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A programmer's guide for Nestor - Version 1

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*A programmer's guide for Nestor
Version 1*

Georges-André Silber

6th October 1998

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A programmer's guide for Nestor

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Abstract

This is a programmer's guide for **Nestor**, a library to easily manipulate Fortran programs through a high level internal representation based on C++ classes. **Nestor** is a research tool that can be used to quickly implement source to source transformations. The input of the library is Fortran 77, Fortran 90, and HPF 2.0. Its current output supports the same languages plus some dialects such as Petit, OpenMP, CrayMP. **Nestor** is light, ready to use (<http://www.ens-lyon.fr/~gsilber/nestor>), fully documented and is well suited for Fortran to Fortran transformations.

Keywords: Library, program transformations, HPF, parallelization, object oriented.

Résumé

Ce rapport est un guide du programmeur pour **Nestor**, une bibliothèque pour manipuler facilement des programmes Fortran à l'aide d'une représentation interne de haut niveau qui se fonde sur des classes C++. **Nestor** est un outil de recherche qui peut être utilisé pour implanter rapidement des transformations source à source. Les langages reconnus par la librairie sont Fortran 77, Fortran 90 et HPF 2.0. Les langages disponibles en sortie sont les précédents plus des dialectes de Fortran comme Petit, OpenMP, CrayMP, etc. **Nestor** est léger, prêt à être utilisé (<http://www.ens-lyon.fr/~gsilber/nestor>) et complètement documenté. De plus, **Nestor** est bien adapté aux transformations source à source de Fortran.

Mots-clés : Bibliothèque, transformation de programmes, HPF, parallélisation, orienté objet.

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Georges-André Silber

6th October 1998

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1 Introduction

Automatic parallelization consists in transforming automatically a sequential program to a parallel program, for instance Fortran 77 or Fortran 90 to High Performance Fortran (HPF). The goal of Nestor is to provide a programming environment to build systems that transform programs. Furthermore, Nestor already integrates a set of algorithms that detect parallelism into loop nests and automatically transform sequential Fortran into HPF. Nestor is our development tool for the implementation of our theoretical results and is integrated as a parallelizing tool into TransTool [1].

Nestor can be used by researchers interested by parallelizing compilers, performance analysis tools or more generally by source code optimizers. There are a lot of libraries transforming source code into an intermediate representation (SUIF [4], PIPS [3]), but this intermediate representation is sometimes at a too low level (difficult to handle) or represents a subset of language. For example, SUIF does not analyze Fortran, but uses *f2c*, a public domain program, to transform Fortran source code into C source code and then analyzes it. Our library suppresses these two defaults. By using the front-end of an excellent HPF compiler from the public domain, Adaptor (written by T. BRANDES [2]), we have built a system that gives an intermediate representation of an HPF 2.0 source code under the form of a hierarchical collection of C++ objects. Under this form, the code can be analyzed, transformed and unparsed in HPF 2.0 very easily.

The global structure of Nestor is presented by the FIG.1. Nestor is splitted into three different libraries (node, base, and graph) that are dependent (base needs node and graph needs base) and that provide different functionalities.

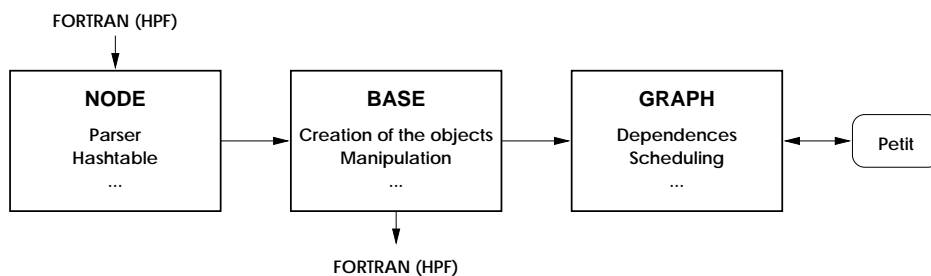


Figure 1: Global organization of Nestor.

This organization is flexible and allows to use only the needed parts of Nestor. For instance, it is possible to build a syntax checker for HPF codes only by using the node library. If a user is not concerned by program dependences, it does not have to link the graph library. This design approach permits to add functionalities to Nestor in an incremental way without rewriting all the underlying bricks. In the following, we present in details the different libraries of Nestor.

2 The node library

This library is a modified version of the front-end of Adaptor that recognizes HPF 2.0. This allows Nestor to handle real codes, instead of only considering a subset of language or an *ad-hoc* language. Furthermore, this approach has the advantage of keeping the semantic of a high level language, instead of translating Fortran to low level C.

The front-end has been extended to handle new directives which allow the user to control the parallelization of its code. For instance, there is a new directive **SINGLE** that can be placed in front of a loop nest that signifies to Nestor that it must treat this loop nest. Other directives allow to define area of code that have to be analyzed. These directives drive the transformations that are done on a source code: completely or semi-automatically.

The parsing phase builds an abstract syntax tree in memory. The node library offers C functions (not documented here) to access and travel around the tree. These functions are used by the base library to build a hierarchical collection of C++ objects representing the source code. They are written in a way such that replacing the parser is an easy task and offer an easy interface for other

languages.

For supporting semi-automatic parallelization, it is useful to define parts of code that have to be parallelized and others that are not to be taken into account. The base library offers a mechanism, by the use of new directives, that permits to ignore parts of code that are known to be sequential and to emphase parts that must be parallelized. These directives have the same structure than the HPF directives except that they begin with the keyword `cNESTOR$`.

The first directive (`SINGLE`) has to be placed in front of a `DO` or a `FORALL` statement:

```
!NESTOR$ SINGLE
  do i = 1,N
    a(i) = c(i-1) + b(i+1)
  enddo
```

This directive set the flag `nestor_flag` to 1 in the object `NstStatementDo` or `NstStatementforall` during the parsing.

The second directive (`BEGIN-END`) defines a region used to enclose a part of code:

```
!NESTOR$ BEGIN
  if (a(1) .eq. 0) then
    do i = 1,N
      a(i) = c(i-1) + b(i+1)
    enddo
  endif
!NESTOR$ END
```

This creates a new object `NstStatementNestor` enclosing the statements inside.

The third directive (`ALL`) has to be placed in a subroutine, a function or a program between the declarations and the statements:

```
% cat exe.f
  PROGRAM tot
  integer NBLOCK, IBLOCK, ILOC
  integer PPTR(1:100), IBLEN(1:100)
  real XPLUS(1:100), XDPLUS(1:100)
  real X(1:100), XD(1:100), XDD(1:100)
  real DELTAT
!NESTOR$ ALL
  do IBLOCK = 1, NBLOCK
    ILOC = PPTR(IBLOCK)
    do I = 1, IBLEN(IBLOCK)
      XDPLUS(ILOC+I-1) = XD(ILOC+I-1) + .1*DELTAT * XDD(ILOC+I-1)
      XPLUS(ILOC+I-1) = X(ILOC+I-1) + DELTAT * XDPLUS(ILOC+I-1)
    enddo
  enddo
end
% nstprs exe.f
  program TOT
  integer*4 NBLOCK
  integer*4 IBLOCK
  integer*4 ILOC
  integer*4 PPTR (1:100)
  integer*4 IBLEN (1:100)
  real*4 XPLUS (1:100)
  real*4 XDPLUS (1:100)
  real*4 X (1:100)
```



```

      real*4 XD (1:100)
      real*4 XDD (1:100)
      real*4 DELTAT
!NESTOR$ BEGIN
      do IBLOCK = 1,NBLOCK
          ILOC = PPTR(IBLOCK)
          do I = 1,IBLEN(IBLOCK)
              XDPLUS(ILOC+I-1) = XD(ILOC+I-1)+.1*DELTAT*XDD(ILOC+I-1)
              XPLUS(ILOC+I-1) = X(ILOC+I-1)+DELTAT*XDPLUS(ILOC+I-1)
          end do
      end do
!NESTOR$ END
      end program TOT

```

The mask `GlobalModeMask` passed to the constructor of the class `NstComputationUnit` has the same effect.

3 The base library

The base library of Nestor contains the definition of all the classes representing the different syntactic elements of HPF 2.0, Fortran 90 and Fortran 77. The main purpose of this library is to provide the user an easy framework and programming tool to write source-to-source transformations of Fortran codes. Classes defined in the base library permit to create new object, i.e. new syntactic elements and then, to create a new source code from scratch. Secondly, a special class (`NstComputationUnit`) is used as an interface with the node library, creating a set of objects representing the parsed source code.

A source code transformed by the base library into C++ objects can be seen as a syntactic tree where each node is an object with methods and attributes representing the syntactic element. These objects can be easily modified, replaced, moved at another place of the hierarchical structure. For instance, a list of statements is represented by a class derived from the standard C++ class `list` where it is easy to reorganize the order of the statements. Each object representing a syntactic element has its own constructor that allows the programmer to add new objects and then new statements, variables, procedures in the source code. Each object has its own output function, a redefinition of the C++ operator `<<`, permitting an easy unparse of every object or of the whole code. This output function can be configured, allowing to unparse in different languages (now, only HPF and Petit language are supported).

Suppose we want to create a program from scratch, i.e. creating a hierarchical structure of objects representing a source code. For instance, suppose we want to create the structure corresponding to the following code:

```

PROGRAM simple
integer n
parameter (n = 100)
integer a(1:n)
integer b(1:n)
integer c(1:n)
integer i
do i = 2,n
    a(i) = b(i)
    c(i) = a(i-1)
enddo
end

```

There are two ways of creating such a structure. First, if this source code is in a file named 'simple_code.f', it is easy to write a program using the base library and the node library to parse the file and create the structure. Here is the C++ code:

```
# include <libnstbase.H>
int main(int ac, char **av)
{
    NstComputationUnit program("simple_code.f");
    cout << program;
}
```

The constructor of `NstComputationUnit` parses the file with the node library and then creates a hierarchical structure of objects representing the code in the object `program`. The command:

```
cout << program;
```

unparses the program with the methods of the base library on the standard output. Suppose now that we want to create this code from scratch, i.e we want to build the structure ourselves. Here is the C++ code that creates an object `program`, an instance of the class `NstUnitProgram` that contains all the syntactical elements created:

```
# include <libnstbase.H>
int main(int ac, char **av)
{
    // Create identifiers
    NstIdentifier prog_id = "simple";
    NstIdentifier a_id = "a";
    NstIdentifier b_id = "b";
    NstIdentifier c_id = "c";
    NstIdentifier i_id = "i";
    NstIdentifier n_id = "n";

    // Create an empty program
    NstUnitProgram program (prog_id);

    // Declare the parameter
    NstInteger hundred = 100;
    NstDeclarationParameter n_param (program, n_id, nst_integer_type, hundred);
    // Create an access to the parameter n
    NstVariableUsed n_used (*n_param.object());

    // Creates an integer array type (a(1:n))
    NstTypeArray array_type (nst_integer_type);
    NstShape shape (n_used);
    array_type.shapes.push_back(&shape);
    // Declare the variable a,b,c
    NstDeclarationVariable a_var (program, a_id, array_type);
    NstDeclarationVariable b_var (program, b_id, array_type);
    NstDeclarationVariable c_var (program, c_id, array_type);
    // Create an access to the variable a,b,c
    NstVariableUsed a_used (*a_var.object());
    NstVariableUsed b_used (*b_var.object());
    NstVariableUsed c_used (*c_var.object());

    // Declare the variable i
```

```

NstDeclarationVariable i_var (program, i_id, nst_integer_type);
// Create accesses to the loop variable i
NstVariableLoop i_used (*i_var.object());

// Creates the loop nest
NstInteger two = 2;
NstStatementDo i_loop (i_used, two, n_used);
// Put the loop nest into the program
program.statements.push_back(&i_loop);

// First statement (a(i) = b(i))
// the left part of the assignment
NstVariableIndexed lvalue1 (a_used);
lvalue1.indexes.push_back(&i_used);
// The right part (b(i))
NstVariableIndexed rvalue1 (b_used);
rvalue1.indexes.push_back(&i_used);
// Creates the assignment
NstSimpleAssign assign1(lvalue1, rvalue1);
NstStatementBasic bassign1(assign1);
i_loop.body.push_back(&bassign1);

// second statement (c(i) = a(i-1))
// the left part of the assignment
NstVariableIndexed lvalue2 (c_used);
lvalue2.indexes.push_back(&i_used);
// The right part (a(i-1))
NstVariableIndexed rvalue2 (a_used);
NstInteger one = 1;
NstExpressionBinary iminus1 (NST_OPERAND_MINUS, i_used, one);
rvalue2.indexes.push_back(&iminus1);
// Creates the assignment
NstSimpleAssign assign2(lvalue2, rvalue2);
NstStatementBasic bassign2(assign2);
i_loop.body.push_back(&bassign2);

// Unparse the code
cout << program;
}

```

This code can be found in the nestor directory under the directory `src/doc` and is called `gene_code.cc`. Try compiling this example by typing

```
make bin/gene_code
```

and try to execute it. Now, we have seen how to get a structure representing a source code. Now, we will see how to modify this structure to transform source code. Suppose we want to transform the previous code by distributing the do loop, i.e. we want to obtain:

```

PROGRAM simple
integer n
parameter (n = 100)
integer a(1:n)
integer b(1:n)
integer c(1:n)

```

```

        integer i
!HPF$ INDEPENDENT
        do i = 2,n
            a(i) = b(i)
        enddo
!HPF$ INDEPENDENT
        do i = 2,n
            c(i) = a(i-1)
        enddo
    end

```

to run the two loops in parallel. This is easily done by the following procedure:

```

void distribute_single_loop_with_2_statements(NstStatementList& sl)
{
    NstStatementDo* do_loop;
    NstStatementDo* new_loop;
    NstStatementList::iterator sli;
    for (sli = sl.begin(); sli != sl.end(); sli++)
    {
        do_loop = (*sli)->isNstStatementDo();
        if (do_loop)
        {
            if (do_loop->body.size() == 2)
            {
                new_loop = (NstStatementDo*)do_loop->clone();
                do_loop->independent = TRUE;
                new_loop->independent = TRUE;
                do_loop->body.pop_back();
                new_loop->body.pop_front();
                sli++;
                sl.insert(sli, new_loop);
                sli--;
            }
        }
    }
}

```

This procedure examines all the list passed as parameter and for each do loop with two statements, splits the loop in two loops with one statement in each loop. Furthermore, it declares the loop as being INDEPENDENT. Note that we do not test if the loop is actually independent.

3.1 The main class

class NstTree

```
virtual int type() const
virtual const char* class_name() const
virtual const char* class_type() const

virtual void error(const char* st) const
virtual void warning(const char* st) const
class Warning {}

unsigned long tag() const
unsigned long tag(unsigned long t) const

virtual NstTree* init()
virtual NstTree* next()
void traversal(int (*action)(NstTree*, void*), void* extra = NULL)

friend ostream& operator<<(ostream& s, const NstTree& t)

virtual NstStatement* isNstStatement()
virtual NstDeclaration* isNstDeclaration()
virtual NstUnit* isNstUnit()
virtual NstSimple* isNstSimple()
virtual NstIdentifier* isNstIdentifier()
virtual NstParameter* isNstParameter()
virtual NstExpression* isNstExpression()
virtual NstProcessor* isNstProcessor()
virtual NstDistSpec* isNstDistSpec()
virtual NstDistFormat* isNstDistFormat()
virtual NstAlignSpec* isNstAlignSpec()
virtual NstVarDesc* isNstVarDesc()
virtual NstType* isNstType()
virtual NstShape* isNstShape()
virtual NstObject* isNstObject()
virtual NstComputationUnit* isNstComputationUnit()
virtual NstTree* isNstList()
```

This class is the main class of the `base` library. All the other classes of the library inherit (directly or undirectly) this class. It provides virtual methods to get the type of a derived object and some error methods. See appendix A for all derived types. Each terminal child class redefines the virtual method `type()`. It permits to know the actual type of an object, even if we only know its `NstTree` part (or another ancestor of the class). Here is an example, with the `NstStatementContinue` class that is defined further:

```
NstStatementContinue test_object;
NstTree* tree = (NstTree*)&test_object;
int rt = tree->type();
```

The variable `rt` will contain `NST_STATEMENT_CONTINUE`, because the object `tree` is in fact an instance of the class `NstStatementContinue`.

- **virtual const char* class_name() const**
Returns the string corresponding to the class of the object.
- **virtual const char* class_type() const**
Returns the string corresponding to the type of the object.
- **virtual int type() const**
Returns the type `NST_NOTHING`.
- **virtual void error(const char* st) const**
Prints on the standard error stream a message of the form:

`(Nestor error: NST_STATEMENT_CONTINUE: st)`

and exits the processus with the return code `EXIT_FAILURE`.
- **virtual void warning(const char* st) const**
Prints on the standard error stream a message of the form:

`(Nestor warning: NST_STATEMENT_CONTINUE: st)`

and throws the exception `Warning`.
- **unsigned long tag() const**
Returns the tag (an integer) stored in the object.
- **unsigned long tag(unsigned long t) const**
Replaces the current tag with `t` and returns the old one.
- **virtual NstTree* init()**
Init the list of components of the object. Returns the first component of the list. Returns `NULL` if the list has no components.
- **virtual NstTree* next()**
Returns the next components in the list of components of the object. A call to `init()` has to be made before any call to this method. Returns `NULL` when the list is empty.
- **void traversal(int (*action)(NstTree*, void*), void* extra = NULL)**
Recursive traversal of the AST. This method traverses the tree and calls the function `action` with the current node as parameter and the pointer `extra`. If the function `action` returns a value different from 0, the recursion stops.
- **friend ostream& operator<<(ostream& s, const NstTree& t)**
This operator unparses an object derived from the `NstTree` class on a stream. It calls private virtual methods that are redefined for each child object for each defined unparsing language. This operator can be globally configured for a language by using the function:

```
NstUnparseMode nst_unparse_mode(NstUnparseMode m)
```

that returns the old unparsing mode and where `m` is the new unparsing mode. The unparsing mode can be chosen between these ones:

```
UnparseFortran  Fortran/HPF 2.0 (default)
UnparsePetit    Petit mode
```

Note that there is another function:

```
NstUnparseMode nst_unparse_mode()
```

that gives the current unparse mode. When the unparse mode is `UnparseFortran`, the user can select the Fortran dialect that is unparsed with the function:

```
NstFortranType nst_fortran_type(NstFortranType t)
```

where `t` can be chosen between the following types:

HPF	HPF2.0 (default)
SunMP	SunMP (F77)
CrayMP	CrayMP (F90)
OpenMP	OpenMP

Note that there is another function:

```
NstFortranType nst_fortran_type()
```

that gives the current Fortran dialect.

- `virtual NstStatement* isNstStatement()`
Returns NULL.
- `virtual NstDeclaration* isNstDeclaration()`
Returns NULL.
- `virtual NstUnit* isNstUnit()`
Returns NULL.
- `virtual NstSimple* isNstSimple()`
Returns NULL.
- `virtual NstIdentifier* isNstIdentifier()`
Returns NULL.
- `virtual NstParameter* isNstParameter()`
Returns NULL.
- `virtual NstExpression* isNstExpression()`
Returns NULL.
- `virtual NstProcessor* isNstProcessor()`
Returns NULL.
- `virtual NstDistSpec* isNstDistSpec()`
Returns NULL.
- `virtual NstDistFormat* isNstDistFormat()`
Returns NULL.
- `virtual NstAlignSpec* isNstAlignSpec()`
Returns NULL.
- `virtual NstVarDesc* isNstVarDesc()`
Returns NULL.
- `virtual NstType* isNstType()`
Returns NULL.
- `virtual NstShape* isNstShape()`
Returns NULL.

- `virtual NstObject* isNstObject()`
Returns NULL.
- `virtual NstComputationUnit* isNstComputationUnit()`
Returns NULL.
- `virtual NstTree* isNstList()`
Returns NULL.

Here are some examples to illustrate the use of the `NstTree` class. First, an example that plays with tags:

```
% cat test_tags.cc
# include <libnstbase.H>
void test_tags(NstTree& tree)
{
    unsigned long ot;
    cout << "current tag: " << tree.tag() << endl;
    ot = tree.tag(12UL);
    cout << "new tag      : " << tree.tag() << endl;
    cout << "old tag      : " << ot << endl;
}
% test_tags
current tag: 0
new tag      : 12
old tag      : 0
```

Second, an example to illustrate error messages:

```
% cat test_error.cc
# include <libnstbase.H>
void test_error(NstTree& tree)
{
    try {
        tree.warning("throwing exception..");
    } catch (NstTree::Warning) {
        cerr << "caught." << endl;
    }
    tree.error("finished");
}
void main()
{
    NstIdentifier toto;
    test_error(toto);
}
% test_error
(Nestor warning: NST_IDENTIFIER: throwing exception...)
caught.
(Nestor error: NST_IDENTIFIER: finished.)
```

Finally, an example to illustrate the unparse:

```
% cat test_unparse.cc
# include <libnstbase.H>
void main()
{
```



```

NstStatementContinue cont;
cont.label = 100;
NstInteger entier = 45;
cout << "The integer has the value: " << entier << endl;
cout << cont << endl;
}
% test_unparse
The integer has the value: 45
100 CONTINUE

```

The next example is recursive traversal of an AST that prints the type of each object encountered. The method `class_type()` is defined for each class and returns a string containing the type of the class. This example illustrates the use of the `init()` and `next()` methods. These methods are defined for each class, even for classes representing lists. Consequently, they can be used to traverse a list instead of using an object iterator.

```

void print_type(NstTree* t)
{
    cout << t->class_type() << endl;
    NstTree* current = t->init();
    while (current) {
        print_type(current);
        current = t->next();
    }
}

```

3.2 Identifiers

```
class NstIdentifier : public NstTree
```

```
int type() const
NstIdentifier* isNstIdentifier()

NstIdentifier()
NstIdentifier(const string& s)
NstIdentifier(const char* s)

const string& id_string() const
string id_string(const string& s)
string id_string(const char* s)
int is_empty()const

friend int operator==(const NstIdentifier& a, const NstIdentifier& b)
friend int operator==(const NstIdentifier& a, const char* b)
friend int operator==(const char* a, const NstIdentifier& b)
friend int operator==(const NstIdentifier& a, const string& b)
friend int operator==(const string& a, const NstIdentifier& b)
```

This class permits to manipulate identifiers used to represent variables and various other names that resides in a piece of code. This class offers a reliable mechanism to create unique identifiers.

- **int type() const**
Returns the type NST_IDENTIFIER.
- **NstIdentifier* isNstIdentifier()**
Returns this.
- **NstIdentifier()**
Creates a new instance of this class containing an unique identifier of the form `nst_d` where `d` is chosen to ensure that the identifier is unique (no other identifier with the same name has been created by a constructor of the class `NstIdentifier` before this call).
- **NstIdentifier(const string& s)**
Creates a new instance of this class containing `s`.
- **NstIdentifier(const char* s)**
Creates a new instance of this class containing `s`.
- **const string& id_string() const**
Returns the `string` contained in the object.
- **string id_string(const string& s)**
Replaces the current string by `s` and returns the old one.
- **string id_string(const char* s)**
Replaces the current string by `s` and returns the old one.
- **int is_empty()const**
Returns 1 if the identifier is empty, 0 elsewhere.

- **friend int operator==()**
Checks the equality between two identifiers or strings (case insensitive).

Here is an example of the use of this class:

```
% cat test_identifier.cc
# include <libnstbase.H>
void main()
{
    NstIdentifier i1;
    NstIdentifier i2("hello");
    string st("hello2");
    string st2("Hello2");
    NstIdentifier i3(st);
    NstIdentifier i6(st2);
    NstIdentifier i4("NST_1");
    NstIdentifier i5;

    cout << i1 << endl;
    cout << i2 << endl;
    cout << i3 << " " << i3.number() << endl;
    cout << i6 << " " << i6.number() << endl;
    cout << i4 << endl;
    cout << i5 << endl;
}
% test_identifier
nst_0
hello
hello2 4
Hello2 5
NST_1
nst_1
```

Another example to illustrate the method `id_string()`:

```
% cat test_identifier2.cc
# include <libnstbase.H>
void main()
{
    NstIdentifier i1("hello");
    NstIdentifier i2 = i1;
    string str;

    str = i1.id_string("world.");
    cout << str << ", " << i1.id_string() << endl;
    (void)i2.id_string("");
    cout << "i2 is " << (i2.is_empty()?"empty":"not empty") << endl;
}
% test_identifier2
hello, world.
i2 is empty
```

Finally, an example to illustrate the use of the operator `==`:

```
% cat test_identifier3.cc
# include <libnstbase.H>
```

```
void main()
{
    NstIdentifier i1("hello");
    NstIdentifier i2("hillo");
    string str("hullo");

    cout << "i1 and i2 are " << (i1 == i2?"equal":"not equal") << endl;
    cout << "i1 and hello are " << (i1 == "hello?"equal":"not equal") << endl;
    cout << "i2 and str are " << (i2 == str?"equal":"not equal") << endl;
}
% test_identifier3
i1 and i2 are not equal
i1 and hello are equal
i2 and str are not equal
```

3.3 Unit of computation: parsing a source code

```
class NstComputationUnit : public NstTree
```

```
int type() const
NstComputationUnit* isNstComputationUnit()

NstComputationUnit()
NstComputationUnit(const char* file_name, unsigned long options = NoOptionsMask)

NstUnitList units
NstSymbolTable intrinsics
NstSymbolTable externals
```

This class is used to parse a file containing source code and to transform it into a hierarchical bunch of objects. An empty instance of the `NstComputationUnit` can also be created. The language supported is HPF 2.0. Here is an example of a simple program that parses a file named `toto.f`, and after the creation of the objects corresponding to the syntactical elements of the code, unparses it to the standard output:

```
NstComputationUnit program("toto.f");
cout << program;
```

Note that any source code transformation can be inserted between these two lines of code. These two lines of code are a simple syntactical and semantical analyzer.

There is a global variable `unparse_stab` which, when set to 1, affects the unparsing of the units: the symbol table is unparsed as a comment before the declarations in Fortran mode.

- **int type() const**
Returns the type `NST_COMPUTATION_UNIT`.
- **NstComputationUnit* isNstComputationUnit()**
Returns this.
- **NstComputationUnit()**
Creates a new empty instance (object) of this class.
- **NstComputationUnit(const char* file_name, unsigned long options = NoOptionsMask)**
Creates a new instance of this class. Parses the file `file_name` according to `options`, an optional argument that can be set with the flags:

<code>NoOptionsMask</code>	No options
<code>DebugUnparse</code>	Unparse by the <code>node</code> library
<code>FreeCodeMask</code>	Parse free format code (Fortran 90)
<code>GlobalModeMask</code>	Tag all the <code>DO</code> and <code>FORALL</code> loops (see 2)
<code>VerboseMask</code>	Verbose mode

that can be combined with the operator `|`. By default, the file is parsed with the Fortran 77 format. This constructor uses the library `node` to check the correctness of the code and to build a syntactic tree. From this syntactic tree, all the objects corresponding to the syntactical elements of the code are created, starting from the list of the units (functions, subroutines) contained in the source code.

- **NstUnitList units**
The list of the units of the source code.

- **NstSymbolTable intrinsics**

The list of the intrinsics defined by the `node` library. This list is empty if the object has been created from scratch.

- **NstSymbolTable externals**

The list of the externals found in the source code.

Here is an example that gives the number of units in the source code and their names:

```
% cat test_compunit.cc
# include <libnstbase.H>
int main(int ac, char **av)
{
    if (ac < 2) return -1;
    NstComputationUnit program(av[1], FreeCodeMask);
    cout << "This source code has ";
    cout << program.units.size() << " units:" << endl;
    NstUnitList::iterator i;
    for (i = program.units.begin(); i != program.units.end(); i++)
        cout << *(*i)->name() << endl;
}
% cat units.f
    subroutine toto ()
    real a
    a = 1
    end subroutine toto

    program main
    call toto()
    end program main
% test_compunit toto.f
This source code has 2 units:
toto
main
```

3.4 Units: functions, subroutines, etc.

```
class NstUnit : public NstTree
```

```
NstUnit* isNstUnit()
virtual NstUnitProgram* isNstUnitProgram()
virtual NstUnitSubroutine* isNstUnitSubroutine()
virtual NstUnitModule* isNstUnitModule()
virtual NstUnitFunction* isNstUnitFunction()
virtual NstUnitBlockData *isNstUnitBlockData()

int line
NstIdentifier* name() const
const NstDeclarationList& declarations() const
const NstSymbolTable& table_of_symbols() const
const NstUnitList& internals() const
NstObjectBaseProcedure* object() const

NstUnitList* in_list() const
void attach_to_list(NstUnitList& ul)
void remove_from_list()
```

An unit is a program, a function, a subroutine, a module or a block data. An unit contains declarations, internals (Fortran 90) and statements (depending on the type of unit!). The class `NstUnit` is the base class for unit classes. It contains informations common to all types of unit.

The two methods `attach_to_list()` and `remove_from_list()` are important in this class. They permit to attach or remove an object from a list (the list returned by the method `in_list()`). An unit can be in different lists, but can be attached to only one list.

- `NstUnit* isNstUnit()`
Returns this.
- `virtual NstUnitProgram* isNstUnitProgram()`
Returns NULL.
- `virtual NstUnitSubroutine* isNstUnitSubroutine()`
Returns NULL.
- `virtual NstUnitModule* isNstUnitModule()`
Returns NULL.
- `virtual NstUnitFunction* isNstUnitFunction()`
Returns NULL.
- `virtual NstUnitBlockData *isNstUnitBlockData()`
Returns NULL.
- `int line`
Stores the line number in the source code where the unit begin (assigned at parse time).
- `NstIdentifier* name() const`
Returns the name of the unit. This name is not stored in this object but in the `NstObjectBaseProcedure` object associated with it.

- **const NstDeclarationList& declarations() const**
Returns the list of the declarations of the unit. For declaring a new variable into an unit, see the class **NstDeclaration**.
- **const NstSymbolTable& table_of_symbols() const**
Returns the table of symbols of the unit.
- **const NstUnitList& internals() const**
Returns the list of the internals (functions or subroutines) of the unit. For declaring a new internal, see the classes **NstUnitSubroutine** and **NstUnitFunction**.
- **NstObjectBaseProcedure* object() const**
Returns the object associated with the unit. This object stores the symbol table and the name of the unit.
- **NstUnitList* in_list() const**
This method returns a pointer to the list the unit is attached to. This method returns **NULL** if the unit is not attached to a list. See the method below for attaching an unit to a list. All the **NstUnit** objects created by the **NstComputationUnit** class are attached to their list, but a newly created object is not attached to a list.
- **void attach_to_list(NstUnitList& ul)**
Attaches the unit to the list **ul**. This method will return an error if the unit is already in a list. Note that this method does not put the unit into the list, it just tells to the unit that it is in the list, so be careful! Example:

```
NstComputationUnit cunit;
NstUnitProgram prog("toto");
NstUnitList dummy;
cunit.units.push_back(&prog);
dummy.push_back(&prog);
cout << prog.in_list(); // Return NULL
prog.attach_to_list(cunit.units);
cout << prog.in_list(); // Return &cunit.units
```

- **void remove_from_list()**
Removes an unit from a list. Note that this method does not remove actually the unit from the list it is in, it just tells to the unit that it is not in the list anymore, so be careful! Example:

```
cunit.units.pop_back();
cout << prog.in_list(); // Return &cunit.units
prog.remove_from_list();
cout << prog.in_list(); // Return NULL
// prog is still in the list dummy
```

```
class NstUnitModule : public NstUnit
```

```
int type() const
NstUnitModule* isNstUnitModule()
```

```
NstUnitModule(NstIdentifier& id)
```

A module (Fortran 90) is an unit of compilation that contains variable declarations, new types, subroutines, functions.

- **int type() const**
Returns the type NST_UNIT_MODULE.
- **NstUnitModule* isNstUnitModule()**
Return this.
- **NstUnitModule(NstIdentifier& id)**
Creates a new instance of this class, a module named id. A new NstObjectBaseProcedure object is created and associated to it.

class NstUnitBlockData : public NstUnit

int type() const
NstUnitBlockData* isNstUnitBlockData()

NstUnitBlockData(NstIdentifier& id)

Corresponds to a block data program unit. The use of modules should makes the use of block data program units unnecessary.

- **int type() const**
Returns the type NST_UNIT_BLOCK_DATA.
- **NstUnitBlockData* isNstUnitBlockData*()**
Return this.
- **NstUnitBlockData(NstIdentifier& id)**
Creates a new instance of this class, a block data named id. A new NstObjectBaseProcedure object is created and associated to it.

class NstUnitProgram : public NstUnit

int type() const
NstUnitProgram* isNstUnitProgram()

NstUnitProgram (NstIdentifier& id)
NstStatementList statements

This class permits to represent fortran programs.

- **int type() const**
Returns the type NST_UNIT_PROGRAM.
- **NstUnitProgram* isNstUnitProgram()**
Return this.
- **NstUnitProgram(NstIdentifier& id)**
Creates a new instance of this class, a program named id. A new NstObjectBaseProcedure object is created and associated to it.
- **NstStatementList statements**
This attribute contains the list of statements of the program. The list representation allows to easily add, remove, or reorder statements.

```
class NstUnitSubroutine : public NstUnit
```

```
int type() const
NstUnitSubroutine* isNstUnitSubroutine*()

NstUnitSubroutine(NstIdentifier& id)
NstUnitSubroutine(NstIdentifier& id, NstUnit& obp)

const NstDeclarationList& formals()const
NstStatementList statements
bool is_recursive
bool is_pure
```

This class permits to represent fortran subroutines.

- **int type() const**
Returns the type NST_UNIT_SUBROUTINE.
- **NstUnitSubroutine* isNstUnitSubroutine()**
Return this.
- **NstUnitSubroutine(NstIdentifier& id)**
Creates a new instance of this class, a subroutine named id. A new `NstObjectBaseProcedure` object is created and associated to it.
- **NstUnitSubroutine(NstIdentifier& id, NstUnit& obp)**
Creates a new instance of this class, a subroutine named id. A new `NstObjectBaseProcedure` object is created and associated to it. The subroutine is added to the internals of the unit `obp` and declared in its symbol table.
- **const NstDeclarationList& formals()const**
Returns the formal parameters of the subroutine. See the class `NstDeclarationVarParam` for declaring a new parameter.
- **NstStatementList statements**
This attribute contains the list of statements of the subroutine. The list representation allows to easily add, remove, or reorder statements.
- **bool is_recursive**
Tells if the subroutine is recursive or not.
- **bool is_pure**
Tells if the subroutine is pure or not.

```
class NstUnitFunction : public NstUnit
```

```

int type() const
NstUnitFunction* isNstUnitFunction*()

NstUnitFunction(NstIdentifier& id, NstType& tp)
NstUnitFunction(NstIdentifier& id, NstType& tp, NstUnit& obp)
const NstDeclarationList& formals()const
NstStatementList statements
int is_recursive
int is_pure
NstVariableUsed* result_id() const
NstType* function_type() const

```

This class represents fortran functions.

- **int type() const**
Returns the type `NST_UNIT_FUNCTION`.
- **NstUnitFunction* isNstUnitFunction()**
Return this.
- **NstUnitFunction(NstIdentifier& id, NstType& tp)**
Creates a new instance of this class, a function of type `tp` named `id`. A new `NstObjectBaseProcedure` object is created and associated to it. A new variable is created in the function that is the return result of the function. This new variable is only included in the symbol table of the function and has the type of the function. The name of this variable is `id_result_d`, where `d` is an unique number.
- **NstUnitFunction(NstIdentifier& id, NstType& tp, NstUnit& obp)**
Creates a new instance of this class, a function of type `tp` named `id`. A new `NstObjectBaseProcedure` object is created and associated to it. The function is added to the internals of the unit `obp` and declared in its symbol table. A new variable is created in the function that is the return result of the function. This new variable is only included in the symbol table of the function and has the type of the function. The name of this variable is `id_result_d`, where `d` is an unique number.
- **const NstDeclarationList& formals()const**
Returns the formal parameters of the function. See the class `NstDeclarationVarParam` for declaring a new parameter.
- **NstStatementList statements**
This attribute contains the list of statements of the function. The list representation allows to easily add, remove, or reorder statements.
- **bool is_recursive**
Tells if the function is recursive or not.
- **bool is_pure**
Tells if the function is pure or not.
- **NstVariableUsed* result_id() const**
Returns the variable used for returning the result of the function.
- **NstType* function_type() const**
Returns the type of the function.

This example creates a new real function that returns 3:

```

% cat test_fct.cc
# include <libnstbase.H>
int main(int ac, char **av)
{
    NstIdentifier tutu ("toto");
    NstInteger three = 3;
    // New function
    NstUnitFunction stoto(tutu, nst_real_type);
    // New statement
    NstSimpleAssign sa(*stoto.result_id(), three);
    NstStatementBasic sb(sa);
    stoto.statements.push_back(&sb);
    cout << stoto;
}
% test_fct
    real*4 function toto() result (toto_result_0)
    toto_result_0 = 3
    end function TOTO

```

This example replaces the name of the first internal of a program by `new_id`:

```

% cat test_nameunit.cc
# include <libnstbase.H>
int main(int ac, char **av)
{
    if (ac < 2) return -1;
    NstComputationUnit program(av[1]);
    NstUnit* first_unit = program.units.front();
    NstUnitProgram* prg = first_unit->isNstUnitProgram();
    if (!prg) return -1;
    NstUnit* unit = prg->internals().front();
    NstIdentifier* unit_name = unit->name();
    unit_name->id_string("new_id");
    cout << program;
}
% cat units.f
    program main
    call toto()
    contains
    subroutine toto ()
    a = 3
    end subroutine toto
    end program main
% test_nameunit units.f
    program main
    call new_id()
    contains
    subroutine new_id ()
    a = 3
    end subroutine new_id
    end program main

```

This exemple prints the declarations of a program:

```

% cat test_declarations.cc

```

```

# include <libnstbase.H>
int main(int ac, char **av)
{
    if (ac < 2) return -1;
    NstComputationUnit program(av[1]);
    NstUnit* first_unit = program.units.front();
    cout << first_unit->declarations();
}
% cat exe.f
PROGRAM tot
integer NBLOCK, IBLOCK, ILOC
integer PPTR(1:100),IBLEN(1:100)
real XPLUS(1:100), XDPLUS(1:100)
real X(1:100), XD(1:100), XDD(1:100)
real DELTAT
integer big_text (1:11,1:23,1:34)
do IBLOCK = 1, NBLOCK
    ILOC = PPTR(IBLOCK)
    do I = 1, IBLEN(IBLOCK)
        XDPLUS(ILOC+I-1) = XD(ILOC+I-1) + .1*DELTAT * XDD(ILOC+I-1)
        XPLUS(ILOC+I-1) = X(ILOC+I-1) + DELTAT * XDPLUS(ILOC+I-1)
    enddo
enddo
enddo
end
% test_declarations exe.f
integer*4 NBLOCK
integer*4 IBLOCK
integer*4 ILOC
integer*4 PPTR (1:100)
integer*4 IBLEN (1:100)
real*4 XPLUS (1:100)
real*4 XDPLUS (1:100)
real*4 X (1:100)
real*4 XD (1:100)
real*4 XDD (1:100)
real*4 DELTAT
integer*4 BIG_TEXT (1:11,1:23,1:34)

```

This example creates a new subroutine and declares three arrays into it:

```

% cat test_sub.cc
# include <libnstbase.H>
int main(int ac, char **av)
{
    // Identifiers
    NstIdentifier s_id ("dummy");
    NstIdentifier a_id = "a";
    NstIdentifier b_id = "b";
    NstIdentifier c_id = "c";
    // New Shape
    NstShape shape (100);
    // New array type
    NstTypeArray ar_type (nst_real_type);
    ar_type.shapes.push_back(&shape);
}

```

```

    ar_type.shapes.push_back(&shape);
    // New subroutine
    NstUnitSubroutine subr(s_id);
    // Array declaration
    NstDeclarationVariable a_decl(subr, a_id, ar_type);
    NstDeclarationVariable b_decl(subr, b_id, ar_type);
    NstDeclarationVariable c_decl(subr, c_id, ar_type);
    // Unparsing
    cout << subr;
}
% test_sub
    subroutine dummy()
    real*4 a (1:100,1:100)
    real*4 b (1:100,1:100)
    real*4 c (1:100,1:100)
    end subroutine dummy

```

```

class NstUnitList : public list<NstUnit*>, public NstTree

```

```

NstTree* isNstList()
int type() const

```

```

NstUnitList()

```

```

NstUnit* search(NstIdentifier& id) const
NstUnit* rsearch(NstIdentifier& id) const
NstUnit* search(const char* id) const
NstComputationUnit* in_computation_unit() const
NstUnit* in_unit() const

```

```

void copy(const NstUnitList& s)

```

This class represents a list of units (an unit is a function, a program, a subroutine, a module, etc...). The class `list` is the doubly linked list of the Standard Template Library (STL).

- **NstTree* isNstList()**
Returns this.
- **int type() const**
Returns the type `NST_UNIT_LIST`.
- **NstUnitList()**
Creates a new instance of this class, an empty list.
- **NstUnit* search(NstIdentifier& id) const**
Searchs in the list the unit with the name `id`. Returns `NULL` if the unit is not found.
- **NstUnit* rsearch(NstIdentifier& id) const**
Searchs recursively in the list the unit with the name `id`. Returns `NULL` if the unit is not found.
- **NstUnit* search(const char* id) const**
Searchs in the list the unit with the name `id`. Returns `NULL` if the unit is not found.
- **NstComputationUnit* in_computation_unit() const**
Returns the `NstComputationUnit` object if the list is an attribute of it. Returns `NULL` elsewhere.

- **NstUnit* in_unit() const**
Returns the **NstUnit** object the list is in. Returns **NULL** if the list is not in an unit.
- **void copy(const NstUnitList& s)**
Copies all units of the list **s** into this list. Each unit of the list **s** is attached to the current list: the units of **s** must not be attached to any list.

3.5 Declarations

```
class NstDeclaration : public NstTree
```

```
NstDeclaration* isNstDeclaration()  
virtual NstDeclarationVariable* isNstDeclarationVariable()  
virtual NstDeclarationTemplate* isNstDeclarationTemplate()  
virtual NstDeclarationProcessors* isNstDeclarationProcessors()  
virtual NstDeclarationDistribute* isNstDeclarationDistribute()  
virtual NstDeclarationAlign* isNstDeclarationAlign()  
virtual NstDeclarationImplicit* isNstDeclarationImplicit()  
virtual NstDeclarationFormat* isNstDeclarationFormat()  
virtual NstDeclarationDynamic* isNstDeclarationDynamic()  
virtual NstDeclarationVarParam* isNstDeclarationVarParam()  
virtual NstDeclarationExternal* isNstDeclarationExternal()  
virtual NstDeclarationIntrinsic* isNstDeclarationIntrinsic()  
NstIdentifier* name() const  
NstObject* object() const  
int line
```

This class is the base class for declarations and contains common information for all declarations. Each declaration is associated with a `Nstobject` object that contains information about the entity declared.

- `NstDeclaration* isNstDeclaration()`
Returns this.
- `virtual NstDeclarationVariable* isNstDeclarationVariable()`
Return NULL.
- `virtual NstDeclarationTemplate* isNstDeclarationTemplate()`
Return NULL.
- `virtual NstDeclarationProcessors* isNstDeclarationProcessors()`
Return NULL.
- `virtual NstDeclarationDistribute* isNstDeclarationDistribute()`
Return NULL.
- `virtual NstDeclarationAlign* isNstDeclarationAlign()`
Return NULL.
- `virtual NstDeclarationImplicit* isNstDeclarationImplicit()`
Return NULL.
- `virtual NstDeclarationFormat* isNstDeclarationFormat()`
Return NULL.
- `virtual NstDeclarationDynamic* isNstDeclarationDynamic()`
Return NULL.
- `virtual NstDeclarationVarParam* isNstDeclarationVarParam()`
Return NULL.

- **virtual NstDeclarationExternal* isNstDeclarationExternal()**
Return NULL.
- **virtual NstDeclarationIntrinsic* isNstDeclarationIntrinsic()**
Return NULL.
- **NstIdentifier* name() const**
Returns the name of the entity declared. The identifier is not stored in the object but in the **NstObject** associated with the declaration. This identifier can be null if the declaration has no name.
- **NstObject* object() const**
Return the **NstObject** object associated with the declaration. This method can return NULL if there is no object created with this kind of declaration. For instance, this field will return NULL in the case of a **NstDeclarationImplicit**.
- **int line**
Store the line number of a parsed declaration.

```
class NstDeclarationVariable : public NstDeclaration
```

```
int type() const
NstDeclarationVariable* isNstDeclarationVariable()

NstDeclarationVariable(NstUnit& bm, NstIdentifier& i, NstType& t)

NstType* declaration_type() const
NstType* declaration_type(NstType& new_type)
NstObjectVariable* object() const
```

This class permits to declare a new variable inside an unit. It creates a new object in the table of symbols of the unit and insert the declaration into the declaration list.

- **int type() const**
Returns the type **NST_DECLARATION_VARIABLE**.
- **NstDeclarationVariable* isNstDeclarationVariable()**
Returns this.
- **NstDeclarationVariable(NstUnit& bm, NstIdentifier& i, NstType& t)**
Creates a new instance of this class. Declares a new variable of type **t** with identifier **i** into the unit **bm**. This object is added to the list of declarations of the unit **bm**. A new **NstObjectVariable** object is created and stored in the symbol table of the unit **bm**. If there is already an entity declared in the unit **bm** with the identifier **i**, an error is generated.
- **NstType* declaration_type() const**
Returns the type of the variable declared.
- **NstType* declaration_type(NstType& new_type)**
Replaces the type of the variable declared by **new_type** and returns the old one.
- **NstObjectVariable* object() const**
Returns the **NstObjectVariable** object associated to the variable. This is a cast of the object returned by the method **object()** of the class **NstDeclaration**.

This example creates two variables in an unit:

```
% cat test_dv.cc
# include <libnstbase.H>
int main()
{
  NstIdentifier a ("a");
  NstIdentifier b ("b");
  NstIdentifier subr ("subr");
  NstUnitSubroutine subroutine(subr);
  NstDeclarationVariable av(subroutine, a, nst_integer_type);
  NstDeclarationVariable bv(subroutine, b, nst_complex_type);
  cout << "These two declarations:\n";
  cout << av << endl;
  cout << bv << endl;
  cout << "Are declared in subroutine " << *subroutine.name() << ":" << endl;
  cout << subroutine;
}
% test_dv
hese two declarations:
    integer*4 a
    complex*8 b
Are declared in subroutine subr:
    subroutine subr()
    integer*4 a
    complex*8 b
    end subroutine subr
```

```
class NstDeclarationImplicit : public NstDeclaration
```

```
int type() const
NstDeclarationImplicit* isNstDeclarationImplicit()

NstDeclarationImplicit(NstUnit& bm)

NstType* implicit_type() const
NstType* implicit_type(NstType& new_type)
char first_letter
char last_letter
```

This class permits to defines how the variables must be implicitly typed (IMPLICIT declaration). It inserts the declaration into the beginning of the declaration list of the unit.

- **int type() const**
Returns the type NST_DECLARATION_IMPLICIT.
- **NstDeclarationImplicit* isNstDeclarationImplicit()**
Returns this.
- **NstDeclarationImplicit(NstUnit& bm)**
Creates a new instance of this class. Creates an IMPLICIT NONE declaration into the unit **bm**. The method **NstObject* object()** will return NULL because no definition is associated with this declaration.

- **NstType* implicit_type() const**
Returns the type of the implicit declaration.
- **NstType* implicit_type(NstType& new_type)**
Replaces the type of the implicit by `new_type` and returns the old one.
- **char first_letter**
The first letter of the range defined in the implicit declaration.
- **char last_letter**
The last letter of the range defined in the implicit declaration. The variables that have their first letter between `first_letter` and `last_letter` will have the implicit type defined.

This example creates an `implicit none` declaration in an unit:

```
% cat test_impl.cc
# include <libnstbase.H>
int main()
{
  NstIdentifier subr ("subr");
  NstUnitSubroutine subroutine(subr);
  NstDeclarationImplicit impl(subroutine);
  cout << subroutine;
}
% test_impl
  subroutine subr()
  implicit none
  end subroutine subr
```

```
class NstDeclarationFormat : public NstDeclaration
```

```
  int type() const
  NstDeclarationFormat* isNstDeclarationFormat()

  NstParameterList formats
  int label
```

This class permits to declare a `FORMAT` pattern. This instruction is considered as obsolete in Fortran 90. It specifies a format with a label that can be used in I/O operations.

- **int type() const**
Returns `NST_DECLARATION_FORMAT`.
- **NstDeclarationFormat* isNstDeclarationFormat()**
Return this.
- **NstParameterList formats**
The list of formats.
- **int label**
The label associated with the format that can be used in an IO operation.

```
class NstDeclarationVarParam : public NstDeclaration
```

```

int type() const
NstDeclarationFormat* isNstDeclarationFormat()

NstDeclarationVarParam(NstUnit& bm, NstIdentifier& i, NstType& t)

NstObjectVariable* object() const

```

This class permits the declaration of a formal parameter of a function or subroutine.

- **int type() const**
Returns the type `NST_DECLARATION_VAR_PARAM`.
- **NstDeclarationVarParam* isNstDeclarationVarParam()**
Returns this.
- **NstDeclarationVarParam(NstUnit& bm, NstIdentifier& i, NstType& t)**
Creates a new instance of this class. Declares a new variable of type `t` with identifier `i` into the unit `bm`. This object is added to the list of declarations of the unit `bm` and the identifier is added to the list of the formal parameters of the unit. The unit must be a `NstUnitFunction` object or a `NstUnitSubroutine` object. A new `NstObjectVariable` object is created and stored in the symbol table of the unit `bm`. If there is already an entity declared in the unit `bm` with the identifier `i`, an error is generated.
- **NstObjectVariable* object() const**
Returns the `NstObjectVariable` object associated to the variable. This is a cast of the object returned by the method `object()` of the class `NstDeclaration`.

This example creates a new formal parameter in a subroutine:

```

% cat test_varparam.cc
# include <libnstbase.H>
int main(int ac, char **av)
{
    NstIdentifier tutu ("toto");
    NstIdentifier n_id ("N");
    // New Subroutine
    NstUnitSubroutine stoto(tutu);
    // Declare new formal parameter in subroutine
    NstDeclarationVarParam dv(stoto, n_id, nst_integer_type);
    cout << stoto;
}
% test_varparam
    subroutine toto(N)
    integer*4 N
    end subroutine toto

```

```

class NstDeclarationTemplate : public NstDeclaration

```

```

int type() const
NstDeclarationTemplate* isNstDeclarationTemplate()

NstDeclarationTemplate(NstUnit& bm, NstIdentifier& i)

NstShapeList dimensions
NstObjectTemplate* object() const

```

This class defines the HPF declaration of a template (`TEMPLATE t`).

- `int type() const`
Returns the type `NST_DECLARATION_TEMPLATE`.
- `NstDeclarationTemplate* isNstDeclarationTemplate()`
Returns this.
- `NstDeclarationTemplate(NstUnit& bm, NstIdentifier& i)`
Creates a new instance of this class. Declares a new template with identifier `i` into the unit `bm`. This object is added to the list of declarations of the unit `bm`. A new `NstObjectTemplate` object is created and stored in the symbol table of the unit `bm`. If there is already an entity declared in the unit `bm` with the identifier `i`, an error is generated.
- `NstShapeList dimensions`
Stores the shape of the template.
- `NstObjectTemplate* object() const`
Returns the `NstObjectTemplate` object associated with the declaration. This is a cast of the object returned by the method `object()` of the class `NstDeclaration`.

This example creates two templates in a program, one with one dimension and one with two dimensions:

```
% cat test_template.cc
# include <libnstbase.H>
int main()
{
  NstIdentifier t1 = "T1";
  NstIdentifier t2 = "T2";
  NstIdentifier pg = "temp";
  NstUnitProgram program(pg);
  NstDeclarationTemplate t1d(program, t1);
  NstDeclarationTemplate t2d(program, t2);
  NstShape one_hundred (100);
  t1d.dimensions.push_back(&one_hundred);
  t2d.dimensions.push_back(&one_hundred);
  t2d.dimensions.push_back(&one_hundred);
  cout << program;
}
% test_template
  program TEMP
!HPF$ TEMPLATE T1 (1:100)
!HPF$ TEMPLATE T2 (1:100,1:100)
  end program TEMP
```

```
class NstDeclarationProcessors : public NstDeclaration
```

```
int type() const
NstDeclarationTemplate* isNstDeclarationTemplate()

NstDeclarationProcessors(NstUnit& bm, NstIdentifier& i)

NstShapeList dimensions
NstObjectTopology* object() const
```

This class defines the HPF declaration of a topology (PROCESSORS)

- **int type() const**
Returns the type NST_DECLARATION_PROCESSORS.
- **NstDeclarationTopology* isNstDeclarationTopology()**
Returns this.
- **NstDeclarationProcessors(NstUnit& bm, NstIdentifier& i)**
Creates a new instance of this class. Declares a new topology with identifier *i* into the unit **bm**. This object is added to the list of declarations of the unit **bm**. A new **NstObjectTopology** object is created and stored in the symbol table of the unit **bm**. If there is already an entity declared in the unit **bm** with the identifier *i*, an error is generated.
- **NstShapeList dimensions**
Stores the shape of the topology.
- **NstObjectTopology* object() const**
Returns the **NstObjectTopology** object associated with the declaration. This is a cast of the object returned by the method **object()** of the class **NstDeclaration**.

class NstDeclarationDistribute : public NstDeclaration

```
int type() const
NstDeclarationDistribute* isNstDeclarationDistribute()

NstDeclarationDistribute(NstUnit& u, NstObject& o, NstDistSpec& d, NstProcessor& p)

NstDistSpec* distribution() const
NstDistSpec* distribution(NstDistSpec& new_distribution)
NstProcessor* target() const
NstProcessor* target(NstProcessor& new_target)
```

This class describes the HPF specification of a distribution (DISTRIBUTE).

- **int type() const**
Returns the type NST_DECLARATION_DISTRIBUTE.
- **NstDeclarationDistribute* isNstDeclarationDistribute()**
Returns this.
- **NstDeclarationDistribute(NstUnit& u, NstObject& o, NstDistSpec& d, NstProcessor& p)**
Creates a new instance of this class. This object is inserted into the list of declarations of the unit **u** and into the object **o**, that must represent a variable or a template. The distribution is specified by **d** and the target by **p**.
- **NstDistSpec* distribution() const**
Returns the specification of the distribution.
- **NstDistSpec* distribution(NstDistSpec& new_distribution)**
Replaces the specification of the distribution by **new_distribution** and returns the old one.
- **NstProcessor* target() const**
Returns the target of the distribution.

- `NstProcessor* target(NstProcessor& new_target)`

Replaces the target of the distribution by `new_target` and returns the old one.

This example distributes a template:

```
% cat test_distribute.cc
# include <libnstbase.H>
int main()
{
    // New program
    NstIdentifier pg = "temp";
    NstUnitProgram program(pg);
    // Declare a template
    NstIdentifier t1 = "T1";
    NstShape one_hundred (100);
    NstDeclarationTemplate t1d(program, t1);
    t1d.dimensions.push_back(&one_hundred);
    // Distribute the template
    NstDistSpec dspec(NST_DIST_SPEC_NODE, FALSE);
    NstDistFormat fblock(NST_DIST_FORMAT_ANY_BLOCK);
    dspec.mapping.push_back(&fblock);
    NstProcessor pd;
    NstDeclarationDistribute dd(program, *t1d.object(), dspec, pd);
    // Creates a new variable
    NstIdentifier aid = "a";
    NstTypeArray at(nst_real_type);
    at.shapes = t1d.dimensions;
    NstDeclarationVariable a(program, aid, at);
    // Creates a new alignment
    NstAlignSpec als(*t1d.object());
    NstDeclarationAlign align(program, *a.object(), als);
    // Unparse
    cout << program;
}
% test_distribute
    program temp
!HPF$ TEMPLATE T1 (1:100)
!HPF$ DISTRIBUTE T1 (BLOCK)
    real*4 a (1:100)
!HPF$ ALIGN a WITH T1
    end program temp
```

```
class NstDeclarationAlign : public NstDeclaration
```

```
int type() const
```

```
NstDeclarationAlign* isNstDeclarationAlign()
```

```
NstDeclarationAlign(NstUnit& u, NstObject& o, NstAlignSpec& as)
```

```
NstExpressionList source
```

```
NstAlignSpec* target() const
```

```
NstAlignSpec* target(NstAlignSpec& new_target)
```

This class describes the HPF specification of an alignment (`ALIGN`).

- **int type() const**
Returns the type `NST_DECLARATION_ALIGN`.
- **NstDeclarationAlign* isNstDeclarationAlign()**
Returns this.
- **NstDeclarationAlign(NstUnit& u, NstObject& o, NstAlignSpec& as)**
Creates a new instance of this class. This object is inserted into the list of declarations of the unit `u` and into the object `o`, that must represent a variable or a template. The alignment is specified by `as`.
- **NstExpressionList source**
Store the alignment of the source. To create a **NstVariableUsed** for an alignment, one must create a dummy **NstObjectVariable**. This can be done like this: imagine we want to create the alignment:

```
!HPF$ ALIGN A(I,J) WITH B(I+1,J)
```

We need two objects for I and J. They can be created like this:

```
NstIdentifier i_id ("I");
NstIdentifier j_id ("J");
NstObjectVariable i_obj (i_id);
NstObjectVariable j_obj (j_id);
NstVariableUsed i_var(i_obj);
NstVariableUsed j_var(j_obj);
```

- **NstAlignSpec* target() const**
Returns the target of the alignment.
- **NstAlignSpec* target(NstAlignSpec& new_target)**
Replaces the target of the alignment by `new_target` and returns the old one.

```
class NstDeclarationDynamic : public NstDeclaration
```

```
int type() const
NstDeclarationDynamic* isNstDeclarationDynamic()

NstDeclarationDynamic(NstUnit& u, NstObject& o)
```

This class describes the HPF declaration `DYNAMIC`.

- **int type() const**
Returns the type `NST_DECLARATION_DYNAMIC`.
- **NstDeclarationDynamic* isNstDeclarationDynamic()**
Returns this.
- **NstDeclarationDynamic(NstUnit& u, NstObject& o)**
Creates a new instance of this class that is inserted into the unit `u`. Declares the object `o` as being dynamic: it can be realigned or redistributed.

```
class NstDeclarationParameter : public NstDeclaration
```

```
int type() const
NstDeclarationParameter* isNstDeclarationParameter()
```

```
NstDeclarationParameter(NstUnit& u, NstIdentifier& i, NstType& t, NstExpression& e)
```

```
NstExpression* value() const
NstExpression* value(NstExpression& new_value)
NstObjectVariable* object() const
```

This class describes the declaration of a parameter.

- **int type() const**
Returns the type `NST_DECLARATION_DYNAMIC`.
- **NstDeclarationParameter* isNstDeclarationParameter()**
Returns this.
- **NstDeclarationParameter(NstUnit& u, NstIdentifier& i, NstType& t, NstExpression& e)**
Creates a new instance of this class that is inserted into the list of declarations of the unit `u`. Declares a parameter of identifier `i` with the type `t` and with value `e` (this expression is stored in the `NstVarDescParameter` object contained in the `NstObjectVariable` object associated with the parameter). A new `NstObjectVariable` object is created and stored in the symbol table of the unit `u`. If there is already an entity declared in the unit `u` with the identifier `i`, an error is generated.
- **NstExpression* value() const**
Returns the value of the parameter.
- **NstExpression* value(NstExpression& new_value)**
Replaces the value of the parameter by `new_value` and returns the old one.
- **NstObjectVariable* object() const**
Returns the `NstObjectVariable` object associated to the parameter. This is a cast of the object returned by the method `object()` of the class `NstDeclaration`.

This example declares a parameter:

```
% cat test_param.cc
# include <libnstbase.H>
int main(int ac, char **av)
{
    NstIdentifier n_id ("N");
    NstIdentifier p_id ("PROG");
    NstInteger m = 1000;
    // New Subroutine
    NstUnitSubroutine stoto(p_id);
    // Declare new parameter in subroutine
    NstDeclarationParameter dv(stoto, n_id, nst_integer_type, m);
    cout << stoto;
}
% test_param
    subroutine PROG()
        integer*4 N
        PARAMETER (N = 1000)
    end subroutine PROG
```

```
class NstDeclarationExternal : public NstDeclaration
```

```
int type() const  
NstDeclarationExternal* isNstDeclarationExternal()
```

```
NstDeclarationExternal(NstUnit& u, NstObject& o)
```

This class is used to declare an external subroutine.

- **int type() const**
Returns the type `NST_DECLARATION_EXTERNAL`.
- **NstDeclarationExternal* isNstDeclarationExternal()**
Returns this.
- **NstDeclarationExternal(NstUnit& u, NstObject& o)**
Creates a new instance of this class, an external declaration of the object `o` into the list of declarations of `u`.

```
class NstDeclarationIntrinsic : public NstDeclaration
```

```
int type() const  
NstDeclarationIntrinsic* isNstDeclarationIntrinsic()
```

```
NstDeclarationIntrinsic(NstUnit& u, NstObject& o)
```

This class is used to declare an intrinsic subroutine.

- **int type() const**
Returns the type `NST_DECLARATION_INTRINSIC`.
- **NstDeclarationIntrinsic* isNstDeclarationIntrinsic()**
Returns this.
- **NstDeclarationIntrinsic(NstUnit& u, NstObject& o)**
Creates a new instance of this class, an intrinsic declaration of the object `o` into the list of declarations of `u`.

```
class NstDeclarationList : public list<NstDeclaration*>, public NstTree
```

```
NstTree* isNstList()  
int type() const
```

```
NstDeclarationList()
```

```
NstDeclaration* search(NstIdentifier& id) const  
NstDeclaration* search(const char* id) const  
NstUnit* in_unit() const
```

This class represents a list of declarations.

- **NstTree* isNstList()**
Returns this.
- **int type() const**
Returns the type NST_DECLARATION_LIST.
- **NstDeclarationList()**
Creates a new instance of this class, an empty list.
- **NstDeclaration* search(NstIdentifier& id) const**
Searchs in the list the declaration with the name *id*. Returns NULL if the declaration is not found.
- **NstDeclaration* search(const char* id) const**
Searchs in the list the declaration with the name *id*. Returns NULL if the declaration is not found.
- **NstUnit* in_unit() const**
Returns the **NstUnit** object the list is in. Returns NULL if the list is not in an unit.

3.6 Types

```
class NstType : public NstTree
```

```
NstType* isNstType()  
virtual NstTypeDummy* isNstTypeDummy()  
virtual NstTypeInteger* isNstTypeInteger()  
virtual NstTypeReal* isNstTypeReal()  
virtual NstTypeComplex* isNstTypeComplex()  
virtual NstTypeBoolean* isNstTypeBoolean()  
virtual NstTypeArray* isNstTypeArray()  
virtual NstTypeString* isNstTypeString()  
virtual NstTypePointer* isNstTypePointer()
```

This class is the base class for representing fortran types.

- **NstType* isNstType()**
Returns this.
- **virtual NstTypeDummy* isNstTypeDummy()**
Returns NULL.
- **virtual NstTypeInteger* isNstTypeInteger()**
Returns NULL.
- **virtual NstTypeReal* isNstTypeReal()**
Returns NULL.
- **virtual NstTypeComplex* isNstTypeComplex()**
Returns NULL.
- **virtual NstTypeBoolean* isNstTypeBoolean()**
Returns NULL.
- **virtual NstTypeArray* isNstTypeArray()**
Returns NULL.
- **virtual NstTypeString* isNstTypeString()**
Returns NULL.
- **virtual NstTypePointer* isNstTypePointer()**
Returns NULL.

```
class NstTypeDummy : public NstType
```

```
int type() const  
NstTypeDummy* isNstTypeDummy()
```

```
NstTypeDummy()
```

This class represents a dummy type (no type).

- **int type() const**
Returns the type NST_TYPE_DUMMY.
- **NstTypeDummy* isNstTypeDummy()**
Returns this object.
- **NstTypeDummy()**
Creates a new instance of this class.

class NstTypeBase : public NstType

NstExpression* size() const
NstExpression* size(NstExpression& new_size)

This is the base class for representing simple types that have a size: integers, reals, etc..

- **NstExpression* size() const**
Returns the size of the type.
- **NstExpression* size(NstExpression& new_size)**
Replaces the size of the type by `new_size` and returns the old one.

class NstTypeInteger : public NstTypeBase

int type() const
NstTypeInteger* isNstTypeInteger()

NstTypeInteger()
NstTypeInteger(NstExpression& t_size)

This class describes the type INTEGER. There is a global predefined object

NstTypeInteger nst_integer_type

that can be used instead of defining a new type. New objects for types should be created only if you want to create a type with a different size.

- **int type() const**
Returns the type NST_TYPE_INTEGER.
- **NstTypeInteger* isNstTypeInteger()**
Returns this object.
- **NstTypeInteger()**
Creates a new instance of this class, a type with the default size (`sizeof (int)`).
- **NstTypeInteger(NstExpression& t_size)**
Creates a new instance of this class, a type with size `t_size`.

class NstTypeReal : public NstTypeBase

```
int type() const
NstTypeReal* isNstTypeReal()
```

```
NstTypeReal()
NstTypeReal(NstExpression& t_size)
```

This class describes the type REAL. There is a global predefined type

NstTypeReal nst_real_type

that can be used instead of defining a new type. New objects for types should be created only if you want to create a type with a different size.

- **int type() const**
Returns the type NST_TYPE_REAL.
 - **NstTypeReal* isNstTypeReal()**
Returns this object.
 - **NstTypeReal()**
Creates a new instance of this class, a type with the default size (`sizeof (float)`).
 - **NstTypeReal(NstExpression& t_size)**
Creates a new instance of this class, a type with size `t_size`.
-

```
class NstTypeComplex : public NstTypeBase
```

```
int type() const
NstTypeComplex* isNstTypeComplex()

NstTypeComplex()
NstTypeComplex(NstExpression& t_size)
```

This class describes the type COMPLEX. There is a global predefined type

NstTypeComplex nst_complex_type

that can be used instead of defining a new type. New objects for types should be created only if you want to create a type with a different size.

- **int type() const**
Returns the type NST_TYPE_COMPLEX.
 - **NstTypeComplex* isNstTypeComplex()**
Returns this object.
 - **NstTypeComplex()**
Creates a new instance of this class, a type with the default size (`2*sizeof (float)`).
 - **NstTypeComplex(NstExpression& t_size)**
Creates a new instance of this class, a type with size `t_size`.
-

```
class NstTypeBoolean : public NstTypeBase
```

```
int type() const
NstTypeBoolean* isNstTypeBoolean()

NstTypeBoolean()
NstTypeBoolean(NstExpression& t_size)
```

This class describes the type LOGICAL. There is a global predefined type

```
NstTypeBoolean nst_boolean_type
```

that can be used instead of defining a new type. New objects for types should be created only if you want to create a type with a different size.

- **int type() const**
Returns the type NST_TYPE_BOOLEAN.
 - **NstTypeBoolean* isNstTypeBoolean()**
Returns this object.
 - **NstTypeBoolean()**
Creates a new instance of this class, a type with the default size (`sizeof (int)`).
 - **NstTypeBoolean(NstExpression& t_size)**
Creates a new instance of this class, a type with size `t_size`.
-

```
class NstTypeString : public NstTypeBase
```

```
int type() const
NstTypeString* isNstTypeString()

NstTypeString()
NstTypeString(NstExpression& t_size)
```

This class describes the type CHARACTER.

- **int type() const**
Returns the type NST_TYPE_STRING.
 - **NstTypeString* isNstTypeString()**
Returns this object.
 - **NstTypeString()**
Creates a new instance of this class, a type with the default size (-1).
 - **NstTypeString(NstExpression& t_size)**
Creates a new instance of this class, a type with size `t_size`.
-

```
class NstTypeArray : public NstType
```

```

int type() const
NstTypeArray* isNstTypeArray()

NstTypeArray(NstType& a_type)

NstType* array_type() const
NstType* array_type(NstType& new_type)
NstShapeList shapes

```

This class describes array types.

- **int type() const**
Returns the type NST_TYPE_ARRAY.
- **NstTypeArray* isNstTypeArray()**
Returns this object.
- **NstTypeArray(NstType& a_type)**
Creates a new instance of this class, an array of type **a_type**.
- **NstType* array_type() const**
Returns the type of the array.
- **NstType* array_type(NstType& new_type)**
Replaces the type of the array by **new_type** and returns the old one.
- **NstShapeList shapes**
Stores the shape of the array.

This is an example of the declaration of a two-dimensional array in a subroutine:

```

% cat test_tarray.cc
# include <libnstbase.H>
int main(int ac, char **av)
{
    // Identifiers
    NstIdentifier s_id = "DUMMY";
    NstIdentifier a_id = "A";
    // New Shape
    NstShape shape (100);
    // New array type
    NstTypeArray ar_type (nst_real_type);
    ar_type.shapes.push_back(&shape);
    // New subroutine
    NstUnitSubroutine subr(s_id);
    // Array declaration
    NstDeclarationVariable a_decl(subr, a_id, ar_type);
    // Unparsing
    cout << subr;
}
% test_tarray
    subroutine DUMMY()
    real*4 A (1:100,1:100)
    end subroutine DUMMY

```

```
class NstTypePointer : public NstType
```

```
int type() const  
NstTypePointer* isNstTypePointer()  
  
NstTypePointer(NstType& a_type)  
NstType* pointer_type() const  
NstType* pointer_type(NstType& new_type)
```

This class describes pointer types.

- **int type() const**
Returns the type `NST_TYPE_POINTER`.
- **NstTypePointer* isNstTypePointer()**
Returns this object.
- **NstTypePointer(NstType& a_type)**
Creates a new instance of this class, a pointer of type `a_type`.
- **NstType* pointer_type() const**
Returns the type of the pointer.
- **NstType* pointer_type(NstType& new_type)**
Replaces the type of the pointer by `new_type` and returns the old one.

3.7 Shapes: arrays, templates, etc.

```
class NstShape : public NstTree
```

```
int type() const
NstShape* isNstShape()

NstShape()
NstShape(int tp, NstExpression& l)
NstShape(NstExpression& u)
NstShape(int u)
NstShape(NstExpression& l, NstExpression& u)
NstShape(int l, int u)

NstExpression* lower() const
NstExpression* lower(NstExpression& new_lower)
NstExpression* upper() const
NstExpression* upper(NstExpression& new_upper)

void copy(const NstShape& s, int deep = 0)
NstShape* clone(int deep = 0) const
```

This class represents shapes of arrays, templates, etc...

- **int type() const**

Returns one of the following types:

NST_SHAPE_DEFERRED	(:)
NST_SHAPE_ASSUMED_SHAPE	(100:)
NST_SHAPE_ASSUMED_SIZE	(100:*)
NST_SHAPE_EXPLICIT	(1:100)

- **NstShape* isNstShape()**

Returns this.

- **NstShape()**

Creates an instance of this class with the type `NST_SHAPE_DEFERRED`.

- **NstShape(int tp, NstExpression& l)**

Creates an instance of this class with the lower bound `l` with the type `tp` that can take the values `NST_SHAPE_ASSUMED_SHAPE` or `NST_SHAPE_ASSUMED_SIZE`.

- **NstShape(NstExpression& u)**

Creates an instance of this class with the type `NST_SHAPE_EXPLICIT`. The lower bound is 1 and the upper bound is `u`.

- **NstShape(int u)**

Creates an instance of this class with the type `NST_SHAPE_EXPLICIT`. The lower bound is 1 and the upper bound is `u`.

- **NstShape(NstExpression& l, NstExpression& u)**

Creates an instance of this class with the type `NST_SHAPE_EXPLICIT`. The lower bound is `l` and the upper bound is `u`.

- **NstShape(int l, int u)**
Creates an instance of this class with the type `NST_SHAPE_EXPLICIT`. The lower bound is `l` and the upper bound is `u`.
- **NstExpression* lower() const**
Returns the lower bound expression.
- **NstExpression* lower(NstExpression& new_lower)**
Replaces the lower bound expression with `new_lower` and returns the old one.
- **NstExpression* upper() const**
Returns the upper bound expression.
- **NstExpression* upper(NstExpression& new_upper)**
Replaces the upper bound expression with `new_upper` and returns the old one.
- **void copy(const NstShape& s, int deep = 0)**
Copies the object `s` into this object, recursively or not according to `deep`.
- **NstShape* clone(int deep = 0) const**
Returns a clone of this object, recursive or not according to `deep`.

This example illustrates shapes:

```
% cat test_shapes.cc
# include <libnstbase.H>
int main()
{
    NstInteger hundred = 100;
    NstShape s1 (1000);
    NstShape s2 (NST_SHAPE_ASSUMED_SHAPE, hundred);
    NstShape s3 (NST_SHAPE_ASSUMED_SIZE, hundred);
    NstShape s4;
    NstShape s5 (5,67);
    cout << s1 << endl;
    cout << s2 << endl;
    cout << s3 << endl;
    cout << s4 << endl;
    cout << s5 << endl;
}
% test_shapes
1:1000
100:
100:*
:
5:67
```

```
class NstShapeList : public list<NstShape*>, public NstTree
```

```
int type() const
NstTree* isNstList()
```

```
NstShapeList()
```

```
void copy(const NstShapeList& e, int deep = 0)
NstShapeList* clone(int deep = 0) const
```

This class represents a list of shapes.

- **int type() const**
Returns the type NST_SHAPE_LIST.
- **NstTree* isNstList()**
Returns this.
- **NstShapeList()**
Creates a new instance of this class, an empty list.
- **void copy(const NstShapeList& e, int deep = 0)**
Copies the object **s** into this object, recursively or not according to **deep**.
- **NstShapeList* clone(int deep = 0) const**
Returns a clone of this object, recursive or not according to **deep**.

3.8 Distributions, alignments

```
class NstDistSpec : public NstTree
```

```
int type() const
NstDistSpec* isNstDistSpec()

NstDistSpec(int dstp, bool id = FALSE)

NstDistFormatList mapping
bool is_descriptive
```

This class describes the specification of an HPF distribution.

- **NstDistSpec* isNstDistSpec()**
Returns this.

- **int type() const**
Returns one of the following types:

NST_DIST_SPEC_ANY	*
NST_DIST_SPEC_DEFAULT	*
NST_DIST_SPEC_REPL	(:REPLICATED)
NST_DIST_SPEC_NODE	*(BLOCK, BLOCK)

- **NstDistSpec(int dstp, bool id = FALSE)**
Creates a new instance of this class. **dstp** can take the values above and **id** tells if the distribution is descriptive or not.
- **NstDistFormatList mapping**
Stores the description of the distribution.
- **bool is_descriptive**
Tells if the distribution is descriptive or prescriptive.

```
class NstDistSpecList : public list<NstDistSpec*>, public NstTree
```

```
NstTree* isNstList()
int type() const

NstDistSpecList()

void copy(const NstDistSpecList& e, int deep = 0)
NstDistSpecList* clone(int deep = 0) const
```

This class represents a list of distribution specifications.

- **NstTree* isNstList()**
Returns this.

- **int type() const**
Returns the type `NST_DIST_SPEC_LIST`.
- **NstDistSpecList()**
Creates a new instance of this class, an empty list.
- **void copy(const NstDistSpecList& e, int deep = 0)**
Copies the object `s` into this object, recursively or not according to `deep`.
- **NstDistSpecList* clone(int deep = 0) const**
Returns a clone of this object, recursive or not according to `deep`.

class NstDistFormat : public NstTree

```

NstDistFormat* isNstDistFormat()
int type() const

NstDistFormat(int dt)
NstDistFormat(int dt, NstVariable& var)
NstDistFormat(int dt, NstExpression& exp)

NstExpression* size() const
NstExpression* size(NstExpression& new_expression)
NstVariable* array() const
NstVariable* array(NstVariable& new_array)

```

This class describes the specification of an HPF distribution format.

- **NstDistFormat* isNstDistFormat()**
Returns this.
- **int type() const**
Returns one of the following types:

<code>NST_DIST_FORMAT_SERIAL</code>	<code>*</code>
<code>NST_DIST_FORMAT_ANY_BLOCK</code>	<code>BLOCK</code>
<code>NST_DIST_FORMAT_ANY_CYCLIC</code>	<code>CYCLIC</code>
<code>NST_DIST_FORMAT_ANY_GEN_BLOCK</code>	<code>GEN_BLOCK</code>
<code>NST_DIST_FORMAT_ANY_INDIRECT</code>	<code>INDIRECT</code>
<code>NST_DIST_FORMAT_ANY_DIM</code>	<code>ALL</code>
<code>NST_DIST_FORMAT_BLOCK</code>	<code>BLOCK, BLOCK(exp)</code>
<code>NST_DIST_FORMAT_CYCLIC</code>	<code>CYCLIC, CYCLIC(exp)</code>
<code>NST_DIST_FORMAT_GEN_BLOCK</code>	<code>GEN_BLOCK(var)</code>
<code>NST_DIST_FORMAT_INDIRECT</code>	<code>INDIRECT(var)</code>

- **NstDistFormat(int dt)**
Creates a new instance of this class with the type `dt` that can take the following values:

<code>NST_DIST_FORMAT_SERIAL</code>	<code>*</code>
<code>NST_DIST_FORMAT_ANY_BLOCK</code>	<code>BLOCK</code>
<code>NST_DIST_FORMAT_ANY_CYCLIC</code>	<code>CYCLIC</code>
<code>NST_DIST_FORMAT_ANY_GEN_BLOCK</code>	<code>GEN_BLOCK</code>
<code>NST_DIST_FORMAT_ANY_INDIRECT</code>	<code>INDIRECT</code>
<code>NST_DIST_FORMAT_ANY_DIM</code>	<code>ALL</code>

- **NstDistFormat(int dt, NstVariable& var)**

Creates a new instance of this class with the type **dt** that can take the following values:

```
NST_DIST_FORMAT_GEN_BLOCK   GEN_BLOCK(var)
NST_DIST_FORMAT_INDIRECT    INDIRECT(var)
```

and where **var** is the indirection array.

- **NstDistFormat(int dt, NstExpression& exp)**

Creates a new instance of this class with the type **dt** that can take the following values:

```
NST_DIST_FORMAT_BLOCK   BLOCK, BLOCK(exp)
NST_DIST_FORMAT_CYCLIC  CYCLIC, CYCLIC(exp)
```

and where **exp** is the size of the block.

NstExpression* size() const

Returns the size of the block.

NstExpression* size(NstExpression& new_expression)

Replaces the size of the block by **new_expression** and returns the old one.

NstVariable* array() const

Returns the indirection array.

NstVariable* array(NstVariable& new_array)

Replaces the indirection array by **new_array** and returns the old one.

```
class NstDistFormatList : public list<NstDistFormat*>, public NstTree
```

```
NstTree* isNstList()
```

```
int type() const
```

```
NstDistFormatList()
```

```
void copy(const NstDistFormatList& e, int deep = 0)
```

```
NstDistFormatList* clone(int deep = 0) const
```

This class represents a list of distribution formats.

- **NstTree* isNstList()**

Returns this.

- **int type() const**

Returns the type **NST_DIST_FORMAT_LIST**.

- **NstDistFormatList()**

Creates a new instance of this class, an empty list.

- **void copy(const NstDistFormatList& e, int deep = 0)**

Copies the object **s** into this object, recursively or not according to **deep**.

- **NstDistFormatList* clone(int deep = 0) const**

Returns a clone of this object, recursive or not according to **deep**.

```
class NstProcessor : public NstTree
```

```
int type() const
```

```
NstProcessor(int ptp = NST_PROCESSOR_DEFAULT_ARRAY)
```

```
NstProcessor(NstObjectTopology& o)
```

```
NstObjectTopology* top_name() const
```

```
NstObjectTopology* top_name(NstObjectTopology& new_object)
```

```
NstExpressionList subscripts
```

This class describes target processor for distribution or realignment.

- **int type() const**

Returns one of the following types:

```
NST_PROCESSOR_DEFAULT_ARRAY
NST_PROCESSOR_ANY_ARRAY      ONTO *
NST_PROCESSOR_ARRAY          ONTO P
```

- **NstProcessor(int ptp = NST_PROCESSOR_DEFAULT_ARRAY)**

Creates an instance of this class with **ptp** that can take the following values:

```
NST_PROCESSOR_DEFAULT_ARRAY
NST_PROCESSOR_ANY_ARRAY
```

- **NstProcessor(NstObjectTopology& o)**

Creates an instance of this class of type `NST_PROCESSOR_ARRAY`, **o** being the topology.

- **NstObjectTopology* top_name() const**

Returns the topology.

- **NstObjectTopology* top_name(NstObjectTopology& new_object)**

Replaces the topology by **new_object** and returns the old one.

- **NstExpressionList subscripts**

This list defines a subset of the topology and is only pertinent if the object has the type:

```
NST_PROCESSOR_ARRAY
```

```
class NstAlignSpec : public NstTree
```

```
int type() const
```

```
NstAlignSpec* isNstAlignSpec()
```

```
NstAlignSpec(NstObject& o)
```

```
NstObject* top_name() const
```

```
NstObject* top_name(NstObject& new_object)
```

```
NstExpressionList subscripts
```

```
bool is_descriptive
```

This class describes the specification of an alignment.

- **NstAlignSpec* isNstAlignSpec()**
Returns this.
- **int type() const**
Returns the type NST_ALIGN_SPEC.
- **NstAlignSpec(NstObject& o)**
Creates a new instance of this class with the target alignment object *o* (an array or a template).
- **NstObject* top_name() const**
Returns the object specifying the alignment.
- **NstObject* top_name(NstObject& new_object)**
Replaces the object by *new_object* and returns the old one.
- **NstExpressionList subscripts**
Specifies the alignment.
- **bool is_descriptive**
Tells if the alignment is descriptive or prescriptive.

3.9 Statements and instructions

```
class NstStatement : public NstTree
```

```
NstStatement* isNstStatement()
virtual NstStatementContinue* isNstStatementContinue()
virtual NstStatementBasic* isNstStatementBasic()
virtual NstStatementIf* isNstStatementIf()
virtual NstStatementWhere* isNstStatementWhere()
virtual NstStatementRegion* isNstStatementRegion()
virtual NstStatementLoop* isNstStatementLoop()
virtual NstStatementNestor* isNstStatementNestor()
virtual NstStatementDo* isNstStatementDo()
virtual NstStatementWhile* isNstStatementWhile()
virtual NstStatementRepeat* isNstStatementRepeat()
virtual NstStatementForall* isNstStatementForall()

int label
int line

NstBranches branches

string comment
void comment_all()
void uncomment_all()
bool is_commented

NstUnit* in_unit() const
NstStatementList* in_list() const
void attach_to_list(NstStatementList& sl)
void remove_from_list()

void copy(const NstStatement& s, int deep = 0)
virtual NstStatement* clone(int deep = 0) const
```

This is the base class for describing statements. A statement is a control structure for describing loops, conditions, ...

- `NstStatement* isNstStatement()`
Returns this.
- `virtual NstStatementContinue* isNstStatementContinue()`
Returns NULL.
- `virtual NstStatementBasic* isNstStatementBasic()`
Returns NULL.
- `virtual NstStatementIf* isNstStatementIf()`
Returns NULL.
- `virtual NstStatementWhere* isNstStatementWhere()`
Returns NULL.

- **virtual NstStatementRegion* isNstStatementRegion()**
Returns NULL.
- **virtual NstStatementLoop* isNstStatementLoop()**
Returns NULL.
- **virtual NstStatementNestor* isNstStatementNestor()**
Returns NULL.
- **virtual NstStatementDo* isNstStatementDo()**
Returns NULL.
- **virtual NstStatementWhile* isNstStatementWhile()**
Returns NULL.
- **virtual NstStatementRepeat* isNstStatementRepeat()**
Returns NULL.
- **virtual NstStatementForall* isNstStatementForall()**
Returns NULL.
- **int label**
Stores the label of the statement. If the object has not been created by a **NstComputationUnit** object, the label is set to 0 and is not unparsed.
- **int line**
Stores the line number of the statement in the parsed source code. If the object has not been created by a **NstComputationUnit** object, the line number is set to 0.
- **NstBranches branches**
This is a general list that permits to travel recursively around statements without knowing explicitly the type of the derived statement of **NstStatement**. This class has the following definition:

NstBranches : public list<NstStatementList*>

For example, an **NstStatementIf** object has two branches, the then part and the else part. The arity of the statement is given by **branches().size()**. Therefore, it is easy to write a general travel around the statements:

```
void recursive_travel (NstStatementList& stats)
{
    for (NstStatementList::iterator i = stats.begin(); i != stats.end(); i++)
    {
        // Put your operation on *i here.
        NstBranches &b = (*i)->branches;
        for (NstBranches::iterator j = b.begin(); j != b.end(); j++)
            recursive_travel>(*j);
    }
}
```

This list is filled by the constructors of all derived classes of **NstStatement**.

- **string comment**
If this string is not empty, it is put in the front of the statement during Fortran unparsing.
- **void comment_all()**
Comments the statement and all the statements inside it.

- **void uncoment_all()**
Uncomments the statement and all the statements inside it.
- **bool is_commented**
Tells if the statement is commented.
- **NstUnit* in_unit() const**
Returns the **NstUnit** object where the statement is located. The object returned by this method depends on the method **in_list()**: if this method returns **NULL**, the method **in_unit()** too.
- **NstStatementList* in_list() const**
This method returns a pointer to the list the statement is attached to. This method returns **NULL** if the statement is not attached to a list. See the method below for attaching an statement to a list. All the **NstStatement** objects created by the **NstComputationUnit** class are attached to their list, but a newly created object is not attached to a list.
- **void attach_to_list(NstStatementList& sl)**
Attaches the statement to the list **ul**. This method will return an error if the statement is already in a list. Note that this method does not put the statement into the list, it just tells to the statement that it is in the list, so be careful! Example:

```
NstStatementContinue sc;
NstUnitProgram prog("toto");
NstStatementList dummy;
prog.statements.push_back(&sc);
dummy.push_back(&sc);
cout << sc.in_list(); // Return NULL
cout << sc.in_unit(); // Return NULL
sc.attach_to_list(prog.statements);
cout << sc.in_list(); // Return &prog.statements
cout << sc.in_unit(); // Return &prog
```

- **void remove_from_list()**
Removes an statement from a list. Note that this method does not remove actually the statement from the list it is in, it just tells to the statement that it is not in the list anymore, so be careful! Example:

```
prog.statements.pop_back();
cout << sc.in_list(); // Return &prog.statements
cout << sc.in_unit(); // Return &prog
sc.remove_from_list();
cout << sc.in_list(); // Return NULL
cout << sc.in_unit(); // Return NULL
// sc is still in the list dummy
```

- **void copy(const NstStatement& s, int deep = 0)**
Copies the object **s** into this object, recursively or not according to **deep**.
- **virtual NstStatement* clone(int deep = 0) const**
Returns a clone of this object, recursive or not according to **deep**.

```
class NstStatementContinue : public NstStatement
```

```
int type() const
NstStatementContinue* isNstStatementContinue()
```

```
NstStatementContinue()
```

```
void copy(const NstStatementContinue& s, int deep = 0)
NstStatement* clone(int deep = 0) const
```

This class represents the CONTINUE statement of Fortran.

- **int type() const**
Returns the type NST_STATEMENT_CONTINUE.
- **NstStatementContinue* isNstStatementContinue()**
Returns this object.
- **NstStatementContinue()**
Creates a new instance of this class.
- **void copy(const NstStatementContinue& s, int deep = 0)**
Copies the object `s` into this object, `deep` is not taken into account because the copy cannot be recursive (it is a terminal object).
- **NstStatement* clone(int deep = 0) const**
Returns a clone of this object, `deep` is not taken into account because the copy cannot be recursive (it is a terminal object).

This example creates a new CONTINUE statement with a label set to 100:

```
% cat test_continue.cc
# include <libnstbase.H>
int main()
{
    NstStatementContinue cont;
    cont.label = 100;
    cout << cont << endl;
}
% test_continue
100 continue
```

```
class NstStatementBasic : public NstStatement
```

```
int type() const
NstStatementContinue* isNstStatementContinue()
```

```
NstStatementBasic(NstSimple& s)
```

```
NstSimple* instruction() const
NstSimple* instruction(NstSimple& new_simple)
```

```
void copy(const NstStatementBasic& s, int deep = 0)
NstStatement* clone(int deep = 0) const
```

This class encloses a instruction (action statement) of Fortran.

- **int type() const**
Returns the type `NST_STATEMENT_BASIC`.
- **NstStatementContinue* isNstStatementContinue()**
Returns this object.
- **NstStatementBasic(NstSimple& s)**
Creates a new instance of this object, a basic statement containing the Fortran instruction `s`.
- **NstSimple* instruction() const**
Returns the instruction enclosed in the statement.
- **NstSimple* instruction(NstSimple& new_simple)**
Replaces the instruction enclosed in the statement by `new_simple` and returns the old one.
- **void copy(const NstStatementBasic& s, int deep = 0)**
Copies the object `s` into this object, recursively or not according to `deep`.
- **NstStatement* clone(int deep = 0) const**
Returns a clone of this object, recursive or not according to `deep`.

This example creates a new basic statement containing a `stop` instruction with the parameter `-1`:

```
% cat test_basic.cc
# include <libnstbase.H>
int main()
{
    NstInteger mu = -1;
    NstSimple stop(mu, NST_SIMPLE_STOP);
    NstStatementBasic bs(stop);
    cout << bs << endl;
}
% test_basic
    stop -1
```

class NstStatementIf : public NstStatement

```
int type() const
NstStatementIf* isNstStatementIf()

NstStatementIf(NstExpression& e)

NstExpression* condition() const
NstExpression* condition(NstExpression& new_expression)
NstStatementList then_part
NstStatementList else_part

void copy(const NstStatementIf& s, int deep = 0)
NstStatement* clone(int deep = 0) const
```

This class represents the IF statement of Fortran.

- **int type() const**
Returns the type `NST_STATEMENT_IF`.

- **NstStatementIf* isNstStatementIf()**
Returns this object.
- **NstStatementIf(NstExpression& e)**
Creates a new instance of this class, an IF statement with the boolean expression *e*.
- **NstExpression* condition() const**
Returns the condition of the IF statement.
- **NstExpression* condition(NstExpression& new_expression)**
Replaces the condition of the IF statement by *new_expression* and returns the old one.
- **NstStatementList then_part**
The list of the statements in the THEN part of the statement.
- **NstStatementList else_part**
The list of the statements in the ELSE part of the statement. The keyword ELSE is not unparsed if this list is empty.
- **void copy(const NstStatementIf& s, int deep = 0)**
Copies the object *s* into this object, recursively or not according to *deep*.
- **NstStatement* clone(int deep = 0) const**
Returns a clone of this object, recursive or not according to *deep*.

This example creates a new IF statement with a statement CONTINUE in each part of the statement:

```
% cat test_if.cc
# include <libnstbase.H>
int main()
{
    NstBoolean vrai = TRUE;
    NstStatementContinue empty;
    NstStatementIf if_stat(vrai);
    if_stat.then_part.push_back(&empty);
    if_stat.else_part.push_back(&empty);
    cout << if_stat << endl;
}
% test_if
    if (.TRUE.) then
        continue
    else
        continue
    end if
```

```
class NstStatementWhere : public NstStatement
```

```

int type() const
NstStatementWhere* isNstStatementWhere()

NstStatementWhere(NstExpression& e)
NstExpression* condition() const
NstExpression* condition(NstExpression& new_expression)
NstStatementList true_part
NstStatementList false_part

void copy(const NstStatementWhere& s, int deep = 0)
NstStatement* clone(int deep = 0) const

```

This class represents the WHERE statement of Fortran.

- **int type() const**
Returns the type NST_STATEMENT_WHERE.
 - **NstStatementWhere* isNstStatementWhere()**
Returns this object.
 - **NstStatementWhere(NstExpression& e)**
Creates a new instance of this class, a WHERE statement with the condition **e**.
 - **NstExpression* condition() const**
Returns the condition of the statement.
 - **NstExpression* condition(NstExpression& new_expression)**
Replaces the condition of the statement by **new_expression** and returns the old one.
 - **NstStatementList true_part**
The list of the statements in the TRUE part of the statement.
 - **NstStatementList false_part**
The list of the statements in the FALSE part of the statement. This list is not unparsed if it is empty.
 - **void copy(const NstStatementWhere& s, int deep = 0)**
Copies the object **s** into this object, recursively or not according to **deep**.
 - **NstStatement* clone(int deep = 0) const**
Returns a clone of this object, recursive or not according to **deep**.
-

```

class NstStatementRegion : public NstStatement

```

```

int type() const
NstStatementRegion* isNstStatementRegion()

NstStatementRegion()

NstStatementList body

void copy(const NstStatementRegion& s, int deep = 0)
NstStatement* clone(int deep = 0) const

```

This class represents the TASK REGION statement of HPF.

- **int type() const**
Returns the type NST_STATEMENT_REGION.
- **NstStatementRegion* isNstStatementRegion()**
Returns this object.
- **NstStatementRegion()**
Creates a new instance of this class, with an empty statements list.
- **NstStatementList body**
The list of the statements in the region.
- **void copy(const NstStatementRegion& s, int deep = 0)**
Copies the object **s** into this object, recursively or not according to **deep**.
- **NstStatement* clone(int deep = 0) const**
Returns a clone of this object, recursive or not according to **deep**.

This example creates a region with a CONTINUE statement inside:

```
% cat test_task.cc
# include <libnstbase.H>
int main()
{
    NstStatementContinue empty;
    NstStatementRegion region;
    region.body.push_back(&empty);
    cout << region << endl;
}
% test_task
!HPF$ TASK_REGION
    continue
!HPF$ END TASK_REGION
```

class NstStatementLoop : public NstStatement

```
int type() const
NstStatementLoop* isNstStatementLoop()

NstStatementLoop()

NstStatementList body

void copy(const NstStatementLoop& s, int deep = 0)
NstStatement* clone(int deep = 0) const
```

This class represents an infinite loop in Fortran. An object of this class is unparsed like this:

```
do while (.true.)
    ! statements
enddo
```

- **int type() const**
Returns the type NST_STATEMENT_LOOP.

- **NstStatementLoop* isNstStatementLoop()**
Returns this object.
- **NstStatementLoop()**
Creates a new instance of this class, with an empty statements list.
- **NstStatementList body**
The list of the statements in the loop.
- **void copy(const NstStatementLoop& s, int deep = 0)**
Copies the object **s** into this object, recursively or not according to **deep**.
- **NstStatement* clone(int deep = 0) const**
Returns a clone of this object, recursive or not according to **deep**.

class NstStatementNestor : public NstStatement

```

int type() const
NstStatementNestor* isNstStatementNestor()

NstStatementNestor()

NstStatementList body
bool hide

void copy(const NstStatementNestor& s, int deep = 0)
NstStatement* clone(int deep = 0) const

```

This class represents a region for Nestor: a set of statements delimited by a comment `cNESTOR$ BEGIN` and a comment `cNESTOR$ END` (see 2).

- **int type() const**
Returns the type `NST_STATEMENT_NESTOR`.
- **NstStatementNestor* isNstStatementNestor()**
Returns this object.
- **NstStatementNestor()**
Creates a new instance of this class, with an empty statements list.
- **NstStatementList body**
The list of the statements in the region.
- **bool hide**
Hide the delimiters `cNESTOR$ BEGIN` and `cNESTOR$ END` if it is set to `TRUE`.
- **void copy(const NstStatementNestor& s, int deep = 0)**
Copies the object **s** into this object, recursively or not according to **deep**.
- **NstStatement* clone(int deep = 0) const**
Returns a clone of this object, recursive or not according to **deep**.

class NstStatementWhile : public NstStatement

```

int type() const
NstStatementWhile* isNstStatementWhile()

NstStatementWhile(NstExpression& e)

NstExpression* condition() const
NstExpression* condition(NstExpression& new_expression)
NstStatementList body

void copy(const NstStatementWhile& s, int deep = 0)
NstStatement* clone(int deep = 0) const

```

This class represents the DO WHILE statement of Fortran.

- **int type() const**
Returns the type NST_STATEMENT_WHILE.
- **NstStatementWhile* isNstStatementWhile()**
Returns this object.
- **NstStatementWhile(NstExpression& e)**
Creates a new instance of this class, with an empty statements list and the condition e.
- **NstExpression* condition() const**
Returns the condition of the statement.
- **NstExpression* condition(NstExpression& new_expression)**
Replaces the condition of the statement by new_expression and returns the old one.
- **NstStatementList body**
The list of the statements in the while.
- **void copy(const NstStatementWhile& s, int deep = 0)**
Copies the object s into this object, recursively or not according to deep.
- **NstStatement* clone(int deep = 0) const**
Returns a clone of this object, recursive or not according to deep.

```

% cat test_while.cc
# include <libnstbase.H>
int main()
{
    NstBoolean vrai = TRUE;
    NstStatementContinue empty;
    NstStatementWhile while_stat(vrai);
    while_stat.body.push_back(&empty);
    cout << while_stat << endl;
}
% test_while
do while (.TRUE.)
    continue
end do

```

```

class NstStatementDo : public NstStatement

```

```

int type() const
NstStatementDo* isNstStatementDo()

NstStatementDo(NstVariable& v, NstExpression& l, NstExpression& u)
NstStatementDo(NstVariable& v, NstExpression& l, NstExpression& u, NstExpression& s)

NstVariable* index() const
NstExpression* lower_bound() const
NstExpression* upper_bound() const
NstExpression* step() const
NstVariable* index(NstVariable& new_variable)
NstExpression* lower_bound(NstExpression& new_expression)
NstExpression* upper_bound(NstExpression& new_expression)
NstExpression* step(NstExpression& new_expression)
bool independent
int nestor_flag
NstVariableList new_variables
NstVariableList reduction_variables
NstStatementList body

void copy(const NstStatementDo& s, int deep = 0)
NstStatement* clone(int deep = 0) const

```

This class represents the DO statement of Fortran.

- **int type() const**
Returns the type NST_STATEMENT_DO.
- **NstStatementDo* isNstStatementDo()**
Returns this object.
- **NstStatementDo(NstVariable& v, NstExpression& l, NstExpression& u)**
Creates a new instance of this class, with the loop index **v**, the lower bound **l**, the upper bound **u**.
- **NstStatementDo(NstVariable& v, NstExpression& l, NstExpression& u, NstExpression& s)**
Creates a new instance of this class, with the loop index **v**, the lower bound **l**, the upper bound **u** and the step **s**.
- **NstVariable* index() const**
Returns the loop index.
- **NstVariable* index(NstVariable& new_variable)**
Replaces the loop index by **new_variable** and returns the old one.
- **NstExpression* lower_bound() const**
Returns the lower bound.
- **NstExpression* lower_bound(NstExpression& new_expression)**
Replaces the lower bound by **new_expression** and returns the old one.
- **NstExpression* upper_bound() const**
Returns the upper bound.
- **NstExpression* upper_bound(NstExpression& new_expression)**
Replaces the upper bound by **new_expression** and returns the old one.

- **NstExpression* step()** const
Returns the step.
- **NstExpression* step(NstExpression& new_expression)**
Replaces the step by `new_expression` and returns the old one.
- **bool independent**
Unparses the HPF attribute INDEPENDENT if set to TRUE.
- **int nestor_flag**
This flag is set to 1 by the node library if the directive SINGLE is put before the statement (see 2).
- **NstVariableList new_variables**
List of variables in the HPF NEW clause. Only unparsed if the loop is independent.
- **NstVariableList reduction_variables**
List of variables in the HPF REDUCTION clause. Only unparsed if the loop is independent.
- **NstStatementList body**
The statements in the loop body.
- **void copy(const NstStatementDo& s, int deep = 0)**
Copies the object `s` into this object, recursively or not according to `deep`.
- **NstStatement* clone(int deep = 0) const**
Returns a clone of this object, recursive or not according to `deep`.

This example creates a do loop:

```
% cat test_do.cc
# include <libnstbase.H>
int main()
{
    // Create a subroutine
    NstIdentifier td ("test_do");
    NstUnitSubroutine subroutine(td);

    // Declare a integer variable and get variable
    NstIdentifier i ("i");
    NstDeclarationVariable i_dv(subroutine, i, nst_integer_type);
    NstVariableLoop i_var (*i_dv.object());

    // Create bound expressions
    NstInteger un = 1;
    NstInteger dixmille = 10000;

    // Create a DO statement and insert in subroutine
    NstStatementDo do_stat (i_var, un, dixmille);
    subroutine.statements.push_back (&do_stat);
    do_stat.attach_to_list(subroutine.statements);

    // Declare: "integer a(1:10000)" in the subroutine
    NstIdentifier a ("a");
    NstTypeArray a_type (nst_integer_type);
    NstDeclarationVariable a_dv(subroutine, a, a_type);
    NstShape shape_dixmille (10000);
    a_type.shapes.push_back(&shape_dixmille);
}
```

```
NstVariableUsed a_var(*a_dv.object());

// Create a statement "a(i)=i" to insert in loop
NstVariableIndexed a_indexed(a_var);
a_indexed.indexes.push_back(&i_var);
NstSimpleAssign assign (a_indexed, i_var);
NstStatementBasic basic_stat (assign);
do_stat.body.push_back(&basic_stat);
basic_stat.attach_to_list(do_stat.body);

// Unparse
cout << subroutine << endl;
}
% test_do
    subroutine test_do()
        integer*4 i
        integer*4 a (1:10000)
        do i = 1,10000
            a(i) = i
        end do
    end subroutine test_do
```

```
class NstStatementForall : public NstStatement
```

```
int type() const
NstStatementForall* isNstStatementForall()

NstStatementForall(NstVariable& v, NstExpression& l, NstExpression& u)
NstStatementForall(NstVariable& v, NstExpression& l, NstExpression& u, NstExpression& s)

NstVariable* index() const
NstExpression* lower_bound() const
NstExpression* upper_bound() const
NstExpression* step() const
NstVariable* index(NstVariable& new_variable)
NstExpression* lower_bound(NstExpression& new_expression)
NstExpression* upper_bound(NstExpression& new_expression)
NstExpression* step(NstExpression& new_expression)
bool independent
int nestor_flag
NstVariableList new_variables
NstVariableList reduction_variables
NstStatementList body

void copy(const NstStatementForall& s, int deep = 0)
NstStatement* clone(int deep = 0) const
```

This class represents the FORALL statement of Fortran.

- **int type() const**
Returns the type NST_STATEMENT_FORALL.
- **NstStatementForall* isNstStatementForall()**
Returns this object.
- **NstStatementForall(NstVariable& v, NstExpression& l, NstExpression& u)**
Creates a new instance of this class, with the loop index *v*, the lower bound *l*, the upper bound *u*.
- **NstStatementForall(NstVariable& v, NstExpression& l, NstExpression& u, NstExpression& s)**
Creates a new instance of this class, with the loop index *v*, the lower bound *l*, the upper bound *u* and the step *s*.
- **NstVariable* index() const**
Returns the loop index.
- **NstVariable* index(NstVariable& new_variable)**
Replaces the loop index by *new_variable* and returns the old one.
- **NstExpression* lower_bound() const**
Returns the lower bound.
- **NstExpression* lower_bound(NstExpression& new_expression)**
Replaces the lower bound by *new_expression* and returns the old one.
- **NstExpression* upper_bound() const**
Returns the upper bound.

- **NstExpression* upper_bound(NstExpression& new_expression)**
Replaces the upper bound by `new_expression` and returns the old one.
- **NstExpression* step() const**
Returns the step.
- **NstExpression* step(NstExpression& new_expression)**
Replaces the step by `new_expression` and returns the old one.
- **bool independent**
Unparses the HPF attribute `CHPF$ INDEPENDENT` if set to `TRUE`.
- **int nestor_flag**
This flag is set to 1 by the node library if the directive `SINGLE` is put before the statement (see 2).
- **NstVariableList new_variables**
List of variables in the HPF `NEW` clause. Only unparsed if the loop is independent.
- **NstVariableList reduction_variables**
List of variables in the HPF `REDUCTION` clause. Only unparsed if the loop is independent.
- **NstStatementList body**
The statements in the loop body.
- **void copy(const NstStatementForall& s, int deep = 0)**
Copies the object `s` into this object, recursively or not according to `deep`.
- **NstStatement* clone(int deep = 0) const**
Returns a clone of this object, recursive or not according to `deep`.

```
class NstStatementList : public list<NstStatement*>, public NstTree
```

```
NstTree* isNstList()
int type() const
```

```
NstStatementList()
```

```
NstStatement* in_statement() const
NstUnit* in_unit() const
NstStatement* search_line(int l) const
NstStatement* search_label(int l) const
NstStatement* search(NstStatement* st) const
int check_list(int op = 0)
void release_statements()
void comment_all()
void uncomment_all()
```

```
void copy(const NstStatementList& s, int deep = 0)
```

This class represents a list of statements.

- **NstTree* isNstList()**
Returns `this`.
- **int type() const**
Returns the type `NST_STATEMENT_LIST`.

- **NstStatementList()**
Creates a new instance of this class, an empty list.
- **NstStatement* in_statement() const**
Returns the surrounding statement if this statement list is in a statement. Returns NULL elsewhere.
- **NstUnit* in_unit() const**
Returns the surrounding unit if this statement list is in an unit. Returns NULL elsewhere.
- **NstStatement* search_line(int l) const**
Returns the first statement in the list that is at or after the line *l*. Returns NULL elsewhere.
- **NstStatement* search_label(int l) const**
Returns the statement in the list that has the label *l*. Returns NULL elsewhere.
- **NstStatement* search(NstStatement* st) const**
Searchs the statement *st* in the list. Returns NULL if not found.
- **void release_statements()**
Detachs all statements from the list (call the method **remove_from_list()** for each statement).
- **void comment_all()**
Comments recursively all statements of the list.
- **void uncomment_all()**
Uncomments recursively all statements of the list.
- **void copy(const NstStatementList& s, int deep = 0)**
Copies all statements of the list *s* into this list, recursively or not according to **deep**. Each cloned statement of the list *s* is attached to the current list. If the copy is not recursive, the statements of *s* must not be attached to any list.

class NstSimple : public NstTree

```

virtual NstSimpleAssign* isNstSimpleAssign()
virtual NstSimpleCall* isNstSimpleCall()
virtual NstSimpleIO* isNstSimpleIO()
virtual NstSimpleGoto* isNstSimpleGoto()
virtual NstSimpleReturn* isNstSimpleReturn()
virtual NstSimpleExit* isNstSimpleExit()
virtual NstSimpleNullify* isNstSimpleNullify()
virtual NstSimpleAllocate* isNstSimpleAllocate()
virtual NstSimpleRealign* isNstSimpleRealign()
virtual NstSimpleRedistribute* isNstSimpleRedistribute()

void copy(const NstSimple& s, int deep = 0)
virtual NstSimple* clone(int deep = 0) const

```

This class is the base class for instructions (action statements). These instructions must be enclosed in a **NstStatementBasic** object.

- **virtual NstSimpleAssign* isNstSimpleAssign()**
Returns NULL.
- **virtual NstSimpleCall* isNstSimpleCall()**
Returns NULL.

- `virtual NstSimpleIO* isNstSimpleIO()`
Returns NULL.
- `virtual NstSimpleGoto* isNstSimpleGoto()`
Returns NULL.
- `virtual NstSimpleReturn* isNstSimpleReturn()`
Returns NULL.
- `virtual NstSimpleExit* isNstSimpleExit()`
Returns NULL.
- `virtual NstSimpleNullify* isNstSimpleNullify()`
Returns NULL.
- `virtual NstSimpleAllocate* isNstSimpleAllocate()`
Returns NULL.
- `virtual NstSimpleRealign* isNstSimpleRealign()`
Returns NULL.
- `virtual NstSimpleRedistribute* isNstSimpleRedistribute()`
Returns NULL.
- `void copy(const NstSimple& s, int deep = 0)`
Copies the object `s` into this object, recursively or not according to `deep`.
- `virtual NstSimple* clone(int deep = 0) const`
Returns a clone of this object, recursive or not according to `deep`.

`class NstSimpleAssign : public NstSimple`

```

int type() const
NstSimpleAssign* isNstSimpleAssign()

NstSimpleAssign(NstVariable& l, NstExpression& r, int at = NST_SIMPLE_ASSIGN)

NstVariable* lvalue() const
NstVariable* lvalue(NstVariable& new_lvalue)
NstExpression* rvalue() const
NstExpression* rvalue(NstExpression& new_rvalue)

void copy(const NstSimpleAssign& s, int deep = 0)
NstSimple* clone(int deep = 0) const

```

This class represents assignments and pointer assignments.

- `int type() const`
Returns one of the following types:

<code>NST_SIMPLE_ASSIGN</code>	<code>a = b + 2</code>
<code>NST_SIMPLE_PTR_ASSIGN</code>	<code>p => a</code>

- `NstSimpleAssign* isNstSimpleAssign()`
Returns this object.

- **NstSimpleAssign(NstVariable& l, NstExpression& r, int at = NST_SIMPLE_ASSIGN)**
Creates a new instance of this class, an assignment with the left value *l* and the right value *r*. The type of the assignment is *at* and can take the value `NST_SIMPLE_ASSIGN` or `NST_SIMPLE_PTR_ASSIGN`.
- **NstVariable* lvalue() const**
Returns the left value of the assignment.
- **NstVariable* lvalue(NstVariable& new_lvalue)**
Replaces the left value of the assignment by *new_lvalue* and returns the old one.
- **NstExpression* rvalue() const**
Returns the right value of the assignment.
- **NstExpression* rvalue(NstExpression& new_rvalue)**
Replaces the right value of the assignment by *new_rvalue* and returns the old one.
- **void copy(const NstSimpleAssign& s, int deep = 0)**
Copies the object *s* into this object, recursively or not according to *deep*.
- **NstSimple* clone(int deep = 0) const**
Returns a clone of this object, recursive or not according to *deep*.

class NstSimpleCall : public NstSimple

```

int type() const
NstSimpleCall* isNstSimpleCall()

NstSimpleCall(NstObjectBaseProcedure& p)

NstObjectBaseProcedure* procedure() const
NstObjectBaseProcedure* procedure(NstObjectBaseProcedure& new_proc)
NstParameterList parameters

void copy(const NstSimpleCall& s, int deep = 0)
NstSimple* clone(int deep = 0) const

```

This class represents a procedure call.

- **int type() const**
Returns the type `NST_SIMPLE_CALL`.
- **NstSimpleCall* isNstSimpleCall()**
Returns this object.
- **NstSimpleCall(NstObjectBaseProcedure& p)**
Creates a new instance of this class, a procedure call where *p* is the procedure.
- **NstObjectBaseProcedure* procedure() const**
Returns the procedure call.
- **NstObjectBaseProcedure* procedure(NstObjectBaseProcedure& new_proc)**
Replaces the procedure called by *new_proc* and returns the old one.
- **NstParameterList parameters**
Parameters of the procedure call.

- `void copy(const NstSimpleCall& s, int deep = 0)`
Copies the object `s` into this object, recursively or not according to `deep`.
- `NstSimple* clone(int deep = 0) const`
Returns a clone of this object, recursive or not according to `deep`.

class NstSimpleIO : public NstSimple

`int type() const`
`NstSimpleIO* isNstSimpleIO()`

`NstSimpleIO(NstIdentifier& i)`

`NstIdentifier* id() const`
`NstParameterList specs`
`NstParameterList items`

`void copy(const NstSimpleIO& s, int deep = 0)`
`NstSimple* clone(int deep = 0) const`

This class handles IO operations of Fortran.

- `int type() const`
Returns the type `NST_SIMPLE_IO`.
- `NstSimpleIO* isNstSimpleIO()`
Returns this object.
- `NstSimpleIO(NstIdentifier& i)`
Creates a new instance of this class, an IO instruction where `i` can take the following values:

PRINT
READ
WRITE
OPEN
CLOSE
REWIND
BACKSPACE
INQUIRE

- `NstIdentifier* id() const`
Returns the identifier representing the IO instruction.
- `NstParameterList specs`
Specifications of the IO operation.
- `NstParameterList items`
Items of the IO operation.
- `void copy(const NstSimpleIO& s, int deep = 0)`
Copies the object `s` into this object, recursively or not according to `deep`.
- `NstSimple* clone(int deep = 0) const`
Returns a clone of this object, recursive or not according to `deep`.

```
class NstSimpleGoto : public NstSimple
```

```
int type() const
NstSimpleGoto* isNstSimpleGoto()

NstSimpleGoto(int lb)

int label

void copy(const NstSimpleGoto& s, int deep = 0)
NstSimple* clone(int deep = 0) const
```

- **int type() const**
Returns the type `NST_SIMPLE_GOTO`.
 - **NstSimpleGoto* isNstSimpleGoto()**
Returns this object.
 - **NstSimpleGoto(int lb)**
Creates a new instance of this class, a jump to the label `lb`.
 - **int label**
The label where to go.
 - **void copy(const NstSimpleGoto& s, int deep = 0)**
Copies the object `s` into this object, recursively or not according to `deep`.
 - **NstSimple* clone(int deep = 0) const**
Returns a clone of this object, recursive or not according to `deep`.
-

```
class NstSimpleReturn : public NstSimple
```

```
int type() const
NstSimpleReturn* isNstSimpleReturn()

NstSimpleReturn(NstExpression& e, int rt = NST_SIMPLE_RETURN)

NstExpression* expression() const
NstExpression* expression(NstExpression& new_exp)

void copy(const NstSimpleReturn& s, int deep = 0)
NstSimple* clone(int deep = 0) const
```

This class represents the `RETURN`, `STOP`, and `PAUSE` actions of Fortran.

- **int type() const**
Returns one of the following types:

<code>NST_SIMPLE_RETURN</code>	<code>RETURN exp</code>
<code>NST_SIMPLE_STOP</code>	<code>STOP exp</code>
<code>NST_SIMPLE_PAUSE</code>	<code>PAUSE exp</code>

- **NstSimpleReturn* isNstSimpleReturn()**
Returns this object.
- **NstSimpleReturn(NstExpression& e, int rt = NST_SIMPLE_RETURN)**
Creates a new instance of this class, where *rt* can take the values

NST_SIMPLE_RETURN	RETURN <i>exp</i>
NST_SIMPLE_STOP	STOP <i>exp</i>
NST_SIMPLE_PAUSE	PAUSE <i>exp</i>

and *e* is the expression of the instruction.

- **NstExpression* expression() const**
Returns the expression.
- **NstExpression* expression(NstExpression& new_exp)**
Replaces the expression by *new_exp* and returns the old one.
- **void copy(const NstSimpleReturn& s, int deep = 0)**
Copies the object *s* into this object, recursively or not according to *deep*.
- **NstSimple* clone(int deep = 0) const**
Returns a clone of this object, recursive or not according to *deep*.

class NstSimpleExit : public NstSimple

```

int type() const
NstSimpleExit* isNstSimpleExit()

NstSimpleExit(NstIdentifier& lid, int at = NST_SIMPLE_EXIT)

NstIdentifier *loopid() const
NstIdentifier *loopid(NstIdentifier& new_lvalue)

void copy(const NstSimpleExit& s, int deep = 0)
NstSimple* clone(int deep = 0) const

```

This class represents the EXIT and CYCLE instructions of Fortran.

- **int type() const**
Returns one of the following types:

NST_SIMPLE_EXIT	EXIT <i>id</i>
NST_SIMPLE_CYCLE	CYCLE <i>id</i>
- **NstSimpleExit* isNstSimpleExit()**
Returns this object.
- **NstSimpleExit(NstIdentifier& lid, int at = NST_SIMPLE_EXIT)**
Creates a new instance of this class, where *rt* can take the values

NST_SIMPLE_EXIT	EXIT <i>id</i>
NST_SIMPLE_CYCLE	CYCLE <i>id</i>

and *lid* is the loop identifier.

- `NstIdentifier *loopid() const`
Returns the loop identifier.
- `NstIdentifier *loopid(NstIdentifier& new_lvalue)`
Replaces the loop identifier by `new_lvalue` and returns the old one.
- `void copy(const NstSimpleExit& s, int deep = 0)`
Copies the object `s` into this object, recursively or not according to `deep`.
- `NstSimple* clone(int deep = 0) const`
Returns a clone of this object, recursive or not according to `deep`.

```
class NstSimpleNullify : public NstSimple
```

```
int type() const
NstSimpleNullify* isNstSimpleNullify()

NstSimpleNullify()

NstParameterList parameters

void copy(const NstSimpleNullify& s, int deep = 0)
NstSimple* clone(int deep = 0) const
```

This class represents the NULLIFY instruction of Fortran.

- `int type() const`
Returns the type `NST_SIMPLE_NULLIFY`.
- `NstSimpleNullify* isNstSimpleNullify()`
Returns this object.
- `NstSimpleNullify()`
Creates a new instance of this class, a nullify instruction.
- `NstParameterList parameters`
List of pointers to nullify.
- `void copy(const NstSimpleNullify& s, int deep = 0)`
Copies the object `s` into this object, recursively or not according to `deep`.
- `NstSimple* clone(int deep = 0) const`
Returns a clone of this object, recursive or not according to `deep`.

```
class NstSimpleAllocate : public NstSimple
```

```
int type() const
NstSimpleAllocate* isNstSimpleAllocate()

NstSimpleAllocate(NstVariable& sv, int at = NST_SIMPLE_ALLOCATE)

NstVariable *status() const
NstVariable *status(NstVariable& new_stat)
NstParameterList parameters

void copy(const NstSimpleAllocate& s, int deep = 0)
NstSimple* clone(int deep = 0) const
```

This class represents the ALLOCATE and DEALLOCATE instructions of Fortran.

- **int type() const**

Returns one of the following types:

```
NST_SIMPLE_ALLOCATE    ALLOCATE(a,stat=s)
NST_SIMPLE_DEALLOCATE  DEALLOCATE(a,stat=s)
```

- **NstSimpleAllocate* isNstSimpleAllocate()**

Returns this object.

- **NstSimpleAllocate(NstVariable& sv, int at = NST_SIMPLE_ALLOCATE)**

Creates a new instance of this class, an allocation/deallocation of the variable **sv**, where **st** can take on of the types above.

- **NstVariable *status() const**

Returns the status variable.

- **NstVariable *status(NstVariable& new_stat)**

Replaces the status variable by **new_stat** and returns the old one.

- **NstParameterList parameters**

List of the variables to allocate/deallocate.

- **void copy(const NstSimpleAllocate& s, int deep = 0)**

Copies the object **s** into this object, recursively or not according to **deep**.

- **NstSimple* clone(int deep = 0) const**

Returns a clone of this object, recursive or not according to **deep**.

class NstSimpleRealign : public NstSimple

int type() const

NstSimpleRealign* isNstSimpleRealign()

NstSimpleRealign(NstVariable& v, NstAlignSpec& as)

NstVariable *alignee() const

NstVariable *alignee(NstVariable& new_var)

NstAlignSpec *target() const

NstAlignSpec *target(NstAlignSpec& new_as)

void copy(const NstSimpleRealign& s, int deep = 0)

NstSimple* clone(int deep = 0) const

This class represents the REALIGN instruction of HPF.

- **int type() const**

Returns the type NST_SIMPLE_REALIGN.

- **NstSimpleRealign* isNstSimpleRealign()**

Returns this object.

- **NstSimpleRealign**(NstVariable& v, NstAlignSpec& as)
Creates a new instance of this class, a realign instruction of the array v with the alignment specification as.
- **NstVariable *alignee**() const
Returns the alignee.
- **NstVariable *alignee**(NstVariable& new_var)
Replaces the alignee with new_var and returns the old one.
- **NstAlignSpec *target**() const
Returns the specification of the realignment.
- **NstAlignSpec *target**(NstAlignSpec& new_as)
Replaces the specification of the realignment by new_as and returns the old one.
- **void copy**(const NstSimpleRealign& s, int deep = 0)
Copies the object s into this object, recursively or not according to deep.
- **NstSimple* clone**(int deep = 0) const
Returns a clone of this object, recursive or not according to deep.

class NstSimpleRedistribute : public **NstSimple**

```

int type() const
NstSimpleRedistribute* isNstSimpleRedistribute()

NstSimpleRedistribute(NstVariable& v, NstDistSpec& ds, NstProcessor& p)

NstVariable* distributee() const
NstVariable* distributee(NstVariable& new_array)
NstDistSpec* distribution() const
NstDistSpec* distribution(NstDistSpec& new_dist)
NstProcessor* target() const
NstProcessor* target(NstProcessor& new_target)

void copy(const NstSimpleRedistribute& s, int deep = 0)
NstSimple* clone(int deep = 0) const

```

This class represents the REDISTRIBUTE instruction of HPF.

- **int type**() const
Returns the type NST_SIMPLE_REDISTRIBUTE.
- **NstSimpleRedistribute* isNstSimpleRedistribute**()
Returns this object.
- **NstSimpleRedistribute**(NstVariable& v, NstDistSpec& ds, NstProcessor& p)
Creates a new instance of this class, a redistribution instruction of the array v with the distribution specification as onto processor p.
- **NstVariable* distributee**() const
Returns the distributee.
- **NstVariable* distributee**(NstVariable& new_array)
Replaces the distributee by new_array and returns the old one.

- **NstDistSpec* distribution() const**
Returns the distribution specification.
- **NstDistSpec* distribution(NstDistSpec& new_dist)**
Replaces the distribution specification by **new_dist** and returns the old one.
- **NstProcessor* target() const**
Returns the target processor.
- **NstProcessor* target(NstProcessor& new_target)**
Replaces the target processor by **new_target** and returns the old one.
- **void copy(const NstSimpleRedistribute& s, int deep = 0)**
Copies the object **s** into this object, recursively or not according to **deep**.
- **NstSimple* clone(int deep = 0) const**
Returns a clone of this object, recursive or not according to **deep**.

3.10 Parameters

```
class NstParameter : public NstTree
```

```
NstParameter* isNstParameter()
virtual NstParameterVariable* isNstParameterVariable()
virtual NstParameterValue* isNstParameterValue()
virtual NstParameterNamed* isNstParameterNamed()
virtual NstParameterNone* isNstParameterNone()
virtual NstParameterFormat* isNstParameterFormat()

virtual int is_variable_inside(const NstVariable& v)

void copy(const NstParameter& e, int deep = 0)
virtual NstParameter* clone(int deep = 0) const
```

This class is the base class for parameters.

- **NstParameter* isNstParameter()**
Returns this.
- **virtual NstParameterVariable* isNstParameterVariable()**
Returns NULL.
- **virtual NstParameterValue* isNstParameterValue()**
Returns NULL.
- **virtual NstParameterNamed* isNstParameterNamed()**
Returns NULL.
- **virtual NstParameterNone* isNstParameterNone()**
Returns NULL.
- **virtual NstParameterFormat* isNstParameterFormat()**
Returns NULL.
- **virtual int is_variable_inside(const NstVariable& v)**
This method searches recursively the variable inside the parameter. Comparison is done between the value of the objects that are inside a variable. It returns 0 if the variable is not inside or 1 elsewhere.
- **void copy(const NstParameter& e, int deep = 0)**
Copies the object **s** into this object, recursively or not according to **deep**.
- **NstSimple* clone(int deep = 0) const**
Returns a clone of this object, recursive or not according to **deep**.

```
class NstParameterVariable : public NstParameter
```

```

int type() const
NstParameterVariable* isNstParameterVariable()

NstParameterVariable(NstVariable& v)

NstVariable* variable() const
NstVariable* variable(NstVariable& new_var)

void copy(const NstParameterVariable& e, int deep = 0)
NstParameter* clone(int deep = 0) const

```

This class represents a parameter that is a variable.

- **int type() const**
Returns the type `NST_PARAMETER_VARIABLE`.
 - **NstParameterVariable* isNstParameterVariable()**
Returns this object.
 - **NstParameterVariable(NstVariable& v)**
Creates a new instance of this class, a parameter that is a variable `v`.
 - **NstVariable* variable() const**
Returns the variable.
 - **NstVariable* variable(NstVariable& new_var)**
Replaces the variable by `new_var` and returns the old one.
 - **void copy(const NstParameterVariable& e, int deep = 0)**
Copies the object `s` into this object, recursively or not according to `deep`.
 - **NstParameter* clone(int deep = 0) const**
Returns a clone of this object, recursive or not according to `deep`.
-

```
class NstParameterValue : public NstParameter
```

```

int type() const
NstParameterValue* isNstParameterValue()

NstParameterValue(NstExpression& v)

NstExpression* value() const
NstExpression* value(NstExpression& new_e)

void copy(const NstParameterValue& e, int deep = 0)
NstParameter* clone(int deep = 0) const

```

This class represents a parameter that is an expression.

- **int type() const**
Returns the type `NST_PARAMETER_VALUE`.
- **NstParameterValue* isNstParameterValue()**
Returns this object.

- **NstParameterValue(NstExpression& v)**
Creates a new instance of this class, a parameter that has the value `v`.
- **NstExpression* value() const**
Returns the value of the parameter.
- **NstExpression* value(NstExpression& new_e)**
Replaces the value of the parameter by `new_e` and returns the old one.
- **void copy(const NstParameterValue& e, int deep = 0)**
Copies the object `s` into this object, recursively or not according to `deep`.
- **NstParameter* clone(int deep = 0) const**
Returns a clone of this object, recursive or not according to `deep`.

```
class NstParameterNamed : public NstParameter
```

```

int type() const
NstParameterNamed* isNstParameterNamed()

NstParameterNamed(NstIdentifier& i, NstParameter& p)

NstIdentifier* name() const
NstIdentifier* name(NstIdentifier& new_i)
NstParameter* parameter() const
NstParameter* parameter(NstParameter& new_e)

void copy(const NstParameterNamed& e, int deep = 0)
NstParameter* clone(int deep = 0) const

```

This class represents a parameter of the form `name=...`, typically used for IO operations.

- **int type() const**
Returns the type `NST_PARAMETER_NAMED`.
- **NstParameterNamed* isNstParameterNamed()**
Returns this object.
- **NstParameterNamed(NstIdentifier& i, NstParameter& p)**
Creates a new instance of this class, a named parameter with the name `i` and the parameter `p`.
- **NstIdentifier* name() const**
Returns the name of the parameter.
- **NstIdentifier* name(NstIdentifier& new_i)**
Replaces the name of the parameter by `new_i` and returns the old one.
- **NstParameter* parameter() const**
Returns the parameter.
- **NstParameter* parameter(NstParameter& new_e)**
Replaces the parameter by `new_e` and returns the old one.
- **void copy(const NstParameterNamed& e, int deep = 0)**
Copies the object `s` into this object, recursively or not according to `deep`.

- **NstParameter* clone(int deep = 0) const**
Returns a clone of this object, recursive or not according to **deep**.

```
class NstParameterNone : public NstParameter
```

```
int type() const  
NstParameterNone* isNstParameterNone()  
  
NstParameterNone()  
  
void copy(const NstParameterNone& e, int deep = 0)  
NstParameter* clone(int deep = 0) const
```

This class represents no parameter.

- **int type() const**
Returns the type `NST_PARAMETER_NONE`.
- **NstParameterNone* isNstParameterNone()**
Returns this object.
- **NstParameterNone()**
Creates a new instance of this class, a dummy parameter.
- **void copy(const NstParameterNone& e, int deep = 0)**
Copies the object **s** into this object, recursively or not according to **deep**.
- **NstParameter* clone(int deep = 0) const**
Returns a clone of this object, recursive or not according to **deep**.

```
class NstParameterFormat : public NstParameter
```

```
int type() const  
NstParameterFormat* isNstParameterFormat()  
  
NstParameterFormat(string f)  
  
string format  
  
void copy(const NstParameterFormat& e, int deep = 0)  
NstParameter* clone(int deep = 0) const
```

This class represents a parameter that is a format. It is used for IO operations.

- **int type() const**
Returns the type `NST_PARAMETER_FORMAT`.
- **NstParameterFormat* isNstParameterFormat()**
Returns this object.
- **NstParameterFormat(string f)**
Creates a new instance of this class, a parameter defined by the format **f**.

- **string format**
Stores the format.
- **void copy(const NstParameterFormat& e, int deep = 0)**
Copies the object **s** into this object, recursively or not according to **deep**.
- **NstParameter* clone(int deep = 0) const**
Returns a clone of this object, recursive or not according to **deep**.

```
class NstParameterList : public list<NstParameter*>, public NstTree
```

```
NstTree* isNstList()
int type() const
```

```
NstParameterList()
```

```
void copy(const NstParameterList& e, int deep = 0)
NstParameterList* clone(int deep = 0) const
```

This class represents a list of parameters.

- **NstTree* isNstList()**
Returns **this**.
- **int type() const**
Returns the type **NST_PARAMETER_LIST**.
- **NstParameterList()**
Creates a new instance of this class, an empty list.
- **void copy(const NstParameterList& e, int deep = 0)**
Copies the object **s** into this object, recursively or not according to **deep**.
- **NstParameterList* clone(int deep = 0) const**
Returns a clone of this object, recursive or not according to **deep**.

3.11 Expressions

```
class NstExpression : public NstTree
```

```
NstExpression* isNstExpression()
virtual NstVariable* isNstVariable()
virtual NstInteger* isNstInteger()
virtual NstReal* isNstReal()
virtual NstBoolean* isNstBoolean()
virtual NstString* isNstString()
virtual NstComplex* isNstComplex()
virtual NstExpressionDummy* isNstExpressionDummy()
virtual NstExpressionBinary* isNstExpressionBinary()
virtual NstExpressionUnary* isNstExpressionUnary()
virtual NstExpressionCall* isNstExpressionCall()
virtual NstExpressionSlice* isNstExpressionSlice()

virtual int is_variable_inside(const NstVariable& v)

void copy(const NstExpression& e, int deep = 0)
virtual NstExpression* clone(int deep = 0) const
```

This class represents the base class for expressions.

- `NstExpression* isNstExpression()`
Returns this.
- `virtual NstVariable* isNstVariable()`
Returns NULL.
- `virtual NstInteger* isNstInteger()`
Returns NULL.
- `virtual NstReal* isNstReal()`
Returns NULL.
- `virtual NstBoolean* isNstBoolean()`
Returns NULL.
- `virtual NstString* isNstString()`
Returns NULL.
- `virtual NstComplex* isNstComplex()`
Returns NULL.
- `virtual NstExpressionDummy* isNstExpressionDummy()`
Returns NULL.
- `virtual NstExpressionBinary* isNstExpressionBinary()`
Returns NULL.
- `virtual NstExpressionUnary* isNstExpressionUnary()`
Returns NULL.

- virtual `NstExpressionCall* isNstExpressionCall()`
Returns NULL.
- virtual `NstExpressionSlice* isNstExpressionSlice()`
Returns NULL.
- virtual `int is_variable_inside(const NstVariable& v)`
This method searches recursively the variable inside the expression. Comparison is done between the value of the objects that are inside a variable. It returns 0 if the variable is not inside or 1 elsewhere.
- void `copy(const NstExpression& e, int deep = 0)`
Copies the object `s` into this object, recursively or not according to `deep`.
- virtual `NstExpression* clone(int deep = 0) const`
Returns a clone of this object, recursive or not according to `deep`.

class NstExpressionBinary : public NstExpression

```

int type() const
NstExpressionBinary* isNstExpressionBinary()

NstExpressionBinary(int op, NstExpression& l, NstExpression& r)

int operator_type() const
NstExpression* left() const
NstExpression* left(NstExpression& new_e)
NstExpression* right() const
NstExpression* right(NstExpression& new_e)

void copy(const NstExpressionBinary& e, int deep = 0)
NstExpression* clone(int deep = 0) const

friend NstExpressionBinary& operator+(NstExpression& l, NstExpression& r)
friend NstExpressionBinary& operator-(NstExpression& l, NstExpression& r)
friend NstExpressionBinary& operator*(NstExpression& l, NstExpression& r)
friend NstExpressionBinary& operator/(NstExpression& l, NstExpression& r)
friend NstExpressionBinary& operator^(NstExpression& l, NstExpression& r)
friend NstExpressionBinary& operator<(NstExpression& l, NstExpression& r)
friend NstExpressionBinary& operator>(NstExpression& l, NstExpression& r)
friend NstExpressionBinary& operator>=(NstExpression& l, NstExpression& r)
friend NstExpressionBinary& operator<=(NstExpression& l, NstExpression& r)
friend NstExpressionBinary& operator&&(NstExpression& l, NstExpression& r)
friend NstExpressionBinary& operator||(NstExpression& l, NstExpression& r)
friend NstExpressionBinary& operator==(NstExpression& l, NstExpression& r)
friend NstExpressionBinary& operator!=(NstExpression& l, NstExpression& r)

```

This class represents binary expressions, like `a + b`.

- `int type() const`
Returns the type `NST_EXPRESSION_BINARY`.
- `NstExpressionBinary* isNstExpressionBinary()`
Returns this object.

- **NstExpressionBinary**(int op, NstExpression& l, NstExpression& r)

Creates a new instance of this class, a binary expression with the left part l and the right part r.

The operator **op** can take the following values:

Type	Fortran unparsed	Operator redefined
NST_OPERAND_EQUAL	.eq.	operator==
NST_OPERAND_NOT_EQUAL	.ne.	operator≠
NST_OPERAND_LOWER	.lt.	operator<
NST_OPERAND_GREATER	.gt.	operator>
NST_OPERAND_GREATER_EQUAL	.ge.	operator>=
NST_OPERAND_LOWER_EQUAL	.le.	operator<=
NST_OPERAND_PLUS	+	operator+
NST_OPERAND_MINUS	-	operator-
NST_OPERAND_XOR	.xor.	
NST_OPERAND_OR	.or.	operator
NST_OPERAND_CONCAT	//	
NST_OPERAND_TIMES	*	operator*
NST_OPERAND_DIVIDE	/	operator/
NST_OPERAND_AND	.and.	operator&&
NST_OPERAND_EQUIVALENT	.eqv.	
NST_OPERAND_NOT_EQUIVALENT	.neqv.	
NST_OPERAND_EXPONENTIAL	**	operator^
NST_OPERAND_DEFINED	.identifier.	
NST_OPERAND_NOT	.not.	

- **int operator_type()** const

The type of the binary operator (see above).

- **NstExpression* left()** const

Returns the left part of the expression.

- **NstExpression* left(NstExpression& new_e)**

Replaces the left part of the expression by **new_e** and returns the old one.

- **NstExpression* right()** const

Returns the right part of the expression.

- **NstExpression* right(NstExpression& new_e)**

Replaces the right part of the expression by **new_e** and returns the old one.

- **void copy(const NstExpressionBinary& e, int deep = 0)**

Copies the object **s** into this object, recursively or not according to **deep**.

- **NstExpression* clone(int deep = 0)** const

Returns a clone of this object, recursive or not according to **deep**.

- **friend NstExpressionBinary& operator+(NstExpression& l, NstExpression& r)**

These operators create a new object **NstExpressionBinary** with l the left part and r the right part of the expression. See the table above.

```
class NstExpressionUnary : public NstExpression
```

```
int type() const
NstExpressionUnary* isNstExpressionUnary()

NstExpressionUnary(int op, NstExpression& r)

int operator_type() const
NstExpression* right() const
NstExpression* right(NstExpression& new_e)

void copy(const NstExpressionUnary& e, int deep = 0)
NstExpression* clone(int deep = 0) const

friend NstExpressionUnary& operator+(NstExpression& r)
friend NstExpressionUnary& operator-(NstExpression& r)
```

This class represents unary expressions, like -a.

- **int type() const**
Returns the type `NST_EXPRESSION_UNARY`.
- **NstExpressionUnary* isNstExpressionUnary()**
Returns this object.
- **NstExpressionUnary(int op, NstExpression& l, NstExpression& r)**
Creates a new instance of this class, a unary expression with the right part `r`. The operator `op` can take the following values:

Type	Fortran unparse	Operator redefined
<code>NST_OPERAND_UNARY_PLUS</code>	<code>+</code>	<code>operator+</code>
<code>NST_OPERAND_UNARY_MINUS</code>	<code>-</code>	<code>operator-</code>

- **int operator_type() const**
The type of the unary operator (see above).
- **NstExpression* right() const**
Returns the right part of the expression.
- **NstExpression* right(NstExpression& new_e)**
Replaces the right part of the expression by `new_e` and returns the old one.
- **void copy(const NstExpressionUnary& e, int deep = 0)**
Copies the object `s` into this object, recursively or not according to `deep`.
- **NstExpression* clone(int deep = 0) const**
Returns a clone of this object, recursive or not according to `deep`.
- **friend NstExpressionUnary& operator+(NstExpression& l, NstExpression& r)**
These operators create a new object `NstExpressionUnary` with `r` the right part of the expression. See the table above.

```
class NstExpressionDummy : public NstExpression
```

```
int type() const
NstExpressionDummy* isNstExpressionDummy()
```

```
NstExpressionDummy()
```

```
void copy(const NstExpressionDummy& e, int deep = 0)
NstExpression* clone(int deep = 0) const
```

This class represents a dummy expression.

- **int type() const**
Returns the type `NST_EXPRESSION_DUMMY`.
 - **NstExpressionDummy* isNstExpressionDummy()**
Returns this object.
 - **NstExpressionDummy()**
Creates a new instance of this class,
 - **void copy(const NstExpressionDummy& e, int deep = 0)**
Copies the object `s` into this object, recursively or not according to `deep`.
 - **NstExpression* clone(int deep = 0) const**
Returns a clone of this object, recursive or not according to `deep`.
-

```
class NstExpressionCall : public NstExpression
```

```
int type() const
NstExpressionCall* isNstExpressionCall()
```

```
NstExpressionCall(NstObjectBaseProcedure& op)
```

```
NstObjectBaseProcedure* function() const
NstObjectBaseProcedure* function(NstObjectBaseProcedure& new_ob)
NstParameterList parameters
```

```
void copy(const NstExpressionCall& e, int deep = 0)
NstExpression* clone(int deep = 0) const
```

This class represents a function call.

- **int type() const**
Returns the type `NST_EXPRESSION_CALL`.
- **NstExpressionCall* isNstExpressionCall()**
Returns this object.
- **NstExpressionCall(NstObjectBaseProcedure& op)**
Creates a new instance of this class, a expression that is a call to the function represented by `op`.
- **NstObjectBaseProcedure* function() const**
Returns the function called.
- **NstObjectBaseProcedure* function(NstObjectBaseProcedure& new_ob)**
Replaces the function called by `new_ob` and returns the old one.

- **NstParameterList parameters**
The parameters of the call.
- **void copy(const NstExpressionCall& e, int deep = 0)**
Copies the object **s** into this object, recursively or not according to **deep**.
- **NstExpression* clone(int deep = 0) const**
Returns a clone of this object, recursive or not according to **deep**.

```
class NstExpressionSlice : public NstExpression
```

```

int type() const
NstExpressionSlice* isNstExpressionSlice()

NstExpressionSlice(NstExpression& lb, NstExpression& ub)
NstExpressionSlice(NstExpression& lb, NstExpression& ub, NstExpression& st)

NstExpression* lbound() const
NstExpression* lbound(NstExpression& new_e)
NstExpression* ubound() const
NstExpression* ubound(NstExpression& new_e)
NstExpression* step() const
NstExpression* step(NstExpression& new_e)

void copy(const NstExpressionSlice& e, int deep = 0)
NstExpression* clone(int deep = 0) const

```

This class represents a slice expression.

- **int type() const**
Returns the type `NST_EXPRESSION_SLICE`.
- **NstExpressionSlice* isNstExpressionSlice()**
Returns this object.
- **NstExpressionSlice(NstExpression& lb, NstExpression& ub)**
Creates a new instance of this class, a slice expression with the lower bound **lb**, the upper bound **ub**.
- **NstExpressionSlice(NstExpression& lb, NstExpression& ub, NstExpression& st)**
Creates a new instance of this class, a slice expression with the lower bound **lb**, the upper bound **ub** and the step **st**.
- **NstExpression* lbound() const**
Returns the lower bound expression.
- **NstExpression* lbound(NstExpression& new_e)**
Replaces the lower bound expression by **new_e** and returns the old one.
- **NstExpression* ubound() const**
Returns the upper bound expression.
- **NstExpression* ubound(NstExpression& new_e)**
Replaces the upper bound expression by **new_e** and returns the old one.

- **NstExpression* step() const**
Returns the step expression.
- **NstExpression* step(NstExpression& new_e)**
Replaces the step expression by `new_e` and returns the old one.
- **void copy(const NstExpressionSlice& e, int deep = 0)**
Copies the object `s` into this object, recursively or not according to `deep`.
- **NstExpression* clone(int deep = 0) const**
Returns a clone of this object, recursive or not according to `deep`.

class NstInteger : public NstExpression

```

int type() const
NstInteger* isNstInteger()

NstInteger(int v)

int value

void copy(const NstInteger& e, int deep = 0)
NstExpression* clone(int deep = 0) const

```

This class represents an integer constant.

- **int type() const**
Returns the type `NST_INTEGER`.
- **NstInteger* isNstInteger()**
Returns this object.
- **NstInteger(int v)**
Creates a new instance of this class, an integer constant with the value `v`.
- **int value**
The value stored in the object.
- **void copy(const NstInteger& e, int deep = 0)**
Copies the object `s` into this object, recursively or not according to `deep`.
- **NstExpression* clone(int deep = 0) const**
Returns a clone of this object, recursive or not according to `deep`.

class NstReal : public NstExpression

```

int type() const
NstReal* isNstReal()

NstReal(const string& v)
NstReal(const char* v)

string value

void copy(const NstReal& e, int deep = 0)
NstExpression* clone(int deep = 0) const

```

This class represents an real constant.

- **int type() const**
Returns the type NST_REAL.
- **NstReal* isNstReal()**
Returns this object.
- **NstReal(const string& v)**
Creates a new instance of this class, a real constant with the value *v*.
- **NstReal(const char* v)**
Creates a new instance of this class, a real constant with the value *v*.
- **string value**
The value stored in the object.
- **void copy(const NstReal& e, int deep = 0)**
Copies the object *s* into this object, recursively or not according to *deep*.
- **NstExpression* clone(int deep = 0) const**
Returns a clone of this object, recursive or not according to *deep*.

class NstBoolean : public NstExpression

```
int type() const
NstBoolean* isNstBoolean()

NstBoolean(bool v)

bool value

void copy(const NstBoolean& e, int deep = 0)
NstExpression* clone(int deep = 0) const
```

This class represents an boolean constant.

- **int type() const**
Returns the type NST_BOOLEAN.
- **NstBoolean* isNstBoolean()**
Returns this object.
- **NstBoolean(bool v)**
Creates a new instance of this class, a boolean constant with the value *v*.
- **bool value**
The value stored in the object.
- **void copy(const NstBoolean& e, int deep = 0)**
Copies the object *s* into this object, recursively or not according to *deep*.
- **NstExpression* clone(int deep = 0) const**
Returns a clone of this object, recursive or not according to *deep*.

```
class NstString : public NstExpression
```

```
int type() const
NstString* isNstString()

NstString(const string& v)
NstString(const char* v)

string value

void copy(const NstString& e, int deep = 0)
NstExpression* clone(int deep = 0) const
```

This class represents an string constant.

- **int type() const**
Returns the type NST_STRING.
- **NstString* isNstString()**
Returns this object.
- **NstString(const string& v)**
Creates a new instance of this class, a string constant with the value v.
- **NstString(const char* v)**
Creates a new instance of this class, a string constant with the value v.
- **string value()**
The value stored in the object.
- **void copy(const NstString& e, int deep = 0)**
Copies the object s into this object, recursively or not according to deep.
- **NstExpression* clone(int deep = 0) const**
Returns a clone of this object, recursive or not according to deep.

```
class NstComplex : public NstExpression
```

```
int type() const
NstComplex* isNstComplex()

NstComplex(const string& r, const string& i)
NstComplex(const char* r, const char* i)

string real
string img

void copy(const NstComplex& e, int deep = 0)
NstExpression* clone(int deep = 0) const
```

This class represents an complex constant.

- **int type() const**
Returns the type NST_COMPLEX.
- **NstComplex* isNstComplex()**
Returns this object.
- **NstComplex(const string& r, const string& i)**
Creates a new instance of this class, a complex constant with the real value r and the imaginary value i.
- **NstComplex(const char* r, const char* i)**
Creates a new instance of this class, a complex constant with the real value r and the imaginary value i.
- **string real**
The real part.
- **string img**
The imaginary part.
- **void copy(const NstComplex& e, int deep = 0)**
Copies the object s into this object, recursively or not according to deep.
- **NstExpression* clone(int deep = 0) const**
Returns a clone of this object, recursive or not according to deep.

```
class NstExpressionList : public list<NstExpression*>, public NstTree
```

```
NstTree* isNstList()
int type() const
```

```
NstExpressionList()
```

```
void copy(const NstExpressionList& e, int deep = 0)
NstExpressionList* clone(int deep = 0) const
```

This class represents a list of expressions.

- **NstTree* isNstList()**
Returns this.
- **int type() const**
Returns the type NST_EXPRESSION_LIST.
- **NstExpressionList()**
Creates a new instance of this class, an empty list.
- **void copy(const NstExpressionList& e, int deep = 0)**
Copies the object s into this object, recursively or not according to deep.
- **NstExpressionList* clone(int deep = 0) const**
Returns a clone of this object, recursive or not according to deep.

3.12 Variables

```
class NstVariable : public NstExpression
```

```
int type() const
NstVariable* isNstVariable()

virtual NstVariableDummy* isNstVariableDummy()
virtual NstVariableUsed* isNstVariableUsed()
virtual NstVariableLoop* isNstVariableLoop()
virtual NstVariableIndexed* isNstVariableIndexed()

void copy(const NstVariable& e, int deep = 0)
virtual NstVariable* clone(int deep = 0) const
```

This class is the base class for variables.

- **int type() const**
Returns the type `NST_VARIABLE`.
- **NstVariable* isNstVariable()**
Returns this object.
- **virtual NstVariableDummy* isNstVariableDummy()**
Returns `NULL`.
- **virtual NstVariableUsed* isNstVariableUsed()**
Returns `NULL`.
- **virtual NstVariableLoop* isNstVariableLoop()**
Returns `NULL`.
- **virtual NstVariableIndexed* isNstVariableIndexed()**
Returns `NULL`.
- **void copy(const NstVariable& e, int deep = 0)**
Copies the object `s` into this object, recursively or not according to `deep`.
- **virtual NstVariable* clone(int deep = 0) const**
Returns a clone of this object, recursive or not according to `deep`.

```
class NstVariableDummy : public NstVariable
```

```
int type() const
NstVariableDummy* isNstVariableDummy()

NstVariableDummy()

void copy(const NstVariableDummy& e, int deep = 0)
NstVariable* clone(int deep = 0) const
```

This class represents dummy variables.

- **int type() const**
Returns the type NST_VARIABLE_DUMMY.
- **NstVariableDummy* isNstVariableDummy()**
Returns this object.
- **NstVariableDummy()**
Creates a new instance of this class, a dummy variable.
- **void copy(const NstVariableDummy& e, int deep = 0)**
Copies the object **s** into this object, recursively or not according to **deep**.
- **NstVariable* clone(int deep = 0) const**
Returns a clone of this object, recursive or not according to **deep**.

```
class NstVariableLoop : public NstVariable
```

```

int type() const
NstVariableLoop* isNstVariableLoop()

NstVariableLoop(NstObjectVariable& o)

NstObjectVariable* object() const

void copy(const NstVariableLoop& e, int deep = 0)
NstVariable* clone(int deep = 0) const

```

This class represents an access to a loop index variable (read or write).

- **int type() const**
Returns the type NST_VARIABLE_LOOP.
- **NstVariableLoop* isNstVariableLoop()**
Returns this object.
- **NstVariableLoop(NstObjectVariable& o)**
Creates a new instance of this class, an access to the loop index variable represented by **o**.
- **NstObjectVariable* object() const**
Returns the accessed variable.
- **void copy(const NstVariableLoop& e, int deep = 0)**
Copies the object **s** into this object, recursively or not according to **deep**.
- **NstVariable* clone(int deep = 0) const**
Returns a clone of this object, recursive or not according to **deep**.

```
class NstVariableUsed : public NstVariable
```

```
int type() const
NstVariableUsed* isNstVariableUsed()

NstVariableUsed(NstObjectVariable& o)

NstObjectVariable* object() const

void copy(const NstVariableUsed& e, int deep = 0)
NstVariable* clone(int deep = 0) const
```

This class represents an access to a variable (read or write).

- **int type() const**
Returns the type `NST_VARIABLE_USED`.
 - **NstVariableUsed* isNstVariableUsed()**
Returns this object.
 - **NstVariableUsed(NstObjectVariable& o)**
Creates a new instance of this class, an access to the variable represented by `o`.
 - **NstObjectVariable* object() const**
Returns the accessed variable.
 - **void copy(const NstVariableUsed& e, int deep = 0)**
Copies the object `s` into this object, recursively or not according to `deep`.
 - **NstVariable* clone(int deep = 0) const**
Returns a clone of this object, recursive or not according to `deep`.
-

```
class NstVariableIndexed : public NstVariable
```

```
int type() const
NstVariableIndexed* isNstVariableIndexed()

NstVariableIndexed(NstVariable& v)

NstVariable* variable() const
NstVariable* variable(NstVariable& new_var)
NstExpressionList indexes

void copy(const NstVariableIndexed& e, int deep = 0)
NstVariable* clone(int deep = 0) const
```

This class represents an access to an indexed variables (read or write), e.g `a(i,j,k+1)`.

- **int type() const**
Returns the type `NST_VARIABLE_INDEXED`.
- **NstVariableIndexed* isNstVariableIndexed()**
Returns this object.
- **NstVariableIndexed(NstVariable& v)**
Creates a new instance of this class, an indexed variable `v`.

- **NstVariable* variable()** const
Returns the indexed variable.
- **NstVariable* variable(NstVariable& new_var)**
Replaces the indexed variable by **new_var** and returns the old one.
- **NstExpressionList indexes**
The indexes.
- **void copy(const NstVariableIndexed& e, int deep = 0)**
Copies the object **s** into this object, recursively or not according to **deep**.
- **NstVariable* clone(int deep = 0) const**
Returns a clone of this object, recursive or not according to **deep**.

```
class NstVariableList : public list<NstVariable*>, public NstTree
```

```
NstTree* isNstList()
int type() const
```

```
NstVariableList()
```

```
void copy(const NstVariableList& s, int deep = 0)
NstVariableList* clone(int deep = 0) const
```

This class represents a list of variables.

- **NstTree* isNstList()**
Returns **this**.
- **int type() const**
Returns the type **NST_VARIABLE_LIST**.
- **NstVariableList()**
Creates a new instance of this class, an empty list.
- **void copy(const NstVariableList& s, int deep = 0)**
Copies the object **s** into this object, recursively or not according to **deep**.
- **NstVariableList* clone(int deep = 0) const**
Returns a clone of this object, recursive or not according to **deep**.

3.13 Symbol table, definitions

```
class NstObject : public NstTree
```

```
NstObject* isNstObject()  
virtual NstObjectBaseProcedure* isNstObjectBaseProcedure()  
virtual NstObjectVariable* isNstObjectVariable()  
virtual NstObjectTemplate* isNstObjectTemplate()  
virtual NstObjectTopology* isNstObjectTopology()  
  
NstIdentifier* identifier() const  
NstIdentifier* identifier(NstIdentifier& id)  
NstObjectBaseProcedure* in_procedure() const
```

This is the base class for storing informations about variables, subroutines, templates, etc... These objects are stored in the symbol table and are created automatically when a new variable, subroutine, function, or template is created. This class and child classes have no public constructors because they are only created by `NstDeclaration` objects.

- `NstObject* isNstObject()`
Returns this.
- `virtual NstObjectBaseProcedure* isNstObjectBaseProcedure()`
Returns NULL.
- `virtual NstObjectVariable* isNstObjectVariable()`
Returns NULL.
- `virtual NstObjectTemplate* isNstObjectTemplate()`
Returns NULL.
- `virtual NstObjectTopology* isNstObjectTopology()`
Returns NULL.
- `NstIdentifier* identifier() const`
Returns the name of the object (the name of the function, subroutine, ...).
- `NstIdentifier* identifier(NstIdentifier& id)`
Replaces the current name with `id` and returns the old one.
- `NstObjectBaseProcedure* in_procedure() const`
If the subroutine or function is contained into another unit, returns the unit containing it. Returns NULL elsewhere.

```
class NstObjectBaseProcedure : public NstObject
```

```
int type() const  
NstObjectBaseProcedure* isNstObjectBaseProcedure()  
  
const NstSymbolTable& symbols() const  
NstUnit* declaration() const  
int kind
```

This class permits to create objects that are associated with subroutines, functions, block data constructions or modules. An object created with this class contains the symbol table and the declaration of the unit associated with the object. Note that an unit also stores a pointer to this object.

- **int type() const**

Returns one of the following types:

NST_OBJECT_EXTERNAL	EXTERNAL s
NST_OBJECT_PROCEDURE	SUBROUTINE sub (...)
NST_OBJECT_FUNCTION	FUNCTION f (...)
NST_OBJECT_BLOCK_DATA	BLOCK DATA b
NST_OBJECT_MODULE	MODULE m

- **NstObjectBaseProcedure* isNstObjectBaseProcedure()**

Returns this object.

- **const NstSymbolTable& symbols() const**

Returns the symbol table of the unit. The symbol table is a list of **NstObject** objects.

- **NstUnit* declaration() const**

Returns the declaration of the unit associated with the object. Note that the **NstUnit** object has a method **object()** that returns the object associated with the unit (this object!).

- **int kind**

This attribute is equal to 0 if the unit associated with the object is an user routine, to 1 if it is a dummy routine or to 2 if it is a module routine.

class NstObjectVariable : public NstObject

int type() const

NstObjectVariable* isNstObjectVariable()

NstObjectVariable(NstIdentifier& idf)

NstDeclarationVariable* declaration() const

NstVarDesc* description() const

NstDeclaration* distribution() const

This class defines an object that is associated with each declared variable. This object is stored in the symbol table of the object corresponding to the unit where the variable has been declared.

- **int type() const**

Returns the type **NST_OBJECT_VARIABLE (INTEGER a)**.

- **NstObjectVariable* isNstObjectVariable()**

Return this object.

- **NstObjectVariable(NstIdentifier& idf)**

Creates a dummy variable with no declaration, no type. It can be used for the declaration of a symbolic variable for an alignment.

- **NstDeclarationVariable* declaration() const**
Returns the declaration of the variable associated with the object. Note that the **NstDeclarationVariable** object has a method **object()** that returns this object.
- **NstVarDesc* description() const**
Returns the description of the variable (intent, target, ...).
- **NstDeclaration* distribution() const**
Returns the HPF distribution of the variable if it exists. Returns NULL elsewhere.

class NstObjectTemplate : public NstObject

```

int type() const
NstObjectTemplate* isNstObjectTemplate()

NstDeclarationTemplate* declaration() const
NstDeclaration* distribution() const

```

This class defines an object that is associated with each declared template. This object is stored in the symbol table of the object corresponding to the unit where the template has been declared.

- **int type() const**
Returns the type **NST_OBJECT_TEMPLATE** (**TEMPLATE t**).
- **NstObjectTemplate* isNstObjectTemplate()**
Returns this object.
- **NstDeclarationTemplate* declaration() const**
Returns the declaration of the template associated with the object. Note that the **NstDeclarationTemplate** object has a method **object()** that returns this object.
- **NstDeclaration* distribution() const**
Returns the HPF distribution of the template if it exists. Returns NULL elsewhere.

class NstObjectTopology : public NstObject

```

int type() const
NstObjectTopology* isNstObjectTopology()

NstDeclarationProcessors* declaration() const

```

This class defines an object that is associated with each declared topology. This object is stored in the symbol table of the object corresponding to the unit where the topology has been declared.

- **int type() const**
Returns the type **NST_OBJECT_TOPOLOGY** (**PROCESSORS P(6)**).
- **NstObjectTopology* isNstObjectTopology()**
Returns this object.
- **NstDeclarationProcessors* declaration() const**
Returns the declaration of the template associated with the object. Note that the **NstDeclarationProcessors** object has a method **object()** that returns this object.

```
class NstSymbolTable : public list<NstObject>, public NstTree
```

```
NstTree* isNstList()  
int type() const
```

```
NstSymbolTable()
```

```
NstObject* search(NstIdentifier& id) const  
NstObject* search(const char* id) const
```

This class represents a symbol table, a list of `NstObject` objects.

- `NstTree* isNstList()`
Returns `this`.
- `int type() const`
Returns the type `NST_OBJECT_LIST`.
- `NstSymbolTable()`
Creates a new instance of this class, an empty list.
- `NstObject* search(NstIdentifier& id) const`
Searchs in the list an object with the identifier `id`. Returns `NULL` if not found. A global variable `search_status` contains the location of the object after a call to this method. This variable can contain the following values:

<code>SEARCH_LOCAL</code>	Found in local table
<code>SEARCH_INTRINSIC</code>	Found in intrinsic table
<code>SEARCH_EXTERNAL</code>	Found in external table
<code>SEARCH_NOTFOUND</code>	Not found
<code>SEARCH_NOTLOCAL</code>	Found in an upper table

- `NstObject* search(const char* id) const`
Searchs in the list an object with the identifier `id`. Returns `NULL` if not found. A global variable `search_status` contains the location of the object after a call to this method. See above for the possible values.

```
class NstVarDesc : public NstTree
```

```
virtual NstVarDescDummy *isNstVarDescDummy()  
virtual NstVarDescParameter *isNstVarDescParameter()  
virtual NstVarDescLocal *isNstVarDescLocal()
```

This class is the base class for description of variable attributes, like the intent, the expression associated with a parameter, etc... This class has no public constructor because objects of this class and descendents are only created by `NstObject` objects.

- `virtual NstVarDescDummy *isNstVarDescDummy()`
Returns `NULL`.
- `virtual NstVarDescParameter *isNstVarDescParameter()`
Returns `NULL`.

- virtual NstVarDescLocal *isNstVarDescLocal()
Returns NULL.

```
class NstVarDescDummy : public NstVarDesc
```

```
int type() const
NstVarDescDummy *isNstVarDescDummy()

int intent
int dynamic
bool is_optional
bool is_target
```

This class defines informations for a variable.

- int type() const
Returns the type NST_VARDESC_DUMMY.
- NstVarDescDummy *isNstVarDescDummy()
Returns this object.
- int intent
This is the intent of the variable. This attribute can have the following values:

NstIntentNo	0
NstIntentIn	1
NstIntentOut	2
NstIntentInOut	3

- int dynamic
This is the status of the variable in terms of dynamicity. This attribute can have the following values:

NstArrayIllegal	-1
NstArrayFixedSize	0
NstArrayAutomatic	1
NstArrayAllocatable	2
NstArrayAssumedShape	3
NstArrayAssumedSize	4

- bool is_optional
Tells if the variable is optional.
- bool is_target
Tells if the variable is declared as being a target for a pointer.

```
class NstVarDescParameter : public NstVarDesc
```

```
int type() const
NstVarDescParameter *isNstVarDescParameter()

NstExpression* expression() const
NstExpression* expression(NstExpression& e)
```

This class defines informations for a parameter variable.

- **int type() const**
Returns the type NST_VARDESC_PARAMETER.
- **NstVarDescParameter *isNstVarDescParameter()**
Returns this object.
- **NstExpression* expression() const**
Returns the expression of the parameter.
- **NstExpression* expression(NstExpression& e)**
Replaces the current expression of the parameter with **e** and returns the old expression.

class NstVarDescLocal : public **NstVarDesc**

int type() const
NstVarDescLocal *isNstVarDescLocal()

int save
int dynamic
bool is_target

- **int type() const**
Returns the type NST_VARDESC_LOCAL.
- **NstVarDescLocal *isNstVarDescLocal()**
Returns this object.
- **int save**
Tells if the variable has the save attribute.
- **int dynamic**
This is the status of the variable in terms of dynamicity. This attribute can have the following values:

NstArrayIllegal	-1
NstArrayFixedSize	0
NstArrayAutomatic	1
NstArrayAllocatable	2
NstArrayAssumedShape	3
NstArrayAssumedSize	4

- **bool is_target**
Tells if the variable is declared as being a target for a pointer.

3.14 Miscellaneous functions

3.14.1 IO functions

- **int set_indent_step(int nid)**
Set the indentation step to `nid` for output. By default, this indentation step is set to 3. Returns the old indentation step.
- **int nst_petit_unparse(ostream& fortran, ostream& petit, const NstStatement &statement)**
Unparses a statement on a stream in the Petit language. The declarations needed are added to the beginning of the file. Note that the Petit language is a subset of Fortran. All the statements cannot be unparsed in Petit mode. This function returns 1 if the code cannot be unparsed. In this case, a warning is written on error stream to tell where the problem resides. Note that the unparsed mode is not modified by this function. `statement` is unparsed in Fortran on the stream `fortran` (this pass is needed to get all the declarations), and in Petit on the stream `petit`.
- **const string& nst_temp_dir()**
Returns the temporary directory where nestor stores its temporary files. By default, this directory is `/tmp`.
- **const string& nst_temp_dir(const string& ntp)**
Replaces the temporary directory where nestor stores its temporary files by `ntp` and returns the old one.
- **string nst_tmp_file(const string& postfix, const string& end)**
This function creates a string of the form

`<nst_temp_dir(>/nst_<nst_tmp_number><postfix>.<end>`

For example, the call:

```
string t = "truc";  
string e = "txt";  
cout << nst_tmp_file(t, e) << endl;
```

will display:

```
/tmp/nst_0truc.txt
```

- **unsigned long nst_tmp_number()**
Each time this function is called, a global number is returned and incremented.
- **ifstream& nst_eatwhite(ifstream& is)**
This function removes all consecutive spaces until it reaches a non-space character from the input stream `is`.
- **ifstream& nst_eatsome(ifstream& is, int number)**
This function removes `number` spaces from the input stream `is`.
- **ifstream& nst_endoffline(ifstream& is)**
This function removes all character from `is` until the end of the current line.
- **char nst_sure_get(ifstream& is)**
This function ensures that a character will be read. Returns an error if there are no character left in the input stream `is`. It returns the character read.

- `string nst_stream_to_file(istream& from)`

This function reads the input stream **from** until EOF and put its content into a temporary file. It returns the name of the temporary file.

References

- [1] T. Brandes, S. Chaumette, M.-C. Counilh, A. Darte, J.C. Mignot, F. Desprez, and J. Roman. HPFIT: A Set of Integrated Tools for the Parallelization of Applications Using High Performance Fortran: Part I: HPFIT and the TransTOOL Environment. *Parallel Computing*, 23(1-2):71–87, 1997.
- [2] Thomas Brandes. *ADAPTOR Programmer's Guide - Version 5.0*. German National Research Institute for Computer Science, March 1997. <http://www.gmd.de/SCAI/lab/adaptor/>.
- [3] PIPS Team. PIPS (Interprocedural Parallelizer for Scientific Programs). World Wide Web document, URL: <http://www.cri.enscm.fr/~pips/index.html>.
- [4] Stanford Compiler Group. SUIF compiler system. World Wide Web document, URL: <http://suif.stanford.edu/suif/suif.html>.

A Class types of the Base library

Type of the class	Name of the class
NST_IDENTIFIER	NstIdentifier
NST_COMPUTATION_UNIT	NstComputationUnit
NST_UNIT_PROGRAM	NstUnitProgram
NST_UNIT_SUBROUTINE	NstUnitSubroutine
NST_UNIT_FUNCTION	NstUnitFunction
NST_UNIT_MODULE	NstUnitModule
NST_UNIT_BLOCK_DATA	NstUnitBlockData
NST_UNIT_LIST	NstUnitList
NST_DECLARATION_DYNAMIC	NstDeclarationDynamic
NST_DECLARATION_TEMPLATE	NstDeclarationTemplate
NST_DECLARATION_PROCESSORS	NstDeclarationProcessors
NST_DECLARATION_IMPLICIT	NstDeclarationImplicit
NST_DECLARATION_FORMAT	NstDeclarationFormat
NST_DECLARATION_DISTRIBUTE	NstDeclarationDistribute
NST_DECLARATION_ALIGN	NstDeclarationAlign
NST_DECLARATION_VARIABLE	NstDeclarationVariable
NST_DECLARATION_VAR_PARAM	NstDeclarationVarParam
NST_DECLARATION_PARAMETER	NstDeclarationParameter
NST_DECLARATION_INTRINSIC	NstDeclarationIntrinsic
NST_DECLARATION_EXTERNAL	NstDeclarationExternal
NST_DECLARATION_LIST	NstDeclarationList
NST_TYPE_INTEGER	NstTypeInteger
NST_TYPE_REAL	NstTypeReal
NST_TYPE_BOOLEAN	NstTypeBoolean
NST_TYPE_COMPLEX	NstTypeComplex
NST_TYPE_DUMMY	NstTypeDummy
NST_TYPE_STRING	NstTypeString
NST_TYPE_ARRAY	NstTypeArray
NST_TYPE_POINTER	NstTypePointer
NST_SHAPE_EXPLICIT	NstShape
NST_SHAPE_ASSUMED_SHAPE	NstShape
NST_SHAPE_DEFERRED	NstShape
NST_SHAPE_ASSUMED_SIZE	NstShape
NST_SHAPE_LIST	NstShapeList
NST_DIST_SPEC_ANY	NstDistSpec
NST_DIST_SPEC_DEFAULT	NstDistSpec
NST_DIST_SPEC_REPL	NstDistSpec
NST_DIST_SPEC_NODE	NstDistSpec
NST_DIST_SPEC_LIST	NstDistSpecList
NST_DIST_FORMAT_SERIAL	NstDistFormat
NST_DIST_FORMAT_ANY_BLOCK	NstDistFormat
NST_DIST_FORMAT_ANY_CYCLIC	NstDistFormat
NST_DIST_FORMAT_ANY_GEN_BLOCK	NstDistFormat
NST_DIST_FORMAT_ANY_INDIRECT	NstDistFormat
NST_DIST_FORMAT_ANY_DIM	NstDistFormat
NST_DIST_FORMAT_BLOCK	NstDistFormat

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Type of the class	Name of the class
NST_DIST_FORMAT_CYCLIC	NstDistFormat
NST_DIST_FORMAT_GEN_BLOCK	NstDistFormat
NST_DIST_FORMAT_INDIRECT	NstDistFormat
NST_DIST_FORMAT_LIST	NstDistFormatList
NST_PROCESSOR_ANY_ARRAY	NstProcessor
NST_PROCESSOR_DEFAULT_ARRAY	NstProcessor
NST_PROCESSOR_ARRAY	NstProcessor
NST_ALIGN_SPEC	NstAlignSpec
NST_STATEMENT_CONTINUE	NstStatementContinue
NST_STATEMENT_BASIC	NstStatementBasic
NST_STATEMENT_IF	NstStatementIf
NST_STATEMENT_WHERE	NstStatementWhere
NST_STATEMENT_WHILE	NstStatementWhile
NST_STATEMENT_LOOP	NstStatementLoop
NST_STATEMENT_REPEAT	NstStatementRepeat
NST_STATEMENT_FORALL	NstStatementForall
NST_STATEMENT_REGION	NstStatementRegion
NST_STATEMENT_NESTOR	NstStatementNestor
NST_STATEMENT_DO	NstStatementDo
NST_STATEMENT_LIST	NstStatementList
NST_SIMPLE_IO	NstSimpleIO
NST_SIMPLE_GOTO	NstSimpleGoto
NST_SIMPLE_RETURN	NstSimpleReturn
NST_SIMPLE_PAUSE	NstSimpleReturn
NST_SIMPLE_STOP	NstSimpleReturn
NST_SIMPLE_EXIT	NstSimpleExit
NST_SIMPLE_CYCLE	NstSimpleExit
NST_SIMPLE_ALLOCATE	NstSimpleAllocate
NST_SIMPLE_DEALLOCATE	NstSimpleAllocate
NST_SIMPLE_NULLIFY	NstSimpleNullify
NST_SIMPLE_REALIGN	NstSimpleRealign
NST_SIMPLE_REDISTRIBUTE	NstSimpleRedistribute
NST_SIMPLE_ASSIGN	NstSimpleAssign
NST_SIMPLE_PTR_ASSIGN	NstSimpleAssign
NST_SIMPLE_CALL	NstSimpleCall
NST_EXPRESSION_DUMMY	NstExpressionDummy
NST_EXPRESSION_SLICE	NstExpressionSlice
NST_EXPRESSION_BINARY	NstExpressionBinary
NST_EXPRESSION_UNARY	NstExpressionUnary
NST_EXPRESSION_CALL	NstExpressionCall
NST_VARIABLE_DUMMY	NstVariableDummy
NST_VARIABLE_USED	NstVariableUsed
NST_VARIABLE_LOOP	NstVariableLoop
NST_VARIABLE_INDEXED	NstVariableIndexed
NST_VARIABLE_LIST	NstVariableList
NST_CONSTANT_BOOL	NstBoolean
NST_CONSTANT_INT	NstInteger
NST_CONSTANT_STRING	NstString

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Type of the class	Name of the class
NST_CONSTANT_REAL	NstReal
NST_CONSTANT_COMPLEX	NstComplex
NST_EXPRESSION_LIST	NstExpressionList
NST_PARAMETER_NONE	NstParameterNone
NST_PARAMETER_FORMAT	NstParameterFormat
NST_PARAMETER_VAR	NstParameterVariable
NST_PARAMETER_VALUE	NstParameterValue
NST_PARAMETER_NAMED	NstParameterNamed
NST_PARAMETER_LIST	NstParameterList
NST_OBJECT_VARIABLE	NstObjectVariable
NST_OBJECT_TEMPLATE	NstObjectTemplate
NST_OBJECT_TOPOLOGY	NstObjectTopology
NST_OBJECT_EXTERNAL	NstObjectBaseProcedure
NST_OBJECT_PROCEDURE	NstObjectBaseProcedure
NST_OBJECT_FUNCTION	NstObjectBaseProcedure
NST_OBJECT_BLOCK_DATA	NstObjectBaseProcedure
NST_OBJECT_MODULE	NstObjectBaseProcedure
NST_OBJECT_LIST	NstSymbolTable
NST_VARDESC_DUMMY	NstVarDescDummy
NST_VARDESC_PARAMETER	NstVarDescParameter
NST_VARDESC_LOCAL	NstVarDescLocal

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