

ENCE 202
FORTRAN
Handout 4



Introduction to FORTRAN

• A. J. Clark School of Engineering • Department of Civil and Environmental Engineering

by

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Slide No. 1

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Functions and Subroutines

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- The objective herein is to use a top-down approach to solve complex problems by dividing them into a structured modular computational form
- The following topics are covered:
 - (1) standard functions,
 - (2) statement functions,
 - (3) function subprograms, and
 - (4) subroutine subprograms

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Functions and Subroutines

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■ Standard (Library) Functions

SIN(x)	Sine of x (in radian)
COS(x)	Cosine of x (in radian)
TAN(x)	Tangent of x (in radian)
LOG(x)	Natural logarithm of x
LOG10(x)	Common (base 10) logarithm

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Refer to attached Table for more functions



Functions and Subroutines

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■ Statement Functions

- The statement should be used in the same unit of program where function is used and immediately after the specification statements (before any executable statements).

```
name (argument-list) = expression
```



Functions and Subroutines

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■ Statement Functions (cont'd)

- The function name follows the same rules of variables for type (real or integer). The argument list can be empty

– Example:

```
REAL A, B, Z, T  
Z(A,B) = A+B  
:  
X = 3  
Y = 4  
T = Z(X,Y) + 2  
PRINT *, T
```

The result is T = 9



Functions and Subroutines

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■ Function Subprograms

- The structure for a function subprogram is the same as a FORTRAN programs as follows:

```
FUNCTION name(argument-list)  
Declaration part  
Subprogram statements  
RETURN  
END
```



Functions and Subroutines

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- The statement return is not needed all the time
- It is used to return to the main program
- The computed value goes to the location where the function was called
- The result from the function is returned by the function name



Functions and Subroutines

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- Example:
FUNCTION F(X,Y,N)
REAL X, Y
INTEGER N
F = X**N + Y**N
RETURN
END



Functions and Subroutines

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- The above function of the example can be called in the main program as follows:

$W = F(A, B+3.0, 2)$

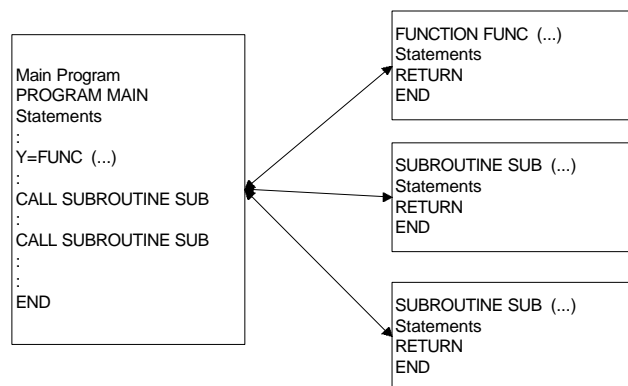
or

$Z = F(R(I), \text{SIN}(A), K)$



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Subroutines

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■ Subroutine Subprograms

– Similar to Function subprograms with the following differences:

1. Functions return one value; whereas Subroutines return no value, one or more values.
2. Returned values by Functions are their names; whereas Subroutine names do not return values, Subroutine output is part of the arguments
3. A Function is referenced using its name in an expression; whereas subroutines are referenced by a CALL statement



Subroutines

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■ Structure of Subroutines

SUBROUTINE name(*argument-list*)

Declaration Part

Subprogram Statements

RETURN

END



Subroutines

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- The input and output list is the argument list which can be empty
- The arrays in a subroutine can be of variable sizes that are declared using the DIMENSION or REAL statement (among others) with a size that is specified by a variable in the argument list
- In the main program, use CALL subroutine-name (argument-list) to execute the subroutine



Subroutines

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■ Example:

```
SUBROUTINE MEAN(X,N,Z)
SUM = 0
INTEGER N
REAL X(N), Z, SUM
DO 10 I = 1, N
    SUM = SUM + X(I)
10 CONTINUE
Z = SUM/N
RETURN
END
```



Subroutines

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- In the main program, the following is permissible:

```
REAL Y(100) , AVERAG  
M = 10  
CALL MEAN(Y,M,AVERAG)
```



Subroutines

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- **COMMON Statement**
 - This statement is used to share information between main Program and Subprograms and among subprograms. It takes the following form:

```
COMMON list
```

- The list is the list of variables or arrays separated by commas



Subroutines

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■ Example

- In the main program, use
`COMMON A, B, C`
- In the subprograms, use
`COMMON X, Y, Z`
- The results of these two statements is that
A takes on the same value as X, B takes
on same values as Y, and C takes on the
same value as Z.



Subroutines

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■ In general, the statement can be as follows:

`COMMON /name1/list1/ name2/list2 ...`

Example:

In the main programs, use

`COMMON/N1/ X, Y, Z/N2/A, B, C/N3/D, E, F`

In subprogram 1, use

`COMMON/N1/ XX, YY, ZZ/N3/DD, EE, FF`

In subprogram 2, use

`COMMON/N3/DD, EE, FF`



Double Precision

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- Real data are commonly treated using single precision, i.e., single memory location for each number which corresponds to 32-bit word. The result is an accuracy of about 7 significant digits. Double precision allows for doubling the above quantities



Double Precision

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- Use a type statement to specify double precision as follows:
DOUBLE PRECISION Z, X(2, 3)
FUNCTION F(X, Y)
DOUBLE PRECISION F, X, Y
END
- In writing or printing numbers 1.E-3 becomes 1.D-3



Double Precision

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- In general, the read and write control is

rDw.d

where

r = repetitions,

w = width, and

d = number of digits



Fortran Application Examples

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- Newton's Method (Numerical Analysis)

- This program illustrates the Newton's method on the function:

$$f(x) = x^3 - 3x^2 - x + 9 = 0$$

- Calls: NEWT

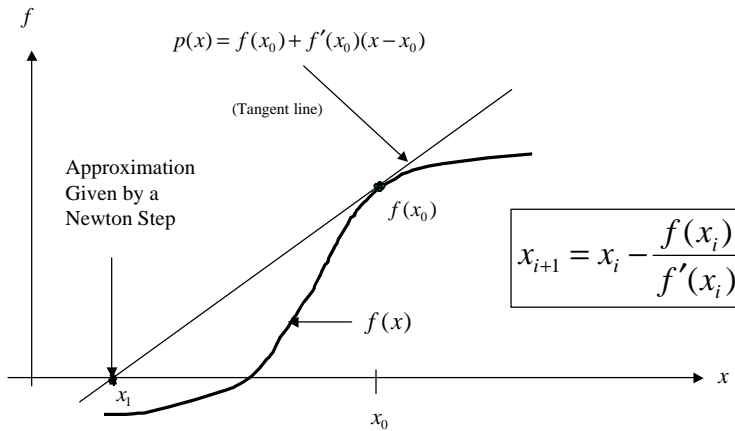
- Output (form Function F)

- X=Value of X at current iteration
- F=Functional value at x



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```
PROGRAM NEWTON
```

```
X0=-2.0
```

```
EPS=0.00001
```

```
C
```

```
C
```

```
C
```

```
C
```

```
SUBROUTINE NEWT IS USED TO FIND A  
ROOT STARTING WITH THE INITIAL GUESS  
X0
```

```
CALL NEWT(X0,X,EPS)
```

```
STOP
```

```
END
```

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```
      SUBROUTINE NEWT(X0,X,EPS)
C *****
C * FUNCTION: THE SUBROUTINE APPROXIMATES THE ROOT
C *           OF F(X)=0 GIVEN THE INITIAL POINT X0 AND
C *           THE DERIVATIVE FUNCTION DF(X) USING THE
C *           NEWTON METHOD
C * USAGE:
C *           CALL SEQUENC: CALL NEWT(X0,X,EPS)
C*           EXTERNAL FUNCTIONS/SURROUTINES:
C*                   FUNCTION F(X)
C*                   FUNCTION DF(X)
```



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```
      C *   PARAMETERS:
      C *   INPUT:
      C *           X0=INITIAL ROOT APPROXIMATION
      C *           EPS=ERROR BOUND
      C *   OUTPUT:
      C *           X=NEWTON APPROXIMATION OF THE ROOT
C *****
C           **** INITIALIZATION ****
C           X=X0-(F(X0)/DF(X0))
C           *** COMPUTE APPROXIMATE ROOT ITERATIVELY ***
```



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```
DO WHILE(ABS(X-X0) .GT. EPS)
  X0=X
  X=X0-(F(X0)/DF(X0))
END DO
RETURN
END
```



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```
C      FUNCTION F IS CALLED BY NEWT TO CALCULATE
C      FUNCTIONAL VALUES FOR THE PASSED POINT X
      FUNCTION F(X)
      F=X**3-3.0*X**2-X+9.0
      WRITE(6,10)X,F
10     FORMAT(22X,F16.7,4X,F16.7)
      RETURN
      END
```



Fortran Application Examples

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C
C FUNCTION DF(X) IS CALLED BY NEWT TO CALCULATE
C THE DERIVATIVE AT X

C
C FUNCTION DF(X)
C DF=3.0*X**2-6.0*X-1.0
C RETURN
C END



Fortran Application Examples

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■ Area of a Circle

– Demonstrating the use of Input and Output files

```
PROGRAM AREA_CIRCLE  
DIMENSION DIA(10), AREA(10)  
OPEN(5,FILE='TEST.DAT', STATUS='UNKNOWN')  
OPEN(6,FILE='TEST.OUT', STATUS='UNKNOWN')  
PI=22.7  
DO 1 I=1,10  
READ(5,*)DIA(I)  
AREA(I)=PI*DIA(I)**2/4  
WRITE(6,*)DIA(I),AREA(I)  
1 CONTINUE  
END
```



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■ INPUT File (area.dat)

1
2
3
6
8
9
5
7
9
11



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■ OUTPUT File (area.out)

1.00000	0.785714
2.00000	3.14286
3.00000	7.07143
6.00000	28.2857
8.00000	50.2857
9.00000	63.6429
5.00000	19.6429
7.00000	38.5000
9.00000	63.6429
11.0000	95.0714



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Numerical Analysis – The Trapezoidal Rule of Integration

$$\int_{x_1}^{x_n} f(x) dx \approx h \left[\frac{1}{2} f(x_0) + f(x_1) + \dots + f(x_{n-1}) + \frac{1}{2} f(x_n) \right]$$

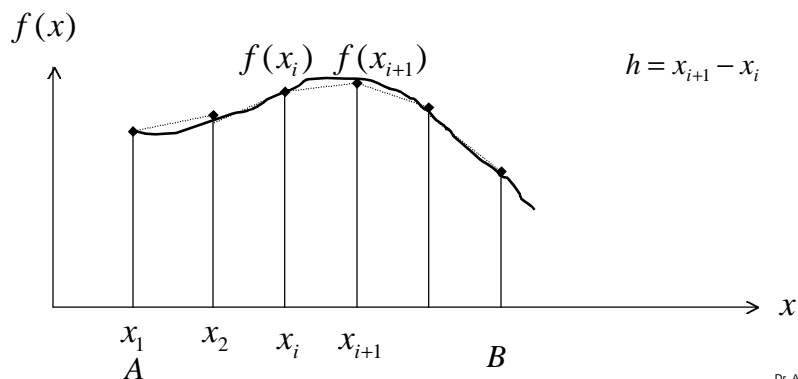
$$h = x_{i+1} - x_i$$



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Numerical Analysis – The Trapezoidal Rule of Integration





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■ Numerical Analysis

- Need for Trapezoidal Formula
- Complex Integral that can not be evaluated analytically

$$\int \frac{x \cos(x^2)}{e^x} dx$$

- Set of discrete values obtained from experiments



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■ Numerical Analysis

- The Trapezoidal Rule of Integration

```
PROGRAM TRAPEZOID
```

```
A=0.0
```

```
B=10.0
```

```
N=10
```

```
CALL TRAP(A,B,N,EST)
```

```
WRITE(5,*)EST
```

```
END
```



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■ The Trapezoidal Rule of Integration (cont'd)

```
SUBROUTINE TRAP(A,B,N,E)
  H = (B-A)/N
  E = (F(A)+F(B))/2.0
  IF (N.GT.1) THEN
    X=A
    DO 1 I=1, N-1
      X=X+H
      E = E+F(X)
1 CONTINUE
  END IF
  E=E*H
  RETURN
END
```

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■ The Trapezoidal Rule of Integration (cont'd)

```
FUNCTION F(X)
  F = 1+(x**2*exp(x))/(1+x)
  RETURN
END
```

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