Cactus Tutorial

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Downloading Cactus

- 2 convenient methods to download Cactus
- Always work with the development version
- Do NOT mix stable and development thorns and flesh
- Make sure you download all the thorns you need. If you need more thorns you do not have, download them
- Keep an eye out for warnings, use the 'Is' command to list the contents of your cactus directory. Make sure everything is there



GetCactus Script

- Obtained from: http://www.cactuscode.org/toolkit/getcactus#getcactus
- You will need a ThornList, a list of thorns for the script to download.
- If you do not supply a ThornList the script will download the flesh only.
- ThornLists can be obtained from: http://www.cactuscode.org/toolkit/thornlists



GetCactus Script

- Check that the script has the right permissions: [yye00@fmws01 Tutorial2]\$ Is -alF GetCactus
 -rw-rw-r-- 1 yye00 yye00 44964 Feb 16 12:07 GetCactus
- Change the permissions to include execution: [yye00@fmws01 Tutorial2]\$ chmod +x GetCactus
 [yye00@fmws01 Tutorial2]\$ Is -alF GetCactus
 -rwxrwxr-x 1 yye00 yye00 44964 Feb 16 12:07 GetCactus*
- Notice the 'x' in the file permissions, this means we can now run the script
- Run the script: ./GetCactus Tutorial2.th



CVS

- Please attend the CVS tutorials given at CCT
- For those who know how to use CVS, perform the following: cvs -d :pserver:cvs_anon@cvs.cactuscode.org:/cactusdevcvs login the password is 'anon'.
- Once you are logged in: cvs -d :pserver:cvs_anon@cvs.cactuscode.org:/cactusdevcvs co Cactus to checkout Cactus
- cd arrangements

to enter the arrangements directory. Once inside arrangements, checkout the arrangements you need using:

cvs -d :pserver:cvs_anon@cvs.cactuscode.org:/cactusdevcvs co <arrangement_name>



- Journey to the source of all evil: www.cct.lsu.edu/~yye00
- Download the GetCactus script and the MyThorns.th files.
- Run ./GetCactus MyThorns.th
- You now have a cactus checkout.



Thorn Writing

- First things first, cd into the Cactus directory: cd Cactus
- Always when starting up, do a make help to check for options
- make newthorn
- If you are not inspired, specify RungeKutta as a thorn name and Tutorial 2 as an arrangement.

Looking at your thorn...

- Your thorn has been created in: arrangements/Tutorial2/RungeKutta
- There you will the following files:
 - README
 - interface.cd
 - param.cd
 - schedule.ccl
- and the following directories: src/, doc/, par/, test/
- doc/ has documentation.latex (Attend the latex tutorials at CCT)
- src/ has make.code.defn



VIMTIME

- Keep your VIM cheat sheet handy
- cd arrangements/Tutorial2/RungeKutta
- vim interface.ccl
- Hit 'i' to enter insert mode.
- Next slide: this is what you have to have in your interface.ccl



interface.ccl

- Input the following: implements: RK #what the thorn implements inherits: #what implementation the thorn inherits public: CCTK_REAL group1 type=Array DIN=1 size=group_size { X, y } "variables I will use"
- There is more on cactus variables later...



param.ccl

```
This param.ccl file contains examples of the 3
basic parameter types:
# Parameter definitions for thorn RungeKutta
# SHeader: S
INT group_size "size of our arrays in 1D"
 10:1000 :: "this is a dummy range just to
demonstrate ranges"
} 1000
REAL x spacing "size of the spacing in the x-
direction"
 0:* ::"this means it can be anything greater than
zero"
} 0.01
REAL x zero "Part of the initial condition"
```

```
*:* ::"this means the range could be anything"
} 0.0
```

```
REAL y_zero "Rest of the initial condition"
{
 *:* ::"this means the range could be anything"
} 1.0
```

KEYWORD method_order "which method to use"
{
 "second_order" :: "use the second order runge
kutta method"
 "fourth_order" :: "use the fourth order runge kutta
method"
} "fourth_order"





 You ALWAYS declare STORAGE for your VARIABLES, and schedule your SUBROUTINE # Schedule definitions for thorn RungeKutta #\$Header:\$ STORAGE: group1 schedule RungeKutta at EVOL LANG: F77 } "Runge Kutta ODE Solver"



Checklist

- Interface.cd: what you implement, what you inherit, the variables that you use
- param.cd: the external parameters you control your thorn through
- schedule.ccl: the storage you need for your variables (and when) and when you want to call your subroutines/functions
- READVE: exactly that, documentation. Make sure you have something in here.

And now for something completely different

- Code: add all the source files to your make.code.defn file. In our case, 1 file only (for now). RungeKutta.F77
- make.code.defn should have:
 # Main make.code.defn file for thorn RungeKutta
 # \$Header:\$

Source files in this directory SRCS = RungeKutta.F77

Subdirectories containing source files SUBDIRS =



In your source

- You cannot go wrong with documentation for your file.
- Always have the following to the beginning of your file:

/*@@

@file RungeKutta.F77

@date

@author Yaakoub Y El Khamra

@desc

Solve an ODE using RungeKutta 1st or 4th order @enddesc

@@*/

Also add the following: #include "cctk.h" #include "cctk_Arguments.h" #include "cctk_Parameters.h" #include "cctk_Functions.h"

Also in your source code....

• For our subroutine, let's add the following: subroutine RungeKutta(CCTK_ARGUMENTS) implicit none DECLARE CCTK ARGUMENTS DECLARE CCTK PARAMETERS code... code... more code... end subroutine RungeKutta

More in your source code

- Let's add some local variables: CCTK_INT i, CCTK_Equals CCTK_REAL k1,k2,k3,k4 CCTK_REAL x1,y1,x2,y2,x3,y3 CCTK_REAL my_function
- And let's setup the initial condition:
 - c Setup the initial condition $x(1) = x_z coro$
 - $y(1) = y_zero$

Control Statements using parameters

- Remember our parameters? Let's use them:
 - c Check the order of RK to use if (CCTK_Equals(method_order, "second_order").eq.1) then call CCTK_INFO("Using second order Runge Kutta")
 - *c iterate over the x and y arrays*

elseif (CCTK_Equals(method_order, "fourth_order").eq.1) then call CCTK_INFO("Using fourth order Runge Kutta")

c iterate over the x and y arrays

endif

Content We also need an ODE function:

- Add this way at the bottom of your source file:
 - c This is the ODE we want to solve: y'=3e(-4x)-2y function my_function(x,y)

implicit none

CCTK_REAL x, y, my_function my_function = 3.0*EXP(-4.0*x)-2.0*y return end function my_function



Let's write the code

- Check your cheat sheets, you have 2 algorithms that you need to implement.
- Remember your F77 fortran tutorials and references, this code is simple, 2 do-end do loops.
- Ask for help if you are stuck anywhere. We can and will help.
- Once you are done, we need to compile the code, i.e. Create a configuration





- Let's make a new configuration, called rungekutta
- Pass in the option DEBUG=yes to enable debugging, this is very handy.
- Attend the debugging tutorials given at CCT
- In short, the command you need to run is the following:
 make rungekutta DEBUG=yes

Building your configuration

- Now that you have configured your configuration, let's build it
- We will use the thorn in the next slide
- Keep an eye out for warnings and errors. This is a good time to learn about cd syntax
- If you get errors or warnings, please ask for help.



ThornList:

- Tutorial2/RungeKutta
- •
- CactusBase/LocalReduce
- CactusBase/IOBasic
- CactusBase/IOASCII
- CactusBase/IOUtil
- CactusBase/CoordBase
- •
- CactusPUGH/PUGH
- CactusPUGH/PUGHReduce
- CactusPUGH/PUGHSlab

Congratulations you are done

• Write the following to an RK.par file:

ActiveThorns="IOASCII PUGHSLAB PUGH PUGHREDUCE LOCALREDUCE IOBASIC IOUTIL COORDBASE RUNGEKUTTA" cactus::cctk itlast=1 ioascii::out1D_every=1 ioascii::out1D_vars="RK::x RK::y" ioascii::out1D_dir="RungeKutta_out" ioascii::out1D_style="xgraph" RK::method order="fourth order" RK::x_spacing = 0.001



Run Forest Run...

- To run: ./exe/cactus_RungeKutta RK.par
- To look at output: vim RungeKutta_out/y_1D.xg
- To plot the output, please attend the gnuplot tutorial at CCT. It is yet to be announced, if you have preferred times please let us know.