

# Earth System Modeling Framework

## **ESMF Reference Manual for C**

**Version 5.2.0rp3**

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## **Part I**

# **ESMF Overview**



# 1 What is the Earth System Modeling Framework?

The Earth System Modeling Framework (ESMF) is a suite of software tools for developing high-performance, multi-component Earth science modeling applications. Such applications may include a few or dozens of components representing atmospheric, oceanic, terrestrial, or other physical domains, and their constituent processes (dynamical, chemical, biological, etc.). Often these components are developed by different groups independently, and must be “coupled” together using software that transfers and transforms data among the components in order to form functional simulations.

ESMF supports the development of these complex applications in a number of ways. It introduces a set of simple, consistent component interfaces that apply to all types of components, including couplers themselves. These interfaces expose in an obvious way the inputs and outputs of each component. It offers a variety of data structures for transferring data between components, and libraries for regridding, time advancement, and other common modeling functions. Finally, it provides a growing set of tools for using metadata to describe components and their input and output fields. This capability is important because components that are self-describing can be integrated more easily into automated workflows, model and dataset distribution and analysis portals, and other emerging “semantically enabled” computational environments.

ESMF is not a single Earth system model into which all components must fit, and its distribution doesn’t contain any scientific code. Rather it provides a way of structuring components so that they can be used in many different user-written applications and contexts with minimal code modification, and so they can be coupled together in new configurations with relative ease. The idea is to create many components across a broad community, and so to encourage new collaborations and combinations.

ESMF offers the flexibility needed by this diverse user base. It is tested nightly on more than two dozen platform/compiler combinations; can be run on one processor or thousands; supports shared and distributed memory programming models and a hybrid model; can run components sequentially (on all the same processors) or concurrently (on mutually exclusive processors); and supports single executable or multiple executable modes.

ESMF’s generality and breadth of function can make it daunting for the novice user. To help users navigate the software, we try to apply consistent names and behavior throughout and to provide many examples. The large-scale structure of the software is straightforward. The utilities and data structures for building modeling components are called the ESMF *infrastructure*. The coupling interfaces and drivers are called the *superstructure*. User code sits between these two layers, making calls to the infrastructure libraries underneath and being scheduled and synchronized by the superstructure above. The configuration resembles a sandwich, as shown in Figure 1.

ESMF users may choose to extensively rewrite their codes to take advantage of the ESMF infrastructure, or they may decide to simply wrap their components in the ESMF superstructure in order to utilize framework coupling services. Either way, we encourage users to contact our support team if questions arise about how to best use the software, or how to structure their application. ESMF is more than software; it’s a group of people dedicated to realizing the vision of a collaborative model development community that spans insitutional and national bounds.

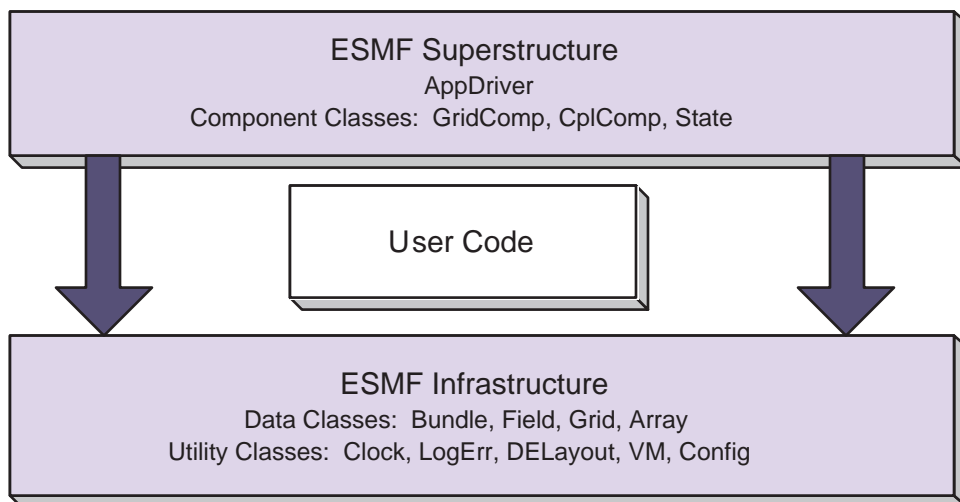
## 2 The ESMF Reference Manual for C

ESMF has a complete set of Fortran interfaces and some C interfaces. This *ESMF Reference Manual* is a listing of ESMF interfaces for C.

Interfaces are grouped by class. A class is comprised of the data and methods for a specific concept like a physical field. Superstructure classes are listed first in this *Manual*, followed by infrastructure classes.

The major classes in the ESMF superstructure are Components, which usually represent large pieces of functionality such as atmosphere and ocean models, and States, which are the data structures used to transfer data between Components. There are both data structures and utilities in the ESMF infrastructure. Data structures include multi-dimensional Arrays, Fields that are comprised of an Array and a Grid, and collections of Arrays and Fields called ArrayBundles and FieldBundles, respectively. There are utility libraries for data decomposition and communications, time management, logging and error handling, and application configuration.

Figure 1: Schematic of the ESMF “sandwich” architecture. The framework consists of two parts, an upper level **superstructure** layer and a lower level **infrastructure** layer. User code is sandwiched between these two layers.



### 3 How to Contact User Support and Find Additional Information

The ESMF team can answer questions about the interfaces presented in this document. For user support, please contact [esmf\\_support@list.woc.noaa.gov](mailto:esmf_support@list.woc.noaa.gov).

The website, <http://www.earthsystemmodeling.org>, provide more information of the ESMF project as a whole. The website includes release notes and known bugs for each version of the framework, supported platforms, project history, values, and metrics, related projects, the ESMF management structure, and more. The *ESMF User's Guide* contains build and installation instructions, an overview of the ESMF system and a description of how its classes interrelate (this version of the document corresponds to the last public version of the framework). Also available on the ESMF website is the *ESMF Developer's Guide* that details ESMF procedures and conventions.

### 4 How to Submit Comments, Bug Reports, and Feature Requests

We welcome input on any aspect of the ESMF project. Send questions and comments to [esmf\\_support@list.woc.noaa.gov](mailto:esmf_support@list.woc.noaa.gov).

## 5 The ESMF Application Programming Interface

The ESMF Application Programming Interface (API) is based on the object-oriented programming concept of a **class**. A class is a software construct that is used for grouping a set of related variables together with the subroutines and functions that operate on them. We use classes in ESMF because they help to organize the code, and often make it easier to maintain and understand. A particular instance of a class is called an **object**. For example, `Field` is an ESMF class. An actual `Field` called `temperature` is an object. That is about as far as we will go into software engineering terminology.

The C interface is implemented so that the variables associated with a class are stored in a C structure. For example, an `ESMC_Field` structure stores the data array, grid information, and metadata associated with a physical field. The structure for each class is defined in a C header file. The operations associated with each class are also defined in the header files.

The header files for ESMF are bundled together and can be accessed with a single `include` statement, `#include "ESMC.h"`. By convention, the C entry points are named using “ESMC” as a prefix.

### 5.1 Standard Methods and Interface Rules

ESMF defines a set of standard methods and interface rules that hold across the entire API. These are:

- `ESMC_<Class>Create()` and `ESMC_<Class>Destroy()`, for creating and destroying objects of ESMF classes that require internal memory management (- called ESMF deep classes). The `ESMC_<Class>Create()` method allocates memory for the object itself and for internal variables, and initializes variables where appropriate. It is always written as a function that returns a derived type instance of the class, i.e. an object.
- `ESMC_<Class>Set()` and `ESMC_<Class>Get()`, for setting and retrieving a particular item or flag. In general, these methods are overloaded for all cases where the item can be manipulated as a name/value pair. If identifying the item requires more than a name, or if the class is of sufficient complexity that overloading in this way would result in an overwhelming number of options, we define specific `ESMC_<Class>Set<Something>()` and `ESMC_<Class>Get<Something>()` interfaces.
- `ESMC_<Class>Add()`, `ESMC_<Class>AddReplace()`, `ESMC_<Class>Remove()`, and `ESMC_<Class>Replace()`, for manipulating objects of ESMF container classes - such as `ESMC_State` and `ESMC_FieldBundle`. For example, the `ESMC_FieldBundleAdd()` method adds another `Field` to an existing `FieldBundle` object.
- `ESMC_<Class>Print()`, for printing the contents of an object to standard out. This method is mainly intended for debugging.
- `ESMC_<Class>ReadRestart()` and `ESMC_<Class>WriteRestart()`, for saving the contents of a class and restoring it exactly. Read and write restart methods have not yet been implemented for most ESMF classes, so where necessary the user needs to write restart values themselves.
- `ESMC_<Class>Validate()`, for determining whether a class is internally consistent. For example, `ESMC_FieldValidate()` validates the internal consistency of a `Field` object.

### 5.2 Deep and Shallow Classes

The ESMF contains two types of classes.

**Deep** classes require `ESMC_<Class>Create()` and `ESMC_<Class>Destroy()` calls. They involve memory allocation take significant time to set up (involving memory management) and should not be created in a time-critical portion of code. Deep objects persist even after the method in which they were created has returned. Most

classes in ESMF, including GridComp, CplComp, State, Fields, FieldBundles, Arrays, ArrayBundles, Grids, and Clocks, fall into this category.

Shallow classes do not possess `ESMC_<Class>Create()` and `ESMC_<Class>Destroy()` calls. They are simply declared and their values set using an `ESMC_<Class>Set()` call. Examples of shallow classes are Time, TimeInterval, and ArraySpec. Shallow classes do not take long to set up and can be declared and set within a time-critical code segment. Shallow objects stop existing when the method in which they were declared has returned.

An exception to this is when a shallow object, such as a Time, is stored in a deep object such as a Clock. The Clock then carries a copy of the Time in persistent memory. The Time is deallocated with the `ESMC_ClockDestroy()` call.

See Section ??, Overall Design and Implementation Notes, for a brief discussion of deep and shallow classes from an implementation perspective. For an in-depth look at the design and inter-language issues related to deep and shallow classes, see the *ESMF Implementation Report*.

### 5.3 Special Methods

The following are special methods which, in one case, are required by any application using ESMF, and in the other case must be called by any application that is using ESMF Components.

- `ESMC_Initialize()` and `ESMC_Finalize()` are required methods that must bracket the use of ESMF within an application. They manage the resources required to run ESMF and shut it down gracefully. ESMF does not support restarts in the same executable, i.e. `ESMC_Initialize()` should not be called after `ESMC_Finalize()`.
- `ESMC_<Type>CompInitialize()`, `ESMC_<Type>CompRun()`, and `ESMC_<Type>CompFinalize()` are component methods that are used at the highest level within ESMF. `<Type>` may be `<Grid>`, for Gridded Components such as oceans or atmospheres, or `<Cpl>`, for Coupler Components that are used to connect them. The content of these methods is not part of the ESMF. Instead the methods call into associated subroutines within user code.

### 5.4 The ESMF Data Hierarchy

The ESMF API is organized around an hierarchy of classes that contain model data. The operations that are performed on model data, such as regridding, redistribution, and halo updates, are methods of these classes.

The main data classes offered by the ESMF C API, in order of increasing complexity, are:

- **Array** An ESMF Array is a distributed, multi-dimensional array that can carry information such as its type, kind, rank, and associated halo widths. It contains a reference to a native language array.
- **Field** A Field represents a physical scalar or vector field. It contains a reference to an Array along with grid information and metadata.
- **State** A State represents the collection of data that a Component either requires to run (an Import State) or can make available to other Components (an Export State). States may contain references to Arrays, ArrayBundles, Fields, FieldBundles, or other States.
- **Component** A Component is a piece of software with a distinct function. ESMF currently recognizes two types of Components. Components that represent a physical domain or process, such as an atmospheric model, are called Gridded Components since they are usually discretized on an underlying grid. The Components responsible for regridding and transferring data between Gridded Components are called Coupler Components. Each Component is associated with an Import and an Export State. Components can be nested so that simpler Components are contained within more complex ones.

Underlying these data classes are native language arrays. ESMF Arrays and Fields can be queried for the C pointer to the actual data. You can perform communication operations either on the ESMF data objects or directly on C arrays through the VM class, which serves as a unifying wrapper for distributed and shared memory communication libraries.

## 5.5 ESMF Spatial Classes

Like the hierarchy of model data classes, ranging from the simple to the complex, ESMF is organized around an hierarchy of classes that represent different spaces associated with a computation. Each of these spaces can be manipulated, in order to give the user control over how a computation is executed. For Earth system models, this hierarchy starts with the address space associated with the computer and extends to the physical region described by the application. The main spatial classes in ESMF, from those closest to the machine to those closest to the application, are:

- The **Virtual Machine**, or **VM** The ESMF VM is an abstraction of a parallel computing environment that encompasses both shared and distributed memory, single and multi-core systems. Its primary purpose is resource allocation and management. Each Component runs in its own VM, using the resources it defines. The elements of a VM are **Persistent Execution Threads**, or **PETs**, that are executing in **Virtual Address Spaces**, or **VASs**. A simple case is one in which every PET is associated with a single MPI process. In this case every PET is executing in its own private VAS. If Components are nested, the parent Component allocates a subset of its PETs to its children. The children have some flexibility, subject to the constraints of the computing environment, to decide how they want to use the resources associated with the PETs they've received.
- **DELayout** A DELayout represents a data decomposition (we also refer to this as a distribution). Its basic elements are **Decomposition Elements**, or **DEs**. A DELayout associates a set of DEs with the PETs in a VM. DEs are not necessarily one-to-one with PETs. For cache blocking, or user-managed multi-threading, more DEs than PETs may be defined. Fewer DEs than PETs may also be defined if an application requires it.

The current ESMF C API does not provide user access to the DELayout class.

- **DistGrid** A DistGrid represents the index space associated with a grid. It is a useful abstraction because often a full specification of grid coordinates is not necessary to define data communication patterns. The DistGrid contains information about the sequence and connectivity of data points, which is sufficient information for many operations. Arrays are defined on DistGrids.
- **Array** An Array defines how the index space described in the DistGrid is associated with the VAS of each PET. This association considers the type, kind and rank of the indexed data. Fields are defined on Arrays.
- **Grid** A Grid is an abstraction of a physical space. It associates a coordinate system, a set of coordinates, and a topology to a collection of grid cells. Grids in ESMF are comprised of DistGrids plus additional coordinate information.

The current ESMF C API does not provide user access to the Grid class.

- **Field** A Field may contain more dimensions than the Grid that it is discretized on. For example, for convenience during integration, a user may want to define a single Field object that holds snapshots of data at multiple times. Fields also keep track of the stagger location of a Field data point within its associated Grid cell.

## 5.6 ESMF Maps

In order to define how the index spaces of the spatial classes relate to each other, we require either implicit rules (in which case the relationship between spaces is defined by default), or special Map arrays that allow the user to specify the desired association. The form of the specification is usually that the position of the array element carries information about the first object, and the value of the array element carries information about the second object. ESMF includes a `distGridToArrayMap`, a `gridToFieldMap`, a `distGridToGridMap`, and others.

## 5.7 ESMF Specification Classes

It can be useful to make small packets of descriptive parameters. ESMF has one of these:

- **ArraySpec**, for storing the specifics, such as type/kind/rank, of an array.

## 5.8 ESMF Utility Classes

There are a number of utilities in ESMF that can be used independently. These are:

- **Attributes**, for storing metadata about Fields, FieldBundles, States, and other classes. (Not currently available through the ESMF C API.)
- **TimeMgr**, for calendar, time, clock and alarm functions.
- **LogErr**, for logging and error handling.
- **Config**, for creating resource files that can replace namelists as a consistent way of setting configuration parameters.

## 6 Overall Rules and Behavior

### 6.1 Local and Global Views and Associated Conventions

ESMF data objects such as Fields are distributed over DEs, with each DE getting a portion of the data. Depending on the task, a local or global view of the object may be preferable. In a local view, data indices start with the first element on the DE and end with the last element on the same DE. In a global view, there is an assumed or specified order to the set of DEs over which the object is distributed. Data indices start with the first element on the first DE, and continue across all the elements in the sequence of DEs. The last data index represents the number of elements in the entire object. The DistGrid provides the mapping between local and global data indices.

The convention in ESMF is that entities with a global view have no prefix. Entities with a DE-local (and in some cases, PET-local) view have the prefix “local.”

Just as data is distributed over DEs, DEs themselves can be distributed over PETs. This is an advanced feature for users who would like to create multiple local chunks of data, for algorithmic or performance reasons. Local DEs are those DEs that are located on the local PET. Local DE labeling always starts at 0 and goes to localDeCount-1, where localDeCount is the number of DEs on the local PET. Global DE numbers also start at 0 and go to deCount-1. The DELayout class provides the mapping between local and global DE numbers.

### 6.2 Allocation Rules

The basic rule of allocation and deallocation for the ESMF is: whoever allocates it is responsible for deallocating it.

ESMF methods that allocate their own space for data will deallocate that space when the object is destroyed. Methods which accept a user-allocated buffer, for example `ESMC_FieldCreate()` with the `ESMF_DATACOPY_REFERENCE` flag, will not deallocate that buffer at the time the object is destroyed. The user must deallocate the buffer when all use of it is complete.

Classes such as Fields, FieldBundles, and States may have Arrays, Fields, Grids and FieldBundles created externally and associated with them. These associated items are not destroyed along with the rest of the data object since it is possible for the items to be added to more than one data object at a time (e.g. the same Grid could be part of many Fields). It is the user’s responsibility to delete these items when the last use of them is done.

### 6.3 Assignment, Equality, Copying and Comparing Objects

The equal sign assignment has not been overloaded in ESMF, thus resulting in the standard C behavior. This behavior has been documented as the first entry in the API documentation section for each ESMF class. For deep ESMF objects the assignment results in setting an alias the the same ESMF object in memory. For shallow ESMF objects the assignment is essentially a equivalent to a copy of the object. For deep classes the equality operators have been overloaded to test for the alias condition as a counter part to the assignment behavior. This and the not equal operator are documented following the assignemnt in the class API documentation sections.

Deep object copies are implemented as a special variant of the `ESMC_<Class>Create()` methods. It takes an existing deep object as one of the required arguments. At this point not all deep classes have `ESMC_<Class>Create()` methods that allow object copy.

Due to the complexity of deep classes there are many aspects when comparing two objects of the same class. ESMF provide `ESMC_<Class>Match()` methods, which are functions that return a class specific match flag. At this point not all deep classes have `ESMC_<Class>Match()` methods that allow deep object comparison.

## 7 Integrating ESMF into Applications

Depending on the requirements of the application, the user may want to begin integrating ESMF in either a top-down or bottom-up manner. In the top-down approach, tools at the superstructure level are used to help reorganize and structure the interactions among large-scale components in the application. It is appropriate when interoperability is a primary concern; for example, when several different versions or implementations of components are going to be swapped in, or a particular component is going to be used in multiple contexts. Another reason for deciding on a top-down approach is that the application contains legacy code that for some reason (e.g., intertwined functions, very large, highly performance-tuned, resource limitations) there is little motivation to fully restructure. The superstructure can usually be incorporated into such applications in a way that is non-intrusive.

In the bottom-up approach, the user selects desired utilities (data communications, calendar management, performance profiling, logging and error handling, etc.) from the ESMF infrastructure and either writes new code using them, introduces them into existing code, or replaces the functionality in existing code with them. This makes sense when maximizing code reuse and minimizing maintenance costs is a goal. There may be a specific need for functionality or the component writer may be starting from scratch. The calendar management utility is a popular place to start.

### 7.1 Using the ESMF Superstructure

The following is a typical set of steps involved in adopting the ESMF superstructure. The first two tasks, which occur before an ESMF call is ever made, have the potential to be the most difficult and time-consuming. They are the work of splitting an application into components and ensuring that each component has well-defined stages of execution. ESMF aside, this sort of code structure helps to promote application clarity and maintainability, and the effort put into it is likely to be a good investment.

1. Decide how to organize the application as discrete Gridded and Coupler Components. This might involve reorganizing code so that individual components are cleanly separated and their interactions consist of a minimal number of data exchanges.
2. Divide the code for each component into initialize, run, and finalize methods. These methods can be multi-phase, e.g., `init_1`, `init_2`.
3. Pack any data that will be transferred between components into ESMF Import and Export State data structures. This is done by first wrapping model data in either ESMF Arrays or Fields. Arrays are simpler to create and use than Fields, but carry less information and have a more limited range of operations. These Arrays and Fields are then added to Import and Export States. They may be packed into `ArrayBundles` or `FieldBundles` first, for more efficient communications. Metadata describing the model data can also be added. At the end of this step, the data to be transferred between components will be in a compact and largely self-describing form.
4. Pack time information into ESMF time management data structures.
5. Using code templates provided in the ESMF distribution, create ESMF Gridded and Coupler Components to represent each component in the user code.
6. Write a set services routine that sets ESMF entry points for each user component's initialize, run, and finalize methods.

7. Run the application using an ESMF Application Driver.



## Part II

# Applications

The main product delivered by ESMF is the ESMF library that allows application developers to write programs based on the ESMF API. In addition to the programming library, ESMF distributions come with a small set of applications that are of general interest to the community. These applications utilize the ESMF library to implement features such as printing general information about the ESMF installation, or generating regrid weight files. The provided ESMF applications are intended to be used as standard command line tools.

The bundled ESMF applications are built and installed during the usual ESMF installation process, which is described in detail in the ESMF User's Guide section "Building and Installing the ESMF". After the installation the applications will be located in the `ESMF_APPSDIR` directory, which can be found as a Makefile variable in the `esmf.mk` file. The `esmf.mk` file can be found in the `ESMF_INSTALL_LIBDIR` directory after a successful installation. The ESMF User's Guide discusses the `esmf.mk` mechanism to access the bundled applications in more detail in section "Using Bundled ESMF Applications".

The following sections provide in-depth documentation of the bundled ESMF applications. In addition, each application supports the standard `--help` command line argument, providing a brief description of how to invoke the program.

## 8 ESMF\_Info

### 8.1 Description

The `ESMF_Info` application prints basic information about the ESMF installation to `stdout`.

The application usage is as follows:

```
ESMF_Info  [--help]
```

where

```
--help      prints a brief usage message
```

## 9 ESMF\_RegridWeightGen

### 9.1 Description

This section describes the offline regridding application provided by ESMF. Regridding, also called remapping or interpolation, is the process of changing the grid that underlies data values while preserving qualities of the original data. Different kinds of transformations are appropriate for different problems. Regridding may be needed when communicating data between Earth system model components such as land and atmosphere, or between different data sets to support operations such as visualization.

Regridding can be broken into two stages. The first stage is generation of an interpolation weight matrix that describes how points in the source grid contribute to points in the destination grid. The second stage is the multiplication of values on the source grid by the interpolation weight matrix to produce values on the destination grid. This occurs through a parallel sparse matrix multiply.

There are two options for accessing ESMF regridding functionality: integrated and offline. Integrated regridding is a process whereby interpolation weights are generated via subroutine calls during the execution of the user's code. The integrated regridding can also perform the parallel sparse matrix multiply. In other words, ESMF integrated regridding allows a user to perform the whole process of interpolation within their code. For a further description of ESMF integrated regridding please see Section ???. In contrast to integrated regridding, offline regridding is a process

whereby interpolation weights are generated by a separate ESMF application, not within the user code. The ESMF offline regridding application also only generates the interpolation matrix, the user is responsible for reading in this matrix and doing the actual interpolation (multiplication by the sparse matrix) in their code. The rest of this section further describes ESMF offline regridding.

For a discussion of installing and accessing ESMF applications such as this one please see the beginning of this part of the reference manual (Section II) or for the quickest approach to just building and accessing the applications please refer to the “Building and using bundled ESMF applications” Section in the ESMF User’s Guide.

As described above, this tool reads in two grid files and outputs weights for interpolation between the two grids. The input and output files are all in NetCDF format. The grid files are either in the same format 9.4 as is used as an input to SCRIP [3], or in the ESMF unstructured grid format `??`. The weight file is the same format 9.5 as is output by SCRIP. The interpolation weights can be generated with the bilinear, patch, or first order conservative methods described below. Masking is supported for 2D logically rectangular (i.e. with `grid_rank=2`) grids in the SCRIP format. This application can do regrid weight generation from a global or regional source grid to a global or regional destination grid. It assumes that the source and destination grids are on a sphere and that the coordinates given in the files are latitude and longitude values. The coordinates can either be in degrees or radians (this is indicated by the “units” attribute attached to the value). As is true with many global models, this application currently assumes the latitude and longitude refer to positions on a perfect sphere, as opposed to a more complex and accurate representation of the earth’s true shape such as would be used in a GIS system. (ESMF’s current user base doesn’t require this level of detail in representing the earth’s shape, but it could be added in the future if necessary.) This file based regrid weight generation application is parallel. This application is used in the ESMF\_RegridWeightGenCheck external demo, so that can serve as an example of its use.

This application requires the NetCDF library to read the grid files and write out the weight files in NetCDF format. In addition, it also requires the LAPACK library to generate the patch regridding weights. To compile ESMF with the NetCDF library and the LAPACK library, please refer to the “Third Party Libraries” Section in the ESMF User’s Guide for more information.

Internally this application uses the ESMF public API to generate the interpolation weights. If a source or destination grid is logically rectangular, then `ESMF_GridCreate( ) ??` is used to create an `ESMF_Grid` object. The cell center coordinates of the input grid are put into the center stagger location (`ESMF_STAGGERLOC_CENTER`). In addition, the corner coordinates are also put into the corner stagger location (`ESMF_STAGGERLOC_CORNER`), for conservative regridding. The method `ESMF_MeshCreate( ) ??` is used to create an `ESMF_Mesh` object, if the source or destination grid is a cubed sphere grid or an unstructured grid. When making this call, the flag `convert3D` is set to `TRUE` to convert the 2D coordinates into 3D Cartesian coordinates. Currently, ESMF only supports triangle or quadrilateral element types for a 2D Mesh. Therefore, when the cells in an unstructured grid contain more than four edges, they are broken into multiple triangle elements before `ESMF_MeshCreate( )` is called to create the `ESMF_Mesh` object. After the calculation of the weight matrix based on the broken up cells, the matrix entries for the triangles are merged together, so that the output matrix is in terms of the original cells. Internally `ESMF_FieldRegridStore( )` is used to generate the weight table and indices table representing the interpolation matrix.

The regridding occurs in 3D to avoid problems with periodicity and with the pole singularity. This application supports four options for handling the pole region (i.e. the empty area above the top row of the source grid or below the bottom row of the source grid). The first option is to leave the pole region empty (“-p none”), in this case if a destination point lies above or below the top row of the source grid, it will fail to map, yielding an error (unless “-i” is specified). With the next two options, the pole region is handled by constructing an artificial pole in the center of the top and bottom row of grid points and then filling in the region from this pole to the edges of the source grid with triangles. The pole is located at the average of the position of the points surrounding it, but moved outward to be at the same radius as the rest of the points in the grid. The difference between these two artificial pole options is what value is used at the pole. The default pole option (“-p all”) sets the value at the pole to be the average of the values of all of the grid points surrounding the pole. For the other option (“-p N”), the user chooses a number N from 1 to the number of source grid points around the pole. For each destination point, the value at the pole is then the average of the N source points surrounding that destination point. For the last pole option (“-p teeth”) no artificial pole is constructed, instead the pole region is covered by connecting points across the top and bottom row of the source Grid into triangles. As this makes the top and bottom of the source sphere flat, for a big enough difference between the size of the source

and destination pole regions, this can still result in unmapped destination points. Only pole option “none” is currently supported with the conservative interpolation method (i.e. “-m conserve”).

Masking is supported for grids generated from a SCRIP file where the `grid_rank=2` (i.e. 2D logically rectangular grids). Masking is currently not supported for unstructured grids. If the variable “`grid_imask`” is set to 0 for a grid point, then that point is considered masked out and won’t be used in the weights generated by the application.

If a destination point can’t be mapped because it falls outside the unmasked source grid, then the default behavior of the application is to stop with an error. By specifying “-i” or the equivalent “-ignore\_unmapped” the user can cause the application to ignore unmapped destination points. In this case, the output matrix won’t contain entries for the unmapped destination points.

This regridding application can be used to generate bilinear, patch, or first-order conservative interpolation weights. The default interpolation method is bilinear. The algorithm used by this application to generate the bilinear weights is the standard one found in many textbooks. Each destination point is mapped to a location in the source Mesh, the position of the destination point relative to the source points surrounding it is used to calculate the interpolation weights.

This application can also be used to generate patch interpolation weights. Patch interpolation is the ESMF version of a technique called “patch recovery” commonly used in finite element modeling [1] [2]. It typically results in better approximations to values and derivatives when compared to bilinear interpolation. Patch interpolation works by constructing multiple polynomial patches to represent the data in a source element. For 2D grids, these polynomials are currently 2nd degree 2D polynomials. The interpolated value at the destination point is the weighted average of the values of the patches at that point.

The patch interpolation process works as follows. For each source element containing a destination point we construct a patch for each corner node that makes up the element (e.g. 4 patches for quadrilateral elements, 3 for triangular elements). To construct a polynomial patch for a corner node we gather all the elements around that node. (Note that this means that the patch interpolation weights depends on the source element’s nodes, and the nodes of all elements neighboring the source element.) We then use a least squares fitting algorithm to choose the set of coefficients for the polynomial that produces the best fit for the data in the elements. This polynomial will give a value at the destination point that fits the source data in the elements surrounding the corner node. We then repeat this process for each corner node of the source element generating a new polynomial for each set of elements. To calculate the value at the destination point we do a weighted average of the values of each of the corner polynomials evaluated at that point. The weight for a corner’s polynomial is the bilinear weight of the destination point with regard to that corner. The patch method has a larger stencil than the bilinear, for this reason the patch weight matrix can be correspondingly larger than the bilinear matrix (e.g. for a quadrilateral grid the patch matrix is around 4x the size of the bilinear matrix). This can be an issue when performing a regrid weight generation operation close to the memory limit on a machine.

First-order conservative interpolation [4] is also available as a regridding method. This method will typically have a larger interpolation error than the previous two methods, but will do a much better job of preserving the value of the integral of data between the source and destination grid. In this method the value across each source cell is treated as a constant. The weights for a particular destination cell, are the area of intersection of each source cell with the destination cell divided by the area of the destination cell. Areas in this case are the great circle areas of the polygons which make up the cells (the cells around each center are defined by the corner coordinates in the grid file).

The interpolation weights generated by this application are output to a NetCDF file (specified by the “-w” or “-weight” keywords). The format of this file is the same as that generated by SCRIP. See Section 9.5 for a description of the format. Note that the sequence of the weights in the file can vary with the number of processors used to run the application. This means that two weight files generated by using different numbers of processors can contain exactly the same interpolation matrix, but can appear different in a direct line by line comparison (such as would be done by `ncdiff`).

## 9.2 Usage

The command line arguments are all keyword based. Both the long keyword prefixed with ‘--’ or the one character short keyword prefixed with ‘-’ are supported. The format to run the application is as follows:

```

ESMF_RegridWeightGen  [--help]
                      [--version]
                      [--source|-s] src_grid_filename
                      [--destination|-d] dst_grid_filename
                      [--weight|-w] out_weight_file
                      [--method|-m] [bilinear|patch|conserve]
                      [--pole|-p] [none|all|teeth|1|2|..]
                      [--ignore_unmapped|-i]
                      --src_type [SCRIP|ESMF]
                      --dst_type [SCRIP|ESMF]
                      -t [SCRIP|ESMF]
                      -r
                      --src_regional
                      --dst_regional

                      --64bit_offset

```

where

- help                   - Print the usage message and exit.
- version               - Print ESMF version and license information and exit.
- source or -s          - a required argument specifying the source grid  
                          file name
- destination or -d     - a required argument specifying the destination  
                          grid file name
- weight or -w          - a required argument specifying the output regridding  
                          weight file name
- method or -m          - an optional argument specifying which interpolation  
                          method is used. The value can be one of the following:
  - bilinear   - for bilinear interpolation, also the  
              default method if not specified.
  - patch       - for patch recovery interpolation
  - conserve   - for first-order conservative interpolation
- pole or -p           - an optional argument indicating what to do with  
                          the pole.  
                          The value can be one of the following:
  - none       - No pole, the source grid ends at the top  
              (and bottom) row of nodes specified in  
              <source grid>.
  - all        - Construct an artificial pole placed in the  
              center of the top (or bottom) row of nodes,  
              but projected onto the sphere formed by the  
              rest of the grid. The value at this pole is  
              the average of all the pole values. This  
              is the default option.
  - teeth      - No new pole point is constructed, instead

the holes at the poles are filled by constructing triangles across the top and bottom row of the source Grid. This can be useful because no averaging occurs, however, because the top and bottom of the sphere are now flat, for a big enough mismatch between the size of the destination and source pole regions, some destination points may still not be able to be mapped to the source Grid.

<N> - Construct an artificial pole placed in the center of the top (or bottom) row of nodes, but projected onto the sphere formed by the rest of the grid. The value at this pole is the average of the N source nodes next to the pole and surrounding the destination point (i.e. the value may differ for each destination point. Here N ranges from 1 to the number of nodes around the pole.

--ignore\_unmapped

or

-i

- ignore unmapped destination points. If not specified the default is to stop with an error if an unmapped point is found.

--src\_type

- an optional argument specifying the source grid file type. The value could be either SCRIP or ESMF. Currently, the ESMF file type is only available for the unstructured grid. The default option is SCRIP.

--dst\_type

- an optional argument specifying the destination grid file type. The value could be either SCRIP or ESMF. Currently, the ESMF file type is only available for the unstructured grid. The default option is SCRIP.

-t

- an optional argument specifying the file types for both the source and the destination grid files. The default option is SCRIP. If both -t and --src\_type or --dst\_type are given at the same time and they disagree with each other, an error message will be generated.

-r

- an optional argument specifying that the source and destination grids are regional grids. If the argument is not given, the grids are assumed to be global.

--src\_regional

- an optional argument specifying that the source is a regional grid and the destination is a global grid.

--dst\_regional

- an optional argument specifying that the destination is a regional grid and the source is a global grid.

`--64bit_offset` - an optional argument specifying that the weight file will be created in the NetCDF 64-bit offset format to allow variables larger than 2GB. Note the 64-bit offset format is not supported in the NetCDF version earlier than 3.6.0. An error message will be generated if this flag is specified while the application is linked with a NetCDF library earlier than 3.6.0.

### 9.3 Examples

The example below shows the command to generate a set of conservative interpolation weights between a global SCRIP format source grid file (`src.nc`) and a global SCRIP format destination grid file (`dst.nc`). The weights are written into file `w.nc`. In this case the ESMF library and applications have been compiled using an MPI parallel communication library (e.g. setting `ESMF_COMM` to `openmpi`) to enable it to run in parallel. To demonstrate running in parallel the `mpirun` script is used to run the application in parallel on 4 processors.

```
mpirun -np 4 ./ESMF_RegridWeightGen -s src.nc -d dst.nc -m conserve -w w.nc
```

The next example below shows the command to do the same thing as the previous example except for three changes. The first change is this time the source grid is regional (“`--src_regional`”). The second change is that for this example bilinear interpolation (“`-m bilinear`”) is being used. Because bilinear is the default, we could also omit the “`-m bilinear`”. The third change is that in this example some of the destination points are expected to not be found in the source grid, but the user is ok with that and just wants those points to not appear in the weight file instead of causing an error (“`-i`”).

```
mpirun -np 4 ./ESMF_RegridWeightGen -i --src_regional -s src.nc -d dst.nc \
-m bilinear -w w.nc
```

### 9.4 SCRIP Grid File Format

A SCRIP format grid file is a NetCDF file and the header of a sample grid file is shown as follows:

```
netcdf remap_grid_T42 {
dimensions:
    grid_size = 8192 ;
    grid_corners = 4 ;
    grid_rank = 2 ;

variables:
    int grid_dims(grid_rank) ;
    double grid_center_lat(grid_size) ;
        grid_center_lat:units = "radians" ;
    double grid_center_lon(grid_size) ;
        grid_center_lon:units = "radians" ;
    int grid_imask(grid_size) ;
        grid_imask:units = "unitless" ;
    double grid_corner_lat(grid_size, grid_corners) ;
```

```

        grid_corner_lat:units = "radians" ;
        double grid_corner_lon(grid_size, grid_corners) ;
        grid_corner_lon:units = "radians" ;

// global attributes:
        :title = "T42 Gaussian Grid" ;
}

```

The `grid_size` dimension is the total number of cells in the grid; `grid_rank` refers to the number of dimensions. `grid_rank` is 2 for a 2D logically rectangular grid and 1 for an unstructured grid. The integer array `grid_dims` gives the number of grid cells along each dimension. The number of corners (vertices) in each grid cell is given by `grid_corners`. Note that if your grid has a variable number of corners on grid cells, then you should set `grid_corners` to be the highest value and use redundant points on cells with fewer corners. The grid corner coordinates must be written in an order which traces the outside of a grid cell in a counterclockwise order.

The integer array `grid_imask` is used to mask out grid cells which should not participate in the regridding. The array should be zero for any points that do not participate in the regridding and one for all other points. Coordinate arrays provide the latitudes and longitudes of cell centers and cell corners. The unit of the coordinates can be either "radians" or "degrees".

## 9.5 Regrid Interpolation Weight File Format

The regridding weight output file is in NetCDF format and contains some grid information from each grid as well as the regridding indices and weights. Following is the header of a sample output weight file that was generated by regridding a logically rectangular 2D grid to a triangle mesh unstructured grid:

```

netcdf t42mpas-bilinear {
dimensions:
n_a = 8192 ;
n_b = 20480 ;
n_s = 42456 ;
nv_a = 4 ;
nv_b = 3 ;
num_wgts = 1 ;
src_grid_rank = 2 ;
dst_grid_rank = 1 ;
variables:
int src_grid_dims(src_grid_rank) ;
int dst_grid_dims(dst_grid_rank) ;
double yc_a(n_a) ;
yc_a:units = "degrees" ;
double yc_b(n_b) ;
yc_b:units = "radians" ;
double xc_a(n_a) ;
xc_a:units = "degrees" ;
double xc_b(n_b) ;
xc_b:units = "radians" ;
double yv_a(n_a, nv_a) ;
yv_a:units = "degrees" ;
double xv_a(n_a, nv_a) ;
xv_a:units = "degrees" ;
double yv_b(n_b, nv_b) ;
yv_b:units = "radians" ;

```

```

double xv_b(n_b, nv_b) ;
xv_b:units = "radians" ;
int mask_a(n_a) ;
mask_a:units = "unitless" ;
int mask_b(n_b) ;
mask_b:units = "unitless" ;
double area_a(n_a) ;
area_a:units = "square radians" ;
double area_b(n_b) ;
area_b:units = "square radians" ;
double frac_a(n_a) ;
frac_a:units = "unitless" ;
double frac_b(n_b) ;
frac_b:units = "unitless" ;
int col(n_s) ;
int row(n_s) ;
double S(n_s) ;

// global attributes:
:title = "ESMF Offline Regridding Weight Generator" ;
:normalization = "destarea" ;
:map_method = "Bilinear remapping" ;
:conventions = "NCAR-CSM" ;
:domain_a = "T42_grid.nc" ;
:domain_b = "grid-dual.nc" ;
:grid_file_src = "T42_grid.nc" ;
:grid_file_dst = "grid-dual.nc" ;
:CVS_revision = "5.3.0 beta snapshot" ;
}

```

Variables ended with "\_a" are the variables for the source grid and the ones ended with "\_b" are the variables for the destination grid. For instance, `xc_a` and `yc_a` are corresponding to the `grid_center_lon` and `grid_center_lat` variables in the source grid file. The grid information includes the center and corner coordinates and the grid mask array from the input grid file and the grid area and grid frac arrays calculated by `ESMF_RegridWeightGen`. The grid area array currently is only computed by the conservative remapping option. The values of the area array are set to zeros for bilinear and patch remappings. For conservative remapping, the grid frac array returns the area fraction of the grid cell which participates in the remapping. For bilinear and patch remapping, the destination grid frac array is one where the grid point participates in the remapping and zero otherwise. For bilinear and patch remapping, the source grid frac array is always set to zero.

The indices and weights generated by `ESMF_FieldRegridStore()` are stored in the output file as variables `col`, `row` and `S`. Where `col` and `row` are the indices to the source and the destination grid cells. These are a one-dimension array with length defined by dimension `n_s`. `S` is the weight which is multiplied by the source value indicated by `col` and then summed with the destination value indicated by `row` to build the final interpolated value of the destination.



**Part III**  
**Superstructure**

## 10 Overview of Superstructure

ESMF superstructure classes define an architecture for assembling Earth system applications from modeling **components**. A component may be defined in terms of the physical domain that it represents, such as an atmosphere or sea ice model. It may also be defined in terms of a computational function, such as a data assimilation system. Earth system research often requires that such components be **coupled** together to create an application. By coupling we mean the data transformations and, on parallel computing systems, data transfers, that are necessary to allow data from one component to be utilized by another. ESMF offers regridding methods and other tools to simplify the organization and execution of inter-component data exchanges.

In addition to components defined at the level of major physical domains and computational functions, components may be defined that represent smaller computational functions within larger components, such as the transformation of data between the physics and dynamics in a spectral atmosphere model, or the creation of nested higher resolution regions within a coarser grid. The objective is to couple components at varying scales both flexibly and efficiently. ESMF encourages a hierarchical application structure, in which large components branch into smaller sub-components (see Figure 2). ESMF also makes it easier for the same component to be used in multiple contexts without changes to its source code.

### Key Features

Modular, component-based architecture.  
Hierarchical assembly of components into applications.  
Use of components in multiple contexts without modification.  
Sequential or concurrent component execution.  
Single program, multiple datastream (SPMD) applications for maximum portability and reconfigurability.  
Multiple program, multiple datastream (MPMD) option for flexibility.

### 10.1 Superstructure Classes

There are a small number of classes in the ESMF superstructure:

- **Component** An ESMF component has two parts, one that is supplied by ESMF and one that is supplied by the user. The part that is supplied by the framework is an ESMF derived type that is either a Gridded Component (**GridComp**) or a Coupler Component (**CplComp**). A Gridded Component typically represents a physical domain in which data is associated with one or more grids - for example, a sea ice model. A Coupler Component arranges and executes data transformations and transfers between one or more Gridded Components. Gridded Components and Coupler Components have standard methods, which include initialize, run, and finalize. These methods can be multi-phase.

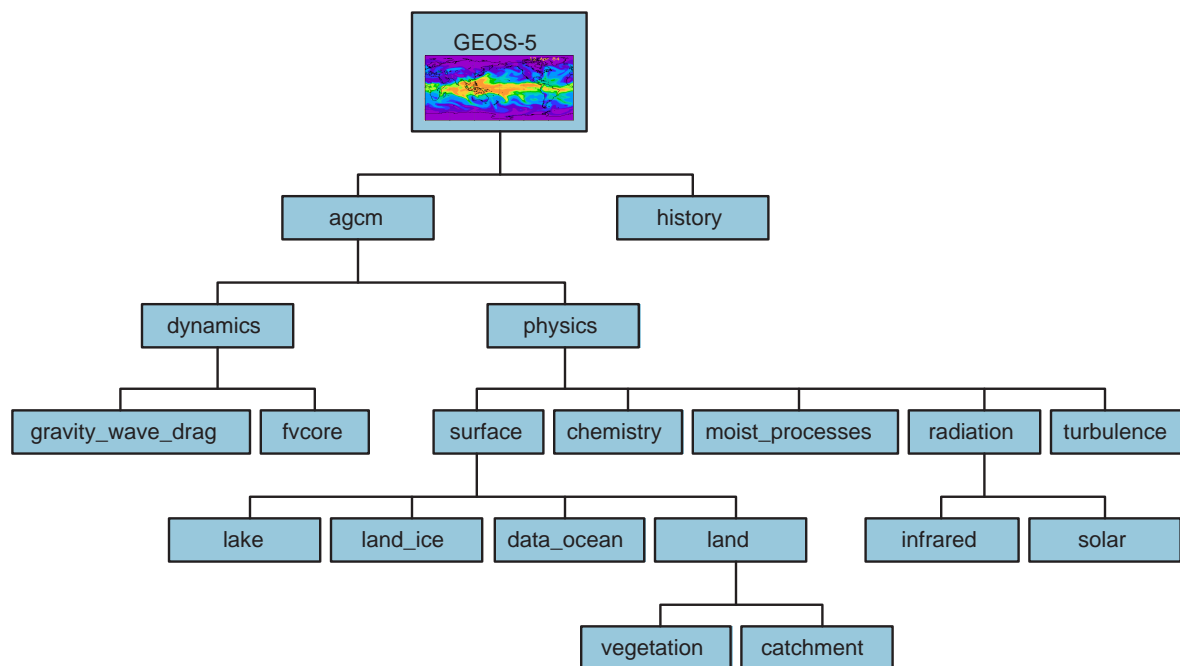
The second part of an ESMF Component is user code, such as a model or data assimilation system. Users set entry points within their code so that it is callable by the framework. In practice, setting entry points means that within user code there are calls to ESMF methods that associate the name of a Fortran subroutine with a corresponding standard ESMF operation. For example, a user-written initialization routine called `myOceanInit` might be associated with the standard initialize routine of an ESMF Gridded Component named “myOcean” that represents an ocean model.

- **State** ESMF Components exchange information with other Components only through States. A State is an ESMF derived type that can contain Fields, FieldBundles, Arrays, ArrayBundles, and other States. A Component is associated with two States, an **Import State** and an **Export State**. Its Import State holds the data that it receives from other Components. Its Export State contains data that it makes available to other Components.

An ESMF coupled application typically involves a parent Gridded Component, two or more child Gridded Components and one or more Coupler Components.

The parent Gridded Component is responsible for creating the child Gridded Components that are exchanging data, for creating the Coupler, for creating the necessary Import and Export States, and for setting up the desired sequencing.

Figure 2: ESMF enables applications such as the atmospheric general circulation model GEOS-5 to be structured hierarchically, and reconfigured and extended easily. Each box in this diagram is an ESMF Gridded Component.



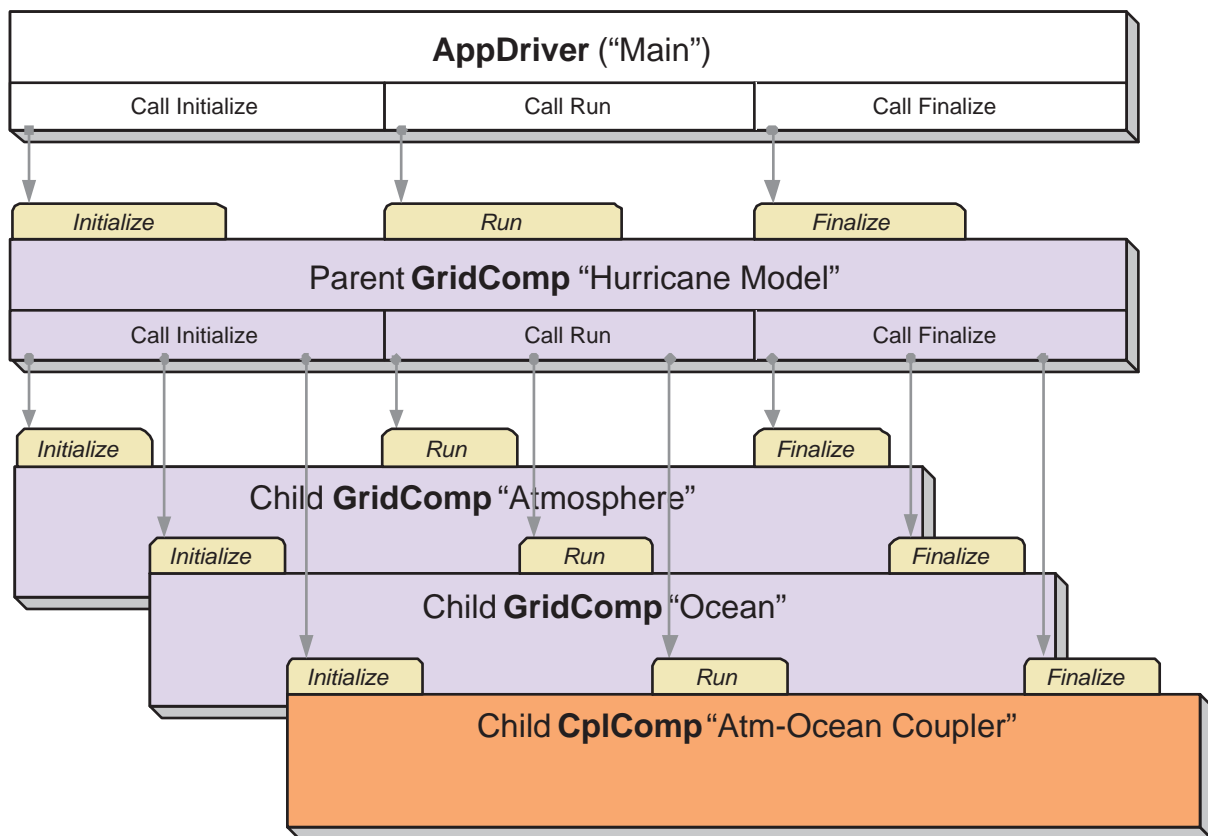
The application’s “main” routine calls the parent Gridded Component’s initialize, run, and finalize methods in order to execute the application. For each of these standard methods, the parent Gridded Component in turn calls the corresponding methods in the child Gridded Components and the Coupler Component. For example, consider a simple coupled ocean/atmosphere simulation. When the initialize method of the parent Gridded Component is called by the application, it in turn calls the initialize methods of its child atmosphere and ocean Gridded Components, and the initialize method of an ocean-to-atmosphere Coupler Component. Figure 3 shows this schematically.

## 10.2 Hierarchical Creation of Components

Components are allocated computational resources in the form of **Persistent Execution Threads**, or **PETs**. A list of a Component’s PETs is contained in a structure called a **Virtual Machine**, or **VM**. The VM also contains information about the topology and characteristics of the underlying computer. Components are created hierarchically, with parent Components creating child Components and allocating some or all of their PETs to each one. By default ESMF creates a new VM for each child Component, which allows Components to tailor their VM resources to match their needs. In some cases a child may want to share its parent’s VM - ESMF supports this too.

A Gridded Component may exist across all the PETs in an application. A Gridded Component may also reside on a subset of PETs in an application. These PETs may wholly coincide with, be wholly contained within, or wholly contain another Component.

Figure 3: A call to a standard ESMF initialize (run, finalize) method by a parent component triggers calls to initialize (run, finalize) all of its child components.



### 10.3 Sequential and Concurrent Execution of Components

When a set of Gridded Components and a Coupler runs in sequence on the same set of PETs the application is executing in a **sequential** mode. When Gridded Components are created and run on mutually exclusive sets of PETs, and are coupled by a Coupler Component that extends over the union of these sets, the mode of execution is **concurrent**.

Figure 4 illustrates a typical configuration for a simple coupled sequential application, and Figure 5 shows a possible configuration for the same application running in a concurrent mode.

Parent Components can select if and when to wait for concurrently executing child Components, synchronizing only when required.

It is possible for ESMF applications to contain some Component sets that are executing sequentially and others that are executing concurrently. We might have, for example, atmosphere and land Components created on the same subset of PETs, ocean and sea ice Components created on the remainder of PETs, and a Coupler created across all the PETs in the application.

### 10.4 Intra-Component Communication

All data transfers within an ESMF application occur *within* a component. For example, a Gridded Component may contain halo updates. Another example is that a Coupler Component may redistribute data between two Gridded Components. As a result, the architecture of ESMF does not depend on any particular data communication mechanism, and new communication schemes can be introduced without affecting the overall structure of the application.

Since all data communication happens within a component, a Coupler Component must be created on the union of the PETs of all the Gridded Components that it couples.

### 10.5 Data Distribution and Scoping in Components

The scope of distributed objects is the VM of the currently executing Component. For this reason, all PETs in the current VM must make the same distributed object creation calls. When a Coupler Component running on a superset of a Gridded Component's PETs needs to make communication calls involving objects created by the Gridded Component, an ESMF-supplied function called `ESMF_StateReconcile()` creates proxy objects for those PETs that had no previous information about the distributed objects. Proxy objects contain no local data but can be used in communication calls (such as `regrid` or `redistribute`) to describe the remote source for data being moved to the current PET, or to describe the remote destination for data being moved from the local PET. Figure 6 is a simple schematic that shows the sequence of events in a reconcile call.

### 10.6 Performance

The ESMF design enables the user to configure ESMF applications so that data is transferred directly from one component to another, without requiring that it be copied or sent to a different data buffer as an interim step. This is likely to be the most efficient way of performing inter-component coupling. However, if desired, an application can also be configured so that data from a source component is sent to a distinct set of Coupler Component PETs for processing before being sent to its destination.

The ability to overlap computation with communication is essential for performance. When running with ESMF the user can initiate data sends during Gridded Component execution, as soon as the data is ready. Computations can then proceed simultaneously with the data transfer.

Figure 4: Schematic of the run method of a coupled application, with an “Atmosphere” and an “Ocean” Gridded Component running sequentially with an “Atm-Ocean Coupler.” The top-level “Hurricane Model” Gridded Component contains the sequencing information and time advancement loop. The application driver, Coupler, and all Gridded Components are distributed over nine PETs.

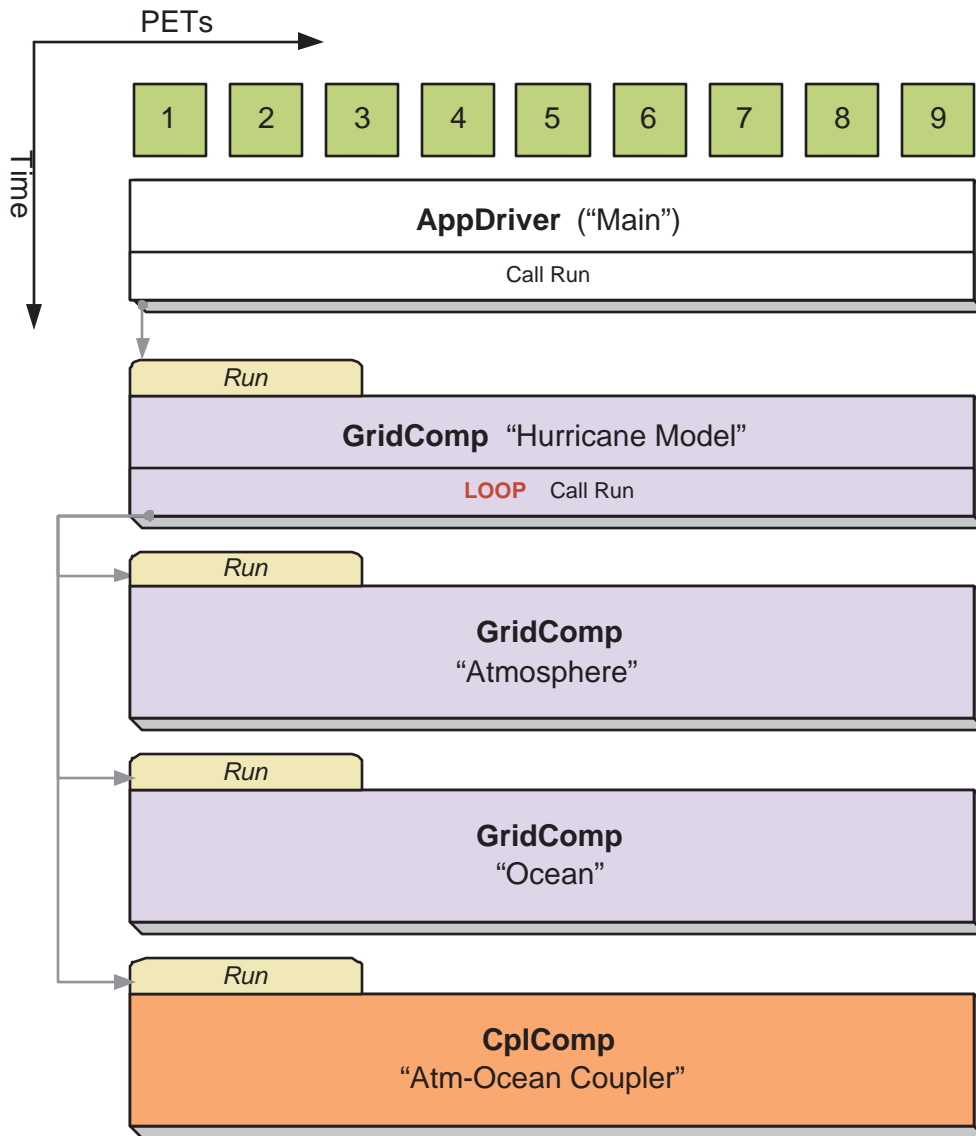


Figure 5: Schematic of the run method of a coupled application, with an “Atmosphere” and an “Ocean” Gridded Component running concurrently with an “Atm-Ocean Coupler.” The top-level “Hurricane Model” Gridded Component contains the sequencing information and time advancement loop. The application driver, Coupler, and top-level “Hurricane Model” Gridded Component are distributed over nine PETs. The “Atmosphere” Gridded Component is distributed over three PETs and the “Ocean” Gridded Component is distributed over six PETs.

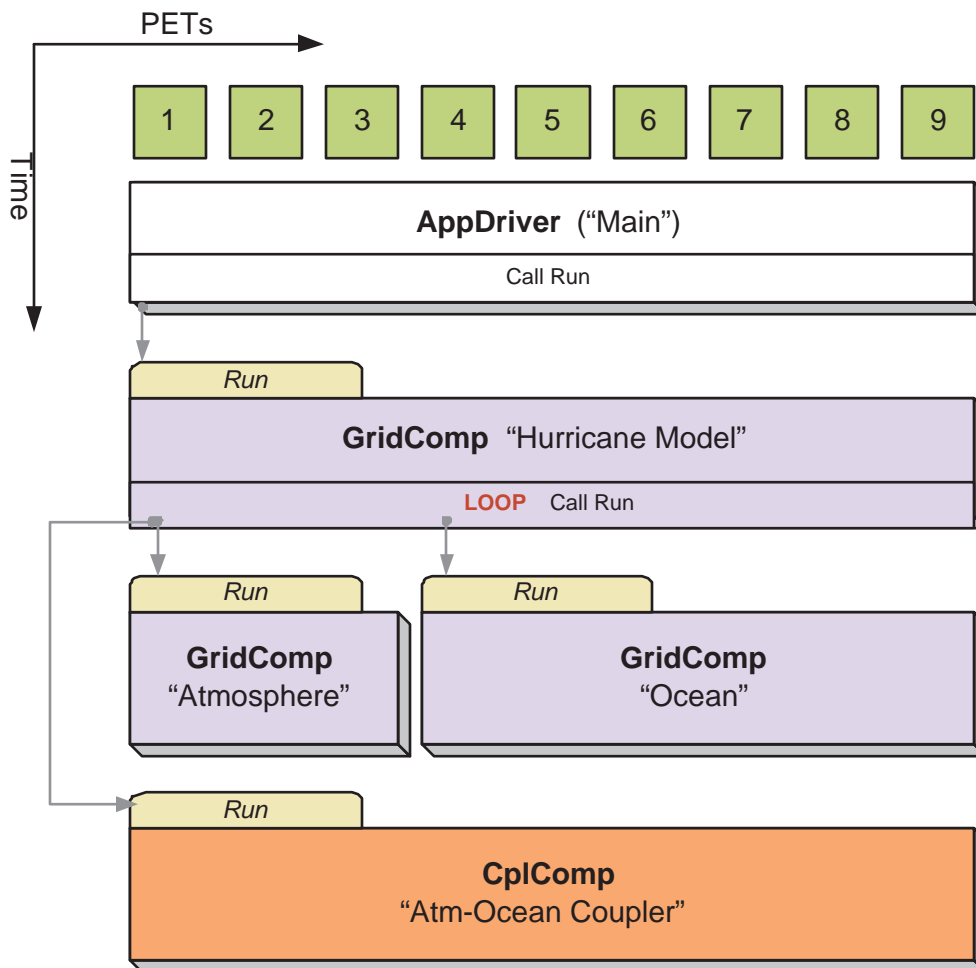
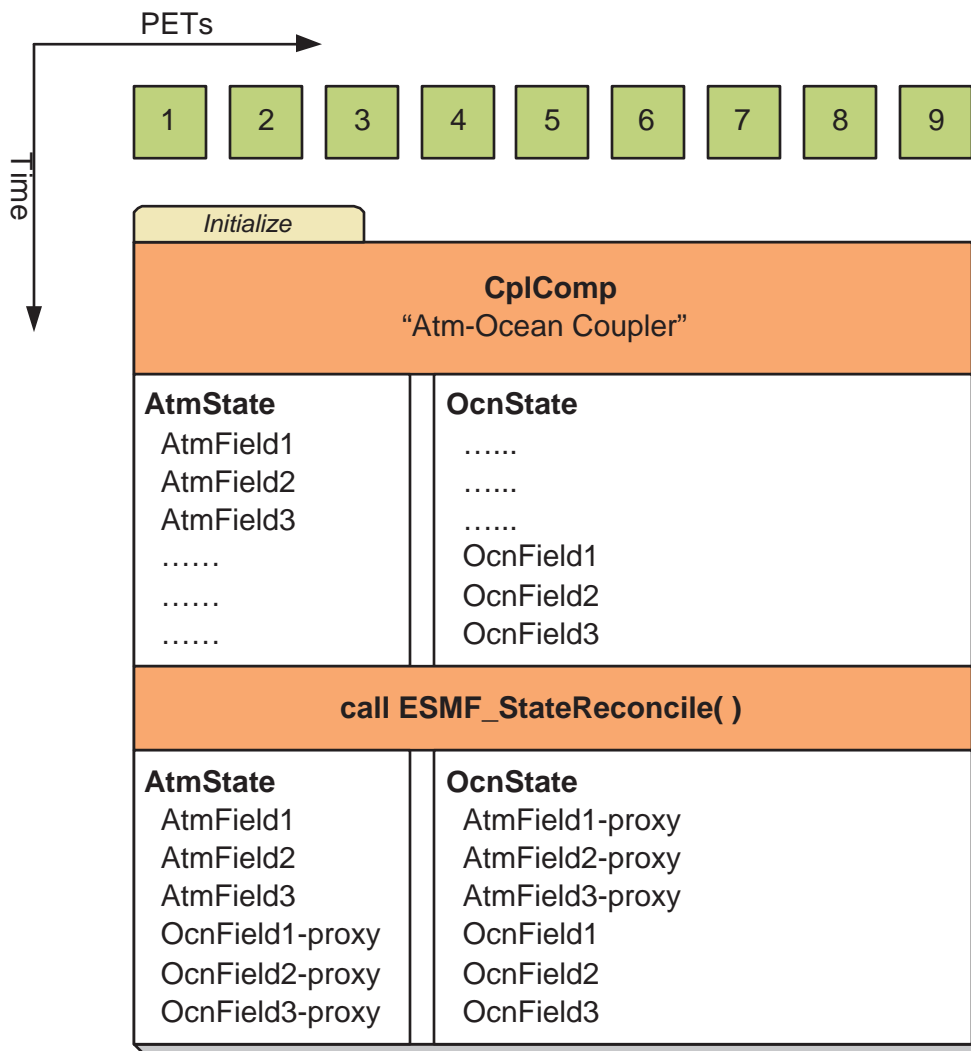


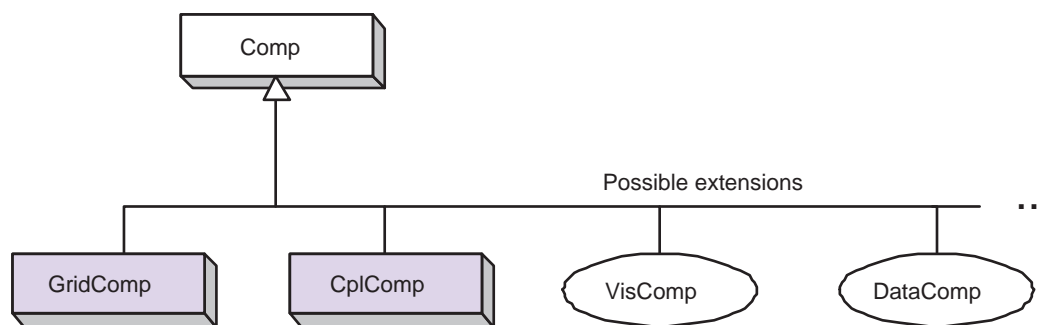
Figure 6: An `ESMF_StateReconcile()` call creates proxy objects for use in subsequent communication calls. The reconcile call would normally be made during Coupler initialization.





## 10.7 Object Model

The following is a simplified UML diagram showing the relationships among ESMF superstructure classes. See Appendix A, *A Brief Introduction to UML*, for a translation table that lists the symbols in the diagram and their meaning.



## 11 Application Driver and Required ESMF Methods

### 11.1 Description

Every ESMF application needs a driver code. Typically the driver layer is implemented as the "main" of the application, although this is not strictly an ESMF requirement. For most ESMF applications the task of the application driver will be very generic: Initialize ESMF, create a top level Component and call its Initialize, Run and Finalize methods, before destroying the top level Component again and calling ESMF Finalize.

ESMF provides a number of different application driver templates in the `$ESMF_DIR/src/Superstructure/AppDriver` directory. An appropriate one can be chosen depending on how the application is to be structured:

**Sequential vs. Concurrent Execution** In a sequential execution model every Component executes on all PETs, with each Component completing execution before the next Component begins. This has the appeal of simplicity of data consumption and production: when a Gridded Component starts all required data is available for use, and when a Gridded Component finishes all data produced is ready for consumption by the next Gridded Component. This approach also has the possibility of less data movement if the grid and data decomposition is done such that each processor's memory contains the data needed by the next Component.

In a concurrent execution model subgroups of PETs run Gridded Components and multiple Gridded Components are active at the same time. Data exchange must be coordinated between Gridded Components so that data deadlock does not occur. This strategy has the advantage of allowing coupling to other Gridded Components at any time during the computational process, including not having to return to the calling level of code before making data available.

**Pairwise vs. Hub and Spoke** Coupler Components are responsible for taking data from one Gridded Component and putting it into the form expected by another Gridded Component. This might include regridding, change of units, averaging, or binning.

Coupler Components can be written for *pairwise* data exchange: the Coupler Component takes data from a single Component and transforms it for use by another single Gridded Component. This simplifies the structure of the Coupler Component code.

Couplers can also be written using a *hub and spoke* model where a single Coupler accepts data from all other Components, can do data merging or splitting, and formats data for all other Components.

Multiple Couplers, using either of the above two models or some mixture of these approaches, are also possible.

**Implementation Language** The ESMF framework currently has Fortran interfaces for all public functions. Some functions also have C interfaces, and the number of these is expected to increase over time.

**Number of Executables** The simplest way to run an application is to run the same executable program on all PETs. Different Components can still be run on mutually exclusive PETs by using branching (e.g., if this is PET 1, 2, or 3, run Component A, if it is PET 4, 5, or 6 run Component B). This is a **SPMD** model, Single Program Multiple Data.

The alternative is to start a different executable program on different PETs. This is a **MPMD** model, Multiple Program Multiple Data. There are complications with many job control systems on multiprocessor machines in getting the different executables started, and getting inter-process communications established. ESMF currently has some support for MPMD: different Components can run as separate executables, but the Coupler that transfers data between the Components must still run on the union of their PETs. This means that the Coupler Component must be linked into all of the executables.

## 11.2 Required ESMF Methods

There are a few methods that every ESMF application must contain. First, `ESMC_Initialize()` and `ESMC_Finalize()` are in complete analogy to `MPI_Init()` and `MPI_Finalize()` known from MPI. All ESMF programs, serial or parallel, must initialize the ESMF system at the beginning, and finalize it at the end of execution. The behavior of calling any ESMF method before `ESMC_Initialize()`, or after `ESMC_Finalize()` is undefined.

Second, every ESMF Component that is accessed by an ESMF application requires that its set services routine is called through `ESMC_<Grid/Cpl>CompSetServices()`. The Component must implement one public entry point, its set services routine, that can be called through the `ESMC_<Grid/Cpl>CompSetServices()` library routine. The Component set services routine is responsible for setting entry points for the standard ESMF Component methods Initialize, Run, and Finalize.

Finally, the Component library call `ESMC_<Grid/Cpl>CompSetVM()` can optionally be issues *before* calling `ESMC_<Grid/Cpl>CompSetServices()`. Similar to `ESMC_<Grid/Cpl>CompSetServices()`, the `ESMC_<Grid/Cpl>CompSetVM()` call requires a public entry point into the Component. It allows the Component to adjust certain aspects of its execution environment, i.e. its own VM, before it is started up.

The following sections discuss the above mentioned aspects in more detail.

### 11.2.1 ESMC\_Initialize - Initialize the ESMF Framework

#### INTERFACE:

```
int ESMC_Initialize(
    int *rc,          // return code
    ...);            // optional arguments
#define ESMC_InitArgDefaultConfigFilename( ARG ) \
    ESMCI_Arg( ESMCI_InitArgDefaultConfigFilenameID, ARG )
```

#### RETURN VALUE:

Return code; equals `ESMF_SUCCESS` if there are no errors.

#### DESCRIPTION:

Initialize the ESMF. This method must be called before any other ESMF methods are used. The method contains a barrier before returning, ensuring that all processes made it successfully through initialization.

Typically `ESMC_Initialize()` will call `MPI_Init()` internally unless MPI has been initialized by the user code before initializing the framework. If the MPI initialization is left to `ESMC_Initialize()` it inherits all of the MPI implementation dependent limitations of what may or may not be done before `MPI_Init()`. For instance, it is unsafe for some MPI implementations, such as MPICH, to do IO before the MPI environment is initialized. Please consult the documentation of your MPI implementation for details.

Before exiting the application the user must call `ESMC_Finalize()` to release resources and clean up the ESMF gracefully.

The arguments are:

**[rc]** Return code; equals `ESMF_SUCCESS` if there are no errors.

**[defaultConfigFilename]** Name of the default configuration file for the entire application.

---

## 11.2.2 ESMC\_Finalize - Finalize the ESMF Framework

INTERFACE:

```
int ESMC_Finalize(void);
```

RETURN VALUE:

Return code; equals `ESMF_SUCCESS` if there are no errors.

DESCRIPTION:

This must be called once on each PET before the application exits to allow ESMF to flush buffers, close open connections, and release internal resources cleanly.

# 12 GridComp Class

## 12.1 Description

In Earth system modeling, the most natural way to think about an ESMF Gridded Component, or `ESMC_GridComp`, is as a piece of code representing a particular physical domain, such as an atmospheric model or an ocean model. Gridded Components may also represent individual processes, such as radiation or chemistry. It's up to the application writer to decide how deeply to "componentize."

Earth system software components tend to share a number of basic features. Most ingest and produce a variety of physical fields, refer to a (possibly noncontiguous) spatial region and a grid that is partitioned across a set of computational resources, and require a clock for things like stepping a governing set of PDEs forward in time. Most can also be divided into distinct initialize, run, and finalize computational phases. These common characteristics are used within ESMF to define a Gridded Component data structure that is tailored for Earth system modeling and yet is still flexible enough to represent a variety of domains.

A well designed Gridded Component does not store information internally about how it couples to other Gridded Components. That allows it to be used in different contexts without changes to source code. The idea here is to avoid situations in which slightly different versions of the same model source are maintained for use in different contexts - standalone vs. coupled versions, for example. Data is passed in and out of Gridded Components using an ESMF State, this is described in Section 14.1.

An ESMF Gridded Component has two parts, one which is user-written and another which is part of the framework. The user-written part is software that represents a physical domain or performs some other computational function. It forms the body of the Gridded Component. It may be a piece of legacy code, or it may be developed expressly for use with ESMF. It must contain routines with standard ESMF interfaces that can be called to initialize, run, and finalize the Gridded Component. These routines can have separate callable phases, such as distinct first and second initialization steps.

ESMF provides the Gridded Component derived type, `ESMC_GridComp`. An `ESMC_GridComp` must be created for every portion of the application that will be represented as a separate component. For example, in a climate model, there may be Gridded Components representing the land, ocean, sea ice, and atmosphere. If the application contains an ensemble of identical Gridded Components, every one has its own associated `ESMC_GridComp`. Each Gridded Component has its own name and is allocated a set of computational resources, in the form of an ESMF Virtual Machine, or VM.

The user-written part of a Gridded Component is associated with an `ESMC_GridComp` derived type through a routine called `ESMC_SetServices()`. This is a routine that the user must write, and declare public. Inside the `SetServices` routine the user must call `ESMC_SetEntryPoint()` methods that associate a standard ESMF operation with the name of the corresponding Fortran subroutine in their user code.

## 12.2 Class API

### 12.2.1 ESMC\_GridCompCreate - Create a Gridded Component

INTERFACE:

```
ESMC_GridComp ESMC_GridCompCreate(
    const char *name,           // in
    const char *configFile,    // in
    ESMC_Clock clock,          // in
    int *rc                    // out
);
```

RETURN VALUE:

Newly created `ESMC_GridComp` object.

DESCRIPTION:

This interface creates an `ESMC_GridComp` object. By default, a separate VM context will be created for each component. This implies creating a new MPI communicator and allocating additional memory to manage the VM resources.

The arguments are:

**name** Name of the newly-created `ESMC_GridComp`.

**mtype** `ESMC_GridComp` model type, where models includes `ESMF_ATM`, `ESMF_LAND`, `ESMF_OCEAN`, `ESMF_SEAICE`, `ESMF_RIVER`, and `ESMF_GRIDCOMPTYPE_UNKNOWN`. Note that this has no meaning to the framework, it is an annotation for user code to query. See section ?? for a complete list of valid types.

**configFile** The filename of an `ESMC_Config` format file. If specified, this file is opened an `ESMC_Config` configuration object is created for the file, and attached to the new component.

**clock** Component-specific `ESMC_Clock`. This clock is available to be queried and updated by the new `ESMC_GridComp` as it chooses. This should not be the parent component clock, which should be maintained and passed down to the initialize/run/finalize routines separately.

[rc] Return code; equals `ESMF_SUCCESS` if there are no errors.

### 12.2.2 ESMC\_GridCompDestroy - Destroy a Gridded Component

INTERFACE:

```
int ESMC_GridCompDestroy(
    ESMC_GridComp *comp          // inout
);
```

**RETURN VALUE:**

Return code; equals ESMF\_SUCCESS if there are no errors.

**DESCRIPTION:**

Releases all resources associated with this ESMC\_GridComp.  
The arguments are:

**comp** Release all resources associated with this ESMC\_GridComp and mark the object as invalid. It is an error to pass this object into any other routines after being destroyed.

### 12.2.3 ESMC\_GridCompFinalize - Finalize a Gridded Component

**INTERFACE:**

```
int ESMC_GridCompFinalize(
    ESMC_GridComp comp,          // inout
    ESMC_State importState,      // inout
    ESMC_State exportState,      // inout
    ESMC_Clock clock,           // in
    int phase,                   // in
    int *userRc                  // out
);
```

**RETURN VALUE:**

Return code; equals ESMF\_SUCCESS if there are no errors.

**DESCRIPTION:**

Call the associated user finalize code for a GridComp.  
The arguments are:

**comp** ESMC\_GridComp to call finalize routine for.

**importState** ESMC\_State containing import data for coupling.

**exportState** ESMC\_State containing export data for coupling.

**clock** External ESMC\_Clock for passing in time information. This is generally the parent component's clock, and will be treated as read-only by the child component. The child component can maintain a private clock for its own internal time computations.

**phase** Component providers must document whether each of their routines are single-phase or multi-phase. Single-phase routines require only one invocation to complete their work. Multi-phase routines provide multiple subroutines to accomplish the work, accomodating components which must complete part of their work, return to the caller and allow other processing to occur, and then continue the original operation. For multiple-phase child components, this is the integer phase number to be invoked. For single-phase child components this argument must be 1.

**[userRc]** Return code set by userRoutine before returning.

## 12.2.4 ESMC\_GridCompGetInternalState - Get the Internal State of a Gridded Component

### INTERFACE:

```
void *ESMC_GridCompGetInternalState(  
    ESMC_GridComp comp,          // in  
    int *rc                     // out  
);
```

### RETURN VALUE:

Pointer to private data block that is stored in the internal state.

### DESCRIPTION:

Available to be called by an ESMC\_GridComp at any time after ESMC\_GridCompSetInternalState has been called. Since init, run, and finalize must be separate subroutines, data that they need to share in common can either be global data, or can be allocated in a private data block and the address of that block can be registered with the framework and retrieved by this call. When running multiple instantiations of an ESMC\_GridComp, for example during ensemble runs, it may be simpler to maintain private data specific to each run with private data blocks. A corresponding ESMC\_GridCompSetInternalState call sets the data pointer to this block, and this call retrieves the data pointer.

Only the *last* data block set via ESMC\_GridCompSetInternalState will be accessible.

The arguments are:

**comp** An ESMC\_GridComp object.

**[rc]** Return code; equals ESMF\_SUCCESS if there are no errors.

---

## 12.2.5 ESMC\_GridCompInitialize - Initialize a Gridded Component

### INTERFACE:

```
int ESMC_GridCompInitialize(  
    ESMC_GridComp comp,          // inout  
    ESMC_State importState,      // inout  
    ESMC_State exportState,      // inout  
    ESMC_Clock clock,           // in  
    int phase,                   // in  
    int *userRc                  // out  
);
```

### RETURN VALUE:

Return code; equals ESMF\_SUCCESS if there are no errors.

### DESCRIPTION:

Call the associated user initialization code for a GridComp.

The arguments are:

**comp** ESMC\_GridComp to call initialize routine for.

**importState** ESMC\_State containing import data for coupling.

**exportState** ESMC\_State containing export data for coupling.

**clock** External ESMC\_Clock for passing in time information. This is generally the parent component's clock, and will be treated as read-only by the child component. The child component can maintain a private clock for its own internal time computations.

**phase** Component providers must document whether each of their routines are single-phase or multi-phase. Single-phase routines require only one invocation to complete their work. Multi-phase routines provide multiple subroutines to accomplish the work, accomodating components which must complete part of their work, return to the caller and allow other processing to occur, and then continue the original operation. For multiple-phase child components, this is the integer phase number to be invoked. For single-phase child components this argument must be 1.

**[userRc]** Return code set by userRoutine before returning.

---

## 12.2.6 ESMC\_GridCompPrint - Print the contents of a GridComp

INTERFACE:

```
int ESMC_GridCompPrint(  
    ESMC_GridComp comp      // in  
);
```

RETURN VALUE:

Return code; equals ESMF\_SUCCESS if there are no errors.

DESCRIPTION:

Prints information about an ESMC\_GridComp to stdout.

The arguments are:

**comp** An ESMC\_GridComp object.

---

## 12.2.7 ESMC\_GridCompRun - Run a Gridded Component

INTERFACE:

```
int ESMC_GridCompRun(  
    ESMC_GridComp comp,          // inout  
    ESMC_State importState,      // inout  
    ESMC_State exportState,      // inout  
    ESMC_Clock clock,           // in  
    int phase,                   // in  
    int *userRc                  // out  
);
```

RETURN VALUE:

Return code; equals ESMF\_SUCCESS if there are no errors.

DESCRIPTION:

Call the associated user run code for a GridComp.

The arguments are:

**comp** ESMC\_GridComp to call run routine for.

**importState** ESMC\_State containing import data for coupling.

**exportState** ESMC\_State containing export data for coupling.

**clock** External ESMC\_Clock for passing in time information. This is generally the parent component's clock, and will be treated as read-only by the child component. The child component can maintain a private clock for its own internal time computations.

**phase** Component providers must document whether each of their routines are single-phase or multi-phase. Single-phase routines require only one invocation to complete their work. Multi-phase routines provide multiple subroutines to accomplish the work, accomodating components which must complete part of their work, return to the caller and allow other processing to occur, and then continue the original operation. For multiple-phase child components, this is the integer phase number to be invoked. For single-phase child components this argument must be 1.

**[userRc]** Return code set by userRoutine before returning.

---

## 12.2.8 ESMC\_GridCompSetEntryPoint - Set user routine as entry point for standard Component method

### INTERFACE:

```
int ESMC_GridCompSetEntryPoint(  
    ESMC_GridComp comp,                                // in  
    enum ESMC_Method method,                            // in  
    void (*userRoutine)                                // in  
        (ESMC_GridComp, ESMC_State, ESMC_State, ESMC_Clock *, int *),  
    int phase                                           // in  
);
```

### RETURN VALUE:

Return code; equals ESMF\_SUCCESS if there are no errors.

### DESCRIPTION:

Registers a user-supplied userRoutine as the entry point for one of the predefined Component methods. After this call the userRoutine becomes accessible via the standard Component method API.

The arguments are:

**comp** An ESMC\_GridComp object.

**method** One of a set of predefined Component methods - e.g. ESMF\_METHOD\_INITIALIZE, ESMF\_METHOD\_RUN, ESMF\_METHOD\_FINALIZE. See section ?? for a complete list of valid method options.

**userRoutine** The user-supplied subroutine to be associated for this Component method. This subroutine does not have to be public.

**phase** The phase number for multi-phase methods.

---



## 12.2.9 ESMC\_GridCompSetInternalState - Set the Internal State of a Gridded Component

### INTERFACE:

```
int ESMC_GridCompSetInternalState(  
    ESMC_GridComp comp,          // inout  
    void *data                   // in  
);
```

### RETURN VALUE:

Return code; equals ESMF\_SUCCESS if there are no errors.

### DESCRIPTION:

Available to be called by an ESMC\_GridComp at any time, but expected to be most useful when called during the registration process, or initialization. Since init, run, and finalize must be separate subroutines, data that they need to share in common can either be global data, or can be allocated in a private data block and the address of that block can be registered with the framework and retrieved by subsequent calls. When running multiple instantiations of an ESMC\_GridComp, for example during ensemble runs, it may be simpler to maintain private data specific to each run with private data blocks. A corresponding ESMC\_GridCompGetInternalState call retrieves the data pointer. Only the *last* data block set via ESMC\_GridCompSetInternalState will be accessible.

The arguments are:

**comp** An ESMC\_GridComp object.

**data** Pointer to private data block to be stored.

---

## 12.2.10 ESMC\_GridCompSetServices - Call user routine to register GridComp methods

### INTERFACE:

```
int ESMC_GridCompSetServices(  
    ESMC_GridComp comp,          // in  
    void (*userRoutine)(ESMC_GridComp, int *), // in  
    int *userRc                  // out  
);
```

### RETURN VALUE:

Return code; equals ESMF\_SUCCESS if there are no errors.

### DESCRIPTION:

Call into user provided userRoutine which is responsible for setting Component's Initialize(), Run() and Finalize() services.

The arguments are:

**comp** Gridded Component.

**userRoutine** Routine to be called.

**userRc** Return code set by userRoutine before returning.

The Component writer must supply a subroutine with the exact interface shown above for the userRoutine argument.

The userRoutine, when called by the framework, must make successive calls to ESMC\_GridCompSetEntryPoint() to preset callback routines for standard Component Initialize(), Run() and Finalize() methods.

## 13 CplComp Class

### 13.1 Description

In a large, multi-component application such as a weather forecasting or climate prediction system running within ESMF, physical domains and major system functions are represented as Gridded Components (see Section 12.1). A Coupler Component, or `ESMC_CplComp`, arranges and executes the data transformations between the Gridded Components. Ideally, Coupler Components should contain all the information about inter-component communication for an application. This enables the Gridded Components in the application to be used in multiple contexts; that is, used in different coupled configurations without changes to their source code. For example, the same atmosphere might in one case be coupled to an ocean in a hurricane prediction model, and to a data assimilation system for numerical weather prediction in another. A single Coupler Component can couple two or more Gridded Components.

Like Gridded Components, Coupler Components have two parts, one that is provided by the user and another that is part of the framework. The user-written portion of the software is the coupling code necessary for a particular exchange between Gridded Components. This portion of the Coupler Component code must be divided into separately callable initialize, run, and finalize methods. The interfaces for these methods are prescribed by ESMF.

The term “user-written” is somewhat misleading here, since within a Coupler Component the user can leverage ESMF infrastructure software for regridding, redistribution, lower-level communications, calendar management, and other functions. However, ESMF is unlikely to offer all the software necessary to customize a data transfer between Gridded Components. For instance, ESMF does not currently offer tools for unit transformations or time averaging operations, so users must manage those operations themselves.

The second part of a Coupler Component is the `ESMC_CplComp` derived type within ESMF. The user must create one of these types to represent a specific coupling function, such as the regular transfer of data between a data assimilation system and an atmospheric model.<sup>1</sup>

The user-written part of a Coupler Component is associated with an `ESMC_CplComp` derived type through a routine called `ESMC_SetServices()`. This is a routine that the user must write and declare public. Inside the `ESMC_SetServices()` routine the user must call `ESMC_SetEntryPoint()` methods that associate a standard ESMF operation with the name of the corresponding Fortran subroutine in their user code. For example, a user routine called “couplerInit” might be associated with the standard initialize routine in a Coupler Component.

### 13.2 Class API

#### 13.2.1 ESMC\_CplCompCreate - Create a Coupler Component

INTERFACE:

```
ESMC_CplComp ESMC_CplCompCreate(  
    const char *name,                // in  
    const char *configFile,          // in  
    ESMC_Clock clock,                // in  
    int *rc                           // out  
);
```

RETURN VALUE:

Newly created `ESMC_CplComp` object.

DESCRIPTION:

This interface creates an `ESMC_CplComp` object. By default, a separate VM context will be created for each component. This implies creating a new MPI communicator and allocating additional memory to manage the VM resources. The arguments are:

**name** Name of the newly-created `ESMC_CplComp`.

---

<sup>1</sup> It is not necessary to create a Coupler Component for each individual data transfer.

**configFile** The filename of an ESMC\_Config format file. If specified, this file is opened an ESMC\_Config configuration object is created for the file, and attached to the new component.

**clock** Component-specific ESMC\_Clock. This clock is available to be queried and updated by the new ESMC\_CplComp as it chooses. This should not be the parent component clock, which should be maintained and passed down to the initialize/run/finalize routines separately.

**[rc]** Return code; equals ESMF\_SUCCESS if there are no errors.

---

### 13.2.2 ESMC\_CplCompDestroy - Destroy a Coupler Component

#### INTERFACE:

```
int ESMC_CplCompDestroy(  
    ESMC_CplComp *comp           // inout  
);
```

#### RETURN VALUE:

Return code; equals ESMF\_SUCCESS if there are no errors.

#### DESCRIPTION:

Releases all resources associated with this ESMC\_CplComp.

The arguments are:

**comp** Release all resources associated with this ESMC\_CplComp and mark the object as invalid. It is an error to pass this object into any other routines after being destroyed.

---

### 13.2.3 ESMC\_CplCompFinalize - Finalize a Coupler Component

#### INTERFACE:

```
int ESMC_CplCompFinalize(  
    ESMC_CplComp comp,           // inout  
    ESMC_State importState,      // inout  
    ESMC_State exportState,      // inout  
    ESMC_Clock clock,           // in  
    int phase,                   // in  
    int *userRc                  // out  
);
```

#### RETURN VALUE:

Return code; equals ESMF\_SUCCESS if there are no errors.

#### DESCRIPTION:

Call the associated user finalize code for a CplComp.

The arguments are:

**comp** ESMC\_CplComp to call finalize routine for.

**importState** ESMC\_State containing import data for coupling.

**exportState** ESMC\_State containing export data for coupling.

**clock** External ESMC\_Clock for passing in time information. This is generally the parent component's clock, and will be treated as read-only by the child component. The child component can maintain a private clock for its own internal time computations.

**phase** Component providers must document whether each of their routines are single-phase or multi-phase. Single-phase routines require only one invocation to complete their work. Multi-phase routines provide multiple subroutines to accomplish the work, accomodating components which must complete part of their work, return to the caller and allow other processing to occur, and then continue the original operation. For multiple-phase child components, this is the integer phase number to be invoked. For single-phase child components this argument must be 1.

**[userRc]** Return code set by userRoutine before returning.

---

### 13.2.4 ESMC\_CplCompGetInternalState - Get the internal State of a Coupler Component

#### INTERFACE:

```
void *ESMC_CplCompGetInternalState(  
    ESMC_CplComp comp,          //in  
    int *rc                     // out  
);
```

#### RETURN VALUE:

Pointer to private data block that is stored in the internal state.

#### DESCRIPTION:

Available to be called by an ESMC\_CplComp at any time after ESMC\_CplCompSetInternalState has been called. Since init, run, and finalize must be separate subroutines, data that they need to share in common can either be global data, or can be allocated in a private data block and the address of that block can be registered with the framework and retrieved by this call. When running multiple instantiations of an ESMC\_CplComp, for example during ensemble runs, it may be simpler to maintain private data specific to each run with private data blocks. A corresponding ESMC\_CplCompSetInternalState call sets the data pointer to this block, and this call retrieves the data pointer.

Only the *last* data block set via ESMC\_CplCompSetInternalState will be accessible.

The arguments are:

**comp** An ESMC\_CplComp object.

**[rc]** Return code; equals ESMF\_SUCCESS if there are no errors.

---

### 13.2.5 ESMC\_CplCompInitialize - Initialize a Coupler Component

#### INTERFACE:

```
int ESMC_CplCompInitialize(  
    ESMC_CplComp comp,          // inout  
    ESMC_State importState,     // inout  
    ESMC_State exportState,     // inout  
    ESMC_Clock clock,          // in  
    int phase,                  // in  
    int *userRc                 // out  
);
```

*RETURN VALUE:*

Return code; equals ESMF\_SUCCESS if there are no errors.

**DESCRIPTION:**

Call the associated user initialize code for a CplComp.  
The arguments are:

**comp** ESMC\_CplComp to call initialize routine for.

**importState** ESMC\_State containing import data for coupling.

**exportState** ESMC\_State containing export data for coupling.

**clock** External ESMC\_Clock for passing in time information. This is generally the parent component's clock, and will be treated as read-only by the child component. The child component can maintain a private clock for its own internal time computations.

**phase** Component providers must document whether each of their routines are `single-phase` or `multi-phase`. Single-phase routines require only one invocation to complete their work. Multi-phase routines provide multiple subroutines to accomplish the work, accomodating components which must complete part of their work, return to the caller and allow other processing to occur, and then continue the original operation. For multiple-phase child components, this is the integer phase number to be invoked. For single-phase child components this argument must be 1.

**[userRc]** Return code set by `userRoutine` before returning.

---

### 13.2.6 ESMC\_CplCompPrint - Print a Coupler Component

**INTERFACE:**

```
int ESMC_CplCompPrint(  
    ESMC_CplComp comp    // in  
);
```

*RETURN VALUE:*

Return code; equals ESMF\_SUCCESS if there are no errors.

**DESCRIPTION:**

Prints information about an ESMC\_CplComp to stdout.  
The arguments are:

**comp** An ESMC\_CplComp object.

---

### 13.2.7 ESMC\_CplCompRun - Run a Coupler Component

**INTERFACE:**

```

int ESMC_CplCompRun(
    ESMC_CplComp comp,           // inout
    ESMC_State importState,      // inout
    ESMC_State exportState,      // inout
    ESMC_Clock clock,           // in
    int phase,                   // in
    int *userRc                  // out
);

```

**RETURN VALUE:**

Return code; equals ESMF\_SUCCESS if there are no errors.

**DESCRIPTION:**

Call the associated user run code for a CplComp.

The arguments are:

**comp** ESMC\_CplComp to call run routine for.

**importState** ESMC\_State containing import data for coupling.

**exportState** ESMC\_State containing export data for coupling.

**clock** External ESMC\_Clock for passing in time information. This is generally the parent component's clock, and will be treated as read-only by the child component. The child component can maintain a private clock for its own internal time computations.

**phase** Component providers must document whether each of their routines are single-phase or multi-phase. Single-phase routines require only one invocation to complete their work. Multi-phase routines provide multiple subroutines to accomplish the work, accomodating components which must complete part of their work, return to the caller and allow other processing to occur, and then continue the original operation. For multiple-phase child components, this is the integer phase number to be invoked. For single-phase child components this argument must be 1.

**[userRc]** Return code set by userRoutine before returning.

### 13.2.8 ESMC\_CplCompSetEntryPoint - Set the Entry point of a Coupler Component

**INTERFACE:**

```

int ESMC_CplCompSetEntryPoint(
    ESMC_CplComp comp,           // in
    enum ESMC_Method method,      // in
    void (*userRoutine)          // in
    (ESMC_CplComp, ESMC_State, ESMC_State, ESMC_Clock *, int *),
    int phase                     // in
);

```

**RETURN VALUE:**

Return code; equals ESMF\_SUCCESS if there are no errors.

**DESCRIPTION:**

Registers a user-supplied userRoutine as the entry point for one of the predefined Component methods. After this call the userRoutine becomes accessible via the standard Component method API.

The arguments are:

**comp** An ESMC\_CplComp object.

**method** One of a set of predefined Component methods - e.g. ESMF\_METHOD\_INITIALIZE, ESMF\_METHOD\_RUN, ESMF\_METHOD\_FINALIZE. See section ?? for a complete list of valid method options.

**userRoutine** The user-supplied subroutine to be associated for this Component method. This subroutine does not have to be public.

**phase** The phase number for multi-phase methods.

---

### 13.2.9 ESMC\_CplCompSetInternalState - Set the internal State of a Coupler Component

#### INTERFACE:

```
int ESMC_CplCompSetInternalState(  
    ESMC_CplComp comp,          // inout  
    void *data                  // in  
);
```

#### RETURN VALUE:

Return code; equals ESMF\_SUCCESS if there are no errors.

#### DESCRIPTION:

Available to be called by an ESMC\_CplComp at any time, but expected to be most useful when called during the registration process, or initialization. Since init, run, and finalize must be separate subroutines, data that they need to share in common can either be global data, or can be allocated in a private data block and the address of that block can be registered with the framework and retrieved by subsequent calls. When running multiple instantiations of an ESMC\_CplComp, for example during ensemble runs, it may be simpler to maintain private data specific to each run with private data blocks. A corresponding ESMC\_CplCompGetInternalState call retrieves the data pointer. Only the *last* data block set via ESMC\_CplCompSetInternalState will be accessible.

The arguments are:

**comp** An ESMC\_CplComp object.

**data** Pointer to private data block to be stored.

---

### 13.2.10 ESMC\_CplCompSetServices - Destroy a Coupler Component

#### INTERFACE:

```
int ESMC_CplCompSetServices(  
    ESMC_CplComp comp,          // in  
    void (*userRoutine)(ESMC_CplComp, int *), // in  
    int *userRc                 // out  
);
```

#### RETURN VALUE:

Return code; equals ESMF\_SUCCESS if there are no errors.

## DESCRIPTION:

Call into user provided `userRoutine` which is responsible for setting Component's `Initialize()`, `Run()` and `Finalize()` services.

The arguments are:

**comp** Gridded Component.

**userRoutine** Routine to be called.

**userRc** Return code set by `userRoutine` before returning.

The Component writer must supply a subroutine with the exact interface shown above for the `userRoutine` argument.

The `userRoutine`, when called by the framework, must make successive calls to `ESMC_CplCompSetEntryPoint()` to preset callback routines for standard Component `Initialize()`, `Run()` and `Finalize()` methods.

## 14 State Class

### 14.1 Description

A State contains the data and metadata to be transferred between ESMF Components. It is an important class, because it defines a standard for how data is represented in data transfers between Earth science components. The State construct is a rational compromise between a fully prescribed interface - one that would dictate what specific fields should be transferred between components - and an interface in which data structures are completely ad hoc.

There are two types of States, import and export. An import State contains data that is necessary for a Gridded Component or Coupler Component to execute, and an export State contains the data that a Gridded Component or Coupler Component can make available.

States can contain Arrays, ArrayBundles, Fields, FieldBundles, and other States. However, the current C API only provides State access to Arrays, Fields and nested States. States cannot directly contain native language arrays (i.e. Fortran or C style arrays). Objects in a State must span the VM on which they are running. For sequentially executing components which run on the same set of PETs this happens by calling the object create methods on each PET, creating the object in unison. For concurrently executing components which are running on subsets of PETs, an additional method, called `ESMF_StateReconcile()`, is provided by ESMF to broadcast information about objects which were created in sub-components. Currently this method is only available through the ESMF Fortran API. Hence the Coupler Component responsible for reconciling States from Component that execute on subsets of PETs must be written in Fortran.

State methods include creation and deletion, adding and retrieving data items, and performing queries.

### 14.2 Restrictions and Future Work

1. **No synchronization of object ids at object create time.** Object IDs are using during the reconcile process to identify objects which are unknown to some subset of the PETs in the currently running VM. Object IDs are assigned in sequential order at object create time.

One important request by the user community during the ESMF object design was that there be no communication overhead or synchronization when creating distributed ESMF objects. As a consequence it is required to create these objects in **unison** across all PETs in order to keep the ESMF object identification in sync.

### 14.3 Class API

#### 14.3.1 ESMC\_StateAddArray - Add an Array object to a State

## INTERFACE:



```

int ESMC_StateAddArray(
    ESMC_State state,    // in
    ESMC_Array array     // in
);

```

**RETURN VALUE:**

Return code; equals ESMF\_SUCCESS if there are no errors.

**DESCRIPTION:**

Add an Array object to a ESMC\_State object.  
The arguments are:

**state** The State object.

**array** The Array object to be included within the State.

---

### 14.3.2 ESMC\_StateAddField - Add a Field object to a State

**INTERFACE:**

```

int ESMC_StateAddField(
    ESMC_State state,    // in
    ESMC_Field field     // in
);

```

**RETURN VALUE:**

Return code; equals ESMF\_SUCCESS if there are no errors.

**DESCRIPTION:**

Add an Array object to a ESMC\_State object.  
The arguments are:

**state** The State object.

**array** The Array object to be included within the State.

---

### 14.3.3 ESMC\_StateCreate - Create an Array

**INTERFACE:**

```

ESMC_State ESMC_StateCreate(
    const char *name,    // in
    int *rc              // out
);

```

**RETURN VALUE:**

Newly created ESMC\_State object.

**DESCRIPTION:**

Create an ESMC\_State object.  
The arguments are:

**[name]** The name for the State object. If not specified, i.e. NULL, a default unique name will be generated: "StateNNN" where NNN is a unique sequence number from 001 to 999.

**rc** Return code; equals ESMF\_SUCCESS if there are no errors.

---

#### 14.3.4 ESMC\_StateDestroy - Destroy a State

INTERFACE:

```
int ESMC_StateDestroy(  
    ESMC_State *state    // in  
);
```

*RETURN VALUE:*

Return code; equals ESMF\_SUCCESS if there are no errors.

DESCRIPTION:

Destroy a ESMC\_State object.

The arguments are:

**state** The State to be destroyed.

---

#### 14.3.5 ESMC\_StateGetArray - Obtains an Array object from a State

INTERFACE:

```
int ESMC_StateGetArray(  
    ESMC_State state,      // in  
    const char *name,      // in  
    ESMC_Array *array      // out  
);
```

*RETURN VALUE:*

Return code; equals ESMF\_SUCCESS if there are no errors.

DESCRIPTION:

Obtain a pointer to an ESMC\_Array object contained within a State.

The arguments are:

**state** The State object.

**name** The name of the desired Array object.

**array** A pointer to the Array object.

---

### 14.3.6 ESMC\_StateGetField - Obtains a Field object from a State

#### INTERFACE:

```
int ESMC_StateGetField(  
    ESMC_State state,    // in  
    const char *name,    // in  
    ESMC_Field *field    // out  
);
```

#### RETURN VALUE:

Return code; equals ESMF\_SUCCESS if there are no errors.

#### DESCRIPTION:

Obtain a pointer to a ESMC\_Field object contained within a State.  
The arguments are:

**state** The State object.

**name** The name of the desired Field object.

**array** A pointer to the Field object.

---

### 14.3.7 ESMC\_StatePrint - Print the contents of a State

#### INTERFACE:

```
int ESMC_StatePrint(  
    ESMC_State state    // in  
);
```

#### RETURN VALUE:

Return code; equals ESMF\_SUCCESS if there are no errors.

#### DESCRIPTION:

Prints the contents of a ESMC\_State object.  
The arguments are:

**state** The State to be printed.

## **Part IV**

# **Infrastructure: Fields and Grids**

## 15 Overview of Infrastructure Data Handling

The ESMF infrastructure data classes are part of the framework's hierarchy of structures for handling Earth system model data and metadata on parallel platforms. The hierarchy is in complexity; the simplest data class in the infrastructure represents a distributed data array and the most complex data class represents a bundle of physical fields that are discretized on the same grid. However, the current C API does not support bundled data structures yet. Array and Field are the two data classes offered by the ESMF C language binding. Data class methods are called both from user-written code and from other classes internal to the framework.

Data classes are distributed over **DEs**, or **Decomposition Elements**. A DE represents a piece of a decomposition. A DELayout is a collection of DEs with some associated connectivity that describes a specific distribution. For example, the distribution of a grid divided into four segments in the x-dimension would be expressed in ESMF as a DELayout with four DEs lying along an x-axis. This abstract concept enables a data decomposition to be defined in terms of threads, MPI processes, virtual decomposition elements, or combinations of these without changes to user code. This is a primary strategy for ensuring optimal performance and portability for codes using the ESMF for communications. ESMF data classes are useful because they provide a standard, convenient way for developers to collect together information related to model or observational data. The information assembled in a data class includes a data pointer, a set of attributes (e.g. units, although attributes can also be user-defined), and a description of an associated grid. The same set of information within an ESMF data object can be used by the framework to arrange intercomponent data transfers, to perform I/O, for communications such as gathers and scatters, for simplification of interfaces within user code, for debugging, and for other functions. This unifies and organizes codes overall so that the user need not define different representations of metadata for the same field for I/O and for component coupling.

Since it is critical that users be able to introduce ESMF into their codes easily and incrementally, ESMF data classes can be created based on native Fortran pointers. Likewise, there are methods for retrieving native Fortran pointers from within ESMF data objects. This allows the user to perform allocations using ESMF, and to retrieve Fortran arrays later for optimized model calculations. The ESMF data classes do not have associated differential operators or other mathematical methods.

For flexibility, it is not necessary to build an ESMF data object all at once. For example, it's possible to create a field but to defer allocation of the associated field data until a later time.

### Key Features

Hierarchy of data structures designed specifically for the Earth system domain and high performance, parallel computing.

Multi-use ESMF structures simplify user code overall.

Data objects support incremental construction and deferred allocation.

Native Fortran arrays can be associated with or retrieved from ESMF data objects, for ease of adoption, convenience, and performance.

### 15.1 Infrastructure Data Classes

The main classes that are used for model and observational data manipulation are as follows:

- **Array** An ESMF Array contains a data pointer, information about its associated datatype, precision, and dimension.

Data elements in Arrays are partitioned into categories defined by the role the data element plays in distributed halo operations. Haloing - sometimes called ghosting - is the practice of copying portions of array data to multiple memory locations to ensure that data dependencies can be satisfied quickly when performing a calculation. ESMF Arrays contain an **exclusive** domain, which contains data elements updated exclusively and definitively by a given DE; a **computational** domain, which contains all data elements with values that are updated by the DE in computations; and a **total** domain, which includes both the computational domain and data elements from other DEs which may be read but are not updated in computations.

- **Field** A Field holds model and/or observational data together with its underlying grid or set of spatial locations. It provides methods for configuration, initialization, setting and retrieving data values, data I/O, data regridding, and manipulation of attributes.

## **15.2 Design and Implementation Notes**

1. In communication methods such as Regrid, Redist, Scatter, etc. the Field code cascades down through the Array code, so that the actual implementation exist in only one place in the source.

## 16 Field Class

### 16.1 Description

An ESMF Field represents a physical field, such as temperature. The motivation for including Fields in ESMF is that bundles of Fields are the entities that are normally exchanged when coupling Components.

The ESMF Field class contains distributed and discretized field data, a reference to its associated grid, and metadata. The Field class stores the grid *staggering* for that physical field. This is the relationship of how the data array of a field maps onto a grid (e.g. one item per cell located at the cell center, one item per cell located at the NW corner, one item per cell vertex, etc.). This means that different Fields which are on the same underlying ESMF Grid but have different staggerings can share the same Grid object without needing to replicate it multiple times.

Fields can be added to States for use in inter-Component data communications.

Field communication capabilities include: data redistribution, regridding, scatter, gather, sparse-matrix multiplication, and halo update. These are discussed in more detail in the documentation for the specific method calls. ESMF does not currently support vector fields, so the components of a vector field must be stored as separate Field objects.

A Field serves as an annotator of data, since it carries a description of the grid it is associated with and metadata such as name and units. Fields can be used in this capacity alone, as convenient, descriptive containers into which arrays can be placed and retrieved. However, for most codes the primary use of Fields is in the context of import and export States, which are the objects that carry coupling information between Components. Fields enable data to be self-describing, and a State holding ESMF Fields contains data in a standard format that can be queried and manipulated.

The sections below go into more detail about Field usage.

#### 16.1.1 Field create and destroy

Fields can be created and destroyed at any time during application execution. However, these Field methods require some time to complete. We do not recommend that the user create or destroy Fields inside performance-critical computational loops.

All versions of the `ESMC_FieldCreate()` routines require a Mesh object as input. The Mesh contains the information needed to know which Decomposition Elements (DEs) are participating in the processing of this Field, and which subsets of the data are local to a particular DE.

The details of how the create process happens depends on which of the variants of the `ESMC_FieldCreate()` call is used.

When finished with an `ESMC_Field`, the `ESMC_FieldDestroy` method removes it. However, the objects inside the `ESMC_Field` created externally should be destroyed separately, since objects can be added to more than one `ESMC_Field`. For example, the same `ESMF_Mesh` can be referenced by multiple `ESMC_Fields`. In this case the internal Mesh is not deleted by the `ESMC_FieldDestroy` call.

### 16.2 Class API

#### 16.2.1 ESMC\_FieldCreate - Create a Field

INTERFACE:

```
ESMC_Field ESMC_FieldCreate(  
    ESMC_Mesh mesh,                // in  
    ESMC_ArraySpec arrayspec,      // in  
    ESMC_InterfaceInt gridToFieldMap, // in  
    ESMC_InterfaceInt ungriddedLBound, // in  
    ESMC_InterfaceInt ungriddedUBound, // in  
    const char *name,              // in  
    int *rc                        // out  
);
```

RETURN VALUE:

Newly created ESMC\_Field object.

#### DESCRIPTION:

Creates a ESMC\_Field object.

The arguments are:

**mesh** A ESMC\_Mesh object.

**arrayspec** A ESMC\_ArraySpec object describing data type and kind specification.

**gridToFieldMap** List with number of elements equal to the grid's dimCount. The list elements map each dimension of the grid to a dimension in the field by specifying the appropriate field dimension index. The default is to map all of the grid's dimensions against the lowest dimensions of the field in sequence, i.e. gridToFieldMap = (/1,2,3,.../). The values of all gridToFieldMap entries must be greater than or equal to one and smaller than or equal to the field rank. It is erroneous to specify the same gridToFieldMap entry multiple times. The total ungridded dimensions in the field are the total field dimensions less the dimensions in the grid. Ungridded dimensions must be in the same order they are stored in the field. If the Field dimCount is less than the Mesh dimCount then the default gridToFieldMap will contain zeros for the rightmost entries. A zero entry in the gridToFieldMap indicates that the particular Mesh dimension will be replicating the Field across the DEs along this direction.

**ungriddedLBound** Lower bounds of the ungridded dimensions of the field. The number of elements in the ungriddedLBound is equal to the number of ungridded dimensions in the field. All ungridded dimensions of the field are also undistributed. When field dimension count is greater than grid dimension count, both ungriddedLBound and ungriddedUBound must be specified. When both are specified the values are checked for consistency. Note that the the ordering of these ungridded dimensions is the same as their order in the field.

**ungriddedUBound** Upper bounds of the ungridded dimensions of the field. The number of elements in the ungriddedUBound is equal to the number of ungridded dimensions in the field. All ungridded dimensions of the field are also undistributed. When field dimension count is greater than grid dimension count, both ungriddedLBound and ungriddedUBound must be specified. When both are specified the values are checked for consistency. Note that the the ordering of these ungridded dimensions is the same as their order in the field.

**[name]** The name for the newly created field. If not specified, i.e. NULL, a default unique name will be generated: "FieldNNN" where NNN is a unique sequence number from 001 to 999.

**[rc]** Return code; equals ESMF\_SUCCESS if there are no errors.

---

## 16.2.2 ESMC\_FieldDestroy - Destroy a Field

#### INTERFACE:

```
int ESMC_FieldDestroy(  
    ESMC_Field *field    // inout  
);
```

#### RETURN VALUE:

Return code; equals ESMF\_SUCCESS if there are no errors.

#### DESCRIPTION:

Releases all resources associated with this ESMC\_Field. Return code; equals ESMF\_SUCCESS if there are no errors.

The arguments are:

**field** Destroy contents of this ESMC\_Field.

---



### 16.2.3 ESMC\_FieldGetArray - Get the internal Array stored in the Field

#### INTERFACE:

```
ESMC_Array ESMC_FieldGetArray(  
    ESMC_Field field,      // in  
    int *rc                // out  
);
```

#### RETURN VALUE:

The ESMC\_Array object stored in the ESMC\_Field.

#### DESCRIPTION:

Get the internal Array stored in the ESMC\_Field.

The arguments are:

**field** Get the internal Array stored in this ESMC\_Field.

**[rc]** Return code; equals ESMF\_SUCCESS if there are no errors.

---

### 16.2.4 ESMC\_FieldGetMesh - Get the internal Mesh stored in the Field

#### INTERFACE:

```
ESMC_Mesh ESMC_FieldGetMesh(  
    ESMC_Field field,      // in  
    int *rc                // out  
);
```

#### RETURN VALUE:

The ESMC\_Mesh object stored in the ESMC\_Field.

#### DESCRIPTION:

Get the internal Mesh stored in the ESMC\_Field.

The arguments are:

**field** Get the internal Mesh stored in this ESMC\_Field.

**[rc]** Return code; equals ESMF\_SUCCESS if there are no errors.

---

### 16.2.5 ESMC\_FieldGetPtr - Get the internal Fortran data pointer stored in the Field

#### INTERFACE:

```
void *ESMC_FieldGetPtr(  
    ESMC_Field field,      // in  
    int localDe,          // in  
    int *rc                // out  
);
```

#### *RETURN VALUE:*

The Fortran data pointer stored in the ESMC\_Field.

#### DESCRIPTION:

Get the internal Fortran data pointer stored in the ESMC\_Field.

The arguments are:

**field** Get the internal Fortran data pointer stored in this ESMC\_Field.

**localDe** Local DE for which information is requested. [0, ..., localDeCount-1].

**[rc]** Return code; equals ESMF\_SUCCESS if there are no errors.

---

### 16.2.6 ESMC\_FieldPrint - Print the internal information of a Field

#### INTERFACE:

```
int ESMC_FieldPrint(  
    ESMC_Field field      // in  
);
```

#### *RETURN VALUE:*

Return code; equals ESMF\_SUCCESS if there are no errors.

#### DESCRIPTION:

Print the internal information within this ESMC\_Field. Return code; equals ESMF\_SUCCESS if there are no errors.

The arguments are:

**field** Print contents of this ESMC\_Field.

## 17 Array Class

### 17.1 Description

The Array class is an alternative to the Field class for representing distributed, structured data. Unlike Fields, which are built to carry grid coordinate information, Arrays can only carry information about the *indices* associated with grid cells. Since they do not have coordinate information, Arrays cannot be used to calculate interpolation weights. However, if the user can supply interpolation weights, the Array sparse matrix multiply operation can be used to apply the weights and transfer data to the new grid. Arrays can also perform redistribution, scatter, and gather communication operations.

Like Fields, Arrays can be added to a State and used in inter-Component data communications.

From a technical standpoint, the ESMF Array class is an index space based, distributed data storage class. It provides DE-local memory allocations within DE-centric index regions and defines the relationship to the index space described by the ESMF DistGrid. The Array class offers common communication patterns within the index space formalism.

### 17.2 Class API

#### 17.2.1 ESMC\_ArrayCreate - Create an Array

#### INTERFACE:

```

ESMC_Array ESMD_ArrayCreate(
    ESMD_ArraySpec arrayspec,    // in
    ESMD_DistGrid distgrid,      // in
    const char* name,            // in
    int *rc                      // out
);

```

**RETURN VALUE:**

Newly created ESMD\_Array object.

**DESCRIPTION:**

Create an ESMD\_Array object.  
The arguments are:

**arrayspec** ESMD\_ArraySpec object containing the type/kind/rank information.

**distgrid** ESMD\_DistGrid object that describes how the Array is decomposed and distributed over DEs. The dimension count of distgrid must be smaller or equal to the rank specified in arrayspec, otherwise a runtime ESMF error will be raised.

**[name]** The name for the Array object. If not specified, i.e. NULL, a default unique name will be generated: "ArrayNNN" where NNN is a unique sequence number from 001 to 999.

**[rc]** Return code; equals ESMF\_SUCCESS if there are no errors.

---

### 17.2.2 ESMD\_ArrayDestroy - Destroy an Array

**INTERFACE:**

```

int ESMD_ArrayDestroy(
    ESMD_Array *array            // inout
);

```

**RETURN VALUE:**

Return code; equals ESMF\_SUCCESS if there are no errors.

**DESCRIPTION:**

Destroy an ESMD\_Array object.  
The arguments are:

**array** ESMD\_Array object to be destroyed.

---

### 17.2.3 ESMD\_ArrayGetName - Get the name of an Array

**INTERFACE:**

```

const char *ESMD_ArrayGetName(
    ESMD_Array array,            // in
    int *rc                      // out
);

```

*RETURN VALUE:*

Pointer to the Array name string.

**DESCRIPTION:**

Get the name of the specified ESMC\_Array object.  
The arguments are:

**array** ESMC\_Array object to be queried.

**[rc]** Return code; equals ESMF\_SUCCESS if there are no errors.

---

#### **17.2.4 ESMC\_ArrayGetPtr - Get pointer to Array data.**

**INTERFACE:**

```
void *ESMC_ArrayGetPtr(  
    ESMC_Array array,          // in  
    int localDe,              // in  
    int *rc                   // out  
);
```

*RETURN VALUE:*

Pointer to the Array data.

**DESCRIPTION:**

Get pointer to the data of the specified ESMC\_Array object.  
The arguments are:

**array** ESMC\_Array object to be queried.

**localDe** Local De for which to data pointer is queried.

**[rc]** Return code; equals ESMF\_SUCCESS if there are no errors.

---

#### **17.2.5 ESMC\_ArrayPrint - Print an Array**

**INTERFACE:**

```
int ESMC_ArrayPrint(  
    ESMC_Array array           // in  
);
```

*RETURN VALUE:*

Return code; equals ESMF\_SUCCESS if there are no errors.

**DESCRIPTION:**

Print internal information of the specified ESMC\_Array object.  
The arguments are:

**array** ESMC\_Array object to be printed.

## 18 ArraySpec Class

### 18.1 Description

An ArraySpec is a very simple class that contains type, kind, and rank information about an Array. This information is stored in two parameters. **TypeKind** describes the data type of the elements in the Array and their precision. **Rank** is the number of dimensions in the Array.

The only methods that are associated with the ArraySpec class are those that allow you to set and retrieve this information.

### 18.2 Class API

#### 18.2.1 ESMC\_ArraySpecGet - Get values from an ArraySpec

INTERFACE:

```
int ESMC_ArraySpecGet(  
    ESMC_ArraySpec arrayspec,          // inout  
    int *rank,                        // in  
    enum ESMC_TypeKind *typekind      // in  
);
```

RETURN VALUE:

Return code; equals ESMF\_SUCCESS if there are no errors.

DESCRIPTION:

Returns information about the contents of an ESMC\_ArraySpec.

The arguments are:

**arrayspec** The ESMC\_ArraySpec to query.

**rank** Array rank (dimensionality - 1D, 2D, etc). Maximum allowed is 7D.

**typekind** Array typekind. See section ?? for valid values.

---

#### 18.2.2 ESMC\_ArraySpecSet - Set values for an ArraySpec

INTERFACE:

```
int ESMC_ArraySpecSet(  
    ESMC_ArraySpec *arrayspec,          // inout  
    int rank,                          // in  
    enum ESMC_TypeKind typekind        // in  
);
```

RETURN VALUE:

Return code; equals ESMF\_SUCCESS if there are no errors.

DESCRIPTION:

Set an Array specification - typekind, and rank.

The arguments are:

**arrayspec** The ESMC\_ArraySpec to set.

**rank** Array rank (dimensionality - 1D, 2D, etc). Maximum allowed is 7D.

**typekind** Array typekind. See section ?? for valid values.

## 19 Mesh Class

### 19.1 Description

Unstructured grids are commonly used in the computational solution of Partial Differential equations. These are especially useful for problems that involve complex geometry, where using the less flexible structured grids can result in grid representation of regions where no computation is needed. Finite element and finite volume methods map naturally to unstructured grids and are used commonly in hydrology, ocean modeling, and many other applications.

In order to provide support for application codes using unstructured grids, the ESMF library provides a class for representing unstructured grids called the **Mesh**. Fields can be created on a Mesh to hold data. In Fortran, Fields created on a Mesh can also be used as either the source or destination or both of an interpolator (i.e. an `ESMF_FieldRegridStore()` call). This capability is currently not supported with the C interface, however, if the C Field is passed via a State to a component written in Fortran then the regridding can be performed there. The rest of this section describes the Mesh class and how to create and use them in ESMF.

#### 19.1.1 Mesh Representation in ESMF

A Mesh in ESMF is described in terms of **nodes** and **elements**. A node is a point in space which represents where the coordinate information in a Mesh is located. An element is a higher dimensional shape constructed of nodes. Elements give a Mesh its shape and define the relationship of the nodes to one another. Field data may be located on a Mesh's nodes.

#### 19.1.2 Supported Meshes

The range of Meshes supported by ESMF are defined by several factors: dimension, element types, and distribution. ESMF currently only supports Meshes whose number of coordinate dimensions (spatial dimension) is 2 or 3. The dimension of the elements in a Mesh (parametric dimension) must be less than or equal to the spatial dimension, but also must be either 2 or 3. This means that an ESMF mesh may be either 2D elements in 2D space, 3D elements in 3D space, or a manifold constructed of 2D elements embedded in 3D space.

ESMF currently supports two types of elements for each Mesh parametric dimension. For a parametric dimension of 2 the supported element types are triangles or quadrilaterals. For a parametric dimension of 3 the supported element types are tetrahedrons and hexahedrons. See Section 19.2.1 for diagrams of these. The Mesh supports any combination of element types within a particular dimension, but types from different dimensions may not be mixed, for example, a Mesh cannot be constructed of both quadrilaterals and tetrahedra.

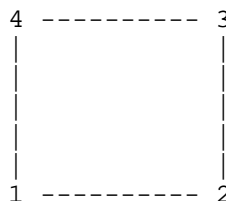
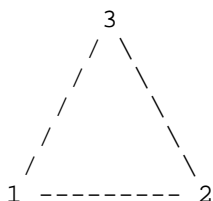
ESMF currently only supports distributions where every node on a PET must be a part of an element on that PET. In other words, there must not be nodes without an element on a PET.

## 19.2 Constants

### 19.2.1 ESMC\_MESHELEMENTTYPE

#### DESCRIPTION:

An ESMF Mesh can be constructed from a combination of different elements. The type of elements that can be used in a Mesh depends on the Mesh's parametric dimension, which is set during Mesh creation. The following are the valid Mesh element types for each valid Mesh parametric dimension (2D or 3D) .



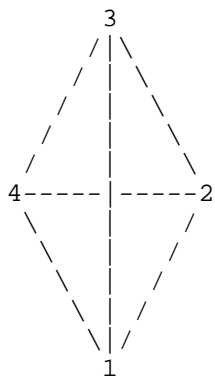
ESMC\_MESHELEMENTTYPE\_TRI

ESMC\_MESHELEMENTTYPE\_QUAD

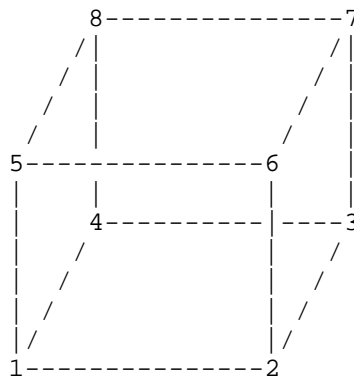
2D element types (numbers are the order for elementConn during Mesh create)

For a Mesh with parametric dimension of 2 the valid element types (illustrated above) are:

Element Type	Number of Nodes	Description
ESMC_MESHELEMENTTYPE_TRI	3	A triangle
ESMC_MESHELEMENTTYPE_QUAD	4	A quadrilateral (e.g. a rectangle)



ESMC\_MESHELEMENTTYPE\_TETRA



ESMC\_MESHELEMENTTYPE\_HEX

3D element types (numbers are the order for elementConn during Mesh create)

For a Mesh with parametric dimension of 3 the valid element types (illustrated above) are:

Element Type	Number of Nodes	Description
ESMC_MESHELEMENTTYPE_TETRA	4	A tetrahedron (CAN'T BE USED IN REGRID)
ESMC_MESHELEMENTTYPE_HEX	8	A hexahedron (e.g. a cube)

## 19.3 Class API

### 19.3.1 ESMC\_MeshAddElements - Add elements to a Mesh

INTERFACE:

```
int ESMC_MeshAddElements(
    ESMC_Mesh mesh,          // inout
    int elementCount,        // in
    int *elementIds,         // in
    int *elementTypes,       // in
    int *elementConn         // in
);
```

RETURN VALUE:

Return code; equals ESMF\_SUCCESS if there are no errors.

## DESCRIPTION:

This call is the third and last part of the three part mesh create sequence and should be called after the mesh is created with `ESMF_MeshCreate()` (19.3.3) and after the nodes are added with `ESMF_MeshAddNodes()` (19.3.2). This call adds the elements to the mesh and finalizes the create. After this call the Mesh is usable, for example a Field may be built on the created Mesh object and this Field may be used in a `ESMF_FieldRegridStore()` call.

The parameters to this call `elementIds`, `elementTypes`, and `elementConn` describe the elements to be created. The description for a particular element lies at the same index location in `elementIds` and `elementTypes`. Each entry in `elementConn` consists of the list of nodes used to create that element, so the connections for element  $e$  in the `elementIds` array will start at  $number\_of\_nodes\_in\_element(1) + number\_of\_nodes\_in\_element(2) + \dots + number\_of\_nodes\_in\_element(e - 1) + 1$  in `elementConn`.

**mesh** Mesh object.

**elementCount** The number of elements on this PET.

**elementIds** An array containing the global ids of the elements to be created on this PET. This input consists of a 1D array of size `elementCount`.

**elementTypes** An array containing the types of the elements to be created on this PET. The types used must be appropriate for the parametric dimension of the Mesh. Please see Section ?? for the list of options. This input consists of a 1D array of size `elementCount`.

**elementConn** An array containing the indexes of the sets of nodes to be connected together to form the elements to be created on this PET. The entries in this list are NOT node global ids, but rather each entry is a local index (1 based) into the list of nodes which were created on this PET by the previous `ESMC_MeshAddNodes()` call. In other words, an entry of 1 indicates that this element contains the node described by `nodeIds(1)`, `nodeCoords(1)`, etc. passed into the `ESMC_MeshAddNodes()` call on this PET. It is also important to note that the order of the nodes in an element connectivity list matters. Please see Section ?? for diagrams illustrating the correct order of nodes in a element. This input consists of a 1D array with a total size equal to the sum of the number of nodes in each element on this PET. The number of nodes in each element is implied by its element type in `elementTypes`. The nodes for each element are in sequence in this array (e.g. the nodes for element 1 are `elementConn(1)`, `elementConn(2)`, etc.).

---

### 19.3.2 ESMC\_MeshAddNodes - Add nodes to a Mesh

#### INTERFACE:

```
int ESMC_MeshAddNodes(  
    ESMC_Mesh mesh,           // inout  
    int nodeCount,            // in  
    int *nodeIds,              // in  
    double *nodeCoords,       // in  
    int *nodeOwners            // in  
);
```

#### RETURN VALUE:

Return code; equals `ESMF_SUCCESS` if there are no errors.

#### DESCRIPTION:

This call is the second part of the three part mesh create sequence and should be called after the mesh's dimensions are set using `ESMC_MeshCreate()`. This call adds the nodes to the mesh. The next step is to call `ESMC_MeshAddElements()` (19.3.3).



The parameters to this call `nodeIds`, `nodeCoords`, and `nodeOwners` describe the nodes to be created on this PET. The description for a particular node lies at the same index location in `nodeIds` and `nodeOwners`. Each entry in `nodeCoords` consists of spatial dimension coordinates, so the coordinates for node  $n$  in the `nodeIds` array will start at  $(n - 1) * \text{spatialDim} + 1$ .

**mesh** Mesh object.

**nodeCount** The number of nodes on this PET.

**nodeIds** An array containing the global ids of the nodes to be created on this PET. This input consists of a 1D array the size of the number of nodes on this PET (i.e. `nodeCount`).

**nodeCoords** An array containing the physical coordinates of the nodes to be created on this PET. The coordinates in this array are ordered so that the coordinates for a node lie in sequence in memory. (e.g. for a Mesh with spatial dimension 2, the coordinates for node 1 are in `nodeCoords(0)` and `nodeCoords(1)`, the coordinates for node 2 are in `nodeCoords(2)` and `nodeCoords(3)`, etc.). This input consists of a 1D array the size of `nodeCount` times the Mesh's spatial dimension (`spatialDim`).

**nodeOwners** An array containing the PETs that own the nodes to be created on this PET. If the node is shared with another PET, the value may be a PET other than the current one. Only nodes owned by this PET will have PET local entries in a Field created on the Mesh. This input consists of a 1D array the size of the number of nodes on this PET (i.e. `nodeCount`).

### 19.3.3 ESMC\_MeshCreate - Create a Mesh as a 3 step process

INTERFACE:

```
ESMC_Mesh ESMC_MeshCreate(
    int parametricDim,      // in
    int spatialDim,         // in
    int *rc                 // out
);
```

RETURN VALUE:

```
type(ESMC_Mesh)          :: ESMC_MeshCreate
```

DESCRIPTION:

This call is the first part of the three part mesh create sequence. This call sets the dimension of the elements in the mesh (`parametricDim`) and the number of coordinate dimensions in the mesh (`spatialDim`). The next step is to call `ESMC_MeshAddNodes()` (19.3.2) to add the nodes and then `ESMC_MeshAddElements()` (19.3.1) to add the elements and finalize the mesh.

The arguments are:

**parametricDim** Dimension of the topology of the Mesh. (E.g. a mesh constructed of squares would have a parametric dimension of 2, whereas a Mesh constructed of cubes would have one of 3.)

**spatialDim** The number of coordinate dimensions needed to describe the locations of the nodes making up the Mesh. For a manifold, the spatial dimension can be larger than the parametric dim (e.g. the 2D surface of a sphere in 3D space), but it can't be smaller.

**rc** Return code; equals `ESMF_SUCCESS` if there are no errors.

### 19.3.4 ESMC\_MeshDestroy - Destroy a Mesh

#### INTERFACE:

```
int ESMC_MeshDestroy(  
    ESMC_Mesh *mesh          // in  
);
```

#### RETURN VALUE:

Return code; equals ESMF\_SUCCESS if there are no errors.

#### DESCRIPTION:

Destroy the Mesh. This call removes all internal memory associated with mesh. After this call mesh will no longer be usable.

The arguments are:

**mesh** Mesh object whose memory is to be freed.

---

### 19.3.5 ESMC\_MeshFreeMemory - Remove a Mesh and its memory

#### INTERFACE:

```
int ESMC_MeshFreeMemory(  
    ESMC_Mesh mesh          // in  
);
```

#### RETURN VALUE:

Return code; equals ESMF\_SUCCESS if there are no errors.

#### DESCRIPTION:

This call removes the portions of mesh which contain connection and coordinate information. After this call, Fields built on mesh will no longer be usable as part of an ESMF\_FieldRegridStore() operation. However, after this call Fields built on mesh can still be used in an ESMF\_FieldRegrid() operation if the routehandle was generated beforehand. New Fields may also be built on mesh after this call.

The arguments are:

**mesh** Mesh object whose memory is to be freed.

---

### 19.3.6 ESMC\_MeshGetLocalElementCount - Get the number of elements in a Mesh owned by the current PET

#### INTERFACE:

```
int ESMC_MeshGetLocalElementCount(  
    ESMC_Mesh mesh,          // in  
    int *elementCount        // out  
);
```

*RETURN VALUE:*

Return code; equals ESMF\_SUCCESS if there are no errors.

**DESCRIPTION:**

Query the number of elements in a mesh owned by the local PET. The arguments are:

**mesh** The mesh

**elementCount** The number of elements on this PET.

---

### 19.3.7 ESMC\_MeshGetLocalNodeCount - Get the number of nodes in a Mesh owned by the current PET

**INTERFACE:**

```
int ESMC_MeshGetLocalNodeCount(  
    ESMC_Mesh mesh,           // in  
    int *nodeCount           // out  
);
```

*RETURN VALUE:*

Return code; equals ESMF\_SUCCESS if there are no errors.

**DESCRIPTION:**

Query the number of nodes in a mesh owned by the local PET. The arguments are:

**mesh** The mesh

**nodeCount** The number of nodes on this PET.

## 20 DistGrid Class

### 20.1 Description

The ESMF DistGrid class sits on top of the DELayout class (not currently directly accessible through the ESMF C API) and holds domain information in index space. A DistGrid object captures the index space topology and describes its decomposition in terms of DEs. Combined with DELayout and VM the DistGrid defines the data distribution of a domain decomposition across the computational resources of an ESMF Component.

The global domain is defined as the union or “tilework” of logically rectangular (LR) sub-domains or *tiles*. The DistGrid create methods allow the specification of such a tilework global domain and its decomposition into exclusive, DE-local LR regions according to various degrees of user specified constraints. Complex index space topologies can be constructed by specifying connection relationships between tiles during creation.

The DistGrid class holds domain information for all DEs. Each DE is associated with a local LR region. No overlap of the regions is allowed. The DistGrid offers query methods that allow DE-local topology information to be extracted, e.g. for the construction of halos by higher classes.

A DistGrid object only contains decomposable dimensions. The minimum rank for a DistGrid object is 1. A maximum rank does not exist for DistGrid objects, however, ranks greater than 7 may lead to difficulties with respect to the Fortran API of higher classes based on DistGrid. The rank of a DELayout object contained within a DistGrid object must be equal to the DistGrid rank. Higher class objects that use the DistGrid, such as an Array object, may be of different rank than the associated DistGrid object. The higher class object will hold the mapping information between its dimensions and the DistGrid dimensions.

## 20.2 Class API

### 20.2.1 ESMC\_DistGridCreate - Create a DistGrid

#### INTERFACE:

```
ESMC_DistGrid ESMC_DistGridCreate(  
    ESMC_InterfaceInt minIndexInterfaceArg,    // in  
    ESMC_InterfaceInt maxIndexInterfaceArg,    // in  
    int *rc                                     // out  
);
```

#### RETURN VALUE:

Newly created ESMC\_DistGrid object.

#### DESCRIPTION:

Create an ESMC\_DistGrid from a single logically rectangular (LR) tile with default decomposition. The default decomposition is  $\text{deCount} \times 1 \times \dots \times 1$ , where `deCount` is the number of DEs in a default DELayout, equal to `petCount`. This means that the default decomposition will be into as many DEs as there are PETs, with 1 DE per PET.

The arguments are:

**minIndex** Global coordinate tuple of the lower corner of the tile.

**maxIndex** Global coordinate tuple of the upper corner of the tile.

**[rc]** Return code; equals ESMF\_SUCCESS if there are no errors.

---

### 20.2.2 ESMC\_DistGridDestroy - Destroy a DistGrid

#### INTERFACE:

```
int ESMC_DistGridDestroy(  
    ESMC_DistGrid *distgrid                // inout  
);
```

#### RETURN VALUE:

Return code; equals ESMF\_SUCCESS if there are no errors.

#### DESCRIPTION:

Destroy an ESMC\_DistGrid object.

The arguments are:

**distgrid** ESMC\_DistGrid object to be destroyed.

---

### 20.2.3 ESMC\_DistGridPrint - Print a DistGrid

#### INTERFACE:

```
int ESMC_DistGridPrint(  
    ESMC_DistGrid distgrid          // in  
);
```

*RETURN VALUE:*

Return code; equals ESMF\_SUCCESS if there are no errors.

**DESCRIPTION:**

Print internal information of the specified ESMC\_DistGrid object.  
The arguments are:

**distgrid** ESMC\_DistGrid object to be destroyed.

## **Part V**

# **Infrastructure: Utilities**

## 21 Overview of Infrastructure Utility Classes

The ESMF utilities are a set of tools for quickly assembling modeling applications.

The Time Management Library provides utilities for time and time interval representation, as well as a higher-level utility, a clock, that controls model time stepping.

The ESMF Config class provides configuration management based on NASA DAO's Inpak package, a collection of methods for accessing files containing input parameters stored in an ASCII format.

The ESMF LogErr class consists of a method for writing error, warning, and informational messages to a default Log file that is created during ESMF initialization.

The ESMF VM (Virtual Machine) class provides methods for querying information about a VM. A VM is a generic representation of hardware and system software resources. There is exactly one VM object per ESMF Component, providing the execution environment for the Component code. The VM class handles all resource management tasks for the Component class and provides a description of the underlying configuration of the compute resources used by a Component. In addition to resource description and management, the VM class offers the lowest level of ESMF communication methods.

## 22 Time Manager Utility

The ESMF Time Manager utility includes software for time and time interval representation, as well as model time advancement. Since multi-component geophysical applications often require synchronization across the time management schemes of the individual components, the Time Manager's standard calendars and consistent time representation promote component interoperability.

### Key Features

Drift-free timekeeping through an integer-based internal time representation. Both integers and reals can be specified at the interface.

Support for many calendar kinds.

Support for both concurrent and sequential modes of component execution.

### 22.1 Time Manager Classes

There are four ESMF classes that represent time concepts:

- **Calendar** A Calendar can be used to keep track of the date as an ESMF Gridded Component advances in time. Standard calendars (such as Gregorian and 360-day) are supported.
- **Time** A Time represents a time instant in a particular calendar, such as November 28, 1964, at 7:00pm EST in the Gregorian calendar. The Time class can be used to represent the start and stop time of a time integration.
- **TimeInterval** TimeIntervals represent a period of time, such as 3 hours. Time steps can be represented using TimeIntervals.
- **Clock** Clocks collect the parameters and methods used for model time advancement into a convenient package. A Clock can be queried for quantities such as current simulation time and time step. Clock methods include incrementing the current time, and printing the its contents.

### 22.2 Calendar

The set of supported calendars includes:

**Gregorian** The standard Gregorian calendar.

**no-leap** The Gregorian calendar with no leap years.

**Julian** The standard Julian date calendar.

**Julian Day** The standard Julian days calendar.

**Modified Julian Day** The Modified Julian days calendar.

**360-day** A 30-day-per-month, 12-month-per-year calendar.

**no calendar** Tracks only elapsed model time in hours, minutes, seconds.

See Section 23.1 for more details on supported standard calendars, and how to create a customized ESMF Calendar.

### 22.3 Time Instants and TimeIntervals

TimeIntervals and Time instants (simply called Times) are the computational building blocks of the Time Manager utility. Times support different queries for values of individual Time components such as year and hour. See Sections 24.1 and 25.1, respectively, for use of Times and TimeIntervals.



## 22.4 Clocks

It is useful to identify a higher-level concept to repeatedly step a Time forward by a TimeInterval. We refer to this capability as a Clock, and include in its required features the ability to store the start and stop times of a model run, and to query the value of quantities such as the current time and the number of time steps taken. Applications may contain temporary or multiple Clocks. Section 26.1 describes the use of Clocks in detail.

## 23 Calendar Class

### 23.1 Description

The Calendar class represents the standard calendars used in geophysical modeling: Gregorian, Julian, Julian Day, Modified Julian Day, no-leap, 360-day, and no-calendar. Brief descriptions are provided for each calendar below.

### 23.2 Constants

#### 23.2.1 ESMC\_CALKIND

DESCRIPTION:

Supported calendar kinds.

The type of this flag is:

`type(ESMF_CalKind_Flag)`

The valid values are:

**ESMC\_CALKIND\_360DAY** *Valid range: machine limits*

In the 360-day calendar, there are 12 months, each of which has 30 days. Like the no-leap calendar, this is a simple approximation to the Gregorian calendar sometimes used by modelers.

**ESMC\_CALKIND\_GREGORIAN** *Valid range: 3/1/4801 BC to 10/29/292,277,019,914*

The Gregorian calendar is the calendar currently in use throughout Western countries. Named after Pope Gregory XIII, it is a minor correction to the older Julian calendar. In the Gregorian calendar every fourth year is a leap year in which February has 29 and not 28 days; however, years divisible by 100 are not leap years unless they are also divisible by 400. As in the Julian calendar, days begin at midnight.

**ESMC\_CALKIND\_JULIAN** *Valid range: 3/1/4713 BC to 4/24/292,271,018,333*

The Julian calendar was introduced by Julius Caesar in 46 B.C., and reached its final form in 4 A.D. The Julian calendar differs from the Gregorian only in the determination of leap years, lacking the correction for years divisible by 100 and 400 in the Gregorian calendar. In the Julian calendar, any year is a leap year if divisible by 4. Days are considered to begin at midnight.

**ESMC\_CALKIND\_JULIANDAY** *Valid range: +/- 1x10<sup>14</sup>*

Julian days simply enumerate the days and fraction of a day which have elapsed since the start of the Julian era, defined as beginning at noon on Monday, 1st January of year 4713 B.C. in the Julian calendar. Julian days, unlike the dates in the Julian and Gregorian calendars, begin at noon.

**ESMC\_CALKIND\_MODJULIANDAY** *Valid range: +/- 1x10<sup>14</sup>*

The Modified Julian Day (MJD) was introduced by space scientists in the late 1950's. It is defined as an offset from the Julian Day (JD):

$$\text{MJD} = \text{JD} - 2400000.5$$

The half day is subtracted so that the day starts at midnight.

**ESMC\_CALKIND\_NOCALENDAR** *Valid range: machine limits*

The no-calendar option simply tracks the elapsed model time in seconds.

**ESMC\_CALKIND\_NOLEAP** *Valid range: machine limits*

The no-leap calendar is the Gregorian calendar with no leap years - February is always assumed to have 28 days. Modelers sometimes use this calendar as a simple, close approximation to the Gregorian calendar.

### 23.3 Class API

#### 23.3.1 ESMC\_CalendarCreate - Create a Calendar

INTERFACE:

```

ESMC_Calendar ESMD_CalendarCreate(
    const char *name,           // in
    enum ESMD_CalKind_Flag calkindflag, // in
    int *rc                     // out
);

```

**RETURN VALUE:**

Newly created ESMD\_Calendar object.

**DESCRIPTION:**

Creates and sets a ESMD\_Calendar object to the given built-in ESMD\_CalKind\_Flag. The arguments are:

**[name]** The name for the newly created Calendar. If not specified, i.e. NULL, a default unique name will be generated: "CalendarNNN" where NNN is a unique sequence number from 001 to 999.

**calkindflag** The built-in ESMD\_CalKind\_Flag. Valid values are:

```

ESMD_CALCIND_360DAY,
ESMD_CALCIND_GREGORIAN,
ESMD_CALCIND_JULIAN,
ESMD_CALCIND_JULIANDAY,
ESMD_CALCIND_MODJULIANDAY,
ESMD_CALCIND_NOCALENDAR,
and ESMD_CALCIND_NOLEAP.

```

See Section 23.2 for a description of each calendar kind.

**[rc]** Return code; equals ESMD\_SUCCESS if there are no errors.

### 23.3.2 ESMD\_CalendarDestroy - Destroy a Calendar

**INTERFACE:**

```

int ESMD_CalendarDestroy(
    ESMD_Calendar *calendar // inout
);

```

**RETURN VALUE:**

Return code; equals ESMD\_SUCCESS if there are no errors.

**DESCRIPTION:**

Releases all resources associated with this ESMD\_Calendar. The arguments are:

**calendar** Destroy contents of this ESMD\_Calendar.

### 23.3.3 ESMC\_CalendarPrint - Print a Calendar

#### INTERFACE:

```
int ESMC_CalendarPrint(  
    ESMC_Calendar calendar    // in  
);
```

#### RETURN VALUE:

Return code; equals ESMF\_SUCCESS if there are no errors.

#### DESCRIPTION:

Prints out an ESMC\_Calendar's properties to `stdio`, in support of testing and debugging.  
The arguments are:

**calendar** ESMC\_Calendar object to be printed.

## 24 Time Class

### 24.1 Description

A Time represents a specific point in time.

There are Time methods defined for setting and getting a Time.

A Time that is specified in hours does not need to be associated with a standard calendar; use ESMC\_CALKIND\_NOCALENDAR. A Time whose specification includes time units of a year must be associated with a standard calendar. The ESMF representation of a calendar, the Calendar class, is described in Section 23.1. The ESMC\_TimeSet method is used to initialize a Time as well as associate it with a Calendar. If a Time method is invoked in which a Calendar is necessary and one has not been set, the ESMF method will return an error condition. In the ESMF the TimeInterval class is used to represent time periods. This class is frequently used in combination with the Time class. The Clock class, for example, advances model time by incrementing a Time with a TimeInterval.

### 24.2 Class API

#### 24.2.1 ESMC\_TimeGet - Get a Time value

INTERFACE:

```
int ESMC_TimeGet(
    ESMC_Time time,           // in
    ESMC_I4 *yy,              // out
    ESMC_I4 *h,               // out
    ESMC_Calendar *calendar,  // out
    enum ESMC_CalKind_Flag *calkindflag, // out
    int *timeZone             // out
);
```

RETURN VALUE:

Return code; equals ESMF\_SUCCESS if there are no errors.

DESCRIPTION:

Gets the value of an ESMC\_Time in units specified by the user.

The arguments are:

**time** ESMC\_Time object to be queried.

**[yy]** Integer year (>= 32-bit).

**[h]** Integer hours.

**[calendar]** Associated ESMC\_Calendar.

**[calkindflag]** Associated ESMC\_CalKind\_Flag.

---

#### 24.2.2 ESMC\_TimePrint - Print a Time

INTERFACE:

```
int ESMC_TimePrint(
    ESMC_Time time // in
);
```

#### *RETURN VALUE:*

Return code; equals ESMF\_SUCCESS if there are no errors.

#### **DESCRIPTION:**

Prints out an ESMC\_Time's properties to `stdio`, in support of testing and debugging.  
The arguments are:

**time** ESMC\_Time object to be printed.

---

### **24.2.3 ESMC\_TimeSet - Initialize or set a Time**

#### **INTERFACE:**

```
int ESMC_TimeSet(  
    ESMC_Time *time,                // inout  
    ESMC_I4 yy,                     // in  
    ESMC_I4 h,                      // in  
    ESMC_Calendar calendar,         // in  
    enum ESMC_CalKind_Flag calkindflag, // in  
    int timeZone                    // in  
);
```

#### *RETURN VALUE:*

Return code; equals ESMF\_SUCCESS if there are no errors.

#### **DESCRIPTION:**

Initializes an ESMC\_Time with a set of user-specified units.  
The arguments are:

**time** ESMC\_Time object to initialize or set.

**yy** Integer year ( $\geq 32$ -bit).

**h** Integer hours.

**calendar** Associated ESMC\_Calendar. If not created, defaults to calendar ESMC\_CALKIND\_NOCALENDAR or default specified in ESMC\_Initialize(). If created, has precedence over calkindflag below.

**calkindflag** Specifies associated ESMC\_Calendar if calendar argument above not created. More convenient way of specifying a built-in calendar kind.

## 25 TimeInterval Class

### 25.1 Description

A TimeInterval represents a period between time instants. It can be either positive or negative.

There are TimeInterval methods defined for setting and getting a TimeInterval, for printing the contents of a TimeInterval.

The class used to represent time instants in ESMF is Time, and this class is frequently used in operations along with TimeIntervals. The Clock class, for example, advances model time by incrementing a Time with a TimeInterval.

TimeIntervals are used by other parts of the ESMF timekeeping system, such as Clocks; see Section 26.1.

### 25.2 Class API

#### 25.2.1 ESMC\_TimeIntervalGet - Get a TimeInterval value

INTERFACE:

```
int ESMC_TimeIntervalGet(
    ESMC_TimeInterval timeinterval,    // in
    ESMC_I8 *s_i8,                    // out
    ESMC_R8 *h_r8                      // out
);
```

RETURN VALUE:

Return code; equals ESMF\_SUCCESS if there are no errors.

DESCRIPTION:

Gets the value of an ESMC\_TimeInterval in units specified by the user.

The arguments are:

**timeinterval** ESMC\_TimeInterval object to be queried.

**[s\_i8]** Integer seconds (large, >= 64-bit).

**[h\_r8]** Double precision hours.

---

#### 25.2.2 ESMC\_TimeIntervalPrint - Print a TimeInterval

INTERFACE:

```
int ESMC_TimeIntervalPrint(
    ESMC_TimeInterval timeinterval    // in
);
```

RETURN VALUE:

Return code; equals ESMF\_SUCCESS if there are no errors.

DESCRIPTION:

Prints out an ESMC\_TimeInterval's properties to `stdio`, in support of testing and debugging.

The arguments are:

**timeinterval** ESMC\_TimeInterval object to be printed.

---

### 25.2.3 ESMC\_TimeIntervalSet - Initialize or set a TimeInterval

#### INTERFACE:

```
int ESMC_TimeIntervalSet(  
    ESMC_TimeInterval *timeinterval,    // inout  
    ESMC_I4 h                          // in  
);
```

#### RETURN VALUE:

Return code; equals ESMF\_SUCCESS if there are no errors.

#### DESCRIPTION:

Sets the value of the ESMC\_TimeInterval in units specified by the user.  
The arguments are:

**timeinterval** ESMC\_TimeInterval object to initialize or set.

**h** Integer hours.



## 26 Clock Class

### 26.1 Description

The Clock class advances model time and tracks its associated date on a specified Calendar. It stores start time, stop time, current time, and a time step.

There are methods for setting and getting the Times associated with a Clock. Methods are defined for advancing the Clock's current time and printing a Clock's contents.

### 26.2 Class API

#### 26.2.1 ESMC\_ClockAdvance - Advance a Clock's current time by one time step

INTERFACE:

```
int ESMC_ClockAdvance(  
    ESMC_Clock clock    // in  
);
```

RETURN VALUE:

Return code; equals ESMF\_SUCCESS if there are no errors.

DESCRIPTION:

Advances the ESMC\_Clock's current time by one time step.

The arguments are:

**clock** ESMC\_Clock object to be advanced.

---

#### 26.2.2 ESMC\_ClockCreate - Create a Clock

INTERFACE:

```
ESMC_Clock ESMC_ClockCreate(  
    const char *name,           // in  
    ESMC_TimeInterval timeStep, // in  
    ESMC_Time startTime,       // in  
    ESMC_Time stopTime,       // in  
    int *rc                    // out  
);
```

RETURN VALUE:

Newly created ESMC\_Clock object.

DESCRIPTION:

Creates and sets the initial values in a new ESMC\_Clock object.

The arguments are:

**[name]** The name for the newly created Clock. If not specified, i.e. NULL, a default unique name will be generated: "ClockNNN" where NNN is a unique sequence number from 001 to 999.

**timeStep** The ESMC\_Clock's time step interval, which can be positive or negative.

**startTime** The ESMC\_Clock's starting time. Can be less than or greater than stopTime, depending on a positive or negative timeStep, respectively, and whether a stopTime is specified; see below.

**stopTime** The ESMC\_Clock's stopping time. Can be greater than or less than the startTime, depending on a positive or negative timeStep, respectively.

**[rc]** Return code; equals ESMF\_SUCCESS if there are no errors.

---

### 26.2.3 ESMC\_ClockDestroy - Destroy a Clock

#### INTERFACE:

```
int ESMC_ClockDestroy(  
    ESMC_Clock *clock    // inout  
);
```

#### RETURN VALUE:

Return code; equals ESMF\_SUCCESS if there are no errors.

#### DESCRIPTION:

Releases all resources associated with this ESMC\_Clock.

The arguments are:

**clock** Destroy contents of this ESMC\_Clock.

---

### 26.2.4 ESMC\_ClockGet - Get a Clock's properties

#### INTERFACE:

```
int ESMC_ClockGet(  
    ESMC_Clock clock,                // in  
    ESMC_TimeInterval *currSimTime,  // out  
    ESMC_I8 *advanceCount            // out  
);
```

#### RETURN VALUE:

Return code; equals ESMF\_SUCCESS if there are no errors.

#### DESCRIPTION:

Gets one or more of the properties of an ESMC\_Clock.

The arguments are:

**clock** ESMC\_Clock object to be queried.

**[currSimTime]** The current simulation time.

**[advanceCount]** The number of times the ESMC\_Clock has been advanced.

---

## 26.2.5 ESMC\_ClockPrint - Print the contents of a Clock

### INTERFACE:

```
int ESMC_ClockPrint(  
    ESMC_Clock clock    // in  
);
```

### RETURN VALUE:

Return code; equals ESMF\_SUCCESS if there are no errors.

### DESCRIPTION:

Prints out an ESMC\_Clock's properties to `stdio`, in support of testing and debugging.  
The arguments are:

**clock** ESMC\_Clock object to be printed.

## 27 Config Class

### 27.1 Description

ESMF Configuration Management is based on NASA DAO's Inpak 90 package, a Fortran 90 collection of routines/functions for accessing *Resource Files* in ASCII format. The package is optimized for minimizing formatted I/O, performing all of its string operations in memory using Fortran intrinsic functions.

#### 27.1.1 Package history

The ESMF Configuration Management Package was evolved by Leonid Zaslavsky and Arlindo da Silva from Ipack90 package created by Arlindo da Silva at NASA DAO.

Back in the 70's Eli Isaacson wrote IOPACK in Fortran 66. In June of 1987 Arlindo da Silva wrote Inpak77 using Fortran 77 string functions; Inpak 77 is a vastly simplified IOPACK, but has its own goodies not found in IOPACK. Inpak 90 removes some obsolete functionality in Inpak77, and parses the whole resource file in memory for performance.

### 27.2 Class API

#### 27.2.1 ESMC\_ConfigCreate - Create a Config object

### INTERFACE:

```
ESMC_Config ESMC_ConfigCreate(  
    int* rc                // out  
);
```

### RETURN VALUE:

ESMC\_Config\* to newly allocated ESMC\_Config

### DESCRIPTION:

Creates an ESMC\_Config for use in subsequent calls.

The arguments are:

**[rc]** Return code; equals ESMF\_SUCCESS if there are no errors.

### 27.2.2 ESMC\_ConfigDestroy - Destroy a Config object

#### INTERFACE:

```
int ESMC_ConfigDestroy(  
    ESMC_Config* config      // in  
);
```

#### RETURN VALUE:

Return code; equals ESMF\_SUCCESS if there are no errors.

#### DESCRIPTION:

Destroys the config object.

The arguments are:

**config** Already created ESMC\_Config object to destroy.

---

### 27.2.3 ESMC\_ConfigFindLabel - Find a label

#### INTERFACE:

```
int ESMC_ConfigFindLabel(  
    ESMC_Config config,      // in  
    const char* label        // in  
);
```

#### RETURN VALUE:

Return code; equals ESMF\_SUCCESS if there are no errors.  
Equals -1 if buffer could not be loaded, -2 if label not found,  
and -3 if invalid operation with index.

#### DESCRIPTION:

Finds the label (key) in the config file.

Since the search is done by looking for a word in the whole resource file, it is important to use special conventions to distinguish labels from other words in the resource files. The DAO convention is to finish line labels by : and table labels by ::.

The arguments are:

**config** Already created ESMC\_Config object.

**label** Identifying label.

---

### 27.2.4 ESMC\_ConfigGetDim - Get table sizes

#### INTERFACE:

```
int ESMC_ConfigGetDim(  
    ESMC_Config config,      // in  
    int* lineCount,          // out  
    int* columnCount,        // out  
    ...                      // optional argument list  
);
```

#### RETURN VALUE:

Return code; equals ESMF\_SUCCESS if there are no errors.

#### DESCRIPTION:

Returns the number of lines in the table in `lineCount` and the maximum number of words in a table line in `columnCount`.

The arguments are:

**config** Already created ESMC\_Config object.

**lineCount** Returned number of lines in the table.

**columnCount** Returned maximum number of words in a table line.

**[label]** Identifying label (optional).

Due to this method accepting optional arguments, the final argument must be ESMC\_ArgLast.

---

### 27.2.5 ESMC\_ConfigGetLen - Get the length of the line in words

#### INTERFACE:

```
int ESMC_ConfigGetLen(  
    ESMC_Config config,          // in  
    int* wordCount,              // out  
    ...                          // optional argument list  
);
```

#### RETURN VALUE:

Return code; equals ESMF\_SUCCESS if there are no errors.

#### DESCRIPTION:

Gets the length of the line in words by counting words disregarding types. Returns the word count as an integer.

The arguments are:

**config** Already created ESMC\_Config object.

**wordCount** Returned number of words in the line.

**[label]** Identifying label. If not specified, use the current line (optional).

Due to this method accepting optional arguments, the final argument must be ESMC\_ArgLast.

---

### 27.2.6 ESMC\_ConfigLoadFile - Load resource file into memory

#### INTERFACE:

```
int ESMC_ConfigLoadFile(  
    ESMC_Config config,          // in  
    const char* file,            // in  
    ...                          // optional argument list  
);
```

#### *RETURN VALUE:*

Return code; equals ESMF\_SUCCESS if there are no errors.

#### DESCRIPTION:

Resource file with filename is loaded into memory.

The arguments are:

**config** Already created ESMC\_Config object.

**file** Configuration file name.

**[delayout]** ESMC\_DELayout associated with this config object. **\*\*NOTE:** This argument is not currently supported.

**[unique]** If specified as true, uniqueness of labels are checked and error code set if duplicates found (optional).

Due to this method accepting optional arguments, the final argument must be ESMC\_ArgLast.

---

### 27.2.7 ESMC\_ConfigNextLine - Find next line

#### INTERFACE:

```
int ESMC_ConfigNextLine(  
    ESMC_Config config,          // in  
    int *tableEnd                // out  
);
```

#### *RETURN VALUE:*

Return code; equals ESMF\_SUCCESS if there are no errors.

#### DESCRIPTION:

Selects the next line (for tables).

The arguments are:

**config** Already created ESMC\_Config object.

**[tableEnd]** End of table mark (::) found flag. Returns 1 when found, and 0 when not found.

---

### 27.2.8 ESMC\_ConfigValidate - Validate a Config object

#### INTERFACE:

```
int ESMC_ConfigValidate(  
    ESMC_Config config,          // in  
    ...                          // optional argument list  
);
```

#### *RETURN VALUE:*

Return code; equals ESMF\_SUCCESS if there are no errors.

Equals ESMF\_RC\_ATTR\_UNUSED if any unused attributes are found with option "unusedAttributes" below.

## DESCRIPTION:

Checks whether a `config` object is valid.  
The arguments are:

**config** Already created `ESMC_Config` object.

**[options]** If none specified: simply check that the buffer is not full and the pointers are within range (optional). "unusedAttributes" - Report to the default logfile all attributes not retrieved via a call to `ESMC_ConfigGetAttribute()` or `ESMC_ConfigGetChar()`. The attribute name (label) will be logged via `ESMC_LogErr` with the `WARNING` log message type. For an array-valued attribute, retrieving at least one value via `ESMC_ConfigGetAttribute()` or `ESMC_ConfigGetChar()` constitutes being "used."

Due to this method accepting optional arguments, the final argument must be `ESMC_ArgLast`.

## 28 Log Class

### 28.1 Description

The Log class consists of a variety of methods for writing error, warning, and informational messages to files. A default Log is created at ESMF initialization.

When ESMF is started with `ESMC_Initialize()`, multiple Log files will be created by PET number. The PET number (in the format `PETx.`) will be prepended to each file name where `x` is the PET number. The `ESMC_LogWrite()` call is used to issue messages to the log. As part of the call, a message can be tagged as either an informational, warning, or error message.

The messages may be buffered within ESMF before appearing in the log. All messages will be properly flushed to the log files when `ESMC_Finalize()` is called.

### 28.2 Class API

#### 28.2.1 ESMC\_LogWrite - Write an entry into the Log file

##### INTERFACE:

```
int ESMC_LogWrite(  
    const char msg[], // in  
    int msgtype       // in  
);
```

##### RETURN VALUE:

Return code; equals `ESMF_SUCCESS` if there are no errors.

##### DESCRIPTION:

Write an entry into the Log file.  
The arguments are:

**msg** The message to be written.

**msgtype** The message type. Can be one of `ESMC_LOG_INFO`, `ESMC_LOG_WARNING`, or `ESMF_LOG_ERROR`.

## 29 VM Class

### 29.1 Description

The ESMF VM (Virtual Machine) class is a generic representation of hardware and system software resources. There is exactly one VM object per ESMF Component, providing the execution environment for the Component code. The VM class handles all resource management tasks for the Component class and provides a description of the underlying configuration of the compute resources used by a Component.

In addition to resource description and management, the VM class offers the lowest level of ESMF communication methods. The VM communication calls are very similar to MPI. Data references in VM communication calls must be provided as raw, language specific, one-dimensional, contiguous data arrays. The similarity between VM and MPI communication calls is striking and there are many equivalent point-to-point and collective communication calls. However, unlike MPI, the VM communication calls support communication between threaded PETs in a completely transparent fashion.

Many ESMF applications do not interact with the VM class directly very much. The resource management aspect is wrapped completely transparent into the ESMF Component concept. Often the only reason that user code queries a Component object for the associated VM object is to inquire about resource information, such as the `localPet` or the `petCount`. Further, for most applications the use of higher level communication APIs, such as provided by Array and Field, are much more convenient than using the low level VM communication calls.

The basic elements of a VM are called PETs, which stands for Persistent Execution Threads. These are equivalent to OS threads with a lifetime of at least that of the associated component. All VM functionality is expressed in terms of PETs. In the simplest, and most common case, a PET is equivalent to an MPI process. However, ESMF also supports multi-threading, where multiple PETs run as Pthreads inside the same virtual address space (VAS).

### 29.2 Class API

#### 29.2.1 ESMC\_VMGet - Get VM internals

INTERFACE:

```
int ESMC_VMGet(
    ESMC_VM vm,                // in
    int *localPet,              // out
    int *petCount,              // out
    int *peCount,               // out
    MPI_Comm *mpiCommunicator,  // out
    int *pthreadsEnabledFlag,   // out
    int *openMPEnabledFlag     // out
);
```

RETURN VALUE:

Return code; equals ESMF\_SUCCESS if there are no errors.

DESCRIPTION:

Get internal information about the specified ESMC\_VM object.

The arguments are:

**vm** Queried ESMC\_VM object.

**[localPet]** Upon return this holds the id of the PET that issued this call.

**[petCount]** Upon return this holds the number of PETs in the specified ESMC\_VM object.

**[peCount]** Upon return this holds the number of PEs referenced by the specified ESMC\_VM object.



**[mpiCommunicator]** Upon return this holds the MPI intra-communicator used by the specified ESMC\_VM object. This communicator may be used for user-level MPI communications. It is recommended that the user duplicates the communicator via `MPI_Comm_Dup( )` in order to prevent any interference with ESMF communications.

**[pthreadsEnabledFlag]** A return value of '1' indicates that the ESMF library was compiled with Pthreads enabled. A return value of '0' indicates that Pthreads are disabled in the ESMF library.

**[openMPEnabledFlag]** A return value of '1' indicates that the ESMF library was compiled with OpenMP enabled. A return value of '0' indicates that OpenMP is disabled in the ESMF library.

**[rc]** Return code; equals ESMF\_SUCCESS if there are no errors.

---

### 29.2.2 ESMC\_VMGetCurrent - Get current VM

#### INTERFACE:

```
ESMC_VM ESMC_VMGetCurrent(  
    int *rc                      // out  
);
```

#### RETURN VALUE:

VM object of the current execution context.

#### DESCRIPTION:

Get the ESMC\_VM object of the current execution context. Calling `ESMC_VMGetCurrent()` within an ESMF Component, will return the same VM object as `ESMC_GridCompGet(..., vm=vm, ...)` or `ESMC_CplCompGet(..., vm=vm, ...)`.

The main purpose of providing `ESMC_VMGetCurrent()` is to simplify ESMF adoption in legacy code. Specifically, code that uses `MPI_COMM_WORLD` deep within its calling tree can easily be modified to use the correct MPI communicator of the current ESMF execution context. The advantage is that these modifications are very local, and do not require wide reaching interface changes in the legacy code to pass down the ESMF component object, or the MPI communicator.

The use of `ESMC_VMGetCurrent()` is strongly discouraged in newly written Component code. Instead, the ESMF Component object should be used as the appropriate container of ESMF context information. This object should be passed between the subroutines of a Component, and be queried for any Component specific information.

Outside of a Component context, i.e. within the driver context, the call to `ESMC_VMGetCurrent()` is identical to `ESMC_VMGetGlobal()`.

The arguments are:

**[rc]** Return code; equals ESMF\_SUCCESS if there are no errors.

---

### 29.2.3 ESMC\_VMGetGlobal - Get global VM

#### INTERFACE:

```
ESMC_VM ESMC_VMGetGlobal(  
    int *rc                      // out  
);
```

#### RETURN VALUE:

VM object of the global execution context.

#### DESCRIPTION:

Get the global ESMC\_VM object. This is the VM object that is created during ESMC\_Initialize() and is the ultimate parent of all VM objects in an ESMF application. It is identical to the VM object returned by ESMC\_Initialize(..., vm=vm, ...).

The ESMC\_VMGetGlobal() call provides access to information about the global execution context via the global VM. This call is necessary because ESMF does not create a global ESMF Component during ESMC\_Initialize() that could be queried for information about the global execution context of an ESMF application.

Usage of ESMC\_VMGetGlobal() from within Component code is strongly discouraged. ESMF Components should only access their own VM objects through Component methods. Global information, if required by the Component user code, should be passed down to the Component from the driver through the Component calling interface.

The arguments are:

**[rc]** Return code; equals ESMF\_SUCCESS if there are no errors.

---

#### 29.2.4 ESMC\_VMPrint - Print a VM

##### INTERFACE:

```
int ESMC_VMPrint(  
    ESMC_VM vm                // in  
);
```

##### RETURN VALUE:

Return code; equals ESMF\_SUCCESS if there are no errors.

##### DESCRIPTION:

Print internal information of the specified ESMC\_VM object.

The arguments are:

**vm** ESMC\_VM object to be printed.

## Part VI

# References

### References

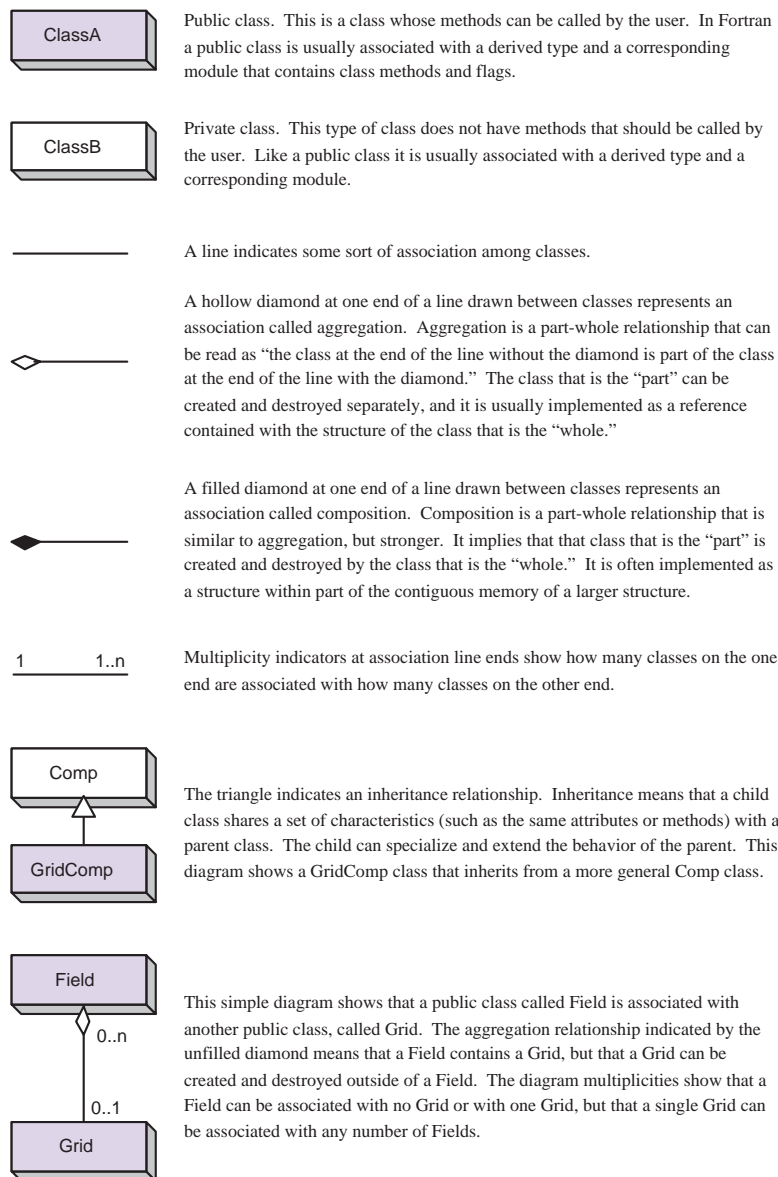
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## Part VII

# Appendices

### 30 Appendix A: A Brief Introduction to UML

The schematic below shows the Unified Modeling Language (UML) notation for the class diagrams presented in this *Reference Manual*. For more on UML, see references such as *The Unified Modeling Language Reference Manual*, Rumbaugh et al, [5].



## 31 Appendix B: ESMF Error Return Codes

The tables below show the possible error return codes for Fortran and C methods.

```
=====
Fortran Symmetric Return Codes 1-500
=====
```

ESMF_SUCCESS	0
ESMF_RC_OBJ_BAD	1
ESMF_RC_OBJ_INIT	2
ESMF_RC_OBJ_CREATE	3
ESMF_RC_OBJ_COR	4
ESMF_RC_OBJ_WRONG	5
ESMF_RC_ARG_BAD	6
ESMF_RC_ARG_RANK	7
ESMF_RC_ARG_SIZE	8
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