

PROGRAMMING FOR COMPUTATIONAL CHEMISTRY

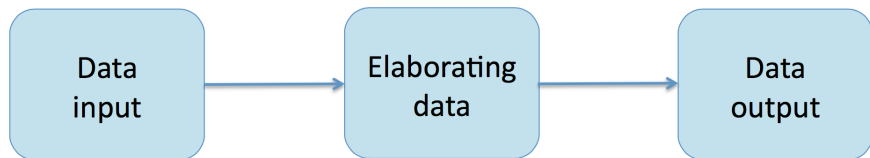
Introduction to Fortran

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General flowchart

Goal for a computer: **executing** a set of **instructions** to solve a given **numerical problem**



- Reproducible syntax to write instructions for a computer

Programming language

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- Separation between the physical support and instructions

Programming language

- **Reproducible syntax** to write instructions for a computer
- **Separation** between the physical support and instructions
- **Semantics**: assign a meaning to the syntactic forms of the language

- **Computer Science**: best method to translate a scientific model into a code

Top-down design

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Top-down design

- **Computer Science**: best method to translate a scientific model into a code
- Start from the general instructions: **input**, **do operations**, **output**
- From **the general problem** to the identification of the main sections
- Simplify towards smallest pieces of code (**stepwise** refinement)

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 - 1 Develop or choose an algorithm
 - 2 Coding the algorithm

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- From **high-** to **low-level** (machine) language: the role of the compiler

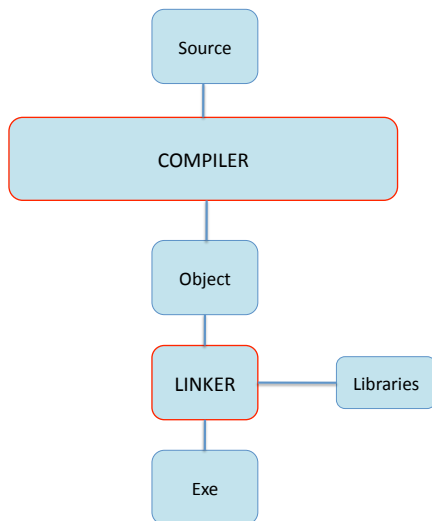
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- From a **source code** (e.g., name.f90) to an **executable**

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- From **high-** to **low-level** (machine) language: the role of the **compiler**
- From a **source code** (e.g., name.f90) to an **executable**
- Two main steps:
 - 1 Translating the source code into an **object** file, containing meta-instructions
 - 2 Converting the **object** (and possibly other ones in **libraries**) into an **executable**

Compiling a code



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- **Semantic** errors: use debugging options to find and fix them, **structured programming** to avoid them

- First high-level language

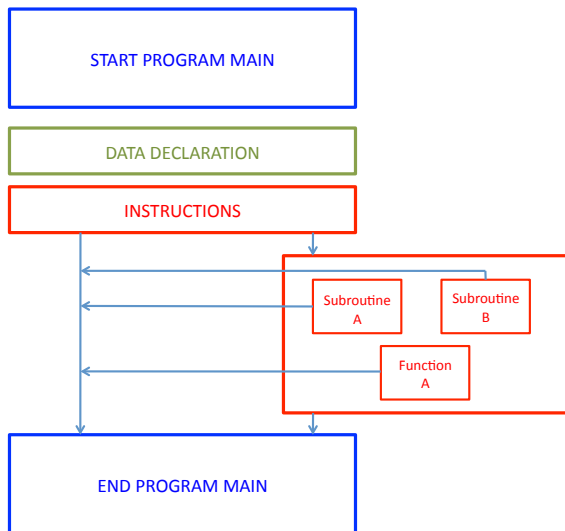
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- Standard releases:
 - FORTRAN4
 - FORTRAN66
 - FORTRAN77
 - Fortran90
 - Fortran95
 - Fortran03
 - Fortran08

...

Generic (Fortran) code



Our first code

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- Type `vi hello_world.f90`

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- Let us do it together (`hello_world.f90`)

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 - 4 `-O` optimisation level

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 - 4 -On optimisation level
 - 5 ...

- Two types of files: **binary** or **text**
 - Binaries can be programs or data files written by programs or the operating system
 - Text files are those that can be read by us human beings
- Two categories of files: **programs** or **data**
- Either a file contains a set of instructions to be executed by the CPU (a program) or it contains information (data)