



Cheat Sheet - Numerical Functions and Operators

This sheet is intended to provide an overview of Fortran numerical operators and functions

- 01 Operators

- $A + B$ addition
- $A - B$ subtraction
 - $-A$ unary negation
- $A * B$ multiplication
- A / B division
- $A^{**}B$ Exponentiation. Faster if B is an integer.

- 02 Scientific notation

- $1.234E5 = 1.234 \times 10^5$
- $1.234E5_mykind = 1.234 \times 10^5$ with a kind **mykind**
- $1.234D5 = 1.234 \times 10^5$ as a double precision number. Obsolescent, use kind warts instead

- 03 Numerical functions

- This is a non exhaustive list of the numerical functions in Fortran. Where functions can operate with different sets of parameters only the clearest common example is given
 - Functions marked * require Fortran 2008
- $ABS(X)$ - Absolute value of X. For complex X calculates the modulus and returns as a REAL number with the same kind as X
- $ACOS(X) / ASIN(X) / ATAN(X)$ - Inverse cosine/sine/tangent of X. Must be REAL or COMPLEX. If REAL X must be $[-1.0, 1.0]$
- $ACOSH(X) / ASINH(X) / ATANH(X)^*$ - Inverse hyperbolic cosine/sine/tangent of X. Must be REAL or COMPLEX

- AIMAG(X) - Returns imaginary part of complex number. Returns real with same kind as X
- ATAN2(X, Y) - computes the principal of the argument function for the complex number $X + iY$
- BESSEL_J0(X)* - computes the Bessel function of the first kind of order 0 of X
- BESSEL_J1(X)* - computes the Bessel function of the first kind of order 1 of X
- BESSEL_JN(N, X)* - computes the Bessel function of the first kind of order N of X. N must be a positive integer, some compilers support negative integers but this is not portable. Use BESSEL_J0 or BESSEL_J1 rather than BESSEL_JN if possible for performance reasons
- BESSEL_Y0(X)* - computes the Bessel function of the second kind of order 0 of X
- BESSEL_Y1(X)* - computes the Bessel function of the second kind of order 1 of X
- BESSEL_YN(N,X)* - computes the Bessel function of the second kind of order N of X. N must be a positive integer, some compilers support negative integers but this is not portable. Use BESSEL_Y0 or BESSEL_Y1 rather than BESSEL_YN if possible for performance reasons
- CEILING(X) - Returns the least integer greater than or equal to X
- CMPLX(X, Y) - Converts two REAL numbers of the same KIND to a complex number of the same kind
- CONJG(Z) - Returns the complex conjugate of a complex number
- COS(X)/SIN(X)/TAN(X) - Returns the cosine/sine/tangent of a REAL or COMPLEX number
- COSH(X)/SINH(X)/TANH(X) - Returns the hyperbolic cosine/sine/tangent of a REAL or COMPLEX number
- ERF(X) * - Returns the error function of X
- ERFC(X)* - Returns the complementary error function of X
- ERFC_SCALED(X)* - Returns the scaled complementary error function of X
- EXP(X) - Returns the base e exponential of X
- FLOOR(X) - Returns the greatest integer less than or equal to X

- $\text{GAMMA}(X)^*$ - Returns the gamma function for X
- $\text{LOG}(X)$ - Returns logarithm base e of X
- $\text{LOG10}(X)$ - Returns logarithm base 10 of X
- $\text{LOG_GAMMA}(X)^*$ - Returns natural logarithm of the absolute value of the gamma function (see GAMMA)
- $\text{MOD}(X, Y)$ - Returns the remainder from the division of X by Y
- $\text{NINT}(X)$ - Returns the nearest integer to $\text{REAL } X$
- $\text{NORM2}(A)^*$ - Returns the L2 norm of array A
- $\text{SQRT}(X)$ - Returns square root of REAL or $\text{COMPLEX } X$. Will only return complex values if X is complex.
- $\text{SUM}(A)$ - Returns the sum of the values of A