

LPJ-GUESS Reference – Draft as at 2010-11-22

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BUILDING AND RUNNING

The easiest way to build LPJ-GUESS is to use CMake. CMake is not a compiler itself, instead it generates a native build system for your platform of choice. LPJ-GUESS has been built and tested with CMake on the following platforms:

- Microsoft Windows with Visual Studio 6
- Microsoft Windows with Visual Studio 2008
- Linux with the GNU compiler
- Linux with the PGI compiler

In theory it should work on other platforms supported by CMake such as Borland or MinGW.

Installing CMake

CMake can be downloaded for free from <http://www.cmake.org/> . There are installation packages for Windows, Mac OSX, Linux and other Unix operating systems. Download a package for your system and follow the installation instructions.

To find out if CMake is already installed on your system, run the following command:

```
cmake --version
```

If you don't have access rights to install software on your system, CMake can be run from a directory you do have access to.

During installation of CMake you will be asked whether you wish to add CMake to the system PATH. It is recommended that you do so.

Compiling on Windows with Visual Studio

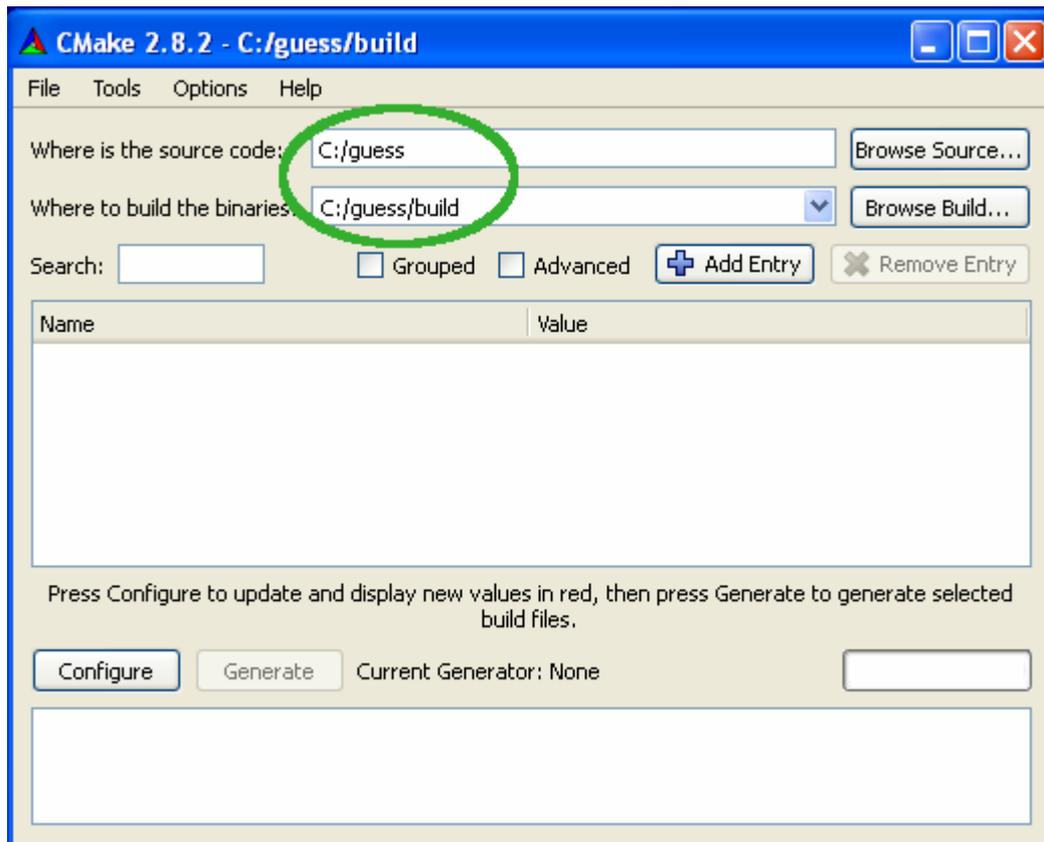
The following instructions apply for Visual Studio version 6.0 or newer. On Windows LPJ-GUESS can either be run as a command line program (text based) or in the graphical Windows Shell where plots are displayed as output is generated.

Creating Visual Studio project files

After you've made sure CMake is installed, the first step is to use CMake to create project files for your version of Visual Studio.

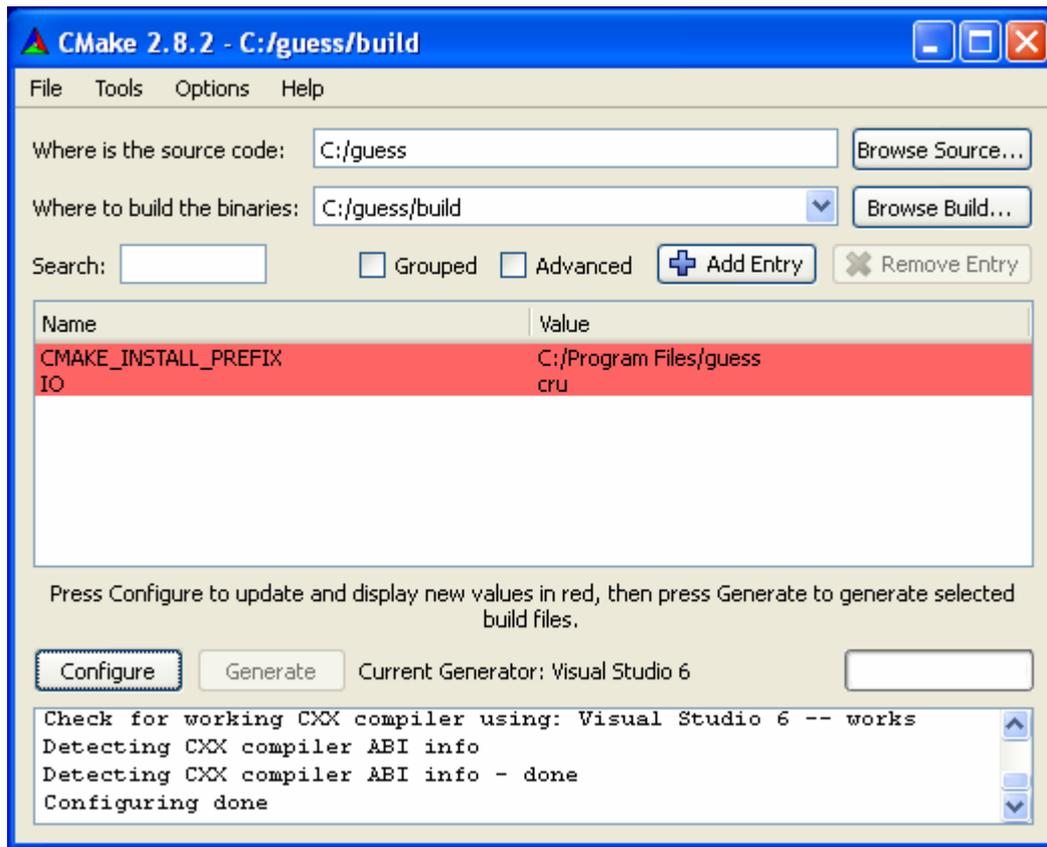
- Start the program cmake-gui (look under "All programs" in your Start menu)
- Enter the path to the directory containing all the LPJ-GUESS files
- Enter a path to a directory where you want to place Visual Studio files, for instance the build directory in the LPJ-GUESS directory

It should look something like this:



Click on the **Configure** button to choose your version of Visual Studio. After you've made your choice and clicked Finish, cmake will try to find your installed C++ compiler and some other things. When that's done you get a chance to configure how to compile LPJ-GUESS.

It should look something like this:



At this point you can for instance change which IO module to use. Hover with your mouse over one of the configuration options to get a description of what it does. After you're done press **Configure** again to use the chosen settings. You can then press **Generate** to create the Visual Studio project files, they will end up in the build directory you chose earlier.

Compiling

Open LPJ-GUESS in Visual Studio by double clicking on one of the files generated by CMake. If you're using Visual Studio 6.0 you should open the Workspace file, called guess.dsw. For newer versions you should have a solution file, called guess.sln.

In Visual Studio you should see at least two projects, one called guess and one called guesscmd. The first is for compiling the graphical Windows Shell version, the other is for the command line version. There is also a project called ALL_BUILD which forces compilation of both guess and guesscmd.

Hit F7 to build everything (or choose Build from the Build menu), you may see some warnings but there shouldn't be any errors.

Configurations (Debug/Release)

You can choose to build your program in different Visual Studio configurations. The most important ones are called Debug and Release. The Debug configuration is the default and should be used during development since it allows you to find problems in the code with the

built-in debugger. The Release configuration results in much faster programs however and should be used when you run your model for real.

How to switch configuration is different in different versions of Visual Studio. In Visual Studio 6.0, choose “Set Active Configuration...” in the Build menu. In newer versions there is a “Configuration Manager...”-dialog under the Build menu where the active configuration can be changed.

The compiled program will be placed in your build directory under a directory named as the configuration you’re using. So if you have your Visual Studio files under C:\guess\build, and you’re using the Debug configuration, you will find the compiled LPJ-GUESS program under C:\guess\build\Debug.

Running

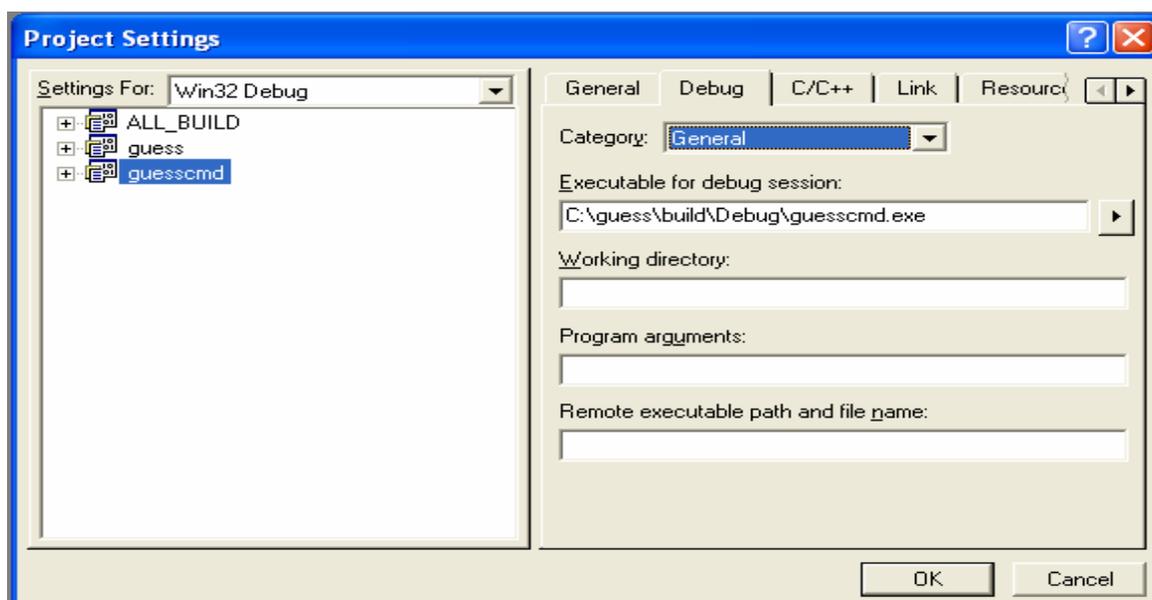
Command line

To run the command line version from within Visual Studio you need to choose a Working Directory and Program Arguments.

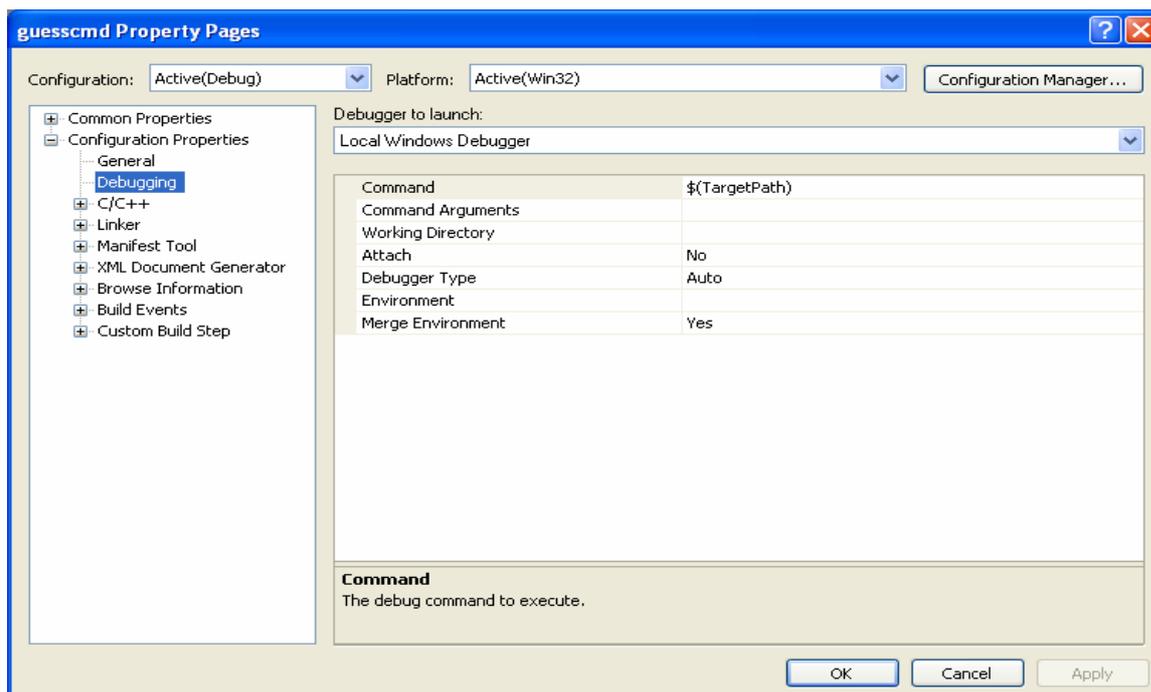
The Working Directory is the directory where the program will run, any relative paths that you have in the instruction files are relative to this directory. Some output files may be placed in this directory, for instance the guess log file.

The Program Arguments should contain the path to the instruction file you wish to use (absolute path or relative to the Working Directory.)

How to configure these depends on your Visual Studio version. In Visual Studio 6.0, right click on the guesscmd project and choose “Settings...”. You’ll find the settings under the Debug tab:



In newer versions of Visual Studio, right click on the guesscmd project and choose “Properties”. In Visual Studio 2008 the relevant section is called Debugging, and looks like this:



To start the program, make guesscmd the Active project (or StartUp project in newer versions of Visual Studio) and hit F5 (for debugging) or Ctrl+F5 (runs as a regular program).

Windows Shell

You'll find the Windows Shell program at windows_version\guesswin.exe in your LPJ-GUESS directory. Copy the guesswin.exe file to the directory where Visual Studio has compiled LPJ-GUESS (for instance build\Debug if you're using the Debug configuration). If the program compiled successfully you should have a file named guess.dll in this directory.

To start the program, make guess the Active project (or StartUp project in newer versions of Visual Studio) and hit F5 (for debugging) or Ctrl+F5 (runs as a regular program). The first time only, a window will appear, asking you to specify the name and location of the executable file. This is the Windows Shell file, guesswin.exe. In the box labeled Executable file name, enter the full pathname to the guesswin.exe you just copied in. **IMPORTANT:** make sure it's the guesswin.exe in the directory where your newly compiled guess.dll is, **NO OTHER COPY.**

You can also run the model directly from outside Visual Studio by executing (e.g. by double-clicking) guesswin.exe. Again, it has to be the guesswin.exe in the directory where your guess.dll is.

Adding new source code files

To add new source code files to the project, edit one of the CMakeLists.txt files. Each directory with source code has its own CMakeLists.txt, so if you want to add a file under modules, edit the modules\CMakeLists.txt file. In it you will find a list of the headers and cpp files, simply add your new file(s) to the appropriate list(s).

If you're using Visual Studio 6 the project has to be reconfigured with `cmake-gui` after the changes in `CMakeLists.txt`. Just go through the same procedure described above.

In newer versions of Visual Studio, the next time you build your project the Visual Studio project files should be updated automatically. Once they've been updated you can build again to actually compile with your new file(s).

Compiling on Unix systems

Creating build files

Start by using CMake to create build files and configure how you want to compile LPJ-GUESS. You can create the build files anywhere you like, for instance in the build directory in the LPJ-GUESS directory. From that directory, run the command `ccmake` with the path to the LPJ-GUESS directory as an argument, for instance:

```
ccmake ..
```

or (if you're not in the build directory):

```
ccmake /path/to/my/lpjguess
```

This will start a configuration tool where you can choose some settings. Press 'c' to get a list of the settings you can change. Use the arrow keys to navigate among the settings. Each setting has a description, shown in the lower part of the screen when you select it (you may want to increase the size of your terminal to read it properly.) When you're done, hit 'c' again and then 'g' to generate the build files.

If you know that you will use the default settings in the configuration tool, you can skip this step by running `cmake` rather than `ccmake`.

Compiling

After the project has been configured, stay in the directory where the build files were generated and run the following command:

```
make
```

When `make` finishes, you should have an executable program named "guess" in the same directory. You should also get a file named "submit.sh" which is used when running on parallel clusters.

Running

The generated program can be started either from the directory where it was created, or copied to where you want to run your model. Run it by supplying the instruction file as an argument, for instance:

```
/home/sally/lpjguess/build/guess myinstructionfile.ins
```

or, start with `-help` to get a list of the available instruction file parameters:

```
/home/sally/lpjguess/build/guess -help
```

These commands start `guess` as a regular program. For running on parallel clusters, see below.

Adding new source code files

To add new source code files to the project, edit one of the `CMakeLists.txt` files. Each directory with source code has its own `CMakeLists.txt`, so if you want to add a file under `modules`, edit the `modules\CMakeLists.txt` file. In it you will find a list of the headers and `cpp` files, simply add your new file(s) to the appropriate list(s).

The build files will automatically update the next time you run `make`.

Changing compiler

The easiest way to change compiler is to supply your chosen compiler on the command line when running `ccmake`, for instance, to choose to compile with the Intel C++ compiler (called `icc`):

```
CXX=icc ccmake ..
```

Compiler settings

To change the compiler settings, edit the `CMakeLists.txt` file in the root of your `LPJ-GUESS` directory. Look for the `CMAKE_CXX_FLAGS` variable. For information on available compiler flags, see the reference manual for the compiler used.

Organising your files

`LPJ-GUESS` lets you set up your model runs in many different ways. If you're not sure where to place your instruction files, gridlists etc., this section presents one way of working which should work well for most users.

Let's say you're working on "Project X", to run certain simulations with `LPJ-GUESS` perhaps with some modifications of the source code. We'll keep the files for this project in a folder, for instance `C:\projectx`.

Place your code in a sub folder of `projectx`. For instance `C:\projectx\guess`. Especially if you're getting the code from the version control system it will be convenient to have the code in a folder separate from other files such as instruction files and gridlists for your model runs.

When configuring your project with `cmake`, choose to use the build folder `C:\projectx\guess\build`.

Under C:\projectx you can create one sub-folder for each type of model run you will have. In that folder you'll place the instruction file for that model run, and the output files will be generated there. It should now look something like this:

- projectx
 - guess
 - scandinavia
 - guess.ins
 - sweden
 - guess.ins
 - sweden_deterministic
 - guess.ins

You may also want to place the gridlist for each model run in its folder. In that case you can use a relative path for the gridlist in the instruction file, such as:

```
param "file_gridlist" (str "gridlist.txt")
```

However, you may find that different model runs use the same gridlist, or that you re-use gridlists across different projects. In that case you may find it more convenient to have a separate folder with gridlists, and to specify absolute paths in your instruction files:

```
param "file_gridlist" (str "C:\gridlists\sweden.txt")
```

Similarly you will probably prefer to place forcing data etc. in separate folders and use absolute paths for those files in the instruction file.

Compiling and running on parallel clusters

Running the model on a cluster often means submitting a job to some kind of queue system. There may also be system dependent steps involved such as copying files to or from the local compute nodes where the program is running. The build system can generate a script for you which takes care of this, but that script is generated for a specific system.

The SYSTEM configuration

When you run cmake you can choose to configure the SYSTEM variable. If you leave it empty the build system will generate a submit script for ENES' internal cluster Simba. Currently the only other option is to set the SYSTEM variable to "milleotto" for running on one of Lunarc's clusters.

If you need to run on a different system you need to create your own submit script. The script generated for Simba can be a good starting point.

Adapting your job

The following requirements must be met **exactly**. If not, the job will not work as expected or may not work at all.

Requirement 1: gridlist file

Grid cells / site coordinates **must be** read from one plain-text gridlist file (one row per grid cell). Other solutions, e.g. a lat-lon window, will not work with these tools. Your best bet is to modify your setup and implement a gridlist file.

Requirement 2: gridlist must end with newline

Ensure that the last line of the gridlist file ends with a "newline" character, otherwise the last grid cell will not be simulated. If you are unsure whether this is the case, add a blank line at the end.

Requirement 3: there must be an ins fileRequirement 4: output files must be plain text files

All output files must be plain text files with or without one leading row containing a header or column labels (or a blank first row). If your output files do not meet these conditions, they will still appear for subsets of gridcells in the runX subdirectory for each process (see Running your job) but combined files containing output for all gridcells will be corrupted or may not be created.

Requirement 5: file names must be specified the correct way

File names in the ins file and/or input/output module (guessio.cpp or equivalent) must be specified in the correct way: some files **must** be specified as a **simple file name** with **no directory part** while others **must** be specified as a **full path name including a directory part**.

The rules are as follows. **Read carefully and follow exactly.**

- Full absolute pathnames must be given for all **input** files the model requires (NB: except the gridlist file, see next point), whether these are specified in the ins file or in the code:

OK:

```
param "file_cru" (str "/home/ben/archive/env/cru/cru_1901-1998.bin")
file_soil="/home/ben/archive/env/cralee/soils_lpj.dat";
```

NOT OK:

```
param "file_cru" (str "cru_1901-1998.bin")
file_soil="../guess/soils_lpj.dat";
```

- The gridlist file name must be given as a **simple file name** with **no directory part**, whether it is specified in the ins file or in the code. However, a full or relative pathname for the gridlist file may be specified, if required, in the submit script (see Running your job):

OK:

```
param "file_gridlist" (str "gridlist.txt")
file_gridlist="gridlist.txt";
```

NOT OK:

```
param "file_gridlist" (str "/home/ben/guess/gridlist.txt")
file_gridlist="../gridlist.txt";
```

- **Output** file names are specified as **file names only** with **no directory part**, whether these are specified in the ins file or in the code:

OK:

```
param "file_cmass" (str "cmass.out")
file_flux="flux.out";
```

NOT OK:

```
param "file_cmass" (str "/scratch/fred/guessrun/cmass.out")
file_flux="../guessrun/flux.out"
```

Running your job

1. Create or go to a directory in which to run the model. This will be called the **run directory**. Some systems might have recommendations about where to place such a directory. It needs to be a place which is accessible from the compute nodes. On Simba for instance you should place it under your own directory under /scratch, **not** under /home. There is a workspace with your user name under /scratch:

```
cd /scratch/sally
mkdir guessrun
cd guessrun
```

2. When the model was compiled, a file named "submit.sh" should have been generated as well. Copy it to the run directory:

```
cp /home/sally/lpjguess/build/submit.sh .
```

(don't forget the '.' at the end!)

3. Open submit.sh in a text editor and set appropriate values for the following variables:
 - NPROCESS
 - WALLTIME
 - INSDIR
 - GRIDLIST
 - OUTFILES

The meaning of these variables is documented in the submit script.

4. Start the job:

```
sh submit.sh
```

Once the job starts it will create a number of subdirectories called runX (X=process number), one for each process/node in the parallel job. A roughly equal chunk of the gridlist file and a copy of the ins file appears in each subdirectory. Output appears in each subdirectory (for the gridcells listed in the gridlist file there) and, at the end of the run, in the run directory (all gridcells).

Checking progress etc.

A log file for each subprocess (guess.log) appears in its corresponding runX subdirectory. You can display the last few lines of each log file to check progress by entering the following command in the run directory:

```
sh progress.sh
```

The queue system used on the cluster should also let you query the status of your job. On a cluster with PBS (like Simba), you can run one of these commands:

```
qstat
qstat -u <user-name>
qstat -f <job-id>
```

The first shows all queued and running jobs. The second shows your jobs. The last shows more details about one job. When you submit your job the submit script will print out the job-id.

To cancel a running job, delete it using:

```
qdel <job-id>
```

Final output appears in the run directory. A log with some additional messages appears in files called something like guess.oXXX and guess.eXXX in the run directory, where XXX is the job id of your job. In the event of errors these files may provide some clues.

Troubleshooting

If it doesn't work:

- Carefully reread Adapting your job above, especially requirement 5
- Carefully reread Running your job above
- Check for error messages in guess.oXXX and guess.eXXX, see Checking progress etc.

Specific problems and possible causes:

PROBLEM: Doesn't seem particularly fast for a supercomputer. I am trying this out for one grid cell.

POSSIBLE CAUSE: There is no point running a parallel job for one grid cell, since the grid cells are divided equally between processes (nodes).

PROBLEM: Seems very slow, same grid cells appear several times in output.

POSSIBLE CAUSE: Path name specified for gridlist file in ins file or i/o module. File name only (no directory part) must be specified. See requirement 5 above.

PROBLEM: Runs for several hours then stops before all grid cells have been processed.

POSSIBLE CAUSE: Maximum time for job exceeded. You need to specify a longer wall clock time in the submit script. See Running your job.

PROBLEM: Job seems to run and finish normally, but no output files appear in the run directory.

POSSIBLE CAUSE: Incorrect or missing output file list in submit script. Should be a space-delimited list of file names including extensions and with no directory part. See Running your job.

PROBLEM: Output files are unreadable or corrupted.

POSSIBLE CAUSE: The model (input/output module) is producing output files in the wrong format. Output files must be plain text files with or without ONE initial row containing header information, column labels or a blank line. See requirement 4 above.

PROBLEM: Output is missing for the last grid cell in the gridlist file.

POSSIBLE CAUSE: The last line of the gridlist file does not end with a newline character (see requirement 2 above). Add a blank line at the end of the gridlist file.

PROBLEM: Job seems to enter the batch queue but crashes immediately after start.

POSSIBLE CAUSE: Format errors or incorrect file names specified in submit.sh. (NB: no space allowed after "=" in variable assignments!) See Running your job.

PROBLEM: Job appears in batch queue but never seems to start.

POSSIBLE CAUSE: You are requesting more processes than there are nodes available. Your job will start when there is one free node for each process. Simba has (at the time of writing) around 90 nodes, but some may be reserved/in use by other users. Try requesting fewer processes for your job. See Running your job.

LPJ-GUESS ARCHITECTURE

Architecture of LPJ-GUESS

LPJ-GUESS is designed to provide a flexible platform for modelling ecosystem structural dynamics and functioning. The version described here is a combined implementation of two previously-developed dynamic ecosystem models – LPJ-DGVM (Sitch et al 2000, 2003; Bachelet et al. 2003; Cramer et al. 2001, 2004; Gerten et al. 2004) and GUESS (Smith et al 2001, Hickler et al 2004). In principle, other model formalisms could be constructed with only limited changes to the overall architecture, in terms of data structures and flow control.

This is possible for two reasons. Firstly, the model code is organised into well-defined modules. Each module (with the exception of modules having a primarily "technical" function – for example, input and output of driving data and results) encompasses a relatively well-defined, related subset of ecosystem processes with a distinct spatial and/or temporal signature. A central framework, containing all explicit loops through space (stands, patches) and time (days, years) in the model, binds the modules together and manages the exchange of data between them. The modular structure is designed to reflect the ways in which different ecosystem components and functions are actually linked in nature, making it largely independent of the assumptions and generalisations of any particular model. The modules, framework and links between them are described below. The main links between modules and the framework are shown schematically in Figure 2.

Secondly, data (driving environmental data, ecosystem state variables, static parameters for PFTs, soils etc) are exchanged between modules via hierarchically-organised 'objects' (compound data structures, or classes) which correspond to real ecosystem components – stands, patches, soils, individual plants etc. Whereas the specific variables associated with each object, and parameterisations of the processes acting on them, might vary for different models, the objects themselves, and the hierarchical links between them, should not. The classes in which the main objects are defined are described in detail in the section "LPJ-GUESS classes", below.

The framework

The framework (Figure 1), comprising the source code file `guess.cpp` and header file `guess.h`, is the "mission control" of the model. It:

- contains *all* explicit loops through space (stands/localities/grid cells, patches) and time (days, years) in the simulation. Timing loops are nested so that there is no "time travel" – *no process is ever fed information about a particular day or year until that day or year is reached in the hierarchy of timing loops.*
- defines the main objects (classes such as Pft, Individual, Climate, Soil etc; see section "LPJ-GUESS Classes", below) and global variables (e.g. the number of years to simulate, the number of replicate patches in each stand, patch size, the simulation time step). The global utility functions `dprintf`, `fail`, `plot` etc, which are available throughout the model code, are declared in the framework header file (but defined in the main module).
- performs most calls to process functions within the modules, at the appropriate stage in the simulation (a few such calls are delegated to the modules themselves), and thereby manages exchange of data between the modules.

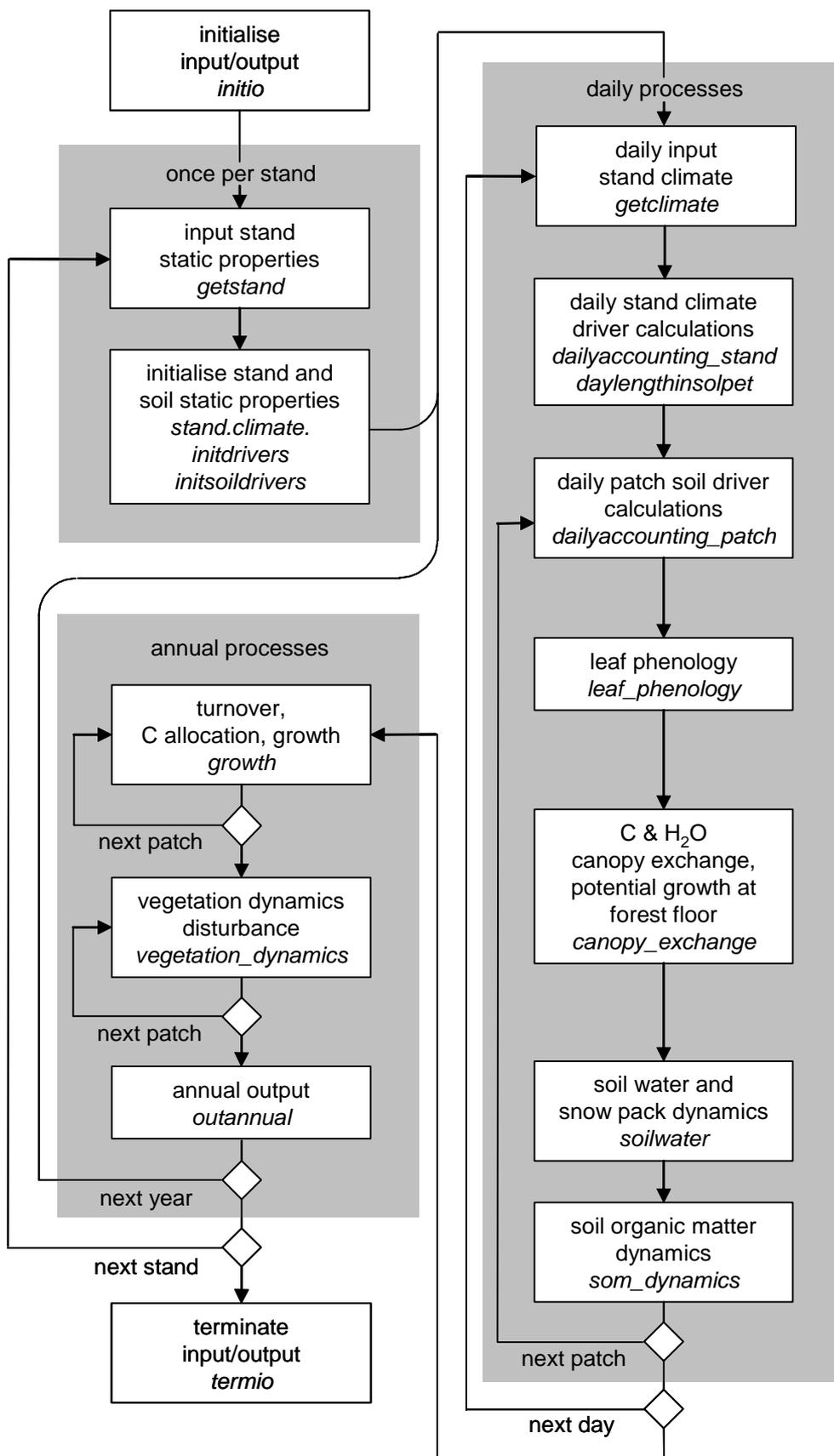


Figure 1. Flow structure of framework.

Modules

The modules, in addition to the framework, framework header file and binary libraries `gutil` and `plib`, are the components of computer code that make up the coupled model structure. The modules and their main functions are listed here.

Main module (`main.cpp`, `[main.h]`) Provides the interface between the model framework and the calling process (generally the operating system's command line; alternatively, another piece of software, such as the LPJ-GUESS windows shell); implements the global functions `dprintf`, `fail`, `plot` etc. which are available throughout the code of LPJ-GUESS.

Input/output module (`guessio.cpp`, `guessio.h`) Reads simulation settings and PFT parameters from the instruction script (`ins` file); reads and, if required, preprocesses climate and soil data used to drive the model; handles most output to files, as well as the screen log and/or log file. *It is the user's responsibility to provide code for a number of required input and output functions*; see the section "Input/output", below.

Driver module (`driver.cpp`, `driver.h`) Contains various functions for "preprocessing" environmental driver data to produce values for the driving parameters actually used by the process modules of the coupled model (e.g. calculates potential evapotranspiration, photosynthetically active radiation and daylength, given latitude and percentage of full sunshine; calculates soil temperature given air temperature and soil moisture status; interpolates monthly climate means to quasi-daily values); maintains records of climate (e.g. mean temperature for the last month; minimum coldest-month temperature for the last 20 years); updates various climate, soil and PFT state variables. Most functions are called from framework or input/output module.

Canopy exchange module (`canexch.cpp`, `canexch.h`) Daily calculations of canopy-atmosphere exchange of H_2O and CO_2 ; AET (actual evapotranspiration); vegetation C-assimilation, autotrophic respiration, NPP, FPAR (fraction of incoming photosynthetically-active radiation used in photosynthesis), potential productivity at forest floor. NPP (photosynthesis and autotrophic respiration) calculations may be performed monthly rather than daily to increase simulation rate.

Soil water module (`soilwater.cpp`, `soilwater.h`) Daily update of soil moisture status and snowpack size; runoff.

Soil organic matter dynamics module (`somdynam.cpp`, `somdynam.h`) Daily (or monthly) calculations of heterotrophic respiration and update of litter and SOM (soil organic matter) pool sizes.

Growth module (`growth.cpp`, `growth.h`) Daily update of leaf phenology; annual litter production and tissue turnover; annual allocation of assimilated C to plant tissues and reproduction; annual update of individual allometry (size, crown area etc).

Vegetation dynamics (`vegodynam.cpp`, `vegodynam.h`) Annual population dynamics (establishment and mortality), including introduction of new PFTs, disturbance by fire, generic patch-destroying disturbances in cohort/individual mode.

Libraries

Two binary libraries are currently required to build LPJ-GUESS. The libraries provide functions and classes of a purely technical nature which primarily serve to simplify the code of LPJ-GUESS itself. The functionality from the libraries most likely to be accessed by users and developers of the model code are described below in the sections "LPJ-GUESS classes" and "Input/output". Additional information is given as commenting in the library header files, `plib.h` and `gutil.h`.

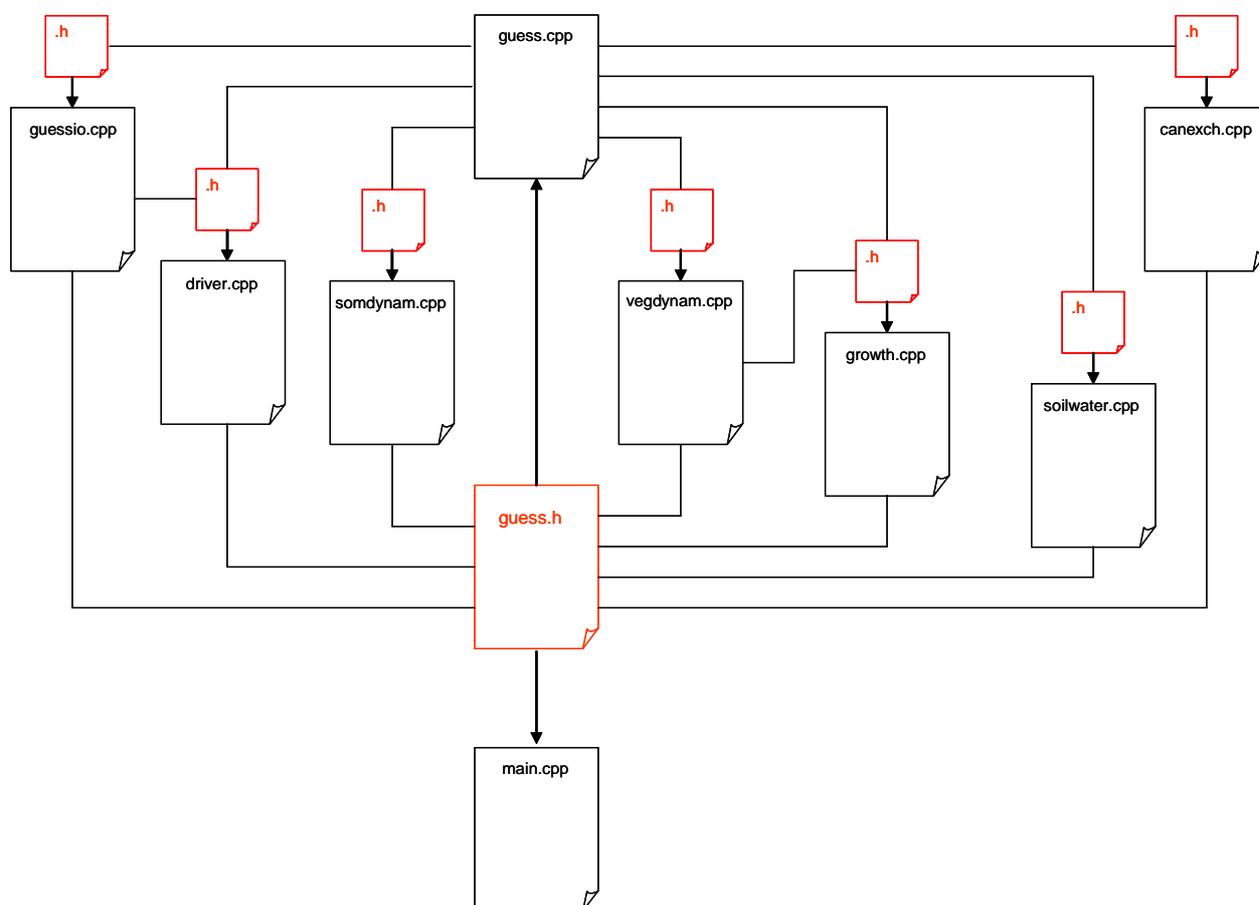


Figure 2. File structure of LPJ-GUESS. The file structure of the model reflects its modular design. Each module has its own source code file (black) and header file (red). The framework is also represented by a source code file (`guess.cpp`) and a header file (`guess.h`). The header files provide the links that give modules and the framework access to each others' functions, classes or data (an arrow in the diagram points to the module or framework file accessed via declarations in the adjoining header file). The main module has a purely technical function – providing an interface between the model code and the platform (operating system etc) on which it is run. Not shown in this figure are the custom libraries `gutil` and `plib` which are required (as binary archive or library files) to build LPJ-GUESS.

LPJ-GUESS CLASSES

This section deals with the classes defined in the framework header file for LPJ-GUESS (usually called guess.h). These classes are the main medium by which data (environmental drivers, ecosystem state variables, PFT static parameters etc) are exchanged between modules and managed by the framework. Special operations are defined for some classes, and the use of these is also explained. Unavoidably, some parts of this section assume familiarity with some technical aspects of the C++ language; "C++ help" boxes are included to provide some help with these concepts.

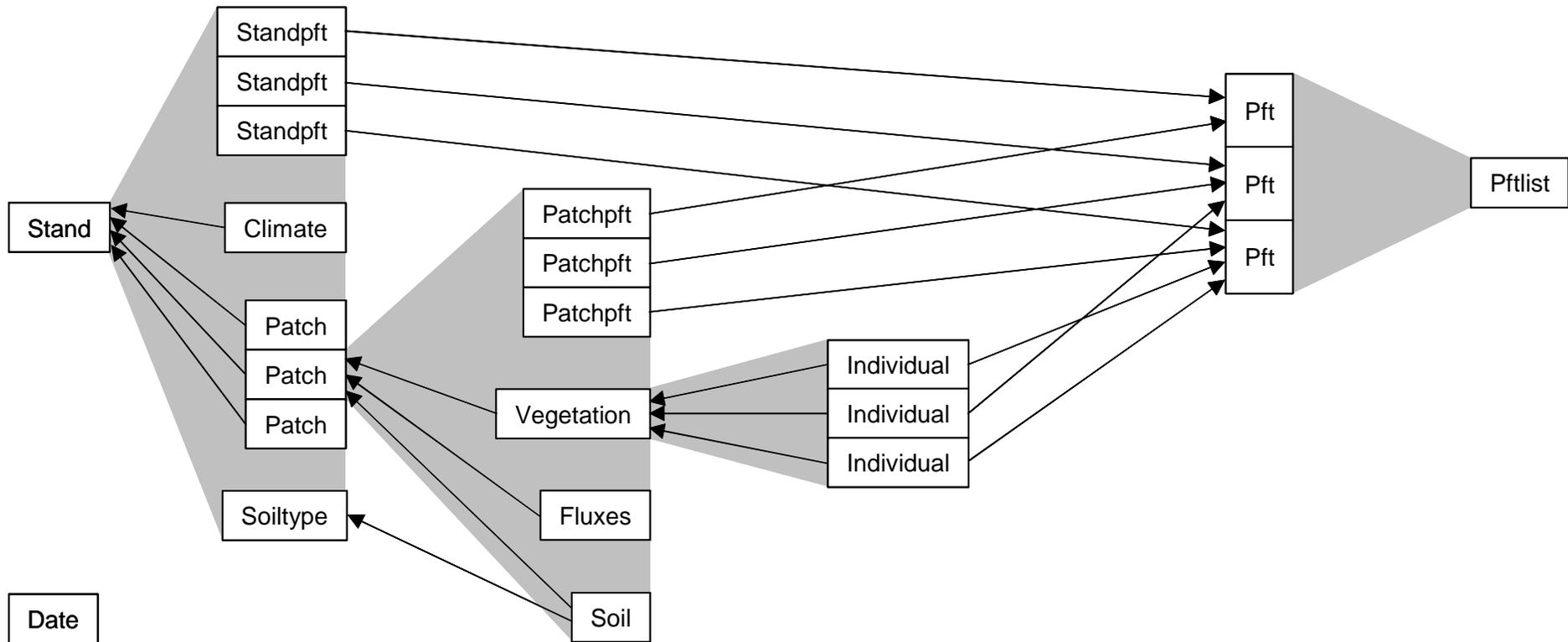


Figure 3. Class objects in LPJ-GUESS and relationships between them. Grey shading indicates membership of objects within a "parent" class (for example, objects of classes *Standpft*, *Climate* and *Patch* are members of class *Stand*). Arrows represent reference members: the class *from* which the arrow points contains a reference member variable to the (parent) object *to* which it points (for example, each *Climate* object contains a reference member variable to the parent *Stand* object).

Class objects defined in LPJ-GUESS

LPJ-GUESS uses, in a limited way, object-oriented features of the C++ language. All state and driver variables and nearly all static parameters are collected within classes. Classes are compound data structures which can contain both data (simple variables, arrays or other classes) and functionality.

For each modelled locality, or grid cell, there is a single object of the class `Stand`, containing all dynamic and static information specific to that locality, including the climate, soil and vegetation. Subsidiary to the stand is the patch, of which there may be one (population mode) or several (cohort and individual modes) in each stand. Patches are represented by an object of class `Patch` which contains information about the soil, snow pack if there is one, and vegetation. Objects of class `Individual` contain information describing the average status of individual plants and are therefore subsidiary to the patch. Static parameters for plant functional types (PFTs) are also organised into a class, `Pft`, objects of which are stored as part of a collection class, `Pftlist`.

The globally-defined classes used by LPJ-GUESS and relationships between them are illustrated in Figure 3. A detailed description of each class is given below. Even more detail is provided by documentation in the framework header file, `guess.h`, where the classes are defined.

Object of class `Stand`

Top-level object containing all dynamic and static data for a particular stand (modelled locality, or grid cell). Member data include an object of type `Climate`, an object of type `Soiltype`, a list of `Patch` objects, and a list of `Standpft` objects. Class `Stand` inherits functionality from the collection class template `ListArray_idin3` in the `gutil` library (templates defined in `gutil.h`). Use syntax like the following to loop through and retrieve member `Patch` objects:

```
// Assume stand is an object of
// class Stand

// Either:

for (p=0; p<npatch; p++) {

    // Retrieve patch as an
    // array element
    Patch& patch=stand[p];
    // NB: '&' is necessary
```

C++ Help: Classes

Classes are compound data types which may contain both data and functionality. The data contained within a class may be simple variables, arrays, or objects of other class types. Each data object is called a member variable. Classes may also contain member functions. Typically, but not necessarily, these perform operations using or modifying the member variables. Both member variables and member functions are accessed using the class member (`.`) operator. For example, the code `ben.height` accesses the height member variable of a class object called `ben`; the code `ben.volume()` calls the object's member function `volume`.

C++ Help: Collection classes

A collection class is a class (compound data structure) that includes member functions for managing lists, arrays or other 'collections' of data, usually of a particular type. LPJ-GUESS uses collection classes called 'list arrays' which inherit their functionality from templates defined in the `Gutil` library (one of the custom libraries required to compile LPJ-GUESS). The use of templates means that different list array classes can accommodate different types of data. For example, classes `Stand` and `Vegetation` are both collection classes which inherit functionality from the template class `ListArray_idin2`, but class `Stand` 'contains' objects of class `Patch`, whereas `Vegetation` contains objects of class `Individual`. The list array types defined in `Gutil` provide functions for: (1) initialising or clearing the collection of objects; (2) adding a new object to the collection; (3) removing an object from the collection; (4) iterating (stepping) through the collection in sequential order; (5) accessing objects in the collection by index, i.e. as 'array' elements. Objects in the collection can be queried or modified directly – there is no need to create a new copy in memory.

```

        // if modifying patch

    // Query or modify patch here
}

// Or:

stand.firstobj();
while (stand.isobj) {

    // Retrieve patch as a
    // linked list element
    Patch& patch=stand.getobj();
        // NB: '&' is necessary
        // if modifying patch

    // Query or modify patch here

    stand.nextobj();
}

```

Object of class **Standpft**

Object containing data common to *all* individuals of a particular plant functional type (PFT) in a particular stand (modelled locality, or grid cell). Used only in cohort and individual modes. State variables for the *average individual* of a PFT population in population mode are part of class Individual, not Standpft. PFT static properties ("PFT parameters") are stored in objects of class Pft, not Standpft. Standpft objects are stored within a dynamic collection class object called pft which is a member of class Stand (see above). The Standpft corresponding to a particular PFT in a particular stand can be accessed using the id (id code) member of the associated Pft object, and array-like syntax, similar to the following:

```

// Assume stand is an object of
// class Stand
// pft is an object of class Pft

Standpft& standpft=stand.pft[pft.id];
    // NB: '&' is necessary
    // if modifying standpft

// Query or modify standpft here

```

Object of class **Climate**

Contains all static and dynamic data relating to the overall environmental properties, other than soil properties, of a stand (modelled locality, or

C++ Help: References

A reference is an alternative name for an object (such as a variable or class object) residing somewhere in memory, by which the object can be accessed and queried or modified. A reference is similar in effect to a pointer (a variable holding the address of the object in memory), but avoids the need for sometimes confusing pointer syntax. Reference variables must be initialised when declared and, unlike pointers, can not subsequently be made to refer to a new object. Once declared and initialised, the reference name can be used exactly as if it were the 'real' name of the object it refers to. The symbol '&' after the type name in a variable (or class) declaration indicates that a variable of a reference type is being declared. For example, the following code declares a reference variable called result as an alternative name for a variable called value.

```

int value;
int& result=value;

```

Several LPJ-GUESS classes include one or more reference member variables referring to an object of another class. For example, class Vegetation includes a reference member called patch which refers to the parent Patch object. The following line of code retrieves the Patch object associated with a Vegetation object called vegetation and assigns the value 0.5 to the member variable fpar_grass of the Patch object:

```

vegetation.patch.fpar_grass=0.5;

```

Functions may also have a reference type. This means that they return a reference to an object residing somewhere in memory, rather than a copy of the object. For example, the various 'list array' classes (Stand, Vegetation, Pftlist) used in LPJ-GUESS all include the member function getobj, which returns a reference to the 'current' object in the collection of objects maintained by the class. The following line of code retrieves the current Pft object from a collection maintained by an object of class Pftlist and assigns the value 250.0 to the member variable longevity of the Pft object:

```

pftlist.getobj().longevity=250.0;

```

In LPJ-GUESS reference types are used in preference to pointers wherever possible. This improves readability of the model code and makes much of the internal functioning of the collection classes invisible to the 'user'.

grid cell), i.e. temperature, precipitation, radiation, atmospheric CO₂ concentration, derived parameters such as heat sums (growing degree-days, GDD), as well as latitude and day length. Soil static parameters are stored in an object of another class, Soiltype, which is also subsidiary to Stand; soil dynamic properties may vary for different patches and form part of a different class, Soil, subsidiary to the patch (see below). Class Climate includes a reference member variable which refers back to the Stand object of which the Climate object is a member. The parent Stand object can therefore be accessed using syntax such as the following:

```
// Assume climate is an object of class Climate
Stand& stand=climate.stand; // NB: '&' is necessary if modifying stand

// Query or modify stand here
```

Object of class **Soiltype**

Stores soil static parameters. One object of class Soiltype is defined for each stand. Soil dynamic properties form part of class Soil, objects of which are subsidiary to the patch (see below).

Object of class **Patch**

Stores data specific to a patch. In cohort and individual modes, replicate patches are required in each stand to accommodate stochastic variation across the site. In population mode, each stand contains just one subsidiary patch, representing average conditions for the entire stand. However, class Patch could be easily extended to represent within-stand heterogeneity, for example, with respect to soil properties. Member data include objects of type Vegetation, Soil, Fluxes and a list of Patchpft objects. Class Patch includes a reference member variable which refers back to the Stand object of which the Patch object is a member. The parent Stand object can therefore be accessed using syntax such as the following:

```
// Assume patch is an object of class Patch
Stand& stand=patch.stand; // NB: '&' is necessary if modifying stand

// Query or modify stand here
```

Object of class **Patchpft**

Object containing data common to *all* individuals of a particular plant functional type (PFT) in a particular patch, including litter pools. State variables for the *average individual* of a PFT population in population mode are part of class Individual, not Patchpft. PFT static properties ("PFT parameters") are stored in objects of class Pft, not Patchpft. Patchpft objects are stored within a dynamic collection class object called pft which is a member of class Patch (see above). The Patchpft corresponding to a particular patch can be accessed using the id (id code) member of the associated Pft object, and array-like syntax, similar to the following:

```
// Assume patch is an object of class Patch
// pft is an object of class Pft

Patchpft& patchpft=patch.pft[pft.id];
// NB: '&' is necessary if modifying patchpft
```

```
// Query or modify patchpft here
```

Object of class **Vegetation**

A dynamic list of Individual objects (see below), representing the vegetation of a particular patch. Class Vegetation inherits functionality from the collection class template ListArray_idin2 in the gutil library (templates defined in gutil.h). Use syntax like the following to loop through and retrieve member Individual objects:

```
// Assume vegetation is an object of class Vegetation

vegetation.firstobj();
while (vegetation.isobj) {

    // Retrieve Individual as a linked list element
    Individual& indiv=vegetation.getobj();
    // NB: '&' is necessary if modifying patch

    // Query or modify patch here

    vegetation.nextobj();
}

```

New Individual objects (corresponding to a PFT population, cohort or individual plant; see class Individual, below) can be added to the dynamic list using the createobj member function of class Vegetation. The Pft objects associated with the new Individual object, and also the Vegetation object itself, must be specified as arguments to createobj, i.e.:

```
// Assume pft is an object of class Pft

vegetation.createobj(pft,vegetation);

```

An Individual object may be removed from the dynamic list using the killobj member function. The internal object pointer must first be set to point to the Individual object to remove. For example, the following code loops through all Individual objects in the dynamic list, removing those for which the condition survive(climate,indiv.pft) returns false:

```
vegetation.firstobj();
while (vegetation.isobj) {
    Individual& indiv=vegetation.getobj();
    if (!survive(climate,indiv.pft)) vegetation.killobj();
    else vegetation.nextobj(); // advance pointer only if indiv not killed
}

```

Class Vegetation includes a reference member variable which refers back to the Patch object of which the Vegetation object is a member. The parent Patch object can therefore be accessed using syntax such as the following:

```
Patch& patch=vegetation.patch; // NB: '&' is necessary if modifying patch

// Query or modify patch here

```

Object of class **Soil**

Stores state variables for soils and the snow pack. One object of class Soil is defined for each patch. Class Soil could easily be extended to include other environmental properties varying at spatial scales smaller than the stand (modelled locality, or grid cell). Class Soil includes a reference member variable which refers back to the Patch object of which the Soil object is a member. The parent Patch object can therefore be accessed using syntax such as the following:

```
// Assume soil is an object of class Soil
Patch& patch=soil.patch; // NB: '&' is necessary if modifying patch
// Query or modify patch here
```

Soil also includes a reference member variable referring to the Soiltype object containing static parameter values for this soil. Static parameters for this soil can therefore be accessed as in the following examples:

```
k=((soil.soiltype.thermdiff_15-soil.soiltype.thermdiff_0)/0.15*
    soilwater+soil.soiltype.thermdiff_0)*DIFFUS_CONV;

perc=soil.soiltype.perc_base*pow(wcont[i-1],soil.soiltype.perc_exp);
```

Object of class **Fluxes**

Stores daily and accumulated biogeochemical fluxes. At present only fluxes of carbon are defined. Fluxes from ecosystems to the atmosphere are represented by positive values, fluxes from the atmosphere to ecosystems as negative values. One object of type Fluxes is defined for each patch. Class Fluxes includes a reference member variable which refers back to the Patch object of which the Fluxes object is a member. The parent Patch object can therefore be accessed using syntax such as the following:

```
// Assume fluxes is an object of class Fluxes

Patch& patch=fluxes.patch; // NB: '&' is necessary if modifying patch

// Query or modify patch here
```

Object of class **Individual**

Stores state variables for an average individual plant. In population mode, this is the average individual for the entire 'population' of plants of a particular functional type (PFT) over the modelled area. In cohort mode, it is the average individual of a cohort of plants approximately the same age and from the same patch. In individual mode, it corresponds to an actual individual in a particular patch (there is no averaging among similar individuals). Grass PFTs, however, are represented by a single average individuals in each patch, regardless of mode. Class Individual includes the reference member variable pft, which refers to the Pft object (see below) containing static parameters for the PFT to which the individual belongs. This Pft object can be accessed using syntax such as the following:

```
// Assume indiv is an object of class Individual
Pft pft=indiv.pft;

// Query pft here
```

Class **Individual** also includes a reference member variable which refers back to the **Vegetation** object in which the **Individual** object is stored. Class **Vegetation**, in turn, includes a reference to the parent **Patch** object (see classes **Vegetation** and **Patch**, above). The **Patch** object can therefore be accessed using syntax such as the following:

```
Patch& patch=indiv.vegetation.patch;
    // NB: '&' is necessary if modifying patch

// Query or modify patch here
```

See class **Vegetation** (above) for details of how to add and remove **Individual** objects from the dynamic list in which they are stored.

Object of class **Pftlist**

A dynamic list of **Pft** objects (see below). In general, there should be just one **Pftlist** object, containing static parameters for all possible plant functional types (PFTs). The static parameters for a particular PFT are accessed by objects of class **Individual**, **Patchpft** and **Standpft** via their **pft** reference member variable (see descriptions of these classes, above). Class **Pftlist** inherits functionality from the collection class template **ListArray_id** in the **gutil** library (templates defined in **gutil.h**). Use syntax like the following to loop through and retrieve member **Pft** objects:

```
// Assume pftlist is an object of class Pftlist

pftlist.firstobj();
while (pftlist.isobj) {

    // Retrieve Pft as a linked list element
    Pft& pft=pftlist.getobj();
        // NB: '&' is necessary if modifying pft

    // Query or modify pft here

    pftlist.nextobj();
}
}
```

Pft objects in the dynamic list may also be accessed using array-like syntax. The following code accesses the **Pft** object with id code (value of id member variable) 5:

```
Pft& pft=pftlist[5];
```

Object of class **Pft**

Stores static parameters for a plant functional type (PFT). **Pft** objects are stored within the dynamic list maintained by the (one and only) object of type **Pftlist** (see above). There should be just one **Pft** object for each PFT. Different average individuals of the same PFT (for example, representing different annual cohorts, or occupying different patches) access PFT

static parameters via their pft reference member variable, which refers ("points to") the same Pft object in the PFT list.

Object of class **Date**

Class Date is a general-purpose class providing data and functionality for handling simulation virtual time. In general, the framework module should maintain a single object of type Date for stepping through simulation time (on a time step of one day). This object should be accessible from all modules (declared as an 'extern' object in the framework header file). Date contains the following member functions and variables. Note that variables should be *queried* only, never modified (except indirectly by calls to member functions init or next):

void **init**(int *nyearsim*)

Called to initialise timing to day 0 of year 0. Parameter *nyearsim* may be set to the number of years to simulate (then member variable *islastyear* will be set to true in the last year of the simulation).

void **next**()

Called at end of each simulation day to update information stored in member variables.

int **prevmonth**()

Returns the number (0=January, ..., 11=December) of the previous simulation month.

int **nextmonth**()

Returns the number of the next simulation month.

int **day**

The current Julian day of the year (0=1 Jan; 1=2 Jan; ...; 364=31 Dec).

int **dayofmonth**

The current day of the current month (0-27, 0-29 or 0-30 depending on month).

int **month**

The number of the current month (0=January, ..., 11=December).

int **year**

The current simulation year (0=first year).

bool **islastyear**

Value is true if this is the last year of the simulation, otherwise false.

bool **islastmonth**

Value is true if this is the last month *of the year*, otherwise false.

bool **islastday**

Value is true if this is the last day *of the month*, otherwise false.

bool **ismidday**

Value is true if this is the middle day of the month, otherwise false.

int **ndaymonth**[12]

The number of days in each month (e.g. 31, 28, 31, 30, ..., 31).

INPUT / OUTPUT

This section is in two parts. The first describes the input/output module of LPJ-GUESS, through which all driver data and most static parameters are fed to the model framework. **Users of LPJ-GUESS will normally have to write part of the code of the input/output module themselves, to suit their particular application, driver data (file formats, etc) and output requirements.** This part explains how to perform such coding. The second part of this section deals with input/output using "streams" in the C and C++ languages. It includes recommendations as to which functions from the standard C/C++ libraries and the custom libraries forming part of LPJ-GUESS should be used to perform input and output-related operations such as opening and closing files, and reading and writing data to and from files, the keyboard and the screen. There are also brief synopses and example code explaining how all the recommended functions may be used.

Input/Output Part 1:

The input/output module of LPJ-GUESS

The default input/output module (`guessio.cpp`) is in two sections. The first section is concerned with reading settings from the instruction script (`.ins` file), which contains run-time model configuration settings and plant functional type (PFT) parameters. This section need, in general, not be modified by users of the model, although it is relatively easy to add new settings which can be read from the `ins` file, for example, if new PFT parameters are added to the model.

The second section of the input/output module contains the code for five standard input/output functions which, by default, are called by the framework, to initialise input/output (open files, etc), read environmental driver data for each grid cell and year, output results for each grid cell and possibly year, and terminate input/output (close files, etc). The second section may also contain additional functions subsidiary to these primary input/output functions. It may also contain global data at file scope.

In general, it is the responsibility of each user of the model to provide code for the second section of the input/output module. The version of `guessio.cpp` normally distributed as part of LPJ-GUESS is a *demonstration only*.

The instruction script

The instruction script (or "`ins` file") is a plain text file that contains (1) simulation settings, such as the number of years to run each simulation for, whether to model certain processes stochastically or deterministically, whether to run the model in population, cohort or individual mode; (2) PFT static parameters; and (3) "custom" information as required by a particular version of the input/output module, for example, the directories in which environmental data files are found. LPJ-GUESS uses functionality from the "`plib`" library (which is required to build an executable of the model) to read settings from the `ins` file. Details of `plib` functionality are given in the library's header file, `plib.h`, which should be consulted if adding new general settings for inclusion in the `ins` file.

Note, however, that "custom" settings can be added to the `ins` file, and read in by the input/output module, without any modifications to Section 1 of the input/output module. This is possible by virtue of the functionality provided by class `Param`, which is defined locally in `guessio.cpp`.

Custom "param" settings in the `ins` file

Custom keywords may be included in the `ins` file using syntax similar to the following examples:

```
param "co2" (num 340)
param "file_gridlist" (str "gridlist.txt")
```

The first example above specifies a numerical value (340, or 340.0) for a parameter called "`co2`"; the second example specifies a character string ("`gridlist.txt`") for a parameter called "`file_gridlist`".

When the ins file is read (by the call to function **readins** in function **initio**; see below), all "param" settings, like the ones above, are stored by an instance of class Param (with a capital "P") called param (small "p"). The object param is defined at file scope throughout guessio.cpp, which means that the data it stores is accessible anywhere within guessio.cpp.

The values associated with the "param" strings in the above examples can be retrieved using the following function calls (which may appear anywhere in guessio.cpp; remember that *the ins file must have been read in first*):

```
param["co2"].num
param["file_gridlist"].str
```

Each "param" item can store *either* a number (int or double) *or* a string, but not both types of data. The global function **fail** is called to terminate output if a "param" item with the specified identifier was not read in.

A list of the keywords recognised (and, in most cases, required) in the ins file for the default input/output module of LPJ-GUESS can be obtained by running the model with the command-line argument "-help". The keywords are also listed in an appendix to this reference.

Standard input/output functions

The second section of the input/output module must normally contain definitions of five specific functions, which provide the interface to the framework (normally guess.cpp), and which the framework expects to exist in the input/output module. If any of these functions are missing, the model will normally not compile (of course, changes to the framework may make any of these functions redundant, or may add other required input/output functions). It is normally the responsibility of the user of the model to provide appropriate content for the five standard functions. The specifications for each function, including the information it is expected to provide to the framework, are described below.

void **initio**(int *argc*, char* *argv*[], Pftlist& *pftlist*)

Initialises input/output (e.g. opening files), sets values for the global simulation parameter variables (currently *vegmode*, *npatch*, *patcharea*, *ifdailyyps*, *ifdailydecomp*, *ifbgestab*, *ifsme*, *ifstochestab*, *ifstochmort*, *iffire*, *ifdisturb*, *distinterval*, *estinterval*, *npft*), initialises *pftlist* (the one and only list of PFTs and their static parameters for this run of the model). Normally all of the above parameters, and possibly others, are read from the ins file (see above). Function **readins** should be called to input settings from the ins file. The syntax for this call should be similar to the following (note that **readins** returns false in the event of any error in the ins file; normally this should result in program termination):

```
xstring insfilename=argv[1];
if (!readins(insfilename,pftlist))
    fail("\nUsage: %s <instruction-script-filename> | -help",argv[0]);
```

Arguments *argc* and *argv* normally correspond to the command-line arguments imported from the **main** function (main module, usually main.cpp). The first command line argument (*argv*[0]) is the name of the binary executable (e.g. guess, guess.exe); the second (*argv*[1]) should normally be the ins file name.

Note that the demonstration version of **initio** also implements "-help" as an alternative command-line argument, resulting in output of a brief description of the keywords recognised in the ins file, instead of a model run.

bool **getstand**(Stand& *stand*)

Obtains latitude and soil static parameters for the next stand (grid cell or locality) to simulate. The function should return false if no stands remain to be simulated, otherwise true. Currently the following member variables of *stand* should be initialised: members *lat* and *instype* of member *climate*; the following members of member *soiltype*: *awc[0]*, *awc[1]*, *perc_base*, *perc_exp*, *thermdiff_0*, *thermdiff_15*, *thermdiff_100*. The soil parameters can be set indirectly based on an lpj soil code (Sitch et al 2000) by a call to function **soilparameters** in the driver module (*driver.cpp*):

```
soilparameters(stand.soiltype,soilcode);
```

If the model is to be driven by quasi-daily values of the climate variables derived from monthly means, this function may be the appropriate place to perform the required interpolations. The utility function **interp_climate** in *driver.cpp* may be called for this purpose:

```
interp_climate(mtemp,mprec,msun,dtemp,dprec,dsum);
```

This assumes the following arrays of type double[] are declared, presumably at file global scope:

double mtemp[12]	monthly average temperatures (°C)
double mprec[12]	monthly precipitation sum (mm)
double msun[12]	monthly average sunshine %
double dtemp[365]	daily interpolated temperature (°C)
double dprec[365]	daily interpolated rainfall (mm)
double dsun[365]	daily interpolated sunshine %

bool **getclimate**(Stand& *stand*)

Called by the framework each simulation day to obtain climate data (including atmospheric CO₂ and insolation) for this day. The function should return false if the simulation is complete for this stand, otherwise true. This will normally require querying the *year* and *day* member variables of the global class object *date*, the simulation time step:

```
if (date.day==0 && date.year==nyear) return false;
// else
return true;
```

Currently the following member variables of the *climate* member of *stand* must be initialised: *co2*, *temp*, *prec* and *insol*. If the model is to be driven by quasi-daily values of the climate variables derived from monthly means, this day's values will presumably be extracted from arrays containing the interpolated daily values (see **getstand**, above):

```
stand.climate.temp=dtemp[date.day];
stand.climate.prec=dprec[date.day];
stand.climate.insol=dsun[date.day];
```

void **outannual**(Stand& *stand*, Pftlist& *pftlist*)

Called by the framework at the end of the last day of each simulation year to provide the opportunity to output simulation results. This function does not have to provide any information to the framework.

void **termio**()

Called after the simulation is complete (i.e. following simulation of all stands) to allow memory deallocation, closing of files or other "cleanup" functions.

Input/Output, Part 2:

Recommended input/output techniques for use in LPJ-GUESS

The standard libraries of the C and C++ languages include several "families" of functions and classes for performing input from and output to files (and the keyboard, screen etc). Users of LPJ-GUESS with prior experience of C/C++ programming may have established preferences as to coding input/output, and are in practice free to use whatever functions they wish. However, there are arguments for adopting a standard subset of techniques:

- LPJ model development and application is a collaboration. Even "personalised" versions of the model code are subject to viewing, copying or application by other developers. Few LPJ developers are programmers in the first instance, and even fewer have a background working with the C or C++ languages. "Keep it simple" is surely a helpful principle.
- The functions adopted here, with one exception, are defined in the standard C runtime library and so are supported by all C and C++ compilers. This guarantees portability of any code built using these functions. The function **readfor**, recommended here for input of ASCII text data, is defined in the gutil library, which is required to compile LPJ-GUESS. The library itself is ANSI-compatible. This function does not, therefore, restrict portability of any code it is included in.

Input/output using streams

The functions described here (with the sole exception of **readfor**) are defined in the header file `stdio.h` and form part of the standard C runtime library, implemented by all C and C++ compilers. These functions use special memory areas called streams to store data temporarily before it is transferred to, or after it is retrieved from, a data file on disk. The streams are managed automatically by the library and are consequently "transparent" to the calling program.

Streams implemented by a calling program are identified by a "handle", which is a variable of the type `FILE*` ("pointer to `FILE`"). Whenever a stream is created for reading or writing (usually, by opening a file with the **fopen** function), the stream handle must be stored in a variable of type `FILE*` and "remembered" until the stream is closed (either by termination of the program or, preferably, by a call to function **fclose**). The handle is required every time data is sent to, or retrieved from, the stream. The handle is also used when performing operations on the "file pointer", such as "rewinding" the file.

A few streams are implemented automatically and are, by default, always open for reading or writing. The most useful of these are `stdin`, which by default retrieves input from the keyboard, and `stdout`, which sends output to the screen.

Required header files

Any program using the functions described here must include the header files `stdio.h` and `gutil.h`; i.e. the following `#include` directives must appear at or near the top of each source code file (note that, if both `#include`'s are present, they should appear in the same order as shown here):

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <time.h>
#include <gutil.h>
    // NB: the angle bracket <...> notation assumes the path to
    // gutil.h is in the standard include path
    // (see compiler documentation)
```

The header files `gutil.h`, `stdlib.h`, `string.h` and `time.h` are required only if function **readfor** is called by the program. In this case, the program must also be linked to a binary form of the `gutil` library (which has the filename `gutil.lib` or `gutil.a`). Note that all the above `#include`'s appear in the default framework header file for LPJ-GUESS (`guess.h`); therefore, they do not also have to appear in the input/output module's source code file, so long as `guess.h` is included as a header file (as it always should).

Opening a file for input or output

Use the **fopen** function to open a file for reading or writing. The file must exist if it is to be opened for reading only. If opening a file for writing, a new file is created, or the file is overwritten if it already exists. This function returns a handle to the resultant input or output stream, which should be stored in a variable of type FILE* by the calling program. If the handle is null (has the value 0), this means that the specified file could not be opened.

Function synopsis:

FILE* **fopen**(const char* *filename*, const char* *mode*)

Arguments:

<i>filename</i>	a string identifying the file to open. The full pathname should be given unless the file is located in the "working directory" for the calling program – usually the directory in which the executable is stored. If the filename is specified as a character string literal, note that the backslash character ("\") must be specified by <i>two consecutive</i> backslash characters (this is because the backslash character has a special meaning in C/C++ string literals and a single backslash character is never defined); for example, use "c:\\guess\\output.txt"; not "c:\guess\output.txt"; of course, this rule applies only to string literals <i>within the source code</i> of a program.
<i>mode</i>	the type of stream to create; various modes are possible; the most useful ones are:
"r" or "rt"	open stream for input (reading) of ASCII text (the file must exist)
"w" or "wt"	open stream for output (writing) of ASCII text (a new file is created, or the existing file is opened and its contents erased)
"a+" or "a+t"	open stream for text output in append mode – any output is added to the end of the original file contents; a new file is created if the specified one does not exist.
"rb"	open stream for input of binary data (the file must exist)
"wb"	open stream for output of binary data (a new file is created, or the existing file is opened and its contents erased)
"a+b"	open stream for binary output in append mode (see "a+").

Note: arguments *filename* and *mode* are of type const char* (the standard C string type) by default; however, arguments of type xtring (the class type used for strings in LPJ-GUESS) can also be specified (they are casted automatically to char*).

Example:

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <time.h>
#include <gutil.h>

FILE *in,*out;
xtring logfile="c:\\guess\\guess.log";

// Open text file "temp.bin" for input
in=fopen("temp.bin","rb");
if (!in) {
    printf("Error: could not open temp.bin for input\n");
    exit(99);
}

// Open log file with stored name for output
out=fopen(logfile,"wt");
if (!out) {
    printf("Error: could not open %s for output\n",(char*)logfile);
    exit(99);
}
```

Input/output of binary data

Binary data can be efficiently written to a file using the **fwrite** function, and retrieved using the very similar **fread** function. Note that binary data are transferred byte-by-byte exactly as stored in memory. Different compilers (e.g. Sparc versus Microsoft) and, more importantly, different languages (e.g. C/C++ versus FORTRAN) may use different ways of storing the same information in memory. This applies particularly to numerical data types (integers and floating-point numbers). Therefore, binary files should be avoided as a means of data transfer between different systems and programs built using different compilers.

Function synopses:

`size_t fread(void* buffer, size_t size, size_t count, FILE* stream)`

`size_t fwrite(const void* buffer, size_t size, size_t count, FILE* stream)`

The returned value is the number of *items* (NB: not *bytes*) actually read or written; this should normally be the same value as argument *count*, but may be less if an error occurred or (for **fread**) the end of the file was reached before all items were input.

Arguments:

<i>buffer</i>	A pointer to (i.e. the address in memory of) the area in memory to write to (for fread) or transfer to file (for fwrite). The argument supplied is typically the name of an array (equivalent to the address in memory of the first element of the array) or the '&' operator followed by the name of a variable or class object.
<i>size</i>	The number of bytes in memory taken up by each value to transfer. Usually the sizeof operator is used to retrieve this value; for example <code>sizeof(int)</code> returns the number of bytes occupied by a single value of type <code>int</code> .
<i>count</i>	The number of consecutive objects of the specified <i>size</i> to transfer. This value is usually set to 1 if transferring a simple variable or class object, or, if transferring an array, the number of elements in the array.
<i>stream</i>	The stream to write to or from.

Note: the type `size_t` (size type) is defined in the header file `stdio.h`; it can be treated as an ordinary integral type (`int`, `long` etc).

Example:

```
int i,nitem=5;
double value[]={ 12.3, 4.6, 9.2, 0.7, 3.6 };
double newvalue[5];

// Open data.bin for output
FILE* out=fopen("data.bin","wb");

// Write data to stream out
fwrite(&nitem,sizeof(int),1,out);
fwrite(value,sizeof(double),nitem,out);

// Close data.bin
fclose(out);

// Reopen data.bin for input
FILE* in=fopen("data.bin","rb");

// Read data to array newvalue
fread(&nitem,sizeof(int),1,in);
fread(newvalue,sizeof(double),nitem,in);

// Close data.bin
fclose(in);
```

Input of ASCII text

The standard C runtime library provides function **fscanf** for general-purpose input of data in text format. However, **fscanf** has some limitations with regard to input of "fixed format" data as commonly used in FORTRAN programs. In addition, the specifier codes used to describe data formats for **fscanf** are idiosyncratic and will take some time for programmers accustomed to FORTRAN format strings to become used to. Therefore, for input of ASCII text data, a function from the gutil library (gutil.lib or gutil.a) is recommended in place of the standard C function. This function, **readfor**, employs format strings very similar to those used in FORTRAN. The format string argument of **readfor** is of type xtring (also defined within the gutil library), and strings input using **readfor** are also converted to xtring objects.

Function **readfor** is available by default in the input/output module of LPJ-GUESS (the gutil library is a required component for building LPJ-GUESS). Other programs using **readfor** must be linked to gutil.lib/gutil.a, and include the header file gutil.h (see "Required header files", above).

Function synopsis:

```
bool readfor(FILE*& strm, xtring format, ...)
```

Reads in ASCII text data from input stream *strm*, according to a FORTRAN-style format specification given in the string *format*. Addresses of the variables to be assigned to are listed, in order of assignment, in the ellipsis (...) argument list of the function. By default, any characters remaining on the current line are discarded when the statement terminates (this behaviour can be overridden by a \$ specifier in the format string – see below). The function returns true if all specified values could be read in and assigned, or false if an end-of-file condition prevented some values from being read in and assigned.

Example:

The following code opens for reading a text file called "climate.txt", reads in two values of type double, one integer, and 12 further values of type double, and assigns these values, respectively, to variables lon, lat, elev, and the 12 elements of array mdata. Note that the arguments following the format string are *addresses* of the variables to be assigned to – use the '&' prefix for simple variables; omit the '&' if specifying an array name (a pointer).

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <time.h>
#include <gutil.h>

FILE* in;
double lon,lat;
int elev;
double mdata[12];

in=fopen("climate.txt","rt");
if (!readfor(in,"f6.1,f5.1,i4,12f5.1",&lon,&lat,&elev,mdata))
    printf("Warning: not all values could be read in\n");
```

Format specifiers

A subset of the format specifiers defined for input in the FORTRAN-77 language are supported by function `readfor`. Note that there are some differences in the way these are implemented compared to FORTRAN. Specifier fields in the format string are normally separated by commas. Each instance of an F, I or A specifier is assumed to correspond to one argument in the ellipsis argument list. Specifier syntax is case-insensitive and spaces and tabs in the format string are ignored.

Important: a value (other than 1) for n (number of items), if specified as part of an F, I or A specification, assumes the values read are to be assigned to consecutive elements of an array, whose starting address is given by a *single* argument in the argument list. Do not use this feature to assign multiple values with the same input format to multiple consecutive arguments.

Floating point specifier: $nFw.dEe$

Reads one or more floating point numbers, assigning each value to a variable of type double.

- n the number of items to read in; if n is not specified, one value is assumed. See cautionary note above.
- w the number of characters to read in for each item; if not specified, characters are read up to the next space, tab, end-of-line, or the next instance on the current line of a separator character appearing immediately after the specifier in the format string (see below).
- d the number of digits in the fractional part of the number; if a decimal point is encountered, this overrides the specified value. If d is omitted and no decimal point is encountered, the input string is interpreted as a whole number.
- e the number of digits in the exponent part of the number; if the character 'E' or 'e' is encountered, this overrides the specified value. If e is omitted, the exponent 0 (i.e., $10^0 = 1$) is assumed.

Examples:

Input stream: 1234 5.67

<i>format specification</i>	<i>strings read</i>	<i>values assigned</i>
F	"1234"	1234.0
F3	"123"	123.0
F3.1	"123"	12.3
F4.2E1	"1234"	1.23E+04
2F4.2	"1234", " 5.6"	12.34, 5.6

Integer specifier: *nIw*

Reads one or more integers, assigning each value to a variable of type int.

- n* the number of items to read in; if *n* is not specified, one value is assumed. See cautionary note above.
- w* the number of characters to read in for each item; if not specified, characters are read up to the next space, tab, end-of-line, or the next instance on the current line of a separator character appearing immediately after the specifier in the format string (see below).

Examples:

Input stream: 123 4567

<i>format specification</i>	<i>strings read</i>	<i>values assigned</i>
I	"123"	123
I2	"12"	12
2I4	"123 ", "4567"	123, 4567

Character string specifier: *nAw*

Reads one or more character strings, assigning each to a variable of type xtring.

- n* the number of items to read in; if *n* is not specified, one value is assumed. If reading multiple strings, a width (*w*) specification must be included (otherwise the rest of the current line is read in and assigned to the first xtring variable; subsequent variables are assigned null strings). See cautionary note above.
- w* the number of characters to read for each item; if not specified, characters are read up to the next whitespace character, comma, or the next instance of a separator character appearing immediately after the specifier in the format string (see below).

The read to end-of-line specifier # may be used to read to the end of the current line (see below).

Examples:

Input stream: BERT HIGGINS

<i>format specification</i>	<i>strings read and assigned</i>
A	"BERT"
A2	"BE"
2A6	"BERT H", "IGGINS"
A#	"BERT HIGGINS"

Position specifier: nX

Advances one or more characters on the input stream.

n The number of characters to read and discard; if *n* is omitted, a single character is read in and discarded.

End-of-line specifier: /

Advances to the end of the current line on the input stream. Input continues from the start of the next line.

Suppress line feed specifier: \$

If given as the last significant character in the format string, suppresses reading and discarding of the remainder of the current line on the input stream.

Read to end-of-line specifier: #

If specified after a character string specifier, reads to the end of the current line. Use to read in the rest of the current line as a single character string, including white space characters or commas which are otherwise interpreted as separator characters.

Separator character specifier:

Any character other than a space, tab or comma, that cannot be interpreted as part of one of the specifiers above, is interpreted as a separator character, and causes input up to and including the first instance of the specified separator character on the current line. If given immediately following a variable-width F, I or A specification, input continues, for each item, until an instance of the specified separator character is encountered, or the end of the current line is reached (otherwise input continues until a space, tab or the end of the line is reached). If the separator character follows a fixed-width F, I or A specification, or forms a separate specification field, the characters read are discarded.

A comma is interpreted as an *optional* separator character; a variable-width F or I specification followed by a comma results in input of text up to the next space, tab, end-of-line or comma, *whichever comes first*; a variable-width A specification followed by a comma results in input up to the next comma or end-of-line, *whichever comes first*.

Examples:

Input stream: 123; Hello World!; 3.142

<i>format specification</i>	<i>strings read</i>	<i>values assigned</i>
I;A;F	"123", " Hello World!", "3.142"	123, " Hello World!", 3.142
F2.1;I2,A	"12", " 3", ".142"	1.2, 3, ".142"

Input from the keyboard

If input is required from the keyboard instead of a stream attached to a file, function **readfor** can be used specifying `stdin` (one of the default streams defined in `stdio.h`, and normally associated with the terminal keyboard) as the *strm* argument. Due to portability considerations, however, keyboard input should be avoided in LPJ-GUESS (run-time options may be set via custom specifiers in the instruction script [.ins] file

Output of ASCII text

Formatted output of text is achieved using the "printf" family of functions. LPJ-GUESS supplies its own member of this family, **dprintf**, which sends output to the screen log (if enabled) and log file (if enabled). In general, **dprintf** should be used instead of **printf** for "log" type output from LPJ-GUESS, including output to the screen. This improves portability (for example, between command-line and Windows-shell implementations of LPJ-GUESS) and allows screen output to be disabled if, for example, the model is to be set up to run in batch mode. LPJ-GUESS provides function **fail** to send text output (usually some form of error message) to the screen log and log file, then end the simulation.

Function synopsis:

```
void dprintf(const char* format, ...)
```

Intended for writing ASCII text data to the screen or screen log window, and/or a log file (by default, guess.log). The function may be called from anywhere within the code of LPJ-GUESS. The function is declared in the framework header file (usually guess.h), and defined in the "main" module (usually main.cpp). The default destination for the output text can be changed by simple modification of the function definition in main.cpp. In other respects, the function behaves exactly like function **fprintf**, which is described below.

Function synopsis:

```
void fail(const char* format, ...)
```

Writes ASCII text data to the screen or screen log window, and/or a log file (by default, guess.log), then terminates execution of the model. Intended to allow a final error message or similar to be output before aborting the model simulation, for example in the event of an abnormal condition suggesting that an error has occurred. The function may be called from anywhere within the code of LPJ-GUESS. The function is declared in the framework header file (usually guess.h), and defined in the "main" module (usually main.cpp). The function is identical to **dprintf** in its handling of output.

For output to files, use the **fprintf** function. A simplified description of function **fprintf** follows; a complete synopsis of the function is beyond the scope of this guide (see any C language reference for a more detailed description of this function).

Function synopsis:

```
int fprintf(FILE* stream, const char* format, ...)
```

Writes ASCII text data to output stream *stream*, according to the format specifications and other text given in the string *format*. Arguments to be output are listed in the ellipsis (...) argument list of the function. A format specification is required for each argument in the ellipsis argument list. The arguments must appear in the same order as the format specifications in *format*. The returned value is the number of characters output.

The format string

The format string may consist of any combination of ordinary text and format specifications. Ordinary text is output exactly as it appears in the format string, while each format specification is converted to a representation of the data value contained in (or pointed to) by its corresponding argument in the ellipsis argument list. Format specifications may be freely interspersed with ordinary text.

Format specifications

Each format specification has the form: `%fwpt`

where *f*, *w*, *p* and *t* are different fields of the specification, known as the flags field, width field, precision field and type field, respectively. All of the fields are optional (may be omitted), except the type field.

The flags field, *f*

The flags field, if given, may consist of any combination of the following single character specifiers:

- left align the output text within field specified by *w* (default: right align)
- + if the value to output is of a signed numerical type, prefix the output text by a sign (+ or -) (default: no sign output)
- 0 if the value to output is of a floating point type, pad the output value on the left by zeroes, up to the width specified by *w* (default: padding by spaces)

The width field, *w*

If given, this field must consist of a positive integer, representing the *minimum* number of characters to output. If the output value requires more than the number of characters specified by *w* (depending on the precision field, the flags field and the value of the argument to be output) the width specification is ignored. If the number of characters to output is *less* than *w*, the output is padded on the left by spaces, by default. This default behaviour can be modified by a 0 or – specifier in the flags field (see above).

The precision field, *p*

This field always consists of a decimal point (.) followed by a positive integer, representing *either* the number of digits to show after the decimal point for floating point numbers output using the e, E or f type specifier (see below); *or* the maximum number of significant digits to print for floating point numbers output using the g or G type specifier (see below). Default precision is assumed if the precision field is omitted. Precision specifications can also be made for output of integer and string types, but this functionality is not explained here.

The type field, *t*

The type field specifies the data type of the corresponding argument in the ellipsis argument list, and for some types, also controls the appearance of the output text. A subset of the

possible type specifiers are given below. Note that type specifiers are case sensitive (e.g. 'g' is interpreted differently to 'G').

- c single character; supplied argument may be of type int, long or char
- d, i signed integer; supplied argument may be of type int, long or char; unsigned integral types are converted to signed
- f signed floating point value, output in simple decimal format (e.g. -3.142); supplied argument may be of type float or double; *integral types (int, long etc) must be explicitly cast to float or double*
- e, E signed floating point value, output in exponent format (e.g. -1.23E+45); the symbol 'E' in the output value may be in upper or lower case, depending on the case of the specifier; supplied argument may be of type float or double; *integral types must be explicitly cast to float or double*
- g, G signed floating point value, output in either simple decimal or exponent format, depending on the value of the supplied argument; the symbol 'E', if included in the output value, may be in upper or lower case, depending on the case of the specifier; supplied argument may be of type float or double; *integral types must be explicitly cast to float or double.*
- s character string; supplied argument must be a char* pointer to the string to output; *Important:* strings of type xtring (or other non-pointer representations) must be explicitly cast to char* (see example below)

Example:

The following code:

```
xtring name="Bert Higgins";
int age=24;
double height=1.8;

FILE* out=fopen("logfile.txt", "w");

fprintf(out, "Name: %s\nAge:%4d\nHeight:%5.2f\n",
        (char*)name, age, height);
```

results in output of the following text to the file logfile.txt:

```
Name: Bert Higgins
Age: 24
Height: 1.80
```

Closing files

Streams are closed using the **fclose** function. You should make it a habit to close all files explicitly, even though streams are normally closed automatically when a program terminates.

Function synopsis:

```
int fclose(FILE* stream)
```

The function returns null (0) except in the event of an error (e.g. if the specified FILE* is not a valid handle to an open stream).

Other useful input/output functions

Function synopsis:

```
int feof(FILE* stream)
```

This function returns null (0) unless the file pointer on the specified stream has passed the last data byte in the file, i.e. end-of-file has been reached. Function **feof** is often useful when reading a file from start to finish, as in the following example.

Example:

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <time.h>
#include <gutil.h>

double lon,lat,temp[12];

FILE* in=fopen("temp.txt","r");
FILE* out=fopen("temp.bin","wb");

while (!feof(in)) {
    if (benutil::readfor(in,"f7.3,f6.2,12f6.1",&lon,&lat,temp)) {
        fwrite(&lon,sizeof(int),1,out);
        fwrite(&lat,sizeof(int),1,out);
        fwrite(temp,sizeof(double),12,out);
    }
}

fclose(in);
fclose(out);
```

Function synopsis:

void **rewind**(FILE* *stream*)

Repositions the file pointer on the specified stream to the start of the file.

Example:

```
bool findcell(double lon,double lat,FILE* in,double temp[12]) {  
  
    // Finds the record corresponding to grid cell (lon,lat) on the  
    // specified stream and reads temperature data for this grid cell to  
    // array temp.  
    // Returns false if the record could not be found  
  
    double rlon,rlat;  
    bool rewound=false;  
  
    while (!feof(in)) {  
        if (benutil::readfor(in,"f7.3,f6.2,12f6.1",&rlon,&rlat,temp)) {  
            if (rlon==lon && rlat==lat) return true;  
        }  
        else if (!rewound) { // rewind if end-of-file reached  
            rewind(in);  
            rewound=true;  
        }  
    }  
    return false;  
}
```

Graphical output

More recent versions of LPJ-GUESS define a number of global functions for graphical output. These are functional only if LPJ-GUESS is built as a dynamic-link library (DLL) under Windows and run from the LPJ-GUESS windows shell. In other implementations the graphical functions may still be called but will not cause anything to happen.

Function synopsis:

void **plot**(xtring *window*, xtring *series*, double *x*, double *y*)

Opens a new graphics window called *window* if it is not already open; creates a new series (curve) called *series* if it does not already exist; adds a data point with the coordinate (*x*, *y*). Typically *x* will correspond to the simulation year (`date.year`) and *y* to the value of some state variable.

Example:

The following code, called every 10th simulation year, causes display of a chart with a curve corresponding to each of the soil organic matter pools in a certain patch:

```
if (!(date.year%10)) {
    plot("SoilC", "Fast", date.year, patch.soil.cpool_fast);
    plot("SoilC", "Slow", date.year, patch.soil.cpool_slow);
}
```

Function synopsis:

void **resetwindow**(xtring *window*)

Clears all series and data from window *window* but does not close the window.

Function synopsis:

void **clear_all_graphs**()

Clears all series and data from all open graphics windows, and closes the windows.

Custom library reference:**Character string manipulation with class xtring**

Most character strings in LPJ-GUESS are stored as objects of class xtring. The definition of class xtring and its member functions is included in the gutil library (gutil.lib; Unix version: gutil.a) which is a required to build LPJ-GUESS.

Construction and initialisation

The following forms of constructor function are supplied for constructing and initialising new xtring objects:

```
xtring()
xtring(char* str)
xtring(char ch)
xtring(int initsize)
```

If a char* or char argument is supplied, it provides the initial string text; otherwise an empty string ("") is assigned. If the integer argument *initsize* is given, the empty string is assigned to the object, but at least *initsize*+1 bytes of memory are set aside for the object's string buffer (this implies that a string up to *initsize* characters in length can subsequently be assigned to the object without reallocation of memory for the string buffer).

Declare new xtring objects using one of the following forms:

```
xtring s; // equivalent to xtring s=""
xtring s="initial text";
xtring s='c';
xtring s(INITSIZE);
```

You can also cast a string or character literal to an xtring the usual way:

```
(xtring)"Cast to a xtring"
(xtring)'c'
```

In general, xtring objects can be used in place of standard C char* strings without explicit casting, e.g.

```
char copy[100];
xtring original="text";
strcpy(copy,original);
```

However, xtring objects must be explicitly casted to char* when specified as arguments in calls to functions with an ellipsis argument, e.g.

```
xtring name="Ben";
printf("My name is: %s", (char*)name);
```

Casting to char* is useful also if you (unwisely?) choose to write directly to the internal string buffer of the xtring object:

```
xtring name(100);
char* pbuffer=(char*)name;
strcpy(pbuffer, "Ben");
```

Note, however, that some of the member functions of `xtring` can cause the size and memory position of the internal buffer to change. You must ensure that the buffer is at least `size+1` bytes (characters) in length if writing a string `size` bytes in length to it. The specified minimum size of the buffer is guaranteed if the `xtring` object is initialised using the `xtring(int)` constructor (see above) or following a call to member function `reserve` (see below).

Other public member functions

unsigned long **len()**

Returns the length of the current string in characters (not including a trailing null character); e.g.

```
xtring s="18 characters long";
int result=s.len();
```

xtring **upper()**

Returns a new `xtring` equivalent to the current one, but with lower-case alphabets 'a'-'z' converted to upper case; e.g.

```
xtring s="the quick brown fox";
xtring t=s.upper(); // t set to "THE QUICK BROWN FOX"
```

xtring **lower()**

Returns a new `xtring` equivalent to the current one, but with upper-case alphabets 'A'-'Z' converted to lower case; e.g.

```
xtring s="THE QUICK BROWN FOX";
xtring t=s.lower(); // t set to "the quick brown fox"
```

xtring **printable()**

Returns a new `xtring` equivalent to the current one, but with non-printable characters (ASCII code 0-31) removed.

xtring **left**(unsigned long *n*)

Returns a new `xtring` consisting of the leftmost *n* characters of the current `xtring`. An empty string ("") is returned if $n \leq 0$; if $n >$ length of the current `xtring`, an identical copy of the current `xtring` is returned; e.g.

```
xtring s="Ben Smith";
xtring t=s.left(3); // t set to "Ben"
```

xtring **mid**(unsigned long *s*, unsigned long *n*)
xtring **mid**(unsigned long *s*)

If both arguments are given, returns a new xtring consisting of up to n characters, starting at character number s (zero-based) of the current xtring. If $s < 0$, the new string starts at character 0 of the current xtring; if $s \geq$ length of the current xtring, an empty string is returned. If argument n is omitted, returns a new xtring consisting of the rightmost portion of the current xtring, starting at character number s . If $s < 0$ an identical copy of the current xtring is returned; e.g.

```
xtring s="Wolfgang Amadeus Mozart";
xtring t=s.mid(9); // t set to "Amadeus Mozart"
xtring q=s.mid(9,7); // q set to "Amadeus"
```

xtring **right**(unsigned long n)

Returns a new xtring consisting of the rightmost n characters of the current xtring. An empty string is returned if $n \leq 0$; if $n >$ length of the current xtring, an identical copy is returned; e.g.

```
xtring s="Ben Smith";
xtring t=s.right(5); // t set to "Smith"
```

long **find**(char* s)

long **find**(char c)

Returns the position (zero based) of the specified character string or character if it occurs as a substring of the current xtring. If a char* argument longer than one character is given, the returned value is the position of the first character of the substring, if it is found. If there are several occurrences, the position of the leftmost occurrence is returned. Returns -1 if the string or character is not found; e.g.

```
xtring s="ababcd";
int n=s.find('b'); // n set to 1
int m=s.find("bc"); // m set to 2
int q=s.find("de"); // q set to -1
```

long **findoneof**(char* s)

Returns the position in this xtring of the first (leftmost) occurrence any character forming part of the string pointed to by s . Returns -1 if there are no occurrences; e.g.

```
xtring s="ababcd";
int n=s.findoneof("edc"); // n set to 3
```

long **findnotoneof**(char* s)

Returns the position in this xtring of the first (leftmost) character *not* forming part of the string pointed to by s . Returns -1 if no such character is found; e.g.

```
xtring s="ababcd";
int n=s.findnotoneof("abc"); // n set to 4
```

double **num()**

Returns the numerical value of the current xtring, if it is a valid representation of a double precision floating point number in C++. Call function `isnum()` to test whether the returned value is meaningful; e.g.

```
xtring pi="3.142";
double v=pi.num(); // v set to 3.142
```

char **isnum()**

Returns 1 if the current xtring is a valid representation of a double precision floating point number in C++, 0 otherwise; e.g.

```
xtring good="3.142";
xtring bad="three point one four two";
double val;
if (good.isnum()) val=good.num();
else val=bad.num();
```

void **printf(char* *fmt*,...)**

A printf-style function for writing formatted data to this xtring object. Equivalent to function `sprintf` in the standard C stream input/output library (`stdio.h`). See any standard C/C++ reference manual for full documentation of printf-style output functions; e.g.

```
xtring out;
char* name[]="pi";
double dval=3.142;
int ndec=3;
out.printf("%s has the value %g to %d decimal places",name,dval,ndec);
// out set to "pi has the value 3.142 to 3 decimal places"
```

void **reserve(unsigned long *n*)**

Expands or contracts the memory allocation to the current xtring object to accommodate a string at least *n* characters in length (not including the trailing null byte). The currently stored string may be copied to a new location in memory but is not deleted. This function may be useful if you intend to write directly to the internal string buffer, whose address is returned by casting the xtring object to `char*`; e.g.

```
xtring s;
s.reserve(100);
strcpy(s,"A string up to 100 characters long");
```

In general, however, there should be no reason to write directly to the internal string buffer of an xtring object; use the assignment (`=`) operator (see below) to assign a new value to the object.

Overloaded operators

The following operators are defined for xtring objects:

Assignment: =, +=

Concatenation: +, +=

Comparison: ==, !=, <, >, <=, >=

Array subscript: []

Operator functionality is described here mainly by code examples. The examples below assume the following data types for variables:

```
xtring x1,x2,x3;
char* s;
char c;
unsigned long n;
```

Assignment:

```
x1="Ben";
x1+=" Smith"; // x1 set to "Ben Smith"
```

Concatenation (appends a char* string, xtring or character to the end of an xtring string):

```
x1="Wolfgang ";
x2=" Mozart";
c='A';
x3=x1+c;
x3+=x2+" (composer)";
// x3 set to "Wolfgang A Mozart (composer)"
```

Concatenation of, for example, two char* strings, or a xtring to the end of a char* string, is possible by casting one of the operands to an xtring:

```
x1=(xtring)"Wolfgang "+"Mozart";
x1=(xtring)"Wolfgang"+x2;
```

Comparison (== and != compare string identity; <, >, <=, >= compare "alphabetic" rank):

```
x1==x2 && x2!=x3 || x1<s || x1>c || x2<=x3 || x3>=x1
```

Note that the left hand operand must be a xtring (or casted to xtring)

Array subscript ($x[n]$ retrieves a reference to the n th character [zero-based] within xtring x):

```
c=x1[n];
x1[n]=c;
```

The size of the internal string buffer is expanded if necessary to ensure that the specified subscript is valid (points to a character position within the internal string buffer). However, the string itself is not expanded (i.e. the position of the trailing null byte, signifying the end of the string, is not changed).

Appendix: Keywords recognised in the instruction script

The following is a list of keywords and their meanings recognised in instruction scripts (ins files) by the CRU input/output module of LPJ-GUESS. In nearly all cases, the keyword corresponds to the name of the variable in the model code to which the associated value is assigned. Custom "param" settings are not included in this list.

General (global) settings

May appear anywhere in the ins file, except within "group", "pft" or "param" blocks.

title	Title for run
nyear_spinup	Number of simulation years to spinup for
vegmode	Vegetation mode ("INDIVIDUAL", "COHORT", "POPULATION")
ifdailyhpp	Whether photosynthesis calculated daily (alt monthly)
ifdailydecomp	Whether soil decomposition calculated daily (alt monthly)
ifbgestab	Whether background establishment enabled (0,1)
ifsme	Whether spatial mass effect enabled for establishment (0,1)
ifstochmort	Whether mortality stochastic (0,1)
ifstochestab	Whether establishment stochastic (0,1)
estinterval	Interval for establishment of new cohorts (years)
distinterval	Generic patch-destroying disturbance interval (years)
iffire	Whether fire enabled (0,1)
ifdisturb	Whether generic patch-destroying disturbance enabled (0,1)
ifcalcsla	Whether SLA calculated from leaf longevity
ifcdebt	Whether to allow C storage
npatch	Number of patches simulated
patcharea	Patch area (m ²)
outputdirectory	Directory for the output files
file_cmass	C biomass output file
file_anpp	Annual NPP output file
file_lai	LAI output file
file_cflux	C fluxes output file
file_dens	Tree density output file
file_cpool	Soil C output file
file_runoff	Runoff output file
file_firert	Fire reentrance time output file
file_mhpp	Monthly NPP output file
file_mlai	Monthly LAI output file
file_mhpp	Monthly GPP-LeafResp output file
file_mra	Monthly autotrophic respiration output file
file_maet	Monthly AET output file
file_mpet	Monthly PET output file
file_mevap	Monthly Evap output file
file_mrunoff	Monthly runoff output file
file_mintercep	Monthly intercep output file
file_mrh	Monthly heterotrophic respiration output file
file_mnee	Monthly NEE output file
file_mwcont_upper	Monthly wcont_upper output file

file_mwcont_lower	Monthly wcont_lower output file
ifsmoothgreffmort	Whether to vary mort_greff smoothly with growth efficiency (0,1)
ifdroughtlimitedestab	Whether establishment drought limited (0,1)
ifrainonwetdaysonly	Whether it rains on wet days only (1), or a little every day (0);
ifspeciespecificwateruptake	Whether or not there is species specific soil water uptake (0,1)
searchradius	If specified, CRU data will be searched for in a circle
pft	Header for block defining PFT

PFT settings

Must appear within a named "pft" block, or "group" block. In the latter case, the group name should appear as a setting in the associated pft block(s).

include	Include PFT in analysis
lifeform	Lifeform ("TREE" or "GRASS")
phenology	Phenology ("EVERGREEN", "SUMMERGREEN", "RAINGREEN" or "ANY")
phengdd5ramp	GDD on 5 deg C base to attain full leaf cover
wscal_min	Water stress threshold for leaf abscission (raingreen PFTs)
pathway	Biochemical pathway ("C3" or "C4")
pstemp_min	Approximate low temp limit for photosynthesis (deg C)
pstemp_low	Approx lower range of temp optimum for photosynthesis (deg C)
pstemp_high	Approx higher range of temp optimum for photosynthesis (deg C)
pstemp_max	Maximum temperature limit for photosynthesis (deg C)
lambda_max	Non-water-stressed ratio of intercellular to ambient CO2 pp
rootdist	Fraction of roots in each soil layer (first value=upper layer)
gmin	Canopy conductance not assoc with photosynthesis (mm/s)
emax	Maximum evapotranspiration rate (mm/day)
respcoeff	Respiration coefficient (0-1)
cton_leaf	Leaf C:N mass ratio
cton_root	Fine root C:N mass ratio
cton_sap	Sapwood C:N mass ratio
reprfrac	Fraction of NPP allocated to reproduction
turnover_leaf	Leaf turnover (fraction/year)
turnover_root	Fine root turnover (fraction/year)
turnover_sap	Sapwood turnover (fraction/year)
wooddens	Sapwood and heartwood density (kgC/m3)
crownarea_max	Maximum tree crown area (m2)
k_allom1	Constant in allometry equations
k_allom2	Constant in allometry equations
k_allom3	Constant in allometry equations
k_rp	Constant in allometry equations
k_latosa	Tree leaf to sapwood xs area ratio
sla	Specific leaf area (m2/kgC)
ltor_max	Non-water-stressed leaf: fine root mass ratio
litterme	Litter moisture flammability threshold (fraction of AWC)
fireresist	Fire resistance (0-1)

tmin_surv	Min 20-year coldest month mean temp for survival (deg C)
tmin_est	Min 20-year coldest month mean temp for establishment (deg C)
tmax_est	Max 20-year coldest month mean temp for establishment (deg C)
twmin_est	Min warmest month mean temp for establishment (deg C)
twminusc	Stupid larch parameter
gdd5min_est	Min GDD on 5 deg C base for establishment
k_chilla	Constant in equation for budburst chilling time requirement
k_chillb	Coefficient in equation for budburst chilling time requirement
k_chillk	Exponent in equation for budburst chilling time requirement
parff_min	Min forest floor PAR for grass growth/tree estab (J/m ² /day)
alphar	Shape parameter for recruitment-juv growth rate relationship
est_max	Max sapling establishment rate (indiv/m ² /year)
kest_repr	Constant in equation for tree estab rate
kest_bg	Constant in equation for tree estab rate
kest_pres	Constant in equation for tree estab rate
longevity	Expected longevity under lifetime non-stressed conditions (yr)
greff_min	Threshold for growth suppression mortality (kgC/m ² leaf/yr)
leaflong	Leaf longevity (years)
intc	Interception coefficient
drought_tolerance	Drought tolerance level (0 = very -> 1 = not at all) (unitless)

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