User Documentation for KINSOL v5.2.0
(SUNDIALS v5.2.0)

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March 31, 2020
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This work was performed under the auspices of the U.S. Department of Energy by Lawrence Livermore National Laboratory under Contract DE-AC52-07NA27344.
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Chapter 1

Introduction

KINSOL is part of a software family called SUNDIALS: SUite of Nonlinear and Differential/ALgebraic equation Solvers [20]. This suite consists of CVODE, ARKODE, KINSOL, and IDA, and variants of these with sensitivity analysis capabilities.

KINSOL is a general-purpose nonlinear system solver based on Newton-Krylov solver technology. A fixed point iteration is also included with the release of KINSOL v.2.8.0 and higher.

1.1 Historical Background

The first nonlinear solver packages based on Newton-Krylov methods were written in FORTRAN. In particular, the NKSOL package, written at LLNL, was the first Newton-Krylov solver package written for solution of systems arising in the solution of partial differential equations [8]. This FORTRAN code made use of Newton’s method to solve the discrete nonlinear systems and applied a preconditioned Krylov linear solver for solution of the Jacobian system at each nonlinear iteration. The key to the Newton-Krylov method was that the matrix-vector multiplies required by the Krylov method could effectively be approximated by a finite difference of the nonlinear system-defining function, avoiding a requirement for the formation of the actual Jacobian matrix. Significantly less memory was required for the solver as a result.

In the late 1990’s, there was a push at LLNL to rewrite the nonlinear solver in C and port it to distributed memory parallel machines. Both Newton and Krylov methods are easily implemented in parallel, and this effort gave rise to the KINSOL package. KINSOL is similar to NKSOL in functionality, except that it provides for more options in the choice of linear system methods and tolerances, and has a more modular design to provide flexibility for future enhancements.

At present, KINSOL may utilize a variety of Krylov methods provided in SUNDIALS. These methods include the GMRES (Generalized Minimal RESidual) [32], FGMRES (Flexible Generalized Minimum RESidual) [31], Bi-CGSTab (Bi-Conjugate Gradient Stabilized) [33], TFQMR (Transpose-Free Quasi-Minimal Residual) [17], and PCG (Preconditioned Conjugate Gradient) [19] linear iterative methods. As Krylov methods, these require little matrix storage for solving the Newton equations as compared to direct methods. However, the algorithms allow for a user-supplied preconditioner iterative matrix, and, for most problems, preconditioning is essential for an efficient solution. For very large nonlinear algebraic systems, the Krylov methods are preferable over direct linear solver methods, and are often the only feasible choice. Among the Krylov methods in SUNDIALS, we recommend GMRES as the best overall choice. However, users are encouraged to compare all three, especially if encountering convergence failures with GMRES. Bi-CGSTab and TFQMR have an advantage in storage requirements, in that the number of workspace vectors they require is fixed, while that number for GMRES depends on the desired Krylov subspace size. FGMRES has an advantage in that it is designed to support preconditioners that vary between iterations (e.g. iterative methods). PCG exhibits rapid convergence and minimal workspace vectors, but only works for symmetric linear systems.

For the sake of completeness in functionality, direct linear system solvers are included in KINSOL. These include methods for both dense and banded linear systems, with Jacobians that are either...
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user-supplied or generated internally by difference quotients. \texttt{KINSOL} also includes interfaces to the sparse direct solvers KLU \cite{[11],1}, and the threaded sparse direct solver, SuperLU_MT \cite{[25],13,4}.

In the process of translating \texttt{NKSOL} into \texttt{C}, the overall \texttt{KINSOL} organization has been changed considerably. One key feature of the \texttt{KINSOL} organization is that a separate module devoted to vector operations was created. This module facilitated extension to multiprocessor environments with minimal impact on the rest of the solver. The vector module design is shared across the \texttt{SUNDIALS} suite. This \texttt{NVECTOR} module is written in terms of abstract vector operations with the actual routines attached by a particular implementation (such as serial or parallel) of \texttt{NVECTOR}. This abstraction allows writing the \texttt{SUNDIALS} solvers in a manner independent of the actual \texttt{NVECTOR} implementation (which can be user-supplied), as well as allowing more than one \texttt{NVECTOR} module linked into an executable file. \texttt{SUNDIALS} (and thus \texttt{KINSOL}) is supplied with serial, MPI-parallel, and both OpenMP and Pthreads thread-parallel \texttt{NVECTOR} implementations.

There are several motivations for choosing the \texttt{C} language for \texttt{KINSOL}. First, a general movement away from \texttt{FORTRAN} and toward \texttt{C} in scientific computing was apparent. Second, the pointer, structure, and dynamic memory allocation features in \texttt{C} are extremely useful in software of this complexity, with the great variety of method options offered. Finally, we prefer \texttt{C} over \texttt{C++} for \texttt{KINSOL} because of the wider availability of \texttt{C} compilers, the potentially greater efficiency of \texttt{C}, and the greater ease of interfacing the solver to applications written in \texttt{FORTRAN}.

1.2 Changes from previous versions

Changes in v5.2.0

Fixed a build system bug related to the Fortran 2003 interfaces when using the IBM XL compiler. When building the Fortran 2003 interfaces with an XL compiler it is recommended to set \texttt{CMAKE\_Fortran\_COMPILER} to \texttt{f2003}, \texttt{xlf2003}, or \texttt{xlf2003}.

Fixed a linkage bug affecting Windows users that stemmed from dllimport/dllexport attributes missing on some \texttt{SUNDIALS} API functions.

Added a new \texttt{SUNMatrix} implementation, \texttt{SUNMATRIX\_CUSPARSE}, that interfaces to the sparse matrix implementation from the NVIDIA cuSPARSE library. In addition, the \texttt{SUNLINSOL\_CUSOLVER\_BATCHQR} linear solver has been updated to use this matrix, therefore, users of this module will need to update their code. These modules are still considered to be experimental, thus they are subject to breaking changes even in minor releases.

Changes in v5.1.0

Fixed a build system bug related to finding LAPACK/BLAS.

Fixed a build system bug related to checking if the KLU library works.

Fixed a build system bug related to finding PETSc when using the CMake variables \texttt{PETSC\_INCLUDES} and \texttt{PETSC\_LIBRARIES} instead of \texttt{PETSC\_DIR}.

Added a new build system option, \texttt{CUDA\_ARCH}, that can be used to specify the CUDA architecture to compile for.

Added two utility functions, \texttt{SUNDIALSF\_fileOpen} and \texttt{SUNDIALSF\_fileClose} for creating/destroying file pointers that are useful when using the Fortran 2003 interfaces.

Added support for constant damping when using Anderson acceleration. See Chapter 2 and the description of the \texttt{KINSetDampingAA} function for more details.

Changes in v5.0.0

Build system changes

- Increased the minimum required CMake version to 3.5 for most \texttt{SUNDIALS} configurations, and 3.10 when CUDA or OpenMP with device offloading are enabled.
1.2 Changes from previous versions

• The CMake option `BLAS_ENABLE` and the variable `BLAS_LIBRARIES` have been removed to simplify builds as Sundials packages do not use BLAS directly. For third party libraries that require linking to BLAS, the path to the BLAS library should be included in the `LIBRARIES` variable for the third party library e.g., `SUPERLUDIST_LIBRARIES` when enabling SuperLU_DIST.

• Fixed a bug in the build system that prevented the `nvector_pthreads` module from being built.

N_VECTOR module changes

• Two new functions were added to aid in creating custom N_VECTOR objects. The constructor `N_VNewEmpty` allocates an “empty” generic N_VECTOR with the object’s content pointer and the function pointers in the operations structure initialized to `NULL`. When used in the constructor for custom objects this function will ease the introduction of any new optional operations to the N_VECTOR API by ensuring only required operations need to be set. Additionally, the function `N_VCopyOps(w, v)` has been added to copy the operation function pointers between vector objects. When used in clone routines for custom vector objects these functions also will ease the introduction of any new optional operations to the N_VECTOR API by ensuring all operations are copied when cloning objects. See §6.1.5 for more details.

• Two new N_VECTOR implementations, `nvector_manyvector` and `nvector_mpimanyvector`, have been created to support flexible partitioning of solution data among different processing elements (e.g., CPU + GPU) or for multi-physics problems that couple distinct MPI-based simulations together. This implementation is accompanied by additions to user documentation and Sundials examples. See §6.13 and §6.14 for more details.

• One new required vector operation and ten new optional vector operations have been added to the N_VECTOR API. The new required operation, `N_VGetLength`, returns the global length of an N_Vector. The optional operations have been added to support the new N_VECTOR_MPIMANYVECTOR implementation. The operation `N_VGetCommunicator` must be implemented by subvectors that are combined to create an N_VECTOR_MPIMANYVECTOR, but is not used outside of this context. The remaining nine operations are optional local reduction operations intended to eliminate unnecessary latency when performing vector reduction operations (norms, etc.) on distributed memory systems. The optional local reduction vector operations are `N_VDotProdLocal`, `N_VMaxNormLocal`, `N_VMinLocal`, `N_VL1NormLocal`, `N_VSqrSumLocal`, `N_VSqrSumMaskLocal`, `N_VInvTestLocal`, `N_VConstrMaskLocal`, and `N_VMinQuotientLocal`. If an N_VECTOR implementation defines any of the local operations as `NULL`, then the N_VECTOR_MPIMANYVECTOR will call standard N_VECTOR operations to complete the computation. See §6.1.4 for more details.

• An additional N_VECTOR implementation, `nvector_mpiplusx`, has been created to support the MPI+X paradigm where X is a type of on-node parallelism (e.g., OpenMP, CUDA). The implementation is accompanied by additions to user documentation and Sundials examples. See §6.15 for more details.

• The `*MPIcuda` and `*MPIRaja` functions have been removed from the N_VECTOR_CUDA and N_VECTOR_RAJA implementations respectively. Accordingly, the `nvector_mpiCUDA.h`, `nvector_mpiRaja.h`, `libsundials_nvecmpicuda.lib`, and `libsundials_nvecmpicudaraja.lib` files have been removed. Users should use the N_VECTOR_MPIPLUSX module coupled in conjunction with the N_VECTOR_CUDA or N_VECTOR_RAJA modules to replace the functionality. The necessary changes are minimal and should require few code modifications. See the programs in `examples/ida/mpicuda` and `examples/ida/mpiraja` for examples of how to use the N_VECTOR_MPIPLUSX module with the N_VECTOR_CUDA and N_VECTOR_RAJA modules respectively.

• Fixed a memory leak in the N_VECTOR_PETSC module clone function.
• Made performance improvements to the NVECTOR_CUDA module. Users who utilize a non-default stream should no longer see default stream synchronizations after memory transfers.

• Added a new constructor to the NVECTOR_CUDA module that allows a user to provide custom allocate and free functions for the vector data array and internal reduction buffer. See §6.9.1 for more details.

• Added new Fortran 2003 interfaces for most NVECTOR modules. See Chapter 6 for more details on how to use the interfaces.

• Added three new NVECTOR utility functions, FN_VGetVecAtIndexVectorArray, FN_VSetVecAtIndexVectorArray, and FN_VNewVectorArray, for working with N_Vector arrays when using the Fortran 2003 interfaces. See §6.1.5 for more details.

SUNMatrix module changes

• Two new functions were added to aid in creating custom SUNMATRIX objects. The constructor SUNMatNewEmpty allocates an “empty” generic SUNMATRIX with the object’s content pointer and the function pointers in the operations structure initialized to NULL. When used in the constructor for custom objects this function will ease the introduction of any new optional operations to the SUNMATRIX API by ensuring only required operations need to be set. Additionally, the function SUNMatCopyOps(A, B) has been added to copy the operation function pointers between matrix objects. When used in clone routines for custom matrix objects these functions also will ease the introduction of any new optional operations to the SUNMATRIX API by ensuring all operations are copied when cloning objects. See §7.1.2 for more details.

• A new operation, SUNMatMatvecSetup, was added to the SUNMATRIX API to perform any setup necessary for computing a matrix-vector product. This operation is useful for SUNMATRIX implementations which need to prepare the matrix itself, or communication structures before performing the matrix-vector product. Users who have implemented custom SUNMATRIX modules will need to at least update their code to set the corresponding ops structure member, matvecsetup, to NULL. See §7.1.1 for more details.

• The generic SUNMATRIX API now defines error codes to be returned by SUNMATRIX operations. Operations which return an integer flag indicating success/failure may return different values than previously. See §7.1.3 for more details.

• A new SUNMATRIX (and SUNLINSOL) implementation was added to facilitate the use of the SuperLU_DIST library with Sundials. See §7.6 for more details.

• Added new Fortran 2003 interfaces for most SUNMATRIX modules. See Chapter 7 for more details on how to use the interfaces.

SUNLinearSolver module changes

• A new function was added to aid in creating custom SUNLINSOL objects. The constructor SUNLinSolNewEmpty allocates an “empty” generic SUNLINSOL with the object’s content pointer and the function pointers in the operations structure initialized to NULL. When used in the constructor for custom objects this function will ease the introduction of any new optional operations to the SUNLINSOL API by ensuring only required operations need to be set. See §8.3 for more details.

• The return type of the SUNLINSOL API function SUNLinSolLastFlag has changed from long int to sunindextype to be consistent with the type used to store row indices in dense and banded linear solver modules.

• Added a new optional operation to the SUNLINSOL API, SUNLinSolGetID, that returns a SUNLinearSolver_ID for identifying the linear solver module.
1.2 Changes from previous versions

- The SUNLINSOL API has been updated to make the initialize and setup functions optional.

- A new SUNLINSOL (and SUNMATRIX) implementation was added to facilitate the use of the SuperLU_DIST library with SUNDIALS. See §8.10 for more details.

- Added a new SUNLINSOL implementation, SUNLinearSolver_cuSolverSp_batchQR, which leverages the NVIDIA cuSOLVER sparse batched QR method for efficiently solving block diagonal linear systems on NVIDIA GPUs. See §8.12 for more details.

- Added three new accessor functions to the SUNLINSOL_KLU module, SUNLinSol_KLUGetSymbolic, SUNLinSol_KLUGetNumeric, and SUNLinSol_KLUGetCommon, to provide user access to the underlying KLU solver structures. See §8.9.2 for more details.

- Added new Fortran 2003 interfaces for most SUNLINSOL modules. See Chapter 8 for more details on how to use the interfaces.

KINSOL changes

- Fixed a bug in the KINSOL linear solver interface where the auxiliary scalar sjpnorm was not computed when necessary with the Picard iteration and the auxiliary scalar sFdotJp was unnecessarily computed in some cases.

- The KINLS interface has been updated to only zero the Jacobian matrix before calling a user-supplied Jacobian evaluation function when the attached linear solver has type SUNLINEAR_SOLVER_DIRECT.

- Added a Fortran 2003 interface to KINSOL. See Chapter 5 for more details.

Changes in v5.0.0-dev.0

An additional NVVECTOR implementation, NVVECTOR_MANYVECTOR, was created to support flexible partitioning of solution data among different processing elements (e.g., CPU + GPU) or for multiphysics problems that couple distinct MPI-based simulations together (see Section 6.13 for more details). This implementation is accompanied by additions to user documentation and SUNDIALS examples.

Eleven new optional vector operations have been added to the NVVECTOR API to support the new NVVECTOR_MANYVECTOR implementation (see Chapter 6 for more details). Two of the operations, NVGetCommunicator and NVGetLength, must be implemented by subvectors that are combined to create an NVVECTOR_MANYVECTOR, but are not used outside of this context. The remaining nine operations are optional local reduction operations intended to eliminate unnecessary latency when performing vector reduction operations (norms, etc.) on distributed memory systems. The optional local reduction vector operations are NVDotProdLocal, NVMaxNormLocal, NWMinLocal, NVLINormLocal, NWWQSumLocal, NWWQSumMaskLocal, NVInvTestLocal, NVConstMaskLocal, and NWMinQuotientLocal. If an NVVECTOR implementation defines any of the local operations as NULL, then the NVVECTOR_MANYVECTOR will call standard NVVECTOR operations to complete the computation.

A new SUNMATRIX and SUNLINSOL implementation was added to facilitate the use of the SuperLU_DIST library with SUNDIALS.

A new operation, SUNMatMatvecSetup, was added to the SUNMATRIX API. Users who have implemented custom SUNMATRIX modules will need to at least update their code to set the corresponding ops structure member, matvecsetup, to NULL.

The generic SUNMATRIX API now defines error codes to be returned by SUNMATRIX operations. Operations which return an integer flag indicating success/failure may return different values than previously.
Changes in v4.1.0

An additional nvectoR implementation was added for the Tpetra vector from the Trilinos library to facilitate interoperability between sundials and Trilinos. This implementation is accompanied by additions to user documentation and sundials examples.

The EXAMPLES_ENABLE_RAJA CMake option has been removed. The option EXAMPLES_ENABLE_CUDA enables all examples that use CUDA including the RAJA examples with a CUDA back end (if the RAJA NVECTOR is enabled).

The implementation header file kin_impl.h is no longer installed. This means users who are directly manipulating the KINMem structure will need to update their code to use KINSL’s public API.

Python is no longer required to run make test and make test_install.

Changes in v4.0.2

Added information on how to contribute to sundials and a contributing agreement.

Moved definitions of DLS and SPILS backwards compatibility functions to a source file. The symbols are now included in the KINSL library, libsundials_kinsol.

Changes in v4.0.1

No changes were made in this release.

Changes in v4.0.0

KINSOL’s previous direct and iterative linear solver interfaces, KINDLS and KINSPILS, have been merged into a single unified linear solver interface, KinLS, to support any valid SUNLINSOL module. This includes the “DIRECT” and “ITERATIVE” types as well as the new “MATRIX_ITERATIVE” type. Details regarding how KinLS utilizes linear solvers of each type as well as discussion regarding intended use cases for user-supplied SUNLINSOL implementations are included in Chapter 8. All KINSL example programs and the standalone linear solver examples have been updated to use the unified linear solver interface.

The unified interface for the new KinLS module is very similar to the previous KINDLS and KINSPILS interfaces. To minimize challenges in user migration to the new names, the previous C and FORTRAN routine names may still be used; these will be deprecated in future releases, so we recommend that users migrate to the new names soon. Additionally, we note that FORTRAN users, however, may need to enlarge their iout array of optional integer outputs, and update the indices that they query for certain linear-solver-related statistics.

The names of all constructor routines for sundials-provided SUNLINSOL implementations have been updated to follow the naming convention SUNLinSol_* where * is the name of the linear solver. The new names are SUNLinSol_Band, SUNLinSol_Dense, SUNLinSol_KLU, SUNLinSol_LapackBand, SUNLinSol_LapackDense, SUNLinSol_PCG, SUNLinSol_SPBCGS, SUNLinSol_SPFGMR, SUNLinSol_SPGMR, SUNLinSol_SPTFQMR, and SUNLinSol_SuperLUMT. Solver-specific “set” routine names have been similarly standardized. To minimize challenges in user migration to the new names, the previous routine names may still be used; these will be deprecated in future releases, so we recommend that users migrate to the new names soon. All KINSL example programs and the standalone linear solver examples have been updated to use the new naming convention.

The SUNBandMatrix constructor has been simplified to remove the storage upper bandwidth argument.

Three fused vector operations and seven vector array operations have been added to the NVECTOR API. These *optional* operations are disabled by default and may be activated by calling vector specific routines after creating an NVECTOR (see Chapter 6 for more details). The new operations are intended to increase data reuse in vector operations, reduce parallel communication on distributed memory systems, and lower the number of kernel launches on systems with accelerators. The fused operations are N_VLinearCombination, N_VScaleAddMulti, and N_VDotProdMulti and the vector array
operations are \texttt{N\_VLinearCombinationVectorArray}, \texttt{N\_VScaleVectorArray}, \texttt{N\_VConstVectorArray}, \texttt{N\_VWrmsNormVectorArray}, \texttt{N\_VWrmsNormMaskVectorArray}, \texttt{N\_VScaleAddMultiVectorArray}, and \texttt{N\_VLinearCombinationVectorArray}. If an \texttt{N\_VECTOR} implementation defines any of these operations as \texttt{NULL}, then standard \texttt{N\_VECTOR} operations will automatically be called as necessary to complete the computation.

Multiple updates to \texttt{N\_VECTOR\_CUDA} were made:

- Changed \texttt{N\_VGetLength\_Cuda} to return the global vector length instead of the local vector length.
- Added \texttt{N\_VGetLocalLength\_Cuda} to return the local vector length.
- Added \texttt{N\_VGetMPIComm\_Cuda} to return the MPI communicator used.
- Removed the accessor functions in the namespace \texttt{suncudavec}.
- Changed the \texttt{N\_VMake\_Cuda} function to take a host data pointer and a device data pointer instead of an \texttt{N\_VectorContent\_Cuda} object.
- Added the ability to set the \texttt{cudaStream\_t} used for execution of the \texttt{N\_VECTOR\_CUDA} kernels. See the function \texttt{N\_VSetCudaStreams\_Cuda}.
- Added \texttt{N\_VNewManaged\_Cuda}, \texttt{N\_VMakeManaged\_Cuda}, and \texttt{N\_VIsManagedMemory\_Cuda} functions to accommodate using managed memory with the \texttt{N\_VECTOR\_CUDA}.

Multiple changes to \texttt{N\_VECTOR\_RAJA} were made:

- Changed \texttt{N\_VGetLength\_Raja} to return the global vector length instead of the local vector length.
- Added \texttt{N\_VGetLocalLength\_Raja} to return the local vector length.
- Added \texttt{N\_VGetMPIComm\_Raja} to return the MPI communicator used.
- Removed the accessor functions in the namespace \texttt{suncudavec}.

A new \texttt{N\_VECTOR} implementation for leveraging OpenMP 4.5+ device offloading has been added, \texttt{N\_VECTOR\_OPENMPDEV}. See §6.11 for more details.

**Changes in v3.2.1**

The changes in this minor release include the following:

- Fixed a bug in the CUDA NVeCTOR where the \texttt{N\_VInvTest} operation could write beyond the allocated vector data.
- Fixed library installation path for multiarch systems. This fix changes the default library installation path to \texttt{CMAKE\_INSTALL\_PREFIX/CMAKE\_INSTALL\_LIBDIR} from \texttt{CMAKE\_INSTALL\_PREFIX/lib}. \texttt{CMAKE\_INSTALL\_LIBDIR} is automatically set, but is available as a CMake option that can modified.

**Changes in v3.2.0**

Fixed a problem with setting \texttt{sunindextype} which would occur with some compilers (e.g. armclang) that did not define \texttt{_STDC\_VERSION\_}.

Added hybrid MPI/CUDA and MPI/RAJA vectors to allow use of more than one MPI rank when using a GPU system. The vectors assume one GPU device per MPI rank.

Changed the name of the RAJA NVeCTOR library to \texttt{libsundials_nveccudaraja.lib} from
libsundials_nvecraja.lib to better reflect that we only support CUDA as a backend for RAJA currently.

Several changes were made to the build system:

- CMake 3.1.3 is now the minimum required CMake version.

- Deprecate the behavior of the SUNDIALS_INDEX_TYPE CMake option and added the SUNDIALS_INDEX_SIZE CMake option to select the sunindextype integer size.

- The native CMake FindMPI module is now used to locate an MPI installation.

- If MPI is enabled and MPI compiler wrappers are not set, the build system will check if CMAKE_<language>_COMPILER can compile MPI programs before trying to locate and use an MPI installation.

- The previous options for setting MPI compiler wrappers and the executable for running MPI programs have been deprecated. The new options that align with those used in native CMake FindMPI module are MPI_C_COMPILER, MPI_CXX_COMPILER, MPI_Fortran_COMPILER, and MPIEXEC_EXECUTABLE.

- When a Fortran name-mangling scheme is needed (e.g., LAPACK_ENABLE is ON) the build system will infer the scheme from the Fortran compiler. If a Fortran compiler is not available or the inferred or default scheme needs to be overridden, the advanced options SUNDIALS_F77_FUNC_CASE and SUNDIALS_F77_FUNC_UNDERSCORES can be used to manually set the name-mangling scheme and bypass trying to infer the scheme.

- Parts of the main CMakeLists.txt file were moved to new files in the src and example directories to make the CMake configuration file structure more modular.

### Changes in v3.1.2

The changes in this minor release include the following:

- Updated the minimum required version of CMake to 2.8.12 and enabled using rpath by default to locate shared libraries on OSX.

- Fixed Windows specific problem where sunindextype was not correctly defined when using 64-bit integers for the sundials index type. On Windows sunindextype is now defined as the MSVC basic type __int64.

- Added sparse SUNMatrix “Reallocate” routine to allow specification of the nonzero storage.

- Updated the KLU SUNLinearSolver module to set constants for the two reinitialization types, and fixed a bug in the full reinitialization approach where the sparse SUNMatrix pointer would go out of scope on some architectures.

- Updated the “ScaleAdd” and “ScaleAddI” implementations in the sparse SUNMatrix module to more optimally handle the case where the target matrix contained sufficient storage for the sum, but had the wrong sparsity pattern. The sum now occurs in-place, by performing the sum backwards in the existing storage. However, it is still more efficient if the user-supplied Jacobian routine allocates storage for the sum $I + \gamma J$ manually (with zero entries if needed).

- Changed the LICENSE install path to instdir/include/sundials.
Changes in v3.1.1

The changes in this minor release include the following:

- Fixed a potential memory leak in the SPGMR and SPFGMR linear solvers: if “Initialize” was called multiple times then the solver memory was reallocated (without being freed).
- Updated KLU SUNLinearSolver module to use a typedef for the precision-specific solve function to be used (to avoid compiler warnings).
- Added missing typecasts for some (void*) pointers (again, to avoid compiler warnings).
- Bugfix in summatrix_sparse.c where we had used int instead of sunindextype in one location.
- Fixed a minor bug in KINPrintInfo where a case was missing for KIN_REPTD_SYSFUNC_ERR leading to an undefined info message.
- Added missing #include <stdio.h> in NVECTOR and SUNMATRIX header files.
- Fixed an indexing bug in the CUDA NVECTOR implementation of N_VWrmsNormMask and revised the RAJA NVECTOR implementation of N_VWrmsNormMask to work with mask arrays using values other than zero or one. Replaced double with realtype in the RAJA vector test functions.
- Fixed compilation issue with GCC 7.3.0 and Fortran programs that do not require a SUNMATRIX or SUNLINSOL module (e.g., iterative linear solvers or fixed pointer solver).

In addition to the changes above, minor corrections were also made to the example programs, build system, and user documentation.

Changes in v3.1.0

Added NVECTOR print functions that write vector data to a specified file (e.g., N_VPrintFile_Serial). Added make test and make test_install options to the build system for testing SUNDIALS after building with make and installing with make install respectively.

Changes in v3.0.0

All interfaces to matrix structures and linear solvers have been reworked, and all example programs have been updated. The goal of the redesign of these interfaces was to provide more encapsulation and ease in the interfacing of custom linear solvers and interoperability with linear solver libraries. Specific changes include:

- Added generic SUNMATRIX module with three provided implementations: dense, banded and sparse. These replicate previous SUNDIALS Dls and Sls matrix structures in a single object-oriented API.
- Added example problems demonstrating use of generic SUNMATRIX modules.
- Added generic SUNLinearSolver module with eleven provided implementations: SUNDIALS native dense, SUNDIALS native banded, LAPACK dense, LAPACK band, KLU, SuperLU_MT, SPGMR, SPBCGS, SPTFQMR, SPFGMR, and PCG. These replicate previous SUNDIALS generic linear solvers in a single object-oriented API.
- Added example problems demonstrating use of generic SUNLINEARSOLVER modules.
- Expanded package-provided direct linear solver (Dls) interfaces and scaled, preconditioned, iterative linear solver (Spils) interfaces to utilize generic SUNMATRIX and SUNLINEARSOLVER objects.
• Removed package-specific, linear solver-specific, solver modules (e.g. CVDENSE, KINBAND, IDAKLU, ARKSPGMR) since their functionality is entirely replicated by the generic Dls/Spils interfaces and SUNLINEARSOLVER/SUNMATRIX modules. The exception is CVDIAG, a diagonal approximate Jacobian solver available to CVODE and CVODES.

• Converted all SUNDIALS example problems to utilize new generic SUNMATRIX and SUNLINEARSOLVER objects, along with updated Dls and Spils linear solver interfaces.

• Added Spils interface routines to ARKode, CVODE, CVODES, IDA and IDAS to allow specification of a user-provided "JTSetup" routine. This change supports users who wish to set up data structures for the user-provided Jacobian-times-vector ("JTimes") routine, and where the cost of one JTSetup setup per Newton iteration can be amortized between multiple JTimes calls.

Two additional nvector implementations were added – one for CUDA and one for RAJA vectors. These vectors are supplied to provide very basic support for running on GPU architectures. Users are advised that these vectors both move all data to the GPU device upon construction, and speedup will only be realized if the user also conducts the right-hand-side function evaluation on the device. In addition, these vectors assume the problem fits on one GPU. Further information about RAJA, users are referred to th web site, https://software.llnl.gov/RAJA/. These additions are accompanied by additions to various interface functions and to user documentation.

All indices for data structures were updated to a new sunindextype that can be configured to be a 32- or 64-bit integer data index type. sunindextype is defined to be int32_t or int64_t when portable types are supported, otherwise it is defined as int or long int. The Fortran interfaces continue to use long int for indices, except for their sparse matrix interface that now uses the new sunindextype. This new flexible capability for index types includes interfaces to PETSc, hypre, SuperLU_MT, and KLU with either 32-bit or 64-bit capabilities depending how the user configures SUNDIALS.

To avoid potential namespace conflicts, the macros defining booleantype values TRUE and FALSE have been changed to SUNTRUE and SUNFALSE respectively.

Temporary vectors were removed from preconditioner setup and solve routines for all packages. It is assumed that all necessary data for user-provided preconditioner operations will be allocated and stored in user-provided data structures.

The file include/sundials_fconfig.h was added. This file contains SUNDIALS type information for use in Fortran programs.

The build system was expanded to support many of the xSDK-compliant keys. The xSDK is a movement in scientific software to provide a foundation for the rapid and efficient production of high-quality, sustainable extreme-scale scientific applications. More information can be found at, https://xsdk.info.

Added functions SUNDIALSGetVersion and SUNDIALSGetVersionNumber to get SUNDIALS release version information at runtime.

In addition, numerous changes were made to the build system. These include the addition of separate BLAS_ENABLE and BLAS_LIBRARIES CMake variables, additional error checking during CMake configuration, minor bug fixes, and renaming CMake options to enable/disable examples for greater clarity and an added option to enable/disable Fortran 77 examples. These changes included changing EXAMPLES_ENABLE to EXAMPLES_ENABLE_C, changing CXX_ENABLE to EXAMPLES_ENABLE_CXX, changing F90_ENABLE to EXAMPLES_ENABLE_F90, and adding an EXAMPLES_ENABLE_F77 option.

A bug fix was done to correct the fcmix name translation for Fkin_SPFGMR.

Corrections and additions were made to the examples, to installation-related files, and to the user documentation.

Changes in v2.9.0

Two additional nvector implementations were added – one for Hypre (parallel) vectors, and one for PETSc vectors. These additions are accompanied by additions to various interface functions and to user documentation.
Each NVECTOR module now includes a function, \texttt{NVGetVectorID}, that returns the NVECTOR module name.

The Picard iteration return was changed to always return the newest iterate upon success. A minor bug in the line search was fixed to prevent an infinite loop when the beta condition fails and lambda is below the minimum size.

For each linear solver, the various solver performance counters are now initialized to 0 in both the solver specification function and in solver \texttt{limit} function. This ensures that these solver counters are initialized upon linear solver instantiation as well as at the beginning of the problem solution.

A memory leak was fixed in the banded preconditioner interface. In addition, updates were done to return integers from linear solver and preconditioner 'free' functions.

Corrections were made to three Fortran interface functions. The Anderson acceleration scheme was enhanced by use of QR updating.

The Krylov linear solver Bi-CGstab was enhanced by removing a redundant dot product. Various additions and corrections were made to the interfaces to the sparse solvers KLU and SuperLU\_MT, including support for CSR format when using KLU.

The functions FKINCREATE and FKINIT were added to split the FKINMALLOC routine into two pieces. FKINMALLOC remains for backward compatibility, but documentation for it has been removed.

A new example was added for use of the OpenMP vector.

Minor corrections and additions were made to the \texttt{kinsol} solver, to the Fortran interfaces, to the examples, to installation-related files, and to the user documentation.

**Changes in v2.8.0**

Two major additions were made to the globalization strategy options (\texttt{KINSol} argument \texttt{strategy}). One is fixed-point iteration, and the other is Picard iteration. Both can be accelerated by use of the Anderson acceleration method. See the relevant paragraphs in Chapter 2.

Three additions were made to the linear system solvers that are available for use with the \texttt{kinsol} solver. First, in the serial case, an interface to the sparse direct solver KLU was added. Second, an interface to SuperLU\_MT, the multi-threaded version of SuperLU, was added as a thread-parallel sparse direct solver option, to be used with the serial version of the NVECTOR module. As part of these additions, a sparse matrix (CSC format) structure was added to \texttt{kinsol}. Finally, a variation of GMRES called Flexible GMRES was added.

Otherwise, only relatively minor modifications were made to \texttt{kinsol}:

In function \texttt{KINStop}, two return values were corrected to make the values of \texttt{uu} and \texttt{fval} consistent.

A bug involving initialization of \texttt{mxnewtstep} was fixed. The error affects the case of repeated user calls to \texttt{kinsol} with no intervening call to \texttt{KINSetMaxNewtonStep}.

A bug in the increments for difference quotient Jacobian approximations was fixed in function \texttt{kinDlsBandDQJac}.

In \texttt{LINLapackBand}, the line \texttt{smu = MIN(N-1, mu + ml)} was changed to \texttt{smu = mu + ml} to correct an illegal input error for \texttt{DGBTRF/DGBTRS}.

In order to avoid possible name conflicts, the mathematical macro and function names \texttt{MIN}, \texttt{MAX}, \texttt{SQR}, \texttt{RAbs}, \texttt{RSqrt}, \texttt{RExp}, \texttt{RPowerI}, and \texttt{RPowerR} were changed to \texttt{SUNMIN}, \texttt{SUNMAX}, \texttt{SUNSQR}, \texttt{SUNRabs}, \texttt{SUNRsqrt}, \texttt{SUNRexp}, \texttt{SRpowerI}, and \texttt{SUNRpowerR}, respectively. These names occur in both the solver and in various example programs.

In the FKINSOL module, an incorrect return value \texttt{ier} in \texttt{FKINfunc} was fixed.

In the FKINSOL optional input routines \texttt{FKINSETIIN}, \texttt{FKINSETRIN}, and \texttt{FKINSETVIN}, the optional fourth argument \texttt{key_length} was removed, with hardcoded key string lengths passed to all \texttt{strncpy} tests.

In all FKINSOL examples, integer declarations were revised so that those which must match a C type \texttt{long int} are declared \texttt{INTEGER*8}, and a comment was added about the type match. All other integer declarations are just \texttt{INTEGER}. Corresponding minor corrections were made to the user guide.

Two new NVECTOR modules have been added for thread-parallel computing environments — one for OpenMP, denoted \texttt{NVECTOR\_OPENMP}, and one for Pthreads, denoted \texttt{NVECTOR\_PTHREADS}.
With this version of SUNDIALS, support and documentation of the Autotools mode of installation is being dropped, in favor of the CMake mode, which is considered more widely portable.

Changes in v2.7.0

One significant design change was made with this release: The problem size and its relatives, bandwidth parameters, related internal indices, pivot arrays, and the optional output lsflag have all been changed from type int to type long int, except for the problem size and bandwidths in user calls to routines specifying BLAS/LAPACK routines for the dense/band linear solvers. The function NewIntArray is replaced by a pair NewIntArray/NewLintArray, for int and long int arrays, respectively.

A large number of errors have been fixed. Three major logic bugs were fixed – involving updating the solution vector, updating the linesearch parameter, and a missing error return. Three minor errors were fixed – involving setting etachoice in the Matlab/KINSOL interface, a missing error case in KINPrintInfo, and avoiding an exponential overflow in the evaluation of omega. In each linear solver interface function, the linear solver memory is freed on an error return, and the **Free function now includes a line setting to NULL the main memory pointer to the linear solver memory. In the installation files, we modified the treatment of the macro SUNDIALS_USE_GENERIC_MATH, so that the parameter GENERIC_MATH_LIB is either defined (with no value) or not defined.

Changes in v2.6.0

This release introduces a new linear solver module, based on BLAS and LAPACK for both dense and banded matrices.

The user interface has been further refined. Some of the API changes involve: (a) a reorganization of all linear solver modules into two families (besides the already present family of scaled preconditioned iterative linear solvers, the direct solvers, including the new LAPACK-based ones, were also organized into a direct family); (b) maintaining a single pointer to user data, optionally specified through a Set-type function; (c) a general streamlining of the band-block-diagonal preconditioner module distributed with the solver.

Changes in v2.5.0

The main changes in this release involve a rearrangement of the entire SUNDIALS source tree (see §3.1). At the user interface level, the main impact is in the mechanism of including SUNDIALS header files which must now include the relative path (e.g. #include <cvode/cvode.h>). Additional changes were made to the build system: all exported header files are now installed in separate subdirectories of the installation include directory.

The functions in the generic dense linear solver (sundials.dense and sundials.smalldense) were modified to work for rectangular m x n matrices (m ≤ n), while the factorization and solution functions were renamed to DenseGETRF/denGETRF and DenseGETRS/denGETRS, respectively. The factorization and solution functions in the generic band linear solver were renamed BandGBTRF and BandGBTRS, respectively.

Changes in v2.4.0

KINSPBCG, KINSPTFQMR, KINDENSE, and KINBAND modules have been added to interface with the Scaled Preconditioned Bi-CGStab (SPBCGS), Scaled Preconditioned Transpose-Free Quasi-Minimal Residual (SPTTFQMR), DENSE, and BAND linear solver modules, respectively. (For details see Chapter 4.) Corresponding additions were made to the FORTRAN interface module FKINSOL. At the same time, function type names for Scaled Preconditioned Iterative Linear Solvers were added for the user-supplied Jacobian-times-vector and preconditioner setup and solve functions.

Regarding the FORTRAN interface module FKINSOL, optional inputs are now set using FKINSETIN (integer inputs), FKINSETRIN (real inputs), and FKINSETVIN (vector inputs). Optional outputs are
still obtained from the \texttt{IGUT} and \texttt{ROUT} arrays which are owned by the user and passed as arguments to \texttt{FKINMALLOC}.

The KINDENSE and KINBAND linear solver modules include support for nonlinear residual monitoring which can be used to control Jacobian updating.

To reduce the possibility of conflicts, the names of all header files have been changed by adding unique prefixes (\texttt{kinsol}, and \texttt{sundials}). When using the default installation procedure, the header files are exported under various subdirectories of the target \texttt{include} directory. For more details see Appendix A.

**Changes in v2.3.0**

The user interface has been further refined. Several functions used for setting optional inputs were combined into a single one. Additionally, to resolve potential variable scope issues, all SUNDIALS solvers release user data right after its use. The build system has been further improved to make it more robust.

**Changes in v2.2.1**

The changes in this minor SUNDIALS release affect only the build system.

**Changes in v2.2.0**

The major changes from the previous version involve a redesign of the user interface across the entire SUNDIALS suite. We have eliminated the mechanism of providing optional inputs and extracting optional statistics from the solver through the \texttt{iopt} and \texttt{ropt} arrays. Instead, KINSOL now provides a set of routines (with prefix \texttt{KINSet}) to change the default values for various quantities controlling the solver and a set of extraction routines (with prefix \texttt{KINGet}) to extract statistics after return from the main solver routine. Similarly, each linear solver module provides its own set of \texttt{Set}- and \texttt{Get}-type routines. For more details see Chapter 4.

Additionally, the interfaces to several user-supplied routines (such as those providing Jacobian-vector products and preconditioner information) were simplified by reducing the number of arguments. The same information that was previously accessible through such arguments can now be obtained through \texttt{Get}-type functions.

Installation of KINSOL (and all of SUNDIALS) has been completely redesigned and is now based on configure scripts.

### 1.3 Reading this User Guide

This user guide is a combination of general usage instructions and specific examples. We expect that some readers will want to concentrate on the general instructions, while others will refer mostly to the examples, and the organization is intended to accommodate both styles.

There are different possible levels of usage of KINSOL. The most casual user, with a small nonlinear system, can get by with reading all of Chapter 2, then Chapter 4 through \S 4.5.3 only, and looking at examples in [10]. In a different direction, a more expert user with a nonlinear system may want to (a) use a package preconditioner (\S 4.7), (b) supply his/her own Jacobian or preconditioner routines (\S 4.6), (c) supply a new \texttt{nvector} module (Chapter 6), or even (d) supply a different linear solver module (\S 3.2 and Chapter 8).

The structure of this document is as follows:

- In Chapter 2, we provide short descriptions of the numerical methods implemented by KINSOL for the solution of nonlinear systems.

- The following chapter describes the structure of the SUNDIALS suite of solvers (\S 3.1) and the software organization of the KINSOL solver (\S 3.2).
• Chapter 4 is the main usage document for KINSOL for C applications. It includes a complete description of the user interface for the solution of nonlinear algebraic systems.

• In Chapter 5.1.5, we describe FKINSOL, an interface module for the use of KINSOL with FORTRAN applications.

• Chapter 6 gives a brief overview of the generic NVVECTOR module shared among the various components of SUNDIALS, and details on the four NVVECTOR implementations provided with SUNDIALS.

• Chapter 7 gives a brief overview of the generic SUNMATRIX module shared among the various components of SUNDIALS, and details on the SUNMATRIX implementations provided with SUNDIALS: a dense implementation (§7.3), a banded implementation (§7.4) and a sparse implementation (§7.5).

• Chapter 8 gives a brief overview of the generic SUNLINSOL module shared among the various components of SUNDIALS. This chapter contains details on the SUNLINSOL implementations provided with SUNDIALS. The chapter also contains details on the SUNLINSOL implementations provided with SUNDIALS that interface with external linear solver libraries.

• Finally, in the appendices, we provide detailed instructions for the installation of KINSOL, within the structure of SUNDIALS (Appendix A), as well as a list of all the constants used for input to and output from KINSOL functions (Appendix B).

Finally, the reader should be aware of the following notational conventions in this user guide: program listings and identifiers (such as KINInit) within textual explanations appear in typewriter type style; fields in C structures (such as content) appear in italics; and packages or modules are written in all capitals. Usage and installation instructions that constitute important warnings are marked with a triangular symbol in the margin.

Acknowledgments. We wish to acknowledge the contributions to previous versions of the KINSOL code and user guide by Allan G. Taylor.

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1.4.3 SUNDIALS Release Numbers

LLNL-CODE-667205 (ARKODE)
UCRL-CODE-155951 (CVODE)
UCRL-CODE-155950 (CVODES)
UCRL-CODE-155952 (IDA)
UCRL-CODE-237203 (IDAS)
LLNL-CODE-665877 (KINSOL)
Chapter 2
Mathematical Considerations

KINSOL solves nonlinear algebraic systems in real $N$-space.

Using Newton’s method, or the Picard iteration, one can solve

$$F(u) = 0, \quad F : \mathbb{R}^N \to \mathbb{R}^N,$$

given an initial guess $u_0$. Using a fixed-point iteration, the convergence of which can be improved with Anderson acceleration, one can solve

$$G(u) = u, \quad G : \mathbb{R}^N \to \mathbb{R}^N,$$

given an initial guess $u_0$.

**Basic Newton iteration**

Depending on the linear solver used, KINSOL can employ either an Inexact Newton method [6, 8, 12, 14, 24], or a Modified Newton method. At the highest level, KINSOL implements the following iteration scheme:

1. Set $u_0 = \text{an initial guess}$
2. For $n = 0, 1, 2, ...$ until convergence do:
   a. Solve $J(u_n)\delta_n = -F(u_n)$
   b. Set $u_{n+1} = u_n + \lambda \delta_n, \quad 0 < \lambda \leq 1$
   c. Test for convergence

Here, $u_n$ is the $n$th iterate to $u$, and $J(u) = F'(u)$ is the system Jacobian. At each stage in the iteration process, a scalar multiple of the step $\delta_n$, is added to $u_n$ to produce a new iterate, $u_{n+1}$. A test for convergence is made before the iteration continues.

**Newton method variants**

For solving the linear system given in step *(2a)*, KINSOL provides several choices, including the option of a user-supplied linear solver module. The linear solver modules distributed with SUNDIALS are organized in two families, a *direct* family comprising direct linear solvers for dense, banded, or sparse matrices and a *spils* family comprising scaled preconditioned iterative (Krylov) linear solvers. The methods offered through these modules are as follows:

- dense direct solvers, using either an internal implementation or a BLAS/LAPACK implementation (serial or threaded vector modules only),
• band direct solvers, using either an internal implementation or a BLAS/LAPACK implementation (serial or threaded vector modules only),

• sparse direct solver interfaces, using either the KLU sparse solver library \cite{11,1}, or the thread-enabled SuperLU_MT sparse solver library \cite{25,13,4} (serial or threaded vector modules only) [Note that users will need to download and install the KLU or SUPERLUMT packages independent of KINSOL],

• spgmr, a scaled preconditioned GMRES (Generalized Minimal Residual method) solver,

• spfgmr, a scaled preconditioned FGMRES (Flexible Generalized Minimal Residual method) solver,

• spbcgs, a scaled preconditioned Bi-CGStab (Bi-Conjugate Gradient Stable method) solver,

• sptfqmr, a scaled preconditioned TFQMR (Transpose-Free Quasi-Minimal Residual method) solver, or

• pcg, a scaled preconditioned CG (Conjugate Gradient method) solver.

When using a direct linear solver, the linear system in 2(a) is solved exactly, thus resulting in a Modified Newton method (the Jacobian matrix is normally out of date; see below\textsuperscript{1}). Note that the dense, band, and sparse direct linear solvers can only be used with the serial and threaded vector representations.

When using an iterative linear solver, the linear system in (2a) is solved only approximately, thus resulting in an Inexact Newton method. Here right preconditioning is available by way of the preconditioning setup and solve routines supplied by the user, in which case the iterative method is applied to the linear systems \((JP^{-1})(P\delta) = -F\), where \(P\) denotes the right preconditioning matrix.

Additionally, it is possible for users to supply a matrix-based iterative linear solver to KINSOL, resulting in a Modified Inexact Newton method. As with the direct linear solvers, the Jacobian matrix is updated infrequently; similarly as with iterative linear solvers the linear system is solved only approximately.

Jacobian information update strategy

In general, unless specified otherwise by the user, KINSOL strives to update Jacobian information (the actual system Jacobian \(J\) in the case of matrix-based linear solvers, and the preconditioner matrix \(P\) in the case of iterative linear solvers) as infrequently as possible to balance the high costs of matrix operations against other costs. Specifically, these updates occur when:

• the problem is initialized,

• \(\|\lambda\delta_{n-1}\|_{D_u,\infty} > 1.5\) (Inexact Newton only),

• \texttt{mbset} = 10 nonlinear iterations have passed since the last update,

• the linear solver failed recoverably with outdated Jacobian information,

• the global strategy failed with outdated Jacobian information, or

• \(\|\lambda\delta_n\|_{D_u,\infty} < \text{steptol} \) with outdated Jacobian or preconditioner information.

KINSOL allows, through optional solver inputs, changes to the above strategy. Indeed, the user can disable the initial Jacobian information evaluation or change the default value of \texttt{mbset}, the number of nonlinear iterations after which a Jacobian information update is enforced.

\textsuperscript{1}KINSOL allows the user to enforce a Jacobian evaluation at each iteration thus allowing for an Exact Newton iteration.
Scaling

To address the case of ill-conditioned nonlinear systems, KINSOL allows prescribing scaling factors both for the solution vector and for the residual vector. For scaling to be used, the user should supply values $D_u$, which are diagonal elements of the scaling matrix such that $D_u u_n$ has all components roughly the same magnitude when $u_n$ is close to a solution, and $D_F$, which are diagonal scaling matrix elements such that $D_F F$ has all components roughly the same magnitude when $u_n$ is not too close to a solution.

In the text below, we use the following scaled norms:

$$
\|z\|_{D_u} = \|D_u z\|_2, \quad \|z\|_{D_F} = \|D_F z\|_2, \quad \|z\|_{D_u,\infty} = \|D_u z\|_\infty, \quad \text{and} \quad \|z\|_{D_F,\infty} = \|D_F z\|_\infty
$$

(2.3)

where $\| \cdot \|_\infty$ is the max norm. When scaling values are provided for the solution vector, these values are automatically incorporated into the calculation of the perturbations used for the default difference quotient approximations for Jacobian information; see (2.7) and (2.9) below.

Globalization strategy

Two methods of applying a computed step $\delta_n$ to the previously computed solution vector are implemented. The first and simplest is the standard Newton strategy which applies step 2(b) as above with $\lambda$ always set to 1. The other method is a global strategy, which attempts to use the direction implied by $\delta_n$ in the most efficient way for furthering convergence of the nonlinear problem. This technique is implemented in the second strategy, called Linesearch. This option employs both the $\alpha$ and $\beta$ conditions of the Goldstein-Armijo linesearch given in [14] for step 2(b), where $\lambda$ is chosen to guarantee a sufficient decrease in $F$ relative to the step length as well as a minimum step length relative to the initial rate of decrease of $F$. One property of the algorithm is that the full Newton step tends to be taken close to the solution.

KINSOL implements a backtracking algorithm to first find the value $\lambda$ such that $u_n + \lambda \delta_n$ satisfies the sufficient decrease condition (or $\alpha$-condition)

$$
F(u_n + \lambda \delta_n) \leq F(u_n) + \alpha \nabla F(u_n)^T \lambda \delta_n,
$$

where $\alpha = 10^{-4}$. Although backtracking in itself guarantees that the step is not too small, KINSOL secondly relaxes $\lambda$ to satisfy the so-called $\beta$-condition (equivalent to Wolfe’s curvature condition):

$$
F(u_n + \lambda \delta_n) \geq F(u_n) + \beta \nabla F(u_n)^T \lambda \delta_n,
$$

where $\beta = 0.9$. During this second phase, $\lambda$ is allowed to vary in the interval $[\lambda_{\min}, \lambda_{\max}]$ where

$$
\lambda_{\min} = \frac{\text{STEPTOL}}{\|\delta_n\|_\infty}, \quad \bar{\delta}_n = \frac{\delta_n}{1/D_u + |\nu^j|},
$$

and $\lambda_{\max}$ corresponds to the maximum feasible step size at the current iteration (typically $\lambda_{\max} = \text{STEPMAX}/\|\delta_n\|_{D_u}$). In the above expressions, $\nu^j$ denotes the $j$th component of a vector $\nu$.

For more details, the reader is referred to [14].

Nonlinear iteration stopping criteria

Stopping criteria for the Newton method are applied to both of the nonlinear residual and the step length. For the former, the Newton iteration must pass a stopping test

$$
\|F(u_n)\|_{D_F,\infty} < \text{FTOL},
$$

where FTOL is an input scalar tolerance with a default value of $U^{1/3}$. Here $U$ is the machine unit roundoff. For the latter, the Newton method will terminate when the maximum scaled step is below a given tolerance

$$
\|\lambda \delta_n\|_{D_u,\infty} < \text{STEPTOL},
$$

where STEPTOL is an input scalar tolerance with a default value of $U^{2/3}$. Only the first condition (small residual) is considered a successful completion of KINSOL. The second condition (small step) may indicate that the iteration is stalled near a point for which the residual is still unacceptable.


Additional constraints

As a user option, KINSOL permits the application of inequality constraints, \( u^i > 0 \) and \( u^i < 0 \), as well as \( u^i \geq 0 \) and \( u^i \leq 0 \), where \( u^i \) is the \( i \)th component of \( u \). Any such constraint, or no constraint, may be imposed on each component. KINSOL will reduce step lengths in order to ensure that no constraint is violated. Specifically, if a new Newton iterate will violate a constraint, the maximum step length along the Newton direction that will satisfy all constraints is found, and \( \delta_n \) in Step 2(b) is scaled to take a step of that length.

Residual monitoring for Modified Newton method

When using a matrix-based linear solver, in addition to the strategy described above for the update of the Jacobian matrix, KINSOL also provides an optional nonlinear residual monitoring scheme to control when the system Jacobian is updated. Specifically, a Jacobian update will also occur when \( \text{mbsetsub} = 5 \) nonlinear iterations have passed since the last update and

\[
\| F(u_n) \|_{DF} > \omega \| F(u_m) \|_{DF},
\]

where \( u_n \) is the current iterate and \( u_m \) is the iterate at the last Jacobian update. The scalar \( \omega \) is given by

\[
\omega = \min \left( \omega_{\min} e^{\max(0,\rho-1)}, \omega_{\max} \right),
\]

with \( \rho \) defined as

\[
\rho = \frac{\| F(u_m) \|_{DF}}{\text{FTOL}},
\]

where FTOL is the input scalar tolerance discussed before. Optionally, a constant value \( \omega_{\text{const}} \) can be used for the parameter \( \omega \).

The constants controlling the nonlinear residual monitoring algorithm can be changed from their default values through optional inputs to KINSOL. These include the parameters \( \omega_{\min} \) and \( \omega_{\max} \), the constant value \( \omega_{\text{const}} \), and the threshold \( \text{mbsetsub} \).

Stopping criteria for iterative linear solvers

When using an Inexact Newton method (i.e. when an iterative linear solver is used), the convergence of the overall nonlinear solver is intimately coupled with the accuracy with which the linear solver in 2(a) above is solved. KINSOL provides three options for stopping criteria for the linear system solver, including the two algorithms of Eisenstat and Walker [15]. More precisely, the Krylov iteration must pass a stopping test

\[
\| J\delta_n + F \|_{DF} < (\eta_n + U) \| F \|_{DF},
\]

where \( \eta_n \) is one of:

**Eisenstat and Walker Choice 1**

\[
\eta_n = \frac{\| F(u_n) \|_{DF} - \| F(u_{n-1}) + J(u_{n-1})\delta_n \|_{DF} \},
\]

**Eisenstat and Walker Choice 2**

\[
\eta_n = \gamma \left( \frac{\| F(u_n) \|_{DF}}{\| F(u_{n-1}) \|_{DF}} \right)^\alpha,
\]

where default values of \( \gamma \) and \( \alpha \) are 0.9 and 2, respectively.

**Constant \( \eta \)**

\[
\eta_n = \text{constant},
\]

with 0.1 as the default.

The default strategy is "Eisenstat and Walker Choice 1". For both options 1 and 2, appropriate safeguards are incorporated to ensure that \( \eta \) does not decrease too quickly [15].
**Difference quotient Jacobian approximations**

With the dense and banded matrix-based linear solvers, the Jacobian may be supplied by a user routine, or approximated by difference quotients, at the user’s option. In the latter case, we use the usual approximation

\[
J_{ij} = \frac{[F^i(u + \sigma_j e_j) - F^i(u)]}{\sigma_j}.
\]  

(2.6)

The increments \(\sigma_j\) are given by

\[
\sigma_j = \sqrt{U} \max \{|w_j^i|, 1/D_u^j\}.
\]  

(2.7)

In the dense case, this scheme requires \(N\) evaluations of \(F\), one for each column of \(J\). In the band case, the columns of \(J\) are computed in groups, by the Curtis-Powell-Reid algorithm, with the number of \(F\) evaluations equal to the bandwidth. The parameter \(U\) above can (optionally) be replaced by a user-specified value, \texttt{relfunc}.

We note that with sparse and user-supplied matrix-based linear solvers, the Jacobian must be supplied by a user routine, i.e. it is not approximated internally within KINSOL.

In the case of a matrix-free iterative linear solver, Jacobian information is needed only as matrix-vector products \(Jv\). If a routine for \(Jv\) is not supplied, these products are approximated by directional difference quotients as

\[
J(u)v \approx \frac{[F(u + \sigma v) - F(u)]}{\sigma},
\]  

(2.8)

where \(u\) is the current approximation to a root of (2.1), and \(\sigma\) is a scalar. The choice of \(\sigma\) is taken from [8] and is given by

\[
\sigma = \frac{\max\{|u^Tv|, u_{typ}^Tv|v|\}}{\|v\|^2} \text{sign}(u^Tv) \sqrt{U},
\]  

(2.9)

where \(u_{typ}\) is a vector of typical values for the absolute values of the solution (and can be taken to be inverses of the scale factors given for \(u\) as described below). This formula is suitable for scaled vectors \(u\) and \(v\), and so is applied to \(D_u u\) and \(D_u v\). The parameter \(U\) above can (optionally) be replaced by a user-specified value, \texttt{relfunc}. Convergence of the Newton method is maintained as long as the value of \(\sigma\) remains appropriately small, as shown in [6].

**Basic Fixed Point iteration**

The basic fixed-point iteration scheme implemented in KINSOL is given by:

1. Set \(u_0 = \) an initial guess

2. For \(n = 0, 1, 2, \ldots\) until convergence do:
   
   (a) Set \(u_{n+1} = G(u_n)\).
   
   (b) Test for convergence.

Here, \(u_n\) is the \(n\)th iterate to \(u\). At each stage in the iteration process, function \(G\) is applied to the current iterate to produce a new iterate, \(u_{n+1}\). A test for convergence is made before the iteration continues.

For Picard iteration, as implemented in KINSOL, we consider a special form of the nonlinear function \(F\), such that \(F(u) = Lu - N(u)\), where \(L\) is a constant nonsingular matrix and \(N\) is (in general) nonlinear. Then the fixed-point function \(G\) is defined as \(G(u) = u - L^{-1}F(u)\). The Picard iteration is given by:

1. Set \(u_0 = \) an initial guess

2. For \(n = 0, 1, 2, \ldots\) until convergence do:
   
   (a) Set \(u_{n+1} = G(u_n) = u_n - L^{-1}F(u_n)\).
   
   (b) Test \(F(u_{n+1})\) for convergence.
Here, \( u_n \) is the \( n \)th iterate to \( u \). Within each iteration, the Picard step is computed then added to \( u_n \) to produce the new iterate. Next, the nonlinear residual function is evaluated at the new iterate, and convergence is checked. Noting that \( L^{-1}N(u) = u - L^{-1}F(u) \), the above iteration can be written in the same form as a Newton iteration except that here, \( L \) is in the role of the Jacobian. Within KINSOL, however, we leave this in a fixed-point form as above. For more information, see p. 182 of [29].

**Anderson Acceleration**

The Picard and fixed point methods can be significantly accelerated using Anderson’s method [5, 34, 16, 28]. Anderson acceleration can be formulated as follows:

1. Set \( u_0 \) = an initial guess and \( m \geq 1 \)
2. Set \( u_1 = G(u_0) \)
3. For \( n = 1, 2, \ldots \) until convergence do:
   
   \begin{enumerate}
   
   \item Set \( m_n = \min\{m, n\} \)
   \item Set \( F_n = (f_{n-m}, \ldots, f_n) \), where \( f_i = G(u_i) - u_i \)
   \item Determine \( \alpha^{(n)} = (\alpha_0^{(n)}, \ldots, \alpha_{m_n}^{(n)}) \) that solves \( \min_{\alpha \in \mathbb{R}^{m_n}} \| F_n \alpha \|_2 \) such that \( \sum_{i=0}^{m_n} \alpha_i = 1 \)
   \item Set \( u_{n+1} = \beta \sum_{i=0}^{m_n} \alpha_i^{(n)} G(u_{n-m_n+i}) + (1 - \beta) \sum_{i=0}^{m_n} \alpha_i^{(n)} u_{n-m_n+i} \)
   \item Test for convergence
   \end{enumerate}

It has been implemented in KINSOL by turning the constrained linear least-squares problem in Step (c) into an unconstrained one leading to the algorithm given below:

1. Set \( u_0 \) = an initial guess and \( m \geq 1 \)
2. Set \( u_1 = G(u_0) \)
3. For \( n = 1, 2, \ldots \) until convergence do:
   
   \begin{enumerate}
   
   \item Set \( m_n = \min\{m, n\} \)
   \item Set \( \Delta F_n = (\Delta_f_{n-m_n}, \ldots, \Delta f_{n-1}) \), where \( \Delta f_i = f_{i+1} - f_i \) and \( f_i = G(u_i) - u_i \)
   \item Determine \( \gamma^{(n)} = (\gamma_0^{(n)}, \ldots, \gamma_{m_n-1}^{(n)}) \) that solves \( \min_{\gamma \in \mathbb{R}^{m_n}} \| F_n \gamma \|_2 \)
   \item Set \( u_{n+1} = G(u_n) - \sum_{i=0}^{m_n-1} \gamma_i^{(n)} \Delta g_{n-m_n+i} - (1 - \beta)(f(u_n) - \sum_{i=0}^{m_n-1} \gamma_i^{(n)} \Delta f_{n-m_n+i}) \) with \( \Delta g_i = G(u_{i+1}) - G(u_i) \)
   \item Test for convergence
   \end{enumerate}

The least-squares problem in (c) is solved by applying a QR factorization to \( \Delta F_n = Q_n R_n \) and solving \( R_n \gamma = Q_n^T f_n \). By default the damping is disabled i.e., \( \beta = 1.0 \).

**Fixed-point - Anderson Acceleration Stopping Criterion**

The default stopping criterion is

\[
\| G(u_{n+1}) - u_{n+1} \|_{DF, \infty} < \text{gtol},
\]

where \( D_F \) is a user-defined diagonal matrix that can be the identity or a scaling matrix chosen so that the components of \( D_F (G(u) - u) \) have roughly the same order of magnitude. Note that when using Anderson acceleration, convergence is checked after the acceleration is applied.
Picard - Anderson Acceleration Stopping Criterion

The default stopping criterion is

\[ \| F(u_{n+1}) \|_{DF,\infty} < \text{FTOL}, \]

where \( DF \) is a user-defined diagonal matrix that can be the identity or a scaling matrix chosen so that the components of \( DF F(u) \) have roughly the same order of magnitude. Note that when using Anderson acceleration, convergence is checked after the acceleration is applied.
Chapter 3

Code Organization

3.1 SUNDIALS organization

The family of solvers referred to as SUNDIALS consists of the solvers CVODE and ARKODE (for ODE systems), KINSOL (for nonlinear algebraic systems), and IDA (for differential-algebraic systems). In addition, SUNDIALS also includes variants of CVODE and IDA with sensitivity analysis capabilities (using either forward or adjoint methods), called CVODES and IDAS, respectively.

The various solvers of this family share many subordinate modules. For this reason, it is organized as a family, with a directory structure that exploits that sharing (see Figures 3.1 and 3.2).
following is a list of the solver packages presently available, and the basic functionality of each:

- **cvode**, a solver for stiff and nonstiff ODE systems $dy/dt = f(t, y)$ based on Adams and BDF methods;
- **cvodes**, a solver for stiff and nonstiff ODE systems with sensitivity analysis capabilities;
- **arkode**, a solver for stiff, nonstiff, mixed stiff-nonstiff, and multirate ODE systems $Mdy/dt = f_1(t, y) + f_2(t, y)$ based on Runge-Kutta methods;
- **ida**, a solver for differential-algebraic systems $F(t, y, \dot{y}) = 0$ based on BDF methods;
- **idas**, a solver for differential-algebraic systems with sensitivity analysis capabilities;
- **kinsol**, a solver for nonlinear algebraic systems $F(u) = 0$.

Note for modules that provide interfaces to third-party libraries (i.e., LAPACK, KLU, SUPERLUMT, SuperLU_DIST, hypre, PETSc, Trilinos, and RAJA) users will need to download and compile those packages independently.

### 3.2 KINSOL organization

The **kinsol** package is written in the ANSI C language. This section summarizes the basic structure of the package, although knowledge of this structure is not necessary for its use.

The overall organization of the **kinsol** package is shown in Figure 3.3. The central solver module, implemented in the files **kinsol.h**, **kinsol_impl.h** and **kinsol.c**, deals with the solution of a nonlinear algebraic system using either an Inexact Newton method or a line search method for the
global strategy. Although this module contains logic for the Newton iteration, it has no knowledge of the method used to solve the linear systems that arise. For any given user problem, one of the linear system solver modules is specified, and is then invoked as needed.

KINSOL now has a single unified linear solver interface, KINLS, supporting both direct and iterative linear solvers built using the generic SUNLINSOL API (see Chapter 8). These solvers may utilize a SUNMATRIX object (see Chapter 7) for storing Jacobian information, or they may be matrix-free. Since KINSOL can operate on any valid SUNLINSOL implementation, the set of linear solver modules available to KINSOL will expand as new SUNLINSOL modules are developed.

For users employing dense or banded Jacobian matrices, KINLS includes algorithms for their approximation through difference quotients, but the user also has the option of supplying the Jacobian (or an approximation to it) directly. This user-supplied routine is required when using sparse or user-supplied Jacobian matrices.

For users employing matrix-free iterative linear solvers, KINLS includes an algorithm for the approximation by difference quotients of the product between the Jacobian matrix and a vector, $Jv$. Again, the user has the option of providing routines for this operation, in two phases: setup (preprocessing of Jacobian data) and multiplication.

For preconditioned iterative methods, the preconditioning must be supplied by the user, again in two phases: setup and solve. While there is no default choice of preconditioner analogous to the difference-quotient approximation in the direct case, the references [7, 9], together with the example and demonstration programs included with KINSOL, offer considerable assistance in building preconditioners.

KINSOL’s linear solver interface consists of four primary phases, devoted to (1) memory allocation and initialization, (2) setup of the matrix data involved, (3) solution of the system, and (4) freeing of memory. The setup and solution phases are separate because the evaluation of Jacobians and preconditioners is done only periodically during the solution, as required to achieve convergence. The call list within the central KINSOL module to each of the associated functions is fixed, thus allowing the central module to be completely independent of the linear system method.

KINSOL also provides a preconditioner module called KINBBDPRE for use with any of the Krylov iterative linear solvers. It works in conjunction with NVECTOR_PARALLEL and generates a preconditioner that is a block-diagonal matrix with each block being a banded matrix, as further described in §4.7.
All state information used by KINSOL to solve a given problem is saved in a structure, and a pointer to that structure is returned to the user. There is no global data in the KINSOL package, and so, in this respect, it is reentrant. State information specific to the linear solver is saved in a separate structure, a pointer to which resides in the KINSOL memory structure. The reentrancy of KINSOL was motivated by the anticipated multicomputer extension, but is also essential in a uniprocessor setting where two or more problems are solved by intermixed calls to the package from within a single user program.
Chapter 4

Using KINSOL for C Applications

This chapter is concerned with the use of KINSOL for the solution of nonlinear systems. The following subsections treat the header files, the layout of the user’s main program, description of the KINSOL user-callable routines, and user-supplied functions. The sample programs described in the companion document [10] may also be helpful. Those codes may be used as templates (with the removal of some lines involved in testing), and are included in the KINSOL package.

Users with applications written in FORTRAN should see Chapter 5.1.5, which describes the FORTRAN/C interface module.

The user should be aware that not all SUNLINSOL and SUNMATRIX modules are compatible with all NVECTOR implementations. Details on compatibility are given in the documentation for each SUNMATRIX module (Chapter 7) and each SUNLINSOL module (Chapter 8). For example, NVECTOR_PARALLEL is not compatible with the dense, banded, or sparse SUNMATRIX types, or with the corresponding dense, banded, or sparse SUNLINSOL modules. Please check Chapters 7 and 8 to verify compatibility between these modules. In addition to that documentation, we note that the preconditioner module KINBBBPRE can only be used with NVECTOR_PARALLEL. It is not recommended to use a threaded vector module with SuperLU_MT unless it is the NVECTOR_OPENMP module, and SuperLU_MT is also compiled with OpenMP.

KINSOL uses various constants for both input and output. These are defined as needed in this chapter, but for convenience are also listed separately in Appendix B.

4.1 Access to library and header files

At this point, it is assumed that the installation of KINSOL, following the procedure described in Appendix A, has been completed successfully.

Regardless of where the user’s application program resides, its associated compilation and load commands must make reference to the appropriate locations for the library and header files required by KINSOL. The relevant library files are

- `libdir//libsundials_kinsol.lib`,
- `libdir/libsundials_nvec*.lib` (one to four files),

where the file extension `.lib` is typically `.so` for shared libraries and `.a` for static libraries. The relevant header files are located in the subdirectories

- `incdir/include/kinsol`
- `incdir/include/sundials`
- `incdir/include/xbraid`
- `incdir/include/sunmatrix`
• incdir/include/sunlinsol

The directories libdir and incdir are the install library and include directories, respectively. For a default installation, these are builddir/lib and builddir/include, respectively, where builddir was defined in Appendix A.

4.2 Data types

The sundials_types.h file contains the definition of the type realtype, which is used by the SUNDIALS solvers for all floating-point data, the definition of the integer type sunindextype, which is used for vector and matrix indices, and booleantype, which is used for certain logic operations within SUNDIALS.

4.2.1 Floating point types

The type realtype can be float, double, or long double, with the default being double. The user can change the precision of the SUNDIALS solvers arithmetic at the configuration stage (see §A.1.2).

Additionally, based on the current precision, sundials_types.h defines BIG_REAL to be the largest value representable as a realtype, SMALL_REAL to be the smallest value representable as a realtype, and UNIT_ROUNDOFF to be the difference between 1.0 and the minimum realtype greater than 1.0.

Within SUNDIALS, real constants are set by way of a macro called RCONST. It is this macro that needs the ability to branch on the definition realtype. In ANSI C, a floating-point constant with no suffix is stored as a double. Placing the suffix “F” at the end of a floating point constant makes it a float, whereas using the suffix “L” makes it a long double. For example,

```c
#define A 1.0
#define B 1.0F
#define C 1.0L
```
defines A to be a double constant equal to 1.0, B to be a float constant equal to 1.0, and C to be a long double constant equal to 1.0. The macro call RCONST(1.0) automatically expands to 1.0 if realtype is double, to 1.0F if realtype is float, or to 1.0L if realtype is long double. SUNDIALS uses the RCONST macro internally to declare all of its floating-point constants.

Additionally, SUNDIALS defines several macros for common mathematical functions e.g., fabs, sqrt, exp, etc. in sundials_math.h. The macros are prefixed with SUNR and expand to the appropriate C function based on the realtype. For example, the macro SUNRabs expands to the C function fabs when realtype is double, fabsf when realtype is float, and fabsl when realtype is long double.

A user program which uses the type realtype, the RCONST macro, and the SUNR mathematical function macros is precision-independent except for any calls to precision-specific library functions. Our example programs use realtype, RCONST, and the SUNR macros. Users can, however, use the type double, float, or long double in their code (assuming that this usage is consistent with the typedef for realtype) and call the appropriate math library functions directly. Thus, a previously existing piece of ANSI C code can use SUNDIALS without modifying the code to use realtype, RCONST, or the SUNR macros so long as the SUNDIALS libraries use the correct precision (for details see §A.1.2).

4.2.2 Integer types used for indexing

The type sunindextype is used for indexing array entries in SUNDIALS modules (e.g., vectors lengths and matrix sizes) as well as for storing the total problem size. During configuration sunindextype may be selected to be either a 32- or 64-bit signed integer with the default being 64-bit. See §A.1.2 for the configuration option to select the desired size of sunindextype. When using a 32-bit integer the total problem size is limited to $2^{31} - 1$ and with 64-bit integers the limit is $2^{63} - 1$. For users with problem sizes that exceed the 64-bit limit an advanced configuration option is available to specify the type used for sunindextype.
A user program which uses \texttt{sunindextype} to handle indices will work with both index storage types except for any calls to index storage-specific external libraries. Our \texttt{C} and \texttt{C++} example programs use \texttt{sunindextype}. Users can, however, use any compatible type (e.g., \texttt{int}, \texttt{long int}, \texttt{int32_t}, \texttt{int64_t}, or \texttt{long long int}) in their code, assuming that this usage is consistent with the typedef for \texttt{sunindextype} on their architecture. Thus, a previously existing piece of ANSI \texttt{C} code can use \texttt{SUNDIALS} without modifying the code to use \texttt{sunindextype}, so long as the \texttt{SUNDIALS} libraries use the appropriate index storage type (for details see §A.1.2).

### 4.3 Header files

The calling program must include several header files so that various macros and data types can be used. The header file that is always required is:

- \texttt{kinsol/kinsol.h}, the header file for \texttt{KINSOL}, which defines several types and various constants, and includes function prototypes. This includes the header file for \texttt{KINLS}, \texttt{kinsol/kinsol_ls.h}.

\texttt{kinsol.h} also includes \texttt{sundials_types.h}, which defines the types \texttt{realtype}, \texttt{sunindextype}, and \texttt{booleantype} and constants \texttt{SUNFALSE} and \texttt{SUNTRUE}.

The calling program must also include an \texttt{nvector} implementation header file, of the form \texttt{nvector/nvector***.h}. See Chapter 6 for the appropriate name. This file in turn includes the header file \texttt{sundials_nvector.h} which defines the abstract \texttt{N_Vector} data type.

If using a Newton or Picard nonlinear solver that requires the solution of a linear system, then a linear solver module header file will be required. The header files corresponding to the various \texttt{SUNDIALS}-provided linear solver modules available for use with \texttt{KINSOL} are:

- **Direct linear solvers:**
  - \texttt{sunlinsol/sunlinsol_dense.h}, which is used with the dense linear solver module, \texttt{SUNLINSOL_DENSE};
  - \texttt{sunlinsol/sunlinsol_band.h}, which is used with the banded linear solver module, \texttt{SUNLINSOL_BAND};
  - \texttt{sunlinsol/sunlinsol_lapackdense.h}, which is used with the LAPACK package dense linear solver module, \texttt{SUNLINSOL_LAPACKDENSE};
  - \texttt{sunlinsol/sunlinsol_lapackband.h}, which is used with the LAPACK package banded linear solver module, \texttt{SUNLINSOL_LAPACKBAND};
  - \texttt{sunlinsol/sunlinsol_klu.h}, which is used with the KLU sparse linear solver module, \texttt{SUNLINSOL_KLU};
  - \texttt{sunlinsol/sunlinsol_superlumt.h}, which is used with the \texttt{SUPERLUMT} sparse linear solver module, \texttt{SUNLINSOL_SUPERLUMT};

- **Iterative linear solvers:**
  - \texttt{sunlinsol/sunlinsol_spgmr.h}, which is used with the scaled, preconditioned GMRES Krylov linear solver module, \texttt{SUNLINSOL_SPGMR};
  - \texttt{sunlinsol/sunlinsol_spfmgmr.h}, which is used with the scaled, preconditioned FGMRES Krylov linear solver module, \texttt{SUNLINSOL_SPFGMR};
  - \texttt{sunlinsol/sunlinsol_spbcgs.h}, which is used with the scaled, preconditioned Bi-CGStab Krylov linear solver module, \texttt{SUNLINSOL_SPBCGS};
  - \texttt{sunlinsol/sunlinsol_sptfqmr.h}, which is used with the scaled, preconditioned TFQMR Krylov linear solver module, \texttt{SUNLINSOL_SPTQMR};
  - \texttt{sunlinsol/sunlinsol_pcg.h}, which is used with the scaled, preconditioned CG Krylov linear solver module, \texttt{SUNLINSOL_PCG};
The header files for the SUNLINSOL_DENSE and SUNLINSOL_LAPACKDENSE linear solver modules include the file sunmatrix/sunmatrix_dense.h, which defines the SUNMATRIX_DENSE matrix module, as well as various functions and macros acting on such matrices.

The header files for the SUNLINSOL_BAND and SUNLINSOL_LAPACKBAND linear solver modules include the file sunmatrix/sunmatrix_band.h, which defines the SUNMATRIX_BAND matrix module, as well as various functions and macros acting on such matrices.

The header files for the SUNLINSOL_KLU and SUNLINSOL_SUPERLUMT sparse linear solvers include the file sunmatrix/sunmatrix_sparse.h, which defines the SUNMATRIX_SPARSE matrix module, as well as various functions and macros acting on such matrices.

The header files for the Krylov iterative solvers include the file sundials/sundials_iterative.h, which enumerates the kind of preconditioning, and (for the SPGMR and SPFGMR solvers) the choices for the Gram-Schmidt process.

Other headers may be needed, according to the choice of preconditioner, etc. For example, in the kinFoodWeb_kry.p example (see [10]), preconditioning is done with a block-diagonal matrix. For this, even though the SUNLINSOL_SPGMR linear solver is used, the header sundials/sundials_dense.h is included for access to the underlying generic dense matrix arithmetic routines.

4.4 A skeleton of the user’s main program

The following is a skeleton of the user’s main program (or calling program) for the solution of a nonlinear system problem. Most of the steps are independent of the NVECTOR, SUNMATRIX, and SUNLINSOL implementations used. For the steps that are not, refer to Chapter 6, 7, and 8 for the specific name of the function to be called or macro to be referenced.

1. Initialize parallel or multi-threaded environment, if appropriate

   For example, call MPI_Init to initialize MPI if used, or set num_threads, the number of threads to use within the threaded vector functions, if used.

2. Set problem dimensions etc.

   This generally includes the problem size N, and may include the local vector length Nlocal.

   Note: The variables N and Nlocal should be of type sunindextype.

3. Set vector with initial guess

   To set the vector u of initial guess values, use the appropriate functions defined by the particular NVECTOR implementation.

   For native SUNDIALS vector implementations (except the CUDA and RAJA-based ones), use a call of the form u = N_VMake(..., udata) if the realtype array udata containing the initial values of u already exists. Otherwise, create a new vector by making a call of the form u = N_VNew(...), and then set its elements by accessing the underlying data with a call of the form ydata = N_VGetArrayPointer(u). See §6.3-6.6 for details.

   For the hypre and PETSc vector wrappers, first create and initialize the underlying vector and then create an NVECTOR wrapper with a call of the form u = N_VMake(uvec), where uvec is a hypre or PETSc vector. Note that calls like N_VNew(...) and N_VGetArrayPointer(...) are not available for these vector wrappers. See §6.7 and §6.8 for details.

   If using either the CUDA- or RAJA-based vector implementations use a call of the form u = N_VMake(..., c) where c is a pointer to a suncudavec or sunrajavec vector class if this class already exists. Otherwise, create a new vector by making a call of the form u = N_VNew(...), and then set its elements by accessing the underlying data where it is located with a call of the form N_VGetDeviceArrayPointer *** or N_VGetHostArrayPointer ***. Note that the vector class will allocate memory on both the host and device when instantiated. See §6.9-6.10 for details.
4.4 A skeleton of the user’s main program

4. Create **KINSOL object**
   
   Call `kin_mem = KINCreate()` to create the KINSOL memory block. `KINCreate` returns a pointer to the KINSOL memory structure. See §4.5.1 for details.

5. Allocate internal memory
   
   Call `KINInit(...)` to specify the problem defining function $F$, allocate internal memory for KINSOL, and initialize KINSOL. `KINInit` returns a flag to indicate success or an illegal argument value. See §4.5.1 for details.

6. Create matrix object
   
   If a matrix-based linear solver is to be used within a Newton or Picard iteration, then a template Jacobian matrix must be created by using the appropriate functions defined by the particular `sunmatrix` implementation.
   
   For the SUNDIALS-supplied `sunmatrix` implementations, the matrix object may be created using a call of the form
   
   ```
   SUNMatrix J = SUNBandMatrix(...);
   ```
   
   or
   
   ```
   SUNMatrix J = SUNDenseMatrix(...);
   ```
   
   or
   
   ```
   SUNMatrix J = SUNSparseMatrix(...);
   ```
   
   NOTE: The dense, banded, and sparse matrix objects are usable only in a serial or threaded environment.

7. Create linear solver object
   
   If a Newton or Picard iteration is chosen, then the desired linear solver object must be created by using the appropriate functions defined by the particular `sunlinsol` implementation.
   
   For any of the SUNDIALS-supplied `sunlinsol` implementations, the linear solver object may be created using a call of the form
   
   ```
   SUNLinearSolver LS = SUNLinSol*(...);
   ```
   
   where * can be replaced with “Dense”, “SPGMR”, or other options, as discussed in §4.5.2 and Chapter 8.

8. Set linear solver optional inputs
   
   Call `*Set*` functions from the selected linear solver module to change optional inputs specific to that linear solver. See the documentation for each `sunlinsol` module in Chapter 8 for details.

9. Attach linear solver module
   
   If a Newton or Picard iteration is chosen, initialize the KINLS linear solver interface by attaching the linear solver object (and matrix object, if applicable) with one of the following calls (for details see §4.5.2):
   
   ```
   ier = KINSetLinearSolver(...);
   ```

10. Set optional inputs
    
    Call `KINSet*` routines to change from their default values any optional inputs that control the behavior of KINSOL. See §4.5.4 for details.

11. Solve problem
Call \texttt{ier = KINSol(...) } to solve the nonlinear problem for a given initial guess. See §4.5.3 for details.

12. **Get optional outputs**
   
   Call \texttt{KINGet*} functions to obtain optional output. See §4.5.5 for details.

13. **Deallocate memory for solution vector**
   
   Upon completion of the solution, deallocate memory for the vector \texttt{u} by calling the appropriate destructor function defined by the \texttt{NVECTOR} implementation:
   
   \texttt{N_VDestroy(u);} 

14. **Free solver memory**
   
   Call \texttt{KINFree(&kin\_mem)} to free the memory allocated for \texttt{KINSOL}.

15. **Free linear solver and matrix memory**
   
   Call \texttt{SUNLinSolFree} and \texttt{SUNMatDestroy} to free any memory allocated for the linear solver and matrix objects created above.

16. **Finalize MPI, if used**
   
   Call \texttt{MPI\_Finalize()} to terminate MPI.

\textsc{sundials} provides some linear solvers only as a means for users to get problems running and not as highly efficient solvers. For example, if solving a dense system, we suggest using the LAPACK solvers if the size of the linear system is \(> 50,000\). (Thanks to A. Nicolai for his testing and recommendation.) Table 4.1 shows the linear solver interfaces available as \textsc{sunlinsol} modules and the vector implementations required for use. As an example, one cannot use the dense direct solver interfaces with the MPI-based vector implementation. However, as discussed in Chapter 8 the \textsc{sundials} packages operate on generic \textsc{sunlinsol} objects, allowing a user to develop their own solvers should they so desire.

Table 4.1: \textsc{sundials} linear solver interfaces and vector implementations that can be used for each.

<table>
<thead>
<tr>
<th>Linear Solver</th>
<th>Serial</th>
<th>Parallel (MPI)</th>
<th>OpenMP</th>
<th>pThreads</th>
<th>hypre</th>
<th>PETSc</th>
<th>CUDA</th>
<th>RAJA</th>
<th>User Supp.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dense</td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Band</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>LapackDense</td>
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<td>✓</td>
<td>✓</td>
<td></td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>LapackBand</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>KLU</td>
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<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td>✓</td>
<td></td>
<td></td>
<td>✓</td>
</tr>
<tr>
<td>SUPERLUMT</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td>✓</td>
</tr>
<tr>
<td>SPGMR</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>SPFGMR</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>SPBCGS</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>SPTFQMR</td>
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<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
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</tr>
<tr>
<td>PCG</td>
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<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>User Supp.</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
</tbody>
</table>
4.5 User-callable functions

This section describes the KINSOL functions that are called by the user to set up and solve a nonlinear problem. Some of these are required. However, starting with §4.5.4, the functions listed involve optional inputs/outputs or restarting, and those paragraphs can be skipped for a casual use of KINSOL. In any case, refer to §4.4 for the correct order of these calls.

The return flag (when present) for each of these routines is a negative integer if an error occurred, and non-negative otherwise.

4.5.1 KINSOL initialization and deallocation functions

The following three functions must be called in the order listed. The last one is to be called only after the problem solution is complete, as it frees the KINSOL memory block created and allocated by the first two calls.

```c
KINCreate
Call    kin_mem = KINCreate();
Description The function KINCreate instantiates a KINSOL solver object.
Arguments This function has no arguments.
Return value If successful, KINCreate returns a pointer to the newly created KINSOL memory block (of type void *). If an error occurred, KINCreate prints an error message to stderr and returns NULL.
```

```c
KINInit
Call    flag = KINInit(kin_mem, func, tmpl);
Description The function KINInit specifies the problem-defining function, allocates internal memory, and initializes KINSOL.
Arguments kin_mem (void *) pointer to the KINSOL memory block returned by KINCreate.
func (KINSysFn) is the C function which computes the system function \(F\) (or \(G(u)\) for fixed-point iteration) in the nonlinear problem. This function has the form
\[func(u, fval, user_data)\]. (For full details see §4.6.1.)
tmpl (N_Vector) is any N_Vector (e.g. the initial guess vector \(u\)) which is used as a template to create (by cloning) necessary vectors in \(kin_mem\).
Return value The return value flag (of type int) will be one of the following:
KIN_SUCCESS The call to KINInit was successful.
KIN_MEM_NULL The KINSOL memory block was not initialized through a previous call to KINCreate.
KIN_MEM_FAIL A memory allocation request has failed.
KIN_ILL_INPUT An input argument to KINInit has an illegal value.
Notes If an error occurred, KINInit sends an error message to the error handler function.
```

```c
KINFree
Call    KINFree(&kin_mem);
Description The function KINFree frees the memory allocated by a previous call to KINCreate.
Arguments The argument is the address of the pointer to the KINSOL memory block returned by KINCreate (of type void *).
Return value The function KINFree has no return value.
4.5.2 Linear solver specification function

As previously explained, Newton and Picard iterations require the solution of linear systems of the form \( J\delta = -F \). Solution of these linear systems is handled using the \texttt{kinls} linear solver interface. This interface supports all valid \texttt{sunlinsol} modules. Here, matrix-based \texttt{sunlinsol} modules utilize \texttt{sunmatrix} objects to store the Jacobian matrix \( J = \partial F / \partial u \) and factorizations used throughout the solution process. Conversely, matrix-free \texttt{sunlinsol} modules instead use iterative methods to solve the linear systems of equations, and only require the action of the Jacobian on a vector, \( Jv \).

With most iterative linear solvers, preconditioning can be done on the left only, on the right only, on both the left and the right, or not at all. However, only right preconditioning is supported within \texttt{kinls}. If preconditioning is done, user-supplied functions define the linear operator corresponding to a right preconditioner matrix \( P \), which should approximate the system Jacobian matrix \( J \). For the specification of a preconditioner, see the iterative linear solver sections in §4.5.4 and §4.6. A preconditioner matrix \( P \) must approximate the Jacobian \( J \), at least crudely.

To specify a generic linear solver to \texttt{KINSOL}, after the call to \texttt{KINCreate} but before any calls to \texttt{KINSol}, the user’s program must create the appropriate \texttt{sunlinsol} object and call the function \texttt{KINSetLinearSolver}, as documented below. To create the \texttt{SUNLinearSolver} object, the user may call one of the SUNDIALS-packaged \texttt{sunlinsol} module constructor routines via a call of the form

\[
\texttt{SUNLinearSolver LS = SUNLinSol_*(...);}
\]


Alternately, a user-supplied \texttt{SUNLinearSolver} module may be created and used instead. The use of each of the generic linear solvers involves certain constants, functions and possibly some macros, that are likely to be needed in the user code. These are available in the corresponding header file associated with the specific \texttt{sunmatrix} or \texttt{sunlinsol} module in question, as described in Chapters 7 and 8.

Once this solver object has been constructed, the user should attach it to \texttt{KINSOL} via a call to \texttt{KINSetLinearSolver}. The first argument passed to this function is the \texttt{KINSOL} memory pointer returned by \texttt{KINCreate}; the second argument is the desired \texttt{sunlinsol} object to use for solving Newton or Picard systems. The third argument is an optional \texttt{sunmatrix} object to accompany matrix-based \texttt{sunlinsol} inputs (for matrix-free linear solvers, the third argument should be \texttt{NULL}). A call to this function initializes the \texttt{kinls} linear solver interface, linking it to the main \texttt{KINSOL} solver, and allows the user to specify additional parameters and routines pertinent to their choice of linear solver.

\begin{verbatim}
KINSetLinearSolver
Call flag = KINSetLinearSolver(kin_mem, LS, J);
Description The function KINSetLinearSolver attaches a generic SUNLINSOL object LS and corresponding template Jacobian SUNMATRIX object J (if applicable) to KINSOL, initializing the KINLS linear solver interface.
Arguments kin_mem (void *) pointer to the KINSOL memory block.
LS (SUNLinearSolver) SUNLINSOL object to use for solving Newton linear systems.
J (SUNMatrix) SUNMATRIX object for used as a template for the Jacobian (or NULL if not applicable).
Return value The return value flag (of type int) is one of
  KINLS_SUCCESS The KINLS initialization was successful.
  KINLS_MEM_NULL The kin_mem pointer is NULL.
  KINLS_Ill_INPUT The KINLS interface is not compatible with the LS or J input objects or is incompatible with the current NVECTOR module.
\end{verbatim}
4.5 User-callable functions

KINLS_SUNLS_FAIL  A call to the LS object failed.
KINLS_MEM_FAIL    A memory allocation request failed.

Notes  If LS is a matrix-based linear solver, then the template Jacobian matrix \( J \) will be used in the solve process, so if additional storage is required within the SUNMATRIX object (e.g. for factorization of a banded matrix), ensure that the input object is allocated with sufficient size (see the documentation of the particular SUNMATRIX type in Chapter 7 for further information).

The previous routines KINDisSetLinearSolver and KINSpilsSetLinearSolver are now wrappers for this routine, and may still be used for backward-compatibility. However, these will be deprecated in future releases, so we recommend that users transition to the new routine name soon.

### 4.5.3 KINSOL solver function

This is the central step in the solution process, the call to solve the nonlinear algebraic system.

**Call**

```c
flag = KINSol(kin_mem, u, strategy, u_scale, f_scale);
```

**Description**  The function KINSol computes an approximate solution to the nonlinear system.

**Arguments**

- `kin_mem` (void *) pointer to the KINSOL memory block.
- `u` (NVector) vector set to initial guess by user before calling KINSol, but which upon return contains an approximate solution of the nonlinear system \( F(u) = 0 \).
- `strategy` (int) strategy used to solve the nonlinear system. It must be one of the following:
  - KIN_NONE basic Newton iteration
  - KIN_LINESearch Newton with globalization
  - KIN_FP fixed-point iteration with Anderson Acceleration (no linear solver needed)
  - KIN_PICARD Picard iteration with Anderson Acceleration (uses a linear solver)
- `u_scale` (NVector) vector containing diagonal elements of scaling matrix \( D_u \) for vector \( u \) chosen so that the components of \( D_u \cdot u \) (as a matrix multiplication) all have roughly the same magnitude when \( u \) is close to a root of \( F(u) \).
- `f_scale` (NVector) vector containing diagonal elements of scaling matrix \( D_F \) for \( F(u) \) chosen so that the components of \( D_F \cdot F(u) \) (as a matrix multiplication) all have roughly the same magnitude when \( u \) is not too near a root of \( F(u) \). In the case of a fixed-point iteration, consider \( F(u) = G(u) - u \).

**Return value**  On return, KINSol returns the approximate solution in the vector \( u \) if successful. The return value `flag` (of type `int`) will be one of the following:

- KIN_SUCCESS  KINSol succeeded; the scaled norm of \( F(u) \) is less than `fnormtol`.
- KIN_INITIAL_GUESS_OK  The guess \( u = u_0 \) satisfied the system \( F(u) = 0 \) within the tolerances specified (the scaled norm of \( F(u_0) \) is less than \( 0.01 \times \text{fnormtol} \)).
- KIN_STEP_LT_STPTOL  KINSOL stopped based on scaled step length. This means that the current iterate may be an approximate solution of the given nonlinear system, but it is also quite possible that the algorithm is “stalled” (making insufficient progress) near an invalid solution, or that the scalar `scsteptol` is too large (see KINSetScaledStepTol in §4.5.4 to change `scsteptol` from its default value).
The KINSOL memory block pointer was NULL.

An input parameter was invalid.

The KINSOL memory was not allocated by a call to KINCreate.

A memory allocation failed.

The line search algorithm was unable to find an iterate sufficiently distinct from the current iterate, or could not find an iterate satisfying the sufficient decrease condition. Failure to satisfy the sufficient decrease condition could mean the current iterate is “close” to an approximate solution of the given nonlinear system, the difference approximation of the matrix-vector product $J(u)v$ is inaccurate, or the real scalar $\text{scsteptol}$ is too large.

The maximum number of nonlinear iterations has been reached.

Five consecutive steps have been taken that satisfy the inequality $\|D_u p\|_2 > 0.99 \text{mxnewtstep}$, where $p$ denotes the current step and $\text{mxnewtstep}$ is a scalar upper bound on the scaled step length. Such a failure may mean that $\|D_F F(u)\|_2$ asymptotes from above to a positive value, or the real scalar $\text{mxnewtstep}$ is too small.

The line search algorithm was unable to satisfy the “beta-condition” for $\text{MXNBCF} + 1$ nonlinear iterations (not necessarily consecutive), which may indicate the algorithm is making poor progress.

The user-supplied routine $\text{psolve}$ encountered a recoverable error, but the preconditioner is already current.

The KINLS initialization routine ($\text{linit}$) encountered an error.

The KINLS setup routine ($\text{lsetup}$) encountered an error; e.g., the user-supplied routine $\text{pset}$ (used to set up the preconditioner data) encountered an unrecoverable error.

The KINLS solve routine ($\text{lsolve}$) encountered an error; e.g., the user-supplied routine $\text{psolve}$ (used to to solve the preconditioned linear system) encountered an unrecoverable error.

The system function failed in an unrecoverable manner.

The system function failed recoverably at the first call.

The system function had repeated recoverable errors. No recovery is possible.

The components of vectors $\text{u_scale}$ and $\text{f_scale}$ should be strictly positive.

KinSuccess = 0, KinInitial_Guess_OK = 1, and KinStep_LT_STPTOL = 2. All remaining return values are negative and therefore a test flag < 0 will trap all KINSol failures.
### 4.5 User-callable functions

#### 4.5.4 Optional input functions

There are numerous optional input parameters that control the behavior of the KINSOL solver. KINSOL provides functions that can be used to change these from their default values. Table 4.2 lists all optional input functions in KINSOL which are then described in detail in the remainder of this section, beginning with those for the main KINSOL solver and continuing with those for the KINLS linear solver interface. For the most casual use of KINSOL, the reader can skip to §4.6.

We note that, on error return, all of these functions also send an error message to the error handler function. We also note that all error return values are negative, so a test flag < 0 will catch any error.

#### 4.5.4.1 Main solver optional input functions

The calls listed here can be executed in any order. However, if either of the functions KINSetErrFile or KINSetErrHandlerFn is to be called, that call should be first, in order to take effect for any later error message.

<table>
<thead>
<tr>
<th>Optional input</th>
<th>Function name</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>Error handler function</td>
<td>KINSetErrHandlerFn</td>
<td>internal fn.</td>
</tr>
<tr>
<td>Pointer to an error file</td>
<td>KINSetErrFile</td>
<td>stderr</td>
</tr>
<tr>
<td>Info handler function</td>
<td>KINSetInfoHandlerFn</td>
<td>internal fn.</td>
</tr>
<tr>
<td>Pointer to an info file</td>
<td>KINSetInfoFile</td>
<td>stdout</td>
</tr>
<tr>
<td>Data for problem-defining function</td>
<td>KINSetUserData</td>
<td>NULL</td>
</tr>
<tr>
<td>Verbosity level of output</td>
<td>KINSetPrintLevel</td>
<td>0</td>
</tr>
<tr>
<td>Max. number of nonlinear iterations</td>
<td>KINSetNumMaxIters</td>
<td>200</td>
</tr>
<tr>
<td>No initial matrix setup</td>
<td>KINSetNoInitSetup</td>
<td>SUNFALSE</td>
</tr>
<tr>
<td>No residual monitoring*</td>
<td>KINSetNoResMon</td>
<td>SUNFALSE</td>
</tr>
<tr>
<td>Max. iterations without matrix setup</td>
<td>KINSetMaxSetupCalls</td>
<td>10</td>
</tr>
<tr>
<td>Max. iterations without residual check*</td>
<td>KINSetMaxSubSetupCalls</td>
<td>5</td>
</tr>
<tr>
<td>Form of $\eta$ coefficient</td>
<td>KINSetEtaForm</td>
<td>KIN_ETA_CHOICE1</td>
</tr>
<tr>
<td>Constant value of $\eta$</td>
<td>KINSetEtaConstValue</td>
<td>0.1</td>
</tr>
<tr>
<td>Values of $\gamma$ and $\alpha$</td>
<td>KINSetEtaParams</td>
<td>0.9 and 2.0</td>
</tr>
<tr>
<td>Values of $\omega_{\text{min}}$ and $\omega_{\text{max}}$*</td>
<td>KINSetResMonParams</td>
<td>0.00001 and 0.9</td>
</tr>
<tr>
<td>Constant value of $\omega$*</td>
<td>KINSetResMonConstValue</td>
<td>0.9</td>
</tr>
<tr>
<td>Lower bound on $\epsilon$</td>
<td>KINSetNoMinEps</td>
<td>SUNFALSE</td>
</tr>
<tr>
<td>Max. scaled length of Newton step</td>
<td>KINSetMaxNewtonStep</td>
<td>1000</td>
</tr>
<tr>
<td>Max. number of $\beta$-condition failures</td>
<td>KINSetMaxBetaFails</td>
<td>10</td>
</tr>
<tr>
<td>Rel. error for D.Q. $Jv$</td>
<td>KINSetRelErrFunc</td>
<td>$\sqrt{\text{uround}}$</td>
</tr>
<tr>
<td>Function-norm stopping tolerance</td>
<td>KINSetFuncNormTol</td>
<td>$\text{uround}^{1/3}$</td>
</tr>
<tr>
<td>Scaled-step stopping tolerance</td>
<td>KINSetScaledSteptol</td>
<td>$\text{uround}^{2/3}$</td>
</tr>
<tr>
<td>Inequality constraints on solution</td>
<td>KINSetConstraints</td>
<td>NULL</td>
</tr>
<tr>
<td>Nonlinear system function</td>
<td>KINSetSysFunc</td>
<td>none</td>
</tr>
<tr>
<td>Anderson Acceleration subspace size</td>
<td>KINSetMAA</td>
<td>0</td>
</tr>
<tr>
<td>Anderson Acceleration damping parameter</td>
<td>KINSetDampingAA</td>
<td>1.0</td>
</tr>
</tbody>
</table>

---

Table 4.2: Optional inputs for KINSOL and KINLS

<table>
<thead>
<tr>
<th>Optional input</th>
<th>Function name</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jacobian function</td>
<td>KINSetJacFn</td>
<td>DQ</td>
</tr>
<tr>
<td>Preconditioner functions and data</td>
<td>KINSetPreconditioner</td>
<td>NULL, NULL, NULL</td>
</tr>
<tr>
<td>Jacobian-times-vector function and data</td>
<td>KINSetJacTimesVecFn</td>
<td>internal DQ, NULL</td>
</tr>
</tbody>
</table>
**KINSetErrFile**

Call

```c
flag = KINSetErrFile(kin_mem, errfp);
```

Description

The function `KINSetErrFile` specifies the pointer to the file where all KINSOL messages should be directed when the default KINSOL error handler function is used.

Arguments

- `kin_mem` (void *) pointer to the KINSOL memory block.
- `errfp` (FILE *) pointer to output file.

Return value

The return value `flag` (of type `int`) is one of:

- **KIN_SUCCESS** The optional value has been successfully set.
- **KIN_MEM_NULL** The `kin_mem` pointer is NULL.

Notes

The default value for `errfp` is `stderr`.

Passing a value of `NULL` disables all future error message output (except for the case in which the KINSOL memory pointer is `NULL`). This use of `KINSetErrFile` is strongly discouraged.

If `KINSetErrFile` is to be called, it should be called before any other optional input functions, in order to take effect for any later error message.

---

**KINSetErrorHandlerFn**

Call

```c
flag = KINSetErrorHandlerFn(kin_mem, ehfun, eh_data);
```

Description

The function `KINSetErrorHandlerFn` specifies the optional user-defined function to be used in handling error messages.

Arguments

- `kin_mem` (void *) pointer to the KINSOL memory block.
- `ehfun` (KINErrHandlerFn) is the user’s C error handler function (see §4.6.2).
- `eh_data` (void *) pointer to user data passed to `ehfun` every time it is called.

Return value

The return value `flag` (of type `int`) is one of:

- **KIN_SUCCESS** The function `ehfun` and data pointer `eh_data` have been successfully set.
- **KIN_MEM_NULL** The `kin_mem` pointer is NULL.

Notes

The default internal error handler function directs error messages to the file specified by the file pointer `errfp` (see `KINSetErrFile` above).

Error messages indicating that the KINSOL solver memory is `NULL` will always be directed to `stderr`.

---

**KINSetInfoFile**

Call

```c
flag = KINSetInfoFile(kin_mem, infofp);
```

Description

The function `KINSetInfoFile` specifies the pointer to the file where all informative (non-error) messages should be directed.

Arguments

- `kin_mem` (void *) pointer to the KINSOL memory block.
- `infofp` (FILE *) pointer to output file.

Return value

The return value `flag` (of type `int`) is one of:

- **KIN_SUCCESS** The optional value has been successfully set.
- **KIN_MEM_NULL** The `kin_mem` pointer is NULL.

Notes

The default value for `infofp` is `stdout`. 
### KINSetInfoHandlerFn

**Call**

```c
flag = KINSetInfoHandlerFn(kin_mem, ihfun, ih_data);
```

**Description**

The function `KINSetInfoHandlerFn` specifies the optional user-defined function to be used in handling informative (non-error) messages.

**Arguments**

- `kin_mem` (void *) pointer to the KINSOL memory block.
- `ihfun` (KINInfoHandlerFn) is the user’s C information handler function (see §4.6.3).
- `ih_data` (void *) pointer to user data passed to `ihfun` every time it is called.

**Return value**

The return value `flag` (of type `int`) is one of:

- **KIN_SUCCESS** The function `ihfun` and data pointer `ih_data` have been successfully set.
- **KIN_MEM_NULL** The `kin_mem` pointer is NULL.

**Notes**

The default internal information handler function directs informative (non-error) messages to the file specified by the file pointer `infofp` (see `KINSetInfoFile` above).

### KINSetPrintLevel

**Call**

```c
flag = KINSetPrintLevel(kin_mem, printfl);
```

**Description**

The function `KINSetPrintLevel` specifies the level of verbosity of the output.

**Arguments**

- `kin_mem` (void *) pointer to the KINSOL memory block.
- `printfl` (int) flag indicating the level of verbosity. Must be one of:
  
- 0 no information displayed.
- 1 for each nonlinear iteration display the following information: the scaled Euclidean $\ell_2$ norm of the system function evaluated at the current iterate, the scaled norm of the Newton step (only if using `KIN_NONE`), and the number of function evaluations performed so far.
- 2 display level 1 output and the following values for each iteration:
  
  - $\|F(u)\|_{DF}$ (only for `KIN_NONE`).
  - $\|F(u)\|_{DF,\infty}$ (for `KIN_NONE` and `KIN_LINESEARCH`).
- 3 display level 2 output plus additional values used by the global strategy (only if using `KIN_LINESEARCH`), and statistical information for iterative linear solver modules.

**Return value**

The return value `flag` (of type `int`) is one of:

- **KIN_SUCCESS** The optional value has been successfully set.
- **KIN_MEM_NULL** The `kin_mem` pointer is NULL.
- **KIN_ILL_INPUT** The argument `printfl` had an illegal value.

**Notes**

The default value for `printfl` is 0.

### KINSetUserData

**Call**

```c
flag = KINSetUserData(kin_mem, user_data);
```

**Description**

The function `KINSetUserData` specifies the pointer to user-defined memory that is to be passed to all user-supplied functions.

**Arguments**

- `kin_mem` (void *) pointer to the KINSOL memory block.
- `user_data` (void *) pointer to the user-defined memory.

**Return value**

The return value `flag` (of type `int`) is one of:

- **KIN_SUCCESS** The optional value has been successfully set.
- **KIN_MEM_NULL** The `kin_mem` pointer is NULL.
Notes
If specified, the pointer to user_data is passed to all user-supplied functions that have
it as an argument. Otherwise, a NULL pointer is passed.

If user_data is needed in user linear solver or preconditioner functions, the call to
KINSetUserData must be made before the call to specify the linear solver module.

KINSetNumMaxIters
Call
flag = KINSetNumMaxIters(kin_mem, mxiter);
Description
The function KINSetNumMaxIters specifies the maximum number of nonlinear iterations
allowed.
Arguments
kin_mem (void *) pointer to the KINSOL memory block.
mxiter (long int) maximum number of nonlinear iterations.
Return value
The return value flag (of type int) is one of:
KIN_SUCCESS The optional value has been successfully set.
KIN_MEM_NULL The kin_mem pointer is NULL.
KIN_ILL_INPUT The maximum number of iterations was non-positive.
Notes
The default value for mxiter is MXITER_DEFAULT = 200.

KINSetNoInitSetup
Call
flag = KINSetNoInitSetup(kin_mem, noInitSetup);
Description
The function KINSetNoInitSetup specifies whether an initial call to the preconditioner
or Jacobian setup function should be made or not.
Arguments
kin_mem (void *) pointer to the KINSOL memory block.
noInitSetup (booleantype) flag controlling whether an initial call to the precondi-
tioner or Jacobian setup function is made (pass SUNFALSE) or not made
(pass SUNTRUE).
Return value
The return value flag (of type int) is one of:
KIN_SUCCESS The optional value has been successfully set.
KIN_MEM_NULL The kin_mem pointer is NULL.
Notes
The default value for noInitSetup is SUNFALSE, meaning that an initial call to the
preconditioner or Jacobian setup function will be made.
A call to this function is useful when solving a sequence of problems, in which the final
preconditioner or Jacobian value from one problem is to be used initially for the next
problem.

KINSetNoResMon
Call
flag = KINSetNoResMon(kin_mem, noNNIResMon);
Description
The function KINSetNoResMon specifies whether or not the nonlinear residual monitoring
scheme is used to control Jacobian updating
Arguments
kin_mem (void *) pointer to the KINSOL memory block.
oNNIResMon (booleantype) flag controlling whether residual monitoring is used (pass
SUNFALSE) or not used (pass SUNTRUE).
Return value
The return value flag (of type int) is one of:
KIN_SUCCESS The optional value has been successfully set.
KIN_MEM_NULL The kin_mem pointer is NULL.
Notes When using a direct solver, the default value for `noNNIResMon` is `SUNFALSE`, meaning that the nonlinear residual will be monitored. Residual monitoring is only available for use with matrix-based linear solver modules.

**KINSetMaxSetupCalls**

Call `flag = KINSetMaxSetupCalls(kin_mem, msbset);`

Description The function `KINSetMaxSetupCalls` specifies the maximum number of nonlinear iterations that can be performed between calls to the preconditioner or Jacobian setup function.

Arguments `kin_mem (void *)` pointer to the KINSOL memory block.

`msbset (long int)` maximum number of nonlinear iterations without a call to the preconditioner or Jacobian setup function. Pass 0 to indicate the default.

Return value The return value `flag` (of type `int`) is one of:

- `KIN_SUCCESS` The optional value has been successfully set.
- `KIN_MEM_NULL` The `kin_mem` pointer is NULL.
- `KIN_Ill_INPUT` The argument `msbset` was negative.

Notes The default value for `msbset` is `MSBSET_DEFAULT = 10`.

The value of `msbset` should be a multiple of `msbsetsub` (see `KINSetMaxSubSetupCalls`).

**KINSetMaxSubSetupCalls**

Call `flag = KINSetMaxSubSetupCalls(kin_mem, msbsetsub);`

Description The function `KINSetMaxSubSetupCalls` specifies the maximum number of nonlinear iterations between checks by the residual monitoring algorithm.

Arguments `kin_mem (void *)` pointer to the KINSOL memory block.

`msbsetsub (long int)` maximum number of nonlinear iterations without checking the nonlinear residual. Pass 0 to indicate the default.

Return value The return value `flag` (of type `int`) is one of:

- `KIN_SUCCESS` The optional value has been successfully set.
- `KIN_MEM_NULL` The `kin_mem` pointer is NULL.
- `KIN_Ill_INPUT` The argument `msbsetsub` was negative.

Notes The default value for `msbsetsub` is `MSBSET_SUB_DEFAULT = 5`.

The value of `msbset` (see `KINSetMaxSetupCalls`) should be a multiple of `msbsetsub`. Residual monitoring is only available for use with matrix-based linear solver modules.

**KINSetEtaForm**

Call `flag = KINSetEtaForm(kin_mem, etachoice);`

Description The function `KINSetEtaForm` specifies the method for computing the value of the \( \eta \) coefficient used in the calculation of the linear solver convergence tolerance.

Arguments `kin_mem (void *)` pointer to the KINSOL memory block.

`etachoice (int)` flag indicating the method for computing \( \eta \). The value must be one of `KIN_ETACHOICE1`, `KIN_ETACHOICE2`, or `KIN_ETACONSTANT` (see Chapter 2 for details).

Return value The return value `flag` (of type `int`) is one of:

- `KIN_SUCCESS` The optional value has been successfully set.
KIN_MEM_NULL  The kin_mem pointer is NULL.
KIN_Ill_INPUT The argument etachoice had an illegal value.

Notes  The default value for etachoice is KIN_ETACHOICE1.
When using either KIN_ETACHOICE1 or KIN_ETACHOICE2 the safeguard
\[ \eta_n = \max(\eta_n, \eta_{\text{safe}}) \]
is applied when \( \eta_{\text{safe}} > 0.1 \). For KIN_ETACHOICE1
\[ \eta_{\text{safe}} = \frac{\eta_1 + \sqrt{5}}{2} \eta_{n-1} \]
and for KIN_ETACHOICE2
\[ \eta_{\text{safe}} = \gamma \eta_{n-1}^\alpha \]
where \( \gamma \) and \( \alpha \) can be set with KINSetEtaParams.
The following safeguards are always applied when using either KIN_ETACHOICE1 or KIN_ETACHOICE2 so that \( \eta_{\text{min}} \leq \eta_n \leq \eta_{\text{max}} \):
\[ \eta_n = \max(\eta_n, \eta_{\text{min}}) \]
\[ \eta_n = \min(\eta_n, \eta_{\text{max}}) \]
where \( \eta_{\text{min}} = 10^{-4} \) and \( \eta_{\text{max}} = 0.9 \).

KINSetEtaConstValue
Call  flag = KINSetEtaConstValue(kin_mem, eta);
Description  The function KINSetEtaConstValue specifies the constant value for \( \eta \) in the case
etachoice = KIN_ETACHOICE1.
Arguments  kin_mem (void *) pointer to the KINSOL memory block.
eta (realtype) constant value for \( \eta \). Pass 0.0 to indicate the default.
Return value  The return value flag (of type int) is one of:
KIN_SUCCESS  The optional value has been successfully set.
KIN_MEM_NULL  The kin_mem pointer is NULL.
KIN_Ill_INPUT  The argument eta had an illegal value.
Notes  The default value for eta is 0.1. The legal values are 0.0 < eta ≤ 1.0.

KINSetEtaParams
Call  flag = KINSetEtaParams(kin_mem, egamma, ealpha);
Description  The function KINSetEtaParams specifies the parameters \( \gamma \) and \( \alpha \) in the formula for \( \eta \),
in the case etachoice = KIN_ETACHOICE2.
Arguments  kin_mem (void *) pointer to the KINSOL memory block.
egamma (realtype) value of the \( \gamma \) parameter. Pass 0.0 to indicate the default.
ealpha (realtype) value of the \( \alpha \) parameter. Pass 0.0 to indicate the default.
Return value  The return value flag (of type int) is one of:
KIN_SUCCESS  The optional values have been successfully set.
KIN_MEM_NULL  The kin_mem pointer is NULL.
KIN_Ill_INPUT  One of the arguments egamma or ealpha had an illegal value.
Notes  The default values for egamma and ealpha are 0.9 and 2.0, respectively.
The legal values are 0.0 < egamma ≤ 1.0 and 1.0 < ealpha ≤ 2.0.
### 4.5 User-callable functions

**KINSetResMonConstValue**

**Call**

```
flag = KINSetResMonConstValue(kin_mem, omegaconst);
```

**Description**
The function KINSetResMonConstValue specifies the constant value for $\omega$ when using residual monitoring.

**Arguments**
- `kin_mem` (void *) pointer to the KINSOL memory block.
- `omegaconst` (realtype) constant value for $\omega$. Passing 0.0 results in using Eqn. (2.4).

**Return value**
The return value `flag` (of type `int`) is one of:
- `KIN_SUCCESS` The optional value has been successfully set.
- `KIN_MEM_NULL` The `kin_mem` pointer is NULL.
- `KIN_ILL_INPUT` The argument `omegaconst` had an illegal value.

**Notes**
The default value for `omegaconst` is 0.9. The legal values are $0.0 < \omega \text{const} < 1.0$.

**KINSetResMonParams**

**Call**

```
flag = KINSetResMonParams(kin_mem, omegamin, omegamax);
```

**Description**
The function KINSetResMonParams specifies the parameters $\omega_{\text{min}}$ and $\omega_{\text{max}}$ in the formula (2.4) for $\omega$.

**Arguments**
- `kin_mem` (void *) pointer to the KINSOL memory block.
- `omegamin` (realtype) value of the $\omega_{\text{min}}$ parameter. Pass 0.0 to indicate the default.
- `omegamax` (realtype) value of the $\omega_{\text{max}}$ parameter. Pass 0.0 to indicate the default.

**Return value**
The return value `flag` (of type `int`) is one of:
- `KIN_SUCCESS` The optional values have been successfully set.
- `KIN_MEM_NULL` The `kin_mem` pointer is NULL.
- `KIN_ILL_INPUT` One of the arguments `omegamin` or `omegamax` had an illegal value.

**Notes**
The default values for `omegamin` and `omegamax` are 0.00001 and 0.9, respectively. The legal values are $0.0 < \omega_{\text{min}} < \omega_{\text{max}} < 1.0$.

**KINSetNoMinEps**

**Call**

```
flag = KINSetNoMinEps(kin_mem, noMinEps);
```

**Description**
The function KINSetNoMinEps specifies a flag that controls whether or not the value of $\epsilon$, the scaled linear residual tolerance, is bounded from below.

**Arguments**
- `kin_mem` (void *) pointer to the KINSOL memory block.
- `noMinEps` (booleantype) flag controlling the bound on $\epsilon$. If `SUNFALSE` is passed the value of $\epsilon$ is constrained and if `SUNTRUE` is passed then $\epsilon$ is not constrained.

**Return value**
The return value `flag` (of type `int`) is one of:
- `KIN_SUCCESS` The optional value has been successfully set.
- `KIN_MEM_NULL` The `kin_mem` pointer is NULL.

**Notes**
The default value for `noMinEps` is `SUNFALSE`, meaning that a positive minimum value, equal to 0.01*`fnormtol`, is applied to $\epsilon$ (see KINSetFuncNormTol below).

**KINSetMaxNewtonStep**

**Call**

```
flag = KINSetMaxNewtonStep(kin_mem, mxnewtstep);
```

**Description**
The function KINSetMaxNewtonStep specifies the maximum allowable scaled length of the Newton step.

**Arguments**
- `kin_mem` (void *) pointer to the KINSOL memory block.
**KINSetMaxBetaFails**

Call

```c
flag = KINSetMaxBetaFails(kin_mem, mxnbcf);
```

Description The function `KINSetMaxBetaFails` specifies the maximum number of $\beta$-condition failures in the linesearch algorithm.

Arguments

- `kin_mem` (void *) pointer to the KINSOL memory block.
- `mxnbcf` (realtype) maximum number of $\beta$-condition failures. Pass 0.0 to indicate the default.

Return value The return value `flag` (of type `int`) is one of:

- **KIN_SUCCESS** The optional value has been successfully set.
- **KIN_MEM_NULL** The `kin_mem` pointer is NULL.
- **KIN_Ill_INPUT** The input value was negative.

Notes The default value of `mxnbcf` is `MXNBCF_DEFAULT = 10`.

**KINSetRelErrFunc**

Call

```c
flag = KINSetRelErrFunc(kin_mem, relfunc);
```

Description The function `KINSetRelErrFunc` specifies the relative error in computing $F(u)$, which is used in the difference quotient approximation to the Jacobian matrix [see Eq.(2.7)] or the Jacobian-vector product [see Eq.(2.9)]. The value stored is $\sqrt{\text{relfunc}}$.

Arguments

- `kin_mem` (void *) pointer to the KINSOL memory block.
- `relfunc` (realtype) relative error in $F(u)$ ($\text{relfunc} \geq 0.0$). Pass 0.0 to indicate the default.

Return value The return value `flag` (of type `int`) is one of:

- **KIN_SUCCESS** The optional value has been successfully set.
- **KIN_MEM_NULL** The `kin_mem` pointer is NULL.
- **KIN_Ill_INPUT** The relative error was negative.

Notes The default value for `relfunc` is $U = \text{unit roundoff}$.

**KINSetFuncNormTol**

Call

```c
flag = KINSetFuncNormTol(kin_mem, fnormtol);
```

Description The function `KINSetFuncNormTol` specifies the scalar used as a stopping tolerance on the scaled maximum norm of the system function $F(u)$.

Arguments

- `kin_mem` (void *) pointer to the KINSOL memory block.
- `fnormtol` (realtype) tolerance for stopping based on scaled function norm ($\geq 0.0$). Pass 0.0 to indicate the default.

Return value The return value `flag` (of type `int`) is one of:

- **KIN_SUCCESS** The optional value has been successfully set.
- **KIN_MEM_NULL** The `kin_mem` pointer is NULL.
4.5 User-callable functions

KIN_ILL_INPUT The tolerance was negative.

Notes The default value for fnormtol is (unit roundoff)$^{1/3}$.

KINSetScaledStepTol

Call flag = KINSetScaledStepTol(kin_mem, scsteptol);

Description The function KINSetScaledStepTol specifies the scalar used as a stopping tolerance on the minimum scaled step length.

Arguments kin_mem (void *) pointer to the KINSOL memory block.
scsteptol (realtype) tolerance for stopping based on scaled step length ($\geq 0.0$). Pass 0.0 to indicate the default.

Return value The return value flag (of type int) is one of:
- KIN_SUCCESS The optional value has been successfully set.
- KIN_MEM_NULL The kin_mem pointer is NULL.
- KIN_Ill_INPUT The tolerance was non-positive.

Notes The default value for scsteptol is (unit roundoff)$^{2/3}$.

KINSetConstraints

Call flag = KINSetConstraints(kin_mem, constraints);

Description The function KINSetConstraints specifies a vector that defines inequality constraints for each component of the solution vector $u$.

Arguments kin_mem (void *) pointer to the KINSOL memory block.
constraints (N_Vector) vector of constraint flags. If constraints[i] is
- 0.0 then no constraint is imposed on $u_i$.
- 1.0 then $u_i$ will be constrained to be $u_i \geq 0.0$.
- -1.0 then $u_i$ will be constrained to be $u_i \leq 0.0$.
- 2.0 then $u_i$ will be constrained to be $u_i > 0.0$.
- -2.0 then $u_i$ will be constrained to be $u_i < 0.0$.

Return value The return value flag (of type int) is one of:
- KIN_SUCCESS The optional value has been successfully set.
- KIN_MEM_NULL The kin_mem pointer is NULL.
- KIN_Ill_INPUT The constraint vector contains illegal values.

Notes The presence of a non-NULL constraints vector that is not 0.0 in all components will cause constraint checking to be performed. If a NULL vector is supplied, constraint checking will be disabled.

The function creates a private copy of the constraints vector. Consequently, the user-supplied vector can be freed after the function call, and the constraints can only be changed by calling this function.

KINSetSysFunc

Call flag = KINSetSysFunc(kin_mem, func);

Description The function KINSetSysFunc specifies the user-provided function that evaluates the nonlinear system function $F(u)$ or $G(u)$.

Arguments kin_mem (void *) pointer to the KINSOL memory block.
func (KINSysFn) user-supplied function that evaluates $F(u)$ (or $G(u)$ for fixed-point iteration).
Return value The return value flag (of type int) is one of:

- **KIN_SUCCESS**: The optional value has been successfully set.
- **KIN_MEM_NULL**: The kin_mem pointer is NULL.
- **KIN_ERR_INPUT**: The argument func was NULL.

Notes

The nonlinear system function is initially specified through **KINInit**. The option of changing the system function is provided for a user who wishes to solve several problems of the same size but with different functions.

**KINSetMAA**

Call

```c
flag = KINSetMAA(kin_mem, maa);
```

Description

The function **KINSetMAA** specifies the size of the subspace used with Anderson acceleration in conjunction with Picard or fixed-point iteration.

Arguments

- **kin_mem** (void *) pointer to the KINSOL memory block.
- **maa** (long int) subspace size for various methods. A value of 0 means no acceleration, while a positive value means acceleration will be done.

Return value The return value flag (of type int) is one of:

- **KIN_SUCCESS**: The optional value has been successfully set.
- **KIN_MEM_NULL**: The kin_mem pointer is NULL.
- **KIN_ERR_INPUT**: The argument maa was negative.

Notes

This function sets the subspace size, which needs to be > 0 if Anderson Acceleration is to be used. It also allocates additional memory necessary for Anderson Acceleration.

The default value of maa is 0, indicating no acceleration. The value of maa should always be less than mxiter.

This function MUST be called before calling **KINInit**.

If the user calls the function **KINSetNumMaxIters**, that call should be made before the call to **KINSetMAA**, as the latter uses the value of mxiter.

**KINSetDampingAA**

Call

```c
flag = KINSetDampingAA(kin_mem, beta);
```

Description

The function **KINSetDampingAA** specifies the value of the Anderson acceleration damping parameter.

Arguments

- **kin_mem** (void *) pointer to the KINSOL memory block.
- **beta** (realtype) the damping parameter value $0 < \beta \leq 1.0$.

Return value The return value flag (of type int) is one of:

- **KIN_SUCCESS**: The optional value has been successfully set.
- **KIN_MEM_NULL**: The kin_mem pointer is NULL.
- **KIN_ERR_INPUT**: The argument beta was zero or negative.

Notes

This function sets the damping parameter value, which needs to be greater than zero and less than one if damping is to be used. A value $\geq 1$ disables damping.

The default value of beta is 1.0, indicating no damping.
4.5 User-callable functions

4.5.4.2 Linear solver interface optional input functions

For matrix-based linear solver modules, the KINLS solver interface needs a function to compute an approximation to the Jacobian matrix \( J(u) \). This function must be of type KINLSJacFn. The user can supply a Jacobian function, or if using a dense or banded matrix \( J \) can use the default internal difference quotient approximation that comes with the KINLS solver. To specify a user-supplied Jacobian function \( \text{jac} \), KINLS provides the function KINSetJacFn. The KINLS interface passes the pointer \text{user data} \) to the Jacobian function. This allows the user to create an arbitrary structure with relevant problem data and access it during the execution of the user-supplied Jacobian function, without using global data in the program. The pointer \text{user data} \) may be specified through KINSetUserData.

```
KINSetJacFn
Call flag = KINSetJacFn(kin_mem, jac);
Description The function KINSetJacFn specifies the Jacobian approximation function to be used.
Arguments kin_mem (void *) pointer to the KINSOL memory block.
        jac (KINLSJacFn) user-defined Jacobian approximation function.
Return value The return value \text{flag} \) (of type int) is one of
    KINLS_SUCCESS The optional value has been successfully set.
    KINLS_MEM_NULL The \text{kin_mem} pointer is NULL.
    KINLS_LMEM_NULL The KINLS linear solver interface has not been initialized.
Notes By default, KINLS uses an internal difference quotient function for dense and band matrices. If NULL is passed to \text{jac}, this default function is used. An error will occur if no \text{jac} is supplied when using a sparse or user-supplied matrix.
        This function must be called after the KINLS linear solver interface has been initialized through a call to KINSetLinearSolver.
        The function type KINLSJacFn is described in §4.6.4.
        The previous routine KINDlsSetJacFn is now a wrapper for this routine, and may still be used for backward-compatibility. However, this will be deprecated in future releases, so we recommend that users transition to the new routine name soon.
```

When using matrix-free linear solver modules, the KINLS linear solver interface requires a function to compute an approximation to the product between the Jacobian matrix \( J(u) \) and a vector \( v \). The user can supply his/her own Jacobian-times-vector approximation function, or use the internal difference quotient approximation that comes with the KINLS solver interface. A user-defined Jacobian-vector function must be of type KINLSJacTimesVecFn and can be specified through a call to KINLSSetJacTimesVecFn (see §4.6.5 for specification details).

The pointer \text{user data} \) received through KINSetUserData (or a pointer to NULL if \text{user data} \) was not specified) is passed to the Jacobian-times-vector function \text{jtimes} each time it is called. This allows the user to create an arbitrary structure with relevant problem data and access it during the execution of the user-supplied functions without using global data in the program.

```
KINSetJacTimesVecFn
Call flag = KINSetJacTimesVecFn(kin_mem, jtimes);
Description The function KINSetJacTimesVecFn specifies the Jacobian-vector product function.
Arguments kin_mem (void *) pointer to the KINSOL memory block.
        jtimes (KINLSJacTimesVecFn) user-defined Jacobian-vector product function.
Return value The return value \text{flag} \) (of type int) is one of
    KINLS_SUCCESS The optional value has been successfully set.
    KINLS_MEM_NULL The \text{kin_mem} pointer is NULL.
```
KINLS_LMEM_NULL  The KINLS linear solver has not been initialized.
KINLS_SUNLS_FAIL  An error occurred when setting up the system matrix-times-vector routines in the SUNLINSOL object used by the KINLS interface.

Notes  The default is to use an internal difference quotient for jtimes. If NULL is passed as jtimes, this default is used.
This function must be called after the KINLS linear solver interface has been initialized through a call to KINSetLinearSolver.
The function type KINLsJacTimesVecFn is described in §4.6.5.
The previous routine KINSpilsSetJacTimesVecFn is now a wrapper for this routine, and may still be used for backward-compatibility. However, this will be deprecated in future releases, so we recommend that users transition to the new routine name soon.

When using an iterative linear solver, the user may supply a preconditioning operator to aid in solution of the system. This operator consists of two user-supplied functions, psetup and psolve, that are supplied to KINLS using the function KINSetPreconditioner. The psetup function supplied to this routine should handle evaluation and preprocessing of any Jacobian data needed by the user’s preconditioner solve function, psolve. Both of these functions are fully specified in §4.6. The user data pointer received through KINSetUserData (or a pointer to NULL if user data was not specified) is passed to the psetup and psolve functions. This allows the user to create an arbitrary structure with relevant problem data and access it during the execution of the user-supplied preconditioner functions without using global data in the program.

```
KINSetPreconditioner
```

Call  

```
flag = KINSetPreconditioner(kin_mem, psetup, psolve);
```

Description  The function KINSetPreconditioner specifies the preconditioner setup and solve functions.

Arguments  

- **kin_mem** (void *) pointer to the KINSOL memory block.
- **psetup** (KINLsPrecSetupFn) user-defined function to set up the preconditioner. Pass NULL if no setup operation is necessary.
- **psolve** (KINLsPrecSolveFn) user-defined preconditioner solve function.

Return value  The return value flag (of type int) is one of

- **KINLS_SUCCESS**  The optional values have been successfully set.
- **KINLS_MEM_NULL**  The kin_mem pointer is NULL.
- **KINLS_LMEM_NULL**  The KINLS linear solver has not been initialized.
- **KINLS_SUNLS_FAIL**  An error occurred when setting up preconditioning in the SUNLINSOL object used by the KINLS interface.

Notes  The default is NULL for both arguments (i.e., no preconditioning).
This function must be called after the KINLS linear solver interface has been initialized through a call to KINSetLinearSolver.
The function type KINLsPrecSolveFn is described in §4.6.6.
The function type KINLsPrecSetupFn is described in §4.6.7.
The previous routine KINSpilsSetPreconditioner is now a wrapper for this routine, and may still be used for backward-compatibility. However, this will be deprecated in future releases, so we recommend that users transition to the new routine name soon.
### Table 4.3: Optional outputs from KINSOL and KINLS

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### 4.5.5 Optional output functions

KINSOL provides an extensive list of functions that can be used to obtain solver performance information. Table 4.3 lists all optional output functions in KINSOL, which are then described in detail in the remainder of this section, beginning with those for the main KINSOL solver and continuing with those for the KINLS linear solver interface. Where the name of an output from a linear solver module would otherwise conflict with the name of an optional output from the main solver, a suffix LS (for Linear Solver) has been added here (e.g., lenrwLS).

#### 4.5.5.1 SUNDIALS version information

The following functions provide a way to get SUNDIALS version information at runtime.

```c
SUNDIALSGetVersion
```

Call: `flag = SUNDIALSGetVersion(version, len);`

Description: The function `SUNDIALSGetVersion` fills a character array with SUNDIALS version information.

Arguments:
- `version` (char *) character array to hold the SUNDIALS version information.
- `len` (int) allocated length of the `version` character array.

Return value: If successful, `SUNDIALSGetVersion` returns 0 and `version` contains the SUNDIALS version information. Otherwise, it returns -1 and `version` is not set (the input character array is too short).

Notes: A string of 25 characters should be sufficient to hold the version information. Any trailing characters in the `version` array are removed.

```c
SUNDIALSGetVersionNumber
```

Call: `flag = SUNDIALSGetVersionNumber(&major, &minor, &patch, label, len);`

Description: The function `SUNDIALSGetVersionNumber` fills a character array with SUNDIALS version information.

Arguments:
- `major` (int) major version number.
- `minor` (int) minor version number.
- `patch` (int) patch version number.
- `label` (char *) label for version information.
- `len` (int) allocated length of the `version` character array.

Return value: If successful, `SUNDIALSGetVersionNumber` returns 0 and `version` contains the SUNDIALS version information. Otherwise, it returns -1 and `version` is not set (the input character array is too short).

Notes: A string of 25 characters should be sufficient to hold the version information. Any trailing characters in the `version` array are removed.
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Description The function SUNDIALSGetVersionNumber set integers for the SUNDIALS major, minor, and patch release numbers and fills a character array with the release label if applicable.

Arguments

major (int) SUNDIALS release major version number.
minor (int) SUNDIALS release minor version number.
patch (int) SUNDIALS release patch version number.
label (char *) character array to hold the SUNDIALS release label.
len (int) allocated length of the label character array.

Return value If successful, SUNDIALSGetVersionNumber returns 0 and the major, minor, patch, and label values are set. Otherwise, it returns −1 and the values are not set (the input character array is too short).

Notes A string of 10 characters should be sufficient to hold the label information. If a label is not used in the release version, no information is copied to label. Any trailing characters in the label array are removed.

4.5.5.2 Main solver optional output functions

KINSOL provides several user-callable functions that can be used to obtain different quantities that may be of interest to the user, such as solver workspace requirements and solver performance statistics. These optional output functions are described next.

KINGetWorkSpace

Call flag = KINGetWorkSpace(kin_mem, &lenrw, &leniw);

Description The function KINGetWorkSpace returns the KINSOL integer and real workspace sizes.

Arguments

kin_mem (void *) pointer to the KINSOL memory block.
lenrw (long int) the number of realltype values in the KINSOL workspace.
leniw (long int) the number of integer values in the KINSOL workspace.

Return value The return value flag (of type int) is one of:

KIN_SUCCESS The optional output values have been successfully set.
KIN_MEM_NULL The kin_mem pointer is NULL.

Notes In terms of the problem size N, the actual size of the real workspace is 17+5N realltype words. The real workspace is increased by an additional N words if constraint checking is enabled (see KINSetConstraints).

The actual size of the integer workspace (without distinction between int and long int) is 22 + 5N (increased by N if constraint checking is enabled).

KINGetNumFuncEvals

Call flag = KINGetNumFuncEvals(kin_mem, &nfevals);

Description The function KINGetNumFuncEvals returns the number of evaluations of the system function.

Arguments

kin_mem (void *) pointer to the KINSOL memory block.
nfevals (long int) number of calls to the user-supplied function that evaluates \( F(u) \).

Return value The return value flag (of type int) is one of:

KIN_SUCCESS The optional output value has been successfully set.
KIN_MEM_NULL The kin_mem pointer is NULL.
4.5 User-callable functions

**KINGetNumNonlinSolvIters**

**Call**

flag = KINGetNumNonlinSolvIters(kin_mem, &nniters);

**Description**
The function KINGetNumNonlinSolvIters returns the number of nonlinear iterations.

**Arguments**

kin_mem (void *) pointer to the KINSOL memory block.

nniters (long int) number of nonlinear iterations.

**Return value**
The return value flag (of type int) is one of:

- KIN_SUCCESS The optional output value has been successfully set.
- KIN_MEM_NULL The kin_mem pointer is NULL.

**KINGetNumBetaCondFails**

**Call**

flag = KINGetNumBetaCondFails(kin_mem, &nbcfails);

**Description**
The function KINGetNumBetaCondFails returns the number of $\beta$-condition failures.

**Arguments**

kin_mem (void *) pointer to the KINSOL memory block.

nbcfails (long int) number of $\beta$-condition failures.

**Return value**
The return value flag (of type int) is one of:

- KIN_SUCCESS The optional output value has been successfully set.
- KIN_MEM_NULL The kin_mem pointer is NULL.

**KINGetNumBacktrackOps**

**Call**

flag = KINGetNumBacktrackOps(kin_mem, &nbacktr);

**Description**
The function KINGetNumBacktrackOps returns the number of backtrack operations (step length adjustments) performed by the line search algorithm.

**Arguments**

kin_mem (void *) pointer to the KINSOL memory block.

nbacktr (long int) number of backtrack operations.

**Return value**
The return value flag (of type int) is one of:

- KIN_SUCCESS The optional output value has been successfully set.
- KIN_MEM_NULL The kin_mem pointer is NULL.

**KINGetFuncNorm**

**Call**

flag = KINGetFuncNorm(kin_mem, &fnorm);

**Description**
The function KINGetFuncNorm returns the scaled Euclidean $\ell_2$ norm of the nonlinear system function $F(u)$ evaluated at the current iterate.

**Arguments**

kin_mem (void *) pointer to the KINSOL memory block.

fnorm (realltype) current scaled norm of $F(u)$.

**Return value**
The return value flag (of type int) is one of:

- KIN_SUCCESS The optional output value has been successfully set.
- KIN_MEM_NULL The kin_mem pointer is NULL.

**KINGetStepLength**

**Call**

flag = KINGetStepLength(kin_mem, &steplength);

**Description**
The function KINGetStepLength returns the scaled Euclidean $\ell_2$ norm of the step used during the previous iteration.

**Arguments**

kin_mem (void *) pointer to the KINSOL memory block.
steplength (realtype) scaled norm of the Newton step.

Return value The return value flag (of type int) is one of:

- KIN_SUCCESS The optional output value has been successfully set.
- KIN_MEM_NULL The kin_mem pointer is NULL.

4.5.5.3 KINLS linear solver interface optional output functions

The following optional outputs are available from the KINLS module: workspace requirements, number of calls to the Jacobian routine, number of calls to the system function routine for difference quotient Jacobian or Jacobian-vector approximation, number of linear iterations, number of linear convergence failures, number of calls to the preconditioner setup and solve routines, number of calls to the Jacobian-vector product routine, and last return value from a KINLS function.

**KINGetLinWorkSpace**

Call

```c
flag = KINGetLinWorkSpace(kin_mem, &lenrwLS, &leniwLS);
```

Description The function KINGetLinWorkSpace returns the KINLS real and integer workspace sizes.

Arguments

- kin_mem (void *) pointer to the kinsol memory block.
- lenrwLS (long int) the number of realtype values in the KINLS workspace.
- leniwLS (long int) the number of integer values in the KINLS workspace.

Return value The return value flag (of type int) is one of

- KINLS_SUCCESS The optional output value has been successfully set.
- KINLS_MEM_NULL The kin_mem pointer is NULL.
- KINLS_LMEM_NULL The KINLS linear solver interface has not been initialized.

Notes The workspace requirements reported by this routine correspond only to memory allocated within this interface and to memory allocated by the SUNLINSOL object attached to it. The template Jacobian matrix allocated by the user outside of KINLS is not included in this report.

In a parallel setting, the above values are global (i.e., summed over all processors).

The previous routines KINDlsGetWorkspace and KINSpilsGetWorkspace are now wrappers for this routine, and may still be used for backward-compatibility. However, these will be deprecated in future releases, so we recommend that users transition to the new routine name soon.

**KINGetNumJacEvals**

Call

```c
flag = KINGetNumJacEvals(kin_mem, &njevals);
```

Description The function KINGetNumJacEvals returns the cumulative number of calls to the Jacobian approximation function.

Arguments

- kin_mem (void *) pointer to the kinsol memory block.
- njevals (long int) the number of calls to the Jacobian function.

Return value The return value flag (of type int) is one of

- KINLS_SUCCESS The optional output value has been successfully set.
- KINLS_MEM_NULL The kin_mem pointer is NULL.
- KINLS_LMEM_NULL The KINLS linear solver interface has not been initialized.

Notes The previous routine KINDlsGetNumJacEvals is now a wrapper for this routine, and may still be used for backward-compatibility. However, these will be deprecated in future releases, so we recommend that users transition to the new routine name soon.
4.5 User-callable functions

**KINGetNumLinFuncEvals**

Call

```c
flag = KINGetNumLinFuncEvals(kin_mem, &nfevalsLS);
```

Description The function **KINGetNumLinFuncEvals** returns the number of calls to the user system function used to compute the difference quotient approximation to the Jacobian or to the Jacobian-vector product.

Arguments

- `kin_mem` (void *) pointer to the KINSOL memory block.
- `nfevalsLS` (long int) the number of calls to the user system function.

Return value The return value `flag` (of type int) is one of:

- **KINLS_SUCCESS** The optional output value has been successfully set.
- **KINLS_MEM_NULL** The `kin_mem` pointer is NULL.
- **KINLS_LMEM_NULL** The KINLS linear solver interface has not been initialized.

Notes The value `nfevalsLS` is incremented only if one of the default internal difference quotient functions is used.

The previous routines **KINDlsGetNumFuncEvals** and **KINSpilsGetNumFuncEvals** are now wrappers for this routine, and may still be used for backward-compatibility. However, these will be deprecated in future releases, so we recommend that users transition to the new routine name soon.

**KINGetNumLinIters**

Call

```c
flag = KINGetNumLinIters(kin_mem, &nliters);
```

Description The function **KINGetNumLinIters** returns the cumulative number of linear iterations.

Arguments

- `kin_mem` (void *) pointer to the KINSOL memory block.
- `nliters` (long int) the current number of linear iterations.

Return value The return value `flag` (of type int) is one of:

- **KINLS_SUCCESS** The optional output value has been successfully set.
- **KINLS_MEM_NULL** The `kin_mem` pointer is NULL.
- **KINLS_LMEM_NULL** The KINLS linear solver interface has not been initialized.

Notes The previous routine **KINSpilsGetNumLinIters** is now a wrapper for this routine, and may still be used for backward-compatibility. However, this will be deprecated in future releases, so we recommend that users transition to the new routine name soon.

**KINGetNumLinConvFails**

Call

```c
flag = KINGetNumLinConvFails(kin_mem, &nlcfails);
```

Description The function **KINGetNumLinConvFails** returns the cumulative number of linear convergence failures.

Arguments

- `kin_mem` (void *) pointer to the KINSOL memory block.
- `nlcfails` (long int) the current number of linear convergence failures.

Return value The return value `flag` (of type int) is one of:

- **KINLS_SUCCESS** The optional output value has been successfully set.
- **KINLS_MEM_NULL** The `kin_mem` pointer is NULL.
- **KINLS_LMEM_NULL** The KINLS linear solver interface has not been initialized.

Notes The previous routine **KINSpilsGetNumLinConvFails** is now a wrapper for this routine, and may still be used for backward-compatibility. However, this will be deprecated in future releases, so we recommend that users transition to the new routine name soon.
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**KINGetNumPrecEvals**

Call

```c
flag = KINGetNumPrecEvals(kin_mem, &npevals);
```

Description The function `KINGetNumPrecEvals` returns the cumulative number of preconditioner evaluations, i.e., the number of calls made to `psetup`.

Arguments

- `kin_mem` (void *) pointer to the KINSOL memory block.
- `npevals` (long int) the current number of calls to `psetup`.

Return value The return value `flag` (of type `int`) is one of:

- `KINLS_SUCCESS` The optional output value has been successfully set.
- `KINLS_MEM_NULL` The `kin_mem` pointer is `NULL`.
- `KINLS_LMEM_NULL` The KINLS linear solver interface has not been initialized.

Notes The previous routine `KINSpilsGetNumPrecEvals` is now a wrapper for this routine, and may still be used for backward-compatibility. However, this will be deprecated in future releases, so we recommend that users transition to the new routine name soon.

**KINGetNumPrecSolves**

Call

```c
flag = KINGetNumPrecSolves(kin_mem, &npsolves);
```

Description The function `KINGetNumPrecSolves` returns the cumulative number of calls made to the preconditioner solve function, `psolve`.

Arguments

- `kin_mem` (void *) pointer to the KINSOL memory block.
- `npsolves` (long int) the current number of calls to `psolve`.

Return value The return value `flag` (of type `int`) is one of:

- `KINLS_SUCCESS` The optional output value has been successfully set.
- `KINLS_MEM_NULL` The `kin_mem` pointer is `NULL`.
- `KINLS_LMEM_NULL` The KINLS linear solver interface has not been initialized.

Notes The previous routine `KINSpilsGetNumPrecSolves` is now a wrapper for this routine, and may still be used for backward-compatibility. However, this will be deprecated in future releases, so we recommend that users transition to the new routine name soon.

**KINGetNumJtimesEvals**

Call

```c
flag = KINGetNumJtimesEvals(kin_mem, &njvevals);
```

Description The function `KINGetNumJtimesEvals` returns the cumulative number made to the Jacobian-vector product function, `jtimes`.

Arguments

- `kin_mem` (void *) pointer to the KINSOL memory block.
- `njvevals` (long int) the current number of calls to `jtimes`.

Return value The return value `flag` (of type `int`) is one of:

- `KINLS_SUCCESS` The optional output value has been successfully set.
- `KINLS_MEM_NULL` The `kin_mem` pointer is `NULL`.
- `KINLS_LMEM_NULL` The KINLS linear solver interface has not been initialized.

Notes The previous routine `KINSpilsGetNumJtimesEvals` is now a wrapper for this routine, and may still be used for backward-compatibility. However, this will be deprecated in future releases, so we recommend that users transition to the new routine name soon.
### 4.5 User-callable functions

**KINGetLastLinFlag**

**Call**

```c
flag = KINGetLastLinFlag(kin_mem, &lsflag);
```

**Description**
The function `KINGetLastLinFlag` returns the last return value from a KINLS routine.

**Arguments**
- `kin_mem` (void *) pointer to the KINSOL memory block.
- `lsflag` (long int) the value of the last return flag from a KINLS function.

**Return value**
The return value `flag` (of type `int`) is one of:

- `KINLS_SUCCESS` The optional output value has been successfully set.
- `KINLS_MEM_NULL` The `kin_mem` pointer is `NULL`.
- `KINLS_LMEM_NULL` The KINLS linear solver interface has not been initialized.

**Notes**
If the KINLS setup function failed (i.e. `KINSolve` returned `KIN_LSETUP_FAIL`) when using the SUNLINSOL_DENSE or SUNLINSOL_BAND modules, then the value of `lsflag` is equal to the column index (numbered from one) at which a zero diagonal element was encountered during the LU factorization of the (dense or banded) Jacobian matrix.

If the KINLS setup function failed when using another SUNLINSOL module, then `lsflag` will be `SUNLS_PSET_FAIL_UNREC`, `SUNLSASET_FAIL_UNREC`, or `SUNLS_PACKAGE_FAIL_UNREC`.

If the KINLS solve function failed (i.e., `KINSol` returned `KIN_LSOLVE_FAIL`), then `lsflag` contains the error return flag from the SUNLINSOL object, which will be one of the following:

- `SUNLS_MEM_NULL`, indicating that the SUNLINSOL memory is `NULL`;
- `SUNLS_ATIMES_FAIL_UNREC`, indicating an unrecoverable failure in the Jacobian-times-vector function;
- `SUNLS_PSOLVE_FAIL_UNREC`, indicating that the preconditioner solve function, `psolve`, failed with an unrecoverable error;
- `SUNLS_GS_FAIL`, indicating a failure in the Gram-Schmidt procedure (generated only in SPGMR or SPFGMR);
- `SUNLS_QRSOL_FAIL`, indicating that the matrix $R$ was found to be singular during the QR solve phase (SPGMR and SPFGMR only); or
- `SUNLS_PACKAGE_FAIL_UNREC`, indicating an unrecoverable failure in an external iterative linear solver package.

The previous routines `KINDlsGetLastFlag` and `KINSpilsGetLastFlag` are now wrappers for this routine, and may still be used for backward-compatibility. However, these will be deprecated in future releases, so we recommend that users transition to the new routine name soon.

**KINGetLinReturnFlagName**

**Call**

```c
name = KINGetLinReturnFlagName(lsflag);
```

**Description**
The function `KINGetLinReturnFlagName` returns the name of the KINLS constant corresponding to `lsflag`.

**Arguments**
The only argument, of type `long int`, is a return flag from an KINLS function.

**Return value**
The return value is a string containing the name of the corresponding constant.

**Notes**
The previous routines `KINDlsGetReturnFlagName` and `KINSpilsGetReturnFlagName` are now wrappers for this routine, and may still be used for backward-compatibility. However, these will be deprecated in future releases, so we recommend that users transition to the new routine name soon.
4.6 User-supplied functions

The user-supplied functions consist of one function defining the nonlinear system, (optionally) a function that handles error and warning messages, (optionally) a function that handles informational messages, (optionally) one or two functions that provides Jacobian-related information for the linear solver, and (optionally) one or two functions that define the preconditioner for use in any of the Krylov iterative algorithms.

4.6.1 Problem-defining function

The user must provide a function of type `KINSysFn` defined as follows:

```c
typedef int (*KINSysFn)(N_Vector u, N_Vector fval, void *user_data);
```

**Purpose**

This function computes $F(u)$ (or $G(u)$ for fixed-point iteration and Anderson acceleration) for a given value of the vector $u$.

**Arguments**

- $u$ is the current value of the variable vector, $u$.
- $fval$ is the output vector $F(u)$.
- `user_data` is a pointer to user data, the pointer `user_data` passed to `KINSetUserData`.

**Return value**

A `KINSysFn` function should return 0 if successful, a positive value if a recoverable error occurred (in which case `kinsol` will attempt to correct), or a negative value if it failed unrecoverably (in which case the solution process is halted and `KIN_SYSFUNC_FAIL` is returned).

**Notes**

Allocation of memory for `fval` is handled within KINSOL.

4.6.2 Error message handler function

As an alternative to the default behavior of directing error and warning messages to the file pointed to by `errfp` (see `KINSetErrFile`), the user may provide a function of type `KINErrHandlerFn` to process any such messages. The function type `KINErrHandlerFn` is defined as follows:

```c
typedef void (*KINErrHandlerFn)(int error_code, const char *module, const char *function, char *msg, void *eh_data);
```

**Purpose**

This function processes error and warning messages from KINSOL and its sub-modules.

**Arguments**

- `error_code` is the error code.
- `module` is the name of the KINSOL module reporting the error.
- `function` is the name of the function in which the error occurred.
- `msg` is the error message.
- `eh_data` is a pointer to user data, the same as the `eh_data` parameter passed to `KINSetErrHandlerFn`.

**Return value**

A `KINErrHandlerFn` function has no return value.

**Notes**

`error_code` is negative for errors and positive (KIN_WARNING) for warnings. If a function that returns a pointer to memory encounters an error, it sets `error_code` to 0.
4.6.3 Informational message handler function

As an alternative to the default behavior of directing informational (meaning non-error) messages to the file pointed to by `infofp` (see `KINSetInfoFile`), the user may provide a function of type `KINInfoHandlerFn` to process any such messages. The function type `KINInfoHandlerFn` is defined as follows:

```c
typedef void (*KINInfoHandlerFn)(const char *module,
                                  const char *function, char *msg,
                                  void *ih_data);
```

**Definition**
This function processes informational messages from KINSOL and its sub-modules.

**Purpose**
This function processes informational messages from KINSOL and its sub-modules.

**Arguments**
- `module` is the name of the KINSOL module reporting the information.
- `function` is the name of the function reporting the information.
- `msg` is the message.
- `ih_data` is a pointer to user data, the same as the `ih_data` parameter passed to `KINSetInfoHandlerFn`.

**Return value** A `KINInfoHandlerFn` function has no return value.

4.6.4 Jacobian construction (matrix-based linear solvers)

If a matrix-based linear solver module is used (i.e., a non-NULL SUNMATRIX object \( J \) was supplied to `KINSetLinearSolver`), the user may provide a function of type `KINLsJacFn` defined as follows:

```c
typedef int (*KINLsJacFn)(N_Vector u, N_Vector fu,
                          SUNMatrix J, void *user_data,
                          N_Vector tmp1, N_Vector tmp2);
```

**Definition**
This function computes the Jacobian matrix \( J(u) \) (or an approximation to it).

**Purpose**
This function computes the Jacobian matrix \( J(u) \) (or an approximation to it).

**Arguments**
- `u` is the current (unscaled) iterate.
- `fu` is the current value of the vector \( F(u) \).
- `J` is the output approximate Jacobian matrix, \( J = \partial F/\partial u \), of type SUNMatrix.
- `user_data` is a pointer to user data, the same as the `user_data` parameter passed to `KINSetUserData`.
- `tmp1` `tmp2` are pointers to memory allocated for variables of type N_Vector which can be used by the `KINJacFn` function as temporary storage or work space.

**Return value** A function of type `KINLsJacFn` should return 0 if successful or a non-zero value otherwise.

**Notes**
Information regarding the structure of the specific SUNMATRIX structure (e.g. number of rows, upper/lower bandwidth, sparsity type) may be obtained through using the implementation-specific SUNMATRIX interface functions (see Chapter 7 for details).

With direct linear solvers (i.e., linear solvers with type SUNLINEARSOLVER_DIRECT), the Jacobian matrix \( J(u) \) is zeroed out prior to calling the user-supplied Jacobian function so only nonzero elements need to be loaded into \( J \).

If the user’s `KINLsJacFn` function uses difference quotient approximations, it may need to access quantities not in the call list. These quantities may include the scale vectors and the unit roundoff. To obtain the scale vectors, the user will need to add to `user_data` pointers to `u_scale` and/or `f_scale` as needed. The unit roundoff can be accessed as `UNIT_ROUNDOFF` defined in `sundials_types.h`.
A user-supplied dense Jacobian function must load the \( N \times N \) dense matrix \( J \) with an approximation to the Jacobian matrix \( J(u) \) at the point \( u \). The accessor macros \texttt{SM\_ELEMENT\_D} and \texttt{SM\_COLUMN\_D} allow the user to read and write dense matrix elements without making explicit references to the underlying representation of the \texttt{SUN\_MATRIX\_DENSE} type. \texttt{SM\_ELEMENT\_D}(J, i, j) references the \((i, j)\)-th element of the dense matrix \( J \) (with \( i, j = 0 \ldots N - 1 \)). This macro is meant for small problems for which efficiency of access is not a major concern. Thus, in terms of the indices \( m \) and \( n \) ranging from 1 to \( N \), the Jacobian element \( J_{m,n} \) can be set using the statement \texttt{SM\_ELEMENT\_D}(J, m-1, n-1) = \( J_{m,n} \). Alternatively, \texttt{SM\_COLUMN\_D}(J, j) returns a pointer to the first element of the \( j \)-th column of \( J \) (with \( j = 0 \ldots N - 1 \)), and the elements of the \( j \)-th column can then be accessed using ordinary array indexing. Consequently, \( J_{m,n} \) can be loaded using the statements \texttt{col\_n = SM\_COLUMN\_D}(J, n-1); \texttt{col\_n[m-1] = J_{m,n}}. For large problems, it is more efficient to use \texttt{SM\_COLUMN\_D} than to use \texttt{SM\_ELEMENT\_D}. Note that both of these macros number rows and columns starting from 0. The \texttt{SUN\_MATRIX\_DENSE} type and accessor macros are documented in \S 7.3.

A user-supplied banded Jacobian function must load the \( N \times N \) banded matrix \( J \) with an approximation to the Jacobian matrix \( J(u) \) at the point \( u \). The accessor macros \texttt{SM\_ELEMENT\_B}, \texttt{SM\_COLUMN\_B}, and \texttt{SM\_COLUMN\_ELEMENT\_B} allow the user to read and write banded matrix elements without making specific references to the underlying representation of the \texttt{SUN\_MATRIX\_BAND} type. \texttt{SM\_ELEMENT\_B}(J, i, j) references the \((i, j)\)-th element of the banded matrix \( J \), counting from 0. This macro is meant for use in small problems for which efficiency of access is not a major concern. Thus, in terms of the indices \( m \) and \( n \) ranging from 1 to \( N \) with \((m, n)\) within the band defined by \texttt{mupper} and \texttt{mlower}, the Jacobian element \( J_{m,n} \) can be loaded using the statement \texttt{SM\_ELEMENT\_B}(J, m-1, n-1) = \( J_{m,n} \). The elements within the band are those with \( \texttt{mupper} \leq m-n \leq \texttt{mlower} \). Alternatively, \texttt{SM\_COLUMN\_B}(J, j) returns a pointer to the diagonal element of the \( j \)-th column of \( J \), and if we assign this address to \texttt{realtype *col\_j}, then the \( i \)-th element of the \( j \)-th column is given by \texttt{SM\_COLUMN\_ELEMENT\_B}(col\_j, i, j), counting from 0. Thus, for \((m, n)\) within the band, \( J_{m,n} \) can be loaded by setting \texttt{col\_n = SM\_COLUMN\_B}(J, n-1); \texttt{SM\_COLUMN\_ELEMENT\_B}(col\_n, m-1, n-1) = \( J_{m,n} \). The elements of the \( j \)-th column can also be accessed via ordinary array indexing, but this approach requires knowledge of the underlying storage for a band matrix of type \texttt{SUN\_MATRIX\_BAND}. The array \texttt{col\_n} can be indexed from \( \texttt{mupper} \) to \texttt{mlower}. For large problems, it is more efficient to use \texttt{SM\_COLUMN\_B} and \texttt{SM\_COLUMN\_ELEMENT\_B} than to use the \texttt{SM\_ELEMENT\_B} macro. As in the dense case, these macros all number rows and columns starting from 0. The \texttt{SUN\_MATRIX\_BAND} type and accessor macros are documented in \S 7.4.

A user-supplied sparse Jacobian function must load the \( N \times N \) compressed-sparse-column or compressed-sparse-row matrix \( J \) with an approximation to the Jacobian matrix \( J(u) \) at the point \( u \). Storage for \( J \) already exists on entry to this function, although the user should ensure that sufficient space is allocated in \( J \) to hold the nonzero values to be set; if the existing space is insufficient the user may reallocate the data and index arrays as needed. The amount of allocated space in a \texttt{SUN\_MATRIX\_SPARSE} object may be accessed using the macro \texttt{SM\_NNZ\_S} or the routine \texttt{SUNSparseMatrix\_NNZ}. The \texttt{SUN\_MATRIX\_SPARSE} type and accessor macros are documented in \S 7.5.

The previous function type \texttt{KINDlsJacFn} is identical to \texttt{KINLsJacFn}, and may still be used for backward-compatibility. However, this will be deprecated in future releases, so we recommend that users transition to the new function type name soon.
4.6.5  Jacobian-vector product (matrix-free linear solvers)

If a matrix-free linear solver is to be used (i.e., a NULL-valued SUNMATRIX was supplied to KINSetLinearSolver), the user may provide a function of type KINLsJacTimesVecFn in the following form, to compute products $Jv$. If such a function is not supplied, the default is a difference quotient approximation of these products.

KINLsJacTimesVecFn

Definition  typedef int (*KINLsJacTimesVecFn)(N_Vector v, N_Vector Jv, N_Vector u, booleantype *new_u, void *user_data);

Purpose This jtimes function computes the product $Jv$ (or an approximation to it).

Arguments
- $v$ is the vector by which the Jacobian must be multiplied to the right.
- $Jv$ is the computed output vector.
- $u$ is the current value of the dependent variable vector.
- $\text{new}_u$ is a flag, input from KINSOL and possibly reset by the user’s jtimes function, indicating whether the iterate vector $u$ has been updated since the last call to jtimes. This is useful if the jtimes function computes and saves Jacobian data that depends on $u$ for use in computing $J(u)v$. The input value of $\text{new}_u$ is SUNTRUE following an update by KINSOL, and in that case any saved Jacobian data depending on $u$ should be recomputed. The jtimes routine should then set $\text{new}_u$ to SUNFALSE, so that on subsequent calls to jtimes with the same $u$, the saved data can be reused.
- $\text{user}_data$ is a pointer to user data, the same as the $\text{user}_data$ parameter passed to KINSetUserData.

Return value The value returned by the Jacobian-times-vector function should be 0 if successful. If a recoverable failure occurred, the return value should be positive. In this case, KINSOL will attempt to correct by calling the preconditioner setup function. If this information is current, KINSOL halts. If the Jacobian-times-vector function encounters an unrecoverable error, it should return a negative value, prompting KINSOL to halt.

Notes
- If a user-defined routine is not given, then an internal jtimes function, using a difference quotient approximation, is used.
- This function must return a value of $J*v$ that uses the current value of $J$, i.e. as evaluated at the current $u$.
- If the user’s KINLsJacTimesVecFn function uses difference quotient approximations, it may need to access quantities not in the call list. These might include the scale vectors and the unit roundoff. To obtain the scale vectors, the user will need to add to user_data pointers to u_scale and/or f_scale as needed. The unit roundoff can be accessed as UNIT_ROUNDOFF defined in sundials_types.h.
- The previous function type KINSpilsJacTimesVecFn is identical to KINLsJacTimesVecFn, and may still be used for backward-compatibility. However, this will be deprecated in future releases, so we recommend that users transition to the new function type name soon.

4.6.6  Preconditioner solve (iterative linear solvers)

If a user-supplied preconditioner is to be used with a SUNLINSOL solver module, then the user must provide a function to solve the linear system $Pz = r$ where $P$ is the preconditioner matrix, approximating (at least crudely) the system Jacobian $J = \partial F / \partial u$. This function must be of type KINLsPrecSolveFn, defined as follows:
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KINLsPrecSolveFn

Definition
typedef int (*KINLsPrecSolveFn)(N_Vector u, N_Vector uscale, 
N_Vector fval, N_Vector fscale, 
N_Vector v, void *user_data);

Purpose
This function solves the preconditioning system \( Pz = r \).

Arguments
- \( u \): is the current (unscaled) value of the iterate.
- \( uscale \): is a vector containing diagonal elements of the scaling matrix for \( u \).
- \( fval \): is the vector \( F(u) \) evaluated at \( u \).
- \( fscale \): is a vector containing diagonal elements of the scaling matrix for \( fval \).
- \( v \): on input, \( v \) is set to the right-hand side vector of the linear system, \( r \). On output, \( v \) must contain the solution \( z \) of the linear system \( Pz = r \).
- \( user_data \): is a pointer to user data, the same as the \( user_data \) parameter passed to the function KINSetUserData.

Return value
The value to be returned by the preconditioner solve function is a flag indicating whether it was successful. This value should be 0 if successful, positive for a recoverable error, and negative for an unrecoverable error.

Notes
- If the preconditioner solve function fails recoverably and if the preconditioner information (set by the preconditioner setup function) is out of date, KINSOL attempts to correct by calling the setup function. If the preconditioner data is current, KINSOL halts.
- The previous function type KINSpilsPrecSolveFn is identical to KINLsPrecSolveFn, and may still be used for backward-compatibility. However, this will be deprecated in future releases, so we recommend that users transition to the new function type name soon.

4.6.7 Preconditioner setup (iterative linear solvers)

If the user’s preconditioner requires that any Jacobian-related data be evaluated or preprocessed, then this needs to be done in a user-supplied function of type KINLsPrecSetupFn, defined as follows:

KINLsPrecSetupFn

Definition
typedef int (*KINLsPrecSetupFn)(N_Vector u, N_Vector uscale, 
N_Vector fval, N_Vector fscale, 
void *user_data);

Purpose
This function evaluates and/or preprocesses Jacobian-related data needed by the preconditioner solve function.

Arguments
- \( u \): is the current (unscaled) value of the iterate.
- \( uscale \): is a vector containing diagonal elements of the scaling matrix for \( u \).
- \( fval \): is the vector \( F(u) \) evaluated at \( u \).
- \( fscale \): is a vector containing diagonal elements of the scaling matrix for \( fval \).
- \( user_data \): is a pointer to user data, the same as the \( user_data \) parameter passed to the function KINSetUserData.

Return value
The value to be returned by the preconditioner setup function is a flag indicating whether it was successful. This value should be 0 if successful, any other value resulting in halting the KINSOL solver.

Notes
- The user-supplied preconditioner setup subroutine should compute the right preconditioner matrix \( P \) (stored in the memory block referenced by the \( user_data \) pointer) used to form the scaled preconditioned linear system

\[
(D_FJ(u)P^{-1}D_u^{-1}) \cdot (D_uPx) = -D_FF(u),
\]
where $D_u$ and $D_F$ denote the diagonal scaling matrices whose diagonal elements are stored in the vectors $\text{uscale}$ and $\text{fscale}$, respectively.

The preconditioner setup routine will not be called prior to every call made to the preconditioner solve function, but will instead be called only as often as necessary to achieve convergence of the Newton iteration.

If the user’s $\text{KINLsPrecSetupFn}$ function uses difference quotient approximations, it may need to access quantities not in the call list. These might include the scale vectors and the unit roundoff. To obtain the scale vectors, the user will need to add to user data pointers to $\text{u_scale}$ and/or $\text{f_scale}$ as needed. The unit roundoff can be accessed as $\text{UNIT_ROUNDOff}$ defined in $\text{sundials_types.h}$.

If the preconditioner solve routine requires no preparation, then a preconditioner setup function need not be given.

The previous function type $\text{KINSpilsPrecSetupFn}$ is identical to $\text{KINLsPrecSetupFn}$, and may still be used for backward-compatibility. However, this will be deprecated in future releases, so we recommend that users transition to the new function type name soon.

4.7 A parallel band-block-diagonal preconditioner module

The efficiency of Krylov iterative methods for the solution of linear systems can be greatly enhanced through preconditioning. For problems in which the user cannot define a more effective, problem-specific preconditioner, $\text{KINSOL}$ provides a band-block-diagonal preconditioner module $\text{kinbbdpre}$, to be used with the parallel $\text{N_Vector}$ module described in §6.4.

This module provides a preconditioner matrix for $\text{KINSOL}$ that is block-diagonal with banded blocks. The blocking corresponds to the distribution of the dependent variable vector $u$ amongst the processes. Each preconditioner block is generated from the Jacobian of the local part (associated with the current process) of a given function $G(u)$ approximating $F(u)$ ($G = F$ is allowed). The blocks are generated by each process via a difference quotient scheme, utilizing a specified band structure. This structure is given by upper and lower half-bandwidths, $\text{mudq}$ and $\text{mldq}$, defined as the number of non-zero diagonals above and below the main diagonal, respectively. However, from the resulting approximate Jacobain blocks, only a matrix of bandwidth $\text{mukeep} + \text{mlkeep} + 1$ is retained.

Neither pair of parameters need be the true half-bandwidths of the Jacobian of the local block of $G$, if smaller values provide a more efficient preconditioner. Such an efficiency gain may occur if the couplings in the system outside a certain bandwidth are considerably weaker than those within the band. Reducing $\text{mukeep}$ and $\text{mlkeep}$ while keeping $\text{mudq}$ and $\text{mldq}$ at their true values, discards the elements outside the narrower band. Reducing both pairs has the additional effect of lumping the outer Jacobian elements into the computed elements within the band, and requires more caution and experimentation to see whether the lower cost of narrower band matrices offsets the loss of accuracy in the blocks.

The $\text{kinbbdpre}$ module calls two user-provided functions to construct $P$: a required function $\text{Gloc}$ (of type $\text{KINBBDLocalFn}$) which approximates the nonlinear system function $G(u) \approx F(u)$ and which is computed locally, and an optional function $\text{Gcomm}$ (of type $\text{KINBBDCommFn}$) which performs all interprocess communication necessary to evaluate the approximate function $G$. These are in addition to the user-supplied nonlinear system function that evaluates $F(u)$. Both functions take as input the same pointer user data as that passed by the user to $\text{KINSetUserData}$ and passed to the user’s function $\text{func}$, and neither function has a return value. The user is responsible for providing space (presumably within user data) for components of $u$ that are communicated by $\text{Gcomm}$ from the other processes, and that are then used by $\text{Gloc}$, which should not do any communication.

KINBBDLocalFn

Definition typedef int (*KINBBDLocalFn)(sunindextype Nlocal, N_Vector u, N_Vector gval, void *user_data);
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Purpose This Gloc function computes $G(u)$, and outputs the resulting vector as $gval$.

Arguments $Nlocal$ is the local vector length.
$u$ is the current value of the iterate.
$gval$ is the output vector.
$user_data$ is a pointer to user data, the same as the $user_data$ parameter passed to KINSetUserData.

Return value A KINBBDLocalFn function should return 0 if successful or a non-zero value if an error occurred.

Notes This function must assume that all interprocess communication of data needed to calculate $gval$ has already been done, and this data is accessible within $user_data$.
Memory for $u$ and $gval$ is handled within the preconditioner module.
The case where $G$ is mathematically identical to $F$ is allowed.

KINBBDCommFn

Definition typedef int (*KINBBDCommFn)(sunindextype Nlocal, N_Vector u, void *user_data);

Purpose This Gcomm function performs all interprocess communications necessary for the execution of the Gloc function above, using the input vector $u$.

Arguments $Nlocal$ is the local vector length.
$u$ is the current value of the iterate.
$user_data$ is a pointer to user data, the same as the $user_data$ parameter passed to KINSetUserData.

Return value A KINBBDCommFn function should return 0 if successful or a non-zero value if an error occurred.

Notes The Gcomm function is expected to save communicated data in space defined within the structure $user_data$.
Each call to the Gcomm function is preceded by a call to the system function func with the same $u$ argument. Thus Gcomm can omit any communications done by func if relevant to the evaluation of Gloc. If all necessary communication was done in func, then Gcomm = NULL can be passed in the call to KINBBDPreInit (see below).

Besides the header files required for the solution of a nonlinear problem (see §4.3), to use the KINBBDPRE module, the main program must include the header file kinbbdpree.h which declares the needed function prototypes.
The following is a summary of the usage of this module and describes the sequence of calls in the user main program. Steps that are unchanged from the user main program presented in §4.4 are grayed out.

1. Initialize parallel or multi-threaded environment
2. Set problem dimensions, etc.
3. Set vector with initial guess
4. Create KINSOL object
5. Allocate internal memory
6. Create linear solver object

When creating the iterative linear solver object, specify use of right preconditioning (PREC_RIGHT) as KINSOL only supports right preconditioning.
7. **Attach linear solver module**

8. **Initialize the KINBBDPRE preconditioner module**

   Specify the upper and lower half-bandwidth pairs \((\text{mudq, mldq})\) and \((\text{mukeep, mlkeep})\), and call
   \[
   \text{flag} = \text{KINBBDPrecInit}(\text{kin\_mem, Nlocal, mudq, mldq, mukeep, mlkeep, dq\_rel\_u, Gloc, Gcomm});
   \]

   to allocate memory for and initialize the internal preconditioner data. The last two arguments of \text{KINBBDPrecInit} are the two user-supplied functions described above.

9. **Set optional inputs**

   Note that the user should not overwrite the preconditioner data, setup function, or solve function through calls to \text{KINSetPreconditioner} optional input functions.

10. **Solve problem**

11. **Get optional output**

   Additional optional outputs associated with \text{KINBBDPRE} are available by way of two routines described below, \text{KINBBDPrecGetWorkspace} and \text{KINBBDPrecGetNumGfnEvals}.

12. **Deallocate memory for solution vector**

13. **Free solver memory**

14. **Free linear solver memory**

15. **Finalize MPI, if used**

   The user-callable function that initializes \text{KINBBDPRE} (step 8), is described in more detail below.

### \text{KINBBDPrecInit}

**Call**
\[
\text{flag} = \text{KINBBDPrecInit}(\text{kin\_mem, Nlocal, mudq, mldq, mukeep, mlkeep, dq\_rel\_u, Gloc, Gcomm});
\]

**Description**
The function \text{KINBBDPrecInit} initializes and allocates memory for the \text{KINBBDPRE} preconditioner.

**Arguments**
- \text{kin\_mem} (void *) pointer to the KINSOL memory block.
- \text{Nlocal} (sunindextype) local vector length.
- \text{mudq} (sunindextype) upper half-bandwidth to be used in the difference-quotient Jacobian approximation.
- \text{mldq} (sunindextype) lower half-bandwidth to be used in the difference-quotient Jacobian approximation.
- \text{mukeep} (sunindextype) upper half-bandwidth of the retained banded approximate Jacobian block.
- \text{mlkeep} (sunindextype) lower half-bandwidth of the retained banded approximate Jacobian block.
- \text{dq\_rel\_u} (realtype) the relative increment in components of \(u\) used in the difference quotient approximations. The default is \(dq\_rel\_u = \sqrt{\text{unit roundoff}}\), which can be specified by passing \(dq\_rel\_u = 0.0\).
- \text{Gloc} (KINBBDLocalFn) the C function which computes the approximation \(G(u) \approx F(u)\).
- \text{Gcomm} (KINBBDCommFn) the optional C function which performs all interprocess communication required for the computation of \(G(u)\).

**Return value**
The return value \text{flag} (of type int) is one of
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KINLS_SUCCESS The call to KINBBDPrecInit was successful.
KINLS_MEM_NULL The kin_mem pointer was NULL.
KINLS_MEM_FAIL A memory allocation request has failed.
KINLS_LMEM_NULL The KINLS linear solver interface has not been initialized.
KINLS_IILL_INPUT The supplied vector implementation was not compatible with the block band preconditioner.

Notes If one of the half-bandwidths mudq or mldq to be used in the difference-quotient calculation of the approximate Jacobian is negative or exceeds the value Nlocal−1, it is replaced with 0 or Nlocal−1 accordingly.
The half-bandwidths mudq and mldq need not be the true half-bandwidths of the Jacobian of the local block of G, when smaller values may provide greater efficiency.
Also, the half-bandwidths mukeep and mlkeep of the retained banded approximate Jacobian block may be even smaller, to reduce storage and computation costs further.
For all four half-bandwidths, the values need not be the same for every process.

The following two optional output functions are available for use with the KINBBDPRE module:

**KINBBDPrecGetWorkSpace**

**Call**

```c
flag = KINBBDPrecGetWorkSpace(kin_mem, &lenrwBBDP, &leniwBBDP);
```

**Description**
The function KINBBDPrecGetWorkSpace returns the local KINBBDPRE real and integer workspace sizes.

**Arguments**
- **kin_mem** (void *) pointer to the KINSOL memory block.
- **lenrwBBDP** (long int) local number of realtype values in the KINBBDPRE workspace.
- **leniwBBDP** (long int) local number of integer values in the KINBBDPRE workspace.

**Return value**
The return value flag (of type int) is one of:
- KINLS_SUCCESS The optional output value has been successfully set.
- KINLS_MEM_NULL The kin_mem pointer was NULL.
- KINLS_PMEM_NULL The KINBBDPRE preconditioner has not been initialized.

**Notes**
The workspace requirements reported by this routine correspond only to memory allocated within the KINBBDPRE module (the banded matrix approximation, banded SUNLINSOL object, temporary vectors). These values are local to each process.
The workspaces referred to here exist in addition to those given by the corresponding KINGetLinWorkSpace function.

**KINBBDPrecGetNumGfnEvals**

**Call**

```c
flag = KINBBDPrecGetNumGfnEvals(kin_mem, &ngevalsBBDP);
```

**Description**
The function KINBBDPrecGetNumGfnEvals returns the number of calls to the user Gloc function due to the difference quotient approximation of the Jacobian blocks used within KINBBDPRE’s preconditioner setup function.

**Arguments**
- **kin_mem** (void *) pointer to the KINSOL memory block.
- **ngevalsBBDP** (long int) the number of calls to the user Gloc function.

**Return value**
The return value flag (of type int) is one of:
- KINLS_SUCCESS The optional output value has been successfully set.
- KINLS_MEM_NULL The kin_mem pointer was NULL.
- KINLS_PMEM_NULL The KINBBDPRE preconditioner has not been initialized.

In addition to the ngevalsBBDP Gloc evaluations, the costs associated with KINBBDPRE also include nlinsetups LU factorizations, nlinsetups calls to Gcomm, npsolves banded backsolve calls, and nfevalsLS right-hand side function evaluations, where nlinsetups is an optional KINSOL output and npsolves and nfevalsLS are linear solver optional outputs (see §4.5.5).
Chapter 5

Using KINSOL for Fortran Applications

A Fortran 2003 module (fkinsol.mod) as well as a Fortran 77 style interface (FKINSOL) are provided to support the use of KINSOL, for the solution of nonlinear systems \( F(u) = 0 \), in a mixed Fortran/C setting. While KINSOL is written in C, it is assumed here that the user’s calling program and user-supplied problem-defining routines are written in Fortran.

5.1 KINSOL Fortran 2003 Interface Module

The fkinsol.mod Fortran module defines interfaces to most KINSOL C functions using the intrinsic iso_c_binding module which provides a standardized mechanism for interoperating with C. All interfaced functions are named after the corresponding C function, but with a leading ‘F’. For example, the KINSOL function KINCreate is interfaced as FKINCreate. Thus, the steps to use KINSOL and the function calls in Fortran 2003 are identical (ignoring language differences) to those in C. The C functions with Fortran 2003 interfaces indicate this in their description in Chapter 4. The Fortran 2003 KINSOL interface module can be accessed by the use statement, i.e. use fkinsol.mod, and linking to the library lib sundials_fkinsol_mod.lib in addition to lib sundials_kinsol.lib.

The Fortran 2003 interfaces were generated with SWIG Fortran, a fork of SWIG [23]. Users who are interested in the SWIG code used in the generation process should contact the SUNDIALS development team.

5.1.1 SUNDIALS Fortran 2003 Interface Modules

All of the generic SUNDIALS modules provide Fortran 2003 interface modules. Many of the generic module implementations provide Fortran 2003 interfaces (a complete list of modules with Fortran 2003 interfaces is given in Table 5.1). A module can be accessed with the use statement, e.g. use fnvector_openmp_mod, and linking to the Fortran 2003 library in addition to the C library, e.g. lib sundials_fnvecopenmp_mod.lib and lib sundials_nvvecopenmp.lib.

The Fortran 2003 interfaces leverage the iso_c_binding module and the bind(C) attribute to closely follow the SUNDIALS C API (ignoring language differences). The generic SUNDIALS structures, e.g. N_Vector, are interfaced as Fortran derived types, and function signatures are matched but with an F prepending the name, e.g. FN_VConst instead of N_VConst. Constants are named exactly as they are in the C API. Accordingly, using SUNDIALS via the Fortran 2003 interfaces looks just like using it in C. Some caveats stemming from the language differences are discussed in the section 5.1.3. A discussion on the topic of equivalent data types in C and Fortran 2003 is presented in section 5.1.2.

Further information on the Fortran 2003 interfaces specific to modules is given in the NVector, SUNMatrix, SUNLINSOL, and SUNNONLINSOL alongside the C documentation (chapters 6, 7, 8, and
Using KINSOL for Fortran Applications

?? respectively). For details on where the Fortran 2003 module (.mod) files and libraries are installed see Appendix A.

Table 5.1: Summary of Fortran 2003 interfaces for shared SUNDIALS modules.

<table>
<thead>
<tr>
<th>Module</th>
<th>Fortran 2003 Module Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>NVECTOR</td>
<td>fsundials_nvector_mod</td>
</tr>
<tr>
<td>NVECTOR_SERIAL</td>
<td>fnvector_serial_mod</td>
</tr>
<tr>
<td>NVECTOR_PARALLEL</td>
<td>fnvector_parallel_mod</td>
</tr>
<tr>
<td>NVECTOR_OPENMP</td>
<td>fnvector_openmp_mod</td>
</tr>
<tr>
<td>NVECTOR_PTHREADS</td>
<td>fnvector_pthreads_mod</td>
</tr>
<tr>
<td>NVECTOR_PARHYPS</td>
<td>Not interfaced</td>
</tr>
<tr>
<td>NVECTOR_PETSC</td>
<td>Not interfaced</td>
</tr>
<tr>
<td>NVECTOR_CUDA</td>
<td>Not interfaced</td>
</tr>
<tr>
<td>NVECTOR_RAJA</td>
<td>Not interfaced</td>
</tr>
<tr>
<td>NVECTOR_MANYVECTOR</td>
<td>fnvector_manyvector_mod</td>
</tr>
<tr>
<td>NVECTOR_MPMANYVECTORS</td>
<td>fnvector_mpmanyvector_mod</td>
</tr>
<tr>
<td>SUNMatrix</td>
<td>fsundials_matrix_mod</td>
</tr>
<tr>
<td>SUNMATRIX_BAND</td>
<td>fsunmatrix_band_mod</td>
</tr>
<tr>
<td>SUNMATRIX_DENSE</td>
<td>fsunmatrix_dense_mod</td>
</tr>
<tr>
<td>SUNMATRIX_SPARSE</td>
<td>fsunmatrix_sparse_mod</td>
</tr>
<tr>
<td>SUNLinearSolver</td>
<td>fsundials_linesolver_mod</td>
</tr>
<tr>
<td>SUNLINSOL_BAND</td>
<td>fsuninsol_band_mod</td>
</tr>
<tr>
<td>SUNLINSOL_DENSE</td>
<td>fsuninsol_dense_mod</td>
</tr>
<tr>
<td>SUNLINSOL_LAPACKBAND</td>
<td>Not interfaced</td>
</tr>
<tr>
<td>SUNLINSOL_LAPACKDENSE</td>
<td>Not interfaced</td>
</tr>
<tr>
<td>SUNLINSOL_KLU</td>
<td>fsuninsol_klu_mod</td>
</tr>
<tr>
<td>SUNLINSOL_SUPERLUMT</td>
<td>Not interfaced</td>
</tr>
<tr>
<td>SUNLINSOL_SUPERLUDIST</td>
<td>Not interfaced</td>
</tr>
<tr>
<td>SUNLINSOL_SPGMR</td>
<td>fsuninsol_spgmr_mod</td>
</tr>
<tr>
<td>SUNLINSOL_SPFGMR</td>
<td>fsuninsol_spfgmr_mod</td>
</tr>
<tr>
<td>SUNLINSOL_SPCGS</td>
<td>fsuninsol_spbcgs_mod</td>
</tr>
<tr>
<td>SUNLINSOL_SPTFQMR</td>
<td>fsuninsol_sptfqmr_mod</td>
</tr>
<tr>
<td>SUNLINSOL_PCG</td>
<td>fsuninsol_pcg_mod</td>
</tr>
<tr>
<td>SUNNonlinearSolver</td>
<td>fsundials_nonlinesolver_mod</td>
</tr>
<tr>
<td>SUNNONLINSOL_NEWTON</td>
<td>fsunnonlinsol_newton_mod</td>
</tr>
<tr>
<td>SUNNONLINSOL_FIXEDPOINT</td>
<td>fsunnonlinsol_fixedpoint_mod</td>
</tr>
</tbody>
</table>

5.1.2 Data Types

Generally, the Fortran 2003 type that is equivalent to the C type is what one would expect. Primitive types map to the iso_c_binding type equivalent. SUNDIALS generic types map to a Fortran derived type. However, the handling of pointer types is not always clear as they can depend on the parameter direction. Table 5.2 presents a summary of the type equivalencies with the parameter direction in mind.

Currently, the Fortran 2003 interfaces are only compatible with SUNDIALS builds where the realtype is double precision and the sunindextype size is 64-bits.
Table 5.2: C/Fortran 2003 Equivalent Types

<table>
<thead>
<tr>
<th>C type</th>
<th>Parameter Direction</th>
<th>Fortran 2003 type</th>
</tr>
</thead>
<tbody>
<tr>
<td>double</td>
<td>in, inout, out, return</td>
<td>real(c_double)</td>
</tr>
<tr>
<td>int</td>
<td>in, inout, out, return</td>
<td>integer(c_int)</td>
</tr>
<tr>
<td>long</td>
<td>in, inout, out, return</td>
<td>integer(c_long)</td>
</tr>
<tr>
<td>booleantype</td>
<td>in, inout, out, return</td>
<td>integer(c_int)</td>
</tr>
<tr>
<td>realtime</td>
<td>in, inout, out, return</td>
<td>real(c_double)</td>
</tr>
<tr>
<td>sunindextype</td>
<td>in, inout, out, return</td>
<td>integer(c_long)</td>
</tr>
<tr>
<td>double*</td>
<td>in, inout, out</td>
<td>real(c_double), dimension(*)</td>
</tr>
<tr>
<td>double*</td>
<td>return</td>
<td>real(c_double), pointer, dimension(:)</td>
</tr>
<tr>
<td>int*</td>
<td>in, inout, out</td>
<td>integer(c_int), dimension(*)</td>
</tr>
<tr>
<td>int*</td>
<td>return</td>
<td>integer(c_int), pointer, dimension(*)</td>
</tr>
<tr>
<td>long*</td>
<td>in, inout, out</td>
<td>integer(c_long), dimension(*)</td>
</tr>
<tr>
<td>long*</td>
<td>return</td>
<td>integer(c_long), pointer, dimension(*)</td>
</tr>
<tr>
<td>realtime*</td>
<td>in, inout, out</td>
<td>real(c_double), dimension(*)</td>
</tr>
<tr>
<td>realtime*</td>
<td>return</td>
<td>real(c_double), pointer, dimension(*)</td>
</tr>
<tr>
<td>sunindextype*</td>
<td>in, inout, out</td>
<td>integer(c_long), dimension(*)</td>
</tr>
<tr>
<td>sunindextype*</td>
<td>return</td>
<td>integer(c_long), pointer, dimension(*)</td>
</tr>
<tr>
<td>realtime[]</td>
<td>in, inout, out</td>
<td>integer(c_long), dimension(*)</td>
</tr>
<tr>
<td>sunindextype[]</td>
<td>in, inout, out</td>
<td>integer(c_long), dimension(*)</td>
</tr>
<tr>
<td>N_Vector</td>
<td>in, inout, out</td>
<td>type(N_Vector)</td>
</tr>
<tr>
<td>N_Vector</td>
<td>return</td>
<td>type(N_Vector), pointer</td>
</tr>
<tr>
<td>SUNMatrix</td>
<td>in, inout, out</td>
<td>type(SUNMatrix)</td>
</tr>
<tr>
<td>SUNMatrix</td>
<td>return</td>
<td>type(SUNMatrix), pointer</td>
</tr>
<tr>
<td>SUNLinearSolver</td>
<td>in, inout, out</td>
<td>type(SUNLinearSolver)</td>
</tr>
<tr>
<td>SUNLinearSolver</td>
<td>return</td>
<td>type(SUNLinearSolver), pointer</td>
</tr>
<tr>
<td>SUNNonlinearSolver</td>
<td>in, inout, out</td>
<td>type(SUNNonlinearSolver)</td>
</tr>
<tr>
<td>SUNNonlinearSolver</td>
<td>return</td>
<td>type(SUNNonlinearSolver), pointer</td>
</tr>
<tr>
<td>FILE*</td>
<td>in, inout, out, return</td>
<td>type(c_ptr)</td>
</tr>
<tr>
<td>void*</td>
<td>in, inout, out, return</td>
<td>type(c_ptr)</td>
</tr>
<tr>
<td>T**</td>
<td>in, inout, out, return</td>
<td>type(c_ptr)</td>
</tr>
<tr>
<td>T***</td>
<td>in, inout, out, return</td>
<td>type(c_ptr)</td>
</tr>
<tr>
<td>T****</td>
<td>in, inout, out, return</td>
<td>type(c_ptr)</td>
</tr>
</tbody>
</table>

5.1.3 Notable Fortran/C usage differences

While the Fortran 2003 interface to SUNDIALS closely follows the C API, some differences are inevitable due to the differences between Fortran and C. In this section, we note the most critical differences. Additionally, section 5.1.2 discusses equivalencies of data types in the two languages.

5.1.3.1 Creating generic SUNDIALS objects

In the C API a generic SUNDIALS object, such as an N_Vector, is actually a pointer to an underlying C struct. However, in the Fortran 2003 interface, the derived type is bound to the C struct, not the pointer to the struct. E.g., type(N_Vector) is bound to the C struct _generic_N* Vector not the N_Vector type. The consequence of this is that creating and declaring SUNDIALS objects in Fortran is nuanced. This is illustrated in the code snippets below:

C code:

```c
N_Vector x;
x = N_VNew_Serial(N);
```

Fortran code:

```fortran
N_Vector x;
x = N_VNew_Serial(N);
```
type(N_Vector), pointer :: x
x => FN_VNew_Serial(N)

Note that in the Fortran declaration, the vector is a type(N_Vector), pointer, and that the
pointer assignment operator is then used.

5.1.3.2 Arrays and pointers

Unlike in the C API, in the Fortran 2003 interface, arrays and pointers are treated differently when
they are return values versus arguments to a function. Additionally, pointers which are meant to be
out parameters, not arrays, in the C API must still be declared as a rank-1 array in Fortran. The
reason for this is partially due to the Fortran 2003 standard for C bindings, and partially due to the
tool used to generate the interfaces. Regardless, the code snippets below illustrate the differences.

C code:
N_Vector x
realtype* xdata;
long int leniw, lenrw;

x = N_VNew_Serial(N);

/* capturing a returned array/pointer */
xdata = N_VGetArrayPointer(x)

/* passing array/pointer to a function */
N_VSetArrayPointer(xdata, x)

/* pointers that are out-parameters */
N_VSpace(x, &leniw, &lenrw);

Fortran code:
type(N_Vector), pointer :: x
real(c_double), pointer :: xdataptr(:)
real(c_double) :: xdata(N)
integer(c_long) :: leniw(1), lenrw(1)

x => FN_VNew_Serial(x)

! capturing a returned array/pointer
xdataptr => FN_VGetArrayPointer(x)

! passing array/pointer to a function
call FN_VSetArrayPointer(xdata, x)

! pointers that are out-parameters
call FN_VSpace(x, leniw, lenrw)

5.1.3.3 Passing procedure pointers and user data

Since functions/subroutines passed to SUNDIALS will be called from within C code, the Fortran proce-
dure must have the attribute bind(C). Additionally, when providing them as arguments to a Fortran
2003 interface routine, it is required to convert a procedure’s Fortran address to C with the Fortran
intrinsic c_funloc.

Typically when passing user data to a SUNDIALS function, a user may simply cast some custom
data structure as a void*. When using the Fortran 2003 interfaces, the same thing can be achieved.
Note, the custom data structure does not have to be bind(C) since it is never accessed on the C side.

C code:

```c
MyUserData* udata;
void *cvode_mem;

ierr = CVodeSetUserData(cvode_mem, udata);
```

Fortran code:

```fortran
type(MyUserData) :: udata

type(c_ptr) :: cvode_mem

ierr = FCVodeSetUserData(cvode_mem, c_loc(udata))
```

On the other hand, Fortran users may instead choose to store problem-specific data, e.g. problem parameters, within modules, and thus do not need the SUNDIALS-provided user data pointers to pass such data back to user-supplied functions. These users should supply the c_null_ptr input for user data arguments to the relevant SUNDIALS functions.

### 5.1.3.4 Passing NULL to optional parameters

In the SUNDIALS C API some functions have optional parameters that a caller can pass NULL to. If the optional parameter is of a type that is equivalent to a Fortran type(c_ptr) (see section 5.1.2), then a Fortran user can pass the intrinsic c_null_ptr. However, if the optional parameter is of a type that is not equivalent to type(c_ptr), then a caller must provide a Fortran pointer that is dissociated. This is demonstrated in the code example below.

C code:

```c
SUNLinearSolver LS;
N_Vector x, b;

! SUNLinSolSolve expects a SUNMatrix or NULL
! as the second parameter.
ierr = SUNLinSolSolve(LS, NULL, x, b);
```

Fortran code:

```fortran
type(SUNLinearSolver), pointer :: LS

type(SUNMatrix), pointer :: A

type(N_Vector), pointer :: x, b

A => null()

! SUNLinSolSolve expects a type(SUNMatrix), pointer
! as the second parameter. Therefore, we cannot
! pass a c_null_ptr, rather we pass a disassociated A.
ierr = FSUNLinSolSolve(LS, A, x, b)
```

### 5.1.3.5 Working with N_Vector arrays

Arrays of N_Vector objects are interfaced to Fortran 2003 as opaque type(c_ptr). As such, it is not possible to directly index an array of N_Vector objects returned by the N_Vector “VectorArray” operations, or packages with sensitivity capabilities. Instead, SUNDIALS provides a utility function FN_VGetVecAtIndexVectorArray that can be called for accessing a vector in a vector array. The
example below demonstrates this:

C code:

```c
N_Vector x;
N_Vector* vecs;
vecs = N_VCloneVectorArray(count, x);
for (int i=0; i < count; ++i)
    N_VConst(vecs[i]);
```

Fortran code:

```fortran
type(N_Vector), pointer :: x, xi
type(c_ptr) :: vecs
vecs = FN_VCloneVectorArray(count, x)
do index, count
    xi => FN_VGetVecAtIndexVectorArray(vecs, index)
    call FN_VConst(xi)
enddo
```

SUNDIALS also provides the functions FN_VSetVecAtIndexVectorArray and FN_VNewVectorArray for working with N_Vector arrays. These functions are particularly useful for users of the Fortran interface to the NVECTOR_MANYVECTOR or NVECTOR_MPIMANYVECTOR when creating the subvector array. Both of these functions along with FN_VGetVecAtIndexVectorArray are further described in Chapter 6.1.5.

5.1.3.6 Providing file pointers

Expert SUNDIALS users may notice that there are a few advanced functions in the SUNDIALS C API that take a FILE * argument. Since there is no portable way to convert between a Fortran file descriptor and a C file pointer, SUNDIALS provides two utility functions for creating a FILE * and destroying it. These functions are defined in the module fsundials_futils_mod.

```c
FSUNDIALSFFileOpen
Call fp = FSUNDIALSFFileOpen(filename, mode)
Description The function allocates a FILE * by calling the C function fopen.
Arguments filename (character(kind=C_CHAR, len=*)) - the path to the file to open
    mode (character(kind=C_CHAR, len=*)) - the mode string given to fopen It
        should begin with one of the following characters:
        “r” - open text file for reading
        “r+” - open text file for reading and writing
        “w” - truncate text file to zero length or create it for writing
        “w+” - open text file for reading or writing, create it if it does not exist
        “a” - open for appending, see documentation of “fopen“ for your system/compiler
        “a+” - open for reading and appending, see documentation for “fopen“ for your system/compiler
Return value This returns a type(C_PTR) which is a FILE* in C. If it is NULL, then there was an error
    opening the file.
```
5.2 Important note on portability

The **sundials** Fortran 2003 interface should be compatible with any compiler supporting the Fortran 2003 ISO standard. However, it has only been tested and confirmed to be working with GNU Fortran 4.9+ and Intel Fortran 18.0.1+.

Upon compilation of **sundials**, Fortran module (.mod) files are generated for each Fortran 2003 interface. These files are highly compiler specific, and thus it is almost always necessary to compile a consuming application with the same compiler used to generate the modules.

5.1.5 FKINSOL, an Interface Module for FORTRAN Applications

The **fkinsol** interface module is a package of C functions which support the use of the **kinsol** solver, for the solution of nonlinear systems \( F(u) = 0 \), in a mixed FORTRAN/C setting. While **kinsol** is written in C, it is assumed here that the user’s calling program and user-supplied problem-defining routines are written in FORTRAN. This package provides the necessary interface to **kinsol** for all supplied serial and parallel nvector implementations.

5.2 Important note on portability

In this package, the names of the interface functions, and the names of the FORTRAN user routines called by them, appear as dummy names which are mapped to actual values by a series of definitions in the header files. By default, those mapping definitions depend in turn on the C macro **F77_FUNC** defined in the header file **sundials_config.h**. The mapping defined by **F77_FUNC** in turn transforms the C interface names to match the name-mangling approach used by the supplied Fortran compiler.

By “name-mangling”, we mean that due to the case-independent nature of the FORTRAN language, FORTRAN compilers convert all subroutine and object names to use either all lower-case or all upper-case characters, and append either zero, one or two underscores as a prefix or suffix to the name. For example, the FORTRAN subroutine **MyFunction()** will be changed to one of **myfunction**, **MYFUNCTION**, **myfunction_**, **MYFUNCTION_**, and so on, depending on the FORTRAN compiler used.

**sundials** determines this name-mangling scheme at configuration time (see Appendix A).

5.3 Fortran Data Types

Throughout this documentation, we will refer to data types according to their usage in C. The equivalent types to these may vary, depending on your computer architecture and on how **SUNDIALS** was compiled (see Appendix A). A FORTRAN user should first determine the equivalent types for their architecture and compiler, and then take care that all arguments passed through this FORTRAN/C interface are declared of the appropriate type.

**Integers**: While SUNDIALS uses the configurable **sunindextype** type as the integer type for vector and matrix indices for its C code, the FORTRAN interfaces are more restricted. The **sunindextype** is only used for index values and pointers when filling sparse matrices. As for C, the **sunindextype** can be configured to be a 32- or 64-bit signed integer by setting the variable **SUNDIALS_INDEX_TYPE** at compile time (See Appendix A). The default value is **int64_t**. A FORTRAN user should set this variable based on the integer type used for vector and matrix indices in their FORTRAN code. The corresponding FORTRAN types are:
• \texttt{int32_t} – equivalent to an \texttt{INTEGER} or \texttt{INTEGER*4} in Fortran

• \texttt{int64_t} – equivalent to an \texttt{INTEGER*8} in Fortran

In general, for the Fortran interfaces in Sundials, flags of type \texttt{int}, vector and matrix lengths, counters, and arguments to *SETIN() functions all have \texttt{long int} type, and \texttt{sunindextype} is only used for index values and pointers when filling sparse matrices. Note that if an F90 (or higher) user wants to find out the value of \texttt{sunindextype}, they can include \texttt{sundials_fconfig.h}.

Real numbers: As discussed in Appendix A, at compilation Sundials allows the configuration option \texttt{SUN\textsc{dials\textunderscore precision}}, that accepts values of single, double or extended (the default is double). This choice dictates the size of a \texttt{realtype} variable. The corresponding Fortran types for these \texttt{realtype} sizes are:

• \texttt{single} – equivalent to a \texttt{REAL} or \texttt{REAL*4} in Fortran

• \texttt{double} – equivalent to a \texttt{DOUBLE PRECISION} or \texttt{REAL*8} in Fortran

• \texttt{extended} – equivalent to a \texttt{REAL*16} in Fortran

5.3.1 FKINSOL routines

The user-callable functions, with the corresponding KINSOL functions, are as follows:

• Interface to the \texttt{nv\textsc{vector}} modules

  – \texttt{FNVINITS} (defined by \texttt{nv\textsc{vector\_serial}}) interfaces to \texttt{N\textunderscore VNewEmpty\_Serial}.
  – \texttt{FNVINITP} (defined by \texttt{nv\textsc{vector\_parallel}}) interfaces to \texttt{N\textunderscore VNewEmpty\_Parallel}.
  – \texttt{FNVINITOMP} (defined by \texttt{nv\textsc{vector\_openmp}}) interfaces to \texttt{N\textunderscore VNewEmpty\_OpenMP}.
  – \texttt{FNVINITPTS} (defined by \texttt{nv\textsc{vector\_pthreads}}) interfaces to \texttt{N\textunderscore VNewEmpty\_Pthreads}.

• Interface to the \texttt{sun\textsc{matrix}} modules

  – \texttt{FSUNBANDMATINIT} (defined by \texttt{sun\textsc{matrix\_band}}) interfaces to \texttt{SUNBandMatrix}.
  – \texttt{FSUNDENSEMATINIT} (defined by \texttt{sun\textsc{matrix\_dense}}) interfaces to \texttt{SUNDenseMatrix}.
  – \texttt{FSUNSPARSEMATINIT} (defined by \texttt{sun\textsc{matrix\_sparse}}) interfaces to \texttt{SUNSparseMatrix}.

• Interface to the \texttt{sun\textsc{linsol}} modules

  – \texttt{FSUNBANDLINSOLINIT} (defined by \texttt{sun\textsc{linsol\_band}}) interfaces to \texttt{SUNLinSol\_Band}.
  – \texttt{FSUNDENSELINSOLINIT} (defined by \texttt{sun\textsc{linsol\_dense}}) interfaces to \texttt{SUNLinSol\_Dense}.
  – \texttt{FSUNKLUINIT} (defined by \texttt{sun\textsc{linsol\_klu}}) interfaces to \texttt{SUNLinSol\_KLU}.
  – \texttt{FSUNKLUREINIT} (defined by \texttt{sun\textsc{linsol\_klu}}) interfaces to \texttt{SUNLinSol\_KLUReinit}.
  – \texttt{FSUNLAPACKBANDINIT} (defined by \texttt{sun\textsc{linsol\_lapackband}}) interfaces to \texttt{SUNLinSol\_LapackBand}.
  – \texttt{FSUNLAPACKDENSEINIT} (defined by \texttt{sun\textsc{linsol\_lapackdense}}) interfaces to \texttt{SUNLinSol\_LapackDense}.
  – \texttt{FSUNPOCGINIT} (defined by \texttt{sun\textsc{linsol\_pcg}}) interfaces to \texttt{SUNLinSol\_PCG}.
  – \texttt{FSUNSPECGSINIT} (defined by \texttt{sun\textsc{linsol\_spcg}}) interfaces to \texttt{SUNLinSol\_SPCGS}.
  – \texttt{FSUNSPFGMRINIT} (defined by \texttt{sun\textsc{linsol\_spfgmr}}) interfaces to \texttt{SUNLinSol\_SPFGMR}.
  – \texttt{FSUNSPGMRINIT} (defined by \texttt{sun\textsc{linsol\_spgmr}}) interfaces to \texttt{SUNLinSol\_SPGMR}.
  – \texttt{FSUNSPTFQMRINIT} (defined by \texttt{sun\textsc{linsol\_sptfqmr}}) interfaces to \texttt{SUNLinSol\_SPTFQMR}.
  – \texttt{FSUNSUPERLUMTINIT} (defined by \texttt{sun\textsc{linsol\_superlumt}}) interfaces to \texttt{SUNLinSol\_SuperLUMT}.

• Interface to the main KINSOL module

  – \texttt{FKINCREATE} interfaces to \texttt{KINCreate}.
5.3 Fortran Data Types

- FKinSetIn and FKinSetrin interface to KINSet* functions.
- FKinInit interfaces to KINInit.
- FKinSetVin interfaces to KINSetConstraints.
- FKinSOL interfaces to KINsol, KINGet* functions, and to the optional output functions for the selected linear solver module.
- FKinFree interfaces to KINFree.

* Interface to the kinls module

- FKinLsInit interfaces to KINSetLinearSolver.
- FKinLsSetJac interfaces to KINSetJacTimesVecFn.
- FKinLsSetPrec interfaces to KINSetPreconditioner.
- FKinDenseSetJac interfaces to KINSetJacFn.
- FKinBandSetJac interfaces to KINSetJacFn.
- FKinSparseSetJac interfaces to KINSetJacFn.

The user-supplied functions, each listed with the corresponding internal interface function which calls it (and its type within KINsol), are as follows:

<table>
<thead>
<tr>
<th>FKinSOL routine (FORTRAN, user-supplied)</th>
<th>KINsol function (C, interface)</th>
<th>KINsol type of interface function</th>
</tr>
</thead>
<tbody>
<tr>
<td>FKFun</td>
<td>FKinfunc</td>
<td>KINSysFn</td>
</tr>
<tr>
<td>FKDJac</td>
<td>FKindenseJac</td>
<td>KINLsJacFn</td>
</tr>
<tr>
<td>FKBJac</td>
<td>FKINBandJac</td>
<td>KINLsJacFn</td>
</tr>
<tr>
<td>FKINSPJac</td>
<td>FKINSparseJac</td>
<td>KINLsJacFn</td>
</tr>
<tr>
<td>FKPSet</td>
<td>FKINPSol</td>
<td>KINLsPrecSolveFn</td>
</tr>
<tr>
<td>FKJTIMES</td>
<td>FKinJtimes</td>
<td>KINLsJacTimesVecFn</td>
</tr>
</tbody>
</table>

In contrast to the case of direct use of KINsol, the names of all user-supplied routines here are fixed, in order to maximize portability for the resulting mixed-language program.

5.3.2 Usage of the FKinSOL interface module

The usage of FKinSOL requires calls to a few different interface functions, depending on the method options selected, and one or more user-supplied routines which define the problem to be solved. These function calls and user routines are summarized separately below. Some details are omitted, and the user is referred to the description of the corresponding KINsol functions for information on the arguments of any given user-callable interface routine, or of a given user-supplied function called by an interface function.

1. Nonlinear system function specification

   The user must, in all cases, supply the following FORTRAN routine

   ```fortran
   SUBROUTINE FKFUn (U, FVAL, IER)
   DIMENSION U(*), FVAL(*)
   
   It must set the FVAL array to $F(u)$, the system function, as a function of $U = u$. IER is an error return flag which should be set to 0 if successful, a positive value if a recoverable error occurred (in which case KINsol will attempt to correct), or a negative value if it failed unrecoverably (in which case the solution process is halted).```
2. **NVECTOR module initialization**
   If using one of the **NVECTOR** modules supplied with **SUNDIALS**, the user must make a call of the form
   
   ```fortran
   CALL FNVINIT***(...) 
   ```
   
in which the name and call sequence are as described in the appropriate section of Chapter 6.

3. **SUNMATRIX module initialization**
   If using a Newton or Picard iteration with a matrix-based **SUNLINSOL** linear solver module and one of the **SUNMATRIX** modules supplied with **SUNDIALS**, the user must make a call of the form
   
   ```fortran
   CALL FSUN***MATINIT(...) 
   ```
   
in which the name and call sequence are as described in the appropriate section of Chapter 7. Note that the dense, band, or sparse matrix options are usable only in a serial or multi-threaded environment.

4. **SUNLINSOL module initialization**
   If using a Newton or Picard iteration with one of the **SUNLINSOL** linear solver modules supplied with **SUNDIALS**, the user must make a call of the form
   
   ```fortran
   CALL FSUNBANDLINSOLINIT(...)  
   CALL FSUNDENSELINSOLINIT(...)  
   CALL FSUNKLUINIT(...)  
   CALL FSUNLAPACKBANDINIT(...)  
   CALL FSUNLAPACKDENSEINIT(...)  
   CALL FSUNPCGINIT(...)  
   CALL FSUNSPBCGSINIT(...)  
   CALL FSUNSPFGMRINIT(...)  
   CALL FSUNSPGMRINIT(...)  
   CALL FSUNSPTFQMRINIT(...)  
   CALL FSUNSUPERLUMTINIT(...)  
   ```
   
in which the call sequence is as described in the appropriate section of Chapter 8. Note that the dense, band, or sparse solvers are usable only in a serial or multi-threaded environment.

   Once one of these solvers has been initialized, its solver parameters may be modified using a call to the functions
   
   ```fortran
   CALL FSUNKLUSETORDERING(...)  
   CALL FSUNSUPERLUMTSETORDERING(...)  
   CALL FSUNPCGSETPRECTYPE(...)  
   CALL FSUNPCGETMAXL(...)  
   CALL FSUNSPBCGSSETPRECTYPE(...)  
   CALL FSUNSPBCGSSETMAXL(...)  
   CALL FSUNSPFGMRSETGSTYPE(...)  
   CALL FSUNSPFGMRSETPRECTYPE(...)  
   CALL FSUNSPGMRSETGSTYPE(...)  
   CALL FSUNSPGMRSETPRECTYPE(...)  
   CALL FSUNSPTFQMRSETPRECTYPE(...)  
   CALL FSUNSPTFQMRSETMAXL(...)  
   ```
   
   where again the call sequences are described in the appropriate sections of Chapter 8.
5. Problem specification

To create the main solver memory block, make the following call:

\[
\text{FKINCREATE}
\]

Call \text{CALL FKincreate (IER)}

Description This function creates the KINSOL memory structure.

Arguments None.

Return value IER is the return completion flag. Values are 0 for successful return and \(-1\) otherwise. See printed message for details in case of failure.

Notes

6. Set optional inputs

Call \text{FKINSETIIN, FKINSETRIN, and/or FKINSETVIN}, to set desired optional inputs, if any. See §5.3.3 for details.

7. Solver Initialization

To set various problem and solution parameters and allocate internal memory, make the following call:

\[
\text{FKINIT}
\]

Call \text{CALL FKININIT (IOUT, ROUT, IER)}

Description This function specifies the optional output arrays, allocates internal memory, and initializes KINSOL.

Arguments IOUT is an integer array for integer optional outputs.

ROUT is a real array for real optional outputs.

Return value IER is the return completion flag. Values are 0 for successful return and \(-1\) otherwise. See printed message for details in case of failure.

Notes The user integer data array IOUT must be declared as \text{INTEGER*4} or \text{INTEGER*8} according to the C type \text{long int}.

The optional outputs associated with the main KINSOL integrator are listed in Table 5.4.

8. Linear solver interface specification

The Newton and Picard solution methods in KINSOL involve the solution of linear systems related to the Jacobian of the nonlinear system. To attach the linear solver (and optionally the matrix) objects initialized in steps 3 and 4 above, the user of FKINSOL must initialize the KINLS linear solver interface.

To attach any SUNLINSOL object (and optional SUNMATRIX object) to the KINLS interface, then following calls to initialize the SUNLINSOL (and SUNMATRIX) object(s) in steps 3 and 4 above, the user must make the call:

\[
\text{CALL FKINLSINIT (IER)}
\]

where IER is an error return flag which is 0 for success or \(-1\) if a memory allocation failure occurred.

The previous routines FKINSDLSINIT and FKINSPILSINIT are now wrappers for this routine, and may still be used for backward-compatibility. However, these will be deprecated in future releases, so we recommend that users transition to the new routine name soon.
KINLS with dense Jacobian matrix

As an option when using the KINLS interface with the SUNLINSOL_DENSE or SUNLINSOL_LAPACKDENSE linear solvers, the user may supply a routine that computes a dense approximation of the system Jacobian $J = \partial F/\partial u$. If supplied, it must have the following form:

```fortran
SUBROUTINE FKDJAC (NEQ, U, FVAL, DJAC, WK1, WK2, IER)
  DIMENSION U(*), FVAL(*), DJAC(NEQ,*), WK1(*), WK2(*)
```

Typically this routine will use only $\text{NEQ}$, U, and DJAC. It must compute the Jacobian and store it columnwise in DJAC. The input arguments U and FVAL contain the current values of $u$ and $F(u)$, respectively. The vectors WK1 and WK2, of length NEQ, are provided as work space for use in FKDJAC. IER is an error return flag which should be set to 0 if successful, a positive value if a recoverable error occurred (in which case KINSOL will attempt to correct), or a negative value if FKDJAC failed unrecoverably (in which case the solution process is halted). NOTE: The argument NEQ has a type consistent with C type `long int` even in the case when the LAPACK dense solver is to be used.

If the FKDJAC routine is provided, then, following the call to FKINLSINIT, the user must make the call:

```fortran
CALL FKINDENSESETJAC (FLAG, IER)
```

with $\text{FLAG} \neq 0$ to specify use of the user-supplied Jacobian approximation. The argument IER is an error return flag which is 0 for success or non-zero if an error occurred.

KINLS with band Jacobian matrix

As an option when using the KINLS interface with the SUNLINSOL_BAND or SUNLINSOL_LAPACKBAND linear solvers, the user may supply a routine that computes a band approximation of the system Jacobian $J = \partial F/\partial u$. If supplied, it must have the following form:

```fortran
SUBROUTINE FKBJAC (NEQ, MU, ML, MDIM, U, FVAL, BJAC, WK1, WK2, IER)
  DIMENSION U(*), FVAL(*), BJAC(MDIM,*), WK1(*), WK2(*)
```

Typically this routine will use only $\text{NEQ}$, MU, ML, U, and BJAC. It must load the MDIM by N array BJAC with the Jacobian matrix at the current $u$ in band form. Store in BJAC($k$, $j$) the Jacobian element $J_{ij}$ with $k = i - j + \text{MU} + 1$ ($k = 1 \cdots \text{ML} + \text{MU} + 1$) and $j = 1 \cdots N$. The input arguments U and FVAL contain the current values of $u$, and $F(u)$, respectively. The vectors WK1 and WK2 of length NEQ are provided as work space for use in FKBJAC. IER is an error return flag, which should be set to 0 if successful, a positive value if a recoverable error occurred (in which case KINSOL will attempt to correct), or a negative value if FKBJAC failed unrecoverably (in which case the solution process is halted). NOTE: The arguments NEQ, MU, ML, and MDIM have a type consistent with C type `long int` even in the case when the LAPACK band solver is to be used.

If the FKBJAC routine is provided, then, following the call to FKINLSINIT, the user must make the call:

```fortran
CALL FKINBANDSETJAC (FLAG, IER)
```

with $\text{FLAG} \neq 0$ to specify use of the user-supplied Jacobian approximation. The argument IER is an error return flag which is 0 for success or non-zero if an error occurred.

KINLS with sparse Jacobian matrix

When using the KINLS interface with either of the SUNLINSOL_KLU or SUNLINSOL_SUPERLUMT linear solvers, the user must supply the FKINSPJAC routine that computes a compressed-sparse-column or compressed-sparse-row approximation of the system Jacobian $J = \partial F/\partial u$. If supplied, it must have the following form:

```fortran
SUBROUTINE FKINSPJAC (NEQ, U, FVAL, PJAC, WK1, WK2, IER)
  DIMENSION U(*), FVAL(*), PJAC(NEQ,*), WK1(*), WK2(*)
```

Typically this routine will use only $\text{NEQ}$, U, and PJAC. It must store the Jacobian in the prescribed compressed sparse storage format. Store in PJAC($i$, $j$) the Jacobian element $J_{ij}$ with $i = 1 \cdots \text{NEQ}$ and $j = 1 \cdots \text{NEQ}$. The input arguments U and FVAL contain the current values of $u$ and $F(u)$, respectively. The vectors WK1 and WK2 of length NEQ are provided as work space for use in FKINSPJAC. IER is an error return flag, which should be set to 0 if successful, a positive value if a recoverable error occurred (in which case KINSOL will attempt to correct), or a negative value if FKINSPJAC failed unrecoverably (in which case the solution process is halted). NOTE: The arguments NEQ and IER have a type consistent with C type `long int` even in the case when the LAPACK sparse solver is to be used.

If the FKINSPJAC routine is provided, then, following the call to FKINLSINIT, the user must make the call:

```fortran
CALL FKINSPARSESETJAC (FLAG, IER)
```

with $\text{FLAG} \neq 0$ to specify use of the user-supplied Jacobian approximation. The argument IER is an error return flag which is 0 for success or non-zero if an error occurred.

KINLS with sparse Jacobian matrix
SUBROUTINE FKINSPJAC(Y, FY, N, NNZ, JDATA, JINDEXVALS, &
   JINDEXPTRS, WK1, WK2, IER)

Typically this routine will use only N, NNZ, JDATA, JINDEXVALS and JINDEXPTRS. It must load
the N by N compressed sparse column [or compressed sparse row] matrix with storage for NNZ
nonzeros, stored in the arrays JDATA (nonzero values), JINDEXVALS (row [or column] indices for
each nonzero), JINDEXPTRS (indices for start of each column [or row]), with the Jacobian matrix
at the current (y) in CSC [or CSR] form (see summatrix_sparse.h for more information). The
arguments are Y, an array containing state variables; FY, an array containing residual values; N,
the number of matrix rows/columns in the Jacobian; NNZ, allocated length of nonzero storage;
JDATA, nonzero values in the Jacobian (of length NNZ); JINDEXVALS, row [or column] indices for
each nonzero in Jacobian (of length NNZ); JINDEXPTRS, pointers to each Jacobian column [or row]
in the two preceding arrays (of length N+1); WK*, work arrays containing temporary workspace of
same size as Y; and IER, error return code (0 if successful, > 0 if a recoverable error occurred, or
< 0 if an unrecoverable error occurred.)

To indicate that the FKINSPJAC routine has been provided, then following the call to FKINLSINIT,
the following call must be made

CALL FKINSPARSESETJAC (IER)

The int return flag IER is an error return flag which is 0 for success or nonzero for an error.

KINLS with Jacobian-vector product

As an option when using the KINLS linear solver interface, the user may supply a routine that
computes the product of the system Jacobian and a given vector. If supplied, it must have the
following form:

SUBROUTINE FKINJTIMES (V, FJV, NEWU, U, IER)
   DIMENSION V(*), FJV(*), U(*)

Typically this routine will use only U, V, and FJV. It must compute the product vector Jv, where
the vector v is stored in V, and store the product in FJV. The input argument U contains the
current value of u. On return, set IER = 0 if FKINJTIMES was successful, and nonzero otherwise.
NEWU is a flag to indicate if U has been changed since the last call; if it has, then NEWU = 1, and
FKINJTIMES should recompute any saved Jacobian data it uses and reset NEWU to 0. (See §4.6.5.)

To indicate that the FKINJTIMES routine has been provided, then following the call to FKINLSINIT,
the following call must be made

CALL FKINLSSETJAC (FLAG, IER)

with FLAG ≠ 0 to specify use of the user-supplied Jacobian-times-vector approximation. The
argument IER is an error return flag which is 0 for success or non-zero if an error occurred.

The previous routine FKINSPILSETJAC is now a wrapper for this routine, and may still be used
for backward-compatibility. However, this will be deprecated in future releases, so we recommend
that users transition to the new routine name soon.

KINLS with preconditioning

If user-supplied preconditioning is to be included, the following routine must be supplied, for
solution of the preconditioner linear system:

SUBROUTINE FKPSOL (U, USCALE, FVAL, FSCALE, VTEM, IER)
   DIMENSION U(*), USCALE(*), FVAL(*), FSCALE(*), VTEM(*)
Typically this routine will use only \( U \), \( FVAL \), and \( VTEM \). It must solve the preconditioned linear system \( Pz = r \), where \( r = VTEM \) is input, and store the solution \( z \) in \( VTEM \) as well. Here \( P \) is the right preconditioner. If scaling is being used, the routine supplied must also account for scaling on either coordinate or function value, as given in the arrays \( USCALE \) and \( FSCALE \), respectively.

If the user’s preconditioner requires that any Jacobian-related data be evaluated or preprocessed, then the following routine can be used for the evaluation and preprocessing of the preconditioner:

```fortran
SUBROUTINE FKPSET (U, USCALE, FVAL, FSCALE, IER)
DIMENSION U(*), USCALE(*), FVAL(*), FSCALE(*)
It must perform any evaluation of Jacobian-related data and preprocessing needed for the solution of the preconditioned linear systems by \( FKPSOL \). The variables \( U \) through \( FSCALE \) are for use in the preconditioning setup process. Typically, the system function \( FKFUN \) is called before any calls to \( FKPSET \), so that \( FVAL \) will have been updated. \( U \) is the current solution iterate. If scaling is being used, \( USCALE \) and \( FSCALE \) are available for those operations requiring scaling.

On return, set \( IER = 0 \) if \( FKPSET \) was successful, or set \( IER = 1 \) if an error occurred.

To indicate that the \( FKINPSET \) and \( FKINPSOL \) routines are supplied, then the user must call

```fortran
CALL FKINLSSETPREC (FLAG, IER)
```

with \( FLAG \neq 0 \). The return flag \( IER \) is 0 if successful, or negative if a memory error occurred. In addition, the user program must include preconditioner routines \( FKPSOL \) and \( FKPSET \) (see below).

The previous routine \( FKINSPILSETPREC \) is now a wrapper for this routine, and may still be used for backward-compatibility. However, this will be deprecated in future releases, so we recommend that users transition to the new routine name soon.

If the user calls \( FKINLSSETPREC \), the routine \( FKPSET \) must be provided, even if it is not needed, and then it should return \( IER = 0 \).

9. Problem solution

Solving the nonlinear system is accomplished by making the following call:

```fortran
CALL FKINSOL (U, GLOBALSTRAT, USCALE, FSCALE, IER)
```

The arguments are as follows. \( U \) is an array containing the initial guess on input, and the solution on return. \( GLOBALSTRAT \) is an integer (type \texttt{INTEGER}) defining the global strategy choice (0 specifies Inexact Newton, 1 indicates Newton with line search, 2 indicates Picard iteration, and 3 indicates Fixed Point iteration). \( USCALE \) is an array of scaling factors for the \( U \) vector. \( FSCALE \) is an array of scaling factors for the \( FVAL \) vector. \( IER \) is an integer completion flag and will have one of the following values: 0 to indicate success, 1 to indicate that the initial guess satisfies \( F(u) = 0 \) within tolerances, 2 to indicate apparent stalling (small step), or a negative value to indicate an error or failure. These values correspond to the \textsc{KINsol} returns (see §4.5.3 and §B.2). The values of the optional outputs are available in \textsc{IOPT} and \textsc{ROPT} (see Table 5.4).

10. Memory deallocation

To free the internal memory created by calls to \( FKINCREATE \), \( FKININIT \), \( FNVINIT* \), \( FKINLSINIT \), and \( FSUN***MATINIT \), make the call

```fortran
CALL FKINFREE
```
### Table 5.3: Keys for setting FKINSOL optional inputs

#### Integer optional inputs (FKINSETIIN)

<table>
<thead>
<tr>
<th>Key</th>
<th>Optional input</th>
<th>Default value</th>
</tr>
</thead>
<tbody>
<tr>
<td>PRNT_LEVEL</td>
<td>Verbosity level of output</td>
<td>0</td>
</tr>
<tr>
<td>MAA</td>
<td>Number of prior residuals for Anderson Acceleration</td>
<td>0</td>
</tr>
<tr>
<td>MAX_NITERS</td>
<td>Maximum no. of nonlinear iterations</td>
<td>200</td>
</tr>
<tr>
<td>ETA_FORM</td>
<td>Form of $\eta$ coefficient</td>
<td>1 (KIN_ETACHOICE1)</td>
</tr>
<tr>
<td>MAX_SETUPS</td>
<td>Maximum no. of iterations without prec. setup</td>
<td>10</td>
</tr>
<tr>
<td>MAX_SP_SETUPS</td>
<td>Maximum no. of iterations without residual check</td>
<td>5</td>
</tr>
<tr>
<td>NO_INIT_SETUP</td>
<td>No initial preconditioner setup</td>
<td>SUNFALSE</td>
</tr>
<tr>
<td>NO_MIN_EPS</td>
<td>Lower bound on $\epsilon$</td>
<td>SUNFALSE</td>
</tr>
<tr>
<td>NO_RES_MON</td>
<td>No residual monitoring</td>
<td>SUNFALSE</td>
</tr>
</tbody>
</table>

#### Real optional inputs (FKINSETRIN)

<table>
<thead>
<tr>
<th>Key</th>
<th>Optional input</th>
<th>Default value</th>
</tr>
</thead>
<tbody>
<tr>
<td>FNORM_TOL</td>
<td>Function-norm stopping tolerance</td>
<td>$\text{uround}^{1/3}$</td>
</tr>
<tr>
<td>SSTEP_TOL</td>
<td>Scaled-step stopping tolerance</td>
<td>$\text{uround}^{2/3}$</td>
</tr>
<tr>
<td>MAX_STEP</td>
<td>Max. scaled length of Newton step</td>
<td>$1000|D_u u_0|_2$</td>
</tr>
<tr>
<td>RERR_FUNC</td>
<td>Relative error for F.D. $J_v$</td>
<td>$\sqrt{\text{uround}}$</td>
</tr>
<tr>
<td>ETA_CONST</td>
<td>Constant value of $\eta$</td>
<td>0.1</td>
</tr>
<tr>
<td>ETA.PARAMS</td>
<td>Values of $\gamma$ and $\alpha$</td>
<td>0.9 and 2.0</td>
</tr>
<tr>
<td>RMON_CONST</td>
<td>Constant value of $\omega$</td>
<td>0.9</td>
</tr>
<tr>
<td>RMON.PARAMS</td>
<td>Values of $\omega_{\text{min}}$ and $\omega_{\text{max}}$</td>
<td>0.00001 and 0.9</td>
</tr>
</tbody>
</table>

### 5.3.3 FKINSOL optional input and output

In order to keep the number of user-callable FKINSOL interface routines to a minimum, optional inputs to the KINSOL solver are passed through only three routines: FKINSETIIN for integer optional inputs, FKINSETRIN for real optional inputs, and FKINSETVIN for real vector (array) optional inputs. These functions should be called as follows:

```fortran
CALL FKINSETIIN (KEY, IVAL, IER)
CALL FKINSETRIN (KEY, RVAL, IER)
CALL FKINSETVIN (KEY, VVAL, IER)
```

where `KEY` is a quoted string indicating which optional input is set, `IVAL` is the integer input value to be used, `RVAL` is the real input value to be used, and `VVAL` is the input real array to be used. `IER` is an integer return flag which is set to 0 on success and a negative value if a failure occurred. For the legal values of `KEY` in calls to FKINSETIIN and FKINSETRIN, see Table 5.3. The one legal value of `KEY` for FKINSETVIN is `CONSTR_VEC`, for providing the array of inequality constraints to be imposed on the solution, if any. The integer `IVAL` should be declared in a manner consistent with C type `long int`.

The optional outputs from the KINSOL solver are accessed not through individual functions, but rather through a pair of arrays, `IOUT` (integer type) of dimension at least 15, and `ROUT` (real type) of dimension at least 2. These arrays are owned (and allocated) by the user and are passed as arguments to FKININIT. Table 5.4 lists the entries in these two arrays and specifies the optional variable as well as the KINSOL function which is actually called to extract the optional output.

For more details on the optional inputs and outputs, see §4.5.4 and §4.5.5.

### 5.3.4 Usage of the FKINBBD interface to KINBBDPRE

The FKINBBD interface sub-module is a package of C functions which, as part of the FKINSOL interface module, support the use of the KINSOL solver with the parallel NVECTOR_PARALLEL module and the KINBBDPRE preconditioner module (see §4.7), for the solution of nonlinear problems in a mixed FORTRAN/C setting.
Table 5.4: Description of the FKINSOL optional output arrays IOUT and ROUT

Integer output array IOUT

<table>
<thead>
<tr>
<th>Index</th>
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KINLS linear solver interface

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The user-callable functions in this package, with the corresponding KINSOL and KINBBDPRE functions, are as follows:

- **FKINBBDINIT** interfaces to KINBBDPrecInit.
- **FKINBBDOPT** interfaces to KINBBDPRE optional output functions.

In addition to the Fortran right-hand side function **FKFUN**, the user-supplied functions used by this package, are listed below, each with the corresponding interface function which calls it (and its type within KINBBDPRE or KINSOL):

<table>
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As with the rest of the Fkinbbd routines, the names of all user-supplied routines here are fixed, in order to maximize portability for the resulting mixed-language program. Additionally, based on flags discussed above in §5.3.1, the names of the user-supplied routines are mapped to actual values through a series of definitions in the header file fkinbbd.h.

The following is a summary of the usage of this module. Steps that are unchanged from the main program described in §5.3.2 are grayed-out.

1. **Nonlinear system function specification**
2. **nvector module initialization**
3. **sunlinsol module initialization**
   - Initialize one of the iterative SUNLINSOL modules, by calling one of FSUNPCGINIT, FSUNSPBCGSINIT, FSUNSPFGMRINIT, FSUNSPGMRINIT or FSUNSPTFQMRINIT.
4. **Problem specification**
5. **Set optional inputs**
6. **Solver Initialization**
7. **Linear solver interface specification**
   - Initialize the KINLS iterative linear solver interface by calling **FKINLSINIT**.

To initialize the KINBBDPRE preconditioner, make the following call:

```call```
CALL FkinbbdINIT (nlocal, mudq, mldq, mu, ml, ier)
```call```

The arguments are as follows. **nlocal** is the local size of vectors for this process. **mudq** and **mldq** are the upper and lower half-bandwidths to be used in the computation of the local Jacobian blocks by difference quotients; these may be smaller than the true half-bandwidths of the Jacobian of the local block of **G**, when smaller values may provide greater efficiency. **mu** and **ml** are the upper and lower half-bandwidths of the band matrix that is retained as an approximation of the local Jacobian block; these may be smaller than **mudq** and **mldq**. **ier** is a return completion flag. A value of 0 indicates success, while a value of −1 indicates that a memory failure occurred or that an input had an illegal value.

Optionally, to specify that the spgmr, spfgmr, spbcgs, or sptfqmr solver should use the supplied FKJTIMES, make the call

```call```
CALL Fkinlsssetjac (flag, ier)
```call```
with $\text{FLAG} \neq 0$. (See step 8 in §5.3.2).

8. Problem solution

9. \textsc{kinbbdpre} Optional outputs

Optional outputs specific to the SPGMR, SPFGMR, SPBCGS, or SPTFQMR solver are listed in Table 5.4. To obtain the optional outputs associated with the \textsc{kinbbdpre} module, make the following call:

\begin{verbatim}
CALL FKINBBDOPT (LENRBBD, LENIBBD, NGEBBBD)
\end{verbatim}

The arguments should be consistent with C type \texttt{long int}. Their returned values are as follows: $\text{LENRBBD}$ is the length of real preconditioner work space, in \texttt{realtype} words. $\text{LENIBBD}$ is the length of integer preconditioner work space, in integer words. These sizes are local to the current process. $\text{NGEBBD}$ is the cumulative number of $G(u)$ evaluations (calls to FKLOCFN) so far.

10. Memory deallocation

(The memory allocated for the \textsc{fkinbbbd} module is deallocated automatically by FKINFREE.)

11. User-supplied routines

The following two routines must be supplied for use with the \textsc{kinbbdpre} module:

\begin{verbatim}
SUBROUTINE FKLOCFN (NLOC, ULOC, GLOC, IER)
DIMENSION ULOC(*), GLOC(*)
\end{verbatim}

This routine is to evaluate the function $G(u)$ approximating $F$ (possibly identical to $F$), in terms of the array \texttt{ULOC} (of length \texttt{NLOC}), which is the sub-vector of $u$ local to this processor. The resulting (local) sub-vector is to be stored in the array \texttt{GLOC}. \texttt{IER} is an error return flag which should be set to 0 if successful, a positive value if a recoverable error occurred (in which case KINSOL will attempt to correct), or a negative value if FKLOCFN failed unrecoverably (in which case the solution process is halted).

\begin{verbatim}
SUBROUTINE FKCOMMFN (NLOC, ULOC, IER)
DIMENSION ULOC(*)
\end{verbatim}

This routine is to perform the inter-processor communication necessary for the FKLOCFN routine. Each call to FKCOMMFN is preceded by a call to the system function routine FKFUN with the same argument \texttt{ULOC}. \texttt{IER} is an error return flag which should be set to 0 if successful, a positive value if a recoverable error occurred (in which case KINSOL will attempt to correct), or a negative value if FKCOMMFN failed recoverably (in which case the solution process is halted).

The subroutine FKCOMMFN must be supplied even if it is not needed and must return $\texttt{IER} = 0$.

Optionally, the user can supply a routine FKINJTIMES for the evaluation of Jacobian-vector products, as described above in step 8 in §5.3.2. Note that this routine is required if using Picard iteration.
Chapter 6

Description of the NVVECTOR module

The SUNDIALS solvers are written in a data-independent manner. They all operate on generic vectors (of type N_Vector) through a set of operations defined by the particular NVECTOR implementation. Users can provide their own specific implementation of the NVECTOR module, or use one of the implementations provided with SUNDIALS. The generic NVECTOR is described below and the implementations provided with SUNDIALS are described in the following sections.

6.1 The NVECTOR API

The generic NVECTOR API can be broken down into five groups of functions: the core vector operations, the fused vector operations, the vector array operations, the local reduction operations, and finally some utility functions. The first four groups are defined by a particular NVECTOR implementation. The utility functions are defined by the generic NVECTOR itself.

6.1.1 NVECTOR core functions

```c
N_VectorID
Call id = N_VectorID(w);
Description Returns the vector type identifier for the vector w. It is used to determine the vector implementation type (e.g. serial, parallel,...) from the abstract N_Vector interface.
Arguments w (N_Vector) a NVECTOR object
Return value This function returns an N_Vector_ID. Possible values are given in Table 6.1.
F2003 Name FN_VectorID
```

```c
N_VClone
Call v = N_VClone(w);
Description Creates a new N_Vector of the same type as an existing vector w and sets the ops field. It does not copy the vector, but rather allocates storage for the new vector.
Arguments w (N_Vector) a NVECTOR object
Return value This function returns an N_Vector object. If an error occurs, then this routine will return NULL.
F2003 Name FN_VClone
```
**N_VCloneEmpty**

Call: `v = N_VCloneEmpty(w);`

Description: Creates a new N_Vector of the same type as an existing vector `w` and sets the `ops` field. It does not allocate storage for data.

Arguments: 
- `w` (N_Vector) a NVECTOR object

Return value: This function returns an N_Vector object. If an error occurs, then this routine will return NULL.

F2003 Name: FN_VCloneEmpty

**N_VDestroy**

Call: `N_VDestroy(v);`

Description: Destroys the N_Vector `v` and frees memory allocated for its internal data.

Arguments: 
- `v` (N_Vector) a NVECTOR object to destroy

Return value: None

F2003 Name: FN_VDestroy

**N_VSpace**

Call: `N_VSpace(v, &lrw, &liw);`

Description: Returns storage requirements for one N_Vector. `lrw` contains the number of realtype words and `liw` contains the number of integer words. This function is advisory only, for use in determining a user’s total space requirements; it could be a dummy function in a user-supplied NVVECTOR module if that information is not of interest.

Arguments: 
- `v` (N_Vector) a NVECTOR object
- `lrw` (sunindextype*) out parameter containing the number of realtype words
- `liw` (sunindextype*) out parameter containing the number of integer words

Return value: None

F2003 Name: FN_VSpace

F2003 Call:

```
integer(c_long) :: lrw(1), liw(1)
call FN_VSpace_Serial(v, lrw, liw)
```
6.1 The NVECTOR API

N_VSetArrayPointer

Call     N_VSetArrayPointer(vdata, v);

Description Overwrites the pointer to the data in an N_Vector with a given realtype*. Note that this assumes that the internal data in N_Vector is a contiguous array of realtype. This routine is only used in the interfaces to the dense (serial) linear solver, hence need not exist in a user-supplied NVECTOR module for a parallel environment.

Arguments v (N_Vector) a NVECTOR object

Return value None

F2003 Name FN_VSetArrayPointer

N_VGetCommunicator

Call     N_VGetCommunicator(v);

Description Returns a pointer to the MPI_Comm object associated with the vector (if applicable). For MPI-unaware vector implementations, this should return NULL.

Arguments v (N_Vector) a NVECTOR object

Return value A void * pointer to the MPI_Comm object if the vector is MPI-aware, otherwise NULL.

F2003 Name FN_VGetCommunicator

N_VGetLength

Call     N_VGetLength(v);

Description Returns the global length (number of 'active' entries) in the NVECTOR v. This value should be cumulative across all processes if the vector is used in a parallel environment. If v contains additional storage, e.g., for parallel communication, those entries should not be included.

Arguments v (N_Vector) a NVECTOR object

Return value sunindextype

F2003 Name FN_VGetLength

N_VLinearSum

Call     N_VLinearSum(a, x, b, y, z);

Description Performs the operation \( z = ax + by \), where a and b are realtype scalars and x and y are of type N_Vector: \( z_i = ax_i + by_i, \ i = 0, \ldots, n - 1 \).

Arguments a (realtype) constant that scales x
x (N_Vector) a NVECTOR object
b (realtype) constant that scales y
y (N_Vector) a NVECTOR object
z (N_Vector) a NVECTOR object containing the result

Return value None

F2003 Name FN_VLinearSum
**N_VConst**

Call  
\[ N_{\text{VConst}}(c, z); \]

Description Sets all components of the \( \text{NVector} \) \( z \) to \textit{realtype} \( c \): \( z_i = c, \ i = 0, \ldots, n - 1 \).

Arguments  
- \( c \) (\textit{realtype}) constant to set all components of \( z \) to \( z \) (\textit{NVector}) a \text{NVECTOR} object containing the result

Return value None

F2003 Name FN_VConst

---

**N_VProd**

Call  
\[ N_{\text{VProd}}(x, y, z); \]

Description Sets the \( \text{NVector} \) \( z \) to be the component-wise product of the \( \text{NVector} \) inputs \( x \) and \( y \):  
\[ z_i = x_i y_i, \ i = 0, \ldots, n - 1. \]

Arguments  
- \( x \) (\textit{NVector}) a \text{NVECTOR} object
- \( y \) (\textit{NVector}) a \text{NVECTOR} object
- \( z \) (\textit{NVector}) a \text{NVECTOR} object containing the result

Return value None

F2003 Name FN_VProd

---

**N_VDiv**

Call  
\[ N_{\text{VDiv}}(x, y, z); \]

Description Sets the \( \text{NVector} \) \( z \) to be the component-wise ratio of the \( \text{NVector} \) inputs \( x \) and \( y \):  
\[ z_i = x_i / y_i, \ i = 0, \ldots, n - 1. \] The \( y_i \) may not be tested for 0 values. It should only be called with a \( y \) that is guaranteed to have all nonzero components.

Arguments  
- \( x \) (\textit{NVector}) a \text{NVECTOR} object
- \( y \) (\textit{NVector}) a \text{NVECTOR} object
- \( z \) (\textit{NVector}) a \text{NVECTOR} object containing the result

Return value None

F2003 Name FN_VDiv

---

**N_VScale**

Call  
\[ N_{\text{VScale}}(c, x, z); \]

Description Scales the \( \text{NVector} \) \( x \) by the \textit{realtype} scalar \( c \) and returns the result in \( z \):  
\[ z_i = cx_i, \ i = 0, \ldots, n - 1. \]

Arguments  
- \( c \) (\textit{realtype}) constant that scales the vector \( x \)
- \( x \) (\textit{NVector}) a \text{NVECTOR} object
- \( z \) (\textit{NVector}) a \text{NVECTOR} object containing the result

Return value None

F2003 Name FN_VScale
6.1 The NVECTOR API

\[ \text{NVAbs} \]

Call \( \text{NVAbs}(x, z); \)

Description Sets the components of the N_Vector \( z \) to be the absolute values of the components of the N_Vector \( x \): \( y_i = |x_i|, \ i = 0, \ldots, n - 1. \)

Arguments \( x \) (N_Vector) a NVECTOR object
\( z \) (N_Vector) a NVECTOR object containing the result

Return value None

F2003 Name FN_VAbs

\[ \text{NInv} \]

Call \( \text{NInv}(x, z); \)

Description Sets the components of the N_Vector \( z \) to be the inverses of the components of the N_Vector \( x \): \( z_i = 1.0 / x_i, \ i = 0, \ldots, n - 1. \) This routine may not check for division by 0. It should be called only with an \( x \) which is guaranteed to have all nonzero components.

Arguments \( x \) (N_Vector) a NVECTOR object to
\( z \) (N_Vector) a NVECTOR object containing the result

Return value None

F2003 Name FN_NInv

\[ \text{NAddConst} \]

Call \( \text{NAddConst}(x, b, z); \)

Description Adds the \text{realtype} scalar \( b \) to all components of \( x \) and returns the result in the N_Vector \( z \): \( z_i = x_i + b, \ i = 0, \ldots, n - 1. \)

Arguments \( x \) (N_Vector) a NVECTOR object
\( b \) (realtype) constant added to all components of \( x \)
\( z \) (N_Vector) a NVECTOR object containing the result

Return value None

F2003 Name FN_NAddConst

\[ \text{VDotProd} \]

Call \( d = \text{VDotProd}(x, y); \)

Description Returns the value of the ordinary dot product of \( x \) and \( y \): \( d = \sum_{i=0}^{n-1} x_i y_i. \)

Arguments \( x \) (N_Vector) a NVECTOR object with \( y \)
\( y \) (N_Vector) a NVECTOR object with \( x \)

Return value realtype

F2003 Name FN_VDotProd

\[ \text{VMaxNorm} \]

Call \( m = \text{VMaxNorm}(x); \)

Description Returns the maximum norm of the N_Vector \( x \): \( m = \max_i |x_i|. \)

Arguments \( x \) (N_Vector) a NVECTOR object

Return value realtype

F2003 Name FN_VMaxNorm
Description of the NVECTOR module

**N_VWrmsNorm**

Call:  
\[
m = N_{VWrmsNorm}(x, w)\]

Description:  
Returns the weighted root-mean-square norm of the N_Vector \(x\) with realtype weight vector \(w\):  
\[
m = \sqrt{\frac{\sum_{i=0}^{n-1} (x_i w_i)^2}{n}}.\]

Arguments:  
- \(x\) (N_Vector) a NVECTOR object
- \(w\) (N_Vector) a NVECTOR object containing weights

Return value:  
realtype

F2003 Name: FN_VWrmsNorm

**N_VWrmsNormMask**

Call:  
\[
m = N_{VWrmsNormMask}(x, w, id);\]

Description:  
Returns the weighted root mean square norm of the N_Vector \(x\) with realtype weight vector \(w\) built using only the elements of \(x\) corresponding to positive elements of the N_Vector \(id\):  
\[
m = \sqrt{\frac{\sum_{i=0}^{n-1} (x_i w_i H(id_i))^2}{n}},\]

where  
\[
H(\alpha) = \begin{cases} 
1 & \alpha > 0 \\
0 & \alpha \leq 0 
\end{cases}
\]

Arguments:  
- \(x\) (N_Vector) a NVECTOR object
- \(w\) (N_Vector) a NVECTOR object containing weights
- \(id\) (N_Vector) mask vector

Return value:  
realtype

F2003 Name: FN_VWrmsNormMask

**N_VMin**

Call:  
\[
m = N_{VMin}(x);\]

Description:  
Returns the smallest element of the N_Vector \(x\):  
\[
m = \min_i x_i.\]

Arguments:  
- \(x\) (N_Vector) a NVECTOR object

Return value:  
realtype

F2003 Name: FN_VMin

**N_VWL2Norm**

Call:  
\[
m = N_{VWL2Norm}(x, w);\]

Description:  
Returns the weighted Euclidean \(\ell_2\) norm of the N_Vector \(x\) with realtype weight vector \(w\):  
\[
m = \sqrt{\sum_{i=0}^{n-1} (x_i w_i)^2}.\]

Arguments:  
- \(x\) (N_Vector) a NVECTOR object
- \(w\) (N_Vector) a NVECTOR object containing weights

Return value:  
realtype

F2003 Name: FN_VWL2Norm

**N_VL1Norm**

Call:  
\[
m = N_{VL1Norm}(x);\]

Description:  
Returns the \(\ell_1\) norm of the N_Vector \(x\):  
\[
m = \sum_{i=0}^{n-1} |x_i|.\]

Arguments:  
- \(x\) (N_Vector) a NVECTOR object to obtain the norm of

Return value:  
realtype

F2003 Name: FN_VL1Norm
6.1 The NVECTOR API

**N_VCompare**

Call

\[ \text{N_VCompare}(c, x, z); \]

Description

Compares the components of the N_Vector \( x \) to the realtype scalar \( c \) and returns an N_Vector \( z \) such that: \( z_i = 1.0 \) if \( |x_i| \geq c \) and \( z_i = 0.0 \) otherwise.

Arguments

- \( c \) (realtype) constant that each component of \( x \) is compared to
- \( x \) (N_Vector) a NVECTOR object
- \( z \) (N_Vector) a NVECTOR object containing the result

Return value

None

F2003 Name FN_VCompare

**N_VInvTest**

Call

\[ t = \text{N_VInvTest}(x, z); \]

Description

Sets the components of the N_Vector \( z \) to be the inverses of the components of the N_Vector \( x \), with prior testing for zero values: \( z_i = 1.0/x_i, \ i = 0, \ldots, n - 1 \).

Arguments

- \( x \) (N_Vector) a NVECTOR object
- \( z \) (N_Vector) an output NVECTOR object

Return value

Returns a booleantype with value SUNTRUE if all components of \( x \) are nonzero (successful inversion) and returns SUNFALSE otherwise.

F2003 Name FN_VInvTest

**N_VConstrMask**

Call

\[ t = \text{N_VConstrMask}(c, x, m); \]

Description

Performs the following constraint tests:

- \( x_i > 0 \) if \( c_i = 2 \), \( x_i \geq 0 \) if \( c_i = 1 \), \( x_i \leq 0 \) if \( c_i = -1 \), \( x_i < 0 \) if \( c_i = -2 \). There is no constraint on \( x_i \) if \( c_i = 0 \). This routine returns a boolean assigned to SUNFALSE if any element failed the constraint test and assigned to SUNTRUE if all passed. It also sets a mask vector \( m \), with elements equal to 1.0 where the constraint test failed, and 0.0 where the test passed. This routine is used only for constraint checking.

Arguments

- \( c \) (realtype) scalar constraint value
- \( x \) (N_Vector) a NVECTOR object
- \( m \) (N_Vector) output mask vector

Return value

Returns a booleantype with value SUNFALSE if any element failed the constraint test, and SUNTRUE if all passed.

F2003 Name FN_VConstrMask

**N_VMinQuotient**

Call

\[ \text{minq} = \text{N_VMinQuotient}(\text{num}, \text{denom}); \]

Description

This routine returns the minimum of the quotients obtained by term-wise dividing \( \text{num} \) by \( \text{denom} \). A zero element in \( \text{denom} \) will be skipped. If no such quotients are found, then the large value BIG_REAL (defined in the header file sundials_types.h) is returned.

Arguments

- \( \text{num} \) (N_Vector) a NVECTOR object used as the numerator
- \( \text{denom} \) (N_Vector) a NVECTOR object used as the denominator

Return value

realtype

F2003 Name FN_VMinQuotient
6.1.2 NVVECTOR fused functions

Fused and vector array operations are intended to increase data reuse, reduce parallel communication on distributed memory systems, and lower the number of kernel launches on systems with accelerators. If a particular NVVECTOR implementation defines a fused or vector array operation as NULL, the generic NVVECTOR module will automatically call standard vector operations as necessary to complete the desired operation. In all SUNDIALS-provided NVVECTOR implementations, all fused and vector array operations are disabled by default. However, these implementations provide additional user-callable functions to enable/disable any or all of the fused and vector array operations. See the following sections for the implementation specific functions to enable/disable operations.

**N_VLinearCombination**

Call

\[ \text{ier} = \text{N}_V\text{LinearCombination}(\text{nv}, c, X, z); \]

Description

This routine computes the linear combination of \( n_v \) vectors with \( n \) elements:

\[
z_i = \sum_{j=0}^{n_v-1} c_j x_{j,i}, \quad i = 0, \ldots, n - 1,
\]

where \( c \) is an array of \( n_v \) scalars, \( X \) is an array of \( n_v \) vectors, and \( z \) is the output vector.

Arguments

- \( \text{nv} \) (int) the number of vectors in the linear combination
- \( c \) (realtype*) an array of \( n_v \) scalars used to scale the corresponding vector in \( X \)
- \( X \) (N_Vector) an array of \( n_v \) NVVECTOR objects to be scaled and combined
- \( z \) (N_Vector) a NVVECTOR object containing the result

Return value

Returns an int with value 0 for success and a non-zero value otherwise.

Notes

If the output vector \( z \) is one of the vectors in \( X \), then it must be the first vector in the vector array.

F2003 Name

FN_VLinearCombination

F2003 Call

\[ \text{real(c_double)} :: c(\text{nv}) \]
\[ \text{type(c_ptr)}, \text{target} :: X(\text{nv}) \]
\[ \text{type(N_Vector)}, \text{pointer} :: z \]
\[ \text{ierr} = FN_VLinearCombination(\text{nv}, c, X, z) \]

**N_VScaleAddMulti**

Call

\[ \text{ier} = \text{N}_V\text{ScaleAddMulti}(\text{nv}, c, x, Y, Z); \]

Description

This routine scales and adds one vector to \( n_v \) vectors with \( n \) elements:

\[
z_{j,i} = c_j x_i + y_{j,i}, \quad j = 0, \ldots, n_v - 1 \quad i = 0, \ldots, n - 1,
\]

where \( c \) is an array of \( n_v \) scalars, \( x \) is the vector to be scaled and added to each vector in the vector array of \( n_v \) vectors \( Y \), and \( Z \) is a vector array of \( n_v \) output vectors.

Arguments

- \( \text{nv} \) (int) the number of scalars and vectors in \( c \), \( Y \), and \( Z \)
- \( c \) (realtype*) an array of \( n_v \) scalars
- \( x \) (N_Vector) a NVVECTOR object to be scaled and added to each vector in \( Y \)
- \( Y \) (N_Vector) an array of \( n_v \) NVVECTOR objects where each vector \( j \) will have the vector \( x \) scaled by \( c_j \) added to it
- \( Z \) (N_Vector) an output array of \( n_v \) NVVECTOR objects

Return value

Returns an int with value 0 for success and a non-zero value otherwise.

F2003 Name

FN_VScaleAddMulti
F2003 Call

```fortran
real(c_double) :: c(nv)
type(c_ptr), target :: Y(nv), Z(nv)
type(N_Vector), pointer :: x
ier = FN_VScaleAddMulti(nv, c, x, Y, Z)
```

### N_VDotProdMulti

#### Call

```fortran
ier = N_VDotProdMulti(nv, x, Y, d);
```

#### Description
This routine computes the dot product of a vector with \( n_v \) other vectors:

\[
d_j = \sum_{i=0}^{n_v-1} x_i y_{j,i}, \quad j = 0, \ldots, n_v - 1,
\]

where \( d \) is an array of \( n_v \) scalars containing the dot products of the vector \( x \) with each of the \( n_v \) vectors in the vector array \( Y \).

#### Arguments
- \( \text{nv} \) (int) the number of vectors in \( Y \)
- \( x \) (N_Vector) a NVECTOR object to be used in a dot product with each of the vectors in \( Y \)
- \( Y \) (N_Vector*) an array of \( n_v \) NVECTOR objects to use in a dot product with \( x \)
- \( d \) (realtype*) an output array of \( n_v \) dot products

#### Return value
Returns an int with value \( 0 \) for success and a non-zero value otherwise.

F2003 Name FN_VDotProdMulti

F2003 Call

```fortran
real(c_double) :: d(nv)
type(c_ptr), target :: Y(nv)
type(N_Vector), pointer :: x
ier = FN_VDotProdMulti(nv, x, Y, d)
```

### 6.1.3 NVECTOR vector array functions

#### N_VLinearSumVectorArray

#### Call

```fortran
ier = N_VLinearSumVectorArray(nv, a, X, b, Y, Z);
```

#### Description
This routine computes the linear sum of two vector arrays containing \( n_v \) vectors of \( n \) elements:

\[
z_{j,i} = ax_{j,i} + by_{j,i}, \quad i = 0, \ldots, n - 1 \quad j = 0, \ldots, n_v - 1,
\]

where \( a \) and \( b \) are scalars and \( X \), \( Y \), and \( Z \) are arrays of \( n_v \) vectors.

#### Arguments
- \( \text{nv} \) (int) the number of vectors in the vector arrays
- \( a \) (realtype) constant to scale each vector in \( X \) by
- \( X \) (N_Vector*) an array of \( n_v \) NVECTOR objects
- \( Y \) (N_Vector*) an array of \( n_v \) NVECTOR objects
- \( Z \) (N_Vector*) an output array of \( n_v \) NVECTOR objects

#### Return value
Returns an int with value \( 0 \) for success and a non-zero value otherwise.

F2003 Name FN_VLinearSumVectorArray
Description of the NVECTOR module

N_VScaleVectorArray

Call  

\texttt{ier = N\textunderscore VScaleVectorArray(nv, c, X, Z);}

Description  This routine scales each vector of \( n \) elements in a vector array of \( n_v \) vectors by a potentially different constant:

\[
z_{j,i} = c_j x_{j,i}, \quad i = 0, \ldots, n-1 \quad j = 0, \ldots, n_v - 1,
\]

where \( c \) is an array of \( n_v \) scalars and \( X \) and \( Z \) are arrays of \( n_v \) vectors.

Arguments  

\texttt{nv} (int) the number of vectors in the vector arrays
\texttt{c} (realtype) constant to scale each vector in \( X \) by
\texttt{X} (N\_Vector*) an array of \( n_v \) NVECTOR objects
\texttt{Z} (N\_Vector*) an output array of \( n_v \) NVECTOR objects

Return value  Returns an \texttt{int} with value 0 for success and a non-zero value otherwise.

F2003 Name  \texttt{FN\_VScaleVectorArray}

N_VConstVectorArray

Call  

\texttt{ier = N\textunderscore VConstVectorArray(nv, c, X);}

Description  This routine sets each element in a vector of \( n \) elements in a vector array of \( n_v \) vectors to the same value:

\[
z_{j,i} = c, \quad i = 0, \ldots, n-1 \quad j = 0, \ldots, n_v - 1,
\]

where \( c \) is a scalar and \( X \) is an array of \( n_v \) vectors.

Arguments  

\texttt{nv} (int) the number of vectors in \( X \)
\texttt{c} (realtype) constant to set every element in every vector of \( X \) to
\texttt{X} (N\_Vector*) an array of \( n_v \) NVECTOR objects

Return value  Returns an \texttt{int} with value 0 for success and a non-zero value otherwise.

F2003 Name  \texttt{FN\_VConstVectorArray}

N_VWrmsNormVectorArray

Call  

\texttt{ier = N\textunderscore VWrmsNormVectorArray(nv, X, W, m);}

Description  This routine computes the weighted root mean square norm of \( n_v \) vectors with \( n \) elements:

\[
m_j = \left( \frac{1}{n} \sum_{i=0}^{n-1} (x_{j,i} w_{j,i})^2 \right)^{1/2}, \quad j = 0, \ldots, n_v - 1,
\]

where \( m \) contains the \( n_v \) norms of the vectors in the vector array \( X \) with corresponding weight vectors \( W \).

Arguments  

\texttt{nv} (int) the number of vectors in the vector arrays
\texttt{X} (N\_Vector*) an array of \( n_v \) NVECTOR objects
\texttt{W} (N\_Vector*) an array of \( n_v \) NVECTOR objects
\texttt{m} (realtype*) an output array of \( n_v \) norms

Return value  Returns an \texttt{int} with value 0 for success and a non-zero value otherwise.

F2003 Name  \texttt{FN\_VWrmsNormVectorArray}
The NVECTOR API

### N_VWrmsNormMaskVectorArray

**Call**

```c
ier = N_VWrmsNormMaskVectorArray(nv, X, W, id, m);
```

**Description**

This routine computes the masked weighted root mean square norm of \( n_v \) vectors with \( n \) elements:

\[
m_j = \left( \frac{1}{n} \sum_{i=0}^{n_v-1} (x_{j,i} w_{j,i} H(id_i))^2 \right)^{1/2}, \quad j = 0, \ldots, n_v - 1,
\]

where \( H(id_i) = 1 \) for \( id_i > 0 \) and is zero otherwise, \( m \) contains the \( n_v \) norms of the vectors in the vector array \( X \) with corresponding weight vectors \( W \) and mask vector \( id \).

**Arguments**

- \( nv \) (int) the number of vectors in the vector arrays
- \( X \) (N_Vector*) an array of \( n_v \) NVVECTOR objects
- \( W \) (N_Vector*) an array of \( n_v \) NVVECTOR objects
- \( id \) (N_Vector) the mask vector
- \( m \) (realtype*) an output array of \( n_v \) norms

**Return value**

Returns an int with value 0 for success and a non-zero value otherwise.

### N_VScaleAddMultiVectorArray

**Call**

```c
ier = N_VScaleAddMultiVectorArray(nv, ns, c, X, YY, ZZ);
```

**Description**

This routine scales and adds a vector in a vector array of \( n_v \) vectors to the corresponding vector in \( n_s \) vector arrays:

\[
z_{j,i} = \sum_{k=0}^{n_v-1} c_k x_{k,j,i}, \quad i = 0, \ldots, n - 1 \quad j = 0, \ldots, n_v - 1,
\]

where \( c \) is an array of \( n_s \) scalars, \( X \) is a vector array of \( n_v \) vectors to be scaled and added to the corresponding vector in each of the \( n_s \) vector arrays in the array of vector arrays \( YY \) and stored in the output array of vector arrays \( ZZ \).

**Arguments**

- \( nv \) (int) the number of vectors in the vector arrays
- \( ns \) (int) the number of scalars in \( c \) and vector arrays in \( YY \) and \( ZZ \)
- \( c \) (realtype*) an array of \( n_s \) scalars
- \( X \) (N_Vector*) an array of \( n_v \) NVVECTOR objects
- \( YY \) (N_Vector**) an array of \( n_s \) NVVECTOR arrays
- \( ZZ \) (N_Vector**) an output array of \( n_s \) NVVECTOR arrays

**Return value**

Returns an int with value 0 for success and a non-zero value otherwise.

### N_VLinearCombinationVectorArray

**Call**

```c
ier = N_VLinearCombinationVectorArray(nv, ns, c, XX, Z);
```

**Description**

This routine computes the linear combination of \( n_s \) vector arrays containing \( n_v \) vectors with \( n \) elements:

\[
z_{j,i} = \sum_{k=0}^{n_v-1} c_k x_{k,j,i}, \quad i = 0, \ldots, n - 1 \quad j = 0, \ldots, n_v - 1,
\]

where \( c \) is an array of \( n_s \) scalars (type realtype*), \( XX \) (type N_Vector**) is an array of \( n_s \) vector arrays each containing \( n_v \) vectors to be summed into the output vector array of \( n_v \) vectors \( Z \) (type N_Vector*). If the output vector array \( Z \) is one of the vector arrays in \( XX \), then it must be the first vector array in \( XX \).
Arguments nv (int) the number of vectors in the vector arrays
ns (int) the number of scalars in c and vector arrays in YY and ZZ
c (realtype*) an array of ns scalars
XX (N_Vector**) an array of ns NVVECTOR arrays
Z (N_Vector*) an output array NVVECTOR objects

Return value Returns an int with value 0 for success and a non-zero value otherwise.

6.1.4 NVVECTOR local reduction functions

Local reduction operations are intended to reduce parallel communication on distributed memory systems, particularly when NVVECTOR objects are combined together within a NVVECTOR_MPI manyNVVECTOR object (see Section 6.14). If a particular NVVECTOR implementation defines a local reduction operation as NULL, the NVVECTOR_MPI manyNVVECTOR module will automatically call standard vector reduction operations as necessary to complete the desired operation. All SUNDIALS-provided NVVECTOR implementations include these local reduction operations, which may be used as templates for user-defined NVVECTOR implementations.

N_VDotProdLocal

Call d = N_VDotProdLocal(x, y);

Description This routine computes the MPI task-local portion of the ordinary dot product of x and y:

\[ d = \sum_{i=0}^{n_{\text{local}}-1} x_i y_i, \]

where \( n_{\text{local}} \) corresponds to the number of components in the vector on this MPI task (or \( n_{\text{local}} = n \) for MPI-unaware applications).

Arguments x (N_Vector) a NVVECTOR object
y (N_Vector) a NVVECTOR object

Return value realtype

F2003 Name FN_VDotProdLocal

N_VMaxNormLocal

Call m = N_VMaxNormLocal(x);

Description This routine computes the MPI task-local portion of the maximum norm of the N_Vector x:

\[ m = \max_{0 \leq i < n_{\text{local}}} |x_i|, \]

where \( n_{\text{local}} \) corresponds to the number of components in the vector on this MPI task (or \( n_{\text{local}} = n \) for MPI-unaware applications).

Arguments x (N_Vector) a NVVECTOR object

Return value realtype

F2003 Name FN_VMaxNormLocal

N_VMinLocal

Call m = N_VMinLocal(x);

Description This routine computes the MPI task-local portion of the minimum norm of the N_Vector x:

\[ m = \min_{0 \leq i < n_{\text{local}}} |x_i|, \]

where \( n_{\text{local}} \) corresponds to the number of components in the vector on this MPI task (or \( n_{\text{local}} = n \) for MPI-unaware applications).

Arguments x (N_Vector) a NVVECTOR object

Return value realtype

F2003 Name FN_VMinLocal
6.1 The NV Vector API

Description This routine computes the smallest element of the MPI task-local portion of the NV vector x:

\[ m = \min_{0 \leq i < n_{local}} x_i, \]

where \( n_{local} \) corresponds to the number of components in the vector on this MPI task (or \( n_{local} = n \) for MPI-unaware applications).

Arguments \( x \) (NV Vector) a NVVECTOR object

Return value realtype

F2003 Name FN_VMinLocal

\[ N_{VL1NormLocal} \]

Call \( n = N_{VL1NormLocal}(x); \)

Description This routine computes the MPI task-local portion of the \( \ell_1 \) norm of the NV vector x:

\[ n = \sum_{i = 0}^{n_{local} - 1} |x_i|, \]

where \( n_{local} \) corresponds to the number of components in the vector on this MPI task (or \( n_{local} = n \) for MPI-unaware applications).

Arguments \( x \) (NV Vector) a NVVECTOR object

Return value realtype

F2003 Name FN_VL1NormLocal

\[ N_{VWSqrSumLocal} \]

Call \( s = N_{VWSqrSumLocal}(x,w); \)

Description This routine computes the MPI task-local portion of the weighted squared sum of the NV vector x with weight vector w:

\[ s = \sum_{i = 0}^{n_{local} - 1} (x_i w_i)^2, \]

where \( n_{local} \) corresponds to the number of components in the vector on this MPI task (or \( n_{local} = n \) for MPI-unaware applications).

Arguments \( x \) (NV Vector) a NVVECTOR object

\( w \) (NV Vector) a NVVECTOR object containing weights

Return value realtype

F2003 Name FN_VWSqrSumLocal

\[ N_{VWSqrSumMaskLocal} \]

Call \( s = N_{VWSqrSumMaskLocal}(x,w,id); \)

Description This routine computes the MPI task-local portion of the weighted squared sum of the NV vector x with weight vector w built using only the elements of x corresponding to positive elements of the NV vector id:

\[ m = \sum_{i = 0}^{n_{local} - 1} (x_i w_i H(id_i))^2, \]

where \( H(\alpha) = \begin{cases} 1 & \alpha > 0 \\ 0 & \alpha \leq 0 \end{cases} \)

and \( n_{local} \) corresponds to the number of components in the vector on this MPI task (or \( n_{local} = n \) for MPI-unaware applications).
Description of the NVECTOR module

Arguments
- \( x \) (N_Vector) a NVECTOR object
- \( w \) (N_Vector) a NVECTOR object containing weights
- \( id \) (N_Vector) a NVECTOR object used as a mask

Return value
realtype

F2003 Name
FN_NVWSumMaskLocal

\[ N\_\text{InvTestLocal} \]

Call
\[ t = N\_\text{InvTestLocal}(x, z); \]

Description
Sets the MPI task-local components of the N_Vector \( z \) to be the inverses of the components of the N_Vector \( x \), with prior testing for zero values:

\[ z_i = 1.0/x_i, \quad i = 0, \ldots, n_{\text{local}} - 1, \]

where \( n_{\text{local}} \) corresponds to the number of components in the vector on this MPI task (or \( n_{\text{local}} = n \) for MPI-unaware applications).

Arguments
- \( x \) (N_Vector) a NVECTOR object
- \( z \) (N_Vector) an output NVECTOR object

Return value
Returns a booleantype with the value SUNTRUE if all task-local components of \( x \) are nonzero (successful inversion) and with the value SUNFALSE otherwise.

F2003 Name
FN_NVInvTestLocal

\[ N\_\text{ConstrMaskLocal} \]

Call
\[ t = N\_\text{ConstrMaskLocal}(c, x, m); \]

Description
Performs the following constraint tests:

- \( x_i > 0 \) if \( c_i = 2 \),
- \( x_i \geq 0 \) if \( c_i = 1 \),
- \( x_i \leq 0 \) if \( c_i = -1 \),
- \( x_i < 0 \) if \( c_i = -2 \), and
- no test if \( c_i = 0 \),

for all MPI task-local components of the vectors. It sets a mask vector \( m \), with elements equal to 1.0 where the constraint test failed, and 0.0 where the test passed. This routine is used only for constraint checking.

Arguments
- \( c \) (realtype) scalar constraint value
- \( x \) (N_Vector) a NVECTOR object
- \( m \) (N_Vector) output mask vector

Return value
Returns a booleantype with the value SUNFALSE if any task-local element failed the constraint test and the value SUNTRUE if all passed.

F2003 Name
FN_NVConstrMaskLocal

\[ N\_\text{MinQuotientLocal} \]

Call
\[ \text{minq} = N\_\text{MinQuotientLocal}(\text{num}, \text{denom}); \]

Description
This routine returns the minimum of the quotients obtained by term-wise dividing \( \text{num}_i \) by \( \text{denom}_i \) for all MPI task-local components of the vectors. A zero element in \( \text{denom} \) will be skipped. If no such quotients are found, then the large value BIG_REAL (defined in the header file sundials_types.h) is returned.
6.1 The NVECTOR API

Arguments

num (N_Vector) a NVECTOR object used as the numerator
denom (N_Vector) a NVECTOR object used as the denominator

Return value

realtype

F2003 Name FN_VMinQuotientLocal

6.1.5 NVECTOR utility functions

To aid in the creation of custom NVECTOR modules the generic NVECTOR module provides three utility functions N_VNewEmpty, N_VCopyOps and N_VFreeEmpty. When used in custom NVECTOR constructors and clone routines these functions will ease the introduction of any new optional vector operations to the NVECTOR API by ensuring only required operations need to be set and all operations are copied when cloning a vector.

To aid the use of arrays of NVECTOR objects, the generic NVECTOR module also provides the utility functions N_VCloneVectorArray, N_VCloneVectorArrayEmpty, and N_VDestroyVectorArray.

N_VNewEmpty

Call v = N_VNewEmpty();

Description The function N_VNewEmpty allocates a new generic NVECTOR object and initializes its content pointer and the function pointers in the operations structure to NULL.

Arguments None

Return value This function returns an N_Vector object. If an error occurs when allocating the object, then this routine will return NULL.

F2003 Name FN_VNewEmpty

N_VCopyOps

Call retval = N_VCopyOps(w, v);

Description The function N_VCopyOps copies the function pointers in the ops structure of w into the ops structure of v.

Arguments w (N_Vector) the vector to copy operations from v (N_Vector) the vector to copy operations to

Return value This returns 0 if successful and a non-zero value if either of the inputs are NULL or the ops structure of either input is NULL.

F2003 Name FN_VCopyOps

N_VFreeEmpty

Call N_VFreeEmpty(v);

Description This routine frees the generic N_Vector object, under the assumption that any implementation-specific data that was allocated within the underlying content structure has already been freed. It will additionally test whether the ops pointer is NULL, and, if it is not, it will free it as well.

Arguments v (N_Vector)

Return value None

F2003 Name FN_VFreeEmpty
N_VCloneEmptyVectorArray

**Call**

vecarray = N_VCloneEmptyVectorArray(count, w);

**Description**

Creates an array of count variables of type N_Vector, each of the same type as the existing N_Vector w. It achieves this by calling the implementation-specific N_VClone operation.

**Arguments**

- count (int) the size of the vector array
- w (N_Vector) the vector to clone

**Return value**

Returns an array of count N_Vector objects if successful, or NULL if an error occurred while cloning.

N_VCloneVectorArray

**Call**

vecarray = N_VCloneVectorArray(count, w);

**Description**

Creates an array of count variables of type N_Vector, each of the same type as the existing N_Vector w. It achieves this by calling the implementation-specific N_VClone operation.

**Arguments**

- count (int) the size of the vector array
- w (N_Vector) the vector to clone

**Return value**

Returns an array of count N_Vector objects if successful, or NULL if an error occurred while cloning.

N_VDestroyVectorArray

**Call**

N_VDestroyVectorArray(count, w);

**Description**

Destroys (frees) an array of variables of type N_Vector. It depends on the implementation-specific N_VDestroy operation.

**Arguments**

- vs (N_Vector*) the array of vectors to destroy
- count (int) the size of the vector array

**Return value**

None

N_VNewVectorArray

**Call**

vecarray = N_VNewVectorArray(count);

**Description**

Returns an empty N_Vector array large enough to hold count N_Vector objects. This function is primarily meant for users of the Fortran 2003 interface.

**Arguments**

- count (int) the size of the vector array

**Return value**

Returns a N_Vector* if successful, Returns NULL if an error occurred.

**Notes**

Users of the Fortran 2003 interface to the N_VManyVector or N_VMPIManyVector will need this to create an array to hold the subvectors. Note that this function does restrict the the max number of subvectors usable with the N_VManyVector and N_VMPIManyVector to the max size of an int despite the ManyVector implementations accepting a subvector count larger than this value.

F2003 Name  FN_VNewVectorArray
6.1 The NVECTOR API

Table 6.1: Vector Identifications associated with vector kernels supplied with SUNDIALS.

<table>
<thead>
<tr>
<th>Vector ID</th>
<th>Vector type</th>
<th>ID Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUNDIALS_NVEC_SERIAL</td>
<td>Serial</td>
<td>0</td>
</tr>
<tr>
<td>SUNDIALS_NVEC_PARALLEL</td>
<td>Distributed memory parallel (MPI)</td>
<td>1</td>
</tr>
<tr>
<td>SUNDIALS_NVEC_OPENMP</td>
<td>OpenMP shared memory parallel</td>
<td>2</td>
</tr>
<tr>
<td>SUNDIALS_NVEC_PTHREADS</td>
<td>PThreads shared memory parallel</td>
<td>3</td>
</tr>
<tr>
<td>SUNDIALS_NVEC_PARHYP</td>
<td>Hypre ParHyp parallel vector</td>
<td>4</td>
</tr>
<tr>
<td>SUNDIALS_NVEC_PETSC</td>
<td>PETSc parallel vector</td>
<td>5</td>
</tr>
<tr>
<td>SUNDIALS_NVEC_CUDA</td>
<td>CUDA parallel vector</td>
<td>6</td>
</tr>
<tr>
<td>SUNDIALS_NVEC_RAJA</td>
<td>RAJA parallel vector</td>
<td>7</td>
</tr>
<tr>
<td>SUNDIALS_NVEC_OPENMPDEV</td>
<td>OpenMP parallel vector with device offloading</td>
<td>8</td>
</tr>
<tr>
<td>SUNDIALS_NVEC_TRILINOS</td>
<td>Trilinos Tpetra vector</td>
<td>9</td>
</tr>
<tr>
<td>SUNDIALS_NVEC_MANYVECTOR</td>
<td>“ManyVector” vector</td>
<td>10</td>
</tr>
<tr>
<td>SUNDIALS_NVEC_MPIMANVECTOR</td>
<td>MPI-enabled “ManyVector” vector</td>
<td>11</td>
</tr>
<tr>
<td>SUNDIALS_NVEC_MPIPLUSX</td>
<td>MPI+X vector</td>
<td>12</td>
</tr>
<tr>
<td>SUNDIALS_NVEC_CUSTOM</td>
<td>User-provided custom vector</td>
<td>13</td>
</tr>
</tbody>
</table>

N_VGetVecAtIndexVectorArray

Call:  \( v = \text{N}_\text{VGetVecAtIndexVectorArray}(\text{vecs}, \text{index}); \)

Description: Returns the \( \text{N}_\text{Vector} \) object stored in the vector array at the provided index. This function is primarily meant for users of the Fortran 2003 interface.

Arguments:
- \( \text{vecs} \) (\( \text{N}_\text{Vector}^* \)) the array of vectors to index
- \( \text{index} \) (\text{int}) the index of the vector to return

Return value: Returns the \( \text{N}_\text{Vector} \) object stored in the vector array at the provided index. Returns NULL if an error occurred.

F2003 Name: \( \text{FN}_\text{VGetVecAtIndexVectorArray} \)

N_VSetVecAtIndexVectorArray

Call:  \( \text{N}_\text{VSetVecAtIndexVectorArray}(\text{vecs}, \text{index}, v); \)

Description: Sets the \( \text{N}_\text{Vector} \) object stored in the vector array at the provided index. This function is primarily meant for users of the Fortran 2003 interface.

Arguments:
- \( \text{vecs} \) (\( \text{N}_\text{Vector}^* \)) the array of vectors to index
- \( \text{index} \) (\text{int}) the index of the vector to return
- \( v \) (\( \text{N}_\text{Vector} \)) the vector to store at the index

Return value: None

F2003 Name: \( \text{FN}_\text{VSetVecAtIndexVectorArray} \)

6.1.6 NVECTOR identifiers

Each NVECTOR implementation included in SUNDIALS has a unique identifier specified in enumeration and shown in Table 6.1.

6.1.7 The generic NVECTOR module implementation

The generic \( \text{N}_\text{Vector} \) type is a pointer to a structure that has an implementation-dependent content field containing the description and actual data of the vector, and an \text{ops} field pointing to a structure with generic vector operations. The type \( \text{N}_\text{Vector} \) is defined as
typedef struct _generic_N_Vector *N_Vector;

struct _generic_N_Vector {
    void *content;
    struct _generic_N_Vector_Ops *ops;
};

The _generic_N_Vector_Ops structure is essentially a list of pointers to the various actual vector operations, and is defined as

struct _generic_N_Vector_Ops {
    N_Vector_ID (*nvgetvectorid)(N_Vector);
    N_Vector (*nvclone)(N_Vector);
    N_Vector (*nvcloneempty)(N_Vector);
    void (*nvdestroy)(N_Vector);
    void (*nvspace)(N_Vector, sunindextype *, sunindextype *);
    retype* (*nvgetarraypointer)(N_Vector);
    void (*nvsetarraypointer)(retype *, N_Vector);
    void* (*nvgetcommunicator)(N_Vector);
    sunindextype (*nvgetlength)(N_Vector);
    void (*nvlinearsum)(retype, N_Vector, retype, N_Vector, N_Vector);
    void (*nvconst)(retype, N_Vector);
    void (*nvprod)(N_Vector, N_Vector, N_Vector);
    void (*nvdiv)(N_Vector, N_Vector, N_Vector);
    void (*nvscale)(retype, N_Vector, N_Vector);
    void (*nvabs)(N_Vector, N_Vector);
    void (*nvinv)(N_Vector, N_Vector);
    void (*nvaddconst)(N_Vector, retype, N_Vector);
    realtype (*nvdotprod)(N_Vector, N_Vector);
    realtype (*nvmaxnorm)(N_Vector);
    realtype (*nvwrmsnorm)(N_Vector, N_Vector);
    realtype (*nvwrmsnormmask)(N_Vector, N_Vector, N_Vector);
    realtype (*nvmin)(N_Vector);
    realtype (*nvwl2norm)(N_Vector, N_Vector);
    realtype (*nvl1norm)(N_Vector);
    void (*nvcompare)(retype, N_Vector, N_Vector);
    booleantype (*nvinvtest)(N_Vector, N_Vector);
    booleantype (*nvconstrmask)(N_Vector, N_Vector);
    realtype (*nvminquotient)(N_Vector, N_Vector);
    int (*nvlinearcombination)(int, retype*, N_Vector*, N_Vector);
    int (*nvscaleaddmulti)(int, retype*, N_Vector, N_Vector*, N_Vector*);
    int (*nvdotprodmulti)(int, N_Vector, N_Vector*, retype*);
    int (*nvlinearsumvectorarray)(int, retype, N_Vector*, retype, N_Vector*, N_Vector*);
    int (*nvlinearcombinationvectorarray)(int, int, retype*, N_Vector*, N_Vector*, N_Vector*);
    int (*nvscaleaddmultivectorarray)(int, int, retype*, N_Vector*, N_Vector*, N_Vector*);
    int (*nvlinearcombinationvectorarray)(int, int, retype*, N_Vector*, N_Vector*, N_Vector*);
    realtype (*nvdotprodlocal)(N_Vector, N_Vector);
    realtype (*nvmaxnormlocal)(N_Vector);
6.1 The NVECTOR API

```c
realtype (*nvminlocal)(N_Vector);
realtype (*nvl1normlocal)(N_Vector);
booleantype (*nvinvtestlocal)(N_Vector, N_Vector);
booleantype (*nvconstrmasklocal)(N_Vector, N_Vector, N_Vector);
realtype (*nvminquotientlocal)(N_Vector, N_Vector);
realtype (*nvwsqrsumlocal)(N_Vector, N_Vector);
realtype (*nvwsqrsummasklocal)(N_Vector, N_Vector, N_Vector);
```

The generic NVECTOR module defines and implements the vector operations acting on an N_Vector. These routines are nothing but wrappers for the vector operations defined by a particular NVECTOR implementation, which are accessed through the ops field of the N_Vector structure. To illustrate this point we show below the implementation of a typical vector operation from the generic NVECTOR module, namely N_VScale, which performs the scaling of a vector x by a scalar c:

```c
void N_VScale(realtype c, N_Vector x, N_Vector z)
{
    z->ops->nvscale(c, x, z);
}
```

Section 6.1.1 defines a complete list of all standard vector operations defined by the generic NVECTOR module. Sections 6.1.2, 6.1.3 and 6.1.4 list optional fused, vector array and local reduction operations, respectively.

The Fortran 2003 interface provides a bind(C) derived-type for the generic N_Vector and the generic N_Vector_Ops structures. Their definition is given below.

```fortran
type, bind(C), public :: N_Vector
  type(C_PTR), public :: content
  type(C_PTR), public :: ops
end type N_Vector

type, bind(C), public :: N_Vector_Ops
  type(C_FUNPTR), public :: nvgetvectorid
  type(C_FUNPTR), public :: nvclone
  type(C_FUNPTR), public :: nvcloneempty
  type(C_FUNPTR), public :: nvdestroy
  type(C_FUNPTR), public :: nvspace
  type(C_FUNPTR), public :: nvgetarraypointer
  type(C_FUNPTR), public :: nsetarraypointer
  type(C_FUNPTR), public :: nvgetcommunicator
  type(C_FUNPTR), public :: nvgetlength
  type(C_FUNPTR), public :: nvlinearsum
  type(C_FUNPTR), public :: nvconst
  type(C_FUNPTR), public :: nvprod
  type(C_FUNPTR), public :: nndiv
  type(C_FUNPTR), public :: nvscale
  type(C_FUNPTR), public :: nvabs
  type(C_FUNPTR), public :: nvinv
  type(C_FUNPTR), public :: nvaddconst
  type(C_FUNPTR), public :: nvdotprod
  type(C_FUNPTR), public :: nvmaxnorm
  type(C_FUNPTR), public :: nvwrmsnorm
  type(C_FUNPTR), public :: nvwrmsnormmask
  type(C_FUNPTR), public :: nvmin
  type(C_FUNPTR), public :: nvrl2norm
```
6.1.8 Implementing a custom NVECTOR

A particular implementation of the NVECTOR module must:

- Specify the `content` field of `N_Vector`.
- Define and implement the vector operations. Note that the names of these routines should be unique to that implementation in order to permit using more than one NVECTOR module (each with different `N_Vector` internal data representations) in the same code.
- Define and implement user-callable constructor and destructor routines to create and free an `N_Vector` with the new `content` field and with `ops` pointing to the new vector operations.
- Optionally, define and implement additional user-callable routines acting on the newly defined `N_Vector` (e.g., a routine to print the content for debugging purposes).
- Optionally, provide accessor macros as needed for that particular implementation to be used to access different parts in the `content` field of the newly defined `N_Vector`.

It is recommended that a user-supplied NVECTOR implementation returns the `SUNDIALS_NVEC_CUSTOM` identifier from the `N_VGetVectorID` function.

To aid in the creation of custom NVECTOR modules the generic NVECTOR module provides two utility functions `N_VNewEmpty` and `N_VCopyOps`. When used in custom NVECTOR constructors and clone routines these functions will ease the introduction of any new optional vector operations to the NVECTOR API by ensuring only required operations need to be set and all operations are copied when cloning a vector.

6.1.8.1 Support for complex-valued vectors

While SUNDIALS itself is written under an assumption of real-valued data, it does provide limited support for complex-valued problems. However, since none of the built-in NVECTOR modules supports...
6.2 NVECTOR functions used by KINSOL

In Table 6.2 below, we list the vector functions in the NVECTOR module used within the KINSOL package. The table also shows, for each function, which of the code modules uses the function. The KINSOL column shows function usage within the main solver module, while the remaining five columns show function usage within each of the KINSOL linear solver interfaces, the KINBBBPRE preconditioner module, and the FKINSOL module. Here KINLS stands for the generic linear solver interface in KINSOL.

At this point, we should emphasize that the KINSOL user does not need to know anything about the usage of vector functions by the KINSOL code modules in order to use KINSOL. The information is presented as an implementation detail for the interested reader.

Special cases (numbers match markings in table):

<table>
<thead>
<tr>
<th>Function</th>
<th>KINSOL</th>
<th>kinsol linear solver interface</th>
<th>kinbbdpre</th>
<th>fkinsol</th>
</tr>
</thead>
<tbody>
<tr>
<td>N_VMin</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>N_VMinLocal</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>N_VConstr</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>N_VConstVectorArray</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>N_VAddConst</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>N_VWrmsNorm</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>N_VWrmsNormMask</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>N_VSqrSumLocal</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>N_VSqrSumMaskLocal</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>N_DotProd</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>N_Compare</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>N_ConstrMask</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>N_MinQuotient</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>N_MinQuotientLocal</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

While many SUNDIALS solver modules may be utilized on complex-valued data, others cannot. Specifically, although both SUNNONLINSOL_NEWTON and SUNNONLINSOL_FIXEDPOINT may be used with any of the IVP solvers (CVODE, CVODES, IDA, IDAS and ARKODE) for complex-valued problems, the Anderson-acceleration feature SUNNONLINSOL_FIXEDPOINT cannot be used due to its reliance on N_VDotProd. By this same logic, the Anderson acceleration feature within KINSOL also will not work with complex-valued vectors.

Similarly, although each package’s linear solver interface (e.g., CVLS) may be used on complex-valued problems, none of the built-in SUNMATRIX or SUNLINSOL modules work. Hence a complex-valued user should provide a custom SUNLINSOL (and optionally a custom SUNMATRIX) implementation for solving linear systems, and then attach this module as normal to the package’s linear solver interface.

Finally, constraint-handling features of each package cannot be used for complex-valued data, due to the issue of ordering in the complex plane discussed above with N_VCompare, N_VConstrMask, N_VMinQuotient, N_VConstrMaskLocal and N_VMinQuotientLocal.

We provide a simple example of a complex-valued example problem, including a custom complex-valued Fortran 2003 NVECTOR module, in the files examples/arkode/F2003_custom/ark_analytic_complex_f2003.f90, examples/arkode/F2003_custom/fnvector_complex_mod.f90, and examples/arkode/F2003_custom/test_fnvector_complex_mod.f90.

complex-valued data, users must provide a custom NVECTOR implementation for this task. Many of the NVECTOR routines described in Sections 6.1.1-6.1.4 above naturally extend to complex-valued vectors; however, some do not. To this end, we provide the following guidance:

- **N_VMin** and **N_VMinLocal** should return the minimum of all real components of the vector, i.e.,
  \[ m = \min_i \mathrm{real}(x_i). \]

- **N_VConst** (and similarly **N_VConstVectorArray**) should set the real components of the vector to the input constant, and set all imaginary components to zero, i.e.,
  \[ z_i = c + 0j, \quad i = 0, \ldots, n - 1. \]

- **N_VAddConst** should only update the real components of the vector with the input constant, leaving all imaginary components unchanged.

- **N_VWrmsNorm**, **N_VWrmsNormMask**, **N_VSqrSumLocal** and **N_VSqrSumMaskLocal** should assume that all entries of the weight vector \( w \) and the mask vector \( id \) are real-valued.

- **N_DotProd** should mathematically return a complex number for complex-valued vectors; as this is not possible with SUNDIALS’ current realtype, this routine should be set to NULL in the custom NVECTOR implementation.

- **N_Compare**, **N_ConstrMask**, **N_MinQuotient**, **N_ConstrMaskLocal** and **N_MinQuotientLocal** are ill-defined due to the lack of a clear ordering in the complex plane. These routines should be set to NULL in the custom NVECTOR implementation.

While many SUNDIALS solver modules may be utilized on complex-valued data, others cannot. Specifically, although both SUNNONLINSOL_NEWTON and SUNNONLINSOL_FIXEDPOINT may be used with any of the IVP solvers (CVODE, CVODES, IDA, IDAS and ARKODE) for complex-valued problems, the Anderson-acceleration feature SUNNONLINSOL_FIXEDPOINT cannot be used due to its reliance on **N_VDotProd**. By this same logic, the Anderson acceleration feature within KINSOL also will not work with complex-valued vectors.

Similarly, although each package’s linear solver interface (e.g., CVLS) may be used on complex-valued problems, none of the built-in SUNMATRIX or SUNLINSOL modules work. Hence a complex-valued user should provide a custom SUNLINSOL (and optionally a custom SUNMATRIX) implementation for solving linear systems, and then attach this module as normal to the package’s linear solver interface.

Finally, constraint-handling features of each package cannot be used for complex-valued data, due to the issue of ordering in the complex plane discussed above with **N_VCompare**, **N_VConstrMask**, **N_VMinQuotient**, **N_VConstrMaskLocal** and **N_VMinQuotientLocal**.

We provide a simple example of a complex-valued example problem, including a custom complex-valued Fortran 2003 NVECTOR module, in the files examples/arkode/F2003_custom/ark_analytic_complex_f2003.f90, examples/arkode/F2003_custom/fnvector_complex_mod.f90, and examples/arkode/F2003_custom/test_fnvector_complex_mod.f90.
Table 6.2: List of vector functions usage by KINSOL code modules

<table>
<thead>
<tr>
<th>Function</th>
<th>KINSOL</th>
<th>KINLS</th>
<th>KINBBPRE</th>
<th>KINSOL</th>
</tr>
</thead>
<tbody>
<tr>
<td>N_VGetVectorID</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>N_VGetLength</td>
<td>4</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>N_VClone</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td></td>
</tr>
<tr>
<td>N_VCloneEmpty</td>
<td></td>
<td>✓</td>
<td></td>
<td></td>
</tr>
<tr>
<td>N_VDestroy</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td></td>
</tr>
<tr>
<td>N_VSpace</td>
<td>✓</td>
<td>2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>N_VGetArrayPointer</td>
<td>1 ✓</td>
<td>✓</td>
<td></td>
<td></td>
</tr>
<tr>
<td>N_VSetArrayPointer</td>
<td>1 ✓</td>
<td>✓</td>
<td></td>
<td></td>
</tr>
<tr>
<td>N_VLinearSum</td>
<td>✓ ✓</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>N_VConst</td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>N_VProd</td>
<td>✓ ✓</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>N_VDiv</td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>N_VScale</td>
<td>✓ ✓ ✓</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>N_VAbs</td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>N_VInv</td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>N_VDotProd</td>
<td>✓ ✓</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>N_VMaxNorm</td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>N_VMin</td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>N_VWL2Norm</td>
<td>✓ ✓</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>N_VL1Norm</td>
<td>✓</td>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>N_VConstrMask</td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>N_VMinQuotient</td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>N_VLinearCombination</td>
<td>✓ ✓</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>N_VDotProdMulti</td>
<td>✓</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

1. These routines are only required if an internal difference-quotient routine for constructing dense or band Jacobian matrices is used.

2. This routine is optional, and is only used in estimating space requirements for IDA modules for user feedback.

3. These routines are only required if the internal difference-quotient routine for approximating the Jacobian-vector product is used.

4. This routine is only used when an iterative SUNLINSOL module that does not support the SUNLinSolSetScalingVectors routine is supplied to KINSOL.

Each SUNLINSOL object may require additional nvector routines not listed in the table above. Please see the the relevant descriptions of these modules in Sections 8.5-8.17 for additional detail on their nvector requirements.

The vector functions listed in Table 6.1.1 that are not used by KINSOL are N_VAddConst, N_VWrmsNorm, N_VWrmsNormMask, N_VCompare, N_VInvTest, and N_VGetCommunicator. Therefore a user-supplied nvector module for KINSOL could omit these functions.

The optional function N_VLinearCombination is only used when Anderson acceleration is enabled or the SPBCGS, SPTFQMR, SPGMR, or SPFGMR linear solvers are used. N_VDotProd is only used when Anderson acceleration is enabled or Classical Gram-Schmidt is used with SPGMR or SPFGMR. The remaining operations from Tables 6.1.2 and 6.1.3 are unused and a user-supplied nvector module for KINSOL could omit these operations.
6.3 The NVECTOR_SERIAL implementation

The serial implementation of the NVECTOR module provided with SUNDIALS, NVECTOR_SERIAL, defines the content field of N_Vector to be a structure containing the length of the vector, a pointer to the beginning of a contiguous data array, and a boolean flag own_data which specifies the ownership of data.

```c
struct _N_VectorContent_Serial {
    sunindextype length;
    booleantype own_data;
    realtype *data;
};
```

The header file to include when using this module is nvector_serial.h. The installed module library to link to is libsundials_nvecserial.lib where .lib is typically .so for shared libraries and .a for static libraries.

6.3.1 NVECTOR_SERIAL accessor macros

The following macros are provided to access the content of an NVECTOR_SERIAL vector. The suffix _S in the names denotes the serial version.

- **NV_CONTENT_S**
  This routine gives access to the contents of the serial vector N_Vector.
  The assignment `v_cont = NV_CONTENT_S(v)` sets `v_cont` to be a pointer to the serial N_Vector content structure.
  Implementation:
  ```c
  #define NV_CONTENT_S(v) ( (N_VectorContent_Serial)(v->content) )
  ```

- **NV_OWN_DATA_S, NV_DATA_S, NV_LENGTH_S**
  These macros give individual access to the parts of the content of a serial N_Vector.
  The assignment `v_data = NV_DATA_S(v)` sets `v_data` to be a pointer to the first component of the data for the N_Vector `v`. The assignment `NV_DATA_S(v) = v_data` sets the component array of `v` to be `v_data` by storing the pointer `v_data`.
  The assignment `v_len = NV_LENGTH_S(v)` sets `v_len` to be the length of `v`. On the other hand, the call `NV_LENGTH_S(v) = len_v` sets the length of `v` to be `len_v`.
  Implementation:
  ```c
  #define NV_OWN_DATA_S(v) ( NV_CONTENT_S(v)->own_data )
  #define NV_DATA_S(v) ( NV_CONTENT_S(v)->data )
  #define NV_LENGTH_S(v) ( NV_CONTENT_S(v)->length )
  ```

- **NV_Ith_S**
  This macro gives access to the individual components of the data array of an N_Vector.
  The assignment `r = NV_Ith_S(v,i)` sets `r` to be the value of the `i`-th component of `v`. The assignment `NV_Ith_S(v,i) = r` sets the value of the `i`-th component of `v` to be `r`.
  Here `i` ranges from 0 to `n - 1` for a vector of length `n`.
  Implementation:
  ```c
  #define NV_Ith_S(v,i) ( NV_DATA_S(v)[i] )
  ```
6.3.2 NVECTOR_SERIAL functions

The NVECTOR_SERIAL module defines serial implementations of all vector operations listed in Tables 6.1.1, 6.1.2, 6.1.3 and 6.1.4. Their names are obtained from those in these tables by appending the suffix _Serial (e.g. N_VDestroy_Serial). All the standard vector operations listed in 6.1.1 with the suffix _Serial appended are callable via the FORTRAN 2003 interface by prepending an ‘F’ (e.g. FN_VDestroy_Serial).

The module NVECTOR_SERIAL provides the following additional user-callable routines:

**N_VNew_Serial**
Prototype N_Vector N_VNew_Serial(sunindextype vec_length);
Description This function creates and allocates memory for a serial N_Vector. Its only argument is the vector length.
F2003 Name This function is callable as FN_VNew_Serial when using the Fortran 2003 interface module.

**N_VNewEmpty_Serial**
Prototype N_Vector N_VNewEmpty_Serial(sunindextype vec_length);
Description This function creates a new serial N_Vector with an empty (NULL) data array.
F2003 Name This function is callable as FN_VNewEmpty_Serial when using the Fortran 2003 interface module.

**N_VMake_Serial**
Prototype N_Vector N_VMake_Serial(sunindextype vec_length, realtype *v_data);
Description This function creates and allocates memory for a serial vector with user-provided data array.
   (This function does not allocate memory for v_data itself.)
F2003 Name This function is callable as FN_VMake_Serial when using the Fortran 2003 interface module.

**N_VCloneVectorArray_Serial**
Prototype N_Vector *N_VCloneVectorArray_Serial(int count, N_Vector w);
Description This function creates (by cloning) an array of count serial vectors.
F2003 Name This function is callable as FN_VCloneVectorArray_Serial when using the Fortran 2003 interface module.

**N_VCloneVectorArrayEmpty_Serial**
Prototype N_Vector *N_VCloneVectorArrayEmpty_Serial(int count, N_Vector w);
Description This function creates (by cloning) an array of count serial vectors, each with an empty (NULL) data array.
F2003 Name This function is callable as FN_VCloneVectorArrayEmpty_Serial when using the Fortran 2003 interface module.
6.3 The NVECTOR_SERIAL implementation

**N_VDestroyVectorArray_Serial**
Prototype: void N_VDestroyVectorArray_Serial(N_Vector *vs, int count);
Description: This function frees memory allocated for the array of count variables of type N_Vector created with N_VCloneVectorArray_Serial or with N_VCloneVectorArrayEmpty_Serial.
F2003 Name: This function is callable as FN_VDestroyVectorArray_Serial when using the Fortran 2003 interface module.

**N_VPrint_Serial**
Prototype: void N_VPrint_Serial(N_Vector v);
Description: This function prints the content of a serial vector to stdout.
F2003 Name: This function is callable as FN_VPrint_Serial when using the Fortran 2003 interface module.

**N_VPrintFile_Serial**
Prototype: void N_VPrintFile_Serial(N_Vector v, FILE *outfile);
Description: This function prints the content of a serial vector to outfile.
F2003 Name: This function is callable as FN_VPrintFile_Serial when using the Fortran 2003 interface module.

By default all fused and vector array operations are disabled in the NVECTOR_SERIAL module. The following additional user-callable routines are provided to enable or disable fused and vector array operations for a specific vector. To ensure consistency across vectors it is recommended to first create a vector with N_VNew_Serial, enable/disable the desired operations for that vector with the functions below, and create any additional vectors from that vector using N_VClone. This guarantees the new vectors will have the same operations enabled/disabled as cloned vectors inherit the same enable/disable options as the vector they are cloned from while vectors created with N_VNew_Serial will have the default settings for the NVECTOR_SERIAL module.

**N_VEnableFusedOps_Serial**
Prototype: int N_VEnableFusedOps_Serial(N_Vector v, booleantype tf);
Description: This function enables (SUNTRUE) or disables (SUNFALSE) all fused and vector array operations in the serial vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.
F2003 Name: This function is callable as FN_VEnableFusedOps_Serial when using the Fortran 2003 interface module.

**N_VEnableLinearCombination_Serial**
Prototype: int N_VEnableLinearCombination_Serial(N_Vector v, booleantype tf);
Description: This function enables (SUNTRUE) or disables (SUNFALSE) the linear combination fused operation in the serial vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.
F2003 Name: This function is callable as FN_VEnableLinearCombination_Serial when using the Fortran 2003 interface module.
110 Description of the NVECTOR module

**N.VEnableScaleAddMulti_Serial**

Prototype: `int N.VEnableScaleAddMulti_Serial(N_Vector v, booleantype tf);`

Description: This function enables (SUNTRUE) or disables (SUNFALSE) the scale and add a vector to multiple vectors fused operation in the serial vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

F2003 Name: This function is callable as `FN.VEnableScaleAddMulti_Serial` when using the Fortran 2003 interface module.

**N.VEnableDotProdMulti_Serial**

Prototype: `int N.VEnableDotProdMulti_Serial(N_Vector v, booleantype tf);`

Description: This function enables (SUNTRUE) or disables (SUNFALSE) the multiple dot products fused operation in the serial vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

F2003 Name: This function is callable as `FN.VEnableDotProdMulti_Serial` when using the Fortran 2003 interface module.

**N.VEnableLinearSumVectorArray_Serial**

Prototype: `int N.VEnableLinearSumVectorArray_Serial(N_Vector v, booleantype tf);`

Description: This function enables (SUNTRUE) or disables (SUNFALSE) the linear sum operation for vector arrays in the serial vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

F2003 Name: This function is callable as `FN.VEnableLinearSumVectorArray_Serial` when using the Fortran 2003 interface module.

**N.VEnableScaleVectorArray_Serial**

Prototype: `int N.VEnableScaleVectorArray_Serial(N_Vector v, booleantype tf);`

Description: This function enables (SUNTRUE) or disables (SUNFALSE) the scale operation for vector arrays in the serial vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

F2003 Name: This function is callable as `FN.VEnableScaleVectorArray_Serial` when using the Fortran 2003 interface module.

**N.VEnableConstVectorArray_Serial**

Prototype: `int N.VEnableConstVectorArray_Serial(N_Vector v, booleantype tf);`

Description: This function enables (SUNTRUE) or disables (SUNFALSE) the const operation for vector arrays in the serial vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

F2003 Name: This function is callable as `FN.VEnableConstVectorArray_Serial` when using the Fortran 2003 interface module.

**N.VEnableWrmsNormVectorArray_Serial**

Prototype: `int N.VEnableWrmsNormVectorArray_Serial(N_Vector v, booleantype tf);`

Description: This function enables (SUNTRUE) or disables (SUNFALSE) the WRMS norm operation for vector arrays in the serial vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.
6.3 The NVECTOR_SERIAL implementation

F2003 Name This function is callable as FN_VEnableWrmsNormVectorArray_Serial when using the Fortran 2003 interface module.

**N_VEnableWrmsNormMaskVectorArray_Serial**

Prototype

```c
int N_VEnableWrmsNormMaskVectorArray_Serial(N_Vector v, booleantype tf);
```

Description

This function enables (SUNTRUE) or disables (SUNFALSE) the masked WRMS norm operation for vector arrays in the serial vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

F2003 Name This function is callable as FN_VEnableWrmsNormMaskVectorArray_Serial when using the Fortran 2003 interface module.

**N_VEnableScaleAddMultiVectorArray_Serial**

Prototype

```c
int N_VEnableScaleAddMultiVectorArray_Serial(N_Vector v, booleantype tf);
```

Description

This function enables (SUNTRUE) or disables (SUNFALSE) the scale and add a vector array to multiple vector arrays operation in the serial vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**N_VEnableLinearCombinationVectorArray_Serial**

Prototype

```c
int N_VEnableLinearCombinationVectorArray_Serial(N_Vector v, booleantype tf);
```

Description

This function enables (SUNTRUE) or disables (SUNFALSE) the linear combination operation for vector arrays in the serial vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

Notes

- When looping over the components of an N_Vector v, it is more efficient to first obtain the component array via `v_data = NV_DATA_S(v)` and then access `v_data[i]` within the loop than it is to use `NV_Ith_S(v, i)` within the loop.

- `N_VNewEmpty_Serial`, `N_VMake_Serial`, and `N_VCloneVectorArrayEmpty_Serial` set the field `own_data = SUNFALSE`. `N_VDestroy_Serial` and `N_VDestroyVectorArray_Serial` will not attempt to free the pointer `data` for any N_Vector with `own_data` set to SUNFALSE. In such a case, it is the user’s responsibility to deallocate the `data` pointer.

- To maximize efficiency, vector operations in the NVECTOR_SERIAL implementation that have more than one N_Vector argument do not check for consistent internal representation of these vectors. It is the user’s responsibility to ensure that such routines are called with N_Vector arguments that were all created with the same internal representations.

6.3.3 NVECTOR_SERIAL Fortran interfaces

The nvector_serial module provides a FORTRAN 2003 module as well as FORTRAN 77 style interface functions for use from FORTRAN applications.
FORTRAN 2003 interface module

The fnvector_serial_mod FORTRAN module defines interfaces to all nvector_serial C functions using the intrinsic iso_c_binding module which provides a standardized mechanism for interoperating with C. As noted in the C function descriptions above, the interface functions are named after the corresponding C function, but with a leading ‘F’. For example, the function N_VNew_Serial is interfaced as FN_VNew_Serial.

The FORTRAN 2003 nvector_serial interface module can be accessed with the use statement, i.e. use fnvector_serial_mod, and linking to the library libsundials_fnvector_serial_mod.lib in addition to the C library. For details on where the library and module file fnvector_serial_mod.mod are installed see Appendix A. We note that the module is accessible from the FORTRAN 2003 SUNDIALS integrators without separately linking to the libsundials_fnvector_serial_mod library.

FORTRAN 77 interface functions

For solvers that include a FORTRAN 77 interface module, the nvector_serial module also includes a FORTRAN-callable function FNVINITS(code, NEQ, IER), to initialize this nvector_serial module.

Here code is an input solver id (1 for cvode, 2 for ida, 3 for kinsol, 4 for arkode); NEQ is the problem size (declared so as to match C type long int); and IER is an error return flag equal 0 for success and -1 for failure.

6.4 The NVECTOR_PARALLEL implementation

The NVECTOR_PARALLEL implementation of the NVECTOR module provided with SUNDIALS is based on MPI. It defines the content field of N_Vector to be a structure containing the global and local lengths of the vector, a pointer to the beginning of a contiguous local data array, an MPI communicator, and a boolean flag own_data indicating ownership of the data array data.

```c
struct _NVectorizerContent_Parallel {
   sunindextype local_length;
   sunindextype global_length;
   booleanype own_data;
   realtype *data;
   MPI_Comm comm;
};
```

The header file to include when using this module is nvector_parallel.h. The installed module library to link to is libsundials_nvecparallel.lib where .lib is typically .so for shared libraries and .a for static libraries.

6.4.1 NVECTOR_PARALLEL accessor macros

The following macros are provided to access the content of a NVECTOR_PARALLEL vector. The suffix _P in the names denotes the distributed memory parallel version.

- **NV_CONTENT_P**
  
  This macro gives access to the contents of the parallel vector N_Vector.
  
  The assignment v_cont = NV_CONTENT_P(v) sets v_cont to be a pointer to the N_Vector content structure of type struct _NVectorizerContent_Parallel.
  
  Implementation:
  
  #define NV_CONTENT_P(v) ( (NVectorizerContent_Parallel)(v->content) )

  
  These macros give individual access to the parts of the content of a parallel N_Vector.
The assignment \( v\_data = NV\_DATA\_P(v) \) sets \( v\_data \) to be a pointer to the first component of the local data for the N\_Vector \( v \). The assignment \( NV\_DATA\_P(v) = v\_data \) sets the component array of \( v \) to be \( v\_data \) by storing the pointer \( v\_data \).

The assignment \( v\_llen = NV\_LOCLENGTH\_P(v) \) sets \( v\_llen \) to be the length of the local part of \( v \). The call \( NV\_LENGTH\_P(v) = llen\_v \) sets the local length of \( v \) to be \( llen\_v \).

The assignment \( v\_glen = NV\_GLOBLENGTH\_P(v) \) sets \( v\_glen \) to be the global length of the vector \( v \). The call \( NV\_GLOBLENGTH\_P(v) = glen\_v \) sets the global length of \( v \) to be \( glen\_v \).

### Implementation:

```c
#define NV\_OWN\_DATA\_P(v) ( NV\_CONTENT\_P(v)->own_data )
#define NV\_DATA\_P(v) ( NV\_CONTENT\_P(v)->data )
#define NV\_LOCLENGTH\_P(v) ( NV\_CONTENT\_P(v)->local_length )
#define NV\_GLOBLENGTH\_P(v) ( NV\_CONTENT\_P(v)->global_length )
```

- **NV\_COMM\_P**
  
  This macro provides access to the MPI communicator used by the NV\_VECTOR\_PARALLEL vectors.
  
  Implementation:
  
  ```c
  #define NV\_COMM\_P(v) ( NV\_CONTENT\_P(v)->comm )
  ```

- **NV\_Ith\_P**
  
  This macro gives access to the individual components of the local data array of an N\_Vector.
  
  The assignment \( r = NV\_Ith\_P(v,i) \) sets \( r \) to be the value of the \( i \)-th component of the local part of \( v \). The assignment \( NV\_Ith\_P(v,i) = r \) sets the value of the \( i \)-th component of the local part of \( v \) to be \( r \).
  
  Here \( i \) ranges from 0 to \( n - 1 \), where \( n \) is the local length.
  
  Implementation:
  
  ```c
  #define NV\_Ith\_P(v,i) ( NV\_DATA\_P(v)[i] )
  ```

### 6.4.2 NV\_VECTOR\_PARALLEL functions

The NV\_VECTOR\_PARALLEL module defines parallel implementations of all vector operations listed in Tables 6.1.1, 6.1.2, 6.1.3, and 6.1.4. Their names are obtained from those in these tables by appending the suffix _Parallel_ (e.g. NV\_Destroy\_Parallel). The module NV\_VECTOR\_PARALLEL provides the following additional user-callable routines:

#### NV\_New\_Parallel

**Prototype**  
\[
\text{N\_Vector N\_New\_Parallel(MPI\_Comm comm, sunindextype local\_length, sunindextype global\_length);}
\]

**Description**  
This function creates and allocates memory for a parallel vector.

**F2003 Name**  
This function is callable as FN\_New\_Parallel when using the Fortran 2003 interface module.

#### NV\_New\_Empty\_Parallel

**Prototype**  
\[
\text{N\_Vector N\_New\_Empty\_Parallel(MPI\_Comm comm, sunindextype local\_length, sunindextype global\_length);}
\]

**Description**  
This function creates a new parallel N\_Vector with an empty (NULL) data array.

**F2003 Name**  
This function is callable as FN\_New\_Empty\_Parallel when using the Fortran 2003 interface module.
Description of the NVECTOR module

**N_VMake_Parallel**
Prototype 

```c
N_Vector N_VMake_Parallel(MPI_Comm comm, sunindextype local_length,
    sunindextype global_length, realtype *v_data);
```

Description 
This function creates and allocates memory for a parallel vector with user-provided data array. This function does not allocate memory for `v_data` itself.

F2003 Name 
This function is callable as `FN_VMake_Parallel` when using the Fortran 2003 interface module.

**N_VCloneVectorArray_Parallel**
Prototype 

```c
N_Vector *N_VCloneVectorArray_Parallel(int count, N_Vector w);
```

Description 
This function creates (by cloning) an array of `count` parallel vectors.

F2003 Name 
This function is callable as `FN_VCloneVectorArray_Parallel` when using the Fortran 2003 interface module.

**N_VCloneVectorArrayEmpty_Parallel**
Prototype 

```c
N_Vector *N_VCloneVectorArrayEmpty_Parallel(int count, N_Vector w);
```

Description 
This function creates (by cloning) an array of `count` parallel vectors, each with an empty (NULL) data array.

F2003 Name 
This function is callable as `FN_VCloneVectorArrayEmpty_Parallel` when using the Fortran 2003 interface module.

**N_VDestroyVectorArray_Parallel**
Prototype 

```c
void N_VDestroyVectorArray_Parallel(N_Vector *vs, int count);
```

Description 
This function frees memory allocated for the array of `count` variables of type `N_Vector` created with `N_VCloneVectorArray_Parallel` or with `N_VCloneVectorArrayEmpty_Parallel`.

F2003 Name 
This function is callable as `FN_VDestroyVectorArray_Parallel` when using the Fortran 2003 interface module.

**N_VGetLocalLength_Parallel**
Prototype 

```c
sunindextype N_VGetLocalLength_Parallel(N_Vector v);
```

Description 
This function returns the local vector length.

F2003 Name 
This function is callable as `FN_VGetLocalLength_Parallel` when using the Fortran 2003 interface module.

**N_VPrint_Parallel**
Prototype 

```c
void N_VPrint_Parallel(N_Vector v);
```

Description 
This function prints the local content of a parallel vector to stdout.

F2003 Name 
This function is callable as `FN_VPrint_Parallel` when using the Fortran 2003 interface module.
6.4 The NVECTOR\_PARALLEL implementation

**N\_VPrintFile\_Parallel**

Prototype: void N\_VPrintFile\_Parallel(N\_Vector v, FILE *outfile);

Description: This function prints the local content of a parallel vector to outfile.

F2003 Name: This function is callable as FN\_VPrintFile\_Parallel when using the Fortran 2003 interface module.

By default all fused and vector array operations are disabled in the NVECTOR\_PARALLEL module. The following additional user-callable routines are provided to enable or disable fused and vector array operations for a specific vector. To ensure consistency across vectors it is recommended to first create a vector with N\_VNew\_Parallel, enable/disable the desired operations for that vector with the functions below, and create any additional vectors from that vector using N\_VClone with that vector. This guarantees the new vectors will have the same operations enabled/disabled as cloned vectors inherit the same enable/disable options as the vector they are cloned from while vectors created with N\_VNew\_Parallel will have the default settings for the NVECTOR\_PARALLEL module.

**N\_VEnableFusedOps\_Parallel**

Prototype: int N\_VEnableFusedOps\_Parallel(N\_Vector v, boolean type tf);

Description: This function enables (SUNTRUE) or disables (SUNFALSE) all fused and vector array operations in the parallel vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

F2003 Name: This function is callable as FN\_VEnableFusedOps\_Parallel when using the Fortran 2003 interface module.

**N\_VEnableLinearCombination\_Parallel**

Prototype: int N\_VEnableLinearCombination\_Parallel(N\_Vector v, boolean type tf);

Description: This function enables (SUNTRUE) or disables (SUNFALSE) the linear combination fused operation in the parallel vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

F2003 Name: This function is callable as FN\_VEnableLinearCombination\_Parallel when using the Fortran 2003 interface module.

**N\_VEnableScaleAddMulti\_Parallel**

Prototype: int N\_VEnableScaleAddMulti\_Parallel(N\_Vector v, boolean type tf);

Description: This function enables (SUNTRUE) or disables (SUNFALSE) the scale and add a vector to multiple vectors fused operation in the parallel vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

F2003 Name: This function is callable as FN\_VEnableScaleAddMulti\_Parallel when using the Fortran 2003 interface module.

**N\_VEnableDotProdMulti\_Parallel**

Prototype: int N\_VEnableDotProdMulti\_Parallel(N\_Vector v, boolean type tf);

Description: This function enables (SUNTRUE) or disables (SUNFALSE) the multiple dot products fused operation in the parallel vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

F2003 Name: This function is callable as FN\_VEnableDotProdMulti\_Parallel when using the Fortran 2003 interface module.
### Description of the NVECTOR module

**N_EnableLinearSumVectorArray_Parallel**

**Prototype**

```c
int N_EnableLinearSumVectorArray_Parallel(N_Vector v, booleantype tf);
```

**Description**

This function enables (SUNTRUE) or disables (SUNFALSE) the linear sum operation for vector arrays in the parallel vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**F2003 Name**

This function is callable as FN_EnableLinearSumVectorArray_Parallel when using the Fortran 2003 interface module.

**N_EnableScaleVectorArray_Parallel**

**Prototype**

```c
int N_EnableScaleVectorArray_Parallel(N_Vector v, booleantype tf);
```

**Description**

This function enables (SUNTRUE) or disables (SUNFALSE) the scale operation for vector arrays in the parallel vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**F2003 Name**

This function is callable as FN_EnableScaleVectorArray_Parallel when using the Fortran 2003 interface module.

**N_EnableConstVectorArray_Parallel**

**Prototype**

```c
int N_EnableConstVectorArray_Parallel(N_Vector v, booleantype tf);
```

**Description**

This function enables (SUNTRUE) or disables (SUNFALSE) the const operation for vector arrays in the parallel vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**F2003 Name**

This function is callable as FN_EnableConstVectorArray_Parallel when using the Fortran 2003 interface module.

**N_EnableWrmsNormVectorArray_Parallel**

**Prototype**

```c
int N_EnableWrmsNormVectorArray_Parallel(N_Vector v, booleantype tf);
```

**Description**

This function enables (SUNTRUE) or disables (SUNFALSE) the WRMS norm operation for vector arrays in the parallel vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**F2003 Name**

This function is callable as FN_EnableWrmsNormVectorArray_Parallel when using the Fortran 2003 interface module.

**N_EnableWrmsNormMaskVectorArray_Parallel**

**Prototype**

```c
int N_EnableWrmsNormMaskVectorArray_Parallel(N_Vector v, booleantype tf);
```

**Description**

This function enables (SUNTRUE) or disables (SUNFALSE) the masked WRMS norm operation for vector arrays in the parallel vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**F2003 Name**

This function is callable as FN_EnableWrmsNormMaskVectorArray_Parallel when using the Fortran 2003 interface module.

**N_EnableScaleAddMultiVectorArray_Parallel**

**Prototype**

```c
int N_EnableScaleAddMultiVectorArray_Parallel(N_Vector v, booleantype tf);
```

**Description**

This function enables (SUNTRUE) or disables (SUNFALSE) the scale and add a vector array to multiple vector arrays operation in the parallel vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.
6.5 The NVECTOR_OPENMP implementation

Prototype

\[
\text{int N\_VEnableLinearCombinationVectorArray\_Parallel(N\_Vector v, boolantype tf);}
\]

Description

This function enables (SUNTRUE) or disables (SUNFALSE) the linear combination operation for vector arrays in the parallel vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

Notes

- When looping over the components of an N\_Vector v, it is more efficient to first obtain the local component array via \( v\_data = NV\_DATA\_P(v) \) and then access \( v\_data[i] \) within the loop than it is to use \( NV\_Ith\_P(v,i) \) within the loop.

- N\_VNewEmpty\_Parallel, N\_VMake\_Parallel, and N\_VCloneVectorArrayEmpty\_Parallel set the field own\_data = SUNFALSE. N\_VDestroy\_Parallel and N\_VDestroyVectorArray\_Parallel will not attempt to free the pointer data for any N\_Vector with own\_data set to SUNFALSE. In such a case, it is the user’s responsibility to deallocate the data pointer.

- To maximize efficiency, vector operations in the NVECTOR\_PARALLEL implementation that have more than one N\_Vector argument do not check for consistent internal representation of these vectors. It is the user’s responsibility to ensure that such routines are called with N\_Vector arguments that were all created with the same internal representations.

6.4.3 NVECTOR\_PARALLEL Fortran interfaces

For solvers that include a FORTRAN 77 interface module, the NVECTOR\_PARALLEL module also includes a FORTRAN-callable function FNVINITP(COMM, code, NLOCAL, NGLOBAL, IER), to initialize this NVECTOR\_PARALLEL module. Here COMM is the MPI communicator, code is an input solver id (1 for cvode, 2 for IDA, 3 for KINSOL, 4 for ARKODE); NLOCAL and NGLOBAL are the local and global vector sizes, respectively (declared so as to match C type long int); and IER is an error return flag equal 0 for success and -1 for failure. NOTE: If the header file sundials_config.h defines SUNDIALS_MPI_COMM_F2C to be 1 (meaning the MPI implementation used to build SUNDIALS includes the MPI\_Comm\_f2c function), then COMM can be any valid MPI communicator. Otherwise, MPI\_COMM\_WORLD will be used, so just pass an integer value as a placeholder.

6.5 The NVECTOR\_OPENMP implementation

In situations where a user has a multi-core processing unit capable of running multiple parallel threads with shared memory, SUNDIALS provides an implementation of NVECTOR using OpenMP, called NVECTOR\_OPENMP, and an implementation using Pthreads, called NVECTOR\_PTHREADS. Testing has shown that vectors should be of length at least 100,000 before the overhead associated with creating and using the threads is made up by the parallelism in the vector calculations.

The OpenMP NVECTOR implementation provided with SUNDIALS, NVECTOR\_OPENMP, defines the content field of N\_Vector to be a structure containing the length of the vector, a pointer to the beginning of a contiguous data array, a boolean flag own\_data which specifies the ownership of data, and the number of threads. Operations on the vector are threaded using OpenMP.

```c
struct _N\_VectorContent\_OpenMP {
    sunindextype length;
    boolantype own\_data;
    realtype *data;
    int num\_threads;
};
```
The header file to include when using this module is nvector_openmp.h. The installed module library to link to is libsundials_nvecopenmp.lib where .lib is typically .so for shared libraries and .a for static libraries. The FORTRAN module file to use when using the FORTRAN 2003 interface to this module is fnvector_openmp_mod.mod.

6.5.1 NVECTOR_OPENMP accessor macros

The following macros are provided to access the content of an NVECTOR_OPENMP vector. The suffix _OMP in the names denotes the OpenMP version.

- NV_CONTENT_OMP
  This routine gives access to the contents of the OpenMP vector N_Vector.
  The assignment `v_cont = NV_CONTENT_OMP(v)` sets `v_cont` to be a pointer to the OpenMP N_Vector content structure.
  Implementation:
  ```c
  #define NV_CONTENT_OMP(v) ( (N_VectorContent_OpenMP)(v->content) )
  ```

- NV_OWndata_OMP, NV_DATA_OMP, NV_LENGTH_OMP, NV_NUM_THREADS_OMP
  These macros give individual access to the parts of the content of a OpenMP N_Vector.
  The assignment `v_data = NV_DATA_OMP(v)` sets `v_data` to be a pointer to the first component of the data for the N_Vector `v`. The assignment `NV_DATA_OMP(v) = v_data` sets the component array of `v` to be `v_data` by storing the pointer `v_data`.
  The assignment `v_len = NV_LENGTH_OMP(v)` sets `v_len` to be the length of `v`. On the other hand, the call `NV_LENGTH_OMP(v) = len_v` sets the length of `v` to be `len_v`.
  The assignment `v_num_threads = NV_NUM_THREADS_OMP(v)` sets `v_num_threads` to be the number of threads from `v`. On the other hand, the call `NV_NUM_THREADS_OMP(v) = num_threads_v` sets the number of threads for `v` to be `num_threads_v`.
  Implementation:
  ```c
  #define NV_OWN_DATA_OMP(v) ( NV_CONTENT_OMP(v)->own_data )
  #define NV_DATA_OMP(v) ( NV_CONTENT_OMP(v)->data )
  #define NV_LENGTH_OMP(v) ( NV_CONTENT_OMP(v)->length )
  #define NV_NUM_THREADS_OMP(v) ( NV_CONTENT_OMP(v)->num_threads )
  ```

- NV_Ith_OMP
  This macro gives access to the individual components of the data array of an N_Vector.
  The assignment `r = NV_Ith_OMP(v,i)` sets `r` to be the value of the i-th component of `v`. The assignment `NV_Ith_OMP(v,i) = r` sets the value of the i-th component of `v` to be `r`.
  Here `i` ranges from 0 to `n – 1` for a vector of length `n`.
  Implementation:
  ```c
  #define NV_Ith_OMP(v,i) ( NV_DATA_OMP(v)[i] )
  ```

6.5.2 NVECTOR_OPENMP functions

The nvector_openmp module defines OpenMP implementations of all vector operations listed in Tables 6.1.1, 6.1.2, 6.1.3, and 6.1.4. Their names are obtained from those in these tables by appending the suffix _OpenMP (e.g. N_VDestroy_OpenMP). All the standard vector operations listed in 6.1.1 with the suffix _OpenMP appended are callable via the FORTRAN 2003 interface by prepending an ‘F’ (e.g. FN_VDestroy_OpenMP).

The module nvector_openmp provides the following additional user-callable routines:
6.5 The NVVECTOR_OCCNMP implementation

**N_VNew_OpenMP**

Prototype: `N_Vector N_VNew_OpenMP(sunindextype vec_length, int num_threads)`

Description: This function creates and allocates memory for an OpenMP `N_Vector`. Arguments are the vector length and number of threads.

F2003 Name: This function is callable as `FN_VNew_OpenMP` when using the Fortran 2003 interface module.

**N_VNewEmpty_OpenMP**

Prototype: `N_Vector N_VNewEmpty_OpenMP(sunindextype vec_length, int num_threads)`

Description: This function creates a new OpenMP `N_Vector` with an empty (NULL) data array.

F2003 Name: This function is callable as `FN_VNewEmpty_OpenMP` when using the Fortran 2003 interface module.

**N_VMake_OpenMP**

Prototype: `N_Vector N_VMake_OpenMP(sunindextype vec_length, realtype *v_data, int num_threads)`

Description: This function creates and allocates memory for an OpenMP vector with user-provided data array. This function does not allocate memory for `v_data` itself.

F2003 Name: This function is callable as `FN_VMake_OpenMP` when using the Fortran 2003 interface module.

**N_VCloneVectorArray_OpenMP**

Prototype: `N_Vector *N_VCloneVectorArray_OpenMP(int count, N_Vector w)`

Description: This function creates (by cloning) an array of `count` OpenMP vectors.

F2003 Name: This function is callable as `FN_VCloneVectorArray_OpenMP` when using the Fortran 2003 interface module.

**N_VCloneVectorArrayEmpty_OpenMP**

Prototype: `N_Vector *N_VCloneVectorArrayEmpty_OpenMP(int count, N_Vector w)`

Description: This function creates (by cloning) an array of `count` OpenMP vectors, each with an empty (NULL) data array.

F2003 Name: This function is callable as `FN_VCloneVectorArrayEmpty_OpenMP` when using the Fortran 2003 interface module.

**N_VDestroyVectorArray_OpenMP**

Prototype: `void N_VDestroyVectorArray_OpenMP(N_Vector *vs, int count)`

Description: This function frees memory allocated for the array of `count` variables of type `N_Vector` created with `N_VCloneVectorArray_OpenMP` or with `N_VCloneVectorArrayEmpty_OpenMP`.

F2003 Name: This function is callable as `FN_VDestroyVectorArray_OpenMP` when using the Fortran 2003 interface module.
Description of the NVECTOR module

**N_VPrint_OpenMP**
Prototype: `void N_VPrint_OpenMP(N_Vector v)`
Description: This function prints the content of an OpenMP vector to stdout.
F2003 Name: This function is callable as `FN_VPrint_OpenMP` when using the Fortran 2003 interface module.

**N_VPrintFile_OpenMP**
Prototype: `void N_VPrintFile_OpenMP(N_Vector v, FILE *outfile)`
Description: This function prints the content of an OpenMP vector to `outfile`.
F2003 Name: This function is callable as `FN_VPrintFile_OpenMP` when using the Fortran 2003 interface module.

By default all fused and vector array operations are disabled in the `NVECTOR_OPENMP` module. The following additional user-callable routines are provided to enable or disable fused and vector array operations for a specific vector. To ensure consistency across vectors it is recommended to first create a vector with `N_VNew_OpenMP`, enable/disable the desired operations for that vector with the functions below, and create any additional vectors from that vector using `N_VClone`. This guarantees the new vectors will have the same operations enabled/disabled as cloned vectors inherit the same enable/disable options as the vector they are cloned from while vectors created with `N_VNew_OpenMP` will have the default settings for the `NVECTOR_OPENMP` module.

**N_VEnableFusedOps_OpenMP**
Prototype: `int N_VEnableFusedOps_OpenMP(N_Vector v, booleantype tf)`
Description: This function enables (SUNTRUE) or disables (SUNFALSE) all fused and vector array operations in the OpenMP vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.
F2003 Name: This function is callable as `FN_VEnableFusedOps_OpenMP` when using the Fortran 2003 interface module.

**N_VEnableLinearCombination_OpenMP**
Prototype: `int N_VEnableLinearCombination_OpenMP(N_Vector v, booleantype tf)`
Description: This function enables (SUNTRUE) or disables (SUNFALSE) the linear combination fused operation in the OpenMP vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.
F2003 Name: This function is callable as `FN_VEnableLinearCombination_OpenMP` when using the Fortran 2003 interface module.

**N_VEnableScaleAddMulti_OpenMP**
Prototype: `int N_VEnableScaleAddMulti_OpenMP(N_Vector v, booleantype tf)`
Description: This function enables (SUNTRUE) or disables (SUNFALSE) the scale and add a vector to multiple vectors fused operation in the OpenMP vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.
F2003 Name: This function is callable as `FN_VEnableScaleAddMulti_OpenMP` when using the Fortran 2003 interface module.
6.5 The NVECTOR.OPENMP implementation

**N_VEnableDotProdMulti_OpenMP**

**Prototype**

```c
int N_VEnableDotProdMulti_OpenMP(N_Vector v, booleantype tf)
```

**Description**

This function enables (`SUNTRUE`) or disables (`SUNFALSE`) the multiple dot products fused operation in the OpenMP vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**F2003 Name**

This function is callable as `FN_VEnableDotProdMulti_OpenMP` when using the Fortran 2003 interface module.

**N_VEnableLinearSumVectorArray_OpenMP**

**Prototype**

```c
int N_VEnableLinearSumVectorArray_OpenMP(N_Vector v, booleantype tf)
```

**Description**

This function enables (`SUNTRUE`) or disables (`SUNFALSE`) the linear sum operation for vector arrays in the OpenMP vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**F2003 Name**

This function is callable as `FN_VEnableLinearSumVectorArray_OpenMP` when using the Fortran 2003 interface module.

**N_VEnableScaleVectorArray_OpenMP**

**Prototype**

```c
int N_VEnableScaleVectorArray_OpenMP(N_Vector v, booleantype tf)
```

**Description**

This function enables (`SUNTRUE`) or disables (`SUNFALSE`) the scale operation for vector arrays in the OpenMP vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**F2003 Name**

This function is callable as `FN_VEnableScaleVectorArray_OpenMP` when using the Fortran 2003 interface module.

**N_VEnableConstVectorArray_OpenMP**

**Prototype**

```c
int N_VEnableConstVectorArray_OpenMP(N_Vector v, booleantype tf)
```

**Description**

This function enables (`SUNTRUE`) or disables (`SUNFALSE`) the const operation for vector arrays in the OpenMP vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**F2003 Name**

This function is callable as `FN_VEnableConstVectorArray_OpenMP` when using the Fortran 2003 interface module.

**N_VEnableWrmsNormVectorArray_OpenMP**

**Prototype**

```c
int N_VEnableWrmsNormVectorArray_OpenMP(N_Vector v, booleantype tf)
```

**Description**

This function enables (`SUNTRUE`) or disables (`SUNFALSE`) the WRMS norm operation for vector arrays in the OpenMP vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**F2003 Name**

This function is callable as `FN_VEnableWrmsNormVectorArray_OpenMP` when using the Fortran 2003 interface module.

**N_VEnableWrmsNormMaskVectorArray_OpenMP**

**Prototype**

```c
int N_VEnableWrmsNormMaskVectorArray_OpenMP(N_Vector v, booleantype tf)
```

**Description**

This function enables (`SUNTRUE`) or disables (`SUNFALSE`) the masked WRMS norm operation for vector arrays in the OpenMP vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.
F2003 Name This function is callable as FN_VEnableWrmsNormMaskVectorArray_OpenMP when using the Fortran 2003 interface module.

**N_VEnableScaleAddMultiVectorArray_OpenMP**

Prototype  
\[
\text{int N_VEnableScaleAddMultiVectorArray_OpenMP(N_{\text{Vector}} v, booleantype tf)}
\]

Description  
This function enables (SUNTRUE) or disables (SUNFALSE) the scale and add a vector array to multiple vector arrays operation in the OpenMP vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**N_VEnableLinearCombinationVectorArray_OpenMP**

Prototype  
\[
\text{int N_VEnableLinearCombinationVectorArray_OpenMP(N_{\text{Vector}} v, booleantype tf)}
\]

Description  
This function enables (SUNTRUE) or disables (SUNFALSE) the linear combination operation for vector arrays in the OpenMP vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

Notes
- When looping over the components of an N_{\text{Vector}} v, it is more efficient to first obtain the component array via \text{v.data = NV_DATA_O\text{MP}(v)} and then access v.data[i] within the loop than it is to use NV_{\text{Ith_O\text{MP}(v,i)}} within the loop.

⚠️  
- N_VNewEmpty_OpenMP, N_VMakc_OpenMP, and N_VCloneVectorArrayEmpty_OpenMP set the field own_data = SUNFALSE. N_VDestroy_OpenMP and N_VDestroyVectorArray_OpenMP will not attempt to free the pointer data for any N_{\text{Vector}} with own_data set to SUNFALSE. In such a case, it is the user’s responsibility to deallocate the data pointer.

⚠️  
- To maximize efficiency, vector operations in the NV\text{ECTOR\_OPENMP} implementation that have more than one N_{\text{Vector}} argument do not check for consistent internal representation of these vectors. It is the user’s responsibility to ensure that such routines are called with N_{\text{Vector}} arguments that were all created with the same internal representations.

### 6.5.3 NV\text{ECTOR\_OPENMP} Fortran interfaces

The NV\text{ECTOR\_OPENMP} module provides a FORTRAN 2003 module as well as FORTRAN 77 style interface functions for use from FORTRAN applications.

**FORTRAN 2003 interface module**

The nv\text{ector\_openmp\_mod} FORTRAN module defines interfaces to most NV\text{ECTOR\_OPENMP} C functions using the intrinsic iso_c_binding module which provides a standardized mechanism for interoperating with C. As noted in the C function descriptions above, the interface functions are named after the corresponding C function, but with a leading ‘F’. For example, the function N_VNew_OpenMP is interfaced as FN_VNew_OpenMP.

The FORTRAN 2003 NV\text{ECTOR\_OPENMP} interface module can be accessed with the use statement, i.e. use fnvector_openmp_mod, and linking to the library libsundials_fnvectoropenmp_mod.lib in addition to the C library. For details on where the library and module file fnvector_openmp_mod.mod are installed see Appendix A.
6.6 The NVECTOR_PTHREADS implementation

For solvers that include a FORTRAN 77 interface module, the NVECTOR_OPENMP module also includes a FORTRAN-callable function NVECTOR_PTHREADS, to initialize this module. Here code is an input solver id (1 for CVODE, 2 for IDA, 3 for KINSOL, 4 for ARKODE); NEQ is the problem size (declared so as to match C type long int); NUMTHREADS is the number of threads; and IER is an error return flag equal 0 for success and -1 for failure.

In situations where a user has a multi-core processing unit capable of running multiple parallel threads with shared memory, SUNDIALS provides an implementation of NVECTOR using OpenMP, called NVECTOR_OPENMP, and an implementation using Pthreads, called NVECTOR_PTHREADS. Testing has shown that vectors should be of length at least 100,000 before the overhead associated with creating and using the threads is made up by the parallelism in the vector calculations.

The Pthreads NVECTOR implementation provided with SUNDIALS, denoted NVECTOR_PTHREADS, defines the content field of N_Vector to be a structure containing the length of the vector, a pointer to the beginning of a contiguous data array, a boolean flag own_data which specifies the ownership of data, and the number of threads. Operations on the vector are threaded using POSIX threads (Pthreads).

```
struct _N_VectorContent_Pthreads {
    sunindextype length;
    booleantype own_data;
    realtype *data;
    int num_threads;
};
```

The header file to include when using this module is `nvector_pthreads.h`. The installed module library to link to is `libsundials_nvecpthreads.lib` where `.lib` is typically `.so` for shared libraries and `.a` for static libraries.

6.6.1 NVECTOR_PTHREADS accessor macros

The following macros are provided to access the content of an NVECTOR_PTHREADS vector. The suffix _PT in the names denotes the Pthreads version.

- **NV_CONTENT_PT**
  This routine gives access to the contents of the Pthreads vector N_Vector.
  The assignment `v_cont = NV_CONTENT_PT(v)` sets `v_cont` to be a pointer to the Pthreads N_Vector content structure.
  Implementation:
  
  ```c
  #define NV_CONTENT_PT(v) ( (N_VectorContent_Pthreads)(v->content) )
  ```

- **NV_DATA_PT, NV_DATA_PT, NV_LENGTH_PT, NV_NUMTHREADS_PT**
  These macros give individual access to the parts of the content of a Pthreads N_Vector.
  The assignment `v_data = NV_DATA_PT(v)` sets `v_data` to be a pointer to the first component of the data for the N_Vector `v`. The assignment `NV_DATA_PT(v) = v_data` sets the component array of `v` to be `v_data` by storing the pointer `v_data`.
  The assignment `v_len = NV_LENGTH_PT(v)` sets `v_len` to be the length of `v`. On the other hand, the call `NV_LENGTH_PT(v) = len_v` sets the length of `v` to be `len_v`.
  The assignment `v_num_threads = NV_NUMTHREADS_PT(v)` sets `v_num_threads` to be the number of threads from `v`. On the other hand, the call `NV_NUMTHREADS_PT(v) = num_threads_v` sets the number of threads for `v` to be `num_threads_v`. 

Implementation:
#define NV_OWN_DATA_PT(v) ( NV_CONTENT_PT(v)->own_data )
#define NV_DATA_PT(v) ( NV_CONTENT_PT(v)->data )
#define NV_LENGTH_PT(v) ( NV_CONTENT_PT(v)->length )
#define NV_NUM_THREADS_PT(v) ( NV_CONTENT_PT(v)->num_threads )

• NV_Ith_PT
This macro gives access to the individual components of the data array of an N_Vector.
The assignment \( r = NV_{Ith}\_PT(v,i) \) sets \( r \) to be the value of the \( i \)-th component of \( v \). The assignment \( NV_{Ith}\_PT(v,i) = r \) sets the value of the \( i \)-th component of \( v \) to be \( r \).
Here \( i \) ranges from 0 to \( n - 1 \) for a vector of length \( n \).
Implementation:
#define NV_Ith_PT(v,i) ( NV_DATA_PT(v)[i] )

6.6.2 NVECTOR_PTHREADS functions

The nvector_pthreads module defines Pthreads implementations of all vector operations listed in Tables 6.1.1, 6.1.2, 6.1.3, and 6.1.4. Their names are obtained from those in these tables by appending the suffix _Pthreads (e.g. N_VDestroy_Pthreads). All the standard vector operations listed in 6.1.1 are callable via the FORTRAN 2003 interface by prepending an ‘F’ (e.g. FN_VDestroy_Pthreads). The module nvector_pthreads provides the following additional user-callable routines:

**N_VNew_Pthreads**

Prototype \( \text{N_Vector N_VNew_Pthreads(sunindextype vec\_length, int num\_threads)} \)

Description This function creates and allocates memory for a Pthreads N_Vector. Arguments are the vector length and number of threads.

F2003 Name This function is callable as FN_VNew_Pthreads when using the Fortran 2003 interface module.

**N_VNewEmpty_Pthreads**

Prototype \( \text{N_Vector N_VNewEmpty_Pthreads(sunindextype vec\_length, int num\_threads)} \)

Description This function creates a new Pthreads N_Vector with an empty (NULL) data array.

F2003 Name This function is callable as FN_VNewEmpty_Pthreads when using the Fortran 2003 interface module.

**N_VMake_Pthreads**

Prototype \( \text{N_Vector N_VMake_Pthreads(sunindextype vec\_length, realltye *v\_data, int num\_threads);} \)

Description This function creates and allocates memory for a Pthreads vector with user-provided data array. This function does not allocate memory for \( v\_data \) itself.

F2003 Name This function is callable as FN_VMake_Pthreads when using the Fortran 2003 interface module.
6.6 The NVECTOR_PTHREADS implementation

**N_VCloneVectorArray_Pthreads**

Prototype: `N_Vector *N_VCloneVectorArray_Pthreads(int count, N_Vector w)`

Description: This function creates (by cloning) an array of count Pthreads vectors.

F2003 Name: This function is callable as `FN_VCloneVectorArray_Pthreads` when using the Fortran 2003 interface module.

**N_VCloneVectorArrayEmpty_Pthreads**

Prototype: `N_Vector *N_VCloneVectorArrayEmpty_Pthreads(int count, N_Vector w)`

Description: This function creates (by cloning) an array of count Pthreads vectors, each with an empty (NULL) data array.

F2003 Name: This function is callable as `FN_VCloneVectorArrayEmpty_Pthreads` when using the Fortran 2003 interface module.

**N_VDestroyVectorArray_Pthreads**

Prototype: `void N_VDestroyVectorArray_Pthreads(N_Vector *vs, int count)`

Description: This function frees memory allocated for the array of count variables of type `N_Vector` created with `N_VCloneVectorArray_Pthreads` or with `N_VCloneVectorArrayEmpty_Pthreads`.

F2003 Name: This function is callable as `FN_VDestroyVectorArray_Pthreads` when using the Fortran 2003 interface module.

**N_VPrint_Pthreads**

Prototype: `void N_VPrint_Pthreads(N_Vector v)`

Description: This function prints the content of a Pthreads vector to `stdout`.

F2003 Name: This function is callable as `FN_VPrint_Pthreads` when using the Fortran 2003 interface module.

**N_VPrintFile_Pthreads**

Prototype: `void N_VPrintFile_Pthreads(N_Vector v, FILE *outfile)`

Description: This function prints the content of a Pthreads vector to `outfile`.

F2003 Name: This function is callable as `FN_VPrintFile_Pthreads` when using the Fortran 2003 interface module.

By default all fused and vector array operations are disabled in the `nvector_pthreads` module. The following additional user-callable routines are provided to enable or disable fused and vector array operations for a specific vector. To ensure consistency across vectors it is recommended to first create a vector with `N_VNew_Pthreads`, enable/disable the desired operations for that vector with the functions below, and create any additional vectors from that vector using `N_VClone`. This guarantees the new vectors will have the same operations enabled/disabled as cloned vectors inherit the same enable/disable options as the vector they are cloned from while vectors created with `N_VNew_Pthreads` will have the default settings for the `nvector_pthreads` module.

**N_VEnableFusedOps_Pthreads**

Prototype: `int N_VEnableFusedOps_Pthreads(N_Vector v, booleantype tf)`

Description: This function enables (`SUNTRUE`) or disables (`SUNFALSE`) all fused and vector array operations in the Pthreads vector. The return value is 0 for success and -1 if the input vector or its `ops` structure are `NULL`.


Description of the NVVECTOR module

F2003 Name This function is callable as FN_VEnableFusedOps_Pthreads when using the Fortran 2003 interface module.

**N_VEnableLinearCombination_Pthreads**

Prototype: `int N_VEnableLinearCombination_Pthreads(N_Vector v, booleantype tf)`

Description: This function enables (SUNTRUE) or disables (SUNFALSE) the linear combination fused operation in the Pthreads vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

F2003 Name This function is callable as FN_VEnableLinearCombination_Pthreads when using the Fortran 2003 interface module.

**N_VEnableScaleAddMulti_Pthreads**

Prototype: `int N_VEnableScaleAddMulti_Pthreads(N_Vector v, booleantype tf)`

Description: This function enables (SUNTRUE) or disables (SUNFALSE) the scale and add a vector to multiple vectors fused operation in the Pthreads vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

F2003 Name This function is callable as FN_VEnableScaleAddMulti_Pthreads when using the Fortran 2003 interface module.

**N_VEnableDotProdMulti_Pthreads**

Prototype: `int N_VEnableDotProdMulti_Pthreads(N_Vector v, booleantype tf)`

Description: This function enables (SUNTRUE) or disables (SUNFALSE) the multiple dot products fused operation in the Pthreads vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

F2003 Name This function is callable as FN_VEnableDotProdMulti_Pthreads when using the Fortran 2003 interface module.

**N_VEnableLinearSumVectorArray_Pthreads**

Prototype: `int N_VEnableLinearSumVectorArray_Pthreads(N_Vector v, booleantype tf)`

Description: This function enables (SUNTRUE) or disables (SUNFALSE) the linear sum operation for vector arrays in the Pthreads vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

F2003 Name This function is callable as FN_VEnableLinearSumVectorArray_Pthreads when using the Fortran 2003 interface module.

**N_VEnableScaleVectorArray_Pthreads**

Prototype: `int N_VEnableScaleVectorArray_Pthreads(N_Vector v, booleantype tf)`

Description: This function enables (SUNTRUE) or disables (SUNFALSE) the scale operation for vector arrays in the Pthreads vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

F2003 Name This function is callable as FN_VEnableScaleVectorArray_Pthreads when using the Fortran 2003 interface module.
6.6 The NVECTOR_PTHREADS implementation

**N_VEnableConstVectorArray_Pthreads**

Prototype:  
```c
int N_VEnableConstVectorArray_Pthreads(N_Vector v, booleanType tf)
```

Description:  
This function enables (SUNTRUE) or disables (SUNFALSE) the const operation for vector arrays in the Pthreads vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

F2003 Name:  
This function is callable as FN_VEnableConstVectorArray_Pthreads when using the Fortran 2003 interface module.

**N_VEnableWrmsNormVectorArray_Pthreads**

Prototype:  
```c
int N_VEnableWrmsNormVectorArray_Pthreads(N_Vector v, booleanType tf)
```

Description:  
This function enables (SUNTRUE) or disables (SUNFALSE) the WRMS norm operation for vector arrays in the Pthreads vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

F2003 Name:  
This function is callable as FN_VEnableWrmsNormVectorArray_Pthreads when using the Fortran 2003 interface module.

**N_VEnableWrmsNormMaskVectorArray_Pthreads**

Prototype:  
```c
int N_VEnableWrmsNormMaskVectorArray_Pthreads(N_Vector v, booleanType tf)
```

Description:  
This function enables (SUNTRUE) or disables (SUNFALSE) the masked WRMS norm operation for vector arrays in the Pthreads vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

F2003 Name:  
This function is callable as FN_VEnableWrmsNormMaskVectorArray_Pthreads when using the Fortran 2003 interface module.

**N_VEnableScaleAddMultiVectorArray_Pthreads**

Prototype:  
```c
int N_VEnableScaleAddMultiVectorArray_Pthreads(N_Vector v, booleanType tf)
```

Description:  
This function enables (SUNTRUE) or disables (SUNFALSE) the scale and add a vector array to multiple vector arrays operation in the Pthreads vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**N_VEnableLinearCombinationVectorArray_Pthreads**

Prototype:  
```c
int N_VEnableLinearCombinationVectorArray_Pthreads(N_Vector v, booleanType tf)
```

Description:  
This function enables (SUNTRUE) or disables (SUNFALSE) the linear combination operation for vector arrays in the Pthreads vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

Notes

- When looping over the components of an N_Vector v, it is more efficient to first obtain the component array via `v_data = NV_DATA_PT(v)` and then access `v_data[i]` within the loop than it is to use `NV_Ith_PT(v,i)` within the loop.

- N_VNewEmpty_Pthreads, N_VMake_Pthreads, and N_VCloneVectorArrayEmpty_Pthreads set the field `own_data = SUNFALSE`. N_Destroy_Pthreads and N_DestroyVectorArray_Pthreads will not attempt to free the pointer data for any N_Vector with `own_data` set to SUNFALSE. In such a case, it is the user's responsibility to deallocate the data pointer.
To maximize efficiency, vector operations in the NVECTOR_PTHREADS implementation that have more than one N_Vector argument do not check for consistent internal representation of these vectors. It is the user’s responsibility to ensure that such routines are called with N_Vector arguments that were all created with the same internal representations.

6.6.3 NVECTOR_PTHREADS Fortran interfaces

The nvector_pthreads module provides a FORTRAN 2003 module as well as FORTRAN 77 style interface functions for use from FORTRAN applications.

FORTRAN 2003 interface module

The nvector_pthreads_mod FORTRAN module defines interfaces to most NVECTOR_PTHREADS C functions using the intrinsic iso_c_binding module which provides a standardized mechanism for inter-operating with C. As noted in the C function descriptions above, the interface functions are named after the corresponding C function, but with a leading ‘F’. For example, the function N_VNew_Pthreads is interfaced as FN_VNew_Pthreads.

The FORTRAN 2003 NVECTOR_PTHREADS interface module can be accessed with the use statement, i.e. use fnvector_pthreads_mod, and linking to the library libsundials_fnvectorpthreads_mod.lib in addition to the C library. For details on where the library and module file fnvector_pthreads_mod.mod are installed see Appendix A.

FORTRAN 77 interface functions

For solvers that include a FORTRAN interface module, the NVECTOR_PTHREADS module also includes a FORTRAN-callable function FNVINITPTS(code, NEQ, NUMTHREADS, IER), to initialize this module. Here code is an input solver id (1 for cvode, 2 for IDA, 3 for KINSOL, 4 for ARKODE); NEQ is the problem size (declared so as to match C type long int); NUMTHREADS is the number of threads; and IER is an error return flag equal 0 for success and -1 for failure.

6.7 The NVECTOR_PARHYP implementation

The NVECTOR_PARHYP implementation of the NVECTOR module provided with SUNDIALS is a wrapper around hypre’s ParVector class. Most of the vector kernels simply call hypre vector operations. The implementation defines the content field of N_Vector to be a structure containing the global and local lengths of the vector, a pointer to an object of type HYPRE_ParVector, an MPI communicator, and a boolean flag own_parvector indicating ownership of the hypre parallel vector object x.

```c
struct _N_VectorContent_ParHyp {
    sunindextype local_length;
    sunindextype global_length;
    booleantype own_parvector;
    MPI_Comm comm;
    HYPRE_ParVector x;
};
```

The header file to include when using this module is nvector_parhyp.h. The installed module library to link to is libsundials_nvecparhyp.lib where .lib is typically .so for shared libraries and .a for static libraries.

Unlike native SUNDIALS vector types, NVECTOR_PARHYP does not provide macros to access its member variables. Note that NVECTOR_PARHYP requires SUNDIALS to be built with MPI support.
6.7 The NVECTOR_PARHYP implementation

6.7.1 NVECTOR_PARHYP functions

The NVECTOR_PARHYP module defines implementations of all vector operations listed in Tables 6.1.1, 6.1.2, 6.1.3, and 6.1.4, except for N_VSetArrayPointer and N_VGetArrayPointer, because accessing raw vector data is handled by low-level hypre functions. As such, this vector is not available for use with SUNDAIS Fortran interfaces. When access to raw vector data is needed, one should extract the hypre vector first, and then use hypre methods to access the data. Usage examples of NVECTOR_PARHYP are provided in the cvAdvDiff_non_ph.c example program for CVODE [22] and the ark_diurnal_kry_ph.c example program for ARKODE [30].

The names of parhyp methods are obtained from those in Tables 6.1.1, 6.1.2, 6.1.3, and 6.1.4 by appending the suffix _ParHyp (e.g. N_VDestroy_ParHyp). The module NVECTOR_PARHYP provides the following additional user-callable routines:

**N_VNewEmpty_ParHyp**

Prototype `N_Vector N_VNewEmpty_ParHyp(MPI_Comm comm, sunindextype local_length, sunindextype global_length)`

Description This function creates a new parhyp N_Vector with the pointer to the hypre vector set to NULL.

**N_VMake_ParHyp**

Prototype `N_Vector N_VMake_ParHyp(HYPRE_ParVector x)`

Description This function creates an N_Vector wrapper around an existing hypre parallel vector. It does not allocate memory for x itself.

**N_VGetVector_ParHyp**

Prototype `HYPRE_ParVector N_VGetVector_ParHyp(N_Vector v)`

Description This function returns the underlying hypre vector.

**N_VCloneVectorArray_ParHyp**

Prototype `N_Vector *N_VCloneVectorArray_ParHyp(int count, N_Vector w)`

Description This function creates (by cloning) an array of count parallel vectors.

**N_VCloneVectorArrayEmpty_ParHyp**

Prototype `N_Vector *N_VCloneVectorArrayEmpty_ParHyp(int count, N_Vector w)`

Description This function creates (by cloning) an array of count parallel vectors, each with an empty (NULL) data array.

**N_VDestroyVectorArray_ParHyp**

Prototype `void N_VDestroyVectorArray_ParHyp(N_Vector *vs, int count)`

Description This function frees memory allocated for the array of count variables of type N_Vector created with N_VCloneVectorArray_ParHyp or with N_VCloneVectorArrayEmpty_ParHyp.

**N_VPrint_ParHyp**

Prototype `void N_VPrint_ParHyp(N_Vector v)`

Description This function prints the local content of a parhyp vector to stdout.
**N_VPrintFile_ParHyp**

**Prototype**

```c
void N_VPrintFile_ParHyp(N_Vector v, FILE *outfile)
```

**Description**

This function prints the local content of a parhyp vector to `outfile`. By default all fused and vector array operations are disabled in the `nvector-parhyp` module. The following additional user-callable routines are provided to enable or disable fused and vector array operations for a specific vector. To ensure consistency across vectors it is recommended to first create a vector with `N_VMake_ParHyp`, enable/disable the desired operations for that vector with the functions below, and create any additional vectors from that vector using `N_VClone`. This guarantees the new vectors will have the same operations enabled/disabled as cloned vectors inherit the same enable/disable options as the vector they are cloned from while vectors created with `N_VMake_ParHyp` will have the default settings for the `nvector-parhyp` module.

**N_VEnableFusedOps_ParHyp**

**Prototype**

```c
int N_VEnableFusedOps_ParHyp(N_Vector v, booleantype tf)
```

**Description**

This function enables (`SUNTRUE`) or disables (`SUNFALSE`) all fused and vector array operations in the parhyp vector. The return value is 0 for success and -1 if the input vector or its `ops` structure are `NULL`.

**N_VEnableLinearCombination_ParHyp**

**Prototype**

```c
int N_VEnableLinearCombination_ParHyp(N_Vector v, booleantype tf)
```

**Description**

This function enables (`SUNTRUE`) or disables (`SUNFALSE`) the linear combination fused operation in the parhyp vector. The return value is 0 for success and -1 if the input vector or its `ops` structure are `NULL`.

**N_VEnableScaleAddMulti_ParHyp**

**Prototype**

```c
int N_VEnableScaleAddMulti_ParHyp(N_Vector v, booleantype tf)
```

**Description**

This function enables (`SUNTRUE`) or disables (`SUNFALSE`) the scale and add a vector to multiple vectors fused operation in the parhyp vector. The return value is 0 for success and -1 if the input vector or its `ops` structure are `NULL`.

**N_VEnableDotProdMulti_ParHyp**

**Prototype**

```c
int N_VEnableDotProdMulti_ParHyp(N_Vector v, booleantype tf)
```

**Description**

This function enables (`SUNTRUE`) or disables (`SUNFALSE`) the multiple dot products fused operation in the parhyp vector. The return value is 0 for success and -1 if the input vector or its `ops` structure are `NULL`.

**N_VEnableLinearSumVectorArray_ParHyp**

**Prototype**

```c
int N_VEnableLinearSumVectorArray_ParHyp(N_Vector v, booleantype tf)
```

**Description**

This function enables (`SUNTRUE`) or disables (`SUNFALSE`) the linear sum operation for vector arrays in the parhyp vector. The return value is 0 for success and -1 if the input vector or its `ops` structure are `NULL`.

**N_VEnableScaleVectorArray_ParHyp**

**Prototype**

```c
int N_VEnableScaleVectorArray_ParHyp(N_Vector v, booleantype tf)
```
6.7 The NVECTOR_PARHYP implementation

Description This function enables (SUNTRUE) or disables (SUNFALSE) the scale operation for vector arrays in the parhyp vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

```
N_VEnableConstVectorArray_ParHyp
```

Prototype int N_VEnableConstVectorArray_ParHyp(N_Vector v, booleantype tf)

Description This function enables (SUNTRUE) or disables (SUNFALSE) the const operation for vector arrays in the parhyp vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

```
N_VEnableWrmsNormVectorArray_ParHyp
```

Prototype int N_VEnableWrmsNormVectorArray_ParHyp(N_Vector v, booleantype tf)

Description This function enables (SUNTRUE) or disables (SUNFALSE) the WRMS norm operation for vector arrays in the parhyp vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

```
N_VEnableWrmsNormMaskVectorArray_ParHyp
```

Prototype int N_VEnableWrmsNormMaskVectorArray_ParHyp(N_Vector v, booleantype tf)

Description This function enables (SUNTRUE) or disables (SUNFALSE) the masked WRMS norm operation for vector arrays in the parhyp vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

```
N_VEnableScaleAddMultiVectorArray_ParHyp
```

Prototype int N_VEnableScaleAddMultiVectorArray_ParHyp(N_Vector v, booleantype tf)

Description This function enables (SUNTRUE) or disables (SUNFALSE) the scale and add a vector array to multiple vector arrays operation in the parhyp vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

```
N_VEnableLinearCombinationVectorArray_ParHyp
```

Prototype int N_VEnableLinearCombinationVectorArray_ParHyp(N_Vector v, booleantype tf)

Description This function enables (SUNTRUE) or disables (SUNFALSE) the linear combination operation for vector arrays in the parhyp vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

Notes

- When there is a need to access components of an N_Vector_ParHyp, v, it is recommended to extract the hypre vector via `x_vec = N_VGetVector_ParHyp(v)` and then access components using appropriate hypre functions.

- `N_VNewEmpty_ParHyp`, `N_VMake_ParHyp`, and `N_VCloneVectorArrayEmpty_ParHyp` set the field `own_parvector` to SUNFALSE. `N_VDestroy_ParHyp` and `N_VDestroyVectorArray_ParHyp` will not attempt to delete an underlying hypre vector for any N_Vector with `own_parvector` set to SUNFALSE. In such a case, it is the user’s responsibility to delete the underlying vector.
To maximize efficiency, vector operations in the NVECTOR_PARHYP implementation that have more than one N_Vector argument do not check for consistent internal representations of these vectors. It is the user’s responsibility to ensure that such routines are called with N_Vector arguments that were all created with the same internal representations.

6.8 The NVECTOR_PETSC implementation

The NVECTOR_PETSC module is an NVECTOR wrapper around the PETSc vector. It defines the content field of a N_Vector to be a structure containing the global and local lengths of the vector, a pointer to the PETSc vector, an MPI communicator, and a boolean flag own_data indicating ownership of the wrapped PETSc vector.

```c
struct _N_VectorContent_Petsc {
    sunindextype local_length;
    sunindextype global_length;
    booleantype own_data;
    Vec *pvec;
    MPI_Comm comm;
};
```

The header file to include when using this module is nvector_petsc.h. The installed module library to link to is libsunmdialls_nvecpetsc.lib where .lib is typically .so for shared libraries and .a for static libraries.

Unlike native SUNDIALS vector types, NVECTOR_PETSC does not provide macros to access its member variables. Note that NVECTOR_PETSC requires SUNDIALS to be built with MPI support.

6.8.1 NVECTOR_PETSC functions

The NVECTOR_PETSC module defines implementations of all vector operations listed in Tables 6.1.1, 6.1.2, 6.1.3, and 6.1.4, except for N_VGetArrayPointer and N_VSetArrayPointer. As such, this vector cannot be used with SUNDIALS Fortran interfaces. When access to raw vector data is needed, it is recommended to extract the PETSc vector first, and then use PETSc methods to access the data. Usage examples of NVECTOR_PETSC are provided in example programs for IDA [21].

The names of vector operations are obtained from those in Tables 6.1.1, 6.1.2, 6.1.3, and 6.1.4 by appending the suffix _Petsc (e.g. N_VDestroy_Petsc). The module NVECTOR_PETSC provides the following additional user-callable routines:

```c
N_VNewEmpty_Petsc
Prototype  N_Vector N_VNewEmpty_Petsc(MPI_Comm comm, sunindextype local_length,
                                   sunindextype global_length)
Description  This function creates a new NVECTOR wrapper with the pointer to the wrapped PETSc vector set to (NULL). It is used by the N_VMake_Petsc and N_VClone_Petsc implementations.

N_VMake_Petsc
Prototype  N_Vector N_VMake_Petsc(Vec *pvec)
Description  This function creates and allocates memory for an NVECTOR_PETSC wrapper around a user-provided PETSc vector. It does not allocate memory for the vector pvec itself.

N_VGetVector_Petsc
Prototype  Vec *N_VGetVector_Petsc(N_Vector v)
Description  This function returns a pointer to the underlying PETSc vector.
6.8 The NVVECTOR_PETSC implementation

**N_VCloneVectorArray_Petsc**

Prototype: `N_Vector *N_VCloneVectorArray_Petsc(int count, N_Vector w)`

Description: This function creates (by cloning) an array of `count` NVVECTOR_PETSC vectors.

**N_VCloneVectorArrayEmpty_Petsc**

Prototype: `N_Vector *N_VCloneVectorArrayEmpty_Petsc(int count, N_Vector w)`

Description: This function creates (by cloning) an array of `count` NVVECTOR_PETSC vectors, each with pointers to PETSc vectors set to (NULL).

**N_DestroyVectorArray_Petsc**

Prototype: `void N_DestroyVectorArray_Petsc(N_Vector *vs, int count)`

Description: This function frees memory allocated for the array of `count` variables of type `N_Vector` created with `N_VCloneVectorArray_Petsc` or with `N_VCloneVectorArrayEmpty_Petsc`.

**N_Print_Petsc**

Prototype: `void N_Print_Petsc(N_Vector v)`

Description: This function prints the global content of a wrapped PETSc vector to `stdout`.

**N_PrintFile_Petsc**

Prototype: `void N_PrintFile_Petsc(N_Vector v, const char fname[])`

Description: This function prints the global content of a wrapped PETSc vector to `fname`. By default all fused and vector array operations are disabled in the NVVECTOR_PETSC module. The following additional user-callable routines are provided to enable or disable fused and vector array operations for a specific vector. To ensure consistency across vectors it is recommended to first create a vector with `N_Make_Petsc`, enable/disable the desired operations for that vector with the functions below, and create any additional vectors from that vector using `N_VClone`. This guarantees the new vectors will have the same operations enabled/disabled as cloned vectors inherit the same enable/disable options as the vector they are cloned from while vectors created with `N_Make_Petsc` will have the default settings for the NVVECTOR_PETSC module.

**N_EnableFusedOps_Petsc**

Prototype: `int N_EnableFusedOps_Petsc(N_Vector v, booleantype tf)`

Description: This function enables (`SUNTRUE`) or disables (`SUNFALSE`) all fused and vector array operations in the PETSc vector. The return value is 0 for success and -1 if the input vector or its `ops` structure are NULL.

**N_EnableLinearCombination_Petsc**

Prototype: `int N_EnableLinearCombination_Petsc(N_Vector v, booleantype tf)`

Description: This function enables (`SUNTRUE`) or disables (`SUNFALSE`) the linear combination fused operation in the PETSc vector. The return value is 0 for success and -1 if the input vector or its `ops` structure are NULL.
Description of the NVECTOR module

**N_VEnableScaleAddMulti_Petsc**

Prototype: `int N_VEnableScaleAddMulti_Petsc(N_Vector v, booleantype tf)`

Description: This function enables (SUNTRUE) or disables (SUNFALSE) the scale and add a vector to multiple vectors fused operation in the Petsc vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**N_VEnableDotProdMulti_Petsc**

Prototype: `int N_VEnableDotProdMulti_Petsc(N_Vector v, booleantype tf)`

Description: This function enables (SUNTRUE) or disables (SUNFALSE) the multiple dot products fused operation in the Petsc vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**N_VEnableLinearSumVectorArray_Petsc**

Prototype: `int N_VEnableLinearSumVectorArray_Petsc(N_Vector v, booleantype tf)`

Description: This function enables (SUNTRUE) or disables (SUNFALSE) the linear sum operation for vector arrays in the Petsc vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**N_VEnableScaleVectorArray_Petsc**

Prototype: `int N_VEnableScaleVectorArray_Petsc(N_Vector v, booleantype tf)`

Description: This function enables (SUNTRUE) or disables (SUNFALSE) the scale operation for vector arrays in the Petsc vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**N_VEnableConstVectorArray_Petsc**

Prototype: `int N_VEnableConstVectorArray_Petsc(N_Vector v, booleantype tf)`

Description: This function enables (SUNTRUE) or disables (SUNFALSE) the const operation for vector arrays in the Petsc vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**N_VEnableWrmsNormVectorArray_Petsc**

Prototype: `int N_VEnableWrmsNormVectorArray_Petsc(N_Vector v, booleantype tf)`

Description: This function enables (SUNTRUE) or disables (SUNFALSE) the WRMS norm operation for vector arrays in the Petsc vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**N_VEnableWrmsNormMaskVectorArray_Petsc**

Prototype: `int N_VEnableWrmsNormMaskVectorArray_Petsc(N_Vector v, booleantype tf)`

Description: This function enables (SUNTRUE) or disables (SUNFALSE) the masked WRMS norm operation for vector arrays in the Petsc vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.
6.9 The NVECTOR_CUDA implementation

The NVECTOR_CUDA module is an experimental NVECTOR implementation in the CUDA language. The module allows for Sundials vector kernels to run on GPU devices. It is intended for users who are already familiar with CUDA and GPU programming. Building this vector module requires a CUDA compiler and, by extension, a C++ compiler. The class Vector in the namespace suncudavec manages the vector data layout:

```cpp
template <class T, class I>
class Vector {
    I size_;           // Vector size (length)
    I mem_size_;       // Size of vector data memory block
    T* h_vec_;         // Pointer to vector data on the host
    T* d_vec_;         // Pointer to vector data on the device
    TemplatePartitioning<T, I>* partStream_; // Thread Partitioning for host
    TemplatePartitioning<T, I>* partReduce_;  // Thread Partitioning for device
    bool ownPartitioning_; // Whether the vector owns its own partitioning
    bool ownData_;  // Whether the vector owns its own data
    bool managed_mem_; // Whether the vector manages its own memory
    ...
};
```

The class members are vector size (length), size of the vector data memory block, pointers to vector data on the host and the device, pointers to TemplatePartitioning implementations that handle thread...
partitioning for streaming and reduction vector kernels, a boolean flag that signals if the vector owns
the thread partitioning, a boolean flag that signals if the vector owns the data, and a boolean flag
that signals if managed memory is used for the data arrays. The class Vector inherits from the empty
structure

struct _N_VectorContent_Cuda {};

to interface the C++ class with the NVECTOR C code. Due to the rapid progress of CUDA development,
we expect that the suncudavec::Vector class will change frequently in future SUNDIALS releases. The
code is structured so that it can tolerate significant changes in the suncudavec::Vector class without
requiring changes to the user API.

When instantiated with NVNew_Cuda, the class Vector will allocate memory on both the host and
the device. Alternatively, a user can provide host and device data arrays by using the NVMake_Cuda
constructor. To use CUDA managed memory, the constructors NVNewManaged_Cuda and
NVMakeManaged_Cuda are provided. Details on each of these constructors are provided below.

To use the NVECTOR_CUDA module, the header file to include is nvector_cuda.h, and the library
to link to is lib sundials_nveccuda.lib. The extension .lib is typically .so for shared libraries
and .a for static libraries.

6.9.1 NVECTOR_CUDA functions

Unlike other native SUNDIALS vector types, NVECTOR_CUDA does not provide macros to access its
member variables. Instead, user should use the accessor functions:

N_VGetHostArrayPointer_Cuda
Prototype realtype *N_VGetHostArrayPointer_Cuda(N_Vector v)
Description This function returns a pointer to the vector data on the host.

N_VGetDeviceArrayPointer_Cuda
Prototype realtype *N_VGetDeviceArrayPointer_Cuda(N_Vector v)
Description This function returns a pointer to the vector data on the device.

N_VIsManagedMemory_Cuda
Prototype booleantype *N_VIsManagedMemory_Cuda(N_Vector v)
Description This function returns a boolean flag indicating if the vector data is allocated in managed
memory or not.

The NVECTOR_CUDA module defines implementations of all vector operations listed in Tables
6.1.1, 6.1.2, 6.1.3, and 6.1.4, except for NVSetArrayPointer, and, if using unmanaged memory,
NVGetArrayPointer. As such, this vector can only be used with the SUNDIALS Fortran interfaces, and
the SUNDIALS direct solvers and preconditioners when using managed memory. The NVECTOR_CUDA
module provides separate functions to access data on the host and on the device for the unmanaged
memory use case. It also provides methods for copying from the host to the device and vice versa.
Usage examples of NVECTOR_CUDA are provided in some example programs for CVOide [22].

The names of vector operations are obtained from those in Tables 6.1.1, 6.1.2, 6.1.3, and 6.1.4
by appending the suffix _Cuda (e.g. N_VDestroy_Cuda). The module NVECTOR_CUDA provides the
following functions:

N_NVNew_Cuda
Prototype N_Vector N_NVNew_Cuda(sunindextype length)
Description This function creates and allocates memory for a CUDA N_Vector. The vector data array
is allocated on both the host and device.
6.9 The NVECTOR_CUDA implementation

**N_VNewManaged_Cuda**
Prototype: `N_Vector N_VNewManaged_Cuda(sunindextype length)`
Description: This function creates and allocates memory for a CUDA `N_Vector`. The vector data array is allocated in managed memory.

**N_VNewEmpty_Cuda**
Prototype: `N_Vector N_VNewEmpty_Cuda()`
Description: This function creates a new NVECTOR wrapper with the pointer to the wrapped CUDA vector set to NULL. It is used by the N_VNew_Cuda, N_VMake_Cuda, and N_VClone_Cuda implementations.

**N_VMake_Cuda**
Prototype: `N_Vector N_VMake_Cuda(sunindextype length, realtype *h_data, realtype *dev_data)`
Description: This function creates an NVECTOR_CUDA with user-supplied vector data arrays `h_data` and `dev_data`. This function does not allocate memory for data itself.

**N_VMakeManaged_Cuda**
Prototype: `N_Vector N_VMakeManaged_Cuda(sunindextype length, realtype *vdata)`
Description: This function creates an NVECTOR_CUDA with a user-supplied managed memory data array. This function does not allocate memory for data itself.

**N_VMakeWithManagedAllocator_Cuda**
Prototype: `N_Vector N_VMakeWithManagedAllocator_Cuda(sunindextype length, void* (*allocfn)(size_t size), void (*freefn)(void* ptr));`
Description: This function creates an NVECTOR_CUDA with a user-supplied memory allocator. It requires the user to provide a corresponding free function as well. The memory allocated by the allocator function must behave like CUDA managed memory.

The module NVECTOR_CUDA also provides the following user-callable routines:

**N_VSetCudaStream_Cuda**
Prototype: `void N_VSetCudaStream_Cuda(N_Vector v, cudaStream_t *stream)`
Description: This function sets the CUDA stream that all vector kernels will be launched on. By default an NVECTOR_CUDA uses the default CUDA stream.

*Note:* All vectors used in a single instance of a SUNDIALS solver must use the same CUDA stream, and the CUDA stream must be set prior to solver initialization. Additionally, if manually instantiating the stream and reduce `ThreadPartitioning` of a suncudavec::Vector, ensure that they use the same CUDA stream.

**N_VCopyToDevice_Cuda**
Prototype: `void N_VCopyToDevice_Cuda(N_Vector v)`
Description: This function copies host vector data to the device.
Description of the NVECTOR module

N_VCopyFromDevice_Cuda
Prototype void N_VCopyFromDevice_Cuda(N_Vector v)
Description This function copies vector data from the device to the host.

N_VPrint_Cuda
Prototype void N_VPrint_Cuda(N_Vector v)
Description This function prints the content of a CUDA vector to stdout.

N_VPrintFile_Cuda
Prototype void N_VPrintFile_Cuda(N_Vector v, FILE *outfile)
Description This function prints the content of a CUDA vector to outfile.

By default all fused and vector array operations are disabled in the NVECTOR_CUDA module. The following additional user-callable routines are provided to enable or disable fused and vector array operations for a specific vector. To ensure consistency across vectors it is recommended to first create a vector with N_VNew_Cuda, enable/disable the desired operations for that vector with the functions below, and create any additional vectors from that vector using N_VClone. This guarantees the new vectors will have the same operations enabled/disabled as cloned vectors inherit the same enable/disable options as the vector they are cloned from while vectors created with N_VNew_Cuda will have the default settings for the NVECTOR_CUDA module.

N_VEnableFusedOps_Cuda
Prototype int N_VEnableFusedOps_Cuda(N_Vector v, booleantype tf)
Description This function enables (SUNTRUE) or disables (SUNFALSE) all fused and vector array operations in the CUDA vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

N_VEnableLinearCombination_Cuda
Prototype int N_VEnableLinearCombination_Cuda(N_Vector v, booleantype tf)
Description This function enables (SUNTRUE) or disables (SUNFALSE) the linear combination fused operation in the CUDA vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

N_VEnableScaleAddMulti_Cuda
Prototype int N_VEnableScaleAddMulti_Cuda(N_Vector v, booleantype tf)
Description This function enables (SUNTRUE) or disables (SUNFALSE) the scale and add a vector to multiple vectors fused operation in the CUDA vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

N_VEnableDotProdMulti_Cuda
Prototype int N_VEnableDotProdMulti_Cuda(N_Vector v, booleantype tf)
Description This function enables (SUNTRUE) or disables (SUNFALSE) the multiple dot products fused operation in the CUDA vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.
6.9 The NVECTOR_CUDA implementation

**N_VEnableLinearSumVectorArray_Cuda**

Prototype:  
```c
int N_VEnableLinearSumVectorArray_Cuda(N_Vector v, booleantype tf)
```

Description:  
This function enables (SUNTRUE) or disables (SUNFALSE) the linear sum operation for vector arrays in the CUDA vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**N_VEnableScaleVectorArray_Cuda**

Prototype:  
```c
int N_VEnableScaleVectorArray_Cuda(N_Vector v, booleantype tf)
```

Description:  
This function enables (SUNTRUE) or disables (SUNFALSE) the scale operation for vector arrays in the CUDA vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**N_VEnableConstVectorArray_Cuda**

Prototype:  
```c
int N_VEnableConstVectorArray_Cuda(N_Vector v, booleantype tf)
```

Description:  
This function enables (SUNTRUE) or disables (SUNFALSE) the const operation for vector arrays in the CUDA vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**N_VEnableWrmsNormVectorArray_Cuda**

Prototype:  
```c
int N_VEnableWrmsNormVectorArray_Cuda(N_Vector v, booleantype tf)
```

Description:  
This function enables (SUNTRUE) or disables (SUNFALSE) the WRMS norm operation for vector arrays in the CUDA vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**N_VEnableWrmsNormMaskVectorArray_Cuda**

Prototype:  
```c
int N_VEnableWrmsNormMaskVectorArray_Cuda(N_Vector v, booleantype tf)
```

Description:  
This function enables (SUNTRUE) or disables (SUNFALSE) the masked WRMS norm operation for vector arrays in the CUDA vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**N_VEnableScaleAddMultiVectorArray_Cuda**

Prototype:  
```c
int N_VEnableScaleAddMultiVectorArray_Cuda(N_Vector v, booleantype tf)
```

Description:  
This function enables (SUNTRUE) or disables (SUNFALSE) the scale and add a vector array to multiple vector arrays operation in the CUDA vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**N_VEnableLinearCombinationVectorArray_Cuda**

Prototype:  
```c
int N_VEnableLinearCombinationVectorArray_Cuda(N_Vector v, booleantype tf)
```

Description:  
This function enables (SUNTRUE) or disables (SUNFALSE) the linear combination operation for vector arrays in the CUDA vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.
Notes

- When there is a need to access components of an \texttt{NVector Cuda}, \texttt{v}, it is recommended to use functions \texttt{N_VGetDeviceArrayPointer Cuda} or \texttt{N_VGetHostArrayPointer Cuda}. However, when using managed memory, the function \texttt{N_VGetArrayPointer} may also be used.

- To maximize efficiency, vector operations in the \texttt{NV ector_CUDA} implementation that have more than one \texttt{NVector} argument do not check for consistent internal representations of these vectors. It is the user’s responsibility to ensure that such routines are called with \texttt{NVector} arguments that were all created with the same internal representations.

6.10 The NV ECTOR RAJA implementation

The \texttt{NVector RAJA} module is an experimental \texttt{NV ector} implementation using the RAJA hardware abstraction layer. In this implementation, RAJA allows for SUNDIALS vector kernels to run on GPU devices. The module is intended for users who are already familiar with RAJA and GPU programming. Building this vector module requires a C++11 compliant compiler and a CUDA software development toolkit. Besides the CUDA backend, RAJA has other backends such as serial, OpenMP, and OpenACC. These backends are not used in this SUNDIALS release. Class \texttt{Vector} in namespace \texttt{sunrajavec} manages the vector data layout:

\begin{verbatim}
template <class T, class I>
class Vector {
    I size_; 
    I mem_size_; 
    T* h_vec_; 
    T* d_vec_; 
    ... 
};
\end{verbatim}

The class members are: vector size (length), size of the vector data memory block, the global vector size (length), a pointer to the vector data on the host, and a pointer to the vector data on the device. The class \texttt{Vector} inherits from an empty structure

\begin{verbatim}
struct _N_VectorContent_Raja { 
};
\end{verbatim}

to interface the C++ class with the \texttt{NV ector} C code. When instantiated, the class \texttt{Vector} will allocate memory on both the host and the device. Due to the rapid progress of RAJA development, we expect that the \texttt{sunrajavec::Vector} class will change frequently in future SUNDIALS releases. The code is structured so that it can tolerate significant changes in the \texttt{sunrajavec::Vector} class without requiring changes to the user API.

The header file to include when using this module is \texttt{nvector raja.h}. The installed module library to link to are \texttt{libsundials_nveccudaraja.lib}. The extension \texttt{.lib} is typically \texttt{.so} for shared libraries and \texttt{.a} for static libraries.

6.10.1 NV ECTOR RAJA functions

Unlike other native SUNDIALS vector types, \texttt{NVector RAJA} does not provide macros to access its member variables. Instead, user should use the accessor functions:

\begin{verbatim}
N_VGetHostArrayPointer_Raja
\end{verbatim}

\textbf{Prototype} \hspace{1em} \texttt{realtype \*N_VGetHostArrayPointer_Raja(N_Vector v)}

\textbf{Description} \hspace{1em} This function returns a pointer to the vector data on the host.
6.10 The NVECTOR RAJA implementation

**N_VGetDeviceArrayPointer_Raja**

**Prototype**  
realtype *N_VGetDeviceArrayPointer_Raja(N_Vector v)

**Description**  
This function returns a pointer to the vector data on the device.

The NVECTOR RAJA module defines the implementations of all vector operations listed in Tables 6.1.1, 6.1.2, 6.1.3, and 6.1.4, except for N_VDotProdMulti, N_VWrmsNormVectorArray, and N_VWrmsNormMaskVectorArray as support for arrays of reduction vectors is not yet supported in RAJA. These functions will be added to the NVECTOR RAJA implementation in the future. Additionally the vector operations N_VGetArrayPointer and N_VSetArrayPointer are not implemented by the RAJA vector. As such, this vector cannot be used with the SUNDIALS Fortran interfaces, nor with the SUNDIALS direct solvers and preconditioners. The NVECTOR RAJA module provides separate functions to access data on the host and on the device. It also provides methods for copying data from the host to the device and vice versa. Usage examples of NVECTOR RAJA are provided in some example programs for CVODE [22].

The names of vector operations are obtained from those in Tables 6.1.1, 6.1.2, 6.1.3, and 6.1.4 by appending the suffix _Raja (e.g. N_VDestroy_Raja). The module NVECTOR RAJA provides the following additional user-callable routines:

**N_VNew_Raja**

**Prototype**  
N_Vector N_VNew_Raja(sunindextype length)

**Description**  
This function creates and allocates memory for a CUDA N_Vector. The vector data array is allocated on both the host and device.

**N_VNewEmpty_Raja**

**Prototype**  
N_Vector N_VNewEmpty_Raja()

**Description**  
This function creates a new NVECTOR wrapper with the pointer to the wrapped RAJA vector set to NULL. It is used by the N_VNew_Raja, N_VMMake_Raja, and N_VClone_Raja implementations.

**N_VMMake_Raja**

**Prototype**  
N_Vector N_VMMake_Raja(N_VectorContent_Raja c)

**Description**  
This function creates and allocates memory for an NVECTOR wrapper around a user-provided sunrajavec::Vector class. Its only argument is of type N_VectorContent_Raja, which is the pointer to the class.

**N_VCopyToDevice_Raja**

**Prototype**  
realtype *N_VCopyToDevice_Raja(N_Vector v)

**Description**  
This function copies host vector data to the device.

**N_VCopyFromDevice_Raja**

**Prototype**  
realtype *N_VCopyFromDevice_Raja(N_Vector v)

**Description**  
This function copies vector data from the device to the host.

**N_VPrint_Raja**

**Prototype**  
void N_VPrint_Raja(N_Vector v)

**Description**  
This function prints the content of a RAJA vector to stdout.
Description of the NVECTOR module

**N_VPrintFile_Raja**

Prototype  
```c
void N_VPrintFile_Raja(N_Vector v, FILE *outfile)
```
Description  
This function prints the content of a RAJA vector to outfile.

By default all fused and vector array operations are disabled in the NVECTOR_RAJA module. The following additional user-callable routines are provided to enable or disable fused and vector array operations for a specific vector. To ensure consistency across vectors it is recommended to first create a vector with `N_VNew_Raja`, enable/disable the desired operations for that vector with the functions below, and create any additional vectors from that vector using `N_VClone`. This guarantees the new vectors will have the same operations enabled/disabled as cloned vectors inherit the same enable/disable options as the vector they are cloned from while vectors created with `N_VNew_Raja` will have the default settings for the NVECTOR_RAJA module.

**N_VEnableFusedOps_Raja**

Prototype  
```c
int N_VEnableFusedOps_Raja(N_Vector v, boolantype tf)
```
Description  
This function enables (`SUNTRUE`) or disables (`SUNFALSE`) all fused and vector array operations in the RAJA vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**N_VEnableLinearCombination_Raja**

Prototype  
```c
int N_VEnableLinearCombination_Raja(N_Vector v, boolantype tf)
```
Description  
This function enables (`SUNTRUE`) or disables (`SUNFALSE`) the linear combination fused operation in the RAJA vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**N_VEnableScaleAddMulti_Raja**

Prototype  
```c
int N_VEnableScaleAddMulti_Raja(N_Vector v, boolantype tf)
```
Description  
This function enables (`SUNTRUE`) or disables (`SUNFALSE`) the scale and add a vector to multiple vectors fused operation in the RAJA vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**N_VEnableLinearSumVectorArray_Raja**

Prototype  
```c
int N_VEnableLinearSumVectorArray_Raja(N_Vector v, boolantype tf)
```
Description  
This function enables (`SUNTRUE`) or disables (`SUNFALSE`) the linear sum operation for vector arrays in the RAJA vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**N_VEnableScaleVectorArray_Raja**

Prototype  
```c
int N_VEnableScaleVectorArray_Raja(N_Vector v, boolantype tf)
```
Description  
This function enables (`SUNTRUE`) or disables (`SUNFALSE`) the scale operation for vector arrays in the RAJA vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**N_VEnableConstVectorArray_Raja**

Prototype  
```c
int N_VEnableConstVectorArray_Raja(N_Vector v, boolantype tf)
```
Description  This function enables (SUNTRUE) or disables (SUNFALSE) the const operation for vector arrays in the RAJA vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**N_VEnableScaleAddMultiVectorArray_Raja**

Prototype  

```c
int N_VEnableScaleAddMultiVectorArray_Raja(N_Vector v, booleantype tf)
```

Description  This function enables (SUNTRUE) or disables (SUNFALSE) the scale and add a vector array to multiple vector arrays operation in the RAJA vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**N_VEnableLinearCombinationVectorArray_Raja**

Prototype  

```c
int N_VEnableLinearCombinationVectorArray_Raja(N_Vector v, booleantype tf)
```

Description  This function enables (SUNTRUE) or disables (SUNFALSE) the linear combination operation for vector arrays in the RAJA vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**Notes**

- When there is a need to access components of an N_Vector_Raja, v, it is recommended to use functions N_VGetDeviceArrayPointer_Raja or N_VGetHostArrayPointer_Raja.

- To maximize efficiency, vector operations in the NVECTOR_RAJA implementation that have more than one N_Vector argument do not check for consistent internal representations of these vectors. It is the user’s responsibility to ensure that such routines are called with N_Vector arguments that were all created with the same internal representations.

6.11 The NVECTOR_OPENMPDEV implementation

In situations where a user has access to a device such as a GPU for offloading computation, SUNDIALS provides an NVECTOR implementation using OpenMP device offloading, called NVECTOR_OPENMPDEV.

The NVECTOR_OPENMPDEV implementation defines the content field of the N_Vector to be a structure containing the length of the vector, a pointer to the beginning of a contiguous data array on the host, a pointer to the beginning of a contiguous data array on the device, and a boolean flag own_data which specifies the ownership of host and device data arrays.

```c
struct _N_VectorContent_OpenMPDEV {
    sunindextype length;
    booleantype own_data;
    realtype *host_data;
    realtype *dev_data;
};
```

The header file to include when using this module is nvector_openmpdev.h. The installed module library to link to is libsundials_nvecopenmpdev.lib where .lib is typically .so for shared libraries and .a for static libraries.

6.11.1 NVECTOR_OPENMPDEV accessor macros

The following macros are provided to access the content of an NVECTOR_OPENMPDEV vector.
• NV_CONTENT_OMPDEV

This routine gives access to the contents of the NVECTOR_OPENMPDEV vector N_Vector.

The assignment \( v_{\text{cont}} = \text{NV}\_\text{CONTENT}\_\text{OMPDEV}(v) \) sets \( v_{\text{cont}} \) to be a pointer to the NVVECTOR_OPENMPDEV N_Vector content structure.

Implementation:

```c
#define NV_CONTENT_OMPDEV(v) ( (N_VectorContent_OpenMPDEV)(v->content) )
```

• NV_OWOWN_DATA_OMPDEV, NV_DATA_HOST_OMPDEV, NV_DATA_DEV_OMPDEV, NV_LENGTH_OMPDEV

These macros give individual access to the parts of the content of an NVVECTOR_OPENMPDEV N_Vector.

The assignment \( v_{\text{data}} = \text{NV}\_\text{DATA}\_\text{HOST}\_\text{OMPDEV}(v) \) sets \( v_{\text{data}} \) to be a pointer to the first component of the data on the host for the N_Vector \( v \). The assignment \( \text{NV}\_\text{DATA}\_\text{HOST}\_\text{OMPDEV}(v) = v_{\text{data}} \) sets the host component array of \( v \) to be \( v_{\text{data}} \) by storing the pointer \( v_{\text{data}} \).

The assignment \( v_{\text{dev\_data}} = \text{NV}\_\text{DATA}\_\text{DEV}\_\text{OMPDEV}(v) \) sets \( v_{\text{dev\_data}} \) to be a pointer to the first component of the data on the device for the N_Vector \( v \). The assignment \( \text{NV}\_\text{DATA}\_\text{DEV}\_\text{OMPDEV}(v) = v_{\text{dev\_data}} \) sets the device component array of \( v \) to be \( v_{\text{dev\_data}} \) by storing the pointer \( v_{\text{dev\_data}} \).

The assignment \( v_{\text{len}} = \text{NV}\_\text{LENGTH}\_\text{OMPDEV}(v) \) sets \( v_{\text{len}} \) to be the length of \( v \). On the other hand, the call \( \text{NV}\_\text{LENGTH}\_\text{OMPDEV}(v) = \text{len}\_v \) sets the length of \( v \) to be \( \text{len}\_v \).

Implementation:

```c
#define NV_OWOWN_DATA_OMPDEV(v) ( NV_CONTENT_OMPDEV(v)->own_data )
#define NV_DATA_HOST_OMPDEV(v) ( NV_CONTENT_OMPDEV(v)->host_data )
#define NV_DATA_DEV_OMPDEV(v) ( NV_CONTENT_OMPDEV(v)->dev_data )
#define NV_LENGTH_OMPDEV(v) ( NV_CONTENT_OMPDEV(v)->length )
```

### 6.11.2 NVVECTOR_OPENMPDEV functions

The NVVECTOR_OPENMPDEV module defines OpenMP device offloading implementations of all vector operations listed in Tables 6.1.1, 6.1.2, 6.1.3, and 6.1.4, except for \( \text{NV}\_\text{GetArrayPointer} \) and \( \text{NV}\_\text{SetArrayPointer} \). As such, this vector cannot be used with the SUNDIALS Fortran interfaces, nor with the SUNDIALS direct solvers and preconditioners. It also provides methods for copying from the host to the device and vice versa.

The names of vector operations are obtained from those in Tables 6.1.1, 6.1.2, 6.1.3, and 6.1.4 by appending the suffix _OpenMPDEV (e.g. \( \text{NV}\_\text{Destroy}\_\text{OpenMPDEV} \)). The module NVVECTOR_OPENMPDEV provides the following additional user-callable routines:

#### NVNew_OpenMPDEV

Prototype: \( \text{N}\_\text{Vector } \text{NVNew}\_\text{OpenMPDEV}(\text{sunindextype vec\_length}) \)

Description: This function creates and allocates memory for an NVVECTOR_OPENMPDEV N_Vector.

#### NVNewEmpty_OpenMPDEV

Prototype: \( \text{N}\_\text{Vector } \text{NVNewEmpty}\_\text{OpenMPDEV}(\text{sunindextype vec\_length}) \)

Description: This function creates a new NVVECTOR_OPENMPDEV N_Vector with an empty (NULL) host and device data arrays.
6.11 The NVECTOR_OPENMPDEV implementation

N_VMake_OpenMPDEV
Prototype  
N_Vector N_VMake_OpenMPDEV(sunindextype vec_length, realtype *h_vdata,  
realtype *d_vdata)
Description  
This function creates an NVECTOR_OPENMPDEV vector with user-supplied vector data  
arrays h_vdata and d_vdata. This function does not allocate memory for data itself.

N_VCloneVectorArray_OpenMPDEV
Prototype  
N_Vector *N_VCloneVectorArray_OpenMPDEV(int count, N_Vector w)
Description  
This function creates (by cloning) an array of count NVECTOR_OPENMPDEV vectors.

N_VCloneVectorArrayEmpty_OpenMPDEV
Prototype  
N_Vector *N_VCloneVectorArrayEmpty_OpenMPDEV(int count, N_Vector w)
Description  
This function creates (by cloning) an array of count NVECTOR_OPENMPDEV vectors,  
each with an empty (NULL) data array.

N_VDestroyVectorArray_OpenMPDEV
Prototype  
void N_VDestroyVectorArray_OpenMPDEV(N_Vector *vs, int count)
Description  
This function frees memory allocated for the array of count variables of type N_Vector  
created with N_VCloneVectorArray_OpenMPDEV or with  
N_VCloneVectorArrayEmpty_OpenMPDEV.

N_GetHostArrayPointer_OpenMPDEV
Prototype  
realtype *N_GetHostArrayPointer_OpenMPDEV(N_Vector v)
Description  
This function returns a pointer to the host data array.

N_GetDeviceArrayPointer_OpenMPDEV
Prototype  
realtype *N_GetDeviceArrayPointer_OpenMPDEV(N_Vector v)
Description  
This function returns a pointer to the device data array.

N_Print_OpenMPDEV
Prototype  
void N_Print_OpenMPDEV(N_Vector v)
Description  
This function prints the content of an NVECTOR_OPENMPDEV vector to stdout.

N_PrintFile_OpenMPDEV
Prototype  
void N_PrintFile_OpenMPDEV(N_Vector v, FILE *outfile)
Description  
This function prints the content of an NVECTOR_OPENMPDEV vector to outfile.

N_CopyToDevice_OpenMPDEV
Prototype  
void N_CopyToDevice_OpenMPDEV(N_Vector v)
Description  
This function copies the content of an NVECTOR_OPENMPDEV vector’s host data array  
to the device data array.
Description of the NVECTOR module

**N.VCopyFromDevice_OpenMPDEV**

Prototype: `void N.VCopyFromDevice_OpenMPDEV(N_Vector v)`

Description: This function copies the content of an NVECTOR_OPENMPDEV vector’s device data array to the host data array.

By default all fused and vector array operations are disabled in the NVECTOR_OPENMPDEV module. The following additional user-callable routines are provided to enable or disable fused and vector array operations for a specific vector. To ensure consistency across vectors it is recommended to first create a vector with `N.VNew_OpenMPDEV`, enable/disable the desired operations for that vector with the functions below, and create any additional vectors from that vector using `N.VClone`. This guarantees the new vectors will have the same operations enabled/disabled as cloned vectors inherit the same enable/disable options as the vector they are cloned from while vectors created with `N.VNew_OpenMPDEV` will have the default settings for the NVECTOR_OPENMPDEV module.

**N.VEnableFusedOps_OpenMPDEV**

Prototype: `int N.VEnableFusedOps_OpenMPDEV(N_Vector v, booleantype tf)`

Description: This function enables (SUNTRUE) or disables (SUNFALSE) all fused and vector array operations in the NVECTOR_OPENMPDEV vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**N.VEnableLinearCombination_OpenMPDEV**

Prototype: `int N.VEnableLinearCombination_OpenMPDEV(N_Vector v, booleantype tf)`

Description: This function enables (SUNTRUE) or disables (SUNFALSE) the linear combination fused operation in the NVECTOR_OPENMPDEV vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**N.VEnableScaleAddMulti_OpenMPDEV**

Prototype: `int N.VEnableScaleAddMulti_OpenMPDEV(N_Vector v, booleantype tf)`

Description: This function enables (SUNTRUE) or disables (SUNFALSE) the scale and add a vector to multiple vectors fused operation in the NVECTOR_OPENMPDEV vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**N.VEnableDotProdMulti_OpenMPDEV**

Prototype: `int N.VEnableDotProdMulti_OpenMPDEV(N_Vector v, booleantype tf)`

Description: This function enables (SUNTRUE) or disables (SUNFALSE) the multiple dot products fused operation in the NVECTOR_OPENMPDEV vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**N.VEnableLinearSumVectorArray_OpenMPDEV**

Prototype: `int N.VEnableLinearSumVectorArray_OpenMPDEV(N_Vector v, booleantype tf)`

Description: This function enables (SUNTRUE) or disables (SUNFALSE) the linear sum operation for vector arrays in the NVECTOR_OPENMPDEV vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.
6.11 The NVECTOR_OPENMPDEV implementation

**N.VEnableScaleVectorArray_OpenMPDEV**

Prototype: int N.VEnableScaleVectorArray_OpenMPDEV(N_Vector v, booleantype tf)

Description: This function enables (SUNTRUE) or disables (SUNFALSE) the scale operation for vector arrays in the NVECTOR_OPENMPDEV vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**N.VEnableConstVectorArray_OpenMPDEV**

Prototype: int N.VEnableConstVectorArray_OpenMPDEV(N_Vector v, booleantype tf)

Description: This function enables (SUNTRUE) or disables (SUNFALSE) the const operation for vector arrays in the NVECTOR_OPENMPDEV vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**N.VEnableWrmsNormVectorArray_OpenMPDEV**

Prototype: int N.VEnableWrmsNormVectorArray_OpenMPDEV(N_Vector v, booleantype tf)

Description: This function enables (SUNTRUE) or disables (SUNFALSE) the WRMS norm operation for vector arrays in the NVECTOR_OPENMPDEV vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**N.VEnableWrmsNormMaskVectorArray_OpenMPDEV**

Prototype: int N.VEnableWrmsNormMaskVectorArray_OpenMPDEV(N_Vector v, booleantype tf)

Description: This function enables (SUNTRUE) or disables (SUNFALSE) the masked WRMS norm operation for vector arrays in the NVECTOR_OPENMPDEV vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**N.VEnableScaleAddMultiVectorArray_OpenMPDEV**

Prototype: int N.VEnableScaleAddMultiVectorArray_OpenMPDEV(N_Vector v, booleantype tf)

Description: This function enables (SUNTRUE) or disables (SUNFALSE) the scale and add a vector array to multiple vector arrays operation in the NVECTOR_OPENMPDEV vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**N.VEnableLinearCombinationVectorArray_OpenMPDEV**

Prototype: int N.VEnableLinearCombinationVectorArray_OpenMPDEV(N_Vector v, booleantype tf)

Description: This function enables (SUNTRUE) or disables (SUNFALSE) the linear combination operation for vector arrays in the NVECTOR_OPENMPDEV vector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

**Notes**

- When looping over the components of an N_Vector v, it is most efficient to first obtain the component array via h_data = NV_DATA_HOST_OPENMPDEV(v) for the host array or d_data = NV_DATA_DEV_OPENMPDEV(v) for the device array and then access h_data[i] or d_data[i] within the loop.
• When accessing individual components of an N_Vector v on the host remember to first copy the array back from the device with N_VCopyFromDevice_OpenMPDEV(v) to ensure the array is up to date.

• N_VNewEmpty_OpenMPDEV, N_VMake_OpenMPDEV, and N_VCloneVectorArrayEmpty_OpenMPDEV set the field own_data = SUNFALSE. N_VDestroy_OpenMPDEV and N_VDestroyVectorArray_OpenMPDEV will not attempt to free the pointer data for any N_Vector with own_data set to SUNFALSE. In such a case, it is the user’s responsibility to deallocate the data pointer.

• To maximize efficiency, vector operations in the NVECTOR_OPENMPDEV implementation that have more than one N_Vector argument do not check for consistent internal representation of these vectors. It is the user’s responsibility to ensure that such routines are called with N_Vector arguments that were all created with the same internal representations.

6.12 The NVECTOR_TRILINOS implementation

The nvector_trilinos module is an NVECTOR wrapper around the Trilinos Tpetra vector. The interface to Tpetra is implemented in the Sundials::TpetraVectorInterface class. This class simply stores a reference counting pointer to a Tpetra vector and inherits from an empty structure

```c
struct _N_VectorContent_Trilinos {
};
```

to interface the C++ class with the NVECTOR C code. A pointer to an instance of this class is kept in the content field of the N_Vector object, to ensure that the Tpetra vector is not deleted for as long as the N_Vector object exists.

The Tpetra vector type in the Sundials::TpetraVectorInterface class is defined as:

```c
typedef Tpetra::Vector<realtype, sunindextype, sunindextype> vector_type;
```

The Tpetra vector will use the sundials-specified realtype as its scalar type, and it will use sunindextype as the global and the local ordinal types. This type definition will use Tpetra’s default node type. Available Kokkos node types in Trilinos 12.14 release are serial (single thread), OpenMP, Pthread, and CUDA. The default node type is selected when building the Kokkos package. For example, the Tpetra vector will use a CUDA node if Tpetra was built with CUDA support and the CUDA node was selected as the default when Tpetra was built.

The header file to include when using this module is nvector_trilinos.h. The installed module library to link to is libsundials_nvectrilinos.lib where .lib is typically .so for shared libraries and .a for static libraries.

6.12.1 NVECTOR_TRILINOS functions

The nvector_trilinos module defines implementations of all vector operations listed in Tables 6.1.1, 6.1.4, and 6.1.4, except for N_VGetArrayPointer and N_VSetArrayPointer. As such, this vector cannot be used with SUNDIALS Fortran interfaces, nor with the SUNDIALS direct solvers and preconditioners. When access to raw vector data is needed, it is recommended to extract the Trilinos Tpetra vector first, and then use Tpetra vector methods to access the data. Usage examples of nvector_trilinos are provided in example programs for IDA [21].

The names of vector operations are obtained from those in Tables 6.1.1, 6.1.4, and 6.1.4 by appending the suffix _Trilinos (e.g. N_VDestroy_Trilinos). Vector operations call existing Tpetra::Vector methods when available. Vector operations specific to SUNDIALS are implemented as standalone functions in the namespace Sundials::TpetraVector, located in the file SundialsTpetraVectorKernels.hpp.

The module NVECTOR_TRILINOS provides the following additional user-callable functions:

• N_VGetVector_Trilinos

This C++ function takes an N_Vector as the argument and returns a reference counting pointer to the underlying Tpetra vector. This is a standalone function defined in the global namespace.
6.13 The NVECTOR\_MANYVECTOR implementation

```cpp
teachos::RCP<vector_type> N_VGetVector_Trilinos(N_Vector v);
```

- **N_VMake_Trilinos**
  This C++ function creates and allocates memory for an NVECTOR\_TRILINOS wrapper around a user-provided Tpetra vector. This is a standalone function defined in the global namespace.

```cpp
N_Vector N_VMake_Trilinos(teachos::RCP<vector_type> v);
```

**Notes**

- The template parameter `vector_type` should be set as:
  ```cpp
typedef Sundials::TpetraVectorInterface::vector_type vector_type
```
  This will ensure that data types used in Tpetra vector match those in SUNDIALS.

- When there is a need to access components of an N\_Vector\_Trilinos, `v`, it is recommended to extract the Trilinos vector object via `x_vec = N_VGetVector_Trilinos(v)` and then access components using the appropriate Trilinos functions.

- The functions NVDestroy_Trilinos and NVDestroyVectorArray_Trilinos only delete the N\_Vector wrapper. The underlying Tpetra vector object will exist for as long as there is at least one reference to it.

### 6.13 The NVECTOR\_MANYVECTOR implementation

The NVECTOR\_MANYVECTOR implementation of the NVECTOR module provided with SUNDIALS is designed to facilitate problems with an inherent data partitioning for the solution vector within a computational node. These data partitions are entirely user-defined, through construction of distinct NVECTOR modules for each component, that are then combined together to form the NVECTOR\_MANYVECTOR. We envision two generic use cases for this implementation:

- **A. Heterogeneous computational architectures**: for users who wish to partition data on a node between different computing resources, they may create architecture-specific subvectors for each partition. For example, a user could create one serial component based on NVECTOR\_SERIAL, another component for GPU accelerators based on NVECTOR\_CUDA, and another threaded component based on NVECTOR\_OPENMP.

- **B. Structure of arrays (SOA) data layouts**: for users who wish to create separate subvectors for each solution component, e.g., in a Navier-Stokes simulation they could have separate subvectors for density, velocities and pressure, which are combined together into a single NVECTOR\_MANYVECTOR for the overall “solution”.

We note that the above use cases are not mutually exclusive, and the NVECTOR\_MANYVECTOR implementation should support arbitrary combinations of these cases.

The NVECTOR\_MANYVECTOR implementation is designed to work with any NVECTOR subvectors that implement the minimum required set of operations. Additionally, NVECTOR\_MANYVECTOR sets no limit on the number of subvectors that may be attached (aside from the limitations of using sunindextype for indexing, and standard per-node memory limitations). However, while this ostensibly supports subvectors with one entry each (i.e., one subvector for each solution entry), we anticipate that this extreme situation will hinder performance due to non-stride-one memory accesses and increased function call overhead. We therefore recommend a relatively coarse partitioning of the problem, although actual performance will likely be problem-dependent.

As a final note, in the coming years we plan to introduce additional algebraic solvers and time integration modules that will leverage the problem partitioning enabled by NVECTOR\_MANYVECTOR. However, even at present we anticipate that users will be able to leverage such data partitioning in their problem-defining ODE right-hand side, DAE residual, or nonlinear solver residual functions.
6.13.1 NVECTOR_MANYVECTOR structure

The NVECTOR_MANYVECTOR implementation defines the content field of N_Vector to be a structure containing the number of subvectors comprising the ManyVector, the global length of the ManyVector (including all subvectors), a pointer to the beginning of the array of subvectors, and a boolean flag own_data indicating ownership of the subvectors that populate subvec_array.

```c
struct _N_VectorContent_ManyVector {
    sunindextype num_subvectors; /* number of vectors attached */
    sunindextype global_length; /* overall manyvector length */
    N_Vector* subvec_array; /* pointer to N_Vector array */
    booleantype own_data; /* flag indicating data ownership */
};
```

The header file to include when using this module is nvector_manyvector.h. The installed module library to link against is libsundials_nvecmanyvector.lib where .lib is typically .so for shared libraries and .a for static libraries.

6.13.2 NVECTOR_MANYVECTOR functions

The NVECTOR_MANYVECTOR module implements all vector operations listed in Tables 6.1.1, 6.1.2, 6.1.3, and 6.1.4, except for N_VGetArrayPointer, N_VSetArrayPointer, N_VScaleAddMultiVectorArray, and N_VLinearCombinationVectorArray. As such, this vector cannot be used with the SUNDIALS Fortran-77 interfaces, nor with the SUNDIALS direct solvers and preconditioners. Instead, the NVECTOR_MANYVECTOR module provides functions to access subvectors, whose data may in turn be accessed according to their NVECTOR implementations.

The names of vector operations are obtained from those in Tables 6.1.1, 6.1.2, 6.1.3, and 6.1.4 by appending the suffix _ManyVector (e.g. N_VDestroy_ManyVector). The module NVECTOR_MANYVECTOR provides the following additional user-callable routines:

**N_VNew_ManyVector**

Prototype `N_Vector N_VNew_ManyVector(sunindextype num_subvectors, N_Vector* vec_array);`

Description This function creates a ManyVector from a set of existing NVECTOR objects.

This routine will copy all N_Vector pointers from the input vec_array, so the user may modify/free that pointer array after calling this function. However, this routine does not allocate any new subvectors, so the underlying NVECTOR objects themselves should not be destroyed before the ManyVector that contains them.

Upon successful completion, the new ManyVector is returned; otherwise this routine returns NULL (e.g., a memory allocation failure occurred).

Users of the Fortran 2003 interface to this function will first need to use the generic N_Vector utility functions N_VNewVectorArray, and N_VSetVecAtIndexVectorArray to create the N_Vector* argument. This is further explained in Chapter 5.1.3.5, and the functions are documented in Chapter 6.1.5.

F2003 Name This function is callable as FN_VNew_ManyVector when using the Fortran 2003 interface module.

**N_VGetSubvector_ManyVector**

Prototype `N_Vector N_VGetSubvector_ManyVector(N_Vector v, sunindextype vec_num);`

Description This function returns the vec_num subvector from the NVECTOR array.

F2003 Name This function is callable as FN_VGetSubvector_ManyVector when using the Fortran 2003 interface module.
6.13 The NVECTOR_MANYVECTOR implementation

**N_VGetSubvectorArrayPointer_MANYVECTOR**

Prototype: `realtype *N_VGetSubvectorArrayPointer_MANYVECTOR(N_Vector v, sunindextype vec_num);`

Description: This function returns the data array pointer for the `vec_num` subvector from the NVECTOR array.

If the input `vec_num` is invalid, or if the subvector does not support the `N_VGetArrayPointer` operation, then NULL is returned.

F2003 Name: This function is callable as `FN_VGetSubvectorArrayPointer_MANYVECTOR` when using the Fortran 2003 interface module.

**N_VSetSubvectorArrayPointer_MANYVECTOR**

Prototype: `int N_VSetSubvectorArrayPointer_MANYVECTOR(realtype *v_data, N_Vector v, sunindextype vec_num);`

Description: This function sets the data array pointer for the `vec_num` subvector from the NVECTOR array.

If the input `vec_num` is invalid, or if the subvector does not support the `N_VSetArrayPointer` operation, then this routine returns -1; otherwise it returns 0.

F2003 Name: This function is callable as `FN_VSetSubvectorArrayPointer_MANYVECTOR` when using the Fortran 2003 interface module.

**N_VGetNumSubvectors_MANYVECTOR**

Prototype: `sunindextype N_VGetNumSubvectors_MANYVECTOR(N_Vector v);`

Description: This function returns the overall number of subvectors in the ManyVector object.

F2003 Name: This function is callable as `FN_VGetNumSubvectors_MANYVECTOR` when using the Fortran 2003 interface module.

By default all fused and vector array operations are disabled in the NVECTOR_MANYVECTOR module, except for `N_VWrmsNormVectorArray` and `N_VWrmsNormMaskVectorArray`, that are enabled by default. The following additional user-callable routines are provided to enable or disable fused and vector array operations for a specific vector. To ensure consistency across vectors it is recommended to first create a vector with `N_VNew_MANYVECTOR`, enable/disable the desired operations for that vector with the functions below, and create any additional vectors from that vector using `N_VClone`. This guarantees that the new vectors will have the same operations enabled/disabled, since cloned vectors inherit those configuration options from the vector they are cloned from, while vectors created with `N_VNew_MANYVECTOR` will have the default settings for the NVECTOR_MANYVECTOR module. We note that these routines do not call the corresponding routines on subvectors, so those should be set up as desired before attaching them to the ManyVector in `N_VNew_MANYVECTOR`.

**N_VEnableFusedOps_MANYVECTOR**

Prototype: `int N_VEnableFusedOps_MANYVECTOR(N_Vector v, boolean type tf);`

Description: This function enables (SUNTRUE) or disables (SUNFALSE) all fused and vector array operations in the ManyVector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

F2003 Name: This function is callable as `FN_VEnableFusedOps_MANYVECTOR` when using the Fortran 2003 interface module.
Description of the NVECTOR module

**N_VEnableLinearCombination_ManyVector**

Prototype: int N_VEnableLinearCombination_ManyVector(N_Vector v, booleantype tf);

Description: This function enables (SUNTRUE) or disables (SUNFALSE) the linear combination fused operation in the ManyVector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

F2003 Name: This function is callable as FN_VEnableLinearCombination_ManyVector when using the Fortran 2003 interface module.

**N_VEnableScaleAddMulti_ManyVector**

Prototype: int N_VEnableScaleAddMulti_ManyVector(N_Vector v, booleantype tf);

Description: This function enables (SUNTRUE) or disables (SUNFALSE) the scale and add a vector to multiple vectors fused operation in the ManyVector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

F2003 Name: This function is callable as FN_VEnableScaleAddMulti_ManyVector when using the Fortran 2003 interface module.

**N_VEnableDotProdMulti_ManyVector**

Prototype: int N_VEnableDotProdMulti_ManyVector(N_Vector v, booleantype tf);

Description: This function enables (SUNTRUE) or disables (SUNFALSE) the multiple dot products fused operation in the ManyVector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

F2003 Name: This function is callable as FN_VEnableDotProdMulti_ManyVector when using the Fortran 2003 interface module.

**N_VEnableLinearSumVectorArray_ManyVector**

Prototype: int N_VEnableLinearSumVectorArray_ManyVector(N_Vector v, booleantype tf);

Description: This function enables (SUNTRUE) or disables (SUNFALSE) the linear sum operation for vector arrays in the ManyVector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

F2003 Name: This function is callable as FN_VEnableLinearSumVectorArray_ManyVector when using the Fortran 2003 interface module.

**N_VEnableScaleVectorArray_ManyVector**

Prototype: int N_VEnableScaleVectorArray_ManyVector(N_Vector v, booleantype tf);

Description: This function enables (SUNTRUE) or disables (SUNFALSE) the scale operation for vector arrays in the ManyVector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.

F2003 Name: This function is callable as FN_VEnableScaleVectorArray_ManyVector when using the Fortran 2003 interface module.

**N_VEnableConstVectorArray_ManyVector**

Prototype: int N_VEnableConstVectorArray_ManyVector(N_Vector v, booleantype tf);

Description: This function enables (SUNTRUE) or disables (SUNFALSE) the const operation for vector arrays in the ManyVector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.
F2003 Name This function is callable as `FN_VEnableConstVectorArray_ManManyVector` when using the Fortran 2003 interface module.

### N_VEnableWrmsNormVectorArray_ManManyVector

**Prototype**

```c
int N_VEnableWrmsNormVectorArray_ManManyVector(N_Vector v, booleantype tf);
```

**Description**

This function enables (`SUNTRUE`) or disables (`SUNFALSE`) the WRMS norm operation for vector arrays in the ManyVector. The return value is 0 for success and -1 if the input vector or its `ops` structure are `NULL`.

F2003 Name This function is callable as `FN_VEnableWrmsNormVectorArray_ManManyVector` when using the Fortran 2003 interface module.

### N_VEnableWrmsNormMaskVectorArray_ManManyVector

**Prototype**

```c
int N_VEnableWrmsNormMaskVectorArray_ManManyVector(N_Vector v, booleantype tf);
```

**Description**

This function enables (`SUNTRUE`) or disables (`SUNFALSE`) the masked WRMS norm operation for vector arrays in the ManyVector. The return value is 0 for success and -1 if the input vector or its `ops` structure are `NULL`.

F2003 Name This function is callable as `FN_VEnableWrmsNormMaskVectorArray_ManManyVector` when using the Fortran 2003 interface module.

**Notes**

- `N_VNew_ManManyVector` sets the field `own_data = SUNFALSE`. `N_VDestroy_ManManyVector` will not attempt to call `N_VDestroy` on any subvectors contained in the subvector array for any `N_Vector` with `own_data` set to `SUNFALSE`. In such a case, it is the user’s responsibility to deallocate the subvectors.

- To maximize efficiency, arithmetic vector operations in the `NVECTOR_MANYVECTOR` implementation that have more than one `N_Vector` argument do not check for consistent internal representation of these vectors. It is the user’s responsibility to ensure that such routines are called with `N_Vector` arguments that were all created with the same subvector representations.

### 6.14 The NVECTOR_MPIMANYVECTOR implementation

The `NVECTOR_MPIMANYVECTOR` implementation of the `NVECTOR` module provided with SUNDIALS is designed to facilitate problems with an inherent data partitioning for the solution vector, and when using distributed-memory parallel architectures. As such, the MPIManyVector implementation supports all use cases allowed by the MPI-unaware ManyVector implementation, as well as partitioning data between nodes in a parallel environment. These data partitions are entirely user-defined, through construction of distinct `NVECTOR` modules for each component, that are then combined together to form the `NVECTOR_MPIMANYVECTOR`. We envision three generic use cases for this implementation:

A. **Heterogeneous computational architectures (single-node or multi-node):** for users who wish to partition data on a node between different computing resources, they may create architecture-specific subvectors for each partition. For example, a user could create one MPI-parallel component based on `NVECTOR_PARALLEL`, another single-node component for GPU accelerators based on `NVECTOR_CUDA`, and another threaded single-node component based on `NVECTOR_OPENMP`.

B. **Process-based multiphysics decompositions (multi-node):** for users who wish to combine separate simulations together, e.g., where one subvector resides on one subset of MPI processes, while another subvector resides on a different subset of MPI processes, and where the user has created a MPI `intercommunicator` to connect these distinct process sets together.
C. Structure of arrays (SOA) data layouts (single-node or multi-node): for users who wish to create separate subvectors for each solution component, e.g., in a Navier-Stokes simulation they could have separate subvectors for density, velocities and pressure, which are combined together into a single NV_VECTOR_MPI ManyVector for the overall “solution”.

We note that the above use cases are not mutually exclusive, and the NV_VECTOR_MPI ManyVector implementation should support arbitrary combinations of these cases.

The NV_VECTOR_MPI ManyVector implementation is designed to work with any NV_VECTOR subvectors that implement the minimum required set of operations, however significant performance benefits may be obtained when subvectors additionally implement the optional local reduction operations listed in Table 6.1.4.

Additionally, NV_VECTOR_MPI ManyVector sets no limit on the number of subvectors that may be attached (aside from the limitations of using SunIndextype for indexing, and standard per-node memory limitations). However, while this ostensibly supports subvectors with one entry each (i.e., one subvector for each solution entry), we anticipate that this extreme situation will hinder performance due to non-stride-one memory accesses and increased function call overhead. We therefore recommend a relatively coarse partitioning of the problem, although actual performance will likely be problem-dependent.

As a final note, in the coming years we plan to introduce additional algebraic solvers and time integration modules that will leverage the problem partitioning enabled by NV_VECTOR_MPI ManyVector. However, even at present we anticipate that users will be able to leverage such data partitioning in their problem-defining ODE right-hand side, DAE residual, or nonlinear solver residual functions.

6.14.1 NV_VECTOR_MPI ManyVector structure

The NV_VECTOR_MPI ManyVector implementation defines the content field of NV_ Vector to be a structure containing the MPI communicator (or MPI_COMM_NULL if running on a single-node), the number of subvectors comprising the MPI ManyVector, the global length of the MPI ManyVector (including all subvectors on all MPI tasks), a pointer to the beginning of the array of subvectors, and a boolean flag own_data indicating ownership of the subvectors that populate subvec_array.

```
struct _NV_ VectorContent_MPIManyVector {
    MPI_Comm comm; /* overall MPI communicator */
    sunindextype num_subvectors; /* number of vectors attached */
    sunindextype global_length; /* overall mpi manyvector length */
    NV_ Vector* subvec_array; /* pointer to NV_ Vector array */
    boolean type own_data; /* flag indicating data ownership */
};
```

The header file to include when using this module is nvector_mprimanyvector.h. The installed module library to link against is libsundials_nvecmpimanyvector.lib where .lib is typically .so for shared libraries and .a for static libraries.

**Note:** If SUNDIALS is configured with MPI disabled, then the MPI ManyVector library will not be built. Furthermore, any user codes that include nvector_mprimanyvector.h must be compiled using an MPI-aware compiler (whether the specific user code utilizes MPI or not). We note that the NV_VECTOR_MPI ManyVector implementation is designed for ManyVector use cases in an MPI-unaware environment.

6.14.2 NV_VECTOR_MPI ManyVector functions

The NV_VECTOR_MPI ManyVector module implements all vector operations listed in Tables 6.1.1, 6.1.2, 6.1.3, and 6.1.4, except for NV_getArrayPointer, NV_setArrayPointer, NV_scaleAddMultiVectorArray, and NV_linearCombinationVectorArray. As such, this vector cannot be used with the SUNDIALS Fortran-77 interfaces, nor with the SUNDIALS direct solvers and preconditioners. Instead, the NV_VECTOR_MPI ManyVector module provides functions to access subvectors, whose data may in turn be accessed according to their NV_VECTOR implementations.
The names of vector operations are obtained from those in Tables 6.1.1, 6.1.2, 6.1.3, and 6.1.4 by appending the suffix \texttt{MPIManyVector} (e.g. \texttt{NVDestroyMPIManyVector}). The module \texttt{NVECTOR_MPI MANYVECTOR} provides the following additional user-callable routines:

\begin{verbatim}
N_VNew_MPIManyVector
Prototype N_Vector N_VNew_MPIManyVector(sunindextype num_subvectors, N_Vector *vec_array);
Description This function creates an MPIManyVector from a set of existing NVECTOR objects, under
the requirement that all MPI-aware subvectors use the same MPI communicator (this is
checked internally). If none of the subvectors are MPI-aware, then this may equivalently
be used to describe data partitioning within a single node. We note that this routine is
designed to support use cases A and C above.

This routine will copy all N_Vector pointers from the input vec_array, so the user may
modify/free that pointer array after calling this function. However, this routine does not
allocate any new subvectors, so the underlying NVECTOR objects themselves should
not be destroyed before the MPIManyVector that contains them.

Upon successful completion, the new MPIManyVector is returned; otherwise this routine
returns NULL (e.g., if two MPI-aware subvectors use different MPI communicators).

Users of the Fortran 2003 interface to this function will first need to use the generic
N_Vector utility functions \texttt{N_VNewVectorArray}, and \texttt{N_VSetVecAtIndexVectorArray} to
create the N_Vector* argument. This is further explained in Chapter 5.1.3.5, and the
functions are documented in Chapter 6.1.5.

F2003 Name This function is callable as \texttt{FN_VNew_MPIManyVector} when using the Fortran 2003 inter-
face module.
\end{verbatim}

\begin{verbatim}
N_VMake_MPIManyVector
Prototype N_Vector N_VMake_MPIManyVector(MPI_Comm comm, sunindextype num_subvectors, N_Vector *vec_array);
Description This function creates an MPIManyVector from a set of existing NVECTOR objects, and
a user-created MPI communicator that “connects” these subvectors. Any MPI-aware
subvectors may use different MPI communicators than the input \texttt{comm}. We note that
this routine is designed to support any combination of the use cases above.

The input \texttt{comm} should be this user-created MPI communicator. This routine will intern-
ally call \texttt{MPI_Comm_dup} to create a copy of the input \texttt{comm}, so the user-supplied \texttt{comm}
argument need not be retained after the call to \texttt{N_VMake_MPIManyVector}.

If all subvectors are MPI-unaware, then the input \texttt{comm} argument should be \texttt{MPI_COMM_NULL},
although in this case, it would be simpler to call \texttt{N_VNew_MPIManyVector} instead, or to
just use the \texttt{NVECTOR_MANYVECTOR} module.

This routine will copy all N_Vector pointers from the input vec_array, so the user may
modify/free that pointer array after calling this function. However, this routine does not
allocate any new subvectors, so the underlying NVECTOR objects themselves should
not be destroyed before the MPIManyVector that contains them.

Upon successful completion, the new MPIManyVector is returned; otherwise this routine
returns NULL (e.g., if the input \texttt{vec_array} is NULL).

F2003 Name This function is callable as \texttt{FN_VMake_MPIManyVector} when using the Fortran 2003 in-
terface module.
\end{verbatim}
N_VGetSubvector_MPIManyVector
Prototype N_Vector N_VGetSubvector_MPIManyVector(N_Vector v, sunindextype vec_num);
Description This function returns the vec_num subvector from the NVECTOR array.
F2003 Name This function is callable as FN_VGetSubvector_MPIManyVector when using the Fortran 2003 interface module.

N_VGetSubvectorArrayPointer_MPIManyVector
Prototype realtype *N_VGetSubvectorArrayPointer_MPIManyVector(N_Vector v, sunindextype vec_num);
Description This function returns the data array pointer for the vec_num subvector from the NVECTOR array.
If the input vec_num is invalid, or if the subvector does not support the N_VGetArrayPointer operation, then NULL is returned.
F2003 Name This function is callable as FN_VGetSubvectorArrayPointer_MPIManyVector when using the Fortran 2003 interface module.

N_VSetSubvectorArrayPointer_MPIManyVector
Prototype int N_VSetSubvectorArrayPointer_MPIManyVector(realtype *v_data, N_Vector v, sunindextype vec_num);
Description This function sets the data array pointer for the vec_num subvector from the NVECTOR array.
If the input vec_num is invalid, or if the subvector does not support the N_VSetArrayPointer operation, then this routine returns -1; otherwise it returns 0.
F2003 Name This function is callable as FN_VSetSubvectorArrayPointer_MPIManyVector when using the Fortran 2003 interface module.

N_VGetNumSubvectors_MPIManyVector
Prototype sunindextype N_VGetNumSubvectors_MPIManyVector(N_Vector v);
Description This function returns the overall number of subvectors in the MPIManyVector object.
F2003 Name This function is callable as FN_VGetNumSubvectors_MPIManyVector when using the Fortran 2003 interface module.

By default all fused and vector array operations are disabled in the NVECTOR_MPIMANYVECTOR module, except for N_VWrmsNormVectorArray and N_VWrmsNormMaskVectorArray, that are enabled by default. The following additional user-callable routines are provided to enable or disable fused and vector array operations for a specific vector. To ensure consistency across vectors it is recommended to first create a vector with N_VNew_MPIManyVector or N_VMake_MPIManyVector, enable/disable the desired operations for that vector with the functions below, and create any additional vectors from that vector using N_VClone. This guarantees that the new vectors will have the same operations enabled/disabled, since cloned vectors inherit those configuration options from the vector they are cloned from, while vectors created with N_VNew_MPIManyVector and N_VMake_MPIManyVector will have the default settings for the NVECTOR_MPIMANYVECTOR module. We note that these routines do not call the corresponding routines on subvectors, so those should be set up as desired before attaching them to the MPIManyVector in N_VNew_MPIManyVector or N_VMake_MPIManyVector.
6.14 The NVECTOR_MPIMANYVECTOR implementation

N_VEnableFusedOps_MPIManyVector
Prototype int N_VEnableFusedOps_MPIManyVector(N_Vector v, booleantype tf);
Description This function enables (SUNTRUE) or disables (SUNFALSE) all fused and vector array operations in the MPIManyVector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.
F2003 Name This function is callable as FN_VEnableFusedOps_MPIManyVector when using the Fortran 2003 interface module.

N_VEnableLinearCombination_MPIManyVector
Prototype int N_VEnableLinearCombination_MPIManyVector(N_Vector v, booleantype tf);
Description This function enables (SUNTRUE) or disables (SUNFALSE) the linear combination fused operation in the MPIManyVector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.
F2003 Name This function is callable as FN_VEnableLinearCombination_MPIManyVector when using the Fortran 2003 interface module.

N_VEnableScaleAddMulti_MPIManyVector
Prototype int N_VEnableScaleAddMulti_MPIManyVector(N_Vector v, booleantype tf);
Description This function enables (SUNTRUE) or disables (SUNFALSE) the scale and add a vector to multiple vectors fused operation in the MPIManyVector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.
F2003 Name This function is callable as FN_VEnableScaleAddMulti_MPIManyVector when using the Fortran 2003 interface module.

N_VEnableDotProdMulti_MPIManyVector
Prototype int N_VEnableDotProdMulti_MPIManyVector(N_Vector v, booleantype tf);
Description This function enables (SUNTRUE) or disables (SUNFALSE) the multiple dot products fused operation in the MPIManyVector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.
F2003 Name This function is callable as FN_VEnableDotProdMulti_MPIManyVector when using the Fortran 2003 interface module.

N_VEnableLinearSumVectorArray_MPIManyVector
Prototype int N_VEnableLinearSumVectorArray_MPIManyVector(N_Vector v, booleantype tf);
Description This function enables (SUNTRUE) or disables (SUNFALSE) the linear sum operation for vector arrays in the MPIManyVector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.
F2003 Name This function is callable as FN_VEnableLinearSumVectorArray_MPIManyVector when using the Fortran 2003 interface module.

N_VEnableScaleVectorArray_MPIManyVector
Prototype int N_VEnableScaleVectorArray_MPIManyVector(N_Vector v, booleantype tf);
Description This function enables (SUNTRUE) or disables (SUNFALSE) the scale operation for vector arrays in the MPIManyVector. The return value is 0 for success and -1 if the input vector or its ops structure are NULL.
F2003 Name This function is callable as \texttt{FN\_VEnableScaleVectorArray\_MPIManyVector} when using the Fortran 2003 interface module.

\begin{verbatim}
N\_VEnableConstVectorArray\_MPIManyVector
Prototype int N\_VEnableConstVectorArray\_MPIManyVector(N\_Vector v, booleantype tf);
Description This function enables (SUNTRUE) or disables (SUNFALSE) the const operation for vector arrays in the MPIManyVector. The return value is 0 for success and -1 if the input vector or its \texttt{ops} structure are NULL.
\end{verbatim}

F2003 Name This function is callable as \texttt{FN\_VEnableConstVectorArray\_MPIManyVector} when using the Fortran 2003 interface module.

\begin{verbatim}
N\_VEnableWrmsNormVectorArray\_MPIManyVector
Prototype int N\_VEnableWrmsNormVectorArray\_MPIManyVector(N\_Vector v, booleantype tf);
Description This function enables (SUNTRUE) or disables (SUNFALSE) the WRMS norm operation for vector arrays in the MPIManyVector. The return value is 0 for success and -1 if the input vector or its \texttt{ops} structure are NULL.
\end{verbatim}

F2003 Name This function is callable as \texttt{FN\_VEnableWrmsNormVectorArray\_MPIManyVector} when using the Fortran 2003 interface module.

\begin{verbatim}
N\_VEnableWrmsNormMaskVectorArray\_MPIManyVector
Prototype int N\_VEnableWrmsNormMaskVectorArray\_MPIManyVector(N\_Vector v, booleantype tf);
Description This function enables (SUNTRUE) or disables (SUNFALSE) the masked WRMS norm operation for vector arrays in the MPIManyVector. The return value is 0 for success and -1 if the input vector or its \texttt{ops} structure are NULL.
\end{verbatim}

F2003 Name This function is callable as \texttt{FN\_VEnableWrmsNormMaskVectorArray\_MPIManyVector} when using the Fortran 2003 interface module.

Notes

\begin{itemize}
  \item \texttt{N\_VNew\_MPIManyVector} and \texttt{N\_VMake\_MPIManyVector} set the field \texttt{own\_data} = SUNFALSE. \texttt{N\_VDestroy\_MPIManyVector} will not attempt to call \texttt{N\_VDestroy} on any subvectors contained in the subvector array for any \texttt{N\_Vector} with \texttt{own\_data} set to SUNFALSE. In such a case, it is the user’s responsibility to deallocate the subvectors.
  \item To maximize efficiency, arithmetic vector operations in the \texttt{NVVECTOR\_MPIPLUSX} implementation that have more than one \texttt{N\_Vector} argument do not check for consistent internal representation of these vectors. It is the user’s responsibility to ensure that such routines are called with \texttt{N\_Vector} arguments that were all created with the same subvector representations.
\end{itemize}

6.15 The \texttt{NVVECTOR\_MPIPLUSX} implementation

The \texttt{NVVECTOR\_MPIPLUSX} implementation of the \texttt{NVVECTOR} module provided with \texttt{SUNDIALS} is designed to facilitate the MPI+X paradigm, where X is some form of on-node (local) parallelism (e.g. OpenMP, CUDA). This paradigm is becoming increasingly popular with the rise of heterogeneous computing architectures.

The \texttt{NVVECTOR\_MPIPLUSX} implementation is designed to work with any \texttt{NVVECTOR} that implements the minimum \texttt{required} set of operations. However, it is not recommended to use the \texttt{NVVECTOR\_PARALLEL}, \texttt{NVVECTOR\_PARHY}, \texttt{NVVECTOR\_PETSC}, or \texttt{NVVECTOR\_TRILINOS} implementations underneath the \texttt{NVVECTOR\_MPIPLUSX} module since they already provide MPI capabilities.
6.15 The NVECTOR_MPIPLUSX implementation

6.15.1 NVECTOR_MPIPLUSX structure

The NVECTOR_MPIPLUSX implementation is a thin wrapper around the NVECTOR_MPIIMANYVECTOR. Accordingly, it adopts the same content structure as defined in Section 6.14.1.

The header file to include when using this module is nvector_mpiplusx.h. The installed module library to link against is libsundials_nvecmpiplusx.lib where .lib is typically .so for shared libraries and .a for static libraries.

Note: If sundials is configured with MPI disabled, then the mpiplusx library will not be built. Furthermore, any user codes that include nvector_mpiplusx.h must be compiled using an MPI-aware compiler.

6.15.2 NVECTOR_MPIPLUSX functions

The NVECTOR_MPIPLUSX module adopts all vector operations listed in Tables 6.1.1, 6.1.2, 6.1.3, and 6.1.4, from the NVECTOR_MPIIMANYVECTOR (see section 6.14.2) except for N_VGetArrayPointer and N_VSetArrayPointer; the module provides its own implementation of these functions that call the local vector implementations. Therefore, the NVECTOR_MPIPLUSX module implements all of the operations listed in the referenced sections except for N_VScaleAddMultiVectorArray, and N_VLinearCombinationVectorArray. Accordingly, its compatibility with the sundials Fortran-77 interface, and with the sundials direct solvers and preconditioners depends on the local vector implementation.

The module NVECTOR_MPIPLUSX provides the following additional user-callable routines:

**N_VMake_MPIPlusX**

Prototype: N_Vector N_VMake_MPIPlusX(MPI_Comm comm, N_Vector *local_vector);

Description: This function creates an MPIPlusX vector from an existing local (i.e. on-node) NVECTOR object, and a user-created MPI communicator.

The input comm should be this user-created MPI communicator. This routine will internally call MPI_Comm_dup to create a copy of the input comm, so the user-supplied comm argument need not be retained after the call to N_VMake_MPIPlusX.

This routine will copy the N_Vector pointer to the input local_vector, so the underlying local NVECTOR object should not be destroyed before the mpiplusx that contains it.

Upon successful completion, the new MPIPlusX is returned; otherwise this routine returns NULL (e.g., if the input local_vector is NULL).

F2003 Name: This function is callable as FN_VMake_MPIPlusX when using the Fortran 2003 interface module.

**N_VGetLocalVector_MPIPlusX**

Prototype: N_Vector N_VGetLocalVector_MPIPlusX(N_Vector v);

Description: This function returns the local vector underneath the the MPIPlusX NVECTOR.

F2003 Name: This function is callable as FN_VGetLocalVector_MPIPlusX when using the Fortran 2003 interface module.

**N_VGetArrayPointer_MPIPlusX**

Prototype: realtype* N_VGetArrayPointer_MPIPlusX(N_Vector v);

Description: This function returns the data array pointer for the local vector if the local vector implements the N_VGetArrayPointer operation; otherwise it returns NULL.

F2003 Name: This function is callable as FN_VGetArrayPointer_MPIPlusX when using the Fortran 2003 interface module.
N_VSetArrayPointer_MPIPlusX

Prototype: void N_VSetArrayPointer_MPIPlusX(realtype *data, N_Vector v);

Description: This function sets the data array pointer for the local vector if the local vector implements the N_VSetArrayPointer operation.

F2003 Name: This function is callable as FN_VSetArrayPointer_MPIPlusX when using the Fortran 2003 interface module.

The NVECTOR_MPIPLUSX module does not implement any fused or vector array operations. Instead users should enable/disable fused operations on the local vector.

Notes:
- N_VMake_MPIPlusX sets the field own_data = SUNFALSE, and N_VDestroy_MPIPlusX will not call N_VDestroy on the local vector. In this case, it is the user’s responsibility to deallocate the local vector.
- To maximize efficiency, arithmetic vector operations in the NVECTOR_MPIPLUSX implementation that have more than one N_Vector argument do not check for consistent internal representation of these vectors. It is the user’s responsibility to ensure that such routines are called with N_Vector arguments that were all created with the same local vector representations.

6.16 NVECTOR Examples

There are NVector examples that may be installed for the implementations provided with SUNDIALS. Each implementation makes use of the functions in test_nvector.c. These example functions show simple usage of the NVector family of functions. The input to the examples are the vector length, number of threads (if threaded implementation), and a print timing flag.

The following is a list of the example functions in test_nvector.c:

- Test_N_VClone: Creates clone of vector and checks validity of clone.
- Test_N_VCloneEmpty: Creates clone of empty vector and checks validity of clone.
- Test_N_VCloneVectorArray: Creates clone of vector array and checks validity of cloned array.
- Test_N_VCloneVectorArray: Creates clone of empty vector array and checks validity of cloned array.
- Test_N_VGetArrayPointer: Get array pointer.
- Test_N_VSetArrayPointer: Allocate new vector, set pointer to new vector array, and check values.
- Test_N_VGetLength: Compares self-reported length to calculated length.
- Test_N_VGetCommunicator: Compares self-reported communicator to the one used in constructor; or for MPI-unaware vectors it ensures that NULL is reported.
- Test_N_VLinearSum Case 1a: Test y = x + y
- Test_N_VLinearSum Case 1b: Test y = -x + y
- Test_N_VLinearSum Case 1c: Test y = ax + y
- Test_N_VLinearSum Case 2a: Test x = x + y
- Test_N_VLinearSum Case 2b: Test x = x - y
- Test_N_VLinearSum Case 2c: Test x = x + by
6.16 NVECTOR Examples

- Test_N_VLinearSum Case 3: Test z = x + y
- Test_N_VLinearSum Case 4a: Test z = x - y
- Test_N_VLinearSum Case 4b: Test z = -x + y
- Test_N_VLinearSum Case 5a: Test z = x + by
- Test_N_VLinearSum Case 5b: Test z = ax + y
- Test_N_VLinearSum Case 6a: Test z = -x + by
- Test_N_VLinearSum Case 6b: Test z = ax - y
- Test_N_VLinearSum Case 7: Test z = a(x + y)
- Test_N_VLinearSum Case 8: Test z = a(x - y)
- Test_N_VLinearSum Case 9: Test z = ax + by
- Test_N_VConst: Fill vector with constant and check result.
- Test_N_VProd: Test vector multiply: z = x * y
- Test_N_VDiv: Test vector division: z = x / y
- Test_N_VScale: Case 1: scale: x = cx
- Test_N_VScale: Case 2: copy: z = x
- Test_N_VScale: Case 3: negate: z = -x
- Test_N_VScale: Case 4: combination: z = cx
- Test_N_VAbs: Create absolute value of vector.
- Test_N_VAddConst: add constant vector: z = c + x
- Test_N_VDotProd: Calculate dot product of two vectors.
- Test_N_VMaxNorm: Create vector with known values, find and validate the max norm.
- Test_N_VWrmNorm: Create vector of known values, find and validate the weighted root mean square.
- Test_N_VWrmNormMask: Create vector of known values, find and validate the weighted root mean square using all elements except one.
- Test_N_VMin: Create vector, find and validate the min.
- Test_N_VL2Norm: Create vector, find and validate the weighted Euclidean L2 norm.
- Test_N_VL1Norm: Create vector, find and validate the L1 norm.
- Test_N_VCompare: Compare vector with constant returning and validating comparison vector.
- Test_N_VInvTest: Test z[i] = 1 / x[i]
- Test_N_VConstrMask: Test mask of vector x with vector c.
- Test_N_VMinQuotient: Fill two vectors with known values. Calculate and validate minimum quotient.
- Test_N_VLinearCombination Case 1a: Test x = a x
• Test_N_VLinearCombination Case 1b: Test $z = a \times$

• Test_N_VLinearCombination Case 2a: Test $x = a \times + b \times$

• Test_N_VLinearCombination Case 2b: Test $z = a \times + b \times$

• Test_N_VLinearCombination Case 3a: Test $x = x + a \times + b \times$

• Test_N_VLinearCombination Case 3b: Test $x = a \times + b \times + c \times$

• Test_N_VLinearCombination Case 3c: Test $w = a \times + b \times + c \times$

• Test_N_VScaleAddMulti Case 1a: $y = a \times + y$

• Test_N_VScaleAddMulti Case 1b: $z = a \times + y$

• Test_N_VScaleAddMulti Case 2a: $Y[i] = c[i] \times + Y[i]$, $i = 1,2,3$

• Test_N_VScaleAddMulti Case 2b: $Z[i] = c[i] \times + Y[i]$, $i = 1,2,3$

• Test_N_VDotProdMulti Case 1: Calculate the dot product of two vectors

• Test_N_VDotProdMulti Case 2: Calculate the dot product of one vector with three other vectors in a vector array.

• Test_N_VLinearSumVectorArray Case 1: $z = a \times + b \times$

• Test_N_VLinearSumVectorArray Case 2a: $Z[i] = a \times[i] + b \times Y[i]$

• Test_N_VLinearSumVectorArray Case 2b: $X[i] = a \times[i] + b \times Y[i]$

• Test_N_VLinearSumVectorArray Case 2c: $Y[i] = a \times[i] + b \times Y[i]$

• Test_N_VScaleVectorArray Case 1a: $y = c \times$

• Test_N_VScaleVectorArray Case 1b: $z = c \times$

• Test_N_VScaleVectorArray Case 2a: $Y[i] = c[i] \times Y[i]$

• Test_N_VScaleVectorArray Case 2b: $Z[i] = c[i] \times Y[i]$

• Test_N_VScaleVectorArray Case 1a: $z = c$

• Test_N_VScaleVectorArray Case 1b: $Z[i] = c$

• Test_N_VWrmsNormVectorArray Case 1a: Create a vector of know values, find and validate the weighted root mean square norm.

• Test_N_VWrmsNormVectorArray Case 1b: Create a vector array of three vectors of know values, find and validate the weighted root mean square norm of each.

• Test_N_VWrmsNormMaskVectorArray Case 1a: Create a vector of know values, find and validate the weighted root mean square norm using all elements except one.

• Test_N_VWrmsNormMaskVectorArray Case 1b: Create a vector array of three vectors of know values, find and validate the weighted root mean square norm of each using all elements except one.

• Test_N_VScaleAddMultiVectorArray Case 1a: $y = a \times + y$

• Test_N_VScaleAddMultiVectorArray Case 1b: $z = a \times + y$

• Test_N_VScaleAddMultiVectorArray Case 2a: $Y[j][0] = a[j] \times[0] + Y[j][0]$
• Test_NVScaleAddMultiVectorArray Case 2b: \( Z[j][0] = a[j] \times X[0] + Y[j][0] \)
• Test_NVScaleAddMultiVectorArray Case 3a: \( Y[0][i] = a[0] \times X[i] + Y[0][i] \)
• Test_NVScaleAddMultiVectorArray Case 3b: \( Z[0][i] = a[0] \times X[i] + Y[0][i] \)
• Test_NVScaleAddMultiVectorArray Case 4a: \( Y[j][i] = a[j] \times X[i] + Y[j][i] \)
• Test_NVScaleAddMultiVectorArray Case 4b: \( Z[j][i] = a[j] \times X[i] + Y[j][i] \)
• Test_NVLinearCombinationVectorArray Case 1a: \( x = a \times x \)
• Test_NVLinearCombinationVectorArray Case 1b: \( z = a \times x \)
• Test_NVLinearCombinationVectorArray Case 2a: \( x = a \times x + b \times y \)
• Test_NVLinearCombinationVectorArray Case 2b: \( z = a \times x + b \times y \)
• Test_NVLinearCombinationVectorArray Case 3a: \( x = a \times x + b \times y + c \times z \)
• Test_NVLinearCombinationVectorArray Case 3b: \( w = a \times x + b \times y + c \times z \)
• Test_NVLinearCombinationVectorArray Case 4a: \( X[0][i] = c[0] \times X[0][i] \)
• Test_NVLinearCombinationVectorArray Case 4b: \( Z[i] = c[0] \times X[0][i] \)
• Test_NVLinearCombinationVectorArray Case 5a: \( X[0][i] = c[0] \times X[0][i] + c[1] \times X[1][i] \)
• Test_NVLinearCombinationVectorArray Case 5b: \( Z[i] = c[0] \times X[0][i] + c[1] \times X[1][i] \)
• Test_NVLinearCombinationVectorArray Case 6a: \( X[0][i] = X[0][i] + c[1] \times X[1][i] + c[2] \times X[2][i] \)
• Test_NVLinearCombinationVectorArray Case 6b: \( X[0][i] = c[0] \times X[0][i] + c[1] \times X[1][i] + c[2] \times X[2][i] \)
• Test_NVLinearCombinationVectorArray Case 6c: \( Z[i] = c[0] \times X[0][i] + c[1] \times X[1][i] + c[2] \times X[2][i] \)
• Test_NVDotProdLocal: Calculate MPI task-local portion of the dot product of two vectors.
• Test_NVMaxNormLocal: Create vector with known values, find and validate the MPI task-local portion of the max norm.
• Test_NVMinLocal: Create vector, find and validate the MPI task-local min.
• Test_NVLinNormLocal: Create vector, find and validate the MPI task-local portion of the L1 norm.
• Test_NVWSqrSumLocal: Create vector of known values, find and validate the MPI task-local portion of the weighted squared sum of two vectors.
• Test_NVWSqrSumMaskLocal: Create vector of known values, find and validate the MPI task-local portion of the weighted squared sum of two vectors, using all elements except one.
• Test_NVInvTestLocal: Test the MPI task-local portion of \( z[i] = 1 / x[i] \)
• Test_NVConstrMaskLocal: Test the MPI task-local portion of the mask of vector \( x \) with vector \( c \).
• Test_NVMinQuotientLocal: Fill two vectors with known values. Calculate and validate the MPI task-local minimum quotient.
Chapter 7

Description of the SUNMatrix module

For problems that involve direct methods for solving linear systems, the SUNDIALS solvers not only operate on generic vectors, but also on generic matrices (of type SUNMatrix), through a set of operations defined by the particular SUNMATRIX implementation. Users can provide their own specific implementation of the SUNMATRIX module, particularly in cases where they provide their own NVECTOR and/or linear solver modules, and require matrices that are compatible with those implementations. Alternately, we provide three SUNMATRIX implementations: dense, banded, and sparse. The generic operations are described below, and descriptions of the implementations provided with SUNDIALS follow.

7.1 The SUNMatrix API

The SUNMATRIX API can be grouped into two sets of functions: the core matrix operations, and utility functions. Section 7.1.1 lists the core operations, while Section 7.1.2 lists the utility functions.

7.1.1 SUNMatrix core functions

The generic SUNMatrix object defines the following set of core operations:

```
SUNMatGetID
Call       id = SUNMatGetID(A);
Description Returns the type identifier for the matrix A. It is used to determine the matrix implementation type (e.g. dense, banded, sparse,...) from the abstract SUNMatrix interface. This is used to assess compatibility with SUNDIALS-provided linear solver implementations.
Arguments   A (SUNMatrix) a SUNMATRIX object
Return value A SUNMATRIX_ID, possible values are given in the Table 7.2.
F2003 Name  FSUNMatGetID
```

```
SUNMatClone
Call       B = SUNMatClone(A);
Description Creates a new SUNMatrix of the same type as an existing matrix A and sets the ops field. It does not copy the matrix, but rather allocates storage for the new matrix.
Arguments   A (SUNMatrix) a SUNMATRIX object
```
Return value \texttt{SUNMatrix}
F2003 Name \texttt{FSUNMatClone}
F2003 Call \texttt{type(SUNMatrix), pointer :: B}
\texttt{B => FSUNMatClone(A)}

\begin{boxed_text}
\textbf{SUNMatDestroy}
\end{boxed_text}

Call \texttt{SUNMatDestroy(A)};
Description Destroys \texttt{A} and frees memory allocated for its internal data.
Arguments \texttt{A (SUNMatrix) a SUNMATRIX object}
Return value None
F2003 Name \texttt{FSUNMatDestroy}

\begin{boxed_text}
\textbf{SUNMatSpace}
\end{boxed_text}

Call \texttt{ier = SUNMatSpace(A, &lrw, &liw)};
Description Returns the storage requirements for the matrix \texttt{A}. \texttt{lrw} is a \texttt{long int} containing the number of realtype words and \texttt{liw} is a \texttt{long int} containing the number of integer words.
Arguments \texttt{A (SUNMatrix) a SUNMATRIX object}
\texttt{lrw (sunindextype*) the number of realtype words}
\texttt{liw (sunindextype*) the number of integer words}
Return value None
Notes This function is advisory only, for use in determining a user’s total space requirements; it could be a dummy function in a user-supplied SUNMATRIX module if that information is not of interest.
F2003 Name \texttt{FSUNMatSpace}
F2003 Call \texttt{integer(c_long) :: lrw(1), liw(1)}
\texttt{ier = FSUNMatSpace(A, lrw, liw)}

\begin{boxed_text}
\textbf{SUNMatZero}
\end{boxed_text}

Call \texttt{ier = SUNMatZero(A)};
Description Performs the operation \texttt{A_{ij} = 0} for all entries of the matrix \texttt{A}.
Arguments \texttt{A (SUNMatrix) a SUNMATRIX object}
Return value \texttt{A SUNMATRIX return code of type int denoting success/failure}
F2003 Name \texttt{FSUNMatZero}

\begin{boxed_text}
\textbf{SUNMatCopy}
\end{boxed_text}

Call \texttt{ier = SUNMatCopy(A,B)};
Description Performs the operation \texttt{B_{ij} = A_{i,j}} for all entries of the matrices \texttt{A} and \texttt{B}.
Arguments \texttt{A (SUNMatrix) a SUNMATRIX object}
\texttt{B (SUNMatrix) a SUNMATRIX object}
Return value \texttt{A SUNMATRIX return code of type int denoting success/failure}
F2003 Name \texttt{FSUNMatCopy}
### SUNMatScaleAdd

**Call**
```c
ier = SUNMatScaleAdd(c, A, B);
```

**Description**
Performs the operation $A = cA + B$.

**Arguments**
- `c` (realtype) constant that scales $A$
- `A` (SUNMatrix) a SUNMATRIX object
- `B` (SUNMatrix) a SUNMATRIX object

**Return value**
A SUNMATRIX return code of type `int` denoting success/failure

F2003 Name: `FSUNMatScaleAdd`

### SUNMatScaleAddI

**Call**
```c
ier = SUNMatScaleAddI(c, A);
```

**Description**
Performs the operation $A = cA + I$.

**Arguments**
- `c` (realtype) constant that scales $A$
- `A` (SUNMatrix) a SUNMATRIX object

**Return value**
A SUNMATRIX return code of type `int` denoting success/failure

F2003 Name: `FSUNMatScaleAddI`

### SUNMatMatvecSetup

**Call**
```c
ier = SUNMatMatvecSetup(A);
```

**Description**
Performs any setup necessary to perform a matrix-vector product. It is useful for SUNMatrix implementations which need to prepare the matrix itself, or communication structures before performing the matrix-vector product.

**Arguments**
- `A` (SUNMatrix) a SUNMATRIX object

**Return value**
A SUNMATRIX return code of type `int` denoting success/failure

F2003 Name: `FSUNMatMatvecSetup`

### SUNMatMatvec

**Call**
```c
ier = SUNMatMatvec(A, x, y);
```

**Description**
Performs the matrix-vector product operation, $y = Ax$. It should only be called with vectors $x$ and $y$ that are compatible with the matrix $A$ – both in storage type and dimensions.

**Arguments**
- `A` (SUNMatrix) a SUNMATRIX object
- `x` (N_Vector) a NVECTOR object
- `y` (N_Vector) an output NVECTOR object

**Return value**
A SUNMATRIX return code of type `int` denoting success/failure

F2003 Name: `FSUNMatMatvec`

#### 7.1.2 SUNMatrix utility functions

To aid in the creation of custom SUNMATRIX modules the generic SUNMATRIX module provides two utility functions `SUNMatNewEmpty` and `SUNMatVCopyOps`. 
**SUNMatNewEmpty**

Call

\[
A = \text{SUNMatNewEmpty}();
\]

Description

The function `SUNMatNewEmpty` allocates a new generic `SUNMatrix` object and initializes its content pointer and the function pointers in the operations structure to `NULL`.

Arguments

None

Return value

This function returns a `SUNMatrix` object. If an error occurs when allocating the object, then this routine will return `NULL`.

F2003 Name `FSUNMatNewEmpty`

---

**SUNMatFreeEmpty**

Call

\[
\text{SUNMatFreeEmpty}(A);
\]

Description

This routine frees the generic `SUNMatrix` object, under the assumption that any implementation-specific data that was allocated within the underlying content structure has already been freed. It will additionally test whether the ops pointer is `NULL`, and, if it is not, it will free it as well.

Arguments

`A` (*SUNMatrix*) a `SUNMatrix` object

Return value

None

F2003 Name `FSUNMatFreeEmpty`

---

**SUNMatCopyOps**

Call

\[
\text{retval} = \text{SUNMatCopyOps}(A, B);
\]

Description

The function `SUNMatCopyOps` copies the function pointers in the `ops` structure of `A` into the `ops` structure of `B`.

Arguments

`A` (*SUNMatrix*) the matrix to copy operations from
`B` (*SUNMatrix*) the matrix to copy operations to

Return value

This returns `0` if successful and a non-zero value if either of the inputs are `NULL` or the `ops` structure of either input is `NULL`.

F2003 Name `FSUNMatCopyOps`

---

### 7.1.3 SUNMatrix return codes

The functions provided to `SUNMatrix` modules within the Sundials-provided `SUNMatrix` implementations utilize a common set of return codes, shown in Table 7.1. These adhere to a common pattern: 0 indicates success, and a negative value indicates a failure. The actual values of each return code are primarily to provide additional information to the user in case of a failure.

<table>
<thead>
<tr>
<th>Name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUNMAT_SUCCESS</td>
<td>0</td>
<td>successful call or converged solve</td>
</tr>
</tbody>
</table>

*continued on next page*
Table 7.2: Identifiers associated with matrix kernels supplied with SUNDIALS.

<table>
<thead>
<tr>
<th>Matrix ID</th>
<th>Matrix type</th>
<th>ID Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUNMATRIX_DENSE</td>
<td>Dense ( M \times N ) matrix</td>
<td>0</td>
</tr>
<tr>
<td>SUNMATRIX_BAND</td>
<td>Band ( M \times M ) matrix</td>
<td>1</td>
</tr>
<tr>
<td>SUNMATRIX_SPARSE</td>
<td>Sparse (CSR or CSC) ( M \times N ) matrix</td>
<td>2</td>
</tr>
<tr>
<td>SUNMATRIX_SLUNRLOC</td>
<td>Adapter for the SuperLU_DIST SuperMatrix</td>
<td>3</td>
</tr>
<tr>
<td>SUNMATRIX_CUSTOM</td>
<td>User-provided custom matrix</td>
<td>4</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUNMAT_ERR_INPUT</td>
<td>-701</td>
<td>an illegal input has been provided to the function</td>
</tr>
<tr>
<td>SUNMAT_MEM_FAIL</td>
<td>-702</td>
<td>failed memory access or allocation</td>
</tr>
<tr>
<td>SUNMAT_OPERATION_FAIL</td>
<td>-703</td>
<td>a SUNMatrix operation returned nonzero</td>
</tr>
<tr>
<td>SUNMAT_MATVEC_SETUP_REQUIRED</td>
<td>-704</td>
<td>the SUNMatMatvecSetup routine needs to be called before calling SUNMatMatvec</td>
</tr>
</tbody>
</table>

### 7.1.4 SUNMatrix identifiers

Each SUNMATRIX implementation included in SUNDIALS has a unique identifier specified in enumeration and shown in Table 7.2. It is recommended that a user-supplied SUNMATRIX implementation use the SUNMATRIX\_CUSTOM identifier.

### 7.1.5 Compatibility of SUNMatrix modules

We note that not all SUNMATRIX types are compatible with all NVECTOR types provided with SUNDIALS. This is primarily due to the need for compatibility within the SUNMatMatvec routine; however, compatibility between SUNMATRIX and NVECTOR implementations is more crucial when considering their interaction within SUNLINSOL objects, as will be described in more detail in Chapter 8. More specifically, in Table 7.3 we show the matrix interfaces available as SUNMATRIX modules, and the compatible vector implementations.

Table 7.3: SUNDIALS matrix interfaces and vector implementations that can be used for each.

<table>
<thead>
<tr>
<th>Matrix Interface</th>
<th>Serial (MPI)</th>
<th>Parallel OpenMP</th>
<th>pThreads</th>
<th>hypre Vec.</th>
<th>PETSc Vec.</th>
<th>CUDA</th>
<th>RAJA</th>
<th>User Suppl.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dense</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td></td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Band</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Sparse</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>SLUNRloc</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>User supplied</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
</tbody>
</table>

### 7.1.6 The generic SUNMatrix module implementation

The generic SUNMatrix type has been modeled after the object-oriented style of the generic N\_Vector type. Specifically, a generic SUNMatrix is a pointer to a structure that has an implementation-dependent content field containing the description and actual data of the matrix, and an ops field pointing to a structure with generic matrix operations. The type SUNMatrix is defined as

```c
typedef struct _generic_SUNMatrix *SUNMatrix;
```
struct _generic_SUNMatrix {
  void *content;
  struct _generic_SUNMatrix_Ops *ops;
};

The _generic_SUNMatrix_Ops structure is essentially a list of pointers to the various actual matrix
operations, and is defined as

struct _generic_SUNMatrix_Ops {
  SUNMatrix_ID (*getid)(SUNMatrix);
  SUNMatrix (*clone)(SUNMatrix);
  void (*destroy)(SUNMatrix);
  int (*zero)(SUNMatrix);
  int (*copy)(SUNMatrix, SUNMatrix);
  int (*scaleadd)(realtype, SUNMatrix, SUNMatrix);
  int (*scaleaddi)(realtype, SUNMatrix);
  int (*matvecsetup)(SUNMatrix);
  int (*matvec)(SUNMatrix, N_Vector, N_Vector);
  int (*space)(SUNMatrix, long int*, long int*);
};

The generic SUNMATRIX module defines and implements the matrix operations acting on SUNMatrix
objects. These routines are nothing but wrappers for the matrix operations defined by a particular
SUNMATRIX implementation, which are accessed through the ops field of the SUNMatrix structure. To
illustrate this point we show below the implementation of a typical matrix operation from the generic
SUNMATRIX module, namely SUNMatZero, which sets all values of a matrix \( A \) to zero, returning a flag
denoting a successful/failed operation:

```c
int SUNMatZero(SUNMatrix A)
{
  return((int) A->ops->zero(A));
}
```

Section 7.1.1 contains a complete list of all matrix operations defined by the generic SUNMATRIX
module.

The Fortran 2003 interface provides a bind(C) derived-type for the _generic_SUNMatrix and the
_generic_SUNMatrix_Ops structures. Their definition is given below.

type, bind(C), public :: SUNMatrix
  type(C_PTR), public :: content
  type(C_PTR), public :: ops
end type SUNMatrix

type, bind(C), public :: SUNMatrix_Ops
  type(C_FUNPTR), public :: getid
  type(C_FUNPTR), public :: clone
  type(C_FUNPTR), public :: destroy
  type(C_FUNPTR), public :: zero
  type(C_FUNPTR), public :: copy
  type(C_FUNPTR), public :: scaleadd
  type(C_FUNPTR), public :: scaleaddi
  type(C_FUNPTR), public :: matvecsetup
  type(C_FUNPTR), public :: matvec
  type(C_FUNPTR), public :: space
end type SUNMatrix_Ops
7.1.7 Implementing a custom SUNMatrix

A particular implementation of the SUNMATRIX module must:

- Specify the content field of the SUNMatrix object.
- Define and implement a minimal subset of the matrix operations. See the documentation for each SUNDIALS solver to determine which SUNMATRIX operations they require.
  
  Note that the names of these routines should be unique to that implementation in order to permit using more than one SUNMATRIX module (each with different SUNMatrix internal data representations) in the same code.
- Define and implement user-callable constructor and destructor routines to create and free a SUNMatrix with the new content field and with ops pointing to the new matrix operations.
- Optionally, define and implement additional user-callable routines acting on the newly defined SUNMatrix (e.g., a routine to print the content for debugging purposes).
- Optionally, provide accessor macros or functions as needed for that particular implementation to access different parts of the content field of the newly defined SUNMatrix.

It is recommended that a user-supplied SUNMATRIX implementation use the SUNMATRIX_CUSTOM identifier.

To aid in the creation of custom SUNMATRIX modules the generic SUNMATRIX module provides two utility functions SUNMatNewEmpty and SUNMatVCopyOps. When used in custom SUNMATRIX constructors and clone routines these functions will ease the introduction of any new optional matrix operations to the SUNMATRIX API by ensuring only required operations need to be set and all operations are copied when cloning a matrix. These functions are described in Section 7.1.2.

7.2 SUNMatrix functions used by KINSOL

In Table 7.4 below, we list the matrix functions in the SUNMATRIX module used within the KINSOL package. The table also shows, for each function, which of the code modules uses the function. The main KINSOL integrator does not call any SUNMATRIX functions directly, so the table columns are specific to the KINLS interface and the KINBBDPRE preconditioner module. We further note that the KINLS interface only utilizes these routines when supplied with a matrix-based linear solver, i.e., the SUNMATRIX object passed to KINSetLinearSolver was not NULL.

At this point, we should emphasize that the KINSOL user does not need to know anything about the usage of matrix functions by the KINSOL code modules in order to use KINSOL. The information is presented as an implementation detail for the interested reader.

<table>
<thead>
<tr>
<th>Function</th>
<th>KINLS</th>
<th>KINBBDPRE</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUNMatGetID</td>
<td>✓</td>
<td></td>
</tr>
<tr>
<td>SUNMatDestroy</td>
<td></td>
<td>✓</td>
</tr>
<tr>
<td>SUNMatZero</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>SUNMatSpace</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The matrix functions listed in Section 7.1.1 with a † symbol are optionally used, in that these are only called if they are implemented in the SUNMATRIX module that is being used (i.e. their function pointers are non-NULL). The matrix functions listed in Section 7.1.1 that are not used by KINSOL...
are: SUNMatCopy, SUNMatClone, SUNMatScaleAdd, SUNMatScaleAddI and SUNMatMatvec. Therefore a user-supplied SUNMATRIX module for KINSOL could omit these functions.

We note that the KINBBQPRE preconditioner module is hard-coded to use the SUNDIALS-supplied band SUNMATRIX type, so the most useful information above for user-supplied SUNMATRIX implementations is the column relating the KINLS requirements.

7.3 The SUNMatrix_Dense implementation

The dense implementation of the SUNMATRIX module provided with SUNDIALS, SUNMATRIX_DENSE, defines the content field of SUNMatrix to be the following structure:

```c
struct _SUNMatrixContent_Dense {
    sunindextype M;
    sunindextype N;
    realtype *data;
    sunindextype ldata;
    realtype **cols;
};
```

These entries of the content field contain the following information:

- **M** - number of rows
- **N** - number of columns
- **data** - pointer to a contiguous block of realtype variables. The elements of the dense matrix are stored columnwise, i.e. the (i,j)-th element of a dense SUNMATRIX A (with 0 ≤ i < M and 0 ≤ j < N) may be accessed via `data[j*M+i]`.
- **ldata** - length of the data array (= M*N).
- **cols** - array of pointers. `cols[j]` points to the first element of the j-th column of the matrix in the array data. The (i,j)-th element of a dense SUNMATRIX A (with 0 ≤ i < M and 0 ≤ j < N) may be accessed via `cols[j][i]`.

The header file to include when using this module is `sunmatrix/sunmatrix_dense.h`. The SUNMATRIX_DENSE module is accessible from all SUNDIALS solvers without linking to the `libsundials_sunnmatrixdense` module library.

7.3.1 SUNMatrix_Dense accessor macros

The following macros are provided to access the content of a SUNMATRIX_DENSE matrix. The prefix `SM_` in the names denotes that these macros are for SUNMatrix implementations, and the suffix `_D` denotes that these are specific to the dense version.

- **SM_CONTENT_D**
  
  This macro gives access to the contents of the dense SUNMatrix.
  
  The assignment `A_cont = SM_CONTENT_D(A)` sets `A_cont` to be a pointer to the dense SUNMatrix content structure.
  
  Implementation:
  ```c
  #define SM_CONTENT_D(A) ( (SUNMatrixContent_Dense)(A->content) )
  ```

- **SM_ROWS_D, SM_COLUMNS_D, and SM_LDATA_D**
  
  These macros give individual access to various lengths relevant to the content of a dense SUNMatrix.
  
  These may be used either to retrieve or to set these values. For example, the assignment `A_rows = SM_ROWS_D(A)` sets `A_rows` to be the number of rows in the matrix A. Similarly, the assignment `SM_COLUMNS_D(A) = A_cols` sets the number of columns in A to equal `A_cols`. 
7.3 The SUNMatrix_Dense implementation

Implementation:
#define SM_ROWS_D(A) ( SM_CONTENT_D(A)->M )
#define SM_COLUMNS_D(A) ( SM_CONTENT_D(A)->N )
#define SM_LDATA_D(A) ( SM_CONTENT_D(A)->ldata )

- SM_DATA_D and SM_COLS_D
These macros give access to the data and cols pointers for the matrix entries.

The assignment A_data = SM_DATA_D(A) sets A_data to be a pointer to the first component of the data array for the dense SUNMatrix A. The assignment SM_DATA_D(A) = A_data sets the data array of A to be A_data by storing the pointer A_data.

Similarly, the assignment A_cols = SM_COLS_D(A) sets A_cols to be a pointer to the array of column pointers for the dense SUNMatrix A. The assignment SM_COLS_D(A) = A_cols sets the column pointer array of A to be A_cols by storing the pointer A_cols.

Implementation:
#define SM_DATA_D(A) ( SM_CONTENT_D(A)->data )
#define SM_COLS_D(A) ( SM_CONTENT_D(A)->cols )

- SM_COLUMN_D and SM_ELEMENT_D
These macros give access to the individual columns and entries of the data array of a dense SUNMatrix.

The assignment col_j = SM_COLUMN_D(A,j) sets col_j to be a pointer to the first entry of the j-th column of the M × N dense matrix A (with 0 ≤ j < N). The type of the expression SM_COLUMN_D(A,j) is realtype *. The pointer returned by the call SM_COLUMN_D(A,j) can be treated as an array which is indexed from 0 to M - 1.

The assignments SM_ELEMENT_D(A,i,j) = a_{ij} and a_{ij} = SM_ELEMENT_D(A,i,j) reference the (i,j)-th element of the M × N dense matrix A (with 0 ≤ i < M and 0 ≤ j < N).

Implementation:
#define SM_COLUMN_D(A,j) ( (SM_CONTENT_D(A)->cols)[j] )
#define SM_ELEMENT_D(A,i,j) ( (SM_CONTENT_D(A)->cols)[j][i] )

7.3.2 SUNMatrix_Dense functions

The SUNMATRIX_DENSE module defines dense implementations of all matrix operations listed in Section 7.1.1. Their names are obtained from those in Section 7.1.1 by appending the suffix _Dense (e.g. SUNMatCopy_Dense). All the standard matrix operations listed in Section 7.1.1 with the suffix _Dense appended are callable via the FORTRAN 2003 interface by prepending an ‘F’ (e.g. FSUNMatCopy_Dense).

The module SUNMATRIX_DENSE provides the following additional user-callable routines:

SUNDenseMatrix
Prototype SUNMatrix SUNDenseMatrix(sunindextype M, sunindextype N)
Description This constructor function creates and allocates memory for a dense SUNMatrix. Its arguments are the number of rows, M, and columns, N, for the dense matrix.
F2003 Name This function is callable as FSUNDenseMatrix when using the Fortran 2003 interface module.
Description of the SUNMatrix module

**SUNDenseMatrix_Print**
Prototype: `void SUNDenseMatrix_Print(SUNMatrix A, FILE* outfile)`
Description: This function prints the content of a dense SUNMatrix to the output stream specified by `outfile`. Note: `stdout` or `stderr` may be used as arguments for `outfile` to print directly to standard output or standard error, respectively.

**SUNDenseMatrix_Rows**
Prototype: `sunindextype SUNDenseMatrix_Rows(SUNMatrix A)`
Description: This function returns the number of rows in the dense SUNMatrix.
F2003 Name: This function is callable as `FSUNDenseMatrix_Rows` when using the Fortran 2003 interface module.

**SUNDenseMatrix_Columns**
Prototype: `sunindextype SUNDenseMatrix_Columns(SUNMatrix A)`
Description: This function returns the number of columns in the dense SUNMatrix.
F2003 Name: This function is callable as `FSUNDenseMatrix_Columns` when using the Fortran 2003 interface module.

**SUNDenseMatrix_LData**
Prototype: `sunindextype SUNDenseMatrix_LData(SUNMatrix A)`
Description: This function returns the length of the data array for the dense SUNMatrix.
F2003 Name: This function is callable as `FSUNDenseMatrix_LData` when using the Fortran 2003 interface module.

**SUNDenseMatrix_Data**
Prototype: `realtype* SUNDenseMatrix_Data(SUNMatrix A)`
Description: This function returns a pointer to the data array for the dense SUNMatrix.
F2003 Name: This function is callable as `FSUNDenseMatrix_Data` when using the Fortran 2003 interface module.

**SUNDenseMatrix_Cols**
Prototype: `realtype** SUNDenseMatrix_Cols(SUNMatrix A)`
Description: This function returns a pointer to the cols array for the dense SUNMatrix.

**SUNDenseMatrix_Column**
Prototype: `realtype* SUNDenseMatrix_Column(SUNMatrix A, sunindextype j)`
Description: This function returns a pointer to the first entry of the jth column of the dense SUNMatrix. The resulting pointer should be indexed over the range 0 to `M − 1`.
F2003 Name: This function is callable as `FSUNDenseMatrix_Column` when using the Fortran 2003 interface module.
7.4 The SUNMatrix_Band implementation

Notes

• When looping over the components of a dense SUNMatrix A, the most efficient approaches are to:
  
  – First obtain the component array via \( A_{\text{data}} = \text{SM\_DATA\_D}(A) \) or \( A_{\text{data}} = \text{SUNDenseMatrix\_Data}(A) \) and then access \( A_{\text{data}}[i] \) within the loop.
  
  – First obtain the array of column pointers via \( A_{\text{cols}} = \text{SM\_COLS\_D}(A) \) or \( A_{\text{cols}} = \text{SUNDenseMatrix\_Cols}(A) \), and then access \( A_{\text{cols}}[j][i] \) within the loop.
  
  – Within a loop over the columns, access the column pointer via \( A_{\text{colj}} = \text{SUNDenseMatrix\_Column}(A,j) \) and then to access the entries within that column using \( A_{\text{colj}}[i] \) within the loop.

All three of these are more efficient than using \( \text{SM\_ELEMENT\_D}(A,i,j) \) within a double loop.

• Within the SUNMatMatvec_Dense routine, internal consistency checks are performed to ensure that the matrix is called with consistent NVECTOR implementations. These are currently limited to: NVECTOR_SERIAL, NVECTOR_OPENMP, and NVECTOR_PTHREADS. As additional compatible vector implementations are added to SUNDIALS, these will be included within this compatibility check.

7.3.3 SUNMatrix_Dense Fortran interfaces

The SUNMATRIX_DENSE module provides a FORTRAN 2003 module as well as FORTRAN 77 style interface functions for use from FORTRAN applications.

FORTRAN 2003 interface module

The fsunmatrix_dense_mod FORTRAN module defines interfaces to most SUNMATRIX_DENSE C functions using the intrinsic iso_c_binding module which provides a standardized mechanism for interoperating with C. As noted in the C function descriptions above, the interface functions are named after the corresponding C function, but with a leading ‘F’. For example, the function SUNDenseMatrix is interfaced as FSUNDenseMatrix.

The FORTRAN 2003 SUNMATRIX_DENSE interface module can be accessed with the use statement, i.e. use fsunmatrix_dense_mod, and linking to the library libsundials_fsunmatrixdense_mod.lib in addition to the C library. For details on where the library and module file fsunmatrix_dense_mod.mod are installed see Appendix A. We note that the module is accessible from the FORTRAN 2003 SUNDIALS integrators without separately linking to the libsundials_fsunmatrixdense_mod library.

FORTRAN 77 interface functions

For solvers that include a FORTRAN interface module, the SUNMATRIX_DENSE module also includes the FORTRAN-callable function FSUNDenseMatInit(code, M, N, ier) to initialize this SUNMATRIX_DENSE module for a given SUNDIALS solver. Here code is an integer input solver id (1 for CVODE, 2 for IDA, 3 for KINSOL, 4 for ARKODE); M and N are the corresponding dense matrix construction arguments (declared to match C type long int); and ier is an error return flag equal to 0 for success and -1 for failure. Both code and ier are declared to match C type int. Additionally, when using ARKODE with a non-identity mass matrix, the FORTRAN-callable function FSUNDenseMassMatInit(M, N, ier) initializes this SUNMATRIX_DENSE module for storing the mass matrix.

7.4 The SUNMatrix_Band implementation

The banded implementation of the SUNMATRIX module provided with SUNDIALS, SUNMATRIX_BAND, defines the content field of SUNMatrix to be the following structure:
struct _SUNMatrixContent_Band {
    sunindextype M;
    sunindextype N;
    sunindextype mu;
    sunindextype ml;
    sunindextype s_mu;
    sunindextype ldim;
    realtype *data;
    sunindextype ldata;
    realtype **cols;
};

A diagram of the underlying data representation in a banded matrix is shown in Figure 7.1. A more complete description of the parts of this content field is given below:

- M - number of rows
- N - number of columns (N = M)
- mu - upper half-bandwidth, 0 ≤ mu < N
- ml - lower half-bandwidth, 0 ≤ ml < N
- s_mu - storage upper bandwidth, mu ≤ s_mu < N. The LU decomposition routines in the associated SUNLINSOL_BAND and SUNLINSOL_LAPACKBAND modules write the LU factors into the storage for A. The upper triangular factor U, however, may have an upper bandwidth as big as min(N-1,mu+ml) because of partial pivoting. The s_mu field holds the upper half-bandwidth allocated for A.
- ldim - leading dimension (ldim ≥ s_mu+ml+1)
- data - pointer to a contiguous block of realtype variables. The elements of the banded matrix are stored columnwise (i.e. columns are stored one on top of the other in memory). Only elements within the specified half-bandwidths are stored. data is a pointer to ldata contiguous locations which hold the elements within the band of A.
- ldata - length of the data array (= ldim·N)
- cols - array of pointers. cols[j] is a pointer to the uppermost element within the band in the j-th column. This pointer may be treated as an array indexed from s_mu−mu (to access the uppermost element within the band in the j-th column) to s_mu+ml (to access the lowest element within the band in the j-th column). Indices from 0 to s_mu−mu−1 give access to extra storage elements required by the LU decomposition function. Finally, cols[j][i-j+s_mu] is the (i,j)-th element with j−mu ≤ i ≤ j+ml.

The header file to include when using this module is sunmatrix/sunmatrix_band.h. The SUNMATRIX_BAND module is accessible from all SUNDIALS solvers without linking to the libsundials_sunmatrixband module library.

### 7.4.1 SUNMatrix_Band accessor macros

The following macros are provided to access the content of a SUNMATRIX_BAND matrix. The prefix SM_ in the names denotes that these macros are for SUNMatrix implementations, and the suffix _B denotes that these are specific to the banded version.

- **SM_CONTENT_B**
  
  This routine gives access to the contents of the banded SUNMatrix. The assignment A_cont = SM_CONTENT_B(A) sets A_cont to be a pointer to the banded SUNMatrix content structure.

  Implementation:

  ```c
  #define SM_CONTENT_B(A) ((SUNMatrixContent_Band)(A->content))
  ```
7.4 The SUNMatrix_Band implementation

Figure 7.1: Diagram of the storage for the SUNMATRIX_BAND module. Here $A$ is an $N \times N$ band matrix with upper and lower half-bandwidths $\mu$ and $ml$, respectively. The rows and columns of $A$ are numbered from 0 to $N - 1$ and the $(i,j)$-th element of $A$ is denoted $A(i,j)$. The greyed out areas of the underlying component storage are used by the associated SUNLINSOL_BAND linear solver.
Description of the SUNMatrix module

- **SM_ROWS_B, SM_COLUMNS_B, SM UBAND_B, SM LBAND_B, SM SUBAND_B, SM LDIM_B, and SM LDATA_B**

These macros give individual access to various lengths relevant to the content of a banded SUNMatrix.

These may be used either to retrieve or to set these values. For example, the assignment `A_rows = SM_ROWS_B(A)` sets `A_rows` to be the number of rows in the matrix `A`. Similarly, the assignment `SM_COLUMNS_B(A) = A_cols` sets the number of columns in `A` to equal `A_cols`.

Implementation:

```c
#define SM_ROWS_B(A) ( SM_CONTENT_B(A)->M )
#define SM_COLUMNS_B(A) ( SM_CONTENT_B(A)->N )
#define SM UBAND_B(A) ( SM_CONTENT_B(A)->mu )
#define SM LBAND_B(A) ( SM_CONTENT_B(A)->ml )
#define SM SUBAND_B(A) ( SM_CONTENT_B(A)->s_mu )
#define SM LDIM_B(A) ( SM_CONTENT_B(A)->ldim )
#define SM LDATA_B(A) ( SM_CONTENT_B(A)->ldata )
```

- **SM_DATA_B and SM COLS_B**

These macros give access to the `data` and `cols` pointers for the matrix entries.

The assignment `A_data = SM_DATA_B(A)` sets `A_data` to be a pointer to the first component of the data array for the banded SUNMatrix `A`. The assignment `SM_DATA_B(A) = A_data` sets the data array of `A` to be `A_data` by storing the pointer `A_data`.

Similarly, the assignment `A_cols = SM COLS_B(A)` sets `A_cols` to be a pointer to the array of column pointers for the banded SUNMatrix `A`. The assignment `SM COLS_B(A) = A_cols` sets the column pointer array of `A` to be `A_cols` by storing the pointer `A_cols`.

Implementation:

```c
#define SM_DATA_B(A) ( SM_CONTENT_B(A)->data )
#define SM COLS_B(A) ( SM_CONTENT_B(A)->cols )
```

- **SM COLUMN_B, SM COLUMN_ELEMENT_B, and SM ELEMENT_B**

These macros give access to the individual columns and entries of the data array of a banded SUNMatrix.

The assignments `SM_ELEMENT_B(A,i,j) = a_ij` and `a_ij = SM_ELEMENT_B(A,i,j)` reference the `(i,j)`-th element of the $N \times N$ band matrix `A`, where $0 \leq i,j \leq N-1$. The location `(i,j)` should further satisfy $j-mu \leq i \leq j+ml$.

The assignment `col_j = SM COLUMN_B(A,j)` sets `col_j` to be a pointer to the diagonal element of the `j`-th column of the $N \times N$ band matrix `A`, $0 \leq j \leq N-1$. The type of the expression `SM COLUMN_B(A,j)` is `realtype *`. The pointer returned by the call `SM COLUMN_B(A,j)` can be treated as an array which is indexed from $-mu$ to $ml$.

The assignments `SM COLUMN_ELEMENT_B(col_j,i,j) = a_ij` and `a_ij = SM COLUMN_ELEMENT_B(col_j,i,j)` reference the `(i,j)`-th entry of the band matrix `A` when used in conjunction with `SM COLUMN_B` to reference the `j`-th column through `col_j`. The index `(i,j)` should satisfy $j-mu \leq i \leq j+ml$.

Implementation:

```c
#define SM COLUMN_B(A,j) ( ((SM_CONTENT_B(A)->cols)[j])+SM_SUBAND_B(A) )
#define SM COLUMN_ELEMENT_B(col_j,i,j) (col_j[(i)-(j)])
#define SM ELEMENT_B(A,i,j) ( (SM_CONTENT_B(A)->cols)[j][(i)-(j)+SM_SUBAND_B(A)] )
```
7.4.2 SUNMatrix_Band functions

The SUNMATRIX_BAND module defines banded implementations of all matrix operations listed in Section 7.1.1. Their names are obtained from those in Section 7.1.1 by appending the suffix _Band (e.g. SUNMatCopy_Band). All the standard matrix operations listed in Section 7.1.1 with the suffix _Band appended are callable via the FORTRAN 2003 interface by prepending an ‘F’ (e.g. FSUNMatCopy_Band).

The module SUNMATRIX_BAND provides the following additional user-callable routines:

**SUNBandMatrix**

Prototype: SUNMatrix SUNBandMatrix(sunindextype N, sunindextype mu, sunindextype ml)

Description: This constructor function creates and allocates memory for a banded SUNMatrix. Its arguments are the matrix size, N, and the upper and lower half-bandwidths of the matrix, mu and ml. The stored upper bandwidth is set to mu+ml to accommodate subsequent factorization in the SUNLINSLBand and SUNLINSL_LAPACKBAND modules.

F2003 Name: This function is callable as FSUNBandMatrix when using the Fortran 2003 interface module.

**SUNBandMatrixStorage**

Prototype: SUNMatrix SUNBandMatrixStorage(sunindextype N, sunindextype mu, sunindextype ml, sunindextype smu)

Description: This constructor function creates and allocates memory for a banded SUNMatrix. Its arguments are the matrix size, N, the upper and lower half-bandwidths of the matrix, mu and ml, and the stored upper bandwidth, smu. When creating a band SUNMatrix, this value should be

- at least \(\min(N-1, mu+ml)\) if the matrix will be used by the SUNLINSLBand module;
- exactly equal to \(mu+ml\) if the matrix will be used by the SUNLINSL_LAPACKBAND module;
- at least \(mu\) if used in some other manner.

*Note: it is strongly recommended that users call the default constructor, SUNBandMatrix, in all standard use cases. This advanced constructor is used internally within SUNDIALS solvers, and is provided to users who require banded matrices for non-default purposes.*

**SUNBandMatrix_Print**

Prototype: void SUNBandMatrix_Print(SUNMatrix A, FILE* outfile)

Description: This function prints the content of a banded SUNMatrix to the output stream specified by outfile. Note: stdout or stderr may be used as arguments for outfile to print directly to standard output or standard error, respectively.

**SUNBandMatrix_Rows**

Prototype: sunindextype SUNBandMatrix_Rows(SUNMatrix A)

Description: This function returns the number of rows in the banded SUNMatrix.

F2003 Name: This function is callable as FSUNBandMatrix_Rows when using the Fortran 2003 interface module.
Description of the SUNMatrix module

**SUNBandMatrix_Columns**

Prototype: `sunindextype SUNBandMatrix_Columns(SUNMatrix A)`
Description: This function returns the number of columns in the banded SUNMatrix.
F2003 Name: This function is callable as `FSUNBandMatrix_Columns` when using the Fortran 2003 interface module.

**SUNBandMatrix_LowerBandwidth**

Prototype: `sunindextype SUNBandMatrix_LowerBandwidth(SUNMatrix A)`
Description: This function returns the lower half-bandwidth of the banded SUNMatrix.
F2003 Name: This function is callable as `FSUNBandMatrix_LowerBandwidth` when using the Fortran 2003 interface module.

**SUNBandMatrix_UpperBandwidth**

Prototype: `sunindextype SUNBandMatrix_UpperBandwidth(SUNMatrix A)`
Description: This function returns the upper half-bandwidth of the banded SUNMatrix.
F2003 Name: This function is callable as `FSUNBandMatrix_UpperBandwidth` when using the Fortran 2003 interface module.

**SUNBandMatrix_StoredUpperBandwidth**

Prototype: `sunindextype SUNBandMatrix_StoredUpperBandwidth(SUNMatrix A)`
Description: This function returns the stored upper half-bandwidth of the banded SUNMatrix.
F2003 Name: This function is callable as `FSUNBandMatrix_StoredUpperBandwidth` when using the Fortran 2003 interface module.

**SUNBandMatrix_LDim**

Prototype: `sunindextype SUNBandMatrix_LDim(SUNMatrix A)`
Description: This function returns the length of the leading dimension of the banded SUNMatrix.
F2003 Name: This function is callable as `FSUNBandMatrix_LDim` when using the Fortran 2003 interface module.

**SUNBandMatrix_Data**

Prototype: `realtype* SUNBandMatrix_Data(SUNMatrix A)`
Description: This function returns a pointer to the data array for the banded SUNMatrix.
F2003 Name: This function is callable as `FSUNBandMatrix_Data` when using the Fortran 2003 interface module.

**SUNBandMatrix_Cols**

Prototype: `realtype** SUNBandMatrix_Cols(SUNMatrix A)`
Description: This function returns a pointer to the cols array for the banded SUNMatrix.
7.4 The SUNMatrix_Band implementation

**SUNBandMatrix_Column**

Prototype: `realtype* SUNBandMatrix_Column(SUNMatrix A, sunindextype j)`

Description: This function returns a pointer to the diagonal entry of the j-th column of the banded SUNMatrix. The resulting pointer should be indexed over the range $-\mu$ to $\mu$.

F2003 Name: This function is callable as `FSUNBandMatrix_Column` when using the Fortran 2003 interface module.

Notes:

- When looping over the components of a banded SUNMatrix $A$, the most efficient approaches are to:
  - First obtain the component array via $A\_data = SM\_DATA\_B(A)$ or $A\_data = SUNBandMatrix\_Data(A)$ and then access $A\_data[i]$ within the loop.
  - First obtain the array of column pointers via $A\_cols = SM\_COLS\_B(A)$ or $A\_cols = SUNBandMatrix\_Cols(A)$, and then access $A\_cols[j][i]$ within the loop.
  - Within a loop over the columns, access the column pointer via $A\_colj = SUNBandMatrix\_Column(A, j)$ and then to access the entries within that column using $SM\_COLUMN\_ELEMENT\_B(A\_colj, i, j)$.

  All three of these are more efficient than using $SM\_ELEMENT\_B(A, i, j)$ within a double loop.

- Within the SUNMatMatvec_Band routine, internal consistency checks are performed to ensure that the matrix is called with consistent NVECTOR implementations. These are currently limited to: NVECTOR_SERIAL, NVECTOR_OPENMP, and NVECTOR_PTHREADS. As additional compatible vector implementations are added to Sundials, these will be included within this compatibility check.

7.4.3 SUNMatrix_Band Fortran interfaces

The SUNMATRIX_BAND module provides a FORTRAN 2003 module as well as FORTRAN 77 style interface functions for use from FORTRAN applications.

**FORTRAN 2003 interface module**

The `fsunmatrix_band_mod` FORTRAN module defines interfaces to most SUNMATRIX_BAND C functions using the intrinsic iso_c_binding module which provides a standardized mechanism for interoperating with C. As noted in the C function descriptions above, the interface functions are named after the corresponding C function, but with a leading ‘F’. For example, the function `SUNBandMatrix` is interfaced as `FSUNBandMatrix`.

The FORTRAN 2003 SUNMATRIX_BAND interface module can be accessed with the use statement, i.e. use `fsunmatrix_band_mod`, and linking to the library `libsundials_fsunmatrixband_mod.lib` in addition to the C library. For details on where the library and module file `fsunmatrix_band_mod.mod` are installed see Appendix A. We note that the module is accessible from the FORTRAN 2003 SUNDIALS integrators without separately linking to the `libsundials_fsunmatrixband_mod` library.

**FORTRAN 77 interface functions**

For solvers that include a FORTRAN interface module, the SUNMATRIX_BAND module also includes the FORTRAN-callable function `FSUNBandMatInit(code, N, mu, ml, ier)` to initialize this SUNMATRIX_BAND module for a given SUNDIALS solver. Here code is an integer input solver id (1 for CVODE, 2 for IDA, 3 for KINSOL, 4 for ARKODE); N, mu, and ml are the corresponding band matrix construction arguments (declared to match C type long int); and ier is an error return flag equal to 0 for success and -1 for failure. Both code and ier are declared to match C type int. Additionally, when using ARKODE with a non-identity mass matrix, the FORTRAN-callable function `FSUNBandMassMatInit(N, mu, ml, ier)` initializes this SUNMATRIX_BAND module for storing the mass matrix.
7.5 The SUNMatrix_Sparse implementation

The sparse implementation of the SUNMatrix module provided with SUNDIALS, SUNMATRIX_SPARSE, is designed to work with either compressed-sparse-column (CSC) or compressed-sparse-row (CSR) sparse matrix formats. To this end, it defines the content field of SUNMatrix to be the following structure:

```
struct _SUNMatrixContent_Sparse {
    sunindextype M;
    sunindextype N;
    sunindextype NNZ;
    sunindextype NP;
    realtype *data;
    int sparsetype;
    sunindextype *indexvals;
    sunindextype *indexptrs;
    /* CSC indices */
    sunindextype **rowvals;
    sunindextype **colptrs;
    /* CSR indices */
    sunindextype **colvals;
    sunindextype **rowptrs;
};
```

A diagram of the underlying data representation for a CSC matrix is shown in Figure 7.2 (the CSR format is similar). A more complete description of the parts of this content field is given below:

- **M** - number of rows
- **N** - number of columns
- **NNZ** - maximum number of nonzero entries in the matrix (allocated length of data and indexvals arrays)
- **NP** - number of index pointers (e.g. number of column pointers for CSC matrix). For CSC matrices NP = N, and for CSR matrices NP = M. This value is set automatically based on the input for sparsetype.
- **data** - pointer to a contiguous block of realtype variables (of length NNZ), containing the values of the nonzero entries in the matrix
- **sparsetype** - type of the sparse matrix (CSC_MAT or CSR_MAT)
- **indexvals** - pointer to a contiguous block of int variables (of length NNZ), containing the row indices (if CSC) or column indices (if CSR) of each nonzero matrix entry held in data
- **indexptrs** - pointer to a contiguous block of int variables (of length NP+1). For CSC matrices each entry provides the index of the first column entry into the data and indexvals arrays, e.g. if indexptr[3]=7, then the first nonzero entry in the fourth column of the matrix is located in data[7], and is located in row indexvals[7] of the matrix. The last entry contains the total number of nonzero values in the matrix and hence points one past the end of the active data in the data and indexvals arrays. For CSR matrices, each entry provides the index of the first row entry into the data and indexvals arrays.

The following pointers are added to the SlsMat type for user convenience, to provide a more intuitive interface to the CSC and CSR sparse matrix data structures. They are set automatically when creating a sparse SUNMATRIX, based on the sparse matrix storage type.

- **rowvals** - pointer to indexvals when sparsetype is CSC_MAT, otherwise set to NULL.
- **colptrs** - pointer to indexptrs when sparsetype is CSC_MAT, otherwise set to NULL.
- **colvals** - pointer to indexvals when sparsetype is CSR_MAT, otherwise set to NULL.
- **rowptrs** - pointer to indexptrs when sparsetype is CSR_MAT, otherwise set to NULL.
For example, the \(5 \times 4\) CSC matrix
\[
\begin{bmatrix}
0 & 3 & 1 & 0 \\
3 & 0 & 0 & 2 \\
0 & 7 & 0 & 0 \\
1 & 0 & 0 & 9 \\
0 & 0 & 0 & 5 \\
\end{bmatrix}
\]
could be stored in this structure as either

\[
M = 5; \\
N = 4; \\
NNZ = 8; \\
NP = N; \\
data = \{3.0, 1.0, 3.0, 7.0, 1.0, 2.0, 9.0, 5.0\}; \\
sparsetype = CSC_MAT; \\
indexvals = \{1, 3, 0, 2, 0, 1, 3, 4\}; \\
indexptrs = \{0, 2, 4, 5, 8\};
\]
or

\[
M = 5; \\
N = 4; \\
NNZ = 10; \\
NP = N; \\
data = \{3.0, 1.0, 3.0, 7.0, 1.0, 2.0, 9.0, 5.0, *, *\}; \\
sparsetype = CSC_MAT; \\
indexvals = \{1, 3, 0, 2, 0, 1, 3, 4, *, *\}; \\
indexptrs = \{0, 2, 4, 5, 8\};
\]

where the first has no unused space, and the second has additional storage (the entries marked with
* may contain any values). Note in both cases that the final value in indexptrs is 8, indicating the
total number of nonzero entries in the matrix.

Similarly, in CSR format, the same matrix could be stored as

\[
M = 5; \\
N = 4; \\
NNZ = 8; \\
NP = N; \\
data = \{3.0, 1.0, 3.0, 2.0, 7.0, 1.0, 9.0, 5.0\}; \\
sparsetype = CSR_MAT; \\
indexvals = \{1, 2, 0, 3, 1, 0, 3, 3\}; \\
indexptrs = \{0, 2, 4, 5, 7, 8\};
\]

The header file to include when using this module is `sunmatrix/sunmatrix_sparse.h`. The SUNMA-
TRIX\_SPARSE module is accessible from all SUNDIALS solvers without linking to the
libsundials\_sunmatrixsparse module library.

### 7.5.1 SUNMatrix\_Sparse accessor macros

The following macros are provided to access the content of a SUNMATRIX\_SPARSE matrix. The prefix
SM_ in the names denotes that these macros are for SUNMatrix implementations, and the suffix _S
denotes that these are specific to the sparse version.

- **SM\_CONTENT\_S**

  This routine gives access to the contents of the sparse SUNMatrix.

  The assignment \(A\_cont = SM\_CONTENT\_S(A)\) sets \(A\_cont\) to be a pointer to the sparse SUNMatrix
  content structure.
Figure 7.2: Diagram of the storage for a compressed-sparse-column matrix. Here $A$ is an $M \times N$ sparse matrix with storage for up to $NNZ$ nonzero entries (the allocated length of both $\text{data}$ and $\text{indexvals}$). The entries in $\text{indexvals}$ may assume values from 0 to $M - 1$, corresponding to the row index (zero-based) of each nonzero value. The entries in $\text{data}$ contain the values of the nonzero entries, with the row $i$, column $j$ entry of $A$ (again, zero-based) denoted as $A(i,j)$. The $\text{indexptrs}$ array contains $N + 1$ entries; the first $N$ denote the starting index of each column within the $\text{indexvals}$ and $\text{data}$ arrays, while the final entry points one past the final nonzero entry. Here, although $NNZ$ values are allocated, only $nz$ are actually filled in; the greyed-out portions of $\text{data}$ and $\text{indexvals}$ indicate extra allocated space.
Implementation:
#define SM_CONTENT_S(A) ( (SUNMatrixContent_Sparse)(A->content) )

- SM_ROWS_S, SM_COLUMNS_S, SM_NNZ_S, SM_NP_S, and SM_SPARSETYPE_S

These macros give individual access to various lengths relevant to the content of a sparse SUNMatrix.

These may be used either to retrieve or to set these values. For example, the assignment A.rows = SM_ROWS_S(A) sets A.rows to be the number of rows in the matrix A. Similarly, the assignment SM_COLUMNS_S(A) = A.cols sets the number of columns in A to equal A.cols.

Implementation:
#define SM_ROWS_S(A) ( SM_CONTENT_S(A)->M )
#define SM_COLUMNS_S(A) ( SM_CONTENT_S(A)->N )
#define SM_NNZ_S(A) ( SM_CONTENT_S(A)->NNZ )
#define SM_NP_S(A) ( SM_CONTENT_S(A)->NP )
#define SM_SPARSETYPE_S(A) ( SM_CONTENT_S(A)->sparsetype )

- SM_DATA_S, SM_INDEXVALS_S, and SM_INDEXPTRS_S

These macros give access to the data and index arrays for the matrix entries.

The assignment A.data = SM_DATA_S(A) sets A.data to be a pointer to the first component of the data array for the sparse SUNMatrix A. The assignment SM_DATA_S(A) = A.data sets the data array of A to be A.data by storing the pointer A.data.

Similarly, the assignment A.indexvals = SM_INDEXVALS_S(A) sets A.indexvals to be a pointer to the array of index values (i.e., row indices for a CSC matrix, or column indices for a CSR matrix) for the sparse SUNMatrix A. The assignment A.indexptrs = SM_INDEXPTRS_S(A) sets A.indexptrs to be a pointer to the array of index pointers (i.e., the starting indices in the data/indexvals arrays for each row or column in CSR or CSC formats, respectively).

Implementation:
#define SM_DATA_S(A) ( SM_CONTENT_S(A)->data )
#define SM_INDEXVALS_S(A) ( SM_CONTENT_S(A)->indexvals )
#define SM_INDEXPTRS_S(A) ( SM_CONTENT_S(A)->indexptrs )

### 7.5.2 SUNMatrix_Sparse functions

The SUNMATRIX_SPARSE module defines sparse implementations of all matrix operations listed in Section 7.1.1. Their names are obtained from those in Section 7.1.1 by appending the suffix _Sparse (e.g., SUNMatCopy_Sparse). All the standard matrix operations listed in Section 7.1.1 with the suffix _Sparse appended are callable via the Fortran 2003 interface by prepending an ‘F’ (e.g., FSUNMatCopy_Sparse).

The module SUNMATRIX_SPARSE provides the following additional user-callable routines:

**SUNSparseMatrix**

Prototype SUNMatrix SUNSparseMatrix(sunindextype M, sunindextype N, sunindextype NNZ, int sparsetype)

Description This function creates and allocates memory for a sparse SUNMatrix. Its arguments are the number of rows and columns of the matrix, M and N, the maximum number of nonzeros to be stored in the matrix, NNZ, and a flag sparsetype indicating whether to use CSR or CSC format (valid arguments are CSR_MAT or CSC_MAT).

F2003 Name This function is callable as FSUNSparseMatrix when using the Fortran 2003 interface module.
Description of the SUNMatrix module

**SUNSparseFromDenseMatrix**

Prototype: `SUNMatrix SUNSparseFromDenseMatrix(SUNMatrix A, realtype droptol, int sparsetype);`

Description: This function creates a new sparse matrix from an existing dense matrix by copying all values with magnitude larger than `droptol` into the sparse matrix structure.

Requirements:
- `A` must have type `SUNMATRIX_DENSE`;
- `droptol` must be non-negative;
- `sparsetype` must be either `CSC_MAT` or `CSR_MAT`.

The function returns NULL if any requirements are violated, or if the matrix storage request cannot be satisfied.

F2003 Name: This function is callable as `FSUNSparseFromDenseMatrix` when using the Fortran 2003 interface module.

**SUNSparseFromBandMatrix**

Prototype: `SUNMatrix SUNSparseFromBandMatrix(SUNMatrix A, realtype droptol, int sparsetype);`

Description: This function creates a new sparse matrix from an existing band matrix by copying all values with magnitude larger than `droptol` into the sparse matrix structure.

Requirements:
- `A` must have type `SUNMATRIX_BAND`;
- `droptol` must be non-negative;
- `sparsetype` must be either `CSC_MAT` or `CSR_MAT`.

The function returns NULL if any requirements are violated, or if the matrix storage request cannot be satisfied.

F2003 Name: This function is callable as `FSUNSparseFromBandMatrix` when using the Fortran 2003 interface module.

**SUNSparseMatrix_Realloc**

Prototype: `int SUNSparseMatrix_Realloc(SUNMatrix A)`

Description: This function reallocates internal storage arrays in a sparse matrix so that the resulting sparse matrix has no wasted space (i.e. the space allocated for nonzero entries equals the actual number of nonzeros, `indexptrs[NP]`). Returns 0 on success and 1 on failure (e.g. if the input matrix is not sparse).

F2003 Name: This function is callable as `FSUNSparseMatrix_Realloc` when using the Fortran 2003 interface module.

**SUNSparseMatrix_Reallocate**

Prototype: `int SUNSparseMatrix_Reallocate(SUNMatrix A, sunindextype NNZ)`

Description: This function reallocates internal storage arrays in a sparse matrix so that the resulting sparse matrix has storage for a specified number of nonzeros. Returns 0 on success and 1 on failure (e.g. if the input matrix is not sparse or if `NNZ` is negative).

F2003 Name: This function is callable as `FSUNSparseMatrix_Reallocate` when using the Fortran 2003 interface module.
### SUNSparseMatrix_Print

**Prototype**

```c
void SUNSparseMatrix_Print(SUNMatrix A, FILE* outfile)
```

**Description**

This function prints the content of a sparse SUNMatrix to the output stream specified by `outfile`. Note: `stdout` or `stderr` may be used as arguments for `outfile` to print directly to standard output or standard error, respectively.

### SUNSparseMatrix_Rows

**Prototype**

```c
sunindextype SUNSparseMatrix_Rows(SUNMatrix A)
```

**Description**

This function returns the number of rows in the sparse SUNMatrix.

**F2003 Name**

This function is callable as `FSUNSparseMatrix_Rows` when using the Fortran 2003 interface module.

### SUNSparseMatrix_Columns

**Prototype**

```c
sunindextype SUNSparseMatrix_Columns(SUNMatrix A)
```

**Description**

This function returns the number of columns in the sparse SUNMatrix.

**F2003 Name**

This function is callable as `FSUNSparseMatrix_Columns` when using the Fortran 2003 interface module.

### SUNSparseMatrix_NNZ

**Prototype**

```c
sunindextype SUNSparseMatrix_NNZ(SUNMatrix A)
```

**Description**

This function returns the number of entries allocated for nonzero storage for the sparse matrix SUNMatrix.

**F2003 Name**

This function is callable as `FSUNSparseMatrix_NNZ` when using the Fortran 2003 interface module.

### SUNSparseMatrix_NP

**Prototype**

```c
sunindextype SUNSparseMatrix_NP(SUNMatrix A)
```

**Description**

This function returns the number of columns/rows for the sparse SUNMatrix, depending on whether the matrix uses CSC/CSR format, respectively. The `indexptrs` array has `NP+1` entries.

**F2003 Name**

This function is callable as `FSUNSparseMatrix_NP` when using the Fortran 2003 interface module.

### SUNSparseMatrix_SparseType

**Prototype**

```c
int SUNSparseMatrix_SparseType(SUNMatrix A)
```

**Description**

This function returns the storage type (`CSR_MAT` or `CSC_MAT`) for the sparse SUNMatrix.

**F2003 Name**

This function is callable as `FSUNSparseMatrix_SparseType` when using the Fortran 2003 interface module.

### SUNSparseMatrix_Data

**Prototype**

```c
realtype* SUNSparseMatrix_Data(SUNMatrix A)
```

**Description**

This function returns a pointer to the data array for the sparse SUNMatrix.

**F2003 Name**

This function is callable as `FSUNSparseMatrix_Data` when using the Fortran 2003 interface module.
Description of the SUNMatrix module

**SUNSparseMatrix IndexValues**

Prototype: `sunindextype* SUNSparseMatrix_IndexValues(SUNMatrix A)`

Description: This function returns a pointer to index value array for the sparse SUNMatrix: for CSR format this is the column index for each nonzero entry, for CSC format this is the row index for each nonzero entry.

F2003 Name: This function is callable as `FSUNSparseMatrix_IndexValues` when using the Fortran 2003 interface module.

**SUNSparseMatrix IndexPointers**

Prototype: `sunindextype* SUNSparseMatrix_IndexPointers(SUNMatrix A)`

Description: This function returns a pointer to the index pointer array for the sparse SUNMatrix: for CSR format this is the location of the first entry of each row in the data and indexvalues arrays, for CSC format this is the location of the first entry of each column.

F2003 Name: This function is callable as `FSUNSparseMatrix_IndexPointers` when using the Fortran 2003 interface module.

Within the `SUNMatMatvec_Sparse` routine, internal consistency checks are performed to ensure that the matrix is called with consistent NVECTOR implementations. These are currently limited to: NVECTOR_SERIAL, NVECTOR_OPENMP, NVECTOR_PTHREADS, and NVECTOR_CUDA when using managed memory. As additional compatible vector implementations are added to SUNDIALS, these will be included within this compatibility check.

### 7.5.3 SUNMatrix_Sparse Fortran interfaces

The `sunmatrix_sparse` module provides a FORTRAN 2003 module as well as FORTRAN 77 style interface functions for use from FORTRAN applications.

**FORTRAN 2003 interface module**

The `fsunmatrix_sparse_mod` FORTRAN module defines interfaces to most `sunmatrix_sparse` C functions using the intrinsic `iso_c_binding` module which provides a standardized mechanism for interoperating with C. As noted in the C function descriptions above, the interface functions are named after the corresponding C function, but with a leading ‘F’. For example, the function `SUNSparseMatrix` is interfaced as `FSUNSparseMatrix`.

The FORTRAN 2003 `sunmatrix_sparse` interface module can be accessed with the `use` statement, i.e. `use fsunmatrix_sparse_mod`, and linking to the library `libsundials_fsunmatrixsparse_mod.lib` in addition to the C library. For details on where the library and module file `fsunmatrix_sparse_mod.mod` are installed see Appendix A. We note that the module is accessible from the FORTRAN 2003 SUNDIALS integrators without separately linking to the `libsundials_fsunmatrixsparse_mod.lib` library.

**FORTRAN 77 interface functions**

For solvers that include a Fortran interface module, the `sunmatrix_sparse` module also includes the Fortran-callable function `FSUNSparseMatInit(code, M, N, NNZ, sparsetype, ier)` to initialize this `sunmatrix_sparse` module for a given SUNDIALS solver. Here `code` is an integer input for the solver id (1 for CVODE, 2 for IDA, 3 for KINSOL, 4 for ARKODE); `M`, `N` and `NNZ` are the corresponding sparse matrix construction arguments (declared to match C type `long int`); `sparsetype` is an integer flag indicating the sparse storage type (0 for CSC, 1 for CSR); and `ier` is an error return flag equal to 0 for success and -1 for failure. Each of `code`, `sparsetype` and `ier` are declared so as to match C type `int`. Additionally, when using ARKODE with a non-identity mass matrix, the Fortran-callable function `FSUNSparseMassMatInit(M, N, NNZ, sparsetype, ier)` initializes this `sunmatrix_sparse` module for storing the mass matrix.
7.6 The SUNMatrix_SLUNRloc implementation

The SUNMatriX_SLUNRLOC implementation of the SUNMatriX module provided with SUNDIALS is an adapter for the SuperMatrix structure provided by the SuperLU_DIST sparse matrix factorization and solver library written by X. Sherry Li [3, 18, 26, 27]. It is designed to be used with the SUNLIN_SOL_SUPERLUDIST linear solver discussed in Section 8.10. To this end, it defines the content field of SUNMatrix to be the following structure:

```c
struct _SUNMatrixContent_SLUNRloc {
    bool own_data;
    gridinfo_t *grid;
    sunindextype *row_to_proc;
    pdgsmv_comm_t *gsmv_comm;
    SuperMatrix *A_super;
    SuperMatrix *ACS_super;
};
```

A more complete description of the content field is given below:

- **own_data** - a flag which indicates if the SUNMatrix is responsible for freeing A_super
- **grid** - pointer to the SuperLU_DIST structure that stores the 2D process grid
- **row_to_proc** - a mapping between the rows in the matrix and the process it resides on; will be NULL until the SUNMatMatvecSetup routine is called
- **gsmv_comm** - pointer to the SuperLU_DIST structure that stores the communication information needed for matrix-vector multiplication; will be NULL until the SUNMatMatvecSetup routine is called
- **A_super** - pointer to the underlying SuperLU_DIST SuperMatrix with Stype = SLU_NR_loc, Dtype = SLU_D, Mtype = SLU_GE; must have the full diagonal present to be used with SUNMatScaleAddI routine
- **ACS_super** - a column-sorted version of the matrix needed to perform matrix-vector multiplication; will be NULL until the routine SUNMatMatvecSetup routine is called

The header file to include when using this module is `sunmatrix/sunmatrix_slunrloc.h`. The installed module library to link to is `libsundials_sunmatrixslunrloc.lib` where .lib is typically .so for shared libraries and .a for static libraries.

7.6.1 SUNMatrix_SLUNRloc functions

The module SUNMatriX_SLUNRLOC provides the following user-callable routines:

[SUNMatrix_SLUNRloc](#)

**Call** `A = SUNMatrix_SLUNRloc(Asuper, grid);`

**Description** The function SUNMatrix_SLUNRloc creates and allocates memory for a SUNMatriX_SLUNRLOC object.

**Arguments**
- `Asuper` (SuperMatrix*) a fully-allocated SuperLU_DIST SuperMatrix that the SUNMatrix will wrap; must have Stype = SLU_NR_loc, Dtype = SLU_D, Mtype = SLU_GE to be compatible
- `grid` (gridinfo_t*) the initialized SuperLU_DIST 2D process grid structure

**Return value** a SUNMatrix object if Asuper is compatible else NULL

**Notes**
Description of the SUNMatrix module

SUNMatrix_SLUNRloc_Print
Call SUNMatrix_SLUNRloc_Print(A, fp);
Description The function SUNMatrix_SLUNRloc_Print prints the underlying SuperMatrix content.
Arguments A (SUNMatrix) the matrix to print
fp (FILE) the file pointer used for printing
Return value void
Notes

SUNMatrix_SLUNRloc_SuperMatrix
Call Asuper = SUNMatrix_SLUNRloc_SuperMatrix(A);
Description The function SUNMatrix_SLUNRloc_SuperMatrix provides access to the underlying SuperLU_DIST SuperMatrix of A.
Arguments A (SUNMatrix) the matrix to access
Return value SuperMatrix*
Notes

SUNMatrix_SLUNRloc_ProcessGrid
Call grid = SUNMatrix_SLUNRloc_ProcessGrid(A);
Description The function SUNMatrix_SLUNRloc_ProcessGrid provides access to the SuperLU_DIST gridinfo_t structure associated with A.
Arguments A (SUNMatrix) the matrix to access
Return value gridinfo_t*
Notes

SUNMatrix_SLUNRloc_OwnData
Call does_own_data = SUNMatrix_SLUNRloc_OwnData(A);
Description The function SUNMatrix_SLUNRloc_OwnData returns true if the SUNMatrix object is responsible for freeing A_super, otherwise it returns false.
Arguments A (SUNMatrix) the matrix to access
Return value boolean
Notes

The SUNMATRIX_SLUNRLOC module defines implementations of all generic SUNMatrix operations listed in Section 7.1.1:

- SUNMatGetID_SLUNRloc - returns SUNMATRIX_SLUNRLOC
- SUNMatClone_SLUNRloc
- SUNMatDestroy_SLUNRloc
- SUNMatSpace_SLUNRloc - this only returns information for the storage within the matrix interface, i.e. storage for row_to_proc
- SUNMatZero_SLUNRloc
- SUNMatCopy_SLUNRloc
• SUNMatScaleAdd_SLUNRloc - performs $A = cA + B$, but $A$ and $B$ must have the same sparsity pattern
• SUNMatScaleAddI_SLUNRloc - performs $A = cA + I$, but the diagonal of $A$ must be present
• SUNMatMatvecSetup_SLUNRloc - initializes the SuperLU_DIST parallel communication structures needed to perform a matrix-vector product; only needs to be called before the first call to SUNMatMatvec or if the matrix changed since the last setup
• SUNMatMatvec_SLUNRloc

The SUNMATRIX_SLUNRLOC module requires that the complete diagonal, i.e. nonzeros and zeros, is present in order to use the SUNMatScaleAddI operation.

7.7 The SUNMatrix_cuSparse implementation

The SUNMATRIX_CUSPARSE implementation of the SUNMatrix module provided with SUNDIALS, is an interface to the NVIDIA cuSPARSE matrix for use on NVIDIA GPUs [?]. All data stored by this matrix implementation resides on the GPU at all times. The implementation currently supports the cuSPARSE CSR matrix format described in the cuSPARSE documentation as well as a unique low-storage format for block-diagonal matrices of the form

$$A = \begin{bmatrix}
A_1 & 0 & \cdots & 0 \\
0 & A_2 & \cdots & 0 \\
\vdots & \vdots & \ddots & \vdots \\
0 & 0 & \cdots & A_n
\end{bmatrix}$$

where all the block matrices $A_j$ share the same sparsity pattern. We will refer to this format as BCSR (not to be confused with the canonical BSR format where each block is stored as dense). In this format, the CSR column indices and row pointers are only stored for the first block and are computed only as necessary for other blocks. This can drastically reduce the amount of storage required compared to the regular CSR format when there is a large number of blocks. This format is well-suited for, and intended to be used with the 8.12.

The header file to include when using this module is sunmatrix/sunmatrix_cusparse.h. The installed library to link to is libsundials_sunmatrixcusparse.lib where .lib is typically .so for shared libraries and .a for static libraries.

The SUNMatrix_cuSparse module is experimental and subject to change.

7.7.1 SUNMatrix_cuSparse functions

The SUNMATRIX_CUSPARSE module defines GPU-enabled sparse implementations of all matrix operations listed in the section :ref:`SUNMatrix.Ops` except for the “SUNMatSpace” and “SUNMatMatvec-Setup” operations:

1. SUNMatGetID_cuSparse – returns SUNMATRIX_CUSPARSE
2. SUNMatClone_cuSparse
3. SUNMatDestroy_cuSparse
4. SUNMatZero_cuSparse
5. SUNMatCopy_cuSparse
6. SUNMatScaleAdd_cuSparse – performs $A = cA + B$, where $A$ and $B$ must have the same sparsity pattern
7. SUNMatScaleAddI_cusparse – performs $A = cA + I$, where the diagonal of $A$ must be present

8. SUNMatMatvec_cusparse

In addition, the SUNMATRIX_CUSPARSE module defines the following implementation specific functions:

**SUNMatrix_cusparse_NewCSR**

Call

```
A = SUNMatrix_cusparse_NewCSR(M, N, NNZ, cusp)
```

Description
This constructor function creates and allocates memory for a SUNMATRIX_CUSPARSE SUNMatrix that uses the CSR storage format.

Arguments
- $M$ (int) the number of matrix rows
- $N$ (int) the number of matrix columns
- $NNZ$ (int) the number of matrix nonzeros
- $cusp$ (cusparseHandle_t) a valid cusparseHandle_t

Return value
a SUNMatrix object if successful else NULL

Notes

**SUNMatrix_cusparse_NewBlockCSR**

Call

```
A = SUNMatrix_cusparse_NewBlockCSR(nblocks, blockrows, blockcols, blocknnz, cusp)
```

Description
This constructor function creates and allocates memory for a SUNMATRIX_CUSPARSE SUNMatrix that leverages the SUNMAT_CUSPARSE_BCSR storage format to store a block diagonal matrix where each block shares the same sparsity pattern. **The blocks must be square.**

Arguments
- $nblocks$ (int) the number of matrix blocks
- $blockrows$ (int) the number of rows for a block
- $blockcols$ (int) the number of columns for a block
- $blocknnz$ (int) the number of nonzeros in a block
- $cusp$ a valid cusparseHandle_t

Return value
a SUNMatrix object if successful else NULL

Notes
The SUNMAT_CUSPARSE_BCSR format currently only supports square matrices.

**SUNMatrix_cusparse_MakeCSR**

Call

```
A = SUNMatrix_cusparse_MakeCSR(mat descr, M, N, NNZ, rowptrs, colind, data, cusp)
```

Description
This constructor function creates and allocates memory for a SUNMATRIX_CUSPARSE SUNMatrix that uses the CSR storage format from the user provided pointers.

Arguments
- $mat descr$ a valid cusparseMatDescr_t object; must use CUSPARSE_INDEX_BASE_ZERO indexing
- $M$ (int) the number of matrix rows
- $N$ (int) the number of matrix columns
- $NNZ$ (int) the number of matrix nonzeros
- $rowptrs$ (int*) a contiguous array of the CSR row pointers
- $colind$ (int*) a contiguous array of the CSR column indices
- $data$ (realtype*) a contiguous array of the nonzero data
- $cusp$ (cusparseHandle_t) a valid cusparseHandle_t

Return value
a SUNMatrix object if successful else NULL

Notes
7.7 The SUNMatrix_cuSparse implementation

### SUNMatrix_cuSparse_rows

**Call**

\[ M = \text{SUNMatrix}\_\text{cuSparse}\_\text{Rows}(A) \]

**Description**

This function returns the number of rows in the sparse SUNMatrix.

**Arguments**

\( A \) (SUNMatrix)

**Return value**

the number of rows in the sparse SUNMatrix

**Notes**

### SUNMatrix_cuSparse_columns

**Call**

\[ N = \text{SUNMatrix}\_\text{cuSparse}\_\text{Columns}(A) \]

**Description**

This function returns the number of columns in the sparse SUNMatrix.

**Arguments**

\( A \) (SUNMatrix)

**Return value**

the number of columns in the sparse SUNMatrix

**Notes**

### SUNMatrix_cuSparse_NNZ

**Call**

\[ \text{nnz} = \text{SUNMatrix}\_\text{cuSparse}\_\text{NNZ}(A) \]

**Description**

This function returns the number of nonzeros in the sparse SUNMatrix.

**Arguments**

\( A \) (SUNMatrix)

**Return value**

the number of nonzeros in the sparse SUNMatrix

**Notes**

### SUNMatrix_cuSparse_SparseType

**Call**

\[ \text{type} = \text{SUNMatrix}\_\text{cuSparse}\_\text{SparseType}(A) \]

**Description**

This function returns the sparsity format for the sparse SUNMatrix.

**Arguments**

\( A \) (SUNMatrix)

**Return value**

the \text{SUNMAT\_CUSPARSE\_CSR} or \text{SUNMAT\_CUSPARSE\_BCSR} sparsity formats

**Notes**

### SUNMatrix_cuSparse_IndexValues

**Call**

\[ \text{colind} = \text{SUNMatrix}\_\text{cuSparse}\_\text{IndexValues}(A) \]

**Description**

This function returns a pointer to the index value array for the sparse SUNMatrix.

**Arguments**

\( A \) (SUNMatrix)

**Return value**

for the CSR format this is an array of the column indices for each nonzero entry. For the BCSR format this is an array of the column indices for each nonzero entry in the first block only.

**Notes**
**SUNMatrix_cuSparse_IndexPointers**

Call `rowptrs = SUNMatrix_cuSparse_IndexPointers(A)`

Description This function returns a pointer to the index pointers array for the sparse SUNMatrix.

Arguments `A` (SUNMatrix)

Return value for the CSR format this is an array of the locations of the first entry of each row in the `data` and `indexvalues` arrays, for the BCSR format this is an array of the locations of each row in the `data` and `indexvalues` arrays in the first block only.

Notes

**SUNMatrix_cuSparse_NumBlocks**

Call `nbblocks = SUNMatrix_cuSparse_NumBlocks(A)`

Description This function returns the number of blocks in the sparse SUNMatrix.

Arguments `A` (SUNMatrix)

Return value the number of matrix blocks

Notes

**SUNMatrix_cuSparse_BlockRows**

Call `blockrows = SUNMatrix_cuSparse_BlockRows(A)`

Description This function returns the number of rows of a block of the sparse SUNMatrix.

Arguments `A` (SUNMatrix)

Return value the number of rows of a block

Notes

**SUNMatrix_cuSparse_BlockColumns**

Call `blockcols = SUNMatrix_cuSparse_BlockColumns(A)`

Description This function returns the number of columns of a block of the sparse SUNMatrix.

Arguments `A` (SUNMatrix)

Return value the number of columns of a block

Notes

**SUNMatrix_cuSparse_BlockNNZ**

Call `blockdim = SUNMatrix_cuSparse_BlockNNZ(A)`

Description This function returns the nonzeros of a block of the sparse SUNMatrix.

Arguments `A` (SUNMatrix)

Return value the number of nonzeros of a block

Notes
**SUNMatrix_cuSparse_BlockData**

Call: `nzdata = SUNMatrix_cuSparse_BlockData(A, blockidx)`

Description: This function returns a pointer to the start of the nonzero values in the data array for given block index. The first block in the SUNMatrix is index 0, the second block is index 1, and so on.

Arguments:
- `A` (SUNMatrix)
- `blockidx` (int) the index of the desired block

Return value: a pointer to the start of the nonzero values in the data array for given block index

Notes:

**SUNMatrix_cuSparse_CopyToDevice**

Call: `retval = SUNMatrix_cuSparse_CopyToDevice(A, h_data, h_idxptrs, h_idxvals)`

Description: This function copies the matrix information to the GPU device from the provided host arrays. A user may provide NULL for any of `h_data`, `h_idxptrs`, or `h_idxvals` to avoid copying that information.

Arguments:
- `A` (SUNMatrix)
- `h_data` (realtype*) a pointer to an allocated array of at least `SUNMatrix_cuSparse_NNZ(A)*sizeof(realtype)` bytes; the nonzero values will be copied from this array onto the device
- `h_idxptrs` (int*) a pointer to an allocated array of at least `(SUNMatrix_cuSparse_BlockDim(A)+1)*sizeof(int)` bytes; the index pointers will be copied from this array onto the device
- `h_idxvals` (int*) a pointer to an allocated array of at least `SUNMatrix_cuSparse_BlockNNZ(A)*sizeof(int)` bytes; the index values will be copied from this array onto the device

Return value: `SUNMAT_SUCCESS` if the copy operation(s) were successful, or a nonzero error code otherwise.

Notes:

**SUNMatrix_cuSparse_CopyFromDevice**

Call: `retval = SUNMatrix_cuSparse_CopyFromDevice(A, h_data, h_idxptrs, h_idxvals)`

Description: This function copies the matrix information from the GPU device to the provided host arrays. A user may provide NULL for any of `h_data`, `h_idxptrs`, or `h_idxvals` to avoid copying that information.

Arguments:
- `A` (SUNMatrix)
- `h_data` (realtype*) a pointer to an allocated array of at least `SUNMatrix_cuSparse_NNZ(A)*sizeof(realtype)` bytes; the nonzero values will be copied into this array from the device
- `h_idxptrs` (int*) a pointer to an allocated array of at least `(SUNMatrix_cuSparse_BlockDim(A)+1)*sizeof(int)` bytes; the index pointers will be copied into this array from the device
- `h_idxvals` (int*) a pointer to an allocated array of at least `SUNMatrix_cuSparse_BlockNNZ(A)*sizeof(int)` bytes; the index values will be copied into this array from the device

Return value: `SUNMAT_SUCCESS` if the copy operation(s) were successful, or a nonzero error code otherwise.

Notes:

**SUNMatrix_cuSparse_SetFixedPattern**

Call: `retval = SUNMatrix_cuSparse_SetFixedPattern(A, yesno)`
Description  This function changes the behavior of the the SUNMatZero operation on the SUNMatrix object \( A \). By default the matrix sparsity pattern is not considered to be fixed, thus, the SUNMatZero operation zeros out all data array as well as the indexvalues and indexpointers arrays. Providing a value of 1 or SUNTRUE for the yesno argument changes the behavior of SUNMatZero on \( A \) so that only the data is zeroed out, but not the indexvalues or indexpointers arrays. Providing a value of 0 or SUNFALSE for the yesno argument is equivalent to the default behavior.

Arguments  A (SUNMatrix)

yesno (booleantype)

Return value SUNMAT_SUCCESS if the operation(s) were successful, or a nonzero error code otherwise.

Notes

7.7.2 SUNMatrix_cuSparse Usage Notes

The SUNMATRIX_CUSPARSE module only supports 32-bit indexing, thus SUNDIALS must be built for 32-bit indexing to use this module.

The SUNMATRIX_CUSPARSE module can be used with CUDA streams by calling the cuSPARSE function cusparseSetStream on the the cusparseHandle_t that is provided to the SUNMATRIX_CUSPARSE constructor.

When using the SUNMATRIX_CUSPARSE module with a SUNDIALS package (e.g. CVODE), the stream given to cuSPARSE should be the same stream used for the nvector object that is provided to the package, and the nvector object given to the SUNMatvec operation. If different streams are utilized, synchronization issues may occur.
Chapter 8

Description of the SUNLinearSolver module

For problems that involve the solution of linear systems of equations, the SUNDIALS packages operate using generic linear solver modules defined through the SUNLINSOL API. This allows SUNDIALS packages to utilize any valid SUNLINSOL implementation that provides a set of required functions. These functions can be divided into three categories. The first are the core linear solver functions. The second group consists of “set” routines to supply the linear solver object with functions provided by the SUNDIALS package, or for modification of solver parameters. The last group consists of “get” routines for retrieving artifacts (statistics, residual vectors, etc.) from the linear solver. All of these functions are defined in the header file sundials/sundials_linearsolver.h.

The implementations provided with SUNDIALS work in coordination with the SUNDIALS generic NVVECTOR and SUNMATRIX modules to provide a set of compatible data structures and solvers for the solution of linear systems using direct or iterative (matrix-based or matrix-free) methods. Moreover, advanced users can provide a customized SUNLinearSolver implementation to any SUNDIALS package, particularly in cases where they provide their own NVVECTOR and/or SUNMATRIX modules.

Historically, the SUNDIALS packages have been designed to specifically leverage the use of either direct linear solvers or matrix-free, scaled, preconditioned, iterative linear solvers. However, matrix-based iterative linear solvers are also supported.

The iterative linear solvers packaged with SUNDIALS leverage scaling and preconditioning, as applicable, to balance error between solution components and to accelerate convergence of the linear solver. To this end, instead of solving the linear system $Ax = b$ directly, these apply the underlying iterative algorithm to the transformed system

$$\tilde{A}\tilde{x} = \tilde{b}$$  \hspace{1cm} (8.1)

where

$$\tilde{A} = S_1 P_1^{-1} A P_2^{-1} S_2^{-1},$$
$$\tilde{b} = S_1 P_1^{-1} b,$$
$$\tilde{x} = S_2 P_2 x,$$

and where

- $P_1$ is the left preconditioner,
- $P_2$ is the right preconditioner,
- $S_1$ is a diagonal matrix of scale factors for $P_1^{-1}b$,
- $S_2$ is a diagonal matrix of scale factors for $P_2 x$. 
The scaling matrices are chosen so that $S_1 P_1^{-1} b$ and $S_2 P_2 x$ have dimensionless components. If preconditioning is done on the left only ($P_2 = I$), by a matrix $P$, then $S_2$ must be a scaling for $x$, while $S_1$ is a scaling for $P^{-1} b$, and so may also be taken as a scaling for $x$. Similarly, if preconditioning is done on the right only ($P_1 = I$ and $P_2 = P$), then $S_1$ must be a scaling for $b$, while $S_2$ is a scaling for $P x$, and may also be taken as a scaling for $b$.

SUNDIALS packages request that iterative linear solvers stop based on the 2-norm of the scaled preconditioned residual meeting a prescribed tolerance

$$\|\tilde{b} - \tilde{A}\tilde{x}\|_2 < \text{tol}. $$

When provided an iterative SUNLINSOL implementation that does not support the scaling matrices $S_1$ and $S_2$, SUNDIALS' packages will adjust the value of tol accordingly (see §8.4.2 for more details). In this case, they instead request that iterative linear solvers stop based on the criteria

$$\|P_1^{-1}b - P_1^{-1}Ax\|_2 < \text{tol}. $$

We note that the corresponding adjustments to tol in this case are non-optimal, in that they cannot balance error between specific entries of the solution $x$, only the aggregate error in the overall solution vector.

We further note that not all of the SUNDIALS-provided iterative linear solvers support the full range of the above options (e.g., separate left/right preconditioning), and that some of the SUNDIALS packages only utilize a subset of these options. Further details on these exceptions are described in the documentation for each SUNLINSOL implementation, or for each SUNDIALS package.

For users interested in providing their own SUNLINSOL module, the following section presents the SUNLINSOL API and its implementation beginning with the definition of SUNLINSOL functions in sections 8.1.1 – 8.1.3. This is followed by the definition of functions supplied to a linear solver implementation in section 8.1.4. A table of linear solver return codes is given in section 8.1.5. The SUNLinearSolver type and the generic SUNLINSOL module are defined in section 8.1.6. The section 8.2 discusses compatibility between the SUNDIALS-provided SUNLINSOL modules and SUNMATRIX modules. Section 8.3 lists the requirements for supplying a custom SUNLINSOL module and discusses some intended use cases. Users wishing to supply their own SUNLINSOL module are encouraged to use the SUNLINSOL implementations provided with SUNDIALS as a template for supplying custom linear solver modules. The SUNLINSOL functions required by this SUNDIALS package as well as other package specific details are given in section 8.4. The remaining sections of this chapter present the SUNLINSOL modules provided with SUNDIALS.

### 8.1 The SUNLinearSolver API

The SUNLINSOL API defines several linear solver operations that enable SUNDIALS packages to utilize any SUNLINSOL implementation that provides the required functions. These functions can be divided into three categories. The first are the core linear solver functions. The second group of functions consists of set routines to supply the linear solver with functions provided by the SUNDIALS time integrators and to modify solver parameters. The final group consists of get routines for retrieving linear solver statistics. All of these functions are defined in the header file sundials/sundials_linear solver.h.

#### 8.1.1 SUNLinearSolver core functions

The core linear solver functions consist of two required functions to get the linear solver type (SUNLinSolGetType) and solve the linear system $Ax = b$ (SUNLinSolSolve). The remaining functions are for getting the solver ID (SUNLinSolGetID), initializing the linear solver object once all solver-specific options have been set (SUNLinSolInitialize), setting up the linear solver object to utilize an updated matrix $A$ (SUNLinSolSetup), and for destroying the linear solver object (SUNLinSolFree) are optional.
8.1 The SUNLinearSolver API

SUNLinSolGetType

Call

type = SUNLinSolGetType(LS);

Description

The \textit{required} function \texttt{SUNLinSolGetType} returns the type identifier for the linear solver \texttt{LS}. It is used to determine the solver type (direct, iterative, or matrix-iterative) from the abstract \texttt{SUNLinearSolver} interface.

Arguments

\texttt{LS} (\texttt{SUNLinearSolver}) a \texttt{SUNLinearSolver} object.

Return value

The return value \texttt{type} (of type \texttt{int}) will be one of the following:

- \texttt{SUNLINEARSOLVER\_DIRECT} = 0, the \texttt{SUNLinearSolver} module requires a matrix, and computes an ‘exact’ solution to the linear system defined by that matrix.
- \texttt{SUNLINEARSOLVER\_ITERATIVE} = 1, the \texttt{SUNLinearSolver} module does not require a matrix (though one may be provided), and computes an inexact solution to the linear system using a matrix-free iterative algorithm. That is it solves the linear system defined by the package-supplied \texttt{ATimes} routine (see \texttt{SUNLinSolSetATimes} below), even if that linear system differs from the one encoded in the matrix object (if one is provided). As the solver computes the solution only inexactly (or may diverge), the linear solver should check for solution convergence/accuracy as appropriate.
- \texttt{SUNLINEARSOLVER\_MATRIX\_ITERATIVE} = 2, the \texttt{SUNLinearSolver} module requires a matrix, and computes an inexact solution to the linear system defined by that matrix using an iterative algorithm. That is it solves the linear system defined by the matrix object even if that linear system differs from that encoded by the package-supplied \texttt{ATimes} routine. As the solver computes the solution only inexactly (or may diverge), the linear solver should check for solution convergence/accuracy as appropriate.

Notes

See section \ref{sec:use-cases} for more information on intended use cases corresponding to the linear solver type.

F2003 Name \texttt{FSUNLinSolGetType}

SUNLinSolGetID

Call

\texttt{id = SUNLinSolGetID(LS);}

Description

The \textit{optional} function \texttt{SUNLinSolGetID} returns the identifier for the linear solver \texttt{LS}.

Arguments

\texttt{LS} (\texttt{SUNLinearSolver}) a \texttt{SUNLinearSolver} object.

Return value

The return value \texttt{id} (of type \texttt{int}) will be a non-negative value defined by the enumeration \texttt{SUNLinearSolver\_ID}.

Notes

It is recommended that a user-supplied \texttt{SUNLinearSolver} return the \texttt{SUNLINEARSOLVER\_CUSTOM} identifier.

F2003 Name \texttt{FSUNLinSolGetID}

SUNLinSolInitialize

Call

\texttt{retval = SUNLinSolInitialize(LS);}

Description

The \textit{optional} function \texttt{SUNLinSolInitialize} performs linear solver initialization (assuming that all solver-specific options have been set).

Arguments

\texttt{LS} (\texttt{SUNLinearSolver}) a \texttt{SUNLinearSolver} object.

Return value

This should return zero for a successful call, and a negative value for a failure, ideally returning one of the generic error codes listed in Table \ref{table:errors}.

F2003 Name \texttt{FSUNLinSolInitialize}
**SUNLinSolSetup**

Call: \( \text{retval} = \text{SUNLinSolSetup}(\text{LS}, A); \)

Description: The *optional* function `SUNLinSolSetup` performs any linear solver setup needed, based on an updated system `sunmatrix A`. This may be called frequently (e.g., with a full Newton method) or infrequently (for a modified Newton method), based on the type of integrator and/or nonlinear solver requesting the solves.

Arguments:

- `LS` ([SUNLinearSolver](#)) a `SUNLINSOL` object.
- `A` ([SUNMatrix](#)) a `SUNMATRIX` object.

Return value: This should return zero for a successful call, a positive value for a recoverable failure and a negative value for an unrecoverable failure, ideally returning one of the generic error codes listed in Table 8.1.

F2003 Name: `FSUNLinSolSetup`

---

**SUNLinSolSolve**

Call: \( \text{retval} = \text{SUNLinSolSolve}(\text{LS}, A, x, b, \text{tol}); \)

Description: The *required* function `SUNLinSolSolve` solves a linear system \( Ax = b \).

Arguments:

- `LS` ([SUNLinearSolver](#)) a `SUNLINSOL` object.
- `A` ([SUNMatrix](#)) a `SUNMATRIX` object.
- `x` ([N_Vector](#)) a `NVECTOR` object containing the initial guess for the solution of the linear system, and the solution to the linear system upon return.
- `b` ([N_Vector](#)) a `NVECTOR` object containing the linear system right-hand side.
- `tol` ([realtype](#)) the desired linear solver tolerance.

Return value: This should return zero for a successful call, a positive value for a recoverable failure and a negative value for an unrecoverable failure, ideally returning one of the generic error codes listed in Table 8.1.

Notes:

- Direct solvers: can ignore the `tol` argument.
- Matrix-free solvers: (those that identify as `SUNLINEARSOLVER_ITERATIVE`) can ignore the `SUNMATRIX` input `A`, and should instead rely on the matrix-vector product function supplied through the routine `SUNLinSolSetATimes`.
- Iterative solvers: (those that identify as `SUNLINEARSOLVER_ITERATIVE` or `SUNLINEARSOLVER_MATRIX_ITERATIVE`) should attempt to solve to the specified tolerance `tol` in a weighted 2-norm. If the solver does not support scaling then it should just use a 2-norm.

F2003 Name: `FSUNLinSolSolve`

---

**SUNLinSolFree**

Call: \( \text{retval} = \text{SUNLinSolFree}(\text{LS}); \)

Description: The *optional* function `SUNLinSolFree` frees memory allocated by the linear solver.

Arguments:

- `LS` ([SUNLinearSolver](#)) a `SUNLINSOL` object.

Return value: This should return zero for a successful call and a negative value for a failure.

F2003 Name: `FSUNLinSolFree`
8.1.2 SUNLinearSolver set functions

The following set functions are used to supply linear solver modules with functions defined by the SUNDIALS packages and to modify solver parameters. Only the routine for setting the matrix-vector product routine is required, and that is only for matrix-free linear solver modules. Otherwise, all other set functions are optional. SUNLINSL sol implementations that do not provide the functionality for any optional routine should leave the corresponding function pointer NULL instead of supplying a dummy routine.

SUNLinSolSetATimes

Call

\texttt{retval = SUNLinSolSetATimes(LS, A.data, ATimes);}  

Description

The function SUNLinSolSetATimes is \emph{required for matrix-free linear solvers}; otherwise it is optional.

This routine provides an ATimesFn function pointer, as well as a void* pointer to a data structure used by this routine, to a linear solver object. SUNDIALS packages will call this function to set the matrix-vector product function to either a solver-provided difference-quotient via vector operations or a user-supplied solver-specific routine.

Arguments

\begin{itemize}
  \item \texttt{LS} (SUNLinearSolver) a SUNLINSL object.
  \item \texttt{A.data} (void*) data structure passed to ATimes.
  \item \texttt{ATimes} (ATimesFn) function pointer implementing the matrix-vector product routine.
\end{itemize}

Return value

This routine should return zero for a successful call, and a negative value for a failure, ideally returning one of the generic error codes listed in Table 8.1.

F2003 Name

FSUNLinSolSetATimes

SUNLinSolSetPreconditioner

Call

\texttt{retval = SUNLinSolSetPreconditioner(LS, Pdata, Pset, Psol);}  

Description

The \emph{optional} function SUNLinSolSetPreconditioner provides PSetupFn and PSolveFn function pointers that implement the preconditioner solves $P_1^{-1}$ and $P_2^{-1}$ from equations \eqref{eq:8.1}-\eqref{eq:8.2}. This routine will be called by a SUNDIALS package, which will provide translation between the generic Pset and Psol calls and the package- or user-supplied routines.

Arguments

\begin{itemize}
  \item \texttt{LS} (SUNLinearSolver) a SUNLINSL object.
  \item \texttt{Pdata} (void*) data structure passed to both Pset and Psol.
  \item \texttt{Pset} (PSetupFn) function pointer implementing the preconditioner setup.
  \item \texttt{Psol} (PSolveFn) function pointer implementing the preconditioner solve.
\end{itemize}

Return value

This routine should return zero for a successful call, and a negative value for a failure, ideally returning one of the generic error codes listed in Table 8.1.

F2003 Name

FSUNLinSolSetPreconditioner

SUNLinSolSetScalingVectors

Call

\texttt{retval = SUNLinSolSetScalingVectors(LS, s1, s2);}  

Description

The \emph{optional} function SUNLinSolSetScalingVectors provides left/right scaling vectors for the linear system solve. Here, $s1$ and $s2$ are NVECTOR of positive scale factors containing the diagonal of the matrices $S_1$ and $S_2$ from equations \eqref{eq:8.1}-\eqref{eq:8.2}, respectively. Neither of these vectors need to be tested for positivity, and a NULL argument for either indicates that the corresponding scaling matrix is the identity.

Arguments

\begin{itemize}
  \item \texttt{LS} (SUNLinearSolver) a SUNLINSL object.
  \item \texttt{s1} (N_Vector) diagonal of the matrix $S_1$.
\end{itemize}
s2 (N_Vector) diagonal of the matrix $S_2$

Return value  This routine should return zero for a successful call, and a negative value for a failure, ideally returning one of the generic error codes listed in Table 8.1.

F2003 Name  FSUNLinSolSetScalingVectors

8.1.3  SUNLinearSolver get functions

The following get functions allow Sundials packages to retrieve results from a linear solve. All routines are optional.

*SUNLinSolNumIters*

Call  
\[ \text{its} = \text{SUNLinSolNumIters}(\text{LS}); \]

Description  The optional function SUNLinSolNumIters should return the number of linear iterations performed in the last ‘solve’ call.

Arguments  LS (SUNLinearSolver) a SUNLINSOL object.

Return value  int containing the number of iterations

F2003 Name  FSUNLinSolNumIters

*SUNLinSolResNorm*

Call  
\[ \text{rnorm} = \text{SUNLinSolResNorm}(\text{LS}); \]

Description  The optional function SUNLinSolResNorm should return the final residual norm from the last ‘solve’ call.

Arguments  LS (SUNLinearSolver) a SUNLINSOL object.

Return value  realtype containing the final residual norm

F2003 Name  FSUNLinSolResNorm

*SUNLinSolResid*

Call  
\[ \text{rvec} = \text{SUNLinSolResid}(\text{LS}); \]

Description  If an iterative method computes the preconditioned initial residual and returns with a successful solve without performing any iterations (i.e., either the initial guess or the preconditioner is sufficiently accurate), then this optional routine may be called by the Sundials package. This routine should return the NVECTOR containing the preconditioned initial residual vector.

Arguments  LS (SUNLinearSolver) a SUNLINSOL object.

Return value  N_Vector containing the final residual vector

Notes  Since N_Vector is actually a pointer, and the results are not modified, this routine should not require additional memory allocation. If the SUNLINSOL object does not retain a vector for this purpose, then this function pointer should be set to NULL in the implementation.

F2003 Name  FSUNLinSolResid

*SUNLinSolLastFlag*

Call  
\[ \text{lflag} = \text{SUNLinSolLastFlag}(\text{LS}); \]

Description  The optional function SUNLinSolLastFlag should return the last error flag encountered within the linear solver. This is not called by the Sundials packages directly; it allows the user to investigate linear solver issues after a failed solve.
8.1 The SUNLinearSolver API

Arguments  LS (SUNLinearSolver) a SUNLINSOL object.
Return value  sunindextype containing the most recent error flag
F2003 Name  FSUNLinSolLastFlag

SUNLinSolSpace

Call  retval = SUNLinSolSpace(LS, &lrw, &liw);
Description  The optional function SUNLinSolSpace should return the storage requirements for the linear solver LS.
Arguments  LS (SUNLinearSolver) a SUNLINSOL object.
            lrw (long int*) the number of realtype words stored by the linear solver.
            liw (long int*) the number of integer words stored by the linear solver.
Return value  This should return zero for a successful call, and a negative value for a failure, ideally returning one of the generic error codes listed in Table 8.1.
Notes  This function is advisory only, for use in determining a user’s total space requirements.
F2003 Name  FSUNLinSolSpace

8.1.4 Functions provided by SUNDIALS packages

To interface with the SUNLINSOL modules, the SUNDIALS packages supply a variety of routines for evaluating the matrix-vector product, and setting up and applying the preconditioner. These package-provided routines translate between the user-supplied ODE, DAE, or nonlinear systems and the generic interfaces to the linear systems of equations that result in their solution. The types for functions provided to a SUNLINSOL module are defined in the header file sundials/sundials_iterative.h, and are described below.

ATimesFn

Definition  typedef int (*ATimesFn)(void *A_data, N_Vector v, N_Vector z);
Purpose  These functions compute the action of a matrix on a vector, performing the operation \( z = Av \). Memory for \( z \) should already be allocated prior to calling this function. The vector \( v \) should be left unchanged.
Arguments  A_data is a pointer to client data, the same as that supplied to SUNLinSolSetATimes.
            v is the input vector to multiply.
            z is the output vector computed.
Return value  This routine should return 0 if successful and a non-zero value if unsuccessful.

PSetupFn

Definition  typedef int (*PSetupFn)(void *P_data)
Purpose  These functions set up any requisite problem data in preparation for calls to the corresponding PSolveFn.
Arguments  P_data is a pointer to client data, the same pointer as that supplied to the routine SUNLinSolSetPreconditioner.
Return value  This routine should return 0 if successful and a non-zero value if unsuccessful.
**PSolveFn**

**Definition**

```c
typedef int (*PSolveFn)(void *P_data, N_Vector r, N_Vector z, realtype tol, int lr)
```

**Purpose**

These functions solve the preconditioner equation $Pz = r$ for the vector $z$. Memory for $z$ should already be allocated prior to calling this function. The parameter $P\_data$ is a pointer to any information about $P$ which the function needs in order to do its job (set up by the corresponding $P\_SetupFn$). The parameter $lr$ is input, and indicates whether $P$ is to be taken as the left preconditioner or the right preconditioner: $lr = 1$ for left and $lr = 2$ for right. If preconditioning is on one side only, $lr$ can be ignored. If the preconditioner is iterative, then it should strive to solve the preconditioner equation so that

$$\|Pz - r\|_{\text{wrms}} < tol$$

where the weight vector for the WRMS norm may be accessed from the main package memory structure. The vector $r$ should not be modified by the $PSolveFn$.

**Arguments**

- $P\_data$ is a pointer to client data, the same pointer as that supplied to the routine $SUNLinSolSetPreconditioner$.
- $r$ is the right-hand side vector for the preconditioner system.
- $z$ is the solution vector for the preconditioner system.
- $tol$ is the desired tolerance for an iterative preconditioner.
- $lr$ is flag indicating whether the routine should perform left (1) or right (2) preconditioning.

**Return value**

This routine should return 0 if successful and a non-zero value if unsuccessful. On a failure, a negative return value indicates an unrecoverable condition, while a positive value indicates a recoverable one, in which the calling routine may reattempt the solution after updating preconditioner data.

### 8.1.5 SUNLinearSolver return codes

The functions provided to SUNLINSOL modules by each SUNDIALS package, and functions within the SUNDIALS-provided SUNLINSOL implementations utilize a common set of return codes, shown in Table 8.1. These adhere to a common pattern: 0 indicates success, a positive value corresponds to a recoverable failure, and a negative value indicates a non-recoverable failure. Aside from this pattern, the actual values of each error code are primarily to provide additional information to the user in case of a linear solver failure.

<table>
<thead>
<tr>
<th>Name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUNLS_SUCCESS</td>
<td>0</td>
<td>successful call or converged solve</td>
</tr>
<tr>
<td>SUNLS_MEM_NULL</td>
<td>-801</td>
<td>the memory argument to the function is NULL</td>
</tr>
<tr>
<td>SUNLS_ILL_INPUT</td>
<td>-802</td>
<td>an illegal input has been provided to the function</td>
</tr>
<tr>
<td>SUNLS_MEM_FAIL</td>
<td>-803</td>
<td>failed memory access or allocation</td>
</tr>
<tr>
<td>SUNLS_ATIMES_FAIL_UNREC</td>
<td>-804</td>
<td>an unrecoverable failure occurred in the ATimes routine</td>
</tr>
</tbody>
</table>

*continued on next page*
### 8.1 The SUNLinearSolver API

<table>
<thead>
<tr>
<th>Name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUNLS_PSET_FAIL_UNREC</td>
<td>-805</td>
<td>an unrecoverable failure occurred in the Pset routine</td>
</tr>
<tr>
<td>SUNLS_PLSOLVE_FAIL_UNREC</td>
<td>-806</td>
<td>an unrecoverable failure occurred in the Psolve routine</td>
</tr>
<tr>
<td>SUNLS_PACKAGE_FAIL_UNREC</td>
<td>-807</td>
<td>an unrecoverable failure occurred in an external linear solver package</td>
</tr>
<tr>
<td>SUNLS_GS_FAIL</td>
<td>-808</td>
<td>a failure occurred during Gram-Schmidt orthogonalization</td>
</tr>
<tr>
<td></td>
<td></td>
<td>(SUNLINSOL_SPGMR/SUNLINSOL_SPGMR)</td>
</tr>
<tr>
<td>SUNLS_QRSOL_FAIL</td>
<td>-809</td>
<td>a singular R matrix was encountered in a QR factorization</td>
</tr>
<tr>
<td></td>
<td></td>
<td>(SUNLINSOL_SPGMR/SUNLINSOL_SPGMR)</td>
</tr>
<tr>
<td>SUNLS_RES_REduced</td>
<td>801</td>
<td>an iterative solver reduced the residual, but did not converge to the desired tolerance</td>
</tr>
<tr>
<td>SUNLS_CONV_FAIL</td>
<td>802</td>
<td>an iterative solver did not converge (and the residual was not reduced)</td>
</tr>
<tr>
<td>SUNLS_ATIMES_FAIL_REC</td>
<td>803</td>
<td>a recoverable failure occurred in the ATimes routine</td>
</tr>
<tr>
<td>SUNLS_PSET_FAIL_REC</td>
<td>804</td>
<td>a recoverable failure occurred in the Pset routine</td>
</tr>
<tr>
<td>SUNLS_PLSOLVE_FAIL_REC</td>
<td>805</td>
<td>a recoverable failure occurred in the Psolve routine</td>
</tr>
<tr>
<td>SUNLS_PACKAGE_FAIL_REC</td>
<td>806</td>
<td>a recoverable failure occurred in an external linear solver package</td>
</tr>
<tr>
<td>SUNLS_QRFACT_FAIL</td>
<td>807</td>
<td>a singular matrix was encountered during a QR factorization</td>
</tr>
<tr>
<td></td>
<td></td>
<td>(SUNLINSOL_SPGMR/SUNLINSOL_SPGMR)</td>
</tr>
<tr>
<td>SUNLS_LUFACt_FAIL</td>
<td>808</td>
<td>a singular matrix was encountered during a LU factorization</td>
</tr>
<tr>
<td></td>
<td></td>
<td>(SUNLINSOL_DENSE/SUNLINSOL_BAND)</td>
</tr>
</tbody>
</table>

#### 8.1.6 The generic SUNLinearSolver module

SUNDIALS packages interact with specific SUNLINSOL implementations through the generic SUNLINSOL module on which all other SUNLINSOL implementations are built. The SUNLinearSolver type is a pointer to a structure containing an implementation-dependent content field, and an ops field. The type SUNLinearSolver is defined as:

```c
typedef struct _generic_SUNLinearSolver *SUNLinearSolver;
```

```c
struct _generic_SUNLinearSolver {
    void *content;
    struct _generic_SUNLinearSolver_Ops *ops;
};
```

where the _generic_SUNLinearSolver_Ops structure is a list of pointers to the various actual linear solver operations provided by a specific implementation. The _generic_SUNLinearSolver_Ops structure is defined as:

```c
struct _generic_SUNLinearSolver_Ops {
    SUNLinearSolver_Type (*gettype)(SUNLinearSolver);
    SUNLinearSolver_ID (*getid)(SUNLinearSolver);
    int (*setatimes)(SUNLinearSolver, void*, ATimesFn);
    int (*setpreconditioner)(SUNLinearSolver, void*,
                              PSetupFn, PSolveFn);
    int (*setscalingvectors)(SUNLinearSolver,
                              N_Vector, N_Vector);
    int (*initialize)(SUNLinearSolver);
};
```
The generic SUNLINSOL module defines and implements the linear solver operations defined in Sections 8.1.1-8.1.3. These routines are in fact only wrappers to the linear solver operations defined by a particular SUNLINSOL implementation, which are accessed through the ops field of the SUNLinearSolver structure. To illustrate this point we show below the implementation of a typical linear solver operation from the generic SUNLINSOL module, namely SUNLinSolInitialize, which initializes a SUNLINSOL object for use after it has been created and configured, and returns a flag denoting a successful/failed operation:

```c
int SUNLinSolInitialize(SUNLinearSolver S)
{
    return ((int) S->ops->initialize(S));
}
```

The Fortran 2003 interface provides a bind(C) derived-type for the _generic_SUNLinearSolver and the _generic_SUNLinearSolver_Ops structures. Their definition is given below.

```fortran
module SUNLinearSolver_Ops
    type(C_PTR), public :: gettype
    type(C_PTR), public :: setatimes
    type(C_PTR), public :: setpreconditioner
    type(C_PTR), public :: setscalingvectors
    type(C_PTR), public :: initialize
    type(C_PTR), public :: setup
    type(C_PTR), public :: solve
    type(C_PTR), public :: numiters
    type(C_PTR), public :: resnorm
    type(C_PTR), public :: lastflag
    type(C_PTR), public :: space
    type(C_PTR), public :: resid
    type(C_PTR), public :: free
end module SUNLinearSolver_Ops
```

### 8.2 Compatibility of SUNLinearSolver modules

We note that not all SUNLINSOL types are compatible with all SUNMATRIX and NVVECTOR types provided with Sundials. In Table 8.2 we show the matrix-based linear solvers available as SUNLINSOL modules, and the compatible matrix implementations. Recall that Table 4.1 shows the compatibility between all SUNLINSOL modules and vector implementations.
### 8.3 Implementing a custom SUNLinearSolver module

A particular implementation of the SUNLINSOL module must:

- Specify the `content` field of the `SUNLinearSolver` object.

- Define and implement a minimal subset of the linear solver operations. See the section 8.4 to determine which SUNLINSOL operations are required for this SUNDIALS package.

  Note that the names of these routines should be unique to that implementation in order to permit using more than one SUNLINSOL module (each with different `SUNLinearSolver` internal data representations) in the same code.

- Define and implement user-callable constructor and destructor routines to create and free a `SUNLinearSolver` with the new `content` field and with `ops` pointing to the new linear solver operations.

We note that the function pointers for all unsupported optional routines should be set to `NULL` in the `ops` structure. This allows the SUNDIALS package that is using the SUNLINSOL object to know that the associated functionality is not supported.

To aid in the creation of custom SUNLINSOL modules the generic SUNLINSOL module provides the utility functions `SUNLinSolNewEmpty` and `SUNLinSolFreeEmpty`. When used in custom SUNLINSOL constructors the function `SUNLinSolNewEmpty` will ease the introduction of any new optional linear solver operations to the SUNLINSOL API by ensuring only required operations need to be set.

#### SUNLinSolNewEmpty

**Call**

```
LS = SUNLinSolNewEmpty();
```

**Description**

The function `SUNLinSolNewEmpty` allocates a new generic SUNLINSOL object and initializes its content pointer and the function pointers in the operations structure to `NULL`.

**Arguments**

None

**Return value**

This function returns a `SUNLinearSolver` object. If an error occurs when allocating the object, then this routine will return `NULL`.

**F2003 Name**

FSUNLinSolNewEmpty

#### SUNLinSolFreeEmpty

**Call**

```
SUNLinSolFreeEmpty(LS);
```
Description of the SUNLinearSolver module

Description

This routine frees the generic SUNLinSolFreeEmpty object, under the assumption that any implementation-specific data that was allocated within the underlying content structure has already been freed. It will additionally test whether the ops pointer is NULL, and, if it is not, it will free it as well.

Arguments

LS (SUNLinearSolver)

Return value

None

F2003 Name

FSUNLinSolFreeEmpty

Additionally, a SUNLINSOL implementation may do the following:

- Define and implement additional user-callable “set” routines acting on the SUNLinearSolver, e.g., for setting various configuration options to tune the linear solver to a particular problem.
- Provide additional user-callable “get” routines acting on the SUNLinearSolver object, e.g., for returning various solve statistics.

8.3.1 Intended use cases

The SUNLINSOL (and SUNMATRIX) APIs are designed to require a minimal set of routines to ease interfacing with custom or third-party linear solver libraries. External solvers provide similar routines with the necessary functionality and thus will require minimal effort to wrap within custom SUNMATRIX and SUNLINSOL implementations. Sections 7.2 and 8.4 include a list of the required set of routines that compatible SUNMATRIX and SUNLINSOL implementations must provide. As SUNDIALS packages utilize generic SUNLINSOL modules allowing for user-supplied SUNLinearSolver implementations, there exists a wide range of possible linear solver combinations. Some intended use cases for both the SUNDIALS-provided and user-supplied SUNLINSOL modules are discussed in the following sections.

Direct linear solvers

Direct linear solver modules require a matrix and compute an ‘exact’ solution to the linear system defined by the matrix. Multiple matrix formats and associated direct linear solvers are supplied with SUNDIALS through different SUNMATRIX and SUNLINSOL implementations. SUNDIALS packages strive to amortize the high cost of matrix construction by reusing matrix information for multiple nonlinear iterations. As a result, each package’s linear solver interface recomputes Jacobian information as infrequently as possible.

Alternative matrix storage formats and compatible linear solvers that are not currently provided by, or interfaced with, SUNDIALS can leverage this infrastructure with minimal effort. To do so, a user must implement custom SUNMATRIX and SUNLINSOL wrappers for the desired matrix format and/or linear solver following the APIs described in Chapters 7 and 8. This user-supplied SUNLINSOL module must then self-identify as having SUNLINEARSOLVER_DIRECT type.

Matrix-free iterative linear solvers

Matrix-free iterative linear solver modules do not require a matrix and compute an inexact solution to the linear system defined by the package-supplied ATimes routine. SUNDIALS supplies multiple scaled, preconditioned iterative linear solver (spils) SUNLINSOL modules that support scaling to allow users to handle non-dimensionalization (as best as possible) within each SUNDIALS package and retain variables and define equations as desired in their applications. For linear solvers that do not support left/right scaling, the tolerance supplied to the linear solver is adjusted to compensate (see section 8.4.2 for more details); however, this use case may be non-optimal and cannot handle situations where the magnitudes of different solution components or equations vary dramatically within a single problem.

To utilize alternative linear solvers that are not currently provided by, or interfaced with, SUNDIALS a user must implement a custom SUNLINSOL wrapper for the linear solver following the API described in Chapter 8. This user-supplied SUNLINSOL module must then self-identify as having SUNLINEARSOLVER_ITERATIVE type.
Matrix-based iterative linear solvers (reusing $A$)

Matrix-based iterative linear solver modules require a matrix and compute an inexact solution to the linear system defined by the matrix. This matrix will be updated infrequently and reused across multiple solves to amortize cost of matrix construction. As in the direct linear solver case, only wrappers for the matrix and linear solver in SUNMATRIX and SUNLINSOL implementations need to be created to utilize a new linear solver. This user-supplied SUNLINSOL module must then self-identify as having SUNLINEARSOLVER\_MATRIX\_ITERATIVE type.

At present, SUNDIALS has one example problem that uses this approach for wrapping a structured-grid matrix, linear solver, and preconditioner from the hypre library that may be used as a template for other customized implementations (see examples/arkode/CXX\_parhyp/ark\_heat2D\_hypre.cpp).

Matrix-based iterative linear solvers (current $A$)

For users who wish to utilize a matrix-based iterative linear solver module where the matrix is purely for preconditioning and the linear system is defined by the package-supplied \texttt{ATimes} routine, we envision two current possibilities.

The preferred approach is for users to employ one of the SUNDIALS spils SUNLINSOL implementations (SUNLINSOL\_SPGMR, SUNLINSOL\_SPFGMR, SUNLINSOL\_SPBCGS, SUNLINSOL\_SPTFQMR, or SUNLINSOL\_PCG) as the outer solver. The creation and storage of the preconditioner matrix, and interfacing with the corresponding linear solver, can be handled through a package's preconditioner ‘setup’ and ‘solve’ functionality (see §4.5.4.2) without creating SUNMATRIX and SUNLINSOL implementations. This usage mode is recommended primarily because the SUNDIALS-provided spils modules support the scaling as described above.

A second approach supported by the linear solver APIs is as follows. If the SUNLINSOL implementation is matrix-based, self-identifies as having SUNLINEARSOLVER\_ITERATIVE type, and also provides a non-NULL SUNLinSolSetA\_Times routine, then each SUNDIALS package will call that routine to attach its package-specific matrix-vector product routine to the SUNLINSOL object. The SUNDIALS package will then call the SUNLINSOL-provided SUNLinSol\_Setup routine (infrequently) to update matrix information, but will provide current matrix-vector products to the SUNLINSOL implementation through the package-supplied \texttt{ATimesFn} routine.

### 8.4 KINSOL SUNLinearSolver interface

Table 8.3 below lists the SUNLINSOL module linear solver functions used within the KINLS interface. As with the SUNMATRIX module, we emphasize that the KINLS user does not need to know detailed usage of linear solver functions by the KINSOL code modules in order to use KINSOL. The information is presented as an implementation detail for the interested reader.

The linear solver functions listed below are marked with ✓ to indicate that they are required, or with † to indicate that they are only called if they are non-NULL in the SUNLINSOL implementation that is being used. Note:

1. \texttt{SUNLinSolNumIters} is only used to accumulate overall iterative linear solver statistics. If it is not implemented by the SUNLINSOL module, then KINLS will consider all solves as requiring zero iterations.

2. Although \texttt{SUNLinSolResNorm} is optional, if it is not implemented by the SUNLINSOL then KINLS will consider all solves a being exact.

3. Although KINLS does not call \texttt{SUNLinSolLastFlag} directly, this routine is available for users to query linear solver issues directly.

4. Although KINLS does not call \texttt{SUNLinSol\_Free} directly, this routine should be available for users to call when cleaning up from a simulation.
Table 8.3: List of linear solver function usage in the KINLS interface

<table>
<thead>
<tr>
<th>Function</th>
<th>DIRECT</th>
<th>ITERATIVE</th>
<th>MATRIX/ITERATIVE</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUNLinSolGetType</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>SUNLinSolSetATimes</td>
<td>†</td>
<td>✓</td>
<td>†</td>
</tr>
<tr>
<td>SUNLinSolSetPreconditioner</td>
<td>†</td>
<td>†</td>
<td>†</td>
</tr>
<tr>
<td>SUNLinSolSetScalingVectors</td>
<td>†</td>
<td>†</td>
<td>†</td>
</tr>
<tr>
<td>SUNLinSolInitialize</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>SUNLinSolSetup</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>SUNLinSolSolve</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>¹SUNLinSolNumIters</td>
<td>†</td>
<td>†</td>
<td>†</td>
</tr>
<tr>
<td>²SUNLinSolResNorm</td>
<td>†</td>
<td>†</td>
<td>†</td>
</tr>
<tr>
<td>³SUNLinSolLastFlag</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>⁴SUNLinSolFree</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>SUNLinSolSpace</td>
<td>†</td>
<td>†</td>
<td>†</td>
</tr>
</tbody>
</table>

Since there are a wide range of potential SUNLINSOL use cases, the following subsections describe some details of the KINLS interface, in the case that interested users wish to develop custom SUNLINSOL modules.

8.4.1 Lagged matrix information

If the SUNLINSOL object self-identifies as having type SUNLINEARSOLVER DIRECT or SUNLINEARSOLVER_MATRIX_ITERATIVE, then the SUNLINSOL object solves a linear system defined by a SUNMATRIX object. As a result, KINSOL can perform its optional residual monitoring scheme, described in §2.

8.4.2 Iterative linear solver tolerance

If the SUNLINSOL object self-identifies as having type SUNLINEARSOLVER ITERATIVE or SUNLINEARSOLVER_MATRIX_ITERATIVE then KINLS will adjust the linear solver tolerance delta as described in §2 during the course of the nonlinear solve process. However, if the iterative linear solver does not support scaling matrices (i.e., the SUNLinSolSetScalingVectors routine is NULL), then KINLS will be unable to fully handle ill-conditioning in the nonlinear solve process through the solution and residual scaling operators described in §2. In this case, KINLS will attempt to adjust the linear solver tolerance to account for this lack of functionality. To this end, the following assumptions are made:

1. All residual components have similar magnitude; hence the scaling matrix $D_F$ used in computing the linear residual norm (see §2) should satisfy the assumption

   $$(D_F)_{i,i} \approx D_{F,\text{mean}}, \quad \text{for} \quad i = 0, \ldots, n - 1.$$ 

2. The SUNLINSOL object uses a standard 2-norm to measure convergence.
8.5 The SUNLinearSolver_Dense implementation

Since KINSOL uses $D_F$ as the left-scaling matrix, $S_1 = D_F$, then the linear solver convergence requirement is converted as follows (using the notation from equations (8.1)-(8.2)):

\[
\begin{align*}
\|\tilde{b} - \tilde{A}\tilde{x}\|_2 &< \text{tol} \\
\Leftrightarrow \|D_F P_1^{-1} b - D_F P_1^{-1} A x\|_2 &< \text{tol} \\
\Leftrightarrow \sum_{i=0}^{n-1} [(D_F)_{i,i} (P_1^{-1}(b - A x))_i]^2 &< \text{tol}^2 \\
\Leftrightarrow D_{F,\text{mean}}^2 \sum_{i=0}^{n-1} [(P_1^{-1}(b - A x))_i]^2 &< \text{tol}^2 \\
\Leftrightarrow \sum_{i=0}^{n-1} [(P_1^{-1}(b - A x))_i]^2 &< \left(\frac{\text{tol}}{D_{F,\text{mean}}}\right)^2 \\
\Leftrightarrow \|P_1^{-1}(b - A x)\|_2 &< \frac{\text{tol}}{D_{F,\text{mean}}}
\end{align*}
\]

Therefore the tolerance scaling factor

\[
D_{F,\text{mean}} = \frac{1}{\sqrt{n}} \left(\sum_{i=0}^{n-1} (D_F)_{i,i}^2\right)^{1/2}
\]

is computed and the scaled tolerance \texttt{delta= tol/D_{F,\text{mean}}} is supplied to the SUNLINSOL object.

8.5 The SUNLinearSolver_Dense implementation

This section describes the SUNLINSOL implementation for solving dense linear systems. The SUNLINSOL_DENSE module is designed to be used with the corresponding SUNMATRIX_DENSE matrix type, and one of the serial or shared-memory NVECTOR implementations (NVECTOR_SERIAL, NVECTOR_OPENMP, or NVECTOR_PTHREADS).

To access the SUNLINSOL_DENSE module, include the header file sunlinsol/sunlinsol_dense.h. We note that the SUNLINSOL_DENSE module is accessible from SUNDIALS packages without separately linking to the \texttt{libsundials_sunlinsoldense} module library.

8.5.1 SUNLinearSolver_Dense description

This solver is constructed to perform the following operations:

- The “setup” call performs a LU factorization with partial (row) pivoting ($O(N^3)$ cost), $PA = LU$, where $P$ is a permutation matrix, $L$ is a lower triangular matrix with 1’s on the diagonal, and $U$ is an upper triangular matrix. This factorization is stored in-place on the input SUNMATRIX_DENSE object $A$, with pivoting information encoding $P$ stored in the pivots array.

- The “solve” call performs pivoting and forward and backward substitution using the stored pivots array and the $LU$ factors held in the SUNMATRIX_DENSE object ($O(N^2)$ cost).

8.5.2 SUNLinearSolver_Dense functions

The SUNLINSOL_DENSE module provides the following user-callable constructor for creating a SUNLinearSolver object.
212 Description of the SUNLinearSolver module

```c
SUNLinSol_Dense
```

Call

```c
LS = SUNLinSol_Dense(y, A);
```

Description

The function `SUNLinSol_Dense` creates and allocates memory for a dense `SUNLinearSolver` object.

Arguments

- `y` (`N_Vector`) a template for cloning vectors needed within the solver
- `A` (`SUNMatrix`) a SUNMATRIX_DENSE matrix template for cloning matrices needed within the solver

Return value

This returns a `SUNLinearSolver` object. If either `A` or `y` are incompatible then this routine will return `NULL`.

Notes

This routine will perform consistency checks to ensure that it is called with consistent `NVECTOR` and SUNMATRIX implementations. These are currently limited to the SUNMATRIX_DENSE matrix type and the NVECTOR_SERIAL, NVECTOR_OPENMP, and NVECTOR_PTHREADS vector types. As additional compatible matrix and vector implementations are added to SUNDIALS, these will be included within this compatibility check.

Deprecated Name

For backward compatibility, the wrapper function `SUNDenseLinearSolver` with identical input and output arguments is also provided.

F2003 Name

`FSUNLinSol_Dense`

The `sunlinsol_dense` module defines implementations of all “direct” linear solver operations listed in Sections 8.1.1 – 8.1.3:

- `SUNLinSolGetType_Dense`
- `SUNLinSolInitialize_Dense` – this does nothing, since all consistency checks are performed at solver creation.
- `SUNLinSolSetup_Dense` – this performs the LU factorization.
- `SUNLinSolSolve_Dense` – this uses the LU factors and pivots array to perform the solve.
- `SUNLinSolLastFlag_Dense`
- `SUNLinSolSpace_Dense` – this only returns information for the storage within the solver object, i.e. storage for `N`, `last_flag`, and `pivots`.
- `SUNLinSolFree_Dense`

All of the listed operations are callable via the FORTRAN 2003 interface module by prepending an ‘F’ to the function name.

8.5.3 SUNLinearSolver_Dense Fortran interfaces

The `sunlinsol_dense` module provides a FORTRAN 2003 module as well as FORTRAN 77 style interface functions for use from FORTRAN applications.

FORTRAN 2003 interface module

The `fsunlinsol_dense_mod` FORTRAN module defines interfaces to all SUNLINSOL_DENSE C functions using the intrinsic `iso_c_binding` module which provides a standardized mechanism for interoperating with C. As noted in the C function descriptions above, the interface functions are named after the corresponding C function, but with a leading ‘F’. For example, the function `SUNLinSol_Dense` is interfaced as `FSUNLinSol_Dense`.

The FORTRAN 2003 SUNLINSOL_DENSE interface module can be accessed with the `use` statement, i.e. `use fsunlinsol_dense_mod`, and linking to the library `libsundials_fsunlinsoldense_mod.lib` in addition to the C library. For details on where the library and module file `fsunlinsol_dense_mod.mod` are installed see Appendix A. We note that the module is accessible from the FORTRAN 2003 SUNDIALS integrators without separately linking to the `libsundials_fsunlinsoldense_mod` library.
FORTRAN 77 interface functions

For solvers that include a FORTRAN 77 interface module, the SUNLINSOL_DENSE module also includes a Fortran-callable function for creating a SUNLinearSolver object.

\textbf{FSUNDENSELINSOLINIT}

Call \texttt{FSUNDENSELINSOLINIT(code, ier)}

Description The function \texttt{FSUNDENSELINSOLINIT} can be called for Fortran programs to create a dense SUNLinearSolver object.

Arguments \texttt{code (int*)} is an integer input specifying the solver id (1 for CVODE, 2 for IDA, 3 for KINSOL, and 4 for ARKODE).

Return value \texttt{ier} is a return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.

Notes This routine must be called after both the NVECTOR and SUNMATRIX objects have been initialized.

Additionally, when using ARKODE with a non-identity mass matrix, the SUNLINSOL_DENSE module includes a Fortran-callable function for creating a SUNLinearSolver mass matrix solver object.

\textbf{FSUNMASSDENSELINSOLINIT}

Call \texttt{FSUNMASSDENSELINSOLINIT(ier)}

Description The function \texttt{FSUNMASSDENSELINSOLINIT} can be called for Fortran programs to create a dense SUNLinearSolver object for mass matrix linear systems.

Arguments None

Return value \texttt{ier} is an \texttt{int} return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.

Notes This routine must be called after both the NVECTOR and SUNMATRIX mass-matrix objects have been initialized.

\section*{8.5.4 SUNLinearSolver_Dense content}

The SUNLINSOL_DENSE module defines the \textit{content} field of a SUNLinearSolver as the following structure:

\begin{verbatim}
struct _SUNLinearSolverContent_Dense {
  sunindextype N;
  sunindextype *pivots;
  sunindextype last_flag;
};
\end{verbatim}

These entries of the \textit{content} field contain the following information:

- \texttt{N} - size of the linear system,
- \texttt{pivots} - index array for partial pivoting in LU factorization,
- \texttt{last_flag} - last error return flag from internal function evaluations.

\section*{8.6 The SUNLinearSolver_Band implementation}

This section describes the SUNLINSOL implementation for solving banded linear systems. The SUNLINSOL_BAND module is designed to be used with the corresponding SUNMATRIX_BAND matrix type, and one of the serial or shared-memory NVECTOR implementations (NVECTOR_SERIAL, NVECTOR_OPENMP, or NVECTOR_PTHREADS).
To access the SUNLINSOL_BAND module, include the header file sunlinsol/sunlinsol_band.h. We note that the SUNLINSOL_BAND module is accessible from SUNDIALS packages without separately linking to the libsundials_sunlinsolband module library.

### 8.6.1 SUNLinearSolver_Band description

This solver is constructed to perform the following operations:

- The “setup” call performs a $LU$ factorization with partial (row) pivoting, $PA = LU$, where $P$ is a permutation matrix, $L$ is a lower triangular matrix with 1’s on the diagonal, and $U$ is an upper triangular matrix. This factorization is stored in-place on the input SUNMATRIX_BAND object $A$, with pivoting information encoding $P$ stored in the pivots array.

- The “solve” call performs pivoting and forward and backward substitution using the stored pivots array and the $LU$ factors held in the SUNMATRIX_BAND object.

- $A$ must be allocated to accommodate the increase in upper bandwidth that occurs during factorization. More precisely, if $A$ is a band matrix with upper bandwidth $\mu_u$ and lower bandwidth $\mu_l$, then the upper triangular factor $U$ can have upper bandwidth as big as $\text{smu} = \text{MIN}(N-1, \mu_u+\mu_l)$. The lower triangular factor $L$ has lower bandwidth $\mu_l$.

### 8.6.2 SUNLinearSolver_Band functions

The SUNLINSOL_BAND module provides the following user-callable constructor for creating a SUNLinearSolver object.

```c
SUNLinSolBand
SUNLinSolBand(y, A);
```

**Description**

The function SUNLinSolBand creates and allocates memory for a band SUNLinearSolver object.

**Arguments**

- `y` (N_Vector) a template for cloning vectors needed within the solver
- `A` (SUNMatrix) a SUNMATRIX_BAND matrix template for cloning matrices needed within the solver

**Return value**

This returns a SUNLinearSolver object. If either $A$ or $y$ are incompatible then this routine will return NULL.

**Notes**

This routine will perform consistency checks to ensure that it is called with consistent NVECTOR and SUNMATRIX implementations. These are currently limited to the SUNMATRIX_BAND matrix type and the NVECTOR_SERIAL, NVECTOR_OPENMP, and NVECTOR_PTHREADS vector types. As additional compatible matrix and vector implementations are added to SUNDIALS, these will be included within this compatibility check.

Additionally, this routine will verify that the input matrix $A$ is allocated with appropriate upper bandwidth storage for the $LU$ factorization.

**Deprecated Name**

For backward compatibility, the wrapper function SUNBandLinearSolver with identical input and output arguments is also provided.

**F2003 Name**

FSUNLinSolBand

The SUNLINSOL_BAND module defines band implementations of all “direct” linear solver operations listed in Sections 8.1.1 – 8.1.3:

- SUNLinSolGetType_Band

- SUNLinSolInitialize_Band – this does nothing, since all consistency checks are performed at solver creation.
8.6 The SUNLinearSolver_Band implementation

- SUNLinSolSetup_Band – this performs the LU factorization.
- SUNLinSolSolve_Band – this uses the LU factors and pivots array to perform the solve.
- SUNLinSolLastFlag_Band
- SUNLinSolSpace_Band – this only returns information for the storage within the solver object, i.e. storage for N, last_flag, and pivots.
- SUNLinSolFree_Band

All of the listed operations are callable via the FORTRAN 2003 interface module by prepending an ‘F’ to the function name.

8.6.3 SUNLinearSolver_Band Fortran interfaces

The SUNLINSOL_BAND module provides a FORTRAN 2003 module as well as FORTRAN 77 style interface functions for use from FORTRAN applications.

FORTRAN 2003 interface module

The fsunlinsol_band_mod FORTRAN module defines interfaces to all SUNLINSOL_BAND C functions using the intrinsic iso_c_binding module which provides a standardized mechanism for interoperating with C. As noted in the C function descriptions above, the interface functions are named after the corresponding C function, but with a leading ‘F’. For example, the function SUNLinSol_Band is interfaced as FSUNLinSol_Band.

The FORTRAN 2003 SUNLINSOL_BAND interface module can be accessed with the use statement, i.e. use fsunlinsol_band_mod, and linking to the library libsundials_fsunlinsolband_mod.lib in addition to the C library. For details on where the library and module file fsunlinsol_band_mod.mod are installed see Appendix A. We note that the module is accessible from the FORTRAN 2003 SUNDIALS integrators without separately linking to the libsundials_fsunlinsolband_mod library.

FORTRAN 77 interface functions

For solvers that include a FORTRAN 77 interface module, the SUNLINSOL_BAND module also includes a Fortran-callable function for creating a SUNLinearSolver object.

```fortran
FSUNBANDLINSOLINIT
```

Call FSUNBANDLINSOLINIT(code, ier)

Description The function FSUNBANDLINSOLINIT can be called for Fortran programs to create a band SUNLinearSolver object.

Arguments code (int*) is an integer input specifying the solver id (1 for CVODE, 2 for IDA, 3 for KINSOL, and 4 for ARKODE).

Return value ier is a return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.

Notes This routine must be called after both the NVECTOR and SUNMATRIX objects have been initialized.

Additionally, when using ARKODE with a non-identity mass matrix, the SUNLINSOL_BAND module includes a Fortran-callable function for creating a SUNLinearSolver mass matrix solver object.
Description of the SUNLinearSolver module

FSUNMASSBANDLINSOLINIT
Call FSWMASSBANDLINSOLINIT(ier)
Description The function FSUNMASSBANDLINSOLINIT can be called for Fortran programs to create a band SUNLinearSolver object for mass matrix linear systems.
Arguments None
Return value ier is an int return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.
Notes This routine must be called after both the nvector and sunmatrix mass-matrix objects have been initialized.

8.6.4 SUNLinearSolver_Band content
The SUNLINSOL_BAND module defines the content field of a SUNLinearSolver as the following structure:

struct _SUNLinearSolverContent_Band {
    sunindextype N;
    sunindextype *pivots;
    sunindextype last_flag;
};

These entries of the content field contain the following information:
N - size of the linear system,
pivots - index array for partial pivoting in LU factorization,
last_flag - last error return flag from internal function evaluations.

8.7 The SUNLinearSolver_LapackDense implementation
This section describes the SUNLINSOL implementation for solving dense linear systems with LAPACK. The SUNLINSOL_LAPACKDENSE module is designed to be used with the corresponding SUNMATRIX_DENSE matrix type, and one of the serial or shared-memory NVECTOR implementations (NVECTOR_SERIAL, NVECTOR_OPENMP, or NVECTOR_PTHREADS).

To access the SUNLINSOL_LAPACKDENSE module, include the header file sunlinsol/sunlinsol_lapackdense.h. The installed module library to link to is lib sundials_sunlinsollapackdense.lib where .lib is typically .so for shared libraries and .a for static libraries.

The SUNLINSOL_LAPACKDENSE module is a SUNLINSOL wrapper for the LAPACK dense matrix factorization and solve routines, *GETRF and *GETRS, where * is either D or S, depending on whether SUNDIALS was configured to have realtype set to double or single, respectively (see Section 4.2). In order to use the SUNLINSOL_LAPACKDENSE module it is assumed that LAPACK has been installed on the system prior to installation of SUNDIALS, and that SUNDIALS has been configured appropriately to link with LAPACK (see Appendix A for details). We note that since there do not exist 128-bit floating-point factorization and solve routines in LAPACK, this interface cannot be compiled when using extended precision for realtype. Similarly, since there do not exist 64-bit integer LAPACK routines, the SUNLINSOL_LAPACKDENSE module also cannot be compiled when using 64-bit integers for the sunindextype.

8.7.1 SUNLinearSolver_LapackDense description
This solver is constructed to perform the following operations:
8.7 The SUNLinearSolver_LapackDense implementation

- The “setup” call performs a \(LU\) factorization with partial (row) pivoting (\(O(N^3)\) cost), \(PA = LU\), where \(P\) is a permutation matrix, \(L\) is a lower triangular matrix with 1’s on the diagonal, and \(U\) is an upper triangular matrix. This factorization is stored in-place on the input SUNMATRIX_DENSE object \(A\), with pivoting information encoding \(P\) stored in the pivots array.

- The “solve” call performs pivoting and forward and backward substitution using the stored pivots array and the \(LU\) factors held in the SUNMATRIX_DENSE object (\(O(N^2)\) cost).

8.7.2 SUNLinearSolver_LapackDense functions

The SUNLINSOL_LAPACKDENSE module provides the following user-callable constructor for creating a SUNLinearSolver object.

```
SUNLinSol_LapackDense
Call LS = SUNLinSol_LapackDense(y, A);
```

**Description** The function SUNLinSol_LapackDense creates and allocates memory for a LAPACK-based, dense SUNLinearSolver object.

**Arguments**
- \(y\) (N_Vector) a template for cloning vectors needed within the solver
- \(A\) (SUNMatrix) a SUNMATRIX_DENSE matrix template for cloning matrices needed within the solver

**Return value** This returns a SUNLinearSolver object. If either \(A\) or \(y\) are incompatible then this routine will return NULL.

**Notes** This routine will perform consistency checks to ensure that it is called with consistent NVECTOR and SUNMATRIX implementations. These are currently limited to the SUNMATRIX_DENSE matrix type and the NVECTOR_SERIAL, NVECTOR_OPENMP, and NVECTOR_PTHREADS vector types. As additional compatible matrix and vector implementations are added to SUNDIALS, these will be included within this compatibility check.

**Deprecated Name** For backward compatibility, the wrapper function SUNLapackDense with identical input and output arguments is also provided.

The SUNLINSOL_LAPACKDENSE module defines dense implementations of all “direct” linear solver operations listed in Sections 8.1.1 – 8.1.3:

- SUNLinSolGetType_LapackDense
- SUNLinSolInitialize_LapackDense – this does nothing, since all consistency checks are performed at solver creation.
- SUNLinSolSetup_LapackDense – this calls either DGETRF or SGETRF to perform the \(LU\) factorization.
- SUNLinSolSolve_LapackDense – this calls either DGETRS or SGETRS to use the \(LU\) factors and pivots array to perform the solve.
- SUNLinSolLastFlag_LapackDense
- SUNLinSolSpace_LapackDense – this only returns information for the storage within the solver object, i.e. storage for \(N\), last_flag, and pivots.
- SUNLinSolFree_LapackDense

8.7.3 SUNLinearSolver_LapackDense Fortran interfaces

For solvers that include a FORTRAN 77 interface module, the SUNLINSOL_LAPACKDENSE module also includes a Fortran-callable function for creating a SUNLinearSolver object.
FSUNLAPACKDENSEINIT
Call FSUNLAPACKDENSEINIT(code, ier)
Description The function FSUNLAPACKDENSEINIT can be called for Fortran programs to create a LAPACK-based dense SUNLinearSolver object.
Arguments code (int*) is an integer input specifying the solver id (1 for CVODE, 2 for IDA, 3 for KINSOL, and 4 for ARKODE).
Return value ier is a return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.
Notes This routine must be called after both the NVECTOR and SUNMATRIX objects have been initialized.

Additionally, when using ARKODE with a non-identity mass matrix, the SUNLINSOL_LAPACKDENSE module includes a Fortran-callable function for creating a SUNLinearSolver mass matrix solver object.

FSUNMASSLAPACKDENSEINIT
Call FSUNMASSLAPACKDENSEINIT(ier)
Description The function FSUNMASSLAPACKDENSEINIT can be called for Fortran programs to create a LAPACK-based, dense SUNLinearSolver object for mass matrix linear systems.
Arguments None
Return value ier is an int return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.
Notes This routine must be called after both the NVECTOR and SUNMATRIX mass-matrix objects have been initialized.

8.7.4 SUNLinearSolver_LapackDense content

The SUNLINSOL_LAPACKDENSE module defines the content field of a SUNLinearSolver as the following structure:

```c
struct _SUNLinearSolverContent_Dense {
    sunindextype N;
    sunindextype *pivots;
    sunindextype last_flag;
};
```

These entries of the content field contain the following information:

- N - size of the linear system,
- pivots - index array for partial pivoting in LU factorization,
- last_flag - last error return flag from internal function evaluations.

8.8 The SUNLinearSolver_LapackBand implementation

This section describes the SUNLINSOL implementation for solving banded linear systems with LAPACK. The SUNLINSOL_LAPACKBAND module is designed to be used with the corresponding SUNMATRIX_BAND matrix type, and one of the serial or shared-memory NVECTOR implementations (NVECTOR_SERIAL, NVECTOR_OPENMP, or NVECTOR_PTHREADS).

To access the SUNLINSOL_LAPACKBAND module, include the header file sunlinsol/sunlinsol_lapackband.h. The installed module library to link to is lib sundials_sunlinsol_lapackband.lib where .lib is typically .so for shared libraries and .a for static libraries.
The SUNLINSOL_LAPACKBAND module is a SUNLINSOL wrapper for the LAPACK band matrix factorization and solve routines, *GBTRF and *GBTRS, where * is either D or S, depending on whether SUNDIALS was configured to have realtype set to double or single, respectively (see Section 4.2). In order to use the SUNLINSOL_LAPACKBAND module it is assumed that LAPACK has been installed on the system prior to installation of SUNDIALS, and that SUNDIALS has been configured appropriately to link with LAPACK (see Appendix A for details). We note that since there do not exist 128-bit floating-point factorization and solve routines in LAPACK, this interface cannot be compiled when using extended precision for realtype. Similarly, since there do not exist 64-bit integer LAPACK routines, the SUNLINSOL_LAPACKBAND module also cannot be compiled when using 64-bit integers for the sunindextype.

### 8.8.1 SUNLinearSolver_LapackBand description

This solver is constructed to perform the following operations:

- The “setup” call performs a $LU$ factorization with partial (row) pivoting, $PA = LU$, where $P$ is a permutation matrix, $L$ is a lower triangular matrix with 1’s on the diagonal, and $U$ is an upper triangular matrix. This factorization is stored in-place on the input SUNMATRIX_BAND object $A$, with pivoting information encoding $P$ stored in the pivots array.

- The “solve” call performs pivoting and forward and backward substitution using the stored pivots array and the $LU$ factors held in the SUNMATRIX_BAND object.

- $A$ must be allocated to accommodate the increase in upper bandwidth that occurs during factorization. More precisely, if $A$ is a band matrix with upper bandwidth $mu$ and lower bandwidth $ml$, then the upper triangular factor $U$ can have upper bandwidth as big as $smu = \text{MIN}(N-1,mu+ml)$. The lower triangular factor $L$ has lower bandwidth $ml$.

### 8.8.2 SUNLinearSolver_LapackBand functions

The SUNLINSOL_LAPACKBAND module provides the following user-callable constructor for creating a SUNLinearSolver object.

```c
SUNLinSol_LapackBand
```

**Call**

```c
LS = SUNLinSol_LapackBand(y, A);
```

**Description**
The function SUNLinSol_LapackBand creates and allocates memory for a LAPACK-based, band SUNLinearSolver object.

**Arguments**
- `y` (N_Vector) a template for cloning vectors needed within the solver
- `A` (SUNMatrix) a SUNMATRIX_BAND matrix template for cloning matrices needed within the solver

**Return value**
This returns a SUNLinearSolver object. If either $A$ or $y$ are incompatible then this routine will return NULL.

**Notes**
This routine will perform consistency checks to ensure that it is called with consistent NVECTOR and SUNMATRIX implementations. These are currently limited to the SUNMATRIX_BAND matrix type and the NVECTOR_SERIAL, NVECTOR_OPENMP, and NVECTOR_PTHREADS vector types. As additional compatible matrix and vector implementations are added to SUNDIALS, these will be included within this compatibility check.

Additionally, this routine will verify that the input matrix $A$ is allocated with appropriate upper bandwidth storage for the $LU$ factorization.

**Deprecated Name**
For backward compatibility, the wrapper function SUNLapackBand with identical input and output arguments is also provided.
The SUNLINSOL\_LAPACKBAND module defines band implementations of all “direct” linear solver operations listed in Sections 8.1.1 – 8.1.3:

- SUNLinSolGetType\_LapackBand
- SUNLinSolInitialize\_LapackBand – this does nothing, since all consistency checks are performed at solver creation.
- SUNLinSolSetup\_LapackBand – this calls either DGBTRF or SGBTRF to perform the \(LU\) factorization.
- SUNLinSolSolve\_LapackBand – this calls either DGBTRS or SGBTRS to use the \(LU\) factors and pivots array to perform the solve.
- SUNLinSolLastFlag\_LapackBand
- SUNLinSolSpace\_LapackBand – this only returns information for the storage within the solver object, i.e. storage for \(N\), last\_flag, and pivots.
- SUNLinSolFree\_LapackBand

8.8.3 SUNLinearSolver\_LapackBand Fortran interfaces

For solvers that include a FORTRAN 77 interface module, the SUNLINSOL\_LAPACKBAND module also includes a Fortran-callable function for creating a SUNLinearSolver object.

**FSUNLAPACKDENSEINIT**

Call

FSUNLAPACKBANDINIT(code, ier)

Description

The function FSUNLAPACKBANDINIT can be called for Fortran programs to create a LAPACK-based SUNLinearSolver object.

Arguments

- code (int*) is an integer input specifying the solver id (1 for CVODE, 2 for IDA, 3 for KINSOL, and 4 for ARKODE).

Return value

- ier is a return completion flag equal to 0 for a success return and \(-1\) otherwise. See printed message for details in case of failure.

Notes

- This routine must be called after both the NVECTOR and SUNMATRIX objects have been initialized.

Additionally, when using ARKODE with a non-identity mass matrix, the SUNLINSOL\_LAPACKBAND module includes a Fortran-callable function for creating a SUNLinearSolver mass matrix solver object.

**FSUNMASSLAPACKBANDINIT**

Call

FSUNMASSLAPACKBANDINIT(ier)

Description

The function FSUNMASSLAPACKBANDINIT can be called for Fortran programs to create a LAPACK-based, band SUNLinearSolver object for mass matrix linear systems.

Arguments

- None

Return value

- ier is an int return completion flag equal to 0 for a success return and \(-1\) otherwise. See printed message for details in case of failure.

Notes

- This routine must be called after both the NVECTOR and SUNMATRIX mass-matrix objects have been initialized.
8.4 SUNLinearSolver_LapackBand content

The SUNLINSOL_LAPACKBAND module defines the content field of a SUNLinearSolver as the following structure:

```c
struct _SUNLinearSolverContent_Band {
    sunindextype N;
    sunindextype *pivots;
    sunindextype last_flag;
};
```

These entries of the content field contain the following information:

- **N** - size of the linear system,
- **pivots** - index array for partial pivoting in LU factorization,
- **last_flag** - last error return flag from internal function evaluations.

8.9 The SUNLinearSolver_KLU implementation

This section describes the SUNLINSOL implementation for solving sparse linear systems with KLU. The SUNLINSOL_KLU module is designed to be used with the corresponding SUNMATRIX_SPARSE matrix type, and one of the serial or shared-memory NVECTOR implementations (NVECTOR_SERIAL, NVECTOR_OPENMP, or NVECTOR_PTHREADS).

The header file to include when using this module is sunlinsol/sunlinsol_klu.h. The installed module library to link to is libsundials_sunlinsolklu.lib where .lib is typically .so for shared libraries and .a for static libraries.

The SUNLINSOL_KLU module is a SUNLINSOL wrapper for the KLU sparse matrix factorization and solver library written by Tim Davis [1, 11]. In order to use the SUNLINSOL_KLU interface to KLU, it is assumed that KLU has been installed on the system prior to installation of SUNDIALS, and that SUNDIALS has been configured appropriately to link with KLU (see Appendix A for details). Additionally, this wrapper only supports double-precision calculations, and therefore cannot be compiled if SUNDIALS is configured to have realtype set to either extended or single (see Section 4.2). Since the KLU library supports both 32-bit and 64-bit integers, this interface will be compiled for either of the available sunindextype options.

8.9.1 SUNLinearSolver_KLU description

The KLU library has a symbolic factorization routine that computes the permutation of the linear system matrix to block triangular form and the permutations that will pre-order the diagonal blocks (the only ones that need to be factored) to reduce fill-in (using AMD, COLAMD, CHOLAMD, natural, or an ordering given by the user). Of these ordering choices, the default value in the SUNLINSOL_KLU module is the COLAMD ordering.

KLU breaks the factorization into two separate parts. The first is a symbolic factorization and the second is a numeric factorization that returns the factored matrix along with final pivot information. KLU also has a refactor routine that can be called instead of the numeric factorization. This routine will reuse the pivot information. This routine also returns diagnostic information that a user can examine to determine if numerical stability is being lost and a full numerical factorization should be done instead of the refactor.

Since the linear systems that arise within the context of SUNDIALS calculations will typically have identical sparsity patterns, the SUNLINSOL_KLU module is constructed to perform the following operations:

- The first time that the “setup” routine is called, it performs the symbolic factorization, followed by an initial numerical factorization.
• On subsequent calls to the “setup” routine, it calls the appropriate KLU “refactor” routine, followed by estimates of the numerical conditioning using the relevant “rcond”, and if necessary “condest”, routine(s). If these estimates of the condition number are larger than $\varepsilon^{-2/3}$ (where $\varepsilon$ is the double-precision unit roundoff), then a new factorization is performed.

• The module includes the routine SUNKLUREInit, that can be called by the user to force a full or partial refactorization at the next “setup” call.

• The “solve” call performs pivoting and forward and backward substitution using the stored KLU data structures. We note that in this solve KLU operates on the native data arrays for the right-hand side and solution vectors, without requiring costly data copies.

8.9.2 SUNLinearSolver_KLU functions

The SUNLINSOL_KLU module provides the following user-callable constructor for creating a SUNLinearSolver object.

```
SUNLinSol_KLU
```

Call
\begin{verbatim}
  LS = SUNLinSol_KLU(y, A);
\end{verbatim}

Description The function SUNLinSol_KLU creates and allocates memory for a KLU-based SUNLinearSolver object.

Arguments
\begin{itemize}
  \item \texttt{y} (\textit{N_Vector}) a template for cloning vectors needed within the solver
  \item \texttt{A} (\textit{SUNMatrix}) a SUNMATRIX\_SPARSE matrix template for cloning matrices needed within the solver
\end{itemize}

Return value This returns a SUNLinearSolver object. If either \texttt{A} or \texttt{y} are incompatible then this routine will return NULL.

Notes This routine will perform consistency checks to ensure that it is called with consistent NVVECTOR and SUNMATRICES implementations. These are currently limited to the SUNMATRICES\_SPARSE matrix type (using either CSR or CSC storage formats) and the NVVECTOR\_SERIAL, NVVECTOR\_OPENMP, and NVVECTOR\_PTHREADS vector types. As additional compatible matrix and vector implementations are added to SUNDIALS, these will be included within this compatibility check.

Deprecated Name For backward compatibility, the wrapper function SUNKLU with identical input and output arguments is also provided.

F2003 Name FSUNLinSol_KLU

The SUNLINSOL_KLU module defines implementations of all “direct” linear solver operations listed in Sections 8.1.1 – 8.1.3:

• SUNLinSolGetType_KLU

• SUNLinSolInitialize_KLU – this sets the first_factorize flag to 1, forcing both symbolic and numerical factorizations on the subsequent “setup” call.

• SUNLinSolSetup_KLU – this performs either a \texttt{LU} factorization or refactorization of the input matrix.

• SUNLinSolSolve_KLU – this calls the appropriate KLU solve routine to utilize the \texttt{LU} factors to solve the linear system.

• SUNLinSolLastFlag_KLU

• SUNLinSolSpace_KLU – this only returns information for the storage within the solver interface, i.e. storage for the integers last_flag and first_factorize. For additional space requirements, see the KLU documentation.
8.9 The SUNLinearSolver_KLU implementation

- **SUNLinSolFree_KLU**

All of the listed operations are callable via the FORTRAN 2003 interface module by prepending an ‘F’ to the function name.

The SUNLINSOL_KLU module also defines the following additional user-callable functions.

### SUNLinSol_KLUREInit

**Call**

```fortran
retval = SUNLinSol_KLUREInit(LS, A, nnz, reinit_type);
```

**Description**

The function `SUNLinSol_KLUREInit` reinitializes memory and flags for a new factorization (symbolic and numeric) to be conducted at the next solver setup call. This routine is useful in the cases where the number of nonzeros has changed or if the structure of the linear system has changed which would require a new symbolic (and numeric factorization).

**Arguments**

- **LS** (SUNLinearSolver) a template for cloning vectors needed within the solver
- **A** (SUNMatrix) a SUNMATRIX_SPARSE matrix template for cloning matrices needed within the solver
- **nnz** (sunindextype) the new number of nonzeros in the matrix
- **reinit_type** (int) flag governing the level of reinitialization. The allowed values are:
  - **SUNKLU_REINIT_FULL** – The Jacobian matrix will be destroyed and a new one will be allocated based on the `nnz` value passed to this call. New symbolic and numeric factorizations will be completed at the next solver setup.
  - **SUNKLU_REINIT_PARTIAL** – Only symbolic and numeric factorizations will be completed. It is assumed that the Jacobian size has not exceeded the size of `nnz` given in the sparse matrix provided to the original constructor routine (or the previous `SUNLinSol_KLUREInit` call).

**Return value**

The return values from this function are `SUNLS_MEM_NULL` (either `S` or `A` are `NULL`), `SUNLS_ILL_INPUT` (A does not have type SUNMATRIX_SPARSE or `reinit_type` is invalid), `SUNLS_MEM_FAIL` (reallocation of the sparse matrix failed) or `SUNLS_SUCCESS`.

**Notes**

This routine will perform consistency checks to ensure that it is called with consistent NVECTOR and SUNMATRIX implementations. These are currently limited to the SUNMATRIX_SPARSE matrix type (using either CSR or CSC storage formats) and the NVECTOR_SERIAL, NVECTOR_OPENMP, and NVECTOR_PTHREADS vector types. As additional compatible matrix and vector implementations are added to SUNDIALS, these will be included within this compatibility check.

This routine assumes no other changes to solver use are necessary.

**Deprecation Name**

For backward compatibility, the wrapper function `SUNKLUReInit` with identical input and output arguments is also provided.

**F2003 Name**

FSUNLinSol_KLUREInit

### SUNLinSol_KLUSetOrdering

**Call**

```fortran
retval = SUNLinSol_KLUSetOrdering(LS, ordering);
```

**Description**

This function sets the ordering used by KLU for reducing fill in the linear solve.

**Arguments**

- **LS** (SUNLinearSolver) the SUNLINSOL_KLU object
- **ordering** (int) flag indicating the reordering algorithm to use, the options are:
  - 0 AMD,
Description of the SUNLinearSolver module

1. COLAMD, and
2. the natural ordering.

The default is 1 for COLAMD.

Return value: The return values from this function are SUNLS_MEM_NULL (S is NULL), SUNLS_ILL_INPUT (invalid ordering choice), or SUNLS_SUCCESS.

Deprecated Name: For backward compatibility, the wrapper function SUNKLUSetOrdering with identical input and output arguments is also provided.

F2003 Name: FSUNLinSol_KLUSetOrdering

SUNLinSol_KLUGetSymbolic

Call: symbolic = SUNLinSol_KLUGetSymbolic(LS);

Description: This function returns a pointer to the KLU symbolic factorization stored in the SUNLIN-SOL_KLU content structure.

Arguments: LS (SUNLinearSolver) the SUNLINSOL_KLU object

Return value: The return type from this function is sun_klu_symbolic.

Notes: When SUNDIALS is compiled with 32-bit indices (SUNDIALS_INDEX_SIZE=32), sun_klu_symbolic is mapped to the KLU type klu_symbolic; when SUNDIALS is compiled with 64-bit indices (SUNDIALS_INDEX_SIZE=64) this is mapped to the KLU type klu_l_symbolic.

SUNLinSol_KLUGetNumeric

Call: numeric = SUNLinSol_KLUGetNumeric(LS);

Description: This function returns a pointer to the KLU numeric factorization stored in the SUNLIN-SOL_KLU content structure.

Arguments: LS (SUNLinearSolver) the SUNLINSOL_KLU object

Return value: The return type from this function is sun_klu_numeric.

Notes: When SUNDIALS is compiled with 32-bit indices (SUNDIALS_INDEX_SIZE=32), sun_klu_numeric is mapped to the KLU type klu_numeric; when SUNDIALS is compiled with 64-bit indices (SUNDIALS_INDEX_SIZE=64), this is mapped to the KLU type klu_l_numeric.

SUNLinSol_KLUGetCommon

Call: common = SUNLinSol_KLUGetCommon(LS);

Description: This function returns a pointer to the KLU common structure stored within the SUNLINSOL_KLU content structure.

Arguments: LS (SUNLinearSolver) the SUNLINSOL_KLU object

Return value: The return type from this function is sun_klu_common.

Notes: When SUNDIALS is compiled with 32-bit indices (SUNDIALS_INDEX_SIZE=32), sun_klu_common is mapped to the KLU type klu_common; when SUNDIALS is compiled with 64-bit indices (SUNDIALS_INDEX_SIZE=64), this is mapped to the KLU type klu_l_common.

8.9.3 SUNLinearSolver_KLU Fortran interfaces

The SUNLINSOL_KLU module provides a FORTRAN 2003 module as well as FORTRAN 77 style interface functions for use from FORTRAN applications.
FORTRAN 2003 interface module

The `fsunlinsol_klu_mod` FORTRAN module defines interfaces to all `SUNLINSOL_KLU` C functions using the intrinsic `iso_c_binding` module which provides a standardized mechanism for interoperating with C. As noted in the C function descriptions above, the interface functions are named after the corresponding C function, but with a leading ‘F’. For example, the function `SUNLinSol_klu` is interfaced as `FSUNLinSol_klu`.

The FORTRAN 2003 `SUNLINSOL_KLU` interface module can be accessed with the `use` statement, i.e. `use fsunlinsol_klu_mod`, and linking to the library `libsundials_fsunlinsolklu_mod.lib` in addition to the C library. For details on where the library and module file `fsunlinsol_klu_mod.mod` are installed see Appendix A.

FORTRAN 77 interface functions

For solvers that include a FORTRAN 77 interface module, the `SUNLINSOL_KLU` module also includes a Fortran-callable function for creating a `SUNLinearSolver` object.

```
FSUNKLUINIT
```

**Call**

```
FSUNKLUINIT(code, ier)
```

**Description**
The function `FSUNKLUINIT` can be called for Fortran programs to create a `SUNLINSOL_KLU` object.

**Arguments**
- `code` (int*) is an integer input specifying the solver id (1 for CVODE, 2 for IDA, 3 for KINSOL, and 4 for ARKODE).

**Return value**
- `ier` is a return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.

**Notes**
- This routine must be called *after* both the `NVECTOR` and `SUNMATRIX` objects have been initialized.

Additionally, when using ARKODE with a non-identity mass matrix, the `SUNLINSOL_KLU` module includes a Fortran-callable function for creating a `SUNLinearSolver` mass matrix solver object.

```
FSUNMASSKLUINIT
```

**Call**

```
FSUNMASSKLUINIT(ier)
```

**Description**
The function `FSUNMASSKLUINIT` can be called for Fortran programs to create a KLU-based `SUNLinearSolver` object for mass matrix linear systems.

**Arguments**
- None

**Return value**
- `ier` is an `int` return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.

**Notes**
- This routine must be called *after* both the `NVECTOR` and `SUNMATRIX` mass-matrix objects have been initialized.

The `SUNLinSol_KLUReInit` and `SUNLinSol_KLUSetOrdering` routines also support FORTRAN interfaces for the system and mass matrix solvers:

```
FSUNKLUREINIT
```

**Call**

```
FSUNKLUREINIT(code, nnz, reinit_type, ier)
```

**Description**
The function `FSUNKLUREINIT` can be called for Fortran programs to re-initialize a `SUNLINSOL_KLU` object.

**Arguments**
- `code` (int*) is an integer input specifying the solver id (1 for CVODE, 2 for IDA, 3 for KINSOL, and 4 for ARKODE).
- `nnz` (sunindextype*) the new number of nonzeros in the matrix
reinit_type (int*) flag governing the level of reinitialization. The allowed values are:

1 – The Jacobian matrix will be destroyed and a new one will be allocated based on the nnz value passed to this call. New symbolic and numeric factorizations will be completed at the next solver setup.

2 – Only symbolic and numeric factorizations will be completed. It is assumed that the Jacobian size has not exceeded the size of nnz given in the sparse matrix provided to the original constructor routine (or the previous SUNLinSol_KLUReInit call).

Return value ier is a int return completion flag equal to 0 for a success return and ~1 otherwise. See printed message for details in case of failure.

Notes See SUNLinSol_KLUReInit for complete further documentation of this routine.

FSUNMASSKLUREINIT

Call
FSUNMASSKLUREINIT(nnz, reinit_type, ier)

Description The function FSUNMASSKLUREINIT can be called for Fortran programs to re-initialize a SUNLINSOL_KLU object for mass matrix linear systems.

Arguments The arguments are identical to FSUNKLUREINIT above, except that code is not needed since mass matrix linear systems only arise in ARKODE.

Return value ier is a int return completion flag equal to 0 for a success return and ~1 otherwise. See printed message for details in case of failure.

Notes See SUNLinSol_KLUReInit for complete further documentation of this routine.

FSUNKLUSETORDERING

Call
FSUNKLUSETORDERING(code, ordering, ier)

Description The function FSUNKLUSETORDERING can be called for Fortran programs to change the reordering algorithm used by KLU.

Arguments code (int*) is an integer input specifying the solver id (1 for CVODE, 2 for IDA, 3 for KINSOL, and 4 for ARKODE).

ordering (int*) flag indication the reordering algorithm to use. Options include:

0 AMD,
1 COLAMD, and
2 the natural ordering.

The default is 1 for COLAMD.

Return value ier is a int return completion flag equal to 0 for a success return and ~1 otherwise. See printed message for details in case of failure.

Notes See SUNLinSol_KLUSetOrdering for complete further documentation of this routine.

FSUNMASSKLUSETORDERING

Call
FSUNMASSKLUSETORDERING(ier)

Description The function FSUNMASSKLUSETORDERING can be called for Fortran programs to change the reordering algorithm used by KLU for mass matrix linear systems.

Arguments The arguments are identical to FSUNKLUSETORDERING above, except that code is not needed since mass matrix linear systems only arise in ARKODE.

Return value ier is a int return completion flag equal to 0 for a success return and ~1 otherwise. See printed message for details in case of failure.

Notes See SUNLinSol_KLUSetOrdering for complete further documentation of this routine.
8.10 The SUNLinearSolver_SuperLUDIST implementation

8.9.4 SUNLinearSolver_KLU content

The SUNLINSOL.KLU module defines the content field of a SUNLinearSolver as the following structure:

```c
struct _SUNLinearSolverContent_KLU {
    int last_flag;
    int first_factorize;
    sun_klu_symbolic *symbolic;
    sun_klu_numeric *numeric;
    sun_klu_common common;
    sunindextype (*klu_solver)(sun_klu_symbolic*, sun_klu_numeric*,
                                sunindextype, sunindextype,
                                double*, sun_klu_common*);
};
```

These entries of the content field contain the following information:

- last_flag - last error return flag from internal function evaluations,
- first_factorize - flag indicating whether the factorization has ever been performed,
- symbolic - KLU storage structure for symbolic factorization components, with underlying type klu_symbolic or klu_l_symbolic, depending on whether SUNDIALS was installed with 32-bit versus 64-bit indices, respectively,
- numeric - KLU storage structure for numeric factorization components, with underlying type klu_numeric or klu_l_numeric, depending on whether SUNDIALS was installed with 32-bit versus 64-bit indices, respectively,
- common - storage structure for common KLU solver components, with underlying type klu_common or klu_l_common, depending on whether SUNDIALS was installed with 32-bit versus 64-bit indices, respectively,
- klu_solver - pointer to the appropriate KLU solver function (depending on whether it is using a CSR or CSC sparse matrix, and on whether SUNDIALS was installed with 32-bit or 64-bit indices).

8.10 The SUNLinearSolver_SuperLUDIST implementation

The SuperLU_DIST implementation of the SUNLINSOL module provided with SUNDIALS, SUNLINSOL_SUPERLUDIST, is designed to be used with the corresponding SUNMATRIX_SLUNRLOC matrix type, and one of the serial, threaded or parallel NV_VECTOR implementations (NV_VECTOR_SERIAL, NV_VECTOR_OPENMP, NV_VECTOR_PTHREADS, NV_VECTOR_PARALLEL, or NV_VECTOR_PARHYPER).

The header file to include when using this module is sunlinsol/sunlinsol_superludist.h. The installed module library to link to is libsunlinsol_sunlinsolsuperludist.lib where .lib is typically .so for shared libraries and .a for static libraries.

8.10.1 SUNLinearSolver_SuperLUDIST description

The SUNLINSOL_SUPERLUDIST module is a SUNLINSOL adapter for the SuperLU_DIST sparse matrix factorization and solver library written by X. Sherry Li [3, 18, 26, 27]. The package uses a SPMD parallel programming model and multithreading to enhance efficiency in distributed-memory parallel environments with multicore nodes and possibly GPU accelerators. It uses MPI for communication, OpenMP for threading, and CUDA for GPU support. In order to use the SUNLINSOL_SUPERLUDIST interface to SuperLU_DIST, it is assumed that SuperLU_DIST has been installed on the system prior to installation of SUNDIALS, and that SUNDIALS has been configured appropriately to link with SuperLU_DIST (see Appendix A for details). Additionally, the adapter only supports double-precision calculations, and therefore cannot be compiled if SUNDIALS is configured to use single or extended precision. Moreover, since the SuperLU_DIST library may be installed to support either 32-bit or
64-bit integers, it is assumed that the SuperLU_DIST library is installed using the same integer size as SUNDIALS.

The SuperLU_DIST library provides many options to control how a linear system will be solved. These options may be set by a user on an instance of the superlu_dist_options_t struct, and then it may be provided as an argument to the SUNLINSOL_SuperLUDIST constructor. The SUNLINSOL_SuperLUDIST module will respect all options set except for Fact – this option is necessarily modified by the SUNLINSOL_SuperLUDIST module in the setup and solve routines.

Since the linear systems that arise within the context of SUNDIALS calculations will typically have identical sparsity patterns, the SUNLINSOL_SuperLUDIST module is constructed to perform the following operations:

- The first time that the “setup” routine is called, it sets the SuperLU_DIST option Fact to DOFACT so that a subsequent call to the “solve” routine will perform a symbolic factorization, followed by an initial numerical factorization before continuing to solve the system.

- On subsequent calls to the “setup” routine, it sets the SuperLU_DIST option Fact to SamePattern so that a subsequent call to “solve” will perform factorization assuming the same sparsity pattern as prior, i.e. it will reuse the column permutation vector.

- If “setup” is called prior to the “solve” routine, then the “solve” routine will perform a symbolic factorization, followed by an initial numerical factorization before continuing to the sparse triangular solves, and, potentially, iterative refinement. If “setup” is not called prior, “solve” will skip to the triangular solve step. We note that in this solve SuperLU_DIST operates on the native data arrays for the right-hand side and solution vectors, without requiring costly data copies.

### 8.10.2 SUNLinearSolver_SuperLUDIST functions

The SUNLINSOL_SuperLUDIST module defines implementations of all “direct” linear solver operations listed in Sections 8.1.1-8.1.3:

- **SUNLinSolGetType_SuperLUDIST**

- **SUNLinSolInitialize_SuperLUDIST** – this sets the first_factorize flag to 1 and resets the internal SuperLU_DIST statistics variables.

- **SUNLinSolSetup_SuperLUDIST** – this sets the appropriate SuperLU_DIST options so that a subsequent solve will perform a symbolic and numerical factorization before proceeding with the triangular solves

- **SUNLinSolSolve_SuperLUDIST** – this calls the SuperLU_DIST solve routine to perform factorization (if the setup routine was called prior) and then use the LU factors to solve the linear system.

- **SUNLinSolLastFlag_SuperLUDIST**

- **SUNLinSolSpace_SuperLUDIST** – this only returns information for the storage within the solver interface, i.e. storage for the integers last_flag and first_factorize. For additional space requirements, see the SuperLU_DIST documentation.

- **SUNLinSolFree_SuperLUDIST**

In addition, the module SUNLINSOL_SuperLUDIST provides the following user-callable routines:
Call
\[
\text{LS} = \text{SUNLinSol\_SuperLUDIST}(y, A, \text{grid}, \text{lu}, \text{scaleperm}, \text{solve}, \text{stat}, \text{options});
\]

Description
The function SUNLinSol\_SuperLUDIST creates and allocates memory for a SUNLIN\_SOL\_SUPERLU\_DIST object.

Arguments
- \( y \): (N\_Vector) a template for cloning vectors needed within the solver
- \( A \): (SUNMatrix) a SUNMATRIX\_SLUNRLOC matrix template for cloning matrices needed within the solver
- \( \text{grid} \): (gridinfo\_t*)
- \( \text{lu} \): (LUstruct\_t*)
- \( \text{scaleperm} \): (ScalePermstruct\_t*)
- \( \text{solve} \): (SOLVEstruct\_t*)
- \( \text{stat} \): (SuperLUStat\_t*)
- \( \text{options} \): (superlu\_dist\_options\_t*)

Return value
This returns a SUNLinearSolver object. If either \( A \) or \( y \) are incompatible then this routine will return NULL.

Notes
This routine analyzes the input matrix and vector to determine the linear system size and to assess compatibility with the SuperLU\_DIST library.

This routine will perform consistency checks to ensure that it is called with consistent NVECTOR and SUNMATRIX implementations. These are currently limited to the SUNMATRIX\_SLUNRLOC matrix type and the NVECTOR\_SERIAL, NVECTOR\_PARALLEL, NVECTOR\_PARHYPER, NVECTOR\_OPENMP, and NVECTOR\_PTHREADS vector types. As additional compatible matrix and vector implementations are added to SUNDIALS, these will be included within this compatibility check.

The grid, lu, scaleperm, solve, and options arguments are not checked and are passed directly to SuperLU\_DIST routines.

Some struct members of the options argument are modified internally by the SUNLIN\_SOL\_SUPERLU\_DIST solver. Specifically the member Fact, is modified in the setup and solve routines.

Call
\[
\text{realtype berr} = \text{SUNLinSol\_SuperLUDIST\_GetBerr}(\text{LS});
\]

Description
The function SUNLinSol\_SuperLUDIST\_GetBerr returns the componentwise relative backward error of the computed solution.

Arguments
- \( \text{LS} \): (SUNLinearSolver) the SUNLIN\_SOL\_SUPERLU\_DIST object

Return value
realtype

Notes

Call
\[
\text{gridinfo\_t*} \text{grid} = \text{SUNLinSol\_SuperLUDIST\_GetGridinfo}(\text{LS});
\]

Description
The function SUNLinSol\_SuperLUDIST\_GetGridinfo returns the SuperLU\_DIST structure that contains the 2D process grid.

Arguments
- \( \text{LS} \): (SUNLinearSolver) the SUNLIN\_SOL\_SUPERLU\_DIST object

Return value
gridinfo\_t*

Notes
\textbf{SUNLinSol\_SuperLUDIST\_GetLUstruct}

Call \[ LUstruct\_t \*lu = SUNLinSol\_SuperLUDIST\_GetLUstruct(LS); \]

Description The function SUNLinSol\_SuperLUDIST\_GetLUstruct returns the SuperLU\_DIST structure that contains the distributed $L$ and $U$ factors.

Arguments \( LS \) (SUNLinearSolver) the SUNLINSOL\_SUPERLUDIST object

Return value \( LUstruct\_t\* \)

Notes

\textbf{SUNLinSol\_SuperLUDIST\_GetSuperLUOptions}

Call \[ superlu\_dist\_options\_t \*opts = SUNLinSol\_SuperLUDIST\_GetSuperLUOptions(LS); \]

Description The function SUNLinSol\_SuperLUDIST\_GetSuperLUOptions returns the SuperLU\_DIST structure that contains the options which control how the linear system is factorized and solved.

Arguments \( LS \) (SUNLinearSolver) the SUNLINSOL\_SUPERLUDIST object

Return value \( superlu\_dist\_options\_t\* \)

Notes

\textbf{SUNLinSol\_SuperLUDIST\_GetScalePermstruct}

Call \[ ScalePermstruct\_t \*sp = SUNLinSol\_SuperLUDIST\_GetScalePermstruct(LS); \]

Description The function SUNLinSol\_SuperLUDIST\_GetScalePermstruct returns the SuperLU\_DIST structure that contains the vectors that describe the transformations done to the matrix, $A$.

Arguments \( LS \) (SUNLinearSolver) the SUNLINSOL\_SUPERLUDIST object

Return value \( ScalePermstruct\_t\* \)

Notes

\textbf{SUNLinSol\_SuperLUDIST\_GetSOLVEstruct}

Call \[ SOLVEstruct\_t \*solve = SUNLinSol\_SuperLUDIST\_GetSOLVEstruct(LS); \]

Description The function SUNLinSol\_SuperLUDIST\_GetSOLVEstruct returns the SuperLU\_DIST structure that contains information for communication during the solution phase.

Arguments \( LS \) (SUNLinearSolver) the SUNLINSOL\_SUPERLUDIST object

Return value \( SOLVEstruct\_t\* \)

Notes

\textbf{SUNLinSol\_SuperLUDIST\_GetSuperLUStat}

Call \[ SuperLUStat\_t \*stat = SUNLinSol\_SuperLUDIST\_GetSuperLUStat(LS); \]

Description The function SUNLinSol\_SuperLUDIST\_GetSuperLUStat returns the SuperLU\_DIST structure that stores information about runtime and flop count.

Arguments \( LS \) (SUNLinearSolver) the SUNLINSOL\_SUPERLUDIST object

Return value \( SuperLUStat\_t\* \)

Notes
8.10.3 SUNLinearSolver_SuperLUDIST content

The SUNLINSOL_SUPERLUDIST module defines the content field of a SUNLinearSolver to be the following structure:

```c
struct _SUNLinearSolverContent_SuperLUDIST {
    bool first_factorize;
    int last_flag;
    realtype berr;
    gridinfo_t *grid;
    LUstruct_t *lu;
    superlu_dist_options_t *options;
    ScalePermstruct_t *scaleperm;
    SOLVEstruct_t *solve;
    SuperLUStat_t *stat;
    sunindextype N;
};
```

These entries of the content field contain the following information:

- **first_factorize** - flag indicating whether the factorization has ever been performed,
- **last_flag** - last error return flag from calls to internal routines,
- **berr** - the componentwise relative backward error of the computed solution,
- **grid** - pointer to the SuperLU_DIST structure that stores the 2D process grid,
- **lu** - pointer to the SuperLU_DIST structure that stores the distributed L and U factors,
- **options** - pointer to SuperLU_DIST options structure,
- **scaleperm** - pointer to the SuperLU_DIST structure that stores vectors describing the transformations done to the matrix, A,
- **solve** - pointer to the SuperLU_DIST solve structure,
- **stat** - pointer to the SuperLU_DIST structure that stores information about runtime and flop count,
- **N** - the number of equations in the system

8.11 The SUNLinearSolver_SuperLUMT implementation

This section describes the SUNLINSOL implementation for solving sparse linear systems with SuperLU_MT. The SUPERLUMT module is designed to be used with the corresponding SUNMATRIX_SPARSE matrix type, and one of the serial or shared-memory NVECTOR implementations (NVECTOR_SERIAL, NVECTOR_OPENMP, or NVECTOR_PTHREADS). While these are compatible, it is not recommended to use a threaded vector module with SUNLINSOL_SUPERLUMT unless it is the NVECTOR_OPENMP module and the SUPERLUMT library has also been compiled with OpenMP.

The header file to include when using this module is sunlinsol/sunlinsol_superlumt.h. The installed module library to link to is libsundials_sunlinsolsuperlumt.lib where .lib is typically .so for shared libraries and .a for static libraries.

The SUNLINSOL_SUPERLUMT module is a SUNLINSOL wrapper for the SUPERLUMT sparse matrix factorization and solver library written by X. Sherry Li [4, 25, 13]. The package performs matrix factorization using threads to enhance efficiency in shared memory parallel environments. It should be noted that threads are only used in the factorization step. In order to use the SUNLINSOL_SUPERLUMT interface to SUPERLUMT, it is assumed that SUPERLUMT has been installed on the system prior to installation of SUNDIALS, and that SUNDIALS has been configured appropriately to link with SUPERLUMT.
Description of the SUNLinearSolver module

(see Appendix A for details). Additionally, this wrapper only supports single- and double-precision calculations, and therefore cannot be compiled if SUNDIALS is configured to have realtype set to extended (see Section 4.2). Moreover, since the SUPERLUMT library may be installed to support either 32-bit or 64-bit integers, it is assumed that the SUPERLUMT library is installed using the same integer precision as the SUNDIALS sunindextype option.

8.11.1 SUNLinearSolver_SuperLUMT description

The SUPERLUMT library has a symbolic factorization routine that computes the permutation of the linear system matrix to reduce fill-in on subsequent \(LU\) factorizations (using COLAMD, minimal degree ordering on \(A^TA\), minimal degree ordering on \(AT+A\), or natural ordering). Of these ordering choices, the default value in the SUNLINSOL_SUPERLUMT module is the COLAMD ordering.

Since the linear systems that arise within the context of SUNDIALS calculations will typically have identical sparsity patterns, the SUNLINSOL_SUPERLUMT module is constructed to perform the following operations:

- The first time that the “setup” routine is called, it performs the symbolic factorization, followed by an initial numerical factorization.
- On subsequent calls to the “setup” routine, it skips the symbolic factorization, and only refactors the input matrix.
- The “solve” call performs pivoting and forward and backward substitution using the stored SUPERLUMT data structures. We note that in this solve SUPERLUMT operates on the native data arrays for the right-hand side and solution vectors, without requiring costly data copies.

8.11.2 SUNLinearSolver_SuperLUMT functions

The module SUNLINSOL_SUPERLUMT provides the following user-callable constructor for creating a SUNLinearSolver object.

```c
SUNLinSol_SuperLUMT

Call

LS = SUNLinSol_SuperLUMT(y, A, num_threads);

Description

The function SUNLinSol_SuperLUMT creates and allocates memory for a SuperLU_MT-based SUNLinearSolver object.

Arguments

y (N_Vector) a template for cloning vectors needed within the solver
A (SUNMatrix) a SUNMatRXSPARSE matrix template for cloning matrices needed within the solver
num_threads (int) desired number of threads (OpenMP or Pthreads, depending on how SUPERLUMT was installed) to use during the factorization steps

Return value

This returns a SUNLinearSolver object. If either A or y are incompatible then this routine will return NULL.

Notes

This routine analyzes the input matrix and vector to determine the linear system size and to assess compatibility with the SUPERLUMT library.

This routine will perform consistency checks to ensure that it is called with consistent NVECTOR and SUNMATRIX implementations. These are currently limited to the SUNMATRIX_SPARSE matrix type (using either CSR or CSC storage formats) and the NVECTOR_SERIAL, NVECTOR_OPENMP, and NVECTOR_PTHREADS vector types. As additional compatible matrix and vector implementations are added to SUNDIALS, these will be included within this compatibility check.

The num_threads argument is not checked and is passed directly to SUPERLUMT routines.
Deprecated Name For backward compatibility, the wrapper function SUNSuperLUMT with identical input and output arguments is also provided.

The SUNLINSOL_SUNLUMT module defines implementations of all “direct” linear solver operations listed in Sections 8.1.1 – 8.1.3:

- SUNLinSolGetType_SuperLUMT
- SUNLinSolInitialize_SuperLUMT – this sets the first_factorize flag to 1 and resets the internal SUPERLUMT statistics variables.
- SUNLinSolSetup_SuperLUMT – this performs either a LU factorization or refactorization of the input matrix.
- SUNLinSolSolve_SuperLUMT – this calls the appropriate SUPERLUMT solve routine to utilize the LU factors to solve the linear system.
- SUNLinSolLastFlag_SuperLUMT
- SUNLinSolSpace_SuperLUMT – this only returns information for the storage within the solver interface, i.e. storage for the integers last_flag and first_factorize. For additional space requirements, see the SUPERLUMT documentation.
- SUNLinSolFree_SuperLUMT

The SUNLINSOL_SUPERLUMT module also defines the following additional user-callable function.

**SUNLinSol_SuperLUMTSetOrdering**

Call `retval = SUNLinSol_SuperLUMTSetOrdering(LS, ordering);`

Description This function sets the ordering used by SUPERLUMT for reducing fill in the linear solve.

Arguments

- `LS` (SUNLinearSolver) the SUNLINSOL_SUPERLUMT object
- `ordering` (int) a flag indicating the ordering algorithm to use, the options are:
  - 0 natural ordering
  - 1 minimal degree ordering on $A^T A$
  - 2 minimal degree ordering on $A^T + A$
  - 3 COLAMD ordering for unsymmetric matrices

The default is 3 for COLAMD.

Return value The return values from this function are SUNLS_MEM_NULL (S is NULL), SUNLS_Ill_INPUT (invalid ordering choice), or SUNLS_SUCCESS.

Deprecated Name For backward compatibility, the wrapper function SUNSuperLUMTSetOrdering with identical input and output arguments is also provided.

### 8.11.3 SUNLinearSolver_SuperLUMT Fortran interfaces

For solvers that include a Fortran interface module, the SUNLINSOL_SUPERLUMT module also includes a Fortran-callable function for creating a SUNLinearSolver object.

**FSUNSUPERLUMTINIT**

Call `FSUNSUPERLUMTINIT(code, num_threads, ier)`

Description The function FSUNSUPERLUMTINIT can be called for Fortran programs to create a SUNLINSOL_KLU object.

Arguments

- `code` (int*) is an integer input specifying the solver id (1 for CVODE, 2 for IDA, 3 for KINSOL, and 4 for ARKODE).
num_threads (int*) desired number of threads (OpenMP or Pthreads, depending on how SUPERLUMT was installed) to use during the factorization steps

Return value ier is a return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.

Notes This routine must be called after both the NVECTOR and SUNMATRIX objects have been initialized.

Additionally, when using ARKODE with a non-identity mass matrix, the SUNLINSOL_SUPERLUMT module includes a Fortran-callable function for creating a SUNLinearSolver mass matrix solver object.

FSUNMASSSUPERLUMTINIT

Call FSUNMASSSUPERLUMTINIT(num_threads, ier)

Description The function FSUNMASSSUPERLUMTINIT can be called for Fortran programs to create a SuperLU_MT-based SUNLinearSolver object for mass matrix linear systems.

Arguments num_threads (int*) desired number of threads (OpenMP or Pthreads, depending on how SUPERLUMT was installed) to use during the factorization steps.

Return value ier is an int return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.

Notes This routine must be called after both the NVECTOR and SUNMATRIX mass-matrix objects have been initialized.

The SUNLinSol_SuperLUMTSetOrdering routine also supports Fortran interfaces for the system and mass matrix solvers:

FSUNSUPERLUMTSETORDERING

Call FSUNSUPERLUMTSETORDERING(code, ordering, ier)

Description The function FSUNSUPERLUMTSETORDERING can be called for Fortran programs to update the ordering algorithm in a SUNLINSOL_SUPERLUMT object.

Arguments code (int*) is an integer input specifying the solver id (1 for CVODE, 2 for IDA, 3 for KINSOL, and 4 for ARKODE).

ordering (int*) a flag indicating the ordering algorithm, options are:

- 0 natural ordering
- 1 minimal degree ordering on $A^T A$
- 2 minimal degree ordering on $A^T + A$
- 3 COLAMD ordering for unsymmetric matrices

The default is 3 for COLAMD.

Return value ier is an int return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.

Notes See SUNLinSol_SuperLUMTSetOrdering for complete further documentation of this routine.

FSUNMASSSUPERLUMTSETORDERING

Call FSUNMASSSUPERLUMTSETORDERING(ordering, ier)

Description The function FSUNMASSSUPERLUMTSETORDERING can be called for Fortran programs to update the ordering algorithm in a SUNLINSOL_SUPERLUMT object for mass matrix linear systems.

Arguments ordering (int*) a flag indicating the ordering algorithm, options are:

- 0 natural ordering
8.12 The SUNLinearSolver_cuSolverSp_batchQR implementation

1 minimal degree ordering on $A^T A$
2 minimal degree ordering on $A^T + A$
3 COLAMD ordering for unsymmetric matrices

The default is 3 for COLAMD.

Return value $\text{ier}$ is a int return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.

Notes See SUNLinSol_SuperLUMTSetOrdering for complete further documentation of this routine.

8.11.4 SUNLinearSolver_SuperLUMT content

The SUNLINSOL_SUPERLUMT module defines the content field of a SUNLinearSolver as the following structure:

```c
struct _SUNLinearSolverContent_SuperLUMT {
  int last_flag;
  int first_factorize;
  Gstat_t *Gstat;
  sunindextype *perm_r, *perm_c;
  sunindextype N;
  int num_threads;
  realtype diag_pivot_thresh;
  int ordering;
  superlumt_options_t *options;
};
```

These entries of the content field contain the following information:

- last_flag - last error return flag from internal function evaluations,
- first_factorize - flag indicating whether the factorization has ever been performed,
- A, AC, L, U, B - SuperMatrix pointers used in solve,
- Gstat - GStat_t object used in solve,
- perm_r, perm_c - permutation arrays used in solve,
- N - size of the linear system,
- num_threads - number of OpenMP/Pthreads threads to use,
- diag_pivot_thresh - threshold on diagonal pivoting,
- ordering - flag for which reordering algorithm to use,
- options - pointer to SUPERLUMT options structure.

8.12 The SUNLinearSolver_cuSolverSp_batchQR implementation

The SUNLinearSolver_cuSolverSp_batchQR implementation of the SUNLINSOL API is designed to be used with the SUNMATRIX_CUSPARSE matrix, and the NVECTOR_CUDA vector. The header file to include when using this module is sunlinsol/sunlinsol_cusolversp_batchqr.h. The installed library to link to is lib sundials_sunlinsolcusolversp_batchqr.lib where .lib is typically .so for shared libraries and .a for static libraries.

The SUNLinearSolver_cuSolverSp_batchQR module is experimental and subject to change.
8.12.1 SUNLinearSolver_cuSolverSp_batchQR description

The SUNLinearSolver_cuSolverSp_batchQR implementation provides an interface to the batched sparse QR factorization method provided by the NVIDIA cuSOLVER library [2]. The module is designed for solving block diagonal linear systems of the form

\[
\begin{bmatrix}
A_1 & 0 & \cdots & 0 \\
0 & A_2 & \cdots & 0 \\
\vdots & \vdots & \ddots & \vdots \\
0 & 0 & \cdots & A_n
\end{bmatrix}
\]

\[x_j = b_j\]

where all block matrices \(A_j\) share the same sparsity pattern. The matrix must be the SUNMATRIX_CUSPARSE module.

8.12.2 SUNLinearSolver_cuSolverSp_batchQR functions

The SUNLinearSolver_cuSolverSp_batchQR module defines implementations of all “direct” linear solver operations listed in Sections 8.1.1-8.1.3:

- SUNLinSolGetType_cuSolverSp_batchQR
- SUNLinSolInitialize_cuSolverSp_batchQR – this sets the first_factorize flag to 1
- SUNLinSolSetup_cuSolverSp_batchQR – this always copies the relevant SUNMATRIX_SPARSE data to the GPU; if this is the first setup it will perform symbolic analysis on the system
- SUNLinSolSolve_cuSolverSp_batchQR – this calls the cusolverSpXcsrqrsvBatched routine to perform factorization
- SUNLinSolLastFlag_cuSolverSp_batchQR
- SUNLinSolFree_cuSolverSp_batchQR

In addition, the module provides the following user-callable routines:

```
SUNLinSol_cuSolverSp_batchQR
```

Call

\[
LS = \text{SUNLinSol_cuSolverSp_batchQR}(y, A, \text{cusol});
\]

Description

The function SUNLinSol_cuSolverSp_batchQR creates and allocates memory for a SUNLINSOL object.

Arguments

\[
y \quad (N\_Vector) \text{ a NVECTOR\_CUDA vector for checking compatibility with the solver}
\]

\[
A \quad (\text{SUNMatrix}) \text{ a SUNMATRIX\_SPARSE matrix for checking compatibility with the solver}
\]

\[
\text{cusol} \quad (\text{cusolverHandle\_t}) \text{ a valid cuSOLVER handle}
\]

Return value

This returns a SUNLinearSolver object. If either \(A\) or \(y\) are incompatible then this routine will return NULL.

Notes

This routine analyzes the input matrix and vector to determine the linear system size and to assess compatibility with the solver.

This routine will perform consistency checks to ensure that it is called with consistent NVECTOR and SUNMATRIX implementations. These are currently limited to the SUNMAT_CUSPARSE matrix type and the NVECTOR_CUDA vector type. As additional compatible matrix and vector implementations are added to SUNDIALS, these will be included within this compatibility check.
8.12 The SUNLinearSolver_cuSolverSp_batchQR implementation

### SUNLinSol_cuSolverSp_batchQR_GetDescription

**Call**

```c
SUNLinSol_cuSolverSp_batchQR_GetDescription(LS, &desc);
```

**Description**
The function `SUNLinSol_cuSolverSp_batchQR_GetDescription` accesses the string description of the object (empty by default).

**Arguments**
- `LS` (SUNLinearSolver) a SUNLinSol_cuSolverSp_batchQR object
- `desc` (char **) the string description of the linear solver

**Return value**
None

### SUNLinSol_cuSolverSp_batchQR_SetDescription

**Call**

```c
SUNLinSol_cuSolverSp_batchQR_SetDescription(LS, desc);
```

**Description**
The function `SUNLinSol_cuSolverSp_batchQR_SetDescription` sets the string description of the object (empty by default).

**Arguments**
- `LS` (SUNLinearSolver) a SUNLinSol_cuSolverSp_batchQR object
- `desc` (const char *) the string description of the linear solver

**Return value**
None

### SUNLinSol_cuSolverSp_batchQR_getDeviceSpace

**Call**

```c
SUNLinSol_cuSolverSp_batchQR_getDeviceSpace(LS, cuSolverInternal, cuSolverWorkspace);
```

**Description**
The function `SUNLinSol_cuSolverSp_batchQR_getDeviceSpace` returns the cuSOLVER batch QR method internal buffer size, in bytes, in the argument `cuSolverInternal` and the cuSOLVER batch QR workspace buffer size, in bytes, in the argument `cuSolverWorkspace`. The size of the internal buffer is proportional to the number of matrix blocks while the size of the workspace is almost independent of the number of blocks.

**Arguments**
- `LS` (SUNLinearSolver) a SUNLinSol_cuSolverSp_batchQR object
- `cuSolverInternal` (size_t *) output – the size of the cuSOLVER internal buffer in bytes
- `cuSolverWorkspace` (size_t *) output – the size of the cuSOLVER workspace buffer in bytes

**Return value**
None

---

### 8.12.3 SUNLinearSolver_cuSolverSp_batchQR content

The SUNLinearSolver_cuSolverSp_batchQR module defines the `content` field of a SUNLinearSolver to be the following structure:

```c
struct _SUNLinearSolverContent_cuSolverSp_batchQR {
    int last_flag; /* last return flag */
    boolantype first_factorize; /* is this the first factorization? */
    size_t internal_size; /* size of cuSolver internal buffer for Q and R */
    size_t workspace_size; /* size of cuSolver memory block for num. factorization */
    cusolverSpHandle_t cusolver_handle; /* cuSolverSp context */
    csrqrInfo_t info; /* opaque cuSolver data structure */
    void* workspace; /* memory block used by cuSolver */
    const char* desc; /* description of this linear solver */
};
```
8.13 The SUNLinearSolver_SPGMR implementation

This section describes the SUNLINSOL implementation of the SPGMR (Scaled, Preconditioned, Generalized Minimum Residual [32]) iterative linear solver. The SUNLINSOL_SPGMR module is designed to be compatible with any NVVECTOR implementation that supports a minimal subset of operations (N_VClone, N_VDotProd, N_VScale, N_VLinearSum, N_VProd, N_VConst, N_VDiv, and N_VDestroy). When using Classical Gram-Schmidt, the optional function N_VDotProdMulti may be supplied for increased efficiency.

To access the SUNLINSOL_SPGMR module, include the header file sunlinsol/sunlinsol_spgmr.h. We note that the SUNLINSOL_SPGMR module is accessible from SUNDIALS packages without separately linking to the libsundials_sunlinsolspgmr module library.

8.13.1 SUNLinearSolver_SPGMR description

This solver is constructed to perform the following operations:

- During construction, the xcor and vtemp arrays are cloned from a template NVVECTOR that is input, and default solver parameters are set.
- User-facing “set” routines may be called to modify default solver parameters.
- Additional “set” routines are called by the SUNDIALS solver that interfaces with SUNLINSOL_SPGMR to supply the ATimes, PSetup, and Psolve function pointers and s1 and s2 scaling vectors.
- In the “initialize” call, the remaining solver data is allocated (V, Hes, givens, and yg)
- In the “setup” call, any non-NULL PSetup function is called. Typically, this is provided by the SUNDIALS solver itself, that translates between the generic PSetup function and the solver-specific routine (solver-supplied or user-supplied).
- In the “solve” call, the GMRES iteration is performed. This will include scaling, preconditioning, and restarts if those options have been supplied.

8.13.2 SUNLinearSolver_SPGMR functions

The SUNLINSOL_SPGMR module provides the following user-callable constructor for creating a SUNLinearSolver object.

Call

\[
\text{LS} = \text{SUNLinSol\_SPGMR}(y, \text{pretype}, \text{maxl});
\]

Description

The function SUNLinSol\_SPGMR creates and allocates memory for a SPGMR SUNLinearSolver object.

Arguments

- \( y \) (N\_Vector) a template for cloning vectors needed within the solver
- \( \text{pretype} \) (int) flag indicating the desired type of preconditioning, allowed values are:
  - PREC\_NONE (0)
  - PREC\_LEFT (1)
  - PREC\_RIGHT (2)
  - PREC\_BOTH (3)

Any other integer input will result in the default (no preconditioning).

- \( \text{maxl} \) (int) the number of Krylov basis vectors to use. Values \( \leq 0 \) will result in the default value (5).

Return value

This returns a SUNLinearSolver object. If either \( y \) is incompatible then this routine will return NULL.
Notes

This routine will perform consistency checks to ensure that it is called with a consistent NVVECTOR implementation (i.e. that it supplies the requisite vector operations). If y is incompatible, then this routine will return NULL.

We note that some SUNDIALS solvers are designed to only work with left preconditioning (IDA and IDAS) and others with only right preconditioning (KINSOL). While it is possible to configure a SUNLINSOL_SPGMR object to use any of the preconditioning options with these solvers, this use mode is not supported and may result in inferior performance.

Deprecated Name

For backward compatibility, the wrapper function SUNSPGMR with identical input and output arguments is also provided.

F2003 Name

FSUNLinSolSPGMR

The SUNLINSOL_SPGMR module defines implementations of all “iterative” linear solver operations listed in Sections 8.1.1 – 8.1.3:

- SUNLinSolGetType_SPGMR
- SUNLinSolInitialize_SPGMR
- SUNLinSolSetATimes_SPGMR
- SUNLinSolSetPreconditioner_SPGMR
- SUNLinSolSetScalingVectors_SPGMR
- SUNLinSolSetup_SPGMR
- SUNLinSolSolve_SPGMR
- SUNLinSolNumIters_SPGMR
- SUNLinSolResNorm_SPGMR
- SUNLinSolResid_SPGMR
- SUNLinSolLastFlag_SPGMR
- SUNLinSolSpace_SPGMR
- SUNLinSolFree_SPGMR

All of the listed operations are callable via the FORTRAN 2003 interface module by prepending an ‘F’ to the function name.

The SUNLINSOL_SPGMR module also defines the following additional user-callable functions.

SUNLinSolSPGMRSetPrecType

Call

call retval = SUNLinSolSPGMRSetPrecType(LS, pretype);

Description

The function SUNLinSolSPGMRSetPrecType updates the type of preconditioning to use in the SUNLINSOL_SPGMR object.

Arguments

LS (SUNLinearSolver) the SUNLINSOL_SPGMR object to update
pretype (int) flag indicating the desired type of preconditioning, allowed values match those discussed in SUNLinSolSPGMR.

Return value

This routine will return with one of the error codes SUNLS_ILL_INPUT (illegal pretype), SUNLS_MEM_NULL (S is NULL) or SUNLS_SUCCESS.

Deprecated Name

For backward compatibility, the wrapper function SUNSPGMRSetPrecType with identical input and output arguments is also provided.

F2003 Name

FSUNLinSolSPGMRSetPrecType
240 Description of the SUNLinearSolver module

**SUNLinSol\_SPGMRSetGSType**

**Call**
```
retval = SUNLinSol\_SPGMRSetGSType(LS, gstype);
```

**Description**
The function `SUNLinSol\_SPGMRSetGSType` sets the type of Gram-Schmidt orthogonalization to use in the SUNLINSOL\_SPGMR object.

**Arguments**
- `LS` (SUNLinearSolver) the SUNLINSOL\_SPGMR object to update
- `gstype` (int) flag indicating the desired orthogonalization algorithm; allowed values are:
  - MODIFIED\_GS (1)
  - CLASSICAL\_GS (2)

Any other integer input will result in a failure, returning error code `SUNLS\_ILL\_INPUT`.

**Return value**
This routine will return with one of the error codes `SUNLS\_ILL\_INPUT` (illegal pretype), `SUNLS\_MEM\_NULL` (S is NULL) or `SUNLS\_SUCCESS`.

**Deprecated Name**
For backward compatibility, the wrapper function `SUNSPGMRSetGSType` with identical input and output arguments is also provided.

**F2003 Name**
`FSUNLinSol\_SPGMRSetGSType`

---

**SUNLinSol\_SPGMRSetMaxRestarts**

**Call**
```
retval = SUNLinSol\_SPGMRSetMaxRestarts(LS, maxrs);
```

**Description**
The function `SUNLinSol\_SPGMRSetMaxRestarts` sets the number of GMRES restarts to allow in the SUNLINSOL\_SPGMR object.

**Arguments**
- `LS` (SUNLinearSolver) the SUNLINSOL\_SPGMR object to update
- `maxrs` (int) integer indicating number of restarts to allow. A negative input will result in the default of 0.

**Return value**
This routine will return with one of the error codes `SUNLS\_MEM\_NULL` (S is NULL) or `SUNLS\_SUCCESS`.

**Deprecated Name**
For backward compatibility, the wrapper function `SUNSPGMRSetMaxRestarts` with identical input and output arguments is also provided.

**F2003 Name**
`FSUNLinSol\_SPGMRSetMaxRestarts`

---

### 8.13.3 SUNLinearSolver\_SPGMR Fortran interfaces

The SUNLINSOL\_SPGMR module provides a FORTRAN 2003 module as well as FORTRAN 77 style interface functions for use from FORTRAN applications.

**FORTRAN 2003 interface module**

The `fsunlinsol\_spgmr\_mod` FORTRAN module defines interfaces to all SUNLINSOL\_SPGMR C functions using the intrinsic `iso_c_binding` module which provides a standardized mechanism for interoperating with C. As noted in the C function descriptions above, the interface functions are named after the corresponding C function, but with a leading ‘F’. For example, the function `SUNLinSol\_SPGMR` is interfaced as `FSUNLinSol\_SPGMR`.

The FORTRAN 2003 SUNLINSOL\_SPGMR interface module can be accessed with the `use` statement, i.e. `use fsunlinsol\_spgmr\_mod`, and linking to the library `libsundials\_fsunlinsolspgmr\_mod.lib` in addition to the C library. For details on where the library and module file `fsunlinsol\_spgmr\_mod.mod` are installed see Appendix A. We note that the module is accessible from the FORTRAN 2003 SUNDIALS integrators without separately linking to the `libsundials\_fsunlinsolspgmr\_mod` library.
FORTRAN 77 interface functions

For solvers that include a FORTRAN 77 interface module, the SUNLINSOL_SPGMR module also includes a Fortran-callable function for creating a SUNLinearSolver object.

**FSUNSPGMRINIT**

Call `FSUNSPGMRINIT(code, pretype, maxl, ier)`

**Description** The function `FSUNSPGMRINIT` can be called for Fortran programs to create a SUNLINSOL_SPGMR object.

**Arguments**
- `code` (int*) is an integer input specifying the solver id (1 for CVODE, 2 for IDA, 3 for KINSOL, and 4 for ARKODE).
- `pretype` (int*) flag indicating desired preconditioning type
- `maxl` (int*) flag indicating Krylov subspace size

**Return value** `ier` is a return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.

**Notes** This routine must be called after the NVECTOR object has been initialized.

Allowable values for `pretype` and `maxl` are the same as for the C function SUNLinSol_SPGMR.

Additionally, when using ARKODE with a non-identity mass matrix, the SUNLINSOL_SPGMR module includes a Fortran-callable function for creating a SUNLinearSolver mass matrix solver object.

**FSUNMASSSPGMRINIT**

Call `FSUNMASSSPGMRINIT(pretype, maxl, ier)`

**Description** The function `FSUNMASSSPGMRINIT` can be called for Fortran programs to create a SUNLINSOL_SPGMR object for mass matrix linear systems.

**Arguments**
- `pretype` (int*) flag indicating desired preconditioning type
- `maxl` (int*) flag indicating Krylov subspace size

**Return value** `ier` is an int return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.

**Notes** This routine must be called after the NVECTOR object has been initialized.

Allowable values for `pretype` and `maxl` are the same as for the C function SUNLinSol_SPGMR.

The SUNLinSol_SPGMRSetPrecType, SUNLinSol_SPGMRSetGSType and SUNLinSol_SPGMRSetMaxRestarts routines also support Fortran interfaces for the system and mass matrix solvers.

**FSUNSPGMRSETGSTYPE**

Call `FSUNSPGMRSETGSTYPE(code, gstype, ier)`

**Description** The function `FSUNSPGMRSETGSTYPE` can be called for Fortran programs to change the Gram-Schmidt orthogonalization algorithm.

**Arguments**
- `code` (int*) is an integer input specifying the solver id (1 for CVODE, 2 for IDA, 3 for KINSOL, and 4 for ARKODE).
- `gstype` (int*) flag indicating the desired orthogonalization algorithm.

**Return value** `ier` is an int return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.

**Notes** See SUNLinSol_SPGMRSetGSType for complete further documentation of this routine.
FSUNMASSSPGMRSETGSTYPE
Call FSUNMASSSPGMRSETGSTYPE(gstype, ier)
Description The function FSUNMASSSPGMRSETGSTYPE can be called for Fortran programs to change the Gram-Schmidt orthogonalization algorithm for mass matrix linear systems.
Arguments The arguments are identical to FSUNSPGMRSETGSTYPE above, except that code is not needed since mass matrix linear systems only arise in ARKODE.
Return value ier is a int return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.
Notes See SUNLinSol_SPGMRSetGSType for complete further documentation of this routine.

FSUNSPGMRSETPRECTYPE
Call FSUNSPGMRSETPRECTYPE(code, pretype, ier)
Description The function FSUNSPGMRSETPRECTYPE can be called for Fortran programs to change the type of preconditioning to use.
Arguments code (int*) is an integer input specifying the solver id (1 for CVODE, 2 for IDA, 3 for KINSOL, and 4 for ARKODE).
pretype (int*) flag indicating the type of preconditioning to use.
Return value ier is a int return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.
Notes See SUNLinSol_SPGMRSetPrecType for complete further documentation of this routine.

FSUNMASSSPGMRSETPRECTYPE
Call FSUNMASSSPGMRSETPRECTYPE(pretype, ier)
Description The function FSUNMASSSPGMRSETPRECTYPE can be called for Fortran programs to change the type of preconditioning for mass matrix linear systems.
Arguments The arguments are identical to FSUNSPGMRSETPRECTYPE above, except that code is not needed since mass matrix linear systems only arise in ARKODE.
Return value ier is a int return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.
Notes See SUNLinSol_SPGMRSetPrecType for complete further documentation of this routine.

FSUNSPGMRSETMAXRS
Call FSUNSPGMRSETMAXRS(code, maxrs, ier)
Description The function FSUNSPGMRSETMAXRS can be called for Fortran programs to change the maximum number of restarts allowed for SPGMR.
Arguments code (int*) is an integer input specifying the solver id (1 for CVODE, 2 for IDA, 3 for KINSOL, and 4 for ARKODE).
maxrs (int*) maximum allowed number of restarts.
Return value ier is a int return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.
Notes See SUNLinSol_SPGMRSetMaxRestarts for complete further documentation of this routine.
### FSUNMASSSPGMRSETMAXRS

#### Call

FSUNMASSSPGMRSETMAXRS(maxrs, ier)

#### Description

The function `FSUNMASSSPGMRSETMAXRS` can be called for Fortran programs to change the maximum number of restarts allowed for SPGMR for mass matrix linear systems.

#### Arguments

The arguments are identical to `FSUNSPGMRSETMAXRS` above, except that `code` is not needed since mass matrix linear systems only arise in ARKODE.

#### Return value

`ier` is an `int` return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.

#### Notes

See `SUNLinSol_SPGMRSetMaxRestarts` for complete further documentation of this routine.

### 8.13.4 SUNLinearSolver_SPGMR content

The `sunlinsol_spgmr` module defines the `content` field of a `SUNLinearSolver` as the following structure:

```c
struct _SUNLinearSolverContent_SPGMR {
  int maxl;
  int pretype;
  int gstype;
  int max_restarts;
  int numiters;
  realtype resnorm;
  int last_flag;
  ATimesFn ATimes;
  void* ATData;
  PsetupFn Psetup;
  PSolveFn Psolve;
  void* PData;
  N_Vector s1;
  N_Vector s2;
  N_Vector *V;
  realtype **Hes;
  realtype *givens;
  N_Vector xcor;
  realtype *yg;
  N_Vector vtemp;
};
```

These entries of the `content` field contain the following information:

- `maxl` - number of GMRES basis vectors to use (default is 5),
- `pretype` - flag for type of preconditioning to employ (default is none),
- `gstype` - flag for type of Gram-Schmidt orthogonalization (default is modified Gram-Schmidt),
- `max_restarts` - number of GMRES restarts to allow (default is 0),
- `numiters` - number of iterations from the most-recent solve,
- `resnorm` - final linear residual norm from the most-recent solve,
- `last_flag` - last error return flag from an internal function,
- `ATimes` - function pointer to perform $Av$ product,
- `ATData` - pointer to structure for `ATimes`,
- `Psetup` - function pointer to preconditioner setup routine,
Psolve - function pointer to preconditioner solve routine,

PData - pointer to structure for Psetup and Psolve,

s1, s2 - vector pointers for supplied scaling matrices (default is NULL),

V - the array of Krylov basis vectors \( v_1, \ldots, v_{\maxl+1} \), stored in \( V[0], \ldots, V[\maxl] \). Each \( v_i \) is a vector of type nvector.,

Hes - the \((\maxl + 1) \times \maxl\) Hessenberg matrix. It is stored row-wise so that the \((i,j)\)th element is given by \( \text{Hes}[i][j] \).

givens - a length \( 2 \times \maxl \) array which represents the Givens rotation matrices that arise in the GMRES algorithm. These matrices are \( F_0, F_1, \ldots, F_j \), where

\[
F_i = \begin{bmatrix}
1 & & & & \\
& \ddots & & & \\
& & 1 & -s_i & \\
& & s_i & c_i & \\
& & & 1 & \\
& & & & \ddots & \\
& & & & & 1
\end{bmatrix},
\]

are represented in the givens vector as \( \text{givens}[0] = c_0, \text{givens}[1] = s_0, \text{givens}[2] = c_1, \text{givens}[3] = s_1 \ldots\), \( \text{givens}[2j] = c_j, \text{givens}[2j+1] = s_j \).

xcor - a vector which holds the scaled, preconditioned correction to the initial guess,

yg - a length \((\maxl+1)\) array of realtype values used to hold “short” vectors (e.g. \( y \) and \( g \)),

vtemp - temporary vector storage.

### 8.14 The SUNLinearSolver.SPFGMR implementation

This section describes the SUNLINSOL implementation of the SPFGMR (Scaled, Preconditioned, Flexible, Generalized Minimum Residual [31]) iterative linear solver. The SUNLINSOL.SPFGMR module is designed to be compatible with any nvector implementation that supports a minimal subset of operations (\( \text{N_VClone}, \text{N_VDotProd}, \text{N_VScale}, \text{N_VLinearSum}, \text{N_VProd}, \text{N_VConst}, \text{N_VDiv}, \text{N_VDestroy} \)). When using Classical Gram-Schmidt, the optional function \( \text{N_VDotProdMulti} \) may be supplied for increased efficiency. Unlike the other Krylov iterative linear solvers supplied with SUNDIALS, SPFGMR is specifically designed to work with a changing preconditioner (e.g. from an iterative method).

To access the SUNLINSOL.SPFGMR module, include the header file sunlinsol/sunlinsol_spfgmr.h. We note that the SUNLINSOL.SPFGMR module is accessible from SUNDIALS packages without separately linking to the lib sundials_sunlinsolspfgmr module library.

### 8.14.1 SUNLinearSolver.SPFGMR description

This solver is constructed to perform the following operations:

- During construction, the xcor and vtemp arrays are cloned from a template nvector that is input, and default solver parameters are set.

- User-facing “set” routines may be called to modify default solver parameters.

- Additional “set” routines are called by the SUNDIALS solver that interfaces with SUNLINSOL.SPFGMR to supply the ATimes, PSetup, and Psolve function pointers and s1 and s2 scaling vectors.
8.14 The SUNLinearSolver_SPFGMR implementation

- In the “initialize” call, the remaining solver data is allocated \((V, \text{Hes, givens, and yg})\).
- In the “setup” call, any non-NULL \texttt{PSetup} function is called. Typically, this is provided by the SUNDIALS solver itself, that translates between the generic \texttt{PSetup} function and the solver-specific routine (solver-supplied or user-supplied).
- In the “solve” call, the FGMRES iteration is performed. This will include scaling, preconditioning, and restarts if those options have been supplied.

8.14.2 SUNLinearSolver_SPFGMR functions

The \texttt{sunlinsol_spgmr} module provides the following user-callable constructor for creating a SUNLinearSolver object.

```c
SUNLinSol SPFGMR
Call LS = SUNLinSol SPFGMR(y, pretype, maxl);
Description The function \texttt{SUNLinSol SPFGMR} creates and allocates memory for a SPFGMR SUNLinearSolver object.
Arguments
y \quad (N_{vector}) a template for cloning vectors needed within the solver
pretype \quad (int) flag indicating the desired type of preconditioning, allowed values are:
  \begin{itemize}
    \item PREC_NONE (0)
    \item PREC_LEFT (1)
    \item PREC_RIGHT (2)
    \item PREC_BOTH (3)
  \end{itemize}
Any other integer input will result in the default (no preconditioning).
maxl \quad (int) the number of Krylov basis vectors to use. Values \leq 0 will result in the default value (5).
Return value This returns a SUNLinearSolver object. If either \texttt{y} is incompatible then this routine will return NULL.
Notes This routine will perform consistency checks to ensure that it is called with a consistent \texttt{NVECTOR} implementation (i.e. that it supplies the requisite vector operations). If \texttt{y} is incompatible, then this routine will return NULL.
We note that some SUNDIALS solvers are designed to only work with left preconditioning (IDA and IDAS) and others with only right preconditioning (KINSOL). While it is possible to configure a SUNLINSOL_SPGMR object to use any of the preconditioning options with these solvers, this use mode is not supported and may result in inferior performance.
F2003 Name FSUNLinSol SPFGMR
SUNSPFGMR The SUNLINSOL_SPGMR module defines implementations of all “iterative” linear solver operations listed in Sections 8.1.1 – 8.1.3:
  \begin{itemize}
    \item SUNLinSolGetType_SPGMR
    \item SUNLinSolInitialize_SPGMR
    \item SUNLinSolSetATimes_SPGMR
    \item SUNLinSolSetPreconditioner_SPGMR
    \item SUNLinSolSetScalingVectors_SPGMR
    \item SUNLinSolSetup_SPGMR
    \item SUNLinSolSolve_SPGMR
  \end{itemize}
Description of the SUNLinearSolver module

- SUNLinSolNumIters_SPFGMR
- SUNLinSolResNorm_SPFGMR
- SUNLinSolResid_SPFGMR
- SUNLinSolLastFlag_SPFGMR
- SUNLinSolSpace_SPFGMR
- SUNLinSolFree_SPFGMR

All of the listed operations are callable via the FORTRAN 2003 interface module by prepending an 'F' to the function name.

The SUNLINSOL_SPFGMR module also defines the following additional user-callable functions.

**SUNLinSol_SPFGMRSetPrecType**

Call: `retval = SUNLinSol_SPFGMRSetPrecType(LS, pretype);`

Description: The function SUNLinSol_SPFGMRSetPrecType updates the type of preconditioning to use in the SUNLINSOL_SPFGMR object.

Arguments:
- `LS` (SUNLinearSolver) the SUNLINSOL_SPFGMR object to update
- `pretype` (int) flag indicating the desired type of preconditioning, allowed values match those discussed in SUNLinSol_SPFGMR.

Return value: This routine will return with one of the error codes SUNLS_ILL_INPUT (illegal pretype), SUNLS_MEM_NULL (S is NULL) or SUNLS_SUCCESS.

Deprecated Name: For backward compatibility, the wrapper function SUNSPFGMRSetPrecType with identical input and output arguments is also provided.

F2003 Name: FSUNLinSol_SPFGMRSetPrecType

**SUNLinSol_SPFGMRSetGSType**

Call: `retval = SUNLinSol_SPFGMRSetGSType(LS, gstype);`

Description: The function SUNLinSol_SPFGMRSetGSType sets the type of Gram-Schmidt orthogonalization to use in the SUNLINSOL_SPFGMR object.

Arguments:
- `LS` (SUNLinearSolver) the SUNLINSOL_SPFGMR object to update
- `gstype` (int) flag indicating the desired orthogonalization algorithm; allowed values are:
  - MODIFIED_GS (1)
  - CLASSICAL_GS (2)

Any other integer input will result in a failure, returning error code SUNLS_ILL_INPUT.

Return value: This routine will return with one of the error codes SUNLS_ILL_INPUT (illegal pretype), SUNLS_MEM_NULL (S is NULL) or SUNLS_SUCCESS.

Deprecated Name: For backward compatibility, the wrapper function SUNSPFGMRSetGSType with identical input and output arguments is also provided.

F2003 Name: FSUNLinSol_SPFGMRSetGSType
8.14 The SUNLinearSolver_SPFGMR implementation

\textbf{SUNLinSol_SPFGMRSetMaxRestarts}\n
\textbf{Call} \hspace{0.5cm} \texttt{retval = SUNLinSol_SPFGMRSetMaxRestarts(LS, maxrs);} \hspace{0.5cm} \\
\textbf{Description} \hspace{0.5cm} The function \texttt{SUNLinSol_SPFGMRSetMaxRestarts} sets the number of GMRES restarts to allow in the \texttt{SUNINSOL\_SPFGMR} object. \\
\textbf{Arguments} \hspace{0.5cm} \begin{itemize} \item \texttt{LS} (\texttt{SUNLinearSolver}) the \texttt{SUNINSOL\_SPFGMR} object to update \item \texttt{maxrs} (\texttt{int}) integer indicating number of restarts to allow. A negative input will result in the default of 0. \end{itemize} \hspace{0.5cm} \\
\textbf{Return value} \hspace{0.5cm} This routine will return with one of the error codes \texttt{SUNLS\_MEM\_NULL} (\texttt{S} is \texttt{NULL}) or \texttt{SUNLS\_SUCCESS}. \hspace{0.5cm} \\
\textbf{Deprecated Name} \hspace{0.5cm} For backward compatibility, the wrapper function \texttt{SUNSPFGMRSetMaxRestarts} with identical input and output arguments is also provided. \hspace{0.5cm} \\
\textbf{F2003 Name} \hspace{0.5cm} \texttt{FSUNLinSol\_SPFGMRSetMaxRestarts} \hspace{0.5cm} \\

8.14.3 SUNLinearSolver_SPFGMR Fortran interfaces

The \texttt{SUNINSOL\_SPFGMR} module provides a \texttt{FORTRAN 2003} module as well as \texttt{FORTRAN 77} style interface functions for use from \texttt{FORTRAN} applications.

\textbf{FORTRAN 2003 interface module} \hspace{0.5cm} \\
The \texttt{fsunlinsol\_spfgmr\_mod} \texttt{FORTRAN} module defines interfaces to all \texttt{SUNINSOL\_SPFGMR} C functions using the intrinsic \texttt{iso\_c\_binding} module which provides a standardized mechanism for interoperating with C. As noted in the C function descriptions above, the interface functions are named after the corresponding C function, but with a leading ‘F’. For example, the function \texttt{SUNLinSol\_SPFGMR} is interfaced as \texttt{FSUNLinSol\_SPFGMR}.

The \texttt{FORTRAN 2003 SUNINSOL\_SPFGMR} interface module can be accessed with the \texttt{use} statement, i.e. \texttt{use fsunlinsol\_spfgmr\_mod}, and linking to the library \texttt{libsundials\_sunlinsol\_spfgmr\_mod\_lib} in addition to the C library. For details on where the library and module file \texttt{fsunlinsol\_spfgmr\_mod\_mod} are installed see Appendix A. We note that the module is accessible from the \texttt{FORTRAN 2003} \texttt{SUNDIALS} integrators \texttt{without} separately linking to the \texttt{libsundials\_sunlinsol\_spfgmr\_mod} library.

\textbf{FORTRAN 77 interface functions} \hspace{0.5cm} \\
For solvers that include a \texttt{FORTRAN 77} interface module, the \texttt{SUNINSOL\_SPFGMR} module also includes a \texttt{FORTRAN}-callable function for creating a \texttt{SUNLinearSolver} object.

\textbf{FSUNSPFGMRINIT}\n
\textbf{Call} \hspace{0.5cm} \texttt{FSUNSPFGMRINIT(code, pretype, maxl, ier)} \hspace{0.5cm} \\
\textbf{Description} \hspace{0.5cm} The function \texttt{FSUNSPFGMRINIT} can be called for \texttt{FORTRAN} programs to create a \texttt{SUNINSOL\_SPFGMR} object. \\
\textbf{Arguments} \hspace{0.5cm} \begin{itemize} \item \texttt{code} (\texttt{int*}) is an integer input specifying the solver id (1 for \texttt{CVODE}, 2 for \texttt{IDA}, 3 for \texttt{KINSOL}, and 4 for \texttt{ARKODE}). \item \texttt{pretype} (\texttt{int*}) flag indicating desired preconditioning type \item \texttt{maxl} (\texttt{int*}) flag indicating Krylov subspace size \end{itemize} \hspace{0.5cm} \\
\textbf{Return value} \hspace{0.5cm} \texttt{ier} is a return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure. \hspace{0.5cm} \\
\textbf{Notes} \hspace{0.5cm} This routine must be called \textit{after} the \texttt{NVECTOR} object has been initialized. \hspace{0.5cm} \\
Allowable values for \texttt{pretype} and \texttt{maxl} are the same as for the C function \texttt{SUNLinSol\_SPFGMR}. \hspace{0.5cm}
Additionally, when using ARKODE with a non-identity mass matrix, the SUNLINSOL_SPFGMR module includes a Fortran-callable function for creating a SUNLinearSolver mass matrix solver object.

**FSUNMASSSPFGMRINIT**

Call: `FSUNMASSSPFGMRINIT(pretype, maxl, ier)`

Description: The function `FSUNMASSSPFGMRINIT` can be called for Fortran programs to create a SUNLINSOL_SPFGMR object for mass matrix linear systems.

Arguments:
- `pretype` (int*) flag indicating desired preconditioning type
- `maxl` (int*) flag indicating Krylov subspace size

Return value: `ier` is an int return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.

Notes: This routine must be called after the nvector object has been initialized. Allowable values for `pretype` and `maxl` are the same as for the C function SUNLinSol_SPFGMR.

The SUNLinSol_SPFGMRSetPrecType, SUNLinSol_SPFGMRSetGSType and SUNLinSol_SPFGMRSetMaxRestarts routines also support Fortran interfaces for the system and mass matrix solvers.

**FSUNSPFGMRSETGSTYPE**

Call: `FSUNSPFGMRSETGSTYPE(code, gstype, ier)`

Description: The function `FSUNSPFGMRSETGSTYPE` can be called for Fortran programs to change the Gram-Schmidt orthogonaliation algorithm.

Arguments:
- `code` (int*) is an integer input specifying the solver id (1 for CVODE, 2 for IDA, 3 for KINSOL, and 4 for ARKODE).
- `gstype` (int*) flag indicating the desired orthogonalization algorithm.

Return value: `ier` is an int return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.

Notes: See SUNLinSol_SPFGMRSetGSType for complete further documentation of this routine.

**FSUNMASSSPFGMRSETGSTYPE**

Call: `FSUNMASSSPFGMRSETGSTYPE(gstype, ier)`

Description: The function `FSUNMASSSPFGMRSETGSTYPE` can be called for Fortran programs to change the Gram-Schmidt orthogonaliation algorithm for mass matrix linear systems.

Arguments: The arguments are identical to `FSUNSPFGMRSETGSTYPE` above, except that `code` is not needed since mass matrix linear systems only arise in ARKODE.

Return value: `ier` is an int return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.

Notes: See SUNLinSol_SPFGMRSetGSType for complete further documentation of this routine.

**FSUNSPFGMRSETPRECTYPE**

Call: `FSUNSPFGMRSETPRECTYPE(code, pretype, ier)`

Description: The function `FSUNSPFGMRSETPRECTYPE` can be called for Fortran programs to change the type of preconditioning to use.

Arguments:
- `code` (int*) is an integer input specifying the solver id (1 for CVODE, 2 for IDA, 3 for KINSOL, and 4 for ARKODE).
- `pretype` (int*) flag indicating the type of preconditioning to use.
Return value \( \text{ier} \) is an \texttt{int} return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.

Notes See \texttt{SUNLinSol_SPFGMRSetPrecType} for complete further documentation of this routine.

\textbf{FSUNMASSSPFGMRSETPRECTYPE}

\textbf{Call} \quad \texttt{FSUNMASSSPFGMRSETPRECTYPE(pretype, ier)}

\textbf{Description} \quad The function \texttt{FSUNMASSSPFGMRSETPRECTYPE} can be called for Fortran programs to change the type of preconditioning for mass matrix linear systems.

\textbf{Arguments} \quad The arguments are identical to \texttt{FSUNSPFGMRSETPRECTYPE} above, except that \texttt{code} is not needed since mass matrix linear systems only arise in ARKODE.

\textbf{Return value} \quad \texttt{ier} is an \texttt{int} return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.

\textbf{Notes} \quad See \texttt{SUNLinSol_SPFGMRSetPrecType} for complete further documentation of this routine.

\textbf{FSUNSPFGMRSETMAXRS}

\textbf{Call} \quad \texttt{FSUNSPFGMRSETMAXRS(code, maxrs, ier)}

\textbf{Description} \quad The function \texttt{FSUNSPFGMRSETMAXRS} can be called for Fortran programs to change the maximum number of restarts allowed for SPFGMR.

\textbf{Arguments} \quad \texttt{code (int*)} is an integer input specifying the solver id (1 for CVODE, 2 for IDA, 3 for KINSOL, and 4 for ARKODE).

\texttt{maxrs (int*)} maximum allowed number of restarts.

\textbf{Return value} \quad \texttt{ier} is an \texttt{int} return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.

\textbf{Notes} \quad See \texttt{SUNLinSol_SPFGMRSetMaxRestarts} for complete further documentation of this routine.

\textbf{FSUNMASSSPFGMRSETMAXRS}

\textbf{Call} \quad \texttt{FSUNMASSSPFGMRSETMAXRS(maxrs, ier)}

\textbf{Description} \quad The function \texttt{FSUNMASSSPFGMRSETMAXRS} can be called for Fortran programs to change the maximum number of restarts allowed for SPFGMR for mass matrix linear systems.

\textbf{Arguments} \quad The arguments are identical to \texttt{FSUNSPFGMRSETMAXRS} above, except that \texttt{code} is not needed since mass matrix linear systems only arise in ARKODE.

\textbf{Return value} \quad \texttt{ier} is an \texttt{int} return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.

\textbf{Notes} \quad See \texttt{SUNLinSol_SPFGMRSetMaxRestarts} for complete further documentation of this routine.

### 8.14.4 SUNLinearSolver_SPFGMR content

The \texttt{SUNLINSOL_SPFGMR} module defines the \texttt{content} field of a \texttt{SUNLinearSolver} as the following structure:

```c
struct _SUNLinearSolverContent_SPFGMR {
    int maxl;
    int pretype;
    int gstype;
    int max_restarts;
    int numiters;
};
```
realtype resnorm;
int last_flag;
ATimesFn ATimes;
void* ATData;
PSetupFn Psetup;
PSolveFn Psolve;
void* PData;
N_Vector s1;
N_Vector s2;
N_Vector *V;
N_Vector *Z;
realtype **Hes;
realtype *givens;
N_Vector xcor;
realtype *yg;
N_Vector vtemp;
};

These entries of the *content* field contain the following information:

- **maxl** - number of FGMRES basis vectors to use (default is 5),
- **pretype** - flag for type of preconditioning to employ (default is none),
- **gstype** - flag for type of Gram-Schmidt orthogonalization (default is modified Gram-Schmidt),
- **max_restarts** - number of FGMRES restarts to allow (default is 0),
- **numiters** - number of iterations from the most-recent solve,
- **resnorm** - final linear residual norm from the most-recent solve,
- **last_flag** - last error return flag from an internal function,
- **ATimes** - function pointer to perform $Av$ product,
- **ATData** - pointer to structure for ATimes,
- **Psetup** - function pointer to preconditioner setup routine,
- **Psolve** - function pointer to preconditioner solve routine,
- **PData** - pointer to structure for Psetup and Psolve,
- **s1, s2** - vector pointers for supplied scaling matrices (default is NULL),
- **V** - the array of Krylov basis vectors $v_1, \ldots, v_{\text{maxl}+1}$, stored in $V[0], \ldots, V[\text{maxl}]$. Each $v_i$ is a vector of type NVECTOR.,
- **Z** - the array of preconditioned Krylov basis vectors $z_1, \ldots, z_{\text{maxl}+1}$, stored in $Z[0], \ldots, Z[\text{maxl}]$. Each $z_i$ is a vector of type NVECTOR.,
- **Hes** - the $(\text{maxl} + 1) \times \text{maxl}$ Hessenberg matrix. It is stored row-wise so that the $(i,j)$th element is given by $\text{Hes}[i][j]$,.
- **givens** - a length $2 \times \text{maxl}$ array which represents the Givens rotation matrices that arise in the FGMRES algorithm. These matrices are $F_0, F_1, \ldots, F_j$, where

$$F_i = \begin{bmatrix} 1 & \cdots & & & \frac{s_i}{c_i} \\ & 1 & -s_i & & \frac{c_i}{s_i} \\ & & & \ddots & \frac{s_i}{c_i} \\ & & & & 1 \end{bmatrix}.$$

- `xcor` - a vector which holds the scaled, preconditioned correction to the initial guess,
- `yg` - a length `(maxl+1)` array of `realtype` values used to hold “short” vectors (e.g. `y` and `g`),
- `vtemp` - temporary vector storage.

### 8.15 The SUNLinearSolver_SPBCGS implementation

This section describes the SUNLINSOL implementation of the SPBCGS (Scaled, Preconditioned, Bi-Conjugate Gradient, Stabilized [33]) iterative linear solver. The SUNLINSOL_SPBCGS module is designed to be compatible with any `nvector` implementation that supports a minimal subset of operations (`N_VClone`, `N_VDotProd`, `N_VScale`, `N_VLinearSum`, `N_VProd`, `N_VDiv`, and `N_VDestroy`). Unlike the SPGMR and SPFGMR algorithms, SPBCGS requires a fixed amount of memory that does not increase with the number of allowed iterations.

To access the SUNLINSOL_SPBCGS module, include the header file `sunlinsol/sunlinsol_spbcgs.h`. We note that the SUNLINSOL_SPBCGS module is accessible from SUNDIALS packages without separately linking to the `libsundials_sunlinsolspbcgs` module library.

#### 8.15.1 SUNLinearSolver_SPBCGS description

This solver is constructed to perform the following operations:

- During construction all `nvector` solver data is allocated, with vectors cloned from a template `nvector` that is input, and default solver parameters are set.
- User-facing “set” routines may be called to modify default solver parameters.
- Additional “set” routines are called by the SUNDIALS solver that interfaces with SUNLINSOL_SPBCGS to supply the `ATimes`, `PSetup`, and `Psolve` function pointers and `s1` and `s2` scaling vectors.
- In the “initialize” call, the solver parameters are checked for validity.
- In the “setup” call, any non-NULL `PSetup` function is called. Typically, this is provided by the SUNDIALS solver itself, that translates between the generic `PSetup` function and the solver-specific routine (solver-supplied or user-supplied).
- In the “solve” call the SPBCGS iteration is performed. This will include scaling and preconditioning if those options have been supplied.

#### 8.15.2 SUNLinearSolver_SPBCGS functions

The SUNLINSOL_SPBCGS module provides the following user-callable constructor for creating a `SUNLinearSolver` object.

```c
SUNLinSol_SPBCGS
```

**Call**

`LS = SUNLinSol_SPBCGS(y, pretype, maxl);`

**Description**

The function `SUNLinSol_SPBCGS` creates and allocates memory for a SPBCGS `SUNLinearSolver` object.

**Arguments**

- `y` (`N_Vector`) a template for cloning vectors needed within the solver
- `pretype` (`int`) flag indicating the desired type of preconditioning, allowed values are:
  - `PREC_NONE` (0)
Description of the SUNLinearSolver module

- PREC_LEFT (1)
- PREC_RIGHT (2)
- PREC_BOTH (3)

Any other integer input will result in the default (no preconditioning).

\[ \text{maxl} \] (int) the number of linear iterations to allow. Values \( \leq 0 \) will result in the default value (5).

Return value This returns a SUNLinearSolver object. If either \( y \) is incompatible then this routine will return NULL.

Notes This routine will perform consistency checks to ensure that it is called with a consistent NVECTOR implementation (i.e. that it supplies the requisite vector operations). If \( y \) is incompatible, then this routine will return NULL.

We note that some SUNDIALS solvers are designed to only work with left preconditioning (IDA and IDAS) and others with only right preconditioning (KINSOL). While it is possible to configure a SUNLINSOL_SPBCGS object to use any of the preconditioning options with these solvers, this use mode is not supported and may result in inferior performance.

Deprecated Name For backward compatibility, the wrapper function SUNSPBCGS with identical input and output arguments is also provided.

F2003 Name FSUNLinSol_SPBCGS

The SUNLINSOL_SPBCGS module defines implementations of all “iterative” linear solver operations listed in Sections 8.1.1 – 8.1.3:

- SUNLinSolGetGetType_SPBCGS
- SUNLinSolInitialize_SPBCGS
- SUNLinSolSetATimes_SPBCGS
- SUNLinSolSetPreconditioner_SPBCGS
- SUNLinSolSetScalingVectors_SPBCGS
- SUNLinSolSetup_SPBCGS
- SUNLinSolSolve_SPBCGS
- SUNLinSolNumIters_SPBCGS
- SUNLinSolResNorm_SPBCGS
- SUNLinSolResid_SPBCGS
- SUNLinSolLastFlag_SPBCGS
- SUNLinSolSpace_SPBCGS
- SUNLinSolFree_SPBCGS

All of the listed operations are callable via the FORTRAN 2003 interface module by prepending an ‘F’ to the function name.

The SUNLINSOL_SPBCGS module also defines the following additional user-callable functions.
8.15 The SUNLinearSolver_SPBCGS implementation

**SUNLinSol_SPBCGSSetPrecType**

Call: `retval = SUNLinSol_SPBCGSSetPrecType(LS, pretype);`

Description: The function **SUNLinSol_SPBCGSSetPrecType** updates the type of preconditioning to use in the **SUNLINSOL_SPBCGS** object.

Arguments:
- **LS**: (SUNLinearSolver) the **SUNLINSOL_SPBCGS** object to update
- **pretype**: (int) flag indicating the desired type of preconditioning, allowed values match those discussed in **SUNLinSol_SPBCGS**.

Return value: This routine will return with one of the error codes **SUNLS_ILL_INPUT** (illegal pretype), **SUNLS_MEM_NULL** (S is NULL) or **SUNLS_SUCCESS**.

Deprecated Name: For backward compatibility, the wrapper function **SUNSPBCGSSetPrecType** with identical input and output arguments is also provided.

F2003 Name: **FSUNLinSol_SPBCGSSetPrecType**

**SUNLinSol_SPBCGSSetMaxl**

Call: `retval = SUNLinSol_SPBCGSSetMaxl(LS, maxl);`

Description: The function **SUNLinSol_SPBCGSSetMaxl** updates the number of linear solver iterations to allow.

Arguments:
- **LS**: (SUNLinearSolver) the **SUNLINSOL_SPBCGS** object to update
- **maxl**: (int) flag indicating the number of iterations to allow. Values $\leq 0$ will result in the default value (5).

Return value: This routine will return with one of the error codes **SUNLS_MEM_NULL** (S is NULL) or **SUNLS_SUCCESS**.

Deprecated Name: For backward compatibility, the wrapper function **SUNSPBCGSSetMaxl** with identical input and output arguments is also provided.

F2003 Name: **FSUNLinSol_SPBCGSSetMaxl**

### 8.15.3 SUNLinearSolver_SPBCGS Fortran interfaces

The **SUNLINSOL_SPBCGS** module provides a FORTRAN 2003 module as well as FORTRAN 77 style interface functions for use from FORTRAN applications.

**FORTRAN 2003 interface module**

The **fsunlinsol_spbcgs_mod** FORTRAN module defines interfaces to all **SUNLINSOL_SPBCGS** C functions using the intrinsic **iso_c_binding** module which provides a standardized mechanism for interoperating with C. As noted in the C function descriptions above, the interface functions are named after the corresponding C function, but with a leading ‘F’. For example, the function **SUNLinSol_SPBCGS** is interfaced as **FSUNLinSol_SPBCGS**.

The FORTRAN 2003 **SUNLINSOL_SPBCGS** interface module can be accessed with the **use** statement, i.e. **use fsunlinsol_spbcgs_mod**, and linking to the library **libsundials_fsunlinsolspbcgs_mod.lib** in addition to the C library. For details on where the library and module file **fsunlinsol_spbcgs_mod.mod** are installed see Appendix A. We note that the module is accessible from the FORTRAN 2003 **SUNDIALS** integrators without separately linking to the **libsundials_fsunlinsolspbcgs_mod** library.

**FORTRAN 77 interface functions**

For solvers that include a FORTRAN 77 interface module, the **SUNLINSOL_SPBCGS** module also includes a Fortran-callable function for creating a **SUNLinearSolver** object.
**FSUNSPBCGSINIT**

Call `FSUNSPBCGSINIT(code, pretype, maxl, ier)`

Description The function `FSUNSPBCGSINIT` can be called for Fortran programs to create a SUNLinSol_SPBCGS object.

Arguments
- `code` (*int*) is an integer input specifying the solver id (1 for CVODE, 2 for IDA, 3 for KINSOL, and 4 for ARKODE).
- `pretype` (*int*) flag indicating desired preconditioning type
- `maxl` (*int*) flag indicating number of iterations to allow

Return value
- `ier` is a return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.

Notes This routine must be called after the NVECTOR object has been initialized.

Allowable values for `pretype` and `maxl` are the same as for the C function SUNLinSol_SPBCGS.

Additionally, when using ARKODE with a non-identity mass matrix, the SUNLINSOL_SPBCGS module includes a Fortran-callable function for creating a SUNLinearSolver mass matrix solver object.

**FSUNMASSSPBCGSINIT**

Call `FSUNMASSSPBCGSINIT(pretype, maxl, ier)`

Description The function `FSUNMASSSPBCGSINIT` can be called for Fortran programs to create a SUNLINSOL_SPBCGS object for mass matrix linear systems.

Arguments
- `pretype` (*int*) flag indicating desired preconditioning type
- `maxl` (*int*) flag indicating number of iterations to allow

Return value
- `ier` is a `int` return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.

Notes This routine must be called after the NVECTOR object has been initialized.

Allowable values for `pretype` and `maxl` are the same as for the C function SUNLinSol_SPBCGS.

The SUNLinSol_SPBCGSSetPrecType and SUNLinSol_SPBCGSSetMaxl routines also support Fortran interfaces for the system and mass matrix solvers.

**FSUNSPBCGSSETPRECTYPE**

Call `FSUNSPBCGSSETPRECTYPE(code, pretype, ier)`

Description The function `FSUNSPBCGSSETPRECTYPE` can be called for Fortran programs to change the type of preconditioning to use.

Arguments
- `code` (*int*) is an integer input specifying the solver id (1 for CVODE, 2 for IDA, 3 for KINSOL, and 4 for ARKODE).
- `pretype` (*int*) flag indicating the type of preconditioning to use.

Return value
- `ier` is a `int` return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.

Notes See SUNLinSol_SPBCGSSetPrecType for complete further documentation of this routine.

**FSUNMASSSPBCGSSETPRECTYPE**

Call `FSUNMASSSPBCGSSETPRECTYPE(pretype, ier)`

Description The function `FSUNMASSSPBCGSSETPRECTYPE` can be called for Fortran programs to change the type of preconditioning for mass matrix linear systems.
Arguments  

The arguments are identical to \texttt{FSUNSPBCGSSETPRECTYPE} above, except that \texttt{code} is not needed since mass matrix linear systems only arise in ARKODE.

Return value  

\texttt{ier} is an int return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.

Notes  

See \texttt{SUNLinSol\_SPBCGSSetPrecType} for complete further documentation of this routine.

\textbf{FSUNSPBCGSSETMAXL}

Call  

\texttt{FSUNSPBCGSSETMAXL(code, maxl, ier)}

Description  

The function \texttt{FSUNSPBCGSSETMAXL} can be called for Fortran programs to change the maximum number of iterations to allow.

Arguments  

\texttt{code (int*)} is an integer input specifying the solver id (1 for CVODE, 2 for IDA, 3 for KINSOL, and 4 for ARKODE).

\texttt{maxl (int*)} the number of iterations to allow.

Return value  

\texttt{ier} is an int return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.

Notes  

See \texttt{SUNLinSol\_SPBCGSSetMaxl} for complete further documentation of this routine.

\textbf{FSUNMASSPBCGSSETMAXL}

Call  

\texttt{FSUNMASSPBCGSSETMAXL(maxl, ier)}

Description  

The function \texttt{FSUNMASSPBCGSSETMAXL} can be called for Fortran programs to change the type of preconditioning for mass matrix linear systems.

Arguments  

The arguments are identical to \texttt{FSUNSPBCGSSETMAXL} above, except that \texttt{code} is not needed since mass matrix linear systems only arise in ARKODE.

Return value  

\texttt{ier} is an int return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.

Notes  

See \texttt{SUNLinSol\_SPBCGSSetMaxl} for complete further documentation of this routine.

\section*{8.15.4 SUNLinearSolver\_SPBCGS content}

The \texttt{SUNLinSol\_SPBCGS} module defines the \texttt{content} field of a \texttt{SUNLinearSolver} as the following structure:

\begin{verbatim}
struct _SUNLinearSolverContent_SPBCGS {
  int maxl;
  int pretype;
  int numiters;
  realtype resnorm;
  int last_flag;
  ATimesFn ATimes;
  void* ATData;
  PSetupFn Psetup;
  PSolveFn Psolve;
  void* PData;
  N_Vector s1;
  N_Vector s2;
  N_Vector r;
  N_Vector r_star;
  N_Vector p;
  N_Vector q;
  N_Vector u;
}\end{verbatim}
N_Vector Ap;
N_Vector vtemp;
};

These entries of the content field contain the following information:
maxl - number of SPBCGS iterations to allow (default is 5),
pretype - flag for type of preconditioning to employ (default is none),
umiters - number of iterations from the most-recent solve,
resnorm - final linear residual norm from the most-recent solve,
last_flag - last error return flag from an internal function,
ATimes - function pointer to perform Av product,
ATData - pointer to structure for ATimes,
Psetup - function pointer to preconditioner setup routine,
Psolve - function pointer to preconditioner solve routine,
PData - pointer to structure for Psetup and Psolve,
s1, s2 - vector pointers for supplied scaling matrices (default is NULL),
r - a NVECTOR which holds the current scaled, preconditioned linear system residual,
r_star - a NVECTOR which holds the initial scaled, preconditioned linear system residual,
p, q, u, Ap, vtemp - NVECTORS used for workspace by the SPBCGS algorithm.

8.16 The SUNLinearSolver_SPTFQMR implementation

This section describes the SUNLINSOL implementation of the SPTFQMR (Scaled, Preconditioned, Transpose-Free Quasi-Minimum Residual [17]) iterative linear solver. The SUNLINSOL_SPTFQMR module is designed to be compatible with any NVECTOR implementation that supports a minimal subset of operations (N_VClone, N_VDotProd, N_VScale, N_VLinearSum, N_VProd, N_VConst, N_VDiv, and N_VDestroy). Unlike the SPGMR and SPFGMR algorithms, SPTFQMR requires a fixed amount of memory that does not increase with the number of allowed iterations.

To access the SUNLINSOL_SPTFQMR module, include the header file sunlinsol/sunlinsol_sptfqmr.h. We note that the SUNLINSOL_SPTFQMR module is accessible from SUNDIALS packages without separately linking to the libsundials_sunlinsolsptfqmr module library.

8.16.1 SUNLinearSolver_SPTFQMR description

This solver is constructed to perform the following operations:

- During construction all NVECTOR solver data is allocated, with vectors cloned from a template NVECTOR that is input, and default solver parameters are set.
- User-facing “set” routines may be called to modify default solver parameters.
- Additional “set” routines are called by the SUNDIALS solver that interfaces with SUNLINSOL_SPTFQMR to supply the ATimes, PSetup, and Psolve function pointers and s1 and s2 scaling vectors.
- In the “initialize” call, the solver parameters are checked for validity.
- In the “setup” call, any non-NULL PSetup function is called. Typically, this is provided by the SUNDIALS solver itself, that translates between the generic PSetup function and the solver-specific routine (solver-supplied or user-supplied).
- In the “solve” call the TFQMR iteration is performed. This will include scaling and preconditioning if those options have been supplied.


8.16.2 SUNLinearSolver_SPTFQMR functions

The SUNLinSol_SPTFQMR module provides the following user-callable constructor for creating a SUNLinearSolver object.

```c
SUNLinSol_SPTFQMR
```

**Call**

```c
LS = SUNLinSol_SPTFQMR(y, pretype, maxl);
```

**Description**
The function SUNLinSol_SPTFQMR creates and allocates memory for a SPTFQMR SUNLinearSolver object.

**Arguments**

- `y` (`N_Vector`) a template for cloning vectors needed within the solver
- `pretype` (`int`) flag indicating the desired type of preconditioning, allowed values are:
  - `PREC_NONE` (0)
  - `PREC_LEFT` (1)
  - `PREC_RIGHT` (2)
  - `PREC_BOTH` (3)

Any other integer input will result in the default (no preconditioning).

- `maxl` (`int`) the number of linear iterations to allow. Values ≤ 0 will result in the default value (5).

**Return value**
This returns a SUNLinearSolver object. If either `y` is incompatible then this routine will return `NULL`.

**Notes**
This routine will perform consistency checks to ensure that it is called with a consistent NVECTOR implementation (i.e. that it supplies the requisite vector operations). If `y` is incompatible, then this routine will return `NULL`.

We note that some SUNDIALS solvers are designed to only work with left preconditioning (ida and idas) and others with only right preconditioning (KINSOL). While it is possible to configure a SUNLINSOL_SPTFQMR object to use any of the preconditioning options with these solvers, this use mode is not supported and may result in inferior performance.

**Deprecated Name**
For backward compatibility, the wrapper function SUNSPTFQMR with identical input and output arguments is also provided.

**F2003 Name**
FSUNLinSol_SPTFQMR

The SUNLINSOL_SPTFQMR module defines implementations of all “iterative” linear solver operations listed in Sections 8.1.1 – 8.1.3:

- SUNLinSolGetType_SPTFQMR
- SUNLinSolInitialize_SPTFQMR
- SUNLinSolSetATimes_SPTFQMR
- SUNLinSolSetPreconditioner_SPTFQMR
- SUNLinSolSetScalingVectors_SPTFQMR
- SUNLinSolSetup_SPTFQMR
- SUNLinSolSolve_SPTFQMR
- SUNLinSolNumIters_SPTFQMR
- SUNLinSolResNorm_SPTFQMR
- SUNLinSolResid_SPTFQMR
• SUNLinSolLastFlag_SPTFQMR
• SUNLinSolSpace_SPTFQMR
• SUNLinSolFree_SPTFQMR

All of the listed operations are callable via the FORTRAN 2003 interface module by prepending an ‘F’ to the function name.

The SUNLINSOL_SPTFQMR module also defines the following additional user-callable functions.

**SUNLinSol_SPTFQMRSetPrecType**

Call: `
retval = SUNLinSol_SPTFQMRSetPrecType(LS, pretype);`

Description: The function `SUNLinSol_SPTFQMRSetPrecType` updates the type of preconditioning to use in the SUNLINSOL_SPTFQMR object.

Arguments:
- `LS` (SUNLinearSolver) the SUNLINSOL_SPTFQMR object to update
- `pretype` (int) flag indicating the desired type of preconditioning, allowed values match those discussed in `SUNLinSol_SPTFQMR`.

Return value: This routine will return with one of the error codes `SUNLS_ILL_INPUT` (illegal `pretype`), `SUNLS_MEM_NULL` (`S` is NULL) or `SUNLS_SUCCESS`.

Deprecated Name: For backward compatibility, the wrapper function `SUNSPTFQMRSetPrecType` with identical input and output arguments is also provided.

F2003 Name: `FSUNLinSol_SPTFQMRSetPrecType`

**SUNLinSol_SPTFQMRSetMaxl**

Call: `
retval = SUNLinSol_SPTFQMRSetMaxl(LS, maxl);`

Description: The function `SUNLinSol_SPTFQMRSetMaxl` updates the number of linear solver iterations to allow.

Arguments:
- `LS` (SUNLinearSolver) the SUNLINSOL_SPTFQMR object to update
- `maxl` (int) flag indicating the number of iterations to allow; values ≤ 0 will result in the default value (5)

Return value: This routine will return with one of the error codes `SUNLS_MEM_NULL` (`S` is NULL) or `SUNLS_SUCCESS`.

F2003 Name: `FSUNLinSol_SPTFQMRSetMaxl`

SUNSPTFQMRSetMaxl

8.16.3 SUNLinearSolver_SPTFQMR Fortran interfaces

The SUNLINSOL_SPTFQMR module provides a FORTRAN 2003 module as well as FORTRAN 77 style interface functions for use from FORTRAN applications.

**FORTRAN 2003 interface module**

The `fsunlinsol_sptfqmr_mod` FORTRAN module defines interfaces to all SUNLINSOL_SPTFQMR C functions using the intrinsic `iso_c_binding` module which provides a standardized mechanism for interoperating with C. As noted in the C function descriptions above, the interface functions are named after the corresponding C function, but with a leading ‘F’. For example, the function `SUNLinSol_SPTFQMR` is interfaced as `FSUNLinSol_SPTFQMR`.

The FORTRAN 2003 SUNLINSOL_SPTFQMR interface module can be accessed with the `use` statement, i.e. `use fsunlinsol_sptfqmr_mod`, and linking to the library `libsundials_fsunlinsolsptfqmr_mod.lib` in addition to the C library. For details on where the library and module file `fsunlinsol_sptfqmr_mod.mod` are installed see Appendix A. We note that the module is accessible...
from the FORTRAN 2003 SUNDIALS integrators without separately linking to the lib sundials fsunlin solsptfqmr_mod library.

**FORTRAN 77 interface functions**

For solvers that include a FORTRAN 77 interface module, the SUNLSIN_SPTFQMR module also includes a Fortran-callable function for creating a SUNLinearSolver object.

### FSUNSPTFQMRINIT

Call
```fortran
FSUNSPTFQMRINIT(code, pretype, maxl, ier)
```

Description The function FSUNSPTFQMRINIT can be called for Fortran programs to create a SUNLIN- SOL_SPTFQMR object.

Arguments
- `code` (int*) is an integer input specifying the solver id (1 for CVODE, 2 for IDA, 3 for KINSOL, and 4 for ARKODE).
- `pretype` (int*) flag indicating desired preconditioning type
- `maxl` (int*) flag indicating number of iterations to allow

Return value `ier` is a return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.

Notes This routine must be called after the NVECTOR object has been initialized.

Allowable values for `pretype` and `maxl` are the same as for the C function SUNLinSol_SPTFQMR.

Additionally, when using ARKODE with a non-identity mass matrix, the SUNLSIN_SPTFQMR module includes a Fortran-callable function for creating a SUNLinearSolver mass matrix solver object.

### FSUNMASSSPTFQMRINIT

Call
```fortran
FSUNMASSSPTFQMRINIT(pretype, maxl, ier)
```

Description The function FSUNMASSSPTFQMRINIT can be called for Fortran programs to create a SUNLIN- SOL_SPTFQMR object for mass matrix linear systems.

Arguments
- `pretype` (int*) flag indicating desired preconditioning type
- `maxl` (int*) flag indicating number of iterations to allow

Return value `ier` is an int return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.

Notes This routine must be called after the NVECTOR object has been initialized.

Allowable values for `pretype` and `maxl` are the same as for the C function SUNLinSol_SPTFQMR.

The SUNLinSol_SPTFQMRSetPrecType and SUNLinSol_SPTFQMRSetMaxl routines also support Fortran interfaces for the system and mass matrix solvers.

### FSUNSPTFQMRSETPRECTYPE

Call
```fortran
FSUNSPTFQMRSETPRECTYPE(code, pretype, ier)
```

Description The function FSUNSPTFQMRSETPRECTYPE can be called for Fortran programs to change the type of preconditioning to use.

Arguments
- `code` (int*) is an integer input specifying the solver id (1 for CVODE, 2 for IDA, 3 for KINSOL, and 4 for ARKODE).
- `pretype` (int*) flag indicating the type of preconditioning to use.

Return value `ier` is an int return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.
Notes    See SUNLinSol_SPTFQMRSetPrecType for complete further documentation of this routine.

FSUNMASSSPTFQMRSETPRECTYPE

Call    FSUNMASSSPTFQMRSETPRECTYPE(pretype, ier)

Description    The function FSUNMASSSPTFQMRSETPRECTYPE can be called for Fortran programs to change the type of preconditioning for mass matrix linear systems.

Arguments    The arguments are identical to FSUNSPTFQMRSETPRECTYPE above, except that code is not needed since mass matrix linear systems only arise in ARKODE.

Return value    ier is an int return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.

Notes    See SUNLinSol_SPTFQMRSetPrecType for complete further documentation of this routine.

FSUNSPTFQMRSETMAXL

Call    FSUNSPTFQMRSETMAXL(code, maxl, ier)

Description    The function FSUNSPTFQMRSETMAXL can be called for Fortran programs to change the maximum number of iterations to allow.

Arguments    code (int*) is an integer input specifying the solver id (1 for CVODE, 2 for IDA, 3 for KINSOL, and 4 for ARKODE).

maxl (int*) the number of iterations to allow.

Return value    ier is an int return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.

Notes    See SUNLinSol_SPTFQMRSetMaxl for complete further documentation of this routine.

FSUNMASSSPTFQMRSETMAXL

Call    FSUNMASSSPTFQMRSETMAXL(maxl, ier)

Description    The function FSUNMASSSPTFQMRSETMAXL can be called for Fortran programs to change the type of preconditioning for mass matrix linear systems.

Arguments    The arguments are identical to FSUNSPTFQMRSETMAXL above, except that code is not needed since mass matrix linear systems only arise in ARKODE.

Return value    ier is an int return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.

Notes    See SUNLinSol_SPTFQMRSetMaxl for complete further documentation of this routine.

8.16.4 SUNLinearSolver_SPTFQMR content

The SUNLINSOL_SPTFQMR module defines the content field of a SUNLinearSolver as the following structure:

```c
struct _SUNLinearSolverContent_SPTFQMR {
    int maxl;
    int pretype;
    int numiters;
    realtype resnorm;
    int last_flag;
    ATimesFn ATimes;
    void* ATData;
};
```
8.17 The SUNLinearSolver_PCZ implementation

```c
PSsetupFn Psetup;
PSolveFn Psolve;
void* PData;
N_Vector s1;
N_Vector s2;
N_Vector r_star;
N_Vector q;
N_Vector d;
N_Vector v;
N_Vector p;
N_Vector *r;
N_Vector u;
N_Vector vtemp1;
N_Vector vtemp2;
N_Vector vtemp3;
```

These entries of the `content` field contain the following information:

- **maxl** - number of TFQMR iterations to allow (default is 5),
- **pretype** - flag for type of preconditioning to employ (default is none),
- **numiters** - number of iterations from the most-recent solve,
- **resnorm** - final linear residual norm from the most-recent solve,
- **last_flag** - last error return flag from an internal function,
- **ATimes** - function pointer to perform $Av$ product,
- **ATData** - pointer to structure for `ATimes`,
- **Psetup** - function pointer to preconditioner setup routine,
- **Psolve** - function pointer to preconditioner solve routine,
- **PData** - pointer to structure for `Psetup` and `Psolve`,
- **s1, s2** - vector pointers for supplied scaling matrices (default is NULL),
- **r_star** - a `NVECTOR` which holds the initial scaled, preconditioned linear system residual,
- **q, d, v, p, u** - `NVECTORS` used for workspace by the SPTFQMR algorithm,
- **r** - array of two `NVECTORS` used for workspace within the SPTFQMR algorithm,
- **vtemp1, vtemp2, vtemp3** - temporary vector storage.

8.17 The SUNLinearSolver_PCZ implementation

This section describes the SUNLINSOL implementaiton of the PCZ (Preconditioned Conjugate Gradient) iterative linear solver. The SUNLINSOL_PCZ module is designed to be compatible with any `NVECTOR` implementation that supports a minimal subset of operations (`N_VClone`, `N_VDotProd`, `N_VScale`, `N_VLinearSum`, `N_VProd`, and `N_VDestroy`). Unlike the SPGMR and SPFGMR algorithms, PCZ requires a fixed amount of memory that does not increase with the number of allowed iterations.

To access the SUNLINSOL_PCZ module, include the header file `sunlinsol/sunlinsol_pcz.h`. We note that the SUNLINSOL_PCZ module is accessible from SUNDIALS packages without separately linking to the `libsundials_sunlinsolpcz` module library.

8.17.1 SUNLinearSolver_PCZ description

Unlike all of the other iterative linear solvers supplied with SUNDIALS, PCZ should only be used on symmetric linear systems (e.g. mass matrix linear systems encountered in ARKODE). As a result, the
Description of the SUNLinearSolver module

The PCG algorithm solves a linear system $Ax = b$ where $A$ is a symmetric ($A^T = A$), real-valued matrix. Preconditioning is allowed, and is applied in a symmetric fashion on both the right and left. Scaling is also allowed and is applied symmetrically. We denote the preconditioner and scaling matrices as follows:

- $P$ is the preconditioner (assumed symmetric),
- $S$ is a diagonal matrix of scale factors.

The matrices $A$ and $P$ are not required explicitly; only routines that provide $A$ and $P^{-1}$ as operators are required. The diagonal of the matrix $S$ is held in a single nvector, supplied by the user.

In this notation, PCG applies the underlying CG algorithm to the equivalent transformed system

$$\tilde{A}\tilde{x} = \tilde{b}$$  \hspace{1cm} (8.3)

where

$$\tilde{A} = SP^{-1}AP^{-1}S,$$
$$\tilde{b} = SP^{-1}b,$$
$$\tilde{x} = S^{-1}Px.$$  \hspace{1cm} (8.4)

The scaling matrix must be chosen so that the vectors $SP^{-1}b$ and $S^{-1}Px$ have dimensionless components.

The stopping test for the PCG iterations is on the L2 norm of the scaled preconditioned residual:

$$\|\tilde{b} - \tilde{A}\tilde{x}\|_2 < \delta$$
$$\iff$$
$$\|SP^{-1}b - SP^{-1}Ax\|_2 < \delta$$
$$\iff$$
$$\|P^{-1}b - P^{-1}Ax\|_S < \delta$$

where $\|v\|_S = \sqrt{v^T S^T S v}$, with an input tolerance $\delta$.

This solver is constructed to perform the following operations:

- During construction all nVECTOR solver data is allocated, with vectors cloned from a template nVECTOR that is input, and default solver parameters are set.
- User-facing “set” routines may be called to modify default solver parameters.
- Additional “set” routines are called by the SUNDAILS solver that interfaces with SUNLINSOL_PCG to supply the ATimes, PSetup, and Psolve function pointers and s scaling vector.
- In the “initialize” call, the solver parameters are checked for validity.
- In the “setup” call, any non-NULL PSetup function is called. Typically, this is provided by the SUNDAILS solver itself, that translates between the generic PSetup function and the solver-specific routine (solver-supplied or user-supplied).
- In the “solve” call the PCG iteration is performed. This will include scaling and preconditioning if those options have been supplied.

8.17.2 SUNLinearSolver_PCG functions

The sunlinsol_pcg module provides the following user-callable constructor for creating a SUNLinearSolver object.
The SUNLinearSolver_PCg implementation

Call
\[ \text{LS} = \text{SUNLinSol_PCg}(y, \text{pretype}, \text{maxl}); \]

Description
The function SUNLinSol_PCg creates and allocates memory for a PCg SUNLinearSolver object.

Arguments
- \( y \) ([N_Vector]) a template for cloning vectors needed within the solver
- \( \text{pretype} \) ([int]) flag indicating whether to use preconditioning. Since the PCg algorithm is designed to only support symmetric preconditioning, then any of the \( \text{pretype} \) inputs \text{PREC}\_LEFT (1), \text{PREC}\_RIGHT (2), or \text{PREC}\_BOTH (3) will result in use of the symmetric preconditioner; any other integer input will result in the default (no preconditioning).
- \( \text{maxl} \) ([int]) the number of linear iterations to allow; values \( \leq 0 \) will result in the default value (5).

Return value
This returns a SUNLinearSolver object. If either \( y \) is incompatible then this routine will return \text{NULL}.

Notes
This routine will perform consistency checks to ensure that it is called with a consistent NVECTOR implementation (i.e. that it supplies the requisite vector operations). If \( y \) is incompatible, then this routine will return NULL.

Although some SUNDIALS solvers are designed to only work with left preconditioning (IDA and IDAS) and others with only right preconditioning (KINSOL), PCg should only be used with these packages when the linear systems are known to be symmetric. Since the scaling of matrix rows and columns must be identical in a symmetric matrix, symmetric preconditioning should work appropriately even for packages designed with one-sided preconditioning in mind.

Deprecated Name
For backward compatibility, the wrapper function SUNPCg with identical input and output arguments is also provided.

F2003 Name
FSUNLinSol_PCg

The SUNLINSOL_PCg module defines implementations of all “iterative” linear solver operations listed in Sections 8.1.1 – 8.1.3:

- SUNLinSolGetType_PCg
- SUNLinSolInitialize_PCg
- SUNLinSolSetATimes_PCg
- SUNLinSolSetPreconditioner_PCg
- SUNLinSolSetScalingVectors_PCg – since PCg only supports symmetric scaling, the second NVECTOR argument to this function is ignored
- SUNLinSolSetup_PCg
- SUNLinSolSolve_PCg
- SUNLinSolNumIters_PCg
- SUNLinSolResNorm_PCg
- SUNLinSolResid_PCg
- SUNLinSolLastFlag_PCg
- SUNLinSolSpace_PCg
- SUNLinSolFree_PCg

All of the listed operations are callable via the FORTRAN 2003 interface module by prepending an ‘F’ to the function name.

The SUNLINSOL_PCg module also defines the following additional user-callable functions.
Description of the SUNLinearSolver module

### SUNLinSol_PCGSetPrecType

**Call**  
`retval = SUNLinSol_PCGSetPrecType(LS, pretype);`

**Description**  
The function `SUNLinSol_PCGSetPrecType` updates the flag indicating use of preconditioning in the `sunnlinsol_pcg` object.

**Arguments**  
- `LS` (SUNLinearSolver) the `sunnlinsol_pcg` object to update
- `pretype` (int) flag indicating use of preconditioning, allowed values match those discussed in `SUNLinSol_PCG`.

**Return value**  
This routine will return with one of the error codes `SUNLS_ILL_INPUT` (illegal `pretype`), `SUNLS_MEM_NULL` (`S` is NULL) or `SUNLS_SUCCESS`.

**Deprecated Name**  
For backward compatibility, the wrapper function `SUNPCGSetPrecType` with identical input and output arguments is also provided.

**F2003 Name**  
`FSUNLinSol_PCGSetPrecType`

### SUNLinSol_PCGSetMaxl

**Call**  
`retval = SUNLinSol_PCGSetMaxl(LS, maxl);`

**Description**  
The function `SUNLinSol_PCGSetMaxl` updates the number of linear solver iterations to allow.

**Arguments**  
- `LS` (SUNLinearSolver) the `sunnlinsol_pcg` object to update
- `maxl` (int) flag indicating the number of iterations to allow; values ≤ 0 will result in the default value (5)

**Return value**  
This routine will return with one of the error codes `SUNLS_MEM_NULL` (`S` is NULL) or `SUNLS_SUCCESS`.

**Deprecated Name**  
For backward compatibility, the wrapper function `SUNPCGSetMaxl` with identical input and output arguments is also provided.

**F2003 Name**  
`FSUNLinSol_PCGSetMaxl`

### 8.17.3 SUNLinearSolver_PCG Fortran interfaces

The `sunnlinsol_pcg` module provides a FORTRAN 2003 module as well as FORTRAN 77 style interface functions for use from FORTRAN applications.

#### FORTRAN 2003 interface module

The `fsunlinsol_pcg.mod` FORTRAN module defines interfaces to all `sunnlinsol_pcg` C functions using the intrinsic `iso_c_binding` module which provides a standardized mechanism for interoperating with C. As noted in the C function descriptions above, the interface functions are named after the corresponding C function, but with a leading ‘F’. For example, the function `SUNLinSol_PCG` is interfaced as `FSUNLinSol_PCG`.

The FORTRAN 2003 `sunnlinsol_pcg` interface module can be accessed with the `use` statement, i.e. `use fsunlinsol_pcg.mod`, and linking to the library `libsundials_fsunlinsolpcg_mod.lib` in addition to the C library. For details on where the library and module file `fsunlinsol_pcg.mod.mod` are installed see Appendix A. We note that the module is accessible from the FORTRAN 2003 SUNDIALS integrators without separately linking to the `libsundials_fsunlinsolpcg_mod` library.

#### FORTRAN 77 interface functions

For solvers that include a FORTRAN 77 interface module, the `sunnlinsol_pcg` module also includes a Fortran-callable function for creating a `SUNLinearSolver` object.
8.17 The SUNlinearSolver_PCG implementation

FSUNPCGINIT

Call
FSUNPCGINIT(code, pretype, maxl, ier)

Description The function FSUNPCGINIT can be called for Fortran programs to create a SUNLIN-
sol_PCG object.

Arguments
- code (int*) is an integer input specifying the solver id (1 for CVODE, 2 for IDA, 3
for KINSOL, and 4 for ARKODE).
- pretype (int*) flag indicating desired preconditioning type
- maxl (int*) flag indicating number of iterations to allow

Return value ier is a return completion flag equal to 0 for a success return and -1 otherwise. See
printed message for details in case of failure.

Notes This routine must be called after the NVVECTOR object has been initialized.

Allowable values for pretype and maxl are the same as for the C function SUNLinSol_PCG.

Additionally, when using ARKODE with a non-identity mass matrix, the SUNLINSOL_PCG module in-
cludes a Fortran-callable function for creating a SUNLinearSolver mass matrix solver object.

FSUNMASSPCGINIT

Call
FSUNMASSPCGINIT(pretype, maxl, ier)

Description The function FSUNMASSPCGINIT can be called for Fortran programs to create a SUNLIN-
sol_PCG object for mass matrix linear systems.

Arguments
- pretype (int*) flag indicating desired preconditioning type
- maxl (int*) flag indicating number of iterations to allow

Return value ier is a int return completion flag equal to 0 for a success return and -1 otherwise.
See printed message for details in case of failure.

Notes This routine must be called after the NVVECTOR object has been initialized.

Allowable values for pretype and maxl are the same as for the C function SUNLinSol_PCG.

The SUNLinSol_PCGSetPrecType and SUNLinSol_PCGSetMax1 routines also support Fortran interfaces
for the system and mass matrix solvers.

FSUNPCGSETPRECTYPE

Call
FSUNPCGSETPRECTYPE(code, pretype, ier)

Description The function FSUNPCGSETPRECTYPE can be called for Fortran programs to change the
type of preconditioning to use.

Arguments
- code (int*) is an integer input specifying the solver id (1 for CVODE, 2 for IDA, 3
for KINSOL, and 4 for ARKODE).
- pretype (int*) flag indicating the type of preconditioning to use.

Return value ier is a int return completion flag equal to 0 for a success return and -1 otherwise.
See printed message for details in case of failure.

Notes See SUNLinSol_PCGSetPrecType for complete further documentation of this routine.

FSUNMASSPCGSETPRECTYPE

Call
FSUNMASSPCGSETPRECTYPE(pretype, ier)

Description The function FSUNMASSPCGSETPRECTYPE can be called for Fortran programs to change
the type of preconditioning for mass matrix linear systems.

Arguments The arguments are identical to FSUNPCGSETPRECTYPE above, except that code is not
needed since mass matrix linear systems only arise in ARKODE.
Return value \( \text{ier} \) is an int return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.

Notes See SUNLinSol\_PCGSetPrecType for complete further documentation of this routine.

\begin{verbatim}
FSUNPCGSETMAXL
Call \quad \text{FSUNPCGSETMAXL}(\text{code}, \text{maxl}, \text{ier})
Description \quad The function FSUNPCGSETMAXL can be called for Fortran programs to change the maximum number of iterations to allow.
Arguments \quad \text{code} (int*) is an integer input specifying the solver id (1 for CVODE, 2 for IDA, 3 for KINSOL, and 4 for ARKODE).
\quad \text{maxl} (int*) the number of iterations to allow.
Return value \( \text{ier} \) is an int return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.
Notes \quad See SUNLinSol\_PCGSetMaxl for complete further documentation of this routine.
\end{verbatim}

\begin{verbatim}
FSUNMASSPCGSETMAXL
Call \quad \text{FSUNMASSPCGSETMAXL}(\text{maxl}, \text{ier})
Description \quad The function FSUNMASSPCGSETMAXL can be called for Fortran programs to change the type of preconditioning for mass matrix linear systems.
Arguments \quad The arguments are identical to FSUNPCGSETMAXL above, except that \text{code} is not needed since mass matrix linear systems only arise in ARKODE.
Return value \( \text{ier} \) is an int return completion flag equal to 0 for a success return and -1 otherwise. See printed message for details in case of failure.
Notes \quad See SUNLinSol\_PCGSetMaxl for complete further documentation of this routine.
\end{verbatim}

8.17.4 SUNLinearSolver\_PCG content

The SUNLINSOL\_PCG module defines the content field of a SUNLinearSolver as the following structure:

\begin{verbatim}
struct _SUNLinearSolverContent\_PCG {
    int maxl;
    int pretype;
    int numiters;
    realtype resnorm;
    int last_flag;
    ATimesFn ATimes;
    void* ATData;
    PSetupFn Psetup;
    PSolveFn Psolve;
    void* PData;
    N_Vector s;
    N_Vector r;
    N_Vector p;
    N_Vector z;
    N_Vector Ap;
};
\end{verbatim}

These entries of the content field contain the following information:

- \text{maxl} - number of PCG iterations to allow (default is 5),
- \text{pretype} - flag for use of preconditioning (default is none),
8.18 SUNLinearSolver Examples

There are SUNLinearSolver examples that may be installed for each implementation; these make
use of the functions in test_sunlinsol.c. These example functions show simple usage of the
SUNLinearSolver family of functions. The inputs to the examples depend on the linear solver type,
and are output to stdout if the example is run without the appropriate number of command-line
arguments.

The following is a list of the example functions in test_sunlinsol.c:

- **Test_SUNLinSolGetType**: Verifies the returned solver type against the value that should be
  returned.

- **Test_SUNLinSolInitialize**: Verifies that SUNLinSolInitialize can be called and returns
  successfully.

- **Test_SUNLinSolSetup**: Verifies that SUNLinSolSetup can be called and returns successfully.

- **Test_SUNLinSolSolve**: Given a SUNMATRIX object \( A \), NVECTOR objects \( x \) and \( b \) (where \( Ax = b \))
  and a desired solution tolerance \( tol \), this routine clones \( x \) into a new vector \( y \), calls
  SUNLinSolSolve to fill \( y \) as the solution to \( Ay = b \) (to the input tolerance), verifies that each
  entry in \( x \) and \( y \) match to within \( 10 * tol \), and overwrites \( x \) with \( y \) prior to returning (in case
  the calling routine would like to investigate further).

- **Test_SUNLinSolSetATimes** (iterative solvers only): Verifies that SUNLinSolSetATimes can be
  called and returns successfully.

- **Test_SUNLinSolSetPreconditioner** (iterative solvers only): Verifies that
  SUNLinSolSetPreconditioner can be called and returns successfully.

- **Test_SUNLinSolSetScalingVectors** (iterative solvers only): Verifies that
  SUNLinSolSetScalingVectors can be called and returns successfully.

- **Test_SUNLinSolLastFlag**: Verifies that SUNLinSolLastFlag can be called, and outputs the
  result to stdout.

- **Test_SUNLinSolNumIters** (iterative solvers only): Verifies that SUNLinSolNumIters can be
  called, and outputs the result to stdout.

- **Test_SUNLinSolResNorm** (iterative solvers only): Verifies that SUNLinSolResNorm can be called,
  and that the result is non-negative.

- **Test_SUNLinSolResid** (iterative solvers only): Verifies that SUNLinSolResid can be called.
• **Test\_SUNLinSolSpace** verifies that SUNLinSolSpace can be called, and outputs the results to stdout.

We’ll note that these tests should be performed in a particular order. For either direct or iterative linear solvers, **Test\_SUNLinSolInitialize** must be called before **Test\_SUNLinSolSetup**, which must be called before **Test\_SUNLinSolSolve**. Additionally, for iterative linear solvers **Test\_SUNLinSolSetATimes**, **Test\_SUNLinSolSetPreconditioner** and **Test\_SUNLinSolSetScalingVectors** should be called before **Test\_SUNLinSolInitialize**; similarly **Test\_SUNLinSolNumIters**, **Test\_SUNLinSolResNorm** and **Test\_SUNLinSolResid** should be called after **Test\_SUNLinSolSolve**. These are called in the appropriate order in all of the example problems.
Appendix A

SUNDIALS Package Installation Procedure

The installation of any SUNDIALS package is accomplished by installing the SUNDIALS suite as a whole, according to the instructions that follow. The same procedure applies whether or not the downloaded file contains one or all solvers in SUNDIALS.

The SUNDIALS suite (or individual solvers) are distributed as compressed archives (.tar.gz). The name of the distribution archive is of the form solver-x.y.z.tar.gz, where solver is one of: sundials, cvode, cvodes, arkode, ida,idas, or kinsol, and x.y.z represents the version number (of the SUNDIALS suite or of the individual solver). To begin the installation, first uncompress and expand the sources, by issuing

\% tar xzf solver-x.y.z.tar.gz

This will extract source files under a directory solver-x.y.z.

Starting with version 2.6.0 of SUNDIALS, CMake is the only supported method of installation. The explanations of the installation procedure begins with a few common observations:

- The remainder of this chapter will follow these conventions:

  solverdir is the directory solver-x.y.z created above; i.e., the directory containing the SUNDIALS sources.

  builddir is the (temporary) directory under which SUNDIALS is built.

  instdir is the directory under which the SUNDIALS exported header files and libraries will be installed. Typically, header files are exported under a directory instdir/include while libraries are installed under instdir/CMAKE_INSTALL_LIBDIR, with instdir and CMAKE_INSTALL_LIBDIR specified at configuration time.

- For SUNDIALS CMake-based installation, in-source builds are prohibited; in other words, the build directory builddir can not be the same as solverdir and such an attempt will lead to an error. This prevents “polluting” the source tree and allows efficient builds for different configurations and/or options.

- The installation directory instdir can not be the same as the source directory solverdir.

- By default, only the libraries and header files are exported to the installation directory instdir. If enabled by the user (with the appropriate toggle for CMake), the examples distributed with SUNDIALS will be built together with the solver libraries but the installation step will result in exporting (by default in a subdirectory of the installation directory) the example sources and sample outputs together with automatically generated configuration files that reference the installed SUNDIALS headers and libraries. As such, these configuration files for the SUNDIALS examples can be used as “templates” for your own problems. CMake installs CMakeLists.txt files
and also (as an option available only under Unix/Linux) `Makefile` files. Note this installation approach also allows the option of building the SUNDIALS examples without having to install them. (This can be used as a sanity check for the freshly built libraries.)

- Even if generation of shared libraries is enabled, only static libraries are created for the FCMIX modules. (Because of the use of fixed names for the Fortran user-provided subroutines, FCMIX shared libraries would result in “undefined symbol” errors at link time.)

### A.1 CMake-based installation

CMake-based installation provides a platform-independent build system. CMake can generate Unix and Linux Makefiles, as well as KDevelop, Visual Studio, and (Apple) XCode project files from the same configuration file. In addition, CMake also provides a GUI front end and which allows an interactive build and installation process.

The SUNDIALS build process requires CMake version 3.1.3 or higher and a working C compiler. On Unix-like operating systems, it also requires Make (and `curses`, including its development libraries, for the GUI front end to CMake, `ccmake`), while on Windows it requires Visual Studio. CMake is continually adding new features, and the latest version can be downloaded from [http://www.cmake.org](http://www.cmake.org). Build instructions for CMake (only necessary for Unix-like systems) can be found on the CMake website. Once CMake is installed, Linux/Unix users will be able to use `ccmake`, while Windows users will be able to use `CMakeSetup`.

As previously noted, when using CMake to configure, build and install SUNDIALS, it is always required to use a separate build directory. While in-source builds are possible, they are explicitly prohibited by the SUNDIALS CMake scripts (one of the reasons being that, unlike autotools, CMake does not provide a `make distclean` procedure and it is therefore difficult to clean-up the source tree after an in-source build). By ensuring a separate build directory, it is an easy task for the user to clean-up all traces of the build by simply removing the build directory. CMake does generate a `make clean` which will remove files generated by the compiler and linker.

#### A.1.1 Configuring, building, and installing on Unix-like systems

The default CMake configuration will build all included solvers and associated examples and will build static and shared libraries. The `instdir` defaults to `/usr/local` and can be changed by setting the CMAKE_INSTALL_PREFIX variable. Support for FORTRAN and all other options are disabled.

CMake can be used from the command line with the `cmake` command, or from a `curses`-based GUI by using the `ccmake` command. Examples for using both methods will be presented. For the examples shown it is assumed that there is a top level SUNDIALS directory with appropriate source, build and install directories:

```bash
% mkdir (...)sundials/instdir
% mkdir (...)sundials/builddir
% cd (...)sundials/builddir
```

**Building with the GUI**

Using CMake with the GUI follows this general process:

- Select and modify values, run configure (c key)
- New values are denoted with an asterisk
- To set a variable, move the cursor to the variable and press enter
  - If it is a boolean (ON/OFF) it will toggle the value
  - If it is string or file, it will allow editing of the string
- For file and directories, the <tab> key can be used to complete
  - Repeat until all values are set as desired and the generate option is available (g key)
  - Some variables (advanced variables) are not visible right away
  - To see advanced variables, toggle to advanced mode (t key)
  - To search for a variable press / key, and to repeat the search, press the n key

To build the default configuration using the GUI, from the builddir enter the cmake command and point to the solverdir:

```bash
% ccmake ../solverdir
```

The default configuration screen is shown in Figure A.1.

![Default configuration screen](image)

Figure A.1: Default configuration screen. Note: Initial screen is empty. To get this default configuration, press ‘c’ repeatedly (accepting default values denoted with asterisk) until the ‘g’ option is available.

The default instdir for both sundials and corresponding examples can be changed by setting the CMAKE_INSTALL_PREFIX and the EXAMPLES_INSTALL_PATH as shown in figure A.2.

Pressing the (g key) will generate makefiles including all dependencies and all rules to build sundials on this system. Back at the command prompt, you can now run:
Figure A.2: Changing the `instdir` for SUNDIALS and corresponding examples

% make

To install SUNDIALS in the installation directory specified in the configuration, simply run:

% make install

Building from the command line

Using CMake from the command line is simply a matter of specifying CMake variable settings with the `cmake` command. The following will build the default configuration:

% cmake -DCMAKE_INSTALL_PREFIX=/home/mname/sundials/instdir \   > -DEXAMPLES_INSTALL_PATH=/home/mname/sundials/instdir/examples \   > ../solverdir
% make
% make install

A.1.2 Configuration options (Unix/Linux)

A complete list of all available options for a CMake-based SUNDIALS configuration is provided below. Note that the default values shown are for a typical configuration on a Linux system and are provided as illustration only.
A.1 CMake-based installation

BUILD_ARKODE - Build the ARKODE library
  Default: ON

BUILD_CVODE - Build the CVODE library
  Default: ON

BUILD_CVODES - Build the CVODES library
  Default: ON

BUILD_IDA - Build the IDA library
  Default: ON

BUILD_IDAS - Build the IDAS library
  Default: ON

BUILD_KINSL - Build the KINSOL library
  Default: ON

BUILD_SHARED_LIBS - Build shared libraries
  Default: ON

BUILD_STATIC_LIBS - Build static libraries
  Default: ON

CMAKE_BUILD_TYPE - Choose the type of build, options are: None (CMAKE_C_FLAGS used), Debug, Release, RelWithDebInfo, and MinSizeRel
  Default:
  Note: Specifying a build type will trigger the corresponding build type specific compiler flag options below which will be appended to the flags set by CMAKE_<language>_FLAGS.

CMAKE_C_COMPILER - C compiler
  Default: /usr/bin/cc

CMAKE_C_FLAGS - Flags for C compiler
  Default:

CMAKE_C_FLAGS_DEBUG - Flags used by the C compiler during debug builds
  Default: -g

CMAKE_C_FLAGS_MINSIZEREL - Flags used by the C compiler during release minsize builds
  Default: -Os -DNDEBUG

CMAKE_C_FLAGS_RELEASE - Flags used by the C compiler during release builds
  Default: -O3 -DNDEBUG

CMAKE_CXX_COMPILER - C++ compiler
  Default: /usr/bin/c++
  Note: A C++ compiler (and all related options) are only triggered if C++ examples are enabled (EXAMPLES_ENABLE_CXX is ON). All Sundials solvers can be used from C++ applications by default without setting any additional configuration options.

CMAKE_CXX_FLAGS - Flags for C++ compiler
  Default:

CMAKE_CXX_FLAGS_DEBUG - Flags used by the C++ compiler during debug builds
  Default: -g

CMAKE_CXX_FLAGS_MINSIZEREL - Flags used by the C++ compiler during release minsize builds
  Default: -Os -DNDEBUG
CMAKE_CXX_FLAGS_RELEASE - Flags used by the C++ compiler during release builds
   Default: -O3 -DNDEBUG

CMAKE_Fortran_COMPILER - Fortran compiler
   Default: /usr/bin/gfortran
   Note: Fortran support (and all related options) are triggered only if either Fortran-C support is enabled (FCMIX_ENABLE is ON) or LAPACK support is enabled (LAPACK_ENABLE is ON).

CMAKE_Fortran_FLAGS - Flags for Fortran compiler
   Default:

CMAKE_Fortran_FLAGS_DEBUG - Flags used by the Fortran compiler during debug builds
   Default: -g

CMAKE_Fortran_FLAGS_MINSIZEREL - Flags used by the Fortran compiler during release minsize builds
   Default: -Os

CMAKE_Fortran_FLAGS_RELEASE - Flags used by the Fortran compiler during release builds
   Default: -O3

CMAKE_INSTALL_PREFIX - Install path prefix, prepended onto install directories
   Default: /usr/local
   Note: The user must have write access to the location specified through this option. Exported SUNDIALS header files and libraries will be installed under subdirectories include and CMAKE_INSTALL_LIBDIR of CMAKE_INSTALL_PREFIX, respectively.

CMAKE_INSTALL_LIBDIR - Library installation directory
   Default:
   Note: This is the directory within CMAKE_INSTALL_PREFIX that the SUNDIALS libraries will be installed under. The default is automatically set based on the operating system using the GNUInstallDirs CMake module.

Fortran_INSTALL_MODDIR - Fortran module installation directory
   Default: fortran

CUDA_ENABLE - Build the SUNDIALS CUDA modules.
   Default: OFF

CUDA_ARCH - Specifies the CUDA architecture to compile for.
   Default: sm_30

EXAMPLES_ENABLE_C - Build the SUNDIALS C examples
   Default: ON

EXAMPLES_ENABLE_CUDA - Build the SUNDIALS CUDA examples
   Default: OFF
   Note: You need to enable CUDA support to build these examples.

EXAMPLES_ENABLE_CXX - Build the SUNDIALS C++ examples
   Default: OFF unless Trilinos_ENABLE is ON.

EXAMPLES_ENABLE_F77 - Build the SUNDIALS Fortran77 examples
   Default: ON (if F77_INTERFACE_ENABLE is ON)

EXAMPLES_ENABLE_F90 - Build the SUNDIALS Fortran90 examples
   Default: ON (if F77_INTERFACE_ENABLE is ON)

EXAMPLES_ENABLE_F2003 - Build the SUNDIALS Fortran2003 examples
   Default: ON (if F2003_INTERFACE_ENABLE is ON)
EXAMPLES_INSTALL - Install example files
Default: ON  
Note: This option is triggered when any of the SUNDIALS example programs are enabled (EXAMPLES_ENABLE_<language> is ON). If the user requires installation of example programs then the sources and sample output files for all SUNDIALS modules that are currently enabled will be exported to the directory specified by EXAMPLES_INSTALL_PATH. A CMake configuration script will also be automatically generated and exported to the same directory. Additionally, if the configuration is done under a Unix-like system, makefiles for the compilation of the example programs (using the installed SUNDIALS libraries) will be automatically generated and exported to the directory specified by EXAMPLES_INSTALL_PATH.

EXAMPLES_INSTALL_PATH - Output directory for installing example files
Default: /usr/local/examples  
Note: The actual default value for this option will be an examples subdirectory created under CMAKE_INSTALL_PREFIX.

F77_INTERFACE_ENABLE - Enable Fortran-C support via the Fortran 77 interfaces
Default: OFF

F2003_INTERFACE_ENABLE - Enable Fortran-C support via the Fortran 2003 interfaces
Default: OFF

HYPRE_ENABLE - Enable hypre support
Default: OFF  
Note: See additional information on building with hypre enabled in A.1.4.

HYPRE_INCLUDE_DIR - Path to hypre header files

HYPRE_LIBRARY_DIR - Path to hypre installed library files

KLU_ENABLE - Enable KLU support
Default: OFF  
Note: See additional information on building with KLU enabled in A.1.4.

KLU_INCLUDE_DIR - Path to SuiteSparse header files

KLU_LIBRARY_DIR - Path to SuiteSparse installed library files

LAPACK_ENABLE - Enable LAPACK support
Default: OFF  
Note: Setting this option to ON will trigger additional CMake options. See additional information on building with LAPACK enabled in A.1.4.

LAPACK_LIBRARIES - LAPACK (and BLAS) libraries
Default: /usr/lib/liblapack.so;/usr/lib/libblas.so  
Note: CMake will search for libraries in your LD_LIBRARY_PATH prior to searching default system paths.

MPI_ENABLE - Enable MPI support. This will build the parallel NVECTOR and the MPI-aware version of the ManyVector library.
Default: OFF  
Note: Setting this option to ON will trigger several additional options related to MPI.

MPI_C_COMPILER - mpicc program
Default:

MPI_CXX_COMPILER - mpicxx program
Default:
Note: This option is triggered only if MPI is enabled (\texttt{MPI\_ENABLE} is ON) and C++ examples are enabled (\texttt{EXAMPLES\_ENABLE,CXX} is ON). All SUNDIALS solvers can be used from C++ MPI applications by default without setting any additional configuration options other than \texttt{MPI\_ENABLE}.

\texttt{MPI\_Fortran\_COMPILER} - mpif77 or mpif90 program
Default: OFF
Note: This option is triggered only if MPI is enabled (\texttt{MPI\_ENABLE} is ON) and Fortran-C support is enabled (\texttt{F77\_INTERFACE\_ENABLE} or \texttt{F2003\_INTERFACE\_ENABLE} is ON).

\texttt{MPIEXEC\_EXECUTABLE} - Specify the executable for running MPI programs
Default: mpirun
Note: This option is triggered only if MPI is enabled (\texttt{MPI\_ENABLE} is ON).

\texttt{OPENMP\_ENABLE} - Enable OpenMP support (build the OpenMP \texttt{nvector}).
Default: OFF

\texttt{OPENMP\_DEVICE\_ENABLE} - Enable OpenMP device offloading (build the OpenMPDEV \texttt{nvector}) if supported by the provided compiler.
Default: OFF

\texttt{SKIP\_OPENMP\_DEVICE\_CHECK} - advanced option - Skip the check done to see if the OpenMP provided by the compiler supports OpenMP device offloading.
Default: OFF

\texttt{PETSC\_ENABLE} - Enable PETSc support
Default: OFF
Note: See additional information on building with PETSc enabled in \texttt{??}.

\texttt{PETSC\_DIR} - Path to PETSc installation
Default: OFF

\texttt{PETSC\_LIBRARIES} - advanced option - Semi-colon separated list of PETSc link libraries. Unless provided by the user, this is autopopulated based on the PETSc installation found in \texttt{PETSC\_DIR}.
Default: OFF

\texttt{PETSC\_INCLUDES} - advanced option - Semi-colon separated list of PETSc include directories. Unless provided by the user, this is autopopulated based on the PETSc installation found in \texttt{PETSC\_DIR}.
Default: OFF

\texttt{PTHREAD\_ENABLE} - Enable Pthreads support (build the Pthreads \texttt{nvector}).
Default: OFF

\texttt{RAJA\_ENABLE} - Enable RAJA support (build the RAJA \texttt{nvector}).
Default: OFF
Note: You need to enable CUDA in order to build the RAJA vector module.

\texttt{SUNDIALS\_F77\_FUNC\_CASE} - advanced option - Specify the case to use in the Fortran name-mangling scheme, options are: \texttt{lower} or \texttt{upper}
Default: lower
Note: The build system will attempt to infer the Fortran name-mangling scheme using the Fortran compiler. This option should only be used if a Fortran compiler is not available or to override the inferred or default (lower) scheme if one can not be determined. If used, \texttt{SUNDIALS\_F77\_FUNC\_UNDERSCORES} must also be set.

\texttt{SUNDIALS\_F77\_FUNC\_UNDERSCORES} - advanced option - Specify the number of underscores to append in the Fortran name-mangling scheme, options are: \texttt{none}, \texttt{one}, or \texttt{two}
Default: none
Note: The build system will attempt to infer the Fortran name-mangling scheme using the Fortran compiler. This option should only be used if a Fortran compiler is not available.
or to override the inferred or default (one) scheme if one can not be determined. If used, 
\texttt{SUNDIALS\_F77\_FUNC\_CASE} must also be set.

\textbf{SUNDIALS\_INDEX\_TYPE} - \textit{advanced option} - Integer type used for SUNDIALS indices. The size must
match the size provided for the \texttt{SUNDIALS\_INDEX\_SIZE} option.
Default:
Note: In past SUNDIALS versions, a user could set this option to \texttt{INT64\_T} to use 64-bit integers,
or \texttt{INT32\_T} to use 32-bit integers. Starting in SUNDIALS 3.2.0, these special values are dep-
recated. For SUNDIALS 3.2.0 and up, a user will only need to use the \texttt{SUNDIALS\_INDEX\_SIZE} 
option in most cases.

\textbf{SUNDIALS\_INDEX\_SIZE} - Integer size (in bits) used for indices in SUNDIALS, options are: 32 or 64
Default: 64
Note: The build system tries to find an integer type of appropriate size. Candidate 64-bit
integer types are (in order of preference): \texttt{int64\_t}, \texttt{__int64}, \texttt{long long}, and \texttt{long}. Candidate
32-bit integers are (in order of preference): \texttt{int32\_t}, \texttt{int}, and \texttt{long}. The advanced option,
\texttt{SUNDIALS\_INDEX\_TYPE} can be used to provide a type not listed here.

\textbf{SUNDIALS\_PRECISION} - Precision used in SUNDIALS, options are: \texttt{double}, \texttt{single}, or \texttt{extended}
Default: \texttt{double}

\textbf{SUPERLUDIST\_ENABLE} - Enable SuperLU\_DIST support
Default: OFF
Note: See additional information on building with SuperLU\_DIST enabled in \texttt{A.1.4}.

\textbf{SUPERLUDIST\_INCLUDE\_DIR} - Path to SuperLU\_DIST header files (typically SRC directory)

\textbf{SUPERLUDIST\_LIBRARY\_DIR} - Path to SuperLU\_DIST installed library files

\textbf{SUPERLUDIST\_LIBRARIES} - Semi-colon separated list of libraries needed for SuperLU\_DIST

\textbf{SUPERLUDIST\_OpenMP} - Enable SUNDIALS support for SuperLU\_DIST built with OpenMP
Default: OFF
Note: SuperLU\_DIST must be built with OpenMP support for this option to function properly.
Additionally the environment variable \texttt{OMP\_NUM\_THREADS} must be set to the desired number of
threads.

\textbf{SUPERLUMT\_ENABLE} - Enable SUPERLUMT support
Default: OFF
Note: See additional information on building with SUPERLUMT enabled in \texttt{A.1.4}.

\textbf{SUPERLUMT\_INCLUDE\_DIR} - Path to SuperLU\_MT header files (typically SRC directory)

\textbf{SUPERLUMT\_LIBRARY\_DIR} - Path to SuperLU\_MT installed library files

\textbf{SUPERLUMT\_LIBRARIES} - Semi-colon separated list of libraries needed for SuperLU\_MT

\textbf{SUPERLUMT\_THREAD\_TYPE} - Must be set to Pthread or OpenMP
Default: Pthread

\textbf{Trilinos\_ENABLE} - Enable Trilinos support (build the Tpetra NVector).
Default: OFF

\textbf{Trilinos\_DIR} - Path to the Trilinos install directory.
Default: 
TRILINOS_INTERFACE_C_COMPILER - advanced option - Set the C compiler for building the Trilinos interface (i.e., NVVECTOR_TRILINOS and the examples that use it).
Default: The C compiler exported from the found Trilinos installation if USE_XSDK_DEFAULTS=OFF.
CMAKE_C_COMPILER or MPI_C_COMPILER if USE_XSDK_DEFAULTS=ON.
Note: It is recommended to use the same compiler that was used to build the Trilinos library.

TRILINOS_INTERFACE_C_COMPILER_FLAGS - advanced option - Set the C compiler flags for Trilinos interface (i.e., NVVECTOR_TRILINOS and the examples that use it).
Default: The C compiler flags exported from the found Trilinos installation if USE_XSDK_DEFAULTS=OFF.
CMAKE_C_FLAGS if USE_XSDK_DEFAULTS=ON.
Note: It is recommended to use the same flags that were used to build the Trilinos library.

TRILINOS_INTERFACE_CXX_COMPILER - advanced option - Set the C++ compiler for building Trilinos interface (i.e., NVVECTOR_TRILINOS and the examples that use it).
Default: The C++ compiler exported from the found Trilinos installation if USE_XSDK_DEFAULTS=OFF.
CMAKE_CXX_COMPILER or MPI_CXX_COMPILER if USE_XSDK_DEFAULTS=ON.
Note: It is recommended to use the same compiler that was used to build the Trilinos library.

TRILINOS_INTERFACE_CXX_COMPILER_FLAGS - advanced option - Set the C++ compiler flags for Trilinos interface (i.e., NVVECTOR_TRILINOS and the examples that use it).
Default: The C++ compiler flags exported from the found Trilinos installation if USE_XSDK_DEFAULTS=OFF.
CMAKE_CXX_FLAGS if USE_XSDK_DEFAULTS=ON.
Note: It is recommended to use the same flags that were used to build the Trilinos library.

USE_GENERIC_MATH - Use generic (stdc) math libraries
Default: ON

xSDK Configuration Options

SUNDIALS supports CMake configuration options defined by the Extreme-scale Scientific Software Development Kit (xSDK) community policies (see https://xsdk.info for more information). xSDK CMake options are unused by default but may be activated by setting USE_XSDK_DEFAULTS to ON.

When xSDK options are active, they will overwrite the corresponding SUNDIALS option and may have different default values (see details below). As such the equivalent SUNDIALS options should not be used when configuring with xSDK options. In the GUI front end to CMake (ccmake), setting USE_XSDK_DEFAULTS to ON will hide the corresponding SUNDIALS options as advanced CMake variables. During configuration, messages are output detailing which xSDK flags are active and the equivalent SUNDIALS options that are replaced. Below is a complete list xSDK options and the corresponding SUNDIALS options if applicable.

TPL_ENABLE_HYPRE - Enable hypre support
Default: OFF
SUNDIALS equivalent: HYPRE_ENABLE

TPL_ENABLE_KLU - Enable KLU support
Default: OFF
SUNDIALS equivalent: KLU_ENABLE

TPL_ENABLE_PETSC - Enable PETSc support
Default: OFF
SUNDIALS equivalent: PETSC_ENABLE

TPL_ENABLE_LAPACK - Enable LAPACK support
Default: OFF
SUNDIALS equivalent: LAPACK_ENABLE
TPL_ENABLESUPERLUDIST - Enable SuperLU_DIST support
   Default: OFF
   SUNDIALS equivalent: SUPERLUDIST_ENABLE

TPL_ENABLESUPERLUMT - Enable SuperLU_MT support
   Default: OFF
   SUNDIALS equivalent: SUPERLUMT_ENABLE

TPL_HYPRE_INCLUDE_DIRS - Path to hypre header files
   SUNDIALS equivalent: HYPRE_INCLUDE_DIR

TPL_HYPRE_LIBRARIES - hypre library
   SUNDIALS equivalent: N/A

TPL_KLU_INCLUDE_DIRS - Path to KLU header files
   SUNDIALS equivalent: KLU_INCLUDE_DIR

TPL_KLU_LIBRARIES - KLU library
   SUNDIALS equivalent: N/A

TPL_LAPACK_LIBRARIES - LAPACK (and BLAS) libraries
   Default: /usr/lib/liblapack.so;/usr/lib/libblas.so
   SUNDIALS equivalent: LAPACK_LIBRARIES
   Note: CMake will search for libraries in your LD_LIBRARY_PATH prior to searching default system paths.

TPL_PETSC_DIR - Path to PETSc installation
   SUNDIALS equivalent: PETSC_DIR

TPL_SUPERLUDIST_INCLUDE_DIRS - Path to SuperLU_DIST header files
   SUNDIALS equivalent: SUPERLUDIST_INCLUDE_DIR

TPL_SUPERLUDIST_LIBRARIES - Semi-colon separated list of libraries needed for SuperLU_DIST including the SuperLU_DIST library itself
   SUNDIALS equivalent: SUPERLUDIST_LIBRARIES

TPL_SUPERLUDIST_OPENMP - Enable SUNDIALS support for SuperLU_DIST built with OpenMP
   SUNDIALS equivalent: SUPERLUDIST_OPENMP

TPL_SUPERLUMT_LIBRARIES - SuperLU_MT library
   SUNDIALS equivalent: N/A

TPL_SUPERLUMT_THREAD_TYPE - SuperLU_MT library thread type
   SUNDIALS equivalent: SUPERLUMT_THREAD_TYPE

USE_XSDK_DEFAULTS - Enable xSDK default configuration settings
   Default: OFF
   SUNDIALS equivalent: N/A
   Note: Enabling xSDK defaults also sets CMAKE_BUILD_TYPE to Debug

XSDK_ENABLE_FORTRAN - Enable SUNDIALS Fortran interfaces
   Default: OFF
   SUNDIALS equivalent: F77_INTERFACE_ENABLE/F2003_INTERFACE_ENABLE

XSDK_INDEX_SIZE - Integer size (bits) used for indices in SUNDIALS, options are: 32 or 64
   Default: 32
   SUNDIALS equivalent: SUNDIALS_INDEX_SIZE

XSDK_PRECISION - Precision used in SUNDIALS, options are: double, single, or quad
   Default: double
   SUNDIALS equivalent: SUNDIALS_PRECISION
### A.1.3 Configuration examples

The following examples will help demonstrate usage of the CMake configure options.

To configure SUNDIALS using the default C and Fortran compilers, and default `mpicc` and `mpif77` parallel compilers, enable compilation of examples, and install libraries, headers, and example sources under subdirectories of `/home/myname/sundials/`, use:

```bash
% cmake \
> -DCMAKE_INSTALL_PREFIX=/home/myname/sundials/instdir \
> -DEXAMPLES_INSTALL_PATH=/home/myname/sundials/instdir/examples \
> -DMPI_ENABLE=ON \
> -DFCMIX_ENABLE=ON \
> /home/myname/sundials/solverdir
%
% make install
%
```

To disable installation of the examples, use:

```bash
% cmake \
> -DCMAKE_INSTALL_PREFIX=/home/myname/sundials/instdir \
> -DEXAMPLES_INSTALL_PATH=/home/myname/sundials/instdir/examples \
> -DMPI_ENABLE=ON \
> -DFCMIX_ENABLE=ON \
> -DEXAMPLES_INSTALL=OFF \
> /home/myname/sundials/solverdir
%
% make install
%
```

### A.1.4 Working with external Libraries

The SUNDIALS suite contains many options to enable implementation flexibility when developing solutions. The following are some notes addressing specific configurations when using the supported third party libraries. When building SUNDIALS as a shared library any external libraries used with SUNDIALS must also be build as a shared library or as a static library compiled with the `-fPIC` flag.

#### Building with LAPACK

To enable LAPACK, set the `LAPACK_ENABLE` option to `ON`. If the directory containing the LAPACK library is in the `LD_LIBRARY_PATH` environment variable, CMake will set the `LAPACK_LIBRARIES` variable accordingly, otherwise CMake will attempt to find the LAPACK library in standard system locations.

To explicitly tell CMake what library to use, the `LAPACK_LIBRARIES` variable can be set to the desired libraries required for LAPACK.

```bash
% cmake \
> -DCMAKE_INSTALL_PREFIX=/home/myname/sundials/instdir \
> -DEXAMPLES_INSTALL_PATH=/home/myname/sundials/instdir/examples \
> -DLAPACK_ENABLE=ON \
> -DLAPACK_LIBRARIES=/mylapackpath/lib/libblas.so;/mylapackpath/lib/liblapack.so \
> /home/myname/sundials/solverdir
%
% make install
%
```
If a working Fortran compiler is not available to infer the Fortran name-mangling scheme, the options `SUNDIALS_F77_FUNC_CASE` and `SUNDIALS_F77_FUNC_UNDERSCORES` must be set in order to bypass the check for a Fortran compiler and define the name-mangling scheme. The defaults for these options in earlier versions of `sundials` were `lower` and `one` respectively.

**Building with KLU**

The KLU libraries are part of SuiteSparse, a suite of sparse matrix software, available from the Texas A&M University website: [http://faculty.cse.tamu.edu/davis/suitesparse.html](http://faculty.cse.tamu.edu/davis/suitesparse.html). `sundials` has been tested with SuiteSparse version 5.3.0. To enable KLU, set `KLU_ENABLE` to `ON`, set `KLU_INCLUDE_DIR` to the include path of the KLU installation and set `KLU_LIBRARY_DIR` to the `lib` path of the KLU installation. The CMake configure will result in populating the following variables: `AMD_LIBRARY`, `AMD_LIBRARY_DIR`, `BTF_LIBRARY`, `BTF_LIBRARY_DIR`, `COLAMD_LIBRARY`, `COLAMD_LIBRARY_DIR`, and `KLU_LIBRARY`.

**Building with SuperLU_MT**

The SuperLU_MT libraries are available for download from the Lawrence Berkeley National Laboratory website: [http://crd-legacy.lbl.gov/~xiaoye/SuperLU/#superlu](http://crd-legacy.lbl.gov/~xiaoye/SuperLU/#superlu). `sundials` has been tested with SuperLU_MT version 3.1. To enable SuperLU_MT, set `SUPERLUMT_ENABLE` to `ON`, set `SUPERLUMT_INCLUDE_DIR` to the SRC path of the SuperLU_MT installation, and set the variable `SUPERLUMT_LIBRARY_DIR` to the `lib` path of the SuperLU_MT installation. At the same time, the variable `SUPERLUMT_LIBRARIES` must be set to a semi-colon separated list of other libraries SuperLU_MT depends on. For example, if SuperLU_MT is built with an external blas library, then include the full path to the blas library in this list. Additionally, the variable `SUPERLUMT_THREAD_TYPE` must be set to either `Pthread` or `OpenMP`. Do not mix thread types when building `sundials` solvers. If threading is enabled for `sundials` by having either `OPENMP_ENABLE` or `PTHREAD_ENABLE` set to `ON` then SuperLU_MT should be set to use the same threading type.

**Building with SuperLU_DIST**

The SuperLU_DIST libraries are available for download from the Lawrence Berkeley National Laboratory website: [http://crd-legacy.lbl.gov/~xiaoye/SuperLU/#superlu](http://crd-legacy.lbl.gov/~xiaoye/SuperLU/#superlu). `sundials` has been tested with SuperLU_DIST 6.1.1. To enable SuperLU_DIST, set `SUPERLUDIST_ENABLE` to `ON`, set `SUPERLUDIST_INCLUDE_DIR` to the include directory of the SuperLU_DIST installation (typically `SRC`), and set the variable `SUPERLUDIST_LIBRARY_DIR` to the path to library directory of the SuperLU_DIST installation (typically `lib`). At the same time, the variable `SUPERLUDIST_LIBRARIES` must be set to a semi-colon separated list of other libraries SuperLU_DIST depends on. For example, if SuperLU_DIST was built with LAPACK, then include the LAPACK library in this list. If SuperLU_DIST was built with OpenMP support, then you may set `SUPERLUDIST_OPENMP` to `ON` to utilize the OpenMP functionality of SuperLU_DIST. Do not mix thread types when building `sundials` solvers. If threading is enabled for `sundials` by having `PTHREAD_ENABLE` set to `ON` then SuperLU_DIST should not be set to use OpenMP.

**Building with PETSc**

The PETSc libraries are available for download from the Argonne National Laboratory website: [http://www.mcs.anl.gov/petsc](http://www.mcs.anl.gov/petsc). `sundials` has been tested with PETSc version 3.10.0–3.12.1. To enable PETSc, set `PETSC_ENABLE` to `ON` and then set `PETSC_DIR` to the path of the PETSc installation. Alternatively, a user can provide a list of include paths in `PETSC_INCLUDES`, and a list of complete paths to the libraries needed in `PETSC_LIBRARIES`.
Building with hypre
The hypre libraries are available for download from the Lawrence Livermore National Laboratory website: http://computing.llnl.gov/projects/hypre. SUNDIALS has been tested with hypre version 2.14.0–2.18.0. To enable hypre, set HYPRE\_ENABLE to ON, set HYPRE\_INCLUDE\_DIR to the include path of the hypre installation, and set the variable HYPRE\_LIBRARY\_DIR to the lib path of the hypre installation.

Note: SUNDIALS must be configured so that SUNDIALS\_INDEX\_SIZE (or equivalently, XSDK\_INDEX\_SIZE) equals the precision of HYPRE\_BigInt in the corresponding hypre installation.

Building with CUDA
SUNDIALS CUDA modules and examples have been tested with versions 9 through 10.1 of the CUDA toolkit. To build them, you need to install the Toolkit and compatible NVIDIA drivers. Both are available for download from the NVIDIA website: https://developer.nvidia.com/cuda-downloads. To enable CUDA, set CUDA\_ENABLE to ON. If CUDA is installed in a nonstandard location, you may be prompted to set the variable CUDA\_TOOLKIT\_ROOT\_DIR with your CUDA Toolkit installation path. To enable CUDA examples, set EXAMPLES\_ENABLE\_CUDA to ON.

Building with RAJA
RAJA is a performance portability layer developed by Lawrence Livermore National Laboratory and can be obtained from https://github.com/LLNL/RAJA. SUNDIALS RAJA modules and examples have been tested with RAJA up to version 0.9. Building SUNDIALS RAJA modules requires a CUDA-enabled RAJA installation. To enable RAJA, set CUDA\_ENABLE and RAJA\_ENABLE to ON. If RAJA is installed in a nonstandard location you will be prompted to set the variable RAJA\_DIR with the path to the RAJA CMake configuration file. To enable building the RAJA examples set EXAMPLES\_ENABLE\_CUDA to ON.

Building with Trilinos
Trilinos is a suite of numerical libraries developed by Sandia National Laboratories. It can be obtained at https://github.com/trilinos/Trilinos. SUNDIALS Trilinos modules and examples have been tested with Trilinos version 12.14.1. To enable Trilinos, set Trilinos\_ENABLE to ON. If Trilinos is installed in a nonstandard location you will be prompted to set the variable Trilinos\_DIR with the path to the Trilinos CMake configuration file. It is desirable to build the Trilinos vector interface with the same compiler and options that were used to build Trilinos. CMake will try to find the correct compiler settings automatically from the Trilinos configuration file. If that is not successful, the compilers and options can be manually set with the following CMake variables:

- Trilinos\_INTERFACE\_C\_COMPILER
- Trilinos\_INTERFACE\_C\_COMPILER\_FLAGS
- Trilinos\_INTERFACE\_CXX\_COMPILER
- Trilinos\_INTERFACE\_CXX\_COMPILER\_FLAGS

A.1.5 Testing the build and installation
If SUNDIALS was configured with EXAMPLES\_ENABLE\_<language> options to ON, then a set of regression tests can be run after building with the make command by running:

```bash
% make test
```

Additionally, if EXAMPLES\_INSTALL was also set to ON, then a set of smoke tests can be run after installing with the make install command by running:

```bash
% make test\_install
```
A.2 Building and Running Examples

Each of the SUNDIALS solvers is distributed with a set of examples demonstrating basic usage. To build and install the examples, set at least one of the `EXAMPLES_ENABLE_<language>` options to ON, and set `EXAMPLES_INSTALL_PATH` to ON. Specify the installation path for the examples with the variable `EXAMPLES_INSTALL_PATH`. CMake will generate `CMakeLists.txt` configuration files (and `Makefile` files if on Linux/Unix) that reference the installed SUNDIALS headers and libraries.

Either the `CMakeLists.txt` file or the traditional `Makefile` may be used to build the examples as well as serve as a template for creating user developed solutions. To use the supplied `Makefile` simply run `make` to compile and generate the executables. To use CMake from within the installed example directory, run `cmake` (or `ccmake` to use the GUI) followed by `make` to compile the example code. Note that if CMake is used, it will overwrite the traditional `Makefile` with a new CMake-generated `Makefile`. The resulting output from running the examples can be compared with example output bundled in the SUNDIALS distribution.

NOTE: There will potentially be differences in the output due to machine architecture, compiler versions, use of third party libraries etc.

A.3 Configuring, building, and installing on Windows

CMake can also be used to build SUNDIALS on Windows. To build SUNDIALS for use with Visual Studio the following steps should be performed:

1. Unzip the downloaded tar file(s) into a directory. This will be the `solverdir`
2. Create a separate `builddir`
3. Open a Visual Studio Command Prompt and cd to `builddir`
4. Run `cmake-gui ..;/solverdir`
   (a) Hit Configure
   (b) Check/Uncheck solvers to be built
   (c) Change `CMAKE_INSTALL_PREFIX` to `instdir`
   (d) Set other options as desired
   (e) Hit Generate
5. Back in the VS Command Window:
   (a) Run `msbuild ALL_BUILD.vcxproj`
   (b) Run `msbuild INSTALL.vcxproj`

The resulting libraries will be in the `instdir`. The SUNDIALS project can also now be opened in Visual Studio. Double click on the `ALL_BUILD.vcxproj` file to open the project. Build the whole solution to create the SUNDIALS libraries. To use the SUNDIALS libraries in your own projects, you must set the include directories for your project, add the SUNDIALS libraries to your project solution, and set the SUNDIALS libraries as dependencies for your project.

A.4 Installed libraries and exported header files

Using the CMake SUNDIALS build system, the command

```
% make install
```
will install the libraries under *libdir* and the public header files under *includedir*. The values for these directories are *instdir/CMAKE_INSTALL_LIBDIR* and *instdir/include*, respectively. The location can be changed by setting the CMake variable *CMAKE_INSTALL_PREFIX*. Although all installed libraries reside under *libdir/CMAKE_INSTALL_LIBDIR*, the public header files are further organized into subdirectories under *includedir/include*.

The installed libraries and exported header files are listed for reference in Table A.1. The file extension `.lib` is typically `.so` for shared libraries and `.a` for static libraries. Note that, in the Tables, names are relative to *libdir* for libraries and to *includedir* for header files.

A typical user program need not explicitly include any of the shared SUNDIALS header files from under the *includedir/include/sundials* directory since they are explicitly included by the appropriate solver header files (*e.g.*, *cvode_dense.h* includes *sundials_dense.h*). However, it is both legal and safe to do so, and would be useful, for example, if the functions declared in *sundials_dense.h* are to be used in building a preconditioner.
### Table A.1: SUNDIALS libraries and header files

<table>
<thead>
<tr>
<th>SHARED</th>
<th>Libraries</th>
<th>Header files</th>
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</thead>
<tbody>
<tr>
<td></td>
<td>n/a</td>
<td>sundials/sundials_config.h</td>
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<td>sundials/sundials_fconfig.h</td>
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<td></td>
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<td>sundials/sundials_types.h</td>
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<td></td>
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<td>sundials/sundials_math.h</td>
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<td></td>
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<td>sundials/sundials_nvector.h</td>
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<td></td>
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<td>sundials/sundials_linear.h</td>
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<td>sundials/sundials_iter.h</td>
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<td></td>
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<td>sundials/sundials_direct.h</td>
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<td>sundials/sundials_dense.h</td>
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<td></td>
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<td>sundials/sundials_band.h</td>
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<td></td>
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<td>sundials/sundials_nonlin.h</td>
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<td></td>
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<td>sundials/sundials_version.h</td>
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<td>sundials/sundials_mpi_types.h</td>
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<table>
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<th>Libraries</th>
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<tbody>
<tr>
<td></td>
<td>libsundials_nvecserial.lib</td>
<td>nvector/nvector_serial.h</td>
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<table>
<thead>
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<th>Header files</th>
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</thead>
<tbody>
<tr>
<td></td>
<td>libsundials_nvecparallel.lib</td>
<td>nvector/nvector_parallel.h</td>
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<table>
<thead>
<tr>
<th>NVECTOR_MANYVECTOR</th>
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<th>Header files</th>
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</thead>
<tbody>
<tr>
<td></td>
<td>libsundials_nvecmanyvector.lib</td>
<td>nvector/nvector_manyvector.h</td>
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<th>Header files</th>
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<td>nvector/nvecmpimanyvector.h</td>
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### Header files

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<tr>
<th>Library</th>
<th>File Name</th>
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<tbody>
<tr>
<td>nvector</td>
<td>nvector/nvectors.h</td>
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<tr>
<td>mpiplusx</td>
<td>mpiplusx.h</td>
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### Libraries

<table>
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<th>Library</th>
<th>File Name</th>
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<td>nvecopenmp.lib</td>
</tr>
<tr>
<td>nvecopenmpmod</td>
<td>nvecopenmpmod.lib</td>
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<tr>
<td>nvecopenmpa</td>
<td>nvecopenmpa</td>
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### Module files

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<tr>
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<td>nvecopenmp</td>
<td>nvecopenmp.mod</td>
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<table>
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<tr>
<th>Library</th>
<th>File Name</th>
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<tr>
<td>nvector</td>
<td>nvector/nvector.openmp.h</td>
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### Libraries

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<tr>
<th>Library</th>
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<td>nvecopenmpdev</td>
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<td>Module</td>
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| Module files       | fkinsol_mod.mod         |
Appendix B

KINSOL Constants

Below we list all input and output constants used by the main solver and linear solver modules, together with their numerical values and a short description of their meaning.

### B.1 KINSOL input constants

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<td>KIN_ILL_INPUT</td>
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### KINLS linear solver interface

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<td>0  Successful function return.</td>
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<td>-1  The kin_mem argument was NULL.</td>
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<td>-2  The KINLS linear solver has not been initialized.</td>
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<td>KINLS_ILL_INPUT</td>
<td>-3  The KINLS solver is not compatible with the current NVECTOR module, or</td>
</tr>
<tr>
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<td>an input value was illegal.</td>
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<tr>
<td>KINLS_MEM_FAIL</td>
<td>-4  A memory allocation request failed.</td>
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<tr>
<td>KINLS_PMEM_NULL</td>
<td>-5  The preconditioner module has not been initialized.</td>
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<tr>
<td>KINLS_JACFUNC_ERR</td>
<td>-6  The Jacobian function failed</td>
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<tr>
<td>KINLS_SUNMAT_FAIL</td>
<td>-7  An error occurred with the current SUNMATRIX module.</td>
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<tr>
<td>KINLS_SUNLNS_FAIL</td>
<td>-8  An error occurred with the current SUNLINSOL module.</td>
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# Appendix C

## SUNDIALS Release History

Table C.1: Release History

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