The GNU OpenMP Implementation

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Short Contents

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Introduction

This manual documents the usage of libgomp, the GNU implementation of the OpenMP Application Programming Interface (API) for multi-platform shared-memory parallel programming in C/C++ and Fortran.

1 Enabling OpenMP

To activate the OpenMP extensions for C/C++ and Fortran, the compile-time flag `-fopenmp` must be specified. This enables the OpenMP directive `#pragma omp` in C/C++ and `!$omp` directives in free form, `c$omp`, `*$omp` and `!$omp` directives in fixed form, `!$` conditional compilation sentinels in free form and `c$`, `*$` and `!$` sentinels in fixed form, for Fortran. The flag also arranges for automatic linking of the OpenMP runtime library (Chapter 2 [Runtime Library Routines], page 5).

A complete description of all OpenMP directives accepted may be found in the OpenMP Application Program Interface manual, version 3.1.

2 Runtime Library Routines

The runtime routines described here are defined by section 3 of the OpenMP specifications in version 3.1. The routines are structured in following three parts:

Control threads, processors and the parallel environment.

Initialize, set, test, unset and destroy simple and nested locks.

Portable, thread-based, wall clock timer.

2.1 `omp_get_active_level` – Number of parallel regions

Description:
This function returns the nesting level for the active parallel blocks, which enclose the calling call.

C/C++

Prototype: `int omp_get_active_level(void);`

Fortran:

Interface: `integer function omp_get_active_level()`

See also: Section 2.4 [omp_get_level], page 6, Section 2.5 [omp_get_max_active_levels], page 6, Section 2.17 [omp_set_max_active_levels], page 10

Reference: OpenMP specifications v3.1, section 3.2.19.

2.2 `omp_get_ancestor_thread_num` – Ancestor thread ID

Description:
This function returns the thread identification number for the given nesting level of the current thread. For values of *level* outside zero to `omp_get_level` -1 is returned; if *level* is `omp_get_level` the result is identical to `omp_get_thread_num`.

C/C++

Prototype: `int omp_get_ancestor_thread_num(int level);`

Fortran:

Interface:
```
integer function omp_get_ancestor_thread_num(level)
integer level
```

See also: Section 2.4 [omp_get_level], page 6, Section 2.13 [omp_get_thread_num], page 9, Section 2.11 [omp_get_team_size], page 8

Reference: OpenMP specifications v3.1, section 3.2.17.

2.3 `omp_get_dynamic` – Dynamic teams setting

Description:
This function returns `true` if enabled, `false` otherwise. Here, `true` and `false` represent their language-specific counterparts.

The dynamic team setting may be initialized at startup by the `OMP_DYNAMIC` environment variable or at runtime using `omp_set_dynamic`. If undefined, dynamic adjustment is disabled by default.

C/C++:
Prototype: `int omp_get_dynamic(void);`

Fortran:
Interface: `logical function omp_get_dynamic()`

See also: Section 2.16 [omp_set_dynamic], page 10, Section 3.1 [OMP_DYNAMIC], page 17

Reference: OpenMP specifications v3.1, section 3.2.8.

2.4 `omp_get_level` – Obtain the current nesting level

Description:
This function returns the nesting level for the parallel blocks, which enclose the calling call.

C/C++
Prototype: `int omp_get_level(void);`

Fortran:
Interface: `integer function omp_level()`

See also: Section 2.1 [omp_get_active_level], page 5

Reference: OpenMP specifications v3.1, section 3.2.16.

2.5 `omp_get_max_active_levels` – Maximum number of active regions

Description:
This function obtains the maximum allowed number of nested, active parallel regions.

C/C++
Prototype: `int omp_get_max_active_levels(void);`

Fortran:
Interface: `integer function omp_get_max_active_levels()`

See also: Section 2.17 [omp_set_max_active_levels], page 10, Section 2.1 [omp_get_active_level], page 5

Reference: OpenMP specifications v3.1, section 3.2.15.

2.6 omp_get_max_threads – Maximum number of threads of parallel region

Description:
Return the maximum number of threads used for the current parallel region that does not use the clause `num_threads`.

C/C++:

Prototype: `int omp_get_max_threads(void);`

Fortran:

Interface: `integer function omp_get_max_threads()`

See also: Section 2.19 [omp_set_num_threads], page 11, Section 2.16 [omp_set_dynamic], page 10, Section 2.12 [omp_get_thread_limit], page 9

Reference: OpenMP specifications v3.1, section 3.2.3.

2.7 omp_get_nested – Nested parallel regions

Description:
This function returns `true` if nested parallel regions are enabled, `false` otherwise. Here, `true` and `false` represent their language-specific counterparts.

Nested parallel regions may be initialized at startup by the `OMP_NESTED` environment variable or at runtime using `omp_set_nested`. If undefined, nested parallel regions are disabled by default.

C/C++:

Prototype: `int omp_get_nested(void);`

Fortran:

Interface: `logical function omp_get_nested()`

See also: Section 2.18 [omp_set_nested], page 11, Section 3.3 [OMP_NESTED], page 17

Reference: OpenMP specifications v3.1, section 3.2.10.

2.8 omp_get_num_procs – Number of processors online

Description:
Returns the number of processors online.

C/C++:

Prototype: `int omp_get_num_procs(void);`

Fortran:

Interface: `integer function omp_get_num_procs()`

Reference: OpenMP specifications v3.1, section 3.2.5.

2.9 `omp_get_num_threads` – Size of the active team

Description:

Returns the number of threads in the current team. In a sequential section of the program `omp_get_num_threads` returns 1.

The default team size may be initialized at startup by the `OMP_NUM_THREADS` environment variable. At runtime, the size of the current team may be set either by the `NUM_THREADS` clause or by `omp_set_num_threads`. If none of the above were used to define a specific value and `OMP_DYNAMIC` is disabled, one thread per CPU online is used.

C/C++:

Prototype: `int omp_get_num_threads(void);`

Fortran:

Interface: `integer function omp_get_num_threads()`

See also: Section 2.6 [omp_get_max_threads], page 7, Section 2.19 [omp_set_num_threads], page 11, Section 3.4 [OMP_NUM_THREADS], page 17

Reference: OpenMP specifications v3.1, section 3.2.2.

2.10 `omp_get_schedule` – Obtain the runtime scheduling method

Description:

Obtain the runtime scheduling method. The *kind* argument will be set to the value `omp_sched_static`, `omp_sched_dynamic`, `omp_sched_guided` or `omp_sched_auto`. The second argument, *modifier*, is set to the chunk size.

C/C++

Prototype: `void omp_schedule(omp_sched_t *kind, int *modifier);`

Fortran:

Interface:
```
subroutine omp_schedule(kind, modifier)
integer(kind=omp_sched_kind) kind
integer modifier
```

See also: Section 2.20 [omp_set_schedule], page 12, Section 3.5 [OMP_SCHEDULE], page 18

Reference: OpenMP specifications v3.1, section 3.2.12.

2.11 `omp_get_team_size` – Number of threads in a team

Description:

This function returns the number of threads in a thread team to which either the current thread or its ancestor belongs. For values of *level* outside zero to `omp_get_level`, -1 is returned; if *level* is zero, 1 is returned, and for `omp_get_level`, the result is identical to `omp_get_num_threads`.

C/C++:

Prototype: `int omp_get_team_size(int level);`

Fortran:

Interface: `integer function omp_get_team_size(level)`
`integer level`

See also: Section 2.9 [omp_get_num_threads], page 8, Section 2.4 [omp_get_level], page 6, Section 2.2 [omp_get_ancestor_thread_num], page 5

Reference: OpenMP specifications v3.1, section 3.2.18.

2.12 `omp_get_thread_limit` – Maximum number of threads

Description:

Return the maximum number of threads of the program.

C/C++:

Prototype: `int omp_get_thread_limit(void);`

Fortran:

Interface: `integer function omp_get_thread_limit()`

See also: Section 2.6 [omp_get_max_threads], page 7, Section 3.7 [OMP_THREAD_LIMIT], page 18

Reference: OpenMP specifications v3.1, section 3.2.13.

2.13 `omp_get_thread_num` – Current thread ID

Description:

Returns a unique thread identification number within the current team. In a sequential parts of the program, `omp_get_thread_num` always returns 0. In parallel regions the return value varies from 0 to `omp_get_num_threads`-1 inclusive. The return value of the master thread of a team is always 0.

C/C++:

Prototype: `int omp_get_thread_num(void);`

Fortran:

Interface: `integer function omp_get_thread_num()`

See also: Section 2.9 [omp_get_num_threads], page 8, Section 2.2 [omp_get_ancestor_thread_num], page 5

Reference: OpenMP specifications v3.1, section 3.2.4.

2.14 `omp_in_parallel` – Whether a parallel region is active

Description:

This function returns `true` if currently running in parallel, `false` otherwise. Here, `true` and `false` represent their language-specific counterparts.

C/C++:

Prototype: `int omp_in_parallel(void);`

Fortran:

Interface: `logical function omp_in_parallel()`

Reference: OpenMP specifications v3.1, section 3.2.6.

2.15 `omp_in_final` – Whether in final or included task region

Description:

This function returns `true` if currently running in a final or included task region, `false` otherwise. Here, `true` and `false` represent their language-specific counterparts.

C/C++:

Prototype: `int omp_in_final(void);`

Fortran:

Interface: `logical function omp_in_final()`

Reference: OpenMP specifications v3.1, section 3.2.20.

2.16 `omp_set_dynamic` – Enable/disable dynamic teams

Description:

Enable or disable the dynamic adjustment of the number of threads within a team. The function takes the language-specific equivalent of `true` and `false`, where `true` enables dynamic adjustment of team sizes and `false` disables it.

C/C++:

Prototype: `void omp_set_dynamic(int set);`

Fortran:

Interface:
```
subroutine omp_set_dynamic(set)
logical, intent(in) :: set
```

See also: Section 3.1 [OMP_DYNAMIC], page 17, Section 2.3 [omp_get_dynamic], page 6

Reference: OpenMP specifications v3.1, section 3.2.7.

2.17 `omp_set_max_active_levels` – Limits the number of active parallel regions

Description:

This function limits the maximum allowed number of nested, active parallel regions.

C/C++

Prototype: `void omp_set_max_active_levels(int max_levels);`

Fortran:

Interface: `subroutine omp_set_max_active_levels(max_levels)`
`integer max_levels`

See also: Section 2.5 [omp_get_max_active_levels], page 6, Section 2.1 [omp_get_active_level], page 5

Reference: OpenMP specifications v3.1, section 3.2.14.

2.18 `omp_set_nested` – Enable/disable nested parallel regions

Description:

Enable or disable nested parallel regions, i.e., whether team members are allowed to create new teams. The function takes the language-specific equivalent of `true` and `false`, where `true` enables dynamic adjustment of team sizes and `false` disables it.

C/C++:

Prototype: `void omp_set_nested(int set);`

Fortran:

Interface: `subroutine omp_set_nested(set)`
`logical, intent(in) :: set`

See also: Section 3.3 [OMP_NESTED], page 17, Section 2.7 [omp_get_nested], page 7

Reference: OpenMP specifications v3.1, section 3.2.9.

2.19 `omp_set_num_threads` – Set upper team size limit

Description:

Specifies the number of threads used by default in subsequent parallel sections, if those do not specify a `num_threads` clause. The argument of `omp_set_num_threads` shall be a positive integer.

C/C++:

Prototype: `void omp_set_num_threads(int n);`

Fortran:

Interface: `subroutine omp_set_num_threads(n)`
`integer, intent(in) :: n`

See also: Section 3.4 [OMP_NUM_THREADS], page 17, Section 2.9 [omp_get_num_threads], page 8, Section 2.6 [omp_get_max_threads], page 7

Reference: OpenMP specifications v3.1, section 3.2.1.

2.20 `omp_set_schedule` – Set the runtime scheduling method

Description:

Sets the runtime scheduling method. The *kind* argument can have the value `omp_sched_static`, `omp_sched_dynamic`, `omp_sched_guided` or `omp_sched_auto`. Except for `omp_sched_auto`, the chunk size is set to the value of *modifier* if positive, or to the default value if zero or negative. For `omp_sched_auto` the *modifier* argument is ignored.

C/C++

Prototype: `void omp_set_schedule(omp_sched_t *kind, int *modifier);`

Fortran:

Interface:
```
subroutine omp_set_schedule(kind, modifier)
integer(kind=omp_sched_kind) kind
integer modifier
```

See also: Section 2.10 [omp_get_schedule], page 8 Section 3.5 [OMP_SCHEDULE], page 18

Reference: OpenMP specifications v3.1, section 3.2.11.

2.21 `omp_init_lock` – Initialize simple lock

Description:

Initialize a simple lock. After initialization, the lock is in an unlocked state.

C/C++:

Prototype: `void omp_init_lock(omp_lock_t *lock);`

Fortran:

Interface:
```
subroutine omp_init_lock(lock)
integer(omp_lock_kind), intent(out) :: lock
```

See also: Section 2.25 [omp_destroy_lock], page 13

Reference: OpenMP specifications v3.1, section 3.3.1.

2.22 `omp_set_lock` – Wait for and set simple lock

Description:

Before setting a simple lock, the lock variable must be initialized by `omp_init_lock`. The calling thread is blocked until the lock is available. If the lock is already held by the current thread, a deadlock occurs.

C/C++:

Prototype: `void omp_set_lock(omp_lock_t *lock);`

Fortran:

Interface:
```
subroutine omp_set_lock(lock)
integer(omp_lock_kind), intent(inout) :: lock
```

See also: Section 2.21 [omp_init_lock], page 12, Section 2.23 [omp_test_lock], page 13, Section 2.24 [omp_unset_lock], page 13

Reference: OpenMP specifications v3.1, section 3.3.3.

2.23 `omp_test_lock` – Test and set simple lock if available

Description:

Before setting a simple lock, the lock variable must be initialized by `omp_init_lock`. Contrary to `omp_set_lock`, `omp_test_lock` does not block if the lock is not available. This function returns `true` upon success, `false` otherwise. Here, `true` and `false` represent their language-specific counterparts.

C/C++:

Prototype: `int omp_test_lock(omp_lock_t *lock);`

Fortran:

Interface:
```
logical function omp_test_lock(lock)
integer(omp_lock_kind), intent(inout) :: lock
```

See also: Section 2.21 [omp_init_lock], page 12, Section 2.22 [omp_set_lock], page 12, Section 2.22 [omp_set_lock], page 12

Reference: OpenMP specifications v3.1, section 3.3.5.

2.24 `omp_unset_lock` – Unset simple lock

Description:

A simple lock about to be unset must have been locked by `omp_set_lock` or `omp_test_lock` before. In addition, the lock must be held by the thread calling `omp_unset_lock`. Then, the lock becomes unlocked. If one or more threads attempted to set the lock before, one of them is chosen to, again, set the lock to itself.

C/C++:

Prototype: `void omp_unset_lock(omp_lock_t *lock);`

Fortran:

Interface:
```
subroutine omp_unset_lock(lock)
integer(omp_lock_kind), intent(inout) :: lock
```

See also: Section 2.22 [omp_set_lock], page 12, Section 2.23 [omp_test_lock], page 13

Reference: OpenMP specifications v3.1, section 3.3.4.

2.25 `omp_destroy_lock` – Destroy simple lock

Description:

Destroy a simple lock. In order to be destroyed, a simple lock must be in the unlocked state.

C/C++:

Prototype: `void omp_destroy_lock(omp_lock_t *lock);`

Fortran:

Interface: `subroutine omp_destroy_lock(lock)`
`integer(omp_lock_kind), intent(inout) :: lock`

See also: Section 2.21 [omp_init_lock], page 12

Reference: OpenMP specifications v3.1, section 3.3.2.

2.26 `omp_init_nest_lock` – Initialize nested lock

Description:
Initialize a nested lock. After initialization, the lock is in an unlocked state and the nesting count is set to zero.

C/C++:

Prototype: `void omp_init_nest_lock(omp_nest_lock_t *lock);`

Fortran:

Interface: `subroutine omp_init_nest_lock(lock)`
`integer(omp_nest_lock_kind), intent(out) :: lock`

See also: Section 2.30 [omp_destroy_nest_lock], page 15

Reference: OpenMP specifications v3.1, section 3.3.1.

2.27 `omp_set_nest_lock` – Wait for and set nested lock

Description:
Before setting a nested lock, the lock variable must be initialized by `omp_init_nest_lock`. The calling thread is blocked until the lock is available. If the lock is already held by the current thread, the nesting count for the lock is incremented.

C/C++:

Prototype: `void omp_set_nest_lock(omp_nest_lock_t *lock);`

Fortran:

Interface: `subroutine omp_set_nest_lock(lock)`
`integer(omp_nest_lock_kind), intent(inout) :: lock`

See also: Section 2.26 [omp_init_nest_lock], page 14, Section 2.29 [omp_unset_nest_lock], page 15

Reference: OpenMP specifications v3.1, section 3.3.3.

2.28 `omp_test_nest_lock` – Test and set nested lock if available

Description:
Before setting a nested lock, the lock variable must be initialized by `omp_init_nest_lock`. Contrary to `omp_set_nest_lock`, `omp_test_nest_lock` does not block if the lock is not available. If the lock is already held by the current

thread, the new nesting count is returned. Otherwise, the return value equals zero.

C/C++:

Prototype: `int omp_test_nest_lock(omp_nest_lock_t *lock);`

Fortran:

Interface: `logical function omp_test_nest_lock(lock)`
`integer(omp_nest_lock_kind), intent(inout) :: lock`

See also: Section 2.21 [omp_init_lock], page 12, Section 2.22 [omp_set_lock], page 12, Section 2.22 [omp_set_lock], page 12

Reference: OpenMP specifications v3.1, section 3.3.5.

2.29 `omp_unset_nest_lock` – Unset nested lock

Description:

A nested lock about to be unset must have been locked by `omp_set_nested_lock` or `omp_test_nested_lock` before. In addition, the lock must be held by the thread calling `omp_unset_nested_lock`. If the nesting count drops to zero, the lock becomes unlocked. If one ore more threads attempted to set the lock before, one of them is chosen to, again, set the lock to itself.

C/C++:

Prototype: `void omp_unset_nest_lock(omp_nest_lock_t *lock);`

Fortran:

Interface: `subroutine omp_unset_nest_lock(lock)`
`integer(omp_nest_lock_kind), intent(inout) :: lock`

See also: Section 2.27 [omp_set_nest_lock], page 14

Reference: OpenMP specifications v3.1, section 3.3.4.

2.30 `omp_destroy_nest_lock` – Destroy nested lock

Description:

Destroy a nested lock. In order to be destroyed, a nested lock must be in the unlocked state and its nesting count must equal zero.

C/C++:

Prototype: `void omp_destroy_nest_lock(omp_nest_lock_t *);`

Fortran:

Interface: `subroutine omp_destroy_nest_lock(lock)`
`integer(omp_nest_lock_kind), intent(inout) :: lock`

See also: Section 2.21 [omp_init_lock], page 12

Reference: OpenMP specifications v3.1, section 3.3.2.

2.31 `omp_get_wtick` – Get timer precision

Description:
Gets the timer precision, i.e., the number of seconds between two successive clock ticks.

C/C++:
Prototype: `double omp_get_wtick(void);`

Fortran:
Interface: `double precision function omp_get_wtick()`

See also: Section 2.32 [omp_get_wtime], page 16

Reference: OpenMP specifications v3.1, section 3.4.2.

2.32 `omp_get_wtime` – Elapsed wall clock time

Description:
Elapsed wall clock time in seconds. The time is measured per thread, no guarantee can be made that two distinct threads measure the same time. Time is measured from some "time in the past", which is an arbitrary time guaranteed not to change during the execution of the program.

C/C++:
Prototype: `double omp_get_wtime(void);`

Fortran:
Interface: `double precision function omp_get_wtime()`

See also: Section 2.31 [omp_get_wtick], page 16

Reference: OpenMP specifications v3.1, section 3.4.1.

3 Environment Variables

The variables OMP_DYNAMIC, OMP_MAX_ACTIVE_LEVELS, OMP_NESTED, OMP_NUM_THREADS, OMP_SCHEDULE, OMP_STACKSIZE,OMP_THREAD_LIMIT and OMP_WAIT_POLICY are defined by section 4 of the OpenMP specifications in version 3.1, while GOMP_CPU_AFFINITY and GOMP_STACKSIZE are GNU extensions.

3.1 OMP_DYNAMIC – Dynamic adjustment of threads

Description:
Enable or disable the dynamic adjustment of the number of threads within a team. The value of this environment variable shall be TRUE or FALSE. If undefined, dynamic adjustment is disabled by default.

See also: Section 2.16 [omp_set_dynamic], page 10

Reference: OpenMP specifications v3.1, section 4.3

3.2 OMP_MAX_ACTIVE_LEVELS – Set the maximum number of nested parallel regions

Description:
Specifies the initial value for the maximum number of nested parallel regions. The value of this variable shall be a positive integer. If undefined, the number of active levels is unlimited.

See also: Section 2.17 [omp_set_max_active_levels], page 10

Reference: OpenMP specifications v3.1, section 4.8

3.3 OMP_NESTED – Nested parallel regions

Description:
Enable or disable nested parallel regions, i.e., whether team members are allowed to create new teams. The value of this environment variable shall be TRUE or FALSE. If undefined, nested parallel regions are disabled by default.

See also: Section 2.18 [omp_set_nested], page 11

Reference: OpenMP specifications v3.1, section 4.5

3.4 OMP_NUM_THREADS – Specifies the number of threads to use

Description:
Specifies the default number of threads to use in parallel regions. The value of this variable shall be a comma-separated list of positive integers; the value specified the number of threads to use for the corresponding nested level. If undefined one thread per CPU is used.

See also: Section 2.19 [omp_set_num_threads], page 11

Reference: OpenMP specifications v3.1, section 4.2

3.5 `OMP_SCHEDULE` – How threads are scheduled

Description:
Allows to specify `schedule type` and `chunk size`. The value of the variable shall have the form: `type[,chunk]` where `type` is one of `static`, `dynamic`, `guided` or `auto` The optional `chunk` size shall be a positive integer. If undefined, dynamic scheduling and a chunk size of 1 is used.

See also: Section 2.20 [omp_set_schedule], page 12

Reference: OpenMP specifications v3.1, sections 2.5.1 and 4.1

3.6 `OMP_STACKSIZE` – Set default thread stack size

Description:
Set the default thread stack size in kilobytes, unless the number is suffixed by `B`, `K`, `M` or `G`, in which case the size is, respectively, in bytes, kilobytes, megabytes or gigabytes. This is different from `pthread_attr_setstacksize` which gets the number of bytes as an argument. If the stack size cannot be set due to system constraints, an error is reported and the initial stack size is left unchanged. If undefined, the stack size is system dependent.

Reference: OpenMP specifications v3.1, sections 4.6

3.7 `OMP_THREAD_LIMIT` – Set the maximum number of threads

Description:
Specifies the number of threads to use for the whole program. The value of this variable shall be a positive integer. If undefined, the number of threads is not limited.

See also: Section 3.4 [OMP_NUM_THREADS], page 17 Section 2.12 [omp_get_thread_limit], page 9

Reference: OpenMP specifications v3.1, section 4.9

3.8 `OMP_WAIT_POLICY` – How waiting threads are handled

Description:
Specifies whether waiting threads should be active or passive. If the value is `PASSIVE`, waiting threads should not consume CPU power while waiting; while the value is `ACTIVE` specifies that they should.

Reference: OpenMP specifications v3.1, sections 4.7

3.9 `OMP_PROC_BIND` – Whether theads may be moved between CPUs

Description:
Specifies whether threads may be moved between processors. If set to `true`, OpenMP theads should not be moved, if set to `false` they may be moved.

See also: Section 3.10 [GOMP_CPU_AFFINITY], page 19

Reference: OpenMP specifications v3.1, sections 4.4

3.10 GOMP_CPU_AFFINITY – Bind threads to specific CPUs

Description:

Binds threads to specific CPUs. The variable should contain a space-separated or comma-separated list of CPUs. This list may contain different kinds of entries: either single CPU numbers in any order, a range of CPUs (M-N) or a range with some stride (M-N:S). CPU numbers are zero based. For example, `GOMP_CPU_AFFINITY="0 3 1-2 4-15:2"` will bind the initial thread to CPU 0, the second to CPU 3, the third to CPU 1, the fourth to CPU 2, the fifth to CPU 4, the sixth through tenth to CPUs 6, 8, 10, 12, and 14 respectively and then start assigning back from the beginning of the list. `GOMP_CPU_AFFINITY=0` binds all threads to CPU 0.

There is no GNU OpenMP library routine to determine whether a CPU affinity specification is in effect. As a workaround, language-specific library functions, e.g., `getenv` in C or `GET_ENVIRONMENT_VARIABLE` in Fortran, may be used to query the setting of the `GOMP_CPU_AFFINITY` environment variable. A defined CPU affinity on startup cannot be changed or disabled during the runtime of the application.

If this environment variable is omitted, the host system will handle the assignment of threads to CPUs.

See also: Section 3.9 [OMP_PROC_BIND], page 18

3.11 GOMP_STACKSIZE – Set default thread stack size

Description:

Set the default thread stack size in kilobytes. This is different from `pthread_attr_setstacksize` which gets the number of bytes as an argument. If the stack size cannot be set due to system constraints, an error is reported and the initial stack size is left unchanged. If undefined, the stack size is system dependent.

See also: Section 3.6 [OMP_STACKSIZE], page 18

Reference: GCC Patches Mailinglist, GCC Patches Mailinglist

4 The libgomp ABI

The following sections present notes on the external ABI as presented by libgomp. Only maintainers should need them.

4.1 Implementing MASTER construct

```
if (omp_get_thread_num () == 0)
  block
```

Alternately, we generate two copies of the parallel subfunction and only include this in the version run by the master thread. Surely this is not worthwhile though...

4.2 Implementing CRITICAL construct

Without a specified name,

```
void GOMP_critical_start (void);
void GOMP_critical_end (void);
```

so that we don't get COPY relocations from libgomp to the main application.

With a specified name, use omp_set_lock and omp_unset_lock with name being transformed into a variable declared like

```
omp_lock_t gomp_critical_user_<name> __attribute__((common))
```

Ideally the ABI would specify that all zero is a valid unlocked state, and so we wouldn't need to initialize this at startup.

4.3 Implementing ATOMIC construct

The target should implement the `__sync` builtins.

Failing that we could add

```
void GOMP_atomic_enter (void)
void GOMP_atomic_exit (void)
```

which reuses the regular lock code, but with yet another lock object private to the library.

4.4 Implementing FLUSH construct

Expands to the `__sync_synchronize` builtin.

4.5 Implementing BARRIER construct

```
void GOMP_barrier (void)
```

4.6 Implementing THREADPRIVATE construct

In _most_ cases we can map this directly to `__thread`. Except that OMP allows constructors for C++ objects. We can either refuse to support this (how often is it used?) or we can implement something akin to .ctors.

Even more ideally, this ctor feature is handled by extensions to the main pthreads library. Failing that, we can have a set of entry points to register ctor functions to be called.

4.7 Implementing PRIVATE clause

In association with a PARALLEL, or within the lexical extent of a PARALLEL block, the variable becomes a local variable in the parallel subfunction.

In association with FOR or SECTIONS blocks, create a new automatic variable within the current function. This preserves the semantic of new variable creation.

4.8 Implementing FIRSTPRIVATE LASTPRIVATE COPYIN and COPYPRIVATE clauses

This seems simple enough for PARALLEL blocks. Create a private struct for communicating between the parent and subfunction. In the parent, copy in values for scalar and "small" structs; copy in addresses for others TREE_ADDRESSABLE types. In the subfunction, copy the value into the local variable.

It is not clear what to do with bare FOR or SECTION blocks. The only thing I can figure is that we do something like:

```
#pragma omp for firstprivate(x) lastprivate(y)
for (int i = 0; i < n; ++i)
  body;
```

which becomes

```
{
  int x = x, y;

  // for stuff

  if (i == n)
    y = y;
}
```

where the "x=x" and "y=y" assignments actually have different uids for the two variables, i.e. not something you could write directly in C. Presumably this only makes sense if the "outer" x and y are global variables.

COPYPRIVATE would work the same way, except the structure broadcast would have to happen via SINGLE machinery instead.

4.9 Implementing REDUCTION clause

The private struct mentioned in the previous section should have a pointer to an array of the type of the variable, indexed by the thread's *team_id*. The thread stores its final value into the array, and after the barrier, the master thread iterates over the array to collect the values.

4.10 Implementing PARALLEL construct

```
  #pragma omp parallel
  {
    body;
  }
```

becomes

```
  void subfunction (void *data)
  {
```

```
  use data;
  body;
}

setup data;
GOMP_parallel_start (subfunction, &data, num_threads);
subfunction (&data);
GOMP_parallel_end ();
```

```
void GOMP_parallel_start (void (*fn)(void *), void *data, unsigned num_threads)
```

The *FN* argument is the subfunction to be run in parallel.

The *DATA* argument is a pointer to a structure used to communicate data in and out of the subfunction, as discussed above with respect to FIRSTPRIVATE et al.

The *NUM_THREADS* argument is 1 if an IF clause is present and false, or the value of the NUM_THREADS clause, if present, or 0.

The function needs to create the appropriate number of threads and/or launch them from the dock. It needs to create the team structure and assign team ids.

```
void GOMP_parallel_end (void)
```

Tears down the team and returns us to the previous `omp_in_parallel()` state.

4.11 Implementing FOR construct

```
#pragma omp parallel for
for (i = lb; i <= ub; i++)
  body;
```

becomes

```
void subfunction (void *data)
{
  long _s0, _e0;
  while (GOMP_loop_static_next (&_s0, &_e0))
  {
    long _e1 = _e0, i;
    for (i = _s0; i < _e1; i++)
      body;
  }
  GOMP_loop_end_nowait ();
}

GOMP_parallel_loop_static (subfunction, NULL, 0, lb, ub+1, 1, 0);
subfunction (NULL);
GOMP_parallel_end ();
```

```
#pragma omp for schedule(runtime)
for (i = 0; i < n; i++)
  body;
```

becomes

```
{
  long i, _s0, _e0;
  if (GOMP_loop_runtime_start (0, n, 1, &_s0, &_e0))
    do {
      long _e1 = _e0;
      for (i = _s0, i < _e0; i++)
        body;
    } while (GOMP_loop_runtime_next (&_s0, _&e0));
```

```
  GOMP_loop_end ();
}
```

Note that while it looks like there is trickiness to propagating a non-constant STEP, there isn't really. We're explicitly allowed to evaluate it as many times as we want, and any variables involved should automatically be handled as PRIVATE or SHARED like any other variables. So the expression should remain evaluable in the subfunction. We can also pull it into a local variable if we like, but since its supposed to remain unchanged, we can also not if we like.

If we have SCHEDULE(STATIC), and no ORDERED, then we ought to be able to get away with no work-sharing context at all, since we can simply perform the arithmetic directly in each thread to divide up the iterations. Which would mean that we wouldn't need to call any of these routines.

There are separate routines for handling loops with an ORDERED clause. Bookkeeping for that is non-trivial...

4.12 Implementing ORDERED construct

```
void GOMP_ordered_start (void)
void GOMP_ordered_end (void)
```

4.13 Implementing SECTIONS construct

A block as

```
#pragma omp sections
{
  #pragma omp section
  stmt1;
  #pragma omp section
  stmt2;
  #pragma omp section
  stmt3;
}
```

becomes

```
for (i = GOMP_sections_start (3); i != 0; i = GOMP_sections_next ())
  switch (i)
    {
    case 1:
      stmt1;
      break;
    case 2:
      stmt2;
      break;
    case 3:
      stmt3;
      break;
    }
GOMP_barrier ();
```

4.14 Implementing SINGLE construct

A block like

```
#pragma omp single
{
  body;
}
```

becomes

```
if (GOMP_single_start ())
  body;
GOMP_barrier ();
```

while

```
#pragma omp single copyprivate(x)
  body;
```

becomes

```
datap = GOMP_single_copy_start ();
if (datap == NULL)
  {
    body;
    data.x = x;
    GOMP_single_copy_end (&data);
  }
else
  x = datap->x;
GOMP_barrier ();
```

5 Reporting Bugs

Bugs in the GNU OpenMP implementation should be reported via bugzilla. For all cases, please add "openmp" to the keywords field in the bug report.

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