The GNU OpenMP Implementation
Short Contents

Introduction ................................................................. 1
1 Enabling OpenMP ....................................................... 3
2 Runtime Library Routines ............................................. 5
3 Environment Variables ................................................. 19
4 The libgomp ABI ......................................................... 25
5 Reporting Bugs .......................................................... 31
GNU General Public License ............................................. 33
GNU Free Documentation License ................................. 45
Funding Free Software .................................................... 53
Library Index ............................................................... 55
Table of Contents

Introduction ......................................................... 1

1 Enabling OpenMP ................................................. 3

2 Runtime Library Routines ................................. 5
   2.1 omp_get_active_level – Number of parallel regions ....... 5
   2.2 omp_get_ancestor_thread_num – Ancestor thread ID ...... 5
   2.3 omp_get_cancellation – Whether cancellation support is enabled ........................................ 6
   2.4 omp_get_default_device – Get the default device for target regions ......................................... 6
   2.5 omp_get_dynamic – Dynamic teams setting .................. 6
   2.6 omp_get_level – Obtain the current nesting level .......... 7
   2.7 omp_get_max_active_levels – Maximum number of active regions ........................................ 7
   2.8 omp_get_max_threads – Maximum number of threads of parallel region ................................... 7
   2.9 omp_get_nested – Nested parallel regions .................. 8
   2.10 omp_get_num_devices – Number of target devices ........ 8
   2.11 omp_get_num_procs – Number of processors online ........ 8
   2.12 omp_get_num_teams – Number of teams .................. 8
   2.13 omp_get_num_threads – Size of the active team .......... 9
   2.14 omp_get_proc_bind – Whether threads may be moved between CPUs ........................................ 9
   2.15 omp_get_schedule – Obtain the runtime scheduling method .. 10
   2.16 omp_get_team_num – Get team number .................. 10
   2.17 omp_get_team_size – Number of threads in a team ........ 10
   2.18 omp_get_thread_limit – Maximum number of threads ...... 11
   2.19 omp_get_thread_num – Current thread ID .................. 11
   2.20 omp_in_parallel – Whether a parallel region is active .... 11
   2.21 omp_in_final – Whether in final or included task region ...... 12
   2.22 omp_is_initial_device – Whether executing on the host device ........................................ 12
   2.23 omp_set_default_device – Set the default device for target regions ........................................ 12
   2.24 omp_set_dynamic – Enable/disable dynamic teams ........ 13
   2.25 omp_set_max_active_levels – Limits the number of active parallel regions ................................ 13
   2.26 omp_set_nested – Enable/disable nested parallel regions ..... 13
   2.27 omp_set_num_threads – Set upper team size limit .......... 14
   2.28 omp_set_schedule – Set the runtime scheduling method ...... 14
   2.29 omp_init_lock – Initialize simple lock .................. 14
2.30 `omp_set_lock` – Wait for and set simple lock .......................... 15
2.31 `omp_test_lock` – Test and set simple lock if available ............ 15
2.32 `omp_unset_lock` – Unset simple lock .................................... 15
2.33 `omp_destroy_lock` – Destroy simple lock ................................. 16
2.34 `omp_init_nest_lock` – Initialize nested lock ............................ 16
2.35 `omp_set_nest_lock` – Wait for and set nested lock ................. 16
2.36 `omp_test_nest_lock` – Test and set nested lock if available ... 17
2.37 `omp_unset_nest_lock` – Unset nested lock ................................. 17
2.38 `omp_destroy_nest_lock` – Destroy nested lock ......................... 18
2.39 `omp_get_wtick` – Get timer precision .................................. 18
2.40 `omp_get_wtime` – Elapsed wall clock time ............................... 18

3 Environment Variables ............................................. 19
3.1 `OMP_CANCELLATION` – Set whether cancellation is activated .... 19
3.2 `OMP_DISPLAY_ENV` – Show OpenMP version and environment variables .................................................. 19
3.3 `OMP_DEFAULT_DEVICE` – Set the device used in target regions ... 19
3.4 `OMP_DYNAMIC` – Dynamic adjustment of threads .................... 19
3.5 `OMP_MAX_ACTIVE_LEVELS` – Set the maximum number of nested parallel regions ................................................. 20
3.6 `OMP_NESTED` – Nested parallel regions ................................. 20
3.7 `OMP_NUM_THREADS` – Specifies the number of threads to use ... 20
3.8 `OMP_PLACES` – Specifies on which CPUs the threads should be placed .............................................................. 20
3.9 `OMP_PROC_BIND` – Whether threads may be moved between CPUs ................................................................. 21
3.10 `OMP_SCHEDULE` – How threads are scheduled ....................... 21
3.11 `OMP_STACKSIZE` – Set default thread stack size .................... 22
3.12 `OMP_THREAD_LIMIT` – Set the maximum number of threads .... 22
3.13 `OMP_WAIT_POLICY` – How waiting threads are handled .......... 22
3.14 `GOMP_CPU_AFFINITY` – Bind threads to specific CPUs .......... 22
3.15 `GOMP_STACKSIZE` – Set default thread stack size .................. 23
3.16 `GOMP_SPINCOUNT` – Set the busy-wait spin count .................. 23

4 The libgomp ABI .................................................. 25
4.1 Implementing MASTER construct ........................................... 25
4.2 Implementing CRITICAL construct ........................................... 25
4.3 Implementing ATOMIC construct ............................................. 25
4.4 Implementing FLUSH construct .............................................. 25
4.5 Implementing BARRIER construct .......................................... 25
4.6 Implementing THREADPRIVATE construct ............................... 25
4.7 Implementing PRIVATE clause ............................................. 26
4.8 Implementing FIRSTPRIVATE LASTPRIVATE COPYIN and COPYPRIVATE clauses .................................................. 26
4.9 Implementing REDUCTION clause ......................................... 26
4.10 Implementing PARALLEL construct ....................................... 26
4.11 Implementing FOR construct ............................................. 27
4.12 Implementing ORDERED construct ....................................... 28
5 Reporting Bugs ........................................... 31

GNU General Public License ............................... 33

GNU Free Documentation License ....................... 45
  ADDENDUM: How to use this License for your documents ...... 52

Funding Free Software ................................. 53

Library Index .............................................. 55
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 4.0.
2 Runtime Library Routines

The runtime routines described here are defined by Section 3 of the OpenMP specification in version 4.0. The routines are structured in following three parts:

Control threads, processors and the parallel environment. They have C linkage, and do not throw exceptions.
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 2.6 [omp_get_level], page 7, Section 2.7 [omp_get_max_active_levels], page 7, Section 2.25 [omp_set_max_active_levels], page 13

Reference: OpenMP specification v4.0, Section 3.2.20.

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 2.6 [omp_get_level], page 7, Section 2.19 [omp_get_thread_num], page 11, Section 2.17 [omp_get_team_size], page 10

Reference: OpenMP specification v4.0, Section 3.2.18.
2.3 omp_get_cancellation – Whether cancellation support is enabled

**Description:**
This function returns `true` if cancellation is activated, `false` otherwise. Here, `true` and `false` represent their language-specific counterparts. Unless `OMP_CANCELLATION` is set true, cancellations are deactivated.

**C/C++:**

*Prototype:*  
`int omp_get_cancellation(void);`

**Fortran:**

*Interface:*  
`logical function omp_get_cancellation()`

**See also:**  
Section 3.1 [OMP_CANCELLATION], page 19

**Reference:**  
OpenMP specification v4.0, Section 3.2.9.

2.4 omp_get_default_device – Get the default device for target regions

**Description:**
Get the default device for target regions without device clause.

**C/C++:**

*Prototype:*  
`int omp_get_default_device(void);`

**Fortran:**

*Interface:*  
`integer function omp_get_default_device()`

**See also:**  
Section 3.3 [OMP_DEFAULT_DEVICE], page 19, Section 2.23 [omp_set_default_device], page 12

**Reference:**  
OpenMP specification v4.0, Section 3.2.24.

2.5 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 2.24 [omp_set_dynamic], page 13, Section 3.4 [OMP_DYNAMIC], page 19

**Reference:**  
OpenMP specification v4.0, Section 3.2.8.
2.6 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 specification v4.0, Section 3.2.17.

2.7 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 2.25 [omp_set_max_active_levels], page 13, Section 2.1 [omp_get_active_level], page 5

Reference: OpenMP specification v4.0, Section 3.2.16.

2.8 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 2.27 [omp_set_num_threads], page 14, Section 2.24 [omp_set_dynamic], page 13, Section 2.18 [omp_get_thread_limit], page 11

Reference: OpenMP specification v4.0, Section 3.2.3.
2.9 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 2.26 [omp_set_nested], page 13, Section 3.6 [OMP_NESTED], page 20
Reference: OpenMP specification v4.0, Section 3.2.11.

2.10 omp_get_num_devices – Number of target devices

Description:
Returns the number of target devices.

C/C++:
Prototype: int omp_get_num_devices(void);

Fortran:
Interface: integer function omp_get_num_devices()

Reference: OpenMP specification v4.0, Section 3.2.25.

2.11 omp_get_num_procs – Number of processors online

Description:
Returns the number of processors online on that device.

C/C++:
Prototype: int omp_get_num_procs(void);

Fortran:
Interface: integer function omp_get_num_procs()

Reference: OpenMP specification v4.0, Section 3.2.5.

2.12 omp_get_num_teams – Number of teams

Description:
Returns the number of teams in the current team region.

C/C++:
Prototype: int omp_get_num_teams(void);
Fortran:

Interface: integer function omp_get_num_teams()

Reference: OpenMP specification v4.0, Section 3.2.26.

2.13 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 byomp_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 2.8 [omp_get_max_threads], page 7, Section 2.27 [omp_set_num_threads],
page 14, Section 3.7 [OMP_NUM_THREADS], page 20

Reference: OpenMP specification v4.0, Section 3.2.2.

2.14 omp_get_proc_bind – Whether threads may be moved
between CPUs

Description:
This function returns the currently active thread affinity policy, which is set
via OMP_PROC_BIND. Possible values are omp_proc_bind_false, omp_proc_
bind_true, omp_proc_bind_master, omp_proc_bind_close and omp_proc_
bind_spread.

C/C++:
Prototype: omp_proc_bind_t omp_get_proc_bind(void);

Fortran:

Interface: integer(kind=omp_proc_bind_kind) function omp_get_proc_
bind()

See also: Section 3.9 [OMP_PROC_BIND], page 21, Section 3.8 [OMP_PLACES],
page 20, Section 3.14 [GOMP_CPU_AFFINITY], page 22,

Reference: OpenMP specification v4.0, Section 3.2.22.
2.15 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_get_schedule(omp_sched_t *kind, int *modifier);

Fortran:
Interface: subroutine omp_get_schedule(kind, modifier)
integer(kind=omp_sched_kind) kind
integer modifier

See also: Section 2.28 [omp_set_schedule], page 14, Section 3.10 [OMP_SCHEDULE], page 21
Reference: OpenMP specification v4.0, Section 3.2.13.

2.16 omp_get_team_num – Get team number

Description:
Returns the team number of the calling thread.

C/C++:
Prototype: int omp_get_team_num(void);

Fortran:
Interface: integer function omp_get_team_num()

Reference: OpenMP specification v4.0, Section 3.2.27.

2.17 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 2.13 [omp_get_num_threads], page 9, Section 2.6 [omp_get_level], page 7, Section 2.2 [omp_get_ancestor_thread_num], page 5
Reference: OpenMP specification v4.0, Section 3.2.19.
2.18 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 2.8 [omp_get_max_threads], page 7, Section 3.12 [OMP_THREAD_LIMIT], page 22

Reference: OpenMP specification v4.0, Section 3.2.14.

2.19 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 2.13 [omp_get_num_threads], page 9, Section 2.2 [omp_get_ancestor_thread_num], page 5

Reference: OpenMP specification v4.0, Section 3.2.4.

2.20 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 specification v4.0, Section 3.2.6.
2.21 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 specification v4.0, Section 3.2.21.

2.22 omp_is_initial_device – Whether executing on the host device

Description:
This function returns true if currently running on the host device, false otherwise. Here, true and false represent their language-specific counterparts.

C/C++:
Prototype: int omp_is_initial_device(void);

Fortran:
Interface: logical function omp_is_initial_device()

Reference: OpenMP specification v4.0, Section 3.2.28.

2.23 omp_set_default_device – Set the default device for target regions

Description:
Set the default device for target regions without device clause. The argument shall be a nonnegative device number.

C/C++:
Prototype: void omp_set_default_device(int device_num);

Fortran:
Interface:
subroutine omp_set_default_device(device_num)
integer device_num

See also: Section 3.3 [OMP_DEFAULT_DEVICE], page 19, Section 2.4 [omp_get_default_device], page 6

Reference: OpenMP specification v4.0, Section 3.2.23.
2.24 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 dynamic_threads);

Fortran:
Interface:
subroutine omp_set_dynamic(dynamic_threads)
logical, intent(in) :: dynamic_threads

See also: Section 3.4 [OMP_DYNAMIC], page 19, Section 2.5 [omp_get_dynamic], page 6

Reference: OpenMP specification v4.0, Section 3.2.7.

2.25 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 2.7 [omp_get_max_active_levels], page 7, Section 2.1 [omp_get_active_level], page 5

Reference: OpenMP specification v4.0, Section 3.2.15.

2.26 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 nested);

Fortran:
Interface:
subroutine omp_set_nested(nested)
logical, intent(in) :: nested

See also: Section 3.6 [OMP_NESTED], page 20, Section 2.9 [omp_get_nested], page 8

Reference: OpenMP specification v4.0, Section 3.2.10.
2.27 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 num_threads);

Fortran:
Interface: subroutine omp_set_num_threads(num_threads)
integer, intent(in) :: num_threads

See also: Section 3.7 [OMP_NUM_THREADS], page 20, Section 2.13 [omp_get_num_threads], page 9, Section 2.8 [omp_get_max_threads], page 7

Reference: OpenMP specification v4.0, Section 3.2.1.

2.28 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 2.15 [omp_get_schedule], page 10 Section 3.10 [OMP_SCHEDULE], page 21

Reference: OpenMP specification v4.0, Section 3.2.12.

2.29 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(svar)
integer(omp_lock_kind), intent(out) :: svar
See also: Section 2.33 [omp_destroy_lock], page 16

Reference: OpenMP specification v4.0, Section 3.3.1.

2.30 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(svar)
integer(omp_lock_kind), intent(inout) :: svar

See also: Section 2.29 [omp_init_lock], page 14, Section 2.31 [omp_test_lock], page 15, Section 2.32 [omp_unset_lock], page 15

Reference: OpenMP specification v4.0, Section 3.3.3.

2.31 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(svar)
integer(omp_lock_kind), intent(inout) :: svar

See also: Section 2.29 [omp_init_lock], page 14, Section 2.30 [omp_set_lock], page 15, Section 2.30 [omp_set_lock], page 15

Reference: OpenMP specification v4.0, Section 3.3.5.

2.32 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(svar)
           integer(omp_lock_kind), intent(inout) :: svar

See also: Section 2.30 [omp_set_lock], page 15, Section 2.31 [omp_test_lock], page 15
Reference: OpenMP specification v4.0, Section 3.3.4.

2.33 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(svar)
           integer(omp_lock_kind), intent(inout) :: svar

See also: Section 2.29 [omp_init_lock], page 14
Reference: OpenMP specification v4.0, Section 3.3.2.

2.34 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(nvar)
           integer(omp_nest_lock_kind), intent(out) :: nvar

See also: Section 2.38 [omp_destroy_nest_lock], page 18
Reference: OpenMP specification v4.0, Section 3.3.1.

2.35 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.
**2.36 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:  

```c
int omp_test_nest_lock(omp_nest_lock_t *lock);
```

**Fortran:**

Interface:  

```fortran
logical function omp_test_nest_lock(nvar)
integer(omp_nest_lock_kind), intent(inout) :: nvar
```

**See also:** Section 2.29 [omp_init_lock], page 14, Section 2.30 [omp_set_lock], page 15, Section 2.30 [omp_set_lock], page 15

**Reference:** OpenMP specification v4.0, Section 3.3.5.

**2.37 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 or more threads attempted to set the lock before, one of them is chosen to, again, set the lock to itself.

**C/C++:**

Prototype:  

```c
void omp_unset_nest_lock(omp_nest_lock_t *lock);
```

**Fortran:**

Interface:  

```fortran
subroutine omp_unset_nest_lock(nvar)
integer(omp_nest_lock_kind), intent(inout) :: nvar
```

**See also:** Section 2.35 [omp_set_nest_lock], page 16

**Reference:** OpenMP specification v4.0, Section 3.3.4.
2.38 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:**

```c
void omp_destroy_nest_lock(omp_nest_lock_t *);
```

**Fortran:**

**Interface:**

```fortran
subroutine omp_destroy_nest_lock(nvar)
  integer(omp_nest_lock_kind), intent(inout) :: nvar
```

**See also:** Section 2.29 [omp_init_lock], page 14

**Reference:** OpenMP specification v4.0, Section 3.3.2.

2.39 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:**

```c
double omp_get_wtick(void);
```

**Fortran:**

**Interface:**

```fortran
double precision function omp_get_wtick()
```

**See also:** Section 2.40 [omp_get_wtime], page 18

**Reference:** OpenMP specification v4.0, Section 3.4.2.

2.40 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:**

```c
double omp_get_wtime(void);
```

**Fortran:**

**Interface:**

```fortran
double precision function omp_get_wtime()
```

**See also:** Section 2.39 [omp_get_wtick], page 18

**Reference:** OpenMP specification v4.0, Section 3.4.1.
3 Environment Variables

The environment variables which beginning with `OMP_` are defined by section 4 of the OpenMP specification in version 4.0, while those beginning with `GOMP_` are GNU extensions.

3.1 OMP_CANCELLATION – Set whether cancellation is activated

*Description:*
If set to `TRUE`, the cancellation is activated. If set to `FALSE` or if unset, cancellation is disabled and the `cancel` construct is ignored.

*See also:* Section 2.3 [omp_get_cancellation], page 6

*Reference:* OpenMP specification v4.0, Section 4.11

3.2 OMP_DISPLAY_ENV – Show OpenMP version and environment variables

*Description:*
If set to `TRUE`, the OpenMP version number and the values associated with the OpenMP environment variables are printed to `stderr`. If set to `VERBOSE`, it additionally shows the value of the environment variables which are GNU extensions. If undefined or set to `FALSE`, this information will not be shown.

*Reference:* OpenMP specification v4.0, Section 4.12

3.3 OMP_DEFAULTDEVICE – Set the device used in target regions

*Description:*
Set to choose the device which is used in a `target` region, unless the value is overridden by `omp_set_default_device` or by a `device` clause. The value shall be the nonnegative device number. If no device with the given device number exists, the code is executed on the host. If unset, device number 0 will be used.

*See also:* Section 2.4 [omp_get_default_device], page 6, Section 2.23 [omp_set_default_device], page 12

*Reference:* OpenMP specification v4.0, Section 4.11

3.4 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 2.24 [omp_set_dynamic], page 13

*Reference:* OpenMP specification v4.0, Section 4.3
3.5 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 2.25 [omp_set_max_active_levels], page 13

**Reference:** OpenMP specification v4.0, Section 4.9

3.6 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 2.26 [omp_set_nested], page 13

**Reference:** OpenMP specification v4.0, Section 4.6

3.7 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 2.27 [omp_set_num_threads], page 14

**Reference:** OpenMP specification v4.0, Section 4.2

3.8 OMP_PLACES – Specifies on which CPUs the threads should be placed

**Description:**
The thread placement can be either specified using an abstract name or by an explicit list of the places. The abstract names threads, cores and sockets can be optionally followed by a positive number in parentheses, which denotes the how many places shall be created. With threads each place corresponds to a single hardware thread; cores to a single core with the corresponding number of hardware threads; and with sockets the place corresponds to a single socket. The resulting placement can be shown by setting the OMP_DISPLAY_ENV environment variable.

Alternatively, the placement can be specified explicitly as comma-separated list of places. A place is specified by set of nonnegative numbers in curly braces, denoting the denoting the hardware threads. The hardware threads belonging to a place can either be specified as comma-separated list of nonnegative thread numbers or using an interval. Multiple places can also be either specified by
a comma-separated list of places or by an interval. To specify an interval, a colon followed by the count is placed after the hardware thread number or the place. Optionally, the length can be followed by a colon and the stride number – otherwise a unit stride is assumed. For instance, the following specifies the same places list: 

```
{0,1,2}, {3,4,6}, {7,8,9}, {10,11,12};
{0:3}, {3:3}, {7:3}, {10:3}; and {0:2}:4:3
```

If OMP_PLACES and GOMP_CPU_AFFINITY are unset and OMP_PROC_BIND is either unset or false, threads may be moved between CPUs following no placement policy.

See also: Section 3.9 [OMP_PROC_BIND], page 21, Section 3.14 [GOMP_CPU_AFFINITY], page 22, Section 2.14 [omp_get_proc_bind], page 9, Section 3.2 [OMP_DISPLAY_ENV], page 19

Reference: OpenMP specification v4.0, Section 4.5

3.9 OMP_PROC_BIND – Whether threads may be moved between CPUs

Description:
Specifies whether threads may be moved between processors. If set to TRUE, OpenMP threads should not be moved; if set to FALSE they may be moved. Alternatively, a comma separated list with the values MASTER, CLOSE and SPREAD can be used to specify the thread affinity policy for the corresponding nesting level. With MASTER the worker threads are in the same place partition as the master thread. With CLOSE those are kept close to the master thread in contiguous place partitions. And with SPREAD a sparse distribution across the place partitions is used.

When undefined, OMP_PROC_BIND defaults to TRUE when OMP_PLACES or GOMP_CPU_AFFINITY is set and FALSE otherwise.

See also: Section 3.8 [OMP_PLACES], page 20, Section 3.14 [GOMP_CPU_AFFINITY], page 22, Section 2.14 [omp_get_proc_bind], page 9

Reference: OpenMP specification v4.0, Section 4.4

3.10 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 2.28 [omp_set_schedule], page 14

Reference: OpenMP specification v4.0, Sections 2.7.1 and 4.1
3.11 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 specification v4.0, Section 4.7

3.12 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 3.7 [OMP_NUM_THREADS], page 20, Section 2.18 [omp_get_thread_limit], page 11

Reference: OpenMP specification v4.0, Section 4.10

3.13 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. If undefined, threads wait actively for a short time before waiting passively.

See also: Section 3.16 [GOMP_SPINCOUNT], page 23

Reference: OpenMP specification v4.0, Section 4.8

3.14 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 both `GOMP_CPU_AFFINITY` and `OMP_PROC_BIND` are set, `OMP_PROC_BIND` has a higher precedence. If neither has been set and `OMP_PROC_BIND` is unset, or when `OMP_PROC_BIND` is set to `FALSE`, the host system will handle the assignment of threads to CPUs.

See also: Section 3.8 [OMP PLACES], page 20, Section 3.9 [OMP PROC BIND], page 21

### 3.15 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 3.11 [OMP_STACKSIZE], page 22

Reference: GCC Patches Mailinglist, GCC Patches Mailinglist

### 3.16 GOMP_SPINCOUNT – Set the busy-wait spin count

**Description:**
Determines how long a thread waits actively with consuming CPU power before waiting passively without consuming CPU power. The value may be either `INFINITE`, `INFINITY` to always wait actively or an integer which gives the number of spins of the busy-wait loop. The integer may optionally be followed by the following suffixes acting as multiplication factors: k (kilo, thousand), M (mega, million), G (giga, billion), or T (tera, trillion). If undefined, 0 is used when `OMP_WAIT_POLICY` is `PASSIVE`, 300,000 is used when `OMP_WAIT_POLICY` is undefined and 30 billion is used when `OMP_WAIT_POLICY` is `ACTIVE`. If there are more OpenMP threads than available CPUs, 1000 and 100 spins are used for `OMP_WAIT_POLICY` being `ACTIVE` or undefined, respectively; unless the `GOMP_SPINCOUNT` is lower or `OMP_WAIT_POLICY` is `PASSIVE`.

See also: Section 3.13 [OMP_WAIT_POLICY], page 22
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

```c
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,

```c
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

```c
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

```c
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

```c
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:

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

which becomes

```c
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

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

becomes

```c
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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Version 3, 29 June 2007


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## Library Index

### E
- Environment Variable ........... 19, 20, 21, 22, 23

### F
- FDL, GNU Free Documentation License .... 45

### I
- Implementation specific setting ........ 20, 21, 23
- Introduction ................................ 1