n-dimensional cube of data to be communicated. The methods include basic set/get, how to turn a list of AxisIndex objects into an XPacket, compute a local XPacket from one in global (undecomposed grid) space, and a method to compute the intersection of 2 XPackets and produce a 3rd XPacket describing that region. An AxisIndex structure captures...
the min and max along each axis for a region – it is an index space type of object. These are turned into XPackets by a Route method.

The CommTable code encapsulates which other DEs this DE needs to talk to, and in what order. There are methods to create and destroy one, methods for higher level code to set a DE number as having data to either send or receive, and query routines that return an answer to the question ‘which DE should I talk to next’.

The Route Table (RTable) code contains a list of XPackets to be sent and received from other DEs. It has create/destroy code, code to add exchange packets to the list for each DE, and code to retrieve the XPackets from any list.

Finally, the top level code is in Route. A Route object contains a send RTable, a recv RTable, a CommTable, and the DELayout. The Route methods include create/destroy, setting a send or recv XPacket for a particular DE, and some higher level functions specific to each type of communication, for example RoutePrecomputeHalo or RoutePrecomputeRedist. These latter functions are where the XPackets are actually computed and added to the Route table. Each DE computes its own set of intersections, either source or destination, and fills its own table. Then RouteRun executes the code which actually traverses the table and sends the information between DEs.
28 Halo Method

28.1 Description
Halo operations update ghost cell or halo regions at the boundaries of a local data decomposition. Halo regions are to be considered read-only by the local process; their data values can be used to compute the new values for cells which are local to this process, but they cannot be updated except by a halo operation. Haloing is supported at the Array and Field level. The description of halo regions that follows is phrased in terms of Arrays, but also holds for Fields (which contain Arrays).

28.2 Halo Domains
Array objects can have an optional halo width which defines what part of the Array is the exclusive domain, the computational domain, and the total domain. With no halo region, all these are the same and equal to the total size of the Array. The domains are defined as follows.

- **Exclusive** The exclusive domain is the subset of the Array which is never read by any other DE.
- **Computational** The computational domain is the subset of the Array which is read and written by the current DE.
- **Total** The total domain includes the region where data is updated from another DE during a halo operation and read but not updated by the current DE.

Figure 7 illustrates these concepts. Halo domain information must be stored at the Array level to support operations such as the gather, which collects decomposed parts of a logically contiguous object onto a single DE. Only the computational domain is copied since the halo regions are duplicated data. The exclusive domain is guaranteed to never be the source of data for a halo operation, so no synchronization of updates to those data items needs to be done. The total domain is the actual memory size allocated for the Array, and is used when computing offsets for subdomains within the Array.

29 Regrid Method

29.1 Description
Bundle, Field, and Array classes all have regrid methods that transform their data from one ESMF_Grid to another. Regrid operations compute addresses and interpolation weights for remapping between different grids. All the information necessary to perform a regridding, including ESMF_Routes to collect non-local data and the addresses and weights, are contained in the ESMF_RouteHandle which is returned to the user. Since interpolation weights are based solely on the grids’ geometries and addresses are stored as offsets, regrids can be shared by data classes providing they have the same ESMF_Rellocs. The algorithms and some of the implementation in ESMF’s regridding routines are adapted from a software package called SCRIP that was developed at the Los Alamos National Laboratory by Phil Jones. However, SCRIP is a serial code and the ESMF regridding routines have been parallelized.

29.2 Regrid Options
29.2.1 ESMF_RegridMethod
DESCRIPTION:
General Regrid methods supported by ESMF.
Valid values are:

ESMF_REGRID_METHOD_BICUBIC not implemented yet
This example shows a grid with a length of 12 cells along the x-axis and a length of 12 cells along the y-axis. The grid is decomposed over a DELayout that has a length of 3 DEs along the x-axis and 3 DEs along the y-axis. We will look at how halo domains are defined for the data assigned to the central DE. The indices shown in red are global grid indices in the form (x,y).

We will assume that the data on each DE depends on a nearest neighbor in each direction (N,S,E,W). In order to perform computations efficiently, we would like this data on the local DE. To do this we specify a halo width of 1 cell in all directions for the data on each DE at Array or Field creation. Extra memory is allocated to hold the replicated grid cells.

The diagram directly left shows index values for the data on the central DE. The global grid indices are shown in red. Axis indices, which correspond to the memory allocated on the DE, are shown in blue. The exclusive domain is the inner black square; it contains grid cells that are not replicated on any other DEs. The black square outlined darkly in black is the computational domain; it contains all of the grid cells that have unique global grid indices and are updated by the local DE. The total domain is the entire extent of the memory allocated on the local DE.
Like the bilinear remapping, bicubic remapping is applicable only for logically-rectangular or block-structured logically-rectangular grids. The bicubic remapping exactly follows the bilinear remapping except that four weights for each corner point are required. Thus, \texttt{num_wts} is set to four for this option. The bicubic remapping is

\[
\begin{align*}
  f_P &= (1 - \beta^2 (3 - 2\beta))(1 - \alpha^2 (3 - 2\alpha))f(i, j) + \\
  &\quad (1 - \beta^2 (3 - 2\beta))\alpha^2 (3 - 2\alpha)f(i + 1, j) + \\
  &\quad \beta^2 (3 - 2\beta)\alpha^2 (3 - 2\alpha)f(i + 1, j + 1) + \\
  &\quad \beta^2 (3 - 2\beta)(1 - \alpha^2 (3 - 2\alpha))f(i, j + 1) + \\
  &\quad (1 - \beta^2 (3 - 2\beta))\alpha (\alpha - 1)^2 \frac{\partial f}{\partial i}(i, j) + \\
  &\quad (1 - \beta^2 (3 - 2\beta))\alpha^2 (\alpha - 1) \frac{\partial f}{\partial k}(i + 1, j) + \\
  &\quad \beta^2 (3 - 2\beta)\alpha (\alpha - 1)^2 \frac{\partial f}{\partial i}(i, j + 1) + \\
  &\quad \beta (\beta - 1)^2 (1 - \alpha^2 (3 - 2\alpha)) \frac{\partial f}{\partial j}(i, j) + \\
  &\quad \beta (\beta - 1)^2 \alpha^2 (3 - 2\alpha) \frac{\partial f}{\partial j}(i + 1, j) + \\
  &\quad \beta^2 (\beta - 1)\alpha^2 (3 - 2\alpha) \frac{\partial f}{\partial j}(i + 1, j + 1) + \\
  &\quad \beta^2 (\beta - 1)(1 - \alpha^2 (3 - 2\alpha)) \frac{\partial f}{\partial j}(i, j + 1) + \\
  &\quad \alpha (\alpha - 1)^2 \beta (\beta - 1)^2 \frac{\partial^2 f}{\partial i \partial j}(i, j) + \\
  &\quad \alpha^2 (\alpha - 1)\beta (\beta - 1)^2 \frac{\partial^2 f}{\partial i \partial j}(i + 1, j) + \\
  &\quad \alpha^2 (\alpha - 1)\beta^2 (\beta - 1)^2 \frac{\partial^2 f}{\partial i \partial j}(i + 1, j + 1) + \\
  &\quad \alpha (\alpha - 1)^2 \beta^2 (\beta - 1)^2 \frac{\partial^2 f}{\partial i \partial j}(i, j + 1)
\end{align*}
\]  

(1)

where \(\alpha\) and \(\beta\) are identical to those found in the bilinear case and are found using an identical algorithm. Note that unlike the conservative remappings, the gradients here are gradients with respect to the logical variable and not latitude or longitude. Lastly, the four weights corresponding to each address pair correspond to the weight multiplying the field value at the point, the weight multiplying the gradient with respect to \(i\), the weight multiplying the gradient with respect to \(j\), and the weight multiplying the cross gradient in that order.

**ESMF_REGRID_METHOD_BILINEAR** The bilinear regridding methods uses a local bilinear approximation to interpolate to a point in a quadrilateral grid. This is applicable only for logically-rectangular or block-structured logically-rectangular grids. Standard bilinear interpolation schemes can be found in many textbooks. Here we present a more general scheme which uses a local bilinear approximation to interpolate to a point in a quadrilateral grid. Consider the grid points shown in Fig. 8 labelled with logically-rectangular indices (e.g. \((i, j)\)).

Let the latitude-longitude coordinates of point 1 be \(\theta(i, j), \phi(i, j)\), the coordinates of point 2 be \(\theta(i + 1, j), \phi(i + 1, j)\), etc. Now let \(\alpha\) and \(\beta\) be continuous local coordinates such that the coordinates \((\alpha, \beta)\) of
Figure 8: A general quadrilateral grid.

Point 1 are (0, 0), point 2 are (1, 0), point 3 are (1, 1) and point 4 are (0, 1). If point $P$ lies inside the cell formed by the four points above, the function $f$ at point $P$ can be approximated by

$$f_P = (1 - \alpha)(1 - \beta)f(i, j) + \alpha(1 - \beta)f(i + 1, j) + \alpha\beta f(i + 1, j + 1) + (1 - \alpha)\beta f(i, j + 1).$$

(2)

The remapping weights must therefore be computed by finding $\alpha$ and $\beta$ at point $P$.

The latitude-longitude coordinates $(\theta, \phi)$ of point $P$ are known and can also be approximated by

$$\begin{align*}
\theta &= (1 - \alpha)(1 - \beta)\theta_1 + \alpha(1 - \beta)\theta_2 + \alpha\beta \theta_3 + (1 - \alpha)\beta \theta_4 \\
\phi &= (1 - \alpha)(1 - \beta)\phi_1 + \alpha(1 - \beta)\phi_2 + \alpha\beta \phi_3 + (1 - \alpha)\beta \phi_4.
\end{align*}$$

(3)

Because (3) is nonlinear in $\alpha$ and $\beta$, we must linearize and iterate toward a solution. Differentiating (3) results in

$$\begin{bmatrix} \delta \theta \\ \delta \phi \end{bmatrix} = A \begin{bmatrix} \delta \alpha \\ \delta \beta \end{bmatrix},$$

(4)

where

$$A = \begin{bmatrix}
(\theta_2 - \theta_1) + (\theta_1 - \theta_4 + \theta_3 - \theta_2)\beta & (\theta_4 - \theta_1) + (\theta_1 - \theta_4 + \theta_3 - \theta_2)\alpha \\
(\phi_2 - \phi_1) + (\phi_1 - \phi_4 + \phi_3 - \phi_2)\beta & (\phi_4 - \phi_1) + (\phi_1 - \phi_4 + \phi_3 - \phi_2)\alpha
\end{bmatrix}.$$

(5)

Inverting this system,
\[
\delta \alpha = \begin{vmatrix}
\delta \theta & (\theta_4 - \theta_1) + (\theta_1 - \theta_4 + \theta_3 - \theta_2) \alpha \\
\delta \phi & (\phi_4 - \phi_1) + (\phi_1 - \phi_4 + \phi_3 - \phi_2) \alpha \\
\end{vmatrix} \div \det(A),
\]
and
\[
\delta \beta = \begin{vmatrix}
(\theta_2 - \theta_1) + (\theta_1 - \theta_4 + \theta_3 - \theta_2) \beta & \delta \theta \\
(\phi_2 - \phi_1) + (\phi_1 - \phi_4 + \phi_3 - \phi_2) \beta & \delta \phi \\
\end{vmatrix} \div \det(A).
\]

Starting with an initial guess for \(\alpha\) and \(\beta\) (say \(\alpha = \beta = 0\)), equations (6) and (7) can be iterated until \(\delta \alpha\) and \(\delta \beta\) are suitably small. The weights can then be computed from (2). Note that for simple latitude-longitude grids, this iteration will converge in the first iteration.

In order to compute the weights using this general bilinear iteration, it must be determined in which box the point \(P\) resides. For this, the search algorithms outlined in the previous chapter are used with the exception that instead of using cell corners, the relevant box is formed by neighbor cell centers as shown in Fig. 8.

**ESMF_REGRID_METHOD_CONSERV1** First-order and second-order conservative remapping share a common algorithm, though currently only first-order has been implemented. ESMF implements a conservative remapping scheme described in detail elsewhere [2]. A brief outline will be given here to aid the user in understanding this regridding algorithm.

To compute a flux on a new (destination) grid which results in the same energy or water exchange as a flux \(f\) on an old (source) grid, the destination flux \(\mathcal{F}\) at a destination grid cell \(k\) must satisfy
\[
\mathcal{F}_k = \frac{1}{A_k} \int \int_{A_k} f dA,
\]
where \(\mathcal{F}\) is the area-averaged flux and \(A_k\) is the area of cell \(k\). Because the integral in (8) is over the area of the destination grid cell, only those cells on the source grid that are covered at least partly by the destination grid cell contribute to the value of the flux on the destination grid. If cell \(k\) overlaps \(N\) cells on the source grid, the remapping can be written as
\[
\mathcal{F}_k = \frac{1}{A_k} \sum_{n=1}^{N} \int \int_{A_{nk}} f_n dA,
\]
where \(A_{nk}\) is the area of the source grid cell \(n\) covered by the destination grid cell \(k\), and \(f_n\) is the local value of the flux in the source grid cell (see Figure 9). Note that (9) is normalized by the destination area \(A_k\) corresponding to the ESMF_RegridNormOpt value of ESMF_REGRID_NORM_DSTAREA. The sum of the weights for a destination cell \(k\) in this case would be between 0 and 1 and would be the area fraction if \(f_n\) were identically 1 everywhere on the source grid. The normalization option ESMF_REGRID_NORM_FRACAREA would actually divide by the area of the source grid overlapped by cell \(k\):

\[
\sum_{n=1}^{N} \int \int_{A_{nk}} dA.
\]

For this normalization option, remapping a function \(f\) which is 1 everywhere on the source grid would result in a function \(F\) that is exactly one wherever the destination grid overlaps a non-masked source grid cell and zero otherwise. A normalization option of ESMF_REGRID_NORM_NONE would result in the actual angular area participating in the remapping.

Assuming \(f_n\) is constant across a source grid cell, (9) would lead to the first-order area-weighted schemes used in current coupled models. A more accurate form of the remapping is obtained by using
\[
f_n = \mathcal{F}_n + \nabla_n f \cdot (\vec{r} - \vec{r}_n),
\]

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where $\nabla_n f$ is the gradient of the flux in cell $n$ and $\vec{r}_n$ is the centroid of cell $n$ defined by

$$\vec{r}_n = \frac{1}{A_n} \int \int_{A_n} \vec{r} dA.$$ \hfill (12)

Such a distribution satisfies the conservation constraint and is equivalent to the first terms of a Taylor series expansion of $f$ around $\vec{r}_n$. The remapping is thus second-order accurate if $\nabla_n f$ is at least a first-order approximation to the gradient.

The remapping can now be expanded in spherical coordinates as

$$F_k = \sum_{n=1}^{N} \left[ \int_{A_n} w_{1nk} + \left( \frac{\partial f}{\partial \theta} \right)_n w_{2nk} + \left( \frac{1}{\cos \theta} \frac{\partial f}{\partial \phi} \right)_n w_{3nk} \right],$$ \hfill (13)

where $\theta$ is latitude, $\phi$ is longitude and the three remapping weights are

$$w_{1nk} = \frac{1}{A_k} \int \int_{A_n} dA,$$ \hfill (14)

$$w_{2nk} = \frac{1}{A_k} \int \int_{A_n} (\theta - \theta_n) dA = \frac{1}{A_k} \int \int_{A_n} \theta dA - \frac{w_{1nk}}{A_n} \int \int_{A_n} \theta dA,$$ \hfill (15)

and

$$w_{3nk} = \frac{1}{A_k} \int \int_{A_n} \cos \theta (\phi - \phi_n) dA = \frac{1}{A_k} \int \int_{A_n} \phi \cos \theta dA - \frac{w_{1nk}}{A_n} \int \int_{A_n} \phi \cos \theta dA.$$ \hfill (16)

Again, if the gradient is zero, (13) reduces to a first-order area-weighted remapping.

The area integrals in equations (14)–(16) are computed by converting the area integrals into line integrals using the divergence theorem. Computing line integrals around the overlap regions is much simpler; one simply integrates first around every grid cell on the source grid, keeping track of intersections with destination grid lines, and then one integrates around every grid cell on the destination grid in a similar manner. After the sweep of each grid, all overlap regions have been integrated.

Choosing appropriate functions for the divergence, the integrals in equations (14)–(16) become

$$\int \int_{A_n} dA = \oint_{C_{nk}} - \sin \theta d\phi,$$ \hfill (17)

$$\int \int_{A_n} \theta dA = \oint_{C_{nk}} [- \cos \theta - \theta \sin \theta] d\phi,$$ \hfill (18)

$$\int \int_{A_n} \phi \cos \theta dA = \oint_{C_{nk}} \frac{\phi}{2} [\sin \theta \cos \theta + \theta] d\phi,$$ \hfill (19)

where $C_{nk}$ is the counterclockwise path around the region $A_{nk}$. Computing these three line integrals during the sweeps of each grid provides all the information necessary for computing the remapping weights.
Figure 9: An example of a triangular destination grid cell $k$ overlapping a quadrilateral source grid. The region $A_{kn}$ is where cell $k$ overlaps the quadrilateral cell $n$. Vectors used by search and intersection routines are also labelled.
As described above, the algorithm for computing the remapping weights is relatively simple. The process amounts to finding the location of the endpoint of a segment and then finding the next intersection with the other grid. The line integrals are then computed and summed according to which grid cells are associated with that particular subsegment. The most time-consuming portion of the algorithm is finding which cell on one grid contains an endpoint from the other grid. Currently in ESMF, we restrict the search to cells on the source grid who fall within the bounding box of the local piece of the decomposed destination grid. More optimal search algorithms may be added later.

Once the search has been restricted, a robust algorithm that works for most cases is a cross-product test. In this test, a cross product is computed between the vector corresponding to a cell side ($\vec{r}_{12}$ in Figure 9) and a vector extending from the beginning of the cell side to the search point ($\vec{r}_{1b}$). If

$$\vec{r}_{12} \times \vec{r}_{1b} > 0,$$

the point lies to the left of the cell side. If (20) holds for every cell side, the point is enclosed by the cell. This test is not completely robust and will fail for grid cells that are non-convex.

Once the location of an initial endpoint is found, it is necessary to check to see if the segment intersects with the cell side. If the segment is parametrized as

$$\theta = \theta_b + s_1(\theta_e - \theta_b)$$
$$\phi = \phi_b + s_1(\phi_e - \phi_b)$$

and the cell side as

$$\theta = \theta_1 + s_2(\theta_2 - \theta_1)$$
$$\phi = \phi_1 + s_2(\phi_2 - \phi_1),$$

where $\theta_1, \phi_1, \theta_2, \phi_2, \theta_b,$ and $\theta_e$ are endpoints as shown in Figure 9, the intersection of the two lines occurs when $\theta$ and $\phi$ are equal. The linear system

$$\begin{bmatrix}
(\theta_e - \theta_b) & (\theta_1 - \theta_2) \\
(\phi_e - \phi_b) & (\phi_1 - \phi_2)
\end{bmatrix}
\begin{bmatrix}
s_1 \\
s_2
\end{bmatrix} =
\begin{bmatrix}
(\theta_1 - \theta_b) \\
(\phi_1 - \phi_b)
\end{bmatrix}
$$

(23)

is then solved to determine $s_1$ and $s_2$ at the intersection point. If $s_1$ and $s_2$ are between zero and one, an intersection occurs with that cell side.

It is important also to compute identical intersections during the sweeps of each grid. To ensure that this will occur, the entire line segment is used to compute intersections rather than using a previous or next intersection as an endpoint.

Often, pairs of grids will share common lines (e.g. the Equator). When this is the case, the method described above will double-count the contribution of these line segments. Coincidences can be detected when computing cross products for the search algorithm described above. If the cross product is zero in this case, the endpoint lies on the cell side. A second cross product between the line segment and the cell side can then be computed. If the second cross product is also zero, the lines are coincident. Once a coincidence has been detected, the contribution of the coincident segment can be computed during the first sweep and ignored during the second sweep.

Some aspects of the spherical coordinate system introduce additional problems for the method described above. Longitude is multiple valued on one line on the sphere, and this branch cut may be chosen differently by different grids. Care must be taken when calculating intersections and line integrals to ensure that the proper longitude values are used. A simple method is to always check to make sure the longitude is in the same interval as the source grid cell center.

Another problem with computing weights in spherical coordinates is the treatment of the pole. First, note that although the pole is physically a point, it is a line in latitude-longitude space and has a nonzero contribution to the weight integrals. If a grid does not contain the pole explicitly as a grid vertex, the pole contribution must be added to the appropriate cells. The pole contribution can be computed analytically.
The pole also creates problems for the search and intersection algorithms described above. For example, a grid cell that overlaps the pole can result in a nonconvex cell in latitude-longitude coordinates. The cross-product test described above will fail in this case. In addition, segments near the pole typically exhibit large changes in longitude even for very short segments. In such a case, the linear parametrizations used above result in inaccuracies for determining the correct intersections.

To avoid these problems, a coordinate transformation can be used poleward of a given threshold latitude (typically within one degree of the pole). A possible transformation is the Lambert equivalent azimuthal projection

\[
X = 2 \sin \left( \frac{\pi}{4} - \frac{\theta}{2} \right) \cos \phi \\
Y = 2 \sin \left( \frac{\pi}{4} - \frac{\theta}{2} \right) \sin \phi
\] (24)

for the North Pole. The transformation for the South Pole is similar. This transformation is only used to compute intersections; line integrals are still computed in latitude-longitude coordinates. Because intersections computed in the transformed coordinates can be different from those computed in latitude-longitude coordinates, line segments which cross the latitude threshold must be treated carefully. To compute the intersections consistently for such a segment, intersections with the threshold latitude are detected and used as a normal grid intersection to provide a clean break between the two coordinate systems.

**ESMF_REGRID_METHOD_LINEAR** This is a standard linear regridding algorithm for 1-d grids only. In ESMF, it is used to regrid between vertical grids.

**ESMF_REGRID_METHOD_NONE** No regridding or undefined regrid.

### 29.2.2 ESMF_RegridNormOpt

**DESCRIPTION:**

Regrid normalization options supported by ESMF, for conservative regridding only.

Valid values are:

**ESMF_REGRID_NORM_DSTAREA** The Regrid weights are normalized by the destination area of each cell.

**ESMF_REGRID_NORM_FRACAREA** The Regrid weights are normalized by the area of the source grid overlapped by each cell (default).

**ESMF_REGRID_NORM_NONE** No normalization applied to Regrid weights.

**ESMF_REGRID_NORM_UNKNOWN** Unknown or undefined normalization.

### 29.3 Design and Implementation Notes

Regrid has been designed to be as efficient as possible during its Run routine. Although the initial calculation during the Store routines can be computationally intensive, the ESMF_RouteHandle object it creates is designed to be reused by similar Fields on the same Grids. And, as long as the Grids are static, RegridStore can be called once and reused throughout a simulation. It leverages internal structures and methods used throughout ESMF for communication so that algorithmic and programming improvements can be focused on a single location.

Because many methods are supported for regridding, the main Store function branches to a specific creation function based on the regrid method requested (e.g. bilinear, conservative, spectral). Each of these regrid methods are in a separate module to prevent the main Regrid module from becoming too large. The user is unaware of this hierarchy as the top-level module provides a unified API.

The RouteHandle object created by the RegridStore function contains a set of “links” which identify how a Field at a point on the destination Grid is related to a Field at a point on the source Grid. As such, a “link” consists of a source address, a destination address and a weight. The addresses are stored as indices to allow reuse by different Fields on the same Grids. Because the Grids are generally distributed very differently, the Regrid object also contains communication information for any data motion required for the regridding.
29.3.1 Parallel Implementation

On parallel processing platforms, only a piece of each Grid is represented locally on a particular DE. In order to calculate a regrid, the portions of the decomposed source Grid that overlaps the local destination Grid must be gathered to its DE. During the RegridStore routine, ESMF determines the list of the source DE’s and Grid extents that must be collected to cover the destination Grid and stores them in an ESMF_DomainList. Currently ESMF gathers all the data from each DE whose source Grid intersects the local destination Grid, but there has been some work in identifying and collecting subsets of distributed data instead. The communication pattern to gather the corresponding data is stored in an ESMF_Route for use during the run routine. Each DE then stores the Route and list of links unique to its destination Grid.

During the run routine, the source data is first gathered using the precomputed Route and stored as a 1-D vector. The main calculation is then a loop over the number of links that effectively sums the product of the source data and the interpolation weights and loads the result into the corresponding destination Array address.

29.3.2 Regrid Objects

The ESMF_Regrid object itself is relatively small, containing mostly just pointers to the source and destination Field information and settings for regrid options. Regrid methods also create an ESMF_TransformValues object, which holds information about the “links”, including the number of them and Arrays of source addresses, destination addresses, and interpolation weights. Both the Regrid and TransformValues objects are private and contained by the RouteHandle object.

29.3.3 Restrictions and Future Work

1. **Support is limited to 1D and 2D regridding.** Regridding support is limited to two dimensions.

2. **Masks are not implemented.** Regridding methods take masks in their argument lists, but they have no effect.

3. **Future regrid methods.** The following methods will be added:

   - ESMF_REGRID_METHOD_ADJOINT  Create adjoint of existing regrid
   - ESMF_REGRID_METHOD_FILE  Read a regrid from a file
   - ESMF_REGRID_METHOD_FOURIER  Fourier transform
   - ESMF_REGRID_METHOD_INDEX  Index-space regrid (shift, stencil)
   - ESMF_REGRID_METHOD_LEGENDRE  Legendre transform
   - ESMF_REGRID_METHOD_NEARESTBR  Nearest-neighbor dist-weighted avg
   - ESMF_REGRID_METHOD_RASTER  Regrid by rasterizing domain
   - ESMF_REGRID_METHOD_REGRIDECOPY  Copy existing regrid
   - ESMF_REGRID_METHOD_SHIFT  Shift addresses of existing regrid
   - ESMF_REGRID_METHOD_SPLINE  Cubic spline for 1-d regridding
   - ESMF_REGRID_METHOD_USER  User-supplied method

! PROGRAM: ESMF_RegridEx - Using the Regridding methods
!
!!!DESCRIPTION:
!!!
!!! This program shows examples of using Regrid on Field data
!----------------------------------------------------------------------------------

    ! use ESMF_Mod
    implicit none
! Local variables

type(ESMF_Field) :: field1, field2

type(ESMF_Grid) :: srcgrid, dstgrid

type(ESMF_RouteHandle) :: regrid_rh

type(ESMF_Array) :: arraya, arrayb

type(ESMF_DELayout) :: layout1, layout2

integer :: rc

29.3.4 Precomputing and Executing a Regrid

The user has already created an ESMF_Grid, an ESMF_Array with data, and put them together in an ESMF_Field. An ESMF_RouteHandle is created and the data movement needed to execute the regrid is stored with that handle by the store method. To actually execute the operation, the source and destination data objects must be supplied, along with the same ESMF_RouteHandle.

\[
\text{regrid_rh} = \text{ESMF\_RouteHandleCreate} (\text{rc})
\]

\[
\text{call ESMF\_FieldRegridStore(field1, field2, vm, } \& \\
\text{ routehandle=\text{regrid\_rh}, } \& \\
\text{ regridmethod=ESMF\_REGRID\_METHOD\_BILINEAR, rc=rc)}
\]

\[
\text{call ESMF\_FieldRegrid(field1, field2, regrid\_rh, rc=rc)}
\]

\[
\text{call ESMF\_FieldRegridRelease(regrid\_rh, rc=rc)}
\]

\[
\text{call ESMF\_RouteHandleDestroy(regrid\_rh)}
\]

30 Redist Method

30.1 Description

Redistribution operations always operate on data associated with a single Grid, but are either decomposed across multiple DEs differently, or have different index orderings, or are decomposed in different dimensions. The Redistribution methods involve only data movement; no interpolation, data binning, or averaging is performed. A typical example of redistribution is the data transpose associated with the translation between physical and Fourier space. An example of the use of ESMF redistribution methods is presented in the FieldRedist system test.
Part IV
Infrastructure: Utilities
31 Overview of Infrastructure Utility Classes

The ESMF utilities are a set of tools for quickly assembling modeling applications. The Time Management Library provides utilities for time and date representation and calculation, and higher-level utilities that control model time stepping and alarming. The Array class offers an efficient, language-neutral way of storing and manipulating data arrays. The Communications/Memory/Kernel library provides utilities for isolating system-dependent functions to ease platform portability. It provides services to represent a particular machine’s characteristics and to organize these into processor lists and layouts to allow for optimal allocation of resources to an ESMF component. Also provided is a unified interface for system-dependent communication services such as MPI or pthreads. ESMF Configuration Management is based on NASA DAO’s Inpak package, a collection of routines for accessing files containing input parameters stored in an ASCII format.
32  Time Manager Utility

The ESMF Time Manager utility includes software for time and date representation and calculations, model time advancement, and the identification of unique and periodic events. Since multi-component geophysical applications often require synchronization across the time management schemes of the individual components, the Time Manager’s standard calendars and consistent time representation promote component interoperability.

Key Features
Drift-free timekeeping through an integer-based internal time representation.
The ability to represent time as a rational fraction, to support exact timekeeping in applications that involve grid refinement.
Support for many calendar types, including user-customized calendars.
Support for both concurrent and sequential modes of component execution.
Support for varying and negative time steps.

32.1  Time Manager Classes

There are five ESMF classes that represent time concepts:

- **Calendar** A Calendar can be used to keep track of the date as an ESMF Gridded Component advances in time. Standard calendars (such as Gregorian and 360-day) and user-specified calendars are supported. Calendars can be queried for quantities such as seconds per day, days per month, and days per year.

- **Time** A Time represents a time instant in a particular calendar, such as November 28, 1964, at 7:31pm EST in the Gregorian calendar. The Time class can be used to represent the start and stop time of a time integration.

- **TimeInterval** TimeIntervals represent a period of time, such as 300 milliseconds. Time steps can be represented using TimeIntervals.

- **Clock** Clocks collect the parameters and methods used for model time advancement into a convenient package. A Clock can be queried for quantities such as start time, stop time, current time, and time step. Clock methods include incrementing the current time, and determining if it is time to stop.

- **Alarm** Alarms identify unique or periodic events by “ringing” - returning a true value - at specified times. For example, an Alarm might be set to ring on the day of the year when leaves start falling from the trees in a climate model.

The ESMF Time Manager utility includes software to manage model calendars, advance model time, and perform time and date calculations. The software classes that handle these functions are **Times**, **TimeIntervals**, **Clocks**, **Alarms**, and **Calendars**.
In the remainder of this section, we briefly summarize the functionality that the Time Manager classes provide. Detailed descriptions and usage examples precede the API listing for each class.

### 32.2 Calendar

An ESMF Calendar can be queried for seconds per day, days per month and days per year. The flexible definition of Calendars allows them to be defined for planetary bodies other than Earth. The set of supported calendars includes:

- **Gregorian** The standard Gregorian calendar, proleptic to 3/1/–4800.
- **no-leap** The Gregorian calendar with no leap years.
- **Julian Day** A Julian days calendar.
- **360-day** A 30-day-per-month, 12-month-per-year calendar.
- **no calendar** Tracks only elapsed model time in seconds.

See Section 33.1 for more details on supported standard calendars, and how to create a customized ESMF Calendar.

### 32.3 Time Instants and Time Intervals

TimeIntervals and Time instants (simply called Times) are the computational building blocks of the Time Manager utility. TimeIntervals support operations such as add, subtract, compare size, reset value, copy value, and subdivide by a scalar. Times, which are moments in time associated with specific Calendars, can be incremented or decremented by TimeIntervals, compared to determine which of two Times is later, differenced to obtain the TimeInterval between two Times, copied, reset, and manipulated in other useful ways. Times support a host of different queries, both for values of individual Time components such as year, month, day, and second, and for derived values such as day of year, middle of current month and Julian day. It is also possible to retrieve the value of the hardware real-time clock in the form of a Time. See Sections 34.1 and 35.1 respectively, for use and examples of Times and TimeIntervals.

Since climate modeling, numerical weather prediction and other Earth and space applications have widely varying time scales and require different sorts of calendars, Times and TimeIntervals must support a wide range of time specifiers, spanning nanoseconds to years. The interfaces to these time classes are defined so that the user can specify a time using a combination of units selected from the list shown in Table 1.

### 32.4 Clocks and Alarms

Although it is possible to repeatedly step a Time forward by a TimeInterval using arithmetic on these basic types, it is useful to identify a higher-level concept to represent this function. We refer to this capability as a Clock, and include in its required features the ability to store the start and stop times of a model run, to check when time advancement should cease, and to query the value of quantities such as the current time and the time at the previous time step. The Time Manager includes a class with methods that return a true value when a periodic or unique event has taken place; we refer to these as Alarms. Applications may contain temporary or multiple Clocks and Alarms. Sections 36.1 and 37.1 describe the use of Clocks and Alarms in detail.
Table 1: Specifiers for Times and TimeIntervals

<table>
<thead>
<tr>
<th>Unit</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt;yylyy_i8&gt;</td>
<td>Year</td>
</tr>
<tr>
<td>mm</td>
<td>Month of the year</td>
</tr>
<tr>
<td>dd</td>
<td>Day of the month</td>
</tr>
<tr>
<td>&lt;d</td>
<td>d_i8&gt;d_r8&gt;</td>
</tr>
<tr>
<td>&lt;h</td>
<td>h_r8&gt;</td>
</tr>
<tr>
<td>&lt;mjm_r8&gt;</td>
<td>Minute</td>
</tr>
<tr>
<td>&lt;s</td>
<td>s_i8&gt;s_r8&gt;</td>
</tr>
<tr>
<td>&lt;ms</td>
<td>ms_r8&gt;</td>
</tr>
<tr>
<td>&lt;us</td>
<td>us_r8&gt;</td>
</tr>
<tr>
<td>&lt;ns</td>
<td>ns_r8&gt;</td>
</tr>
<tr>
<td>O</td>
<td>Time zone offset in integer number of hours and minutes</td>
</tr>
<tr>
<td>sN</td>
<td>Numerator for times of the form $s + \frac{sN}{sD}$, where $s$ is seconds and $s$, $sN$, and $sD$ are integers. This format provides a mechanism for supporting exact behavior.</td>
</tr>
<tr>
<td>sD</td>
<td>Denominator for times of the form $s + \frac{sN}{sD}$, where $s$ is seconds and $s$, $sN$, and $sD$ are integers.</td>
</tr>
</tbody>
</table>

32.5 Design and Implementation Notes

1. **Base TimeIntervals and Times on the same integer representation.** It is useful to allow both TimeIntervals and Times to inherit from a single class, BaseTime. In C++, this can be implemented by using inheritance. In Fortran, it can be implemented by having the derived types TimeIntervals and Times contain a derived type BaseTime. In both cases, the BaseTime class can be made private and invisible to the user.

   The result of this strategy is that Time Intervals and Times gain a consistent core representation of time as well as a set of basic methods.

   The BaseTime class can be designed with a minimum number of elements to represent any required time. The design is based on the idea used in the real-time POSIX 1003.1b-1993 standard. That is, to represent time simply as a pair of integers: one for seconds (whole) and one for nanoseconds (fractional). These can then be converted at the interface level to any desired format.

   For ESMF, this idea can be modified and extended, in order to handle the requirements for a large time range (> 200,000 years) and to exactly represent any rational fraction, not just nanoseconds. To handle the large time range, a 64-bit or greater integer is used for whole seconds. Any rational fractional second is expressed using two additional integers: a numerator and a denominator. Both the whole seconds and fractional numerator are signed to handle negative time intervals and instants. For arithmetic consistency both must carry the same sign (both positive or both negative), except, of course, for zero values. The fractional seconds element (numerator) is bounded with respect to whole seconds. If the absolute value of the numerator becomes greater than or equal to the denominator, whole seconds are incremented or decremented accordingly and the numerator is reset to the remainder. Conversions are performed upon demand by interface methods within the TimeInterval and Time classes. This is done because different applications require different representations of time intervals and time instances.

   The BaseTime class defines increment and decrement methods for basic TimeInterval calculations between Time instants. It is done here rather than in the Calendar class because it can be done with simple second-based arithmetic that is calendar independent.

   Comparison methods can also be defined in the BaseTime class. These perform equality/inequality, less than, and greater than comparisons between any two TimeIntervals or Times. These methods capture the common comparison logic between TimeIntervals and Times and hence are defined here for sharing.
2. **The Time class depends on a calendar.** The Time class contains an internal Calendar class. Upon demand by a user, the results of an increment or decrement operation are converted to user units, which may be calendar-dependent, via methods obtained from their internal Calendar.
32.6 Object Model

The following is a simplified UML diagram showing the structure of the Time Manager utility. See Appendix A, *A Brief Introduction to UML*, for a translation table that lists the symbols in the diagram and their meaning.
33 Calendar Class

33.1 Description
The Calendar class represents the standard calendars used in geophysical modeling: Gregorian, Julian, no-leap, 360-day, and no-calendar. It also supports a user-customized calendar. Brief descriptions are provided for each calendar below. For more information on standard calendars, see [1].

33.2 Calendar Options

33.2.1 ESMF_CalendarType
DESCRIPTION:
Supported calendar types.
Valid values are:

ESMF_CAL_360DAY  Valid range: machine limits
In the 360-day calendar, there are 12 months, each of which has 30 days. Like the no-leap calendar, this is a simple approximation to the Gregorian calendar sometimes used by modelers.

ESMF_CAL_CUSTOM  Valid range: machine limits
The user can set calendar parameters in the generic calendar.

ESMF_CAL_GREGORIAN  Valid range: 3/1/4800 BC to 10/29/292,277,019,914
The Gregorian calendar is the calendar currently in use throughout Western countries. Named after Pope Gregory, it is a minor correction to the older Julian calendar. In the Gregorian calendar every fourth year is a leap year in which February has 29 and not 28 days; however, years divisible by 100 are not leap years unless they are also divisible by 400. As in the Julian calendar, days begin at midnight.

ESMF_CAL_JULIAN  - not yet implemented  Valid range: 4713 BC onward
The Julian calendar was introduced by Julius Caesar in 46 B.C., and reached its final form in 8 B.C. The Julian calendar differs from the Gregorian only in the determination of leap years, lacking the correction for years divisible by 100 and 400 in the Gregorian calendar. In the Julian calendar, any positive year is a leap year if divisible by 4. (Negative years are leap years if, when divided by 4, a remainder of 3 results.) Days are considered to begin at midnight.

ESMF_CAL_JULIANDAY  Valid range: -32045 to 1x10^{14}
Julian days simply enumerate the days and fraction of a day which have elapsed since the start of the Julian era, defined as beginning at noon on Monday, 1st January of year 4713 B.C. in the Julian calendar. Julian days, unlike the dates in the Julian and Gregorian calendars, begin at noon.

ESMF_CAL_NOCALENDAR  Valid range: machine limits
The no-calendar option simply tracks the elapsed model time in seconds.

ESMF_CAL_NOLEAP  Valid range: machine limits
The no-leap calendar is the Gregorian calendar with no leap years - February is always assumed to have 28 days. Modelers sometimes use this calendar as a simple, close approximation to the Gregorian calendar.

33.3 Use and Examples
In most multi-component Earth system applications, the timekeeping in each component must refer to the same standard calendar in order for the components to properly synchronize. It therefore makes sense to create as few ESMF Calendars as possible, preferably one per application. A typical strategy would be to create a single Calendar at the start of an application, and use that Calendar in all subsequent calls that accept a Calendar, such as ESMF_TimeSet. The following example shows how to set up an ESMF Calendar.

! PROGRAM: ESMF_CalendarEx  - Calendar creation examples
!
This program shows examples of how to create different calendar types.

```fortran
! ESMF Framework module
use ESMF_Mod
implicit none

! instantiate calendars
type(ESMF_Calendar) :: gregorianCalendar
type(ESMF_Calendar) :: julianDayCalendar

! local variables for Get methods
integer(ESMF_KIND_I8) :: dl
type(ESMF_Time) :: time

! return code
integer:: rc

! initialize ESMF framework
call ESMF_Initialize(rc=rc)

33.3.1 Calendar Creation
This example shows how to create two ESMF_Calendars.

! create a Gregorian calendar
gregorianCalendar = ESMF_CalendarCreate("Gregorian", &
EMSF_CAL_GREGORIAN, rc)

! create a Julian Day calendar
julianDayCalendar = ESMF_CalendarCreate("JulianDay", &
EMSF_CAL_JULIANDAY, rc)

33.3.2 Calendar Comparison
This example shows how to compare an ESMF_Calendar with a known calendar type.

! compare calendar type against a known type
if (gregorianCalendar == ESMF_CAL_GREGORIAN) then
  print *, "gregorianCalendar is of type ESMF_CAL_GREGORIAN."
else
  print *, "gregorianCalendar is not of type ESMF_CAL_GREGORIAN."
end if

33.3.3 Time Conversion Between Calendars
This example shows how to convert a time from one ESMF_Calendar to another.

call ESMF_TimeSet(time, yy=2004, mm=4, dd=17, &
calendar=gregorianCalendar, rc=rc)
```
! switch time’s calendar to perform conversion
call ESMF_TimeSet(time, calendar=julianDayCalendar, rc=rc)

call ESMF_TimeGet(time, d_i8=dl, rc=rc)
print *, "Gregorian date 2004/4/17 is ", dl, &
" days in the Julian Day calendar."

33.3.4 Calendar Destruction
This example shows how to destroy two ESMF_Calendars.
call ESMF_CalendarDestroy(julianDayCalendar, rc)
call ESMF_CalendarDestroy(gregorianCalendar, rc)

! finalize ESMF framework
call ESMF_Finalize(rc)

end program ESMF_CalendarEx

33.4 Restrictions and Future Work
1. Months per year set to 12. Due to the requirement of only Earth modeling, the number of months per year is hard-coded at 12. However, for easy modification, this is implemented via a Fortran parameter and a C preprocessor #define.

33.5 Class API
33.5.1 ESMF_CalendarOperator(==) - Test if Calendar 1 is equal to Calendar 2

INTERFACE:
    interface operator(==)
    if (calendar1 == calendar2) then ... endif
    OR
    result = (calendar1 == calendar2)

RETURN VALUE:
    logical :: result

ARGUMENTS:
    type(ESMF_Calendar), intent(in) :: calendar1
    type(ESMF_Calendar), intent(in) :: calendar2

DESCRIPTION:
Overloads the (==) operator for the ESMF_Calendar class. Compare two calendar objects for equality; return true if equal, false otherwise. Comparison is based on the calendar type.
The arguments are:
    calendar1 The first ESMF_Calendar in comparison.
    calendar2 The second ESMF_Calendar in comparison.
33.5.2 ESMF_CalendarOperator(==) - Test if Calendar Type 1 is equal to Calendar Type 2

INTERFACE:

```fortran
interface operator(==)
  if (calendartype1 == calendartype2) then ... endif
  OR
  result = (calendartype1 == calendartype2)
end interface
```

RETURN VALUE:

```fortran
logical :: result
```

ARGUMENTS:

```fortran
type(ESMF_CalendarType), intent(in) :: calendartype1
type(ESMF_CalendarType), intent(in) :: calendartype2
```

DESCRIPTION:

Overloads the (==) operator for the ESMF_Calendar class. Compare two calendar types for equality; return true if equal, false otherwise.

The arguments are:

- `calendartype1` The first ESMF_CalendarType in comparison.
- `calendartype2` The second ESMF_CalendarType in comparison.

---

33.5.3 ESMF_CalendarOperator(==) - Test if Calendar is equal to Calendar Type

INTERFACE:

```fortran
interface operator(==)
  if (calendar == calendartype) then ... endif
  OR
  result = (calendar == calendartype)
end interface
```

RETURN VALUE:

```fortran
logical :: result
```

ARGUMENTS:

```fortran
type(ESMF_Calendar), intent(in) :: calendar
type(ESMF_CalendarType), intent(in) :: calendartype
```

DESCRIPTION:

Overloads the (==) operator for the ESMF_Calendar class. Compare a calendar object’s type with a given calendar type for equality; return true if equal, false otherwise.

The arguments are:

- `calendar` The ESMF_Calendar in comparison.
- `calendartype` The ESMF_CalendarType in comparison.
33.5.4  ESMF_CalendarOperator(==) - Test if Calendar Type is equal to Calendar

INTERFACE:

    interface operator(==)
    if (calendartype == calendar) then ... endif
    OR
    result = (calendartype == calendar)

RETURN VALUE:

    logical :: result

ARGUMENTS:

    type(ESMF_CalendarType), intent(in) :: calendartype
    type(ESMF_Calendar), intent(in) :: calendar

DESCRIPTION:

Overloads the (==) operator for the ESMF_Calendar class. Compare a calendar type with a given calendar object’s type for equality; return true if equal, false otherwise.

The arguments are:

    calendartype  The ESMF_CalendarType in comparison.
    calendar      The ESMF_Calendar in comparison.

---

33.5.5  ESMF_CalendarOperator(/=) - Test if Calendar 1 is not equal to Calendar 2

INTERFACE:

    interface operator(/=)
    if (calendar1 /= calendar2) then ... endif
    OR
    result = (calendar1 /= calendar2)

RETURN VALUE:

    logical :: result

ARGUMENTS:

    type(ESMF_Calendar), intent(in) :: calendar1
    type(ESMF_Calendar), intent(in) :: calendar2

DESCRIPTION:

Overloads the (/=) operator for the ESMF_Calendar class. Compare two calendar objects for inequality; return true if not equal, false otherwise. Comparison is based on the calendar type.

The arguments are:

    calendar1  The first ESMF_Calendar in comparison.
    calendar2  The second ESMF_Calendar in comparison.
33.5.6  ESMF_CalendarOperator(/=) - Test if Calendar Type 1 is not equal to Calendar Type 2

INTERFACE:

    interface operator(/=)
    if (calendartype1 /= calendartype2) then ... endif
    OR
    result = (calendartype1 /= calendartype2)

RETURN VALUE:

    logical :: result

ARGUMENTS:

    type(ESMF_CalendarType), intent(in) :: calendartype1
    type(ESMF_CalendarType), intent(in) :: calendartype2

DESCRIPTION:

Overloads the (/=) operator for the ESMF_Calendar class. Compare two calendar types for inequality; return true if not equal, false otherwise.

The arguments are:

    calendartype1  The first ESMF_CalendarType in comparison.
    calendartype2  The second ESMF_CalendarType in comparison.

33.5.7  ESMF_CalendarOperator(/=) - Test if Calendar is not equal to Calendar Type

INTERFACE:

    interface operator(/=)
    if (calendar /= calendartype) then ... endif
    OR
    result = (calendar /= calendartype)

RETURN VALUE:

    logical :: result

ARGUMENTS:

    type(ESMF_Calendar), intent(in) :: calendar
    type(ESMF_CalendarType), intent(in) :: calendartype

DESCRIPTION:

Overloads the (/=) operator for the ESMF_Calendar class. Compare a calendar object’s type with a given calendar type for inequality; return true if equal, false otherwise.

The arguments are:

    calendar  The ESMF_Calendar in comparison.
    calendartype  The ESMF_CalendarType in comparison.
33.5.8  ESMF_CalendarOperator(/=) - Test if Calendar Type is not equal to Calendar

INTERFACE:

interface operator(/=)
  if (calendartype /= calendar) then ... endif
OR
  result = (calendartype /= calendar)
endif

RETURN VALUE:

logical :: result

ARGUMENTS:

type(ESMF_CalendarType), intent(in) :: calendartype

type(ESMF_Calendar), intent(in) :: calendar

DESCRIPTION:

Overloads the (/=) operator for the ESMF_Calendar class. Compare a calendar type with a given calendar object's type for inequality; return true if equal, false otherwise.

The arguments are:

calendartype  The ESMF_CalendarType in comparison.

calendar  The ESMF_Calendar in comparison.

33.5.9  ESMF_CalendarCreate - Create a new ESMF Calendar of built-in type

INTERFACE:

! Private name; call using ESMF_CalendarCreate()
function ESMF_CalendarCreateBuiltIn(name, calendartyp e, rc)

type(ESMF_Calendar) :: ESMF_CalendarCreateBuiltIn

RETURN VALUE:

ARGUMENTS:

character (len=*), intent(in), optional :: name

type(ESMF_CalendarType), intent(in) :: calendartype

integer, intent(out), optional :: rc

DESCRIPTION:

Creates and sets a calendar to the given built-in ESMF_CalendarType.
This is a private method; invoke via the public overloaded entry point ESMF_CalendarCreate().

The arguments are:

[name]  The name for the newly created calendar. If not specified, a default unique name will be generated: "CalendarNNN" where NNN is a unique sequence number from 001 to 999.

calendartype  The built-in ESMF_CalendarType. Valid values are: ESMF_CAL_360DAY, ESMF_CAL_GREGORIAN, ESMF_CAL_JULIANDAY, ESMF_CAL_NOCALENDAR, and ESMF_CAL_NOLEAP. See the "Time Manager Reference" document for a description of each calendar type.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.
33.5.10  ESMF_CalendarCreate - Create a copy of an ESMF Calendar

INTERFACE:

! Private name; call using ESMF_CalendarCreate()
function ESMF_CalendarCreateCopy(calendar, rc)

RETURN VALUE:

type(ESMF_Calendar) :: ESMF_CalendarCreateCopy

ARGUMENTS:

type(ESMF_Calendar), intent(in) :: calendar
integer, intent(out), optional :: rc

DESCRIPTION:

Creates a copy of a given ESMF_Calendar.
This is a private method; invoke via the public overloaded entry point ESMF_CalendarCreate().
The arguments are:
calendar  The ESMF_Calendar to copy.
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

33.5.11  ESMF_CalendarCreate - Create a new custom ESMF Calendar

INTERFACE:

! Private name; call using ESMF_CalendarCreate()
function ESMF_CalendarCreateCustom(name, daysPerMonth, secondsPerDay, &
daysPerYear, daysPerYearDn, &
daysPerYearDd, rc)

RETURN VALUE:

type(ESMF_Calendar) :: ESMF_CalendarCreateCustom

ARGUMENTS:

character (len=*), intent(in), optional :: name
integer, dimension(:), intent(in), optional :: daysPerMonth
integer(ESMF_KIND_I4), intent(in), optional :: secondsPerDay
integer(ESMF_KIND_I4), intent(in), optional :: daysPerYear ! not implemented
integer(ESMF_KIND_I4), intent(in), optional :: daysPerYearDn ! not implemented
integer(ESMF_KIND_I4), intent(in), optional :: daysPerYearDd ! not implemented
integer, intent(out), optional :: rc

DESCRIPTION:

Creates a custom ESMF_Calendar and sets its properties.
This is a private method; invoke via the public overloaded entry point ESMF_CalendarCreate().
The arguments are:
The name for the newly created calendar. If not specified, a default unique name will be generated: "CalendarNNN" where NNN is a unique sequence number from 001 to 999.

Integer array of days per month, for each month of the year. The number of months per year is variable and taken from the size of the array. If unspecified, months per year = 0, with the days array undefined.

Integer number of seconds per day. Defaults to 86400 if not specified.

Integer number of days per year. Use with daysPerYearDn and daysPerYearDd (see below) to specify a days-per-year calendar for any planetary body. Default = 0. (Not implemented yet).

Integer numerator portion of fractional number of days per year (daysPerYearDn/daysPerYearDd). Use with daysPerYear (see above) and daysPerYearDd (see below) to specify a days-per-year calendar for any planetary body. Default = 0. (Not implemented yet).

Integer denominator portion of fractional number of days per year (daysPerYearDn/daysPerYearDd). Use with daysPerYear and daysPerYearDn (see above) to specify a days-per-year calendar for any planetary body. Default = 1. (Not implemented yet).

Return code; equals ESMF_SUCCESS if there are no errors.

33.5.12 ESMF_CalendarDestroy - Free resources associated with a Calendar

INTERFACE:

    subroutine ESMF_CalendarDestroy(calendar, rc)

ARGUMENTS:

    type(ESMF_Calendar) :: calendar
    integer, intent(out), optional :: rc

DESCRIPTION:

Releases all resources associated with this ESMF_Calendar. The arguments are:

calendar    Destroy contents of this ESMF_Calendar.
[rc  ] Return code; equals ESMF_SUCCESS if there are no errors.

33.5.13 ESMF_CalendarGet - Get Calendar properties

INTERFACE:

    subroutine ESMF_CalendarGet(calendar, name, calendarType, &
        daysPerMonth, monthsPerYear, &
        secondsPerDay, secondsPerYear, &
        daysPerYear, &
        daysPerYearDn, daysPerYearDd, rc)

ARGUMENTS:
DESCRIPTION:

Gets one or more of an ESMF_Calendar’s properties. The arguments are:

**calendar** The object instance to query.

**name** The name of this calendar.

**calendartype** The CalendarType ESMF_CAL_GREGORIAN, ESMF_CAL_JULIANDAY, etc.

**daysPerMonth** Integer array of days per month, for each month of the year.

**monthsPerYear** Integer number of months per year; the size of the daysPerMonth array.

**secondsPerDay** Integer number of seconds per day.

**secondsPerYear** Integer number of seconds per year.

**daysPerYear** Integer number of days per year. For calendars with intercalations, daysPerYear is the number of days for years without an intercalation. For other calendars, it is the number of days in every year. (Not implemented yet).

**daysPerYearDn** Integer fractional number of days per year (numerator). For calendars with intercalations, daysPerYearDn/daysPerYearDd is the average fractional number of days per year (e.g. 25/100 for Julian 4-year intercalation). For other calendars, it is zero. (Not implemented yet).

**daysPerYearDd** Integer fractional number of days per year (denominator). See daysPerYearDn above. (Not implemented yet).

**rc** Return code; equals ESMF_SUCCESS if there are no errors.

33.5.14 ESMF_CalendarPrint - Print the contents of a Calendar

INTERFACE:

```
subroutine ESMF_CalendarPrint(calendar, options, rc)
```

ARGUMENTS:

```
type(ESMF_Calendar), intent(in) :: calendar
character (len=*) , intent(in), optional :: options
integer, intent(out), optional :: rc
```
DESCRIPTION:

Prints out an ESMF_Calendar's properties to stdio, in support of testing and debugging. The options control the type of information and level of detail.

The arguments are:

- **calendar** ESMF_Calendar to be printed out.
- **[options]** Print options. If none specified, prints all calendar property values.
  - "calendartype" - print the calendar’s type (e.g. ESMF_CAL_GREGORIAN).
  - "daysPerMonth" - print the array of number of days for each month.
  - "daysPerYear" - print the number of days per year (integer and fractional parts).
  - "monthsPerYear" - print the number of months per year.
  - "name" - print the calendar’s name.
  - "secondsPerDay" - print the number of seconds in a day.
  - "secondsPerYear" - print the number of seconds in a year.

- **[rc]** Return code; equals ESMF_SUCCESS if there are no errors.

33.5.15 ESMF_CalendarSet - Set a Calendar to a built-in type

INTERFACE:

```fortran
! Private name; call using ESMF_CalendarSet()
subroutine ESMF_CalendarSetBuiltIn(calendar, name, calendartype, rc)
```

ARGUMENTS:

```fortran
  type(ESMF_Calendar), intent(inout) :: calendar
  character (len=*) , intent(in), optional :: name
  type(ESMF_CalendarType), intent(in)   :: calendartype
  integer, intent(out), optional :: rc
```

DESCRIPTION:

Sets calendar to the given built-in ESMF_CalendarType.

This is a private method; invoke via the public overloaded entry point ESMF_CalendarSet().

The arguments are:

- **calendar** The object instance to initialize.
- **[name]** The new name for this calendar.
- **calendartype** The built-in CalendarType. Valid values are: ESMF_CAL_360DAY, ESMF_CAL_GREGORIAN, ESMF_CAL_JULIANDAY, ESMF_CAL_NOCALENDAR, and ESMF_CAL_NOLEAP. See the "Time Manager Reference" document for a description of each calendar type.
- **[rc]** Return code; equals ESMF_SUCCESS if there are no errors.
33.5.16 ESMF_CalendarSet - Set properties of a custom Calendar

INTERFACE:

    ! Private name; call using ESMF_CalendarSet()
    subroutine ESMF_CalendarSetCustom(calendar, name, daysPerMonth, &
                                          secondsPerDay, &
                                          daysPerYear, daysPerYearDn, &
                                          daysPerYearDd, rc)

ARGUMENTS:

    type(ESMF_Calendar), intent(inout) :: calendar
    character (len=*), intent(in), optional :: name
    integer, dimension(:), intent(in), optional :: daysPerMonth
    integer(ESMF_KIND_I4), intent(in), optional :: secondsPerDay
    integer(ESMF_KIND_I4), intent(in), optional :: daysPerYear ! not implemented
    integer(ESMF_KIND_I4), intent(in), optional :: daysPerYearDn ! not implemented
    integer(ESMF_KIND_I4), intent(in), optional :: daysPerYearDd ! not implemented
    integer, intent(out), optional :: rc

DESCRIPTION:

Sets properties in a custom ESMF_Calendar.
This is a private method; invoke via the public overloaded entry point ESMF_CalendarSet().
The arguments are:

[calendar] The object instance to initialize.
[name] The new name for this calendar.
[daysPerMonth] Integer array of days per month, for each month of the year. The number of months per year is variable and taken from the size of the array. If unspecified, months per year = 0, with the days array undefined.
[secondsPerDay] Integer number of seconds per day. Defaults to 86400 if not specified.
[daysPerYear] Integer number of days per year. Use with daysPerYearDn and daysPerYearDd (see below) to specify a days-per-year calendar for any planetary body. Default = 0. (Not implemented yet).
[daysPerYearDn] Integer numerator portion of fractional number of days per year (daysPerYearDn/daysPerYearDd). Use with daysPerYear (see above) and daysPerYearDd (see below) to specify a days-per-year calendar for any planetary body. Default = 0. (Not implemented yet).
[daysPerYearDd] Integer denominator portion of fractional number of days per year (daysPerYearDn/daysPerYearDd). Use with daysPerYear and daysPerYearDn (see above) to specify a days-per-year calendar for any planetary body. Default = 1. (Not implemented yet).
[rc] Return code; equals ESMF_SUCCESS if there are no errors.

33.5.17 ESMF_CalendarSetDefault - Set the default Calendar type

INTERFACE:

    ! Private name; call using ESMF_CalendarSetDefault()
    subroutine ESMF_CalendarSetDefaultType(calendartype, rc)
ARGUMENTS:

- type(ESMF_CalendarType), intent(in) :: calendartype
- integer, intent(out), optional :: rc

DESCRIPTION:

Sets the default calendar to the given type. Subsequent Time Manager operations requiring a calendar where one isn’t specified will use the internal calendar of this type.

This is a private method; invoke via the public overloaded entry point ESMF_CalendarSetDefault().

The arguments are:

- calendartype  The calendar type to be the default.
- [rc]  Return code; equals ESMF_SUCCESS if there are no errors.

33.5.18  ESMF_CalendarSetDefault - Set the default Calendar

INTERFACE:

! Private name; call using ESMF_CalendarSetDefault()
subroutine ESMF_CalendarSetDefaultCal(calendar, rc)

ARGUMENTS:

- type(ESMF_Calendar), intent(in) :: calendar
- integer, intent(out), optional :: rc

DESCRIPTION:

Sets the default calendar to the one given. Subsequent Time Manager operations requiring a calendar where one isn’t specified will use this calendar.

This is a private method; invoke via the public overloaded entry point ESMF_CalendarSetDefault().

The arguments are:

- calendar  The object instance to be the default.
- [rc]  Return code; equals ESMF_SUCCESS if there are no errors.

33.5.19  ESMF_CalendarValidate - Validate a Calendar’s properties

INTERFACE:

subroutine ESMF_CalendarValidate(calendar, options, rc)

ARGUMENTS:

- type(ESMF_Calendar), intent(in) :: calendar
- character (len=*) , intent(in), optional :: options
- integer, intent(out), optional :: rc

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DESCRIPTION:

Checks whether a calendar is valid. The arguments are:

**calendar**  ESMF_Calendar to be validated.

**[options]** Validation options are not yet supported.

**[rc]** Return code; equals ESMF_SUCCESS if there are no errors.
34 Time Class

34.1 Description

A Time represents a specific point in time. In order to accommodate the range of time scales in Earth system applications, Times in the ESMF can be specified in many different ways, from years to nanoseconds. The Time interface is designed so that you select one or more options from a list of time units in order to specify a Time. The options for specifying a Time are shown in Table 1.

There are Time methods defined for setting and getting a Time, incrementing and decrementing a Time by a TimeInterval, taking the difference between two Times, and comparing Times. Special quantities such as the middle of the month and the day of the year associated with a particular Time can be retrieved. There is a method for returning the Time value as a string in the ISO 8601 format YYYY-MM-DDThh:mm:ss [1].

A Time that is specified in hours, minutes, seconds, or subsecond intervals does not need to be associated with a standard calendar; a Time whose specification includes time units of a day and greater must be. The ESMF representation of a calendar, the Calendar class, is described in Section 33.1. The ESMF_TimeSet method is used to initialize a Time as well as associate it with a Calendar. If a Time method is invoked in which a Calendar is necessary and one has not been set, the ESMF method will return an error condition.

In the ESMF the TimeInterval class is used to represent time periods. This class is frequently used in combination with the Time class. The Clock class, for example, advances model time by incrementing a Time with a TimeInterval.

34.2 Use and Examples

Times are most frequently used to represent start, stop, and current model times. The following examples show how to create, initialize, and manipulate Time.

! !PROGRAM: ESMF_TimeEx - Time initialization and manipulation examples
! !DESCRIPTION:
! This program shows examples of Time initialization and manipulation
!---------------------------------------------------------------

! ESMF Framework module
use ESMF_Mod
implicit none

! instantiate two times
type(ESMF_Time) :: time1, time2

! instantiate a time interval
type(ESMF_TimeInterval) :: timeinterval1

! local variables for Get methods
integer :: YY, MM, DD, H, M, S

! return code
integer:: rc

! initialize ESMF framework
call ESMF_Initialize(defaultCalendar=ESMF_CAL_GREGORIAN, rc=rc)

34.2.1 Time Initialization

This example shows how to initialize an ESMF_Time.
! initialize time1 to 2/28/2000 2:24:45
call ESMF_TimeSet(time1, yy=2000, mm=2, dd=28, h=2, m=24, s=45, rc=rc)

print *, "Time1 = "
call ESMF_TimePrint(time1, "string", rc)

34.2.2 Time Increment
This example shows how to increment an ESMF_Time by an ESMF_TimeInterval.

! initialize a time interval to 2 days, 8 hours, 36 minutes, 15 seconds
call ESMF_TimeIntervalSet(timeinterval1, d=2, h=8, m=36, s=15, rc=rc)

print *, "Timeinterval1 = "
call ESMF_TimeIntervalPrint(timeinterval1, "string", rc)

! increment time1 with timeinterval1
time2 = time1 + timeinterval1
call ESMF_TimeGet(time2, yy=YY, mm=MM, dd=DD, h=H, m=M, s=S, rc=rc)
print *, "time2 = time1 + timeinterval1 = ", YY, "/", MM, "/", DD, ":", H, ":", M, ":", S

34.2.3 Time Comparison
This example shows how to compare two ESMF_Times.

if (time2 > time1) then
  print *, "time2 is larger than time1"
else
  print *, "time1 is smaller than or equal to time2"
endif

! finalize ESMF framework
call ESMF_Finalize(rc)

end program ESMF_TimeEx

34.3 Restrictions and Future Work

1. Limits on size and resolution of Time. The limits on the size and resolution of the time representation are based on the 64-bit and 32-bit integer types used. For seconds, a signed 64-bit integer will have a range of +/- $2^{63} - 1$, or +/- 9223372036854775807. This corresponds to a maximum size of +/- ($2^{63} / (86400 * 365.25)$) or +/- 292,271,023,045 years.

For fractional seconds, a signed 32-bit integer will handle a resolution of +/- $2^{31} - 1$, or +/- 2,147,483,647 parts of a second.
34.4  Class API

34.4.1  ESMF_TimeOperator(+) - Increment a Time by a TimeInterval

INTERFACE:

interface operator(+)
  time2 = timel + timeinterval
end interface

RETURN VALUE:

  type(ESMF_Time) :: time2

ARGUMENTS:

  type(ESMF_Time), intent(in) :: timel
  type(ESMF_TimeInterval), intent(in) :: timeinterval

DESCRIPTION:

Overloads the (+) operator for the ESMF_Time class to increment timel with timeinterval and return the result as an ESMF_Time.

The arguments are:

  timel  The ESMF_Time to increment.
  timeinterval  The ESMF_TimeInterval to add to the given ESMF_Time.

34.4.2  ESMF_TimeOperator(-) - Decrement a Time by a TimeInterval

INTERFACE:

interface operator(-)
  time2 = timel - timeinterval
end interface

RETURN VALUE:

  type(ESMF_Time) :: time2

ARGUMENTS:

  type(ESMF_Time), intent(in) :: timel
  type(ESMF_TimeInterval), intent(in) :: timeinterval

DESCRIPTION:

Overloads the (-) operator for the ESMF_Time class to decrement timel with timeinterval, and return the result as an ESMF_Time.

The arguments are:

  timel  The ESMF_Time to decrement.
  timeinterval  The ESMF_TimeInterval to subtract from the given ESMF_Time.
34.4.3 ESMF_TimeOperator(-) - Return the difference between two Times

INTERFACE:

    interface operator(-)
    time3 = time1 - time2
    end procedure

RETURN VALUE:

    type(ESMF_Time) :: time3

ARGUMENTS:

    type(ESMF_Time), intent(in) :: time1
    type(ESMF_Time), intent(in) :: time2

DESCRIPTION:

Overloads the (-) operator for the ESMF_Time class to return the difference between time1 and time2 as an ESMF_TimeInterval. It is assumed that time1 is later than time2; if not, the resulting ESMF_TimeInterval will have a negative value.

The arguments are:

    time1  The first ESMF_Time in comparison.
    time2  The second ESMF_Time in comparison.

34.4.4 ESMF_TimeOperator(==) - Test if Time 1 is equal to Time 2

INTERFACE:

    interface operator(==)
    if (time1 == time2) then ... endif
    OR
    result = (time1 == time2)
    end procedure

RETURN VALUE:

    logical :: result

ARGUMENTS:

    type(ESMF_Time), intent(in) :: time1
    type(ESMF_Time), intent(in) :: time2

DESCRIPTION:

Overloads the (==) operator for the ESMF_Time class to return true if time1 and time2 are equal, and false otherwise.

The arguments are:

    time1  First ESMF_Time in comparison.
    time2  Second ESMF_Time in comparison.
34.4.5  ESMF_TimeOperator(/=) - Test if Time 1 is not equal to Time 2

INTERFACE:

    interface operator(/=)
    if (time1 /= time2) then ... endif
    OR
    result = (time1 /= time2)

RETURN VALUE:

    logical :: result

ARGUMENTS:

    type(ESMF_Time), intent(in) :: time1
    type(ESMF_Time), intent(in) :: time2

DESCRIPTION:

Overloads the (/=) operator for the ESMF_Time class to return true if time1 and time2 are not equal, and false otherwise.

The arguments are:

**time1**  First ESMF_Time in comparison.

**time2**  Second ESMF_Time in comparison.

---

34.4.6  ESMF_TimeOperator(<) - Test if Time 1 is less than Time 2

INTERFACE:

    interface operator(<)
    if (time1 < time2) then ... endif
    OR
    result = (time1 < time2)

RETURN VALUE:

    logical :: result

ARGUMENTS:

    type(ESMF_Time), intent(in) :: time1
    type(ESMF_Time), intent(in) :: time2

DESCRIPTION:

Overloads the (<) operator for the ESMF_Time class to return true if time1 is less than time2, and false otherwise.

The arguments are:

**time1**  First ESMF_Time in comparison.

**time2**  Second ESMF_Time in comparison.
34.4.7 ESMF_TimeOperator(<=) - Test if Time 1 is less than or equal to Time 2

INTERFACE:

interface operator(<=)
  if (timel <= time2) then ... endif
  OR
  result = (timel <= time2)
end interface

RETURN VALUE:

    logical :: result

ARGUMENTS:

  type(ESMF_Time), intent(in) :: timel
  type(ESMF_Time), intent(in) :: time2

DESCRIPTION:

Overloads the (<=) operator for the ESMF_Time class to return true if timel is less than or equal to time2, and false otherwise.

The arguments are:

  timel First ESMF_Time in comparison.
  time2 Second ESMF_Time in comparison.

34.4.8 ESMF_TimeOperator(>) - Test if Time 1 is greater than Time 2

INTERFACE:

interface operator(>)
  if (timel > time2) then ... endif
  OR
  result = (timel > time2)
end interface

RETURN VALUE:

    logical :: result

ARGUMENTS:

  type(ESMF_Time), intent(in) :: timel
  type(ESMF_Time), intent(in) :: time2

DESCRIPTION:

Overloads the (>) operator for the ESMF_Time class to return true if timel is greater than time2, and false otherwise.

The arguments are:

  timel First ESMF_Time in comparison.
  time2 Second ESMF_Time in comparison.
34.4.9  ESMF_TimeOperator(>=) - Test if Time 1 is greater than or equal to Time 2

INTERFACE:

    interface operator(>=)
    if (time1 >= time2) then ... endif
    OR
    result = (time1 >= time2)

RETURN VALUE:

    logical :: result

ARGUMENTS:

    type(ESMF_Time), intent(in) :: time1
    type(ESMF_Time), intent(in) :: time2

DESCRIPTION:

Overloads the (>=) operator for the ESMF_Time class to return true if time1 is greater than or equal to time2, and false otherwise.

The arguments are:

- **time1** First ESMF_Time in comparison.
- **time2** Second ESMF_Time in comparison.

34.4.10  ESMF_TimeGet - Get a Time value

INTERFACE:

    subroutine ESMF_TimeGet(time, yy, yy_i8, &
                             mm, dd, &
                             d, d_i8, &
                             h, m, &
                             s, s_i8, &
                             ms, us, ns, &
                             d_r8, h_r8, m_r8, s_r8, &
                             ms_r8, us_r8, ns_r8, &
                             sN, sD, &
                             calendar, calendarType, timeZone, &
                             timeString, timeStringISOFrac, &
                             dayOfWeek, midMonth, &
                             dayOfYear, dayOfYear_r8, &
                             dayOfYear_intvl, rc)

ARGUMENTS:

    type(ESMF_Time), intent(in) :: time
    integer(ESMF_KIND_I4), intent(out), optional :: yy
    integer(ESMF_KIND_I8), intent(out), optional :: yy_i8
    integer, intent(out), optional :: mm
    integer, intent(out), optional :: d
DESCRIPTION:

Gets the value of time in units specified by the user via Fortran optional arguments. See ESMF_TimeSet() above for a description of time units and calendars.

The ESMF Time Manager represents and manipulates time internally with integers to maintain precision. Hence, user-specified floating point values are converted internally from integers. For example, if a time value is 5 and 3/8 seconds (s=5, sN=3, sD=8), and you want to get it as floating point seconds, you would get 5.375 (s_r8=5.375). (Reals not implemented yet).

Units are bound (normalized) by the next larger unit specified. For example, if a time is defined to be 2:00 am on February 2, 2004, then ESMF_TimeGet(dd=day, h=hours, s=seconds) would return day = 2, hours = 2, seconds = 0, whereas ESMF_TimeGet(dd = day, s=seconds) would return day = 2, seconds = 7200. Note that hours and seconds are bound by a day. If bound by a month, ESMF_TimeGet(mm=month, h=hours, s=seconds) would return month = 2, hours = 26, seconds = 0, and ESMF_TimeGet(mm = month, s=seconds) would return month = 2, seconds = 93600 (26 * 3600). Similarly, if bound to a year, ESMF_TimeGet(yy=year, h=hours, s=seconds) would return year = 2004, hours = 770 (32*24 + 2), seconds = 0, and ESMF_TimeGet(yy = year, s=seconds) would return year = 2004, seconds = 2772000 (770 * 3600).

For timeString, timeStringISOFrac, dayOfWeek, midMonth, dayOfYear, and dayOfYear_intvl described below, valid calendars are Gregorian, Julian Date, No Leap, 360 Day and Custom calendars. Not valid for Julian day or no calendar.

For timeString, convert ESMF_Time’s value into partial ISO 8601 format YYYY-MM-DDThh:mm:ss[n/d]. See [1]. See also method ESMF_TimePrint().

For timeStringISOFrac, convert ESMF_Time’s value into full ISO 8601 format YYYY-MM-DDThh:mm:ss[.f]. See [1]. See also method ESMF_TimePrint().

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For dayOfWeek, gets the day of the week the given ESMF_Time instant falls on. ISO 8601 standard: Monday = 1 through Sunday = 7. See [1].
For midMonth, gets the middle time instant of the month that the given ESMF_Time instant falls on.
For dayOfYear, gets the day of the year that the given ESMF_Time instant falls on. See range discussion in argument list below. Return as an integer value.
For dayOfYear_r8, gets the day of the year the given ESMF_Time instant falls on. See range discussion in argument list below. Return as a floating point value; fractional part represents the time of day. (Reals not implemented yet).
For dayOfYear_intvl, gets the day of the year the given ESMF_Time instant falls on. Return as an ESMF_TimeInterval.

The arguments are:

- **time** The object instance to query.
- 
  - [yy] Integer year (>= 32-bit).
  - [yy_i8] Integer year (large, >= 64-bit).
  - [mm] Integer month.
  - [dd] Integer day of the month.
  - [d] Integer Julian days (>= 32-bit).
  - [d_i8] Integer Julian days (large, >= 64-bit).
  - [h] Integer hours.
  - [m] Integer minutes.
  - [s] Integer seconds (>= 32-bit).
  - [s_i8] Integer seconds (large, >= 64-bit).
  - [ms] Integer milliseconds.
  - [us] Integer microseconds.
  - [ns] Integer nanoseconds.
  - [d_r8] Double precision days. (Not implemented yet).
  - [h_r8] Double precision hours. (Not implemented yet).
  - [m_r8] Double precision minutes. (Not implemented yet).
  - [s_r8] Double precision seconds. (Not implemented yet).
  - [ms_r8] Double precision milliseconds. (Not implemented yet).
  - [us_r8] Double precision microseconds. (Not implemented yet).
  - [ns_r8] Double precision nanoseconds. (Not implemented yet).
  - [sN] Integer numerator portion of fractional seconds (sN/sD).
  - [sD] Integer denominator portion of fractional seconds (sN/sD).
  - [calendar] Associated Calendar.
  - [calendarType] Associated CalendarType.
  - [timeZone] Associated timezone (hours offset from UCT, e.g. EST = -5). (Not implemented yet).
  - [timeString] Convert time value to format string YYYY-MM-DDThh:mm:ss[:n/d], where n/d is numerator/denominator of any fractional seconds and all other units are in ISO 8601 format. See [1]. See also method ESMF_TimePrint().
[timeStringISOFrac] Convert time value to strict ISO 8601 format string YYYY-MM-DDThh:mm:ss[.f], where f is decimal form of any fractional seconds. See [1]. See also method ESMF_TimePrint().

dayOfWeek] The time instant’s day of the week [1-7].

[MidMonth] The given time instant’s middle-of-the-month time instant.


dayOfYear_intvl] The ESMF_Time instant’s day of the year as an ESMF_TimeInterval.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

34.4.11 ESMF_TimeIsSameCalendar - Compare Calendars of two Times

INTERFACE:

    function ESMF_TimeIsSameCalendar(time1, time2, rc)

RETURN VALUE:

    logical :: ESMF_TimeIsSameCalendar

ARGUMENTS:

    type(ESMF_Time), intent(in) :: time1
    type(ESMF_Time), intent(in) :: time2
    integer, intent(out), optional :: rc

DESCRIPTION:

Returns true if the Calendars in these Times are the same, false otherwise.

The arguments are:

time1 The first ESMF_Time in comparison.

time2 The second ESMF_Time in comparison.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

34.4.12 ESMF_TimePrint - Print the contents of a Time

INTERFACE:

    subroutine ESMF_TimePrint(time, options, rc)
ARGUMENTS:

- `type(ESMF_Time), intent(in) :: time`
- `character (len=*)`, intent(in), optional :: `options`
- `integer, intent(out), optional :: rc`

DESCRIPTION:

Prints out the contents of an ESMF_Time to stdout, in support of testing and debugging. The options control the type of information and level of detail.

The arguments are:

- **time**: The ESMF_Time to be printed out.

  - **[options]**: Print options. If none specified, prints all Time property values. If a string is provided, prints time's value in ISO 8601 format for all units through seconds. For any non-zero fractional seconds, prints in integer rational fraction form n/d. Format is YYYY-MM-DDThh:mm:ss[:n/d], where [n/d] is the integer numerator and denominator of the fractional seconds value, if present. See [1]. See also method ESMF_TimeGet(..., timeString= , ...)

  - "string isofrac": prints time's value in strict ISO 8601 format for all units, including any fractional seconds part. Format is YYYY-MM-DDThh:mm:ss.[f] where [f] represents fractional seconds in decimal form, if present. See [1]. See also method ESMF_TimeGet(..., timeStringISOFrac= , ...)

- **[rc]**: Return code; equals ESMF_SUCCESS if there are no errors.

34.4.13 ESMF_TimeSet - Initialize or set a Time

INTERFACE:

```fortran
subroutine ESMF_TimeSet(time, yy, yy_i8, &
    mm, dd, &
    d, d_i8, &
    h, m, &
    s, s_i8, &
    ms, us, ns, &
    d_r8, h_r8, m_r8, s_r8, &
    ms_r8, us_r8, ns_r8, &
    sN, sD, calendar, calendarType, &
    timeZone, rc)
```

ARGUMENTS:

- `type(ESMF_Time), intent(inout) :: time`
- `integer(ESMF_KIND_I4), intent(in), optional :: yy`
- `integer(ESMF_KIND_I8), intent(in), optional :: yy_i8`
- `integer, intent(in), optional :: mm`
- `integer, intent(in), optional :: dd`
- `integer(ESMF_KIND_I4), intent(in), optional :: d`
- `integer(ESMF_KIND_I8), intent(in), optional :: d_i8`
- `integer(ESMF_KIND_I4), intent(in), optional :: h`
- `integer(ESMF_KIND_I4), intent(in), optional :: m`
- `integer(ESMF_KIND_I4), intent(in), optional :: s`

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DESCRIPTION:

Initializes an ESMF_Time with a set of user-specified units via Fortran optional arguments.

The range of valid values for mm and dd depend on the calendar used. For Gregorian, Julian, and No-Leap calendars, mm is [1-12] and dd is [1-28,29,30, or 31], depending on the value of mm and whether yy or yy_i8 is a leap year. For the 360-day calendar, mm is [1-12] and dd is [1-30]. For the Julian-day and No-calendar, yy, yy_i8, mm, and dd are invalid inputs, since these calendars do not define them. When valid, the yy and yy_i8 arguments should be fully specified, e.g. 2003 instead of 03. yy and yy_i8 ranges are only limited by machine word size, except for the Gregorian calendar, where the lower year limit is -4800. This is a limitation of the Gregorian date-to-Julian day conversion algorithm used to convert a Gregorian date to the internal representation of seconds. The algorithm is from Henry F. Fliegel and Thomas C. Van Flandern, in Communications of the ACM, CACM, volume 11, number 10, October 1968, p. 657. The Custom calendar will have a user-defined definition of yy, yy_i8, mm, and dd. The Julian day specifier, d or d_i8, can be used with either the Julian-day or No-calendar, and has a valid range depending on the word size. For a 32-bit d, the range is [-24855 to 24855]. For a 64-bit d or d_i8, the valid range is [-32045 to 1,067,519,911]. The reference day of d=0 corresponds to 11/24/-4713 in the Gregorian calendar, which is derived from the Julian-day to Gregorian conversion algorithm by Fliegel/Van Flandern (see above). The lower range day value of -32045 is the lowest for which the Fliegel/Van Flandern algorithm works. The upper range of the algorithm is only limited by machine word size.

Hours, minutes, seconds, and sub-seconds can be used with any calendar. Time manager represents and manipulates time internally with integers to maintain precision. Hence, user-specified floating point values are converted internally to integers. Sub-second values will be represented internally with an integer numerator and denominator fraction (sN/sD). The smallest resolution will be nanoseconds (denominator), as per Time Manager requirement TMG3.1. Anything smaller will be truncated. For example, pi would be represented as s=3, sN=141592654, sD=1000000000. (Reals not implemented yet).

The arguments are:

- **time** The object instance to initialize.
- **[yy]** Integer year (>= 32-bit). Default = 0
- **[yy_i8]** Integer year (large, >= 64-bit). Default = 0
- **[mm]** Integer month. Default = 1
- **[dd]** Integer day of the month. Default = 1
- **[d]** Integer Julian days (>= 32-bit). Default = 0
- **[d_i8]** Integer Julian days (large, >= 64-bit). Default = 0
[h]  Integer hours. Default = 0
[m]  Integer minutes. Default = 0
[s]  Integer seconds (>= 32-bit). Default = 0
[s_i8]  Integer seconds (large, >= 64-bit). Default = 0
[ms]  Integer milliseconds. Default = 0.
[us]  Integer microseconds. Default = 0.
[ns]  Integer nanoseconds. Default = 0.
[d_r8]  Double precision days. Default = 0.0. (Not implemented yet).
[h_r8]  Double precision hours. Default = 0.0. (Not implemented yet).
[m_r8]  Double precision minutes. Default = 0.0. (Not implemented yet).
[s_r8]  Double precision seconds. Default = 0.0. (Not implemented yet).
[ms_r8]  Double precision milliseconds. Default = 0.0. (Not implemented yet).
[us_r8]  Double precision microseconds. Default = 0.0. (Not implemented yet).
[ns_r8]  Double precision nanoseconds. Default = 0.0. (Not implemented yet).
[sN]  Integer numerator portion of fractional seconds (sN/sD). Default = 0.
[sD]  Integer denominator portion of fractional seconds (sN/sD). Default = 1.

calendar  Associated Calendar. Defaults to calendar ESMF_CAL_NOCALENDAR or default specified in ESMF_Initialize() or ESMF_CalendarSetDefault(). Alternate to, and mutually exclusive with, calendarType below. Primarily for specifying a custom calendar type.
[calendarType]  Alternate to, and mutually exclusive with, calendar above. More convenient way of specifying a built-in calendar type.
[timeZone]  Associated timezone (hours offset from UTC, e.g. EST = -5). Default = 0 (UTC). (Not implemented yet).
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

34.4.14 ESMF_TimeSyncToRealTime - Get system real time (wall clock time)

INTERFACE:

    subroutine ESMF_TimeSyncToRealTime(time, rc)
    ARGUMENTS:
        type(ESMF_Time), intent(inout) :: time
        integer, intent(out), optional :: rc
    DESCRIPTION:

    Gets the system real time (wall clock time), and returns it as an ESMF_Time. Accurate to the nearest second. The arguments are:

    time  The object instance to receive the real time.

    [rc]  Return code; equals ESMF_SUCCESS if there are no errors.
34.4.15  ESMF_TimeValidate - Validate a Time

INTERFACE:

    subroutine ESMF_TimeValidate(time, options, rc)

ARGUMENTS:

    type(ESMF_Time),    intent(in)       :: time
    character (len=*), intent(in),   optional :: options
    integer,          intent(out),   optional :: rc

DESCRIPTION:

Checks whether an ESMF_Time is valid. The options control the type of validation. The arguments are:

    time  ESMF_Time instant to be validated.

    [options] Validation options. If none specified, validates all time property values.
              "calendar" - validate only the time's calendar.
              "timezone" - validate only the time's timezone.

    [rc]  Return code; equals ESMF_SUCCESS if there are no errors.
35 TimeInterval Class

35.1 Description

A TimeInterval represents a period between time instants. It can be either positive or negative. Like the Time interface, the TimeInterval interface is designed so that you can choose one or more options from a list of time units in order to specify a TimeInterval. See Section 34.1 Table 1 for the available options.

There are TimeInterval methods defined for setting and getting a TimeInterval, for incrementing and decrementing a TimeInterval by another TimeInterval, and for multiplying and dividing TimeIntervals by integers, reals, fractions and other TimeIntervals. Methods are also defined to take the absolute value and negative absolute value of a TimeInterval, and for comparing the length of two TimeIntervals.

The class used to represent time instants in ESMF is Time, and this class is frequently used in operations along with TimeIntervals. For example, the difference between two Times is a TimeInterval.

When a TimeInterval is used in calculations that involve an absolute reference time, such as incrementing a Time with a TimeInterval, calendar dependencies may be introduced. The length of the time period that the TimeInterval represents will depend on the reference Time and the standard calendar that is associated with it. The calendar dependency becomes apparent when, for example, adding a TimeInterval of 1 day to the Time of February 28, 1996, at 4:00pm EST. In a 360 day calendar, the resulting date would be February 29, 1996, at 4:00pm EST. In a no-leap calendar, the result would be March 1, 1996, at 4:00pm EST.

TimeIntervals are used by other parts of the ESMF timekeeping system, such as Clocks (Section 36.1) and Alarms (Section 37.1).

35.2 Use and Examples

A typical use for a TimeInterval in a geophysical model is representation of the time step by which the model is advanced. Some models change the size of their time step as the model run progresses; this could be done by incrementing or decrementing the original time step by another TimeInterval, or by dividing or multiplying the time step by an integer value. An example of advancing model time using a TimeInterval representation of a time step is shown in Section 36.1.

The following brief example shows how to create, initialize and manipulate TimeInterval.

```fortran
! PROGRAM: ESMF_TimeIntervalEx - Time Interval initialization and manipulation examples
!
! DESCRIPTION:
!
! This program shows examples of Time Interval initialization and manipulation
!
! -----------------------------------
!
! ESMF Framework module
use ESMF_Mod
implicit none
!
! instantiate some time intervals
type(ESMF_TimeInterval) :: timeinterval1, timeinterval2, timeinterval3
!
! local variables
integer :: d, h, m, s
!
! return code
integer:: rc
!
! initialize ESMF framework
call ESMF_Initialize(defaultCalendar=ESMF_CAL_GREGORIAN, rc=rc)
```
35.2.1  Time Interval Initialization

This example shows how to initialize two ESMF_TimeIntervals.

! initialize time interval1 to 1 day
call ESMF_TimeIntervalSet(timeinterval1, d=1, rc=rc)

call ESMF_TimeIntervalPrint(timeinterval1, "string", rc)

! initialize time interval2 to 4 days, 1 hour, 30 minutes, 10 seconds
call ESMF_TimeIntervalSet(timeinterval2, d=4, h=1, m=30, s=10, rc=rc)

call ESMF_TimeIntervalPrint(timeinterval2, "string", rc)

35.2.2  Time Interval Conversion

This example shows how to convert ESMF_TimeIntervals into different units.

call ESMF_TimeIntervalGet(timeinterval1, s=s, rc=rc)
print *, "Time Interval1 = ", s, " seconds."

call ESMF_TimeIntervalGet(timeinterval2, h=h, m=m, s=s, rc=rc)
print *, "Time Interval2 = ", h, " hours, ", m, " minutes, ", &
                      s, " seconds."

35.2.3  Time Interval Difference

This example shows how to calculate the difference between two ESMF_TimeIntervals.

! difference between two time intervals
timeinterval3 = timeinterval2 - timeinterval1
call ESMF_TimeIntervalGet(timeinterval3, d=d, h=h, m=m, s=s, rc=rc)
p
print *, "Difference between TimeInterval2 and TimeInterval1 = ", 
                      d, " days, ", h, " hours, ", m, " minutes, ", s, " seconds."

35.2.4  Time Interval Multiplication

This example shows how to multiply an ESMF_TimeInterval.

! multiply time interval by an integer
timeinterval3 = timeinterval2 * 3
call ESMF_TimeIntervalGet(timeinterval3, d=d, h=h, m=m, s=s, rc=rc)
p
print *, "TimeInterval2 multiplied by 3 = ", d, " days, ", h, &
                      " hours, ", m, " minutes, ", s, " seconds."
35.2.5 Time Interval Comparison

This example shows how to compare two ESMF_TimeIntervals.

```fortran
! comparison
if (timeinterval1 < timeinterval2) then
  print *, "TimeInterval1 is smaller than TimeInterval2"
else
  print *, "TimeInterval1 is larger than or equal to TimeInterval2"
end if

! finalize ESMF framework
call ESMF_Finalize(rc)

end program ESMF_TimeIntervalEx
```

35.3 Restrictions and Future Work

1. **Limits on time span.** The limits on the time span that can be represented are based on the 64-bit and 32-bit integer types used. For seconds, a signed 64-bit integer will have a range of +/- $2^{63}$-1, or +/- 9223372036854775807. This corresponds to a range of +/- $(2^{63} - 1)/(86400 \times 365.25)$ or +/- 292,271,023,045 years.

35.4 Class API

35.4.1 ESMF_TimeIntervalOperator(+) - Add two TimeIntervals

**INTERFACE:**

```fortran
interface operator(+)
  sum = timeinterval1 + timeinterval2
end operator(+)
```

**RETURN VALUE:**

```fortran
type(ESMF_TimeInterval) :: sum
```

**ARGUMENTS:**

```fortran
type(ESMF_TimeInterval), intent(in) :: timeinterval1
type(ESMF_TimeInterval), intent(in) :: timeinterval2
```

**DESCRIPTION:**

Overloads the (+) operator for the ESMF_TimeInterval class to add `timeinterval1` to `timeinterval2` and return the sum as an ESMF_TimeInterval.

The arguments are:

- `timeinterval1` The augend.
- `timeinterval2` The addend.
35.4.2 ESMF_TimeIntervalOperator(-) - Subtract one TimeInterval from another

INTERFACE:

\[
\text{interface operator(-)} \\
\text{difference = timeinterval1 - timeinterval2}
\]

RETURN VALUE:

\[
\text{type(ESMF_TimeInterval) :: difference}
\]

ARGUMENTS:

\[
\text{type(ESMF_TimeInterval), intent(in) :: timeinterval1} \\
\text{type(ESMF_TimeInterval), intent(in) :: timeinterval2}
\]

DESCRIPTION:

Overloads the (-) operator for the ESMF_TimeInterval class to subtract timeinterval2 from timeinterval1 and return the difference as an ESMF_TimeInterval.

The arguments are:

**timeinterval1** The minuend.

**timeinterval2** The subtrahend.

35.4.3 ESMF_TimeIntervalOperator(/) - Divide two TimeIntervals, return double precision quotient

INTERFACE:

\[
\text{interface operator(/)} \\
\text{quotient = timeinterval1 / timeinterval2}
\]

RETURN VALUE:

\[
\text{real(ESMF_KIND_R8) :: quotient}
\]

ARGUMENTS:

\[
\text{type(ESMF_TimeInterval), intent(in) :: timeinterval1} \\
\text{type(ESMF_TimeInterval), intent(in) :: timeinterval2}
\]

DESCRIPTION:

Overloads the (/) operator for the ESMF_TimeInterval class to return timeinterval1 divided by timeinterval2 as a double precision quotient.

The arguments are:

**timeinterval1** The dividend.

**timeinterval2** The divisor.
35.4.4  ESMF_TimeIntervalOperator(/) - Divide a TimeInterval by an integer, return TimeInterval quotient

INTERFACE:

    interface operator(/)
    quotient = timeinterval / divisor
    end interface

RETURN VALUE:

    type(ESMF_TimeInterval) :: quotient

ARGUMENTS:

    type(ESMF_TimeInterval), intent(in) :: timeinterval
    integer(ESMF_KIND_I4), intent(in) :: divisor

DESCRIPTION:

Overloads the (/) operator for the ESMF_TimeInterval class to divide a timeinterval by an integer divisor, and return the quotient as an ESMF_TimeInterval. The arguments are:

timeinterval  The dividend.

divisor       Integer divisor.

35.4.5  ESMF_TimeIntervalFunction(MOD) - Divide two TimeIntervals, return TimeInterval remainder

INTERFACE:

    interface MOD
    remainder = MOD(timeinterval1, timeinterval2)
    end interface

RETURN VALUE:

    type(ESMF_TimeInterval) :: remainder

ARGUMENTS:

    type(ESMF_TimeInterval), intent(in) :: timeinterval1
    type(ESMF_TimeInterval), intent(in) :: timeinterval2

DESCRIPTION:

Overloads the pre-defined MOD() function for the ESMF_TimeInterval class to return the remainder of timeinterval1 divided by timeinterval2 as an ESMF_TimeInterval. The arguments are:

timeinterval1  The dividend.

timeinterval2  The divisor.
35.4.6 ESMF_TimeIntervalOperator(x) - Multiply a TimeInterval by an integer

INTERFACE:

interface operator(*)
  product = timeinterval * multiplier

RETURN VALUE:

  type(ESMF_TimeInterval) :: product

ARGUMENTS:

  type(ESMF_TimeInterval), intent(in) :: timeinterval
  integer(ESMF_KIND_I4), intent(in) :: multiplier

DESCRIPTION:

Overloads the (*) operator for the ESMF_TimeInterval class to multiply a timeinterval by an integer multiplier, and return the product as an ESMF_TimeInterval. Commutative complement to overloaded operator (*) below.

The arguments are:

  timeinterval The multiplicand.
  multiplier The integer multiplier.

---

35.4.7 ESMF_TimeIntervalOperator(x) - Multiply a TimeInterval by an integer

INTERFACE:

interface operator(*)
  product = multiplier * timeinterval

RETURN VALUE:

  type(ESMF_TimeInterval) :: product

ARGUMENTS:

  integer(ESMF_KIND_I4), intent(in) :: multiplier
  type(ESMF_TimeInterval), intent(in) :: timeinterval

DESCRIPTION:

Overloads the (*) operator for the ESMF_TimeInterval class to multiply a timeinterval by an integer multiplier, and return the product as an ESMF_TimeInterval. Commutative complement to overloaded operator (*) above.

The arguments are:

  multiplier The integer multiplier.
  timeinterval The multiplicand.
35.4.8 ESMF_TimeIntervalOperator(==) - Test if TimeInterval 1 is equal to TimeInterval 2

INTERFACE:

interface operator(==)
  if (timeinterval1 == timeinterval2) then ... endif
  OR
  result = (timeinterval1 == timeinterval2)
endif

RETURN VALUE:

logical :: result

ARGUMENTS:

  type(ESMF_TimeInterval), intent(in) :: timeinterval1
  type(ESMF_TimeInterval), intent(in) :: timeinterval2

DESCRIPTION:

Overloads the (==) operator for the ESMF_TimeInterval class to return true if timeinterval1 and timeinterval2 are equal, and false otherwise.

The arguments are:

  timeinterval1  First ESMF_TimeInterval in comparison.
  timeinterval2  Second ESMF_TimeInterval in comparison.

35.4.9 ESMF_TimeIntervalOperator(/=) - Test if TimeInterval 1 is not equal to TimeInterval 2

INTERFACE:

interface operator(/=)
  if (timeinterval1 /= timeinterval2) then ... endif
  OR
  result = (timeinterval1 /= timeinterval2)
endif

RETURN VALUE:

logical :: result

ARGUMENTS:

  type(ESMF_TimeInterval), intent(in) :: timeinterval1
  type(ESMF_TimeInterval), intent(in) :: timeinterval2

DESCRIPTION:

Overloads the (/=) operator for the ESMF_TimeInterval class to return true if timeinterval1 and timeinterval2 are not equal, and false otherwise.

The arguments are:

  timeinterval1  First ESMF_TimeInterval in comparison.
  timeinterval2  Second ESMF_TimeInterval in comparison.
35.4.10  ESMF_TimeIntervalOperator(\(<\) - Test if TimeInterval 1 is less than TimeInterval 2

**INTERFACE:**

```plaintext
interface operator(<)
  if (timeinterval1 < timeinterval2) then ... endif
  OR
  result = (timeinterval1 < timeinterval2)
end interface
```

**RETURN VALUE:**

```plaintext
logical :: result
```

**ARGUMENTS:**

```plaintext
type(ESMF_TimeInterval), intent(in) :: timeinterval1
type(ESMF_TimeInterval), intent(in) :: timeinterval2
```

**DESCRIPTION:**

Overloads the \(<\) operator for the ESMF_TimeInterval class to return true if timeinterval1 is less than timeinterval2, and false otherwise.

The arguments are:

- **timeinterval1** First ESMF_TimeInterval in comparison.
- **timeinterval2** Second ESMF_TimeInterval in comparison.

---

35.4.11  ESMF_TimeIntervalOperator(\(\leq\)) - Test if TimeInterval 1 is less than or equal to TimeInterval 2

**INTERFACE:**

```plaintext
interface operator(\(\leq\))
  if (timeinterval1 <= timeinterval2) then ... endif
  OR
  result = (timeinterval1 <= timeinterval2)
end interface
```

**RETURN VALUE:**

```plaintext
logical :: result
```

**ARGUMENTS:**

```plaintext
type(ESMF_TimeInterval), intent(in) :: timeinterval1
type(ESMF_TimeInterval), intent(in) :: timeinterval2
```

**DESCRIPTION:**

Overloads the \(\leq\) operator for the ESMF_TimeInterval class to return true if timeinterval1 is less than or equal to timeinterval2, and false otherwise.

The arguments are:

- **timeinterval1** First ESMF_TimeInterval in comparison.
- **timeinterval2** Second ESMF_TimeInterval in comparison.
35.4.12  ESMF_TimeIntervalOperator(>)- Test if TimeInterval 1 is greater than TimeInterval 2

INTERFACE:

    interface operator(>)
    if (timeinterval1 > timeinterval2) then ... endif
    OR
    result = (timeinterval1 > timeinterval2)

RETURN VALUE:

    logical :: result

ARGUMENTS:

    type(ESMF_TimeInterval), intent(in) :: timeinterval1
    type(ESMF_TimeInterval), intent(in) :: timeinterval2

DESCRIPTION:

Overloads the (>) operator for the ESMF_TimeInterval class to return true if timeinterval1 is greater than timeinterval2, and false otherwise.

The arguments are:

    timeinterval1 First ESMF_TimeInterval in comparison.
    timeinterval2 Second ESMF_TimeInterval in comparison.

35.4.13  ESMF_TimeIntervalOperator(>=)- Test if TimeInterval 1 is greater than or equal to TimeInterval 2

INTERFACE:

    interface operator(>=)
    if (timeinterval1 >= timeinterval2) then ... endif
    OR
    result = (timeinterval1 >= timeinterval2)

RETURN VALUE:

    logical :: result

ARGUMENTS:

    type(ESMF_TimeInterval), intent(in) :: timeinterval1
    type(ESMF_TimeInterval), intent(in) :: timeinterval2

DESCRIPTION:

Overloads the (>=) operator for the ESMF_TimeInterval class to return true if timeinterval1 is greater than or equal to timeinterval2, and false otherwise.

The arguments are:

    timeinterval1 First ESMF_TimeInterval in comparison.
    timeinterval2 Second ESMF_TimeInterval in comparison.
35.4.14 ESMF_TimeIntervalAbsValue - Get the absolute value of a TimeInterval

INTERFACE:

    function ESMF_TimeIntervalAbsValue(timeinterval)

RETURN VALUE:

    type(ESMF_TimeInterval) :: ESMF_TimeIntervalAbsValue

ARGUMENTS:

    type(ESMF_TimeInterval), intent(in) :: timeinterval

DESCRIPTION:

Returns the absolute value of timeinterval.
The argument is:

  timeinterval  The object instance to take the absolute value of. Absolute value is returned as the value of the function.

35.4.15 ESMF_TimeIntervalGet - Get a TimeInterval value

INTERFACE:

    ! Private name; call using ESMF_TimeIntervalGet()
    subroutine ESMF_TimeIntervalGetDur(timeinterval, &
       yy, yy_i8, &
       mm, mm_i8, &
       d, d_i8, &
       h, m, &
       s, s_i8, &
       ms, us, ns, &
       d_r8, h_r8, m_r8, s_r8, &
       ms_r8, us_r8, ns_r8, &
       sN, sD, &
       startTime, calendar, calendarType, &
       timeString, timeStringISOFrac, rc)

ARGUMENTS:

    type(ESMF_TimeInterval), intent(in) :: timeinterval
    integer(ESMF_KIND_I4), intent(out), optional :: yy
    integer(ESMF_KIND_I4), intent(out), optional :: yy_i8
    integer(ESMF_KIND_I4), intent(out), optional :: mm
    integer(ESMF_KIND_I4), intent(out), optional :: mm_i8
    integer(ESMF_KIND_I4), intent(out), optional :: d
    integer(ESMF_KIND_I4), intent(out), optional :: d_i8
    integer(ESMF_KIND_I4), intent(out), optional :: h
    integer(ESMF_KIND_I4), intent(out), optional :: m
    integer(ESMF_KIND_I4), intent(out), optional :: s
integer(ESMF_KIND_I8), intent(out), optional :: s_i8
integer(ESMF_KIND_I4), intent(out), optional :: ms
integer(ESMF_KIND_I4), intent(out), optional :: us
integer(ESMF_KIND_I4), intent(out), optional :: ns
real(ESMF_KIND_R8), intent(out), optional :: d_r8 ! not implemented
real(ESMF_KIND_R8), intent(out), optional :: h_r8 ! not implemented
real(ESMF_KIND_R8), intent(out), optional :: m_r8 ! not implemented
real(ESMF_KIND_R8), intent(out), optional :: s_r8 ! not implemented
real(ESMF_KIND_R8), intent(out), optional :: ms_r8 ! not implemented
real(ESMF_KIND_R8), intent(out), optional :: us_r8 ! not implemented
real(ESMF_KIND_R8), intent(out), optional :: ns_r8 ! not implemented
integer(ESMF_KIND_I4), intent(out), optional :: sN
integer(ESMF_KIND_I4), intent(out), optional :: sD
type(ESMF_Time), intent(out), optional :: startTime
type(ESMF_Calendar), intent(out), optional :: calendar
type(ESMF_CalendarType), intent(out), optional :: calendarType
character (len=*) , intent(out), optional :: timeString
character (len=*) , intent(out), optional :: timeStringISOFrac
integer, intent(out), optional :: rc

DESCRIPTION:

Gets the value of `timeinterval` in units specified by the user via Fortran optional arguments.
The ESMF Time Manager represents and manipulates time internally with integers to maintain precision. Hence, user-specified floating point values are converted internally from integers. (Reals not implemented yet).
Units are bound (normalized) to the next larger unit specified. For example, if a time interval is defined to be one day, then `ESMF_TimeIntervalGet(d = days, s = seconds)` would return `days = 1, seconds = 0`, whereas `ESMF_TimeIntervalGet(s = seconds)` would return `seconds = 86400`.
See `../include/ESMC_BaseTime.h` and `../include/ESMC_TimeInterval.h` for complete description.
For `timeString`, converts `ESMF_TimeInterval`’s value into partial ISO 8601 format `PyYmMdDThHmMs[:n/d]S`.
See [1]. See also method `ESMF_TimeIntervalPrint()`.
For `timeStringISOFrac`, converts `ESMF_TimeInterval`’s value into full ISO 8601 format `PyYmMdDThHmMs[.f]S`.
See [1]. See also method `ESMF_TimeIntervalPrint()`.
The arguments are:

`timeinterval` The object instance to query.

`[yy]` Integer years (>= 32-bit).

`[yy_i8]` Integer years (large, >= 64-bit).

`[mm]` Integer months (>= 32-bit).

`[mm_i8]` Integer months (large, >= 64-bit).

`[d]` Integer Julian days (>= 32-bit).

`[d_i8]` Integer Julian days (large, >= 64-bit).

`[h]` Integer hours.

`[m]` Integer minutes.

`s` Integer seconds (>= 32-bit).

`s_i8` Integer seconds (large, >= 64-bit).

`[ms]` Integer milliseconds.
[us]  Integer microseconds.
[ns]  Integer nanoseconds.
[d_r8] Double precision days. (Not implemented yet).
[h_r8] Double precision hours. (Not implemented yet).
[m_r8] Double precision minutes. (Not implemented yet).
[s_r8] Double precision seconds. (Not implemented yet).
[ms_r8] Double precision milliseconds. (Not implemented yet).
[us_r8] Double precision microseconds. (Not implemented yet).
[ns_r8] Double precision nanoseconds. (Not implemented yet).
[sN] Integer numerator portion of fractional seconds (sN/sD).
[sD] Integer denominator portion of fractional seconds (sN/sD).
[startTime] Starting time, if set, of an absolute calendar interval (yy, mm, and/or d).
[calendar] Associated Calendar, if any.
[calendarType] Associated CalendarType, if any.
[TimeString] Convert time interval value to format string PyYmMdDThHmMs[n/d]S, where n/d is numerator/denominator of any fractional seconds and all other units are in ISO 8601 format. See [1]. See also method ESMF_TimeIntervalPrint().
[TimeStringISOFrac] Convert time interval value to strict ISO 8601 format string PyYmMdDThHmMs[f], where f is decimal form of any fractional seconds. See [1]. See also method ESMF_TimeIntervalPrint().
[rc] Return code; equals ESMF_SUCCESS if there are no errors.

35.4.16 ESMF_TimeIntervalGet - Get a TimeInterval value

INTERFACE:

    ! Private name; call using ESMF_TimeIntervalGet()
    subroutine ESMF_TimeIntervalGetDurStart(timeinterval, &
      yy, yy_i8, &
      mm, mm_i8, &
      d, d_i8, &
      h, m, &
      s, s_i8, &
      ms, us, ns, &
      d_r8, h_r8, m_r8, s_r8, &
      ms_r8, us_r8, ns_r8, &
      sN, sD, &
      startTime, &
      calendar, calendarType, &
      startTimeIn, &
      timeString, timeStringISOFrac, rc)
DESCRIPTION:

Gets the value of `timeinterval` in units specified by the user via Fortran optional arguments. The ESMF Time Manager represents and manipulates time internally with integers to maintain precision. Hence, user-specified floating point values are converted internally from integers. (Reals not implemented yet). Units are bound (normalized) to the next larger unit specified. For example, if a time interval is defined to be one day, then `ESMF_TimeIntervalGet(d = days, s = seconds)` would return `days = 1, seconds = 0`, whereas `ESMF_TimeIntervalGet(s = seconds)` would return `seconds = 86400`. See ../include/ESMC_BaseTime.h and ../include/ESMC_TimeInterval.h for complete description.

For `timeString`, converts `ESMF_TimeInterval`'s value into partial ISO 8601 format `PyYmMdDThHmMs[:n/d]S`. See 1. See also method `ESMF_TimeIntervalPrint()`. For `timeStringISOFrac`, converts `ESMF_TimeInterval`'s value into full ISO 8601 format `PyYmMdDThHmMs[.f]S. See 1. See also method `ESMF_TimeIntervalPrint()`.

The arguments are:

- `timeinterval` The object instance to query.
- `[yy]` Integer years (>= 32-bit).
- `[yy_i8]` Integer years (large, >= 64-bit).
- `[mm]` Integer months (>= 32-bit).
- `[mm_i8]` Integer months (large, >= 64-bit).
[d] Integer Julian days (>= 32-bit).
[d_i8] Integer Julian days (large, >= 64-bit).
[h] Integer hours.
[m] Integer minutes.
[s] Integer seconds (>= 32-bit).
[s_i8] Integer seconds (large, >= 64-bit).
[ms] Integer milliseconds.
[us] Integer microseconds.
[ns] Integer nanoseconds.
[d_r8] Double precision days. (Not implemented yet).
[h_r8] Double precision hours. (Not implemented yet).
[m_r8] Double precision minutes. (Not implemented yet).
[s_r8] Double precision seconds. (Not implemented yet).
[ms_r8] Double precision milliseconds. (Not implemented yet).
[us_r8] Double precision microseconds. (Not implemented yet).
[ns_r8] Double precision nanoseconds. (Not implemented yet).
[sN] Integer numerator portion of fractional seconds (sN/sD).
[sD] Integer denominator portion of fractional seconds (sN/sD).
[startTime] Starting time, if set, of an absolute calendar interval (yy, mm, and/or d).
[calendar] Associated Calendar, if any.
[calendarType] Associated CalendarType, if any.

startTimeIn INPUT argument: pins a calendar interval to a specific point in time to allow conversion between relative units (yy, mm, d) and absolute units (d, h, m, s). Overrides any startTime and/or endTime previously set. Mutually exclusive with endTimeIn and calendarIn.

[timeString] Convert time interval value to format string PyYmMdDThHmMs[:n/d]S, where n/d is numerator/denominator of any fractional seconds and all other units are in ISO 8601 format. See [1]. See also method ESMF_TimeIntervalPrint().

[timeStringISOFrac] Convert time interval value to strict ISO 8601 format string PyYmMdDThHmMs[f], where f is decimal form of any fractional seconds. See [1]. See also method ESMF_TimeIntervalPrint().

[rc] Return code; equals ESMF_SUCCESS if there are no errors.
35.4.17  ESMF_TimeIntervalGet - Get a TimeInterval value

INTERFACE:

! Private name; call using ESMF_TimeIntervalGet()
! subroutine ESMF_TimeIntervalGetDurCal(timeinterval, &
   yy, yy_i8, &
   mm, mm_i8, &
   d, d_i8, &
   h, m, &
   s, s_i8, &
   ms, us, ns, &
   d_r8, h_r8, m_r8, s_r8, &
   ms_r8, us_r8, ns_r8, &
   sN, sD, &
   startTime, &
   calendar, calendarType, &
   calendarIn, &
   timeString, timeStringISOFrac, rc)

ARGUMENTS:

type(ESMF_TimeInterval), intent(in) :: timeinterval
integer(ESMF_KIND_I4), intent(out), optional :: yy
integer(ESMF_KIND_I8), intent(out), optional :: yy_i8
integer(ESMF_KIND_I4), intent(out), optional :: mm
integer(ESMF_KIND_I8), intent(out), optional :: mm_i8
integer(ESMF_KIND_I4), intent(out), optional :: d
integer(ESMF_KIND_I8), intent(out), optional :: d_i8
integer(ESMF_KIND_I4), intent(out), optional :: h
integer(ESMF_KIND_I4), intent(out), optional :: m
integer(ESMF_KIND_I4), intent(out), optional :: s
integer(ESMF_KIND_I8), intent(out), optional :: s_i8
integer(ESMF_KIND_I4), intent(out), optional :: ms
integer(ESMF_KIND_I4), intent(out), optional :: us
integer(ESMF_KIND_I4), intent(out), optional :: ns
real(ESMF_KIND_R8), intent(out), optional :: d_r8 ! not implemented
real(ESMF_KIND_R8), intent(out), optional :: h_r8 ! not implemented
real(ESMF_KIND_R8), intent(out), optional :: m_r8 ! not implemented
real(ESMF_KIND_R8), intent(out), optional :: s_r8 ! not implemented
real(ESMF_KIND_R8), intent(out), optional :: ms_r8 ! not implemented
real(ESMF_KIND_R8), intent(out), optional :: us_r8 ! not implemented
real(ESMF_KIND_R8), intent(out), optional :: ns_r8 ! not implemented
integer(ESMF_KIND_I4), intent(out), optional :: sN
integer(ESMF_KIND_I4), intent(out), optional :: sD
type(ESMF_Time), intent(out), optional :: startTime
type(ESMF_Calendar), intent(out), optional :: calendar
type(ESMF_CalendarType), intent(out), optional :: calendarType
type(ESMF_Calendar), intent(in) :: calendarIn ! Input
character (len=*)!, intent(out), optional :: timeString
columnalign{1}character (len=*)!, intent(out), optional :: timeStringISOFrac
integer, intent(out), optional :: rc

DESCRIPTION:
Gets the value of `timeinterval` in units specified by the user via Fortran optional arguments.

The ESMF Time Manager represents and manipulates time internally with integers to maintain precision. Hence, user-specified floating point values are converted internally from integers. (Reals not implemented yet).

Units are bound (normalized) to the next larger unit specified. For example, if a time interval is defined to be one day, then `ESMF_TimeIntervalGet(d = days, s = seconds)` would return `days = 1, seconds = 0`, whereas `ESMF_TimeIntervalGet(s = seconds)` would return `seconds = 86400`.

See `../include/ESMC_BaseTime.h` and `../include/ESMC_TimeInterval.h` for complete description.

For `timeString`, converts `ESMF_TimeInterval`'s value into partial ISO 8601 format `PyYmMdDThHmMs[:n/d]S`.

See [1]. See also method `ESMF_TimeIntervalPrint()`.

For `timeStringISOfrac`, converts `ESMF_TimeInterval`'s value into full ISO 8601 format `PyYmMdDThHmMs[.f]S`.

See [1]. See also method `ESMF_TimeIntervalPrint()`.

The arguments are:

- `timeinterval` The object instance to query.
- `[yy]` Integer years (`>= 32-bit`).
- `[yy_i8]` Integer years (large, `>= 64-bit`).
- `[mm]` Integer months (`>= 32-bit`).
- `[mm_i8]` Integer months (large, `>= 64-bit`).
- `[d]` Integer Julian days (`>= 32-bit`).
- `[d_i8]` Integer Julian days (large, `>= 64-bit`).
- `[h]` Integer hours.
- `[m]` Integer minutes.
- `[s]` Integer seconds (`>= 32-bit`).
- `[s_i8]` Integer seconds (large, `>= 64-bit`).
- `[ms]` Integer milliseconds.
- `[us]` Integer microseconds.
- `[ns]` Integer nanoseconds.
- `[d_r8]` Double precision days. (Not implemented yet).
- `[h_r8]` Double precision hours. (Not implemented yet).
- `[m_r8]` Double precision minutes. (Not implemented yet).
- `[s_r8]` Double precision seconds. (Not implemented yet).
- `[ms_r8]` Double precision milliseconds. (Not implemented yet).
- `[us_r8]` Double precision microseconds. (Not implemented yet).
- `[ns_r8]` Double precision nanoseconds. (Not implemented yet).
- `[sN]` Integer numerator portion of fractional seconds (`sN/sD`).
- `[sD]` Integer denominator portion of fractional seconds (`sN/sD`).
- `[startTime]` Starting time, if set, of an absolute calendar interval (`yy, mm, and/or d`).
- `[calendar]` Associated Calendar, if any.
**[calendarType]**  Associated CalendarType, if any.

**[calendarIn]**  INPUT argument: pins a calendar interval to a specific calendar to allow conversion between relative units (yy, mm, d) and absolute units (d, h, m, s). Mutually exclusive with startTimeIn and endTimeIn since they contain a calendar. Alternate to, and mutually exclusive with, calendarTypeIn below. Primarily for specifying a custom calendar type.

**[timeString]**  Convert time interval value to format string PyYmMdDThHmMs[,n/d]S, where n/d is numerator/denominator of any fractional seconds and all other units are in ISO 8601 format. See [1]. See also method ESMF_TimeIntervalPrint().

**[timeStringISOFrac]**  Convert time interval value to strict ISO 8601 format string PyYmMdDThHmMs[,f], where f is decimal form of any fractional seconds. See [1]. See also method ESMF_TimeIntervalPrint().

**[rc]**  Return code; equals ESMF_SUCCESS if there are no errors.

---

### 35.4.18  ESMF_TimeIntervalGet - Get a TimeInterval value

**INTERFACE:**

```fortran
! Private name; call using ESMF_TimeIntervalGet()
subroutine ESMF_TimeIntervalGetDurCalTyp(timeinterval, &
  yy, yy_i8, &
  mm, mm_i8, &
  d, d_i8, &
  h, m, &
  s, s_i8, &
  ms, us, ns, &
  d_r8, h_r8, m_r8, s_r8, &
  ms_r8, us_r8, ns_r8, &
  sN, sD, &
  startTime, &
  calendar, calendarType, &
  calendarTypeIn, &
  timeString, &
  timeStringISOFrac, rc)
```

**ARGUMENTS:**

- `type(ESMF_TimeInterval), intent(in) :: timeinterval`  : timeinterval
- `integer(ESMF_KIND_I4), intent(out), optional :: yy`  : yy
- `integer(ESMF_KIND_I8), intent(out), optional :: yy_i8`  : yy_i8
- `integer(ESMF_KIND_I4), intent(out), optional :: mm`  : mm
- `integer(ESMF_KIND_I8), intent(out), optional :: mm_i8`  : mm_i8
- `integer(ESMF_KIND_I4), intent(out), optional :: d`  : d
- `integer(ESMF_KIND_I4), intent(out), optional :: d_i8`  : d_i8
- `integer(ESMF_KIND_I4), intent(out), optional :: h`  : h
- `integer(ESMF_KIND_I4), intent(out), optional :: m`  : m
- `integer(ESMF_KIND_I4), intent(out), optional :: s`  : s
- `integer(ESMF_KIND_I4), intent(out), optional :: s_i8`  : s_i8
- `integer(ESMF_KIND_I4), intent(out), optional :: ms`  : ms
- `integer(ESMF_KIND_I4), intent(out), optional :: us`  : us
- `integer(ESMF_KIND_I4), intent(out), optional :: ns`  : ns
- `real(ESMF_KIND_R8), intent(out), optional :: d_r8`  : d_r8 ! not implemented
- `real(ESMF_KIND_R8), intent(out), optional :: h_r8`  : h_r8 ! not implemented`
real(ESMF_KIND_R8), intent(out), optional :: m_r8 ! not implemented
real(ESMF_KIND_R8), intent(out), optional :: s_r8 ! not implemented
real(ESMF_KIND_R8), intent(out), optional :: ms_r8 ! not implemented
real(ESMF_KIND_R8), intent(out), optional :: us_r8 ! not implemented
real(ESMF_KIND_R8), intent(out), optional :: ns_r8 ! not implemented
integer(ESMF_KIND_I4), intent(out), optional :: sN
integer(ESMF_KIND_I4), intent(out), optional :: sD
type(ESMF_Time), intent(out), optional :: startTime
type(ESMF_Calendar), intent(out), optional :: calendar
type(ESMF_CalendarType), intent(out), optional :: calendarType
type(ESMF_CalendarType), intent(in) :: calendarTypeIn ! Input
character (len=*) , intent(out), optional :: timeString
character (len=*) , intent(out), optional :: timeStringISOFrac
integer, intent(out), optional :: rc

DESCRIPTION:

Gets the value of timeinterval in units specified by the user via Fortran optional arguments.
The ESMF Time Manager represents and manipulates time internally with integers to maintain precision. Hence, user-specified floating point values are converted internally from integers. (Reals not implemented yet).
Units are bound (normalized) to the next larger unit specified. For example, if a time interval is defined to be one day, then ESMF_TimeIntervalGet(d = days, s = seconds) would return days = 1, seconds = 0, whereas ESMF_TimeIntervalGet(s = seconds) would return seconds = 86400.
See ../include/ESMC_BaseTime.h and ../include/ESMC_TimeInterval.h for complete description.
For timeString, converts ESMF_TimeInterval’s value into partial ISO 8601 format PyYmMdDThHmMs[:n/d]S. See [1]. See also method ESMF_TimeIntervalPrint().
For timeStringISOFrac, converts ESMF_TimeInterval’s value into full ISO 8601 format PyYmMdDThHmMs[.f]S. See [1]. See also method ESMF_TimeIntervalPrint().
The arguments are:

timeinterval  The object instance to query.
[yy] Integer years (>= 32-bit).
[yy_i8] Integer years (large, >= 64-bit).
[mm] Integer months (>= 32-bit).
[mm_i8] Integer months (large, >= 64-bit).
[d] Integer Julian days (>= 32-bit).
[d_i8] Integer Julian days (large, >= 64-bit).
[h] Integer hours.
[m] Integer minutes.
[s] Integer seconds (>= 32-bit).
[s_i8] Integer seconds (large, >= 64-bit).
[ms] Integer milliseconds.
[us] Integer microseconds.
[ns] Integer nanoseconds.
[d_r8] Double precision days. (Not implemented yet).
Double precision hours. (Not implemented yet).

Double precision minutes. (Not implemented yet).

Double precision seconds. (Not implemented yet).

Double precision milliseconds. (Not implemented yet).

Double precision microseconds. (Not implemented yet).

Double precision nanoseconds. (Not implemented yet).

Integer numerator portion of fractional seconds (sN/sD).

Integer denominator portion of fractional seconds (sN/sD).

Starting time, if set, of an absolute calendar interval (yy, mm, and/or d).

Associated Calendar, if any.

Associated CalendarType, if any.

INPUT argument: Alternate to, and mutually exclusive with, calendarIn above. More convenient way of specifying a built-in calendar type.

Convert time interval value to format string PyYmMdDThHmMs[:n/d]S, where n/d is numerator/denominator of any fractional seconds and all other units are in ISO 8601 format. See [1]. See also method ESMF_TimeIntervalPrint().

Convert time interval value to strict ISO 8601 format string PyYmMdDThHmMs[f], where f is decimal form of any fractional seconds. See [1]. See also method ESMF_TimeIntervalPrint().

Return code; equals ESMF_SUCCESS if there are no errors.

35.4.19 ESMF_TimeIntervalNegAbsValue - Get the negative absolute value of a TimeInterval

INTERFACE:

    function ESMF_TimeIntervalNegAbsValue(timeinterval)

RETURN VALUE:

    type(ESMF_TimeInterval) :: ESMF_TimeIntervalNegAbsValue

ARGUMENTS:

    type(ESMF_TimeInterval), intent(in) :: timeinterval

DESCRIPTION:

Returns the negative absolute value of timeinterval.

The argument is:

timeinterval The object instance to take the negative absolute value of. Negative absolute value is returned as the value of the function.
35.4.20 ESMF_TimeIntervalPrint - Print the contents of a TimeInterval

INTERFACE:

    subroutine ESMF_TimeIntervalPrint(timeinterval, options, rc)

ARGUMENTS:

    type(ESMF_TimeInterval), intent(in) :: timeinterval
    character (len=*), intent(in), optional :: options
    integer, intent(out), optional :: rc

DESCRIPTION:

Prints out the contents of an ESMF_TimeInterval to stdout, in support of testing and debugging. The options control the type of information and level of detail.

The arguments are:

timeinterval  Time interval to be printed out.

[options]  Print options. If none specified, prints all timeinterval property values.

"string" - prints timeinterval's value in ISO 8601 format for all units through seconds. For any non-zero fractional seconds, prints in integer rational fraction form n/d. Format is PyYmMdDThHmMs[:n/d]S, where [:n/d] is the integer numerator and denominator of the fractional seconds value, if present. See [1]. See also method ESMF_TimeIntervalGet(..., timeString= , ...)

"string isofrac" - prints timeinterval's value in strict ISO 8601 format for all units, including any fractional seconds part. Format is PyYmMdDThHmMs[.f]S, where [.f] represents fractional seconds in decimal form, if present. See [1]. See also method ESMF_TimeIntervalGet(..., timeStringISOFrac= , ...)

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

35.4.21 ESMF_TimeIntervalSet - Initialize or set a TimeInterval

INTERFACE:

    ! Private name; call using ESMF_TimeIntervalSet() subroutine ESMF_TimeIntervalSetDur(timeinterval, &
    yy, yy_i8, &
    mm, mm_i8, &
    d, d_i8, &
    h, m, &
    s, s_i8, &
    ms, us, ns, &
    d_r8, h_r8, m_r8, s_r8, &
    ms_r8, us_r8, ns_r8, &
    sN, sD, rc)

ARGUMENTS:

    type(ESMF_TimeInterval), intent(inout) :: timeinterval
    integer(ESMF_KIND_I4), intent(in), optional :: yy

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DESCRIPTION:

Sets the value of the ESMF_TimeInterval in units specified by the user via Fortran optional arguments. The ESMF Time Manager represents and manipulates time internally with integers to maintain precision. Hence, user-specified floating point values are converted internally to integers. (Reals not implemented yet).

Ranges are limited only by machine word size. Numeric defaults are 0, except for sD, which is 1.

The arguments are:

**timeinterval** The object instance to initialize.

- **[yy]** Integer years (>= 32-bit). Default = 0
- **[yy_i8]** Integer years (large, >= 64-bit). Default = 0
- **[mm]** Integer months (>= 32-bit). Default = 0
- **[mm_i8]** Integer months (large, >= 64-bit). Default = 0
- **[d]** Integer Julian days (>= 32-bit). Default = 0
- **[d_i8]** Integer Julian days (large, >= 64-bit). Default = 0
- **[h]** Integer hours. Default = 0
- **[m]** Integer minutes. Default = 0
- **[s]** Integer seconds (>= 32-bit). Default = 0
- **[s_i8]** Integer seconds (large, >= 64-bit). Default = 0
- **[ms]** Integer milliseconds. Default = 0.
- **[us]** Integer microseconds. Default = 0.
- **[ns]** Integer nanoseconds. Default = 0.
- **[d_r8]** Double precision days. Default = 0.0. (Not implemented yet).
Double precision hours. Default = 0.0. (Not implemented yet).

Double precision minutes. Default = 0.0. (Not implemented yet).

Double precision seconds. Default = 0.0. (Not implemented yet).

Double precision milliseconds. Default = 0.0. (Not implemented yet).

Double precision microseconds. Default = 0.0. (Not implemented yet).

Double precision nanoseconds. Default = 0.0. (Not implemented yet).

Integer numerator portion of fractional seconds (sN/sD). Default = 0.

Integer denominator portion of fractional seconds (sN/sD). Default = 1.

Return code; equals ESMF_SUCCESS if there are no errors.

35.4.22 ESMF_TimeIntervalSet - Initialize or set a TimeInterval

INTERFACE:

    ! Private name; call using ESMF_TimeIntervalSet()
    subroutine ESMF_TimeIntervalSetDurStart(timeinterval, &
     yy, yy_i8, &
     mm, mm_i8, &
     d, d_i8, &
     h, m, &
     s, s_i8, &
     ms, us, ns, &
     d_r8, h_r8, m_r8, s_r8, &
     ms_r8, us_r8, ns_r8, &
     sN, sD, startTime, rc)

ARGUMENTS:

    type(ESMF_TimeInterval), intent(inout) :: timeinterval
    integer(ESMF_KIND_I4), intent(in), optional :: yy
    integer(ESMF_KIND_I8), intent(in), optional :: yy_i8
    integer(ESMF_KIND_I4), intent(in), optional :: mm
    integer(ESMF_KIND_I8), intent(in), optional :: mm_i8
    integer(ESMF_KIND_I4), intent(in), optional :: d
    integer(ESMF_KIND_I4), intent(in), optional :: h
    integer(ESMF_KIND_I4), intent(in), optional :: m
    integer(ESMF_KIND_I4), intent(in), optional :: s
    integer(ESMF_KIND_I4), intent(in), optional :: ms
    integer(ESMF_KIND_I4), intent(in), optional :: us
    integer(ESMF_KIND_I4), intent(in), optional :: ns
    real(ESMF_KIND_R8), intent(in), optional :: d_r8  ! not implemented
    real(ESMF_KIND_R8), intent(in), optional :: h_r8  ! not implemented
    real(ESMF_KIND_R8), intent(in), optional :: m_r8  ! not implemented
    real(ESMF_KIND_R8), intent(in), optional :: s_r8  ! not implemented
    real(ESMF_KIND_R8), intent(in), optional :: ms_r8 ! not implemented
real(ESMF_KIND_R8), intent(in), optional :: us_r8 ! not implemented
real(ESMF_KIND_R8), intent(in), optional :: ns_r8 ! not implemented
integer(ESMF_KIND_I4), intent(in), optional :: sN
integer(ESMF_KIND_I4), intent(in), optional :: sD
type(ESMF_Time), intent(in) :: startTime
integer, intent(out), optional :: rc

DESCRIPTION:

Sets the value of the ESMF_TimeInterval in units specified by the user via Fortran optional arguments. The ESMF Time Manager represents and manipulates time internally with integers to maintain precision. Hence, user-specified floating point values are converted internally to integers. (Reals not implemented yet). Ranges are limited only by machine word size. Numeric defaults are 0, except for sD, which is 1.

The arguments are:

timeinterval  The object instance to initialize.
[yy] Integer years (>= 32-bit). Default = 0
[yy_i8] Integer years (large, >= 64-bit). Default = 0
[mm] Integer months (>= 32-bit). Default = 0
[mm_i8] Integer months (large, >= 64-bit). Default = 0
[d] Integer Julian days (>= 32-bit). Default = 0
[d_i8] Integer Julian days (large, >= 64-bit). Default = 0
[h] Integer hours. Default = 0
[m] Integer minutes. Default = 0
[s] Integer seconds (>= 32-bit). Default = 0
[s_i8] Integer seconds (large, >= 64-bit). Default = 0
[ms] Integer milliseconds. Default = 0.
[us] Integer microseconds. Default = 0.
[ns] Integer nanoseconds. Default = 0.
[d_r8] Double precision days. Default = 0.0. (Not implemented yet).
[h_r8] Double precision hours. Default = 0.0. (Not implemented yet).
[m_r8] Double precision minutes. Default = 0.0. (Not implemented yet).
[s_r8] Double precision seconds. Default = 0.0. (Not implemented yet).
[ms_r8] Double precision milliseconds. Default = 0.0. (Not implemented yet).
[us_r8] Double precision microseconds. Default = 0.0. (Not implemented yet).
[ns_r8] Double precision nanoseconds. Default = 0.0. (Not implemented yet).
sN Integer numerator portion of fractional seconds (sN/sD). Default = 0.
sD Integer denominator portion of fractional seconds (sN/sD). Default = 1.
startTime  Starting time of an absolute calendar interval (yy, mm, and/or d); pins a calendar interval to a specific point in time. If not set, and calendar also not set, calendar interval "floats" across all calendars and times.
[rc] Return code; equals ESMF_SUCCESS if there are no errors.
35.4.23  ESMF_TimeIntervalSet - Initialize or set a TimeInterval

INTERFACE:

! Private name; call using ESMF_TimeIntervalSet()
subroutine ESMF_TimeIntervalSetDurCal(timeinterval, &
    yy, yy_i8, &
    mm, mm_i8, &
    d, d_i8, &
    h, m, &
    s, s_i8, &
    ms, us, ns, &
    d_r8, h_r8, m_r8, s_r8, &
    ms_r8, us_r8, ns_r8, &
    sN, sD, calendar, rc)

ARGUMENTS:

  type(ESMF_TimeInterval), intent(inout) :: timeinterval
  integer(ESMF_KIND_I4), intent(in), optional :: yy
  integer(ESMF_KIND_I8), intent(in), optional :: yy_i8
  integer(ESMF_KIND_I4), intent(in), optional :: mm
  integer(ESMF_KIND_I8), intent(in), optional :: mm_i8
  integer(ESMF_KIND_I4), intent(in), optional :: d
  integer(ESMF_KIND_I4), intent(in), optional :: h
  integer(ESMF_KIND_I4), intent(in), optional :: m
  integer(ESMF_KIND_I4), intent(in), optional :: s
  integer(ESMF_KIND_I4), intent(in), optional :: s_i8
  integer(ESMF_KIND_I4), intent(in), optional :: ms
  integer(ESMF_KIND_I4), intent(in), optional :: us
  integer(ESMF_KIND_I4), intent(in), optional :: ns
  real(ESMF_KIND_R8), intent(in), optional :: d_r8 ! not implemented
  real(ESMF_KIND_R8), intent(in), optional :: h_r8 ! not implemented
  real(ESMF_KIND_R8), intent(in), optional :: m_r8 ! not implemented
  real(ESMF_KIND_R8), intent(in), optional :: s_r8 ! not implemented
  real(ESMF_KIND_R8), intent(in), optional :: ms_r8 ! not implemented
  real(ESMF_KIND_R8), intent(in), optional :: us_r8 ! not implemented
  integer(ESMF_KIND_I4), intent(in), optional :: sN
  integer(ESMF_KIND_I4), intent(in), optional :: sD
  type(ESMF_Calendar), intent(in) :: calendar
  integer, intent(out), optional :: rc

DESCRIPTION:

Sets the value of the ESMF_TimeInterval in units specified by the user via Fortran optional arguments. The ESMF Time Manager represents and manipulates time internally with integers to maintain precision. Hence, user-specified floating point values are converted internally to integers. (Reals not implemented yet). Ranges are limited only by machine word size. Numeric defaults are 0, except for sD, which is 1.

The arguments are:

  timeinterval  The object instance to initialize.

[yy] Integer years (>= 32-bit). Default = 0
[yy_i8] Integer years (large, >= 64-bit). Default = 0
[mm] Integer months (>= 32-bit). Default = 0
[mm_i8] Integer months (large, >= 64-bit). Default = 0
[d] Integer Julian days (>= 32-bit). Default = 0
[d_i8] Integer Julian days (large, >= 64-bit). Default = 0
[h] Integer hours. Default = 0
[m] Integer minutes. Default = 0
[s] Integer seconds (>= 32-bit). Default = 0
[s_i8] Integer seconds (large, >= 64-bit). Default = 0
[ms] Integer milliseconds. Default = 0.
[us] Integer microseconds. Default = 0.
[ns] Integer nanoseconds. Default = 0.
[d_r8] Double precision days. Default = 0.0. (Not implemented yet).
[h_r8] Double precision hours. Default = 0.0. (Not implemented yet).
[m_r8] Double precision minutes. Default = 0.0. (Not implemented yet).
[s_r8] Double precision seconds. Default = 0.0. (Not implemented yet).
[ms_r8] Double precision milliseconds. Default = 0.0. (Not implemented yet).
[us_r8] Double precision microseconds. Default = 0.0. (Not implemented yet).
[ns_r8] Double precision nanoseconds. Default = 0.0. (Not implemented yet).
[sN] Integer numerator portion of fractional seconds (sN/sD). Default = 0.
[sD] Integer denominator portion of fractional seconds (sN/sD). Default = 1.
[calendar] Calendar used to give better definition to calendar interval (yy, mm, and/or d) for arithmetic, comparison, and conversion operations. Allows calendar interval to "float" across all times on a specific calendar. Default = NULL; if startTime also not specified, calendar interval "floats" across all calendars and times. Mutually exclusive with startTime since it contains a calendar. Alternate to, and mutually exclusive with, calendarType below. Primarily for specifying a custom calendar type.
[rc] Return code; equals ESMF_SUCCESS if there are no errors.
35.4.24 ESMF_TimeIntervalSet - Initialize or set a TimeInterval

INTERFACE:

! Private name; call using ESMF_TimeIntervalSet()
subroutine ESMF_TimeIntervalSetDurCalTyp(timeinterval, &
  yy, yy_i8, &
  mm, mm_i8, &
  d, d_i8, &
  h, m, &
  s, s_i8, &
  ms, us, ns, &
  d_r8, h_r8, m_r8, s_r8, &
  ms_r8, us_r8, ns_r8, &
  sN, sD, calendarType, rc)

ARGUMENTS:

type(ESMF_TimeInterval), intent(inout) :: timeinterval
integer(ESMF_KIND_I4), intent(in), optional :: yy
integer(ESMF_KIND_I8), intent(in), optional :: yy_i8
integer(ESMF_KIND_I4), intent(in), optional :: mm
integer(ESMF_KIND_I8), intent(in), optional :: mm_i8
integer(ESMF_KIND_I4), intent(in), optional :: d
integer(ESMF_KIND_I4), intent(in), optional :: d_i8
integer(ESMF_KIND_I4), intent(in), optional :: h
integer(ESMF_KIND_I4), intent(in), optional :: m
integer(ESMF_KIND_I4), intent(in), optional :: s
integer(ESMF_KIND_I8), intent(in), optional :: s_i8
integer(ESMF_KIND_I4), intent(in), optional :: ms
integer(ESMF_KIND_I4), intent(in), optional :: us
integer(ESMF_KIND_I4), intent(in), optional :: ns
real(ESMF_KIND_R8), intent(in), optional :: d_r8 ! not implemented
real(ESMF_KIND_R8), intent(in), optional :: h_r8 ! not implemented
real(ESMF_KIND_R8), intent(in), optional :: m_r8 ! not implemented
real(ESMF_KIND_R8), intent(in), optional :: s_r8 ! not implemented
real(ESMF_KIND_R8), intent(in), optional :: ms_r8 ! not implemented
real(ESMF_KIND_R8), intent(in), optional :: us_r8 ! not implemented
integer(ESMF_KIND_I4), intent(in), optional :: sN
integer(ESMF_KIND_I4), intent(in), optional :: sD
type(ESMF_CalendarType), intent(in) :: calendarType
integer, intent(out), optional :: rc

DESCRIPTION:

Sets the value of the ESMF_TimeInterval in units specified by the user via Fortran optional arguments. The ESMF Time Manager represents and manipulates time internally with integers to maintain precision. Hence, user-specified floating point values are converted internally to integers. (Reals not implemented yet). Ranges are limited only by machine word size. Numeric defaults are 0, except for sD, which is 1. The arguments are:

**timeinterval** The object instance to initialize.

**[yy]** Integer years (\(\geq 32\)-bit). Default = 0
[yy_i8] Integer years (large, >= 64-bit). Default = 0

[mm] Integer months (>= 32-bit). Default = 0

[mm_i8] Integer months (large, >= 64-bit). Default = 0

[d] Integer Julian days (>= 32-bit). Default = 0

[d_i8] Integer Julian days (large, >= 64-bit). Default = 0

[h] Integer hours. Default = 0

[m] Integer minutes. Default = 0

[s] Integer seconds (>= 32-bit). Default = 0

[s_i8] Integer seconds (large, >= 64-bit). Default = 0

[ms] Integer milliseconds. Default = 0.

[us] Integer microseconds. Default = 0.

[ns] Integer nanoseconds. Default = 0.

[d_r8] Double precision days. Default = 0.0. (Not implemented yet).

[h_r8] Double precision hours. Default = 0.0. (Not implemented yet).

[m_r8] Double precision minutes. Default = 0.0. (Not implemented yet).

[s_r8] Double precision seconds. Default = 0.0. (Not implemented yet).

[ms_r8] Double precision milliseconds. Default = 0.0. (Not implemented yet).

[us_r8] Double precision microseconds. Default = 0.0. (Not implemented yet).

[ns_r8] Double precision nanoseconds. Default = 0.0. (Not implemented yet).

[sN] Integer numerator portion of fractional seconds (sN/sD). Default = 0.

[sD] Integer denominator portion of fractional seconds (sN/sD). Default = 1.

[calendarType] Alternate to, and mutually exclusive with, calendar above. More convenient way of specifying a built-in calendar type.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

35.4.25 ESMF_TimeIntervalValidate - Validate a TimeInterval

INTERFACE:

    subroutine ESMF_TimeIntervalValidate(timeinterval, options, rc)

ARGUMENTS:

    type(ESMF_TimeInterval), intent(in) :: timeinterval
    character (len=*) , intent(in), optional :: options
    integer, intent(out), optional :: rc
DESCRIPTION:

Checks whether a timeinterval is valid. The options control the type of validation. The arguments are:

- **timeinterval** `ESMF_TimeInterval` to be validated.

- **[options]** Validation options are not yet supported.

- **[rc]** Return code; equals `ESMF_SUCCESS` if there are no errors.
36 Clock Class

36.1 Description

The Clock class advances model time and tracks its associated date on a specified Calendar. It stores start time, stop time, current time, previous time, and a time step. It can also store a reference time, typically the time instant at which a simulation originally began. For a restart run, the reference time can be different than the start time, when the application execution resumes. A user can call the ESMF_ClockSet method and reset the time step as desired. A Clock also stores a list of Alarms, which can be set to flag events that occur at a specified time instant or at a specified time interval. See Section 37.1 for details on how to use Alarms.

There are methods for setting and getting the Times and Alarms associated with a Clock. Methods are defined for advancing the Clock’s current time, checking if the stop time has been reached, and synchronizing with a real clock.

36.2 Use and Examples

The following is a typical sequence for using a Clock in a geophysical model.

At initialize:

- Set a Calendar.
- Set start time, stop time and time step as Times and Time Intervals.
- Create and Initialize a Clock using the start time, stop time and time step.
- Define Times and Time Intervals associated with special events, and use these to set Alarms.

At run:

- Advance the Clock, checking for ringing alarms as needed.
- Check if it is time to stop.

At finalize:

- Since Clocks and Alarms are deep classes, they need to be explicitly destroyed at finalization. Times and TimeIntervals are lightweight classes, so they don’t need explicit destruction.

The following code example illustrates Clock usage.

```fortran
! PROGRAM: ESMF_ClockEx - Clock initialization and time-stepping
!
! DESCRIPTION:
!
! This program shows an example of how to create, initialize, advance, and
! examine a basic clock
!--------------------------------------------------------------------------------------------------------------------------

! ESMF Framework module
use ESMF_Mod implicit none

! instantiate a clock
type(ESMF_Clock) :: clock

! instantiate time_step, start and stop times
type(ESMF_TimeInterval) :: timeStep
type(ESMF_Time) :: startTime
type(ESMF_Time) :: stopTime
```
! local variables for Get methods

type(ESMF_Time) :: currTime
integer(ESMF_KIND_I8) :: advanceCount
integer :: YY, MM, DD, H, M, S

! return code
integer :: rc

! initialize ESMF framework
call ESMF_Initialize(defaultCalendar=ESMF_CAL_GREGORIAN, rc=rc)

36.2.1 Clock Creation

This example shows how to create and initialize an ESMF_Clock.

! initialize time interval to 2 days, 4 hours (6 timesteps in 13 days)
call ESMF_TimeIntervalSet(timeStep, d=2, h=4, rc=rc)

! initialize start time to 4/1/2003 2:24:00 (1/10 of a day)
call ESMF_TimeSet(startTime, yy=2003, mm=4, dd=1, h=2, m=24, rc=rc)

! initialize stop time to 4/14/2003 2:24:00 (1/10 of a day)
call ESMF_TimeSet(stopTime, yy=2003, mm=4, dd=14, h=2, m=24, rc=rc)

! initialize the clock with the above values
clock = ESMF_ClockCreate("Clock 1", timeStep, startTime, stopTime, rc=rc)

36.2.2 Clock Advance

This example shows how to time-step an ESMF_Clock.

! time step clock from start time to stop time
do while (.not.ESMF_ClockIsStopTime(clock, rc))

    call ESMF_ClockPrint(clock, "currTime string", rc)

    call ESMF_ClockAdvance(clock, rc=rc)

end do

36.2.3 Clock Examination

This example shows how to examine an ESMF_Clock.

! get the clock’s final current time
call ESMF_ClockGet(clock, currTime=currTime, rc=rc)
call ESMF_TimeGet(currTime, yy=YY, mm=MM, dd=DD, h=H, m=M, s=S, rc=rc)
print *, "The clock’s final current time is ", YY, "/", MM, "/", DD, ", ", H, ":", M, ":", S

! get the number of times the clock was advanced
call ESMF_ClockGet(clock, advanceCount=advanceCount, rc=rc)
print *, "The clock was advanced ", advanceCount, " times."

36.2.4 Clock Destruction
This example shows how to destroy an ESMF_Clock.

! destroy clock
call ESMF_ClockDestroy(clock, rc)

! finalize ESMF framework
call ESMF_Finalize(rc)

end program ESMF_ClockEx

36.3 Restrictions and Future Work
1. Limit on number of Alarms. The maximum number of Alarms that can be associated with a Clock is currently hard-coded at 100. This is done in both Fortran and C++ with a #define for ease of modification.

36.4 Class API
36.4.1 ESMF_ClockOperator(==) - Test if Clock 1 is equal to Clock 2

INTERFACE:
interface operator(==)
if (clock1 == clock2) then ... endif
OR
result = (clock1 == clock2)
RETURN VALUE:
logical :: result
ARGUMENTS:
type(ESMF_Clock), intent(in) :: clock1
type(ESMF_Clock), intent(in) :: clock2
DESCRIPTION:
Overloads the (==) operator for the ESMF_Clock class. Compare two clocks for equality; return true if equal, false otherwise. Comparison is based on IDs, which are distinct for newly created clocks and identical for clocks created as copies.
The arguments are:

Clock 1 The first ESMF_Clock in comparison.
Clock 2 The second ESMF_Clock in comparison.
36.4.2 **ESMF_ClockOperator(/=) - Test if Clock 1 is not equal to Clock 2**

**INTERFACE:**

```fortran
interface operator(/=)
  if (clock1 /= clock2) then ... endif
  OR
  result = (clock1 /= clock2)
end interface
```

**RETURN VALUE:**

```fortran
logical :: result
```

**ARGUMENTS:**

```fortran
  type(ESMF_Clock), intent(in) :: clock1
  type(ESMF_Clock), intent(in) :: clock2
```

**DESCRIPTION:**

Overloads the (/=) operator for the ESMF_Clock class. Compare two clocks for inequality; return true if not equal, false otherwise. Comparison is based on IDs, which are distinct for newly created clocks and identical for clocks created as copies.

The arguments are:

- **clock1** The first ESMF_Clock in comparison.
- **clock2** The second ESMF_Clock in comparison.

36.4.3 **ESMF_ClockAdvance - Advance a Clock’s current time by one time step**

**INTERFACE:**

```fortran
subroutine ESMF_ClockAdvance(clock, timeStep, ringingAlarmList, &
  ringingAlarmCount, rc)
```

**ARGUMENTS:**

```fortran
  type(ESMF_Clock), intent(inout) :: clock
  type(ESMF_TimeInterval), intent(in), optional :: timeStep
  type(ESMF_Alarm), dimension(:), intent(out), optional :: ringingAlarmList
  integer, intent(out), optional :: ringingAlarmCount
  integer, intent(out), optional :: rc
```

**DESCRIPTION:**

Advances the clock's current time by one time step: either the clock’s, or the passed-in timeStep (see below). This method optionally returns a list and number of ringing ESMF_Alarms. See also method ESMF_ClockGetRingingAlarms.

The arguments are:

- **clock** The object instance to advance.
- **[timeStep]** Time step is performed with given timeStep, instead of the ESMF_Clock's. Does not replace the ESMF_Clock's timeStep; use ESMF_ClockSet (clock, timeStep, ...) for this purpose. Supports applications with variable time steps.
Returns the array of alarms that are ringing after the time step.

The number of alarms ringing after the time step.

Return code; equals ESMF_SUCCESS if there are no errors.

36.4.4 ESMF_ClockCreate - Create a new ESMF Clock

INTERFACE:

! Private name; call using ESMF_ClockCreate()
function ESMF_ClockCreateNew(name, timeStep, startTime, stopTime, &
runDuration, runTimeStepCount, refTime, rc)

RETURN VALUE:

! Private name; call using ESMF_ClockCreate()
function ESMF_ClockCreateNew

ARGUMENTS:

character (len=*), intent(in), optional :: name
! type(ESMF_TimeInterval), intent(in) :: timeStep
! type(ESMF_Time), intent(in) :: startTime
! type(ESMF_Time), intent(in), optional :: stopTime
! type(ESMF_TimeInterval), intent(in), optional :: runDuration
! integer, intent(in), optional :: runTimeStepCount
! type(ESMF_Time), intent(in), optional :: refTime
! integer, intent(out), optional :: rc

DESCRIPTION:

Creates and sets the initial values in a new ESMF_Clock.
This is a private method; invoke via the public overloaded entry point ESMF_ClockCreate().
The arguments are:

[name] The name for the newly created clock. If not specified, a default unique name will be generated: "ClockNNN"
where NNN is a unique sequence number from 001 to 999.

timeStep The ESMF_Clock’s time step interval.

startTime The ESMF_Clock’s starting time.

[stopTime] The ESMF_Clock’s stopping time. If neither stopTime, runDuration, nor runTimeStepCount is specified,
clock runs "forever"; user must use other means to know when to stop (e.g. ESMF_Alarm or ESMF_ClockGet(clock,
currTime)). Mutually exclusive with runDuration and runTimeStepCount.

[runDuration] Alternative way to specify ESMF_Clock’s stopping time; stopTime = startTime + runDuration. Mutually exclusive with stopTime and runTimeStepCount.

[runTimeStepCount] Alternative way to specify ESMF_Clock’s stopping time; stopTime = startTime + (run-
TimeStepCount * timeStep). Mutually exclusive with stopTime and runDuration.

[refTime] The ESMF_Clock’s reference time. Provides reference point for simulation time (see currSimTime in
ESMF_ClockGet() below).

[rc] Return code; equals ESMF_SUCCESS if there are no errors.
36.4.5 ESMF_ClockCreate - Create a copy of an existing ESMF Clock

INTERFACE:

    ! Private name; call using ESMF_ClockCreate()
    function ESMF_ClockCreateCopy(clock, rc)

RETURN VALUE:

    type(ESMF_Clock) :: ESMF_ClockCreateCopy

ARGUMENTS:

    type(ESMF_Clock), intent(in) :: clock
    integer, intent(out), optional :: rc

DESCRIPTION:

Creates a copy of a given ESMF_Clock.
This is a private method; invoke via the public overloaded entry point ESMF_ClockCreate().
The arguments are:

clock  The ESMF_Clock to copy.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

36.4.6 ESMF_ClockDestroy - Free all resources associated with a Clock

INTERFACE:

    subroutine ESMF_ClockDestroy(clock, rc)

ARGUMENTS:

    type(ESMF_Clock) :: clock
    integer, intent(out), optional :: rc

DESCRIPTION:

Releases all resources associated with this ESMF_Clock.
The arguments are:

clock  Destroy contents of this ESMF_Clock.

[rc  ] Return code; equals ESMF_SUCCESS if there are no errors.
36.4.7 ESMF_ClockGet - Get a Clock’s properties

INTERFACE:

    subroutine ESMF_ClockGet(clock, name, timeStep, startTime, stopTime, &
runDuration, runTimeStepCount, refTime, &
currTime, prevTime, currSimTime, prevSimTime, &
calendar, calendarType, timeZone, advanceCount, &
alarmCount, rc)

ARGUMENTS:

    type(ESMF_Clock), intent(in) :: clock
    character (len=*), intent(out), optional :: name
    type(ESMF_TimeInterval), intent(out), optional :: timeStep
    type(ESMF_Time), intent(out), optional :: startTime
    type(ESMF_Time), intent(out), optional :: stopTime
    type(ESMF_TimeInterval), intent(out), optional :: runDuration
    real(ESMF_KIND_R8), intent(out), optional :: runTimeStepCount
    type(ESMF_Time), intent(out), optional :: refTime
    type(ESMF_Time), intent(out), optional :: currTime
    type(ESMF_Time), intent(out), optional :: prevTime
    type(ESMF_TimeInterval), intent(out), optional :: currSimTime
    type(ESMF_TimeInterval), intent(out), optional :: prevSimTime
    type(ESMF_Calendar), intent(out), optional :: calendar
    type(ESMF_CalendarType), intent(out), optional :: calendarType
    integer, intent(out), optional :: timeZone
    integer(ESMF_KIND_I8), intent(out), optional :: advanceCount
    integer, intent(out), optional :: alarmCount
    integer, intent(out), optional :: rc

DESCRIPTION:

Gets one or more of the properties of an ESMF_Clock.
The arguments are:

[**clock**] The object instance to query.
[**name**] The name of this clock.
[**timeStep**] The ESMF_Clock’s time step interval.
[**startTime**] The ESMF_Clock’s starting time.
[**stopTime**] The ESMF_Clock’s stopping time.
[**runDuration**] Alternative way to get ESMF_Clock’s stopping time; runDuration = stopTime - startTime.
[**runTimeStepCount**] Alternative way to get ESMF_Clock’s stopping time; runTimeStepCount = (stopTime - startTime) / timeStep.
[**refTime**] The ESMF_Clock’s reference time.
[**currTime**] The ESMF_Clock’s current time.
[**prevTime**] The ESMF_Clock’s previous time. Equals currTime at the previous time step.
[**currSimTime**] The current simulation time (currTime - refTime).
[prevSimTime]  The previous simulation time. Equals currSimTime at the previous time step.
[calendar]  The Calendar on which all the Clock’s times are defined.
[calendarType]  The CalendarType on which all the Clock’s times are defined.
[timeZone]  The timezone within which all the Clock’s times are defined.
[advanceCount]  The number of times the ESMF_Clock has been advanced.
[alarmCount]  The number of ESMF_Alarms in the ESMF_Clock’s ESMF_Alarm list.
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

36.4.8  ESMF_ClockGetAlarm - Get an Alarm in a Clock’s Alarm list

INTERFACE:

    subroutine ESMF_ClockGetAlarm(clock, name, alarm, rc)

ARGUMENTS:

    type(ESMF_Clock), intent(in) :: clock
    character (len=*), intent(in) :: name
    type(ESMF_Alarm), intent(out) :: alarm
    integer, intent(out), optional :: rc

DESCRIPTION:

Gets the alarm whose name is the value of name in the clock’s ESMF_Alarm list.
The arguments are:

clock  The object instance to get the ESMF_Alarm from.
name  The name of the desired ESMF_Alarm.
alarm  The desired alarm.
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

36.4.9  ESMF_ClockGetAlarmList - Get a list of Alarms from a Clock

INTERFACE:

    subroutine ESMF_ClockGetAlarmList(clock, alarmListType, &
                                        alarmList, alarmCount, timeStep, rc)

ARGUMENTS:
DESCRIPTION:

Gets the clock's list of alarms.
The arguments are:

clock The object instance from which to get an ESMF_Alarm list.

alarmListType The type of list to get: ESMF_ALARMLIST_ALL: Returns the ESMF_Clock's entire list of alarms.
ESMF_ALARMLIST_NEXTRINGING: Return only those alarms that will ring upon the next clock time step. Can optionally specify argument timeStep (see below) to use instead of the clock's. See also method ESMF_AlarmWillRingNext () for checking a single alarm.
ESMF_ALARMLIST_PREVRINGING: Return only those alarms that were ringing on the previous ESMF_Clock time step. See also method ESMF_AlarmWasPrevRinging() for checking a single alarm.
ESMF_ALARMLIST_RINGING: Returns only those clock alarms that are currently ringing. See also method ESMF_ClockAdvance() for getting the list of ringing alarms subsequent to a time step. See also method ESMF_AlarmIsRinging() for checking a single alarm.

alarmList The array of returned alarms.

alarmCount The number of ESMF_Alarms in the returned list.

[timeStep] Optional time step to be used instead of the clock's. Only used with ESMF_ALARMLIST_NEXTRINGING

alarmListType (see above); ignored if specified with other alarmListTypes.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

36.4.10 ESMF_ClockGetNextTime - Calculate a Clock's next time

INTERFACE:

subroutine ESMF_ClockGetNextTime(clock, nextTime, timeStep, rc)

ARGUMENTS:

type(ESMF_Clock), intent(in) :: clock
type(ESMF_Time), intent(out) :: nextTime
type(ESMF_TimeInterval), intent(in), optional :: timeStep
integer, intent(out), optional :: rc
nextTime  The resulting ESMF_Clock's next time.

[timeStep]  The time step interval to use instead of the clock's.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

36.4.11  ESMF_ClockIsStopTime - Test if the Clock has reached or exceeded its stop time

INTERFACE:

    function ESMF_ClockIsStopTime(clock, rc)

RETURN VALUE:

    logical :: ESMF_ClockIsStopTime

ARGUMENTS:

    type(ESMF_Clock), intent(in) :: clock
    integer, intent(out), optional :: rc

DESCRIPTION:

Returns true if the clock has reached or exceeded its stop time, and false otherwise.
The arguments are:

clock  The object instance to check.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

36.4.12  ESMF_ClockPrint - Print the contents of a Clock

INTERFACE:

    subroutine ESMF_ClockPrint(clock, options, rc)

ARGUMENTS:

    type(ESMF_Clock), intent(in) :: clock
    character (len=*) , intent(in), optional :: options
    integer, intent(out), optional :: rc

DESCRIPTION:

Prints out an ESMF_Clock’s properties to stdout, in support of testing and debugging. The options control the

type of information and level of detail.
The arguments are:

clock  ESMF_Clock to be printed out.
[options] Print options. If none specified, prints all clock property values.
   "advanceCount" - print the number of times the clock has been advanced.
   "alarmCount" - print the number of alarms in the clock’s list.
   "alarmList" - print the clock’s alarm list.
   "currTime" - print the current clock time.
   "name" - print the clock’s name.
   "prevTime" - print the previous clock time.
   "refTime" - print the clock’s reference time.
   "startTime" - print the clock’s start time.
   "stopTime" - print the clock’s stop time.
   "timeStep" - print the clock’s time step.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

36.4.13 ESMF_ClockSet - Set one or more properties of a Clock

INTERFACE:

subroutine ESMF_ClockSet(clock, name, timeStep, startTime, stopTime, &
   runDuration, runTimeStepCount, refTime, &
   currTime, advanceCount, rc)

ARGUMENTS:

type(ESMF_Clock), intent(inout) :: clock
character (len=*) , intent(in), optional :: name
type(ESMF_TimeInterval), intent(in), optional :: timeStep
type(ESMF_Time), intent(in), optional :: startTime
type(ESMF_Time), intent(in), optional :: stopTime
type(ESMF_TimeInterval), intent(in), optional :: runDuration
integer, intent(in), optional :: runTimeStepCount
type(ESMF_Time), intent(in), optional :: refTime
type(ESMF_Time), intent(in), optional :: currTime
integer(ESMF_KIND_I8), intent(in), optional :: advanceCount
integer, intent(out), optional :: rc

DESCRIPTION:

Sets/resets one or more of the properties of an ESMF_Clock that was previously initialized via ESMF_ClockCreate().

The arguments are:

clock The object instance to set.

[name] The new name for this clock.

[timeStep] The ESMF_Clock’s time step interval. This is used to change a clock’s timestep property for those
applications that need variable timesteps. Also see ESMF_ClockAdvance() below for specifying variable
timesteps that are NOT saved as the clock’s internal time step property.

[startTime] The ESMF_Clock’s starting time.

[stopTime] The ESMF_Clock’s stopping time. If neither stopTime, runDuration, nor runTimeStepCount is speci-
fied, clock runs "forever"; user must use other means to know when to stop (e.g. ESMF_Alarm or ESMF_ClockGet(clock,
currTime)). Mutually exclusive with runDuration and runTimeStepCount.
[runDuration] Alternative way to specify ESMF_Clock's stopping time; stopTime = startTime + runDuration. Mutually exclusive with stopTime and runTimeStepCount.

[runTimeStepCount] Alternative way to specify ESMF_Clock's stopping time; stopTime = startTime + (runTimeStepCount * timeStep). Mutually exclusive with stopTime and runDuration.

[refTime] The ESMF_Clock's reference time. See description in ESMF_ClockCreate() above.

[currTime] The current time.

[advanceCount] The number of times the clock has been timestepped.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

36.4.14 ESMF_ClockSyncToRealTime - Set Clock's current time to wall clock time

INTERFACE:

    subroutine ESMF_ClockSyncToRealTime(clock, rc)

ARGUMENTS:

    type(ESMF_Clock), intent(inout) :: clock
    integer, intent(out), optional :: rc

DESCRIPTION:

Sets a clock's current time to the wall clock time. It is accurate to the nearest second.
The arguments are:

clock The object instance to be synchronized with wall clock time.
[rc] Return code; equals ESMF_SUCCESS if there are no errors.

36.4.15 ESMF_ClockValidate - Validate a Clock's properties

INTERFACE:

    subroutine ESMF_ClockValidate(clock, options, rc)

ARGUMENTS:

    type(ESMF_Clock), intent(in) :: clock
    character (len=*), intent(in), optional :: options
    integer, intent(out), optional :: rc

DESCRIPTION:

Checks whether a clock is valid.
The arguments are:

clock ESMF_Clock to be validated.
[options] Validation options are not yet supported.
[rc] Return code; equals ESMF_SUCCESS if there are no errors.
37 Alarm Class

37.1 Description

The Alarm class identifies events that occur at specific Times or specific TimeIntervals by returning a true value at those times or subsequent times, and a false value otherwise.

37.2 Alarm Options

37.2.1 ESMF_AlarmListType

DESCRIPTION:
Specifies the characteristics of Alarms that populate a retrieved Alarm list.
Valid values are:

ESMFALARMLIST_ALL All alarms.
ESMFALARMLIST_NEXTRINGING Alarms that will ring before or at the next timestep.
ESMFALARMLIST_PREVRINGING Alarms that rang at or since the last timestep.
ESMFALARMLIST_RINGING Only ringing alarms.

37.3 Use and Examples

Alarms are used in conjunction with Clocks (see Section [36.1]). Multiple Alarms can be associated with a Clock. During the ESMF_ClockAdvance method, a Clock iterates over its internal Alarms to determine if any are ringing. Alarms ring when a specified Alarm time is reached or exceeded, taking into account whether the time step is positive or negative. On completion of the time advance call, the Clock optionally returns a list of ringing alarms. Each ringing Alarm can then be processed using Alarm methods for identifying, turning off, disabling or resetting the Alarm.

Alarm methods are defined for obtaining the ringing state, turning the ringer on/off, enabling/disabling the Alarm, and getting/setting associated times.

The following example shows how to set and process Alarms.

```fortran
! PROGRAM: ESMF_AlarmEx - Alarm examples
!
! DESCRIPTION:
!
! This program shows an example of how to create, initialize, and process
! alarms associated with a clock.
!-------------------------------------------------- ---------------------------

! ESMF Framework module
use ESMF_Mod
implicit none

! instantiate time_step, start, stop, and alarm times
type(ESMF_TimeInterval) :: timeStep, alarmInterval
type(ESMF_Time) :: alarmTime, startTime, stopTime

! instantiate a clock
type(ESMF_Clock) :: clock

! instantiate Alarm lists
integer, parameter :: NUMALARMS = 2
type(ESMF_Alarm) :: alarm(NUMALARMS)
```
! local variables for Get methods
integer :: ringingAlarmCount ! at any time step (0 to NUMALARMS)

! name, loop counter, result code
character (len=ESMF_MAXSTR) :: name
integer :: i, rc

! initialize ESMF framework
call ESMF_Initialize(defaultCalendar=ESMF_CAL_GREGORIAN, rc=rc)

37.3.1 Clock Initialization
This example shows how to create and initialize an ESMF_Clock.

! initialize time interval to 1 day
call ESMF_TimeIntervalSet(timeStep, d=1, rc=rc)

! initialize start time to 9/1/2003
call ESMF_TimeSet(startTime, yy=2003, mm=9, dd=1, rc=rc)

! initialize stop time to 9/30/2003
call ESMF_TimeSet(stopTime, yy=2003, mm=9, dd=30, rc=rc)

! create & initialize the clock with the above values
clock = ESMF_ClockCreate("The Clock", timeStep, startTime, stopTime, &
rc=rc)

37.3.2 Alarm Initialization
This example shows how to create and initialize two ESMF_Alarms and associate them with the clock.

! Initialize first alarm to be a one-shot on 9/15/2003 and associate
! it with the clock
call ESMF_TimeSet(alarmTime, yy=2003, mm=9, dd=15, rc=rc)

alarm(1) = ESMF_AlarmCreate("Example alarm 1", clock, &
ingTime=alarmTime, rc=rc)

! Initialize second alarm to ring on a 1 week interval starting 9/1/2003
! and associate it with the clock
call ESMF_TimeSet(alarmTime, yy=2003, mm=9, dd=1, rc=rc)

call ESMF_TimeIntervalSet(alarmInterval, d=7, rc=rc)

! Alarm gets default name "Alarm002"
alarm(2) = ESMF_AlarmCreate(clock=clock, ringTime=alarmTime, &
ingInterval=alarmInterval, rc=rc)
37.3.3 Clock Advance and Alarm Processing

This example shows how to advance an ESMF_Clock and process any resulting ringing alarms.

```fortran
! time step clock from start time to stop time
do while (.not.ESMF_ClockIsStopTime(clock, rc))

! perform time step and get the number of any ringing alarms
call ESMF_ClockAdvance(clock, ringingAlarmCount=ringingAlarmCount, &
rc=rc)
call ESMF_ClockPrint(clock, "currTime string", rc)

! check if alarms are ringing
if (ringingAlarmCount > 0) then
  print *, "number of ringing alarms = ", ringingAlarmCount
  do i = 1, NUMALARMS
    if (ESMF_AlarmIsRinging(alarm(i), rc)) then
      call ESMF_AlarmGet(alarm(i), name=name, rc=rc)
      print *, trim(name), " is ringing!"
    end if ! this alarm is ringing
  end do ! each ringing alarm
endif ! ringing alarms
end do ! timestep clock
```

37.3.4 Alarm and Clock Destruction

This example shows how to destroy ESMF_Alarms and ESMF_Clocks.

```fortran
call ESMF_AlarmDestroy(alarm(1), rc=rc)
call ESMF_AlarmDestroy(alarm(2), rc=rc)
call ESMF_ClockDestroy(clock, rc=rc)
```

! finalize ESMF framework
call ESMF_Finalize(rc)

end program ESMF_AlarmEx
37.4 Restrictions and Future Work

1. Limit on number of Alarms. The maximum number of Alarms that can be associated with a Clock is currently hard-coded at 100. This is done in both Fortran and C++ with a #define for ease of modification.

37.5 Design and Implementation Notes

The Alarm class is designed as a deep, dynamically allocatable class, based on a pointer type. This allows for both indirect and direct manipulation of alarms. Indirect alarm manipulation is where ESMF_Alarm API methods, such as ESMF_AlarmRingerOff(), are invoked on alarm references (pointers) returned from ESMF_Clock queries such as "return ringing alarms." Since the method is performed on an alarm reference, the actual alarm held by the clock is affected, not just a user’s local copy. Direct alarm manipulation is the more common case where alarm API methods are invoked on the original alarm objects created by the user.

For consistency, the ESMF_Clock class is also designed as a deep, dynamically allocatable class. An additional benefit from this approach is that Clocks and Alarms can be created and used from anywhere in a user’s code without regard to the scope in which they were created. In contrast, statically created Alarms and Clocks would disappear if created within a user’s routine that returns, whereas dynamically allocated Alarms and Clocks will persist until explicitly destroyed by the user.

37.6 Class API

37.6.1 ESMF_AlarmOperator(==) - Test if Alarm 1 is equal to Alarm 2

INTERFACE:

    interface operator(==)
    if (alarm1 == alarm2) then ... endif
    OR
    result = (alarm1 == alarm2)

RETURN VALUE:

    logical :: result

ARGUMENTS:

    type(ESMF_Alarm), intent(in) :: alarm1
    type(ESMF_Alarm), intent(in) :: alarm2

DESCRIPTION:

Overloads the (==) operator for the ESMF_Alarm class. Compare two alarms for equality; return true if equal, false otherwise. Comparison is based on IDs, which are distinct for newly created alarms and identical for alarms created as copies.

The arguments are:

alarm1 The first ESMF_Alarm in comparison.

alarm2 The second ESMF_Alarm in comparison.

37.6.2 ESMF_AlarmOperator(/=) - Test if Alarm 1 is not equal to Alarm 2

INTERFACE:


interface operator(/=)
if (alarm1 /= alarm2) then ... endif
OR
result = (alarm1 /= alarm2)

RETURN VALUE:

logical :: result

ARGUMENTS:

type(ESMF_Alarm), intent(in) :: alarm1

type(ESMF_Alarm), intent(in) :: alarm2

DESCRIPTION:

Overloads the (/=) operator for the ESMF_Alarm class. Compare two alarms for inequality; return true if not equal, false otherwise. Comparison is based on IDs, which are distinct for newly created alarms and identical for alarms created as copies.

The arguments are:

alarm1  The first ESMF_Alarm in comparison.

alarm2  The second ESMF_Alarm in comparison.

37.6.3  ESMF_AlarmCreate - Create a new ESMF Alarm

INTERFACE:

! Private name; call using ESMF_AlarmCreate()
function ESMF_AlarmCreateNew(name, clock, ringTime, ringInterval, &
              stopTime, ringDuration, &
              ringTimeStepCount, &
              refTime, enabled, sticky, rc)

RETURN VALUE:

  type(ESMF_Alarm) :: ESMF_AlarmCreateNew

ARGUMENTS:

character (len=*), intent(in), optional :: name

type(ESMF_Clock), intent(in) :: clock

type(ESMF_Time), intent(in), optional :: ringTime

type(ESMF_TimeInterval), intent(in), optional :: ringInterval

type(ESMF_Time), intent(in), optional :: stopTime

type(ESMF_TimeInterval), intent(in), optional :: ringDuration

integer, intent(in), optional :: ringTimeStepCount

integer, intent(in), optional :: refTime

logical, intent(in), optional :: enabled

logical, intent(in), optional :: sticky

integer, intent(out), optional :: rc
DESCRIPTION:

Creates and sets the initial values in a new ESMF_Alarm.
This is a private method; invoke via the public overloaded entry point ESMF_AlarmCreate().
The arguments are:

[name] The name for the newly created alarm. If not specified, a default unique name will be generated: "AlarmNNN"
where NNN is a unique sequence number from 001 to 999.
clock The clock with which to associate this newly created alarm.
[ringTime] The ring time for a one-shot alarm or the first ring time for a repeating (interval) alarm. Must specify at
least one of ringTime or ringInterval.
[ringInterval] The ring interval for repeating (interval) alarms. If ringTime is not also specified (first ring time), it
will be calculated as the clock's current time plus ringInterval. Must specify at least one of ringTime or
ringInterval.
[stopTime] The stop time for repeating (interval) alarms. If not specified, an interval alarm will repeat forever.
[ringDuration] The absolute ring duration. If not sticky (see argument below), alarms rings for ringDuration, then
turns itself off. Mutually exclusive with ringTimeStepCount (below); used only if ringTimeStepCount is zero.
See also ESMF_AlarmSticky(), ESMF_AlarmNotSticky().
[ringTimeStepCount] The relative ring duration. If not sticky (see argument below), alarms rings for ringTimeStepCount, then turns itself off. Mutually exclusive with ringDuration (above); used if non-zero, otherwise ringDuration is used. See also ESMF_AlarmSticky(), ESMF_AlarmNotSticky().
[refTime] The reference (i.e. base) time for an interval alarm.
[enabled] Sets the enabled state; default is on (true). If disabled, an alarm will not function at all. See also
ESMF_AlarmEnable(), ESMF_AlarmDisable().
[sticky] Sets the sticky state; default is on (true). If sticky, once an alarm is ringing, it will remain ringing until
turned off manually via a user call to ESMF_AlarmRingerOff(). If not sticky, an alarm will turn itself
off after a certain ring duration specified by either ringDuration or ringTimeStepCount (see above). See also
ESMF_AlarmSticky(), ESMF_AlarmNotSticky().
[rc] Return code; equals ESMF_SUCCESS if there are no errors.

**37.6.4 ESMF_AlarmCreate - Create a copy of an existing ESMF Alarm**

INTERFACE:

```fortran
! Private name; call using ESMF_AlarmCreate()
function ESMF_AlarmCreateCopy(alarm, rc)
```

RETURN VALUE:

```fortran
type(ESMF_Alarm) :: ESMF_AlarmCreateCopy
```

ARGUMENTS:

```fortran
type(ESMF_Alarm), intent(in) :: alarm
type(ESMF_Alarm), intent(out), optional :: rc
```
DESCRIPTION:

Creates a copy of a given ESMF_Alarm. This is a private method; invoke via the public overloaded entry point ESMF_AlarmCreate(). The arguments are:

alarm The ESMF_Alarm to copy.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

37.6.5 ESMF_AlarmDestroy - Free all resources associated with an Alarm

INTERFACE:

    subroutine ESMF_AlarmDestroy(alarm, rc)

ARGUMENTS:

    type(ESMF_Alarm) :: alarm
    integer, intent(out), optional :: rc

DESCRIPTION:

Releases all resources associated with this ESMF_Alarm. The arguments are:

alarm Destroy contents of this ESMF_Alarm.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

37.6.6 ESMF_AlarmDisable - Disable an Alarm

INTERFACE:

    subroutine ESMF_AlarmDisable(alarm, rc)

ARGUMENTS:

    type(ESMF_Alarm), intent(inout) :: alarm
    integer, intent(out), optional :: rc

DESCRIPTION:

Disables an ESMF_Alarm. The arguments are:

alarm The object instance to disable.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.
37.6.7 ESMF_AlarmEnable - Enable an Alarm

INTERFACE:

    subroutine ESMF_AlarmEnable(alarm, rc)

ARGUMENTS:

    type(ESMF_Alarm), intent(inout) :: alarm
    integer, intent(out), optional :: rc

DESCRIPTION:

Enables an ESMF_Alarm to function.
The arguments are:

alarm  The object instance to enable.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

37.6.8 ESMF_AlarmGet - Get Alarm properties

INTERFACE:

    subroutine ESMF_AlarmGet(alarm, name, clock, ringTime, prevRingTime, &
                                ringInterval, stopTime, ringDuration, &
                                ringTimeStepCount, timeStepRingingCount, &
                                ringBegin, refTime, ringing, &
                                ringingOnPrevTimeStep, enabled, sticky, rc)

ARGUMENTS:

    type(ESMF_Alarm), intent(in) :: alarm
    character (len=*) , intent(out), optional :: name
    type(ESMF_Clock), intent(out), optional :: clock
    type(ESMF_Time), intent(out), optional :: ringTime
    type(ESMF_Time), intent(out), optional :: prevRingTime
    type(ESMF_TimeInterval), intent(out), optional :: ringInterval
    type(ESMF_Time), intent(out), optional :: stopTime
    type(ESMF_TimeInterval), intent(out), optional :: ringDuration
    integer, intent(out), optional :: ringTimeStepCount
    integer, intent(out), optional :: timeStepRingingCount
    type(ESMF_Time), intent(out), optional :: refTime
    logical, intent(out), optional :: ringing
    logical, intent(out), optional :: ringingOnPrevTimeStep
    logical, intent(out), optional :: enabled
    logical, intent(out), optional :: sticky
    integer, intent(out), optional :: rc
DESCRIPTION:

Gets one or more of an ESMF_Alarm’s properties.
The arguments are:

**alarm** The object instance to query.

**[name]** The name of this alarm.

**[clock]** The associated clock.

**[ringTime]** The ring time for a one-shot alarm or the next repeating alarm.

**[prevRingTime]** The previous ring time.

**[ringInterval]** The ring interval for repeating (interval) alarms.

**[stopTime]** The stop time for repeating (interval) alarms.

**[ringDuration]** The ring duration. Mutually exclusive with ringTimeStepCount (see below).

**[ringTimeStepCount]** The number of time steps comprising the ring duration. Mutually exclusive with ringDuration (see above).

**[timeStepRingingCount]** The number of time steps for which the alarm has been ringing thus far. Used internally for tracking ringTimeStepCount ring durations (see above). Mutually exclusive with ringBegin (see below).

**[ringBegin]** The time when the alarm began ringing. Used internally for tracking ringDuration (see above). Mutually exclusive with timeStepRingingCount (see above).

**[refTime]** The reference (i.e. base) time for an interval alarm.

**[ringing]** The current ringing state. See also ESMF_AlarmRingerOn(), ESMF_AlarmRingerOff().

**[ringingOnPrevTimeStep]** The ringing state upon the previous time step. Same as ESMF_AlarmWasPrevRinging().

**[enabled]** The enabled state. See also ESMF_AlarmEnable(), ESMF_AlarmDisable().

**[sticky]** The sticky state. See also ESMF_AlarmSticky(), ESMF_AlarmNotSticky().

37.6.9  ESMF_AlarmIsEnabled - Check if Alarm is enabled

INTERFACE:

```
function ESMF_AlarmIsEnabled(alarm, rc)
```

RETURN VALUE:

```
logical :: ESMF_AlarmIsEnabled
```

ARGUMENTS:

```
type(ESMF_Alarm), intent(in) :: alarm
integer, intent(out), optional :: rc
```

DESCRIPTION:

Check if ESMF_Alarm is enabled.
The arguments are:
alarm  The object instance to check for enabled state.
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

37.6.10  ESMF_AlarmIsRinging - Check if Alarm is ringing

INTERFACE:

    function ESMF_AlarmIsRinging(alarm, rc)

RETURN VALUE:

    logical :: ESMF_AlarmIsRinging

ARGUMENTS:

    type(ESMF_Alarm), intent(in)          :: alarm
    integer,                intent(out), optional :: rc

DESCRIPTION:

Check if ESMF_Alarm is ringing.
See also method ESMF_ClockGetAlarmList(clock, ESMF_ALARMLIST_RINGING, ...) to get a list of all ringing alarms belonging to an ESMF_Clock.
The arguments are:
alarm  The alarm to check for ringing state.
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

37.6.11  ESMF_AlarmIsSticky - Check if Alarm is sticky

INTERFACE:

    function ESMF_AlarmIsSticky(alarm, rc)

RETURN VALUE:

    logical :: ESMF_AlarmIsSticky

ARGUMENTS:

    type(ESMF_Alarm), intent(in)          :: alarm
    integer,                intent(out), optional :: rc

DESCRIPTION:

Check if alarm is sticky.
The arguments are:
alarm  The object instance to check for sticky state.
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.
37.6.12  ESMF_AlarmNotSticky - Unset an Alarm’s sticky flag

INTERFACE:

    subroutine ESMF_AlarmNotSticky(alarm, ringDuration, &
                                     ringTimeStepCount, rc)

ARGUMENTS:

    type(ESMF_Alarm), intent(inout) :: alarm
    type(ESMF_TimeInterval), intent(in), optional :: ringDuration
    integer, intent(in), optional :: ringTimeStepCount
    integer, intent(out), optional :: rc

DESCRIPTION:

Unset an ESMF_Alarm’s sticky flag; once alarm is ringing, it turns itself off after ringDuration.
The arguments are:

alarm  The object instance to unset sticky.

[ringDuration]  If not sticky, alarms rings for ringDuration, then turns itself off.

[ringTimeStepCount]  If not sticky, alarms rings for ringTimeStepCount, then turns itself off.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

37.6.13  ESMF_AlarmPrint - Print out an Alarm’s properties

INTERFACE:

    subroutine ESMF_AlarmPrint(alarm, options, rc)

ARGUMENTS:

    type(ESMF_Alarm), intent(in) :: alarm
    character (len=*) , intent(in), optional :: options
    integer, intent(out), optional :: rc

DESCRIPTION:

Prints out an ESMF_Alarm’s properties to stdout, in support of testing and debugging. The options control the
type of information and level of detail.
The arguments are:

alarm  ESMF_Alarm to be printed out.

[options]  Print options. If none specified, prints all alarm property values.
        "clock" - print the associated clock’s name.
        "enabled" - print the alarm’s ability to ring.
        "name" - print the alarm’s name.
        "prevRingTime" - print the alarm’s previous ring time.
        "ringBegin" - print time when the alarm actually begins to ring.
"ringDuration" - print how long this alarm is to remain ringing.
"ringing" - print the alarm’s current ringing state.
"ringingOnPrevTimeStep" - print whether the alarm was ringing immediately after the previous clock time step.
"ringInterval" - print the alarm’s periodic ring interval.
"ringTime" - print the alarm’s next time to ring.
"ringTimeStepCount" - print how long this alarm is to remain ringing, in terms of a number of clock time steps.
"refTime" - print the alarm’s interval reference (base) time.
"sticky" - print whether the alarm must be turned off manually.
"stopTime" - print when alarm intervals end.
"timeStepRingingCount" - print the number of time steps the alarm has been ringing thus far.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

37.6.14  ESMF_AlarmRingerOff - Turn off an Alarm

INTERFACE:

    subroutine ESMF_AlarmRingerOff(alarm, rc)

ARGUMENTS:

    type(ESMF_Alarm), intent(inout) :: alarm
    integer, intent(out), optional :: rc

DESCRIPTION:

Turn off an ESMF_Alarm; unsets ringing state.
The arguments are:

**alarm** The object instance to turn off.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

37.6.15  ESMF_AlarmRingerOn - Turn on an Alarm

INTERFACE:

    subroutine ESMF_AlarmRingerOn(alarm, rc)

ARGUMENTS:

    type(ESMF_Alarm), intent(inout) :: alarm
    integer, intent(out), optional :: rc

DESCRIPTION:

Turn on an ESMF_Alarm; sets ringing state.
The arguments are:

**alarm** The object instance to turn on.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.
37.6.16 ESMF_AlarmSet - Set Alarm properties

INTERFACE:

```fortran
subroutine ESMF_AlarmSet(alarm, name, clock, ringTime, ringInterval, &
stopTime, ringDuration, ringTimeStepCount, &
refTime, ringing, enabled, sticky, rc)
```

ARGUMENTS:

```fortran
type(ESMF_Alarm), intent(inout) :: alarm
character (len=*), intent(in), optional :: name
```
```
type(ESMF_Clock), intent(in), optional :: clock
```
```
type(ESMF_Time), intent(in), optional :: ringTime
```
```
type(ESMF_TimeInterval), intent(in), optional :: ringInterval
```
```
type(ESMF_Time), intent(in), optional :: stopTime
```
```
type(ESMF_TimeInterval), intent(in), optional :: ringDuration
```
```
integer, intent(in), optional :: ringTimeStepCount
```
```
type(ESMF_Time), intent(in), optional :: refTime
```
```
logical, intent(in), optional :: ringing
```
```
logical, intent(in), optional :: enabled
```
```
logical, intent(in), optional :: sticky
```
```
integer, intent(out), optional :: rc
```

DESCRIPTION:

Sets/resets one or more of the properties of an ESMF_Alarm that was previously initialized via ESMF_AlarmCreate(). The arguments are:

alarm The object instance to set.

[name] The new name for this alarm.

[clock] Re-associates this alarm with a different clock.

[ringTime] The next ring time for a one-shot alarm or a repeating (interval) alarm.

[ringInterval] The ring interval for repeating (interval) alarms.

[stopTime] The stop time for repeating (interval) alarms.

[ringDuration] The absolute ring duration. If not sticky (see argument below), alarms rings for ringDuration, then
turns itself off. Mutually exclusive with ringTimeStepCount (below); used only if ringTimeStepCount is zero. See also ESMF_AlarmSticky(), ESMF_AlarmNotSticky().

[ringTimeStepCount] The relative ring duration. If not sticky (see argument below), alarms rings for ringTimeStep-
Count, then turns itself off. Mutually exclusive with ringDuration (above); used if non-zero, otherwise ringDu-
ration is used. See also ESMF_AlarmSticky(), ESMF_AlarmNotSticky().

[refTime] The reference (i.e. base) time for an interval alarm.

[ringing] Sets the ringing state. See also ESMF_AlarmRingerOn(), ESMF_AlarmRingerOff().

[enabled] Sets the enabled state. If disabled, an alarm will not function at all. See also ESMF_AlarmEnable(),
ESMF_AlarmDisable().
[sticky] Sets the sticky state. If sticky, once an alarm is ringing, it will remain ringing until turned off manually via a user call to ESMF_AlarmRingerOff(). If not sticky, an alarm will turn itself off after a certain ring duration specified by either ringDuration or ringTimeStepCount (see above). See also ESMF_AlarmSticky(), ESMF_AlarmNotSticky().

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

37.6.17 ESMF_AlarmSticky - Set an Alarm’s sticky flag

INTERFACE:

    subroutine ESMF_AlarmSticky(alarm, rc)

ARGUMENTS:

    type(ESMF_Alarm), intent(inout) :: alarm
    integer, intent(out), optional :: rc

DESCRIPTION:

Set an ESMF_Alarm’s sticky flag; once alarm is ringing, it remains ringing until ESMF_AlarmRingerOff() is called.
The arguments are:

alarm The object instance to be set sticky.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

37.6.18 ESMF_AlarmValidate - Validate an Alarm’s properties

INTERFACE:

    subroutine ESMF_AlarmValidate(alarm, options, rc)

ARGUMENTS:

    type(ESMF_Alarm), intent(in) :: alarm
    character (len=*) , intent(in), optional :: options
    integer, intent(out), optional :: rc

DESCRIPTION:

Performs a validation check on an ESMF_Alarm’s properties.
The arguments are:

alarm ESMF_Alarm to be validated.

[options] Validation options are not yet supported.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.
37.6.19 ESMF_AlarmWasPrevRinging - Check if Alarm was ringing on the previous Clock timestep

INTERFACE:

    function ESMF_AlarmWasPrevRinging(alarm, rc)

RETURN VALUE:

    logical :: ESMF_AlarmWasPrevRinging

ARGUMENTS:

    type(ESMF_Alarm), intent(in) :: alarm
    integer, intent(out), optional :: rc

DESCRIPTION:

Check if ESMF_Alarm was ringing on the previous clock timestep. 
See also method ESMF_ClockGetAlarmList(clock, ESMF_ALARMLIST_PREVRINGING, ...) get a 
list of all alarms belonging to a ESMF_Clock that were ringing on the previous time step. 
The arguments are:

alarm The object instance to check for previous ringing state.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

37.6.20 ESMF_AlarmWillRingNext - Check if Alarm will ring upon the next Clock timestep

INTERFACE:

    function ESMF_AlarmWillRingNext(alarm, timeStep, rc)

RETURN VALUE:

    logical :: ESMF_AlarmWillRingNext

ARGUMENTS:

    type(ESMF_Alarm), intent(in) :: alarm
    type(ESMF_TimeInterval), intent(in), optional :: timeStep
    integer, intent(out), optional :: rc

DESCRIPTION:

Check if ESMF_Alarm will ring on the next clock timestep, either the current clock timestep or a passed-in timestep. 
See also method ESMF_ClockGetAlarmList(clock, ESMF_ALARMLIST_NEXTRINGING, ...) to get 
a list of all alarms belonging to a ESMF_Clock that will ring on the next time step. 
The arguments are:

alarm The alarm to check for next ringing state.

/timeStep/ Optional timestep to use instead of the clock’s.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.
38 Config Class

38.1 Description
ESMF Configuration Management is based on NASA DAO’s Inpak 90 package, a Fortran 90 collection of routines/functions for accessing Resource Files in ASCII format. The package is optimized for minimizing formatted I/O, performing all of its string operations in memory using Fortran intrinsic functions.

Module ESMF_ConfigMod is implemented in Fortran.

38.2 Use and Examples

38.2.1 Resource Files
A Resource File is a text file consisting of variable length lines (records), each possibly starting with a label (or key), followed by some data. A simple resource file looks like this:

```
# Lines starting with # are comments which are
# ignored during processing.
my_file_names:  jan87.dat jan88.dat jan89.dat
radius_of_the_earth:  6.37E6 # these are comments too
constants:  3.1415 25
my_favourite_colors:  green blue 022 # text & number are OK
```

In this example, my_file_names: and constants: are labels, while jan87.dat, jan88.dat and jan89.dat are data associated with label my_file_names:. Resource files can also contain simple tables of the form,

```
my_table_name::
1000 3000 263.0
925 3000 263.0
850 3000 263.0
700 3000 269.0
500 3000 287.0
400 3000 295.8
300 3000 295.8
::
```

Resource files are intended for random access (except between '::'s in a table definition). Normally, the order of records should not be important. However, the order of records may be important if the same label appears multiple times.

38.2.2 A Quick Overview
The first step is to create the ESMF Config and load the ASCII resource (rc) file into memory:

```
cf = ESMF_ConfigCreate (layout, rc)
call ESMF_ConfigLoadFile (cf, fname, rc = rc)
```

The next step is to select the label (record) of interest, say

```
call ESMF_ConfigFindLabel ( cf, 'constants:', rc = rc )
```

The 2 constants above can be retrieved with the following code fragment:

5See next section for a complete description of parameters for each routine/function
The file names above can be retrieved with the following code fragment:

```fortran
character*20 fn1, fn2, fn3
integer rc

call ESMF_ConfigFindLabel(cf, 'my_file_names:', rc = rc)
call ESMF_ConfigGetString(cf, fn1, rc = rc) ==> fn1 = 'jan87.dat'
call ESMF_ConfigGetString(cf, fn2, rc = rc) ==> fn1 = 'jan88.dat'
call ESMF_ConfigGetString(cf, fn3, rc = rc) ==> fn1 = 'jan89.dat'
```

To access the table above, the user first must use `ESMF_ConfigFindLabel()` to locate the beginning of the table, e.g.,

```fortran
call ESMF_ConfigFindLabel(cf, 'my_table_name::', rc = rc)
```

Subsequently, `call ESMF_ConfigNextLine()` can be used to gain access to each row of the table. Here is a code fragment to read the above table (7 rows, 3 columns):

```fortran
real table(7,3)
character*20 word
integer rc

call ESMF_ConfigFindLabel(cf, 'my_table_name::', rc = rc)
do i = 1, 7
    call ESMF_ConfigNextLine(cf, rc = rc)
    do j = 1, 3
        table(i,j) = ESMF_ConfigGetFloat(cf, rc = rc)
    end do
end do
```

The work with the configuration `cf` is finalized by call to `ESMF_ConfigDestroy()`:

```fortran
integer rc
call ESMF_ConfigDestroy(cf, rc)
```

### Common Arguments:

- `character(*) fname` file name
- `integer rc` error return code (0 is OK)
- `character(*) label` label (key) to locate record
- `character(*) word` blank delimited string
- `character(*) string` a sequence of characters

### 38.2.3 Package History

The ESMF Configuration Management Package was evolved by Leonid Zaslavsky and Arlindo da Silva from Ipack90 package created by Arlindo da Silva at NASA DAO. Back in the 70's Eli Isaacson wrote IOPACK in Fortran 66. In June of 1987 Arlindo da Silva wrote Inpak77 using Fortran 77 string functions; Inpak 77 is a vastly simplified IOPACK, but has its own goodies not found in IOPACK. Inpak 90 removes some obsolete functionality in Inpak77, and parses the whole resource file in memory for performance.
38.3 Class API

38.3.1 ESMF_ConfigCreate - Create a Config object

INTERFACE:

    type(ESMF_Config) function ESMF_ConfigCreate( rc )

ARGUMENTS:

   integer,intent(out), optional :: rc

DESCRIPTION:

Creates an ESMF_Config for use in subsequent calls. The arguments are:

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

38.3.2 ESMF_ConfigDestroy - Destroy a Config object

INTERFACE:

    subroutine ESMF_ConfigDestroy( config, rc )

ARGUMENTS:

   type(ESMF_Config), intent(inout) :: config
   integer,intent(out), optional :: rc

DESCRIPTION:

Destroys the config object. The arguments are:

config  Already created ESMF_Config object.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

38.3.3 ESMF_ConfigFindLabel - Find a label

INTERFACE:

    subroutine ESMF_ConfigFindLabel( config, label, rc )

ARGUMENTS:

   type(ESMF_Config), intent(inout) :: config
   character(len=*), intent(in) :: label
   integer, intent(out), optional :: rc
DESCRIPTION:

Finds the label (key) in the config file. Since the search is done by looking for a word in the whole resource file, it is important to use special conventions to distinguish labels from other words in the resource files. The DAO convention is to finish line labels by : and table labels by ::.

The arguments are:

config  Already created ESMF_Config object.

label  Identifying label.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors. Equals -1 if buffer could not be loaded, -2 if label not found, and -3 if invalid operation with index.

38.3.4 ESMF_ConfigGetAttribute - Get a character string

INTERFACE:

! Private name; call using ESMF_ConfigGetAttribute()
subroutine ESMF_ConfigGetString( config, value, label, default, rc )

ARGUMENTS:

type(ESMF_Config), intent(inout) :: config
class(len=*), intent(out) :: value
class(len=*), intent(in), optional :: label
class(len=*), intent(in), optional :: default
integer, intent(out), optional :: rc

DESCRIPTION:

Gets a sequence of characters. It will be terminated by the first white space.

The arguments are:

config  Already created ESMF_Config object.

value  Returned value.

[label]  Identifying label.

[default]  Default value if label is not found in config object.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

38.3.5 ESMF_ConfigGetAttribute - Get a 4-byte real number

INTERFACE:

! Private name; call using ESMF_ConfigGetAttribute()
subroutine ESMF_ConfigGetFloatR4( config, value, label, default, rc )

ARGUMENTS:
type(ESMF_Config), intent(inout) :: config
real(ESMF_KIND_R4), intent(out) :: value
character(len=*), intent(in), optional :: label
real, intent(in), optional :: default
integer, intent(out), optional :: rc

DESCRIPTION:

Gets a 4-byte real value from the config object.
The arguments are:

-config Already created ESMF_Config object.
-value Returned value.
[label] Identifying label.
[default] Default value if label is not found in config object.
[rc] Return code; equals ESMF_SUCCESS if there are no errors.

38.3.6 ESMF_ConfigGetAttribute - Get an 8-byte real number

INTERFACE:

! Private name; call using ESMF_ConfigGetAttribute()
subroutine ESMF_ConfigGetFloatR8( config, value, label, default, rc )

ARGUMENTS:

type(ESMF_Config), intent(inout) :: config
real(ESMF_KIND_R8), intent(out) :: value
character(len=*), intent(in), optional :: label
real, intent(in), optional :: default
integer, intent(out), optional :: rc

DESCRIPTION:

Gets an 8-byte real value from the config object.
The arguments are:

-config Already created ESMF_Config object.
-value Returned real value.
[label] Identifying label.
[default] Default value if label is not found in config object.
[rc] Return code; equals ESMF_SUCCESS if there are no errors.
38.3.7  ESMF_ConfigGetAttribute - Get a list of 4-byte real numbers

INTERFACE:

! Private name; call using ESMF_ConfigGetAttribute()

subroutine ESMF_ConfigGetFloatsR4( config, valueList, count, label, &
      default, rc )

ARGUMENTS:

type(ESMF_Config), intent(inout) :: config
real(ESMF_KIND_R4), intent(inout) :: valueList(:)
integer, intent(in) :: count
character(len=*), intent(in), optional :: label
      real, intent(in), optional :: default
integer, intent(out), optional :: rc

DESCRIPTION:

Gets a 4-byte real valueList of a given count from the config object.
The arguments are:

config  Already created ESMF_Config object.
valueList Returned real values.
count  Number of returned values expected.
[label] Identifying label.
[default] Default value if label is not found in configuration object.
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

38.3.8  ESMF_ConfigGetAttribute - Get a list of 8-byte real numbers

INTERFACE:

! Private name; call using ESMF_ConfigGetAttribute()

subroutine ESMF_ConfigGetFloatsR8( config, valueList, count, label, &
      default, rc )

ARGUMENTS:

type(ESMF_Config), intent(inout) :: config
real(ESMF_KIND_R8), intent(inout) :: valueList(:)
integer, intent(in) :: count
character(len=*), intent(in), optional :: label
      real, intent(in), optional :: default
integer, intent(out), optional :: rc

DESCRIPTION:

Gets an 8-byte real valueList of a given count from the config object.
The arguments are:
config  Already created ESMF_Config object.
valueList Returned values.
count  Number of returned values expected.
[label] Identifying label.
[default] Default value if label is not found in configuration object.
[rc] Return code; equals ESMF_SUCCESS if there are no errors.

38.3.9 ESMF_ConfigGetAttribute - Get a 4-byte integer number

INTERFACE:

    ! Private name; call using ESMF_ConfigGetAttribute()
    subroutine ESMF_ConfigGetIntI4( config, value, label, default, rc )

ARGUMENTS:

    type(ESMF_Config), intent(inout) :: config
    integer(ESMF_KIND_I4), intent(out) :: value
    character(len=*), intent(in), optional :: label
    integer, intent(in), optional :: default
    integer, intent(out), optional :: rc

DESCRIPTION:

Gets an integer value from the config object.
The arguments are:

config  Already created ESMF_Config object.
value  Returned integer value.
[label] Identifying label.
[default] Default value if label is not found in configuration object.
[rc] Return code; equals ESMF_SUCCESS if there are no errors.

38.3.10 ESMF_ConfigGetAttribute - Get an 8-byte integer number

INTERFACE:

    ! Private name; call using ESMF_ConfigGetAttribute()
    subroutine ESMF_ConfigGetIntI8( config, value, label, default, rc )

ARGUMENTS:
type(ESMF_Config), intent(inout) :: config
integer(ESMF_KIND_I8), intent(out) :: value
character(len=*), intent(in), optional :: label
integer, intent(in), optional :: default
integer, intent(out), optional :: rc

DESCRIPTION:

Gets an 8-byte integer value from the config object. The arguments are:

config Already created ESMF_Config object.
value Returned integer value.
[label] Identifying label.
[default] Default value if label is not found in configuration object.
[rc] Return code; equals ESMF_SUCCESS if there are no errors.

38.3.11 ESMF_ConfigGetAttribute - Get a list of 4-byte integers

INTERFACE:

! Private name; call using ESMF_ConfigGetAttribute()
subroutine ESMF_ConfigGetIntsI4( config, valueList, count, label, &
default, rc )

ARGUMENTS:

type(ESMF_Config), intent(inout) :: config
integer(ESMF_KIND_I4), intent(inout) :: valueList(:)
integer, intent(in) :: count
character(len=*) , intent(in), optional :: label
integer, intent(in), optional :: default
integer, intent(out), optional :: rc

DESCRIPTION:

Gets a 4-byte integer valueList of given count from the config object. The arguments are:

config Already created ESMF_Config object.
valueList Returned values.
count Number of returned values expected.
[label] Identifying label.
[default] Default value if label is not found in configuration object.
[rc] Return code; equals ESMF_SUCCESS if there are no errors.
38.3.12 ESMF_ConfigGetAttribute - Get a list of 8-byte integers

INTERFACE:

    ! Private name; call using ESMF_ConfigGetAttribute()
    subroutine ESMF_ConfigGetIntsI8( config, valueList, count, label, &
    default, rc )

ARGUMENTS:

    type(ESMF_Config), intent(inout) :: config
    integer(ESMF_KIND_I8), intent(inout) :: valueList(:)
    integer, intent(in) :: count
    character(len=*) , intent(in), optional :: label
    integer, intent(in), optional :: default
    integer, intent(out), optional :: rc

DESCRIPTION:

Gets an 8-byte integer valueList of given count from the config object.
The arguments are:

config Already created ESMF_Config object.

valueList Returned values.

count Number of returned values expected.

[label] Identifying label.

[default] Default value if label is not found in configuration object.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

38.3.13 ESMF_ConfigGetChar - Get a character

INTERFACE:

    subroutine ESMF_ConfigGetChar( config, value, label, default, rc )

ARGUMENTS:

    type(ESMF_Config), intent(inout) :: config
    character, intent(out) :: value
    character(len=*) , intent(in), optional :: label
    character, intent(in), optional :: default
    integer, intent(out), optional :: rc

DESCRIPTION:

Gets a character value from the config object.
The arguments are:

config Already created ESMF_Config object.
value Returned value.
[label] Identifying label.
[default] Default value if label is not found in configuration object.
[rc] Return code; equals ESMF_SUCCESS if there are no errors.

38.3.14 ESMF_ConfigGetDim - Get table sizes

INTERFACE:

```fortran
subroutine ESMF_ConfigGetDim( config, label, lineCount, columnCount, rc )
  implicit none
  type(ESMF_Config), intent(inout) :: config ! ESMF Configuration
  integer, intent(out) :: lineCount
  integer, intent(out) :: columnCount
  character(len=*)##, intent(in), optional :: label ! label (if present)
    ! otherwise, current
    ! line
  integer, intent(out), optional :: rc ! Error code
```

DESCRIPTION:

Returns the number of lines in the table in `lineCount` and the maximum number of words in a table line in `columnCount`. The arguments are:

**config** Already created ESMF_Config object.

**lineCount** Returned number of lines in the table.

**columnCount** Returned maximum number of words in a table line.

[label] Identifying label.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

38.3.15 ESMF_ConfigGetLen - Get the length of the line in words

INTERFACE:

```fortran
integer function ESMF_ConfigGetLen( config, label, rc )
```

ARGUMENTS:

```fortran
  type(ESMF_Config), intent(inout) :: config
  character(len=*)##, intent(in), optional :: label
  integer, intent(out), optional :: rc
```
DESCRIPTION:

Gets the length of the line in words by counting words disregarding types. Returns the word count as an integer. The arguments are:

config Already created ESMF_Config object.

[label] Identifying label. If not specified, use the current line.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

38.3.16 ESMF_ConfigLoadFile - Load resource file into memory

INTERFACE:

subroutine ESMF_ConfigLoadFile( config, filename, delayout, unique, rc )

ARGUMENTS:

  type(ESMF_Config), intent(inout) :: config
  character(len=*), intent(in) :: filename
  type(ESMF_DELayout), intent(in), optional :: delayout
  logical, intent(in), optional :: unique
  integer, intent(out), optional :: rc

DESCRIPTION:

Resource file with filename is loaded into memory. The arguments are:

config Already created ESMF_Config object.

filename Configuration file name.

[delayout] ESMF_DELayout associated with this config object.

[unique] If specified as true, uniqueness of labels are checked and error code set if duplicates found.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

38.3.17 ESMF_ConfigNextLine - Find next line

INTERFACE:

subroutine ESMF_ConfigNextLine( config, tableEnd, rc)

ARGUMENTS:

  type(ESMF_Config), intent(inout) :: config
  logical, intent(out), optional :: tableEnd
  integer, intent(out), optional :: rc
DESCRIPTION:

Selects the next line (for tables).
The arguments are:

\texttt{config}  Already created \texttt{ESMF\_Config} object.

\texttt{[tableEnd]}  If specified as \texttt{TRUE}, end of table mark (\texttt{::}) is checked.

\texttt{[rc]}  Return code; equals \texttt{ESMF\_SUCCESS} if there are no errors.

39 LogErr Class

39.1 Description

The Log class consists of a variety of methods for writing error, warning, and informational messages to files. A default Log is created at ESMF initialization. Other Logs can be created later in the code by the user. A set of standard return codes and associated messages are provided for error handling.

LogErr provides capabilities to write to a file immediately or store entries in a buffer for writing either when the buffer is full, or when the user calls an \texttt{ESMF\_LogFlush()} method. Currently, the default is for the Log to flush after every ten entries. This can easily be changed by using the \texttt{ESMF\_LogSet()} method and setting the \texttt{maxElements} property to another value. The \texttt{ESMF\_LogFlush()} method is automatically called when the program exits by any means (program completion, halt on error, or when the Log is closed).

The user has the capability to halt the program on an error or on a warning by using the \texttt{ESMF\_LogSet()} method with the \texttt{halt} property. When the \texttt{halt} property is set to \texttt{ESMF\_LOG\_HALTWARNING}, the program will stop on any and all warning or errors. When the \texttt{halt} property is set to \texttt{ESMF\_LOG\_HALTERROR}, the program will only halt on errors. Lastly, the user can choose to never halt by setting the \texttt{halt} property to \texttt{ESMF\_LOG\_HALTNEVER}.

LogErr will automatically put the PET number into the Log. Also, the user can either specify \texttt{ESMF\_LOG\_SINGLE} which writes all the entries to a single Log or \texttt{ESMF\_LOG\_MULTI} which writes entries to multiple Logs according to the PET number. To distinguish Logs from each other when using \texttt{ESMF\_LOG\_MULTI}, the PET number (in the format \texttt{PETx.}) will be prepended to the file name where \texttt{x} is the PET number.

Other options that are planned for LogErr are to adjust the verbosity of output, and to optionally write to \texttt{stdout} instead of file(s).

39.2 LogErr Options

39.2.1 ESMF_HaltType

DESCRIPTION:
Specifies when to halt - e.g., warning, error, never.
Valid values are:

\texttt{ESMF\_LOG\_HALTNEVER}  Never halt.
\texttt{ESMF\_LOG\_HALTWARNING}  Halt on a warning.
\texttt{ESMF\_LOG\_HALTERROR}  Halt on an error.

39.2.2 ESMF_MsgType

DESCRIPTION:
Specifies what sort of message - e.g., warning, info, error - will be written to an ESMF_Log file.
Valid values are:

\texttt{ESMF\_LOG\_INFO}  Message is informational.
\texttt{ESMF\_LOG\_WARNING}  Message is a warning.
\texttt{ESMF\_LOG\_ERROR}  Message indicates an error.
39.2.3 ESMF_LogType

DESCRIPTION:
Specifies single or multi Log.
Valid values are:

ESMF_LOG_SINGLE  Log is single Log.
ESMF_LOG_MULTI   Log is multi Log.

39.3 Use and Examples

A default Log is created at ESMF_Initialize(). ESMF handles the initialization and finalization of the default Log so the user can immediately start using it. A single default Log is opened in the directory that initializes the default Log. If a Log is not present, a new one is created. If multiple Log objects are desired, they must be explicitly created or opened using ESMF_LogOpen().

If a user wants to use a new or different Log, the user must call ESMF_LogOpen() and pass in a Log object and filename to open a Log file. Additionally, the user can specify single or multi Logs by setting the defaultlogtype property in the ESMF_LogInitialize() or ESMF_Open() method to ESMF_LOG_SINGLE or ESMF_LOG_MULTI. This is useful as the PET numbers are automatically added to the Log entries. A single Log will put all entries, regardless of PET number, into a single log while a multi Log will create multiple Logs with the PET number prepended to the filename and all entries will be written to their corresponding Log by their PET number.

By default, the Log file is not truncated at the start of a new run; it just gets appended each time. Future functionality would include an option to either truncate or append to the Log file.

In all cases where a Log is opened, a unit number is assigned to a specific Log. A Log is assigned the lowest available unit number starting with 11. If a unit number is occupied, the next higher unit number is checked using the "inquire" method. The process repeats until a free unit number is found or when the unit number reaches ESMF_LOGUPPER in which case an error is returned. As a result, the user should always check for free numbers using "inquire" to prevent potential unit number conflicts. In the near future we anticipate supporting an option in which a desired unit number can be passed in.

The user can then set or get options on how the Log should be used with the ESMF_LogSet() and ESMF_LogGet() methods. These are partially implemented at this time.

Depending on how the options are set, ESMF_LogWrite() either writes user messages directly to a Log file or writes to a buffer that can be flushed when full or by using the ESMF_LogFlush() method. The default is to flush after every ten entries because maxElements is initialized to ten (which means the buffer reaches its full state after every ten writes and then flushes).

For every ESMF_LogWrite(), a time and date stamp is prepended to the Log entry. The time is given in microsecond precision. The user can call other methods to write to the Log. In every case, all methods eventually make a call implicitly to ESMF_LogWrite() even though the user may never explicitly call it.

When calling ESMF_LogWrite(), the user can supply an optional line, file and method. These arguments can be passed in explicitly or with the help of cpp macros. In the latter case, a define for an ESMF_FILE must be placed at the beginning of the code and a define for ESMF_METHOD must be placed at the beginning of each method. The user can then use the ESMF_CONTEXT cpp macro in place of line, file and method to insert the parameters into the method. The user does not have to specify line number as it is a value supplied by cpp.

An example of Log output is given below running with defaultlogtype property set to ESMF_LOG_SINGLE using the default Log:

(Log file ESMF_LogFile)

20041105 163418.472210 INFO   PET0   Running with ESMF Version 2.0.2
20041105 163419.186153 ERROR   PET1   ESMF_Field.F90 812
ESMF_FieldGet No Grid or Bad Grid attached to Field

The results are all put into the Log file ESMF_LogFile.
The next example shows same messages running with defaultlogtype property set to ESMF_LOG_MULTI using the default Log:

(Log file PET0.ESMF_LogFile)

The results are all put into the Log file ESMF_LogFile.
20041105 163418.472210 INFO PET0 Running with ESMF Version 2.0.2
(Log file PET1.ESMF_LogFile)

20041105 163419.186153 ERROR PET1 ESMF_Field.F90 812
ESMF_FieldGet No Grid or Bad Grid attached to Field

Note in this example that a separate file is created for each PET when using ESMF_LOG_MULTI.
The first entry shows date and time stamp. The time is given in microsecond precision. The next item shown is the
type of message (INFO in this case). Next, the PET number is added. Lastly, the context is written.
The second entry shows something slightly different. In this case, we have an ERROR. The method name (ESMF_Field.F90)
 is automatically provided from the cpp macros as well as the line number (812). Then the context of the message is
written.
When done writing messages, the default Log is closed by calling ESMF_LogFinalize() or ESMF_LogClose() for
user created Logs. Both methods will release the assigned unit number.

! !PROGRAM: ESMF_LogErrEx - Log Error examples
! !DESCRIPTION:
! This program shows examples of Log Error writing
!-----------------------------------------------------------------------------
! Macros for cpp usage
#include "ESMF_LogMacros.inc"
! ESMF Framework module
 use ESMF_Mod
 implicit none

! return variables
 integer :: rc1,rc2,rcToTest,allocRcToTest
 ! a log object that is not the default log
 type(ESMF_LOG):: alog
 type(ESMF_Time) :: time
 integer, pointer :: intptr(:)

39.3.1 Default Log

This example shows how to use the default log. This example does not use cpp macros but does use multi logs. A
separate log will be created for each pet.

! Initialize ESMF to initialize the default log
 call ESMF_Initialize(rc=rc1,defaultlogtype=ESMF_LOG_MULTI)

 ! LogWrite
 call ESMF_LogWrite("Log Write 2",ESMF_LOG_INFO,rc=rc2)

! LogMsgSetError
 call ESMF_LogMsgSetError(ESMF_FAILURE,"Convergence failure",rcToReturn=rc2)
 ! LogMsgFoundError
 call ESMF_TimeSyncToRealTime(time, rcToTest)
 if (ESMF_LogMsgFoundError(rcToTest, "getting wall clock time", &
 rcToReturn=rc2)) then
    ! Error getting time. The previous call will have printed the error
already into the log file. Add any additional error handling here.  
(This call is expected to provoke an error from the Time Manager.)
endif

! LogMsgFoundAllocError
allocate(intptr(10), stat=allocRcToTest)
if (ESMF_LogMsgFoundAllocError(allocRcToTest,"integer array", rcToReturn=rc2)) then
  ! Error during allocation. The previous call will have logged already
  ! an error message into the log.
endif
deallocate(intptr)

39.3.2 User Created Log

This example shows how to use a user created log. This example uses cpp macros. For this example, a single log is
used so all pets write to the same log.

! File define
! Method define
#define ESMF_FILE "ESMF_LogErrEx File"
! Method define
#define ESMF_METHOD "ESMF_LogErrEx Method"
! Open a log named "Testlog.txt" associated with alog.
call ESMF_LogOpen(alog, "TestLog.txt",rc=rc1)

! LogWrite
call ESMF_LogWrite("Log Write 2", ESMF_LOG_INFO, ESMF_CONTEXT,log=alog,rc=rc2)

! LogMsgSetError
call ESMF_LogMsgSetError(ESMF_FAILURE,"Interpolation Failure", ESMF_CONTEXT, &
  rcToReturn=rc2,log=alog)
! Close the log.
call ESMF_LogClose(alog,rc2)

! Finalize ESMF to close the default log
call ESMF_Finalize(rc=rc1)

end program

39.4 Restrictions and Future Work

1. Line, file and method are only available when using the C preprocessor Message writing methods are
   expanded using a macro that adds the predefined symbolic constants __LINE__, __FILE__ and __METHOD__ and the ESMF
   defined constant __METHOD__ to the argument list. Using these constants, we can associate a file name, line
   number and method name with the message. If the CPP preprocessor is not used, this expansion will not be
   done and the file name, line number and method will not appear in the Log text.

2. Get and set methods are partially implemented. Currently, the ESMF_LogGet() and ESMF_LogSet() methods are partially implemented.
3. **Log only appends entries.** All writing to the Log is appended rather than overwriting the Log. Future enhancements include the option to either append to an existing Log or overwrite the existing Log.

4. **Avoiding conflicts with the default Log.** The private methods `ESMF_LogInitialize()` and `ESMF_LogFinalize()` are called during `ESMF_Initilize()` and `ESMF_Finalize()` so they do not need to be called if the default Log is used. If a new Log is required, `ESMF_LogOpen()` is used with a new Log object passed in so that there are no conflicts with the default Log.

### 39.5 Design and Implementation Notes

1. The Log class was implemented in Fortran and uses the Fortran I/O libraries when the class methods are called from Fortran. We forced the C/C++ methods to use the Fortran I/O library by creating utility functions that are written in Fortran, but callable from Log’s C++ methods. These utility functions call the standard Fortran write, open and close functions. If you call the Log methods from C/C++ code, you bypass the utility functions and all I/O is done with the C I/O libraries. At initialization an `ESMF_LOG` is created. The `ESMF_LOG` stores information for a specific Log file. When working with more than one Log file, multiple `ESMF_LOG` are required (one `ESMF_LOG` for each Log file). For each Log, a handle is returned through the `ESMF_LogInitialize` method for the default log or `ESMF_LogOpen` for a user created log. The user can specify single or multi logs by setting the `defaultlogtype` property in the `ESMF_LogInitialize` or `ESMF_Open` method to `ESMF_LOG_SINGLE` or `ESMF_LOG_MULTI`. This is useful as the PET numbers are automatically added to the log entries. A single log will put all entries, irregardless of PET number, into a single log while a multi log will create multiple logs with the PET number prepended to the filename and all entries will be written to their corresponding log by their PET number.

   The properties for a Log are set with the `ESMF_LogSet()` method and retrieved with the `ESMF_LogGet()` method.

   Additionally, buffering is enabled. Buffering allows ESMF to manage output data streams in a desired way. Writing to the buffer is transparent to the user because all the Log entries are handled automatically by the `ESMF_LogWrite()` method. Every time the `ESMF_LogWrite()` method is called, a LogEntry element is populated with the `ESMF_LogWrite()` information. When the buffer is full (i.e., when all the LogEntry elements are populated), the buffer will be flushed and all the contents will be written to file. If buffering is not needed, that is (autoflush=false), the `ESMF_LogWrite()` method will immediately write to the Log file(s).

### 39.6 Object Model

The following is a simplified UML diagram showing the structure of the Log class. See Appendix A, *A Brief Introduction to UML*, for a translation table that lists the symbols in the diagram and their meaning.
39.7 Class API

39.7.1 ESMF_LogClose - Close Log file(s)

INTERFACE:

    subroutine ESMF_LogClose(log, rc)

ARGUMENTS:

    type(ESMF_Log) :: log
    integer, intent(out),optional :: rc

DESCRIPTION:

This routine closes the file(s) associated with the log.
The arguments are:

log  An ESMF_Log object.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

39.7.2 ESMF_LogFlush - Flushes the Log file(s)

INTERFACE:

    subroutine ESMF_LogFlush(log,rc)

ARGUMENTS:

    type(ESMF_LOG) :: log
    integer, intent(out),optional :: rc
DESCRIPTION:

This subroutine flushes the log.
The arguments are:

**log**  An optional ESMF_Log object that can be used instead of the default log.

**[rc]**  Return code; equals ESMF_SUCCESS if there are no errors.

---

### 39.7.3 ESMF_LogFoundAllocError - Check Fortran status for allocation error

#### INTERFACE:

```fortran
function ESMF_LogFoundAllocError(statusToCheck, line, file, &
   method, rcToReturn, log)
```

#### RETURN VALUE:

- **logical** :: ESMF_LogFoundAllocError

#### ARGUMENTS:

- **integer, intent(in)** :: statusToCheck
- **integer, intent(in), optional** :: line
- **character(len=*) , intent(in), optional** :: file
- **character(len=*) , intent(in), optional** :: method
- **integer, intent(out),optional** :: rcToReturn
- **type(ESMF_LOG),intent(in),optional** :: log

#### DESCRIPTION:

This function returns a logical true when a Fortran status code returned from a memory allocation indicates an allocation error. An ESMF predefined memory allocation error message will be added to the ESMF_Log along with line, file and method. Additionally, the statusToCheck will be converted to a rcToReturn.

The arguments are:

- **statusToCheck**  Fortran allocation status to check.
- **[line]**  Integer source line number. Expected to be set by using the preprocessor macro \_\_LINE\_\_ macro.
- **[file]**  User-provided source file name.
- **[method]**  User-provided method string.
- **[rcToReturn]**  If specified, set the rcToReturn value to ESMF_RC_MEM which is the error code for a memory allocation error.
- **[log]**  An optional ESMF_Log object that can be used instead of the default log.
39.7.4  ESMF_LogFoundError - Check ESMF return code for error

INTERFACE:

    function ESMF_LogFoundError(rcToCheck, line, file, method,&
    rcToReturn, log)

RETURN VALUE:

    logical :: ESMF_LogFoundError

ARGUMENTS:

    integer, intent(in) :: rcToCheck
    integer, intent(in), optional :: line
    character(len=*_), intent(in), optional :: file
    character(len=*_), intent(in), optional :: method
    integer, intent(out), optional :: rcToReturn
    type(ESMF_LOG), intent(in), optional :: log

DESCRIPTION:

This function returns a logical true for ESMF return codes that indicate an error. A predefined error message will added to the ESMF_Log along with line, file and method. Additionally, rcToReturn will be set to rcToCheck. The arguments are:

rcToCheck  Return code to check.
[line] Integer source line number. Expected to be set by using the preprocessor macro __LINE__ macro.
[file] User-provided source file name.
[method] User-provided method string.
[rcToReturn] If specified, copy the rcToCheck value to rc. This is not the return code for this function; it allows the calling code to do an assignment of the error code at the same time it is testing the value.
[log] An optional ESMF_Log object that can be used instead of the default log.

39.7.5  ESMF_LogMsgFoundAllocError - Check Fortran status for allocation error and write message

INTERFACE:

    function ESMF_LogMsgFoundAllocError(statusToCheck, msg, line, file, &
    method, rcToReturn, log)

RETURN VALUE:

    logical :: ESMF_LogMsgFoundAllocError

ARGUMENTS:
integer, intent(in) :: statusToCheck
character(len=*), intent(in) :: msg
integer, intent(in), optional :: line
character(len=*), intent(in), optional :: file
character(len=*), intent(in), optional :: method
integer, intent(out),optional :: rcToReturn
type(ESMF_LOG), intent(in), optional :: log

DESCRIPTION:

This function returns a logical true when a Fortran status code returned from a memory allocation indicates an allocation error. An ESMF predefined memory allocation error message will be added to the ESMF_Log along with a user added msg, line, file and method. Additionally, statusToCheck will be converted to rcToReturn.

The arguments are:

statusToCheck  Fortran allocation status to check.
msg  User-provided message string.
[line]  Integer source line number. Expected to be set by using the preprocessor macro __LINE__ macro.
[file]  User-provided source file name.
[method]  User-provided method string.
[rcToReturn]  If specified, set the rcToReturn value to ESMF_RC_MEM which is the error code for a memory allocation error.
[log]  An optional ESMF_Log object that can be used instead of the default log.

39.7.6  ESMF_LogMsgFoundError - Check ESMF return code for error and write message

INTERFACE:

function ESMF_LogMsgFoundError(rcToCheck, msg, line, file, method, &
rcToReturn, log)

RETURN VALUE:

logical :: ESMF_LogMsgFoundError

ARGUMENTS:

integer, intent(in) :: rcToCheck
character(len=*), intent(in) :: msg
integer, intent(in), optional :: line
character(len=*), intent(in), optional :: file
character(len=*), intent(in), optional :: method
integer, intent(out),optional :: rcToReturn
type(ESMF_LOG), intent(in), optional :: log

DESCRIPTION:

This function returns a logical true for ESMF return codes that indicate an error. A predefined error message will added to the ESMF_Log along with a user added msg, line, file and method. Additionally, rcToReturn will be set to rcToCheck.

The arguments are:
rcToCheck  Return code to check.
msg  User-provided message string.
[line]  Integer source line number. Expected to be set by using the preprocessor macro __LINE__ macro.
[file]  User-provided source file name.
[method]  User-provided method string.
[rcToReturn]  If specified, copy the rcToCheck value to rc. This is not the return code for this function; it allows the calling code to do an assignment of the error code at the same time it is testing the value.
[log]  An optional ESMF_Log object that can be used instead of the default log.

39.7.7  ESMF_LogMsgSetError - Set ESMF return code for error and write msg

INTERFACE:

    subroutine ESMF_LogMsgSetError(rcValue, msg, line, file, method, &
        rcToReturn, log)

ARGUMENTS:

    integer, intent(in) :: rcValue
    character(len=*), intent(in) :: msg
    integer, intent(in), optional :: line
    character(len=*), intent(in), optional :: file
    character(len=*), intent(in), optional :: method
    integer, intent(out),optional :: rcToReturn
    type(ESMF_LOG), intent(in), optional :: log

DESCRIPTION:

This subroutine sets the rcToReturn value to rcValue if rcToReturn is present and writes this error code to the ESMF_Log if an error is generated. A predefined error message will added to the ESMF_Log along with a user added msg, line, file and method. The arguments are:

rcValue  rc value for set
msg  User-provided message string.
[line]  Integer source line number. Expected to be set by using the preprocessor macro __LINE__ macro.
[file]  User-provided source file name.
[method]  User-provided method string.
[rcToReturn]  If specified, copy the rcValue value to rcToReturn. This is not the return code for this function; it allows the calling code to do an assignment of the error code at the same time it is testing the value.
[log]  An optional ESMF_Log object that can be used instead of the default log.
39.7.8 ESMF_LogOpen - Open Log file(s)

**INTERFACE:**

```fortran
subroutine ESMF_LogOpen(log, filename, lognone, logtype, rc)
```

**ARGUMENTS:**

- `type(ESMF_Log) :: log` : log
- `character(len=*) :: filename` : filename
- `integer, intent(in),optional :: lognone` : lognone
- `type(ESMF_LogType), intent(in),optional :: logtype` : logtype
- `integer, intent(out),optional :: rc` : rc

**DESCRIPTION:**

This routine opens a file with `filename` and associates it with the `log`. This is only used when the user does not want to use the default `ESMF_Log`. The arguments are:

- `log` An `ESMF_Log` object.
- `filename` Name of file.
- `[lognone]` Turns off logging if equal to `ESMF_LOG_NONE`
- `[logtype]` Specifies `ESMF_LOG_SINGLE` or `ESMF_LOG_MULTI`
- `[rc]` Return code; equals `ESMF_SUCCESS` if there are no errors.

39.7.9 ESMF_LogSet - Set Log parameters

**INTERFACE:**

```fortran
subroutine ESMF_LogSet(log,verbose,flush,rootOnly,halt, &
        stream,maxElements,rc)
```

**ARGUMENTS:**

- `type(ESMF_Log) :: log` : log
- `type(ESMF_Logical), intent(in),optional :: verbose` : verbose
- `type(ESMF_Logical), intent(in),optional :: flush` : flush
- `type(ESMF_Logical), intent(in),optional :: rootOnly` : rootOnly
- `type(ESMF_HaltType), intent(in),optional :: halt` : halt
- `integer, intent(in),optional :: stream` : stream
- `integer, intent(in),optional :: maxElements` : maxElements
- `integer, intent(out),optional :: rc` : rc

**DESCRIPTION:**

This subroutine sets the properties for the log object. The arguments are:

- `log` Log object.
[verbose]  Verbose flag.
[rootOnly]  Root only flag
[halt]     Halt definitions ESMF_HALTWARNING, ESMF_HALTERROR, ESMF_HALTNEVER
[stream]   The type of stream (free(0), preordered(1))
[maxElements]  Maximum number of elements in the log.
[rc]       Return code; equals ESMF_SUCCESS if there are no errors.

39.7.10  ESMF_LogWrite - Write to Log file(s)

INTERFACE:

subroutine ESMF_LogWrite(msg,MsgType,line,file,method,log,rc)

ARGUMENTS:

  character(len=*), intent(in)  :: msg
  type(ESMF_MsgType), intent(in) :: msgtype
  integer, intent(in), optional :: line
  character(len=*), intent(in), optional :: file
  character(len=*), intent(in), optional :: method
  type(ESMF_LOG),target,optional :: log
  integer, intent(out),optional   :: rc

DESCRIPTION:

This subroutine writes to the file associated with an ESMF_Log. A message is passed in along with the msgtype, line, file and method. If the write to the ESMF_Log is successful, the function will return a logical true. This function is the base function used by all the other ESMF_Log writing methods.

The arguments are:

msg  User-provided message string.
msgtype  The type of message. See Section 39.2.2 for possible values.
[line]   Integer source line number. Expected to be set by using the preprocessor macro __LINE__ macro.
[file]    User-provided source file name.
[method]  User-provided method string.
[log]     An optional ESMF_Log object that can be used instead of the default log.
[rc]      Return code; equals ESMF_SUCCESS if there are no errors.

40  DELayout Class

40.1  Description

The DELayout class provides an additional layer of abstraction on top of the Virtual Machine (VM) layer. There are three key aspects the DELayout class deals with.
1. Problem decomposition via logical Decomposition Elements (DEs).

2. Support of load balancing in terms of computational and connection weights on and between the DEs.


It is critical to understand that no user data is associated with DELayout objects! DELayouts are control objects which store important decomposition information and provide crucial functionality to ESMF applications with respect to various aspects of logical problem decomposition. Data objects, such as Arrays and Fields, which hold user data, rely in the implementation of their methods on the DELayout class to provide this decomposition functionality. The application writer uses the DELayout to specify the decomposition of the computational problem in terms of logical Decomposition Elements (DEs). From an ESMF perspective the DEs are the smallest units of decomposition. DEs are logical units, not necessarily having a 1-to-1 correspondence to the Persistent Execution threads (PETs) of a VM or their physical Processing Elements (PEs) in the underlying physical machine. Consequently there are no restrictions on the number of DEs posed by the VM or the available physical machine resources. Hence, the application writer may chose the number of DEs to best match the computational problem and the employed algorithm.

A DELayout object not only keeps track of the number of DEs into which a problem is decomposed, but furthermore allows the user to specify a problem topology by means of computational weights on each DE and connection weights between DEs. Both types of weights are relative measures, meaningful only for comparison within the same DELayout object. The purpose of these weights is to provide load balancing information and to allow for a best possible DE-to-PET mapping of a DELayout onto the component’s VM.

It is possible for the application writer to overwrite the framework’s DE-to-PET mapping. This allows for user level load balancing schemes and offers an entry point for user codes that already deal with the issue of mapping the computational problem topology onto the resource topology.

In a typical ESMF application direct interaction with the DELayout class is minimal. This is reflected by the small number of methods in the DELayout API. Besides the ESMF_DELayoutCreate() and ESMF_DELayoutDestroy() methods there are three types of ESMF_DELayoutGet methods. After creating a DELayout the application writer will use the get methods to find out general information, such as number of DEs and dimensionality of the decomposition. More importantly though, because it is unknown until the DELayout has been created, is the PET-local information that is provided by the DELayout Get methods. Having obtained PET specific information about the decomposition each running user thread can take appropriate steps in facilitating the decomposition within its local PET.

Notice that a single ESMF component may contain multiple DELayouts, all of which may describe the decomposition of different computational problems or different compositions of the same computational problem. However, all DELayouts within a component map onto the same VM instance of the component.

### 40.2 Use and Examples

The following examples demonstrate how to create, use and destroy logically rectangular DELayouts.

#### 40.2.1 Default 1-D DELayout

Without additional parameters the created ESMF_DELayout will default into a 1-dimensional DELayout with as many DEs as there are PETs in the associated VM object. Consequently the resulting DELayout will always be 1-to-1, i.e. each DE maps onto exactly one PET of the VM.

```python
delayout = ESMF_DELayoutCreate(vm, rc=rc)
call ESMF_DELayoutPrint(delayout, rc=rc)
call ESMF_DELayoutDestroy(delayout, rc=rc)
```
40.2.2 1-D DELayout with Fixed Number of DEs

The deCountList argument has two functions when present. First it specifies the total number of DEs and second it specifies the dimensionality of the DELayout. Here a 1-dimensional DELayout will be created with 4 DEs. Note that it depends on the VM whether this will be a 1-to-1 DELayout or not. If the VM contains 4 PETs or more the DELayout will be 1-to-1, otherwise there will be virtual DEs present.

```fortran
    delayout = ESMF_DELayoutCreate(vm, deCountList=(/4/), rc=rc)
    call ESMF_DELayoutPrint(delayout, rc=rc)
    call ESMF_DELayoutGet(delayout, oneToOneFlag=otoflag, rc=rc)
    if (otoflag==ESMF_TRUE) then
        print *, 'This is a 1-to-1 DELayout'
    else
        print *, 'This is a DELayout with virtual DEs'
    endif
    call ESMF_DELayoutDestroy(delayout, rc=rc)
```

40.2.3 2-D DELayout with Fixed Number of DEs

Here a 2-dimensional DELayout will be created with 6 DEs, layed out as 2x3. As in the previous example it depends on the VM whether this will be a 1-to-1 DELayout or not. If the VM contains 6 PETs or more the DELayout will be 1-to-1, otherwise there will be virtual DEs present.

```fortran
    delayout = ESMF_DELayoutCreate(vm, deCountList=(/2, 3/), rc=rc)
    call ESMF_DELayoutPrint(delayout, rc=rc)
    call ESMF_DELayoutDestroy(delayout, rc=rc)
```

40.3 Restrictions and Future Work

1. Virtual DE capabilities are not to be used. Only 1-to-1 DELayouts are supported by other parts of the ESMF library.

2. Logically rectangular DELayouts only. Only the logical rectangular DELayout creation method is currently implemented.

3. Computational weights are not yet implemented. This is anticipated in the near term.

4. Load balancing functionality is not yet implemented. This capability will be implemented along with computational weights per DE.

40.4 Design and Implementation Notes

The DELayout class stores information about the DEs and their connectivity, thus holding an abstraction of the computational problem. Furthermore a DELayout object holds DE-to-PET mapping info, which maps every DE to exactly one PET of the underlying VM. The DELayout is associated with the VM of the context in which the DELayout was created.
40.5 Class API

40.5.1 ESMF_DELayoutCreate - Create N-dimensional logically rectangular DELayout

INTERFACE:

! Private name; call using ESMF_DELayoutCreate()
function ESMF_DELayoutCreateND(vm, deCountList, dePetList, &
    connectionWeightDimList, cyclicFlagDimList, rc)

ARGUMENTS:

    type(ESMF_VM), intent(in) :: vm
    integer, target, intent(in), optional :: deCountList(:)
    integer, target, intent(in), optional :: dePetList(:)
    integer, target, intent(in), optional :: connectionWeightDimList(:)
    type(ESMF_Logical), intent(in), optional :: cyclicFlagDimList(:)
    integer, intent(out), optional :: rc

RETURN VALUE:

    type(ESMF_DELayout) :: ESMF_DELayoutCreateND

DESCRIPTION:

Create an N-dimensional, logically rectangular ESMF_DELayout. Depending on the optional argument deCountList there are two cases that can be distinguished:

- If deCountList is missing the method will create a 1-dimensional 1:1 DE-to-PET layout with as many DEs as there are PETs in the VM.
- If deCountList is present the method will create an N-dimensional layout, where N is equal to the size of deCountList. The number of DEs will be deCountList(1) × deCountList(2) × ... × deCountList(N).

In either case, if dePetList is given and its size is equal to the number of DEs in the created ESMF_DELayout, it will be used to determine the DE-to-PET mapping. Otherwise a DE-to-PET mapping will be determined automatically. The connectionWeightDimList argument, if present, must have N entries which will be used to ascribe connection weights along each dimension within the ESMF_DELayout. These weights have values from 0 to 100 and will be used to find the best match between an ESMF_DELayout and the ESMF_VM. The cyclicFlagDimList argument allows to enforce cyclic boundaries in each of the dimensions of ESMF_DELayout. If present its size must be equal to the number of DEs in the ESMF_DELayout. (Not yet implemented feature!)

The arguments are:

- vm ESMF_VM object of the current component in which the ESMF_DELayout object shall operate.
- [deCountList] List DE count in each dimension.
- [dePetList] List specifying DE-to-PET mapping.
- [connectionWeightDimList] List of connection weights along each dimension.
- [cyclicFlagDimList] List of flags indicating cyclic boundaries in each dimension. (Not yet implemented feature!)
- [rc] Return code; equals ESMF_SUCCESS if there are no errors.
40.5.2  ESMF_DELayoutDestroy - Destroy DELayout object

INTERFACE:

    subroutine ESMF_DELayoutDestroy(delayout, rc)

ARGUMENTS:

    type(ESMF_DELayout), intent(in) :: delayout
    integer, intent(out), optional :: rc

DESCRIPTION:

Destroy an ESMF_DELayout object.
The arguments are:

delayout  ESMF_DELayout object to be destroyed.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

40.5.3  ESMF_DELayoutGetVM - Get VM on which this DELayout is defined

INTERFACE:

    subroutine ESMF_DELayoutGetVM(delayout, vm, rc)

ARGUMENTS:

    type(ESMF_DELayout), intent(in) :: delayout
    type(ESMF_VM), intent(out) :: vm
    integer, intent(out), optional :: rc

DESCRIPTION:

Get internal decomposition information.
The arguments are:

delayout  Queried ESMF_DELayout object.

vm  Upon return this holds the ESMF_VM object on which delayout is defined.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

40.5.4  ESMF_DELayoutGet - Get DELayout internals

INTERFACE:

    subroutine ESMF_DELayoutGet(delayout, deCount, dimCount, localDeCount, &
    localDeList, localDe, oneToOneFlag, logRectFlag, deCountPerDim, rc)

ARGUMENTS:
Get internal decomposion information.
The arguments are:

delayout Queried ESMF_DELayout object.

[deCount] Upon return this holds the total number of DEs.

[dimCount] Upon return this holds the number of dimensions in the specified ESMF_DELayout object’s coordinate tuples.

[localDeCount] Upon return this holds the number of DEs associated with the local PET.

[localDeList] Upon return this holds the list of DEs associated with the local PET.

[localDe] If the specified ESMF_DELayout object is 1-to-1 then upon return this holds the DE associated with the local PET.

[oneToOneFlag] Upon return this holds ESMF_TRUE if the specified ESMF_DELayout object is 1-to-1, ESMF_FALSE otherwise.

[logRectFlag] Upon return this holds ESMF_TRUE if the specified ESMF_DELayout object is logically rectangular, ESMF_FALSE otherwise.

[deCountPerDim] If the specified ESMF_DELayout object is logically rectangular then upon return this holds the number of DEs along each dimension.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

40.5.5 ESMF_DELayoutGetDELocalInfo - Get DE specific DELayout internals

INTERFACE:

subroutine ESMF_DELayoutGetDELocalInfo(delayout, de, coord, connectionCount, &
connectionList, connectionWeightList, pid, rc)

ARGUMENTS:

type (ESMF_DELayout), intent (in) :: delayout
integer, intent (in) :: de
integer, target, intent (out), optional :: coord(:)
integer, target, intent (out), optional :: connectionCount
integer, target, intent (out), optional :: connectionList(:)
integer, target, intent (out), optional :: connectionWeightList(:)
integer, intent (out), optional :: pid
integer, intent (out), optional :: rc
DESCRIPTION:

Get DE specific internal information about the decomposition.

The arguments are:

**delayout** Queried ESMF_DELayout object.

**de** Queried DE id within the specified ESMF_DELayout object.

[coord] Upon return this holds the coordinate tuple of the specified DE.

[connectionCount] Upon return this holds the number of connections associated with the specified DE.

[connectionList] Upon return this holds the list of DEs the specified DE is connected to.

[connectionWeightList] Upon return this holds the list of connection weights of all the connections with the specified DE.

[pid] Actual memory address index.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

---

**40.5.6 ESMF_DELayoutGetDEMatchDE - Match virtual memory spaces between DELayouts**

INTERFACE:

```fortran
subroutine ESMF_DELayoutGetDEMatchDE(delayout, de, delayoutMatch, &
    deMatchCount, deMatchList, rc)
```

ARGUMENTS:

```fortran
    type(ESMF_DELayout), intent(in) :: delayout
    integer, intent(in) :: de
    type(ESMF_DELayout), intent(in) :: delayoutMatch
    integer, intent(out), optional :: deMatchCount
    integer, target, intent(out), optional :: deMatchList(:)
    integer, intent(out), optional :: rc
```

DESCRIPTION:

Match the virtual memory space of the specified DE in a DELayout with that of the DEs of a second DELayout. The use of this method is crucial when dealing with decomposed data structures that were not defined in the current VM context, i.e. defined in another component.

The arguments are:

**delayout** ESMF_DELayout object in which the specified DE is defined.

**de** Specified DE within delayout, for which to find matching DEs in delayoutMatch,

**delayoutMatch** DELayout object in which to find DEs that match the virtual memory space of the specified DE.

**[deMatchCount]** Upon return this holds the number of DEs in delayoutMatch that share virtual memory space with the specified DE.

**[deMatchList]** Upon return this holds the list of DEs in delayoutMatch that share virtual memory space with the specified DE.

**[rc]** Return code; equals ESMF_SUCCESS if there are no errors.
40.5.7 ESMF_DELayoutGetDEMatchPET - Match virtual memory spaces between DELayout and VM

INTERFACE:

```fortran
subroutine ESMF_DELayoutGetDEMatchPET(delayout, de, vmMatch, &
    petMatchCount, petMatchList, rc)
ARGUMENTS:
    type(ESMF_DELayout), intent(in) :: delayout
    integer, intent(in) :: de
    type(ESMF_VM), intent(in) :: vmMatch
    integer, intent(out), optional :: petMatchCount
    integer, target, intent(out), optional :: petMatchList(:)
    integer, intent(out), optional :: rc
```

DESCRIPTION:

Match the virtual memory space of the specified DE in a DELayout with that of the PETs of a VM object. The use of this method is crucial when dealing with decomposed data structures that were not defined in the current VM context, i.e. defined in another component.

The arguments are:

- **delayout**: ESMF_DELayout object in which the specified DE is defined.
- **de**: Specified DE within delayout, for which to find matching DEs in delayoutMatch.
- **vmMatch**: VM object in which to find PETs that match the virtual memory space of the specified DE.
- **[petMatchCount]**: Upon return this holds the number of PETs in vmMatch that share virtual memory space with the specified DE.
- **[petMatchList]**: Upon return this holds the list of PETs in vmMatch that share virtual memory space with the specified DE.
- **[rc]**: Return code; equals ESMF_SUCCESS if there are no errors.

40.5.8 ESMF_DELayoutPrint - Print DELayout internals

INTERFACE:

```fortran
subroutine ESMF_DELayoutPrint(delayout, options, rc)
ARGUMENTS:
    type(ESMF_DELayout), intent(in) :: delayout
    character(len=*) , intent(in), optional :: options
    integer, intent(out), optional :: rc
```

DESCRIPTION:

Prints internal information about the specified ESMF_DELayout object to stdout.

The arguments are:

- **delayout**: Specified ESMF_DELayout object.
- **[options]**: Print options are not yet supported.
- **[rc]**: Return code; equals ESMF_SUCCESS if there are no errors.
41 VM Class

41.1 Description

The ESMF_VM (Virtual Machine) class is a generic representation of hardware and system software resources. There is exactly one VM object per ESMF component, providing the execution environment for the component code. The VM object handles all resource management tasks of a component and provides a topological description of the underlying configuration of the compute resources used by the component. The basic elements of a VM are called PETs, which stands for Persistent Execution Threads. These are equivalent to OS threads with a lifetime of at least that of the associated component. All VM functionality is expressed in terms of PETs. In the current version of ESMF a PET is equivalent to an MPI process. Future ESMF releases, however, will provide more flexibility on the PET level.

The resource management functions of the VM class come into play when a component creates sub-components. There are two parts to resource management, the parent and the child. When the parent component creates a child component it provides its own VM object to the ESMF_GrandCompCreate() or ESMF_CplCompCreate() method and optionally specifies a petList to limit the resources it wants to give to the child. The child on the other hand may specify - during its SetServices method - how it wants the inherited resources to be arranged in its own VM. All registered methods of the component will henceforth execute in the thus defined child VM. Notice that the SetServices routine, although part of the child component, executes before the child VM has been started up. Hence it runs within the parent VM context.

In addition to resource management and topological description the VM class offers the lowest level of ESMF communication methods. Data references in VM communication calls must be provided as raw, language specific, one-dimensional, contiguous data arrays, much like in MPI. In fact, the similarity between VM and MPI communication calls is striking and there are many equivalent point-to-point and collective communication calls. However, unlike MPI, future versions of ESMF will allow PETs to be POSIX threads within multi-threaded POSIX processes. The VM communications API is completely transparent with respect to the different natures of the PETs and provides a common interface to shared memory and message passing communications.

41.2 Use and Examples

The concept of the ESMF Virtual Machine (VM) is so fundamental to the framework that every ESMF application uses it. Even in the simplest case, that of an ESMF main program without any components, a global default VM is being created during the ESMF_Initialize() call and removed during ESMF_Finalize(). By its very nature the VM class is quite different from other ESMF classes. One reflection of this fact is that VM objects appear in the API of infrastructure and superstructure ESMF classes. The first place to encounter a VM object is at the ESMF_Initialize() call. If the optional vm= argument is specified the global default VM will be returned to the user code. The default VM can also be obtained anywhere throughout the application by calling ESMF_VMGetGlobal().

The default VM is an MPI-only VM that spans all processes in MPI_COMM_WORLD and it is the context in which the main program is executing. After the initialization the default VM may be used within the main program in query or communication calls, just like any other VM.

One of the main tasks of the VM class is resource management. Thus the VM plays a major part when a new ESMF component is created. On the parent side of this process the parent VM serves as a contributor of resources. When the parent component creates a child component it provides its own VM object and further may specify a list of resources (in terms of PETs) that it wants to give to the child component. This allows a parent to divide its resources among several children without oversubscribing the computational resources it holds.

On the child side of the creation process each child may set key properties of its VM, i.e. it is up to the child component to decide on how to use the resources it receives from the parent component. This is done in the child’s SetServices routine.

Notice that the SetServices routine, although part of the child component, executes within the parent VM context. The child’s VM has not been started up when the SetServices routine is being called. It is during the return of the SetServices call that all required information about the child component’s VM is available and the child’s VM can be started up.

After a child component has been created by the parent, and its SetServices has been called, it may be entered via one of the registered initialize / run / finalize entry points. Each time a component is entered through these registered methods the associated component routine will start running within the context of the child’s own VM. On return of a
registered component method the VM is placed on hold, waiting for the next invocation. It is not until the a component is destroyed that the associated VM is shut down.

The user component code may gain access to the VM of its context by querying the active component object via the respective CompGet call. Alternatively, a simpler way to obtain the current VM context is to use the ESMF_VMGetCurrent() call which does not require any input information and returns the VM of the current context. Either way, once a ESMF_VM object has been obtained it may be used in query and communication calls, and - creating a hierarchy of components - to create child components.

41.2.1 VM Default Basics Example

This complete example program demonstrates the simplest ESMF application, consisting of only a main program without any components. The global default VM, which is automatically created during the ESMF_Initialize() call, is obtained and then used in its print method and several VM query calls.

```fortran
program ESMF_VMDefaultBasicsEx
    use ESMF_Mod
    implicit none
    ! local variables
    integer:: rc
    type(ESMF_VM):: vm
    integer:: localPet, petCount, peCount, ssiId

    call ESMF_Initialize(vm=vm, rc=rc)

    call ESMF_VMPrint(vm, rc=rc)

    call ESMF_VMGet(vm, localPet=localPet, petCount=petCount, peCount=peCount, &
                     rc=rc)

    print *, 'localPet is: ', localPet,' out of a total of ',petCount,' PETs.'
    print *, 'there are ', peCount,' PEs referenced by this VM'

    call ESMF_VMGetPETLocalInfo(vm, localPet, peCount=peCount, ssiId=ssiId, rc=rc)

    print *, 'localPet is: ', localPet,' and it is claiming ', peCount, &
             ' PEs on SSI ', ssiId

    call ESMF_Finalize(rc=rc)
end program
```

41.2.2 VMGet MPI Communicator Example

The following example code shows how to obtain the MPI intra-communicator out of a VM object. In order not to interfere with ESMF communications it is advisable to duplicate the communicator before using it in user-level MPI calls. In this example the duplicated communicator is used for a user controlled barrier across the context.
integer:: mpic, mpic2

call ESMF_VMGet(vm, mpiCommunicator=mpic, rc=rc)

call MPI_Comm_dup(mpic, mpic2, ierr)
call MPI_Barrier(mpic2, ierr)

41.2.3 VMSend/VMRecv Example

The VM layer provides MPI-like point-to-point communication. Use VMSend and VMRecv to communicate between two PETs. The following SPMD code sends data from PET `src' and receives it on PET `dst' of the VM. The sendData and recvData arguments must be 1-dimensional arrays.

if (localPet==src) &
   call ESMF_VMSend(vm, sendData=localData, count=count, dst=dst, rc=rc)

if (localPet==dst) &
   call ESMF_VMRecv(vm, recvData=localData, count=count, src=src, rc=rc)

41.2.4 VMScatter/VMGather Example

The VM layer provides MPI-like collective communication. This example demonstrates the use of VM-wide VM-Scatter and VMGather.

call ESMF_VMScatter(vm, sendData=array1, recvData=array2, count=nsize, &
   root=scatterRoot, rc=rc)

call ESMF_VMGather(vm, sendData=array2, recvData=array1, count=nsize, &
   root=gatherRoot, rc=rc)

41.2.5 VMAllFullReduce Example

The VMAllFullReduce method can be used to find the VM-wide global sum of a data set.

call ESMF_VMAllFullReduce(vm, sendData=array1, recvData=result, count=nsize, &
   reduceflag=ESMF_SUM, rc=rc)

41.2.6 VM Component Example

The following example shows the role that VMs play in connection with ESMF components. Here a single component is created in the main program and the default VM gives all its resources to the child component. When the child component code is entered through the registered methods (Initialize, Run or Finalize) the user code will be executed in the child’s VM.

module ESMF_VMComponentEx_gcomp_mod
public mygcomp_register

contains !------------------------------------------ --------------------------

subroutine mygcomp_register(gcomp, rc)

! register INIT method
call ESMF_GridCompSetEntryPoint(gcomp, ESMF_SETINIT, mygcomp_init, & ESMF_SINGLEPHASE, rc)
! register RUN method
call ESMF_GridCompSetEntryPoint(gcomp, ESMF_SETRUN, mygcomp_run, & ESMF_SINGLEPHASE, rc)
! register FINAL method
call ESMF_GridCompSetEntryPoint(gcomp, ESMF_SETFINAL, mygcomp_final, & ESMF_SINGLEPHASE, rc)
end subroutine !------------------------------------- -------------------------

recursive subroutine mygcomp_init(gcomp, istate, estate, clock, rc)

! get this component’s vm
call ESMF_GridCompGet(gcomp, vm=vm)

call ESMF_VMPrint(vm, rc)

end subroutine !------------------------------------- -------------------------

recursive subroutine mygcomp_run(gcomp, istate, estate, clock, rc)

! get this component’s vm
call ESMF_GridCompGet(gcomp, vm=vm)

call ESMF_VMPrint(vm, rc)

end subroutine !------------------------------------- -------------------------

recursive subroutine mygcomp_final(gcomp, istate, estate, clock, rc)

! get this component’s vm
call ESMF_GridCompGet(gcomp, vm=vm)

call ESMF_VMPrint(vm, rc)

end subroutine !------------------------------------- -------------------------

end module

program ESMF_VMComponentEx
use ESMF_VMComponentEx_gcomp_mod

gcomp = ESMF_GridCompCreate(vm, 'My gridded component', rc=rc)

call ESMF_GridCompSetServices(gcomp, mygcomp_register, rc)

call ESMF_GridCompInitialize(gcomp, dummystate, dummystate, clock, rc=rc)

call ESMF_GridCompRun(gcomp, dummystate, dummystate, clock, rc=rc)

call ESMF_GridCompFinalize(gcomp, dummystate, dummystate, clock, rc=rc)

call ESMF_GridCompDestroy(gcomp, rc=rc)

call ESMF_Finalize(rc=rc)

end program

41.3 Restrictions and Future Work

1. **Nonblocking option only partially implemented.** Only for the SendRecv communication methods the non-blocking option is currently implemented.

2. **ESMF-Threading not supported.** The ESMF multi-threading features of the VM are enabled but not currently supported.

3. **None of the topology features have been implemented.**

41.4 Design and Implementation Notes

The VM class provides an additional layer of abstraction on top of the POSIX machine model, making it suitable for HPC applications. There are four key aspects the VM class deals with.

1. Encapsulation of hardware and operating system details within the concept of Persistent Execution Threads (PETs).

2. Resource management in terms of PETs with a guard against over-subscription.

3. Topological description of the underlying configuration of the compute resources in terms of PETs.

4. Transparent communication API for point-to-point and collective PET-based primitives, hiding the many different communication channels and offering best possible performance.
Definition of terms used in the diagram

- **PE**: A processing element (PE) is an alias for the smallest physical processing unit available on a particular hardware platform. In the language of today’s microprocessor architecture technology a PE is identical to a core, however, if future microprocessor designs change the smallest physical processing unit the mapping of the PE to actual hardware will change accordingly. Thus the PE layer separates the hardware specific part of the VM from the hardware-independent part. Each PE is labeled with an id number which identifies it uniquely within all of the VM instances of an ESMF application.

- **Core**: A Core is the smallest physical processing unit which typically comprises a register set, an integer arithmetic unit, a floating-point unit and various control units. Traditionally there was one core per CPU, however, today some dual-core CPUs are available and multi-core CPU designs are on most manufacturers’ road-maps. Each Core is labeled with an id number which identifies it uniquely within all of the VM instances of an ESMF application.

- **CPU**: The central processing unit (CPU) houses single or multiple cores, providing them with the interface to system memory, interconnects and IO. Typically the CPU provides some level of caching for the instruction and data streams in and out of the Cores. Cores in a multi-core CPU typically share some caches. Each CPU is labeled with an id number which identifies it uniquely within all of the VM instances of an ESMF application.

- **SSI**: A single system image (SSI) spans all the CPUs controlled by a single running instance of the operating system. SMP and NUMA are typical multi-CPU SSI architectures. Each SSI is labeled with an id number which identifies it uniquely within all of the VM instances of an ESMF application.

- **TOE**: A thread of execution (TOE) executes an instruction sequence. TOE’s come in two flavors: PET and TET.
PET: A persistent execution thread (PET) executes an instruction sequence on an associated set of data. The PET has a lifetime at least as long as the associated data set. In ESMF the PET is the central concept of abstraction provided by the VM class. The PETs of an VM object are labeled from 0 to N-1 where N is the total number of PETs in the VM object.

TET: A transient execution thread (TET) executes an instruction sequence on an associated set of data. A TET’s lifetime might be shorter than that of the associated data set.

OS-Instance: The OS-Instance of a TOE describes how a particular TOE is instantiated on the OS level. Using POSIX terminology a TOE will run as a single thread within a single- or multi-threaded process.

Pthreads: Communication via the POSIX Thread interface.

MPI-1, MPI-2: Communication via MPI standards 1 and 2.

armci: Communication via the aggregate remote memory copy interface.

SHMEM: Communication via the SHMEM interface.

OS-IPC: Communication via the operating system’s inter process communication interface. Either POSIX IPC or System V IPC.

InterCon-lib: Communication via the interconnect’s library native interface. An example is the Elan library for Quadrics.

The POSIX machine abstraction, while a very powerful concept, needs augmentation when applied to HPC applications. Key elements of the POSIX abstraction are processes, which provide virtually unlimited resources (memory, I/O, sockets, ...) to possibly multiple threads of execution. Similarly POSIX threads create the illusion that there is virtually unlimited processing power available to each POSIX process. While the POSIX abstraction is very suitable for many multi-user/multi-tasking applications that need to share limited physical resources, it does not directly fit the HPC workload where over-subscription of resources is one of the most expensive modes of operation.

ESMF’s virtual machine abstraction is based on the POSIX machine model but holds additional information about the available physical processing units in terms of Processing Elements (PEs). A PE is the smallest physical processing unit and encapsulates the hardware details (Cores, CPUs and SSIs).

There is exactly one physical machine layout for each application, and all VM instances have access to this information. The PE is the smallest processing unit which, in today’s microprocessor technology, corresponds to a single Core. Cores are arranged in CPUs which in turn are arranged in SSIs. The setup of the physical machine layout is part of the ESMF initialization process.

On top of the PE concept the key abstraction provided by the VM is the PET. All user code is executed by PETs while OS and hardware details are hidden. The VM class contains a number of methods which allow the user to prescribe how the PETs of a desired virtual machine should be instantiated on the OS level and how they should map onto the hardware. This prescription is kept in a private virtual machine plan object which is created at the same time the associated component is being created. Each time component code is entered through one of the component’s registered top–level methods (Initialize/Run/Finalize), the virtual machine plan along with a pointer to the respective user function is used to instantiate the user code on the PETs of the associated VM in form of single- or multi-threaded POSIX processes.

The process of starting, entering, exiting and shutting down a VM is very transparent, all spawning and joining of threads is handled by VM methods “behind the scenes”. Furthermore, fundamental synchronization and communication primitives are provided on the PET level through a uniform API, hiding details related to the actual instantiation of the participating PETs.

Within a VM object each PE of the physical machine maps to 0 or 1 PETs. Allowing unassigned PEs provides a means to prevent over-subscription between multiple concurrently running virtual machines. Similarly a maximum of one PET per PE prevents over-subscription within a single VM instance. However, over-subscription is possible by subscribing PETs from different virtual machines to the same PE. This type of over-subscription can be desirable for PETs associated with IO work loads expected to be used infrequently and to block often on IO requests.

On the OS level each PET of a VM object is represented by a POSIX thread (Pthread) either belonging to a single– or multi–threaded process and maps to at least 1 PE of the physical machine, ensuring its execution. Mapping a single PET to multiple PEs provides resources for user–level multi–threading, in which case the user code inquires how many
PEs are associated with its PET and if there are multiple PEs available the user code can spawn an equal number of threads (e.g. OpenMP) without risking over-subscription. Typically these user spawned threads are short-lived and used for fine-grained parallelization in form of TETs. All PEs mapped against a single PET must be part of a unique SSI in order to allow user-level multi-threading!

In addition to discovering the physical machine the ESMF initialization process sets up the default global virtual machine. This VM object, which is the ultimate parent of all VMs created during the course of execution, contains as many PEs as there are PEs in the physical machine. All of its PETs are instantiated in form of single-threaded MPI processes and a 1:1 mapping of PETs to PEs is used for the default global VM. The VM design and implementation is based on the POSIX process and thread model as well as the MPI-1.2 standard. As a consequence of the latter standard the number of processes is static during the course of execution and is determined at start-up. The VM implementation further requires that the user starts up the ESMF application with as many MPI processes as there are PEs in the available physical machine using the platform dependent mechanism to ensure proper process placement.

All MPI processes participating in a VM are grouped together by means of an MPI_Group object and their context is defined via an MPI_Comm object (MPI intra-communicator). The PET local process id within each virtual machine is equal to the MPI_Comm_rank in the local MPI_Comm context whereas the PET process id is equal to the MPI_Comm_rank in MPI_COMM_WORLD. The PET process id is used within the VM methods to determine the virtual memory space a PET is operating in.

In order to provide a migration path for legacy MPI-applications the VM offers accessor functions to its MPI_Comm object. Once obtained this object may be used in explicit user-code MPI calls within the same context.

41.5 Class API

41.5.1 ESMF_VMAllFullReduce - AllFullReduce 4-byte integers

INTERFACE:

! Private name; call using ESMF_VMAllFullReduce() subroutine ESMF_VMAllFullReduceI4(vm, sendData, recvData, count, & reduceflag, blockingflag, commhandle, rc)

ARGUMENTS:

  type(ESMF_VM), intent(in) :: vm
  integer(ESMF_KIND_I4), intent(in) :: sendData(:)
  integer(ESMF_KIND_I4), intent(out) :: recvData
  integer, intent(in) :: count
  type(ESMF_ReduceFlag), intent(in) :: reduceflag
  type(ESMF_BlockingFlag), intent(in), optional :: blockingflag
  type(ESMF_CommHandle), intent(out), optional :: commhandle
  integer, intent(out), optional :: rc

DESCRIPTION:

Collective ESMF_VM communication call that reduces a contiguous data array of kind ESMF_KIND_I4 across the ESMF_VM object into a single value of the same type. The result is returned on all PETs. Different reduction operations can be specified.

The arguments are:

  vm ESMF_VM object.

  sendData Contiguous data array holding data to be send. All PETs must specify a valid source array.

  recvData Single data variable to be received. All PETs must specify a valid result variable.

  count Number of elements in sendData. Must be the same on all PETs.
reduceflag Reduction operation. See section 10.1.8 for a list of valid reduce operations.

[blockingflag] Flag indicating whether this call behaves blocking or non-blocking:

- ESMF_BLOCKING Block until local operation has completed.
- ESMF_NONBLOCKING Return immediately without blocking.

[commhandle] A communication handle will be returned in case of a non-blocking request (see argument blockingflag).

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

41.5.2 ESMF_VMAllFullReduce - AllFullReduce 4-byte reals

INTERFACE:

! Private name; call using ESMF_VMAllFullReduce()
subroutine ESMF_VMAllFullReduceR4(vm, sendData, recvData, count, &
reduceflag, blockingflag, commhandle, rc)

ARGUMENTS:

type(ESMF_VM), intent(in) :: vm
real(ESMF_KIND_R4), intent(in) :: sendData(:)
real(ESMF_KIND_R4), intent(out) :: recvData
integer, intent(in) :: count

(type(ESMF_ReduceFlag), intent(in)) :: reduceflag
(type(ESMF_BlockingFlag), intent(in), optional) :: blockingflag
(type(ESMF_CommHandle), intent(out), optional) :: commhandle
integer, intent(out), optional :: rc

DESCRIPTION:

Collective ESMF_VM communication call that reduces a contiguous data array of kind ESMF_KIND_R4 across the ESMF_VM object into a single value of the same type. The result is returned on all PETs. Different reduction operations can be specified.

The arguments are:

vm ESMF_VM object.

sendData Contiguous data array holding data to be send. All PETs must specify a valid source array.

recvData Single data variable to be received. All PETs must specify a valid result variable.

count Number of elements in sendData. Must be the same on all PETs.

reduceflag Reduction operation. See section 10.1.8 for a list of valid reduce operations.

[blockingflag] Flag indicating whether this call behaves blocking or non-blocking:

- ESMF_BLOCKING Block until local operation has completed.
- ESMF_NONBLOCKING Return immediately without blocking.

[commhandle] A communication handle will be returned in case of a non-blocking request (see argument blockingflag).

[rc] Return code; equals ESMF_SUCCESS if there are no errors.
41.5.3 ESMF_VMAllFullReduce - AllFullReduce 8-byte reals

INTERFACE:

! Private name; call using ESMF_VMAllFullReduce()
subroutine ESMF_VMAllFullReduceR8(vm, sendData, recvData, count, &
   reduceflag, blockingflag, commhandle, rc)

ARGUMENTS:

type(ESMF_VM), intent(in) :: vm
real(ESMF_KIND_R8), intent(in) :: sendData(:)
real(ESMF_KIND_R8), intent(out) :: recvData
integer, intent(in) :: count
type(ESMF_ReduceFlag), intent(in) :: reduceflag
[optional] type(ESMF_BlockingFlag), intent(in), optional :: blockingflag
[optional] type(ESMF_CommHandle), intent(out), optional :: commhandle
[optional] integer, intent(out), optional :: rc

DESCRIPTION:

Collective ESMF_VM communication call that reduces a contiguous data array of kind ESMF_KIND_R8 across the ESMF_VM object into a single value of the same type. The result is returned on all PETs. Different reduction operations can be specified.

The arguments are:

vm ESMF_VM object.
sendData Contiguous data array holding data to be send. All PETs must specify a valid source array.
recvData Single data variable to be received. All PETs must specify a valid result variable.
count Number of elements in sendData. Must be the same on all PETs.
reduceflag Reduction operation. See section 10.1.8 for a list of valid reduce operations.
[blockingflag] Flag indicating whether this call behaves blocking or non-blocking:
   ESMF_BLOCKING Block until local operation has completed.
   ESMF_NONBLOCKING Return immediately without blocking.
[commhandle] A communication handle will be returned in case of a non-blocking request (see argument blockingflag).
[rc] Return code; equals ESMF_SUCCESS if there are no errors.

41.5.4 ESMF_VMAllReduce - AllReduce 4-byte integers

INTERFACE:

! Private name; call using ESMF_VMAllReduce()
subroutine ESMF_VMAllReduceI4(vm, sendData, recvData, count, reduceflag, &
   blockingflag, commhandle, rc)

ARGUMENTS:
DESCRIPTION:

Collective ESMF_VM communication call that reduces a contiguous data array of kind ESMF_KIND_I4 across the ESMF_VM object into a contiguous data array of the same type. The result array is returned on all PETs. Different reduction operations can be specified.

The arguments are:

- **vm** ESMF_VM object.
- **sendData** Contiguous data array holding data to be send. All PETs must specify a valid source array.
- **recvData** Single data variable to be received. All PETs must specify a valid result variable.
- **count** Number of elements in sendData and recvData. Must be the same on all PETs.
- **reduceflag** Reduction operation. See section [10.1.8](#) for a list of valid reduce operations.
- **[blockingflag]** Flag indicating whether this call behaves blocking or non-blocking:
  - **ESMF_BLOCKING** Block until local operation has completed.
  - **ESMF_NONBLOCKING** Return immediately without blocking.
- **[commhandle]** A communication handle will be returned in case of a non-blocking request (see argument blockingflag).
- **[rc]** Return code; equals ESMF_SUCCESS if there are no errors.

### 41.5.5 ESMF_VMAllReduce - AllReduce 4-byte reals

**INTERFACE:**

```fortran
! Private name; call using ESMF_VMAllReduce()
subroutine ESMF_VMAllReduceR4(vm, sendData, recvData, count, reduceflag, &
                              blockingflag, commhandle, rc)
ARGUMENTS:
```

```fortran
  type(ESMF_VM), intent(in) :: vm
  real(ESMF_KIND_R4), intent(in) :: sendData(:)
  real(ESMF_KIND_R4), intent(out) :: recvData(:)
  integer, intent(in) :: count
  type(ESMF_ReduceFlag), intent(in) :: reduceflag
  type(ESMF_BlockingFlag), intent(in), optional :: blockingflag
  type(ESMF_CommHandle), intent(out), optional :: commhandle
  integer, intent(out), optional :: rc
```

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DESCRIPTION:

Collective ESMF_VM communication call that reduces a contiguous data array of kind ESMF_KIND_R4 across the ESMF_VM object into a contiguous data array of the same type. The result array is returned on all PETs. Different reduction operations can be specified.

The arguments are:

- **vm** ESMF_VM object.
- **sendData** Contiguous data array holding data to be send. All PETs must specify a valid source array.
- **recvData** Contiguous data array for data to be received. All PETs must specify a valid destination array.
- **count** Number of elements in sendData and recvData. Must be the same on all PETs.
- **reduceflag** Reduction operation. See section 10.1.8 for a list of valid reduce operations.
- [blockingflag] Flag indicating whether this call behaves blocking or non-blocking:
  - ESMF_BLOCKING Block until local operation has completed.
  - ESMF_NONBLOCKING Return immediately without blocking.
- [commhandle] A communication handle will be returned in case of a non-blocking request (see argument blockingflag).
- [rc] Return code; equals ESMF_SUCCESS if there are no errors.

41.5.6 ESMF_VMAllReduce - AllReduce 8-byte reals

INTERFACE:

```
! Private name; call using ESMF_VMAllReduce()
subroutine ESMF_VMAllReduceR8(vm, sendData, recvData, count, reduceflag, &
  blockingflag, commhandle, rc)
```

ARGUMENTS:

- type(ESMF_VM), intent(in) :: vm
- real(ESMF_KIND_R8), intent(in) :: sendData(:)
- real(ESMF_KIND_R8), intent(out) :: recvData(:)
- integer, intent(in) :: count
- type(ESMF_ReduceFlag), intent(in) :: reduceflag
- type(ESMF_BlockingFlag), intent(in), optional :: blockingflag
- type(ESMF_CommHandle), intent(out), optional :: commhandle
- integer, intent(out), optional :: rc

DESCRIPTION:

Collective ESMF_VM communication call that reduces a contiguous data array of kind ESMF_KIND_R8 across the ESMF_VM object into a contiguous data array of the same type. The result array is returned on all PETs. Different reduction operations can be specified.

The arguments are:

- **vm** ESMF_VM object.
- **sendData** Contiguous data array holding data to be send. All PETs must specify a valid source array.
recvData  Contiguous data array for data to be received. All PETs must specify a valid destination array.

count  Number of elements in sendData and recvData. Must be the same on all PETs.

reduceflag  Reduction operation. See section 10.1.8 for a list of valid reduce operations.

[blockingflag]  Flag indicating whether this call behaves blocking or non-blocking:

  ESMF_BLOCKING  Block until local operation has completed.
  ESMF_NONBLOCKING  Return immediately without blocking.

[commhandle]  A communication handle will be returned in case of a non-blocking request (see argument blockingflag).

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

---

41.5.7  ESMF_VMBarrier - VM wide barrier

INTERFACE:

  subroutine ESMF_VMBarrier(vm, rc)

ARGUMENTS:

  type(ESMF_VM), intent(in) :: vm
  integer, intent(out), optional :: rc

DESCRIPTION:

Collective ESMF_VM communication call that blocks calling PET until all PETs of the VM context have issued the call.

The arguments are:

  vm  ESMF_VM object.

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

---

41.5.8  ESMF_VMBroadcast - Broadcast 4-byte integers

INTERFACE:

  subroutine ESMF_VMBroadcast(vm, bcstData, count, root, &
    blockingflag, commhandle, rc)

ARGUMENTS:

  type(ESMF_VM), intent(in) :: vm
  integer(ESMF_KIND_I4), intent(inout) :: bcstData(:)
  integer, intent(in) :: count
  integer, intent(in) :: root
  type(ESMF_BlockingFlag), intent(in), optional :: blockingflag
  type(ESMF_CommHandle), intent(out), optional :: commhandle
  integer, intent(out), optional :: rc
DESCRIPTION:

Collective ESMF_VM communication call that broadcasts a contiguous data array of kind ESMF_KIND_I4 from PET root to all other PETs of the ESMF_VM object. The arguments are:

vm ESMF_VM object.

bcstData Contiguous data arry. On root PET bcstData holds data that is to be broadcasted to all other PETs. On all other PETs bcstData is used to receive the broadcasted data.

count Number of elements in sendData and recvData. Must be the same on all PETs.

root Id of the root PET within the ESMF_VM object.

[blockingflag] Flag indicating whether this call behaves blocking or non-blocking:

ESMF_BLOCKING Block until local operation has completed.

ESMF_NONBLOCKING Return immediately without blocking.

[commhandle] A communication handle will be returned in case of a non-blocking request (see argument blockingflag).

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

41.5.9 ESMF_VMBroadcast - Broadcast 4-byte reals

INTERFACE:

! Private name; call using ESMF_VMBroadcast()
subroutine ESMF_VMBroadcastR4(vm, bcstData, count, root, &
blockingflag, commhandle, rc)

ARGUMENTS:

type(ESMF_VM), intent(in) :: vm
real(ESMF_KIND_R4), intent(inout) :: bcstData(:)
integer, intent(in) :: count
integer, intent(in) :: root

type(ESMF_BlockingFlag), intent(in), optional :: blockingflag

type(ESMF_CommHandle), intent(out), optional :: commhandle
integer, intent(out), optional :: rc

DESCRIPTION:

Collective ESMF_VM communication call that broadcasts a contiguous data array of kind ESMF_KIND_R4 from PET root to all other PETs of the ESMF_VM object. The arguments are:

vm ESMF_VM object.

bcstData Contiguous data arry. On root PET bcstData holds data that is to be broadcasted to all other PETs. On all other PETs bcstData is used to receive the broadcasted data.

count Number of elements in sendData and recvData. Must be the same on all PETs.

root Id of the root PET within the ESMF_VM object.
blockingflag Flag indicating whether this call behaves blocking or non-blocking:

ESMF_BLOCKING Block until local operation has completed.
ESMF_NONBLOCKING Return immediately without blocking.

commhandle A communication handle will be returned in case of a non-blocking request (see argument blockingflag).

rc Return code; equals ESMF_SUCCESS if there are no errors.

41.5.10 ESMF_VMBroadcast - Broadcast 8-byte reals

INTERFACE:

! Private name; call using ESMF_VMBroadcast()
subroutine ESMF_VMBroadcastR8(vm, bcstData, count, root, &
    blockingflag, commhandle, rc)

ARGUMENTS:

type(ESMF_VM), intent(in) :: vm
real(ESMF_KIND_R8), intent(inout) :: bcstData(:)
integer, intent(in) :: count
integer, intent(in) :: root

[blockingflag] Flag indicating whether this call behaves blocking or non-blocking:

ESMF_BLOCKING Block until local operation has completed.
ESMF_NONBLOCKING Return immediately without blocking.

commhandle A communication handle will be returned in case of a non-blocking request (see argument blockingflag).

rc Return code; equals ESMF_SUCCESS if there are no errors.

DESCRIPTION:

Collective ESMF_VM communication call that broadcasts a contiguous data array of kind ESMF_KIND_R8 from PET root to all other PETs of the ESMF_VM object.
The arguments are:

vm ESMF_VM object.

bcstData Contiguous data array. On root PET bcstData holds data that is to be broadcasted to all other PETs. On all other PETs bcstData is used to receive the broadcasted data.

count Number of elements in sendData and recvData. Must be the same on all PETs.

root Id of the root PET within the ESMF_VM object.

[blockingflag] Flag indicating whether this call behaves blocking or non-blocking:

ESMF_BLOCKING Block until local operation has completed.
ESMF_NONBLOCKING Return immediately without blocking.

commhandle A communication handle will be returned in case of a non-blocking request (see argument blockingflag).

rc Return code; equals ESMF_SUCCESS if there are no errors.
41.5.11  ESMF_VMBroadcast - Broadcast ESMF_Logical

INTERFACE:

! Private name; call using ESMF_VMBroadcast()
subroutine ESMF_VMBroadcastLogical(vm, bcstData, count, root, &
   blockingflag, commhandle, rc)

ARGUMENTS:

  type(ESMF_VM), intent(in) :: vm
  type(ESMF_Logical), intent(inout) :: bcstData(:)
  integer, intent(in) :: count
  integer, intent(in) :: root
  type(ESMF_BlockingFlag), intent(in), optional :: blockingflag
  type(ESMF_CommHandle), intent(out), optional :: commhandle
  integer, intent(out), optional :: rc

DESCRIPTION:

Collective ESMF_VM communication call that broadcasts a contiguous data array of kind ESMF_Logical from PET root to all other PETs of the ESMF_VM object.
The arguments are:

vm  ESMF_VM object.

bcstData  Contiguous data array. On root PET bcstData holds data that is to be broadcasted to all other PETs. On all other PETs bcstData is used to receive the broadcasted data.

count  Number of elements in sendData and recvData. Must be the same on all PETs.

root  Id of the root PET within the ESMF_VM object.

[blockingflag]  Flag indicating whether this call behaves blocking or non-blocking:

    ESMF_BLOCKING  Block until local operation has completed.
    ESMF_NONBLOCKING  Return immediately without blocking.

[commhandle]  A communication handle will be returned in case of a non-blocking request (see argument blockingflag).

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

41.5.12  ESMF_VMGather - Gather 4-byte integers

INTERFACE:

! Private name; call using ESMF_VMGather()
subroutine ESMF_VMGatherI4(vm, sendData, recvData, count, root, &
   blockingflag, commhandle, rc)

ARGUMENTS:
Collective ESMF_VM communication call that gathers contiguous data of kind ESMF_KIND_I4 from all PETs of an ESMF_VM object (including root) into an array on the root PET.

The arguments are:

**vm** ESMF_VM object.

**sendData** Contiguous data array holding data to be send. All PETs must specify a valid source array.

**recvData** Contiguous data array for data to be received. Only the recvData array specified by the root PET will be used by this method.

**count** Number of elements to be send from each PET to root. Must be the same on all PETs.

**root** Id of the root PET within the ESMF_VM object.

[**blockingflag**] Flag indicating whether this call behaves blocking or non-blocking:

ESMF_BLOCKING Block until local operation has completed.

ESMF_NONBLOCKING Return immediately without blocking.

[**commhandle**] A communication handle will be returned in case of a non-blocking request (see argument blockingflag).

[**rc**] Return code; equals ESMF_SUCCESS if there are no errors.

### 41.5.13 ESMF_VMGather - Gather 4-byte reals

**INTERFACE:**

```fortran
! Private name; call using ESMF_VMGather()
subroutine ESMF_VMGatherR4(vm, sendData, recvData, count, root, &
   blockingflag, commhandle, rc)
   type(ESMF_VM),          intent(in)          :: vm
   real(ESMF_KIND_R4),     intent(in)          :: sendData(:)
   real(ESMF_KIND_R4),     intent(out)         :: recvData(:)
   integer,                intent(in)          :: count
   integer,                intent(in)          :: root
   type(ESMF_BlockingFlag), intent(in), optional :: blockingflag
   type(ESMF_CommHandle),   intent(out), optional :: commhandle
   integer,                intent(out), optional :: rc
```

---

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DESCRIPTION:

Collective ESMF_VM communication call that gathers contiguous data of kind ESMF_KIND_R4 from all PETs of an ESMF_VM object (including root) into an array on the root PET.

The arguments are:

- **vm** ESMF_VM object.
- **sendData** Contiguous data array holding data to be send. All PETs must specify a valid source array.
- **recvData** Contiguous data array for data to be received. Only the recvData array specified by the root PET will be used by this method.
- **count** Number of elements to be send from each PET to root. Must be the same on all PETs.
- **root** Id of the root PET within the ESMF_VM object.
- **[blockingflag]** Flag indicating whether this call behaves blocking or non-blocking:
  - ESMF_BLOCKING Block until local operation has completed.
  - ESMF_NONBLOCKING Return immediately without blocking.
- **[commhandle]** A communication handle will be returned in case of a non-blocking request (see argument blockingflag).
- **[rc]** Return code; equals ESMF_SUCCESS if there are no errors.

41.5.14 ESMF_VMGather - Gather 8-byte reals

INTERFACE:

```fortran
! Private name; call using ESMF_VMGather()
subroutine ESMF_VMGatherR8(vm, sendData, recvData, count, root, &
  blockingflag, commhandle, rc)
ARGUMENTS:
  type(ESMF_VM), intent(in) :: vm
  real(ESMF_KIND_R8), intent(in) :: sendData(:)
  real(ESMF_KIND_R8), intent(out) :: recvData(:)
  integer, intent(in) :: count
  integer, intent(in) :: root
  type(ESMF_BlockingFlag), intent(in), optional :: blockingflag
  type(ESMF_CommHandle), intent(out), optional :: commhandle
  integer, intent(out), optional :: rc
```

DESCRIPTION:

Collective ESMF_VM communication call that gathers contiguous data of kind ESMF_KIND_R8 from all PETs of an ESMF_VM object (including root) into an array on the root PET.

The arguments are:

- **vm** ESMF_VM object.
- **sendData** Contiguous data array holding data to be send. All PETs must specify a valid source array.
- **recvData** Contiguous data array for data to be received. Only the recvData array specified by the root PET will be used by this method.
count  Number of elements to be send from each PET to root. Must be the same on all PETs.

root  Id of the root PET within the ESMF_VM object.

[blockingflag]  Flag indicating whether this call behaves blocking or non-blocking:

    ESMF_BLOCKING  Block until local operation has completed.
    ESMF_NONBLOCKING  Return immediately without blocking.

[commhandle]  A communication handle will be returned in case of a non-blocking request (see argument blockingflag).

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

41.5.15  ESMF_VMGather - Gather ESMF_Logical

INTERFACE:

! Private name; call using ESMF_VMGather()
subroutine ESMF_VMGatherLogical(vm, sendData, recvData, count, root, 
&
    blockingflag, commhandle, rc)

ARGUMENTS:

    type(ESMF_VM), intent(in) :: vm
    type(ESMF_Logical), intent(in) :: sendData(:)
    type(ESMF_Logical), intent(out) :: recvData(:)
    integer, intent(in) :: count
    integer, intent(in) :: root
    type(ESMF_BlockingFlag), intent(in), optional :: blockingflag
    type(ESMF_CommHandle), intent(out), optional :: commhandle
    integer, intent(out), optional :: rc

DESCRIPTION:

Collective ESMF_VM communication call that gathers contiguous data of kind ESMF_Logical from all PETs of an ESMF_VM object (including root) into an array on the root PET.

The arguments are:

vm  ESMF_VM object.

sendData  Contigous data array holding data to be send. All PETs must specify a valid source array.

recvData  Contigous data array for data to be received. Only the recvData array specified by the root PET will be used by this method.

count  Number of elements to be send from each PET to root. Must be the same on all PETs.

root  Id of the root PET within the ESMF_VM object.

[blockingflag]  Flag indicating whether this call behaves blocking or non-blocking:

    ESMF_BLOCKING  Block until local operation has completed.
    ESMF_NONBLOCKING  Return immediately without blocking.

[commhandle]  A communication handle will be returned in case of a non-blocking request (see argument blockingflag).

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.
41.5.16  ESMF_VMGet - Get VM internals

**INTERFACE:**

```fortran
subroutine ESMF_VMGet(vm, localPet, petCount, peCount, mpiCommunicator, &
                      okOpenMpFlag, rc)
```

**ARGUMENTS:**

- `type(ESMF_VM), intent(in) :: vm`  
  Queried ESMF_VM object.
- `integer, intent(out), optional :: localPet`  
  Upon return this holds the id of the PET that issued this call.
- `integer, intent(out), optional :: petCount`  
  Upon return this holds the number of PETs in the specified ESMF_VM object.
- `integer, intent(out), optional :: peCount`  
  Upon return this holds the number of PEs referenced by the specified ESMF_VM object.
- `integer, intent(out), optional :: mpiCommunicator`  
  Upon return this holds the MPI intra-communicator used by the specified ESMF_VM object. This communicator may be used for user-level MPI communications. It is recommended that the user duplicates the communicator via `MPI_Comm_Dup()` in order to prevent any interference with ESMF communications.
- `type(ESMF_Logical), intent(out), optional :: okOpenMpFlag`  
  Upon return this holds a flag indicating whether user-level OpenMP threading is supported by the specified ESMF_VM object.
  - `ESMF_TRUE`  
    User-level OpenMP threading is supported.
  - `ESMF_FALSE`  
    User-level OpenMP threading is not supported.
- `integer, intent(out), optional :: rc`  
  Return code; equals `ESMF_SUCCESS` if there are no errors.

**DESCRIPTION:**

Get internal information about the specified ESMF_VM object. The arguments are:

- **vm**  
  Queried ESMF_VM object.
- **[localPet]**  
  Upon return this holds the id of the PET that issued this call.
- **[petCount]**  
  Upon return this holds the number of PETs in the specified ESMF_VM object.
- **[peCount]**  
  Upon return this holds the number of PEs referenced by the specified ESMF_VM object.
- **[mpiCommunicator]**  
  Upon return this holds the MPI intra-communicator used by the specified ESMF_VM object. This communicator may be used for user-level MPI communications. It is recommended that the user duplicates the communicator via `MPI_Comm_Dup()` in order to prevent any interference with ESMF communications.
- **[okOpenMpFlag]**  
  Upon return this holds a flag indicating whether user-level OpenMP threading is supported by the specified ESMF_VM object.
  - `ESMF_TRUE`  
    User-level OpenMP threading is supported.
  - `ESMF_FALSE`  
    User-level OpenMP threading is not supported.
- **[rc]**  
  Return code; equals `ESMF_SUCCESS` if there are no errors.

41.5.17  ESMF_VMGetGlobal - Get Global VM

**INTERFACE:**

```fortran
subroutine ESMF_VMGetGlobal(vm, rc)
```

**ARGUMENTS:**

- `type(ESMF_VM), intent(out) :: vm`  
  Upon return this holds the global default ESMF_VM object.
- `integer, intent(out), optional :: rc`  
  Return code; equals `ESMF_SUCCESS` if there are no errors.

**DESCRIPTION:**

Get the global default ESMF_VM object. This is the ESMF_VM object that is created during `ESMF_Initialize()` and is the ultimate parent of all ESMF_VM objects in an ESMF application. The arguments are:

- **vm**  
  Upon return this holds the global default ESMF_VM object.
- **[rc]**  
  Return code; equals `ESMF_SUCCESS` if there are no errors.
41.5.18 ESMF_VMGetCurrent - Get Current VM

INTERFACE:

    subroutine ESMF_VMGetCurrent (vm, rc)

ARGUMENTS:

    type (ESMF_VM), intent (out) :: vm
    integer, intent (out), optional :: rc

DESCRIPTION:

Get the ESMF_VM object of the current execution context.
The arguments are:

vm Upon return this holds the ESMF_VM object of the current context.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

41.5.19 ESMF_VMGetPETLocalInfo - Get VM PET local internals

INTERFACE:

    subroutine ESMF_VMGetPETLocalInfo (vm, pet, peCount, ssiId, threadCount, &
                                         threadId, rc)

ARGUMENTS:

    type (ESMF_VM), intent (in) :: vm
    integer, intent (in) :: pet
    integer, intent (out), optional :: peCount
    integer, intent (out), optional :: ssiId
    integer, intent (out), optional :: threadCount
    integer, intent (out), optional :: threadId
    integer, intent (out), optional :: rc

DESCRIPTION:

Get internal information about a specific PET within an ESMF_VM object.
The arguments are:

vm Queried ESMF_VM object.

pet Queried PET id within the specified ESMF_VM object.

[peCount] Upon return this holds the number of PEs associated with the specified PET in the ESMF_VM object.

[ssiId] Upon return this holds the id of the single-system image (SSI) the specified PET is running on.

[threadCount] Upon return this holds the number of PETs in the specified PET’s thread group.

[threadId] Upon return this holds the thread id of the specified PET within the PET’s thread group.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.
41.5.20  ESMF_VMPrint - Print VM internals

INTERFACE:

    subroutine ESMF_VMPrint(vm, rc)

ARGUMENTS:

    type(ESMF_VM), intent(in) :: vm
    integer, intent(out), optional :: rc

DESCRIPTION:

Print internal information about the specified ESMF_VM to stdout.
The arguments are:

vm  Specified ESMF_VM object.
[rc] Return code; equals ESMF_SUCCESS if there are no errors.

41.5.21  ESMF_VMRcv - Receive 4-byte integers

INTERFACE:

    ! Private name; call using ESMF_VMRcv()
    subroutine ESMF_VMRcvI4(vm, recvData, count, src, blockingflag, &
      commhandle, rc)

ARGUMENTS:

    type(ESMF_VM), intent(in) :: vm
    integer(ESMF_KIND_I4), intent(out) :: recvData(:)
    integer, intent(in) :: count
    integer, intent(in) :: src
    type(ESMF_BlockingFlag), intent(in), optional :: blockingflag
    type(ESMF_CommHandle), intent(out), optional :: commhandle
    integer, intent(out), optional :: rc

DESCRIPTION:

Receive contiguous data of kind ESMF_KIND_I4 from a PET within the same ESMF_VM object.
The arguments are:

vm  ESMF_VM object.
recvData  Contiguous data array for data to be received.
count  Number of elements to be received.
src  Id of the source PET within the ESMF_VM object.
[blockingflag]  Flag indicating whether this call behaves blocking or non-blocking:

    ESMF_BLOCKING  Block until local operation has completed.
    ESMF_NONBLOCKING  Return immediately without blocking.
[commhandle]  A communication handle will be returned in case of a non-blocking request (see argument blockingflag).
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.
41.5.22  ESMF_VMRecv - Receive 4-byte reals

INTERFACE:

! Private name; call using ESMF_VMRecv()
subroutine ESMF_VMRecvR4(vm, recvData, count, src, blockingflag, &
commhandle, rc)

ARGUMENTS:

  type(ESMF_VM),       intent(in)       :: vm
  real(ESMF_KIND_R4),  intent(out)      :: recvData(:)
  integer,            intent(in)        :: count
  integer,            intent(in)        :: src
  type(ESMF_BlockingFlag), intent(in),  optional :: blockingflag
  type(ESMF_CommHandle), intent(out),   optional :: commhandle
  integer,            intent(out),      optional :: rc

DESCRIPTION:

Receive contiguous data of kind ESMF_KIND_R4 from a PET within the same ESMF_VM object.
The arguments are:

vm  ESMF_VM object.
recvData  Contigous data array for data to be received.
count  Number of elements to be received.
src  Id of the source PET within the ESMF_VM object.
[blockingflag]  Flag indicating whether this call behaves blocking or non-blocking:

    ESMF_BLOCKING  Block until local operation has completed.
    ESMF_NONBLOCKING  Return immediately without blocking.
[commhandle]  A communication handle will be returned in case of a non-blocking request (see argument blockingflag).
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

41.5.23  ESMF_VMRecv - Receive 8-byte reals

INTERFACE:

! Private name; call using ESMF_VMRecv()
subroutine ESMF_VMRecvR8(vm, recvData, count, src, blockingflag, &
commhandle, rc)

ARGUMENTS:

  type(ESMF_VM),       intent(in)       :: vm
  real(ESMF_KIND_R8),  intent(out)      :: recvData(:)
  integer,            intent(in)        :: count
  integer,            intent(in)        :: src
  type(ESMF_BlockingFlag), intent(in),  optional :: blockingflag
  type(ESMF_CommHandle), intent(out),   optional :: commhandle
  integer,            intent(out),      optional :: rc
DESCRIPTION:

Receive contiguous data of kind ESMF_KIND_R8 from a PET within the same ESMF_VM object. The arguments are:

- **vm**: ESMF_VM object.
- **recvData**: Contigous data array for data to be received.
- **count**: Number of elements to be received.
- **src**: Id of the source PET within the ESMF_VM object.

[**blockingflag**]: Flag indicating whether this call behaves blocking or non-blocking:

- ESMF_BLOCKING: Block until local operation has completed.
- ESMF_NONBLOCKING: Return immediately without blocking.

[**commhandle**]: A communication handle will be returned in case of a non-blocking request (see argument blockingflag).

[**rc**]: Return code; equals ESMF_SUCCESS if there are no errors.

41.5.24 ESMF_VMRecv - Receive ESMF_Logical

INTERFACE:

```fortran
! Private name; call using ESMF_VMRecv()
subroutine ESMF_VMRecvLogical(vm, recvData, count, src, blockingflag, &
   commhandle, rc)
ARGUMENTS:
  type (ESMF_VM), intent (in) :: vm
  type (ESMF_Logical), intent (out) :: recvData(:)
  integer, intent (in) :: count
  integer, intent (in) :: src
  type (ESMF_BlockingFlag), intent (in), optional :: blockingflag
  type (ESMF_CommHandle), intent (out), optional :: commhandle
  integer, intent (out), optional :: rc
```

DESCRIPTION:

Receive contiguous data of type ESMF_Logical from a PET within the same ESMF_VM object. The arguments are:

- **vm**: ESMF_VM object.
- **recvData**: Contigous data array for data to be received.
- **count**: Number of elements to be received.
- **src**: Id of the source PET within the ESMF_VM object.

[**blockingflag**]: Flag indicating whether this call behaves blocking or non-blocking:

- ESMF_BLOCKING: Block until local operation has completed.
- ESMF_NONBLOCKING: Return immediately without blocking.

[**commhandle**]: A communication handle will be returned in case of a non-blocking request (see argument blockingflag).

[**rc**]: Return code; equals ESMF_SUCCESS if there are no errors.
41.5.25 ESMF_VMRecv - Receive Character

**INTERFACE:**

```plaintext
! Private name; call using ESMF_VMRecv()
subroutine ESMF_VMRecvCharacter(vm, recvData, count, src, blockingflag, &
                                   commhandle, rc)
```

**ARGUMENTS:**

```plaintext
type(ESMF_VM), intent(in) :: vm
character(*) , intent(out) :: recvData
integer, intent(in) :: count
integer, intent(in) :: src
![blockingflag](ESMF_BlockingFlag), intent(in), optional :: blockingflag
![commhandle](ESMF_CommHandle), intent(out), optional :: commhandle
integer, intent(out), optional :: rc
```

**DESCRIPTION:**

Receive contiguous data of type character from a PET within the same ESMF_VM object.

The arguments are:

- **vm** ESMF_VM object.
- **recvData** Contiguous data array for data to be received.
- **count** Number of elements to be received.
- **src** Id of the source PET within the ESMF_VM object.
- **[blockingflag]** Flag indicating whether this call behaves blocking or non-blocking:
  - ESMF_BLOCKING Block until local operation has completed.
  - ESMF_NONBLOCKING Return immediately without blocking.
- **[commhandle]** A communication handle will be returned in case of a non-blocking request (see argument blockingflag).
- **[rc]** Return code; equals ESMF_SUCCESS if there are no errors.

---

41.5.26 ESMF_VMSscatter - Scatter 4-byte integers

**INTERFACE:**

```plaintext
! Private name; call using ESMF_VMSscatter()
subroutine ESMF_VMSscatterI4(vm, sendData, recvData, count, root, &
                               blockingflag, commhandle, rc)
```

**ARGUMENTS:**

```plaintext
type(ESMF_VM), intent(in) :: vm
integer(ESMF_KIND_I4), intent(in) :: sendData(:)
integer(ESMF_KIND_I4), intent(out) :: recvData(:)
integer, intent(in) :: count
integer, intent(in) :: root
![blockingflag](ESMF_BlockingFlag), intent(in), optional :: blockingflag
![commhandle](ESMF_CommHandle), intent(out), optional :: commhandle
integer, intent(out), optional :: rc
```
DESCRIPTION:

Collective ESMF_VM communication call that scatters contiguous data of kind ESMF_KIND_I4 from the root PET to all PETs of an ESMF_VM object (including root).
The arguments are:

vm ESMF_VM object.

sendData Contiguous data array holding data to be send. Only the sendData array specified by the root PET will be used by this method.

recvData Contiguous data array for data to be received. All PETs must specify a valid destination array.

count Number of elements to be send from root to each of the PETs. Must be the same on all PETs.

root Id of the root PET within the ESMF_VM object.

[blockingflag] Flag indicating whether this call behaves blocking or non-blocking:

ESMF_BLOCKING Block until local operation has completed.
ESMF_NONBLOCKING Return immediately without blocking.

[commhandle] A communication handle will be returned in case of a non-blocking request (see argument blockingflag).

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

41.5.27 ESMF_VMScatter - Scatter 4-byte reals

INTERFACE:

! Private name; call using ESMF_VMScatter()
subroutine ESMF_VMScatterR4(vm, sendData, recvData, count, root, & blockingflag, commhandle, rc)

ARGUMENTS:

type(ESMF_VM), intent(in) :: vm
real(ESMF_KIND_R4), intent(in) :: sendData(:)
real(ESMF_KIND_R4), intent(out) :: recvData(:)
integer, intent(in) :: count
integer, intent(in) :: root

type(ESMF_BlockingFlag), intent(in), optional :: blockingflag

type(ESMF_CommHandle), intent(out), optional :: commhandle

integer, intent(out), optional :: rc

DESCRIPTION:

Collective ESMF_VM communication call that scatters contiguous data of kind ESMF_KIND_R4 from the root PET to all PETs of an ESMF_VM object (including root).
The arguments are:

vm ESMF_VM object.

sendData Contiguous data array holding data to be send. Only the sendData array specified by the root PET will be used by this method.
recvData  Contiguous data array for data to be received. All PETs must specify a valid destination array.

count  Number of elements to be send from root to each of the PETs. Must be the same on all PETs.

root  Id of the root PET within the ESMF_VM object.

[blockingflag]  Flag indicating whether this call behaves blocking or non-blocking:

ESMF_BLOCKING  Block until local operation has completed.
ESMF_NONBLOCKING  Return immediately without blocking.

[commhandle]  A communication handle will be returned in case of a non-blocking request (see argument blockingflag).

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

41.5.28  ESMF_VMScatter - Scatter 8-byte reals

INTERFACE:

! Private name; call using ESMF_VMScatter()
subroutine ESMF_VMScatterR8(vm, sendData, recvData, count, root, &
    blockingflag, commhandle, rc)

ARGUMENTS:

type(ESMF_VM), intent(in) :: vm
real(ESMF_KIND_R8), intent(in) :: sendData(:)
real(ESMF_KIND_R8), intent(out) :: recvData(:)
integer, intent(in) :: count
integer, intent(in) :: root

type(ESMF_BlockingFlag), intent(in), optional :: blockingflag

type(ESMF_CommHandle), intent(out), optional :: commhandle
integer, intent(out), optional :: rc

DESCRIPTION:

Collective ESMF_VM communication call that scatters contiguous data of kind ESMF_KIND_R8 from the root PET to all PETs of an ESMF_VM object (including root).
The arguments are:

vm  ESMF_VM object.

sendData  Contiguous data array holding data to be send. Only the sendData array specified by the root PET will be used by this method.

recvData  Contiguous data array for data to be received. All PETs must specify a valid destination array.

count  Number of elements to be send from root to each of the PETs. Must be the same on all PETs.

root  Id of the root PET within the ESMF_VM object.

[blockingflag]  Flag indicating whether this call behaves blocking or non-blocking:

ESMF_BLOCKING  Block until local operation has completed.
ESMF_NONBLOCKING  Return immediately without blocking.

[commhandle]  A communication handle will be returned in case of a non-blocking request (see argument blockingflag).

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.
41.5.29 ESMF_VMScatter - Scatter ESMF_Logical

**INTERFACE:**

```plaintext
! Private name; call using ESMF_VMScatter()
subroutine ESMF_VMScatterLogical(vm, sendData, recvData, count, root, &
    blockingflag, commhandle, rc)
```

**ARGUMENTS:**

```
type(ESMF_VM), intent(in) :: vm

    type(ESMF_Logical), intent(in) :: sendData(:)

    type(ESMF_Logical), intent(out) :: recvData(:)

    integer, intent(in) :: count

    integer, intent(in) :: root

    type(ESMF_BlockingFlag), intent(in), optional :: blockingflag

    type(ESMF_CommHandle), intent(out), optional :: commhandle

    integer, intent(out), optional :: rc
```

**DESCRIPTION:**

Collective ESMF_VM communication call that scatters contiguous data of kind ESMF_Logical from the root PET to all PETs of an ESMF_VM object (including root).

The arguments are:

- **vm** ESMF_VM object.
- **sendData** Contiguous data array holding data to be send. Only the sendData array specified by the root PET will be used by this method.
- **recvData** Contiguous data array for data to be received. All PETs must specify a valid destination array.
- **count** Number of elements to be send from root to each of the PETs. Must be the same on all PETs.
- **root** Id of the root PET within the ESMF_VM object.

- **blockingflag** Flag indicating whether this call behaves blocking or non-blocking:
  - ESMF_BLOCKING Block until local operation has completed.
  - ESMF_NONBLOCKING Return immediately without blocking.

- **commhandle** A communication handle will be returned in case of a non-blocking request (see argument blockingflag).
- **rc** Return code; equals ESMF_SUCCESS if there are no errors.

41.5.30 ESMF_VMSend - Send 4-byte integers

**INTERFACE:**

```plaintext
! Private name; call using ESMF_VMSend()
subroutine ESMF_VMSendI4(vm, sendData, count, dst, blockingflag, &
    commhandle, rc)
```

**ARGUMENTS:**

```
type(ESMF_VM), intent(in) :: vm

type(ESMF_Logical), intent(in) :: sendData(:)

integer, intent(in) :: count

integer, intent(in) :: dst

integer, intent(in), optional :: blockingflag

integer, intent(out), optional :: commhandle

integer, intent(out), optional :: rc
```
Send contiguous data of kind ESMF_KIND_I4 to a PET within the same ESMF_VM object. The arguments are:

- **vm** ESMF_VM object.
- **sendData** Contiguous data array holding data to be send.
- **count** Number of elements to be send.
- **dst** Id of the destination PET within the ESMF_VM object.
- **blockingflag** Flag indicating whether this call behaves blocking or non-blocking:
  - ESMF_BLOCKING Block until local operation has completed.
  - ESMF_NONBLOCKING Return immediately without blocking.
- **commhandle** A communication handle will be returned in case of a non-blocking request (see argument blockingflag).
- **rc** Return code; equals ESMF_SUCCESS if there are no errors.

### 41.5.31 ESMF_VMSend - Send 4-byte reals

**INTERFACE:**

```fortran
! Private name; call using ESMF_VMSend()
subroutine ESMF_VMSendR4(vm, sendData, count, dst, blockingflag, &
commhandle, rc)
```

**ARGUMENTS:**

- type (ESMF_VM), intent (in) :: vm
- real (ESMF_KIND_R4), intent (in) :: sendData(:)
- integer, intent (in) :: count
- integer, intent (in) :: dst
- type (ESMF_BlockingFlag), intent (in), optional :: blockingflag
- type (ESMF_CommHandle), intent (out), optional :: commhandle
- integer, intent (out), optional :: rc

**DESCRIPTION:**

Send contiguous data of kind ESMF_KIND_R4 to a PET within the same ESMF_VM object. The arguments are:

- **vm** ESMF_VM object.
- **sendData** Contiguous data array holding data to be send.
count  Number of elements to be send.
dst  Id of the destination PET within the ESMF_VM object.

[blockingflag]  Flag indicating whether this call behaves blocking or non-blocking:

    ESMF_BLOCKING  Block until local operation has completed.
    ESMF_NONBLOCKING  Return immediately without blocking.

[commhandle]  A communication handle will be returned in case of a non-blocking request (see argument blockingflag).

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

41.5.32  ESMF_VMSend - Send 8-byte reals

INTERFACE:

! Private name; call using ESMF_VMSend()
subroutine ESMF_VMSendR8(vm, sendData, count, dst, blockingflag, &
    commhandle, rc)

ARGUMENTS:

type(ESMF_VM), intent(in) :: vm
real(ESMF_KIND_R8), intent(in) :: sendData(:)
integer, intent(in) :: count
integer, intent(in) :: dst

type(ESMF_BlockingFlag), intent(in), optional :: blockingflag

type(ESMF_CommHandle), intent(out), optional :: commhandle
integer, intent(out), optional :: rc

DESCRIPTION:

Send contiguous data of kind ESMF_KIND_R8 to a PET within the same ESMF_VM object. The arguments are:

vm  ESMF_VM object.

sendData  Contiguous data array holding data to be send.

count  Number of elements to be send.

dst  Id of the destination PET within the ESMF_VM object.

[blockingflag]  Flag indicating whether this call behaves blocking or non-blocking:

    ESMF_BLOCKING  Block until local operation has completed.
    ESMF_NONBLOCKING  Return immediately without blocking.

[commhandle]  A communication handle will be returned in case of a non-blocking request (see argument blockingflag).

[rc]  Return code; equals ESMF_SUCCESS if there are no errors.
41.5.33  ESMF_VMSend - Send ESMF_Logical

INTERFACE:

    ! Private name; call using ESMF_VMSend()
    subroutine ESMF_VMSendLogical(vm, sendData, count, dst, blockingflag, &
        commhandle, rc)

ARGUMENTS:

    type(ESMF_VM),           intent(in)     :: vm
    type(ESMF_Logical),      intent(in)     :: sendData(:)
    integer,                intent(in)     :: count
    integer,                intent(in)     :: dst
    type(ESMF_BlockingFlag), intent(in), optional :: blockingflag
    type(ESMF_CommHandle),   intent(out), optional :: commhandle
    integer,                intent(out), optional :: rc

DESCRIPTION:

Send contiguous data of type ESMF_Logical to a PET within the same ESMF_VM object. The arguments are:

vm  ESMF_VM object.
sendData  Contiguous data array holding data to be send.
count  Number of elements to be send.
dst  Id of the destination PET within the ESMF_VM object.
[blockingflag]  Flag indicating whether this call behaves blocking or non-blocking:
    ESMF_BLOCKING  Block until local operation has completed.
    ESMF_NONBLOCKING  Return immediately without blocking.
[commhandle]  A communication handle will be returned in case of a non-blocking request (see argument blockingflag).
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

41.5.34  ESMF_VMSend - Send Character

INTERFACE:

    ! Private name; call using ESMF_VMSend()
    subroutine ESMF_VMSendCharacter(vm, sendData, count, dst, blockingflag, &
        commhandle, rc)

ARGUMENTS:

    type(ESMF_VM),         intent(in)     :: vm
    character(*),         intent(in)     :: sendData
    integer,              intent(in)     :: count
    integer,              intent(in)     :: dst
    type(ESMF_BlockingFlag), intent(in), optional :: blockingflag
    type(ESMF_CommHandle), intent(out), optional :: commhandle
    integer,              intent(out), optional :: rc
DESCRIPTION:

Send contiguous data of type character to a PET within the same ESMF_VM object.
The arguments are:

vm ESMF_VM object.

sendData Contiguous data array holding data to be send.

count Number of elements to be send.

dst Id of the destination PET within the ESMF_VM object.

[blockingflag] Flag indicating whether this call behaves blocking or non-blocking:

  ESMF_BLOCKING Block until local operation has completed.
  ESMF_NONBLOCKING Return immediately without blocking.

[commhandle] A communication handle will be returned in case of a non-blocking request (see argument blockingflag).

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

41.5.35 ESMF_VMSendRecv - SendRecv 4-byte integers

INTERFACE:

! Private name; call using ESMF_VMSendRecv()

subroutine ESMF_VMSendRecvI4(vm, sendData, sendCount, dst, &
    recvData, recvCount, src, blockingflag, commhandle, rc)

ARGUMENTS:

  type(ESMF_VM), intent(in) :: vm
  integer(ESMF_KIND_I4), intent(in) :: sendData(:)
  integer, intent(in) :: sendCount
  integer, intent(in) :: dst
  integer(ESMF_KIND_I4), intent(out) :: recvData(:)
  integer, intent(in) :: recvCount
  integer, intent(in) :: src
  type(ESMF_BlockingFlag), intent(in), optional :: blockingflag
  type(ESMF_CommHandle), intent(out), optional :: commhandle
  integer, intent(out), optional :: rc

DESCRIPTION:

Send contiguous data of kind ESMF_KIND_I4 to a PET within the same ESMF_VM object while receiving contiguous
data of kind ESMF_KIND_I4 from a PET within the same ESMF_VM object.
The arguments are:

vm ESMF_VM object.

sendData Contiguous data array holding data to be send.

sendCount Number of elements to be send.

dst Id of the destination PET within the ESMF_VM object.

recvData Contiguous data array for data to be received.
recvCount  Number of elements to be received.
src  Id of the source PET within the ESMF_VM object.
[blockingflag]  Flag indicating whether this call behaves blocking or non-blocking:
ESMF_BLOCKING  Block until local operation has completed.
ESMF_NONBLOCKING  Return immediately without blocking.
[commhandle]  A communication handle will be returned in case of a non-blocking request (see argument blockingflag).
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

41.5.36  ESMF_VMSendRecv - SendRecv 4-byte real

INTERFACE:

! Private name; call using ESMF_VMSendRecv()
subroutine ESMF_VMSendRecvR4(vm, sendData, sendCount, dst, &
  recvData, recvCount, src, blockingflag, commhandle, rc)

ARGUMENTS:

  type(ESMF_VM), intent(in) :: vm
  real(ESMF_KIND_R4), intent(in) :: sendData(:)
  integer, intent(in) :: sendCount
  integer, intent(in) :: dst
  real(ESMF_KIND_R4), intent(out) :: recvData(:)
  integer, intent(in) :: recvCount
  integer, intent(in) :: src
  type(ESMF_BlockingFlag), intent(in), optional :: blockingflag
  type(ESMF_CommHandle), intent(out), optional :: commhandle
  integer, intent(out), optional :: rc

DESCRIPTION:

Send contiguous data of kind ESMF_KIND_R4 to a PET within the same ESMF_VM object while receiving contiguous
data of kind ESMF_KIND_R4 from a PET within the same ESMF_VM object.
The arguments are:

vm  ESMF_VM object.
sendData  Contiguous data array holding data to be send.
sendCount  Number of elements to be send.
dst  Id of the destination PET within the ESMF_VM object.
recvData  Contiguous data array for data to be received.
recvCount  Number of elements to be received.
src  Id of the source PET within the ESMF_VM object.
[blockingflag]  Flag indicating whether this call behaves blocking or non-blocking:
ESMF_BLOCKING  Block until local operation has completed.
ESMF_NONBLOCKING  Return immediately without blocking.
[commhandle]  A communication handle will be returned in case of a non-blocking request (see argument blockingflag).
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.
41.5.37  ESMF_VMSendRecv - SendRecv 8-byte real

INTERFACE:

! Private name; call using ESMF_VMSendRecv()
subroutine ESMF_VMSendRecvR8(vm, sendData, sendCount, dst, &
recvData, recvCount, src, blockingflag, commhandle, rc)

ARGUMENTS:

type(ESMF_VM), intent(in) :: vm
real(ESMF_KIND_R8), intent(in) :: sendData(:)
integer, intent(in) :: sendCount
integer, intent(in) :: dst
real(ESMF_KIND_R8), intent(out) :: recvData(:)
integer, intent(in) :: recvCount
integer, intent(in) :: src
type(ESMF_BlockingFlag), intent(in), optional :: blockingflag
type(ESMF_CommHandle), intent(out), optional :: commhandle
integer, intent(out), optional :: rc

DESCRIPTION:

Send contiguous data of kind ESMF_KIND_R8 to a PET within the same ESMF_VM object while receiving contiguous
data of kind ESMF_KIND_R8 from a PET within the same ESMF_VM object.
The arguments are:

vm ESMF_VM object.

sendData  Contiguous data array holding data to be send.
sendCount  Number of elements to be send.
dst  Id of the destination PET within the ESMF_VM object.
recvData  Contiguous data array for data to be received.
recvCount  Number of elements to be received.
src  Id of the source PET within the ESMF_VM object.
[blockingflag]  Flag indicating whether this call behaves blocking or non-blocking:

ESMF_BLOCKING  Block until local operation has completed.
ESMF_NONBLOCKING  Return immediately without blocking.

[commhandle]  A communication handle will be returned in case of a non-blocking request (see argument blockingflag).
[rc]  Return code; equals ESMF_SUCCESS if there are no errors.

41.5.38  ESMF_VMSendRecv - SendRecv ESMF_Logical

INTERFACE:

! Private name; call using ESMF_VMSendRecv()
subroutine ESMF_VMSendRecvLogical(vm, sendData, sendCount, dst, &
recvData, recvCount, src, blockingflag, commhandle, rc)
ARGUMENTS:

```
type(ESMF_VM),           intent(in) :: vm
```
```
type(ESMF_Logical),      intent(in) :: sendData(:)
```
```
integer,                intent(in) :: sendCount
```
```
integer,                intent(in) :: dst
```
```
type(ESMF_Logical),      intent(out) :: recvData(:)
```
```
integer,                intent(in) :: recvCount
```
```
integer,                intent(in) :: src
```
```
type(ESMF_BlockingFlag), intent(in), optional :: blockingflag
```
```
type(ESMF_CommHandle),   intent(out), optional :: commhandle
```
```
integer,                intent(out), optional :: rc
```
```
DESCRIPTION:
```
Send contiguous data of type ESMF_Logical to a PET within the same ESMF_VM object while receiving contiguous data of kind ESMF_Logical from a PET within the same ESMF_VM object.

The arguments are:

- **vm**  ESMF_VM object.
- **sendData**  Contigous data array holding data to be send.
- **sendCount**  Number of elements to be send.
- **dst**  Id of the destination PET within the ESMF_VM object.
- **recvData**  Contigous data array for data to be received.
- **recvCount**  Number of elements to be received.
- **src**  Id of the source PET within the ESMF_VM object.
- **[blockingflag]**  Flag indicating whether this call behaves blocking or non-blocking:
  - ESMF_BLOCKING  Block until local operation has completed.
  - ESMF_NONBLOCKING  Return immediately without blocking.
- **[commhandle]**  A communication handle will be returned in case of a non-blocking request (see argument blockingflag).
- **[rc]**  Return code; equals ESMF_SUCCESS if there are no errors.
```

41.5.39  ESMF_VMSendRecv - SendRecv Character

INTERFACE:

```
! Private name; call using ESMF_VMSendRecv()
subroutine ESMF_VMSendRecvCharacter(vm, sendData, sendCount, dst, &
  recvData, recvCount, src, blockingflag, commhandle, rc)
```

ARGUMENTS:

```
type(ESMF_VM),           intent(in) :: vm
```
```
character(*),            intent(in) :: sendData
```
```
integer,                intent(in) :: sendCount
```
```
integer,                intent(in) :: dst
```
```
character(*),            intent(out) :: recvData
```
```
integer,                intent(in) :: recvCount
```
```
integer,                intent(in) :: src
```
```
character(*),            intent(in) :: blockingflag
```
```
type(ESMF_CommHandle),   intent(out) :: commhandle
```
```
integer,                intent(out) :: rc
```
```
```
integer, intent(in) :: recvCount
integer, intent(in) :: src
type(ESMF_BlockingFlag), intent(in), optional :: blockingflag
type(ESMF_CommHandle), intent(out), optional :: commhandle
integer, intent(out), optional :: rc

DESCRIPTION:

Send contiguous data of type character to a PET within the same ESMF_VM object while receiving contiguous data of kind ESMF_Logical from a PET within the same ESMF_VM object.

The arguments are:

vm ESMF_VM object.

sendData Contiguous data array holding data to be send.

sendCount Number of elements to be send.

dst Id of the destination PET within the ESMF_VM object.

recvData Contiguous data array for data to be received.

recvCount Number of elements to be received.

src Id of the source PET within the ESMF_VM object.

[blockingflag] Flag indicating whether this call behaves blocking or non-blocking:

ESMF_BLOCKING Block until local operation has completed.
ESMF_NONBLOCKING Return immediately without blocking.

[commhandle] A communication handle will be returned in case of a non-blocking request (see argument blockingflag).

[rc] Return code; equals ESMF_SUCCESS if there are no errors.

41.5.40 ESMF_VMWait - Wait for non-blocking VM communication to complete

INTERFACE:

subroutine ESMF_VMWait(vm, commhandle, rc)

ARGUMENTS:

type(ESMF_VM), intent(in) :: vm
type(ESMF_CommHandle), intent(in) :: commhandle
integer, intent(out), optional :: rc

DESCRIPTION:

Wait for non-blocking VM communication specified by the commhandle to complete.

The arguments are:

vm ESMF_VM object.

commhandle Handle specifying a previously issued non-blocking communication request.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.
41.5.41 ESMF_VMWaitQueue - Wait for all non-blocking VM comms to complete

INTERFACE:

    subroutine ESMF_VMWaitQueue(vm, rc)

ARGUMENTS:

    type(ESMF_VM), intent(in) :: vm
    integer, intent(out), optional :: rc

DESCRIPTION:

Wait for all pending non-blocking VM communication within the specified VM context to complete. The arguments are:

vm ESMF_VM object.

[rc] Return code; equals ESMF_SUCCESS if there are no errors.
42 Bibliography

References


Part V
Appendices

43 Appendix A: A Brief Introduction to UML

The schematic below shows the Unified Modeling Language (UML) notation for the class diagrams presented in this Reference Manual. For more on UML, see references such as *The Unified Modeling Language Reference Manual*, Rumbaugh et al. [3].

Public class. This is a class whose methods can be called by the user. In Fortran a public class is usually associated with a derived type and a corresponding module that contains class methods and flags.

Private class. This type of class does not have methods that should be called by the user. Like a public class it is usually associated with a derived type and a corresponding module.

A line indicates some sort of association among classes.

A hollow diamond at one end of a line drawn between classes represents an association called aggregation. Aggregation is a part-whole relationship that can be read as “the class at the end of the line without the diamond is part of the class at the end of the line with the diamond.” The class that is the “part” can be created and destroyed separately, and it is usually implemented as a reference contained with the structure of the class that is the “whole.”

A filled diamond at one end of a line drawn between classes represents an association called composition. Composition is a part-whole relationship that is similar to aggregation, but stronger. It implies that that class that is the “part” is created and destroyed by the class that is the “whole.” It is often implemented as a structure within part of the contiguous memory of a larger structure.

Multiplicity indicators at association line ends show how many classes on the one end are associated with how many classes on the other end.

The triangle indicates an inheritance relationship. Inheritance means that a child class shares a set of characteristics (such as the same attributes or methods) with a parent class. The child can specialize and extend the behavior of the parent. This diagram shows a GridComp class that inherits from a more general Comp class.

This simple diagram shows that a public class called Field is associated with another public class, called Grid. The aggregation relationship indicated by the unfilled diamond means that a Field contains a Grid, but that a Grid can be created and destroyed outside of a Field. The diagram multiplicities show that a Field can be associated with no Grid or with one Grid, but that a single Grid can be associated with any number of Fields.