



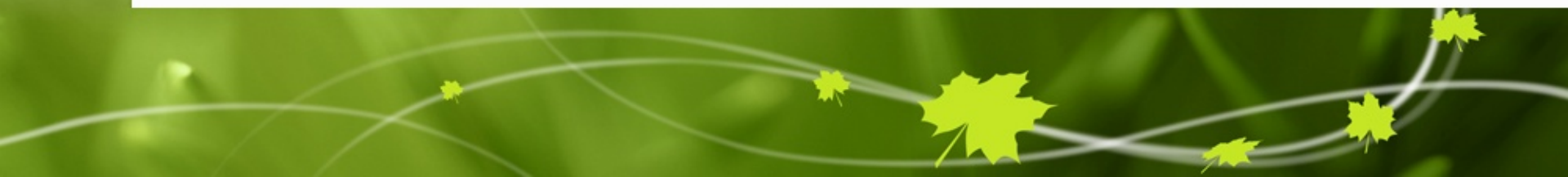
Environment
Canada

Environnement
Canada

Canada

Marrying FORTRAN to C

M.Valin
CIOB



C FORTRAN interoperability issues

- FORTRAN name mangling
(compiler specific, may be altered via switches)
- FORTRAN non predictable intrinsic type length
(may be altered via compiler switches e.g. -i8 -r8 ...)
- Argument passing (**by address** vs **by value**)
- Pointer arguments
(FORTRAN pointers are very complex entities)
- FORTRAN **derived types** vs C **structs**
- Hidden arguments (FORTRAN character strings)
- FORTRAN load time libraries and other items
- Proper FORTRAN run time library initialization



ISO_C_BINDING

- FORTRAN 2003 intrinsic MODULE
`USE ISO_C_BINDING`
- Provides C type definitions to FORTRAN
- Provides C/FORTRAN pointer interoperability procedures
- Provides argument interoperability
- Provides some derived type and global data interoperability
- `BIND(C [ , NAME='...' ] )` attribute
 - For subroutines and functions
 - For derived types
 - For global data



Interoperability of intrinsic types

Named constant C type or types

<code>C_INT</code>	<code>int</code>
<code>C_SHORT</code>	<code>short int</code>
<code>C_LONG</code>	<code>long int</code>
<code>C_LONG_LONG</code>	<code>long long int</code>
<code>C_SIGNED_CHAR</code>	<code>signed char, unsigned char</code>
<code>C_SIZE_T</code>	<code>size_t</code>
<code>C_INT8_T</code>	<code>int8_t</code>
<code>C_INT16_T</code>	<code>int16_t</code>
<code>C_INT32_T</code>	<code>int32_t</code>
<code>C_INT64_T</code>	<code>int64_t</code>
<code>C_INTMAX_T</code>	<code>intmax_t</code>
<code>C_INTPTR_T</code>	<code>intptr_t</code>
<code>C_FLOAT</code>	<code>float</code>
<code>C_DOUBLE</code>	<code>double</code>
<code>C_LONG_DOUBLE</code>	<code>long double</code>
<code>C_FLOAT_COMPLEX</code>	<code>float _Complex</code>
<code>C_DOUBLE_COMPLEX</code>	<code>double _Complex</code>
<code>C_LONG_DOUBLE_COMPLEX</code>	<code>long double _Complex</code>
<code>C_BOOL</code>	<code>_Bool</code>
<code>C_CHAR</code>	<code>char</code>



Inetropoperability of pointers

C_LOC(X) is an inquiry function that returns the C address of an object. X is permitted to be

- (i) a variable with interoperable type and type parameters that has the TARGET attribute and is either interoperable, an allocated allocatable variable, or a scalar pointer with a target; or
- (ii) a nonpolymorphic scalar without length parameters that has the TARGET attribute and is either an allocated allocatable variable, or a scalar pointer with a target.

C_FUNLOC(X) is an inquiry function that returns the C address of a procedure. X is permitted to be a procedure that is interoperable (see Section 5.6) or a pointer associated with such a procedure;

C_ASSOCIATED (C_PTR1[, C_PTR2]) is an inquiry function for object or function pointers. It returns a default logical scalar. It has the value **false** if C_PTR1 is a C **null** pointer or if C_PTR2 is present with a different value; otherwise, it has the value true.



Interoperability of pointers

C_F_POINTER (CPTR, FPTR [, SHAPE]) is a subroutine with arguments

CPTR is a scalar of type C_PTR with INTENT(IN). Its value is the C address of an entity That is interoperable with variables of the type and type parameters of FPTR or Was returned by a call of C_LOC for a variable of the type and type parameters of FPTR. It must not be the C address of a Fortran variable that does not have the TARGET attribute.

FPTR is a pointer that becomes pointer associated with the target of CPTR. If it is an array, its shape is specified by SHAPE.

SHAPE (optional) is a rank-one array of type integer with INTENT(IN). If present, its size is equal to the rank of FPTR. If FPTR is an array, it must be present.

C_F_PROCPTR (CPTR, FPTR) is a subroutine with arguments

CPTR is a scalar of type C_FUNPTR with INTENT(IN). Its value is the C address of a procedure that is interoperable.

FPTR is a procedure pointer that becomes pointer associated with the target of CPTR



Interoperability of derived types

- Type MUST be given the BIND attribute
- Each component
 - MUST have interoperable type
 - MUST NOT be a pointer
 - MUST NOT be allocatable
- example
 - type, bind(c) :: mytype
integer(C_INT) :: I, J
real (C_FLOAT) :: S
end type mytype
 - typedef struct {
int m,n;
float r;
} myctype
 - are interoperable



Interoperability of variables

- SCALAR variable
 - MUST be of interoperable type
 - MUST NOT be a pointer
 - MUST NOT be allocatable
 - character arguments MUST have length 1
- ARRAY variable
 - MUST be of interoperable type
 - MUST have explicit shape or assumed size
- Example
 - `INTEGER :: a(1, 3:7, *)`
is interoperable with
`int b[][5][18]`
 - CAVEAT: subscripts are REVERSED



Interoperability of procedures

- FORTRAN procedure **MUST** have
 - explicit interface
 - BIND attribute
 - interoperable arguments
 - interoperable scalar result if function
- FORTRAN procedure **SHOULD** be given explicit C name
 - BIND(C, NAME='External_Name')
 - default name is not reliable
(external name should be different if case is ignored)
- FORTRAN procedure **MAY** have VALUE arguments
(VALUE attribute for the argument type)
 - must correspond to a non pointer C argument
 - except if it is C_PTR (corresponds to a C pointer)



FORTRAN calling C example

```
int C_Library_Function(void* sendbuf, int sendcount, int  
*recvcounts)
```

```
USE ISO_C_BINDING  
IMPLICIT NONE
```

```
INTERFACE  
INTEGER (C_INT) FUNCTION C_LIBRARY_FUNCTION &  
(SENDBUF, SENDCOUNT, RECVCOUNTS) BIND(C, NAME='C_Library_Function')  
TYPE (C_PTR), VALUE :: SENDBUF  
INTEGER (C_INT), VALUE :: SENDCOUNT  
TYPE (C_PTR), VALUE :: RECVCOUNTS  
END FUNCTION C_LIBRARY_FUNCTION  
END INTERFACE
```

```
INTEGER L  
REAL(C_FLOAT), TARGET :: SEND(100)  
INTEGER(C_INT) :: SENDCOUNT  
INTEGER(C_INT), ALLOCATABLE, TARGET :: RECVCOUNTS(:)  
. . .  
ALLOCATE(RECVCOUNTS(100))  
. . .  
L = C_LIBRARY_FUNCTION(C_LOC(SEND), SENDCOUNT, C_LOC(RECVCOUNTS))  
. . .
```



FORTRAN to C (a real example)

```
program rrbx2ppm ! FORTRAN and C both writing to stdout
use iso_c_binding
implicit none

interface
  integer(C_INT) function c_write(fd,buf,count) BIND(C,name='write')
  use iso_c_binding
  integer(C_INT), value :: fd, count
  type(C_PTR), value :: buf
  end function c_write
end interface

.....
integer nbr,nr,lcp,ncp,i
integer, pointer, dimension(:,:) :: arr
byte, pointer, dimension(:,:) :: rgb
.....
open(unit=1,file=trim(infile),action='READ',form='UNFORMATTED')
read(1)nbr,nr,lcp,ncp
allocate(arr(lcp,max(3,ncp))) ! allocate a raster (ncp color planes)
allocate(rgb(3,nbr))
write(6,'(A,/,A,A,/,2I8,/,I8)')'P6', '#',trim(comment),nbr,nr,255
call flush(6)

.....
i=c_write(1,c_loc( rgb(1,1) ), nbr*3)
.....
close(1)
.....
```



C main() using FORTRAN libraries

- 2 itchy problems
 - Properly initializing the FORTRAN runtime library
 - Locating all the ingredients necessary to successfully build an executable file (a.out)
- Use the FORTRAN compiler to build the executable
 - It knows where all the relevant libraries and other necessary items are located
- Use a FORTRAN main program calling the C main
 - A FORTRAN program knows how to initialize the FORTRAN runtime properly



C main() using FORTRAN libraries

- 1 potential problem left
 - My C main program uses `argc` / `argv`
- Use `fmain2cmain` in a dummy FORTRAN main
 - program bidon
 - `USE ISO_C_BINDING`
 - interface
 - subroutine `my_c_main()` `BIND(C,NAME='my_c_main')`
 - end subroutine `my_c_main`
 - end interface
 - call `fmain2cmain(my_c_main)`
 - stop
 - end
- Rename `main(int argc, char** argv)` to `my_c_main(int argc, char** argv)`



C main() example

```
program bidon
use iso_c_binding
interface
  subroutine my_c_main() BIND(C,NAME='my_c_main')
end subroutine my_c_main
end interface
call fmain2cmain(my_c_main)
stop
end
my_c_main(int argc,char**argv)
{
  while(argc--){
    printf(" %s \n",*argv++);
  }
  printf("Hello World\n");
}
r.compile -src my_f_main.f90 -o a.out -obj my_c_main.o -librmn rmnbeta_011
```

```
./a.out
./a.out
Hello World
```

```
./a.out a b c d
./a.out
a
b
c
d
Hello World
```

