DAKOTA, A Multilevel Parallel Object-Oriented Framework for Design Optimization, Parameter Estimation, Uncertainty Quantification, and Sensitivity Analysis

Version 4.0 Developers Manual

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Abstract

The DAKOTA (Design Analysis Kit for Optimization and Terascale Applications) toolkit provides a flexible and extensible interface between simulation codes and iterative analysis methods. DAKOTA contains algorithms for
optimization with gradient and nongradient-based methods; uncertainty quantification with sampling, reliability, and stochastic finite element methods; parameter estimation with nonlinear least squares methods; and sensitivity/variability analysis with design of experiments and parameter study methods. These capabilities may be used on their own or as components within advanced strategies such as surrogate-based optimization, mixed integer nonlinear programming, or optimization under uncertainty. By employing object-oriented design to implement abstractions of the key components required for iterative systems analyses, the DAKOTA toolkit provides a flexible and extensible problem-solving environment for design and performance analysis of computational models on high performance computers.

This report serves as a developers manual for the DAKOTA software and describes the DAKOTA class hierarchies and their interrelationships. It derives directly from annotation of the actual source code and provides detailed class documentation, including all member functions and attributes.
## Contents

1. **1 DAKOTA Developers Manual**  
   1.1 Introduction .................................................... 7  
   1.2 Overview of DAKOTA ............................................. 7  
   1.3 Services .......................................................... 11  
   1.4 Additional Resources ............................................ 12

2. **2 DAKOTA Directory Hierarchy**  
   2.1 DAKOTA Directories ............................................. 13

3. **3 DAKOTA Namespace Index**  
   3.1 DAKOTA Namespace List ....................................... 15

4. **4 DAKOTA Hierarchical Index**  
   4.1 DAKOTA Class Hierarchy ....................................... 17

5. **5 DAKOTA Class Index**  
   5.1 DAKOTA Class List .............................................. 21

6. **6 DAKOTA File Index**  
   6.1 DAKOTA File List ................................................ 25

7. **7 DAKOTA Page Index**  
   7.1 DAKOTA Related Pages ......................................... 27

8. **8 DAKOTA Directory Documentation**  

9. **9 DAKOTA Namespace Documentation**  


| 10.31 | DirectFnApplicInterface Class Reference | 191 |
| 10.32 | DirectFnApplicInterface Class Reference | 196 |
| 10.33 | DistinctConstraints Class Reference | 198 |
| 10.34 | DistinctVariables Class Reference | 202 |
| 10.35 | DOTOptimizer Class Reference | 207 |
| 10.36 | ErrorTable Struct Reference | 212 |
| 10.37 | ForkAnalysisCode Class Reference | 213 |
| 10.38 | ForkApplicInterface Class Reference | 215 |
| 10.39 | FSUDesignCompExp Class Reference | 218 |
| 10.40 | FunctionCompare Class Template Reference | 222 |
| 10.41 | GaussProcApproximation Class Reference | 223 |
| 10.42 | GetLongOpt Class Reference | 228 |
| 10.43 | Graphics Class Reference | 232 |
| 10.44 | GridApplicInterface Class Reference | 236 |
| 10.45 | HermiteApproximation Class Reference | 239 |
| 10.46 | HierarchSurrModel Class Reference | 241 |
| 10.47 | IDRProblemDescDB Class Reference | 245 |
| 10.48 | Interface Class Reference | 248 |
| 10.49 | Iterator Class Reference | 257 |
| 10.50 | JEGAEvaluator Class Reference | 267 |
| 10.51 | JEGAOptimizer Class Reference | 275 |
| 10.52 | JEGAOptimizer::EvalCreator Class Reference | 280 |
| 10.53 | JEGAOptimizer::JEGAProbDescDB Class Reference | 282 |
| 10.54 | LeastSq Class Reference | 287 |
| 10.55 | List Class Template Reference | 289 |
| 10.56 | Matrix Class Template Reference | 294 |
| 10.57 | MergedConstraints Class Reference | 297 |
| 10.58 | MergedVariables Class Reference | 300 |
| 10.59 | Minimizer Class Reference | 304 |
| 10.60 | Model Class Reference | 311 |
| 10.61 | MPIPackBuffer Class Reference | 337 |
| 10.62 | MPIUnpackBuffer Class Reference | 340 |
| 10.63 | MultilevelOptStrategy Class Reference | 343 |
| 10.64 | NestedModel Class Reference | 346 |
## CONTENTS

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>10.99 SurrogateDataPointRep Class Reference</td>
<td>496</td>
</tr>
<tr>
<td>10.10 SurrogateModel Class Reference</td>
<td>498</td>
</tr>
<tr>
<td>10.10 SysCallAnalysisCode Class Reference</td>
<td>504</td>
</tr>
<tr>
<td>10.10 SysCallApplicInterface Class Reference</td>
<td>506</td>
</tr>
<tr>
<td>10.10 TANA3Approximation Class Reference</td>
<td>509</td>
</tr>
<tr>
<td>10.10 TaylorApproximation Class Reference</td>
<td>512</td>
</tr>
<tr>
<td>10.10 Variables Class Reference</td>
<td>514</td>
</tr>
<tr>
<td>10.10 VariablesUtil Class Reference</td>
<td>523</td>
</tr>
<tr>
<td>10.10 Vector Class Template Reference</td>
<td>525</td>
</tr>
<tr>
<td>11 DAKOTA File Documentation</td>
<td>529</td>
</tr>
<tr>
<td>11.1 JEGAEvaluator.C File Reference</td>
<td>529</td>
</tr>
<tr>
<td>11.2 JEGAEvaluator.H File Reference</td>
<td>530</td>
</tr>
<tr>
<td>11.3 JEGAOptimizer.C File Reference</td>
<td>531</td>
</tr>
<tr>
<td>11.4 JEGAOptimizer.H File Reference</td>
<td>532</td>
</tr>
<tr>
<td>11.5 keywordtable.C File Reference</td>
<td>533</td>
</tr>
<tr>
<td>11.6 main.C File Reference</td>
<td>534</td>
</tr>
<tr>
<td>11.7 restart_util.C File Reference</td>
<td>535</td>
</tr>
<tr>
<td>12 Recommended Practices for DAKOTA Development</td>
<td>539</td>
</tr>
<tr>
<td>12.1 Introduction</td>
<td>539</td>
</tr>
<tr>
<td>12.2 Style Guidelines</td>
<td>539</td>
</tr>
<tr>
<td>12.3 File Naming Conventions</td>
<td>542</td>
</tr>
<tr>
<td>12.4 Class Documentation Conventions</td>
<td>542</td>
</tr>
<tr>
<td>13 Instructions for Modifying DAKOTA's Input Specification</td>
<td>545</td>
</tr>
<tr>
<td>13.1 Modify dakota.input.spec</td>
<td>545</td>
</tr>
<tr>
<td>13.2 Rebuild IDR</td>
<td>546</td>
</tr>
<tr>
<td>13.3 Update keywordtable.C in $DAKOTA/src</td>
<td>546</td>
</tr>
<tr>
<td>13.4 Update IDRProblemDescDB.C in $DAKOTA/src</td>
<td>546</td>
</tr>
<tr>
<td>13.5 Update ProblemDescDB.C in $DAKOTA/src</td>
<td>548</td>
</tr>
<tr>
<td>13.6 Update Corresponding Data Classes</td>
<td>549</td>
</tr>
<tr>
<td>13.7 Use get_&lt;data_type&gt;() Functions</td>
<td>550</td>
</tr>
<tr>
<td>13.8 Update the Documentation</td>
<td>550</td>
</tr>
</tbody>
</table>
## 14 Interfacing with DAKOTA as a Library

14.1 Introduction .................................................. 553
14.2 Problem database populated through input file parsing .................. 554
14.3 Problem database populated through external means ...................... 555
14.4 Instantiating the strategy ...................................... 555
14.5 Defining the direct application interface .......................... 556
14.6 Executing the strategy .......................................... 558
14.7 Retrieving data after a run ..................................... 558
14.8 Summary ...................................................... 558

## 15 Performing Function Evaluations

15.1 Synchronous function evaluations .............................. 561
15.2 Asynchronous function evaluations ............................ 561
15.3 Analyses within each function evaluation ....................... 562
15.4 Todo List ..................................................... 563
Chapter 1

DAKOTA Developers Manual

Author:

1.1 Introduction

The DAKOTA (Design Analysis Kit for Optimization and Terascale Applications) toolkit provides a flexible, extensible interface between analysis codes and iteration methods. DAKOTA contains algorithms for optimization with gradient and nongradient-based methods, uncertainty quantification with sampling, reliability, and stochastic finite element methods, parameter estimation with nonlinear least squares methods, and sensitivity/variance analysis with design of experiments and parameter study capabilities. These capabilities may be used on their own or as components within advanced strategies such as surrogate-based optimization, mixed integer nonlinear programming, or optimization under uncertainty. By employing object-oriented design to implement abstractions of the key components required for iterative systems analyses, the DAKOTA toolkit provides a flexible problem-solving environment as well as a platform for rapid prototyping of new solution approaches.

The Developers Manual focuses on documentation of the class structures used by the DAKOTA system. It derives directly from annotation of the actual source code. For information on input command syntax, refer to the Reference Manual, and for a tour of DAKOTA features and capabilities, refer to the Users Manual.

1.2 Overview of DAKOTA

In the DAKOTA system, the strategy creates and manages iterators and models. In the simplest case, the strategy creates a single iterator and a single model and executes the iterator on the model to perform a single study. In a more advanced case, a hybrid optimization strategy might manage a global optimizer operating on a low-fidelity
model in coordination with a local optimizer operating on a high-fidelity model. And on the high end, a surrogate-based optimization under uncertainty strategy would employ an uncertainty quantification iterator nested within an optimization iterator and would employ truth models layered within surrogate models. Thus, iterators and models provide both stand-alone capabilities as well as building blocks for more sophisticated studies.

A model contains a set of variables, an interface, and a set of responses, and the iterator operates on the model to map the variables into responses using the interface. Each of these components is a flexible abstraction with a variety of specializations for supporting different types of iterative studies. In a DAKOTA input file, the user specifies these components through strategy, method, model, variables, interface, and responses keyword specifications.

The use of class hierarchies provides a mechanism for extensibility in DAKOTA components. In each of the various class hierarchies, adding a new capability typically involves deriving a new class and providing a small number of virtual function redefinitions. These redefinitions define the coding portions specific to the new derived class, with the common portions already defined at the base class. Thus, with a small amount of new code, the existing facilities can be extended, reused, and leveraged for new purposes.

The software components are presented in the following sections using a top-down order.

### 1.2.1 Strategies

Class hierarchy: Strategy.

Strategies provide a control layer for creation and management of iterators and models. Specific strategies include:

- **SingleMethodStrategy**: the simplest strategy. A single iterator is run on a single model to perform a single study.

- **MultilevelOptStrategy**: hybrid optimization using a succession of iterators employing a succession of models of varying fidelity. The best results obtained are passed from one iterator to the next.

- **SurfBasedOptStrategy**: surrogate-based optimization. Employs a single iterator with a SurrogateModel (either data fit or hierarchical). A sequence of approximate optimizations is performed, each of which involves build, optimize, and verify steps.

- **ConcurrentStrategy**: two similar algorithms are available: (1) multi-start iteration from several different starting points, and (2) pareto set optimization for several different multiobjective weightings. Employs a single iterator with a single model, but runs multiple instances of the iterator concurrently for different settings within the model.

### 1.2.2 Iterators

Class hierarchy: Iterator.

The iterator hierarchy contains a variety of iterative algorithms for optimization, uncertainty quantification, nonlinear least squares, design of experiments, and parameter studies. The hierarchy is divided into Minimizer and Analyzer branches. The Minimizer classes include:

- **Optimization**: Optimizer provides a base class for the DOTOptimizer, CONMINOptimizer, NPSOLOptimizer, NLPQLPOptimizer, and SNLLOptimizer gradient-based optimization libraries and the COLINOptimizer and JEGAOptimizer nongradient-based optimization libraries.
1.2 Overview of DAKOTA

- Parameter estimation: LeastSq provides a base class for NL2SOLLeastSq, a least-squares solver based on NL2SOL, SNLLLeastSq, a Gauss-Newton least-squares solver, and NLSSOLLeastSq, an SQP-based least-squares solver.

and the Analyzer classes include:

- Uncertainty quantification: NonD provides a base class for NonDReliability (reliability analysis), NonDEvidence (Dempster-Shafer Theory of Evidence), and NonDSampling. NonDSampling is further specialized with the NonDLHSSampling class for latin hypercube and Monte Carlo sampling and the NonDPCESampling class for polynomial chaos expansions.

- Parameter studies and design of experiments: PStudyDACE provides a base class for ParamStudy, which provides capabilities for directed parameter space interrogation, and DDACEDesignCompExp and FSUDesignCompExp, which provide for parameter space exploration through design and analysis of computer experiments. NonDLHSSampling from the uncertainty quantification branch also supports a design of experiments mode.

1.2.3 Models

Class hierarchy: Model.

The model classes are responsible for mapping variables into responses when an iterator makes a function evaluation request. There are several types of models, some supporting sub-iterators and sub-models for enabling layered and nested relationships. When sub-models are used, they may be of arbitrary type so that a variety of recursions are supported.

- SingleModel: variables are mapped into responses using a single Interface object. No sub-iterations or sub-models are used.

- SurrogateModel: variables are mapped into responses using an approximation. The approximation is built and/or corrected using data from a sub-model (the truth model) and the data may be obtained using a sub-iterator (a design of experiments iterator). SurrogateModel has two derived classes: DataFitSurrModel for data fit surrogates and HierarchSurrModel for hierarchical models of varying fidelity. The relationship of the sub-iterations and sub-models is considered to be "layered" since they are not used as part of every response evaluation on the top level model, but rather used periodically in surrogate update and verification steps.

- NestedModel: variables are mapped into responses using a combination of an optional Interface and a sub-iterator/sub-model pair. The relationship of the sub-iterations and sub-models is considered to be "nested" since they are used to perform a complete iterative study as part of every response evaluation on the top level model.

1.2.4 Variables

Class hierarchy: Variables.
The Variables class hierarchy manages design, uncertain, and state variable types for continuous and discrete domain types. This hierarchy is specialized according to various views of the data.

- **DistinctVariables**: both variable and domain type distinctions are retained, i.e. separate arrays for design, uncertain, and state variables types and for continuous and discrete domains.
- **AllVariables**: variable types are combined and domain type distinction is retained, i.e. design, uncertain, and state variable types combined into a single continuous variables array and a single discrete variables array.
- **MergedVariables**: variable type distinction is retained and domain types are combined, i.e. continuous and discrete variables merged into continuous arrays (integrality is relaxed) for design, uncertain, and state variable types.

The variables view that is chosen depends on the type of iterative study. For design optimization and uncertainty quantification, for example, variable and domain type distinctions are important and a DistinctVariables view is used. For parameter studies and design of experiments, however, the variable type distinctions can be ignored and an AllVariables view is used.

The Constraints hierarchy manages bound, linear, and nonlinear constraints and utilizes the same specializations for managing bounds on the variables (see DistinctConstraints, AllConstraints, and MergedConstraints).

### 1.2.5 Interfaces

Class hierarchy: Interface.

Interfaces provide access to simulation codes or, conversely, approximations based on simulation code data. In the simulation case, an ApplicationInterface is used. ApplicationInterface is specialized according to the simulation invocation mechanism, for which the following nonintrusive approaches

- **SysCallApplicInterface**: the simulation is invoked using a system call (the C function `system()`). Asynchronous invocation utilizes a background system call. Utilizes the SysCallAnalysisCode class to define syntax for input filter, analysis code, output filter, or combined spawning, which in turn utilize the CommandShell utility.
- **ForkApplicInterface**: the simulation is invoked using a fork (the `fork/exec/wait` family of functions). Asynchronous invocation utilizes a nonblocking fork. Utilizes the ForkAnalysisCode class for lower level fork operations.
- **GridApplicInterface**: the simulation is invoked using distributed resource facilities. This capability is experimental and still under development. The design is evolving into the use of Condor and/or Globus tools.

and the following semi-intrusive approach

- **DirectFnApplicInterface**: the simulation is linked into the DAKOTA executable and is invoked using a procedure call. Asynchronous invocations will utilize nonblocking threads (capability not yet available).

are supported. Scheduling of jobs for asynchronous local, message passing, and hybrid parallelism approaches is performed in the ApplicationInterface class, with job initiation and job capture specifics implemented in the derived classes.
1.3 Services

In the data fit approximation case, global, multipoint, or local approximations to simulation code response data can be built and used as surrogates for the actual, expensive simulation. The interface class providing this capability is

- **ApproximationInterface**: builds an approximation using data from a truth model and then employs the approximation for mapping variables to responses. This class contains an array of **Approximation** objects, one per response function, which permits the mixing of approximation types (using the **Approximation** derived classes: **SurfpackApproximation** (provides kriging, neural network, MARS, polynomial regression, and radial basis functions), **GaussProcApproximation**, **HermiteApproximation**, **TANA3Approximation**, and **TaylorApproximation**).

Note: in the data fit approximation case, **DataFitSurrModel** provides the bulk of the surrogate management logic. It contains an **ApproximationInterface** object which provides the approximate parameter to response mappings. In the hierarchical approximation case, an **ApproximationInterface** object is not used since **HierarchSurrModel** uses low and high fidelity models to manage surrogate construction/usage.

### 1.2.6 Responses

Class: **Response**.

The **Response** class provides an abstract data representation of response functions and their first and second derivatives (gradient vectors and Hessian matrices). These response functions can be interpreted as an objective function and constraints (optimization data set), residual functions and constraints (least squares data set), or generic response functions (uncertainty quantification data set). This class is not currently part of a class hierarchy, since the abstraction has been sufficiently general and has not required specialization.

### 1.3 Services

A variety of services are provided in DAKOTA for parallel computing, failure capturing, restart, graphics, etc. An overview of the classes and member functions involved in performing these services is included below.

- **Multilevel parallel computing**: DAKOTA supports multiple levels of nested parallelism. A strategy can manage concurrent iterators, each of which manages concurrent function evaluations, each of which manages concurrent analyses executing on multiple processors. Partitioning of these levels with MPI communicators is managed in **ParallelLibrary** and scheduling routines for the levels are part of **ConcurrentStrategy**, **ApplicationInterface**, and **ForkApplicInterface**.

- **Parsing**: DAKOTA employs the Input Deck Reader (IDR) parser to retrieve information from user input files. Parsing options are processed in **CommandLineHandler** and parsing occurs in **ProblemDescDB::manage_inputs()** called from **main.C**. IDR uses the keyword handlers in the **IDRProblemDescDB** derived class to populate data within the **ProblemDescDB** base class, which maintains a **DataStrategy** specification and lists of **DataMethod**, **DataModel**, **DataVariables**, **DataInterface**, and **DataResponses** specifications. Procedures for modifying the parsing subsystem are described in **Instructions for Modifying DAKOTA’s Input Specification**.

- **Failure capturing**: Simulation failures can be trapped and managed using exception handling in **ApplicationInterface** and its derived classes.
• Restart: DAKOTA maintains a record of all function evaluations both in memory (for capturing any duplication) and on the file system (for restarting runs). Restart options are processed in `CommandLineHandler` and retrieved in `ParallelLibrary::specify_outputs_restart()`, restart file management occurs in `ParallelLibrary::manage_outputs_restart()`, and restart file insertions occur in `ApplicationInterface`. The `dakota_restart_util` executable, built from `restart_util.C`, provides a variety of services for interrogating, converting, repairing, concatenating, and post-processing restart files.

• Memory management: DAKOTA employs the techniques of reference counting and representation sharing through the use of letter-envelope and handle-body idioms (Coplien, "Advanced C++"). The former idiom provides for memory efficiency and enhanced polymorphism in the following class hierarchies: `Strategy`, `Iterator`, `Model`, `Variables`, `Constraints`, `Interface`, `ProblemDescDB`, and `Approximation`. The latter idiom provides for memory efficiency in data-intensive classes which do not involve a class hierarchy. Currently, only the `Response` class uses this idiom. When managing reference-counted data containers (e.g., `Variables` or `Response` objects), it is important to properly manage shallow and deep copies, to allow for both efficiency and data independence as needed in a particular context.

• Graphics: DAKOTA provides 2D iteration history graphics using Motif widgets and 3D surface plotting graphics from the PLPLOT package. Graphics data can also be catalogued in a tabular data file for post-processing with 3rd party tools such as Matlab, Tecplot, etc. All of these capabilities are encapsulated within the `Graphics` class.

1.4 Additional Resources

Additional development resources include:

• Recommended Practices for DAKOTA Development

• Instructions for Modifying DAKOTA’s Input Specification

• In addition to its normal usage as a stand-alone application, DAKOTA may be interfaced as an algorithm library as described in Interfacing with DAKOTA as a Library.

• The execution of function evaluations is a core component of DAKOTA involving several class hierarchies. An overview of the classes and member functions involved in performing these evaluations is provided in Performing Function Evaluations.

Chapter 2

DAKOTA Directory Hierarchy

2.1 DAKOTA Directories

This directory hierarchy is sorted roughly, but not completely, alphabetically:

src .......................................................... 29
Chapter 3

DAKOTA Namespace Index

3.1 DAKOTA Namespace List

Here is a list of all documented namespaces with brief descriptions:

- **Dakota** (The primary namespace for DAKOTA) ............................... 35
- **SIM** (A sample namespace for derived classes that use assign_rep() to plug facilities into DAKOTA) ............................... 62
Chapter 4

DAKOTA Hierarchical Index

4.1 DAKOTA Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

- ActiveSet ................................................................. 63
- AnalysisCode ......................................................... 73
  - ForkAnalysisCode .................................................. 213
  - SysCallAnalysisCode ............................................. 504
- Approximation .......................................................... 92
  - GaussProcApproximation ....................................... 223
  - HermiteApproximation .......................................... 239
  - SurfpackApproximation ......................................... 480
  - TANA3Approximation ............................................. 509
  - TaylorApproximation ............................................ 512
- Array ................................................................. 102
- BaseConstructor ..................................................... 106
- BaseVector ............................................................ 107
- Vector ................................................................. 525
- BaseVector< T > ....................................................... 107
- Matrix ................................................................. 294
- BiStream ............................................................... 111
- BoStream ............................................................... 115
- COLINApplication .................................................. 118
- ColinPoint ............................................................. 124
- CommandShell ......................................................... 127
- Constraints ............................................................. 140
  - AllConstraints ....................................................... 66
  - DistinctConstraints ............................................... 198
  - MergedConstraints ................................................ 297
- CtelRegexp ............................................................ 147
- DataInterface ......................................................... 155
- DataMethod ............................................................ 159
<table>
<thead>
<tr>
<th>Category</th>
<th>Pages</th>
</tr>
</thead>
<tbody>
<tr>
<td>DataModel</td>
<td>169</td>
</tr>
<tr>
<td>DataResponses</td>
<td>173</td>
</tr>
<tr>
<td>DataStrategy</td>
<td>177</td>
</tr>
<tr>
<td>DataVariables</td>
<td>181</td>
</tr>
<tr>
<td>ErrorTable</td>
<td>212</td>
</tr>
<tr>
<td>FunctionCompare</td>
<td>222</td>
</tr>
<tr>
<td>GetLongOpt</td>
<td>228</td>
</tr>
<tr>
<td>CommandLineHandler</td>
<td>125</td>
</tr>
<tr>
<td>Graphics</td>
<td>232</td>
</tr>
<tr>
<td>Interface</td>
<td>248</td>
</tr>
<tr>
<td>ApplicationInterface</td>
<td>81</td>
</tr>
<tr>
<td>DirectFnApplicInterface</td>
<td>191</td>
</tr>
<tr>
<td>ForkApplicInterface</td>
<td>215</td>
</tr>
<tr>
<td>GridApplicInterface</td>
<td>236</td>
</tr>
<tr>
<td>SysCallApplicInterface</td>
<td>506</td>
</tr>
<tr>
<td>ApproximationInterface</td>
<td>99</td>
</tr>
<tr>
<td>Iterator</td>
<td>257</td>
</tr>
<tr>
<td>Analyzer</td>
<td>77</td>
</tr>
<tr>
<td>NonD</td>
<td>365</td>
</tr>
<tr>
<td>NonDEvidence</td>
<td>369</td>
</tr>
<tr>
<td>NonDReliability</td>
<td>379</td>
</tr>
<tr>
<td>NonDSampling</td>
<td>395</td>
</tr>
<tr>
<td>NonDLHSSampling</td>
<td>374</td>
</tr>
<tr>
<td>NonDPCESampling</td>
<td>377</td>
</tr>
<tr>
<td>PStudyDACE</td>
<td>437</td>
</tr>
<tr>
<td>DDACEDesignCompExp</td>
<td>188</td>
</tr>
<tr>
<td>FSUDesignCompExp</td>
<td>218</td>
</tr>
<tr>
<td>ParamStudy</td>
<td>426</td>
</tr>
<tr>
<td>Minimizer</td>
<td>304</td>
</tr>
<tr>
<td>LeastSq</td>
<td>287</td>
</tr>
<tr>
<td>NL2SOLLeastSq</td>
<td>353</td>
</tr>
<tr>
<td>NLSSOLLeastSq</td>
<td>362</td>
</tr>
<tr>
<td>SNLLLeastSq</td>
<td>458</td>
</tr>
<tr>
<td>Optimizer</td>
<td>403</td>
</tr>
<tr>
<td>COLINOptimizer</td>
<td>121</td>
</tr>
<tr>
<td>CONMINOptimizer</td>
<td>132</td>
</tr>
<tr>
<td>DOTOptimizer</td>
<td>207</td>
</tr>
<tr>
<td>JEGAOptimizer</td>
<td>275</td>
</tr>
<tr>
<td>NLPQLPOptimier</td>
<td>356</td>
</tr>
<tr>
<td>NPSOLOptimizer</td>
<td>400</td>
</tr>
<tr>
<td>SNLLOptimizer</td>
<td>462</td>
</tr>
<tr>
<td>JEGAEvaluator</td>
<td>267</td>
</tr>
<tr>
<td>JEGAOptimizer::EvalCreator</td>
<td>280</td>
</tr>
<tr>
<td>JEGAOptimizer::JEGAProbDescDB</td>
<td>282</td>
</tr>
<tr>
<td>List</td>
<td>289</td>
</tr>
<tr>
<td>Model</td>
<td>311</td>
</tr>
<tr>
<td>NestedModel</td>
<td>346</td>
</tr>
</tbody>
</table>
4.1 DAKOTA Class Hierarchy

- SingleModel ................................................. 452
- SurrogateModel ............................................ 498
- DataFitSurrogateModel ................................. 149
- HierarchSurrogateModel ............................... 241
- MPIPackBuffer ........................................... 337
- MPIUnpackBuffer ......................................... 340
- NIL2Misc .................................................... 352
- NoDBBaseConstructor ..................................... 364
- ParallelConfiguration ................................. 406
- ParallelLibrary ........................................... 408
- ParamResponsePair ....................................... 422
- ProblemDescDB ............................................ 429
- IDPProblemDescDB .............................. 245
- Response ...................................................... 440
- ResponseRep ................................................ 444
- SNLLBase ...................................................... 455
- SNLLLeastSq ............................................... 458
- SNLLOptimizer ............................................. 462
- SOLBase ....................................................... 468
- NLSSOLOptLeastSq ........................................ 362
- NPSOLOptimizer ............................................ 400
- SortCompare ................................................. 471
- Strategy ....................................................... 472
- ConcurrentStrategy ........................................ 129
- MultilevelOptStrategy ................................. 343
- SingleMethodStrategy ...................................... 450
- SurrBasedOptStrategy ...................................... 484
- String ......................................................... 477
- SurrogateDataPoint ....................................... 494
- SurrogateDataPointRep ................................. 496
- Variables ..................................................... 514
  - AllVariables .............................................. 69
  - DistinctVariables .................................... 202
  - MergedVariables .................................... 300
- VariablesUtil ............................................... 523
  - AllConstraints .......................................... 66
  - AllVariables .............................................. 69
  - DistinctConstraints ................................. 198
  - DistinctVariables .................................... 202
  - MergedConstraints .................................... 297
  - MergedVariables .................................... 300
Chapter 5

DAKOTA Class Index

5.1 DAKOTA Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

- **ActiveSet** (Container class for active set tracking information. Contains the active set request vector and the derivative variables vector) .................................................. 63
- **AllConstraints** (Derived class within the Constraints hierarchy which employs the all data view) .......... 66
- **AllVariables** (Derived class within the Variables hierarchy which employs the all data view) ............... 69
- **AnalysisCode** (Base class providing common functionality for derived classes (SysCallAnalysisCode and ForkAnalysisCode) which spawn separate processes for managing simulations) ............ 73
- **Analyzer** (Base class for NonD, DACE, and ParamStudy branches of the iterator hierarchy) .............. 77
- **ApplicationInterface** (Derived class within the interface class hierarchy for supporting interfaces to simulation codes) ................................................................. 81
- **Approximation** (Base class for the approximation class hierarchy) ..................................................... 89
- **ApproximationInterface** (Derived class within the interface class hierarchy for supporting approximations to simulation-based results) .................................................. 92
- **Array** (Template class for the Dakota bookkeeping array) ................................................................. 102
- **BaseConstructor** (Dummy struct for overloading letter-envelope constructors) ................................ 106
- **BaseVector** (Base class for the Dakota::Matrix and Dakota::Vector classes) .................................. 107
- **BiStream** (The binary input stream class. Overloads the >> operator for all data types) ....................... 111
- **BoStream** (The binary output stream class. Overloads the << operator for all data types) ..................... 115
- **COLINApplication** (Utility class for managing command line inputs to DAKOTA) ................................ 125
- **COLINOptimizer** (Wrapper class for optimizers defined using COLIN) ............................................. 121
- **ColinPoint** (Base class for the variable constraints class hierarchy) .................................................. 140
- **CtelRegexp** (Strategy for multi-start iteration or pareto set optimization) ........................................... 129
- **CONMINOptimizer** (Wrapper class for the CONMIN optimization library) ...................................... 132
- **Constraints** (Base class for managing command line inputs to DAKOTA) ......................................... 125
- **CommandShell** (Utility class which defines convenience operators for spawning processes with system calls) ........................................................................................................ 127
- **DataFitSurrModel** (Derived model class within the surrogate model branch for managing data fit surrogates (global and local)) .......................................................... 149
<table>
<thead>
<tr>
<th>Class Name</th>
<th>Description</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>DataInterface</td>
<td>(Container class for interface specification data)</td>
<td>155</td>
</tr>
<tr>
<td>DataMethod</td>
<td>(Container class for method specification data)</td>
<td>159</td>
</tr>
<tr>
<td>DataModel</td>
<td>(Container class for model specification data)</td>
<td>169</td>
</tr>
<tr>
<td>DataResponses</td>
<td>(Container class for responses specification data)</td>
<td>173</td>
</tr>
<tr>
<td>DataStrategy</td>
<td>(Container class for strategy specification data)</td>
<td>177</td>
</tr>
<tr>
<td>DataVariables</td>
<td>(Container class for variables specification data)</td>
<td>181</td>
</tr>
<tr>
<td>DDACEDesignCompExp</td>
<td>(Wrapper class for the DDACE design of experiments library)</td>
<td>188</td>
</tr>
<tr>
<td>DirectFnApplicInterface</td>
<td>(Derived application interface class which spawns simulation codes and testers using direct procedure calls)</td>
<td>191</td>
</tr>
<tr>
<td>DistinctConstraints</td>
<td>(Derived class within the Constraints hierarchy which employs the default data view (no variable or domain type array merging))</td>
<td>198</td>
</tr>
<tr>
<td>DistinctVariables</td>
<td>(Derived class within the Variables hierarchy which employs the default data view (no variable or domain type array merging))</td>
<td>202</td>
</tr>
<tr>
<td>DOTOptimizer</td>
<td>(Wrapper class for the DOT optimization library)</td>
<td>207</td>
</tr>
<tr>
<td>ErrorTable</td>
<td>(Data structure to hold errors)</td>
<td>212</td>
</tr>
<tr>
<td>ForkAnalysisCode</td>
<td>(Derived class in the AnalysisCode class hierarchy which spawns simulations using forks)</td>
<td>213</td>
</tr>
<tr>
<td>ForkApplicInterface</td>
<td>(Derived application interface class which spawns simulation codes using forks)</td>
<td>215</td>
</tr>
<tr>
<td>FSUDesignCompExp</td>
<td>(Wrapper class for the FSUDace QMC/CVT library)</td>
<td>218</td>
</tr>
<tr>
<td>FunctionCompare</td>
<td></td>
<td>222</td>
</tr>
<tr>
<td>GaussProcApproximation</td>
<td>(Derived approximation class for Gaussian Process implementation)</td>
<td>223</td>
</tr>
<tr>
<td>GetLongOpt</td>
<td>(GetLongOpt is a general command line utility from S. Manoharan (Advanced Computer Research Institute, Lyon, France))</td>
<td>228</td>
</tr>
<tr>
<td>Graphics</td>
<td>(Single interface to 2D (motif) and 3D (PLPLOT) graphics as well as tabular cataloguing of data for post-processing with Matlab, Tecplot, etc)</td>
<td>232</td>
</tr>
<tr>
<td>GridApplicInterface</td>
<td>(Derived application interface class which spawns simulation codes using grid services such as Condor or Globus)</td>
<td>236</td>
</tr>
<tr>
<td>HermiteApproximation</td>
<td>(Derived approximation class for Hermite polynomials (global approximation))</td>
<td>239</td>
</tr>
<tr>
<td>HierarchSurrModel</td>
<td>(Derived model class within the surrogate model branch for managing hierarchical surrogates (models of varying fidelity))</td>
<td>241</td>
</tr>
<tr>
<td>IDRProblemDescDB</td>
<td>(The derived input file database utilizing the IDR parser)</td>
<td>245</td>
</tr>
<tr>
<td>Interface</td>
<td>(Base class for the interface class hierarchy)</td>
<td>248</td>
</tr>
<tr>
<td>Iterator</td>
<td>(Base class for the iterator class hierarchy)</td>
<td>257</td>
</tr>
<tr>
<td>JEGAEvaluator</td>
<td>(This evaluator uses Sandia National Laboratories Dakota software)</td>
<td>267</td>
</tr>
<tr>
<td>JEGAOptimizer</td>
<td>(Version of Optimizer for instantiation of John Eddy’s Genetic Algorithms)</td>
<td>275</td>
</tr>
<tr>
<td>JEGAOptimizer::EvalCreator</td>
<td>(A specialization of the JEGA::FrontEnd::EvaluatorCreator that creates a new instance of a JEGAEvaluator)</td>
<td>280</td>
</tr>
<tr>
<td>JEGAOptimizer::JEGAProbDescDB</td>
<td>(A specialization of the JEGA::Utilities::ParameterDatabase that wraps and retrieves data from a Dakota::ProblemDescDB)</td>
<td>282</td>
</tr>
<tr>
<td>LeastSq</td>
<td>(Base class for the nonlinear least squares branch of the iterator hierarchy)</td>
<td>287</td>
</tr>
<tr>
<td>List</td>
<td>(Template class for the Dakota bookkeeping list)</td>
<td>289</td>
</tr>
<tr>
<td>Matrix</td>
<td>(Template class for the Dakota numerical matrix)</td>
<td>294</td>
</tr>
<tr>
<td>MergedConstraints</td>
<td>(Derived class within the Constraints hierarchy which employs the merged data view)</td>
<td>297</td>
</tr>
<tr>
<td>MergedVariables</td>
<td>(Derived class within the Variables hierarchy which employs the merged data view)</td>
<td>300</td>
</tr>
<tr>
<td>Minimizer</td>
<td>(Base class for the optimizer and least squares branches of the iterator hierarchy)</td>
<td>304</td>
</tr>
<tr>
<td>Model</td>
<td>(Base class for the model class hierarchy)</td>
<td>311</td>
</tr>
<tr>
<td>MPIPackBuffer</td>
<td>(Class for packing MPI message buffers)</td>
<td>337</td>
</tr>
<tr>
<td>MPIUnpackBuffer</td>
<td>(Class for unpacking MPI message buffers)</td>
<td>340</td>
</tr>
</tbody>
</table>
MultilevelOptStrategy (Strategy for hybrid optimization using multiple optimizers on multiple models of varying fidelity) ................................................................. 343
NestedModel (Derived model class which performs a complete sub-iterator execution within every evaluation of the model) ................................................................. 346
NI2Misc (Auxiliary information passed to calcrl and calc0 via ur) ................................................................. 352
NL2SOLLeastSq (Wrapper class for the NLSOL nonlinear least squares library) ................................................................. 352
NLPQLPOptimizer (Wrapper class for the NLPQLP optimization library, Version 2.0) ................................................................. 356
NLSSOLLeastSq (Wrapper class for the NLSSOL nonlinear least squares library) ................................................................. 362
NoDBBaseConstructor (Dummy struct for overloading constructors used in on-the-fly instantiations) ................................................................. 364
NonD (Base class for all nondeterministic iterators (the DAKOTA/UQ branch)) ................................................................. 365
NonDEvidence (Class for the Dempster-Shafer Evidence Theory methods within DAKOTA/UQ) ................................................................. 369
NonDLHSSampling (Performs LHS and Monte Carlo sampling for uncertainty quantification) ................................................................. 374
NonDPCESampling (Stochastic finite element approach to uncertainty quantification using polynomial chaos expansions) ................................................................. 377
NonDReliability (Class for the reliability methods within DAKOTA/UQ) ................................................................. 379
NonDSampling (Base class for common code between NonDLHSSampling and NonDPCESampling) ................................................................. 395
NPSOLOptimizer (Wrapper class for the NPSOL optimization library) ................................................................. 400
Optimizer (Base class for the optimizer branch of the iterator hierarchy) ................................................................. 403
ParallelConfiguration (Container class for a set of ParallelLevel list iterators that collectively identify a particular multilevel parallel configuration) ................................................................. 406
ParallelLevel (Container class for the data associated with a single level of communicator partitioning) ................................................................. 408
ParallelLibrary (Class for partitioning multiple levels of parallelism and managing message passing within these levels) ................................................................. 411
ParamResponsePair (Container class for a variables object, a response object, and an evaluation id) ................................................................. 422
ParamStudy (Class for vector, list, centered, and multidimensional parameter studies) ................................................................. 426
ProblemDescDB (The database containing information parsed from the DAKOTA input file) ................................................................. 429
PStudyDACE (Base class for managing common aspects of parameter studies and design of experiments methods) ................................................................. 437
Response (Container class for response functions and their derivatives. Response provides the handle class) ................................................................. 440
ResponseRep (Container class for response functions and their derivatives. ResponseRep provides the body class) ................................................................. 444
SingleMethodStrategy (Simple fall-through strategy for running a single iteration on a single model) ................................................................. 450
SingleModel (Derived model class which utilizes a single interface to map variables into responses) ................................................................. 452
SNLLBase (Base class for OPT++ optimization and least squares methods) ................................................................. 455
SNLLLeastSq (Wrapper class for the OPT++ optimization library) ................................................................. 458
SNLOptimizer (Wrapper class for the OPT++ optimization library) ................................................................. 462
SOLBase (Base class for Stanford SOL software) ................................................................. 468
SortCompare ................................................................. 471
Strategy (Base class for the strategy class hierarchy) ................................................................. 472
String (Dakota::String class, used as main string class for Dakota) ................................................................. 477
SurpackApproximation (Derived approximation class for Surfpack approximation classes. Interface between Surfpack and Dakota) ................................................................. 480
SurrBasedOptStrategy (Strategy for provably-convergent surrogate-based optimization) ................................................................. 484
SurrogateDataPoint (Container class encapsulating basic parameter and response data for defining a "truth" data point) ................................................................. 494
SurrogateDataPointRep (The representation of a surrogate data point. This representation, or body, may be shared by multiple SurrogateDataPoint handle instances) ................................................................. 496
SurrogateModel (Base class for surrogate models (DataFitSurrModel and HierarchSurrModel)) ................................................................. 498
SysCallAnalysisCode (Derived class in the AnalysisCode class hierarchy which spawns simulations using system calls) ................................................................. 504
SysCallApplicInterface (Derived application interface class which spawns simulation codes using system calls) ................................................................. 506
TANA3Approximation (Derived approximation class for TANA-3 two-point exponential approximation (a multipoint approximation)) ................................................. 509
TaylorApproximation (Derived approximation class for first- or second-order Taylor series (a local approximation)) ................................................................. 512
Variables (Base class for the variables class hierarchy) .......................................................................................................................... 514
VariablesUtil (Utility class for the Variables and Constraints hierarchies which provides convenience functions for variable vectors and label arrays for combining design, uncertain, and state variable types and merging continuous and discrete variable domains) ........................................... 523
Vector (Template class for the Dakota numerical vector) .................................................................................................................... 525
Chapter 6

DAKOTA File Index

6.1 DAKOTA File List

Here is a list of all documented files with brief descriptions:

<table>
<thead>
<tr>
<th>File Name</th>
<th>Description</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>JEGAEvaluator.C</td>
<td>Contains the implementation of the JEGAEvaluator class</td>
<td>529</td>
</tr>
<tr>
<td>JEGAEvaluator.H</td>
<td>Contains the definition of the JEGAEvaluator class</td>
<td>530</td>
</tr>
<tr>
<td>JEGAOptimizer.C</td>
<td>Contains the implementation of the JEGAOptimizer class</td>
<td>531</td>
</tr>
<tr>
<td>JEGAOptimizer.H</td>
<td>Contains the definition of the JEGAOptimizer class</td>
<td>532</td>
</tr>
<tr>
<td>keywordtable.C</td>
<td>File containing keywords for the strategy, method, model, variables, interface, and responses input specifications from dakota.input.spec</td>
<td>533</td>
</tr>
<tr>
<td>main.C</td>
<td>File containing the main program for DAKOTA</td>
<td>534</td>
</tr>
<tr>
<td>restart_util.C</td>
<td>File containing the DAKOTA restart utility main program</td>
<td>535</td>
</tr>
</tbody>
</table>
Chapter 7

DAKOTA Page Index

7.1 DAKOTA Related Pages

Here is a list of all related documentation pages:

- Recommended Practices for DAKOTA Development ........................................... 539
- Instructions for Modifying DAKOTA’s Input Specification ............................... 545
- Interfacing with DAKOTA as a Library ................................................................. 553
- Performing Function Evaluations ................................................................. 561
- Todo List  ............................................................................................................. 563
Chapter 8

DAKOTA Directory Documentation

8.1 /home/mseldre/dev/Dakota/src/ Directory Reference

Files

- file AllConstraints.C
- file AllConstraints.H
- file AllVariables.C
- file AllVariables.H
- file AnalysisCode.C
- file AnalysisCode.H
- file ApplicationInterface.C
- file ApplicationInterface.H
- file ApproximationInterface.C
- file ApproximationInterface.H
- file COLINApplication.C
- file COLINApplication.H
- file COLINOptimizer.H
- file CommandLineHandler.C
- file CommandLineHandler.H
- file CommandShell.C
- file CommandShell.H
- file ConcurrentStrategy.C
- file ConcurrentStrategy.H
- file CONMINOptimizer.C
- file CONMINOptimizer.H
- file CtelRegExp.C
- file CtelRegExp.H
- file DakotaActiveSet.C
- file DakotaActiveSet.H
- file DakotaAnalyzer.C
- file DakotaAnalyzer.H
- file DakotaApproximation.C
- file DakotaApproximation.H
- file DakotaArray.H
- file DakotaBaseVector.H
- file DakotaBinStream.C
- file DakotaBinStream.H
- file DakotaConstraints.C
- file DakotaConstraints.H
- file DakotaGraphics.C
- file DakotaGraphics.H
- file DakotaInterface.C
- file DakotaInterface.H
- file DakotaIterator.C
- file DakotaIterator.H
- file DakotaLeastSq.C
- file DakotaLeastSq.H
- file DakotaList.H
- file DakotaMatrix.H
- file DakotaMinimizer.C
- file DakotaMinimizer.H
- file DakotaModel.C
- file DakotaModel.H
- file DakotaNonD.C
- file DakotaNonD.H
- file DakotaOptimizer.C
- file DakotaOptimizer.H
- file DakotaPStudyDACE.C
- file DakotaPStudyDACE.H
- file DakotaResponse.C
- file DakotaResponse.H
- file DakotaStrategy.C
- file DakotaStrategy.H
- file DakotaString.C
- file DakotaString.H
- file DakotaVariables.C
- file DakotaVariables.H
- file DakotaVector.H
- file data_types.C
- file data_types.h
- file DataFitSurrModel.C
- file DataFitSurrModel.H
- file DataInterface.C
- file DataInterface.H
- file DataMethod.C
- file DataMethod.H
- file DataModel.C
- file DataModel.H
- file DataResponses.C
- file DataResponses.H
- file DataStrategy.C
- file DataStrategy.H
- file DataVariables.C
- file DataVariables.H
- file DDACEDesignCompExp.C
- file DDACEDesignCompExp.H
- file DirectFnApplicInterface.C
- file DirectFnApplicInterface.H
- file DistinctConstraints.C
- file DistinctConstraints.H
- file DistinctVariables.C
- file DistinctVariables.H
- file DOTOptimizer.C
- file DOTOptimizer.H
- file ForkAnalysisCode.C
- file ForkAnalysisCode.H
- file ForkApplicInterface.C
- file ForkApplicInterface.H
- file FSUDesignCompExp.C
- file FSUDesignCompExp.H
- file GaussProcApproximation.C
- file GaussProcApproximation.H
- file global_defs.C
- file global_defs.h
- file GridApplicInterface.C
- file GridApplicInterface.H
- file HermiteApproximation.C
- file HermiteApproximation.H
- file HermiteChaos.C
- file HermiteChaos.H
- file HierarchSurrModel.C
- file HierarchSurrModel.H
- file IDRProblemDescDB.C
- file IDRProblemDescDB.H
- file JEGAEvaluator.C

Contains the implementation of the JEGAEvaluator class.

- file JEGAEvaluator.H

Contains the definition of the JEGAEvaluator class.
- file `JEGAOptimizer.C`
  
  Contains the implementation of the `JEGAOptimizer` class.

- file `JEGAOptimizer.H`
  
  Contains the definition of the `JEGAOptimizer` class.

- file `keywordtable.C`
  
  file containing keywords for the strategy, method, model, variables, interface, and responses input specifications from `dakota.input.spec`

- file `LatinHypercube.C`
- file `LatinHypercube.H`
- file `LHSInput.C`
- file `LHSInput.H`
- file `main.C`

  file containing the main program for DAKOTA

- file `MergedConstraints.C`
- file `MergedConstraints.H`
- file `MergedVariables.C`
- file `MergedVariables.H`
- file `MPIPackBuffer.C`
- file `MPIPackBuffer.H`
- file `MultilevelOptStrategy.C`
- file `MultilevelOptStrategy.H`
- file `NestedModel.C`
- file `NestedModel.H`
- file `NL2SOLLeastSq.C`
- file `NL2SOLLeastSq.H`
- file `NLPQLPOptimizer.C`
- file `NLPQLPOptimizer.H`
- file `NLSSOLLeastSq.C`
- file `NLSSOLLeastSq.H`
- file `NonDEvidence.C`
- file `NonDEvidence.H`
- file `NonDLHSSampling.C`
- file `NonDLHSSampling.H`
- file `NonDPCESampling.C`
- file `NonDPCESampling.H`
- file `NonDReliability.C`
- file `NonDReliability.H`
- file `NonDSampling.C`
- file `NonDSampling.H`
- file `NPSOLOptimizer.C`
- file `NPSOLOptimizer.H`
- file `ParallelLibrary.C`
- file ParallelLibrary.H
- file ParamResponsePair.C
- file ParamResponsePair.H
- file ParamStudy.C
- file ParamStudy.H
- file PluginDirectFnApplicInterface.C
- file PluginDirectFnApplicInterface.H
- file ProblemDescDB.C
- file ProblemDescDB.H
- file regexp.h
- file restart_util.C

  file containing the DAKOTA restart utility main program

- file SingleMethodStrategy.C
- file SingleMethodStrategy.H
- file SingleModel.C
- file SingleModel.H
- file SNLLBase.C
- file SNLLBase.H
- file SNLLeastSq.C
- file SNLLeastSq.H
- file SNLLOptimizer.C
- file SNLLOptimizer.H
- file SOLBase.C
- file SOLBase.H
- file SurfpackApproximation.C
- file SurfpackApproximation.H
- file SurrBasedOptStrategy.C
- file SurrBasedOptStrategy.H
- file SurrogateModel.C
- file SurrogateModel.H
- file SysCallAnalysisCode.C
- file SysCallAnalysisCode.H
- file SysCallApplicInterface.C
- file SysCallApplicInterface.H
- file systemdefs.h
- file TANA3Approximation.C
- file TANA3Approximation.H
- file TaylorApproximation.C
- file TaylorApproximation.H
- file templatedefs.h
- file VariablesUtil.H
Chapter 9

DAKOTA Namespace Documentation

9.1 Dakota Namespace Reference

The primary namespace for DAKOTA.

Classes

- class **AllConstraints**
  
  Derived class within the `Constraints` hierarchy which employs the all data view.

- class **AllVariables**
  
  Derived class within the `Variables` hierarchy which employs the all data view.

- class **AnalysisCode**
  
  Base class providing common functionality for derived classes (`SysCallAnalysisCode` and `ForkAnalysisCode`) which spawn separate processes for managing simulations.

- class **ApplicationInterface**
  
  Derived class within the `interface` class hierarchy for supporting interfaces to simulation codes.

- class **ApproximationInterface**
  
  Derived class within the `interface` class hierarchy for supporting approximations to simulation-based results.

- class **COLINApplication**
- class **COLINOptimizer**
  
  Wrapper class for optimizers defined using COLIN.

- class **GetLongOpt**
GetLongOpt is a general command line utility from S. Manoharan (Advanced Computer Research Institute, Lyon, France).

- class CommandLineHandler
  Utility class for managing command line inputs to DAKOTA.

- class CommandShell
  Utility class which defines convenience operators for spawning processes with system calls.

- class ConcurrentStrategy
  Strategy for multi-start iteration or pareto set optimization.

- class CONMINOptimizer
  Wrapper class for the CONMIN optimization library.

- class ActiveSet
  Container class for active set tracking information. Contains the active set request vector and the derivative variables vector.

- class Analyzer
  Base class for NonD, DACE, and ParamStudy branches of the iterator hierarchy.

- class SurrogateDataPoint
  Container class encapsulating basic parameter and response data for defining a "truth" data point.

- class SurrogateDataPointRep
  The representation of a surrogate data point. This representation, or body, may be shared by multiple SurrogateDataPoint handle instances.

- class Approximation
  Base class for the approximation class hierarchy.

- class Array
  Template class for the Dakota bookkeeping array.

- class BaseVector
  Base class for the Dakota::Matrix and Dakota::Vector classes.

- class BiStream
  The binary input stream class. Overloads the >> operator for all data types.

- class BoStream
  The binary output stream class. Overloads the << operator for all data types.

- class Constraints
  Base class for the variable constraints class hierarchy.
9.1 Dakota Namespace Reference

- class Graphics
  The Graphics class provides a single interface to 2D (motif) and 3D (PLPLOT) graphics as well as tabular cataloguing of data for post-processing with Matlab, Tecplot, etc.

- class Interface
  Base class for the interface class hierarchy.

- class Iterator
  Base class for the iterator class hierarchy.

- class LeastSq
  Base class for the nonlinear least squares branch of the iterator hierarchy.

- class List
  Template class for the Dakota bookkeeping list.

- class FunctionCompare
- class SortCompare
- class Matrix
  Template class for the Dakota numerical matrix.

- class Minimizer
  Base class for the optimizer and least squares branches of the iterator hierarchy.

- class Model
  Base class for the model class hierarchy.

- class NonD
  Base class for all nondeterministic iterators (the DAKOTA/UQ branch).

- class Optimizer
  Base class for the optimizer branch of the iterator hierarchy.

- class PStudyDACE
  Base class for managing common aspects of parameter studies and design of experiments methods.

- class Response
  Container class for response functions and their derivatives. Response provides the handle class.

- class ResponseRep
  Container class for response functions and their derivatives. ResponseRep provides the body class.

- class Strategy
  Base class for the strategy class hierarchy.

- class String
Dakota::String class, used as main string class for Dakota.

- **class Variables**
  Base class for the variables class hierarchy.

- **class Vector**
  Template class for the Dakota numerical vector.

- **class DataFitSurrModel**
  Derived model class within the surrogate model branch for managing data fit surrogates (global and local).

- **class DataInterface**
  Container class for interface specification data.

- **class DataMethod**
  Container class for method specification data.

- **class DataModel**
  Container class for model specification data.

- **class DataResponses**
  Container class for responses specification data.

- **class DataStrategy**
  Container class for strategy specification data.

- **class DataVariables**
  Container class for variables specification data.

- **class DDACEDesignCompExp**
  Wrapper class for the DDACE design of experiments library.

- **class DirectFnApplicInterface**
  Derived application interface class which spawns simulation codes and testers using direct procedure calls.

- **class DistinctConstraints**
  Derived class within the Constraints hierarchy which employs the default data view (no variable or domain type array merging).

- **class DistinctVariables**
  Derived class within the Variables hierarchy which employs the default data view (no variable or domain type array merging).

- **class DOTOptimizer**
  Wrapper class for the DOT optimization library.
- **class** ForkAnalysisCode
  Derived class in the AnalysisCode class hierarchy which spawns simulations using forks.

- **class** ForkApplicInterface
  Derived application interface class which spawns simulation codes using forks.

- **class** FSUDesignCompExp
  Wrapper class for the FSUDace QMC/CVT library.

- **class** GaussProcApproximation
  Derived approximation class for Gaussian Process implementation.

- **struct** BaseConstructor
  Dummy struct for overloading letter-envelope constructors.

- **struct** NoDBBaseConstructor
  Dummy struct for overloading constructors used in on-the-fly instantiations.

- **class** GridApplicInterface
  Derived application interface class which spawns simulation codes using grid services such as Condor or Globus.

- **class** HermiteApproximation
  Derived approximation class for Hermite polynomials (global approximation).

- **class** HierarchSurrModel
  Derived model class within the surrogate model branch for managing hierarchical surrogates (models of varying fidelity).

- **class** IDRProblemDescDB
  The derived input file database utilizing the IDR parser.

- **class** JEGAEvaluator
  This evaluator uses Sandia National Laboratories Dakota software.

- **class** JEGAOptimizer

- **class** MergedConstraints
  Derived class within the Constraints hierarchy which employs the merged data view.

- **class** MergedVariables
  Derived class within the Variables hierarchy which employs the merged data view.

- **class** MPIPackBuffer
  Class for packing MPI message buffers.
• class MPIUnpackBuffer
  Class for unpacking MPI message buffers.

• class MultilevelOptStrategy
  Strategy for hybrid optimization using multiple optimizers on multiple models of varying fidelity.

• class NestedModel
  Derived model class which performs a complete sub-iterator execution within every evaluation of the model.

• struct Nl2Misc
  Auxiliary information passed to calcr and calcj via ur.

• class NL2SOLLeastSq
  Wrapper class for the NL2SOL nonlinear least squares library.

• class NLPQLPOptimizer
  Wrapper class for the NLPQLP optimization library, Version 2.0.

• class NLSSOLLeastSq
  Wrapper class for the NLSSOL nonlinear least squares library.

• class NonDEvidence
  Class for the Dempster-Shafer Evidence Theory methods within DAKOTA/UQ.

• class NonDLHSSampling
  Performs LHS and Monte Carlo sampling for uncertainty quantification.

• class NonDPCESampling
  Stochastic finite element approach to uncertainty quantification using polynomial chaos expansions.

• class NonDReliability
  Class for the reliability methods within DAKOTA/UQ.

• class NonDSampling
  Base class for common code between NonDLHSSampling and NonDPCESampling.

• class NPSOLOptimizer
  Wrapper class for the NPSOL optimization library.

• class ParallelLevel
  Container class for the data associated with a single level of communicator partitioning.

• class ParallelConfiguration
  Container class for a set of ParallelLevel list iterators that collectively identify a particular multilevel parallel configuration.
• class **ParallelLibrary**
  Class for partitioning multiple levels of parallelism and managing message passing within these levels.

• class **ParamResponsePair**
  Container class for a variables object, a response object, and an evaluation id.

• class **ParamStudy**
  Class for vector, list, centered, and multidimensional parameter studies.

• class **ProblemDescDB**
  The database containing information parsed from the DAKOTA input file.

• class **SingleMethodStrategy**
  Simple fall-through strategy for running a single iterator on a single model.

• class **SingleModel**
  Derived model class which utilizes a single interface to map variables into responses.

• class **SNLLBase**
  Base class for OPT++ optimization and least squares methods.

• class **SNLLLeastSq**
  Wrapper class for the OPT++ optimization library.

• class **SNLLOptimizer**
  Wrapper class for the OPT++ optimization library.

• class **SOLBase**
  Base class for Stanford SOL software.

• class **SurfpackApproximation**
  Derived approximation class for Surfpack approximation classes. Interface between Surfpack and Dakota.

• class **SurrogateModel**
  Base class for surrogate models (DataFitSurrModel and HierarchSurrModel).

• class **SysCallAnalysisCode**
  Derived class in the AnalysisCode class hierarchy which spawns simulations using system calls.

• class **SysCallApplicInterface**
  Derived application interface class which spawns simulation codes using system calls.

• class **TANA3Approximation**
Derived approximation class for TANA-3 two-point exponential approximation (a multipoint approximation).

- class **TaylorApproximation**
  Derived approximation class for first- or second-order Taylor series (a local approximation).

- class **VariablesUtil**
  Utility class for the Variables and Constraints hierarchies which provides convenience functions for variable vectors and label arrays for combining design, uncertain, and state variable types and merging continuous and discrete variable domains.

**Typedefs**

- typedef `Vector< Real > RealVector`
- typedef `Vector< int > IntVector`
- typedef `BaseVector< Real > RealBaseVector`
- typedef `Matrix< Real > RealMatrix`
- typedef `Matrix< int > IntMatrix`
- typedef `Array< Real > RealArray`
- typedef `Array< int > IntArray`
- typedef `Array< size_t > SizetArray`
- typedef `Array< String > StringArray`
- typedef `Array< StringArray > String2DArray`
- typedef `Array< RealVector > RealVectorArray`
- typedef `Array< RealBaseVector > RealBaseVectorArray`
- typedef `Array< RealMatrix > RealMatrixArray`
- typedef `Array< Variables > VariablesArray`
- typedef `Array< Response > ResponseArray`
- typedef `Array< Model > ModelArray`
- typedef `Array< Iterator > IteratorArray`
- typedef `Array< ParamResponsePair > PRPArray`
- typedef `List< bool > BoolList`
- typedef `List< int > IntList`
- typedef `List< size_t > SizetList`
- typedef `List< Real > RealList`
- typedef `List< String > StringList`
- typedef `List< RealVector > RealVectorList`
- typedef `List< Variables > VariablesList`
- typedef `List< Interface > InterfaceList`
- typedef `List< Response > ResponseList`
- typedef `List< Model > ModelList`
- typedef `List< Iterator > IteratorList`
- typedef `List< ParamResponsePair > PRPList`
- typedef `std::set< int > IntSet`
- typedef `std::map< int, short > IntShortMap`
typedef std::map<int, RealVector> IntRealVectorMap
typedef std::map<int, Response> IntResponseMap
typedef IntList::iterator ILIter
typedef IntList::const_iterator ILCIter
typedef SizetList::iterator StLIter
typedef SizetList::const_iterator StLCIter
typedef RealList::iterator RLIter
typedef RealList::const_iterator RLCIter
typedef StringList::iterator StringLIter
typedef StringList::const_iterator StringLCIter
typedef RealVectorList::iterator RVLIter
typedef RealVectorList::const_iterator RVLCIter
typedef VariablesList::iterator VarsLIter
typedef InterfaceList::iterator InterfLIter
typedef ResponseList::iterator RespLIter
typedef ModelList::iterator ModelLIter
typedef IteratorList::iterator IterLIter
typedef PRPList::iterator PRPLIter
typedef List<ParallelLevel>::iterator ParLevLIter
typedef List<ParallelConfiguration>::iterator ParConfigLIter
typedef IntSet::iterator ISIter
typedef IntShortMap::iterator IntShMIter
typedef IntRealVectorMap::iterator IntRVMIter
typedef IntResponseMap::iterator IntRespMIter
typedef IntResponseMap::const_iterator IntRespMCIter
typedef int(start_grid_computing_t)(char analysis_driver_script, char params_file, char results_file)
typedef int(perform_analysis_t)(char *iteration_num)
typedef int(* get_jobs_completed_t)()
typedef int(* stop_grid_computing_t)()
typedef unsigned char u_char
typedef unsigned short u_short
typedef unsigned char u_int
typedef unsigned long u_long
typedef long long long_long
typedef void(Calcrj)(int *n, int *p, Real *x, int *nf, Real *r, int *ui, void *ur, Vf *vf)
typedef void(Vf)();

Enumerations
enum LHSNames {
    NORMAL, LOGNORMAL, UNIFORM, LOGUNIFORM,
    WEIBULL, CONSTANT, USERDEFINED
}
enum {
    N_MEAN, N_STD_DEV, N_LWR_BND, N_UPR_BND,
    LN_MEAN, LN_STD_DEV, LN_ERR_FACT, LN_LWR_BND,
    LN_UPR_BND, T_MODE, T_LWR_BND, T_UPR_BND,
    B_ALPHA, B_BETA, B_LWR_BND, B_UPR_BND,
    GA_ALPHA, GA_BETA, GU_ALPHA, GU_BETA,
    F_ALPHA, F_BETA, W_ALPHA, W_BETA }

enum {
    NORMAL, LOGNORMAL, UNIFORM, LOGUNIFORM,
    TRIANGULAR, BETA, GAMMA, GUMBEL,
    FRECHET, WEIBULL }

enum {
    MV, AMV_X, AMV_U, AMV_PLUS_X,
    AMV_PLUS_U, TANA_X, TANA_U, NO_APPROX }

enum EvalType { NLFEvaluator, CONEvaluator }

enum { NONE = 0, HOMOTOPY = 1, COMPOSITE_STEP = 2 }

enum { BASIC_PENALTY, ADAPTIVE_PENALTY, BASIC_LAGRANGIAN, AUGMENTED-_LAGRANGIAN }

enum { FILTER, TR_RATIO }

enum {
    EMPTY, MERGED_ALL, MIXED_ALL, MERGED_DISTINCT_DESIGN,
    MERGED_DISTINCT_UNCERTAIN, MERGED_DISTINCT_STATE, MIXED_DISTINCT-_DESIGN, MIXED_DISTINCT_UNCERTAIN,
    MIXED_DISTINCT_STATE }

Functions

bool operator== (const AllVariables &vars1, const AllVariables &vars2)

equality operator

template<> void COLINOptimizer< coliny::DIRECT >::set_method_parameters (void)

template<> void COLINOptimizer< coliny::Cobyla >::set_method_parameters (void)

template<> void COLINOptimizer< coliny::APPS >::set_method_parameters (void)

template<> void COLINOptimizer< coliny::PatternSearch >::set_runtime_parameters ()

template<> void COLINOptimizer< coliny::PatternSearch >::set_method_parameters (void)

template<> void COLINOptimizer< coliny::SolisWets >::set_method_parameters (void)

template<> void COLINOptimizer< coliny::Eaminlp >::set_method_parameters (void)

CommandShell & flush (CommandShell &shell)
convenient shell manipulator function to "flush" the shell

- bool operator==(const ActiveSet &set1, const ActiveSet &set2)
  equality operator

- istream & operator>>(istream &s, ActiveSet &set)
  istream extraction operator for ActiveSet. Calls read(istream&).

- ostream & operator<<(ostream &s, const ActiveSet &set)
  ostream insertion operator for ActiveSet. Calls write(ostream&).

- BiStream & operator>>(BiStream &s, ActiveSet &set)
  BiStream extraction operator for ActiveSet. Calls read(BiStream&).

- BoStream & operator<<(BoStream &s, const ActiveSet &set)
  BoStream insertion operator for ActiveSet. Calls write(BoStream&).

- MPIUnpackBuffer & operator>>(MPIUnpackBuffer &s, ActiveSet &set)
  MPIUnpackBuffer extraction operator for ActiveSet. Calls read(MPIUnpackBuffer&).

- MPIPackBuffer & operator<<(MPIPackBuffer &s, const ActiveSet &set)
  MPIPackBuffer insertion operator for ActiveSet. Calls write(MPIPackBuffer&).

- bool operator!=(const ActiveSet &set1, const ActiveSet &set2)
  inequality operator

- template<class T> istream & operator>>(istream &s, Array<T> &data)
  global istream extraction operator for Vector

- template<class T> ostream & operator<<(ostream &s, const Array<T> &data)
  global ostream insertion operator for Array

- template<class T> BiStream & operator>>(BiStream &s, Array<T> &data)
  global BiStream extraction operator for Array

- template<class T> BoStream & operator<<(BoStream &s, const Array<T> &data)
  global BoStream insertion operator for Array

- template<class T> MPIUnpackBuffer & operator>>(MPIUnpackBuffer &s, Array<T> &data)
  global MPIUnpackBuffer extraction operator for Array

- template<class T> MPIPackBuffer & operator<<(MPIPackBuffer &s, const Array<T> &data)
  global MPIPackBuffer insertion operator for Array

- istream & operator>>(istream &s, Constraints &con)
  istream extraction operator for Constraints
- `ostream & operator<<(ostream &s, const Constraints &con)`
  
  *ostream insertion operator for Constraints*

- `bool interface_id_compare (const Interface &interface, const void *id)`
  
  *global comparison function for Interface*

- `bool method_id_compare (const Iterator &iterator, const void *id)`
  
  *global comparison function for Iterator*

- `template<class T> ostream & operator<<(ostream &s, const List<T> &data)`
  
  *global ostream insertion operator for List*

- `template<class T> MPIUnpackBuffer & operator>>(MPIUnpackBuffer &s, List<T> &data)`
  
  *global MPIUnpackBuffer extraction operator for List*

- `template<class T> MPIPackBuffer & operator<<(MPIPackBuffer &s, const List<T> &data)`
  
  *global MPIPackBuffer insertion operator for List*

- `template<class T> istream & operator>>(istream &s, Matrix<T> &data)`
  
  *global istream extraction operator for Matrix*

- `template<class T> ostream & operator<<(ostream &s, const Matrix<T> &data)`
  
  *global ostream insertion operator for Matrix*

- `template<class T> MPIUnpackBuffer & operator>>(MPIUnpackBuffer &s, Matrix<T> &data)`
  
  *global MPIUnpackBuffer extraction operator for Matrix*

- `template<class T> MPIPackBuffer & operator<<(MPIPackBuffer &s, const Matrix<T> &data)`
  
  *global MPIPackBuffer insertion operator for Matrix*

- `bool model_id_compare (const Model &model, const void *id)`
  
  *global comparison function for Model*

- `bool operator==(const ResponseRep &rep1, const ResponseRep &rep2)`
  
  *equality operator*

- `bool responses_id_compare (const Response &resp, const void *id)`
  
  *global comparison function for Response*

- `istream & operator>>(istream &s, Response &response)`
  
  *istream extraction operator for Response. Calls read(istream&).*

- `ostream & operator<<(ostream &s, const Response &response)`
  
  *ostream insertion operator for Response. Calls write(istream&).*
• BiStream & operator>>(BiStream &s, Response &response)
  BiStream extraction operator for Response. Calls read(BiStream&).

• BoStream & operator<<(BoStream &s, const Response &response)
  BoStream insertion operator for Response. Calls write(BoStream&).

• MPIUnpackBuffer & operator>>(MPIUnpackBuffer &s, Response &response)
  MPIUnpackBuffer extraction operator for Response. Calls read(MPIUnpackBuffer&).

• MPIPackBuffer & operator<<(MPIPackBuffer &s, const Response &response)
  MPIPackBuffer insertion operator for Response. Calls write(MPIPackBuffer&).

• bool operator==(const Response &resp1, const Response &resp2)
  equality operator

• bool operator!=(const Response &resp1, const Response &resp2)
  inequality operator

• MPIPackBuffer & operator<<(MPIPackBuffer &s, const String &data)
  Reads String from buffer.

• MPIUnpackBuffer & operator>>(MPIUnpackBuffer &s, String &data)
  Writes String to buffer.

• String operator+(const String &s1, const String &s2)
  Concatenate two Strings and return the resulting String.

• String operator+(const char *s1, const String &s2)
  Append a String to a char* and return the resulting String.

• String operator+(const String &s1, const char *s2)
  Append a char* to a String and return the resulting String.

• String operator+(const DAKOTA_BASE_STRING &s1, const String &s2)
  Append a String to a DAKOTA_BASE_STRING and return the resulting String.

• String operator+(const String &s1, const DAKOTA_BASE_STRING &s2)
  Append a DAKOTA_BASE_STRING to a String and return the resulting String.

• String toUpper(const String &str)
  Returns a String converted to upper case. Calls String::upper().

• String toLower(const String &str)
  Returns a String converted to lower case. Calls String::lower().

• bool operator==(const Variables &vars1, const Variables &vars2)
equality operator

- bool variables_id_compare (const Variables &vars, const void *id)
  global comparison function for Variables

- istream & operator>>(istream &s, Variables &vars)
  istream extraction operator for Variables.

- ostream & operator<<(ostream &s, const Variables &vars)
  ostream insertion operator for Variables.

- BiStream & operator>>(BiStream &s, Variables &vars)
  BiStream extraction operator for Variables.

- BoStream & operator<<(BoStream &s, const Variables &vars)
  BoStream insertion operator for Variables.

- MPIUnpackBuffer & operator>>(MPIUnpackBuffer &s, Variables &vars)
  MPIUnpackBuffer extraction operator for Variables.

- MPIPackBuffer & operator<<(MPIPackBuffer &s, const Variables &vars)
  MPIPackBuffer insertion operator for Variables.

- bool operator!=(const Variables &vars1, const Variables &vars2)
  inequality operator

- template<class T> istream & operator>>(istream &s, Vector<T> &data)
  global istream extraction operator for Vector

- template<class T> ostream & operator<<(ostream &s, const Vector<T> &data)
  global ostream insertion operator for Vector

- template<class T> MPIUnpackBuffer & operator>>(MPIUnpackBuffer &s, Vector<T> &data)
  global MPIUnpackBuffer extraction operator for Vector

- template<class T> MPIPackBuffer & operator<<(MPIPackBuffer &s, const Vector<T> &data)
  global MPIPackBuffer insertion operator for Vector

- bool operator==(const RealVector &drv1, const RealVector &drv2)
  equality operator for RealVector

- bool operator==(const IntVector &div1, const IntVector &div2)
  equality operator for IntVector

- bool operator==(const IntArray &dia1, const IntArray &dia2)
  equality operator for IntArray
bullet \texttt{bool operator== (const RealMatrix &drm1, const RealMatrix &drm2)}

\textit{equality operator for RealMatrix}

bullet \texttt{bool operator== (const RealMatrixArray &drma1, const RealMatrixArray &drma2)}

\textit{equality operator for RealMatrixArray}

bullet \texttt{bool operator== (const StringArray &dsa1, const StringArray &dsa2)}

\textit{equality operator for StringArray}

bullet \texttt{void copy_data (const NEWMAT::ColumnVector &cv, RealBaseVector &drbv)}

\textit{copy NEWMAT::ColumnVector to RealBaseVector}

bullet \texttt{void copy_data (const RealBaseVector &drbv, NEWMAT::ColumnVector &cv)}

\textit{copy RealBaseVector to NEWMAT::ColumnVector}

bullet \texttt{void copy_data (const RealArray &dra, NEWMAT::ColumnVector &cv)}

\textit{copy RealArray to NEWMAT::ColumnVector}

bullet \texttt{void copy_data (const RealMatrix &drm, NEWMAT::SymmetricMatrix &sm)}

\textit{copy RealMatrix to NEWMAT::SymmetricMatrix}

bullet \texttt{void copy_data (const RealMatrix &drm, NEWMAT::Matrix &m)}

\textit{copy RealMatrix to NEWMAT::Matrix}

bullet \texttt{void copy_data (const Epetra_SerialDenseVector &psdv, RealVector &drv)}

\textit{copy Epetra_SerialDenseVector to RealVector}

bullet \texttt{void copy_data (const Epetra_SerialDenseVector &psdv, RealBaseVector &drbv)}

\textit{copy Epetra_SerialDenseVector to RealBaseVector}

bullet \texttt{void copy_data (const Epetra_SerialDenseMatrix &psdm, RealMatrix &drm)}

\textit{copy Epetra_SerialDenseMatrix to RealMatrix}

bullet \texttt{void copy_data (const Epetra_SerialSymDenseMatrix &pssdm, RealMatrix &drm)}

\textit{copy Epetra_SerialSymDenseMatrix to RealMatrix}

bullet \texttt{void copy_data (const RealVector &drv, Epetra_SerialDenseVector &psdv)}

\textit{copy RealVector to Epetra_SerialDenseVector}

bullet \texttt{void copy_data (const RealArray &dra, Epetra_SerialDenseVector &psdv)}

\textit{copy RealArray to Epetra_SerialDenseVector}

bullet \texttt{void copy_data (const RealBaseVector &drbv, Epetra_SerialDenseVector &psdv)}

\textit{copy RealBaseVector to Epetra_SerialDenseVector}
void copy_data (const Real *ptr, const int ptr_len, Epetra_SerialDenseVector &psdv)
    copy Real* to Epetra_SerialDenseVector

void copy_data (const RealMatrix &drm, Epetra_SerialDenseMatrix &psdm)
    copy RealMatrix to Epetra_SerialDenseMatrix

void copy_data (const RealMatrix &drm, Epetra_SerialSymDenseMatrix &pssdm)
    copy RealMatrix to Epetra_SerialSymDenseMatrix

void copy_data (const RealMatrixArray &drma, Array<Epetra_SerialSymDenseMatrix> &pssdma)
    copy RealMatrixArray to Array<Epetra_SerialSymDenseMatrix>

void copy_data (const NEWMAT::ColumnVector &cv, Epetra_SerialDenseVector &psdv)
    copy NEWMAT::ColumnVector to Epetra_SerialDenseVector

void copy_data (const std::vector<DDaceSamplePoint> &dspa, RealVectorArray &drva)
    copy DDACE Array to RealVectorArray

bool operator!= (const RealVector &drv1, const RealVector &drv2)
    inequality operator for RealVector

bool operator!= (const IntVector &div1, const IntVector &div2)
    inequality operator for IntVector

bool operator!= (const IntArray &dia1, const IntArray &dia2)
    inequality operator for IntArray

bool operator!= (const RealMatrix &drm1, const RealMatrix &drm2)
    inequality operator for RealMatrix

bool operator!= (const RealMatrixArray &drma1, const RealMatrixArray &drma2)
    inequality operator for RealMatrixArray

bool operator!= (const StringArray &dsa1, const StringArray &dsa2)
    inequality operator for StringArray

void build_label (String &label, const String &root_label, size_t tag)
    create a label by appending a numerical tag to the root_label

void build_labels (StringArray &label_array, const String &root_label)
    create an array of labels by tagging root_label for each entry in label_array. Use build_label().
void build_labels_partial (StringArray &label_array, const String &root_label, size_t start_index, size_t num_items)

create a partial array of labels by tagging root_label for a subset of entries in label_array. Uses build_label().

template<class T> void copy_data (const T *ptr, const int ptr_len, Vector<T> &dv)

copy T* to Vector<T>

template<class T> void copy_data (const T *ptr, const int ptr_len, BaseVector<T> &dbv)

copy T* to BaseVector<T>

template<class T> void copy_data (const T *ptr, const int ptr_len, const String &ptr_type, Matrix<T> &dm, size_t nr, size_t nc)

copy T* to Matrix<T>

template<class T> void copy_data (const T *ptr, const int ptr_len, const String &ptr_type, Array<Vector<T>> &dva, size_t num_vec, size_t vec_len)

copy T* to Array<Vector<T>>

template<class T> void copy_data (const Vector<T> &dv, T *ptr, const int ptr_len)

copy Vector<T> to T*

template<class T> void copy_data (const Matrix<T> &dm, T *ptr, const int ptr_len, const String &ptr_type)

copy Matrix<T> to T*

template<class T> void copy_data (const Vector<T> &dv, Matrix<T> &dm, size_t nr, size_t nc)

copy Vector<T> to Matrix<T>

template<class T> void copy_data (const Vector<T> &dv, Array<Vector<T>> &dva, size_t num_vec, size_t vec_len)

copy Vector<T> to Array<Vector<T>>

template<class T> void copy_data (const Array<T> &da, Vector<T> &dv)

copy Array<T> to Vector<T>

template<class T> void copy_data (const BaseVector<T> &dbv, Vector<T> &dv)

copy BaseVector<T> to Vector<T>

template<class T> void copy_data (const List<T> &dl, Array<T> &da)

copy List<T> to Array<T>

template<class T> void copy_data (const List<T> &dl, Array<Array<T>> &d2a, size_t num_a, size_t a_len)

copy List<T> to Array<Array<T>>

template<class T> void copy_data (const Array<Array<T>> &d2a, Array<T> &da)
copy Array<Array<T> > to Array<T> (unroll 2D array into 1D array)

- template<class T> void copy_data (const utilib::NumArray<T> &na, Vector<T> &dv)  
  copy utilib::NumArray<T> to Vector<T>

- template<class T> void copy_data (const Vector<T> &dv, utilib::NumArray<T> &na)  
  copy Vector<T> to utilib::NumArray<T>

- template<class T> void copy_data (const utilib::NumArray<T> &na, Array<T> &da)  
  copy utilib::NumArray<T> to Array<T>

- template<class T> void copy_data (const List<T> &dl, utilib::NumArray<T> &na)  
  copy List<T> to utilib::NumArray<T>

- template<class T> void copy_data (const TNT::Vector<T> &tntv, Vector<T> &dv)  
  copy TNT::Vector<T> to Vector<T>

- template<class T> void copy_data (const Vector<T> &dv, TNT::Vector<T> &tntv)  
  copy Vector<T> to TNT::Vector<T>

- template<class T> void copy_data (const T *ptr, const int ptr_len, TNT::Vector<T> &tntv)  
  copy T* to TNT::Vector<T>

- template<class T> void copy_data (const Matrix<T> &dm, TNT::Matrix<T> &tntm)  
  copy Matrix<T> to TNT::Matrix<T>

- bool data_interface_id_compare (const DataInterface &di, const void *id)  
  global comparison function for DataInterface

- MPIPackBuffer & operator<< (MPIPackBuffer &s, const DataInterface &data)  
  MPIPackBuffer insertion operator for DataInterface.

- MPIUnpackBuffer & operator>> (MPIUnpackBuffer &s, DataInterface &data)  
  MPIUnpackBuffer extraction operator for DataInterface.

- ostream & operator<< (ostream &s, const DataInterface &data)  
  ostream insertion operator for DataInterface

- bool data_method_id_compare (const DataMethod &dm, const void *id)  
  global comparison function for DataMethod

- MPIPackBuffer & operator<< (MPIPackBuffer &s, const DataMethod &data)  
  MPIPackBuffer insertion operator for DataMethod.

- MPIUnpackBuffer & operator>> (MPIUnpackBuffer &s, DataMethod &data)  
  MPIUnpackBuffer extraction operator for DataMethod.
- `ostream & operator<< (ostream &s, const DataMethod &data)
  ostream insertion operator for DataMethod

- `bool data_model_id_compare (const DataModel &dm, const void *id)
  global comparison function for DataModel

- `MPIPackBuffer & operator<< (MPIPackBuffer &s, const DataModel &data)
  MPIPackBuffer insertion operator for DataModel.

- `MPIUnpackBuffer & operator>> (MPIUnpackBuffer &s, DataModel &data)
  MPIUnpackBuffer extraction operator for DataModel.

- `ostream & operator<< (ostream &s, const DataModel &data)
  ostream insertion operator for DataModel

- `bool data_responses_id_compare (const DataResponses &dr, const void *id)
  global comparison function for DataResponses

- `MPIPackBuffer & operator<< (MPIPackBuffer &s, const DataResponses &data)
  MPIPackBuffer insertion operator for DataResponses.

- `MPIUnpackBuffer & operator>> (MPIUnpackBuffer &s, DataResponses &data)
  MPIUnpackBuffer extraction operator for DataResponses.

- `ostream & operator<< (ostream &s, const DataResponses &data)
  ostream insertion operator for DataResponses

- `MPIPackBuffer & operator<< (MPIPackBuffer &s, const DataStrategy &data)
  MPIPackBuffer insertion operator for DataStrategy.

- `MPIUnpackBuffer & operator>> (MPIUnpackBuffer &s, DataStrategy &data)
  MPIUnpackBuffer extraction operator for DataStrategy.

- `ostream & operator<< (ostream &s, const DataStrategy &data)
  ostream insertion operator for DataStrategy

- `bool data_variables_id_compare (const DataVariables &dv, const void *id)
  global comparison function for DataVariables

- `MPIPackBuffer & operator<< (MPIPackBuffer &s, const DataVariables &data)
  MPIPackBuffer insertion operator for DataVariables.

- `MPIUnpackBuffer & operator>> (MPIUnpackBuffer &s, DataVariables &data)
  MPIUnpackBuffer extraction operator for DataVariables.
- ostream & operator<< (ostream &s, const DataVariables &data)
  
  ostream insertion operator for DataVariables

- int salinas_main (int argc, char *argv[], MPI_Comm *comm)
  
  subroutine interface to SALINAS simulation code

- bool operator== (const DistinctVariables &vars1, const DistinctVariables &vars2)
  
  equality operator

- ParallelLibrary dummy_lib (0)
  
  dummy ParallelLibrary object used for mandatory reference initialization when a real ParallelLibrary instance is unavailable

- ProblemDescDB dummy_db (dummy_lib)
  
  dummy ProblemDescDB object used for mandatory reference initialization when a real ProblemDescDB instance is unavailable

- void abort_handler (int code)
  
  global function which handles serial or parallel aborts

- int start_grid_computing (char *analysis_driver_script, char *params_file, char *results_file)

- int stop_grid_computing ()

- int perform_analysis (char *iteration_num)

- template<typename T> string asstring (const T &val)
  
  Creates a string from the argument “val” using an ostringstream.

- bool operator== (const MergedVariables &vars1, const MergedVariables &vars2)
  
  equality operator

- PACKBUF (int, MPI_INT)

- UNPACKBUF (int, MPI_INT)

- PACKSIZE (int, MPI_INT)

- MPIPackBuffer & operator<< (MPIPackBuffer &buff, const int &data)
  
  insert an int

- MPIPackBuffer & operator<< (MPIPackBuffer &buff, const u_int &data)
  
  insert a u_int

- MPIPackBuffer & operator<< (MPIPackBuffer &buff, const long &data)
  
  insert a long

- MPIPackBuffer & operator<< (MPIPackBuffer &buff, const u_long &data)
  
  insert a u_long

- MPIPackBuffer & operator<< (MPIPackBuffer &buff, const short &data)
  
  insert a short
• **MPIPackBuffer** & operator<< (MPIPackBuffer &buff, const u_short &data)  
  insert a u_short

• **MPIPackBuffer** & operator<< (MPIPackBuffer &buff, const char &data)  
  insert a char

• **MPIPackBuffer** & operator<< (MPIPackBuffer &buff, const u_char &data)  
  insert a u_char

• **MPIPackBuffer** & operator<< (MPIPackBuffer &buff, const double &data)  
  insert a double

• **MPIPackBuffer** & operator<< (MPIPackBuffer &buff, const float &data)  
  insert a float

• **MPIPackBuffer** & operator<< (MPIPackBuffer &buff, const bool &data)  
  insert a bool

• **MPIUnpackBuffer** & operator>>(MPIUnpackBuffer &buff, int &data)  
  extract an int

• **MPIUnpackBuffer** & operator>>(MPIUnpackBuffer &buff, u_int &data)  
  extract a u_int

• **MPIUnpackBuffer** & operator>>(MPIUnpackBuffer &buff, long &data)  
  extract a long

• **MPIUnpackBuffer** & operator>>(MPIUnpackBuffer &buff, u_long &data)  
  extract a u_long

• **MPIUnpackBuffer** & operator>>(MPIUnpackBuffer &buff, short &data)  
  extract a short

• **MPIUnpackBuffer** & operator>>(MPIUnpackBuffer &buff, u_short &data)  
  extract a u_short

• **MPIUnpackBuffer** & operator>>(MPIUnpackBuffer &buff, char &data)  
  extract a char

• **MPIUnpackBuffer** & operator>>(MPIUnpackBuffer &buff, u_char &data)  
  extract a u_char

• **MPIUnpackBuffer** & operator>>(MPIUnpackBuffer &buff, double &data)  
  extract a double
- MPIUnpackBuffer & operator>>(MPIUnpackBuffer &buff, float &data)
  
  extract a float

- MPIUnpackBuffer & operator>>(MPIUnpackBuffer &buff, bool &data)
  
  extract a bool

- int MPIPackSize (const int &data, const int num=1)
  
  return packed size of an int

- int MPIPackSize (const u_int &data, const int num=1)
  
  return packed size of a u_int

- int MPIPackSize (const long &data, const int num=1)
  
  return packed size of a long

- int MPIPackSize (const u_long &data, const int num=1)
  
  return packed size of a u_long

- int MPIPackSize (const short &data, const int num=1)
  
  return packed size of a short

- int MPIPackSize (const u_short &data, const int num=1)
  
  return packed size of a u_short

- int MPIPackSize (const char &data, const int num=1)
  
  return packed size of a char

- int MPIPackSize (const u_char &data, const int num=1)
  
  return packed size of a u_char

- int MPIPackSize (const double &data, const int num=1)
  
  return packed size of a double

- int MPIPackSize (const float &data, const int num=1)
  
  return packed size of a float

- int MPIPackSize (const bool &data, const int num=1)
  
  return packed size of a bool

- void dn2f_(int *n, int *p, Real *x, Calcrj, int *iv, int *lv, Real *v, int *ui, void *ur, Vf)

- void dn2fb_(int *n, int *p, Real *x, Real *b, Calcrj, int *iv, int *lv, Real *v, int *ui, void *ur, Vf)

- void dn2g_(int *n, int *p, Real *x, Calcrj, Calcrj, int *iv, int *lv, Real *v, int *ui, void *ur, Vf)

- void dn2gb_(int *n, int *p, Real *x, Real *b, Calcrj, Calcrj, int *iv, int *lv, Real *v, int *ui, void *ur, Vf)

- void divset_(int *, int *, int *, int *, Real *)

- double dr7mdc_(int *)


- `double rnum1 (void)`
- `double rnum2 (void)`
- `bool operator==(const ParamResponsePair &pair1, const ParamResponsePair &pair2)`  
  equality operator
- `bool vars_set_compare (const ParamResponsePair &database_pr, const void *search_pr)`  
  search function for a particular ParamResponsePair within a List
- `bool eval_id_compare (const ParamResponsePair &pair, const void *id)`  
  search function for a particular ParamResponsePair within a List
- `bool eval_id_sort_fn (const ParamResponsePair &pr1, const ParamResponsePair &pr2)`  
  sort function for ParamResponsePair
- `istream & operator>>(istream &s, ParamResponsePair &pair)`  
  istream extraction operator for ParamResponsePair
- `ostream & operator<<(ostream &s, const ParamResponsePair &pair)`  
  ostream insertion operator for ParamResponsePair
- `BiStream & operator>>(BiStream &s, ParamResponsePair &pair)`  
  BiStream extraction operator for ParamResponsePair.
- `BoStream & operator<<(BoStream &s, const ParamResponsePair &pair)`  
  BoStream insertion operator for ParamResponsePair.
- `MPIUnpackBuffer & operator>>(MPIUnpackBuffer &s, ParamResponsePair &pair)`  
  MPIUnpackBuffer extraction operator for ParamResponsePair.
- `MPIPackBuffer & operator<<(MPIPackBuffer &s, const ParamResponsePair &pair)`  
  MPIPackBuffer insertion operator for ParamResponsePair.
- `bool operator!=(const ParamResponsePair &pair1, const ParamResponsePair &pair2)`  
  inequality operator
- `void print_restart (int argc, char **argv, String print_dest)`  
  print a restart file
- `void print_restart_tabular (int argc, char **argv, String print_dest)`  
  print a restart file (tabular format)
- `void read_neutral (int argc, char **argv)`  
  read a restart file (neutral file format)
- `void repair_restart (int argc, char **argv, String identifier_type)`  
  repair a restart file by removing corrupted evaluations
void concatenate_restart (int argc, char **argv)

concatenate multiple restart files

Variables

- **ProblemDescDB dummy_db**
  
  dummy ProblemDescDB object used for mandatory reference initialization when a real ProblemDescDB instance is unavailable

- **Model dummy_model**
  
  dummy Model object used for mandatory reference initialization or default virtual function return by reference when a real Model instance is unavailable

- **ParallelLibrary dummy_lib**
  
  dummy ParallelLibrary object used for mandatory reference initialization when a real ParallelLibrary instance is unavailable

- **Graphics dakota_graphics**
  
  the global Dakota::Graphics object used by strategies, models, and approximations

- **Interface dummy_interface**
  
  dummy Interface object used for mandatory reference initialization or default virtual function return by reference when a real Interface instance is unavailable

- **Iterator dummy_iterator**
  
  dummy Iterator object used for mandatory reference initialization or default virtual function return by reference when a real Iterator instance is unavailable

- **class class class class class class typedef double Real**

- **ostream * dakota_cout = &cout**

  DAKOTA stdout initially points to cout, but may be redirected to a tagged ofstream if there are concurrent iterators.

- **ostream * dakota_cerr = &cerr**

  DAKOTA stderr initially points to cerr, but may be redirected to a tagged ofstream if there are concurrent iterators.

- **PRPList data_pairs**

  list of all parameter/response pairs.

- **BoStream write_restart**

  the restart binary output stream (doesn’t really need to be global anymore except for abort_handler()).

- **int write_precision = 10**

  used in ostream data output functions (restart_util.C overrides this default value)
9.1 Dakota Namespace Reference

- int mc_ptr_int = 0
  
  *global pointer for ModelCenter API*

- FILE *yyin
- const int MAXPOSDEF = 10
- const int NONRANDOM = 0
- const int RANDOM = 1
- Dakota::GSL_Singleton GSL_RNG
- const int LARGE_SCALE = 100
- const size_t _NPOS = ~(size_t)0

  *special value returned by index() when entry not found*

### 9.1.1 Detailed Description

The primary namespace for DAKOTA.

The Dakota namespace encapsulates the core classes of the DAKOTA framework and prevents name clashes with third-party libraries from VendorOptimizers and VendorPackages. The C++ source files defining these core classes reside in Dakota/src as *.h*.CH.

### 9.1.2 Function Documentation

#### 9.1.2.1 void COLINOptimizer< coliny::DIRECT >::set_method_parameters (void)

specialization of set_method_parameters() for DIRECT

#### 9.1.2.2 void COLINOptimizer< coliny::Cobyla >::set_method_parameters (void)

specialization of set_method_parameters() for Cobyla

#### 9.1.2.3 void COLINOptimizer< coliny::APPS >::set_method_parameters (void)

specialization of set_method_parameters() for APPS

#### 9.1.2.4 void COLINOptimizer< coliny::PatternSearch >::set_runtime_parameters ()

specialization of set_runtime_parameters() for PatternSearch
9.1.2.5  void COLINOptimizer< coliny::PatternSearch >::set_method_parameters (void)

specialization of set_method_parameters() for PatternSearch

9.1.2.6  void COLINOptimizer< coliny::SolisWets >::set_method_parameters (void)

specialization of set_method_parameters() for SolisWets

9.1.2.7  void COLINOptimizer< coliny::EAminlp >::set_method_parameters (void)

specialization of set_method_parameters() for EAminlp

9.1.2.8  CommandShell & flush (CommandShell & shell)

convenient shell manipulator function to "flush" the shell
global convenience function for manipulating the shell; invokes the class member flush function.

9.1.2.9  bool operator==(const DistinctVariables & vars1, const DistinctVariables & vars2)

equality operator
Checks each array using operator== from data_types.C. Labels are ignored.

9.1.2.10 bool vars_set_compare (const ParamResponsePair & database_pr, const void * search_pr)
   [inline]

search function for a particular ParamResponsePair within a List
a global function to compare the parameter values, ASV, & interface id of a particular database_pr (presumed to be in the global history list) with a passed in set of parameters, ASV, & interface id provided by search_pr.

9.1.2.11 bool eval_id_compare (const ParamResponsePair & pair, const void * id)
   [inline]

search function for a particular ParamResponsePair within a List
a global function to compare the evalId of a particular ParamResponsePair (from a List) with a passed in evaluation id. *((int*)id) construct casts void* to int* and then dereferences.

9.1.2.12 bool eval_id_sort_fn (const ParamResponsePair & pr1, const ParamResponsePair & pr2)
   [inline]

sort function for ParamResponsePair
a global function used to sort a PRPList by evalId’s.
9.1 Dakota Namespace Reference

9.1.2.13 void print_restart (int argc, char ** argv, String print_dest)

print a restart file

Usage: "dakota_restart_util print dakota.rst"
"dakota_restart_util to_neutral dakota.rst dakota.neu"

Prints all evaluations in full precision to either stdout or a neutral file. The former is useful for ensuring that duplicate detection is successful in a restarted run (e.g., starting a new method from the previous best), and the latter is used for translating binary files between platforms.

9.1.2.14 void print_restart_tabular (int argc, char ** argv, String print_dest)

print a restart file (tabular format)

Usage: "dakota_restart_util to_pdb dakota.rst dakota.pdb"
"dakota_restart_util to_tabular dakota.rst dakota.txt"

Unrolls all data associated with a particular tag for all evaluations and then writes this data in a tabular format (e.g., to a PDB database or MATLAB/TECPLLOT data file).

9.1.2.15 void read_neutral (int argc, char ** argv)

read a restart file (neutral file format)

Usage: "dakota_restart_util from_neutral dakota.neu dakota.rst"

Reads evaluations from a neutral file. This is used for translating binary files between platforms.

9.1.2.16 void repair_restart (int argc, char ** argv, String identifier_type)

repair a restart file by removing corrupted evaluations

Usage: "dakota_restart_util remove 0.0 dakota_old.rst dakota_new.rst"
"dakota_restart_util remove_ids 2 7 13 dakota_old.rst dakota_new.rst"

Repairs a restart file by removing corrupted evaluations. The identifier for evaluation removal can be either a double precision number (all evaluations having a matching response function value are removed) or a list of integers (all evaluations with matching evaluation ids are removed).

9.1.2.17 void concatenate_restart (int argc, char ** argv)

concatenate multiple restart files

Usage: "dakota_restart_util cat dakota_1.rst ... dakota_n.rst dakota_new.rst"

Combines multiple restart files into a single restart database.
9.2 SIM Namespace Reference

A sample namespace for derived classes that use assign_rep() to plug facilities into DAKOTA.

Classes

- class DirectFnApplicInterface
  
  Sample derived interface class for testing plug-ins using assign_rep().

9.2.1 Detailed Description

A sample namespace for derived classes that use assign_rep() to plug facilities into DAKOTA.

A typical use of plug-ins with assign_rep() is to publish a simulation interface for use in library mode. See Interfacing with DAKOTA as a Library for more information.
Chapter 10

DAKOTA Class Documentation

10.1 ActiveSet Class Reference

Container class for active set tracking information. Contains the active set request vector and the derivative variables vector.

Public Member Functions

- **ActiveSet ()**
  - default constructor

- **ActiveSet (size_t num_fns, size_t num_deriv_vars)**
  - standard constructor

- **ActiveSet (const ActiveSet &set)**
  - copy constructor

- **~ActiveSet ()**
  - destructor

- **ActiveSet & operator= (const ActiveSet &set)**
  - assignment operator

- **void reshape (size_t num_fns, size_t num_deriv_vars)**
  - reshape requestVector and derivVarsVector

- **const IntArray & request_vector () const**
  - return the request vector
- void request_vector (const IntArray &rv)
  set the request vector

- void request_values (const int rv_val)
  set all request vector values

- void request_value (const size_t index, const int rv_val)
  set the value of an entry in the request vector

- const IntArray & derivative_vector () const
  return the derivative variables vector

- void derivative_vector (const IntArray &dvv)
  set the derivative variables vector

- void derivative_start_value (const int dvv_start_val)
  set the derivative variables vector values

- void read (istream &s)
  read an active set object from an istream

- void write (ostream &s) const
  write an active set object to an ostream

- void write_annotated (ostream &s) const
  write an active set object to an ostream in annotated format

- void read (BiStream &s)
  read an active set object from the binary restart stream

- void write (BoStream &s) const
  write an active set object to the binary restart stream

- void read (MPIUnpackBuffer &s)
  read an active set object from a packed MPI buffer

- void write (MPIPackBuffer &s) const
  write an active set object to a packed MPI buffer

**Private Attributes**

- IntArray requestVector
  the vector of response requests
10.1 ActiveSet Class Reference

- **IntArray derivVarsVector**
  
  the vector of variable ids used for computing derivatives

**Friends**

- bool operator==(const ActiveSet &set1, const ActiveSet &set2)
  
  equality operator

- bool operator!=(const ActiveSet &set1, const ActiveSet &set2)
  
  inequality operator

10.1.1 Detailed Description

Container class for active set tracking information. Contains the active set request vector and the derivative variables vector.

The `ActiveSet` class is a small class whose initial design function is to avoid having to pass the ASV and DVV separately. It is not part of a class hierarchy and does not employ reference-counting/representation-sharing idioms (e.g., handle-body).

10.1.2 Member Data Documentation

10.1.2.1 **IntArray requestVector** [private]

the vector of response requests

It uses a 0 value for inactive functions and sums 1 (value), 2 (gradient), and 4 (Hessian) for active functions.

10.1.2.2 **IntArray derivVarsVector** [private]

the vector of variable ids used for computing derivatives

These ids will generally identify either the active continuous variables or the inactive continuous variables.

The documentation for this class was generated from the following files:

- DakotaActiveSet.H
- DakotaActiveSet.C
10.2 AllConstraints Class Reference

Derived class within the Constraints hierarchy which employs the all data view.

Inheritance diagram for AllConstraints::

```
    Constraints
      `-- AllConstraints
          `-- VariablesUtil
```

Public Member Functions

- `AllConstraints()` 
  default constructor

- `AllConstraints(const ProblemDescDB &problem_db, const pair<short, short> &view)` 
  standard constructor

- `~AllConstraints()` 
  destructor

- `const RealVector & continuous_lower_bounds()` const 
  return the active continuous variable lower bounds

- `void continuous_lower_bounds(const RealVector &c_l_bnds)` 
  set the active continuous variable lower bounds

- `const RealVector & continuous_upper_bounds()` const 
  return the active continuous variable upper bounds

- `void continuous_upper_bounds(const RealVector &c_u_bnds)` 
  set the active continuous variable upper bounds

- `const IntVector & discrete_lower_bounds()` const 
  return the active discrete variable lower bounds

- `void discrete_lower_bounds(const IntVector &d_l_bnds)` 
  set the active discrete variable lower bounds

- `const IntVector & discrete_upper_bounds()` const 
  return the active discrete variable upper bounds


• void discrete_upper_bounds (const IntVector &d_u_bnds)
  set the active discrete variable upper bounds

• RealVector all_continuous_lower_bounds () const
  returns a single array with all continuous lower bounds

• RealVector all_continuous_upper_bounds () const
  returns a single array with all continuous upper bounds

• IntVector all_discrete_lower_bounds () const
  returns a single array with all discrete lower bounds

• IntVector all_discrete_upper_bounds () const
  returns a single array with all discrete upper bounds

• void write (ostream &s) const
  write a variable constraints object to an ostream

• void read (istream &s)
  read a variable constraints object from an istream

Private Attributes

• RealVector allContinuousLowerBnds
  a continuous lower bounds array combining continuous design, uncertain, and continuous state variable types (all view).

• RealVector allContinuousUpperBnds
  a continuous upper bounds array combining continuous design, uncertain, and continuous state variable types (all view).

• IntVector allDiscreteLowerBnds
  a discrete lower bounds array combining discrete design and discrete state variable types (all view).

• IntVector allDiscreteUpperBnds
  a discrete upper bounds array combining discrete design and discrete state variable types (all view).

• size_t numCDV
  number of continuous design variables

• size_t numDDV
  number of discrete design variables

• size_t numUV
number of uncertain variables

- size_t numCSV
  number of continuous state variables

- size_t numDSV
  number of discrete state variables

### 10.2.1 Detailed Description

Derived class within the Constraints hierarchy which employs the all data view.

Derived variable constraints classes take different views of the design, uncertain, and state variable types and the continuous and discrete domain types. The AllConstraints derived class combines design, uncertain, and state variable types but separates continuous and discrete domain types. The result is combined continuous bounds arrays (allContinuousLowerBnds, allContinuousUpperBnds) and combined discrete bounds arrays (allDiscreteLowerBnds, allDiscreteUpperBnds). Parameter and DACE studies currently use this approach (see Variables::get_variables(problem_db) for variables view selection; variables view is passed to the Constraints constructor in Model).

### 10.2.2 Constructor & Destructor Documentation

#### 10.2.2.1 AllConstraints (const ProblemDescDB & problem_db, const pair< short, short > & view)

standard constructor

In this class, the all data approach (design, uncertain, and state types are combined) is used. Iterators/strategies which use this class include: parameter studies, dace, and nond_sampling in all_variables mode. Extract fundamental lower and upper bounds and combine them into allContinuousLowerBnds, allContinuousUpperBnds, allDiscreteLowerBnds, and allDiscreteUpperBnds using utilities from VariablesUtil.

The documentation for this class was generated from the following files:

- AllConstraints.H
- AllConstraints.C
10.3 AllVariables Class Reference

Derived class within the Variables hierarchy which employs the all data view.

Inheritance diagram for AllVariables:

```
Variables       VariablesUtil
    |                        |
    v                        v
AllVariables
```

Public Member Functions

- `AllVariables ()`
  
  *default constructor*

- `AllVariables (const ProblemDescDB &problem_db, const pair< short, short >&view)`
  
  *standard constructor*

- `~AllVariables ()`
  
  *destructor*

- `size_t tv () const`
  
  *Returns total number of vars.*

- `const RealVector & continuous_variables () const`
  
  *return the active continuous variables*

- `void continuous_variables (const RealVector &c_vars)`
  
  *set the active continuous variables*

- `const IntVector & discrete_variables () const`
  
  *return the active discrete variables*

- `void discrete_variables (const IntVector &d_vars)`
  
  *set the active discrete variables*

- `const StringArray & continuous_variable_labels () const`
  
  *return the active continuous variable labels*

- `void continuous_variable_labels (const StringArray &cv_labels)`
  
  *set the active continuous variable labels*
• const `StringArray` & `discrete_variable_labels` () const
  
  return the active discrete variable labels

• void `discrete_variable_labels` (const `StringArray` &dv_labels)
  
  set the active discrete variable labels

• size_t `acv` () const
  
  returns total number of continuous vars

• size_t `adv` () const
  
  returns total number of discrete vars

• `RealVector` `all_continuous_variables` () const
  
  returns a single array with all continuous variables

• void `all_continuous_variables` (const `RealVector` &a_c_vars)
  
  sets all continuous variables using a single array

• `IntVector` `all_discrete_variables` () const
  
  returns a single array with all discrete variables

• void `all_discrete_variables` (const `IntVector` &a_d_vars)
  
  sets all discrete variables using a single array

• `StringArray` `all_continuous_variable_labels` () const
  
  returns a single array with all continuous variable labels

• `StringArray` `all_discrete_variable_labels` () const
  
  returns a single array with all discrete variable labels

• `StringArray` `all_variable_labels` () const
  
  returns a single array with all variable labels

• void `read` (istream &s)
  
  read a variables object from an istream

• void `write` (ostream &s) const
  
  write a variables object to an ostream

• void `write_aprepro` (ostream &s) const
  
  write a variables object to an ostream in aprepro format

• void `read.annotated` (istream &s)
  
  read a variables object in annotated format from an istream
10.3 AllVariables Class Reference

- void write_annotated (ostream &s) const
  write a variables object in annotated format to an ostream

- void write_tabular (ostream &s) const
  write a variables object in tabular format to an ostream

- void read (BiStream &s)
  read a variables object from the binary restart stream

- void write (BoStream &s) const
  write a variables object to the binary restart stream

- void read (MPIUnpackBuffer &s)
  read a variables object from a packed MPI buffer

- void write (MPIPackBuffer &s) const
  write a variables object to a packed MPI buffer

Private Member Functions

- void copy_rep (const Variables *vars_rep)
  Used by copy() to copy the contents of a letter class.

Private Attributes

- RealVector allContinuousVars
  a continuous array combining all of the continuous variables (design, uncertain, and state).

- IntVector allDiscreteVars
  a discrete array combining all of the discrete variables (design and state).

- StringArray allContinuousLabels
  a label array combining all of the continuous variable labels (design, uncertain, and state).

- StringArray allDiscreteLabels
  a label array combining all of the discrete variable labels (design and state).

- size_t numCDV
  number of continuous design variables

- size_t numDDV
  number of discrete design variables
• size_t numUV
  number of uncertain variables

• size_t numCSV
  number of continuous state variables

• size_t numDSV
  number of discrete state variables

Friends

• bool operator==(const AllVariables &vars1, const AllVariables &vars2)
  equality operator

10.3.1 Detailed Description

Derived class within the Variables hierarchy which employs the all data view.

Derived variables classes take different views of the design, uncertain, and state variable types and the continuous and discrete domain types. The AllVariables derived class combines design, uncertain, and state variable types but separates continuous and discrete domain types. The result is a single array of continuous variables (allContinuousVars) and a single array of discrete variables (allDiscreteVars). Parameter and DACE studies currently use this approach (see Variables::get_variables(problem_db)).

10.3.2 Constructor & Destructor Documentation

10.3.2.1 AllVariables (const ProblemDescDB & problem_db, const pair< short, short > & view)

standard constructor

In this class, the all data approach (design, uncertain, and state types are combined) is used. Iterators/strategies which use this class include: parameter studies, DACE, and the all_variables mode of nond_sampling. Extract fundamental variable types and labels and combine them into allContinuousVars, allDiscreteVars, allContinuous-Labels, and allDiscreteLabels using utilities from VariablesUtil.

The documentation for this class was generated from the following files:

• AllVariables.H
• AllVariables.C
10.4 AnalysisCode Class Reference

Base class providing common functionality for derived classes (SysCallAnalysisCode and ForkAnalysisCode) which spawn separate processes for managing simulations.

Inheritance diagram for AnalysisCode::

```
AnalysisCode
    
ForkAnalysisCode SysCallAnalysisCode
```

**Public Member Functions**

- void `define_filenames` (const int id)
  
  define modified filenames from user input by handling Unix temp file and tagging options

- void `write_parameters_files` (const Variables &vars, const ActiveSet &set, const int id)
  
  write the parameters data and response request data to one or more parameters files (using one or more invocations of `write_parameters_file()`) in either standard or aprepro format

- void `read_results_files` (Response &response, const int id)
  
  read the response object from one or more results files

- const StringArray & `program_names` () const
  
  return programNames

- const String & `input_filter_name` () const
  
  return iFilterName

- const String & `output_filter_name` () const
  
  return oFilterName

- const String & `parameters_file_name` () const
  
  return paramsFileName

- const String & `results_file_name` () const
  
  return resultsFileName

- const String & `results_file_name` (const int id)
  
  return the results filename entry in fileNameMap corresponding to id
void suppress_output_flag (const bool flag)
    set suppressOutputFlag

bool suppress_output_flag () const
    return suppressOutputFlag

bool multiple_parameters_filenames () const
    return multipleParamsFiles

Protected Member Functions

- AnalysisCode (const ProblemDescDB &problem_db)
  constructor
- virtual ~AnalysisCode ()
  destructor

Protected Attributes

- bool suppressOutputFlag
  flag set by master processor to suppress output from slave processors
- bool verboseFlag
  flag for additional analysis code output if method verbosity is set
- bool fileTagFlag
  flags tagging of parameter/results files
- bool fileSaveFlag
  flags retention of parameter/results files
- bool apreproFlag
  flags use of the APREPRO (the Sandia "A PRE PROcessor" utility) format for parameter files
- bool multipleParamsFiles
  flag indicating the need for separate parameters files for multiple analysis drivers
- String iFilterName
  the name of the input filter (input_filter user specification)
- String oFilterName
  the name of the output filter (output_filter user specification)
10.4 AnalysisCode Class Reference

- **StringArray programNames**
  the names of the analysis code programs (analysis_drivers user specification)

- **size_t numPrograms**
  the number of analysis code programs (length of programNames)

- **String specifiedParamsFileName**
  the name of the parameters file from user specification

- **String paramsFileName**
  the parameters file name actually used (modified with tagging or temp files)

- **String specifiedResultsFileName**
  the name of the results file from user specification

- **String resultsFileName**
  the results file name actually used (modified with tagging or temp files)

- **map<int, pair<String, String>> fileNameMap**
  stores parameters and results file names used in spawning function evaluations. Map key is the function evaluation identifier.

**Private Member Functions**

- **void write_parameters_file (const Variables &vars, const ActiveSet &set, const StringArray &an_comps, const String &params_fname)**
  write the variables, active set vector, derivative variables vector, and analysis components to the specified parameters file in either standard or aprepro format

**Private Attributes**

- **ParallelLibrary & parallelLib**
  reference to the ParallelLibrary object. Used in define_filenames().

- **String2DArray analysisComponents**
  the set of optional analysis components used by the analysis drivers (from the analysis_components interface specification)

**10.4.1 Detailed Description**

Base class providing common functionality for derived classes (SysCallAnalysisCode and ForkAnalysisCode) which spawn separate processes for managing simulations.
The `AnalysisCode` class hierarchy provides simulation spawning services for `ApplicationInterface` derived classes and alleviates these classes of some of the specifics of simulation code management. The hierarchy does not employ the letter-envelope technique since the `ApplicationInterface` derived classes instantiate the appropriate derived `AnalysisCode` class directly.

The documentation for this class was generated from the following files:

- `AnalysisCode.H`
- `AnalysisCode.C`
10.5 Analyzer Class Reference

Base class for NonD, DACE, and ParamStudy branches of the iterator hierarchy.

Inheritance diagram for Analyzer::

```
   Iterator
      /    \
   /      \ 
Analyzer
   \
NonD
   /    \
NonDEvidence NonDReliability NonDSampling
   \
DACE
   /    \
DDACEDesignCompExp
   \
FSU
   /    \
FSUDesignCompExp
   \
ParamStudy
   \\NonDLSHSampling
   \\NonDPCESampling
```

Public Member Functions

- const VariablesArray & all_variables () const
  
  return the complete set of evaluated variables

- const RealVectorArray & all_c_variables () const
  
  return the complete set of evaluated continuous variables

- const ResponseArray & all_responses () const
  
  return the complete set of computed responses

- const RealVectorArray & all_fn_responses () const
  
  return the complete set of computed function responses

Protected Member Functions

- Analyzer ()
  
  default constructor

- Analyzer (Model &model)
  
  standard constructor

- Analyzer (NoDBBaseConstructor, Model &model)
  
  alternate constructor for instantiations "on the fly"

- ~Analyzer ()
  
  destructor
virtual void update_best (const RealVector &vars, const Response &response, const int eval_num)
    compares current evaluation to best evaluation and updates best

virtual void vary_pattern (bool pattern_flag)
    sets varyPattern in derived classes that support it

virtual void get_parameter_sets ()
    Returns one block of samples (ndim * num_samples).

void evaluate_parameter_sets (bool vars_ag, bool resp_ag, bool fns_ag, bool best_ag)
    perform function evaluations to map parameter sets (allVariables/allCVariables/allDVariables) into response sets
    (allResponses/allFnResponses/allGradResponses)

void var_based_decomp (const int ndim, const int num_samples)
void volumetric_quality (int ndim, int num_samples, double *sample_points)
    Calculation of volumetric quality measures.

void print_vbd (ostream &s, const RealVector &S, const RealVector &T) const
    Printing of VBD results.

Protected Attributes

- VariablesArray allVariables
  array of all variables evaluated

- RealVectorArray allCVariables
  array of all continuous variables evaluated (subset of allVariables)

- ResponseArray allResponses
  array of all responses computed

- RealVectorArray allFnResponses
  array of all function responses computed (subset of allResponses)

- StringArray allHeaders
  array of headers to insert into output while evaluating allCVariables

- bool qualityFlag
  flag to indicated if quality metrics were calculated

- double chiMeas
  quality measures

- double dMeas
10.5 Analyzer Class Reference

quality measures

- double hMeas

quality measures

- double tauMeas

quality measures

10.5.1 Detailed Description

Base class for NonD, DACE, and ParamStudy branches of the iterator hierarchy.

The Analyzer class provides common data and functionality for various types of systems analysis, including nondeterministic analysis, design of experiments, and parameter studies.

10.5.2 Member Function Documentation

10.5.2.1 void evaluate_parameter_sets (bool vars_flag, bool resp_flag, bool fns_flag, bool best_flag) [protected]

perform function evaluations to map parameter sets (allVariables/allCVariables/allDVariables) into response sets (allResponses/allFnResponses/allGradResponses)

Convenience function for derived classes with sets of function evaluations to perform (e.g., NonDSampling, DDACEDesignCompExp, FSUDesignCompExp, ParamStudy).

10.5.2.2 void var_based_decomp (const int ndim, const int num_samples) [protected]

Calculation of sensitivity indices obtained by variance based decomposition. These indices are obtained by the Saltelli version of the Sobol’ VBD which uses \((K+2)\cdot N\) function evaluations, where \(K\) is the number of dimensions (uncertain vars) and \(N\) is the number of samples.

10.5.2.3 void volumetric_quality (int ndim, int num_samples, double * sample_points) [protected]

Calculation of volumetric quality measures.

Calculation of volumetric quality measures developed by FSU.

10.5.2.4 void print_vbd (ostream & s, const RealVector & S, const RealVector & T) const [protected]

Printing of VBD results.

printing of variance based decomposition indices.
The documentation for this class was generated from the following files:

- DakotaAnalyzer.H
- DakotaAnalyzer.C
10.6 ApplicationInterface Class Reference

Derived class within the interface class hierarchy for supporting interfaces to simulation codes.

Inheritance diagram for ApplicationInterface:

```
  Interface
   |
   v
ApplicationInterface

DirectFnApplicInterface  ForkApplicInterface  GridApplicInterface  SysCallApplicInterface

DirectFnApplicInterface
```

Public Member Functions

- `ApplicationInterface` (const ProblemDescDB &problem_db)
  constructor

- `~ApplicationInterface` ()
  destructor

Protected Member Functions

- void `init_communicators` (const IntArray &message_lengths, const int &max_iterator_concurrency)
  allocate communicator partitions for concurrent evaluations within an iterator and concurrent multiprocessor analyses within an evaluation.

- void `reset_communicators` (const IntArray &message_lengths)
  reset the local parallel partition data for an interface (the partitions are already allocated in ParallelLibrary).

- void `free_communicators` ()
  deallocate communicator partitions for concurrent evaluations within an iterator and concurrent multiprocessor analyses within an evaluation.

- void `init_serial` ()
- int `asynch_local_evaluation_concurrency` () const
  return asynchLocalEvalConcurrency

- String `interface_synchronization` () const
return interfaceSynchronization

- void map (const Variables &vars, const ActiveSet &set, Response &response, const bool asynch_flag=false)
  
  Provides a "mapping" of variables to responses using a simulation. Protected due to Interface letter-envelope idiom.

- void manage_failure (const Variables &vars, const ActiveSet &set, Response &response, int failed_eval_id)
  
  manages a simulation failure using abort/retry/recover/continuation

- const ResponseArray & synch ()
  
  executes a blocking schedule for asynchronous evaluations in the beforeSynchCorePRPList queue and returns all jobs

- const IntResponseMap & synch_nowait ()
  
  executes a nonblocking schedule for asynchronous evaluations in the beforeSynchCorePRPList queue and returns a partial list of completed jobs

- void serve_evaluations ()
  
  run on evaluation servers to serve the iterator master

- void stop_evaluation_servers ()
  
  used by the iterator master to terminate evaluation servers

- virtual void derived_map (const Variables &vars, const ActiveSet &set, Response &response, int fn_eval_id)
  
  Called by map() and other functions to execute the simulation in synchronous mode. The portion of performing an evaluation that is specific to a derived class.

- virtual void derived_map_asynch (const ParamResponsePair &pair)
  
  Called by map() and other functions to execute the simulation in asynchronous mode. The portion of performing an asynchronous evaluation that is specific to a derived class.

- virtual void derived_synch (PRPList &prp_list)
  
  For asynchronous function evaluations, this method is used to detect completion of jobs and process their results. It provides the processing code that is specific to derived classes. This version waits for at least one completion.

- virtual void derived_synch_nowait (PRPList &prp_list)
  
  For asynchronous function evaluations, this method is used to detect completion of jobs and process their results. It provides the processing code that is specific to derived classes. This version is nonblocking and will return without any completions if none are immediately available.

- void self_schedule_analyses ()
  
  blocking self-schedule of all analyses within a function evaluation using message passing

- void serve_analyses_synch ()
  
  serve the master analysis scheduler and manage one synchronous analysis job at a time
virtual int derived_synchronous_local_analysis (const int &analysis_id)
    Execute a particular analysis (identified by analysis_id) synchronously on the local processor. Used for the derived
class specifics within ApplicationInterface::serve_analyses_synch().

Protected Attributes

- ParallelLibrary & parallelLib
  reference to the ParallelLibrary object used to manage MPI partitions for the concurrent evaluations and concurrent
  analyses parallelism levels

- bool suppressOutput
  flag for suppressing output on slave processors

- int evalCommSize
  size of evalComm

- int evalCommRank
  processor rank within evalComm

- int evalServerId
  evaluation server identifier

- bool eaDedMasterFlag
  flag for dedicated master partitioning at ea level

- int analysisCommSize
  size of analysisComm

- int analysisCommRank
  processor rank within analysisComm

- int analysisServerId
  analysis server identifier

- int numAnalysisServers
  number of analysis servers

- bool multiProcAnalysisFlag
  flag for multiprocessor analysis partitions

- bool asynchLocalAnalysisFlag
  flag for asynchronous local parallelism of analyses

- int asynchLocalAnalysisConcurrency
limits the number of concurrent analyses in asynchronous local scheduling and specifies hybrid concurrency when message passing

- **int numAnalysisDrivers**
  the number of analysis drivers used for each function evaluation (from the analysis_drivers interface specification)

- **IntSet completionSet**
  the set of completed fn_eval_id’s populated by derived_synch() and derived_synch_nowait()

Private Member Functions

- **bool duplication_detect (const Variables &vars, Response &response, const bool asynch_flag)**
  checks data_pairs and beforeSynchCorePRPList to see if the current evaluation request has already been performed or queued

- **void self_schedule_evaluations ()**
  blocking self-schedule of all evaluations in beforeSynchCorePRPList using message passing; executes on iterator-Comm master

- **void static_schedule_evaluations ()**
  blocking static schedule of all evaluations in beforeSynchCorePRPList using message passing; executes on iterator-Comm master

- **void asynchronous_local_evaluations (PRPList &prp_list)**
  perform all jobs in prp_list using asynchronous approaches on the local processor

- **void synchronous_local_evaluations (PRPList &prp_list)**
  perform all jobs in prp_list using synchronous approaches on the local processor

- **void asynchronous_local_evaluations_nowait (PRPList &prp_list)**
  launch new jobs in prp_list asynchronously (if capacity is available), perform nonblocking query of all running jobs, and process any completed jobs

- **void serve_evaluations_synch ()**
  serve the evaluation message passing schedulers and perform one synchronous evaluation at a time

- **void serve_evaluations_asynch ()**
  serve the evaluation message passing schedulers and manage multiple asynchronous evaluations

- **void serve_evaluations_peer ()**
  serve the evaluation message passing schedulers and perform one synchronous evaluation at a time as part of the 1st peer

- **void reset_evaluation_communicators (const IntArray &message_lengths)**
  convenience function for updating the local evaluation partition data following ParallelLibrary::init_evaluation_communicators().
10.6 ApplicationInterface Class Reference

- void reset_analysis_communicators ()
  convenience function for updating the local analysis partition data following
  ParallelLibrary::init_analysis_communicators().

- const ParamResponsePair & get_source_pair (const Variables &target_vars)
  convenience function for the continuation approach in manage_failure() for finding the nearest successful "source"
  evaluation to the failed "target"

- void continuation (const Variables &target_vars, const ActiveSet &set, Response &response, const
  ParamResponsePair &source_pair, int failed_eval_id)
  performs a 0th order continuation method to step from a successful "source" evaluation to the failed "target".
  Invoked by manage_failure() for failAction == "continuation".

- void common_input_filtering (const Variables &vars)
  common input filtering operations, e.g. mesh movement with DDRIV

- void common_output_filtering (Response &response)
  common output filtering operations, e.g. data filtering

Private Attributes

- int worldSize
  size of MPI_COMM_WORLD

- int worldRank
  processor rank within MPI_COMM_WORLD

- int iteratorCommSize
  size of iteratorComm

- int iteratorCommRank
  processor rank within iteratorComm

- bool ieMessagePass
  flag for message passing at ie scheduling level

- int numEvalServers
  number of evaluation servers

- bool eaMessagePass
  flag for message passing at ea scheduling level

- int procsPerAnalysis
  processors per analysis servers
- int lenVarsMessage
  length of a MPIPackBuffer containing a Variables object; computed in Model::init_communicators()

- int lenVarsActSetMessage
  length of a MPIPackBuffer containing a Variables object and an ActiveSet object; computed in Model::init_communicators()

- int lenResponseMessage
  length of a MPIPackBuffer containing a Response object; computed in Model::init_communicators()

- int lenPRPairMessage
  length of a MPIPackBuffer containing a ParamResponsePair object; computed in Model::init_communicators()

- String evalScheduling
  user specification of evaluation scheduling algorithm (self, static, or no spec). Used for manual overrides of the auto-configure logic in ParallelLibrary::resolve_inputs().

- String analysisScheduling
  user specification of analysis scheduling algorithm (self, static, or no spec). Used for manual overrides of the auto-configure logic in ParallelLibrary::resolve_inputs().

- int asynchLocalEvalConcurrency
  limits the number of concurrent evaluations in asynchronous local scheduling and specifies hybrid concurrency when message passing

- String interfaceSynchronization
  interface synchronization specification: synchronous (default) or asynchronous

- bool headerFlag
  used by synch_nowait to manage output frequency (since this function may be called many times prior to any completions)

- bool asvControlFlag
  used to manage a user request to deactivate the active set vector control. true = modify the ASV each evaluation as appropriate (default); false = ASV values are static so that the user need not check them on each evaluation.

- bool evalCacheFlag
  used to manage a user request to deactivate the function evaluation cache (i.e., queries and insertions using the data_pairs list).

- bool restartFileFlag
  used to manage a user request to deactivate the restart file (i.e., insertions into write_restart).

- IntArray defaultASV
  the static ASV values used when the user has selected asvControl = off
## 10.6 ApplicationInterface Class Reference

- **String failAction**
  
  *mitigation action for captured simulation failures: abort, retry, recover, or continuation*

- **int failRetryLimit**
  
  *limit on the number of retries for the retry failAction*

- **RealVector failRecoveryFnVals**
  
  *the dummy function values used for the recover failAction*

- **IntList beforeSynchIdList**
  
  *bookkeeps fnEvalId's of _all_ asynchronous evaluations (new & duplicate)*

- **IntResponseMap historyDuplicateMap**
  
  *used to bookkeep asynchronous evaluations which duplicate data_pairs evaluations. Map key is fnEvalId, mad data is corresponding response.*

- **std::map< int, pair< size_t, Response > > beforeSynchDuplicateMap**
  
  *used to bookkeep fnEvalId, beforeSynchCorePRPList index, and response of asynchronous evaluations which duplicate queued beforeSynchCorePRPList evaluations*

- **PRPList beforeSynchCorePRPList**
  
  *used to bookkeep vars/set/response of nonduplicate asynchronous core evaluations. This is the queue of jobs populated by asynchronous map() that is later scheduled in synch() or synch_nowait().*

- **PRPList beforeSynchAlgPRPList**
  
  *used to bookkeep vars/set/response of asynchronous algebraic evaluations. This is the queue of algebraic jobs populated by asynchronous map() that is later evaluated in synch() or synch_nowait().*

- **ResponseList beforeSynchTotalRespList**
  
  *used to bookkeep total response of asynchronous evaluations with algebraic components but no core mapping components. This is populated by asynchronous map() and later used in synch() or synch_nowait().*

- **IntSet runningSet**
  
  *used by asynchronous_local_nowait to bookkeep which jobs are running*

### 10.6.1 Detailed Description

Derived class within the interface class hierarchy for supporting interfaces to simulation codes.

**ApplicationInterface** provides an interface class for performing parameter to response mappings using simulation code(s). It provides common functionality for a number of derived classes and contains the majority of all of the scheduling algorithms in DAKOTA. The derived classes provide the specifics for managing code invocations using system calls, forks, direct procedure calls, or distributed resource facilities.

### 10.6.2 Member Function Documentation
10.6.2.1 void init_serial ()  [inline, protected, virtual]

DataInterface.C defaults of 0 servers are needed to distinguish an explicit user request for 1 server (serialization of a parallelism level) from no user request (use parallel auto-config). This default causes problems when init_communicators() is not called for an interface object (e.g., static scheduling fails in DirectFnApplicInterface::derived_map() for NestedModel::optionalInterface). This is the reason for this function: to reset certain defaults for interface objects that are used serially.

Reimplemented from Interface.

10.6.2.2 void map (const Variables & vars, const ActiveSet & set, Response & response, const bool asynch_flag = false)  [protected, virtual]

Provides a “mapping” of variables to responses using a simulation. Protected due to Interface letter-envelope idiom.

The function evaluator for application interfaces. Called from derived_compute_response() and derived_asynch_compute_response() in derived Model classes. If asynch_flag is not set, perform a blocking evaluation (using derived_map()). If asynch_flag is set, add the job to the beforeSynchCorePRPList queue for execution by one of the scheduler routines in synch() or synch_nowait(). Duplicate function evaluations are detected with duplication_detect().

Reimplemented from Interface.

10.6.2.3 const ResponseArray & synch ()  [protected, virtual]

executes a blocking schedule for asynchronous evaluations in the beforeSynchCorePRPList queue and returns all jobs

This function provides blocking synchronization for all cases of asynchronous evaluations, including the local asynchronous case (background system call, nonblocking fork, & multithreads), the message passing case, and the hybrid case. Called from derived_synchronize() in derived Model classes.

Reimplemented from Interface.

10.6.2.4 const IntResponseMap & synch_nowait ()  [protected, virtual]

executes a nonblocking schedule for asynchronous evaluations in the beforeSynchCorePRPList queue and returns a partial list of completed jobs

This function will eventually provide nonblocking synchronization for all cases of asynchronous evaluations, however it currently supports only the local asynchronous case since nonblocking message passing schedulers have not yet been implemented. Called from derived_synchronize_nowait() in derived Model classes.

Reimplemented from Interface.

10.6.2.5 void serve_evaluations ()  [protected, virtual]

run on evaluation servers to serve the iterator master
Invoked by the serve() function in derived Model classes. Passes control to serve_evaluations_asynch(), serve_evaluations_peer(), or serve_evaluations_synch() according to specified concurrency and self/static scheduler configuration.

Reimplemented from Interface.

10.6.2.6 void stop_evaluation_servers () [protected, virtual]

used by the iterator master to terminate evaluation servers

This code is executed on the iteratorComm rank 0 processor when iteration on a particular model is complete. It sends a termination signal (tag = 0 instead of a valid fn_eval_id) to each of the slave analysis servers. NOTE: This function is called from the Strategy layer even when in serial mode. Therefore, use iteratorCommSize to provide appropriate fall through behavior.

Reimplemented from Interface.

10.6.2.7 void self_schedule_analyses () [protected]

blocking self-schedule of all analyses within a function evaluation using message passing

This code is called from derived classes to provide the master portion of a master-slave algorithm for the dynamic self-scheduling of analyses among slave servers. It is patterned after self_schedule_evaluations(). It performs no analyses locally and matches either serve_analyses_synch() or serve_analyses_asynch() on the slave servers, depending on the value of asynchLocalAnalysisConcurrency. Self-scheduling approach assigns jobs in 2 passes. The 1st pass gives each server the same number of jobs (equal to asynchLocalAnalysisConcurrency). The 2nd pass assigns the remaining jobs to slave servers as previous jobs are completed. Single- and multilevel parallel use intra- and inter-communicators, respectively, for send/receive. Specific syntax is encapsulated within ParallelLibrary.

10.6.2.8 void serve_analyses_synch () [protected]

serve the master analysis scheduler and manage one synchronous analysis job at a time

This code is called from derived classes to run synchronous analyses on slave processors. The slaves receive requests (blocking receive), do local derived_map_ac’s, and return codes. This is done continuously until a termination signal is received from the master. It is patterned after serve_evaluations_synch().

10.6.2.9 bool duplication_detect (const Variables & vars, Response & response, const bool asynch_flag) [private]

checks data_pairs and beforeSynchCorePRPList to see if the current evaluation request has already been performed or queued

Called from map() to check incoming evaluation request for duplication with content of data_pairs and beforeSynchCorePRPList. If duplication is detected, return true, else return false. Manage bookkeeping with historyDuplicateMap and beforeSynchDuplicateMap. Note that the list searches can get very expensive if a long list is searched on every new function evaluation (either from a large number of previous jobs, a large number of pending jobs, or both). For this reason, a user request for deactivation of the evaluation cache results in a complete bypass
of `duplication_detect()`, even though a beforeSynchCorePRPList search would still be meaningful. Since the intent of this request is to streamline operations, both list searches are bypassed.

### 10.6.2.10 void `self_schedule_evaluations()` [private]

blocking self-schedule of all evaluations in beforeSynchCorePRPList using message passing; executes on iterator-Comm master

This code is called from `synch()` to provide the master portion of a master-slave algorithm for the dynamic self-scheduling of evaluations among slave servers. It performs no evaluations locally and matches either `serve_evaluations_synch()` or `serve_evaluations_asynch()` on the slave servers, depending on the value of `asynchLocalEvalConcurrency`. Self-scheduling approach assigns jobs in 2 passes. The 1st pass gives each server the same number of jobs (equal to `asynchLocalEvalConcurrency`). The 2nd pass assigns the remaining jobs to slave servers as previous jobs are completed. Single- and multilevel parallel use intra- and inter-communicators, respectively, for send/receive. Specific syntax is encapsulated within `ParallelLibrary`.

### 10.6.2.11 void `static_schedule_evaluations()` [private]

blocking static schedule of all evaluations in beforeSynchCorePRPList using message passing; executes on iteratorComm master

This code runs on the iteratorCommRank 0 processor (the iterator) and is called from `synch()` in order to assign a static schedule. It matches `serve_evaluations_peer()` for any other processors within the 1st evaluation partition and `serve_evaluations_synch()` of `serve_evaluations_asynch()` for all other evaluation partitions (depending on `asynchLocalEvalConcurrency`). It performs function evaluations locally for its portion of the static schedule using either `asynchronous_local_evaluations()` or `synchronous_local_evaluations()`. Single-level and multilevel parallel use intra- and inter-communicators, respectively, for send/receive. Specific syntax is encapsulated within `ParallelLibrary`. The iteratorCommRank 0 processor assigns the static schedule since it is the only processor with access to beforeSynchCorePRPList (it runs the iterator and calls synchronize). The alternate design of each peer selecting its own jobs using the modulus operator would be applicable if execution of this function (and therefore the job list) were distributed.

### 10.6.2.12 void `asynchronous_local_evaluations()` (`PRPList & prp_list`) [private]

perform all jobs in `prp_list` using asynchronous approaches on the local processor

This function provides blocking synchronization for the local async case (background system call, non-blocking fork, or threads). It can be called from `synch()` for a complete local scheduling of all asynchronous jobs or from `static_schedule_evaluations()` to perform a local portion of the total job set. It uses the `derived_map_asynch()` to initiate asynchronous evaluations and `derived_synch()` to capture completed jobs, and mirrors the `self_schedule_evaluations()` message passing scheduler as much as possible (`derived_synch()` is modeled after MPI_Waitsome()).

### 10.6.2.13 void `synchronous_local_evaluations()` (`PRPList & prp_list`) [private]

perform all jobs in `prp_list` using synchronous approaches on the local processor

This function provides blocking synchronization for the local synchronous case (foreground system call, blocking fork, or procedure call from `derived_map()`). It is called from `static_schedule_evaluations()` to perform a local
10.6 ApplicationInterface Class Reference

portion of the total job set.

10.6.2.14 void asynchronous_local_evaluations_nowait (PRPList & prp_list) [private]

launch new jobs in prp_list asynchronously (if capacity is available), perform nonblocking query of all running jobs, and process any completed jobs

This function provides nonblocking synchronization for the local async case (background system call, non-blocking fork, or threads). It is called from synch_nowait() and passed the complete set of all asynchronous jobs (beforeSyncCorePRPList). It uses derived_map_asynch() to initiate asynchronous evaluations and derived_synch_nowait() to capture completed jobs in nonblocking mode. It mirrors a nonblocking message passing scheduler as much as possible (derived_synch_nowait() modeled after MPI_Testsome()). The result of this function is rawResponseMap, which uses fn_eval_id as a key. It is assumed that the incoming prp_list contains only active and new jobs - i.e., all completed jobs are cleared by synch_nowait().

10.6.2.15 void serve_evaluations_synch () [private]

serve the evaluation message passing schedulers and perform one synchronous evaluation at a time

This code is invoked by serve_evaluations() to perform one synchronous job at a time on each slave/peer server. The servers receive requests (blocking receive), do local synchronous maps, and return results. This is done continuously until a termination signal is received from the master (sent via stop_evaluation_servers()).

10.6.2.16 void serve_evaluations_asynch () [private]

serve the evaluation message passing schedulers and manage multiple asynchronous evaluations

This code is invoked by serve_evaluations() to perform multiple asynchronous jobs on each slave/peer server. The servers test for any incoming jobs, launch any new jobs, process any completed jobs, and return any results. Each of these components is nonblocking, although the server loop continues until a termination signal is received from the master (sent via stop_evaluation_servers()). In the master-slave case, the master maintains the correct number of jobs on each slave. In the static scheduling case, each server is responsible for limiting concurrency (since the entire static schedule is sent to the peers at start up).

10.6.2.17 void serve_evaluations_peer () [private]

serve the evaluation message passing schedulers and perform one synchronous evaluation at a time as part of the 1st peer

This code is invoked by serve_evaluations() to perform a synchronous evaluation in coordination with the iteratorCommRank 0 processor (the iterator) for static schedules. The bcast() matches either the bcast() in synchronous_local_evaluations(), which is invoked by static_schedule_evaluations(), or the bcast() in map().

The documentation for this class was generated from the following files:

- ApplicationInterface.H
- ApplicationInterface.C
10.7 Approximation Class Reference

Base class for the approximation class hierarchy.

Inheritance diagram for Approximation::

```
Approximation
  GaussProcApproximation
  HermiteApproximation
  SurfpackApproximation
  TANAJApproximation
  TaylorApproximation
```

Public Member Functions

- **Approximation ()**
  
  *default constructor*

- **Approximation (ProblemDescDB &problem_db, const size_t &num_acv)**
  
  *standard constructor for envelope*

- **Approximation (const String &approx_type, const size_t &num_acv)**
  
  *alternate constructor*

- **Approximation (const Approximation &approx)**
  
  *copy constructor*

- virtual ~Approximation ()
  
  *destructor*

- **Approximation operator= (const Approximation &approx)**
  
  *assignment operator*

- virtual const Real & get_value (const RealVector &x)
  
  *retrieve the approximate function value for a given parameter vector*

- virtual const RealBaseVector & get_gradient (const RealVector &x)
  
  *retrieve the approximate function gradient for a given parameter vector*

- virtual const RealMatrix & get_hessian (const RealVector &x)
  
  *retrieve the approximate function Hessian for a given parameter vector*

- virtual const RealVector & approximation_coefficients ()

  *return the coefficient array computed by find_coefficients()*
virtual int num_coefficients() const
  
  return the minimum number of samples required to build the derived class approximation type in numVars dimensions.

virtual int num_constraints() const
  
  return the number of constraints to be enforced via anchorPoint.

virtual void clear_current()
  
  clear current build data in preparation for next build.

virtual void second_order_flag(bool flag)
  
  set the Approximation’s secondOrderFlag, if present.

int required_samples(bool constraint_flag) const
  
  return the minimum number of samples required to build the approximation type in numVars dimensions. Uses num_coefficients() and num_constraints().

int num_variables() const
  
  return the number of variables used in the approximation.

void update(const RealVectorArray &c_vars_samples, const ResponseArray &resp_samples, const int &fn_index)
  
  populates currentPoints.

void update(const RealVector &c_vars, const Response &response, const int &fn_index)
  
  populates anchorPoint.

void update(const RealVector &c_vars, const Real &fn_val, const RealBaseVector &fn_grad, const RealMatrix &fn_hess)
  
  populates anchorPoint.

void append(const RealVector &c_vars, const Response &response, const int &fn_index)
  
  appends one additional entry to currentPoints.

void append(const RealVector &c_vars, const Real &fn_val, const RealBaseVector &fn_grad, const RealMatrix &fn_hess)
  
  appends one additional entry to currentPoints.

void build()
  
  builds the approximation by invoking find_coefficients().

bool anchor() const
  
  queries the status of anchorPoint.

void clear_all()
  
  clear all build data (current and history) to restore original state.
void set_bounds (const RealVector &lower, const RealVector &upper)
   set approximation lower and upper bounds (currently only used by graphics)

void draw_surface ()
   render the approximate surface using the 3D graphics (2 variable problems only).

Protected Member Functions

- Approximation (BaseConstructor, ProblemDescDB &problem_db, const size_t &num_acv)
  constructor initializes the base class part of letter classes (BaseConstructor overloading avoids infinite recursion
  in the derived class constructors - Coplien, p. 139)

- virtual void find_coefficients ()
  calculate the data fit coefficients using currentPoints and anchorPoint

Protected Attributes

- bool useGradsFlag
  flag signaling the use of gradient data in global approximation builds as indicated by the user's use_gradients
  specification. This setting cannot be inferred from the responses spec., since we may need gradient support for
  evaluating gradients at a single point (e.g., the center of a trust region), but not require gradient evaluations at
  every point.

- bool verboseFlag
  flag for verbose approximation output

- int numVars
  number of variables in the approximation

- String approxType
  approximation type identifier

- Real approxValue
  value of the approximation returned by get_value()

- RealBaseVector approxGradient
  gradient of the approximation returned by get_gradient()

- RealMatrix approxHessian
  Hessian of the approximation returned by get_hessian().

- List< SurrogateDataPoint > currentPoints
list of samples used to build the approximation. These sample points may be fit approximately (based on a least squares regression).

- **SurrogateDataPoint anchorPoint**
  a special sample (often at the center of the approximation region) for which exact matching is enforced (e.g., using equality-constrained least squares)

### Private Member Functions

- **Approximation * get_approx** (ProblemDescDB &problem_db, const size_t &num_acv)
  Used only by the standard envelope constructor to initialize approxRep to the appropriate derived type.

- **Approximation * get_approx** (const String &approx_type, const size_t &num_acv)
  Used only by the alternate envelope constructor to initialize approxRep to the appropriate derived type.

- **void add** (const RealVector &c_vars, const Response &response, const int &fn_index, bool anchor_flag)
  add a new data point by either appending to currentPoints or assigning to anchorPoint, as dictated by anchor_flag. Uses add_point() and add_anchor().

- **void add_point** (const RealVector &x, const Real &fn_val, const RealBaseVector &fn_grad, const RealMatrix &fn_hess)
  add a new data point by appending to currentPoints

- **void add_anchor** (const RealVector &x, const Real &fn_val, const RealBaseVector &fn_grad, const RealMatrix &fn_hess)
  add a new data point by assigning to anchorPoint

### Private Attributes

- **RealVector approxLowerBounds**
  approximation lower bounds (used only by 3D graphics)

- **RealVector approxUpperBounds**
  approximation upper bounds (used only by 3D graphics)

- **Approximation * approxRep**
  pointer to the letter (initialized only for the envelope)

- **int referenceCount**
  number of objects sharing approxRep
10.7.1 Detailed Description

Base class for the approximation class hierarchy.

The Approximation class is the base class for the data fit surrogate class hierarchy in DAKOTA. One instance of an Approximation must be created for each function to be approximated (a vector of Approximations is contained in ApproximationInterface). For memory efficiency and enhanced polymorphism, the approximation hierarchy employs the "letter/envelope idiom" (see Coplien "Advanced C++", p. 133), for which the base class (Approximation) serves as the envelope and one of the derived classes (selected in Approximation::get_approximation()) serves as the letter.

10.7.2 Constructor & Destructor Documentation

10.7.2.1 Approximation()

default constructor

The default constructor is used in List<Approximation> instantiations and by the alternate envelope constructor. approxRep is NULL in this case (problem_db is needed to build a meaningful Model object). This makes it necessary to check for NULL in the copy constructor, assignment operator, and destructor.

10.7.2.2 Approximation(ProblemDescDB & problem_db, const size_t & num_acv)

standard constructor for envelope

Envelope constructor only needs to extract enough data to properly execute get_approx, since Approximation(BaseConstructor, problem_db) builds the actual base class data for the derived approximations.

10.7.2.3 Approximation(const String & approx_type, const size_t & num_acv)

alternate constructor

This is the alternate envelope constructor for instantiations on the fly. Since it does not have access to problem_db, the letter class is not fully populated. This constructor executes get_approx(type), which invokes the default constructor of the derived letter class, which in turn invokes the default constructor of the base class.

10.7.2.4 Approximation(const Approximation & approx)

copy constructor

Copy constructor manages sharing of approxRep and incrementing of referenceCount.

10.7.2.5 ~Approximation() [virtual]

destructor
Destructor decrements referenceCount and only deletes approxRep when referenceCount reaches zero.

10.7.2.6 Approximation (BaseConstructor, ProblemDescDB & problem_db, const size_t & num_acv) [protected]

constructor initializes the base class part of letter classes (BaseConstructor overloading avoids infinite recursion in the derived class constructors - Coplien, p. 139)

This constructor is the one which must build the base class data for all derived classes. get_approx() instantiates a derived class letter and the derived constructor selects this base class constructor in its initialization list (to avoid recursion in the base class constructor calling get_approx() again). Since the letter IS the representation, its rep pointer is set to NULL (an uninitialized pointer causes problems in ~Approximation).

10.7.3 Member Function Documentation

10.7.3.1 Approximation operator= (const Approximation & approx)

assignment operator


10.7.3.2 void clear_current () [virtual]

clear current build data in preparation for next build
Redefined by TANA3Approximation to clear current data but preserve history.
Reimplemented in TANA3Approximation.

10.7.3.3 void second_order_flag (bool flag) [virtual]

set the Approximation’s secondOrderFlag, if present
Redefined by TaylorApproximation to set secondOrderFlag.
Reimplemented in TaylorApproximation.

10.7.3.4 void clear_all ()

clear all build data (current and history) to restore original state.
Clears out any history (e.g., TANA3Approximation use for a different response function in NonDReliability).
10.7.3.5 **Approximation** *get_approx* (*ProblemDescDB* & *problem_db*, const *size_t* & *num_acv*)

[private]

Used only by the standard envelope constructor to initialize approxRep to the appropriate derived type.

Used only by the envelope constructor to initialize approxRep to the appropriate derived type.

10.7.3.6 **Approximation** *get_approx* (const *String* & *approx_type*, const *size_t* & *num_acv*)

[private]

Used only by the alternate envelope constructor to initialize approxRep to the appropriate derived type.

Used only by the envelope constructor to initialize approxRep to the appropriate derived type.

The documentation for this class was generated from the following files:

- DakotaApproximation.H
- DakotaApproximation.C
10.8 ApproximationInterface Class Reference

Derived class within the interface class hierarchy for supporting approximations to simulation-based results.

Inheritance diagram for ApproximationInterface::

```
Class Hierarchy:
  Interface
  \------------------
  |                   |
  |       ApproximationInterface       |
  \------------------
```

Public Member Functions

- **ApproximationInterface** (ProblemDescDB &problem_db, const size_t &num_acv, const size_t &num_fns)
  *constructor*

- ~ApproximationInterface()
  *destructor*

Protected Member Functions

- void **map** (const Variables &vars, const ActiveSet &set, Response &response, const bool async_flag=false)
  *the function evaluator: provides an approximate "mapping" from the variables to the responses using function-Surfaces*

- int **minimum_samples** (bool constraint_flag) const
  *returns the minimum number of samples required to build the functionSurfaces*

- void **update_approximation** (const RealVectorArray &all_variables, const ResponseArray &all_responses)
  *passes multiple points to an approximation for building a surrogate*

- void **update_approximation** (const RealVector &c_variables, const Response &response)
- void **build_approximation** (const RealVector &lower_bnds, const RealVector &upper_bnds)
- void **append_approximation** (const RealVector &c_variables, const Response &response)
  *updates an existing global approximation with new data*

- void **clear**()
  *clears all data from an approximation interface*
• bool anchor () const  
  queries the presence of an anchorPoint within an approximation interface

• const RealVectorArray & approximation_coefficients ()  
  retrieve the approximation coefficients from each Approximation within an ApproximationInterface

• const ResponseArray & synch ()  
  recovers data from a series of asynchronous evaluations (blocking)

• const IntResponseMap & synch_nowait ()  
  recovers data from a series of asynchronous evaluations (nonblocking)

Private Attributes

• bool completeApproxSet  
  flag for complete approximation set (no mixture of truth/approx responses at Model level)

• IntArray approxFnIds  
  for incomplete approximation sets, this array specifies the response function subset that is approximated

• Array< Approximation > functionSurfaces  
  list of approximations, one per response function

• RealVectorArray functionSurfaceCoeffs  
  array of approximation coefficient vectors, one vector per response function

• bool graphicsFlag  
  controls 3D graphics of approximation surfaces

• IntResponseMap beforeSynchResponseMap  
  bookkeeping map to catalogue responses generated in map() for use in synch() and synch_nowait(). This supports pseudo-asynchronous operations (approximate responses are always computed synchronously, but asynchronous virtual functions are supported through bookkeeping).

10.8.1 Detailed Description

Derived class within the interface class hierarchy for supporting approximations to simulation-based results. 
ApproximationInterface provides an interface class for building a set of global/local/multipoint approximations and performing approximate function evaluations using them. It contains a list of Approximation objects, one for each response function.
10.8.2 Member Function Documentation

10.8.2.1 void update_approximation (const RealVector & c_variables, const Response & response) [protected, virtual]
Evaluate values, gradients, and possibly Hessians at the current point for building a local approximation. Reimplemented from Interface.

10.8.2.2 void build_approximation (const RealVector & lower_bnds, const RealVector & upper_bnds) [protected, virtual]
Evaluate values, gradients, and possibly Hessians at the current point for building a local approximation. Reimplemented from Interface.

10.8.3 Member Data Documentation

10.8.3.1 Array<Approximation> functionSurfaces [private]
list of approximations, one per response function
This formulation allows the use of mixed approximations (i.e., different approximations used for different response functions), although the input specification is not currently general enough to support it.

The documentation for this class was generated from the following files:

- ApproximationInterface.H
- ApproximationInterface.C
10.9 Array Class Template Reference

Template class for the Dakota bookkeeping array.

Public Member Functions

- **Array ()**
  
  Default constructor.

- **Array (size_t size)**
  
  Constructor which takes an initial size.

- **Array (size_t size, const T &initial_val)**
  
  Constructor which takes an initial size and an initial value.

- **Array (const Array < T > &a)**
  
  Copy constructor.

- **Array (const T *p, size_t size)**
  
  Constructor which copies size entries from T*.

- **~Array ()**
  
  Destructor.

- **Array < T > & operator= (const Array < T > &a)**
  
  Normal const assignment operator.

- **Array < T > & operator= (Array < T > &a)**
  
  Normal assignment operator.

- **Array < T > & operator= (const T &ival)**
  
  Sets all elements in self to the value ival.

- **operator T * () const**
  
  Converts the Array to a standard C-style array. Use with care!

- **T & operator[] (int i)**
  
  alternate bounds-checked indexing operator for int indices

- **const T & operator[] (int i) const**
  
  alternate bounds-checked const indexing operator for int indices
10.9 Array Class Template Reference

- T & operator[ ] (size_t i)
  
  Index operator, returns the ith value of the array.

- const T & operator[ ] (size_t i) const
  
  Index operator const, returns the ith value of the array.

- T & operator() (size_t i)
  
  Index operator, not bounds checked.

- const T & operator() (size_t i) const
  
  Index operator const, not bounds checked.

- void read (istream &s)
  
  Reads an Array from an istream.

- void write (ostream &s) const
  
  Writes an Array to an output stream.

- void write (ostream &s, const Array &label_array) const
  
  Writes an Array and associated label array to an output stream.

- void write_aprepro (ostream &s, const Array &label_array) const
  
  Writes an Array and associated label array to an output stream in aprepro format.

- void write_annotated (ostream &s, bool write_len) const
  
  Writes an Array to an output stream in annotated format.

- void read (BiStream &s)
  
  Reads an Array from a binary input stream.

- void write (BoStream &s) const
  
  Writes an Array to a binary output stream.

- void read (MPIUnpackBuffer &s)
  
  Reads an Array from a buffer after an MPI receive.

- void write (MPIPackBuffer &s) const
  
  Writes an Array to a buffer prior to an MPI send.

- size_t length () const
  
  Returns size of array.

- void reshape (size_t sz)
  
  Resizes array to size sz.

- size_t index (const T &a) const
Returns the index of the first array item which matches the object a.

- **bool contains**(const T &a) const
  
  Checks if the array contains an object which matches the object a.

- **size_t count**(const T &a) const
  
  Returns the number of items in the array matching the object a.

- **const T * data()** const
  
  Returns pointer T* to continuous data.

### 10.9.1 Detailed Description

**template<class T> class Dakota::Array<T>**

Template class for the Dakota bookkeeping array.

An array class template that provides additional functionality that is specific to Dakota’s needs. The Array class adds additional functionality needed by Dakota to the inherited base array class. The Array class can inherit from either the STL or RW vector classes.

### 10.9.2 Constructor & Destructor Documentation

#### 10.9.2.1 Array(const T * p, size_t size) [inline]

Constructor which copies size entries from T*. Assigns size values from p into array.

### 10.9.3 Member Function Documentation

#### 10.9.3.1 Array<T> & operator=(const T & ival) [inline]

Sets all elements in self to the value ival. Assigns all values of array to the value passed in as ival. For the Rogue Wave case, utilizes base class operator=(ival), while for the ANSI case, uses the STL assign() method.
10.9.3.2  operator T * () const  [inline]
Converts the Array to a standard C-style array. Use with care!
The operator() returns a c style pointer to the data within the array. Calls the data() method. USE WITH CARE.

10.9.3.3  ]
T & operator[] (size_t i)  [inline]
Index operator, returns the ith value of the array.
Index operator; calls the STL method at() which is bounds checked. Mimics the RW vector class. Note: the at() method is not supported by the __GNUC__ STL implementation or by builds omitting exceptions (e.g., SIERRA).

10.9.3.4  ]
const T & operator[] (size_t i) const  [inline]
Index operator const, returns the ith value of the array.
A const version of the index operator; calls the STL method at() which is bounds checked. Mimics the RW vector class. Note: the at() method is not supported by the __GNUC__ STL implementation or by builds omitting exceptions (e.g., SIERRA).

10.9.3.5  T & operator() (size_t i)  [inline]
Index operator, not bounds checked.
Non bounds check index operator, calls the STL operator[] which is not bounds checked. Needed to mimic the RW vector class

10.9.3.6  const T & operator() (size_t i) const  [inline]
Index operator const, not bounds checked.
A const version of the non-bounds check index operator, calls the STL operator[] which is not bounds checked. Needed to mimic the RW vector class

10.9.3.7  const T * data () const  [inline]
Returns pointer T* to continuous data.
Returns a C style pointer to the data within the array. USE WITH CARE. Needed to mimic RW vector class, is used in the operator(). Uses the STL front method.
The documentation for this class was generated from the following file:

- DakotaArray.H
10.10  **BaseConstructor Struct Reference**

Dummy struct for overloading letter-envelope constructors.

**Public Member Functions**

- **BaseConstructor** (int=0)
  
  *C++ structs can have constructors.*

10.10.1  **Detailed Description**

Dummy struct for overloading letter-envelope constructors.

`BaseConstructor` is used to overload the constructor for the base class portion of letter objects. It avoids infinite recursion (Coplien p.139) in the letter-envelope idiom by preventing the letter from instantiating another envelope. Putting this struct here avoids circular dependencies.

The documentation for this struct was generated from the following file:

- `global_defs.h`
10.11 BaseVector Class Template Reference

Base class for the Dakota::Matrix and Dakota::Vector classes.

Inheritance diagram for BaseVector::

```
BaseVector
  ↓
Vector
```

Public Member Functions

- **BaseVector ()**
  
  Default constructor.

- **BaseVector (size_t size)**
  
  Constructor, creates vector of size.

- **BaseVector (size_t size, const T &initial_val)**
  
  Constructor, creates vector of size with initial value of initial_val.

- **~BaseVector ()**
  
  Destructor.

- **BaseVector (const BaseVector<T> &a)**
  
  Copy constructor.

- **BaseVector<T> & operator= (const BaseVector<T> &a)**
  
  Normal assignment operator.

- **BaseVector<T> & operator= (const T &ival)**
  
  Assigns all values of vector to ival.

- **T & operator[] (int i)**
  
  Alternate bounds-checked indexing operator for int indices

- **const T & operator[] (int i) const**
  
  Alternate bounds-checked const indexing operator for int indices

- **T & operator[] (size_t i)**
  
  Returns the object at index i, (can use as lvalue).
- `const T & operator[] (size_t i) const
  Returns the object at index i, const (can’t use as lvalue).

- `T & operator() (size_t i)
  Index operator, not bounds checked.

- `const T & operator() (size_t i) const
  Index operator const, not bounds checked.

- `size_t length () const
  Returns size of vector.

- `void reshape (size_t sz)
  Resizes vector to size sz.

- `const T * data () const
  Returns const pointer to standard C array. Use with care.

**Protected Member Functions**

- `T * array () const
  Returns pointer to standard C array. Use with care.

### 10.11.1 Detailed Description

```
template<class T> class Dakota::BaseVector<T>
```

Base class for the Dakota::Matrix and Dakota::Vector classes.

The Dakota::BaseVector class is the base class for the Dakota::Matrix class. It is used to define a common vector interface for both the STL and RW vector classes. If the STL version is based on the valarray class then some basic vector operations such as +, * are available.

### 10.11.2 Constructor & Destructor Documentation

#### 10.11.2.1 BaseVector (size_t size, const T & initial_val) [inline]

Constructor, creates vector of size with initial value of initial_val.

Constructor which takes an initial size and an initial value, allocates an area of initial size and initializes it with input value. Calls base class constructor.
10.11.3 Member Function Documentation

10.11.3.1 T operator[] (size_t i) [inline]
Returns the object at index i, (can use as lvalue).
Index operator, calls the STL method at() which is bounds checked. Mimics the RW vector class. Note: the at() method is not supported by the __GNUC__ STL implementation or by builds omitting exceptions (e.g., SIERRA).

10.11.3.2 const T operator[] (size_t i) const [inline]
Returns the object at index i, const (can’t use as lvalue).
Const versions of the index operator calls the STL method at() which is bounds checked. Mimics the RW vector class. Note: the at() method is not supported by the __GNUC__ STL implementation or by builds omitting exceptions (e.g., SIERRA).

10.11.3.3 T operator() (size_t i) [inline]
Index operator, not bounds checked.
Non bounds check index operator, calls the STL operator[] which is not bounds checked. Needed to mimic the RW vector class

10.11.3.4 const T operator() (size_t i) const [inline]
Index operator const, not bounds checked.
Const version of the non-bounds check index operator, calls the STL operator[] which is not bounds checked. Needed to mimic the RW vector class

10.11.3.5 size_t length () const [inline]
Returns size of vector.
Returns the length of the array by calling the STL size method. Needed to mimic the RW vector class

10.11.3.6 void reshape (size_t sz) [inline]
Resizes vector to size sz.
Resizes the array to size sz by calling the STL resize method. Needed to mimic the RW vector class
10.11.3.7 const T * data () const [inline]

Returns const pointer to standard C array. Use with care.
Returns a const pointer to the data within the array. USE WITH CARE. Needed to mimic RW vector class.

10.11.3.8 T * array () const [inline, protected]

Returns pointer to standard C array. Use with care.
Returns a non-const pointer to the data within the array. Non-const version of data() used by derived classes.
The documentation for this class was generated from the following file:

- DakotaBaseVector.H
10.12 BiStream Class Reference

The binary input stream class. Overloads the >> operator for all data types.

Public Member Functions

- BiStream()
  Default constructor; need to open.

- BiStream(const char *s)
  Constructor takes name of input file.

- BiStream(const char *s, std::ios_base::openmode mode)
  Constructor takes name of input file, mode.

- BiStream(const char *s, int mode)
  Constructor takes name of input file, mode.

- ~BiStream()
  Destructor, calls xdr_destroy to delete xdr stream.

- BiStream & operator>>(String &ds)
  Binary Input stream operator>>.

- BiStream & operator>>(char *s)
  Input operator, reads char* from binary stream BiStream.

- BiStream & operator>>(char &c)
  Input operator, reads char from binary stream BiStream.

- BiStream & operator>>(int &i)
  Input operator, reads int* from binary stream BiStream.

- BiStream & operator>>(long &l)
  Input operator, reads long from binary stream BiStream.

- BiStream & operator>>(short &s)
  Input operator, reads short from binary stream BiStream.

- BiStream & operator>>(bool &b)
  Input operator, reads bool from binary stream BiStream.
BiStream & operator>>(double &d)
  Input operator, reads double from binary stream BiStream.

BiStream & operator>>(float &f)
  Input operator, reads float from binary stream BiStream.

BiStream & operator>>(unsigned char &c)
  Input operator, reads unsigned char from binary stream BiStream.

BiStream & operator>>(unsigned int &i)
  Input operator, reads unsigned int from binary stream BiStream.

BiStream & operator>>(unsigned long &l)
  Input operator, reads unsigned long from binary stream BiStream.

BiStream & operator>>(unsigned short &s)
  Input operator, reads unsigned short from binary stream BiStream.

Private Attributes

- XDR xdrInBuf
  XDR input stream buffer.

- char inBuf [MAX_NETOBJ_SZ]
  Buffer to hold data as it is read in.

10.12.1 Detailed Description

The binary input stream class. Overloads the >> operator for all data types.

The Dakota::BiStream class is a binary input class which overloads the >> operator for all standard data types (int, char, float, etc). The class relies on the methods within the ifstream base class. The Dakota::BiStream class inherits from the ifstream class. If available, the class utilize rpc/xdr to construct machine independent binary files. These Dakota restart files can be moved from host to host. The motivation to develop these classes was to replace the Rogue wave classes which Dakota historically used for binary I/O.

10.12.2 Constructor & Destructor Documentation
10.12 BiStream Class Reference

10.12.2.1 BiStream ()

Default constructor, need to open.
Default constructor, allocates xdr stream, but does not call the open method. The open method must be called
before stream can be read.

10.12.2.2 BiStream (const char * s)

Constructor takes name of input file.
Constructor which takes a char* filename. Calls the base class open method with the filename and no other
arguments. Also allocates the xdr stream.

10.12.2.3 BiStream (const char * s, std::ios_base::openmode mode)

Constructor takes name of input file, mode.
Constructor which takes a char* filename and int flags. Calls the base class open method with the filename and
flags as arguments. Also allocates xdr stream.

10.12.2.4 ~BiStream ()

Destructor, calls xdr_destroy to delete xdr stream.
Destructor, destroys the xdr stream allocated in constructor

10.12.3 Member Function Documentation

10.12.3.1 BiStream & operator>>(String & ds)

Binary Input stream operator>>.
The String input operator must first read both the xdr buffer size and the size of the string written. Once these our
read it can then read and convert the String correctly.

10.12.3.2 BiStream & operator>>(char * s)

Input operator, reads char* from binary stream BiStream.
Reading char array is a special case. The method has no way of knowing if the length to the input array is large
enough, it assumes it is one char longer than actual string, (Null terminator added). As with the String the size of
the xdr buffer as well as the char array size written must be read from the stream prior to reading and converting
the char array.
The documentation for this class was generated from the following files:
• DakotaBinStream.H
• DakotaBinStream.C
10.13 BoStream Class Reference

The binary output stream class. Overloads the $\ll$ operator for all data types.

Public Member Functions

- **BoStream ()**
  
  Default constructor, need to open.

- **BoStream (const char *s)**
  
  Constructor takes name of input file.

- **BoStream (const char *s, std::ios_base::openmode mode)**
  
  Constructor takes name of input file, mode.

- **BoStream (const char *s, int mode)**
  
  Constructor takes name of input file, mode.

- **~BoStream ()**
  
  Destructor, calls xdr_destroy to delete xdr stream.

- **BoStream & operator$\ll$ (const String &ds)**
  
  Binary Output stream operator$\ll$.

- **BoStream & operator$\ll$ (const char *s)**
  
  Output operator, writes char* TO binary stream BoStream.

- **BoStream & operator$\ll$ (const char &c)**
  
  Output operator, writes char to binary stream BoStream.

- **BoStream & operator$\ll$ (const int &i)**
  
  Output operator, writes int to binary stream BoStream.

- **BoStream & operator$\ll$ (const long &l)**
  
  Output operator, writes long to binary stream BoStream.

- **BoStream & operator$\ll$ (const short &s)**
  
  Output operator, writes short to binary stream BoStream.

- **BoStream & operator$\ll$ (const bool &b)**
  
  Output operator, writes bool to binary stream BoStream.
- **BoStream** & operator\textless\textless (const double &d)
  
  Output operator, writes double to binary stream **BoStream**.

- **BoStream** & operator\textless\textless (const float &f)
  
  Output operator, writes float to binary stream **BoStream**.

- **BoStream** & operator\textless\textless (const unsigned char &c)
  
  Output operator, writes unsigned char to binary stream **BoStream**.

- **BoStream** & operator\textless\textless (const unsigned int &i)
  
  Output operator, writes unsigned int to binary stream **BoStream**.

- **BoStream** & operator\textless\textless (const unsigned long &l)
  
  Output operator, writes unsigned long to binary stream **BoStream**.

- **BoStream** & operator\textless\textless (const unsigned short &s)
  
  Output operator, writes unsigned short to binary stream **BoStream**.

### Private Attributes

- XDR xdrOutBuf
  
  XDR output stream buffer.

- char outBuf [MAX_NETOBJ_SZ]
  
  Buffer to hold converted data before it is written.

### 10.13.1 Detailed Description

The binary output stream class. Overloads the \textless\textless operator for all data types.

The Dakota::BoStream class is a binary output classes which overloads the \textless\textless operator for all standard data types (int, char, float, etc). The class relies on the built in write methods within the ostream base classes. Dakota::BoStream inherits from the ofstream class. The motivation to develop this class was to replace the Rogue wave class which Dakota historically used for binary I/O. If available, the class utilize rpc/xdr to construct machine independent binary files. These Dakota restart files can be moved between hosts.

### 10.13.2 Constructor & Destructor Documentation
10.13 BoStream Class Reference

10.13.2.1 BoStream ()

Default constructor, need to open.

Default constructor allocates the xdr stream but does not call the open() method. The open() method must be called before stream can be written to.

10.13.2.2 BoStream (const char * s)

Constructor takes name of input file.

Constructor, takes char * filename as argument. Calls base class open method with filename and no other arguments. Also allocates xdr stream.

10.13.2.3 BoStream (const char * s, std::ios_base::openmode mode)

Constructor takes name of input file, mode.

Constructor, takes char * filename and int flags as arguments. Calls base class open method with filename and flags as arguments. Also allocates xdr stream. Note: If no rpc/xdr support xdr calls are #ifdef’d out.

10.13.3 Member Function Documentation

10.13.3.1 BoStream & operator<< (const String & ds)

Binary Output stream operator<<. The String operator<< must first write the xdr buffer size and the original string size to the stream. The input operator needs this information to be able to correctly read and convert the String.

10.13.3.2 BoStream & operator<< (const char * s)

Output operator, writes char* TO binary stream BoStream.

The output of char* is the same as the output of the String. The size of the xdr buffer and the size of the string must be written first, then the string itself.

The documentation for this class was generated from the following files:

- DakotaBinStream.H
- DakotaBinStream.C
10.14 COLINApplication Class Reference

Public Member Functions

- **COLINApplication (Model &model, Optimizer &opt_)
  
  *constructor*

- **~COLINApplication ()
  
  *destructor*

- **void DoEval (ColinPoint &point, int &priority, ColinResponse &response, bool synch_flag)
  
  *launch a function evaluation either synchronously or asynchronously*

- **unsigned int num_evaluation_servers ()
  
  *The number of 'slave' processors that can perform evaluations. The value '0' indicates that this is a sequential application."

- **void synchronize ()
  
  *blocking retrieval of all pending jobs*

- **int next_eval ()
  
  *nonblocking query and retrieval of a job if completed*

- **void dakota_asynch_flag (const bool &asynch_flag)
  
  *This function publishes the iterator’s asynchFlag at run time (asynchFlag not initialized properly at construction)."

Private Member Functions

- **void map_response (ColinResponse &colin_response, const Response &dakota_response)
  
  *utility function for mapping a DAKOTA response to a COLIN response*

Private Attributes

- **Model & userDefinedModel
  
  *reference to the COLINOptimizer’s model passed in the constructor*

- **ActiveSet activeSet
  
  *copy/conversion of the COLIN request vector*

- **bool dakotaModelAsynchFlag
10.14 COLINApplication Class Reference

- bool blockingSynch
  flag for user specification of "synchronization blocking"

- IntResponseMap dakotaResponseMap
  map of DAKOTA responses returned by synchronize_nowait()

- size_t numObjFns
  number of objective functions

- size_t numNonlinCons
  number of nonlinear constraints

- Optimizer * opt
  pointer to the DAKOTA Optimizer hierarchy passed through the COLINApplication constructor. This is needed for accessing Optimizer functions (e.g., multi_objective_modify()) needed by COLINApplication.

- int num_real_params
  number of continuous design variables

- int num_integer_params
  number of discrete design variables

- int synchronization_state
  tracks the state of asynchronous evaluations

- std::list<int> requested_async_id
  tracks COLIN response ids from DoEval() to next_eval()

10.14.1 Detailed Description

COLINApplication is a DAKOTA class that is derived from COLIN’s OptApplication hierarchy. It redefines a variety of virtual COLIN functions to use the corresponding DAKOTA functions. This is a more flexible algorithm library interfacing approach than can be obtained with the function pointer approaches used by NPSOLOptimizer and SNLLOptimizer.

10.14.2 Member Function Documentation
10.14.2.1  void DoEval (ColinPoint & pt, int & priority, ColinResponse * prob_response, bool synch_flag)

launch a function evaluation either synchronously or asynchronously
Converts the ColinPoint variables and request vector to DAKOTA variables and active set vector, performs a DAKOTA function evaluation with synchronization governed by synch_flag, and then copies the Response data to the ColinResponse response (synchronous) or bookkeeps the response object (asynchronous).

10.14.2.2  void synchronize ()

blocking retrieval of all pending jobs
Blocking synchronize of asynchronous DAKOTA jobs followed by conversion of the Response objects to ColinResponse response objects.

10.14.2.3  int next_eval ()

nonblocking query and retrieval of a job if completed
Nonblocking job retrieval. Finds a completion (if available), populates the COLIN response, and sets id to the completed job’s id. Else set id = -1.

10.14.2.4  void map_response (ColinResponse & colin_response, const Response & dakota_response)

utility function for mapping a DAKOTA response to a COLIN response
map_response Maps a Response object into a ColinResponse class that is compatible with COLIN.
The documentation for this class was generated from the following files:

- COLINApplication.H
- COLINApplication.C
10.15 COLINOptimizer Class Template Reference

Wrapper class for optimizers defined using COLIN.

Inheritance diagram for COLINOptimizer:

```
  Iterator
    Minimizer
      Optimizer
        COLINOptimizer
```

Public Member Functions

- **COLINOptimizer** (Model &model)

  Performs the iterations to determine the optimal solution.

- **~COLINOptimizer** ()

  destructor

- **void find_optimum** (void)

  Performs the iterations to determine the optimal solution.

Protected Member Functions

- **virtual void set_rng** (void)

  sets up the random number generator for stochastic methods

- **virtual void set_initial_point** (ColinPoint &pt)

  sets the iteration starting point prior to minimization

- **virtual void get_min_point** (ColinPoint &pt)

  retrieves the final solution after minimization

- **virtual void set_method_parameters** (void)

  sets options for specific methods based on user specifications (called at construction time)
- void set_standard_method_parameters (void)
  sets the standard method parameters shared by all methods
- virtual void set_runtime_parameters (void)
  sets method parameters for specific methods using data that is not available until run time

Protected Attributes

- OptimizerT * optimizer
  Pointer to COLIN base optimizer object.
- COLINApplication * application
  Pointer to the COLINApplication object.
- OptProblem< ColinPoint > problem
  the COLIN problem object
- utilib::RNG * rng
  RNG ptr.
- String evalSynch
  the synchronization setting (blocking or nonblocking)

10.15.1 Detailed Description

template<class OptimizerT> class Dakota::COLINOptimizer< OptimizerT >

Wrapper class for optimizers defined using COLIN.

The COLINOptimizer class provides a templated wrapper for COLIN, a Sandia-developed C++ optimization interface library. A variety of COLIN optimizers are defined in the COLINY optimization library, which contains the optimization components from the old SGOPT library. COLINY contains optimizers such as genetic algorithms, pattern search methods, and other nongradient-based techniques. COLINOptimizer uses a COLINApplication object to perform the function evaluations.

The user input mappings are as follows: max_iterations, max_function_evaluations, convergence_tolerance, solution_accuracy and max_cpu_time are mapped into COLIN’s max_iters, max_neval, ftol, accuracy, and max_time data attributes. An output setting of verbose is passed to COLIN’s set_output() function and a setting of debug activates output of method initialization and sets the COLIN debug attribute to 10000. COLIN methods assume asynchronous operations whenever the algorithm has independent evaluations which can be performed simultaneously (implicit parallelism). Therefore, parallel configuration is not mapped into the method, rather it is used in COLINApplication to control whether or not an asynchronous evaluation request from the method is honored by the model (exception: pattern search exploratory moves is set to best_all for parallel function evaluations). Refer to [Hart, W.E., 1997] for additional information on COLIN objects and controls.
10.15 COLINOptimizer Class Template Reference

10.15.2 Member Function Documentation

10.15.2.1 void find_optimum (void) [virtual]
Performs the iterations to determine the optimal solution.
find_optimum redefines the Optimizer virtual function to perform the optimization using COLIN. It first sets up
the problem data, then executes minimize() on the COLIN optimizer, and finally catalogues the results.
Implements Optimizer.

10.15.2.2 void set_standard_method_parameters (void) [protected]
sets the standard method parameters shared by all methods
set_standard_method_parameters propagates standard DAKOTA user input to the optimizer.
The documentation for this class was generated from the following file:

- COLINOptimizer.H
10.16 ColinPoint Class Reference

Public Attributes

- vector< double > rvec
  
  *continuous parameter values*

- vector< int > ivec
  
  *discrete parameter values*

10.16.1 Detailed Description

A class containing a vector of doubles and integers.

The documentation for this class was generated from the following file:

- COLINApplication.H
10.17 CommandLineHandler Class Reference

Utility class for managing command line inputs to DAKOTA.

Inheritance diagram for CommandLineHandler::

```
CommandLineHandler
  GetLongOpt
  CommandLineHandler
```

Public Member Functions

- `CommandLineHandler ()`
  default constructor, requires `check_usage()` call for parsing

- `CommandLineHandler (int argc, char **argv)`
  constructor with parsing

- `~CommandLineHandler ()`
  destructor

- `void check_usage (int argc, char **argv)`
  Verifies that DAKOTA is called with the correct command usage. Prints a descriptive message and exits the program if incorrect.

- `int read_restart_evals () const`
  Returns the number of evaluations to be read from the restart file (as specified on the DAKOTA command line) as an integer instead of a const char*.

Private Member Functions

- `void initialize_options ()`
  enrolls the supported command line inputs.

- `void output_version (ostream &s) const`
  outputs the DAKOTA version
10.17.1 Detailed Description

Utility class for managing command line inputs to DAKOTA. 

`CommandLineHandler` provides additional functionality that is specific to DAKOTA’s needs for the definition and parsing of command line options. Inheritance is used to allow the class to have all the functionality of the base class, `GetLongOpt`.

The documentation for this class was generated from the following files:

- CommandLineHandler.H
- CommandLineHandler.C
10.18 CommandShell Class Reference

Utility class which defines convenience operators for spawning processes with system calls.

Public Member Functions

- `CommandShell()`
  constructor

- `~CommandShell()`
  destructor

- `CommandShell & operator<<(const char *string)`
  adds string to unixCommand

- `CommandShell & operator<<(CommandShell &(*f)(CommandShell &))`
  allows passing of the flush function to the shell using `<<`

- `CommandShell & flush()`
  "flushes" the shell; i.e. executes the unixCommand

- `void asynch_flag(const bool flag)`
  set the asynchFlag

- `bool asynch_flag() const`
  get the asynchFlag

- `void suppress_output_flag(const bool flag)`
  set the suppressOutputFlag

- `bool suppress_output_flag() const`
  get the suppressOutputFlag

Private Attributes

- `String unixCommand`
  the command string that is constructed through one or more `<<` insertions and then executed by flush

- `bool asynchFlag`
  flags nonblocking operation (background system calls)
- bool suppressOutputFlag
  flags suppression of shell output (no command echo)

### 10.18.1 Detailed Description

Utility class which defines convenience operators for spawning processes with system calls.

The `CommandShell` class wraps the C system() utility and defines convenience operators for building a command string and then passing it to the shell.

### 10.18.2 Member Function Documentation

#### 10.18.2.1 `CommandShell & flush ()`

"flushes" the shell; i.e. executes the unixCommand

Executes the unixCommand by passing it to system(). Appends an "&" if asyncFlag is set (background system call) and echos the unixCommand to Cout if suppressOutputFlag is not set.

The documentation for this class was generated from the following files:

- `CommandShell.H`
- `CommandShell.C`
10.19 ConcurrentStrategy Class Reference

Strategy for multi-start iteration or pareto set optimization.

Inheritance diagram for ConcurrentStrategy:

```
Strategy

ConcurrentStrategy
```

Public Member Functions

- `ConcurrentStrategy (ProblemDescDB &problem_db)`
  - constructor

- `~ConcurrentStrategy ()`
  - destructor

- `void run_strategy ()`
  - Performs the concurrent strategy by executing selectedIterator on userDefinedModel multiple times in parallel for different settings within the iterator or model.

Private Member Functions

- `void self_schedule_iterators ()`
  - executed by the strategy master to self-schedule iterator jobs among slave iterator servers (called by run_strategy())

- `void serve_iterators ()`
  - executed on the slave iterator servers to perform iterator jobs assigned by the strategy master (called by run_strategy())

- `void static_schedule_iterators ()`
  - executed on iterator peers to statically schedule iterator jobs (called by run_strategy())

- `void print_results ()`
  - prints the concurrent iteration results summary (called by run_strategy())
Private Attributes

- **Model** `userDefinedModel`  
  the model used by the iterator

- **Iterator** `selectedIterator`  
  the iterator used by the concurrent strategy

- **int** `numIteratorServers`  
  number of concurrent iterator partitions

- **int** `numIteratorJobs`  
  total number of iterator executions to schedule over the servers

- **RealVectorArray** `parameterSets`  
  an array of parameter set vectors (either multistart variable sets or pareto multiobjective weighting sets) to be performed.

- **PRPArray** `prpResults`  
  an array of results corresponding to the parameter set vectors.

- **bool** `multiStartFlag`  
  distinguishes multi-start from Pareto-set

- **bool** `strategyDedicatedMasterFlag`  
  signals ded. master partitioning

- **int** `iteratorServerId`  
  identifier for an iterator server

- **int** `drvMsgLen`  
  length of an MPI buffer containing a RealVector from parameterSets

10.19.1 Detailed Description

**Strategy** for multi-start iteration or pareto set optimization.

This strategy maintains two concurrent iterator capabilities. First, a general capability for running an iterator multiple times from different starting points is provided (often used for multi-start optimization, but not restricted to optimization). Second, a simple capability for mapping the "pareto frontier" (the set of optimal solutions in multiobjective formulations) is provided. This pareto set is mapped through running an optimizer multiple times for different sets of multiobjective weightings.

10.19.2 Member Function Documentation
10.19.2.1 void self_schedule_iterators () [private]

executed by the strategy master to self-schedule iterator jobs among slave iterator servers (called by run_strategy())

This function is adapted from ApplicationInterface::self_schedule_evaluations().

10.19.2.2 void serve_iterators () [private]

executed on the slave iterator servers to perform iterator jobs assigned by the strategy master (called by run_strategy())

This function is similar in structure to ApplicationInterface::serve_evaluations_synch().

The documentation for this class was generated from the following files:

- ConcurrentStrategy.H
- ConcurrentStrategy.C
10.20 CONMINOptimizer Class Reference

Wrapper class for the CONMIN optimization library.

Inheritance diagram for CONMINOptimizer:

```
CONMINOptimizer
  ↓
Minimizer
  ↓
Optimizer
  ↓
Iterator
```

Public Member Functions

- **CONMINOptimizer (Model &model)**
  
  Constructor

- **~CONMINOptimizer ()**
  
  Destructor

- **void find_optimum ()**

  Used within the optimizer branch for computing the optimal solution. Redefines the run_iterator virtual function for the optimizer branch.

Protected Member Functions

- **virtual void derived_pre_run ()**

  Performs run-time set up

- **virtual void derived_post_run ()**

  Performs final solution processing

Private Member Functions

- **void allocate_workspace ()**

  Allocates workspace for the optimizer.
• void **deallocate_workspace** ()

  Releases workspace memory.

• void **allocate_constraints** ()

  Allocates constraint mappings.

**Private Attributes**

• int **conminInfo**

  *INFO from CONMIN manual.*

• int **printControl**

  *IPRINT from CONMIN manual (controls output verbosity).*

• int **optimizationType**

  *MINMAX from DOT manual (minimize or maximize).*

• Real **objFnValue**

  *value of the objective function passed to CONMIN*

• RealVector **constraintValues**

  *array of nonlinear constraint values passed to CONMIN*

• SizetList **constraintMappingIndices**

  *a list of indices for referencing the corresponding Response constraints used in computing the CONMIN constraints.*

• RealList **constraintMappingMultipliers**

  *a list of multipliers for mapping the Response constraints to the CONMIN constraints.*

• RealList **constraintMappingOffsets**

  *a list of offsets for mapping the Response constraints to the CONMIN constraints.*

• int **N1**

  *Size variable for CONMIN arrays. See CONMIN manual.*

• int **N2**

  *Size variable for CONMIN arrays. See CONMIN manual.*

• int **N3**

  *Size variable for CONMIN arrays. See CONMIN manual.*

• int **N4**

  *Size variable for CONMIN arrays. See CONMIN manual.*
- int N5
  Size variable for CONMIN arrays. See CONMIN manual.

- int NFDG
  Finite difference flag.

- int IPRINT
  Flag to control amount of output data.

- int ITMAX
  Flag to specify the maximum number of iterations.

- double FDCH
  Relative finite difference step size.

- double FDCHM
  Absolute finite difference step size.

- double CT
  Constraint thickness parameter.

- double CTMIN
  Minimum absolute value of CT used during optimization.

- double CTL
  Constraint thickness parameter for linear and side constraints.

- double CTLMIN
  Minimum value of CTL used during optimization.

- double DELFUN
  Relative convergence criterion threshold.

- double DABFUN
  Absolute convergence criterion threshold.

- double * conminDesVars
  Array of design variables used by CONMIN (length N1 = numdv+2).

- double * conminLowerBnds
  Array of lower bounds used by CONMIN (length N1 = numdv+2).

- double * conminUpperBnds
  Array of upper bounds used by CONMIN (length N1 = numdv+2).

- double * S
10.20 CONMINOptimizer Class Reference

---

*Internal CONMIN array.*

- double * G1
  *Internal CONMIN array.*

- double * G2
  *Internal CONMIN array.*

- double * B
  *Internal CONMIN array.*

- double * C
  *Internal CONMIN array.*

- int * MS1
  *Internal CONMIN array.*

- double * SCAL
  *Internal CONMIN array.*

- double * DF
  *Internal CONMIN array.*

- double * A
  *Internal CONMIN array.*

- int * ISC
  *Internal CONMIN array.*

- int * IC
  *Internal CONMIN array.*

---

### 10.20.1 Detailed Description

Wrapper class for the CONMIN optimization library.

The CONMINOptimizer class provides a wrapper for CONMIN, a Public-domain Fortran 77 optimization library written by Gary Vanderplaats under contract to NASA Ames Research Center. The CONMIN User’s Manual is contained in NASA Technical Memorandum X-62282, 1978. CONMIN uses a reverse communication mode, which avoids the static member function issues that arise with function pointer designs (see NPSOLOptimizer and SNLLOptimizer).

The user input mappings are as follows: max_iterations is mapped into CONMIN’s ITMAX parameter, max_function_evaluations is implemented directly in the find_optimum() loop since there is no CONMIN parameter equivalent, convergence_tolerance is mapped into CONMIN’s DELFUN and DABFUN parameters, output verbosity is mapped into CONMIN’s IPRINT parameter (verbose: IPRINT = 4; quiet: IPRINT = 1; silence: IPRINT = 0; exit: IPRINT < 0).
IPRINT = 2), gradient mode is mapped into CONMIN’s \texttt{NFDG} parameter, and finite difference step size is mapped into CONMIN’s \texttt{FDCH} and \texttt{FDCHM} parameters. Refer to [Vanderplaats, 1978] for additional information on CONMIN parameters.

10.20.2 Member Data Documentation

10.20.2.1 int \texttt{conminInfo} [private]

INFO from CONMIN manual.
Information requested by CONMIN: 1 = evaluate objective and constraints, 2 = evaluate gradients of objective and constraints.

10.20.2.2 int \texttt{printControl} [private]

IPRINT from CONMIN manual (controls output verbosity).
Values range from 0 (nothing) to 4 (most output). 0 = nothing, 1 = initial and final function information, 2 = all of #1 plus function value and design vars at each iteration, 3 = all of #2 plus constraint values and direction vectors, 4 = all of #3 plus gradients of the objective function and constraints, 5 = all of #4 plus proposed design vector, plus objective and constraint functions from the 1-D search

10.20.2.3 int \texttt{optimizationType} [private]

MINMAX from DOT manual (minimize or maximize).
Values of 0 or -1 (minimize) or 1 (maximize).

10.20.2.4 RealVector \texttt{constraintValues} [private]

array of nonlinear constraint values passed to CONMIN
This array must be of nonzero length and must contain only one-sided inequality constraints which are \(<= 0\) (which requires a transformation from 2-sided inequalities and equalities).

10.20.2.5 SizetList \texttt{constraintMappingIndices} [private]

a list of indices for referencing the corresponding \texttt{Response} constraints used in computing the CONMIN constraints.
The length of the list corresponds to the number of CONMIN constraints, and each entry in the list points to the corresponding DAKOTA constraint.
10.20.2.6 RealList constraintMappingMultipliers [private]

A list of multipliers for mapping the Response constraints to the CONMIN constraints. The length of the list corresponds to the number of CONMIN constraints, and each entry in the list contains a multiplier for the DAKOTA constraint identified with constraintMappingIndices. These multipliers are currently +1 or -1.

10.20.2.7 RealList constraintMappingOffsets [private]

A list of offsets for mapping the Response constraints to the CONMIN constraints. The length of the list corresponds to the number of CONMIN constraints, and each entry in the list contains an offset for the DAKOTA constraint identified with constraintMappingIndices. These offsets involve inequality bounds or equality targets, since CONMIN assumes constraint allowables = 0.

10.20.2.8 int N1 [private]

Size variable for CONMIN arrays. See CONMIN manual.  
N1 = number of variables + 2

10.20.2.9 int N2 [private]

Size variable for CONMIN arrays. See CONMIN manual.  
N2 = number of constraints + 2*(number of variables)

10.20.2.10 int N3 [private]

Size variable for CONMIN arrays. See CONMIN manual.  
N3 = Maximum possible number of active constraints.

10.20.2.11 int N4 [private]

Size variable for CONMIN arrays. See CONMIN manual.  
N4 = Maximum(N3,number of variables)

10.20.2.12 int N5 [private]

Size variable for CONMIN arrays. See CONMIN manual.  
N5 = 2*(N4)
10.20.2.13 double CT [private]
Constraint thickness parameter.
The value of CT decreases in magnitude during optimization.

10.20.2.14 double S [private]
Internal CONMIN array.
Move direction in N-dimensional space.

10.20.2.15 double G1 [private]
Internal CONMIN array.
Temporary storage of constraint values.

10.20.2.16 double G2 [private]
Internal CONMIN array.
Temporary storage of constraint values.

10.20.2.17 double B [private]
Internal CONMIN array.
Temporary storage for computations involving array S.

10.20.2.18 double C [private]
Internal CONMIN array.
Temporary storage for use with arrays B and S.

10.20.2.19 int MS1 [private]
Internal CONMIN array.
Temporary storage for use with arrays B and S.

10.20.2.20 double SCAL [private]
Internal CONMIN array.
Vector of scaling parameters for design parameter values.
10.20.2.21 double* DF [private]
Internal CONMIN array.
Temporary storage for analytic gradient data.

10.20.2.22 double* A [private]
Internal CONMIN array.
Temporary 2-D array for storage of constraint gradients.

10.20.2.23 int* ISC [private]
Internal CONMIN array.
Array of flags to identify linear constraints. (not used in this implementation of CONMIN)

10.20.2.24 int* IC [private]
Internal CONMIN array.
Array of flags to identify active and violated constraints
The documentation for this class was generated from the following files:

- CONMINOptimizer.H
- CONMINOptimizer.C
10.21 Constraints Class Reference

Base class for the variable constraints class hierarchy.
Inheritance diagram for Constraints::

```
<table>
<thead>
<tr>
<th>Constraints</th>
</tr>
</thead>
<tbody>
<tr>
<td>AllConstraints</td>
</tr>
</tbody>
</table>
```

Public Member Functions

- **Constraints ()**
  
  *default constructor*

- **Constraints (const ProblemDescDB &problem_db, const pair< short, short > &view)**
  
  *standard constructor*

- **Constraints (const Constraints &con)**
  
  *copy constructor*

- virtual ~Constraints ()
  
  *destructor*

- **Constraints operator= (const Constraints &con)**
  
  *assignment operator*

- virtual const RealVector & continuous_lower_bounds () const
  
  *return the active continuous variable lower bounds*

- virtual void continuous_lower_bounds (const RealVector &c_l_bnds)
  
  *set the active continuous variable lower bounds*

- virtual const RealVector & continuous_upper_bounds () const
  
  *return the active continuous variable upper bounds*

- virtual void continuous_upper_bounds (const RealVector &c_u_bnds)
  
  *set the active continuous variable upper bounds*

- virtual const IntVector & discrete_lower_bounds () const
  
  *return the active discrete variable lower bounds*
• virtual void discrete_lower_bounds (const IntVector &d_l_bnds)
  set the active discrete variable lower bounds

• virtual const IntVector & discrete_upper_bounds () const
  return the active discrete variable upper bounds

• virtual void discrete_upper_bounds (const IntVector &d_u_bnds)
  set the active discrete variable upper bounds

• virtual const RealVector & inactive_continuous_lower_bounds () const
  return the inactive continuous lower bounds

• virtual void inactive_continuous_lower_bounds (const RealVector &i_c_l_bnds)
  set the inactive continuous lower bounds

• virtual const RealVector & inactive_continuous_upper_bounds () const
  return the inactive continuous upper bounds

• virtual void inactive_continuous_upper_bounds (const RealVector &i_c_u_bnds)
  set the inactive continuous upper bounds

• virtual const IntVector & inactive_discrete_lower_bounds () const
  return the inactive discrete lower bounds

• virtual void inactive_discrete_lower_bounds (const IntVector &i_d_l_bnds)
  set the inactive discrete lower bounds

• virtual const IntVector & inactive_discrete_upper_bounds () const
  return the inactive discrete upper bounds

• virtual void inactive_discrete_upper_bounds (const IntVector &i_d_u_bnds)
  set the inactive discrete upper bounds

• virtual RealVector all_continuous_lower_bounds () const
  returns a single array with all continuous lower bounds

• virtual RealVector all_continuous_upper_bounds () const
  returns a single array with all continuous upper bounds

• virtual IntVector all_discrete_lower_bounds () const
  returns a single array with all discrete lower bounds

• virtual IntVector all_discrete_upper_bounds () const
  returns a single array with all discrete upper bounds
• virtual void write (ostream &s) const
  write a variable constraints object to an ostream

• virtual void read (istream &s)
  read a variable constraints object from an istream

• size_t num_linear_ineq_constraints () const
  return the number of linear inequality constraints

• size_t num_linear_eq_constraints () const
  return the number of linear equality constraints

• const RealMatrix & linear_ineq_constraint_coeffs () const
  return the linear inequality constraint coefficients

• void linear_ineq_constraint_coeffs (const RealMatrix &lin_ineq_coeffs)
  set the linear inequality constraint coefficients

• const RealVector & linear_ineq_constraint_lower_bounds () const
  return the linear inequality constraint lower bounds

• void linear_ineq_constraint_lower_bounds (const RealVector &lin_ineq_l_bnds)
  set the linear inequality constraint lower bounds

• const RealVector & linear_ineq_constraint_upper_bounds () const
  return the linear inequality constraint upper bounds

• void linear_ineq_constraint_upper_bounds (const RealVector &lin_ineq_u_bnds)
  set the linear inequality constraint upper bounds

• const RealMatrix & linear_eq_constraint_coeffs () const
  return the linear equality constraint coefficients

• void linear_eq_constraint_coeffs (const RealMatrix &lin_eq_coeffs)
  set the linear equality constraint coefficients

• const RealVector & linear_eq_constraint_targets () const
  return the linear equality constraint targets

• void linear_eq_constraint_targets (const RealVector &lin_eq_targets)
  set the linear equality constraint targets

• size_t num_nonlinear_ineq_constraints () const
  return the number of nonlinear inequality constraints

• size_t num_nonlinear_eq_constraints () const
return the number of nonlinear equality constraints

- const RealVector & nonlinear_ineq_constraint_lower_bounds () const
  return the nonlinear inequality constraint lower bounds

- void nonlinear_ineq_constraint_lower_bounds (const RealVector &nln_ineq_l_bnds)
  set the nonlinear inequality constraint lower bounds

- const RealVector & nonlinear_ineq_constraint_upper_bounds () const
  return the nonlinear inequality constraint upper bounds

- void nonlinear_ineq_constraint_upper_bounds (const RealVector &nln_ineq_u_bnds)
  set the nonlinear inequality constraint upper bounds

- const RealVector & nonlinear_eq_constraint_targets () const
  return the nonlinear equality constraint targets

- void nonlinear_eq_constraint_targets (const RealVector &nln_eq_targets)
  set the nonlinear equality constraint targets

Protected Member Functions

- Constraints (BaseConstructor, const ProblemDescDB &problem_db, const pair< short, short > &view)
  constructor initializes the base class part of letter classes (BaseConstructor overloading avoids infinite recursion in the derived class constructors - Coplien, p. 139)

- void manage_linear_constraints (const ProblemDescDB &problem_db)
  perform checks on user input, convert linear constraint coefficient input to matrices, and assign defaults

Protected Attributes

- pair< short, short > variablesView
  the variables view pair containing active (first) and inactive (second) view enumerations

- size_t numNonlinearIneqCons
  number of nonlinear inequality constraints

- size_t numNonlinearEqCons
  number of nonlinear equality constraints

- RealVector nonlinearIneqConLowerBnds
  nonlinear inequality constraint lower bounds
- **RealVector nonlinearIneqConUpperBnds**
  nonlinear inequality constraint upper bounds

- **RealVector nonlinearEqConTargets**
  nonlinear equality constraint targets

- **size_t numLinearIneqCons**
  number of linear inequality constraints

- **size_t numLinearEqCons**
  number of linear equality constraints

- **RealMatrix linearIneqConCoeffs**
  linear inequality constraint coefficients

- **RealMatrix linearEqConCoeffs**
  linear equality constraint coefficients

- **RealVector linearIneqConLowerBnds**
  linear inequality constraint lower bounds

- **RealVector linearIneqConUpperBnds**
  linear inequality constraint upper bounds

- **RealVector linearEqConTargets**
  linear equality constraint targets

- **RealVector emptyRealVector**
  an empty real vector returned in get functions when there are no variable constraints corresponding to the request

- **IntVector emptyIntVector**
  an empty int vector returned in get functions when there are no variable constraints corresponding to the request

### Private Member Functions

- **Constraints * get_constraints** (const ProblemDescDB &problem_db, const pair< short, short > &view)
  Used only by the constructor to initialize constraintsRep to the appropriate derived type.

### Private Attributes

- **Constraints * constraintsRep**
  pointer to the letter (initialized only for the envelope)
10.21 Constraints Class Reference

- int referenceCount
  
  number of objects sharing constraintsRep

10.21.1 Detailed Description

Base class for the variable constraints class hierarchy.

The Constraints class is the base class for the class hierarchy managing bound, linear, and nonlinear constraints. Using the variable lower and upper bounds arrays from the input specification, different derived classes define different views of this data. The linear and nonlinear constraint data is consistent in all views and is managed at the base class level. For memory efficiency and enhanced polymorphism, the variable constraints hierarchy employs the "letter/envelope idiom" (see Coplien "Advanced C++", p. 133), for which the base class (Constraints) serves as the envelope and one of the derived classes (selected in Constraints::get_constraints()) serves as the letter.

10.21.2 Constructor & Destructor Documentation

10.21.2.1 Constraints ()

default constructor

The default constructor: constraintsRep is NULL in this case (a populated problem_db is needed to build a meaningful Constraints object). This makes it necessary to check for NULL in the copy constructor, assignment operator, and destructor.

10.21.2.2 Constraints (const ProblemDescDB & problem_db, const pair< short, short > & view)

standard constructor

The envelope constructor only needs to extract enough data to properly execute get_constraints, since the constructor overloaded with BaseConstructor builds the actual base class data inherited by the derived classes.

10.21.2.3 Constraints (const Constraints & con)

copy constructor

Copy constructor manages sharing of constraintsRep and incrementing of referenceCount.

10.21.2.4 ~Constraints () [virtual]

destructor

Destructor decrements referenceCount and only deletes constraintsRep when referenceCount reaches zero.
10.21.2.5 **Constraints** (BaseConstructor, const ProblemDescDB & problem_db, const pair< short, short > & view) [protected]

constructor initializes the base class part of letter classes (BaseConstructor overloading avoids infinite recursion in the derived class constructors - Coplien, p. 139)

This constructor is the one which must build the base class data for all derived classes. get_constraints() instantiates a derived class letter and the derived constructor selects this base class constructor in its initialization list (to avoid recursion in the base class constructor calling get_constraints() again). Since the letter IS the representation, its rep pointer is set to NULL (an uninitialized pointer causes problems in ~Constraints).

### 10.21.3 Member Function Documentation

10.21.3.1 **Constraints** operator= (const Constraints & con)

assignment operator


10.21.3.2 **void manage_linear_constraints** (const ProblemDescDB & problem_db) [protected]

perform checks on user input, convert linear constraint coefficient input to matrices, and assign defaults

Convenience function called from derived class constructors. The number of variables active for applying linear constraints is currently defined to be the number of active continuous variables plus the number of active discrete variables (the most general case), even though very few optimizers can currently support mixed variable linear constraints.

10.21.3.3 **Constraints** * get_constraints (const ProblemDescDB & problem_db, const pair< short, short > & view) [private]

Used only by the constructor to initialize constraintsRep to the appropriate derived type.

Initializes constraintsRep to the appropriate derived type, as given by the variables view.

The documentation for this class was generated from the following files:

- DakotaConstraints.H
- DakotaConstraints.C
10.22 CtelRegexp Class Reference

Public Types

- enum RStatus {
  GOOD = 0,
  EXP_TOO_BIG,
  OUT_OF_MEM,
  TOO_MANY_PAR,
  UNMATCH_PAR,
  STARPLUS_EMPTY,
  STARPLUS_NESTED,
  INDEX_RANGE,
  INDEX_MATCH,
  STARPLUS_NOTHING,
  TRAILING,
  INT_ERROR,
  BAD_PARAM,
  BAD_OPCODE
}

Error codes reported by the engine - Most of these codes never really occurs with this implementation.

Public Member Functions

- CtelRegexp (const std::string &pattern)
  Constructor - compile a regular expression.

- CtelRegexp ()
  Destructor.

- bool compile (const std::string &pattern)
  Compile a new regular expression.

- std::string match (const std::string &str)
  matches a particular string; this method returns a string that is a sub-string matching with the regular expression

- bool match (const std::string &str, size_t start, size_t size)
  another form of matching; returns the indexes of the maching

- RStatus getStatus ()
  Get status.

- const std::string & getStatusMsg ()
  Get status message.

- void clearErrors ()
  Clear all errors.

- const std::string & getRe ()
  Return regular expression pattern.

- bool split (const std::string &str, std::vector<std::string> &all_matches)
Private Member Functions

- `CtelRegexp (const CtelRegexp &)`
  *Private copy constructor.*

- `CtelRegexp & operator= (const CtelRegexp &)`
  *Private assignment operator.*

Private Attributes

- `std::string strPattern`
  *STL string to hold pattern.*

- `regexp * r`
  *Pointer to regexp.*

- `RStatus status`
  *Return status, enumerated type.*

- `std::string statusMsg`
  *STL string to hold status message.*

10.22.1 Detailed Description

DESCRIPTION: Wrapper for the Regular Expression engine (regexp) released by Henry Spencer of the University of Toronto.

The documentation for this class was generated from the following files:

- `CtelRegExp.H`
- `CtelRegExp.C`
10.23 DataFitSurrModel Class Reference

Derived model class within the surrogate model branch for managing data fit surrogates (global and local).

Inheritance diagram for DataFitSurrModel:

```
Model  
   |   SurrogateModel  
   |   DataFitSurrModel  
```

Public Member Functions

- **DataFitSurrModel (ProblemDescDB &problem_db)**
  
  `constructor`

- **~DataFitSurrModel ()**
  
  `destructor`

Protected Member Functions

- **void derived_compute_response (const ActiveSet &set)**
  
  `portion of compute_response() specific to DataFitSurrModel`

- **void derived_asynch_compute_response (const ActiveSet &set)**
  
  `portion of asynch_compute_response() specific to DataFitSurrModel`

- **const ResponseArray & derived_synchronize ()**
  
  `portion of synchronize() specific to DataFitSurrModel`

- **const IntResponseMap & derived_synchronize_nowait ()**
  
  `portion of synchronize_nowait() specific to DataFitSurrModel`

- **Iterator & subordinate_iterator ()**
  
  `return dacElementor`

- **Model & surrogate_model ()**
  
  `return this model instance`
- `Model & truth_model ()`
  
  ```cpp
  return actualModel
  ```

- `void derived_subordinate_models (ModelList &ml, bool recurse_flag)`
  
  ```cpp
  return actualModel (and optionally its sub-models)
  ```

- `Interface & interface ()`
  
  ```cpp
  return approxInterface
  ```

- `void surrogate_bypass (bool bypass_flag)`
  
  ```cpp
  set surrogateBypass flag and pass request on to actualModel for any lower-level surrogates.
  ```

- `void build_approximation ()`
  
  ```cpp
  Builds the local/multipoint/global approximation using daceIterator/actualModel.
  ```

- `bool build_approximation (const RealVector &c_vars, const Response &response)`
  
  ```cpp
  Builds the local/multipoint/global approximation using daceIterator/actualModel to generate new data that augments the c_vars/response anchor point.
  ```

- `void update_approximation (const RealVector &c_vars, const Response &response)`
  
  ```cpp
  Adds a point to a global approximation and rebuilds it (requests forwarded to approxInterface).
  ```

- `const RealVectorArray & approximation_coefficients ()`
  
  ```cpp
  return the approximation coefficients from each Approximation (request forwarded to approxInterface)
  ```

- `void component_parallel_mode (int mode)`
  
  ```cpp
  update component parallel mode for supporting parallelism in actualModel
  ```

- `void derived_init_communicators (const int &max_iterator_concurrency)`
  
  ```cpp
  set up actualModel for parallel operations
  ```

- `void derived_init_serial ()`
  
  ```cpp
  set up actualModel for serial operations.
  ```

- `void derived_set_communicators (const int &max_iterator_concurrency)`
  
  ```cpp
  set active parallel configuration within actualModel
  ```

- `void reset_communicators ()`
  
  ```cpp
  reset communicator partitions for the DataFitSurrModel (request forwarded to actualModel)
  ```

- `void derived_free_communicators (const int &max_iterator_concurrency)`
  
  ```cpp
  deallocate communicator partitions for the DataFitSurrModel (request forwarded to actualModel)
  ```

- `void serve ()`
DataFitSurrModel Class Reference

Service actualModel job requests received from the master. Completes when a termination message is received from stop_servers().

- **void stop_servers ()**
  Executed by the master to terminate actualModel server operations when DataFitSurrModel iteration is complete.

- **int evaluation_id ()** const
  return the current evaluation id for the DataFitSurrModel

- **void set_evaluation_reference ()**
  set the evaluation counter reference points for the DataFitSurrModel (request forwarded to approxInterface and actualModel)

- **void print_evaluation_summary (ostream &s, bool minimal_header=false, bool relative_count=true) const**
  print the evaluation summary for the DataFitSurrModel (request forwarded to approxInterface and actualModel)

**Private Member Functions**

- **void update_actual_model ()**
  update actualModel with current variable values/bounds/labels

- **void update_global ()**
  Updates fit arrays for global approximations.

- **void update_local_multipoint ()**
  Updates fit arrays for local or multipoint approximations.

- **void build_global ()**
  Builds a global approximation using daceIterator.

- **void build_local_multipoint ()**
  Builds a local or multipoint approximation using actualModel.

- **void asv_mapping (const IntArray &orig_asv, IntArray &actual_asv, IntArray &approx_asv, bool build_ - flag)**
  distributes the incoming orig_asv among actual_asv and approx_asv

**Private Attributes**

- **int surrModelEvals**
  number of calls to derived_compute_response()/derived_asynch_compute_response()

- **String sampleReuse**
user selection of type of sample reuse for approximation builds: all, region, file, or none (default)

- **String sampleReuseFile**
  
  file name for sampleReuse == “file”

- **Interface approxInterface**
  
  manages the building and subsequent evaluation of the approximations (required for both global and local)

- **String actualModelPointer**
  
  string identifier for the actual model from the local/multipoint approximation specification; used to build actualModel.

- **Model actualModel**
  
  the truth model which provides evaluations for building the surrogate (optional for global, required for local)

- **String daceMethodPointer**
  
  string identifier for the dace method from the global approximation specification; used in building daceIterator and actualModel for global approximations (optional for global since restart data may also be used)

- **Iterator daceIterator**
  
  selects parameter sets on which to evaluate actualModel in order to generate the necessary data for building global approximations (optional for global since restart data may also be used)

10.23.1 Detailed Description

Derived model class within the surrogate model branch for managing data fit surrogates (global and local).

The **DataFitSurrModel** class manages global or local approximations (surrogates that involve data fits) that are used in place of an expensive model. The class contains an approxInterface (required for both global and local) which manages the approximate function evaluations, an actualModel (optional for global, required for local) which provides truth evaluations for building the surrogate, and a daceIterator (optional for global, not used for local) which selects parameter sets on which to evaluate actualModel in order to generate the necessary data for building global approximations.

10.23.2 Member Function Documentation

10.23.2.1 **void derived_compute_response (const ActiveSet & set)** [protected, virtual]

portion of compute_response() specific to DataFitSurrModel

Build the approximation (if needed), evaluate the approximate response using approxInterface, and, if correction is active, correct the results.

Reimplemented from Model.
10.23.2.2  void derived_asynch_compute_response (const ActiveSet & set) [protected, virtual]

portion of asynch_compute_response() specific to DataFitSurrModel
Build the approximation (if needed) and evaluate the approximate response using approxInterface in a quasi-
 asynchronous approach (ApproximationInterface::map() performs the map synchronously and bookkeeps the re-
 sults for return in derived_synchronize() below).
Reimplemented from Model.

10.23.2.3  const ResponseArray & derived_synchronize () [protected, virtual]

portion of synchronize() specific to DataFitSurrModel
Retrieve quasi-asynchronous evaluations from approxInterface and, if correction is active, apply correction to
each response in the array.
Reimplemented from Model.

10.23.2.4  const IntResponseMap & derived_synchronize_nowait () [protected, virtual]

portion of synchronize_nowait() specific to DataFitSurrModel
Retrieve quasi-asynchronous evaluations from approxInterface and, if correction is active, apply correction to
each response in the map.
Reimplemented from Model.

10.23.2.5  void derived_init_communicators (const int & max_iterator_concurrency) [inline, 
 protected, virtual]

set up actualModel for parallel operations
asynchronous flags need to be initialized for the sub-models. In addition, max_iterator_concurrency is the outer
 level iterator concurrency, not the DACE concurrency that actualModel will see, and recomputing the message_- 
lengths on the sub-model is probably not a bad idea either. Therefore, recompute everything on actualModel using
init_communicators.
Reimplemented from Model.

10.23.2.6  int evaluation_id () const [inline, protected, virtual]

return the current evaluation id for the DataFitSurrModel
return the DataFitSurrModel evaluation count. Due to possibly intermittent use of surrogate bypass, this is not the
same as either the approxInterface or actualModel model evaluation counts. It also does not distinguish duplicate
evals.
Reimplemented from Model.
10.23.2.7  void update_actual_model () [private]
update actualModel with current variable values/bounds/labels
Update variables and constraints data within actualModel using values and labels from currentVariables and
bound/linear/nonlinear constraints from userDefinedConstraints.

10.23.2.8  void build_global () [private]
Builds a global approximation using daceIterator.
Determine sample points to use in building the approximation and then evaluate them on actualModel us-
ing daceIterator. Any changes to the bounds should be performed by setting them at a higher level (e.g.,
SurrBasedOptStrategy).

10.23.2.9  void build_local_multipoint () [private]
Builds a local or multipoint approximation using actualModel.
Evaluate the value, gradient, and possibly Hessian needed for a local or multipoint approximation using actual-
Model.

10.23.3  Member Data Documentation

10.23.3.1  String actualModelPointer  [private]
string identifier for the actual model from the local/multipoint approximation specification; used to build actual-
Model.
Specification is used only for local/multipoint approximations, since the dace_method_pointer in the global ap-
proximation specification is responsible for identifying all actualModel components.

10.23.3.2  Model actualModel  [private]
the truth model which provides evaluations for building the surrogate (optional for global, required for local)
actualModel is unrestricted in type; arbitrary nestings are possible.
The documentation for this class was generated from the following files:

- DataFitSurrModel.H
- DataFitSurrModel.C
10.24 DataInterface Class Reference

Container class for interface specification data.

Public Member Functions

- `DataInterface ()`  
  constructor

- `DataInterface (const DataInterface &)`  
  copy constructor

- `~DataInterface ()`  
  destructor

- `DataInterface & operator= (const DataInterface &)`  
  assignment operator

- `bool operator== (const DataInterface &)`  
  equality operator

- `void write (ostream &s) const`  
  write a DataInterface object to an ostream

- `void read (MPIUnpackBuffer &s)`  
  read a DataInterface object from a packed MPI buffer

- `void write (MPIPackBuffer &s) const`  
  write a DataInterface object to a packed MPI buffer

Public Attributes

- `String idInterface`  
  string identifier for an interface specification data set (from the id_interface specification in InterfIndControl)

- `String interfaceType`  
  the interface selection: system, fork, direct, or grid

- `String algebraicMappings`  
  defines the subset of the parameter to response mapping that is explicit and algebraic. This is typically a stub.nl filename (AMPL format) from JAGUAR.
- **StringArray analysisDrivers**
  *the set of analysis drivers for a simulation-based interface (from the analysis_drivers specification in InterfIndControl)*

- **String2DArray analysisComponents**
  *the set of analysis components for a simulation-based interface (from the analysis_components specification in InterfIndControl)*

- **String inputFilter**
  *the input filter for a simulation-based interface (from the input_filter specification in InterfIndControl)*

- **String outputFilter**
  *the output filter for a simulation-based interface (from the output_filter specification in InterfIndControl)*

- **String parametersFile**
  *the parameters file for system call and fork interfaces (from the parameters_file specification in InterfApplicSC and InterfApplicF)*

- **String resultsFile**
  *the results file for system call and fork interfaces (from the results_file specification in InterfApplicSC and InterfApplicF)*

- **String analysisUsage**
  *the analysis command usage string for a system call interface (from the analysis_usage specification in InterfApplicSC)*

- **bool apreproFormatFlag**
  *the flag for aprepro format usage in the parameters file for system call and fork interfaces (from the aprepro specification in InterfApplicSC and InterfApplicF)*

- **bool fileTagFlag**
  *the flag for file tagging of parameters and results files for system call and fork interfaces (from the file_tag specification in InterfApplicSC and InterfApplicF)*

- **bool fileSaveFlag**
  *the flag for saving of parameters and results files for system call and fork interfaces (from the file_save specification in InterfApplicSC and InterfApplicF)*

- **int procsPerAnalysis**
  *processors per parallel analysis for a direct interface (from the processors_per_analysis specification in InterfApplicDF)*

- **StringArray gridHostNames**
  *WEH - not currently used for grid computing names of host machines for a grid interface (from the hostnames specification in InterfApplicG).*
- **IntArray gridProcsPerHost**
  processors per host machine for a grid interface (from the `processors_per_host` specification in InterfApplicG)

- **String interfaceSynchronization**
  parallel mode for a simulation-based interface: synchronous or asynchronous (from the asynchronous specification in InterfIndControl)

- **int asynchLocalEvalConcurrency**
  evaluation concurrency for asynchronous simulation-based interfaces (from the `evaluation_concurrency` specification in InterfIndControl)

- **int asynchLocalAnalysisConcurrency**
  analysis concurrency for asynchronous simulation-based interfaces (from the `analysis_concurrency` specification in InterfIndControl)

- **int evalServers**
  number of evaluation servers to be used in the parallel configuration (from the `evaluation_servers` specification in InterfIndControl)

- **String evalScheduling**
  the scheduling approach to be used for concurrent evaluations within an iterator (from the `evaluation_self_scheduling` and `evaluation_static_scheduling` specifications in InterfIndControl)

- **int analysisServers**
  number of analysis servers to be used in the parallel configuration (from the `analysis_servers` specification in InterfIndControl)

- **String analysisScheduling**
  the scheduling approach to be used for concurrent analyses within a function evaluation (from the `analysis_self_scheduling` and `analysis_static_scheduling` specifications in InterfIndControl)

- **String failAction**
  the selected action upon capture of a simulation failure: abort, retry, recover, or continuation (from the `failure_capture` specification in InterfIndControl)

- **int retryLimit**
  the limit on retries for captured simulation failures (from the `retry` specification in InterfIndControl)

- **RealVector recoveryFnVals**
  the function values to be returned in a recovery operation for captured simulation failures (from the `recover` specification in InterfIndControl)

- **bool activeSetVectorFlag**
  active set vector: 1=active (ASV control on), 0=inactive (ASV control off) (from the `deactivate active_set_vector` specification in InterfIndControl)

- **bool evalCacheFlag**
function evaluation cache: 1=active (all new evaluations checked against existing cache and then added to cache),
0=inactive (cache neither queried nor augmented) (from the deactivate evaluation_cache specification
in InterfIndControl)

- bool restartFileFlag

  function evaluation cache: 1=active (all new evaluations written to restart), 0=inactive (no records written to
  restart) (from the deactivate restart_file specification in InterfIndControl)

### Private Member Functions

- void assign (const DataInterface &data_interface)

  convenience function for setting this objects attributes equal to the attributes of the incoming data_interface object
  (used by copy constructor and assignment operator)

#### 10.24.1 Detailed Description

Container class for interface specification data.

The DataInterface class is used to contain the data from an interface keyword specification. It is populated by
ProblemDescDB::interface_kwhandler() and is queried by the ProblemDescDB::get_<datatype>() functions. A
list of DataInterface objects is maintained in ProblemDescDB::interfaceList, one for each interface specification
in an input file. Default values are managed in the DataInterface constructor. Data is public to avoid maintaining
set/get functions, but is still encapsulated within ProblemDescDB since ProblemDescDB::interfaceList is private
(a similar model is used with SurrogateDataPoint objects contained in Dakota::Approximation).

The documentation for this class was generated from the following files:

- DataInterface.H
- DataInterface.C
10.25 DataMethod Class Reference

Container class for method specification data.

Public Member Functions

- **DataMethod ()**
  constructor

- **DataMethod (const DataMethod &)**
  copy constructor

- **~DataMethod ()**
  destructor

- **DataMethod & operator= (const DataMethod &)**
  assignment operator

- **bool operator==(const DataMethod &)**
  equality operator

- **void write (ostream &s) const**
  write a DataMethod object to an ostream

- **void read (MPIUnpackBuffer &s)**
  read a DataMethod object from a packed MPI buffer

- **void write (MPIPackBuffer &s) const**
  write a DataMethod object to a packed MPI buffer

Public Attributes

- **String idMethod**
  string identifier for the method specification data set (from the id_method specification in MethodIndControl)

- **String modelPointer**
  string pointer to the model specification to be used by this method (from the model_pointer specification in MethodIndControl)

- **String methodOutput**
method verbosity control: quiet, verbose, debug, or normal (default) (from the output specification in MethodIndControl)

- int maxIterations
  maximum number of iterations allowed for the method (from the max_iterations specification in MethodIndControl)

- int maxFunctionEvaluations
  maximum number of function evaluations allowed for the method (from the max_function_evaluations specification in MethodIndControl)

- bool speculativeFlag
  flag for use of speculative gradient approaches for maintaining parallel load balance during the line search portion of optimization algorithms (from the speculative specification in MethodIndControl)

- Real convergenceTolerance
  iteration convergence tolerance for the method (from the convergence_tolerance specification in MethodIndControl)

- Real constraintTolerance
  tolerance for controlling the amount of infeasibility that is allowed before an active constraint is considered to be violated (from the constraint_tolerance specification in MethodIndControl)

- bool methodScaling
  flag indicating scaling status (from the scaling specification in MethodIndControl)

- RealVector linearIneqConstraintCoeffs
  coefficient matrix for the linear inequality constraints (from the linear_inequality_constraint_matrix specification in MethodIndControl)

- RealVector linearIneqLowerBnds
  lower bounds for the linear inequality constraints (from the linear_inequality_lower_bounds specification in MethodIndControl)

- RealVector linearIneqUpperBnds
  upper bounds for the linear inequality constraints (from the linear_inequality_upper_bounds specification in MethodIndControl)

- RealVector linearIneqScales
  scaling factors for the linear inequality constraints (from the linear_inequality_scales specification in MethodIndControl)

- RealVector linearEqConstraintCoeffs
  coefficient matrix for the linear equality constraints (from the linear_equality_constraint_matrix specification in MethodIndControl)

- RealVector linearEqTargets
targets for the linear equality constraints (from the `linear_equality_targets` specification in `MethodIndControl`)

- **RealVector linearEqScales**
  scaling factors for the linear equality constraints (from the `linear_equality_scales` specification in `MethodIndControl`)

- **String methodName**
  the method selection: one of the optimizer, least squares, nond, dace, or parameter study methods

- **String minMaxType**
  the `optimization_type` specification in `MethodDOTDC`

- **int verifyLevel**
  the `verify_level` specification in `MethodNPSOLDC`

- **Real functionPrecision**
  the `function_precision` specification in `MethodNPSOLDC`

- **Real lineSearchTolerance**
  the `linesearch_tolerance` specification in `MethodNPSOLDC`

- **Real absConvTol**
  absolute function convergence tolerance

- **Real xConvTol**
  x-convergence tolerance

- **Real singConvTol**
  singular convergence tolerance

- **Real singRadius**
  radius for singular convergence test

- **Real falseConvTol**
  false-convergence tolerance

- **Real initTRRadius**
  initial trust radius

- **int covarianceType**
  kind of covariance required

- **bool regressDiag**
  whether to print the regression diagnostic vector
- **String searchMethod**
  the search_method specification for Newton and nonlinear interior-point methods in MethodOPTPPDC

- **Real gradientTolerance**
  the gradient_tolerance specification in MethodOPTPPDC

- **Real maxStep**
  the max_step specification in MethodOPTPPDC

- **String meritFn**
  the merit_function specification for nonlinear interior-point methods in MethodOPTPPDC

- **String centralPath**
  the central_path specification for nonlinear interior-point methods in MethodOPTPPDC

- **Real stepLenToBoundary**
  the steplength_to_boundary specification for nonlinear interior-point methods in MethodOPTPPDC

- **Real centeringParam**
  the centering_parameter specification for nonlinear interior-point methods in MethodOPTPPDC

- **int searchSchemeSize**
  the search_scheme_size specification for PDS methods in MethodOPTPPDC

- **String evalSynchronization**
  the synchronization setting for parallel pattern search methods in MethodCOLINYPS and MethodCOLINYAPPS

- **Real constraintPenalty**
  the initial constraint_penalty for COLINY methods in MethodCOLINYAPPS, MethodCOLINYDIR, MethodCOLINYPS, MethodCOLINYSW and MethodCOLINYEA

- **bool constantPenalty**
  the constant_penalty flag for COLINY methods in MethodCOLINYPS and MethodCOLINYSW

- **Real globalBalanceParam**
  the global_balance_parameter for the DIRECT method in MethodCOLINYDIR

- **Real localBalanceParam**
  the local_balance_parameter for the DIRECT method in MethodCOLINYDIR

- **Real maxBoxSize**
  the max_boxsize_limit for the DIRECT method in MethodCOLINYDIR

- **Real minBoxSize**
  the min_boxsize_limit for the DIRECT method in MethodCOLINYDIR
- **String** boxDivision
  the division setting (major_dimension or all_dimensions) for the DIRECT method in Method-COLINYDIR

- **bool** mutationAdaptive
  the non_adaptive specification for the coliny_ea method in MethodCOLINYEA

- **bool** showMiscOptions
  the show_misc_options specification in MethodCOLINYDC

- **StringArray** miscOptions
  the misc_options specification in MethodCOLINYDC

- **Real** solnAccuracy
  the solution_accuracy specification in MethodCOLINYDC

- **Real** crossoverRate
  the crossover_rate specification for EA methods in MethodCOLINYEA

- **Real** mutationRate
  the mutation_rate specification for EA methods in MethodCOLINYEA

- **Real** mutationScale
  the mutation_scale specification for EA methods in MethodCOLINYEA

- **Real** mutationMinScale
  the min_scale specification for mutation in EA methods in MethodCOLINYEA

- **Real** initDelta
  the initial_delta specification for APPS/COBYLA/PS/SW methods in MethodCOLINYAPPS, Method-COLINYCOB, MethodCOLINYSW, and MethodCOLINYPS

- **Real** threshDelta
  the threshold_delta specification for APPS/COBYLA/PS/SW methods in MethodCOLINYAPPS, Method-COLINYCOB, MethodCOLINYSW, and MethodCOLINYPS

- **Real** contractFactor
  the contraction_factor specification for APPS/PS/SW methods in MethodCOLINYAPPS, Method-COLINYSW

- **int** newSolnsGenerated
  the new_solutions_generated specification for GA/EPSA methods in MethodCOLINYEA

- **int** numberRetained
  the integer assignment to random, chc, or elitist in the replacement_type specification for GA/EPSA methods in MethodCOLINYEA
- **bool** expansionFlag
  
  *the no_expansion specification for APPS/PS/SW methods in MethodCOLINYAPPS, MethodCOLINYPYS, and MethodCOLINYSW*

- **int** expandAfterSuccess

  *the expand_after_success specification for PS/SW methods in MethodCOLINYPYS and MethodCOLINYSW*

- **int** contractAfterFail

  *the contract_after_failure specification for the SW method in MethodCOLINYSW*

- **int** mutationRange

  *the mutation_range specification for the pga_int method in MethodCOLINYEA*

- **int** totalPatternSize

  *the total_pattern_size specification for PS methods in MethodCOLINYPYS*

- **bool** randomizeOrderFlag

  *the stochastic specification for the PS method in MethodCOLINYPYS*

- **String** selectionPressure

  *the fitness_type specification for EA methods in MethodCOLINYEA*

- **String** replacementType

  *the replacement_type specification for EA methods in MethodCOLINYEA*

- **String** crossoverType

  *the crossover_type specification for EA methods in MethodCOLINYEA*

- **String** mutationType

  *the mutation_type specification for EA methods in MethodCOLINYEA*

- **String** exploratoryMoves

  *the exploratory_moves specification for the PS method in MethodCOLINYPYS*

- **String** patternBasis

  *the pattern_basis specification for APPS/PS methods in MethodCOLINYAPPS and MethodCOLINYPYS*

- **size_t** numCrossPoints

  *The number of crossover points or multi-point schemes.*

- **size_t** numParents

  *The number of parents to use in a crossover operation.*

- **size_t** numOffspring
The number of children to produce in a crossover operation.

- **String fitnessType**  
  the fitness assessment operator to use.

- **String convergenceType**  
  The means by which this JEGA should converge.

- **Real percentChange**  
  The minimum percent change before convergence for a fitness tracker converger.

- **size_t numGenerations**  
  The number of generations over which a fitness tracker converger should track.

- **Real fitnessLimit**  
  The cutoff value for survival in fitness limiting selectors (e.g., below_limit selector).

- **Real shrinkagePercent**  
  The minimum percentage of the requested number of selections that must take place on each call to the selector (0, 1).

- **String nichingType**  
  The niching type.

- **RealVector nicheVector**  
  The discretization percentage along each objective.

- **String initializationType**  
  The means by which the JEGA should initialize the population.

- **String flatFile**  
  The filename to use for initialization.

- **String logFile**  
  The filename to use for logging.

- **int populationSize**  
  The population_size specification for GA methods in MethodCOLINYEA

- **bool printPopFlag**  
  The print_each_pop flag to set the printing of the population at each generation.

- **String daceMethod**  
  The dace method selection: grid, random, oas, lhs, oa_lhs, box_behnken, or central_composite (from the dace specification in MethodDDACE)
- int numSymbols
  the symbols specification for DACE methods

- bool mainEffectsFlag
  the main_effects specification for sampling methods in MethodDDACE

- bool latinizeFlag
  the latinize specification for FSU QMC and CVT methods in MethodFSUDACE

- bool volQualityFlag
  the quality_metrics specification for sampling methods (FSU QMC and CVT methods in MethodFSUDACE)

- bool varBasedDecompFlag
  the var_based_decomp specification for sampling methods (FSU QMC and CVT methods in MethodFSUDACE)

- IntVector sequenceStart
  the sequenceStart specification in MethodFSUDACE

- IntVector sequenceLeap
  the sequenceLeap specification in MethodFSUDACE

- IntVector primeBase
  the primeBase specification in MethodFSUDACE

- int numTrials
  the numTrials specification in MethodFSUDACE

- String trialType
  the trial_type specification in MethodFSUDACE

- int randomSeed
  the seed specification for COLINY, NonD, & DACE methods

- int numSamples
  the samples specification for NonD & DACE methods

- bool fixedSeedFlag
  flag for fixing the value of the seed among different NonD/DACE sample sets. This results in the use of the same sampling stencil/pattern throughout a strategy with repeated sampling.

- bool fixedSequenceFlag
  flag for fixing the sequence for Halton or Hammersley QMC sample sets. This results in the use of the same sampling stencil/pattern throughout a strategy with repeated sampling.

- int expansionTerms
the expansion_terms specification in MethodNonDPCE

- int expansionOrder
  the expansion_order specification in MethodNonDPCE

- String sampleType
  the sample_type specification in MethodNonDMC and MethodNonDPCE

- String reliabilitySearchType
  the type of MPP search as specified by x_taylor_mean, x_taylor_mpp, u_taylor_mean, u_taylor_-mpp, or no_approx in MethodNonDRel

- String reliabilitySearchAlgorithm
  the algorithm selection used for computing the MPP as specified by sqp or nip in MethodNonDRel

- String reliabilityIntegration
  the first_order/second_order integration selection in MethodNonDRel

- String distributionType
  the distribution cumulative or complementary specification in MethodNonDMC, MethodNon- DPCE, and MethodNonDRel

- String responseLevelMappingType
  the compute probabilities or reliabilities specification in MethodNonDMC, MethodNonDPCE, and MethodNonDRel

- RealVectorArray responseLevels
  the response_levels specification in MethodNonDMC, MethodNonDPCE, and MethodNonDRel

- RealVectorArray probabilityLevels
  the probability_levels specification in MethodNonDMC, MethodNonDPCE, and MethodNonDRel

- RealVectorArray reliabilityLevels
  the reliability_levels specification in MethodNonDMC, MethodNonDPCE, and MethodNonDRel

- bool allVarsFlag
  the all_variables specification in MethodNonDMC

- int paramStudyType
  the type of parameter study: list(-1), vector(1, 2, or 3), centered(4), or multidim(5)

- RealVector finalPoint
  the final_point specification in MethodPSVPS

- RealVector stepVector
  the step_vector specification in MethodPSVPS
- Real stepLength
  the step_length specification in MethodPSVPS

- int numSteps
  the num_steps specification in MethodPSVPS

- RealVector listOfPoints
  the list_of_points specification in MethodPSLPS

- Real percentDelta
  the percent_delta specification in MethodPSCPS

- int deltasPerVariable
  the deltas_per_variable specification in MethodPSCPS

- IntArray varPartitions
  the partitions specification for PStudy method in MethodPSMPS

Private Member Functions

- void assign (const DataMethod &data_method)
  convenience function for setting this objects attributes equal to the attributes of the incoming data_method object
  (used by copy constructor and assignment operator)

10.25.1 Detailed Description

Container class for method specification data.

The DataMethod class is used to contain the data from a method keyword specification. It is populated by
ProblemDescDB::method_kwhandler() and is queried by the ProblemDescDB::get_<datatype>() functions. A
list of DataMethod objects is maintained in ProblemDescDB::methodList, one for each method specification in
an input file. Default values are managed in the DataMethod constructor. Data is public to avoid maintaining
set/get functions, but is still encapsulated within ProblemDescDB since ProblemDescDB::methodList is private
(a similar model is used with SurrogateDataPoint objects contained in Dakota::Approximation).

The documentation for this class was generated from the following files:

- DataMethod.H
- DataMethod.C
10.26 DataModel Class Reference

Container class for model specification data.

Public Member Functions

- `DataModel ()
  constructor`

- `DataModel (const DataModel &)
  copy constructor`

- `~DataModel ()
  destructor`

- `DataModel & operator= (const DataModel &)
  assignment operator`

- `bool operator== (const DataModel &)
  equality operator`

- `void write (ostream &s) const
  write a DataModel object to an ostream`

- `void read (MPIUnpackBuffer &s)
  read a DataModel object from a packed MPI buffer`

- `void write (MPIPackBuffer &s) const
  write a DataModel object to a packed MPI buffer`

Public Attributes

- `String idModel
  string identifier for the model specification data set (from the id_model specification in ModelIndControl)`

- `String modelType
  model type selection: single, surrogate, or nested (from the model type specification in ModelIndControl)`

- `String variablesPointer
  string pointer to the variables specification to be used by this model (from the variables_pointer specification in ModelIndControl)`
- **String interfacePointer**
  
  string pointer to the interface specification to be used by this model (from the `interface_pointer` specification in `ModelSingle` and the `optional_interface_pointer` specification in `ModelNested`)

- **String responsesPointer**
  
  string pointer to the responses specification to be used by this model (from the `responses_pointer` specification in `ModelIndControl`)

- **IntArray surrogateFnIds**
  
  array specifying the response function set that is approximated

- **String approxType**
  
  the selected approximation type: `local_taylor`, `multipoint_tana`, `global_(neural_network,mars,hermite,gaussian,polynomial,kriging)`, or `hierarchical`

- **String actualModelPtr**
  
  pointer to the interface specification for constructing the truth model used in building local and multipoint approximations (from the `actual_model_pointer` specification in `ModelSurrL` and `ModelSurrMP`)

- **String lowFidelityModelPtr**
  
  pointer to the low fidelity model specification used in hierarchical approximations (from the `low_fidelity_model_pointer` specification in `ModelSurrH`)

- **String highFidelityModelPtr**
  
  pointer to the high fidelity model specification used in hierarchical approximations (from the `high_fidelity_model_pointer` specification in `ModelSurrH`)

- **String approxDaceMethodPtr**
  
  pointer to the design of experiments method used in building global approximations (from the `dace_method_pointer` specification in `ModelSurrG`)

- **String approxSampleReuse**
  
  sample reuse selection for building global approximations: `none`, `all`, `region`, or `file` (from the `reuse_samples` specification in `ModelSurrG`)

- **String approxSampleReuseFile**
  
  the file name for the "file" setting for the `reuse_samples` specification in `ModelSurrG`

- **String approxCorrectionType**
  
  correction type for global and hierarchical approximations: additive or multiplicative (from the `correction` specification in `ModelSurrG` and `ModelSurrH`)

- **short approxCorrectionOrder**
  
  correction order for global and hierarchical approximations: 0, 1, or 2 (from the `correction` specification in `ModelSurrG` and `ModelSurrH`
10.26 DataModel Class Reference

- **bool approxGradUsageFlag**
  
  flags the use of gradients in building global approximations (from the `use_gradients` specification in `ModelSurrG`)

- **RealVector krigingCorrelations**
  
  vector of correlations used in building a kriging approximation (from the `correlations` specification in `ModelSurrG`)

- **short polynomialOrder**

  scalar integer indicating the order of the polynomial approximation (1=linear, 2=quadratic, 3=cubic; from the `polynomial` specification in `ModelSurrG`)

- **String optionalInterfRespPointer**

  string pointer to the responses specification used by the optional interface in nested models (from the `optional_interface_responses_pointer` specification in `ModelNested`)

- **String subMethodPointer**

  string pointer to the sub-iterator used by nested models (from the `sub_method_pointer` specification in `ModelNested`)

- **StringArray primaryVarMaps**

  the primary variable mappings used in nested models for identifying the lower level variable targets for inserting top level variable values (from the `primary_variable_mapping` specification in `ModelNested`)

- **StringArray secondaryVarMaps**

  the secondary variable mappings used in nested models for identifying the (distribution) parameter targets within the lower level variables for inserting top level variable values (from the `secondary_variable_mapping` specification in `ModelNested`)

- **RealVector primaryRespCoeffs**

  the primary response mapping matrix used in nested models for weighting contributions from the sub-iterator responses in the top level (objective) functions (from the `primary_response_mapping` specification in `ModelNested`)

- **RealVector secondaryRespCoeffs**

  the secondary response mapping matrix used in nested models for weighting contributions from the sub-iterator responses in the top level (constraint) functions (from the `secondary_response_mapping` specification in `ModelNested`)

**Private Member Functions**

- **void assign (const DataModel &data_model)**

  convenience function for setting this objects attributes equal to the attributes of the incoming data_model object (used by copy constructor and assignment operator)
10.26.1 Detailed Description

Container class for model specification data.

The DataModel class is used to contain the data from a model keyword specification. It is populated by ProblemDescDB::model_kwhandler() and is queried by the ProblemDescDB::get_<datatype>() functions. A list of DataModel objects is maintained in ProblemDescDB::modelList, one for each model specification in an input file. Default values are managed in the DataModel constructor. Data is public to avoid maintaining set/get functions, but is still encapsulated within ProblemDescDB since ProblemDescDB::modelList is private (a similar model is used with SurrogateDataPoint objects contained in Dakota::Approximation).

The documentation for this class was generated from the following files:

- DataModel.H
- DataModel.C
10.27 DataResponses Class Reference

Container class for responses specification data.

Public Member Functions

- **DataResponses ()**  
  constructor

- **DataResponses (const DataResponses &)**  
  copy constructor

- **~DataResponses ()**  
  destructor

- **DataResponses & operator= (const DataResponses &)**  
  assignment operator

- **bool operator== (const DataResponses &)**  
  equality operator

- **void write (ostream &s) const**  
  write a DataResponses object to an ostream

- **void read (MPIUnpackBuffer &s)**  
  read a DataResponses object from a packed MPI buffer

- **void write (MPIPackBuffer &s) const**  
  write a DataResponses object to a packed MPI buffer

Public Attributes

- **size_t numObjectiveFunctions**  
  number of objective functions (from the num_objective_functions specification in RespFnOpt)

- **size_t numNonlinearIneqConstraints**  
  number of nonlinear inequality constraints (from the num_nonlinear_inequality_constraints specification in RespFnOpt)

- **size_t numNonlinearEqConstraints**

DAKOTA Version 4.0 Developers Manual generated on October 13, 2006
number of nonlinear equality constraints (from the num_nonlinear_equality_constraints specification in RespFnOpt)

- size_t numLeastSqTerms
  number of least squares terms (from the num_least_squares_terms specification in RespFnLS)

- size_t numResponseFunctions
  number of generic response functions (from the num_response_functions specification in RespFnGen)

- RealVector objectiveFunctionScales
  vector of objective function scaling factors (from the objective_function_scales specification in RespFnOpt)

- RealVector multiObjectiveWeights
  vector of multiobjective weightings (from the multi_objective_weights specification in RespFnOpt)

- RealVector leastSqTermScales
  vector of least squares term scaling factors (from the least_squares_term_scales specification in RespFnOpt)

- RealVector nonlinearIneqLowerBnds
  vector of nonlinear inequality constraint lower bounds (from the nonlinear_inequality_lower_bounds specification in RespFnOpt)

- RealVector nonlinearIneqUpperBnds
  vector of nonlinear inequality constraint upper bounds (from the nonlinear_inequality_upper_bounds specification in RespFnOpt)

- RealVector nonlinearIneqScales
  vector of nonlinear inequality constraint scaling factors (from the nonlinear_inequality_scales specification in RespFnOpt)

- RealVector nonlinearEqTargets
  vector of nonlinear equality constraint targets (from the nonlinear_equality_targets specification in RespFnOpt)

- RealVector nonlinearEqScales
  vector of nonlinear equality constraint scaling factors (from the nonlinear_equality_scales specification in RespFnOpt)

- String gradientType
  gradient type: none, numerical, analytic, or mixed (from the no_gradients, numerical_gradients, analytic_gradients, and mixed_gradients specifications in RespGrad)

- String hessianType
  Hessian type: none, numerical, quasi, analytic, or mixed (from the no_hessians, numerical_hessians, quasi_hessians, analytic_hessians, and mixed_hessians specifications in RespHess).
- **String quasiHessianType**
  
  quasi-Hessian type: bfgs, damped_bfgs, or sr1 (from the bfgs and sr1 specifications in RespHess)

- **String methodSource**
  
  numerical gradient method source: dakota or vendor (from the method_source specification in RespGradNum and RespGradMixed)

- **String intervalType**
  
  numerical gradient interval type: forward or central (from the interval_type specification in RespGradNum and RespGradMixed)

- **RealVector fdGradStepSize**
  
  vector of finite difference step sizes for numerical gradients, one step size per active continuous variable, used in computing 1st-order forward or central differences (from the fd_gradient_step_size specification in RespGradNum and RespGradMixed)

- **RealVector fdHessStepSize**
  
  vector of finite difference step sizes for numerical Hessians, one step size per active continuous variable, used in computing 1st-order gradient-based differences and 2nd-order function-based differences (from the fd_hessian_step_size specification in RespHessNum and RespHessMixed)

- **IntList idNumericalGrads**
  
  mixed gradient numerical identifiers (from the id_numerical_gradients specification in RespGradMixed)

- **IntList idAnalyticGrads**
  
  mixed gradient analytic identifiers (from the id_analytic_gradients specification in RespGradMixed)

- **IntList idNumericalHessians**
  
  mixed Hessian numerical identifiers (from the id_numerical_hessians specification in RespHessMixed)

- **IntList idQuasiHessians**
  
  mixed Hessian quasi identifiers (from the id_quasi_hessians specification in RespHessMixed)

- **IntList idAnalyticHessians**
  
  mixed Hessian analytic identifiers (from the id_analytic_hessians specification in RespHessMixed)

- **String idResponses**
  
  string identifier for the responses specification data set (from the id_responses specification in RespSetId)

- **StringArray responseLabels**
  
  the response labels array (from the response_descriptors specification in RespLabels)

**Private Member Functions**

- void assign (const DataResponses &data_responses)
convenience function for setting this objects attributes equal to the attributes of the incoming data_responses object (used by copy constructor and assignment operator)

10.27.1 Detailed Description

Container class for responses specification data. The DataResponses class is used to contain the data from a responses keyword specification. It is populated by ProblemDescDB::responses_kwhandler() and is queried by the ProblemDescDB::get_<datatype> function. A list of DataResponses objects is maintained in ProblemDescDB::responsesList, one for each responses specification in an input file. Default values are managed in the DataResponses constructor. Data is public to avoid maintaining set/get functions, but is still encapsulated within ProblemDescDB since ProblemDescDB::responsesList is private (a similar model is used with SurrogateDataPoint objects contained in Dakota::Approximation).

The documentation for this class was generated from the following files:

- DataResponses.H
- DataResponses.C
10.28 DataStrategy Class Reference

Container class for strategy specification data.

Public Member Functions

- **DataStrategy ()**
  constructor

- **DataStrategy (const DataStrategy &)**
  copy constructor

- **~DataStrategy ()**
  destructor

- **DataStrategy & operator= (const DataStrategy &)**
  assignment operator

- **void write (ostream &s) const**
  write a DataStrategy object to an ostream

- **void read (MPIUnpackBuffer &s)**
  read a DataStrategy object from a packed MPI buffer

- **void write (MPIPackBuffer &s) const**
  write a DataStrategy object to a packed MPI buffer

Public Attributes

- **String strategyType**
  the strategy selection: multi_level, surrogate_based_opt, branch_and_bound, multi_start, pareto_set, or single_-method

- **bool graphicsFlag**
  flags use of graphics by the strategy (from the graphics specification in StratIndControl)

- **bool tabularDataFlag**
  flags tabular data collection by the strategy (from the tabular_graphics_data specification in StratIndControl)

- **String tabularDataFile**
the filename used for tabular data collection by the strategy (from the tabular_graphics_file specification in StratIndControl)

- int iteratorServers
  number of servers for concurrent iterator parallelism (from the iterator_servers specification in StratIndControl)

- String iteratorScheduling
  type of scheduling (self or static) used in concurrent iterator parallelism (from the iterator_self_scheduling and iterator_static_scheduling specifications in StratIndControl)

- String methodPointer
  method identifier for the strategy (from the opt_method_pointer specifications in StratSBO and StratParetoSet and method_pointer specifications in StratSingle and StratMultiStart)

- StringArray multilevelMethodList
  array of methods for the multilevel hybrid optimization strategy (from the method_list specification in StratML)

- String multilevelType
  the type of multilevel hybrid optimization strategy: uncoupled, uncoupled_adaptive, or coupled (from the uncoupled, adaptive, and coupled specifications in StratML)

- Real multilevelProgThresh
  progress threshold for uncoupled_adaptive multilevel hybrids (from the progress_threshold specification in StratML)

- String multilevelGlobalMethodPointer
  global method pointer for coupled multilevel hybrids (from the global_method_pointer specification in StratML)

- String multilevelLocalMethodPointer
  local method pointer for coupled multilevel hybrids (from the local_method_pointer specification in StratML)

- Real multilevelLSProb
  local search probability for coupled multilevel hybrids (from the local_search_probability specification in StratML)

- int surrBasedOptMaxIterations
  maximum number of iterations in the surrogate-based optimization strategy (from the max_iterations specification in StratSBO)

- Real surrBasedOptConvTol
  convergence tolerance in the surrogate-based optimization strategy (from the convergence_tolerance specification in StratSBO)

- int surrBasedOptSoftConvLimit
  number of consecutive iterations with change less than surrBasedOptConvTol required to trigger convergence within the surrogate-based optimization strategy (from the soft_convergence_limit specification in StratSBO)
- bool surrBasedOptLayerBypass
  flag to indicate user-specification of a bypass of any/all layerings in evaluating truth response values in SBO.

- Real surrBasedOptTRInitSize
  initial trust region size in the surrogate-based optimization strategy (from the initial_size specification in StratSBO), note: this is a relative value, e.g., 0.1 = 10% of global bounds distance (upper bound - lower bound) for each variable

- Real surrBasedOptTRMinSize
  minimum trust region size in the surrogate-based optimization strategy (from the minimum_size specification in StratSBO), if the trust region size falls below this threshold the SBO iterations are terminated (note: if kriging is used with SBO, the min trust region size is set to 1.0e-3 in attempt to avoid ill-conditioned matrixes that arise in kriging over small trust regions)

- Real surrBasedOptTRContractTrigger
  trust region minimum improvement level (ratio of actual to predicted decrease in objective fcn) in the surrogate-based optimization strategy (from the contract_threshold specification in StratSBO), the trust region shrinks or is rejected if the ratio is below this value ("eta_1" in the Conn-Gould-Toint trust region book)

- Real surrBasedOptTRExpandTrigger
  trust region sufficient improvement level (ratio of actual to predicted decrease in objective fn) in the surrogate-based optimization strategy (from the expand_threshold specification in StratSBO), the trust region expands if the ratio is above this value ("eta_2" in the Conn-Gould-Toint trust region book)

- Real surrBasedOptTRContract
  trust region contraction factor in the surrogate-based optimization strategy (from the contraction_factor specification in StratSBO)

- Real surrBasedOptTRExpand
  trust region expansion factor in the surrogate-based optimization strategy (from the expansion_factor specification in StratSBO)

- bool surrBasedOptTRConstraintRelax
  flag to use trust region constraint relaxation for infeasible points

- int surrBasedOptTRConstraintRelaxMethod
  trust region constraint relaxation method (currently implements: homotopy)

- int concurrentRandomJobs
  number of random jobs to perform in the concurrent strategy (from the random_starts and random_weight_sets specifications in StratMultiStart and StratParetoSet)

- int concurrentSeed
  seed for the selected random jobs within the concurrent strategy (from the seed specification in StratMultiStart and StratParetoSet)

- RealVector concurrentParameterSets
  user-specified (i.e., nonrandom) parameter sets to evaluate in the concurrent strategy (from the starting_points and multi_objective_weight_sets specifications in StratMultiStart and StratParetoSet)
Private Member Functions

- void assign (const DataStrategy &data_strategy)

  convenience function for setting this objects attributes equal to the attributes of the incoming data_strategy object
  (used by copy constructor and assignment operator)

10.28.1 Detailed Description

Container class for strategy specification data.

The DataStrategy class is used to contain the data from a strategy keyword specification. It is populated by
ProblemDescDB::strategy_kwhandler() and is queried by the ProblemDescDB::get_<datatype>() functions. De-
fault values are managed in the DataStrategy constructor. Data is public to avoid maintaining set/get functions,
but is still encapsulated within ProblemDescDB since ProblemDescDB::strategySpec is private (a similar model
is used with SurrogateDataPoint objects contained in Dakota::Approximation).

The documentation for this class was generated from the following files:

- DataStrategy.H
- DataStrategy.C
10.29 DataVariables Class Reference

Container class for variables specification data.

Public Member Functions

- `DataVariables ()
  constructor`

- `DataVariables (const DataVariables &)
  copy constructor`

- `~DataVariables ()
  destructor`

- `DataVariables & operator= (const DataVariables &)
  assignment operator`

- `bool operator== (const DataVariables &)
  equality operator`

- `void write (ostream &s) const
  write a DataVariables object to an ostream`

- `void read (MPIUnpackBuffer &s)
  read a DataVariables object from a packed MPI buffer`

- `void write (MPIPackBuffer &s) const
  write a DataVariables object to a packed MPI buffer`

- `size_t design ()
  return total number of design variables`

- `size_t uncertain ()
  return total number of uncertain variables`

- `size_t state ()
  return total number of state variables`

- `size_t num_continuous_variables ()
  return total number of continuous variables`
• size_t num_discrete_variables ()
  return total number of discrete variables

• size_t num_variables ()
  return total number of variables

Public Attributes

• String idVariables
  string identifier for the variables specification data set (from the id_variables specification in VarSetId)

• size_t numContinuousDesVars
  number of continuous design variables (from the continuous_design specification in VarDV)

• size_t numDiscreteDesVars
  number of discrete design variables (from the discrete_design specification in VarDV)

• size_t numNormalUncVars
  number of normal uncertain variables (from the normal_uncertain specification in VarUV)

• size_t numLognormalUncVars
  number of lognormal uncertain variables (from the lognormal_uncertain specification in VarUV)

• size_t numUniformUncVars
  number of uniform uncertain variables (from the uniform_uncertain specification in VarUV)

• size_t numLoguniformUncVars
  number of loguniform uncertain variables (from the loguniform_uncertain specification in VarUV)

• size_t numTriangularUncVars
  number of triangular uncertain variables (from the triangular_uncertain specification in VarUV)

• size_t numWeibullUncVars
  number of weibull uncertain variables (from the weibull_uncertain specification in VarUV)

• size_t numBetaUncVars
  number of beta uncertain variables (from the beta_uncertain specification in VarUV)

• size_t numGammaUncVars
  number of gamma uncertain variables (from the gamma_uncertain specification in VarUV)

• size_t numFrechetUncVars
  number of frechet uncertain variables (from the frechet_uncertain specification in VarUV)

• size_t numGumbelUncVars
number of gumbel uncertain variables (from the gumbel_uncertain specification in VarUV)

- size_t numHistogramUncVars
  number of histogram uncertain variables (from the histogram_uncertain specification in VarUV)

- size_t numIntervalUncVars
  number of interval uncertain variables (from the interval_uncertain specification in VarUV)

- size_t numContinuousStateVars
  number of continuous state variables (from the continuous_state specification in VarSV)

- size_t numDiscreteStateVars
  number of discrete state variables (from the discrete_state specification in VarSV)

- RealVector continuousDesignVars
  initial values for the continuous design variables array (from the cdv_initial_point specification in VarDV)

- RealVector continuousDesignLowerBnds
  the continuous design lower bounds array (from the cdv_lower_bounds specification in VarDV)

- RealVector continuousDesignUpperBnds
  the continuous design upper bounds array (from the cdv_upper_bounds specification in VarDV)

- RealVector continuousDesignScales
  the continuous design scales array (from the cdv_scales specification in VarDV)

- IntVector discreteDesignVars
  initial values for the discrete design variables array (from the ddv_initial_point specification in VarDV)

- IntVector discreteDesignLowerBnds
  the discrete design lower bounds array (from the ddv_lower_bounds specification in VarDV)

- IntVector discreteDesignUpperBnds
  the discrete design upper bounds array (from the ddv_upper_bounds specification in VarDV)

- StringArray continuousDesignLabels
  the continuous design labels array (from the cdv_descriptors specification in VarDV)

- StringArray discreteDesignLabels
  the discrete design labels array (from the ddv_descriptors specification in VarDV)

- RealVector normalUncMeans
  means of the normal uncertain variables (from the nuv_means specification in VarUV)

- RealVector normalUncStdDevs
  standard deviations of the normal uncertain variables (from the nuv_std_deviations specification in VarUV)
- RealVector normalUncLowerBnds
  distribution lower bounds for the normal uncertain variables (from the nuv_lower_bounds specification in VarUV)

- RealVector normalUncUpperBnds
  distribution upper bounds for the normal uncertain variables (from the nuv_upper_bounds specification in VarUV)

- RealVector lognormalUncMeans
  means of the lognormal uncertain variables (from the lnuv_means specification in VarUV)

- RealVector lognormalUncStdDevs
  standard deviations of the lognormal uncertain variables (from the lnuv_std_deviations specification in VarUV)

- RealVector lognormalUncErrFacts
  error factors for the lognormal uncertain variables (from the lnuv_error_factors specification in VarUV)

- RealVector lognormalUncLowerBnds
  distribution lower bounds for the lognormal uncertain variables (from the lnuv_lower_bounds specification in VarUV)

- RealVector lognormalUncUpperBnds
  distribution upper bounds for the lognormal uncertain variables (from the lnuv_upper_bounds specification in VarUV)

- RealVector uniformUncLowerBnds
  distribution lower bounds for the uniform uncertain variables (from the uuv_lower_bounds specification in VarUV)

- RealVector uniformUncUpperBnds
  distribution upper bounds for the uniform uncertain variables (from the uuv_upper_bounds specification in VarUV)

- RealVector loguniformUncLowerBnds
  distribution lower bounds for the loguniform uncertain variables (from the luuv_lower_bounds specification in VarUV)

- RealVector loguniformUncUpperBnds
  distribution upper bounds for the loguniform uncertain variables (from the luuv_upper_bounds specification in VarUV)

- RealVector triangularUncModes
  modes of the triangular uncertain variables (from the tuv_modes specification in VarUV)

- RealVector triangularUncLowerBnds
distribution lower bounds for the triangular uncertain variables (from the `tuv_lower_bounds` specification in `VarUV`)

- `RealVector triangularUncUpperBnds`
  distribution upper bounds for the triangular uncertain variables (from the `tuv_upper_bounds` specification in `VarUV`)

- `RealVector betaUncAlphas`
  alpha factors for the beta uncertain variables (from the `buv_means` specification in `VarUV`)

- `RealVector betaUncBetas`
  beta factors for the beta uncertain variables (from the `buv_std_deviations` specification in `VarUV`)

- `RealVector betaUncLowerBnds`
  distribution lower bounds for the beta uncertain variables (from the `buv_lower_bounds` specification in `VarUV`)

- `RealVector betaUncUpperBnds`
  distribution upper bounds for the beta uncertain variables (from the `buv_upper_bounds` specification in `VarUV`)

- `RealVector gammaUncAlphas`
  alpha factors for the gamma uncertain variables (from the `gauv_alphas` specification in `VarUV`)

- `RealVector gammaUncBetas`
  beta factors for the gamma uncertain variables (from the `gauv_betas` specification in `VarUV`)

- `RealVector gumbelUncAlphas`
  alpha factors for the gumbel uncertain variables (from the `guuv_alphas` specification in `VarUV`)

- `RealVector gumbelUncBetas`
  beta factors for the gumbel uncertain variables (from the `guuv_betas` specification in `VarUV`)

- `RealVector frechetUncAlphas`
  alpha factors for the frechet uncertain variables (from the `fuv_alphas` specification in `VarUV`)

- `RealVector frechetUncBetas`
  beta factors for the frechet uncertain variables (from the `fuv_betas` specification in `VarUV`)

- `RealVector weibullUncAlphas`
  alpha factors for the weibull uncertain variables (from the `wuv_alphas` specification in `VarUV`)

- `RealVector weibullUncBetas`
  beta factors for the weibull uncertain variables (from the `wuv_betas` specification in `VarUV`)

- `RealVectorArray histogramUncBinPairs`
an array containing a vector of \((x,y)\) pairs for each bin-based histogram uncertain variable (see continuous linear histogram in LHS manual; from the \texttt{huv\_num\_bin\_pairs} and \texttt{huv\_pairs} specifications in \texttt{VarUV})

- \texttt{RealVectorArray histogramUncPointPairs}
  an array containing a vector of \((x,y)\) pairs for each point-based histogram uncertain variable (see discrete histogram in LHS manual; from the \texttt{huv\_num\_point\_pairs} and \texttt{huv\_point\_pairs} specifications in \texttt{VarUV})

- \texttt{IntVector intervalUncNumIntervals}
  number of intervals per interval uncertain variables (from the \texttt{iuv\_num\_intervals} specification in \texttt{VarUV})

- \texttt{RealVector intervalUncProbValues}
  Probability values per interval uncertain variables (from the \texttt{iuv\_interval\_probs} specification in \texttt{VarUV}).

- \texttt{RealVector intervalUncIntervalBounds}
  Interval Bounds per interval uncertain variables (from the \texttt{iuv\_interval\_bounds} specification in \texttt{VarUV}).

- \texttt{RealMatrix uncertainCorrelations}
  correlation matrix for all uncertain variables (from the \texttt{uncertain\_correlation\_matrix} specification in \texttt{VarUV}). This matrix specifies rank correlations for sampling methods (i.e., LHS) and correlation coefficients \((\rho_{ij} = \text{normalized covariance matrix})\) for analytic reliability methods.

- \texttt{RealVector uncertainVars}
  array of values for all uncertain variables (built and initialized in \texttt{ProblemDescDB::variables\_kwhandler()})

- \texttt{RealVector uncertainLowerBnds}
  distribution lower bounds for all uncertain variables (collected from \texttt{nuv\_lower\_bounds}, \texttt{lnuv\_lower\_bounds}, \texttt{uuv\_lower\_bounds}, \texttt{luuv\_lower\_bounds}, \texttt{tuv\_lower\_bounds}, and \texttt{buv\_lower\_bounds} specifications in \texttt{VarUV}, and derived for gamma, gumbel, frechet, weibull and histogram specifications)

- \texttt{RealVector uncertainUpperBnds}
  distribution upper bounds for all uncertain variables (collected from \texttt{nuv\_upper\_bounds}, \texttt{lnuv\_upper\_bounds}, \texttt{uuv\_upper\_bounds}, \texttt{luuv\_upper\_bounds}, \texttt{tuv\_lower\_bounds}, and \texttt{buv\_upper\_bounds} specifications in \texttt{VarUV}, and derived for gamma, gumbel, frechet, weibull and histogram specifications)

- \texttt{StringArray uncertainLabels}
  labels for all uncertain variables (collected from \texttt{nuv\_descriptors}, \texttt{lnuv\_descriptors}, \texttt{uuv\_descriptors}, \texttt{luuv\_descriptors}, \texttt{tuv\_descriptors}, \texttt{buv\_descriptors}, \texttt{gauv\_descriptors}, \texttt{guuv\_descriptors}, \texttt{fuv\_descriptors}, \texttt{wuv\_descriptors}, and \texttt{huv\_descriptors} specifications in \texttt{VarUV})

- \texttt{RealVector continuousStateVars}
  initial values for the continuous state variables array (from the \texttt{csv\_initial\_state} specification in \texttt{VarSV})

- \texttt{RealVector continuousStateLowerBnds}
  the continuous state lower bounds array (from the \texttt{csv\_lower\_bounds} specification in \texttt{VarSV})

- \texttt{RealVector continuousStateUpperBnds}
  the continuous state upper bounds array (from the \texttt{csv\_upper\_bounds} specification in \texttt{VarSV})
10.29 DataVariables Class Reference

- **IntVector discreteStateVars**
  
  initial values for the discrete state variables array (from the dsv_initial_state specification in VarSV)

- **IntVector discreteStateLowerBnds**
  
  the discrete state lower bounds array (from the dsv_lower_bounds specification in VarSV)

- **IntVector discreteStateUpperBnds**
  
  the discrete state upper bounds array (from the dsv_upper_bounds specification in VarSV)

- **StringArray continuousStateLabels**
  
  the continuous state labels array (from the csv_descriptors specification in VarSV)

- **StringArray discreteStateLabels**
  
  the discrete state labels array (from the dsv_descriptors specification in VarSV)

### Private Member Functions

- **void assign (const DataVariables &data_variables)**
  
  convenience function for setting this objects attributes equal to the attributes of the incoming data_variables object
  (used by copy constructor and assignment operator)

### 10.29.1 Detailed Description

Container class for variables specification data.

The `DataVariables` class is used to contain the data from a variables keyword specification. It is populated by `ProblemDescDB::variables_kwhandler()` and is queried by the `ProblemDescDB::get_<datatype>()` functions. A list of `DataVariables` objects is maintained in `ProblemDescDB::variablesList`, one for each variables specification in an input file. Default values are managed in the `DataVariables` constructor. Data is public to avoid maintaining set/get functions, but is still encapsulated within `ProblemDescDB` since `ProblemDescDB::variablesList` is private (a similar model is used with `SurrogateDataPoint` objects contained in `Dakota::Approximation`).

The documentation for this class was generated from the following files:

- DataVariables.H
- DataVariables.C
10.30 DDACEDesignCompExp Class Reference

Wrapper class for the DDACE design of experiments library.

Inheritance diagram for DDACEDesignCompExp:

```
Iterator
|
Analyzer
|
PStudyDACE
|
DDACEDesignCompExp
```

Public Member Functions

- **DDACEDesignCompExp (Model &model)**
  
  *primary constructor for building a standard DACE iterator*

- **~DDACEDesignCompExp ()**
  
  *destructor*

- **void extract_trends ()**
  
  *Redefines the run_iterator virtual function for the PStudy/DACE branch.*

- **void sampling_reset (int min_samples, bool all_data_flag, bool stats_flag)**
  
  *reset sampling iterator*

- **const String & sampling_scheme () const**
  
  *return sampling name*

- **void vary_pattern (bool pattern_flag)**
  
  *sets varyPattern in derived classes that support it*

- **void get_parameter_sets ()**
  
  *Returns one block of samples (ndim * num_samples).*
Private Member Functions

- void compute_main_effects ()
  builds a DDaceMainEffects::OneWayANOVA if mainEffectsFlag is set

- void resolve_samples_symbols ()
  convenience function for resolving number of samples and number of symbols from input.

Private Attributes

- String daceMethod
  oas, lhs, oa_lhs, random, box_behnken, central_composite, or grid

- int samplesSpec
  user specification of number of samples

- int numSamples
  number of samples to be evaluated

- int numSymbols
  number of symbols to be used in generating the sample set (inversely related to number of replications)

- const int originalSeed
  the user seed specification for the random number generator (allows repeatable results)

- int randomSeed
  current seed for the random number generator

- bool allDataFlag
  flag which triggers the update of allVars/allResponses for use by Iterator::all_variables() and Iterator::all_responses()

- size_t numDACERuns
  counter for number of run() executions for this object

- bool varyPattern
  flag for continuing the random number sequence from a previous run() execution (e.g., for surrogate-based optimization) so that multiple executions are repeatable but not correlated.

- bool volQualityFlag
  flag which specifies evaluating the volumetric quality measures

- bool varBasedDecompFlag
  flag which specifies variance based decomposition
• **bool mainEffectsFlag**
  
  *flag which specifies main effects*

• **std::vector< std::vector<int> > symbolMapping**
  
  *mapping of symbols for main effects calculations*

### 10.30.1 Detailed Description

Wrapper class for the DDACE design of experiments library.

The **DDACEDesignCompExp** class provides a wrapper for DDACE, a C++ design of experiments library from the Computational Sciences and Mathematics Research (CSMR) department at Sandia’s Livermore CA site. This class uses design and analysis of computer experiments (DACE) methods to sample the design space spanned by the bounds of a **Model**. It returns all generated samples and their corresponding responses as well as the best sample found.

### 10.30.2 Constructor & Destructor Documentation

#### 10.30.2.1 DDACEDesignCompExp (Model & model)

primary constructor for building a standard DACE iterator

This constructor is called for a standard iterator built with data from probDescDB.

### 10.30.3 Member Function Documentation

#### 10.30.3.1 void resolve_samples_symbols () [private]

convenience function for resolving number of samples and number of symbols from input.

This function must define a combination of samples and symbols that is acceptable for a particular sampling algorithm. Users provide requests for these quantities, but this function must enforce any restrictions imposed by the sampling algorithms.

The documentation for this class was generated from the following files:

- DDACEDesignCompExp.H
- DDACEDesignCompExp.C
10.31 DirectFnApplicInterface Class Reference

Derived application interface class which spawns simulation codes and testers using direct procedure calls.

Inheritance diagram for DirectFnApplicInterface::

```
  Interface
   |     |
   v     v
ApplicationInterface
   |     |
   v     v
DirectFnApplicInterface
   |     |
   v     v
DirectFnApplicInterface
```

Public Member Functions

- **DirectFnApplicInterface** (const ProblemDescDB &problem_db)
  
  *constructor*

- **~DirectFnApplicInterface** ()
  
  *destructor*

- **void derived_map** (const Variables &vars, const ActiveSet &set, Response &response, int fn_eval_id)
  
  Called by map() and other functions to execute the simulation in synchronous mode. The portion of performing an evaluation that is specific to a derived class.

- **void derived_map_asynch** (const ParamResponsePair &pair)
  
  Called by map() and other functions to execute the simulation in asynchronous mode. The portion of performing an asynchronous evaluation that is specific to a derived class.

- **void derived_synch** (PRPList &prp_list)
  
  For asynchronous function evaluations, this method is used to detect completion of jobs and process their results. It provides the processing code that is specific to derived classes. This version waits for at least one completion.

- **void derived_synch_nowait** (PRPList &prp_list)
  
  For asynchronous function evaluations, this method is used to detect completion of jobs and process their results. It provides the processing code that is specific to derived classes. This version is nonblocking and will return without any completions if none are immediately available.

- **int derived_synchronous_local_analysis** (const int &analysis_id)

- **const StringArray & analysis_drivers** () const
retrieve the analysis drivers specification for application interfaces

Protected Member Functions

- virtual int derived_map_if (const String &if_name)
  
  execute the input filter portion of a direct evaluation invocation

- virtual int derived_map_ac (const String &ac_name)
  
  execute an analysis code portion of a direct evaluation invocation

- virtual int derived_map_of (const String &of_name)
  
  execute the output filter portion of a direct evaluation invocation

- void set_local_data (const Variables &vars, const ActiveSet &set, const Response &response)
  
  convenience function for local test simulators which sets variable attributes and zeros response data

- void overlay_response (Response &response)
  
  convenience function for local test simulators which overlays response contributions from multiple analyses using MPI_Reduce

Protected Attributes

- String iFilterName
  
  name of the direct function input filter

- String oFilterName
  
  name of the direct function output filter

- bool gradFlag
  
  signals use of fnGrads in direct simulator functions

- bool hessFlag
  
  signals use of fnHessians in direct simulator functions

- size_t numFns
  
  number of functions in fnVals

- size_t numVars
  
  total number of continuous and discrete variables

- size_t numACV
  
  total number of continuous variables
- size_t numADV
  total number of discrete variables

- size_t numDerivVars
  number of active derivative variables

- RealVector xC
  continuous variables used within direct simulator fns

- IntVector xD
  discrete variables used within direct simulator fns

- StringArray xCLabels
  continuous variable labels

- StringArray xDLabels
  discrete variable labels

- IntArray directFnASV
  class scope active set vector

- IntArray directFnDVV
  class scope derivative variables vector

- RealVector fnVals
  response fn values within direct simulator fns

- RealMatrix fnGrads
  response fn gradients w/i direct simulator fns

- RealMatrixArray fnHessians
  response fn Hessians w/i direct simulator fns

- StringArray fnLabels
  response function labels

- StringArray analysisDrivers
  the set of analyses within each function evaluation (from the analysis_drivers interface specification)

- size_t analysisDriverIndex
  the index of the active analysis driver within analysisDrivers

- String2DArray analysisComponents
  the set of optional analysis components used by the analysis drivers (from the analysis_components interface specification)
Private Member Functions

- int cantilever()
  the cantilever UQ/OUU test function

- int cyl_head()
  the cylinder head constrained optimization test fn

- int rosenbrock()
  the rosenbrock optimization and least squares test fn

- int text_book()
  the text_book constrained optimization test function

- int text_book1()
  portion of text_book() evaluating the objective fn

- int text_book2()
  portion of text_book() evaluating constraint 1

- int text_book3()
  portion of text_book() evaluating constraint 2

- int text_book_ouu()
  the text_book_ouu OUU test function

- int log_ratio()
  the log_ratio UQ test function

- int short_column()
  the short_column UQ/OUU test function

- int salinas()
  direct interface to the SALINAS structural dynamics code

- int mc_api_run()
  direct interface to ModelCenter via API, HKIM 4/3/03

- int matlab_engine_run()
  direct interface to Matlab via API, BMA 11/28/05
10.31 DirectFnApplicInterface Class Reference

10.31.1 Detailed Description

Derived application interface class which spawns simulation codes and testers using direct procedure calls. DirectFnApplicInterface uses a few linkable simulation codes and several internal member functions to perform parameter to response mappings.

10.31.2 Member Function Documentation

10.31.2.1 int derived_synchronous_local_analysis (const int & analysis_id) [inline, virtual]

This code provides the derived function used by ApplicationInterface::serve_analyses_synch(). Reimplemented from ApplicationInterface.

10.31.2.2 int derived_map_ac (const String & ac_name) [protected, virtual]

execute an analysis code portion of a direct evaluation invocation

When a direct analysis/filter is a member function, the (vars,set,response) data does not need to be passed through the API. If, however, non-member analysis/filter functions are added, then pass (vars,set,response) through to the non-member fns:

```c++
// API declaration
int sim(const Variables& vars, const ActiveSet& set, Response& response);
// use of API within derived_map_ac()
if (ac_name == "sim")
    fail_code = sim(directFnVars, directFnActSet, directFnResponse);
```

The documentation for this class was generated from the following files:

- DirectFnApplicInterface.H
- DirectFnApplicInterface.C
10.32 DirectFnApplicInterface Class Reference

Sample derived interface class for testing plug-ins using assign_rep().

Inheritance diagram for DirectFnApplicInterface::

```
   Interface
   |                 |
   v                 v
ApplicationInterface
   |                 |
   v                 v
DirectFnApplicInterface
   |                 |
   v                 v
DirectFnApplicInterface
```

Public Member Functions

- **DirectFnApplicInterface** (const Dakota::ProblemDescDB &problem_db)
  
  *constructor*

- **~DirectFnApplicInterface** ()
  
  *destructor*

Protected Member Functions

- **int derived_map_ac** (const Dakota::String &ac_name)
  
  *execute an analysis code portion of a direct evaluation invocation*

10.32.1 Detailed Description

Sample derived interface class for testing plug-ins using assign_rep().

The plug-in DirectFnApplicInterface resides in namespace SIM and uses a copy of rosenbrock() to perform parameter to response mappings. It may be activated by uncommenting the LIBRARY_MODE_DEBUG define in main.C (which activates the plug-in code block within that file) and uncommenting the PLUGIN_S/PLUGIN_O declarations at the top of the Dakota/src Makefile (which add this class to the build). Test input files should then use an analysis_driver of "plugin_rosenbrock".

The documentation for this class was generated from the following files:
• PluginDirectFnApplicInterface.H
• PluginDirectFnApplicInterface.C
10.33 DistinctConstraints Class Reference

Derived class within the Constraints hierarchy which employs the default data view (no variable or domain type array merging).

Inheritance diagram for DistinctConstraints:

```
    Constraints      VariablesUtil
       ^          /             |
       |          |             |
    DistinctConstraints
```

Public Member Functions

- **DistinctConstraints ()**
  
  *default constructor*

- **DistinctConstraints (const ProblemDescDB &problem_db, const pair< short, short > &view)**

  *standard constructor*

- **~DistinctConstraints ()**

  *destructor*

- **const RealVector & continuous_lower_bounds () const**

  *return the active continuous variable lower bounds*

- **void continuous_lower_bounds (const RealVector &c_l_bnds)**

  *set the active continuous variable lower bounds*

- **const RealVector & continuous_upper_bounds () const**

  *return the active continuous variable upper bounds*

- **void continuous_upper_bounds (const RealVector &c_u_bnds)**

  *set the active continuous variable upper bounds*

- **const IntVector & discrete_lower_bounds () const**

  *return the active discrete variable lower bounds*

- **void discrete_lower_bounds (const IntVector &d_l_bnds)**

  *set the active discrete variable lower bounds*

- **const IntVector & discrete_upper_bounds () const**
return the active discrete variable upper bounds

- void discrete_upper_bounds (const IntVector &d_u_bnds)
  set the active discrete variable upper bounds

- const RealVector & inactive_continuous_lower_bounds () const
  return the inactive continuous lower bounds

- void inactive_continuous_lower_bounds (const RealVector &i_c_l_bnds)
  set the inactive continuous lower bounds

- const RealVector & inactive_continuous_upper_bounds () const
  return the inactive continuous upper bounds

- void inactive_continuous_upper_bounds (const RealVector &i_c_u_bnds)
  set the inactive continuous upper bounds

- const IntVector & inactive_discrete_lower_bounds () const
  return the inactive discrete lower bounds

- void inactive_discrete_lower_bounds (const IntVector &i_d_l_bnds)
  set the inactive discrete lower bounds

- const IntVector & inactive_discrete_upper_bounds () const
  return the inactive discrete upper bounds

- void inactive_discrete_upper_bounds (const IntVector &i_d_u_bnds)
  set the inactive discrete upper bounds

- RealVector all_continuous_lower_bounds () const
  returns a single array with all continuous lower bounds

- RealVector all_continuous_upper_bounds () const
  returns a single array with all continuous upper bounds

- IntVector all_discrete_lower_bounds () const
  returns a single array with all discrete lower bounds

- IntVector all_discrete_upper_bounds () const
  returns a single array with all discrete upper bounds

- void write (ostream &s) const
  write a variable constraints object to an ostream

- void read (istream &s)
  read a variable constraints object from an istream
Private Attributes

- `RealVector continuousDesignLowerBnds`
  the continuous design lower bounds array

- `RealVector continuousDesignUpperBnds`
  the continuous design upper bounds array

- `IntVector discreteDesignLowerBnds`
  the discrete design lower bounds array

- `IntVector discreteDesignUpperBnds`
  the discrete design upper bounds array

- `RealVector uncertainLowerBnds`
  the uncertain distribution lower bounds array

- `RealVector uncertainUpperBnds`
  the uncertain distribution upper bounds array

- `RealVector continuousStateLowerBnds`
  the continuous state lower bounds array

- `RealVector continuousStateUpperBnds`
  the continuous state upper bounds array

- `IntVector discreteStateLowerBnds`
  the discrete state lower bounds array

- `IntVector discreteStateUpperBnds`
  the discrete state upper bounds array

10.33.1 Detailed Description

Derived class within the `Constraints` hierarchy which employs the default data view (no variable or domain type array merging).

Derived variable constraints classes take different views of the design, uncertain, and state variable types and the continuous and discrete domain types. The `DistinctConstraints` derived class separates the design, uncertain, and state variable types as well as the continuous and discrete domain types. The result is separate lower and upper bounds arrays for continuous design, discrete design, uncertain, continuous state, and discrete state variables. This is the default approach, so all iterators and strategies not specifically utilizing the All or Merged views use this approach (see `Variables::get_variables(problem_db)` for variables type selection; variables type is passed to the `Constraints` constructor in `Model`).
10.33.2 Constructor & Destructor Documentation

10.33.2.1 DistinctConstraints (const ProblemDescDB & problem_db, const pair< short, short > & view)

standard constructor

In this class, the distinct approach (design, uncertain, and state types are distinct) is used. Most iterators/strategies use this approach, which is the default in Constraints::get_constraints(). Extract distinct lower and upper bounds (VariablesUtil is not used).

The documentation for this class was generated from the following files:

- DistinctConstraints.H
- DistinctConstraints.C
10.34 DistinctVariables Class Reference

Derived class within the Variables hierarchy which employs the default data view (no variable or domain type array merging).

Inheritance diagram for DistinctVariables:

```
Variables       VariablesUtil
              |                 |
              |                 |
DistinctVariables
```

Public Member Functions

- DistinctVariables ()
  
  default constructor

- DistinctVariables (const ProblemDescDB &problem_db, const pair< short, short > &view)
  
  standard constructor

- ~DistinctVariables ()
  
  destructor

- size_t tv () const
  
  Returns total number of vars.

- const RealVector & continuous_variables () const
  
  return the active continuous variables

- void continuous_variables (const RealVector &c_vars)
  
  set the active continuous variables

- const IntVector & discrete_variables () const
  
  return the active discrete variables

- void discrete_variables (const IntVector &d_vars)
  
  set the active discrete variables

- const StringArray & continuous_variable_labels () const
  
  return the active continuous variable labels

- void continuous_variable_labels (const StringArray &c_v_labels)
set the active continuous variable labels

- const StringArray & discrete_variable_labels () const
  return the active discrete variable labels

- void discrete_variable_labels (const StringArray &d_v_labels)
  set the active discrete variable labels

- const RealVector & inactive_continuous_variables () const
  return the inactive continuous variables

- void inactive_continuous_variables (const RealVector &i_c_vars)
  set the inactive continuous variables

- const IntVector & inactive_discrete_variables () const
  return the inactive discrete variables

- void inactive_discrete_variables (const IntVector &i_d_vars)
  set the inactive discrete variables

- const StringArray & inactive_continuous_variable_labels () const
  return the inactive continuous variable labels

- void inactive_continuous_variable_labels (const StringArray &i_c_v_labels)
  set the inactive continuous variable labels

- const StringArray & inactive_discrete_variable_labels () const
  return the inactive discrete variable labels

- void inactive_discrete_variable_labels (const StringArray &i_d_v_labels)
  set the inactive discrete variable labels

- size_t acv () const
  returns total number of continuous vars

- size_t adv () const
  returns total number of discrete vars

- RealVector all_continuous_variables () const
  returns a single array with all continuous variables

- void all_continuous_variables (const RealVector &a_c_vars)
  sets all continuous variables using a single array

- IntVector all_discrete_variables () const
  returns a single array with all discrete variables
• void **all_discrete_variables** (const **IntVector** &a_d_vars)
  sets all discrete variables using a single array

• **StringArray all_continuous_variable_labels** () const
  returns a single array with all continuous variable labels

• **StringArray all_discrete_variable_labels** () const
  returns a single array with all discrete variable labels

• **StringArray all_variable_labels** () const
  returns a single array with all variable labels

• void **read** (istream &s)
  read a variables object from an istream

• void **write** (ostream &s) const
  write a variables object to an ostream

• void **write_aprepro** (ostream &s) const
  write a variables object to an ostream in aprepro format

• void **read.annotated** (istream &s)
  read a variables object in annotated format from an istream

• void **write.annotated** (ostream &s) const
  write a variables object in annotated format to an ostream

• void **write.tabular** (ostream &s) const
  write a variables object in tabular format to an ostream

• void **read** (BiStream &s)
  read a variables object from the binary restart stream

• void **write** (BoStream &s) const
  write a variables object to the binary restart stream

• void **read** (MPIUnpackBuffer &s)
  read a variables object from a packed MPI buffer

• void **write** (MPIPackBuffer &s) const
  write a variables object to a packed MPI buffer
Private Member Functions

- void copy_rep (const Variables *vars_rep)
  Used by copy() to copy the contents of a letter class.

Private Attributes

- RealVector continuousDesignVars
  the continuous design variables array

- IntVector discreteDesignVars
  the discrete design variables array

- RealVector uncertainVars
  the uncertain variables array

- RealVector continuousStateVars
  the continuous state variables array

- IntVector discreteStateVars
  the discrete state variables array

- StringArray continuousDesignLabels
  the continuous design variables label array

- StringArray discreteDesignLabels
  the discrete design variables label array

- StringArray uncertainLabels
  the uncertain variables label array

- StringArray continuousStateLabels
  the continuous state variables label array

- StringArray discreteStateLabels
  the discrete state variables label array

Friends

- bool operator== (const DistinctVariables &vars1, const DistinctVariables &vars2)
  equality operator
10.34.1 Detailed Description

Derived class within the Variables hierarchy which employs the default data view (no variable or domain type array merging).

Derived variables classes take different views of the design, uncertain, and state variable types and the continuous and discrete domain types. The DistinctVariables derived class separates the design, uncertain, and state variable types as well as the continuous and discrete domain types. The result is separate arrays for continuous design, discrete design, uncertain, continuous state, and discrete state variables. This is the default approach, so all iterators and strategies not specifically utilizing the All or Merged views use this approach (see Variables::get_-variables(problem_db)).

10.34.2 Constructor & Destructor Documentation

10.34.2.1 DistinctVariables (const ProblemDescDB & problem_db, const pair< short, short > & view)

standard constructor

In this class, the distinct approach is used (design, uncertain, and state variable types and continuous and discrete domain types are distinct). Most iterators/strategies use this approach. Extract distinct variable types and labels (VariablesUtil is not used).

10.34.3 Friends And Related Function Documentation

10.34.3.1 bool operator==(const DistinctVariables & vars1, const DistinctVariables & vars2)

[friend]

equality operator

Checks each array using operator== from data_types.C. Labels are ignored.

The documentation for this class was generated from the following files:

- DistinctVariables.H
- DistinctVariables.C
10.35  DOTOptimizer Class Reference

Wrapper class for the DOT optimization library.

Inheritance diagram for DOTOptimizer:

```
DOTOptimizer
   ^
  / \
Minimizer
  / \
Optimizer
    / \
Iterator
```

### Public Member Functions

- **DOTOptimizer (Model &model)**
  
  *constructor*

- **~DOTOptimizer ()**
  
  *destructor*

- **void find_optimum ()**
  
  *Used within the optimizer branch for computing the optimal solution. Redefines the run_iterator virtual function for the optimizer branch.*

### Protected Member Functions

- **virtual void derived_pre_run ()**
  
  *performs run-time set up*

- **virtual void derived_post_run ()**
  
  *performs final solution processing*

### Private Member Functions

- **void allocate_workspace ()**
  
  *Allocates workspace for the optimizer.*
• void allocate_constraints()
  Allocates constraint mappings.

Private Attributes

• int dotInfo
  INFO from DOT manual.

• int dotFDSinfo
  internal DOT parameter NGOTOZ

• int dotMethod
  METHOD from DOT manual.

• int printControl
  IPRINT from DOT manual (controls output verbosity).

• int optimizationType
  MINMAX from DOT manual (minimize or maximize).

• RealArray realCntlParmArray
  RPRM from DOT manual.

• IntArray intCntlParmArray
  IPRM from DOT manual.

• RealVector designVars
  array of design variable values passed to DOT

• Real objFnValue
  value of the objective function passed to DOT

• RealVector constraintValues
  array of nonlinear constraint values passed to DOT

• int realWorkSpaceSize
  size of realWorkSpace

• int intWorkSpaceSize
  size of intWorkSpace

• RealArray realWorkSpace
  real work space for DOT
10.35 DOTOptimizer Class Reference

- **IntArray intWorkSpace**
  
  _int work space for DOT_

- **SizetList constraintMappingIndices**
  
  _a list of indices for referencing the corresponding Response constraints used in computing the DOT constraints._

- **RealList constraintMappingMultipliers**
  
  _a list of multipliers for mapping the Response constraints to the DOT constraints._

- **RealList constraintMappingOffsets**
  
  _a list of offsets for mapping the Response constraints to the DOT constraints._

### 10.35.1 Detailed Description

Wrapper class for the DOT optimization library.

The DOTOptimizer class provides a wrapper for DOT, a commercial Fortran 77 optimization library from Vanderplaats Research and Development. It uses a reverse communication mode, which avoids the static member function issues that arise with function pointer designs (see NPSOLOptimizer and SNLLOptimizer).

The user input mappings are as follows: max_iterations is mapped into DOT’s ITMAX parameter within its IPRM array, max_function_evaluations is implemented directly in the find_optimum() loop since there is no DOT parameter equivalent, convergence_tolerance is mapped into DOT’s DELOBJ parameter (the relative convergence tolerance) within its RPRM array, output verbosity is mapped into DOT’s IPRINT parameter within its function call parameter list (verbose: IPRINT = 7; quiet: IPRINT = 3), and optimization_type is mapped into DOT’s MINMAX parameter within its function call parameter list. Refer to [Vanderplaats Research and Development, 1995] for information on IPRM, RPRM, and the DOT function call parameter list.

### 10.35.2 Member Data Documentation

#### 10.35.2.1 int dotInfo [private]

INFO from DOT manual.

Information requested by DOT: 0=optimization complete, 1=get values, 2=get gradients

#### 10.35.2.2 int dotFDSinfo [private]

internal DOT parameter NGOTOZ

the DOT parameter list has been modified to pass NGOTOZ, which signals whether DOT is finite-differencing (nonzero value) or performing the line search (zero value).
10.35.2.3 int dotMethod [private]

METHOD from DOT manual.
For nonlinear constraints: 0/1 = dot_mmfd, 2 = dot_slp, 3 = dot_sqp. For unconstrained: 0/1 = dot_bfgs, 2 = dot_frcg.

10.35.2.4 int printControl [private]

IPRINT from DOT manual (controls output verbosity).
Values range from 0 (least output) to 7 (most output).

10.35.2.5 int optimizationType [private]

MINMAX from DOT manual (minimize or maximize).
Values of 0 or -1 (minimize) or 1 (maximize).

10.35.2.6 RealArray realCntlParmArray [private]

RPRM from DOT manual.
Array of real control parameters.

10.35.2.7 IntArray intCntlParmArray [private]

IPRM from DOT manual.
Array of integer control parameters.

10.35.2.8 RealVector constraintValues [private]

array of nonlinear constraint values passed to DOT
This array must be of nonzero length and must contain only one-sided inequality constraints which are \(<= 0\) (which requires a transformation from 2-sided inequalities and equalities).

10.35.2.9 SizetList constraintMappingIndices [private]

a list of indices for referencing the corresponding Response constraints used in computing the DOT constraints.
The length of the list corresponds to the number of DOT constraints, and each entry in the list points to the corresponding DAKOTA constraint.

10.35.2.10 RealList constraintMappingMultipliers [private]

a list of multipliers for mapping the Response constraints to the DOT constraints.
The length of the list corresponds to the number of DOT constraints, and each entry in the list contains a multiplier for the DAKOTA constraint identified with constraintMappingIndices. These multipliers are currently +1 or -1.

10.35.2.11  RealList constraintMappingOffsets  [private]

A list of offsets for mapping the Response constraints to the DOT constraints.

The length of the list corresponds to the number of DOT constraints, and each entry in the list contains an offset for the DAKOTA constraint identified with constraintMappingIndices. These offsets involve inequality bounds or equality targets, since DOT assumes constraint allowables = 0.

The documentation for this class was generated from the following files:

- DOTOptimizer.H
- DOTOptimizer.C
10.36 ErrorTable Struct Reference

Data structure to hold errors.

Public Attributes

- \texttt{CtelRegexp::RStatus rc}
  \textit{Enumerated type to hold status codes.}

- \texttt{const char * msg}
  \textit{Holds character string error message.}

10.36.1 Detailed Description

Data structure to hold errors.

This module implements a C++ wrapper for Regular Expressions based on the public domain engine for regular expressions released by: Copyright (c) 1986 by University of Toronto. Written by Henry Spencer. Not derived from licensed software.

The documentation for this struct was generated from the following file:

- \texttt{CtelRegExp.C}
10.37 ForkAnalysisCode Class Reference

Derived class in the AnalysisCode class hierarchy which spawns simulations using forks.

Inheritance diagram for ForkAnalysisCode:

```
AnalysisCode
  ForkAnalysisCode
```

Public Member Functions

- **ForkAnalysisCode** (const ProblemDescDB &problem_db)
  
  *constructor*

- **~ForkAnalysisCode**()
  
  *destructor*

- **pid_t fork_program** (const bool block_flag)
  
  *spawn a child process using fork()/vfork()/execvp() and wait for completion using waitpid() if block_flag is true*

- **void check_status** (const int status)
  
  *check the exit status of a forked process and abort if an error code was returned*

- **void ifilter_argument_list**()
  
  *set argList for execution of the input filter*

- **void ofilter_argument_list**()
  
  *set argList for execution of the output filter*

- **void driver_argument_list** (const int analysis_id)
  
  *set argList for execution of the specified analysis driver*

Private Attributes

- **StringArray argList**
  
  *an array of strings for use with execvp(const char *, char * const *). These are converted to an array of const char*’s in fork_program().*
10.37.1 Detailed Description

Derived class in the AnalysisCode class hierarchy which spawns simulations using forks. ForkAnalysisCode creates a copy of the parent DAKOTA process using fork()/vfork() and then replaces the copy with a simulation process using execvp(). The parent process can then use waitpid() to wait on completion of the simulation process.

10.37.2 Member Function Documentation

10.37.2.1 void check_status (const int status)

check the exit status of a forked process and abort if an error code was returned

Check to see if the process terminated abnormally (WIFEXITED(status)==0) or if either execvp or the application returned a status code of -1 (WIFEXITED(status)!=0 && (signed char)WEXITSTATUS(status)==-1). If one of these conditions is detected, output a failure message and abort. Note: the application code should not return a status code of -1 unless an immediate abort of dakota is wanted. If for instance, failure capturing is to be used, the application code should write the word "FAIL" to the appropriate results file and return a status code of 0 through exit().

The documentation for this class was generated from the following files:

- ForkAnalysisCode.H
- ForkAnalysisCode.C
10.38 ForkApplicInterface Class Reference

Derived application interface class which spawns simulation codes using forks.

Inheritance diagram for ForkApplicInterface::

```
              Interface
             /     \
          ApplicationInterface
          /       \
        ForkApplicInterface
```

Public Member Functions

- **ForkApplicInterface** (const ProblemDescDB &problem_db)
  
  constructor

- ~ForkApplicInterface ()
  
  destructor

- void derived_map (const Variables &vars, const ActiveSet &set, Response &response, int fn_eval_id)
  
  Called by map() and other functions to execute the simulation in synchronous mode. The portion of performing an evaluation that is specific to a derived class.

- void derived_map_asynch (const ParamResponsePair &pair)
  
  Called by map() and other functions to execute the simulation in asynchronous mode. The portion of performing an asynchronous evaluation that is specific to a derived class.

- void derived_synch (PRPLList &prp_list)
  
  For asynchronous function evaluations, this method is used to detect completion of jobs and process their results. It provides the processing code that is specific to derived classes. This version waits for at least one completion.

- void derived_synch_nowait (PRPLList &prp_list)
  
  For asynchronous function evaluations, this method is used to detect completion of jobs and process their results. It provides the processing code that is specific to derived classes. This version is nonblocking and will return without any completions if none are immediately available.

- int derived_synchronous_local_analysis (const int &analysis_id)

- const StringArray & analysis_drivers () const
  
  retrieve the analysis drivers specification for application interfaces
Private Member Functions

- void derived_synch_kernel (PRPList &prp_list, const pid_t pid)
  
  Convenience function for common code between derived_synch() & derived_synch_nowait().

- pid_t fork_application (const bool block_flag)
  
  perform the complete function evaluation by managing the input filter, analysis programs, and output filter

- void asynchronous_local_analyses (const int &start, const int &end, const int &step)
  
  execute analyses asynchronously on the local processor

- void synchronous_local_analyses (const int &start, const int &end, const int &step)
  
  execute analyses synchronously on the local processor

- void serve_analyses_asynch ()
  
  serve the analysis scheduler and execute analysis jobs asynchronously

Private Attributes

- ForkAnalysisCode forkSimulator
  
  ForkAnalysisCode provides convenience functions for forking individual programs and checking fork exit status.

- std::map< pid_t, int > processIdMap
  
  map of fork process id’s to function evaluation id’s for asynchronous evaluations

10.38.1 Detailed Description

Derived application interface class which spawns simulation codes using forks.
ForkApplicInterface uses a ForkAnalysisCode object for performing simulation invocations.

10.38.2 Member Function Documentation

10.38.2.1 int derived_synchronous_local_analysis (const int & analysis_id)  [inline, virtual]

This code provides the derived function used by ApplicationInterface::serve_analyses_synch() as well as a convenience function for ForkApplicInterface::synchronous_local_analyses() below.
Reimplemented from ApplicationInterface.
10.38.2.2  **pid_t fork_application (const bool block_flag)**  [private]

perform the complete function evaluation by managing the input filter, analysis programs, and output filter
Manage the input filter, 1 or more analysis programs, and the output filter in blocking or nonblocking mode as governed by block_flag. In the case of a single analysis and no filters, a single fork is performed, while in other cases, an initial fork is reforked multiple times. Called from derived_map() with block_flag == BLOCK and from derived_map_asynch() with block_flag == FALL_THROUGH. Uses ForkAnalysisCode::fork_program() to spawn individual program components within the function evaluation.

10.38.2.3  **void asynchronous_local_analyses (const int & start, const int & end, const int & step)**  [private]

execute analyses asynchronously on the local processor
Schedule analyses asynchronously on the local processor using a self-scheduling approach (start to end in step increments). Concurrency is limited by asynchLocalAnalysisConcurrency. Modeled after ApplicationInterface::asynchronous_local_evaluations(). NOTE: This function should be elevated to ApplicationInterface if and when another derived interface class supports asynchronous local analyses.

10.38.2.4  **void synchronous_local_analyses (const int & start, const int & end, const int & step)**  [inline, private]

execute analyses synchronously on the local processor
Execute analyses synchronously in succession on the local processor (start to end in step increments). Modeled after ApplicationInterface::synchronous_local_evaluations().

10.38.2.5  **void serve_analyses_asynch ()**  [private]

serve the analysis scheduler and execute analysis jobs asynchronously
This code runs multiple asynch analyses on each server. It is modeled after ApplicationInterface::serve_evaluations_asynch(). NOTE: This fn should be elevated to ApplicationInterface if and when another derived interface class supports hybrid analysis parallelism.

The documentation for this class was generated from the following files:

- ForkApplicInterface.H
- ForkApplicInterface.C
10.39 FSUDesignCompExp Class Reference

Wrapper class for the FSUDace QMC/CVT library.

Inheritance diagram for FSUDesignCompExp:

```
Wrapper class for the FSUDace QMC/CVT library.
Inheritance diagram for FSUDesignCompExp:

```

```
Public Member Functions

- FSUDesignCompExp (Model &model)
  primary constructor for building a standard DACE iterator

- ~FSUDesignCompExp ()
  destructor

- void extract_trends ()
  Redefines the run_iterator virtual function for the PStudy/DACE branch.

- void sampling_reset (int min_samples, bool all_data_flag, bool stats_flag)
  reset sampling iterator

- const String & sampling_scheme () const
  return sampling name

- void vary_pattern (bool pattern_flag)
  sets varyPattern in derived classes that support it

- void get_parameter_sets ()
  Returns one block of samples (ndim * num_samples).
```
Private Member Functions

- void enforce_input_rules()
  enforce sanity checks/modifications for the user input specification

Private Attributes

- int samplesSpec
  user specification of number of samples

- int numSamples
  number of samples to be evaluated

- bool allDataFlag
  flag which triggers the update of allVars/allResponses for use by Iterator::all_variables() and Iterator::all_responses()

- size_t numDACERuns
  counter for number of run() executions for this object

- bool latinizeFlag
  flag which specifies latinization of QMC or CVT sample sets

- bool volQualityFlag
  flag which specifies evaluating the volumetric quality measures

- bool varBasedDecompFlag
  flag which specifies calculating variance based decomposition sensitivity analysis metrics

- IntVector sequenceStart
  Integer vector defining a starting index into the sequence for random variable sampled. Default is 0 0 0 (e.g. for three random variables).

- IntVector sequenceLeap
  Integer vector defining the leap number for each sequence being generated. Default is 1 1 1 (e.g. for three random vars.).

- IntVector primeBase
  Integer vector defining the prime base for each sequence being generated. Default is 2 3 5 (e.g., for three random vars.).

- int originalSeed
  the user seed specification for the random number generator (allows repeatable results)

- int randomSeed
current seed for the random number generator

- `bool varyPattern`
  flag for continuing the random number or QMC sequence from a previous run execution (e.g., for surrogate-based optimization) so that multiple executions are repeatable but not identical.

- `int numCVTTrials`
  specifies the number of sample points taken at internal CVT iteration

- `int trialType`
  Trial type in CVT. Specifies where the points are placed for consideration relative to the centroids. Choices are grid (2), halton (1), uniform (0), or random (-1). Default is random.

10.39.1 Detailed Description

Wrapper class for the FSUDace QMC/CVT library.

The `FSUDesignCompExp` class provides a wrapper for FSUDace, a C++ design of experiments library from Florida State University. This class uses quasi Monte Carlo (QMC) and Centroidal Voronoi Tesselation (CVT) methods to uniformly sample the parameter space spanned by the active bounds of the current Model. It returns all generated samples and their corresponding responses as well as the best sample found.

10.39.2 Constructor & Destructor Documentation

10.39.2.1 `FSUDesignCompExp (Model & model)`

primary constructor for building a standard DACE iterator

This constructor is called for a standard iterator built with data from probDescDB.

10.39.3 Member Function Documentation

10.39.3.1 `void enforce_input_rules () [private]`

enforce sanity checks/modifications for the user input specification

Users may input a variety of quantities, but this function must enforce any restrictions imposed by the sampling algorithms.

The documentation for this class was generated from the following files:

- FSUDesignCompExp.H
- FSUDesignCompExp.C
10.40  FunctionCompare Class Template Reference

Public Member Functions

- FunctionCompare (bool(*func)(const T &, void *), void *v)
  Constructor that defines the pointer to function and search value.

- bool operator() (T t) const
  The operator() must be defined. Calls the function test_fn.

Private Attributes

- bool(* test_fn ) (const T &, void *)
  Pointer to test function.

- void * search_val
  Holds the value to search for.

10.40.1  Detailed Description

template<class T> class Dakota::FunctionCompare<T>

Internal functor to mimic the RW find and index functions using the STL find_if() method. The class holds a pointer to the test function and the search value.

The documentation for this class was generated from the following file:

- DakotaList.H
10.41 GaussProcApproximation Class Reference

Derived approximation class for Gaussian Process implementation.

Inheritance diagram for GaussProcApproximation:

```
  Approximation
    GaussProcApproximation
```

Public Member Functions

- **GaussProcApproximation** ()
  
  default constructor

- **GaussProcApproximation** (ProblemDescDB &problem_db, const size_t &num_acv)
  
  standard constructor

- ~**GaussProcApproximation** ()
  
  destructor

Protected Member Functions

- int **num_coefficients** () const
  
  return the minimum number of samples required to build the derived class approximation type in numVars dimensions

- int **num_constraints** () const
  
  return the number of constraints to be enforced via anchorPoint

- void **find_coefficients** ()
  
  find the covariance parameters governing the Gaussian process response

- const Real & **get_value** (const RealVector &x)
  
  retrieve the function value for a given parameter set x
Private Member Functions

- void \texttt{GPmodel\_build()} 
  
  Function to compute hyperparameters governing the GP.

- Real \texttt{GPmodel\_apply(const RealVector \&new\_x)}
  
  Function returns a response value using the GP surface.

- void \texttt{predict()}
  
  Calculates the predicted new response value for \( x \) in normalized space.

- void \texttt{normalize()}
  
  Normalizes the initial inputs upon which the GP surface is based.

- void \texttt{unnormalize()}
  
  Takes the value from the GP normalized prediction and unnormalizes it.

- Real \texttt{calc\_nll()}
  
  calculates the negative log likelihood function (based on covariance matrix)

- void \texttt{covmatrix()}
  
  calculates the covariance matrix for a given set of input points

- void \texttt{covvector()}
  
  calculates the covariance vector between a new point \( x \) and the set of inputs upon which the GP is based

- void \texttt{optimize\_nll()}
  
  function which sets up and performs the optimization of the negative log likelihood to determine the optimal values of the covariance parameters

Static Private Member Functions

- static void \texttt{negloglik(int mode, int n, const NEWMAT::ColumnVector \&X, NEWMAT::Real \&fx, NEWMAT::ColumnVector \&grad\_x, int \&result\_mode)}
  
  static function used by OPT++ as the objective function to optimize the hyperparameters in the covariance of the GP by minimizing the negative log likelihood

- static void \texttt{constraint\_eval(int mode, int n, const NEWMAT::ColumnVector \&X, NEWMAT::ColumnVector \&g, NEWMAT::Matrix \&gradC, int \&result\_mode)}
  
  static function used by OPT++ as the constraint function in the optimization of the negative log likelihood. Currently this function is empty: it is an unconstrained optimization.
Private Attributes

- **Epetra_SerialDenseMatrix** $x_{matrix}$
  A 2-D array (num sample sites = rows, num vars = columns) used to create the Gaussian process.

- **Epetra_SerialDenseMatrix** $f_{of\_x\_array}$
  An array of response values; one response value per sample site.

- **Epetra_SerialDenseMatrix** $initX$
  Initial set of sample values of $X$ upon which the GP is based.

- **Epetra_SerialDenseMatrix** $newX$
  New value of $x$ at which one wants a point prediction. This is currently a single point, but it may be a vector of $X$ values, where each $X$ can be multi-dimensional.

- **Epetra_SerialDenseMatrix** $outY$
  output $Y$ corresponding to $initX$

- **Epetra_SerialDenseMatrix** $covmatrixX$
  The covariance matrix where each element $(i,j)$ is the covariance between points $Xi$ and $Xj$ in the initial set of samples.

- **Epetra_SerialDenseMatrix** $covvectorX$
  The covariance vector where each element $(j,0)$ is the covariance between a new point $X$ and point $Xj$ from the initial set of samples.

- **Epetra_SerialDenseMatrix** $newY$
  The Gaussian process prediction for point $newX$.

- **Epetra_SerialDenseMatrix** $tempholder$
  A temporary placeholder matrix to allow for Epetra matrix multiplication.

- **Epetra_SerialDenseMatrix** $cov\_mult$
  Another temporary placeholder matrix to allow for Epetra matrix multiplication.

- **Epetra_SerialDenseVector** $mean\_column$
  The mean of the input columns of $initX$.

- **Epetra_SerialDenseVector** $sqterms$
  The standard deviation of the input columns of $initX$.

- **Real** $meanY$
  The mean of the output $Y$.

- **Real** $stdY$
  The standard deviation of the output $Y$. 
• size_t num_obs
  The number of observations on which the GP surface is built.

• size_t num_vars
  The number of variables in each X variable (number of dimensions of the problem).

• size_t num_new
  The number of new X values for which one wants a prediction. In this implementation, num_new = 1.

• Real sige
  The GP error term.

• RealVector theta
  Theta is the vector of covariance parameters for the GP. We determine the values of theta by optimization currently, the covariance function is theta[0]*exp(-0.5*sume)+delta*pow(sige,2). sume is the sum squared of weighted distances; it involves a sum of theta[1](Xi(1)-Xj(1))^2 + theta[2](Xi(2)-Xj(2))^2 + ... where Xi(1) is the first dimension value of multi-dimensional variable Xi. delta*pow(sige,2) is a jitter term used to improve matrix computations. delta is zero for the covariance between different points and 1 for the covariance between the same point. sige is the underlying process error.

• Real nll
  The negative log likelihood value for a particular matrix.

• Real approxValue
  A placeholder to return the Gaussian process prediction.

Static Private Attributes

• static GaussProcApproximation * GPinstance
  pointer to the active object instance used within the static evaluator

10.41.1 Detailed Description

Derived approximation class for Gaussian Process implementation.

The GaussProcApproximation class provides a global approximation (surrogate) based on a Gaussian process. The Gaussian process is built after normalizing the function values, with zero mean. Opt++ is used to determine the optimal values of the covariance parameters, those which minimize the negative log likelihood function.

10.41.2 Member Function Documentation
10.41.2.1 Real GPmodel_apply (const RealVector & new_x) [private]

Function returns a response value using the GP surface.

The response value is computed at the design point specified by the RealVector function argument.

The documentation for this class was generated from the following files:

- GaussProcApproximation.H
- GaussProcApproximation.C
10.42 GetLongOpt Class Reference

GetLongOpt is a general command line utility from S. Manoharan (Advanced Computer Research Institute, Lyon, France).

Inheritance diagram for GetLongOpt::

```
GetLongOpt | CommandLineHandler
```

Public Types

- enum `OptType` { `Valueless`, `OptionalValue`, `MandatoryValue` }
  
  `enum for different types of values associated with command line options.`

Public Member Functions

- `GetLongOpt` (const char optmark= `-`)
  
  `Constructor.`

- `~GetLongOpt` ()
  
  `Destructor.`

- int `parse` (int argc, char *const argv)
  
  `parse the command line args (argc, argv).`

- int `parse` (char *const str, char *const p)
  
  `parse a string of options (typically given from the environment).`

- int `enroll` (const char *const opt, const `OptType` t, const char *const desc, const char *const val)
  
  `Add an option to the list of valid command options.`

- const char * `retrieve` (const char *const opt) const
  
  `Retrieve value of option.`

- void `usage` (ostream &outfile=cout) const
  
  `Print usage information to outfile.`
10.42 GetLongOpt Class Reference

- void usage (const char *str)
  
  Change header of usage output to str.

Private Member Functions

- char * basename (char *const p) const
  
  extract the base name from a string as delimited by '/'

- int setcell (Cell *c, char *valtoken, char *nexttoken, const char *p)
  
  internal convenience function for setting Cell::value

Private Attributes

- Cell * table
  
  option table

- const char * ustring
  
  usage message

- char * pname
  
  program basename

- char optmarker
  
  option marker

- int enroll_done
  
  finished enrolling

- Cell * last
  
  last entry in option table

10.42.1 Detailed Description

GetLongOpt is a general command line utility from S. Manoharan (Advanced Computer Research Institute, Lyon, France).

GetLongOpt manages the definition and parsing of "long options." Command line options can be abbreviated as long as there is no ambiguity. If an option requires a value, the value should be separated from the option either by whitespace or an "=".

10.42.2 Constructor & Destructor Documentation
10.42.2.1 **GetLongOpt** *(const char optmark = ‘-’)*

Constructor.

Constructor for GetLongOpt takes an optional argument: the option marker. If unspecified, this defaults to ’-’, the standard (?) Unix option marker.

10.42.3 Member Function Documentation

10.42.3.1 **int parse (int argc, char *const argv)**

 parse the command line args (argc, argv).

A return value < 1 represents a parse error. Appropriate error messages are printed when errors are seen. parse returns the the optind (see getopt(3)) if parsing is successful.

10.42.3.2 **int parse (char *const str, char *const p)**

 parse a string of options (typically given from the environment).

A return value < 1 represents a parse error. Appropriate error messages are printed when errors are seen. parse takes two strings: the first one is the string to be parsed and the second one is a string to be prefixed to the parse errors.

10.42.3.3 **int enroll (const char *const opt, const OptType t, const char *const desc, const char *const val)**

Add an option to the list of valid command options.

enroll adds option specifications to its internal database. The first argument is the option string. The second is an enum saying if the option is a flag (Valueless), if it requires a mandatory value (MandatoryValue) or if it takes an optional value (OptionalValue). The third argument is a string giving a brief description of the option. This description will be used by GetLongOpt::usage. GetLongOpt, for usage-printing, uses {$val} to represent values needed by the options. {<$val>} is a mandatory value and {[$val]} is an optional value. The final argument to enroll is the default string to be returned if the option is not specified. For flags (options with Valueless), use ”" (empty string, or in fact any arbitrary string) for specifying TRUE and 0 (null pointer) to specify FALSE.

10.42.3.4 **const char * retrieve (const char *const opt) const**

Retrieve value of option.

The values of the options that are enrolled in the database can be retrieved using retrieve. This returns a string and this string should be converted to whatever type you want. See atoi, atof, atol, etc. If a ”parse” is not done before retrieving all you will get are the default values you gave while enrolling! Ambiguities while retrieving (may happen when options are abbreviated) are resolved by taking the matching option that was enrolled last. For example, {-v} will expand to {-verify}. If you try to retrieve something you didn’t enroll, you will get a warning message.
10.42.3.5 void usage (const char * str) [inline]

Change header of usage output to str. 

GetLongOpt::usage is overloaded. If passed a string "str", it sets the internal usage string to "str". Otherwise it simply prints the command usage.

The documentation for this class was generated from the following files:

- CommandLineHandler.H
- CommandLineHandler.C
10.43 Graphics Class Reference

The Graphics class provides a single interface to 2D (motif) and 3D (PLPLOT) graphics as well as tabular cataloguing of data for post-processing with Matlab, Tecplot, etc.

Public Member Functions

- **Graphics ()**
  
  _constructor_

- **~Graphics ()**
  
  _destructor_

- **void create_plots_2d (const Variables &vars, const Response &response)**
  
  creates the 2d graphics window and initializes the plots

- **void create_tabular_datastream (const Variables &vars, const Response &response, const String &tabular_data_file)**
  
  opens the tabular data file stream and prints the headings

- **void add_datapoint (const Variables &vars, const Response &response)**
  
  adds data to each window in the 2d graphics and adds a row to the tabular data file based on the results of a model evaluation

- **void add_datapoint (int i, double x, double y)**
  
  adds data to a single window in the 2d graphics

- **void new_dataset (int i)**
  
  creates a separate line graphic for subsequent data points for a single window in the 2d graphics

- **void show_data_3d (const RealVector &X, const RealVector &Y, const RealMatrix &F)**
  
  generate a new 3d plot for F(X,Y)

- **void close ()**
  
  close graphics windows and tabular datastream

- **void set_x_labels2d (const char *x_label)**
  
  set x label for each plot equal to x_label

- **void set_y_labels2d (const char *y_label)**
  
  set y label for each plot equal to y_label

- **void set_x_label2d (int i, const char *x_label)**
set x label for ith plot equal to x_label

- void set_y_label2d (int i, const char *y_label)
  set y label for ith plot equal to y_label

- void graphics_counter (int cntr)
  set graphicsCntr equal to cntr

- int graphics_counter () const
  return graphicsCntr

- void tabular_counter_label (const String &label)
  set tabularCntrLabel equal to label

Private Attributes

- Graphics2D * graphics2D
  pointer to the 2D graphics object

- bool win2dOn
  flag to indicate if 2D graphics window is active

- bool win3dOn
  flag to indicate if 3D graphics window is active

- bool tabularDataFlag
  flag to indicate if tabular data stream is active

- int graphicsCntr
  used for x axis values in 2D graphics and for 1st column in tabular data

- String tabularCntrLabel
  label for counter used in first line comment w/i the tabular data file

- ofstream tabularDataFStream
  file stream for tabulation of graphics data within compute_response

10.43.1 Detailed Description

The Graphics class provides a single interface to 2D (motif) and 3D (PLPLOT) graphics as well as tabular cataloguing of data for post-processing with Matlab, Tecplot, etc.

There is only one Graphics object (dakotaGraphics) and it is global (for convenient access from strategies, models, and approximations).
10.43.2 Member Function Documentation

10.43.2.1 void create_plots_2d (const Variables & vars, const Response & response)

Creates the 2d graphics window and initializes the plots
Sets up a single event loop for duration of the dakotaGraphics object, continuously adding data to a single window. There is no reset. To start over with a new data set, you need a new object (delete old and instantiate new).

10.43.2.2 void create_tabular_datastream (const Variables & vars, const Response & response, const String & tabular_data_file)

Opens the tabular data file stream and prints the headings
Opens the tabular data file stream and prints headings, one for each continuous and discrete variable and one for each response function, using the variable and response function labels. This tabular data is used for post-processing of DAKOTA results in Matlab, Tecplot, etc.

10.43.2.3 void add_datapoint (const Variables & vars, const Response & response)

Adds data to each window in the 2d graphics and adds a row to the tabular data file based on the results of a model evaluation
Adds data to each 2d plot and each tabular data column (one for each active variable and for each response function). graphicsCntr is used for the x axis in the graphics and the first column in the tabular data.

10.43.2.4 void add_datapoint (int i, double x, double y)

Adds data to a single window in the 2d graphics
Adds data to a single 2d plot. Allows complete flexibility in defining other kinds of x-y plotting in the 2D graphics.

10.43.2.5 void new_dataset (int i)

Creates a separate line graphic for subsequent data points for a single window in the 2d graphics
Used for displaying multiple data sets within the same plot.

10.43.2.6 void show_data_3d (const RealVector & X, const RealVector & Y, const RealMatrix & F)

Generate a new 3d plot for F(X,Y)
3D plotting clears data set and builds from scratch each time show_data3d is called. This still involves an event loop waiting for a mouse click (right button) to continue. X = 1-D x grid values only and Y = 1-D Y grid values only [X and Y are _not_ (X,Y) pairs]. F = 2-d grid of values for a single function for all (X,Y) combinations.
The documentation for this class was generated from the following files:

- DakotaGraphics.H
- DakotaGraphics.C
10.44 GridApplicInterface Class Reference

Derived application interface class which spawns simulation codes using grid services such as Condor or Globus.

Inheritance diagram for GridApplicInterface:

```
  Interface
    ApplicationInterface
    GridApplicInterface
```

Public Member Functions

- **GridApplicInterface** (const ProblemDescDB &problem_db)
  
  *constructor*

- **~GridApplicInterface** ()
  
  *destructor*

- void **derived_map** (const Variables &vars, const ActiveSet &set, Response &response, int fn_eval_id)
  
  *Called by map() and other functions to execute the simulation in synchronous mode. The portion of performing an evaluation that is specific to a derived class.*

- void **derived_map_asynch** (const ParamResponsePair &pair)
  
  *Called by map() and other functions to execute the simulation in asynchronous mode. The portion of performing an asynchronous evaluation that is specific to a derived class.*

- void **derived_synch** (PRPList &prp_list)
  
  *For asynchronous function evaluations, this method is used to detect completion of jobs and process their results. It provides the processing code that is specific to derived classes. This version waits for at least one completion.*

- void **derived_synch_nowait** (PRPList &prp_list)
  
  *For asynchronous function evaluations, this method is used to detect completion of jobs and process their results. It provides the processing code that is specific to derived classes. This version is nonblocking and will return without any completions if none are immediately available.*

- int **derived_synchronous_local_analysis** (const int &analysis_id)
Public Attributes

- **SysCallAnalysisCode code**
  
  *Used to read/write parameter files and responses.*

Protected Member Functions

- **void derived_synch_kernel (PRPList &prp_list)**
  
  *Convenience function for common code between wait and nowait case.*

- **bool grid_file_test (const String &root_file)**
  
  *test file(s) for existence based on root_file name*

Protected Attributes

- **IntSet idSet**
  
  *Set of function evaluation id’s for active asynchronous system call evaluations.*

- **IntShortMap failCountMap**
  
  *map linking function evaluation id’s to number of response read failures*

- **start_grid_computing_t start_grid_computing**
  
  *handle to dynamically linked start_grid_computing function*

- **perform_analysis_t perform_analysis**
  
  *handle to dynamically linked perform_analysis grid function*

- **get_jobs_completed_t get_jobs_completed**
  
  *handle to dynamically linked get_jobs_completed grid function*

- **stop_grid_computing_t stop_grid_computing**
  
  *handle to dynamically linked stop_grid_computing function*

10.44.1 Detailed Description

Derived application interface class which spawns simulation codes using grid services such as Condor or Globus. This class is currently a modified copy of *SysCallApplicInterface* adapted for use with an external grid services library which was dynamically linked using dlopen() services.

10.44.2 Member Function Documentation
10.44.2.1 int derived_synchronous_local_analysis (const int & analysis_id) [inline, virtual]

This code provides the derived function used by ApplicationInterface::serve_analyses_synch().

TODO - allow local analyses?????

Reimplemented from ApplicationInterface.

The documentation for this class was generated from the following files:

- GridApplicInterface.H
- GridApplicInterface.C
10.45 HermiteApproximation Class Reference

Derived approximation class for Hermite polynomials (global approximation).

Inheritance diagram for HermiteApproximation:

```
  Approximation
    HermiteApproximation
```

Public Member Functions

- `HermiteApproximation()`
  default constructor

- `HermiteApproximation(ProblemDescDB &problem_db, const size_t &num_acv)`
  standard constructor

- `~HermiteApproximation()`
  destructor

Protected Member Functions

- `int num_coefficients() const`
  return the minimum number of samples required to build the derived class approximation type in numVars dimensions

- `int num_constraints() const`
  return the number of constraints to be enforced via anchorPoint

- `const RealVector & approximation_coefficients()`
  return the coefficient array computed by find_coefficients()

- `void find_coefficients()`
  find the Polynomial Chaos coefficients for the response surface

- `const Real & get_value(const RealVector &x)`
  retrieve the function value for a given parameter set x
Private Member Functions

- void get_num_chaos ()
  calculate number of Chaos according to the highest order of Chaos

- RealVector get_chaos (const RealVector &x, int order)
  calculate the Polynomial Chaos from variables

Private Attributes

- RealVector chaosCoeffs
  numChaos entries

- RealVectorArray chaosSamples
  numChaos*num_pts entries

- int numChaos
  Number of terms in Polynomial Chaos Expansion.

- int highestOrder
  Highest order of Hermite Polynomials in Expansion.

10.45.1 Detailed Description

Derived approximation class for Hermite polynomials (global approximation).

The HermiteApproximation class provides a global approximation based on Hermite polynomials. It is used primarily for polynomial chaos expansions (for stochastic finite element approaches to uncertainty quantification).

The documentation for this class was generated from the following files:

- HermiteApproximation.H
- HermiteApproximation.C
10.46 HierarchSurrModel Class Reference

Derived model class within the surrogate model branch for managing hierarchical surrogates (models of varying fidelity).

Inheritance diagram for HierarchSurrModel:

```
Model
   ↓
SurrogateModel
   ↓
HierarchSurrModel
```

Public Member Functions

- **HierarchSurrModel** (ProblemDescDB &problem_db)
  constructor

- ~**HierarchSurrModel** ()
  destructor

Protected Member Functions

- void derived_compute_response (const ActiveSet &set)
  portion of compute_response() specific to HierarchSurrModel

- void derived_asynch_compute_response (const ActiveSet &set)
  portion of asynch_compute_response() specific to HierarchSurrModel

- const ResponseArray & derived_synchronize ()
  portion of synchronize() specific to HierarchSurrModel

- const IntResponseMap & derived_synchronize_nowait ()
  portion of synchronize_nowait() specific to HierarchSurrModel

- Model & surrogate_model ()
  return lowFidelityModel

- Model & truth_model ()
return highFidelityModel

- void derived_subordinate_models (ModelList &ml, bool recurse_flag)
  return lowFidelityModel and highFidelityModel

- void surrogate_bypass (bool bypass_flag)
  set surrogateBypass flag and pass request on to highFidelityModel for any lower-level surrogates.

- void build_approximation ()
  use highFidelityModel to compute the truth values needed for correction of lowFidelityModel results

- void component_parallel_mode (int mode)
  update component parallel mode for supporting parallelism in lowFidelityModel and highFidelityModel

- void derived_init_communicators (const int &max_iterator_concurrency)
  set up lowFidelityModel and highFidelityModel for parallel operations

- void derived_init_serial ()
  set up lowFidelityModel and highFidelityModel for serial operations.

- void derived_set_communicators (const int &max_iterator_concurrency)
  set active parallel configuration within lowFidelityModel and highFidelityModel

- void reset_communicators ()
  reset communicator partition data for the HierarchSurrModel (request forwarded to lowFidelityModel and high-
FidelityModel)

- void derived_free_communicators (const int &max_iterator_concurrency)
  deallocate communicator partitions for the HierarchSurrModel (request forwarded to lowFidelityModel and high-
FidelityModel)

- void serve ()
  Service lowFidelityModel and highFidelityModel job requests received from the master. Completes when a termi-
nation message is received from stop_servers().

- void stop_servers ()
  Executed by the master to terminate lowFidelityModel and highFidelityModel server operations when iteration on
the HierarchSurrModel is complete.

- int evaluation_id () const
  Return the current evaluation id for the HierarchSurrModel.

- void set_evaluation_reference ()
  set the evaluation counter reference points for the HierarchSurrModel (request forwarded to lowFidelityModel and
highFidelityModel)
• void print_evaluation_summary (ostream &s, bool minimal_header=false, bool relative_count=true) const

  print the evaluation summary for the HierarchSurrModel (request forwarded to lowFidelityModel and highFidelityModel)

Private Member Functions

• void update_model (Model &model)

  update the incoming model (lowFidelityModel or highFidelityModel) with current variable values/bounds/labels

Private Attributes

• int hierModelEvals

  number of calls to derived_compute_response()/derived_asynch_compute_response()

• Model lowFidelityModel

  provides approximate low fidelity function evaluations. Model is of arbitrary type and supports recursions (e.g.,
  lowFidelityModel can be a data fit surrogate on a low fidelity model).

• Model highFidelityModel

  provides truth evaluations for computing corrections to the low fidelity results. Model is of arbitrary type and
  supports recursions.

• Response highFidResponse

  the high fidelity response is computed in build_approximation() and needs class scope for use in automatic surrogate
  construction in derived compute_response functions.

10.46.1 Detailed Description

Derived model class within the surrogate model branch for managing hierarchical surrogates (models of varying
fidelity).

The HierarchSurrModel class manages hierarchical models of varying fidelity. In particular, it uses a low fidelity
model as a surrogate for a high fidelity model. The class contains a lowFidelityModel which performs the approx-
imate low fidelity function evaluations and a highFidelityModel which provides truth evaluations for computing
corrections to the low fidelity results.

10.46.2 Member Function Documentation
10.46.2.1  void derived_compute_response (const ActiveSet & set)  [protected, virtual]
portion of compute_response() specific to HierarchSurrModel
Evaluate the approximate response using lowFidelityModel, compute the high fidelity response if needed with
build_approximation(), and, if correction is active, correct the low fidelity results.
Reimplemented from Model.

10.46.2.2  void derived_asynch_compute_response (const ActiveSet & set)  [protected, virtual]
portion of asynch_compute_response() specific to HierarchSurrModel
Evaluate the approximate response using an asynchronous lowFidelityModel evaluation and compute the high
fidelity response with build_approximation() (for correcting the low fidelity results in derived_synchronize() and
derived_synchronize_nowait()) if not performed previously.
Reimplemented from Model.

10.46.2.3  const ResponseArray & derived_synchronize ()  [protected, virtual]
portion of synchronize() specific to HierarchSurrModel
Perform a blocking retrieval of all asynchronous evaluations from lowFidelityModel and, if automatic correction
is on, apply correction to each response in the array.
Reimplemented from Model.

10.46.2.4  const IntResponseMap & derived_synchronize_nowait ()  [protected, virtual]
portion of synchronize_nowait() specific to HierarchSurrModel
Perform a nonblocking retrieval of currently available asynchronous evaluations from lowFidelityModel and, if
automatic correction is on, apply correction to each response in the list.
Reimplemented from Model.

10.46.2.5  int evaluation_id () const  [inline, protected, virtual]
Return the current evaluation id for the HierarchSurrModel.
return the hierarchical model evaluation count. Due to possibly intermittent use of surrogate bypass, this is not
the same as either the loFi or hiFi model evaluation counts. It also does not distinguish duplicate evals.
Reimplemented from Model.
The documentation for this class was generated from the following files:

- HierarchSurrModel.H
- HierarchSurrModel.C
10.47 IDRProblemDescDB Class Reference

The derived input file database utilizing the IDR parser.

Inheritance diagram for IDRProblemDescDB::

```
  ProblemDescDB
    IDRProblemDescDB
```

Public Member Functions

- **IDRProblemDescDB** (ParallelLibrary &parallel_lib)
  constructor

- **~IDRProblemDescDB** ()
  destructor

- void **derived_manage_inputs** (const char *dakota_input_le)
  parses the input file and populates the problem description database using IDR.

Static Public Member Functions

- static void **strategy_kwhandler** (const struct FunctionData *parsed_data)
  strategy keyword handler called by IDR when a complete strategy specification is parsed

- static void **method_kwhandler** (const struct FunctionData *parsed_data)
  method keyword handler called by IDR when a complete method specification is parsed

- static void **model_kwhandler** (const struct FunctionData *parsed_data)
  model keyword handler called by IDR when a complete model specification is parsed

- static void **variables_kwhandler** (const struct FunctionData *parsed_data)
  variables keyword handler called by IDR when a complete variables specification is parsed

- static void **interface_kwhandler** (const struct FunctionData *parsed_data)
  interface keyword handler called by IDR when a complete interface specification is parsed

- static void **responses_kwhandler** (const struct FunctionData *parsed_data)
  responses keyword handler called by IDR when a complete responses specification is parsed
Static Private Member Functions

- static void **idr_kw_id_error** (const char *kw)
  
  *Error handler for missing required IDR keyword.*

- static Int **idr_find_id** (Int *id_pos, const Int cntr, const char *id, const char **id_list, const char *kw)
  
  *Function used by the keyword handlers to return the number of parsed instances of a particular keyword.*

- static Int ** idr_get_int_table** (const struct FunctionData *parsed_data, Int identifier, Int &table_len, Int num_lists, Int list_entry_len)
  
  *Function for creating an IDR table of Ints.*

- static Real ** idr_get_real_table** (const struct FunctionData *parsed_data, Int identifier, Int &table_len, Int num_lists, Int list_entry_len)
  
  *Function for creating an IDR table of Reals.*

- static char *** idr_get_string_table** (const struct FunctionData *parsed_data, Int identifier, Int &table_len, Int num_lists, Int list_entry_len)
  
  *Function for creating an IDR table of strings.*

Static Private Attributes

- static IDRProblemDescDB * pDDBInstance
  
  *pointer to the active object instance used within the static kwhandler functions in order to avoid the need for static data*

- static Int ** intTable
  
  *integer table populated in idr_get_int_table()*

- static Real ** realTable
  
  *real table populated in idr_get_real_table()*

- static char *** stringTable
  
  *string table populated in idr_get_string_table()*

10.47.1 Detailed Description

The derived input file database utilizing the IDR parser.

The IDRProblemDescDB class is a database for DAKOTA input file data that is populated by the Input Deck Reader (IDR) parser. When the parser reads a complete keyword (delimited by a newline), it calls the corresponding kwhandler function from this class which populates the corresponding Data object from the base class. For information on modifying the IDR input parsing procedures, refer to Dakota/docs/Dev_Spec_Change.dox
10.47.2 Member Function Documentation

10.47.2.1 void derived_manage_inputs (const char * dakota_input_file) [virtual]

parses the input file and populates the problem description database using IDR.

Parse the input file using the Input Deck Reader (IDR) parsing system. IDR populates the IDRProblemDescDB object with the input file data.

Reimplemented from ProblemDescDB.

The documentation for this class was generated from the following files:

- IDRProblemDescDB.H
- IDRProblemDescDB.C
### 10.48 Interface Class Reference

Base class for the interface class hierarchy.

Inheritance diagram for Interface:

```
  Interface
   |          |
   | ApplicationInterface | ApproximationInterface |
   | DirectFnApplicInterface | ForkApplicInterface | GridApplicInterface | SysCallApplicInterface |
   | DirectFnApplicInterface |
```

#### Public Member Functions

- **Interface ()**
  
  *default constructor*

- **Interface (ProblemDescDB &problem_db)**
  
  *standard constructor for envelope*

- **Interface (const Interface &interface)**
  
  *copy constructor*

- **virtual ~Interface ()**
  
  *destructor*

- **Interface operator= (const Interface &interface)**
  
  *assignment operator*

- **virtual void map (const Variables &vars, const ActiveSet &set, Response &response, const bool asynch_.flag=false)**
  
  *the function evaluator: provides a "mapping" from the variables to the responses.*

- **virtual const ResponseArray & synch ()**
  
  *recovers data from a series of asynchronous evaluations (blocking)*

- **virtual const IntResponseMap & synch_nowait ()**
  
  *recovers data from a series of asynchronous evaluations (nonblocking)*
- virtual void serve_evaluations ()
  evaluation server function for multiprocessor executions

- virtual void stop_evaluation_servers ()
  send messages from iterator rank 0 to terminate evaluation servers

- virtual void init_communicators (const IntArray &message_lengths, const int &max_iterator_concurrency)
  allocate communicator partitions for concurrent evaluations within an iterator and concurrent multiprocessor analyses within an evaluation.

- virtual void reset_communicators (const IntArray &message_lengths)
  reset the local parallel partition data for an interface (the partitions are already allocated in ParallelLibrary).

- virtual void free_communicators ()
  deallocate communicator partitions for concurrent evaluations within an iterator and concurrent multiprocessor analyses within an evaluation.

- virtual void init_serial ()
  reset certain defaults for serial interface objects.

- virtual int asynch_local_evaluation_concurrency () const
  return the user-specified concurrency for asynch local evaluations

- virtual String interface_synchronization () const
  return the user-specified interface synchronization

- virtual int minimum_samples (bool constraint_flag) const
  returns the minimum number of samples required to build a particular ApproximationInterface (used by DataFit-SurrModels).

- virtual void update_approximation (const RealVectorArray &all_variables, const ResponseArray &all_responses)
  passes multiple points to an approximation for building a surrogate

- virtual void update_approximation (const RealVector &c_variables, const Response &response)
  passes a single point to an approximation for building a surrogate

- virtual void build_approximation (const RealVector &lower_bnds, const RealVector &upper_bnds)
  builds the surrogate

- virtual void append_approximation (const RealVector &c_variables, const Response &response)
  updates an existing global approximation with new data

- virtual void clear ()
  clears all data from an approximation interface
- virtual bool anchor() const
  queries the presence of an anchorPoint within an approximation interface

- virtual const RealVectorArray & approximation_coefficients() const
  retrieve the approximation coefficients from each Approximation within an ApproximationInterface

- virtual const StringArray & analysis_drivers() const
  retrieve the analysis drivers specification for application interfaces

- void assign_rep(Interface *interface_rep, bool ref_count_incr=true)
  replaces existing letter with a new one

- const String & interface_type() const
  returns the interface type

- const String & interface_id() const
  returns the interface identifier

- int evaluation_id() const
  returns the current function evaluation id for the interface

- void set_eval_reference()
  set evaluation count reference points for the interface

- void print_eval_summary(ostream &s, bool minimal_header, bool relative_count) const
  print an evaluation summary for the interface

- bool multi_proc_eval_flag() const
  returns a flag signaling the use of multiprocessor evaluation partitions

- bool iterator_eval_dedicated_master_flag() const
  returns a flag signaling the use of a dedicated master processor at the iterator-evaluation scheduling level

- bool is_null() const
  function to check interfaceRep (does this envelope contain a letter?)

Protected Member Functions

- Interface (BaseConstructor, const ProblemDescDB &problem_db)
  constructor initializes the base class part of letter classes (BaseConstructor overloading avoids infinite recursion in the derived class constructors - Coplien, p. 139)

- void asv_mapping(const ActiveSet &total_set, ActiveSet &algebraic_set, ActiveSet &core_set, const Variables &vars, const Response &response)
define the evaluation requirements for `algebraic_mappings()` (algebraic_set) and the core Application/Approximation mapping (core_set) from the total Interface evaluation requirements (total_set). Also

- void `algebraic_mappings` (const Variables &vars, const ActiveSet &algebraic_set, Response &algebraic_response)
  evaluate the algebraic_response using the AMPL solver library and the data extracted from the algebraic_mappings file

- void `response_mapping` (const Response &algebraic_response, const Response &core_response, Response &total_response)
  combine the response from `algebraic_mappings()` with the response from `derived_map()` to create the total response

Protected Attributes

- String interfaceType
  the interface type: system, fork, direct, grid, or approximation

- String idInterface
  the interface specification identifier string from the DAKOTA input file (used in print_eval_summary())

- bool algebraicMappings
  flag for the presence of algebraic_mappings that define the subset of an Interface’s parameter to response mapping that is explicit and algebraic.

- bool coreMappings
  flag for the presence of non-algebraic mappings that define the core of an Interface’s parameter to response mapping (using analysis_drivers for ApplicationInterface or functionSurfaces for ApproximationInterface).

- int fnEvalId
  total interface evaluation counter

- int newFnEvalId
  new (non-duplicate) interface evaluation counter

- int fnEvalIdRefPt
  iteration reference point for fnEvalId

- int newFnEvalIdRefPt
  iteration reference point for newFnEvalId

- IntArray fnValCounter
  number of value evaluations by resp fn

- IntArray fnGradCounter
  number of gradient evaluations by resp fn
- **IntArray fnHessCounter**
  number of Hessian evaluations by resp fn

- **IntArray newFnValCounter**
  number of new value evaluations by resp fn

- **IntArray newFnGradCounter**
  number of new gradient evaluations by resp fn

- **IntArray newFnHessCounter**
  number of new Hessian evaluations by resp fn

- **IntArray fnValRefPt**
  iteration reference point for fnValCounter

- **IntArray fnGradRefPt**
  iteration reference point for fnGradCounter

- **IntArray fnHessRefPt**
  iteration reference point for fnHessCounter

- **IntArray newFnValRefPt**
  iteration reference point for newFnValCounter

- **IntArray newFnGradRefPt**
  iteration reference point for newFnGradCounter

- **IntArray newFnHessRefPt**
  iteration reference point for newFnHessCounter

- **ResponseArray rawResponseArray**
  The complete array of responses returned after a blocking schedule of asynchronous evaluations.

- **IntResponseMap rawResponseMap**
  The partial map of responses returned after a nonblocking schedule of asynchronous evaluations.

- **StringArray responseTags**
  response function identifier tags from the DAKOTA input file (used in print_eval_summary() and derived direct interface classes)

- **bool multiProcEvalFlag**
  flag for multiprocessor evaluation partitions (evalComm)

- **bool ieDedMasterFlag**
  flag for dedicated master partitioning at the iterator level
- bool silentFlag
  flag for really quiet (silent) interface output

- bool quietFlag
  flag for quiet interface output

- bool verboseFlag
  flag for verbose interface output

- bool debugFlag
  flag for really verbose (debug) interface output

Private Member Functions

- Interface * get_interface (ProblemDescDB &problem_db)
  Used by the envelope to instantiate the correct letter class.

Private Attributes

- StringArray algebraicVarTags
  set of variable tags from AMPL stub.col

- SizetArray algebraicACVIndices
  set of indices mapping AMPL algebraic variables to DAKOTA all continuous variables

- SizetArray algebraicDerivIndices
  set of indices mapping AMPL algebraic variables to DAKOTA derivative variables

- StringArray algebraicFnTags
  set of function tags from AMPL stub.row

- SizetArray algebraicFnIndices
  set of indices mapping AMPL algebraic objective functions to DAKOTA response functions

- Interface * interfaceRep
  pointer to the letter (initialized only for the envelope)

- int referenceCount
  number of objects sharing interfaceRep
10.48.1 Detailed Description

Base class for the interface class hierarchy.

The Interface class hierarchy provides the part of a Model that is responsible for mapping a set of Variables into a set of Responses. The mapping is performed using either a simulation-based application interface or a surrogate-based approximation interface. For memory efficiency and enhanced polymorphism, the interface hierarchy employs the "letter/envelope idiom" (see Coplien "Advanced C++", p. 133), for which the base class (Interface) serves as the envelope and one of the derived classes (selected in Interface::get_interface()) serves as the letter.

10.48.2 Constructor & Destructor Documentation

10.48.2.1 Interface ()

default constructor

used in Model envelope class instantiations

10.48.2.2 Interface (ProblemDescDB & problem_db)

standard constructor for envelope

Used in Model instantiation to build the envelope. This constructor only needs to extract enough data to properly execute get_interface, since Interface::Interface(BaseConstructor, problem_db) builds the actual base class data inherited by the derived interfaces.

10.48.2.3 Interface (const Interface & interface)

copy constructor

Copy constructor manages sharing of interfaceRep and incrementing of referenceCount.

10.48.2.4 ~Interface () [virtual]

destructor

Destructor decrements referenceCount and only deletes interfaceRep if referenceCount is zero.

10.48.2.5 Interface (BaseConstructor, const ProblemDescDB & problem_db) [protected]

constructor initializes the base class part of letter classes (BaseConstructor overloading avoids infinite recursion in the derived class constructors - Coplien, p. 139)

This constructor is the one which must build the base class data for all inherited interfaces. get_interface() instantiates a derived class letter and the derived constructor selects this base class constructor in its initialization list.
to avoid the recursion of the base class constructor calling `get_interface()` again). Since this is the letter and the letter IS the representation, interfaceRep is set to NULL (an uninitialized pointer causes problems in ~Interface).

### 10.48.3 Member Function Documentation

#### 10.48.3.1 Interface `operator= (const Interface & interface)`


#### 10.48.3.2 void assign_rep (Interface * interface_rep, bool ref_count_incr = true)

replaces existing letter with a new one

Similar to the assignment operator, the `assign_rep()` function decrements referenceCount for the old interfaceRep and assigns the new interfaceRep. It is different in that it is used for publishing derived class letters to existing envelopes, as opposed to sharing representations among multiple envelopes (in particular, assign_rep is passed a letter object and operator= is passed an envelope object). Letter assignment supports two models as governed by `ref_count_incr`:

- `ref_count_incr = true` (default): the incoming letter belongs to another envelope. In this case, increment the reference count in the normal manner so that deallocation of the letter is handled properly.

- `ref_count_incr = false`: the incoming letter is instantiated on the fly and has no envelope. This case is modeled after `get_interface()`: a letter is dynamically allocated using new and passed into assign_rep, the letter’s reference count is not incremented, and the letter is not remotely deleted (its memory management is passed over to the envelope).

#### 10.48.3.3 Interface * get_interface (ProblemDescDB & problem_db) [private]

Used by the envelope to instantiate the correct letter class.

used only by the envelope constructor to initialize interfaceRep to the appropriate derived type.

### 10.48.4 Member Data Documentation
10.48.4.1  **ResponseArray rawResponseArray**  [protected]

The complete array of responses returned after a blocking schedule of asynchronous evaluations.
The array is the raw set of responses corresponding to all asynchronous map calls. This raw array is postprocessed (i.e., finite difference gradients merged) in `Model::synchronize()` where it becomes `responseArray`.

10.48.4.2  **IntResponseMap rawResponseMap**  [protected]

The partial map of responses returned after a nonblocking schedule of asynchronous evaluations.
The map is a partial set of completions which are identified through their fn_eval_id key. Postprocessing from raw to combined form (i.e., finite difference gradient merging) is not currently supported in `Model::synchronize_nowait()`.

The documentation for this class was generated from the following files:

- DakotaInterface.H
- DakotaInterface.C
10.49 Iterator Class Reference

Base class for the iterator class hierarchy.

Inheritance diagram for Iterator:

```
Base class for the iterator class hierarchy.

Public Member Functions

- **Iterator ()**
  default constructor

- **Iterator (Model &model)**
  standard constructor for envelope

- **Iterator (const Iterator &iterator)**
  copy constructor

- virtual ~Iterator ()
  destructor

- **Iterator operator= (const Iterator &iterator)**
  assignment operator

- virtual void run ()
  run the iterator; portion of run_iterator()

- virtual const Variables & variable_results () const
  return the final iterator solution (variables)

- virtual const Response & response_results () const
  return the final iterator solution (response)
```
virtual void response_results_active_set (const ActiveSet &set)

set the requested data for the final iterator response results

virtual void print_results (ostream &s) const

print the final iterator results

virtual void multi_objective_weights (const RealVector &multi_obj_wts)

set the relative weightings for multiple objective functions. Used by ConcurrentStrategy for Pareto set optimization.

virtual void sampling_reset (int min_samples, bool all_data_flag, bool stats_flag)

reset sampling iterator

virtual const String & sampling_scheme () const

return sampling name

virtual String uses_method () const

return name of any enabling iterator used by this iterator

virtual void method_recourse ()

perform a method switch, if possible, due to a detected conflict

virtual const VariablesArray & all_variables () const

return the complete set of evaluated variables

virtual const RealVectorArray & all_c_variables () const

return the complete set of evaluated continuous variables

virtual const ResponseArray & all_responses () const

return the complete set of computed responses

virtual const RealVectorArray & all_fn_responses () const

return the complete set of computed function responses

void pre_run ()

utility function to perform common operations prior to run()

void run_iterator (ostream &s)

utility function to automate pre_run()//run()//post_run() verbose

void run_iterator ()

utility function to automate pre_run()//run()//post_run() quiet

void post_run (ostream &s)

utility function to perform common operations following run() verbose
• void post_run ()
  utility function to perform common operations following run() quietly

• void assign_rep (Iterator *iterator_rep, bool ref_count_incr=true)
  replaces existing letter with a new one

• void user_defined_model (const Model &the_model)
  set the model

• Model & user_defined_model () const
  return the model

• const String & method_name () const
  return the method name

• const String & method_id () const
  return the method identifier (idMethod)

• const int & maximum_concurrency () const
  return the maximum concurrency supported by the iterator

• void maximum_concurrency (const int &max_conc)
  set the maximum concurrency supported by the iterator

• void active_set (const ActiveSet &set)
  set the default active set vector (for use with iterators that employ evaluate_parameter_sets())

• const ActiveSet & active_set () const
  return the default active set vector (used by iterators that employ evaluate_parameter_sets())

• void sub_iterator_flag (bool si_flag)
  set subIteratorFlag

• void variable_mappings (const SizetArray &c_index1, const SizetArray &d_index1, const SizetArray &index2)
  set primaryCVarMapIndices, primaryDVarMapIndices, secondaryVarMapIndices

• bool is_null () const
  function to check iteratorRep (does this envelope contain a letter?)

Protected Member Functions

• Iterator (BaseConstructor, Model &model)
  constructor initializes the base class part of letter classes (BaseConstructor overloading avoids infinite recursion in the derived class constructors - Coplien, p. 139)
• **Iterator (NoDBBaseConstructor, Model &model)**
  base class for iterator classes constructed on the fly (no DB queries)

• virtual void **derived_pre_run ()**
  portions of pre_run specific to derived iterators

• virtual void **derived_post_run ()**
  portions of post_run specific to derived iterators

**Protected Attributes**

• **Model & userDefinedModel**
  class member reference for the model passed into the constructor

• const **ProblemDescDB & probDescDB**
  class member reference to the problem description database

• **String methodName**
  name of the iterator (the user’s method spec)

• **Real convergenceTol**
  iteration convergence tolerance

• **int maxIterations**
  maximum number of iterations for the iterator

• **int maxFunctionEvals**
  maximum number of fn evaluations for the iterator

• **int maxConcurrency**
  maximum coarse-grained concurrency

• **size_t numFunctions**
  number of response functions

• **size_t numContinuousVars**
  number of active continuous vars.

• **size_t numDiscreteVars**
  number of active discrete vars.

• **ActiveSet activeSet**
  tracks the response data requirements on each function evaluation
- `bool subIteratorFlag`
  flag indicating if this `Iterator` is a sub-iterator (`NestedModel::subIterator` or `DataFitSurrModel::daceIterator`)

- `SizetArray primaryCVarMapIndices`
  "primary" continuous variable mappings flowed down from higher level iteration

- `SizetArray primaryDVarMapIndices`
  "primary" discrete variable mappings flowed down from higher level iteration

- `SizetArray secondaryVarMapIndices`
  "secondary" variable mappings flowed down from higher level iteration

- `String gradientType`
  type of gradient data: analytic, numerical, mixed, or none

- `String intervalType`
  type of numerical gradient interval: central or forward

- `String methodSource`
  source of numerical gradient routine: dakota or vendor

- `String hessianType`
  type of Hessian data: analytic, numerical, quasi, mixed, or none

- `Real fdGradStepSize`
  relative finite difference step size for numerical gradients

- `Real fdHessByGradStepSize`
  relative finite difference step size for numerical Hessians estimated using first-order differences of gradients

- `Real fdHessByFnStepSize`
  relative finite difference step size for numerical Hessians estimated using second-order differences of function values

- `bool silentOutput`
  flag for really quiet (silent) algorithm output

- `bool quietOutput`
  flag for quiet algorithm output

- `bool verboseOutput`
  flag for verbose algorithm output

- `bool debugOutput`
  flag for really verbose (debug) algorithm output

- `bool asynchFlag`
  copy of the model’s asynchronous evaluation flag
Private Member Functions

- **Iterator * get_iterator (Model &model)**

  Used by the envelope to instantiate the correct letter class.

Private Attributes

- **String idMethod**

  method identifier string from the input file

- **Iterator * iteratorRep**

  pointer to the letter (initialized only for the envelope)

- **int referenceCount**

  number of objects sharing iteratorRep

10.49.1 Detailed Description

Base class for the iterator class hierarchy.

The **Iterator** class is the base class for one of the primary class hierarchies in DAKOTA. The iterator hierarchy contains all of the iterative algorithms which use repeated execution of simulations as function evaluations. For memory efficiency and enhanced polymorphism, the iterator hierarchy employs the "letter/envelope idiom" (see Coplien "Advanced C++", p. 133), for which the base class (**Iterator**) serves as the envelope and one of the derived classes (selected in **Iterator::get_iterator()**) serves as the letter.

10.49.2 Constructor & Destructor Documentation

10.49.2.1 **Iterator ()**

default constructor

The default constructor is used in Vector<Iterator> instantiations and for initialization of **Iterator** objects contained in **Strategy** derived classes (see derived class header files). iteratorRep is NULL in this case (a populated problem_db is needed to build a meaningful **Iterator** object). This makes it necessary to check for NULL pointers in the copy constructor, assignment operator, and destructor.

10.49.2.2 **Iterator (Model & model)**

standard constructor for envelope
10.49 Iterator Class Reference

Used in iterator instantiations within strategy constructors. Envelope constructor only needs to extract enough data to properly execute get_iterator, since Iterator(BaseConstructor, model) builds the actual base class data inherited by the derived iterators.

10.49.2.3 Iterator (const Iterator & iterator)

copy constructor
Copy constructor manages sharing of iteratorRep and incrementing of referenceCount.

10.49.2.4 ~Iterator () [virtual]
destructor
Destructor decrements referenceCount and only deletes iteratorRep when referenceCount reaches zero.

10.49.2.5 Iterator (BaseConstructor, Model & model) [protected]

constructor initializes the base class part of letter classes (BaseConstructor overloading avoids infinite recursion in the derived class constructors - Coplien, p. 139)
This constructor builds the base class data for all inherited iterators. get_iterator() instantiates a derived class and the derived class selects this base class constructor in its initialization list (to avoid the recursion of the base class constructor calling get_iterator() again). Since the letter IS the representation, its representation pointer is set to NULL (an uninitialized pointer causes problems in ~Iterator).

10.49.2.6 Iterator (NoDBBaseConstructor, Model & model) [protected]

base class for iterator classes constructed on the fly (no DB queries)
This constructor also builds base class data for inherited iterators. However, it is used for on-the-fly instantiations for which DB queries cannot be used. Therefore it only sets attributes taken from the incoming model.

10.49.3 Member Function Documentation

10.49.3.1 Iterator operator=(const Iterator & iterator)

assignment operator

10.49.3.2 void run () [virtual]

run the iterator; portion of run_iterator()
Iterator supports a construct/pre-run/run/post-run/destruct progression. This function is the virtual run function for the iterator class hierarchy. All derived classes need to redefine it.

Reimplemented in LeastSq, NonD, Optimizer, and PStudyDACE.

10.49.3.3  void print_results (ostream & s) const  [virtual]

print the final iterator results

This virtual function provides additional iterator-specific final results outputs beyond the function evaluation summary printed in post_run().

Reimplemented in LeastSq, Optimizer, PStudyDACE, NonDEvidence, NonDLHSSampling, NonDPCESampling, and NonDReliability.

10.49.3.4  void pre_run ()

utility function to perform common operations prior to run()

Iterator supports a construct/pre-run/run/post-run/destruct progression. This function is the pre-run function. This function is not virtual: derived portions are defined in derived_pre_run().

10.49.3.5  void run_iterator (ostream & s)

utility function to automate pre_run()/run()/post_run() verbosely

Iterator supports a construct/pre-run/run/post-run/destruct progression. This non-virtual function is one form of the overloaded run_iterator function which automates the pre-run/run/post-run portions of the progression. This form accepts an ostream and executes verbosely.

10.49.3.6  void run_iterator ()

utility function to automate pre_run()/run()/post_run() quietly

 Iterator supports a construct/pre-run/run/post-run/destruct progression. This non-virtual function is one form of the overloaded run_iterator function which automates the pre-run/run/post-run portions of the progression. This form does not accept an ostream and executes quietly.

10.49.3.7  void post_run (ostream & s)

utility function to perform common operations following run() verbosely

Iterator supports a construct/pre-run/run/post-run/destruct progression. This function is one form of the overloaded post-run function. This form accepts an ostream and executes verbosely. This function is not virtual: derived portions are defined in derived_post_run().

10.49.3.8  void post_run ()

utility function to perform common operations following run() quietly
Iterator supports a construct/pre-run/run/post-run/destruct progression. This function is one form of the overloaded post-run function. This form does not accept an ostream and executes quietly. This function is not virtual: derived portions are defined in derived_post_run().

10.49.3.9 void assign_rep (Iterator * iterator_rep, bool ref_count_incr = true)

replaces existing letter with a new one

Similar to the assignment operator, the assign_rep() function decrements referenceCount for the old iteratorRep and assigns the new iteratorRep. It is different in that it is used for publishing derived class letters to existing envelopes, as opposed to sharing representations among multiple envelopes (in particular, assign_rep is passed a letter object and operator= is passed an envelope object). Letter assignment supports two models as governed by ref_count_incr:

- ref_count_incr = true (default): the incoming letter belongs to another envelope. In this case, increment the reference count in the normal manner so that deallocation of the letter is handled properly.

- ref_count_incr = false: the incoming letter is instantiated on the fly and has no envelope. This case is modeled after get_iterator(): a letter is dynamically allocated using new and passed into assign_rep, the letter’s reference count is not incremented, and the letter is not remotely deleted (its memory management is passed over to the envelope).

10.49.3.10 void derived_pre_run () [protected, virtual]

portions of pre_run specific to derived iterators

Iterator supports a construct/pre-run/run/post-run/destruct progression. This function is the virtual derived class portion of pre_run(). Redefinition by derived classes is optional.

Reimplemented in CONMINOptimizer, DOTOptimizer, NLPQLPOptimizer, SNLLLeastSq, and SNLLOptimizer.

10.49.3.11 void derived_post_run () [protected, virtual]

portions of post_run specific to derived iterators

Iterator supports a construct/pre-run/run/post-run/destruct progression. This function is the virtual derived class portion of post_run(). Redefinition by derived classes is optional.

Reimplemented in CONMINOptimizer, DOTOptimizer, NLPQLPOptimizer, SNLLLeastSq, and SNLLOptimizer.

10.49.3.12 Iterator * get_iterator (Model & model) [private]

Used by the envelope to instantiate the correct letter class.

Used only by the envelope constructor to initialize iteratorRep to the appropriate derived type, as given by the methodName attribute.
10.49.4 Member Data Documentation

10.49.4.1 Real \texttt{fdGradStepSize} [protected]

relative finite difference step size for numerical gradients
A scalar value (instead of the vector \texttt{fd\_gradient\_step\_size} spec) is used within the iterator hierarchy since this attribute is only used to publish a step size to vendor numerical gradient algorithms.

10.49.4.2 Real \texttt{fdHessByGradStepSize} [protected]

relative finite difference step size for numerical Hessians estimated using first-order differences of gradients
A scalar value (instead of the vector \texttt{fd\_hessian\_step\_size} spec) is used within the iterator hierarchy since this attribute is only used to publish a step size to vendor numerical Hessian algorithms.

10.49.4.3 Real \texttt{fdHessByFnStepSize} [protected]

relative finite difference step size for numerical Hessians estimated using second-order differences of function values
A scalar value (instead of the vector \texttt{fd\_hessian\_step\_size} spec) is used within the iterator hierarchy since this attribute is only used to publish a step size to vendor numerical Hessian algorithms.

The documentation for this class was generated from the following files:

- DakotaIterator.H
- DakotaIterator.C
10.50 JEGAEvaluator Class Reference

This evaluator uses Sandia National Laboratories Dakota software.

Public Member Functions

- virtual bool Evaluate (JEGA::Utilities::DesignGroup &group)
  
  *Does evaluation of each design in "group".*

- virtual bool Evaluate (JEGA::Utilities::Design &des)
  
  *This method cannot be used!!*

- virtual std::string GetName () const
  
  *Returns the proper name of this operator.*

- virtual std::string GetDescription () const
  
  *Returns a full description of what this operator does and how.*

- virtual GeneticAlgorithmOperator * Clone (JEGA::Algorithms::GeneticAlgorithm &algorithm) const
  
  *Creates and returns a pointer to an exact duplicate of this operator.*

- JEGAEvaluator (JEGA::Algorithms::GeneticAlgorithm &algorithm, Model &model, JEGAOptimizer &theOptimizer)
  
  *Constructs a JEGAEvaluator for use by algorithm.*

- JEGAEvaluator (const JEGAEvaluator &copy)
  
  *Copy constructs a JEGAEvaluator.*

- JEGAEvaluator (const JEGAEvaluator &copy, JEGA::Algorithms::GeneticAlgorithm &algorithm, Model &model, JEGAOptimizer &theOptimizer)
  
  *Copy constructs a JEGAEvaluator for use by algorithm.*

Static Public Member Functions

- static const std::string & Name ()
  
  *Returns the proper name of this operator.*

- static const std::string & Description ()
  
  *Returns a full description of what this operator does and how.*
Protected Member Functions

- **RealVector GetContinuumVariableValues** (const JEGA::Utilities::Design &from) const
  
  Returns the continuous Design variable values held in Design from.

- **IntVector GetDiscreteVariableValues** (const JEGA::Utilities::Design &from) const
  
  Returns the discrete Design variable values held in Design from.

- **void GetContinuumVariableValues** (const JEGA::Utilities::Design &from, RealVector &into) const
  
  Places the continuous Design variable values from Design from into RealVector into.

- **void GetDiscreteVariableValues** (const JEGA::Utilities::Design &from, IntVector &into) const
  
  Places the discrete Design variable values from Design from into IntVector into.

- **void SeparateVariables** (const JEGA::Utilities::Design &from, IntVector &intoDisc, RealVector &intoCont) const
  
  This method fills intoDisc and intoCont appropriately using the values of from.

- **void RecordResponses** (const RealVector &from, JEGA::Utilities::Design &into) const
  
  Records the computed objective and constraint function values into into.

- **std::size_t GetNumberOfNonLinearConstraints** () const
  
  Returns the number of non-linear constraints for the problem.

- **std::size_t GetNumberOfLinearConstraints** () const
  
  Returns the number of linear constraints for the problem.

Private Member Functions

- **JEGAEvaluator** (JEGA::Algorithms::GeneticAlgorithm &algorithm)

  This constructor has no implementation and cannot be used.

Private Attributes

- **Model & _model**

  The Model known by this evaluator.

- **JEGAOptimizer & _theOptimizer**

  The JEGAOptimizer that created this evaluator.
10.50 JEGAEvaluator Class Reference

10.50.1 Detailed Description

This evaluator uses Sandia National Laboratories Dakota software.
Evaluations are carried out using a Model which is known by reference to this class. This provides the advantage of execution on massively parallel computing architectures.

10.50.2 Constructor & Destructor Documentation

10.50.2.1 JEGAEvaluator (JEGA::Algorithms::GeneticAlgorithm & algorithm, Model & model, JEGAOptimizer & theOptimizer)

Constructs a JEGAEvaluator for use by algorithm.
The optimizer is needed for purposes of variable scaling.

Parameters:

algorithm The GA for which the new evaluator is to be used.
model The model through which evaluations will be done.
theOptimizer The optimizer that created and is using this evaluator.

10.50.2.2 JEGAEvaluator (const JEGAEvaluator & copy)

Copy constructs a JEGAEvaluator.

Parameters:

copy The evaluator from which properties are to be duplicated into this.

10.50.2.3 JEGAEvaluator (const JEGAEvaluator & copy, JEGA::Algorithms::GeneticAlgorithm & algorithm, Model & model, JEGAOptimizer & theOptimizer)

Copy constructs a JEGAEvaluator for use by algorithm.
The optimizer is needed for purposes of variable scaling.

Parameters:

copy The existing JEGAEvaluator from which to retrieve properties.
algorithm The GA for which the new evaluator is to be used.
model The model through which evaluations will be done.
theOptimizer The optimizer that created and is using this evaluator.
10.50.2.4  JEGAEvaluator (JEGA::Algorithms::GeneticAlgorithm & algorithm)  [private]

This constructor has no implementation and cannot be used.
This constructor can never be used. It is provided so that this operator can still be registered in an operator registry even though it can never be instantiated from there.

Parameters:
   algorithm  The GA for which the new evaluator is to be used.

10.50.3  Member Function Documentation

10.50.3.1  const string & Name ()  [static]

Returns the proper name of this operator.

Returns:
   The string "JEGA Evaluator".

10.50.3.2  const string & Description ()  [static]

Returns a full description of what this operator does and how.
The returned text is:

   This evaluator uses Sandia’s DAKOTA optimization software to evaluate the passed in Designs. This makes it possible to take advantage of the fact that DAKOTA is designed to run on massively parallel machines.

Returns:
   A description of the operation of this operator.

10.50.3.3  RealVector GetContinuumVariableValues (const JEGA::Utilities::Design & from) const  [protected]

Returns the continuous Design variable values held in Design from.
It returns them as a RealVector for use in the Dakota interface. The values in the returned vector will be the actual values intended for use in the evaluation functions.
Parameters:

    from  The Design class object from which to extract the continuous design variable values.

Returns:

    A vector of the continuous design variable values associated with from.

10.50.3.4  IntVector GetDiscreteVariableValues (const JEGA::Utilities::Design & from) const
[protected]

Returns the discrete Design variable values held in Design from.
It returns them as a IntVector for use in the Dakota interface. The values in the returned vector will be the values for the design variables as far as JEGA knows. However, in actuality, the values are the representations due to the way that Dakota manages discrete variables.

Parameters:

    from  The Design class object from which to extract the discrete design variable values.

Returns:

    A vector of the discrete design variable values associated with from.

10.50.3.5  void GetContinuumVariableValues (const JEGA::Utilities::Design & from, RealVector & into)
const  [protected]

Places the continuous Design variable values from Design from into RealVector into.
The values in the returned vector will be the actual values intended for use in the evaluation functions.

Parameters:

    from  The Design class object from which to extract the continuous design variable values.

    into  The vector into which to place the extracted values.

10.50.3.6  void GetDiscreteVariableValues (const JEGA::Utilities::Design & from, IntVector & into) const
[protected]

Places the discrete Design variable values from Design from into IntVector into.
The values placed in the vector will be the values for the design variables as far as JEGA knows. However, in actuality, the values are the representations due to the way that Dakota manages discrete variables.

Parameters:

    from  The Design class object from which to extract the discrete design variable values.

    into  The vector into which to place the extracted values.
10.50.3.7 void SeparateVariables (const JEGA::Utilities::Design & from, IntVector & intoDisc, RealVector & intoCont) const [protected]

This method fills intoDisc and intoCont appropriately using the values of from.
The discrete design variable values are placed in intoDisc and the continuum are placed into intoCont.
It is more efficient to use this method than to use GetDiscreteVariableValues and GetContinuumVariableValues separately if you want both.

Parameters:
  from The Design class object from which to extract the discrete design variable values.
  intoDisc The vector into which to place the extracted discrete values.
  intoCont The vector into which to place the extracted continuous values.

10.50.3.8 void RecordResponses (const RealVector & from, JEGA::Utilities::Design & into) const [protected]

Records the computed objective and constraint function values into into.
This method takes the response values stored in from and properly transfers them into the into design.
The response vector from is expected to contain values for each objective function followed by values for each non-linear constraint in the order in which the info objects were loaded into the target by the optimizer class.

Parameters:
  from The vector of responses to install into into.
  into The Design to which the responses belong and into which they must be written.

10.50.3.9 size_t GetNumberNonLinearConstraints () const [protected]

Returns the number of non-linear constraints for the problem.
This is computed by adding the number of non-linear equality constraints to the number of non-linear inequality constraints. These values are obtained from the model.

Returns:
  The total number of non-linear constraints.

10.50.3.10 size_t GetNumberLinearConstraints () const [protected]

Returns the number of linear constraints for the problem.
This is computed by adding the number of linear equality constraints to the number of linear inequality constraints. These values are obtained from the model.
10.50.3.11 virtual bool Evaluate (JEGA::Utilities::DesignGroup & group) [virtual]

Does evaluation of each design in "group".

This method uses the Model known by this class to get Designs evaluated. It properly formats the Design class information in a way that Dakota will understand and then interprets the Dakota results and puts them back into the Design class object. It respects the asynchronous flag in the Model so evaluations may occur synchronously or asynchronously.

Prior to evaluating a Design, this class checks to see if it is marked as already evaluated. If it is, then the evaluation of that Design is not carried out. This is not strictly necessary because Dakota keeps track of evaluated designs and does not re-evaluate. An exception is the case of a population read in from a file complete with responses where Dakota is unaware of the evaluations.

Parameters:
   group The group of Design class objects to be evaluated.

Returns:
   true if all evaluations completed and false otherwise.

10.50.3.12 virtual bool Evaluate (JEGA::Utilities::Design & des) [virtual]

This method cannot be used!!

This method does nothing and cannot be called. This is because in the case of asynchronous evaluation, this method would be unable to conform. It would require that each evaluation be done in a synchronous fashion.

Parameters:
   des A Design that would be evaluated if this method worked.

Returns:
   Would return true if the Design were evaluated and false otherwise.

10.50.3.13 string GetName () const [virtual]

Returns the proper name of this operator.

Returns:
   See Name().
10.50.3.14  string GetDescription () const  [virtual]

Returns a full description of what this operator does and how.

Returns:
  See Description().

10.50.3.15  virtual GeneticAlgorithmOperator* Clone (JEGA::Algorithms::GeneticAlgorithm & algorithm) const  [virtual]

Creates and returns a pointer to an exact duplicate of this operator.

Parameters:
  algorithm  The GA for which the clone is being created.

Returns:
  A clone of this operator.

10.50.4  Member Data Documentation

10.50.4.1  Model& _model  [private]

The Model known by this evaluator.
It is through this model that evaluations will take place.

10.50.4.2  JEGAOptimizer& _theOptimizer  [private]

The JEGAOptimizer that created this evaluator.
This instance is used to access certain needed functions from the optimizer class such as those methods that do variable scaling.
The documentation for this class was generated from the following files:

- JEGAEvaluator.H
- JEGAEvaluator.C
10.51 JEGAOptimizer Class Reference


Inheritance diagram for JEGAOptimizer:

```
  Iterator
     |     |
     Minimizer  Optimizer
        |     |     |
        JEGAOptimizer
```

Public Member Functions

- virtual void `find_optimum()`
  *Performs the iterations to determine the optimal set of solutions.*

- `JEGAOptimizer(Model &model)`
  *Constructs a JEGAOptimizer class object.*

- `~JEGAOptimizer()`
  *Destructs a JEGAOptimizer.*

Protected Member Functions

- void `ReCreateTheAlgorithmConfig()`
  *Destroys the existing algorithm configuration and creates a new one.*

- void `ReCreateTheProblemConfig()`
  *Destroys the existing problem configuration and creates a new one.*

- void `LoadTheAlgorithmConfig()`
  *Completely initializes or re-initializes the algorithm configuration.*

- void `LoadTheProblemConfig()`
  *Completely initializes or re-initializes the problem configuration.*
• **void** `LoadTheDesignVariables()`

  Adds `DesignVariableInfo` objects into the problem configuration object.

• **void** `LoadTheObjectiveFunctions()`

  Adds `ObjectiveFunctionInfo` objects into the problem configuration object.

• **void** `LoadTheConstraints()`

  Adds `ConstraintInfo` objects into the problem configuration object.

• **const JEGA::Utilities::Design** `GetBestSolution` (const JEGA::Utilities::DesignOFSortSet &from)

  Chooses the best Design from a set of solutions taking into account the algorithm type.

• **const JEGA::Utilities::Design** `GetBestMOSolution` (const JEGA::Utilities::DesignOFSortSet &from)

  Chooses the best Design from a set of solutions assuming that they are generated by a multi objective algorithm.

• **const JEGA::Utilities::Design** `GetBestSOSolution` (const JEGA::Utilities::DesignOFSortSet &from)

  Chooses the best Design from a set of solutions assuming that they are generated by a single objective algorithm.

**Private Attributes**

• **EvalCreator** `*_theEvalCreator`

  A pointer to an `EvaluatorCreator` used to create the evaluator used by JEGA in Dakota (a JEGAEvaluator).

• **JEGA::FrontEnd::ProblemConfig** `*_theProbConfig`

  A pointer to the problem configuration loaded by this optimizer at each call to `find_optimum` and passed to the JEGA Driver.

• **JEGA::FrontEnd::AlgorithmConfig** `*_theAlgConfig`

  A pointer to the algorithm configuration loaded by this optimizer at each call to `find_optimum` and passed to the JEGA Driver.

• **JEGAProbDescDB** `*_theProbDB`

  A pointer to the `JEGAProbDescDB` that wraps the *Dakota::ProblemDescDB* and from which all parameters are retrieved by the created algorithms.

**Static Private Attributes**

• static `const std::string` `*_sogaMethodText`

  The text that indicates the SOGA method.

• static `const std::string` `*_mogaMethodText`

  The text that indicates the MOGA method.
Friends

- class JEGAEvaluator
  
  The JEGAEvaluator is a friend so that it can access the methods of the Minimizer base class of the JEGAOptimizer necessary to do variable scaling.

Classes

- class EvalCreator
  
  A specialization of the JEGA::FrontEnd::EvaluatorCreator that creates a new instance of a JEGAEvaluator.

- class JEGAProbDescDB
  
  A specialization of the JEGA::Utilities::ParameterDatabase that wraps and retrieves data from a Dakota::ProblemDescDB.

10.51.1 Detailed Description


This class encapsulates the necessary functionality for creating and properly initializing a GeneticAlgorithm.

10.51.2 Constructor & Destructor Documentation

10.51.2.1 JEGAOptimizer (Model & model)

Constructs a JEGAOptimizer class object.

This method does some of the initialization work for the algorithm. In particular, it initialized the JEGA core.

Parameters:

model The Dakota::Model that will be used by this optimizer for problem information, etc.

10.51.3 Member Function Documentation

10.51.3.1 void ReCreateTheAlgorithmConfig () [protected]

Destroys the existing algorithm configuration and creates a new one.

A usable evaluator creator must already exist prior to calling this method. The parameter database will be destroyed and re-created in order to implement this method. As a result, the parameter data in the underlying ProblemDescDB will remain unchanged but any additional data will be gone.
10.51.3.2  void ReCreateTheProblemConfig ()  [protected]

Destroys the existing problem configuration and creates a new one.
The newly created problem configuration will be completely empty.

10.51.3.3  void LoadTheAlgorithmConfig ()  [protected]

Completely initializes or re-initializes the algorithm configuration.
This first uses the ReCreateTheAlgorithmConfig method and then loads the fresh configuration object with appropriate data retrieved from the parameter database.

10.51.3.4  void LoadTheProblemConfig ()  [protected]

Completely initializes or re-initializes the problem configuration.
This first uses the ReCreateTheProblemConfig method and then loads the fresh configuration object using the LoadTheDesignVariables, LoadTheObjectiveFunctions, and LoadTheConstraints methods.

10.51.3.5  void LoadTheDesignVariables ()  [protected]

Adds DesignVariableInfo objects into the problem configuration object.
This retrieves design variable information from the ParameterDatabase and creates DesignVariableInfo’s from it.

10.51.3.6  void LoadTheObjectiveFunctions ()  [protected]

Adds ObjectiveFunctionInfo objects into the problem configuration object.
This retrieves objective function information from the ParameterDatabase and creates ObjectiveFunctionInfo’s from it.

10.51.3.7  void LoadTheConstraints ()  [protected]

Adds ConstraintInfo objects into the problem configuration object.
This retrieves constraint function information from the ParameterDatabase and creates ConstraintInfo’s from it.

10.51.3.8  const JEGA::Utilities::Design GetBestSolution (const JEGA::Utilities::DesignOFSortSet & from)  [protected]

Chooses the best Design from a set of solutions taking into account the algorithm type.
eventually this functionality must be moved into a separate post-processing application for MO datasets.
10.51.3.9  const JEGA::Utilities::Design & GetBestMOSolution (const JEGA::Utilities::DesignOFSortSet & from)  [protected]

Chooses the best Design from a set of solutions assuming that they are generated by a multi objective algorithm. Eventually this functionality must be moved into a separate post-processing application for MO datasets.

10.51.3.10  const JEGA::Utilities::Design & GetBestSOSolution (const JEGA::Utilities::DesignOFSortSet & from)  [protected]

Chooses the best Design from a set of solutions assuming that they are generated by a single objective algorithm. Eventually this functionality must be moved into a separate post-processing application for MO datasets.

10.51.3.11  void find_optimum ()  [virtual]

Performs the iterations to determine the optimal set of solutions. Override of pure virtual method in Optimizer base class. Implements Optimizer.

The documentation for this class was generated from the following files:

- JEGAOptimizer.H
- JEGAOptimizer.C
### 10.52 JEGAOptimizer::EvalCreator Class Reference

A specialization of the JEGA::FrontEnd::EvaluatorCreator that creates a new instance of a JEGAEvaluator.

#### Public Member Functions

- **virtual JEGA::Algorithms::GeneticAlgorithmEvaluator * CreateEvaluator (JEGA::Algorithms::GeneticAlgorithm &alg)**
  
  Overriden to return a newly created JEGAEvaluator.

- **EvalCreator (Model &theModel, JEGAOptimizer &theOptimizer)**
  
  Constructs an EvalCreator using the supplied model and optimizer.

#### Private Attributes

- **JEGAOptimizer & _theOptimizer**

  The optimizer instance to be passed to the constructor of the JEGAEvaluator.

- **Model & _theModel**

  The user defined model to be passed to the constructor of the JEGAEvaluator.

### 10.52.1 Detailed Description

A specialization of the JEGA::FrontEnd::EvaluatorCreator that creates a new instance of a JEGAEvaluator.

### 10.52.2 Constructor & Destructor Documentation

#### 10.52.2.1 EvalCreator (Model & theModel, JEGAOptimizer & theOptimizer)

Constructs an EvalCreator using the supplied model and optimizer.

**Parameters:**

- **theModel** The Dakota::Model this creator will pass to the created evaluator.
- **theOptimizer** The JEGAOptimizer this creator will pass to the created evaluator.
10.52.3 Member Function Documentation

10.52.3.1 virtual JEGA::Algorithms::GeneticAlgorithmEvaluator* CreateEvaluator (JEGA::Algorithms::GeneticAlgorithm & alg) [virtual]

Overridden to return a newly created JEGAEvaluator.

The GA will assume ownership of the evaluator so we needn’t worry about keeping track of it for destruction. The additional parameters needed by the JEGAEvaluator are stored as members of this class at construction time.

Parameters:

   alg  The GA for which the evaluator is to be created.

Returns:

   A pointer to a newly created Evaluator.

The documentation for this class was generated from the following file:

   - JEGAOptimizer.C
10.53 JEGAOptimizer::JEGAProbDescDB Class Reference

A specialization of the JEGA::Utilities::ParameterDatabase that wraps and retrieves data from a Dakota::ProblemDescDB.

Public Member Functions

- virtual int GetIntegral (const std::string &tag) const
  
  Overridden to supply the requested parameter as an integer from this DB.

- virtual double GetDouble (const std::string &tag) const
  
  Overridden to supply the requested parameter as a double from this DB.

- virtual std::size_t GetSizeType (const std::string &tag) const
  
  Overridden to supply the requested parameter as a size_t from this DB.

- virtual bool GetBoolean (const std::string &tag) const
  
  Overridden to supply the requested parameter as a bool from this DB.

- virtual std::string GetString (const std::string &tag) const
  
  Overridden to supply the requested parameter as a string from this DB.

- virtual JEGA::DoubleVector GetDoubleVector (const std::string &tag) const
  
  Overridden to supply the requested parameter as a DoubleVector from this DB.

- virtual JEGA::IntVector GetIntVector (const std::string &tag) const
  
  Overridden to supply the requested parameter as an IntVector from this DB.

- virtual JEGA::DoubleMatrix GetDoubleMatrix (const std::string &tag) const
  
  Overridden to supply the requested parameter as a DoubleMatrix from this DB.

- virtual JEGA::IntList GetIntList (const std::string &tag) const
  
  Overridden to supply the requested parameter as an IntList from this DB.

- virtual JEGA::StringVector GetStringVector (const std::string &tag) const
  
  Overridden to supply the requested parameter as a StringVector from this DB.

- virtual JEGA::StringList GetStringList (const std::string &tag) const
  
  Overridden to supply the requested parameter as a StringList from this DB.

- virtual std::string Dump () const
  
  Prints the contents of the entire database into a string and return it.
virtual void Dump (std::ostream &stream) const

Prints the contents of the entire database into the supplied output stream.

JEGAProbDescDB (const ProblemDescDB &wrapped)

Constructs a JEGAProbDescDB to wrap wrapped.

Private Attributes

- const ProblemDescDB & _wrapped

The Dakota::ProblemDescription database from which the actual data is obtained.

10.53.1 Detailed Description

A specialization of the JEGA::Utilities::ParameterDatabase that wraps and retrieves data from a Dakota::ProblemDescDB.

10.53.2 Constructor & Destructor Documentation

10.53.2.1 JEGAProbDescDB (const ProblemDescDB & wrapped)

Constructs a JEGAProbDescDB to wrap wrapped.

Parameters:

  wrapped The existing ProblemDescDB from which otherwise unknown parameter values are retrieved.

10.53.3 Member Function Documentation

10.53.3.1 int GetIntegral (const std::string & tag) const [virtual]

Overridden to supply the requested parameter as an integer from this DB.

Parameters:

  tag The key by which the requested value is to be retrieved.
10.53.3.2 double GetDouble (const std::string & tag) const [virtual]

Overridden to supply the requested parameter as a double from this DB.

Parameters:
  tag  The key by which the requested value is to be retrieved.

10.53.3.3 size_t GetSizeType (const std::string & tag) const [virtual]

Overridden to supply the requested parameter as a size_t from this DB.

Parameters:
  tag  The key by which the requested value is to be retrieved.

10.53.3.4 bool GetBoolean (const std::string & tag) const [virtual]

Overridden to supply the requested parameter as a bool from this DB.

Parameters:
  tag  The key by which the requested value is to be retrieved.

10.53.3.5 string GetString (const std::string & tag) const [virtual]

Overridden to supply the requested parameter as a string from this DB.

Parameters:
  tag  The key by which the requested value is to be retrieved.

10.53.3.6 JEGA::DoubleVector GetDoubleVector (const std::string & tag) const [virtual]

Overridden to supply the requested parameter as a DoubleVector from this DB.

Parameters:
  tag  The key by which the requested value is to be retrieved.
10.53.3.7 JEGA::IntVector GetIntVector (const std::string & tag) const [virtual]
Overridden to supply the requested parameter as an IntVector from this DB.

Parameters:
   tag The key by which the requested value is to be retrieved.

10.53.3.8 JEGA::DoubleMatrix GetDoubleMatrix (const std::string & tag) const [virtual]
Overridden to supply the requested parameter as a DoubleMatrix from this DB.

Parameters:
   tag The key by which the requested value is to be retrieved.

10.53.3.9 JEGA::IntList GetIntList (const std::string & tag) const [virtual]
Overridden to supply the requested parameter as an IntList from this DB.

Parameters:
   tag The key by which the requested value is to be retrieved.

10.53.3.10 JEGA::StringVector GetStringVector (const std::string & tag) const [virtual]
Overridden to supply the requested parameter as a StringVector from this DB.

Parameters:
   tag The key by which the requested value is to be retrieved.

10.53.3.11 JEGA::StringList GetStringList (const std::string & tag) const [virtual]
Overridden to supply the requested parameter as a StringList from this DB.

Parameters:
   tag The key by which the requested value is to be retrieved.
10.53.3.12  **string Dump () const**  [virtual]

Prints the contents of the entire database into a string and return it.
This method cannot be implemented by this class and thus does nothing.

**Returns:**
The entire contents of the database in a string.

10.53.3.13  **void Dump (std::ostream & stream) const**  [virtual]

Prints the contents of the entire database into the supplied output stream.
This method cannot be implemented by this class and thus does nothing.

**Parameters:**
*stream*  The stream into which to write the contents of this database.

The documentation for this class was generated from the following file:

- JEGAOptimizer.C
10.54 LeastSq Class Reference

Base class for the nonlinear least squares branch of the iterator hierarchy.

Inheritance diagram for LeastSq:

```
Iterator
  Minimizer
   LeastSq
```

Protected Member Functions

- **LeastSq ()**
  
  *default constructor*

- **LeastSq (Model &model)**
  
  *standard constructor*

- **~LeastSq ()**
  
  *destructor*

- **void run ()**
  
  *run the iterator; portion of run_iterator()*

- **void print_results (ostream &s) const**

- **void derived_initialize_scaling ()**
  
  *provides derived class-specific portions of scaling initialization since Optimizer and LeastSq iterators have obj fn. and residual scales, respectively*

- **virtual void minimize_residuals ()=0**
  
  *Used within the least squares branch for minimizing the sum of squares residuals. Redefines the run_iterator virtual function for the least squares branch.*
Protected Attributes

- int numLeastSqTerms
  
  *number of least squares terms*

10.54.1 Detailed Description

Base class for the nonlinear least squares branch of the iterator hierarchy. The `LeastSq` class provides common data and functionality for `NLSSOLLeastSq` and `SNLLLeastSq`.

10.54.2 Constructor & Destructor Documentation

10.54.2.1 `LeastSq (Model & model)` [protected]

Standard constructor

This constructor extracts the inherited data for the least squares branch and performs sanity checking on gradient and constraint settings.

10.54.3 Member Function Documentation

10.54.3.1 `void run ()` [inline, protected, virtual]

Run the iterator; portion of `run_iterator()`

`Iterator` supports a construct/pre-run/run/post-run/destruct progression. This function is the virtual run function for the iterator class hierarchy. All derived classes need to redefine it.

Reimplemented from `Iterator`.

10.54.3.2 `void print_results (ostream & s) const` [protected, virtual]

Redefines default iterator results printing to include nonlinear least squares results (residual terms and constraints).

Reimplemented from `Iterator`.

The documentation for this class was generated from the following files:

- DakotaLeastSq.H
- DakotaLeastSq.C
10.55 List Class Template Reference

Template class for the Dakota bookkeeping list.

Public Member Functions

- **List ()**  
  Default constructor.

- **List (const List< T >&a)**  
  Copy constructor.

- **~List ()**  
  Destructor.

- template<class InputIter> **List (InputIter first, InputIter last)**  
  Range constructor (member template).

- **List< T >& operator= (const List< T >&a)**  
  Assignment operator

- **void write (ostream &s) const**  
  Writes a List to an output stream.

- **void read (MPIUnpackBuffer &s)**  
  Reads a List from an MPIUnpackBuffer after an MPI receive.

- **void write (MPIPackBuffer &s) const**  
  Writes a List to a MPIPackBuffer prior to an MPI send.

- **size_t entries () const**  
  Returns the number of items that are currently in the list.

- **T get ()**  
  Removes and returns the first item in the list.

- **T removeAt (size_t index)**  
  Removes and returns the item at the specified index.

- **bool remove (const T &a)**  
  Removes the specified item from the list.
• void insert (const T &a)
  
  Adds the item a to the end of the list.

• bool contains (const T &a) const
  
  Returns TRUE if list contains object a, returns FALSE otherwise.

• bool find (bool(*test_fn)(const T &, const void *), const void *test_fn_data, T &found_item) const
  
  Returns TRUE if the list contains an object that the user defined function finds and sets k to this object.

• List<T>::iterator find (bool(*test_fn)(const T &, const void *), const void *test_fn_data)
  
  Returns an iterator pointing to an object that the user defined function finds.

• size_t index (bool(*test_fn)(const T &, const void *), const void *test_fn_data) const
  
  Returns the index of object that the user defined test function finds.

• void sort (bool(*sort_fn)(const T &, const T &))
  
  Sorts the list into an order based on the predefined sort function.

• size_t index (const T &a) const
  
  Returns the index of the object.

• size_t count (const T &a) const
  
  Returns the number of items in the list equal to object.

• T & operator[] (size_t i)
  
  Returns the object at index i (can use as lvalue).

• const T & operator[] (size_t i) const
  
  Returns the object at index i, const (can’t use as lvalue).

10.55.1 Detailed Description

template<class T> class Dakota::List<T>

Template class for the Dakota bookkeeping list.

The List is the common list class for Dakota. It inherits from either the RW list class or the STL list class. Extends the base list class to add Dakota specific methods Builds upon the previously existing DakotaValList class

10.55.2 Member Function Documentation
10.55.2.1 T get()

Removes and returns the first item in the list.
Remove and return item from front of list. Returns the object pointed to by the list::begin() iterator. It also deletes
the first node by calling the list::pop_front() method. Note: get() is not the same as list::front() since the latter
would return the 1st item but would not delete it.

10.55.2.2 T removeAt(size_t index)

Removes and returns the item at the specified index.
Removes the item at the index specified. Uses the STL advance() function to step to the appropriate position in
the list and then calls the list::erase() method.

10.55.2.3 bool remove(const T & a)

Removes the specified item from the list.
Removes the first instance matching object a from the list (and therefore differs from the STL list::remove() which
removes all instances). Uses the STL find() algorithm to find the object and the list::erase() method to perform
the remove.

10.55.2.4 void insert(const T & a) [inline]

Adds the item a to the end of the list.
Insert item at end of list, calls list::push_back() method.

10.55.2.5 bool contains(const T & a) const [inline]

Returns TRUE if list contains object a, returns FALSE otherwise.
Uses the STL find() algorithm to locate the first instance of object a. Returns true if an instance is found.

10.55.2.6 bool find(bool(*)(const T &, const void *) test_fn, const void * test_fn_data, T & found_item)
   const

Returns TRUE if the list contains an object that the user defined function finds and sets k to this object.
Find the first item in the list which satisfies the test function. Sets k if the object is found.

10.55.2.7 List<T>::iterator find(bool(*)(const T &, const void *) test_fn, const void * test_fn_data)

Returns an iterator pointing to an object that the user defined function finds.
Find the first item in the list which satisfies the test function and return an iterator pointing to it.
10.55.2.8 \texttt{size\_t index (bool\(\Rightarrow\)(const T \&, const void \&) test\_fn, const void \& test\_fn\_data) const}

Returns the index of object that the user defined test function finds.

Returns the index of the first item in the list which satisfies the test function. Uses a single list traversal to both locate the object and return its index (generic algorithms would require two loop traversals).

10.55.2.9 \texttt{void sort (bool\(\Rightarrow\)(const T \&, const T \&) sort\_fn) \[inline\]}

Sorts the list into an order based on the predefined sort function.

The sort method utilizes the \texttt{SortCompare} functor and the base class list::sort algorithm to sort a list based on the incoming sorting function \texttt{sort\_fn}. Note that the functor-based sorting method of std::list is not supported by all compilers (e.g., SOLARIS, TFLOP) due to use of member templates, but a function pointer-based interface is available in some cases.

10.55.2.10 \texttt{size\_t index (const T \& a) const}

Returns the index of the object.

Returns the index of the first item in the list which matches the object \texttt{a}. Uses a single list traversal to both locate the object and return its index (generic algorithms would require two loop traversals).

10.55.2.11 \texttt{size\_t count (const T \& a) const \[inline\]}

Returns the number of items in the list equal to object.

Uses the STL \texttt{count()} algorithm to return the number of occurrences of the specified object.

10.55.2.12 \texttt{T \& operator[ ] (size\_t \textit{i})}

Returns the object at index \textit{i} (can use as lvalue).

Returns item at position \textit{i} of the list by stepping through the list using forward or reverse STL iterators (depending on which end of the list is closer to the desired item). Once the object is found, it returns the value pointed to by the iterator.

This functionality is inefficient in 0->len loop-based list traversals and is being replaced by iterator-based list traversals in the main DAKOTA code. For isolated look-ups of a particular index, however, this approach is acceptable.

10.55.2.13 \texttt{const T \& operator[ ] (size\_t \textit{i}) const}

Returns the object at index \textit{i}, const (can’t use as lvalue).
Returns const item at position \(i\) of the list by stepping through the list using forward or reverse STL iterators (depending on which end of the list is closer to the desired item). Once the object is found it returns the value pointed to by the iterator.

This functionality is inefficient in \(0->\text{len}\) loop-based list traversals and is being replaced by iterator-based list traversals in the main DAKOTA code. For isolated look-ups of a particular index, however, this approach is acceptable.

The documentation for this class was generated from the following file:

- DakotaList.H
10.56 Matrix Class Template Reference

Template class for the Dakota numerical matrix.

Inheritance diagram for Matrix::

```
BaseVector< BaseVector< T > >
```

```
Matrix
```

Public Member Functions

- **Matrix** (size_t num_rows=0, size_t num_cols=0)
  
  Constructor, takes number of rows, and number of columns as arguments.

- **~Matrix** ()
  
  Destructor.

- **Matrix<T> & operator=** (const T &ival)
  
  Sets all elements in the matrix to ival.

- **size_t num_rows () const**
  
  Returns the number of rows for the matrix.

- **size_t num_columns () const**
  
  Returns the number of columns for the matrix.

- **void reshape_2d** (size_t num_rows, size_t num_cols)
  
  Resizes the matrix to num_rows by num_cols.

- **void read** (istream &s, size_t nr, size_t nc)
  
  Reads a portion of the Matrix from an input stream.

- **void read** (istream &s)
  
  Reads the complete Matrix from an input stream.

- **void read_row_vector** (istream &s, size_t i, size_t nc)
  
  Reads a portion of the ith Matrix row vector from an input stream.

- **void read_row_vector** (istream &s, size_t i)
  
  Reads the ith Matrix row vector from an input stream.
void write (ostream &s, size_t nr, size_t nc, bool brackets, bool row_rtn, bool final_rtn) const

Writes a portion of the Matrix to an output stream.

void write (ostream &s, bool brackets, bool row_rtn, bool final_rtn) const

Writes the complete Matrix to an output stream.

void write_row_vector (ostream &s, size_t i, size_t nc, bool brackets, bool break_line, bool final_rtn) const

Writes a portion of the ith Matrix row vector to an output stream.

void write_row_vector (ostream &s, size_t i, bool brackets, bool break_line, bool final_rtn) const

Writes the ith Matrix row vector to an output stream.

void read (BiStream &s, size_t nr, size_t nc)

Reads a portion of the Matrix from a binary input stream.

void read (BiStream &s)

Reads the complete Matrix from a binary input stream.

void read_row_vector (BiStream &s, size_t i, size_t nc)

Reads a portion of the ith Matrix row vector from a binary input stream.

void read_row_vector (BiStream &s, size_t i)

Reads the ith Matrix row vector from a binary input stream.

void write (BoStream &s, size_t nr, size_t nc) const

Writes a portion of the Matrix to a binary output stream.

void write (BoStream &s) const

Writes the complete Matrix to a binary output stream.

void write_row_vector (BoStream &s, size_t i, size_t nc) const

Writes a portion of the ith Matrix row vector to a binary output stream.

void write_row_vector (BoStream &s, size_t i) const

Writes the ith Matrix row vector to a binary output stream.

void read (MPIUnpackBuffer &s)

Reads a Matrix from an MPIUnpackBuffer after an MPI receive.

void read_annotated (MPIUnpackBuffer &s)

Reads an annotated Matrix from an MPIUnpackBuffer after an MPI receive.

void read_row_vector (MPIUnpackBuffer &s, size_t i)

Reads the ith Matrix row vector from an MPIUnpackBuffer after an MPI recv.
- void `write (MPIPackBuffer &s) const`  
  *Writes a Matrix to a MPIPackBuffer prior to an MPI send.*

- void `write_annotated (MPIPackBuffer &s) const`  
  *Writes an annotated Matrix to a MPIPackBuffer prior to an MPI send.*

- void `write_row_vector (MPIPackBuffer &s, size_t i) const`  
  *Writes the ith Matrix row vector to a MPIPackBuffer prior to an MPI send.*

### 10.56.1 Detailed Description

`template<class T> class Dakota::Matrix<T>`

Template class for the Dakota numerical matrix.

A matrix class template to provide 2D arrays of objects. The matrix is zero-based, rows: 0 to (numRows-1) and cols: 0 to (numColumns-1). The class supports overloading of the subscript operator allowing it to emulate a normal built-in 2D array type. Matrix relies on the `BaseVector` template class to manage any differences between underlying DAKOTA_BASE_VECTOR implementations (RW, STL, etc.).

### 10.56.2 Member Function Documentation

#### 10.56.2.1 `Matrix<T> & operator= (const T & val)`  [inline]

Sets all elements in the matrix to ival.

calls base class operator=(ival)

The documentation for this class was generated from the following file:

- DakotaMatrix.H
10.57 MergedConstraints Class Reference

Derived class within the Constraints hierarchy which employs the merged data view.

Inheritance diagram for MergedConstraints::

```
  Constraints          VariablesUtil
       |                |
       |                |
       MergedConstraints
```

Public Member Functions

- **MergedConstraints ()**
  *default constructor*

- **MergedConstraints (const ProblemDescDB &problem_db, const pair< short, short > &view)**
  *standard constructor*

- **~MergedConstraints ()**
  *destructor*

- **const RealVector & continuous_lower_bounds () const**
  *return the active continuous variable lower bounds*

- **void continuous_lower_bounds (const RealVector &c_l_bnds)**
  *set the active continuous variable lower bounds*

- **const RealVector & continuous_upper_bounds () const**
  *return the active continuous variable upper bounds*

- **void continuous_upper_bounds (const RealVector &c_u_bnds)**
  *set the active continuous variable upper bounds*

- **const RealVector & inactive_continuous_lower_bounds () const**
  *return the inactive continuous lower bounds*

- **void inactive_continuous_lower_bounds (const RealVector &i_c_l_bnds)**
  *set the inactive continuous lower bounds*

- **const RealVector & inactive_continuous_upper_bounds () const**
  *return the inactive continuous upper bounds*
void inactive_continuous_upper_bounds (const RealVector &i_c_u_bnds)

set the inactive continuous upper bounds

RealVector all_continuous_lower_bounds () const
returns a single array with all continuous lower bounds

RealVector all_continuous_upper_bounds () const
returns a single array with all continuous upper bounds

void write (ostream &s) const
write a variable constraints object to an ostream

void read (istream &s)
read a variable constraints object from an istream

Private Attributes

- RealVector mergedDesignLowerBnds
  a design lower bounds array merging continuous and discrete domains (integer values promoted to reals)

- RealVector mergedDesignUpperBnds
  a design upper bounds array merging continuous and discrete domains (integer values promoted to reals)

- RealVector uncertainLowerBnds
  the uncertain distribution lower bounds array (no discrete uncertain to merge)

- RealVector uncertainUpperBnds
  the uncertain distribution upper bounds array (no discrete uncertain to merge)

- RealVector mergedStateLowerBnds
  a state lower bounds array merging continuous and discrete domains (integer values promoted to reals)

- RealVector mergedStateUpperBnds
  a state upper bounds array merging continuous and discrete domains (integer values promoted to reals)

10.57.1 Detailed Description

Derived class within the Constraints hierarchy which employs the merged data view.
Derived variable constraints classes take different views of the design, uncertain, and state variable types and the continuous and discrete domain types. The MergedConstraints derived class combines continuous and discrete domain types but separates design, uncertain, and state variable types. The result is merged design bounds...
arrays (mergedDesignLowerBnds, mergedDesignUpperBnds), uncertain distribution bounds arrays (uncertain-LowerBnds, uncertainUpperBnds), and merged state bounds arrays (mergedStateLowerBnds, mergedStateUpper-Bnds). The branch and bound strategy uses this approach (see Variables::get_variables(problem_db) for variables type selection; variables type is passed to the Constraints constructor in Model).

10.57.2 Constructor & Destructor Documentation

10.57.2.1 MergedConstraints (const ProblemDescDB & problem_db, const pair< short, short > & view)

standard constructor

In this class, a merged data approach is used in which continuous and discrete arrays are combined into a single continuous array (integrality is relaxed; the converse of truncating reals is not currently supported but could be in the future if needed). Iterators/strategies which use this class include: BranchBndStrategy. Extract fundamental lower and upper bounds and merge continuous and discrete domains to create mergedDesignLowerBnds, mergedDesignUpperBnds, mergedStateLowerBnds, and mergedStateUpperBnds using utilities from VariablesUtil (uncertain distribution bounds do not require any merging).

The documentation for this class was generated from the following files:

- MergedConstraints.H
- MergedConstraints.C
10.58 MergedVariables Class Reference

Derived class within the Variables hierarchy which employs the merged data view.

Inheritance diagram for MergedVariables:

```
Variables        VariablesUtil
   |                |
   |                |
   |                |
   |                |
   |                |
   V                V
MergedVariables
```

Public Member Functions

- **MergedVariables ()** 
  *default constructor*

- **MergedVariables (const ProblemDescDB &problem_db, const pair< short, short > &view)** 
  *standard constructor*

- **~MergedVariables ()** 
  *destructor*

- **size_t tv () const** 
  *Returns total number of vars.*

- **const RealVector & continuous_variables () const** 
  *return the active continuous variables*

- **void continuous_variables (const RealVector &c_vars)** 
  *set the active continuous variables*

- **const StringArray & continuous_variable_labels () const** 
  *return the active continuous variable labels*

- **void continuous_variable_labels (const StringArray &c_v_labels)** 
  *set the active continuous variable labels*

- **const RealVector & inactive_continuous_variables () const** 
  *return the inactive continuous variables*

- **void inactive_continuous_variables (const RealVector &i_c_vars)** 
  *set the inactive continuous variables*
const StringArray &inactive_continuous_variable_labels() const
return the inactive continuous variable labels

void inactive_continuous_variable_labels(const StringArray &i_c_v_labels)
set the inactive continuous variable labels

size_t acv() const
returns total number of continuous vars

RealVector all_continuous_variables() const
returns a single array with all continuous variables

void all_continuous_variables(const RealVector &a_c_vars)
sets all continuous variables using a single array

StringArray all_continuous_variable_labels() const
returns a single array with all continuous variable labels

StringArray all_variable_labels() const
returns a single array with all variable labels

void read(istream &s)
read a variables object from an istream

void write(ostringstream &s) const
write a variables object to an ostream

void write_aprepro(ostringstream &s) const
write a variables object to an ostream in aprepro format

void read_annotated(istream &s)
read a variables object in annotated format from an istream

void write_annotated(ostringstream &s) const
write a variables object in annotated format to an ostream

void write_tabular(ostringstream &s) const
write a variables object in tabular format to an ostream

void read(BiStream &s)
read a variables object from the binary restart stream

void write(BoStream &s) const
write a variables object to the binary restart stream
void read (MPIUnpackBuffer &s)
read a variables object from a packed MPI buffer

void write (MPIPackBuffer &s) const
write a variables object to a packed MPI buffer

Private Member Functions

void copy_rep (const Variables *vars_rep)
Used by copy() to copy the contents of a letter class.

Private Attributes

RealVector mergedDesignVars
a design variables array merging continuous and discrete domains (integer values promoted to reals)

RealVector uncertainVars
the uncertain variables array (no discrete uncertain to merge)

RealVector mergedStateVars
a state variables array merging continuous and discrete domains (integer values promoted to reals)

StringArray mergedDesignLabels
a label array combining continuous design and discrete design labels

StringArray uncertainLabels
the uncertain variables label array (no discrete uncertain to combine)

StringArray mergedStateLabels
a label array combining continuous state and discrete state labels

Friends

bool operator==(const MergedVariables &vars1, const MergedVariables &vars2)
equality operator
10.58 MergedVariables Class Reference

10.58.1 Detailed Description

Derived class within the Variables hierarchy which employs the merged data view.

Derived variables classes take different views of the design, uncertain, and state variable types and the continuous and discrete domain types. The MergedVariables derived class combines continuous and discrete domain types but separates design, uncertain, and state variable types. The result is a single continuous array of design variables (mergedDesignVars), a single continuous array of uncertain variables (uncertainVars), and a single continuous array of state variables (mergedStateVars). The branch and bound strategy uses this approach (see Variables::get_-variables(problem_db)).

10.58.2 Constructor & Destructor Documentation

10.58.2.1 MergedVariables (const ProblemDescDB & problem_db, const pair< short, short > & view)

standard constructor

In this class, a merged data approach is used in which continuous and discrete arrays are combined into a single continuous array (integrality is relaxed; the converse of truncating reals is not currently supported but could be in the future if needed). Iterators/strategies which use this class include: BranchBndStrategy. Extract fundamental variable types and labels and merge continuous and discrete domains to create mergedDesignVars, mergedStateVars, mergedDesignLabels, and mergedStateLabels using utilities from VariablesUtil (uncertain variables and labels do not require any merging).

The documentation for this class was generated from the following files:

- MergedVariables.H
- MergedVariables.C
10.59 Minimizer Class Reference

Base class for the optimizer and least squares branches of the iterator hierarchy.

Inheritance diagram for Minimizer:

```
  Iterator
    Minimizer
    LeastSq
      NL2SOLLeastSq
      NLSSOLLeastSq
      SNLLLeastSq
    Optimizer
      COLINOptimizer
      CONMINOptimizer
      DOTOptimizer
      JEGAOptimizer
      NLPQLPOptimizer
      NPSLOptimizer
      SNLLOptimizer
```

Public Member Functions

- `const Variables & variable_results () const`
  return the final iterator solution (variables)

- `const Response & response_results () const`
  return the final iterator solution (response)

Protected Member Functions

- `Minimizer ()`
  default constructor
• **Minimizer** *(Model &model)*  
  *standard constructor*

• **Minimizer** *(NoDBBaseConstructor, size_t num_lin_ineq, size_t num_lin_eq, size_t num_nln_ineq, size_t num_nln_eq)*  
  *alternate constructor for "on the fly" instantiations*

• **~Minimizer** ()  
  *destructor*

• `void response_results_active_set (const ActiveSet &set)`  
  *set the requested data for the final iterator response results*

• `virtual void derived_initialize_scaling ()=0`  
  *provides derived class-specific portions of scaling initialization since Optimizer and LeastSq iterators have obj fn. and residual scales, respectively*

• `void initialize_scaling ()`  
  *helper function to initialize scaling multipliers and offsets*

• **RealVector** *modify_n2s* (const **RealVector** &native_vars, const **RealVector** &multipliers, const **RealVector** &offsets) const  
  *general mapping from native to scaled variables vectors: scaled_vars = (native_vars - offsets)/multipliers*

• **RealVector** *cv_modify_n2s* (const **RealVector** &native_vars) const  
  *map continuous variables from native to scaled*

• **RealVector** *nln_ineq_modify_n2s* (const **RealVector** &native_vars) const  
  *map nonlinear inequalities from native to scaled*

• **RealVector** *nln_eq_modify_n2s* (const **RealVector** &native_vars) const  
  *map nonlinear equalities from native to scaled*

• **RealVector** *lin_ineq_modify_n2s* (const **RealVector** &native_vars) const  
  *map linear inequalities from native to scaled*

• **RealVector** *lin_eq_modify_n2s* (const **RealVector** &native_vars) const  
  *map linear equalities from native to scaled*

• **RealVector** *fns_modify_n2s* (const **RealVector** &native_fns) const  
  *map functions (response vector) from native to scaled*

• **RealMatrix** *lin_coeffs_modify_n2s* (const **RealMatrix** &native_coeffs, const **RealVector** &cv_multipliers, const **RealVector** &lin_multipliers) const  
  *general linear coefficients mapping from native to scaled space*
• **RealMatrix lin_ineq_coeffs_modify_n2s** (const RealMatrix &native_coeffs) const
  
  *map linear inequality constraint matrix from native to scaled*

• **RealMatrix lin_eq_coeffs_modify_n2s** (const RealMatrix &native_coeffs) const
  
  *map linear inequality constraint matrix from native to scaled*

• **Response response_modify_n2s** (const Response &response_source) const
  
  *map responses from native to scaled variable space*

• **RealVector modify_s2n** (const RealVector &scaled_vars, const RealVector &multipliers, const RealVector &offsets) const
  
  *general RealVector mapping from native to scaled variables: native_vars = scaled_vars * multipliers + offsets*

• **RealVector cv_modify_s2n** (const RealVector &scaled_vars) const
  
  *map continuous variables from scaled to native*

• **RealVector fns_modify_s2n** (const RealVector &scaled_fns) const
  
  *map functions (responses) from scaled to native*

• **void adjust_user_scales** (RealVector &scales, const int length, const Real default_scale_factor)
  
  *expand and error check user-supplied scaling vectors before use in scaling framework*

• **void compute_scale_factor** (const Real lower_bound, const Real upper_bound, Real *multiplier, Real *offset)
  
  *automatically compute scaling factor – bounds case*

• **void compute_scale_factor** (const Real target, Real *multiplier)
  
  *automatically compute scaling factor – target case*

### Protected Attributes

• **Real constraintTol**
  
  *optimizer/least squares constraint tolerance*

• **Real bigRealBoundSize**
  
  *cutoff value for inequality constraint and continuous variable bounds*

• **int bigIntBoundSize**
  
  *cutoff value for discrete variable bounds*

• **size_t numNonlinearIneqConstraints**
  
  *number of nonlinear inequality constraints*

• **size_t numNonlinearEqConstraints**
number of nonlinear equality constraints

- `size_t numLinearIneqConstraints`
  `number of linear inequality constraints`

- `size_t numLinearEqConstraints`
  `number of linear equality constraints`

- `int numNonlinearConstraints`
  `total number of nonlinear constraints`

- `int numLinearConstraints`
  `total number of linear constraints`

- `int numConstraints`
  `total number of linear and nonlinear constraints`

- `bool boundConstraintFlag`
  `convenience flag for denoting the presence of user-specified bound constraints. Used for method selection and error checking.`

- `bool speculativeFlag`
  `flag for speculative gradient evaluations`

- `bool scaleFlag`
  `flag indicating scaling status`

- `RealVector cvScaleMultipliers`
  `scales for continuous variables`

- `RealVector cvScaleOffsets`
  `offsets for continuous variables`

- `RealVector fnScaleMultipliers`
  `scales for obj. fns. or LSQ terms`

- `RealVector nonlinearIneqScaleMultipliers`
  `scales for nonlin. ineq.`

- `RealVector nonlinearIneqScaleOffsets`
  `offsets for nonlin. ineq.`

- `RealVector nonlinearEqScaleMultipliers`
  `scales for nonlin. eq.`

- `RealVector nonlinearEqScaleOffsets`
offsets for nonlin. eq.

- **RealVector responseScaleMultipliers**
  scales for ALL responses

- **RealVector responseScaleOffsets**
  offsets for ALL responses (zero for \( f(x) \) functions, not for nonlin con)

- **RealVector linearIneqScaleMultipliers**
  scales for linear ineq constrs.

- **RealVector linearIneqScaleOffsets**
  offsets for linear ineq constrs.

- **RealVector linearEqScaleMultipliers**
  scales for linear constraints

- **RealVector linearEqScaleOffsets**
  offsets for linear constraints

- **bool vendorNumericalGradFlag**
  convenience flag for gradType == numerical && methodSource == vendor

- **Variables bestVariables**
  best variables found in solution

- **Response bestResponses**
  best responses found in solution

Friends

- **class SOLBase**
  the SOLBase class is not derived the iterator hierarchy but still needs access to iterator hierarchy data (to avoid attribute replication)

- **class SNLLBase**
  the SNLLBase class is not derived the iterator hierarchy but still needs access to iterator hierarchy data (to avoid attribute replication)

10.59.1 Detailed Description

Base class for the optimizer and least squares branches of the iterator hierarchy.

The **Minimizer** class provides common data and functionality for **Optimizer** and **LeastSq**.
10.59.2 Constructor & Destructor Documentation

10.59.2.1 Minimizer (Model & model) [protected]

standard constructor

This constructor extracts inherited data for the optimizer and least squares branches and performs sanity checking on constraint settings.

10.59.3 Member Function Documentation

10.59.3.1 void initialize_scaling () [protected]

helper function to initialize scaling multipliers and offsets

helper function used in constructors of derived classes to set up scaling multipliers and offsets when input scaling flag is enabled includes call to the derived class’ derived_initialize_scaling()

10.59.3.2 RealMatrix lin_coeffs_modify_n2s (const RealMatrix & src_coeffs, const RealVector & cv_multipliers, const RealVector & lin_multipliers) const [protected]

general linear coefficients mapping from native to scaled space

compute scaled linear constraint matrix given design variable multipliers and linear scaling multipliers. Only scales components corresponding to continuous variables so for src_coeffs of size MxN, lin_multipliers.size() <= M, cv_multipliers.size() <= N

10.59.3.3 Response response_modify_n2s (const Response & src_response) const [protected]

map responses from native to scaled variable space

scaling forward mapping: modifies response from a model (native) for use in iterators (scaled) with scaling and multi_objective or building least squares terms – not including multi_objective_modify, since least squares methods do not use

10.59.3.4 void adjust_user_scales (RealVector & scales, const int length, const Real default_scale_factor) [protected]

expand and error check user-supplied scaling vectors before use in scaling framework

expand and error check user-specified scales vector if no scales: populate with default_scale_factor if only one scale factor: replicate to appropriate length

The documentation for this class was generated from the following files:
- DakotaMinimizer.H
- DakotaMinimizer.C
10.60 Model Class Reference

Base class for the model class hierarchy.

Inheritance diagram for Model:

```
Model
 ├── NestedModel
 │     └── SingleModel
 │         └── SurrogateModel
 │                 └── DataFitSurrModel
 │                             └── HierarchSurrModel
```

Public Member Functions

- **Model ()**
  
  *default constructor*

- **Model (ProblemDescDB &problem_db)**
  
  *standard constructor for envelope*

- **Model (const Model &model)**
  
  *copy constructor*

- virtual ~Model ()
  
  *destructor*

- **Model operator= (const Model &model)**
  
  *assignment operator*

- virtual Iterator & subordinate_iterator ()
  
  *return the sub-iterator in nested and surrogate models*

- virtual Model & surrogate_model ()
  
  *return the approximation sub-model in surrogate models*

- virtual Model & truth_model ()
  
  *return the truth sub-model in surrogate models*

- virtual void derived_subordinate_models (ModelList &ml, bool recurse_flag)
  
  *portion of subordinate_models() specific to derived model classes*
• virtual Interface & interface ()
  return the interface employed by the derived model class, if present: SingleModel::userDefinedInterface, DataFitSurrModel::approxInterface, or NestedModel::optionalInterface

• virtual void surrogate_bypass (bool bypass_flag)
  deactivate/reactivate the approximations for any/all surrogate models contained within this model

• virtual void build_approximation ()
  build a new approximation in SurrogateModels

• virtual bool build_approximation (const RealVector &c_vars, const Response &response)
  build a new approximation in SurrogateModels using/enforcing response at c_vars

• virtual void update_approximation (const RealVector &c_vars, const Response &response)
  update an existing approximation in DataFitSurrModels with new data

• virtual const RealVectorArray & approximation_coefficients ()
  retrieve the approximation coefficients from each Approximation within a DataFitSurrModel

• virtual void compute_correction (const Response &truth_response, const Response &approx_response, const RealVector &c_vars)
  compute correction factors for use in SurrogateModels

• virtual void auto_correction (bool correction_flag)
  manages automatic application of correction factors in SurrogateModels

• virtual bool auto_correction ()
  return flag indicating use of automatic correction within this model's responses

• virtual void apply_correction (Response &approx_response, const RealVector &c_vars, bool quiet_flag=false)
  apply correction factors to approx_response (for use in SurrogateModels)

• virtual void component_parallel_mode (int mode)
  update component parallel mode for supporting parallelism in a model's interface component, sub-model component, or neither component [componentParallelMode = 0 (none), 1 (INTERFACE/LF_MODEL), or 2 (SUBMODEL/HF_MODEL/TRUTH_MODEL)].

• virtual String local_eval_synchronization ()
  return derived model synchronization setting

• virtual int local_eval_concurrency ()
  return derived model asynchronous evaluation concurrency

• virtual void reset_communicators ()
reset communicator partition data for a model

- virtual void serve ()
  
  Service job requests received from the master. Completes when a termination message is received from stop_servers().

- virtual void stop_servers ()
  
  Executed by the master to terminate all server operations for a particular model when iteration on the model is complete.

- virtual bool derived_master_overload () const
  
  Return a flag indicating the combination of multiprocessor evaluations and a dedicated master iterator scheduling. Used in synchronous compute_response functions to prevent the error of trying to run a multiprocessor job on the master.

- virtual int evaluation_id () const
  
  Return the current function evaluation id for the Model.

- virtual void set_evaluation_reference ()
  
  Set the reference points for the evaluation counters within the Model.

- virtual void print_evaluation_summary (ostream &s, bool minimal_header=false, bool relative_count=true) const
  
  Print an evaluation summary for the Model.

- ModelList & subordinate_models (bool recurse_flag=true)
  
  return the sub-models in nested and surrogate models

- void compute_response ()
  
  Compute the Response at currentVariables (default ActiveSet).

- void compute_response (const ActiveSet &set)
  
  Compute the Response at currentVariables (specified ActiveSet).

- void asynch_compute_response ()
  
  Spawn an asynchronous job (or jobs) that computes the value of the Response at currentVariables (default ActiveSet).

- void asynch_compute_response (const ActiveSet &set)
  
  Spawn an asynchronous job (or jobs) that computes the value of the Response at currentVariables (specified ActiveSet).

- const ResponseArray & synchronize ()
  
  Execute a blocking scheduling algorithm to collect the complete set of results from a group of asynchronous evaluations.

- const IntResponseMap & synchronize_nowait ()
Execute a nonblocking scheduling algorithm to collect all available results from a group of asynchronous evaluations.

- void `init_communicators` (const int &max_iterator_concurrency)
  
  allocate communicator partitions for a model and store configuration in `modelPCIterMap`

- void `init_serial`()
  
  for cases where `init_communicators()` will not be called, modify some default settings to behave properly in serial.

- void `set_communicators` (const int &max_iterator_concurrency)
  
  set active parallel configuration for the model (set `modelPCIter` from `modelPCIterMap`)

- void `free_communicators` (const int &max_iterator_concurrency)
  
  deallocate communicator partitions for a model

- void `estimate_message_lengths`()
  
  estimate `messageLengths` for a model

- void `assign_rep` (Model *model_rep, bool ref_count_incr=true)
  
  replaces existing letter with a new one

- size_t `num_functions`() const
  
  return number of functions in `currentResponse`

- size_t `tv`() const
  
  return total number of vars

- size_t `cv`() const
  
  return number of active continuous variables

- size_t `dv`() const
  
  return number of active discrete variables

- void `active_variables` (const Variables &vars)
  
  set the active variables in `currentVariables`

- const RealVector & `continuous_variables`() const
  
  return the active continuous variables from `currentVariables`

- void `continuous_variables` (const RealVector &c_vars)
  
  set the active continuous variables in `currentVariables`

- const IntVector & `discrete_variables`() const
  
  return the active discrete variables from `currentVariables`

- void `discrete_variables` (const IntVector &d_vars)
set the active discrete variables in currentVariables

- size_t icv () const
  return number of inactive continuous variables

- size_t idv () const
  return number of inactive discrete variables

- const RealVector & inactive_continuous_variables () const
  return the inactive continuous variables in currentVariables

- void inactive_continuous_variables (const RealVector &i_c_vars)
  set the inactive continuous variables in currentVariables

- const IntVector & inactive_discrete_variables () const
  return the inactive discrete variables in currentVariables

- void inactive_discrete_variables (const IntVector &i_d_vars)
  set the inactive discrete variables in currentVariables

- const RealVector & normal_means () const
  return the normal uncertain variable means

- void normal_means (const RealVector &n_means)
  set the normal uncertain variable means

- const RealVector & normal_std_deviations () const
  return the normal uncertain variable standard deviations

- void normal_std_deviations (const RealVector &n_std_devs)
  set the normal uncertain variable standard deviations

- const RealVector & normal_lower_bounds () const
  return the normal uncertain variable lower bounds

- void normal_lower_bounds (const RealVector &n_lower_bnds)
  set the normal uncertain variable lower bounds

- const RealVector & normal_upper_bounds () const
  return the normal uncertain variable upper bounds

- void normal_upper_bounds (const RealVector &n_upper_bnds)
  set the normal uncertain variable upper bounds

- const RealVector & lognormal_means () const
  return the lognormal uncertain variable means
• void lognormal_means (const RealVector &ln_means)
  set the lognormal uncertain variable means

• const RealVector & lognormal_std_deviations () const
  return the lognormal uncertain variable standard deviations

• void lognormal_std_deviations (const RealVector &ln_std_devs)
  set the lognormal uncertain variable standard deviations

• const RealVector & lognormal_error_factors () const
  return the lognormal uncertain variable error factors

• void lognormal_error_factors (const RealVector &ln_err_facts)
  set the lognormal uncertain variable error factors

• const RealVector & lognormal_lower_bounds () const
  return the lognormal uncertain variable lower bounds

• void lognormal_lower_bounds (const RealVector &ln_lower_bnds)
  set the lognormal uncertain variable lower bounds

• const RealVector & lognormal_upper_bounds () const
  return the lognormal uncertain variable upper bounds

• void lognormal_upper_bounds (const RealVector &ln_upper_bnds)
  set the lognormal uncertain variable upper bounds

• const RealVector & uniform_lower_bounds () const
  return the uniform uncertain variable lower bounds

• void uniform_lower_bounds (const RealVector &u_lower_bnds)
  set the uniform uncertain variable lower bounds

• const RealVector & uniform_upper_bounds () const
  return the uniform uncertain variable upper bounds

• void uniform_upper_bounds (const RealVector &u_upper_bnds)
  set the uniform uncertain variable upper bounds

• const RealVector & loguniform_lower_bounds () const
  return the loguniform uncertain variable lower bounds

• void loguniform_lower_bounds (const RealVector &lu_lower_bnds)
  set the loguniform uncertain variable lower bounds
• const RealVector & loguniform_upper_bounds () const  
  return the loguniform uncertain variable upper bounds

• void loguniform_upper_bounds (const RealVector &lu_upper_bnds)  
  set the loguniform uncertain variable upper bounds

• const RealVector & triangular_modes () const  
  return the triangular uncertain variable modes

• void triangular_modes (const RealVector &t_modes)  
  set the triangular uncertain variable modes

• const RealVector & triangular_lower_bounds () const  
  return the triangular uncertain variable lower bounds

• void triangular_lower_bounds (const RealVector &t_lower_bnds)  
  set the triangular uncertain variable lower bounds

• const RealVector & triangular_upper_bounds () const  
  return the triangular uncertain variable upper bounds

• void triangular_upper_bounds (const RealVector &t_upper_bnds)  
  set the triangular uncertain variable upper bounds

• const RealVector & beta_alphas () const  
  return the beta uncertain variable alphas

• void beta_alphas (const RealVector &b_alphas)  
  set the beta uncertain variable alphas

• const RealVector & beta_betas () const  
  return the beta uncertain variable betas

• void beta_betas (const RealVector &b_betas)  
  set the beta uncertain variable betas

• const RealVector & beta_lower_bounds () const  
  return the beta uncertain variable lower bounds

• void beta_lower_bounds (const RealVector &b_lower_bnds)  
  set the beta uncertain variable lower bounds

• const RealVector & beta_upper_bounds () const  
  return the beta uncertain variable upper bounds

• void beta_upper_bounds (const RealVector &b_upper_bnds)
set the beta uncertain variable upper bounds

- const RealVector & gamma_alphas () const
  return the gamma uncertain variable alpha parameters

- void gamma_alphas (const RealVector &ga_alphas)
  set the gamma uncertain variable alpha parameters

- const RealVector & gamma_betas () const
  return the gamma uncertain variable beta parameters

- void gamma_betas (const RealVector &ga_betas)
  set the gamma uncertain variable beta parameters

- const RealVector & gumbel_alphas () const
  return the gumbel uncertain variable alphas

- void gumbel_alphas (const RealVector &gu_alphas)
  set the gumbel uncertain variable alphas

- const RealVector & gumbel_betas () const
  return the gumbel uncertain variable betas

- void gumbel_betas (const RealVector &gu_betas)
  set the gumbel uncertain variable betas

- const RealVector & frechet_alphas () const
  return the frechet uncertain variable alpha parameters

- void frechet_alphas (const RealVector &f_alphas)
  set the frechet uncertain variable alpha parameters

- const RealVector & frechet_betas () const
  return the frechet uncertain variable beta parameters

- void frechet_betas (const RealVector &f_betas)
  set the frechet uncertain variable beta parameters

- const RealVector & weibull_alphas () const
  return the weibull uncertain variable alpha parameters

- void weibull_alphas (const RealVector &w_alphas)
  set the weibull uncertain variable alpha parameters

- const RealVector & weibull_betas () const
  return the weibull uncertain variable beta parameters
- void weibull_betas (const RealVector &w_betas)
  set the weibull uncertain variable beta parameters

- const RealVectorArray & histogram_bin_pairs () const
  return the histogram uncertain bin pairs

- void histogram_bin_pairs (const RealVectorArray &h_bin_pairs)
  set the histogram uncertain bin pairs

- const RealVectorArray & histogram_point_pairs () const
  return the histogram uncertain point pairs

- void histogram_point_pairs (const RealVectorArray &h_pt_pairs)
  set the histogram uncertain point pairs

- const IntVector & interval_num_intervals () const
  return the interval number of intervals per variable

- void interval_num_intervals (const IntVector &int_num_intvls)
  set the interval number of intervals per variable

- const RealVector & interval_probs () const
  return the interval probability values

- void interval_probs (const RealVector &int_probs)
  set the interval probability values

- const RealVector & interval_bounds () const
  return the interval bounds

- void interval_bounds (const RealVector &int_bounds)
  set the interval probability values

- const StringArray & continuous_variable_types () const
  return the active continuous variable types from currentVariables

- const StringArray & discrete_variable_types () const
  return the active discrete variable types from currentVariables

- const StringArray & continuous_variable_labels () const
  return the active continuous variable labels from currentVariables

- void continuous_variable_labels (const StringArray &c_v_labels)
  set the active continuous variable labels in currentVariables
**const StringArray & discrete_variable_labels () const**
return the active discrete variable labels from currentVariables

**void discrete_variable_labels (const StringArray &d_v_labels)**
set the active discrete variable labels in currentVariables

**const StringArray & inactive_continuous_variable_labels () const**
return the inactive continuous variable labels in currentVariables

**void inactive_continuous_variable_labels (const StringArray &i_c_v_labels)**
set the inactive continuous variable labels in currentVariables

**const StringArray & inactive_discrete_variable_labels () const**
return the inactive discrete variable labels in currentVariables

**void inactive_discrete_variable_labels (const StringArray &i_d_v_labels)**
set the inactive discrete variable labels in currentVariables

**const RealVector & continuous_lower_bounds () const**
return the active continuous variable lower bounds from userDefinedConstraints

**void continuous_lower_bounds (const RealVector &c_l_bnds)**
set the active continuous variable lower bounds in userDefinedConstraints

**const RealVector & continuous_upper_bounds () const**
return the active continuous variable upper bounds from userDefinedConstraints

**void continuous_upper_bounds (const RealVector &c_u_bnds)**
set the active continuous variable upper bounds in userDefinedConstraints

**const IntVector & discrete_lower_bounds () const**
return the active discrete variable lower bounds from userDefinedConstraints

**void discrete_lower_bounds (const IntVector &d_l_bnds)**
set the active discrete variable lower bounds in userDefinedConstraints

**const IntVector & discrete_upper_bounds () const**
return the active discrete variable upper bounds from userDefinedConstraints

**void discrete_upper_bounds (const IntVector &d_u_bnds)**
set the active discrete variable upper bounds in userDefinedConstraints

**const RealVector & inactive_continuous_lower_bounds () const**
return the inactive continuous lower bounds in userDefinedConstraints

**void inactive_continuous_lower_bounds (const RealVector &i_c_l_bnds)**
set the inactive continuous lower bounds in userDefinedConstraints

- const RealVector & inactive_continuous_upper_bounds () const
  return the inactive continuous upper bounds in userDefinedConstraints

- void inactive_continuous_upper_bounds (const RealVector &i_c_u_bnds)
  set the inactive continuous upper bounds in userDefinedConstraints

- const IntVector & inactive_discrete_lower_bounds () const
  return the inactive discrete lower bounds in userDefinedConstraints

- void inactive_discrete_lower_bounds (const IntVector &i_d_l_bnds)
  set the inactive discrete lower bounds in userDefinedConstraints

- const IntVector & inactive_discrete_upper_bounds () const
  return the inactive discrete upper bounds in userDefinedConstraints

- void inactive_discrete_upper_bounds (const IntVector &i_d_u_bnds)
  set the inactive discrete upper bounds in userDefinedConstraints

- size_t num_linear_ineq_constraints () const
  return the number of linear inequality constraints

- size_t num_linear_eq_constraints () const
  return the number of linear equality constraints

- const RealMatrix & linear_ineq_constraint_coeffs () const
  return the linear inequality constraint coefficients

- void linear_ineq_constraint_coeffs (const RealMatrix &lin_ineq_coeffs)
  set the linear inequality constraint coefficients

- const RealVector & linear_ineq_constraint_lower_bounds () const
  return the linear inequality constraint lower bounds

- void linear_ineq_constraint_lower_bounds (const RealVector &lin_ineq_l_bnds)
  set the linear inequality constraint lower bounds

- const RealVector & linear_ineq_constraint_upper_bounds () const
  return the linear inequality constraint upper bounds

- void linear_ineq_constraint_upper_bounds (const RealVector &lin_ineq_u_bnds)
  set the linear inequality constraint upper bounds

- const RealMatrix & linear_eq_constraint_coeffs () const
  return the linear equality constraint coefficients
void \texttt{linear\_eq\_constraint\_coeffs} (const \texttt{RealMatrix} &lin\_eq\_coeffs)  
  \textit{set the linear equality constraint coefficients}

const \texttt{RealVector} & \texttt{linear\_eq\_constraint\_targets} () const  
  \textit{return the linear equality constraint targets}

void \texttt{linear\_eq\_constraint\_targets} (const \texttt{RealVector} &lin\_eq\_targets)  
  \textit{set the linear equality constraint targets}

size\_t \texttt{num\_nonlinear\_ineq\_constraints} () const  
  \textit{return the number of nonlinear inequality constraints}

size\_t \texttt{num\_nonlinear\_eq\_constraints} () const  
  \textit{return the number of nonlinear equality constraints}

const \texttt{RealVector} & \texttt{nonlinear\_ineq\_constraint\_lower\_bounds} () const  
  \textit{return the nonlinear inequality constraint lower bounds}

void \texttt{nonlinear\_ineq\_constraint\_lower\_bounds} (const \texttt{RealVector} &nln\_ineq\_l\_bnds)  
  \textit{set the nonlinear inequality constraint lower bounds}

const \texttt{RealVector} & \texttt{nonlinear\_ineq\_constraint\_upper\_bounds} () const  
  \textit{return the nonlinear inequality constraint upper bounds}

void \texttt{nonlinear\_ineq\_constraint\_upper\_bounds} (const \texttt{RealVector} &nln\_ineq\_u\_bnds)  
  \textit{set the nonlinear inequality constraint upper bounds}

const \texttt{RealVector} & \texttt{nonlinear\_eq\_constraint\_targets} () const  
  \textit{return the nonlinear equality constraint targets}

void \texttt{nonlinear\_eq\_constraint\_targets} (const \texttt{RealVector} &nln\_eq\_targets)  
  \textit{set the nonlinear equality constraint targets}

const \texttt{IntList} & \texttt{merged\_integer\_list} () const  
  \textit{return the list of discrete variables merged into a continuous array in currentVariables}

const \texttt{IntArray} & \texttt{message\_lengths} () const  
  \textit{return the array of MPI packed message buffer lengths (messageLengths)}

const \texttt{Variables} & \texttt{current\_variables} () const  
  \textit{return the current variables (currentVariables)}

const \texttt{Response} & \texttt{current\_response} () const  
  \textit{return the current response (currentResponse)}
- const ProblemDescDB & prob_desc_db () const
  return the problem description database (probDescDB)

- const String & model_type () const
  return the model type (modelType)

- const String & model_id () const
  return the model identifier (idModel)

- const String & interface_id ()
  return the interface identifier (interface().interface_id())

- bool asynch_flag () const
  return the asynchronous evaluation flag (asynchEvalFlag)

- void asynch_flag (const bool ag)
  set the asynchronous evaluation flag (asynchEvalFlag)

- void auto_graphics (const bool ag)
  set modelAutoGraphicsFlag to activate posting of graphics data within compute_response/synchronize functions (automatic graphics posting in the model as opposed to graphics posting at the strategy level).

- const String & gradient_method () const
  return the gradient evaluation method (gradType)

- const String & hessian_method () const
  return the Hessian evaluation method (hessType)

- const int & evaluation_capacity () const
  return the evaluation capacity for use in iterator logic

- int derivative_concurrency () const
  return the gradient concurrency for use in parallel configuration logic

- void parallel_configuration_iterator (const ParConfigLIter &pc_iter)
  set modelPCIter

- const ParConfigLIter & parallel_configuration_iterator () const
  return modelPCIter

- bool is_null () const
  function to check modelRep (does this envelope contain a letter)
Protected Member Functions

- **Model** (*BaseConstructor, ProblemDescDB &problem_db*)
  
  constructor initializes the base class part of letter classes (*BaseConstructor* overloading avoids infinite recursion in the derived class constructors - Coplien, p. 139)

- virtual void **derived_compute_response** (const *ActiveSet* &set)
  
  portion of *compute_response()* specific to derived model classes

- virtual void **derived_asynch_compute_response** (const *ActiveSet* &set)
  
  portion of *asynch_compute_response()* specific to derived model classes

- virtual const *ResponseArray* & **derived_synchronize** ()
  
  portion of *synchronize()* specific to derived model classes

- virtual const *IntResponseMap* & **derived_synchronize_nowait** ()
  
  portion of *synchronize_nowait()* specific to derived model classes

- virtual void **derived_init_communicators** (const int &max_iterator_concurrency)
  
  portion of *init_communicators()* specific to derived model classes

- virtual void **derived_init_serial** ()
  
  portion of *init_serial()* specific to derived model classes

- virtual void **derived_set_communicators** (const int &max_iterator_concurrency)
  
  portion of *set_communicators()* specific to derived model classes

- virtual void **derived_free_communicators** (const int &max_iterator_concurrency)
  
  portion of *free_communicators()* specific to derived model classes

Protected Attributes

- **Variables currentVariables**
  
  the set of current variables used by the model for performing function evaluations

- **size_t numDerivVars**
  
  the number of active continuous variables used in computing most response derivatives (i.e., in places such as quasi-Hessians and response corrections where only the active continuous variables are supported)

- **Response currentResponse**
  
  the set of current responses that holds the results of model function evaluations

- **size_t numFns**
  
  the number of functions in currentResponse
• **Constraints userDefinedConstraints**
  Explicit constraints on variables are maintained in the *Constraints* class hierarchy. Currently, this includes linear constraints and bounds, but could be extended in the future to include other explicit constraints which (1) have their form specified by the user, and (2) are not catalogued in *Response* since their form and coefficients are published to an iterator at startup.

• **IntArray messageLengths**
  length of packed MPI buffers containing vars, vars/set, response, and PRPair

• **const ProblemDescDB & probDescDB**
  class member reference to the problem description database. This reference is a const copy of the incoming problem_db non-const reference and is only used in *Model::prob_desc_db()* (it is not inherited).

• **ParallelLibrary & parallelLib**
  class member reference to the parallel library

• **ParConfigLIter modelPCIter**
  the *ParallelConfiguration* node used by this model instance

• **int componentParallelMode**
  the component parallelism mode: 0 (none), 1 (INTERFACE/LF_MODEL), or 2 (SUB_MODEL/HF_-MODEL/TRUTH_MODEL)

### Private Member Functions

• **Model * get_model (ProblemDescDB &problem_db)**
  Used by the envelope to instantiate the correct letter class.

• **int estimate_derivatives (const IntArray &map_asv, const IntArray &fd_grad_asv, const IntArray &fd_-hess_asv, const IntArray &quasi_hess_asv, const ActiveSet &original_set, const bool asynch_flag)**
  evaluate numerical gradients using finite differences. This routine is selected with “method_source dakota” (the default method_source) in the numerical gradient specification.

• **void synchronize_derivatives (const Variables &vars, const ResponseArray &fd_responses, Response &new_response, const IntArray &fd_grad_asv, const IntArray &fd_hess_asv, const IntArray &quasi_hess_asv, const ActiveSet &original_set)**
  combine results from an array of finite difference response objects (fd_grad_responses) into a single response (new_response)

• **void update_response (const Variables &vars, Response &new_response, const IntArray &fd_grad_asv, const IntArray &fd_hess_asv, const IntArray &quasi_hess_asv, const ActiveSet &original_set, Response &initial_map_response, const RealMatrix &new_fn_grads, const RealMatrixArray &new_fn_hessians)**
  overlay results to update a response object

• **void update_quasi_hessians (const Variables &vars, Response &new_response, const ActiveSet &original_set)**
perform quasi-Newton Hessian updates

- bool manage_asv (const IntArray &asv_in, IntArray &map_asv_out, IntArray &fd_grad_asv_out, IntArray &fd_hess_asv_out, IntArray &quasi_hess_asv_out)

  Coordinates usage of estimate_derivatives() calls based on asv_in.

Private Attributes

- Model * modelRep
  pointer to the letter (initialized only for the envelope)

- int referenceCount
  number of objects sharing modelRep

- String modelType
  type of model: single, nested, or surrogate

- bool hierarchicalModel
  flag for identifying a HierarchSurrModel

- String idModel
  model identifier string from the input file

- bool estDerivsFlag
  flags presence of estimated derivatives within a set of calls to asynch_compute_response()

- bool asynchEvalFlag
  flags asynch evaluations (local or distributed)

- int evaluationCapacity
  capacity for concurrent evaluations supported by the Model

- std::map<int, ParConfigIter> modelPCIterMap
  map<> used for tracking modelPCIter instances using concurrency level as the lookup key

- bool modelAutoGraphicsFlag
  flag for posting of graphics data within compute_response (automatic graphics posting in the model as opposed to graphics posting at the strategy level)

- bool silentFlag
  flag for really quiet (silent) model output

- bool quietFlag
  flag for quiet model output
- **ModelList modelList**
  used to collect sub-models for `subordinate_models()`

- **VariablesList varsList**
  history of vars populated in `asynch_compute_response()` and used in `synchronize()`.

- **List< IntArray > asvList**
  if `estimate_derivatives()` is used, transfers ASVs from `asynch_compute_response()` to `synchronize()`

- **List< ActiveSet > setList**
  if `estimate_derivatives()` is used, transfers ActiveSets from `asynch_compute_response()` to `synchronize()`

- **BoolList initialMapList**
  transfers initial_map flag values from `estimate_derivatives()` to `synchronize_derivatives()`

- **BoolList dbCaptureList**
  transfers db_capture flag values from `estimate_derivatives()` to `synchronize_derivatives()`

- **ResponseList dbResponseList**
  transfers database captures from `estimate_derivatives()` to `synchronize_derivatives()`

- **RealList deltaList**
  transfers deltas from `estimate_derivatives()` to `synchronize_derivatives()`

- **IntList numMapsList**
  tracks the number of maps used in `estimate_derivatives()`. Used in `synchronize()` as a key for combining finite difference responses into numerical gradients.

- **RealMatrix xPrev**
  previous parameter vectors used in computing s for quasi-Newton updates

- **RealMatrix fnGradsPrev**
  previous gradient vectors used in computing y for quasi-Newton updates

- **RealMatrixArray quasiHessians**
  quasi-Newton Hessian approximations

- **SizetArray numQuasiUpdates**
  number of quasi-Newton Hessian updates applied

- **ResponseArray responseArray**
  used to return an array of responses for asynchronous evaluations. This array has the responses in final concatenated form. The similar array in `Interface` contains the raw responses.

- **IntResponseMap graphicsRespMap**
  used to cache the data returned from `derived_synchronize_nowait()` prior to sequential input into the graphics
- **String gradType**
  
  grad type: none, numerical, analytic, mixed

- **String methodSrc**
  
  method source: dakota, vendor

- **String intervalType**
  
  interval type: forward, central

- **RealVector fdGradSS**
  
  relative step sizes for numerical gradients

- **IntList gradIdAnalytic**
  
  analytic id’s for mixed gradients

- **IntList gradIdNumerical**
  
  numerical id’s for mixed gradients

- **String hessType**
  
  Hess type: none, numerical, quasi, analytic, mixed.

- **String quasiHessType**
  
  quasi-Hessian type: bfgs, damped_bfgs, sr1

- **RealVector fdHessByGradSS**
  
  relative step sizes for numerical Hessians estimated with 1st-order grad differences

- **RealVector fdHessByFnSS**
  
  relative step sizes for numerical Hessians estimated with 2nd-order fn differences

- **IntList hessIdAnalytic**
  
  analytic id’s for mixed Hessians

- **IntList hessIdNumerical**
  
  numerical id’s for mixed Hessians

- **IntList hessIdQuasi**
  
  quasi id’s for mixed Hessians

- **RealVector normalMeans**
  
  normal uncertain variable means

- **RealVector normalStdDevs**
  
  normal uncertain variable standard deviations
- `RealVector normalLowerBnds`
  normal uncertain variable lower bounds

- `RealVector normalUpperBnds`
  normal uncertain variable upper bounds

- `RealVector lognormalMeans`
  lognormal uncertain variable means

- `RealVector lognormalStdDevs`
  lognormal uncertain variable standard deviations

- `RealVector lognormalErrFacts`
  lognormal uncertain variable error factors

- `RealVector lognormalLowerBnds`
  lognormal uncertain variable lower bounds

- `RealVector lognormalUpperBnds`
  lognormal uncertain variable upper bounds

- `RealVector uniformLowerBnds`
  uniform uncertain variable lower bounds

- `RealVector uniformUpperBnds`
  uniform uncertain variable upper bounds

- `RealVector loguniformLowerBnds`
  loguniform uncertain variable lower bounds

- `RealVector loguniformUpperBnds`
  loguniform uncertain variable upper bounds

- `RealVector triangularModes`
  triangular uncertain variable modes

- `RealVector triangularLowerBnds`
  triangular uncertain variable lower bounds

- `RealVector triangularUpperBnds`
  triangular uncertain variable upper bounds

- `RealVector betaAlphas`
  beta uncertain variable alphas

- `RealVector betaBetas`
beta uncertain variable betas

- **RealVector betaLowerBnds**
  beta uncertain variable lower bounds

- **RealVector betaUpperBnds**
  beta uncertain variable upper bounds

- **RealVector gammaAlphas**
  gamma uncertain variable alphas

- **RealVector gammaBetas**
  gamma uncertain variable betas

- **RealVector gumbelAlphas**
  gumbel uncertain variable alphas

- **RealVector gumbelBetas**
  gumbel uncertain variable betas

- **RealVector frechetAlphas**
  frechet uncertain variable alphas

- **RealVector frechetBetas**
  frechet uncertain variable betas

- **RealVector weibullAlphas**
  weibull uncertain variable alphas

- **RealVector weibullBetas**
  weibull uncertain variable betas

- **RealVectorArray histogramBinPairs**
  histogram uncertain (x,y) bin pairs (continuous linear histogram)

- **RealVectorArray histogramPointPairs**
  histogram uncertain (x,y) point pairs (discrete histogram)

- **IntVector intervalNumIntervals**
  interval uncertain variable number of intervals per variable

- **RealVector intervalProbValues**
  interval uncertain variable probability values

- **RealVector intervalBounds**
  interval uncertain variable interval bounds
10.60 Model Class Reference

10.60.1 Detailed Description

Base class for the model class hierarchy.

The Model class is the base class for one of the primary class hierarchies in DAKOTA. The model hierarchy contains a set of variables, an interface, and a set of responses, and an iterator operates on the model to map the variables into responses using the interface. For memory efficiency and enhanced polymorphism, the model hierarchy employs the "letter/envelope idiom" (see Coplien "Advanced C++", p. 133), for which the base class (Model) serves as the envelope and one of the derived classes (selected in Model::get_model()) serves as the letter.

10.60.2 Constructor & Destructor Documentation

10.60.2.1 Model ()

default constructor

The default constructor is used in vector<Model> instantiations and for initialization of Model objects contained in Iterator and derived Strategy classes. modelRep is NULL in this case (a populated problem_db is needed to build a meaningful Model object). This makes it necessary to check for NULL in the copy constructor, assignment operator, and destructor.

10.60.2.2 Model (ProblemDescDB & problem_db)

standard constructor for envelope

Used in model instantiations within strategy constructors. Envelope constructor only needs to extract enough data to properly execute get_model, since Model(BaseConstructor, problem_db) builds the actual base class data for the derived models.

10.60.2.3 Model (const Model & model)

copy constructor

Copy constructor manages sharing of modelRep and incrementing of referenceCount.

10.60.2.4 ~Model () [virtual]

destructor

Destructor decrements referenceCount and only deletes modelRep when referenceCount reaches zero.

10.60.2.5 Model (BaseConstructor, ProblemDescDB & problem_db) [protected]

constructor initializes the base class part of letter classes (BaseConstructor overloading avoids infinite recursion in the derived class constructors - Coplien, p. 139)
This constructor builds the base class data for all inherited models. `get_model()` instantiates a derived class and the derived class selects this base class constructor in its initialization list (to avoid the recursion of the base class constructor calling `get_model()` again). Since the letter IS the representation, its representation pointer is set to NULL (an uninitialized pointer causes problems in `~Model`).

### 10.60.3 Member Function Documentation

#### 10.60.3.1 Model `operator= (const Model & model)`

assignment operator


#### 10.60.3.2 Iterator & `subordinate_iterator ()` [virtual]

return the sub-iterator in nested and surrogate models

return by reference requires use of dummy objects, but is important to allow use of `assign_rep()` since this operation must be performed on the original envelope object.

Reimplemented in `DataFitSurrModel`, and `NestedModel`.

#### 10.60.3.3 Model & `surrogate_model ()` [virtual]

return the approximation sub-model in surrogate models

return by reference requires use of dummy objects, but is important to allow use of `assign_rep()` since this operation must be performed on the original envelope object.

Reimplemented in `DataFitSurrModel`, and `HierarchSurrModel`.

#### 10.60.3.4 Model & `truth_model ()` [virtual]

return the truth sub-model in surrogate models

return by reference requires use of dummy objects, but is important to allow use of `assign_rep()` since this operation must be performed on the original envelope object.

Reimplemented in `DataFitSurrModel`, and `HierarchSurrModel`.

#### 10.60.3.5 Interface & `interface ()` [virtual]

return the interface employed by the derived model class, if present: `SingleModel::userDefinedInterface`, `DataFitSurrModel::approxInterface`, or `NestedModel::optionalInterface`
return by reference requires use of dummy objects, but is important to allow use of assign_rep() since this operation must be performed on the original envelope object.

Reimplemented in DataFitSurrModel, NestedModel, and SingleModel.

**10.60.3.6 String local_eval_synchronization () [virtual]**

return derived model synchronization setting

SingleModels and HierarchSurrModels redefine this virtual function. A default value of "synchronous" prevents asynch local operations for:

- NestedModels: a subIterator can support message passing parallelism, but not asynch local.
- DataFitSurrModels: while asynch evals on approximations will work due to some added bookkeeping, avoiding them is preferable.

Reimplemented in SingleModel.

**10.60.3.7 int local_eval_concurrency () [virtual]**

return derived model asynchronous evaluation concurrency

SingleModels and HierarchSurrModels redefine this virtual function.

Reimplemented in SingleModel.

**10.60.3.8 ModelList & subordinate_models (bool recurse_flag = true)**

return the sub-models in nested and surrogate models

since modelList is built with list insertions (using envelope copies), these models may not be used for model.assign_rep() since this operation must be performed on the original envelope object. They may, however, be used for letter-based operations (including assign_rep() on letter contents such as an interface).

**10.60.3.9 void init_communicators (const int & max_iterator_concurrency)**

allocate communicator partitions for a model and store configuration in modelPCTIterMap

The init_communicators() and derived_init_communicators() functions are stuctured to avoid performing the messageLengths estimation more than once. init_communicators() (not virtual) performs the estimation and then forwards the results to derived_init_communicators (virtual) which uses the data in different contexts.

**10.60.3.10 void init_serial ()**

for cases where init_communicators() will not be called, modify some default settings to behave properly in serial.

The init_serial() and derived_init_serial() functions are stuctured to separate base class (common) operations from derived class (specialized) operations.
void estimate_message_lengths ()

estimate messageLengths for a model

This functionality has been pulled out of init_communicators() and defined separately so that it may be used in those cases when messageLengths is needed but model.init_communicators() is not called, e.g., for the master processor in the self-scheduling of a concurrent iterator strategy.

void assign_rep (Model * model_rep, bool ref_count_incr = true)

replaces existing letter with a new one

Similar to the assignment operator, the assign_rep() function decrements referenceCount for the old modelRep and assigns the new modelRep. It is different in that it is used for publishing derived class letters to existing envelopes, as opposed to sharing representations among multiple envelopes (in particular, assign_rep is passed a letter object and operator= is passed an envelope object). Letter assignment supports two models as governed by ref_count_incr:

- ref_count_incr = true (default): the incoming letter belongs to another envelope. In this case, increment the reference count in the normal manner so that deallocation of the letter is handled properly.

- ref_count_incr = false: the incoming letter is instantiated on the fly and has no envelope. This case is modeled after get_model(): a letter is dynamically allocated using new and passed into assign_rep, the letter’s reference count is not incremented, and the letter is not remotely deleted (its memory management is passed over to the envelope).

int derivative_concurrency () const

return the gradient concurrency for use in parallel configuration logic

This function assumes derivatives with respect to the active continuous variables. Therefore, concurrency with respect to the inactive continuous variables is not captured.

Model * get_model (ProblemDescDB & problem_db) [private]

Used by the envelope to instantiate the correct letter class.

Used only by the envelope constructor to initialize modelRep to the appropriate derived type, as given by the modelType attribute.

int estimate_derivatives (const IntArray & map_asv, const IntArray & fd_grad_asv, const IntArray & fd_hess_asv, const IntArray & quasi_hess_asv, const ActiveSet & original_set, const bool asynch_flag) [private]

evaluate numerical gradients using finite differences. This routine is selected with "method_source dakota" (the default method_source) in the numerical gradient specification.
Estimate derivatives by computing finite difference gradients, finite difference Hessians, and/or quasi-Newton Hessians. The total number of finite difference evaluations is returned for use by `synchronize()` to track response arrays, and it could be used to improve management of `max_function_evaluations` within the iterators.

### 10.60.3.16 void synchronize_derivatives(const Variables & vars, const ResponseArray & fd_responses, Response & new_response, const IntArray & fd_grad_asv, const IntArray & fd_hess_asv, const IntArray & quasi_hess_asv, const ActiveSet & original_set) [private]

Combine results from an array of finite difference response objects (fd_grad_responses) into a single response (new_response)

Merge an array of fd_responses into a single new_response. This function is used both by synchronous `compute_response()` for the case of asynchronous `estimate_derivatives()` and by `synchronize()` for the case where one or more `asynch_compute_response()` calls has employed asynchronous `estimate_derivatives()`.

### 10.60.3.17 void update_response(const Variables & vars, Response & new_response, const IntArray & fd_grad_asv, const IntArray & fd_hess_asv, const IntArray & quasi_hess_asv, const ActiveSet & original_set, Response & initial_map_response, const RealMatrix & new_fn_grads, const RealMatrixArray & new_fn_hessians) [private]

Overlay results to update a response object

Overlay the initial_map_response with numerically estimated new_fn_grads and new_fn_hessians to populate new_response as governed by asv vectors. Quasi-Newton secant Hessian updates are also performed here, since this is where the gradient data needed for the updates is first consolidated. Convenience function used by `estimate_derivatives()` for the synchronous case and by `synchronize_derivatives()` for the asynchronous case.

### 10.60.3.18 void update_quasi_hessians(const Variables & vars, Response & new_response, const ActiveSet & original_set) [private]

Perform quasi-Newton Hessian updates

Quasi-Newton updates are performed for approximating response function Hessians using BFGS or SR1 formulations. These Hessians are supported only for the active continuous variables, and a check is performed on the DVV prior to invoking the function.

### 10.60.3.19 bool manage_asv(const IntArray & asv_in, IntArray & map_asv_out, IntArray & fd_grad_asv_out, IntArray & fd_hess_asv_out, IntArray & quasi_hess_asv_out) [private]

Coordinates usage of `estimate_derivatives()` calls based on asv_in.

Splits asv_in total request into map_asv_out, fd_grad_asv_out, fd_hess_asv_out, and quasi_hess_asv_out as governed by the responses specification. If the returned use_est_deriv is true, then these asv outputs are used by `estimate_derivatives()` for the initial map, finite difference gradient evals, finite difference Hessian evals, and quasi-Hessian updates, respectively. If the returned use_est_deriv is false, then only map_asv_out is used.

The documentation for this class was generated from the following files:

- DakotaModel.H
- DakotaModel.C


10.61 MPIPackBuffer Class Reference

Class for packing MPI message buffers.

Public Member Functions

- **MPIPackBuffer** (int size_=1024)
  Constructor, which allows the default buffer size to be set.

- **MPIPackBuffer** ()
  Destructor.

- const char * **buf** ()
  Returns a pointer to the internal buffer that has been packed.

- int **size** ()
  The number of bytes of packed data.

- int **capacity** ()
  The allocated size of Buffer.

- void **reset** ()
  Resets the buffer index in order to reuse the internal buffer.

- void **pack** (const int *data, const int num=1)
  Pack one or more int's.

- void **pack** (const u_int *data, const int num=1)
  Pack one or more unsigned int's.

- void **pack** (const long *data, const int num=1)
  Pack one or more long's.

- void **pack** (const u_long *data, const int num=1)
  Pack one or more unsigned long's.

- void **pack** (const short *data, const int num=1)
  Pack one or more short's.

- void **pack** (const u_short *data, const int num=1)
  Pack one or more unsigned short's.
• void pack (const char *data, const int num=1)  
  Pack one or more char’s.
• void pack (const u_char *data, const int num=1)  
  Pack one or more unsigned char’s.
• void pack (const double *data, const int num=1)  
  Pack one or more double’s.
• void pack (const float *data, const int num=1)  
  Pack one or more float’s.
• void pack (const bool *data, const int num=1)  
  Pack one or more bool’s.
• void pack (const int &data)  
  Pack a int.
• void pack (const u_int &data)  
  Pack a unsigned int.
• void pack (const long &data)  
  Pack a long.
• void pack (const u_long &data)  
  Pack a unsigned long.
• void pack (const short &data)  
  Pack a short.
• void pack (const u_short &data)  
  Pack a unsigned short.
• void pack (const char &data)  
  Pack a char.
• void pack (const u_char &data)  
  Pack a unsigned char.
• void pack (const double &data)  
  Pack a double.
• void pack (const float &data)  
  Pack a float.
• void pack (const bool &data)  
  Pack a bool.
Protected Member Functions

- void resize (const int newsize)
  
  Resizes the internal buffer.

Protected Attributes

- char * Buffer
  
  The internal buffer for packing.

- int Index
  
  The index into the current buffer.

- int Size
  
  The total size that has been allocated for the buffer.

10.61.1 Detailed Description

Class for packing MPI message buffers.

A class that provides a facility for packing message buffers using the MPI_Pack facility. The MPIPackBuffer class dynamically resizes the internal buffer to contain enough memory to pack the entire object. When deleted, the MPIPackBuffer object deletes this internal buffer. This class is based on the Dakota_Version_3_0 version of utilib::PackBuffer from utilib/src/io/PackBuf.[cpp,h]

The documentation for this class was generated from the following files:

- MPIPackBuffer.H
- MPIPackBuffer.C
10.62 MPIUnpackBuffer Class Reference

Class for unpacking MPI message buffers.

Public Member Functions

- void `setup` (char *buf_, int size_, bool flag_=false)
  
  Method that does the setup for the constructors.

- `MPIUnpackBuffer`()  
  
  Default constructor.

- `MPIUnpackBuffer`(int size_)  
  
  Constructor that specifies the size of the buffer.

- `MPIUnpackBuffer`(char *buf_, int size_, bool flag_=false)
  
  Constructor that sets the internal buffer to the given array.

- `~MPIUnpackBuffer`()  
  
  Destructor.

- void `resize`(const int newsize)  
  
  Resizes the internal buffer.

- const char * `buf`()  
  
  Returns a pointer to the internal buffer.

- int `size`()  
  
  Returns the length of the buffer.

- int `curr`()  
  
  Returns the number of bytes that have been unpacked from the buffer.

- void `reset`()  
  
  Resets the index of the internal buffer.

- void `unpack`(int *data, const int num=1)  
  
  Unpack one or more int’s.

- void `unpack`(u_int *data, const int num=1)  
  
  Unpack one or more unsigned int’s.
- **void unpack** (long *data, const int num=1)
  Unpack one or more long's.

- **void unpack** (u_long *data, const int num=1)
  Unpack one or more unsigned long's.

- **void unpack** (short *data, const int num=1)
  Unpack one or more short's.

- **void unpack** (u_short *data, const int num=1)
  Unpack one or more unsigned short's.

- **void unpack** (char *data, const int num=1)
  Unpack one or more char's.

- **void unpack** (u_char *data, const int num=1)
  Unpack one or more unsigned char's.

- **void unpack** (double *data, const int num=1)
  Unpack one or more double's.

- **void unpack** (float *data, const int num=1)
  Unpack one or more float's.

- **void unpack** (bool *data, const int num=1)
  Unpack one or more bool's.

- **void unpack** (int &data)
  Unpack a int.

- **void unpack** (u_int &data)
  Unpack a unsigned int.

- **void unpack** (long &data)
  Unpack a long.

- **void unpack** (u_long &data)
  Unpack a unsigned long.

- **void unpack** (short &data)
  Unpack a short.

- **void unpack** (u_short &data)
  Unpack a unsigned short.

- **void unpack** (char &data)
Unpack a char.

- void unpack (u_char &data)
  Unpack a unsigned char.

- void unpack (double &data)
  Unpack a double.

- void unpack (float &data)
  Unpack a float.

- void unpack (bool &data)
  Unpack a bool.

Protected Attributes

- char *Buffer
  The internal buffer for unpacking.

- int Index
  The index into the current buffer.

- int Size
  The total size that has been allocated for the buffer.

- bool ownFlag
  If TRUE, then this class owns the internal buffer.

10.62.1 Detailed Description

Class for unpacking MPI message buffers.

A class that provides a facility for unpacking message buffers using the MPI_Unpack facility. This class is based on the Dakota_Version_3_0 version of utilib::UnPackBuffer from utilib/src/io/PackBuf.[cpp,h]

The documentation for this class was generated from the following files:

- MPIPackBuffer.H
- MPIPackBuffer.C
10.63 MultilevelOptStrategy Class Reference

Strategy for hybrid optimization using multiple optimizers on multiple models of varying fidelity.

Inheritance diagram for MultilevelOptStrategy::

```
Strategy
  MultilevelOptStrategy
```

**Public Member Functions**

- **MultilevelOptStrategy (ProblemDescDB &problem_db)**
  
  Constructor

- **~MultilevelOptStrategy ()**

  Destructor

- **void run_strategy ()**

  Performs the hybrid optimization strategy by executing multiple iterators on different models of varying fidelity.

- **const Variables & variable_results () const**

  Return the final solution from selectedIterators (variables)

- **const Response & response_results () const**

  Return the final solution from selectedIterators (response)

**Private Member Functions**

- **void run_coupled ()**

  Run a tightly coupled hybrid

- **void run_uncoupled ()**

  Run an uncoupled hybrid

- **void run_uncoupled_adaptive ()**

  Run an uncoupled adaptive hybrid
Private Attributes

- **String multiLevelType**
  
  coupled, uncoupled, or uncoupled_adaptive

- **StringArray methodList**
  
  the list of method identifiers

- **int numIterators**
  
  number of methods in methodList

- **Real localSearchProb**
  
  the probability of running a local search refinement within phases of the global optimization for coupled hybrids

- **Real progressMetric**
  
  the amount of progress made in a single iterator++ cycle within an uncoupled adaptive hybrid

- **Real progressThreshold**
  
  when the progress metric falls below this threshold, the uncoupled adaptive hybrid switches to the next method

- **IteratorArray selectedIterators**
  
  the set of iterators, one for each entry in methodList

- **ModelArray userDefinedModels**
  
  the set of models, one for each iterator

10.63.1 Detailed Description

**Strategy** for hybrid optimization using multiple optimizers on multiple models of varying fidelity.

This strategy has three approaches to hybrid optimization: (1) the uncoupled hybrid runs one method to completion, passes its best results as the starting point for a subsequent method, and continues this succession until all methods have been executed; (2) the uncoupled adaptive hybrid is similar to the uncoupled hybrid, except that the stopping rules for the optimizers are controlled adaptively by the strategy instead of internally by each optimizer; and (3) the coupled hybrid uses multiple methods in close coordination, generally using a local search optimizer repeatedly within a global optimizer (the local search optimizer refines candidate optima which are fed back to the global optimizer). The uncoupled strategies only pass information forward, whereas the coupled strategy allows both feed forward and feedback. Note that while the strategy is targeted at optimizers, any iterator may be used so long as it defines the notion of a final solution which can be passed as the starting point for subsequent iterators.

10.63.2 Member Function Documentation
10.63.2.1 void run_coupled () [private]

run a tightly coupled hybrid

In the coupled case, use is made of external hybridization capabilities, such as those available in the global/local hybrids from SGOPT. This function is responsible only for publishing the local optimizer selection to the global optimizer and then invoking the global optimizer; the logic of method switching is handled entirely within the global optimizer. Status: incomplete.

10.63.2.2 void run_uncoupled () [private]

run an uncoupled hybrid

In the uncoupled nonadaptive case, there is no interference with the iterators. Each runs until its own convergence criteria is satisfied. Status: fully operational.

10.63.2.3 void run_uncoupled_adaptive () [private]

run an uncoupled adaptive hybrid

In the uncoupled adaptive case, there is interference with the iterators through the use of the ++ overloaded operator. iterator++ runs the iterator for one cycle, after which a progress_metric is computed. This progress metric is used to dictate method switching instead of each iterator’s internal convergence criteria. Status: incomplete.

The documentation for this class was generated from the following files:

- MultilevelOptStrategy.H
- MultilevelOptStrategy.C
10.64 NestedModel Class Reference

Derived model class which performs a complete sub-iterator execution within every evaluation of the model.

Inheritance diagram for NestedModel:

```
Model
|-- NestedModel
```

Public Member Functions

- **NestedModel** (ProblemDescDB &problem_db)
  
  *constructor*

- **~NestedModel** ()
  
  *destructor*

Protected Member Functions

- **void** derived_compute_response (const ActiveSet &set)
  
  *portion of compute_response() specific to NestedModel*

- **void** derived_asynch_compute_response (const ActiveSet &set)
  
  *portion of asynch_compute_response() specific to NestedModel*

- **void** derived_subordinate_models (ModelList &ml, bool recurse_flag)
  
  *return subModel*

- **Iterator & subordinate_iterator** ()
  
  *return subIterator*

- **Interface & interface** ()
  
  *return optionalInterface*

- **void** surrogate_bypass (bool bypass_flag)
  
  *NestedModels have nothing to bypass, but must pass request on to the subModel for any lower-level surrogates.*

- **void** component_parallel_mode (int mode)
update component parallel mode for supporting parallelism in optionalInterface and subModel

- **bool derived_master_overload() const**
  flag which prevents overloading the master with a multiprocessor evaluation (forwarded to optionalInterface)

- **void derived_init_communicators(const int &max_iterator_concurrency)**
  set up optionalInterface and subModel for parallel operations

- **void derived_init_serial()**
  set up optionalInterface and subModel for serial operations.

- **void derived_set_communicators(const int &max_iterator_concurrency)**
  set active parallel configuration within subModel

- **void reset_communicators()**
  reset communicator partitions for the NestedModel (forwarded to optionalInterface and subModel)

- **void derived_free_communicators(const int &max_iterator_concurrency)**
  deallocate communicator partitions for the NestedModel (forwarded to optionalInterface and subModel)

- **void serve()**
  Service optionalInterface and subModel job requests received from the master. Completes when a termination message is received from stop_servers().

- **void stop_servers()**
  Executed by the master to terminate server operations for subModel and optionalInterface when iteration on the NestedModel is complete.

- **int evaluation_id() const**
  Return the current evaluation id for the NestedModel.

- **void set_evaluation_reference()**
  set the evaluation counter reference points for the NestedModel (request forwarded to optionalInterface and subModel)

- **void print_evaluation_summary(ostream &s, bool minimal_header=false, bool relative_count=true) const**
  print the evaluation summary for the NestedModel (request forwarded to optionalInterface and subModel)

Private Member Functions

- **void asv_mapping(const IntArray &mapped_asv, IntArray &interface_asv, IntArray &sub_iterator_asv)**
  define the evaluation requirements for the optionalInterface (interface_asv) and the subIterator (sub_iterator_asv) from the total model evaluation requirements (mapped_asv)
• void `response_mapping` (const `Response` &interface_response, const `Response` &sub_iterator_response, `Response` &mapped_response)
  
  combine the response from the optional interface evaluation with the response from the sub-iteration using the primaryCoeffs/secondaryCoeffs mappings to create the total response for the model

• void `update_sub_model` ()
  
  update subModel with current variable values/bounds/labels

**Private Attributes**

• int `nestedModelEvals`
  
  number of calls to `derived_compute_response()` / `derived_asynch_compute_response()`

• Iterator `subIterator`
  
  the sub-iterator that is executed on every evaluation of this model

• Model `subModel`
  
  the sub-model used in sub-iterator evaluations

• size_t `numSubIterFns`
  
  number of sub-iterator response functions prior to mapping

• size_t `numSubIterMappedIneqCon`
  
  number of top-level inequality constraints mapped from the sub-iteration results

• size_t `numSubIterMappedEqCon`
  
  number of top-level equality constraints mapped from the sub-iteration results

• Interface `optionalInterface`
  
  the optional interface contributes nonnested response data to the total model response

• String `optInterfacePointer`
  
  the optional interface pointer from the nested model specification

• Response `optInterfaceResponse`
  
  the response object resulting from optional interface evaluations

• size_t `numOptInterfPrimary`
  
  number of primary response functions (objective/least squares/generic functions) resulting from optional interface evaluations

• size_t `numOptInterfIneqCon`
  
  number of inequality constraints resulting from optional interface evaluations

• size_t `numOptInterfEqCon`
number of equality constraints resulting from the optional interface evaluations

- SizetArray primaryCVarMapIndices
  "primary" variable mappings for inserting active continuous currentVariables into active continuous subModel variables. If there are no secondary mappings defined, then the insertions replace the subModel variable values.

- SizetArray primaryDVarMapIndices
  "primary" variable mappings for inserting active discrete currentVariables into active discrete subModel variables. No secondary mappings are defined for discrete variables, so the insertions replace the subModel variable values.

- SizetArray secondaryVarMapIndices
  "secondary" variable mappings for inserting active continuous currentVariables into sub-parameters (e.g., distribution parameters for uncertain variables) of the active continuous subModel variables.

- RealMatrix primaryRespCoeffs
  "primary" response_mapping matrix applied to the sub-iterator response functions. For OUU, the matrix is applied to UQ statistics to create contributions to the top-level objective functions/least squares/ generic response terms.

- RealMatrix secondaryRespCoeffs
  "secondary" response_mapping matrix applied to the sub-iterator response functions. For OUU, the matrix is applied to UQ statistics to create contributions to the top-level inequality and equality constraints.

10.64.1 Detailed Description

Derived model class which performs a complete sub-iterator execution within every evaluation of the model.

The NestedModel class nests a sub-iterator execution within every model evaluation. This capability is most commonly used for optimization under uncertainty, in which a nondeterministic iterator is executed on every optimization function evaluation. The NestedModel also contains an optional interface, for portions of the model evaluation which are independent from the sub-iterator, and a set of mappings for combining sub-iterator and optional interface data into a top level response for the model.

10.64.2 Member Function Documentation

10.64.2.1 void derived_compute_response (const ActiveSet & set) [protected, virtual]

portion of compute_response() specific to NestedModel

Update subModel’s inactive variables with active variables from currentVariables, compute the optional interface and sub-iterator responses, and map these to the total model response.

Reimplemented from Model.
10.64.2.2  void derived_asynch_compute_response (const ActiveSet & set)  [protected, virtual]

portion of asynch_compute_response() specific to NestedModel
Not currently supported by NestedModels (need to add concurrent iterator support).  As a result, derived_synchronize() and derived_synchronize_nowait() are inactive as well).
Reimplemented from Model.

10.64.2.3  bool derived_master_overload () const  [inline, protected, virtual]

flag which prevents overloading the master with a multiprocessor evaluation (forwarded to optionalInterface)
Derived master overload for subModel is handled separately in subModel.compute_response() within sub-Iterator.run().
Reimplemented from Model.

10.64.2.4  void derived_init_communicators (const int & max_iterator_concurrency)  [inline, protected, virtual]

set up optionalInterface and subModel for parallel operations
Asynchronous flags need to be initialized for the subModel.  In addition, max_iterator_concurrency is the outer level iterator concurrency, not the subIterator concurrency that subModel will see, and recomputing the message_lengths on the subModel is probably not a bad idea either.  Therefore, recompute everything on subModel using init_communicators().
Reimplemented from Model.

10.64.2.5  int evaluation_id () const  [inline, protected, virtual]

Return the current evaluation id for the NestedModel.
return the top level nested evaluation count.  To get the lower level eval count, the subModel must be explicitly queried.  This is consistent with the eval counter definitions in surrogate models.
Reimplemented from Model.

10.64.2.6  void response_mapping (const Response & opt_interface_response, const Response & sub_iterator_response, Response & mapped_response)  [private]

combine the response from the optional interface evaluation with the response from the sub-iteration using the primaryCoeffs/secondaryCoeffs mappings to create the total response for the model
In the OUU case,

optionalInterface fns = \{f\}, \{g\} (deterministic primary functions, constraints)
subIterator fns = \{S\}  (UQ response statistics)

Problem formulation for mapped functions:
\[ \text{minimize } \{f\} + [W]\{S\} \]
subject to \( \{ g_l \} \leq \{ g \} \leq \{ g_u \} \)
\( \{ a_l \} \leq [A]\{S\} \leq \{ a_u \} \)
\( \{ g \} = \{ g_t \} \)
\( [A]\{S\} = \{ a_t \} \)

where \([W]\) is the primary_mapping_matrix user input (primaryRespCoeffs class attribute), \([A]\) is the secondary_mapping_matrix user input (secondaryRespCoeffs class attribute), \(\{\{ g_l\},\{a_l\}\}\) are the top level inequality constraint lower bounds, \(\{\{ g_u\},\{a_u\}\}\) are the top level inequality constraint upper bounds, and \(\{\{ g_t\},\{a_t\}\}\) are the top level equality constraint targets.

NOTE: optionalInterface/subIterator primary fns (obj/lsq/generic fns) overlap but optionalInterface/subIterator secondary fns (ineq/eq constraints) do not. The \([W]\) matrix can be specified so as to allow

- some purely deterministic primary functions and some combined: \([W]\) filled and \([W].num\_rows() < \{f\}.length()\) [combined first] or \([W].num\_rows() == \{f\}.length()\) and \([W]\) contains rows of zeros [combined last]
- some combined and some purely stochastic primary functions: \([W]\) filled and \([W].num\_rows() > \{f\}.length()\)
- separate deterministic and stochastic primary functions: \([W].num\_rows() > \{f\}.length()\) and \([W]\) contains \{f\}.length() rows of zeros.

If the need arises, could change constraint definition to allow overlap as well: \( \{ g_l \} \leq \{ g \} + [A]\{S\} \leq \{ g_u \} \) with \([A]\) usage the same as for \([W]\) above.

In the UOO case, things are simpler, just compute statistics of each optimization response function: \([W] = [I],\) \(\{f\}/\{g\}/[A]\) are empty.

### 10.64.3 Member Data Documentation

#### 10.64.3.1 Model subModel [private]

the sub-model used in sub-iterator evaluations

There are no restrictions on subModel, so arbitrary nestings are possible. This is commonly used to support surrogate-based optimization under uncertainty by having NestedModels contain SurrogateModels and vice versa.

The documentation for this class was generated from the following files:

- NestedModel.H
- NestedModel.C
10.65  Nl2Misc Struct Reference

Auxiliary information passed to calcr and calcj via ur.

Public Attributes

- Real * J [2]
  
  *cache the two most recent Jacobian values in speculative-evaluation mode*

- int nf [2]
  
  *function-evaluation counts corresponding to cached Jacobian values (used to tell which J value to use)*

- int specgrad
  
  *whether to cache J values (0 == no, 1 == yes)*

10.65.1  Detailed Description

Auxiliary information passed to calcr and calcj via ur.

The documentation for this struct was generated from the following file:

- NL2SOLLeastSq.C
10.66 NL2SOLLeastSq Class Reference

Wrapper class for the NL2SOL nonlinear least squares library.

Inheritance diagram for NL2SOLLeastSq::

```
   Iterator
     ↓
   Minimizer
     ↓
  LeastSq
     ↓
NL2SOLLeastSq
```

Public Member Functions

- **NL2SOLLeastSq (Model &model)**
  *standard constructor*

- **~NL2SOLLeastSq ()**
  *destructor*

- void **minimize_residuals ()**

Static Private Member Functions

- static void **calcr** (int *np, int *pp, Real *x, int *nfp, Real *r, int *ui, void *ur, Vf vf)
  *evaluator function for residual vector*

- static void **calcj** (int *np, int *pp, Real *x, int *nfp, Real *J, int *ui, void *ur, Vf vf)
  *evaluator function for residual Jacobian*

Private Attributes

- int **auxprt**
  *auxiliary printing bits (see Dakota Ref Manual): sum of 1 = x0prt (print initial guess) 2 = solprt (print final solution) 4 = statpr (print solution statistics) 8 = parprt (print nondefault parameters) 16 = dradpr (print bound constraint drops/adds) debug/verbose/normal use default = 31 (everything), quiet uses 3, silent uses 0.*
- **int outlev**
  frequency of output summary lines in number of iterations (debug/verbose/normal/quiet use default = 1, silent uses 0)

- **Real dltfdj**
  finite-diff step size for computing Jacobian approximation (fd_gradient_step_size)

- **Real delta0**
  finite-diff step size for gradient differences for H (a component of some covariance approximations, if desired) (fd_hessian_step_size)

- **Real dltfcd**
  finite-diff step size for function differences for H (fd_hessian_step_size)

- **int mxfcal**
  function-evaluation limit (max_function_evaluations)

- **int mxiter**
  iteration limit (max_iterations)

- **Real rfctol**
  relative fn convergence tolerance (convergence_tolerance)

- **Real afctol**
  absolute fn convergence tolerance (absolute_conv_tol)

- **Real xctol**
  x-convergence tolerance (x_conv_tol)

- **Real sctol**
  singular convergence tolerance (singular_conv_tol)

- **Real lmaxs**
  radius for singular-convergence test (singular_radius)

- **Real xftol**
  false-convergence tolerance (false_conv_tol)

- **int covreq**
  kind of covariance required (covariance): 1 or -1 ==> sigma^2 H^{-1} J^T J H^{-1} 2 or -2 ==> sigma^2 H^{-1} 3 or -3 ==> sigma^2 (J^T J)^{-1} 1 or 2 ==> use gradient diffs to estimate H -1 or -2 ==> use function diffs to estimate H default = 0 (no covariance)

- **int rdreq**
  whether to compute the regression diagnostic vector (regression_diagnostics)

- **Real fprec**
expected response function precision (function_precision)

- Real lmax0

initial trust-region radius (initial_trust_radius)

Static Private Attributes

- static NL2SOLLeastSq * nl2solInstance

pointer to the active object instance used within the static evaluator functions

10.66.1 Detailed Description

Wrapper class for the NL2SOL nonlinear least squares library.
The NL2SOLLeastSq class provides a wrapper for NL2SOL, a C library from Bell Labs. It uses a function pointer approach for which passed functions must be either global functions or static member functions.

10.66.2 Member Function Documentation

10.66.2.1 void minimize_residuals () [virtual]

http://netlib.bell-labs.com/cm/cs/cstr/153.ps.gz

Implements LeastSq.
The documentation for this class was generated from the following files:

- NL2SOLLeastSq.H
- NL2SOLLeastSq.C
10.67 NLPQLPOptimizer Class Reference

Wrapper class for the NLPQLP optimization library, Version 2.0.
Inheritance diagram for NLPQLPOptimizer::

```
  Iterator
    Minimizer
      Optimizer
        NLPQLPOptimizer
```

Public Member Functions

- **NLPQLPOptimizer (Model &model)**
  
  `constructor`

- **~NLPQLPOptimizer ()**
  
  `destructor`

- void **find_optimum ()**
  
  *Used within the optimizer branch for computing the optimal solution. Redefines the run_iterator virtual function for the optimizer branch.*

Protected Member Functions

- virtual void **derived_pre_run ()**
  
  `performs run-time set up`

- virtual void **derived_post_run ()**
  
  `performs final solution processing`

Private Member Functions

- void **allocate_workspace ()**
  
  *Allocates workspace for the optimizer.*
- `void deallocate_workspace ()`
  Releases workspace memory.

- `void allocate_constraints ()`
  Allocates constraint mappings.

**Private Attributes**

- `int L`
  \( L \): Number of parallel systems, i.e. function calls during line search at predetermined iterates. HINT: If only less than 10 parallel function evaluations are possible, it is recommended to apply the serial version by setting \( L=1 \).

- `int numEqConstraints`
  \( \text{numEqConstraints} \): Number of equality constraints.

- `int MMAX`
  \( \text{MMAX} \): Row dimension of array \( DG \) containing Jacobian of constraints. \( \text{MMAX} \) must be at least one and greater or equal to \( M \).

- `int N`
  \( \text{N} \): Number of optimization variables.

- `int NMAX`
  \( \text{NMAX} \): Row dimension of \( C \). \( \text{NMAX} \) must be at least two and greater than \( N \).

- `int MNN2`
  \( \text{MNN2} \): Must be equal to \( M+N+N+2 \).

- `double * X`
  \( X(\text{NMAX},L) \): Initially, the first column of \( X \) has to contain starting values for the optimal solution. On return, \( X \) is replaced by the current iterate. In the driving program the row dimension of \( X \) has to be equal to \( \text{NMAX} \). \( X \) is used internally to store \( L \) different arguments for which function values should be computed simultaneously.

- `double * F`
  \( F(L) \): On return, \( F(1) \) contains the final objective function value. \( F \) is used also to store \( L \) different objective function values to be computed from \( L \) iterates stored in \( X \).

- `double * G`
  \( G(\text{MMAX},L) \): On return, the first column of \( G \) contains the constraint function values at the final iterate \( X \). In the driving program the row dimension of \( G \) has to be equal to \( \text{MMAX} \). \( G \) is used internally to store \( L \) different set of constraint function values to be computed from \( L \) iterates stored in \( X \).

- `double * DF`
  \( DF(\text{NMAX}) \): \( DF \) contains the current gradient of the objective function. In case of numerical differentiation and a distributed system \( (L>1) \), it is recommended to apply parallel evaluations of \( F \) to compute \( DF \).
- **double • DG**
  
  \( \text{DG}(\text{MMAX},\text{NMAX}) : \text{DG} \) contains the gradients of the active constraints (\( \text{ACTIVE}(I) = \text{true} \)) at a current iterate \( X \). The remaining rows are filled with previously computed gradients. In the driving program the row dimension of \( \text{DG} \) has to be equal to \( \text{MMAX} \).

- **double • U**
  
  \( \text{U}(\text{MNN2}) : \text{U} \) contains the multipliers with respect to the actual iterate stored in the first column of \( X \). The first \( M \) locations contain the multipliers of the \( M \) nonlinear constraints, the subsequent \( N \) locations the multipliers of the lower bounds, and the final \( N \) locations the multipliers of the upper bounds. At an optimal solution, all multipliers with respect to inequality constraints should be nonnegative.

- **double • C**
  
  \( \text{C}(\text{NMAX},\text{NMAX}) : \text{C} \) contains the last computed approximation of the Hessian matrix of the Lagrangian function stored in form of an LDL decomposition. \( \text{C} \) contains the lower triangular factor of an LDL factorization of the final quasi-Newton matrix (without diagonal elements, which are always one). In the driving program, the row dimension of \( \text{C} \) has to be equal to \( \text{NMAX} \).

- **double • D**
  
  \( \text{D}(\text{NMAX}) : \text{D} \) contains the elements of the diagonal matrix of the LDL decomposition of the quasi-Newton matrix are stored in the one-dimensional array \( D \).

- **double ACC**
  
  \( \text{ACC} \) : The user has to specify the desired final accuracy (e.g. 1.0D-7). The termination accuracy should not be smaller than the accuracy by which gradients are computed.

- **double ACCQP**
  
  \( \text{ACCQP} \) : The tolerance is needed for the QP solver to perform several tests, for example whether optimality conditions are satisfied or whether a number is considered as zero or not. If \( \text{ACCQP} \) is less or equal to zero, then the machine precision is computed by NLPQLP and subsequently multiplied by 1.0D+4.

- **double STPMIN**
  
  \( \text{STPMIN} \) : Minimum steplength in case of \( L \geq 1 \). Recommended is any value in the order of the accuracy by which functions are computed. The value is needed to compute a steplength reduction factor by \( \text{STPMIN} \times (1/L-1) \). If \( \text{STPMIN} \leq 0 \), then \( \text{STPMIN} = \text{ACC} \) is used.

- **int MAXFUN**
  
  \( \text{MAXFUN} \) : The integer variable defines an upper bound for the number of function calls during the line search (e.g. 20). \( \text{MAXFUN} \) is only needed in case of \( L = 1 \), and must not be greater than 50.

- **int MAXIT**
  
  \( \text{MAXIT} \) : Maximum number of outer iterations, where one iteration corresponds to one formulation and solution of the quadratic programming subproblem, or, alternatively, one evaluation of gradients (e.g. 100).

- **int MAX_NM**
  
  \( \text{MAX\_NM} \) : Stack size for storing merit function values at previous iterations for non-monotone line search (e.g. 10). In case of \( \text{MAX\_NM} = 0 \), monotone line search is performed.

- **double TOL_NM**
TOL_NM : Relative bound for increase of merit function value, if line search is not successful during the very first step. Must be non-negative (e.g. 0.1).

- **int IPRINT**
  IPRINT : Specification of the desired output level. IPRINT = 0 : No output of the program. IPRINT = 1 : Only a final convergence analysis is given. IPRINT = 2 : One line of intermediate results is printed in each iteration. IPRINT = 3 : More detailed information is printed in each iteration step, e.g. variable, constraint and multiplier values. IPRINT = 4 : In addition to 'IPRINT=3', merit function and steplength values are displayed during the line search.

- **int MODE**
  MODE : The parameter specifies the desired version of NLPQLP. MODE = 0 : Normal execution (reverse communication!). MODE = 1 : The user wants to provide an initial guess for the multipliers in U and for the Hessian of the Lagrangian function in C and D in form of an LDL decomposition.

- **int IOUT**
  IOUT : Integer indicating the desired output unit number, i.e. all write-statements start with 'WRITE(IOUT,... '.

- **int IFAIL**
  IFAIL : The parameter shows the reason for terminating a solution process. Initially IFAIL must be set to zero. On return IFAIL could contain the following values: IFAIL =-2 : Compute gradient values w.r.t. the variables stored in first column of X, and store them in DF and DG. Only derivatives for active constraints ACTIVE(J)=.TRUE. need to be computed. Then call NLPQLP again, see below. IFAIL =-1 : Compute objective fn and all constraint values subject the variables found in the first L columns of X, and store them in F and G. Then call NLPQLP again, see below. IFAIL = 0 : The optimality conditions are satisfied. IFAIL = 1 : The algorithm has been stopped after MAXIT iterations. IFAIL = 2 : The algorithm computed an uphill search direction. IFAIL = 3 : Underflow occurred after determining a new approximation matrix for the Hessian of the Lagrangian. IFAIL = 4 : The line search could not be terminated successfully. IFAIL = 5 : Length of a working array is too short. More detailed error information is obtained with 'IPRINT>0'. IFAIL = 6 : There are false dimensions, for example M>MMAX, N>=NMAX, or MNN2<M+N+N+2. IFAIL = 7 : The search direction is close to zero, but the current iterate is still infeasible. IFAIL = 8 : The starting point violates a lower or upper bound. IFAIL = 9 : Wrong input parameter, i.e., MODE, LDL decomposition in D and C (in case of MODE=1), IPRINT, IOUT IFAIL = 10 : Internal inconsistency of the quadratic subproblem, division by zero. IFAIL > 100 : The solution of the quadratic programming subproblem has been terminated with an error message and IFAIL is set to IFQL+100, where IFQL denotes the index of an inconsistent constraint.

- **double * WA**
  WA(LWA) : WA is a real working array of length LWA.

- **int LWA**
  LWA : LWA value extracted from NLPQLP20.f.

- **int * KWA**
  KWA(LKWA) : The user has to provide working space for an integer array.

- **int LKWA**
  LKWA : LKWA should be at least N+10.

- **int * ACTIVE**
ACTIVE(LACTIV) : The logical array shows a user the constraints, which NLPQLP considers to be active at the last computed iterate, i.e. G(J,X) is active, if and only if ACTIVE(J) = .TRUE., J=1,...,M.

- int LACTIVE
  LACTIV : The length LACTIV of the logical array should be at least 2+M+10.

- int LQL
  LQL : If LQL = .TRUE., the quadratic programming subproblem is to be solved with a full positive definite quasi-Newton matrix. Otherwise, a Cholesky decomposition is performed and updated, so that the subproblem matrix contains only an upper triangular factor.

- SizetList nonlinIneqConMappingIndices
  a list of indices for referencing the DAKOTA nonlinear inequality constraints used in computing the corresponding NLPQL constraints.

- RealList nonlinIneqConMappingMultipliers
  a list of multipliers for mapping the DAKOTA nonlinear inequality constraints to the corresponding NLPQL constraints.

- RealList nonlinIneqConMappingOffsets
  a list of offsets for mapping the DAKOTA nonlinear inequality constraints to the corresponding NLPQL constraints.

- SizetList linIneqConMappingIndices
  a list of indices for referencing the DAKOTA linear inequality constraints used in computing the corresponding NLPQL constraints.

- RealList linIneqConMappingMultipliers
  a list of multipliers for mapping the DAKOTA linear inequality constraints to the corresponding NLPQL constraints.

- RealList linIneqConMappingOffsets
  a list of offsets for mapping the DAKOTA linear inequality constraints to the corresponding NLPQL constraints.

10.67.1 Detailed Description

Wrapper class for the NLPQLP optimization library, Version 2.0.

****************************************************************************

AN IMPLEMENTATION OF A SEQUENTIAL QUADRATIC PROGRAMMING METHOD FOR SOLVING NONLINEAR OPTIMIZATION PROBLEMS BY DISTRIBUTED COMPUTING AND NON-MONOTONE LINE SEARCH

This subroutine solves the general nonlinear programming problem

minimize F(X) subject to G(J,X) = 0 , J=1,...,ME G(J,X) >= 0 , J=ME+1,...,M XL <= X <= XU

and is an extension of the code NLPQLD. NLPQLP is specifically tuned to run under distributed systems. A new input parameter L is introduced for the number of parallel computers, that is the number of function calls to be executed simultaneously. In case of L=1, NLPQLP is identical to NLPQLD. Otherwise the line search is modified
to allow L parallel function calls in advance. Moreover the user has the opportunity to use distributed function calls for evaluating gradients.

The algorithm is a modification of the method of Wilson, Han, and Powell. In each iteration step, a linearly constrained quadratic programming problem is formulated by approximating the Lagrangian function quadratically and by linearizing the constraints. Subsequently, a one-dimensional line search is performed with respect to an augmented Lagrangian merit function to obtain a new iterate. Also the modified line search algorithm guarantees convergence under the same assumptions as before.

For the new version, a non-monotone line search is implemented which allows to increase the merit function in case of instabilities, for example caused by round-off errors, errors in gradient approximations, etc.

The subroutine contains the option to predetermine initial guesses for the multipliers or the Hessian of the Lagrangian function and is called by reverse communication.

The documentation for this class was generated from the following files:

- NLPQLPOptimizer.H
- NLPQLPOptimizer.C
10.68  NLSSOLLeastSq Class Reference

Wrapper class for the NLSSOL nonlinear least squares library.

Inheritance diagram for NLSSOLLeastSq:

```
Iterator

Minimizer

LeastSq  SOLBase

NLSSOLLeastSq
```

Public Member Functions

- **NLSSOLLeastSq (Model &model)**
  
  standard constructor

- **~NLSSOLLeastSq ()**

  destructor

- **void minimize_residuals ()**

  Used within the least squares branch for minimizing the sum of squares residuals. Redefines the run_iterator virtual function for the least squares branch.

Static Private Member Functions

- **static void least_sq_eval (int &mode, int &m, int &n, int &nrowfj, double *x, double *f, double *gradf, int &nstate)**

  Evaluator for NLSSOL: computes the values and first derivatives of the least squares terms (passed by function pointer to NLSSOL).

Static Private Attributes

- **static NLSSOLLeastSq * nlssolInstance**

  pointer to the active object instance used within the static evaluator functions in order to avoid the need for static data
10.68 NLSSOLLeastSq Class Reference

10.68.1 Detailed Description

Wrapper class for the NLSSOL nonlinear least squares library.

The NLSSOLLeastSq class provides a wrapper for NLSSOL, a Fortran 77 sequential quadratic programming library from Stanford University marketed by Stanford Business Associates. It uses a function pointer approach for which passed functions must be either global functions or static member functions. Any nonstatic attribute used within static member functions must be either local to that function or accessed through a static pointer.

The user input mappings are as follows: max_function_evaluations is implemented directly in NLSSOLLeastSq’s evaluator functions since there is no NLSSOL parameter equivalent, and max_iterations, convergence_tolerance, output verbosity, verify_level, function_precision, and linesearch_tolerance are mapped into NLSSOL’s "Major Iteration Limit", "Optimality Tolerance", "Major Print Level" (verbose: Major Print Level = 20; quiet: Major Print Level = 10), "Verify Level", "Function Precision", and "Linesearch Tolerance" parameters, respectively, using NLSSOL’s npoptn() subroutine (as wrapped by npoptn2() from the npoptn_wrapper.f file). Refer to [Gill, P.E., Murray, W., Saunders, M.A., and Wright, M.H., 1986] for information on NLSSOL’s optional input parameters and the npoptn() subroutine.

The documentation for this class was generated from the following files:

- NLSSOLLeastSq.H
- NLSSOLLeastSq.C
10.69  NoDBBaseConstructor Struct Reference

Dummy struct for overloading constructors used in on-the-fly instantiations.

Public Member Functions

- **NoDBBaseConstructor** (int=0)

  C++ structs can have constructors.

10.69.1 Detailed Description

Dummy struct for overloading constructors used in on-the-fly instantiations.

**NoDBBaseConstructor** is used to overload the constructor used for on-the-fly iterator instantiations in which **ProblemDescDB** queries cannot be used. Putting this struct here avoids circular dependencies.

The documentation for this struct was generated from the following file:

- global_defs.h
10.70 NonD Class Reference

Base class for all nondeterministic iterators (the DAKOTA/UQ branch).

Inheritance diagram for NonD::

```
  Iterator
   |
   v
  Analyzer
   |
   v
  NonD
   |
   v
NonDEvidence  NonDReliability  NonDSampling
   |
   v
  NonDLHSSampling  NonDPCESampling
```

Protected Member Functions

- **NonD** (Model &model)
  constructor

- **NonD** (NoDBBaseConstructor, Model &model)
  alternate constructor for sample generation and evaluation "on the fly"

- **NonD** (NoDBBaseConstructor, const RealVector &lower_bnds, const RealVector &upper_bnds)
  alternate constructor for sample generation "on the fly"

- ~NonD ()
  destructor

- void run ()
  redefines the main iterator hierarchy virtual function to invoke quantify_uncertainty

- const Response & response_results () const
  return the final statistics from the nondeterministic iteration

- void response_results_active_set (const ActiveSet &set)
  set the active set within finalStatistics

- virtual void quantify_uncertainty ()=0
performs a forward uncertainty propagation of parameter distributions into response statistics

Protected Attributes

- **RealMatrix uncertainCorrelations**
  
  uncertain variable correlation matrix (rank correlations for sampling and correlation coefficients for analytic reliability)

- **size_t numNormalVars**
  
  number of normal uncertain variables

- **size_t numLognormalVars**
  
  number of lognormal uncertain variables

- **size_t numUniformVars**
  
  number of uniform uncertain variables

- **size_t numLoguniformVars**
  
  number of loguniform uncertain variables

- **size_t numTriangularVars**
  
  number of triangular uncertain variables

- **size_t numBetaVars**
  
  number of beta uncertain variables

- **size_t numGammaVars**
  
  number of gamma uncertain variables

- **size_t numGumbelVars**
  
  number of gumbel uncertain variables

- **size_t numFrechetVars**
  
  number of frechet uncertain variables

- **size_t numWeibullVars**
  
  number of weibull uncertain variables

- **size_t numHistogramVars**
  
  number of histogram uncertain variables

- **size_t numIntervalVars**
  
  number of interval uncertain variables

- **size_t numUncertainVars**
total number of uncertain variables

- size_t numResponseFunctions
  number of response functions

- RealVector meanStats
  means of response functions calculated in compute_statistics()

- RealVector stdDevStats
  std deviations of response functions (calculated in compute_statistics())

- RealVectorArray requestedRespLevels
  requested response levels for all response functions

- RealVectorArray computedRespLevels
  output response levels for all response functions resulting from requestedRespLevels

- RealVectorArray computedProbLevels
  output probability levels for all response functions resulting from requestedRespLevels

- RealVectorArray computedRelLevels
  output reliability levels for all response functions resulting from requestedRespLevels

- RealVectorArray requestedProbLevels
  requested probability levels for all response functions

- RealVectorArray requestedRelLevels
  requested reliability (beta) levels for all response functions

- RealVectorArray computedRespLevels
  output response levels for all response functions resulting from either requestedProbLevels or requestedRelLevels

- size_t totalLevelRequests
  total number of levels specified within requestedRespLevels, requestedProbLevels, and requestedRelLevels

- bool cdfFlag
  flag for type of probabilities/reliabilities used in mappings: cumulative/CDF (true) or complementary/CCDF (false)

- bool respLevelProbFlag
  flag to indicate mapping of z>p (true) or z>beta (false)

- bool correlationFlag
  flag for indicating if correlation exists among the uncertain variables

- bool strategyFlag
  flag indicating a strategy other than "single_method". Used to compute additional statistics for use at the strategy level or to deactivate additional output not needed for strategy executions.

- Response finalStatistics
final statistics from the uncertainty propagation used in strategies: response means, standard deviations, and probabilities of failure

Private Member Functions

- void distribute_levels (RealVectorArray &levels)
  
  convenience function for distributing a vector of levels among multiple response functions if a short-hand specification is employed.

10.70.1 Detailed Description

Base class for all nondeterministic iterators (the DAKOTA/UQ branch).

The base class for nondeterministic iterators consolidates uncertain variable data and probabilistic utilities for inherited classes.

The documentation for this class was generated from the following files:

- DakotaNonD.H
- DakotaNonD.C
### 10.71 NonDEvidence Class Reference

Class for the Dempster-Shafer Evidence Theory methods within DAKOTA/UQ.

Inheritance diagram for NonDEvidence:

```
NonDEvidence
  NonD
  Analyzer
  Iterator
```

#### Public Member Functions

- **NonDEvidence (Model &model)**
  - Constructor

- **~NonDEvidence ()**
  - Destructor

- **void quantify_uncertainty ()**
  - Performs an epistemic uncertainty propagation using Dempster-Shafer evidence theory methods which solve for cumulative distribution functions of belief and plausibility.

- **void print_results (ostream &s) const**
  - Print the cumulative distribution functions for belief and plausibility.

#### Private Member Functions

- **void calculate_basic_prob_intervals ()**
  - Convenience function for encapsulating the calculation of basic probability assignments for input interval combinations.

- **void calculate_maxmin_per_interval ()**
  - Convenience function for encapsulating the determination of maximum and minimum values within each input interval combination (cell).
- void calculate_cum_belief_plaus ()
  
  convenience function for determining the cumulative distribution functions of belief and plausibility, based on the
  max and mins per interval cell

Private Attributes

- const int originalSeed
  
  the user seed specification (default is 0)

- int numSamples
  
  the number of samples used in the surrogate

- int NV
  
  Size variable for DDS arrays.

- int NCMB
  
  Size variable for DDS arrays.

- int MAXINTVLS
  
  Size variable for DDS arrays.

- Real Y
  
  Temporary output variable.

- Real * BPA
  
  Internal DDS array.

- Real * VMIN
  
  Internal DDS array.

- Real * VMAX
  
  Internal DDS array.

- Real * BPAC
  
  Internal DDS array.

- Real * CMIN
  
  Internal DDS Array.

- Real * CMAX
  
  Internal DDS Array.

- Real * X
  
  Internal DDS Array.
10.71 NonDEvidence Class Reference

- int * NI
  *Internal DDS array.*

- int * IP
  *Internal DDS array.*

10.71.1 Detailed Description

Class for the Dempster-Shafer Evidence Theory methods within DAKOTA/UQ.

The NonDEvidence class implements the propagation of epistemic uncertainty using Dempster-Shafer theory of evidence. In this approach, one assigns a set of basic probability assignments (BPA) to intervals defined for the uncertain variables. Input interval combinations are calculated, along with their BPA. Currently, the response function is evaluated at a set of sample points, then a response surface is constructed which is sampled extensively to find the minimum and maximum within each input interval cell, corresponding to the belief and plausibility within that cell, respectively. This data is then aggregated to calculate cumulative distribution functions for belief and plausibility.

10.71.2 Member Data Documentation

10.71.2.1 int NV [private]

Size variable for DDS arrays.

NV = number of interval variables

10.71.2.2 int NCMB [private]

Size variable for DDS arrays.

NCMB = number of cell combinations

10.71.2.3 int MAXINTVLS [private]

Size variable for DDS arrays.

MAXINTVLS = maximum number of intervals per individual interval var

10.71.2.4 Real Y [private]

Temporary output variable.

Y = current output to be placed in cell
10.71.2.5  Real* BPA  [private]
Internal DDS array.
Basic Probability Assignments

10.71.2.6  Real* VMIN  [private]
Internal DDS array.
Minimum ends of intervals.

10.71.2.7  Real* VMAX  [private]
Internal DDS array.
Maximum ends of intervals.

10.71.2.8  Real* BPAC  [private]
Internal DDS array.
Basic Probability Combinations.

10.71.2.9  Real* CMIN  [private]
Internal DDS Array.
Minimum per cell combination.

10.71.2.10 Real* CMAX  [private]
Internal DDS Array.
Maximum per cell combination.

10.71.2.11 Real* X  [private]
Internal DDS Array.
X per cell combination.

10.71.2.12 int* NI  [private]
Internal DDS array.
Number of intervals per interval variable
10.71 NonDEvidence Class Reference

10.71.2.13 int *IP [private]

Internal DDS array.
Sort order for combinations
The documentation for this class was generated from the following files:

- NonDEvidence.H
- NonDEvidence.C
10.72 NonDLHSSampling Class Reference

Performs LHS and Monte Carlo sampling for uncertainty quantification.

Inheritance diagram for NonDLHSSampling::

```
NonDLHSSampling
   |     
   v     
Analyzer
   |     
   v     
NonD
   |     
   v     
NonDSampling
   |     
   v     
NonDLHSSampling
```

Public Member Functions

- **NonDLHSSampling (Model &model)**
  
  *constructor*

- **NonDLHSSampling (Model &model, int samples, int seed)**
  
  *alternate constructor for sample generation and evaluation “on the fly”*

- **NonDLHSSampling (int samples, int seed, const RealVector &lower_bnds, const RealVector &upper_bnds)**
  
  *alternate constructor for sample generation “on the fly”*

- **~NonDLHSSampling ()**
  
  *destructor*

- **void quantify_uncertainty ()**
  
  *performs a forward uncertainty propagation by using LHS to generate a set of parameter samples, performing function evaluations on these parameter samples, and computing statistics on the ensemble of results.*

- **void print_results (ostream &s) const**
  
  *print the final statistics*
Private Attributes

- bool allVarsFlag
  flags DACE mode using all variables
- bool varBasedDecompFlag
  flags computation of VBD

10.72.1 Detailed Description

Performs LHS and Monte Carlo sampling for uncertainty quantification.

The Latin Hypercube Sampling (LHS) package from Sandia Albuquerque’s Risk and Reliability organization provides comprehensive capabilities for Monte Carlo and Latin Hypercube sampling within a broad array of user-specified probabilistic parameter distributions. It enforces user-specified rank correlations through use of a mixing routine. The NonDLHSSampling class provides a C++ wrapper for the LHS library and is used for performing forward propagations of parameter uncertainties into response statistics.

10.72.2 Constructor & Destructor Documentation

10.72.2.1 NonDLHSSampling (Model & model)

constructor

This constructor is called for a standard letter-envelope iterator instantiation. In this case, set_db_list_nodes has been called and probDescDB can be queried for settings from the method specification.

10.72.2.2 NonDLHSSampling (Model & model, int samples, int seed)

alternate constructor for sample generation and evaluation "on the fly"

This alternate constructor is used by NonDEvidence for generation and evaluation of Model-based sample sets. It is _not_ a letter-envelope instantiation and a set_db_list_nodes has not been performed. It is called with all needed data passed through the constructor. It’s purpose is to avoid the need for a separate LHS specification within methods that use LHS sampling.

10.72.2.3 NonDLHSSampling (int samples, int seed, const RealVector & lower_bnds, const RealVector & upper_bnds)

alternate constructor for sample generation "on the fly"

This alternate constructor is used by ConcurrentStrategy for generation of uniform, uncorrelated sample sets. It is _not_ a letter-envelope instantiation and a set_db_list_nodes has not been performed. It is called with all needed data passed through the constructor and is designed to allow more flexibility in variables set definition (i.e., relax
connection to a variables specification and allow sampling over parameter sets such as multiobjective weights). In this case, a Model is not used and the object must only be used for sample generation (no evaluation).

10.72.3 Member Function Documentation

10.72.3.1 void quantify_uncertainty () [virtual]

performs a forward uncertainty propagation by using LHS to generate a set of parameter samples, performing function evaluations on these parameter samples, and computing statistics on the ensemble of results.

Loop over the set of samples and compute responses. Compute statistics on the set of responses if statsFlag is set.

Implements NonD.

The documentation for this class was generated from the following files:

- NonDLHSSampling.H
- NonDLHSSampling.C
10.73 NonDPCESampling Class Reference

Stochastic finite element approach to uncertainty quantification using polynomial chaos expansions.

Inheritance diagram for NonDPCESampling::

```
NonDPCESampling
  +------------------
  |                  |
  |  NonDPCESampling |
  |                  |
  +------------------
    NonDSampling
        +--------
        |       |
        |  NonD |
        |       |
        +--------
            |       |
            |       |
            |       |
            +-------
                |       |
                |       |
                Iterator
```

Public Member Functions

- **NonDPCESampling (Model &model)**
  
  *constructor*

- **~NonDPCESampling ()**
  
  *destructor*

- **void quantify_uncertainty ()**
  
  *perform a forward uncertainty propagation using SFEM/PCE methods*

- **void print_results (ostream &s) const**
  
  *print the final statistics and PCE coefficient array*

Private Attributes

- **RealVectorArray coeffArray**
  
  *Array containing Polynomial Chaos coefficients, one real vector per response function.*

- **int highestOrder**
  
  *Highest order of Hermite Polynomials in Expansion.*

- **int numChaos**
10.73.1 Detailed Description

Stochastic finite element approach to uncertainty quantification using polynomial chaos expansions.

The NonDPCE class uses a polynomial chaos expansion (PCE) approach to approximate the effect of parameter uncertainties on response functions of interest. It utilizes the HermiteSurf and HermiteChaos classes to perform the PCE.

The documentation for this class was generated from the following files:

- NonDPCESampling.H
- NonDPCESampling.C
10.74 NonDReliability Class Reference

Class for the reliability methods within DAKOTA/UQ.

Inheritance diagram for NonDReliability::

```
NonDReliability
    |          |
    |          |   NonD
    |          |   | Analyzer
    |          |   |   | Iterator
```

### Public Member Functions

- **NonDReliability** (Model &model)  
  *constructor*

- **~NonDReliability** ()  
  *destructor*

- **void quantify_uncertainty** ()  
  *performs an uncertainty propagation using analytical reliability methods which solve constrained optimization problems to obtain approximations of the cumulative distribution function of response*

- **void print_results** (ostream &s) const  
  *print the approximate mean, standard deviation, and importance factors when using the mean value method or the CDF/CCDF information when using MPP-search-based reliability methods*

- **String uses_method** () const  
  *return name of active MPP optimizer*

- **void method_recourse** ()  
  *perform an MPP optimizer method switch due to a detected conflict*

### Private Member Functions

- **void initialize_random_variables** ()
• void **initial_taylor_series** ()
  
  convenience function for performing the initial limit state Taylor-series approximation

• void **mean_value** ()
  
  convenience function for encapsulating the simple Mean Value computation of approximate statistics and importance factors

• void **mpp_search** ()
  
  convenience function for encapsulating the reliability methods that employ a search for the most probable point (AMV, AMV+, FORM, SORM)

• void **initialize_class_data** ()
  
  convenience function for initializing class scope arrays

• void **initialize_level_data** ()
  
  convenience function for initializing/warm starting MPP search data for each response function prior to level 0

• void **initialize_mpp_search_data** ()
  
  convenience function for initializing/warm starting MPP search data for each z/p/beta level for each response function

• void **update_mpp_search_data** (const Variables &vars_star, const Response &resp_star)
  
  convenience function for updating MPP search data for each z/p/beta level for each response function

• void **update_level_data** (RealVector &final_stats, RealMatrix &final_stat_grads)
  
  convenience function for updating z/p/beta level data and final statistics following MPP convergence

• void **update_limit_state_surrogate** ()
  
  convenience function for passing the latest variables/response data to limitStateSurrogate

• void **assign_mean_data** ()
  
  update mostProbPointX/U, computedRespLevel, fnGradX/U, and fnHessX/U from ranVarMeansX/U, fnValsMeanX, fnGradsMeanX, and fnHessiansMeanX

• void **g_eval** (int &mode, const Epetra_SerialDenseVector &u)
  
  convenience function for evaluating fnVal(u), fnGradU(u), and fnHessU(u) as required by RIA_constraint_eval() and PMA_objective_eval()

• void **dg_ds_eval** (const Epetra_SerialDenseVector &x_vars, const Epetra_SerialDenseVector &fn_grad_x, RealMatrix &final_stat_grads)
  
  convenience function for evaluating dg/ds

• void **trans_U_to_X** (const Epetra_SerialDenseVector &u_vars, Epetra_SerialDenseVector &x_vars)
  
  Transformation routine from u-space of uncorrelated standard normal variables to x-space of correlated random variables.
• void trans_U_to_Z (const Epetra_SerialDenseVector &u_vars, Epetra_SerialDenseVector &z_vars)
  Transformation routine from u-space of uncorrelated standard normal variables to z-space of correlated standard normal variables.

• void trans_Z_to_X (const Epetra_SerialDenseVector &z_vars, Epetra_SerialDenseVector &x_vars)
  Transformation routine from z-space of correlated standard normal variables to x-space of correlated random variables.

• void trans_X_to_U (const Epetra_SerialDenseVector &x_vars, Epetra_SerialDenseVector &u_vars)
  Transformation routine from x-space of correlated random variables to u-space of uncorrelated standard normal variables.

• void trans_X_to_Z (const Epetra_SerialDenseVector &x_vars, Epetra_SerialDenseVector &z_vars)
  Transformation routine from x-space of correlated random variables to z-space of correlated standard normal variables.

• void trans_Z_to_U (Epetra_SerialDenseVector &z_vars, Epetra_SerialDenseVector &u_vars)
  Transformation routine from z-space of correlated standard normal variables to u-space of uncorrelated standard normal variables.

• void trans_grad_X_to_U (const Epetra_SerialDenseVector &fn_grad_x, Epetra_SerialDenseVector &fn_grad_u, const Epetra_SerialDenseVector &x_vars)
  Transformation routine for gradient vector from x-space to u-space.

• void trans_hess_X_to_U (const Epetra_SerialSymDenseMatrix &fn_hess_x, Epetra_SerialSymDenseMatrix &fn_hess_u, const Epetra_SerialDenseVector &x_vars, const Epetra_SerialDenseVector &fn_grad_x)
  Transformation routine for Hessian matrix from x-space to u-space.

• void jacobian_dX_dU (const Epetra_SerialDenseVector &x_vars, Epetra_SerialDenseMatrix &jacobian_xu)
  Jacobian of x(u) mapping obtained from dX/dZ dZ/dU.

• void jacobian_dX_dZ (const Epetra_SerialDenseVector &x_vars, Epetra_SerialDenseMatrix &jacobian_xz)
  Jacobian of x(z) mapping obtained from differentiation of trans_Z_to_X().

• void jacobian_dU_dX (const Epetra_SerialDenseVector &x_vars, Epetra_SerialDenseMatrix &jacobian_ux)
  Jacobian of u(x) mapping obtained from dU/dZ dZ/dX.

• void jacobian_dZ_dX (const Epetra_SerialDenseVector &x_vars, Epetra_SerialDenseMatrix &jacobian_xz)
  Jacobian of z(x) mapping obtained from differentiation of trans_X_to_Z().

• void jacobian_dX_dS (const Epetra_SerialDenseVector &x_vars, Epetra_SerialDenseMatrix &jacobian_xs)
Design Jacobian of \( x(u,s) \) mapping obtained from differentiation of \( \text{trans}_U\rightarrow Xi() \) with respect to distribution parameters \( S \).

- **void** **numerical_design_jacobian** (const Epetra_SerialDenseVector &x_vars, bool xs, Epetra_SerialDenseMatrix &num_jacobian_xs, bool zs, Epetra_SerialDenseMatrix &num_jacobian_zs)
  
  Computes numerical \( dx/ds \) and \( dz/ds \) Jacobians as requested by \( xs \) and \( zs \) booleans.

- **void** **hessian_d2X_dU2** (const Epetra_SerialDenseVector &x_vars, Array &hessian_xu)
  
  Hessian of \( x(u) \) mapping obtained from \( dZ/dU^T \cdot d^2X/dZ^2 \cdot dZ/dU \).

- **void** **hessian_d2X_dZ2** (const Epetra_SerialDenseVector &x_vars, Array &hessian_xz)
  
  Hessian of \( x(z) \) mapping obtained from differentiation of \( \text{jacobian}_dX_dZ() \).

- **void** **trans_correlations** ()
  
  As part of the Nataf distribution model (Der Kiureghian & Liu, 1986), this procedure modifies the user-specified correlation matrix (corrMatrix) and decomposes it into its Cholesky factor (corrCholeskyFactor).

- **void** **verify_trans_jacobian_hessian** (const Epetra_SerialDenseVector &v0)
  
  Routine for verification of transformation Jacobian/Hessian terms

- **void** **verify_design_jacobian** (const Epetra_SerialDenseVector &u0)
  
  Routine for verification of design Jacobian terms

- **const Real &** **distribution_parameter** (const size_t &index)
  
  Return a particular random variable distribution parameter

- **void** **distribution_parameter** (const size_t &index, const Real &param)
  
  Set a particular random variable distribution parameter and update derived quantities

- **Real** **probability** (const Real &beta)
  
  Convert beta to a probability using either a first-order or second-order integration.

- **Real** **reliability** (const Real &p)
  
  Convert probability to beta using the inverse of a first-order or second-order integration.

- **void** **principal_curvatures** ()
  
  Compute the \( \kappa_U \) vector of principal curvatures from \( fnHessU \).

- **Real** **phi** (const Real &beta)
  
  Standard normal density function.

- **Real** **Phi** (const Real &beta)
  
  Standard normal cumulative distribution function.

- **Real** **Phi_inverse** (const Real &p)
Inverse of standard normal cumulative distribution function.

- **Real erf_inverse** (const Real &p)
  
  *Inverse of error function used in Phi_inverse().*

- **Real cdf_beta_Pinv** (const Real &normcdf, const Real &alpha, const Real &beta)
  
  *Inverse of standard beta CDF (not supported by GSL).*

### Static Private Member Functions

- **static void RIA_objective_eval** (int &mode, int &n, double *u, double &f, double *grad_f, int &)
  
  *static function used by NPSOL as the objective function in the Reliability Index Approach (RIA) problem formulation. This equality-constrained optimization problem performs the search for the most probable point (MPP) with the objective function of (norm u)^2.*

- **static void RIA_constraint_eval** (int &mode, int &ncnln, int &n, int &nrowj, int *needc, double *u, double *c, double *cjac, int &nstate)

  *static function used by NPSOL as the constraint function in the Reliability Index Approach (RIA) problem formulation. This equality-constrained optimization problem performs the search for the most probable point (MPP) with the constraint of G(u) = response level.*

- **static void PMA_objective_eval** (int &mode, int &n, double *u, double &f, double *grad_f, int &)

  *static function used by NPSOL as the objective function in the Performance Measure Approach (PMA) problem formulation. This equality-constrained optimization problem performs the search for the most probable point (MPP) with the objective function of G(u).*

- **static void PMA_constraint_eval** (int &mode, int &ncnln, int &n, int &nrowj, int *needc, double *u, double *c, double *cjac, int &nstate)

  *static function used by NPSOL as the constraint function in the Performance Measure Approach (PMA) problem formulation. This equality-constrained optimization problem performs the search for the most probable point (MPP) with the constraint of (norm u)^2 = beta^2.*

- **static void RIA_objective_eval** (int mode, int n, const NEWMAT::ColumnVector &u, NEWMAT::Real &f, NEWMAT::ColumnVector &grad_f, int &result_mode)

  *static function used by OPT++ as the objective function in the Reliability Index Approach (RIA) problem formulation. This equality-constrained optimization problem performs the search for the most probable point (MPP) with the objective function of (norm u)^2.*

- **static void RIA_constraint_eval** (int mode, int n, const NEWMAT::ColumnVector &u, NEWMAT::ColumnVector &g, NEWMAT::Matrix &grad_g, int &result_mode)

  *static function used by OPT++ as the constraint function in the Reliability Index Approach (RIA) problem formulation. This equality-constrained optimization problem performs the search for the most probable point (MPP) with the constraint of G(u) = response level.*

- **static void PMA_objective_eval** (int mode, int n, const NEWMAT::ColumnVector &u, NEWMAT::Real &f, NEWMAT::ColumnVector &grad_f, int &result_mode)
static function used by OPT++ as the objective function in the Performance Measure Approach (PMA) problem formulation. This equality-constrained optimization problem performs the search for the most probable point (MPP) with the objective function of G(u).

- static void PMA_constraint_eval (int mode, int n, const NEWMAT::ColumnVector &u, NEWMAT::ColumnVector &g, NEWMAT::Matrix &grad_g, int &result_mode)

  static function used by OPT++ as the constraint function in the Performance Measure Approach (PMA) problem formulation. This equality-constrained optimization problem performs the search for the most probable point (MPP) with the constraint of (norm u)^2 \leq beta^2.

Private Attributes

- Approximation limitStateSurrogate
  Approximation instance used for TANA-3 and Taylor series limit state approximations.

- size_t numRelAnalyses
  number of invocations of quantify_uncertainty()

- size_t approxIters
  number of AMV+/TANA approximation cycles for the current respFnCount/levelCount

- bool approxConverged
  indicates convergence of approximation-based iterations

- Epetra_SerialDenseVector fnGradX
  actual x-space gradient for current function from most recent response evaluation

- Epetra_SerialDenseVector fnGradU
  u-space gradient for current function updated from fnGradX and Jacobian dx/du

- Epetra_SerialSymDenseMatrix fnHessX
  actual x-space Hessian for current function from most recent response evaluation

- Epetra_SerialSymDenseMatrix fnHessU
  u-space Hessian for current function updated from fnHessX and Jacobian dx/du

- Epetra_SerialDenseVector kappaU
  principal curvatures derived from eigenvalues of orthonormal transformation of fnHessU

- Real modelFnVal
  x-space/u-space value for current function from (linearized) model used in RIA/PMA objective/constraint evaluators

- Epetra_SerialDenseVector modelFnGradU
  u-space gradient for current function from (linearized) model used in RIA/PMA objective/constraint evaluators
• Epetra_SerialSymDenseMatrix modelFnHessU
  u-space Hessian for current function from (linearized) model used in RIA/PMA objective/constraint evaluators

• Epetra_SerialDenseVector fnValsMeanX
  response function values evaluated at mean x

• Epetra_SerialDenseMatrix fnGradsMeanX
  response function gradients evaluated at mean x

• Array<Epetra_SerialSymDenseMatrix> fnHessiansMeanX
  response function Hessians evaluated at mean x

• RealVector medianFnVals
  response function values evaluated at u=0 (for first-order integration, p=0.5 -> median function values). Used to
determine the sign of beta.

• RealVector initialPtU
  initial guess for MPP search in u-space

• Epetra_SerialDenseVector mostProbPointX
  location of MPP in x-space

• Epetra_SerialDenseVector mostProbPointU
  location of MPP in u-space

• RealVectorArray prevMPPULev0
  array of converged MPP’s in u-space for level 0. Used for warm-starting initialPtU within RBDO.

• RealMatrix prevFnGradDLev0
  matrix of limit state sensitivities w.r.t. inactive/design variables for level 0. Used for warm-starting initialPtU
  within RBDO.

• RealMatrix prevFnGradULev0
  matrix of limit state sensitivities w.r.t. active/uncertain variables for level 0. Used for warm-starting initialPtU
  within RBDO.

• RealVector prevICVars
  previous design vector. Used for warm-starting initialPtU within RBDO.

• IntArray prevCumASVLev0
  accumulation (using \(|=\)) of all previous design ASV’s from requested finalStatistics. Used to detect availability of
  prevFnGradDLev0 data for warm-starting initialPtU within RBDO.

• IntArray ranVarType
  vector of indices indicating the type of each uncertain variable

• Epetra_SerialDenseVector ranVarMeansX
vector of means for all uncertain random variables in x-space

- Epetra_SerialDenseVector ranVarMeansU
  vector of means for all uncertain random variables in u-space

- Epetra_SerialDenseVector ranVarStdDevsX
  vector of standard deviations for all uncertain random variables in x-space

- Epetra_SerialSymDenseMatrix corrMatrix
  Epetra copy of uncertainCorrelations.

- Epetra_SerialDenseMatrix corrCholeskyFactor
  cholesky factor of corrMatrix

- int respFnCount
  counter for which response function is being analyzed

- size_t levelCount
  counter for which response/probability level is being analyzed

- size_t statCount
  counter for which final statistic is being computed

- Real requestedRespLevel
  the response level target for the current response function

- Real requestedCDFProbLevel
  the CDF probability level target for the current response function

- Real requestedCDFRelLevel
  the CDF reliability level target for the current response function

- Real computedRespLevel
  output response level calculated

- Real computedRelLevel
  output reliability level calculated

- short mppSearchType
  the MPP search type selection: MV, x/u-space AMV, x/u-space AMV+, or FORM

- bool npsolFlag
  flag representing the optimization MPP search algorithm selection (SQP or NIP)

- bool warmStartFlag
  flag indicating the use of warm starts
• bool nipModeOverrideFlag
  
  flag indicating the use of move overrides within OPT++ NIP

• short integrationOrder
  
  integration order (1 or 2) provided by integration specification

• short taylorOrder
  
  order of Taylor series approximations (1 or 2) in MV/AMV/AMV+ derived from hessianType

• RealMatrix impFactor
  
  importance factors predicted by MV

• int npsolDerivLevel
  
  derivative level for NPSOL executions (1 = analytic grads of objective fn, 2 = analytic grads of constraints, 3 = analytic grads of both).

• const Real Pi
  
  the value for Pi used in several numerical routines

Static Private Attributes

• static NonDReliability * nondRelInstance
  
  pointer to the active object instance used within the static evaluator functions in order to avoid the need for static data

10.74.1 Detailed Description

Class for the reliability methods within DAKOTA/UQ.

The NonDReliability class implements the following reliability methods through the support of different limit state approximation and integration options: mean value (MV), advanced mean value method (AMV) in x- or u-space, iterated advanced mean value method (AMV+) in x- or u-space, first order reliability method (FORM), and second order reliability method (SORM). The AMV/AMV+/FORM/SORM variants employ an optimizer (currently NPSOL SQP or OPT++ NIP) to solve an equality-constrained optimization problem for the most probable point (MPP).

10.74.2 Member Function Documentation
10.74.2.1  void initialize_random_variables ()  [private]

convenience fn for initializing ranVarType, ranVarMeansX, ranVarStdDevsX
Build ranVar arrays containing the uncertain variable distribution types and their corresponding means/standard deviations.

10.74.2.2  void initial_taylor_series ()  [private]

convenience function for performing the initial limit state Taylor-series approximation
An initial first- or second-order Taylor-series approximation is required for MV/AMV/AMV+/TANA or for the case where meanStats or stdDevStats (from MV) are required within finalStatistics for subIterator usage of NonDReliability.

10.74.2.3  void initialize_class_data ()  [private]

convenience function for initializing class scope arrays
Initialize class-scope arrays and perform other start-up activities, such as evaluating median limit state responses.

10.74.2.4  void initialize_level_data ()  [private]

convenience function for initializing/warm starting MPP search data for each response function prior to level 0
For a particular response function prior to the first z/p/beta level, initialize/warm-start optimizer initial guess (initialPtU), expansion point (mostProbPointX/U), and associated response data (computedRespLevel, fnGradX/U, and fnHessX/U).

10.74.2.5  void initialize_mpp_search_data ()  [private]

convenience function for initializing/warm starting MPP search data for each z/p/beta level for each response function
For a particular response function at a particular z/p/beta level, warm-start or reset the optimizer initial guess (initialPtU), expansion point (mostProbPointX/U), and associated response data (computedRespLevel, fnGradX/U, and fnHessX/U).

10.74.2.6  void update_mpp_search_data (const Variables & vars_star, const Response & resp_star)  [private]

convenience function for updating MPP search data for each z/p/beta level for each response function
Includes case-specific logic for updating MPP search data for the AMV/AMV+/TANA/NO_APPROX methods.
10.74 NonDReliability Class Reference

10.74.2.7 void update_level_data (RealVector & final_stats, RealMatrix & final_stat_grads) [private]

convenience function for updating z/p/beta level data and final statistics following MPP convergence
Updates computedRespLevels/computedProbLevels/computedRelLevels, final_stats/final_stats_grads, warm start, and graphics data.

10.74.2.8 void g_eval (int & mode, const Epetra_SerialDenseVector & u) [private]

convenience function for evaluating fnVal(u), fnGradU(u), and fnHessU(u) as required by RIA_constraint_eval() and PMA_objective_eval()
Convenience function for evaluating the value/gradient/Hessian of G(u). Attributes containing actual data from response evaluations:

- fnValsMeanX, computedRespLevel, fnGradX, fnHessX Attributes used in evaluator fns that may involve approximations:
- modelFnVal, modelFnGradU, modelFnHessU It is important to keep these separate, since fnGradU is used in a number of places (warm start projections, sensitivities, and SORM integrations at converged MPP’s) and should not defined from approximations.

10.74.2.9 void dg_ds_eval (const Epetra_SerialDenseVector & x_vars, const Epetra_SerialDenseVector & fn_grad_x, RealMatrix & final_stat_grads) [private]

convenience function for evaluating dg/ds
Computes dg/ds where s = design variables. Supports potentially overlapping cases of design variable augmentation and insertion.

10.74.2.10 void trans_U_to_X (const Epetra_SerialDenseVector & u_vars, Epetra_SerialDenseVector & x_vars) [private]

Transformation routine from u-space of uncorrelated standard normal variables to x-space of correlated random variables.
This procedure performs the transformation from u to x space. u_vars is the vector of random variables in uncorrelated standard normal space (u-space). x_vars is the vector of random variables in the original user-defined x-space.

10.74.2.11 void trans_U_to_Z (const Epetra_SerialDenseVector & u_vars, Epetra_SerialDenseVector & z_vars) [private]

Transformation routine from u-space of uncorrelated standard normal variables to z-space of correlated standard normal variables.
This procedure computes the transformation from $u$ to $z$ space. $u_{\text{vars}}$ is the vector of random variables in uncorrelated standard normal space ($u$-space). $z_{\text{vars}}$ is the vector of random variables in normal space with proper correlations ($z$-space).

10.74.2.12 \textbf{void trans\textunderscore Z\textunderscore to\textunderscore X} (const \texttt{Epetra\_SerialDenseVector \&} \texttt{z\_vars}, \texttt{Epetra\_SerialDenseVector \&} \texttt{x\_vars}) \texttt{[private]}

Transformation routine from $z$-space of correlated standard normal variables to $x$-space of correlated random variables.

This procedure computes the transformation from $z$ to $x$ space. $z_{\text{vars}}$ is the vector of random variables in normal space with proper correlations ($z$-space). $x_{\text{vars}}$ is the vector of random variables in the original user-defined $x$-space.

10.74.2.13 \textbf{void trans\textunderscore X\textunderscore to\textunderscore U} (const \texttt{Epetra\_SerialDenseVector \&} \texttt{x\_vars}, \texttt{Epetra\_SerialDenseVector \&} \texttt{u\_vars}) \texttt{[private]}

Transformation routine from $x$-space of correlated random variables to $u$-space of uncorrelated standard normal variables.

This procedure performs the transformation from $x$ to $u$ space: $u_{\text{vars}}$ is the vector of random variables in uncorrelated standard normal space ($u$-space). $x_{\text{vars}}$ is the vector of random variables in the original user-defined $x$-space.

10.74.2.14 \textbf{void trans\textunderscore X\textunderscore to\textunderscore Z} (const \texttt{Epetra\_SerialDenseVector \&} \texttt{x\_vars}, \texttt{Epetra\_SerialDenseVector \&} \texttt{z\_vars}) \texttt{[private]}

Transformation routine from $x$-space of correlated random variables to $z$-space of correlated standard normal variables.

This procedure performs the transformation from $x$ to $z$ space: $z_{\text{vars}}$ is the vector of random variables in normal space with proper correlations ($z$-space). $x_{\text{vars}}$ is the vector of random variables in the original user-defined $x$-space.

10.74.2.15 \textbf{void trans\textunderscore Z\textunderscore to\textunderscore U} (\texttt{Epetra\_SerialDenseVector \&} \texttt{z\_vars}, \texttt{Epetra\_SerialDenseVector \&} \texttt{u\_vars}) \texttt{[private]}

Transformation routine from $z$-space of correlated standard normal variables to $u$-space of uncorrelated standard normal variables.

This procedure computes the transformation from $z$ to $u$ space: $u_{\text{vars}}$ is the vector of random variables in uncorrelated standard normal space ($u$-space). $z_{\text{vars}}$ is the vector of random variables in normal space with proper correlations ($z$-space).
10.74.2.16 void trans_grad_X_to_U (const Epetra_SerialDenseVector & fn_grad_x,
               Epetra_SerialDenseVector & fn_grad_u, const Epetra_SerialDenseVector & x_vars)
               [private]

Transformation routine for gradient vector from x-space to u-space.
This procedure transforms a gradient vector from the original user-defined x-space (where evaluations are performed) to uncorrelated standard normal space (u-space). x_vars is the vector of random variables in x-space.

10.74.2.17 void trans_hess_X_to_U (const Epetra_SerialSymDenseMatrix & fn_hess_x,
               Epetra_SerialSymDenseMatrix & fn_hess_u, const Epetra_SerialDenseVector & x_vars,
               const Epetra_SerialDenseVector & fn_grad_x) [private]

Transformation routine for Hessian matrix from x-space to u-space.
This procedure transforms a Hessian matrix from the original user-defined x-space (where evaluations are performed) to uncorrelated standard normal space (u-space). x_vars is the vector of the random variables in x-space.

10.74.2.18 void jacobian_dX_dU (const Epetra_SerialDenseVector & x_vars,
               Epetra_SerialDenseMatrix & jacobian_xu) [private]

Jacobian of x(u) mapping obtained from dX/dZ dZ/dU.
This procedure computes the Jacobian of the transformation x(u). x_vars is the vector of random variables in the original user-defined x-space.

10.74.2.19 void jacobian_dX_dZ (const Epetra_SerialDenseVector & x_vars,
               Epetra_SerialDenseMatrix & jacobian_xz) [private]

Jacobian of x(z) mapping obtained from differentiation of trans_Z_to_X().
This procedure computes the Jacobian of the transformation x(z). x_vars is the vector of random variables in the original user-defined x-space.

10.74.2.20 void jacobian_dU_dX (const Epetra_SerialDenseVector & x_vars,
               Epetra_SerialDenseMatrix & jacobian_ux) [private]

Jacobian of u(x) mapping obtained from dU/dZ dZ/dX.
This procedure computes the Jacobian of the transformation u(x). x_vars is the vector of random variables in the original user-defined x-space.

10.74.2.21 void jacobian_dZ_dX (const Epetra_SerialDenseVector & x_vars,
               Epetra_SerialDenseMatrix & jacobian_xz) [private]

Jacobian of z(x) mapping obtained from differentiation of trans_X_to_Z().
This procedure computes the Jacobian of the transformation $z(x)$. $x_{\text{vars}}$ is the vector of random variables in the original user-defined $x$-space.

### 10.74.2.22 void jacobian_dX_dS (const Epetra_SerialDenseVector & $x_{\text{vars}}$, Epetra_SerialDenseMatrix & $jacobian_{xs}$) [private]

Design Jacobian of $x(u,s)$ mapping obtained from differentiation of $\text{trans\_U\_to\_X()}$ with respect to distribution parameters $S$.

This procedure computes the derivative of the original variables $x$ with respect to the random variable distribution parameters $s$. This provides the design Jacobian of the transformation for use in computing RBDO design sensitivities.

### 10.74.2.23 void numerical_design_jacobian (const Epetra_SerialDenseVector & $x_{\text{vars}}$, bool $xs$, Epetra_SerialDenseMatrix & $\text{num\_jacobian_{xs}}$, bool $zs$, Epetra_SerialDenseMatrix & $\text{num\_jacobian_{zs}}$) [private]

Computes numerical $dx/ds$ and $dz/ds$ Jacobians as requested by xs and zs booleans.

This procedure computes numerical derivatives of $x$ and/or $z$ with respect to distribution parameters $s$, and is used by $\text{jacobian\_dX\_dS()}$ to provide data that is not available analytically. Numerical $dz/ds$ involves $dL/ds$ ($z(s) = L(s) u$ and $dz/ds = dL/ds u$) and is needed to evaluate $dx/ds$ semi-analytically for correlated variables. Numerical $dx/ds$ is needed for distributions lacking simple closed-form CDF expressions (beta and gamma distributions).

### 10.74.2.24 void hessian_d2X_dU2 (const Epetra_SerialDenseVector & $x_{\text{vars}}$, Array<Epetra_SerialSymDenseMatrix> & $\text{hessian\_xu}$) [private]

Hessian of $x(u)$ mapping obtained from $dZ/dU^T d^{\wedge 2}X/dZ^2 dZ/dU$.

This procedure computes the Hessian of the transformation $x(u)$. $\text{hessian\_xu}$ is a 3D tensor modeled as an array of matrices, where the $i$-_th_ matrix is $d^{\wedge 2}X_i/dU^2$. $x_{\text{vars}}$ is the vector of random variables in the original user-defined $x$-space.

### 10.74.2.25 void hessian_d2X_dZ2 (const Epetra_SerialDenseVector & $x_{\text{vars}}$, Array<Epetra_SerialSymDenseMatrix> & $\text{hessian\_xz}$) [private]

Hessian of $x(z)$ mapping obtained from differentiation of $\text{jacobian\_dX\_dZ()}$.

This procedure computes the Hessian of the transformation $x(z)$. $\text{hessian\_xz}$ is a 3D tensor modeled as an array of matrices, where the $i$-_th_ matrix is $d^{\wedge 2}X_i/dZ^2$. $x_{\text{vars}}$ is the vector of random variables in the original user-defined $x$-space.

### 10.74.2.26 void trans_correlations () [private]

As part of the Nataf distribution model (Der Kiureghian & Liu, 1986), this procedure modifies the user-specified correlation matrix ($\text{corr\_Matrix}$) and decomposes it into its Cholesky factor ($\text{corr\_CholeskyFactor}$).
This procedure modifies the correlation matrix input by the user for use in the Nataf distribution model (Der Kiureghian and Liu, ASCE JEM 112:1, 1986). It uses empirical expressions derived from least-squares polynomial fits to numerical integration data.

- corrMatrix: the correlation coefficient matrix of the random variables provided by the user
- mod_corr_matrix: modified correlation matrix
- corrCholeskyFactor: Cholesky factor of the modified correlation matrix for use in Z_to_U and U_to_Z transformations.

Note: The modification is exact for normal-normal, lognormal-lognormal, and normal-lognormal transformations. All other cases are approximations with some error as noted below.

10.74.2.27 Real probability (const Real & beta) [private]

Convert beta to a probability using either a first-order or second-order integration.

Converts beta into a probability using either first-order (FORM) or second-order (SORM) integration. The SORM calculation first calculates the principal curvatures at the MPP (using the approach in Ch. 8 of Haldar & Mahadevan), and then applies correction formulations from the literature (Breitung, Hohenbichler/Rackwitz, Tvedt, Hong).

10.74.2.28 Real reliability (const Real & p) [private]

Convert probability to beta using the inverse of a first-order or second-order integration.

Converts a probability into a reliability using the inverse of the first-order or second-order integrations implemented in NonDReliability::probability(beta).

10.74.2.29 Real Phi (const Real & beta) [inline, private]

Standard normal cumulative distribution function.

returns a probability < 0.5 for negative beta and a probability > 0.5 for positive beta.

10.74.2.30 Real Phi_inverse (const Real & p) [inline, private]

Inverse of standard normal cumulative distribution function.

returns a negative beta for probability < 0.5 and a positive beta for probability > 0.5.

10.74.2.31 Real cdf_beta_Pinv (const Real & normcdf, const Real & alpha, const Real & beta) [private]

Inverse of standard beta CDF (not supported by GSL).

Solve is performed in scaled space (for the standard beta distribution).
The documentation for this class was generated from the following files:

- NonDReliability.H
- NonDReliability.C
10.75 NonDSampling Class Reference

Base class for common code between NonDLHSSampling and NonDPCESampling.

Inheritance diagram for NonDSampling:

```
NonDSampling
  |   
  v   
NonD
  |   
  v   
NonDLHSSampling
  |   
  v   
NonDPCESampling
```

Protected Member Functions

- NonDSampling (Model &model)  
  constructor

- NonDSampling (NoDBBaseConstructor, Model &model, int samples, int seed)  
  alternate constructor for sample generation and evaluation "on the fly"

- NonDSampling (NoDBBaseConstructor, int samples, int seed, const RealVector &lower_bnds, const RealVector &upper_bnds)  
  alternate constructor for sample generation "on the fly"

- ~NonDSampling ()  
  destructor

- void sampling_reset (int min_samples, bool all_data_flag, bool stats_flag)  
  resets number of samples and sampling flags

- const String & sampling_scheme () const  
  return sampleType: "lhs" or "random"

- void vary_pattern (bool pattern_flag)  
  set varyPattern
void get_parameter_sets ()

Uses run_lhs() to generate a set of samples from the distributions in userDefinedModel. In the usual mode, this will be called once. In variance-based decomposition or replicated LHS, it may be called several times.

void get_parameter_sets (const RealVector &lower_bnds, const RealVector &upper_bnds)

Uses run_lhs() to generate a set of uniform samples over lower_bnds/upper_bnds.

void run_lhs (const RealVector &all_l_bnds, const RealVector &all_u_bnds, const RealVector &n_means, const RealVector &n_std_devs, const RealVector &n_l_bnds, const RealVector &n_u_bnds, const RealVector &ln_means, const RealVector &ln_std_devs, const RealVector &ln_err_facts, const RealVector &ln_l_bnds, const RealVector &ln_u_bnds, const RealVector &u_l_bnds, const RealVector &u_u_bnds, const RealVector &lu_l_bnds, const RealVector &lu_u_bnds, const RealVector &t_modes, const RealVector &t_l_bnds, const RealVector &t_u_bnds, const RealVector &b_alphas, const RealVector &b_betas, const RealVector &b_l_bnds, const RealVector &b_u_bnds, const RealVector &ga_alphas, const RealVector &ga_betas, const RealVector &w_alphas, const RealVector &w_betas, const RealVectorArray &h_bin_prs, const RealVectorArray &h_pt_prs, const IntVector &num_intervals, const RealVector &interval_probs, const RealVector &interval_bounds)

generates the desired set of parameter samples from within user-specified probabilistic distributions. Supports both old and new LHS libraries. Used by NonDLHSSampling and NonDPCESampling.

void compute_statistics (const RealVectorArray &samples)

computes mean, standard deviation, and probability of failure for the samples input

void compute_correlations (const RealVectorArray &all_c_vars, const RealVectorArray &all_fns)

computes four correlation matrices for input and output data simple, partial, simple rank, and partial rank

void simple_corr (Epetra_SerialDenseMatrix &total_data, const int &num_obs, const int &num_corr, const bool &rank_on)

computes simple correlations

void partial_corr (Epetra_SerialDenseMatrix &total_data, const int &num_obs, const int &num_corr, const bool &rank_on)

computes partial correlations

void print_statistics (ostream &s) const

prints the mean, standard deviation, and probability of failure statistics computed in compute_statistics()

Static Protected Member Functions

static bool rank_sort (const int &x, const int &y)

sort algorithm to compute ranks for rank correlations
Protected Attributes

- int samplesSpec
  user specification of number of samples

- int numSamples
  the number of samples to evaluate

- String sampleType
  the sample type: "lhs" or "random"

- bool statsFlag
  flags computation/output of statistics

- bool allDataFlag
  flags update of allVariables/allResponses

- size_t numActiveVars
  total number of variables published to LHS

- size_t numDesignVars
  number of design variables (treated as uniform distribution within design variable bounds for DACE usage of NonDSampling)

- size_t numStateVars
  number of state variables (treated as uniform distribution within state variable bounds for DACE usage of NonDSampling)

- bool varyPattern
  flag for generating a sequence of seed values within multiple run_lhs() calls so that the run_lhs() executions (e.g., for surrogate-based optimization) are repeatable but not correlated.

Private Member Functions

- void check_error (const int &err_code, const char *err_source) const
  checks the return codes from LHS routines and aborts if an error is returned

Private Attributes

- const int originalSeed
  the user seed specification (default is 0)

- int randomSeed
  the current random number seed
• size_t numLHSRuns  
  counter for number of executions of run_lhs() for this object

• RealVector mean95CIDeltas  
  Plus/minus deltas on response function means for 95% confidence intervals (calculated in compute_statistics()).

• RealVector stdDev95CILowerBnds  
  Lower bound for 95% confidence interval on std deviation (calculated in compute_statistics()).

• RealVector stdDev95CIUpperBnds  
  Upper bound for 95% confidence interval on std deviation (calculated in compute_statistics()).

• Epetra_SerialDenseMatrix simpleCorr  
  matrix to hold simple raw correlations

• Epetra_SerialDenseMatrix simpleRankCorr  
  matrix to hold simple rank correlations

• Epetra_SerialDenseMatrix partialCorr  
  matrix to hold partial raw correlations

• Epetra_SerialDenseMatrix partialRankCorr  
  matrix to hold partial rank correlations

### Static Private Attributes

• static RealArray rawData  
  vector to hold raw data before rank sort

• static int pgf90Initialized  
  flag indicating whether pghf_init() has been called.

## 10.75.1 Detailed Description

Base class for common code between NonDLHSSampling and NonDPCESampling.

This base class provides common code for sampling methods which employ the Latin Hypercube Sampling (LHS) package from Sandia Albuquerque’s Risk and Reliability organization. NonDSampling manages two LHS versions within a #ifdef construct in run_lhs(): (1) the 1998 Fortran 90 LHS version as documented in SAND98-0210, which was converted to a UNIX link library in 2001, (2) the 1970’s vintage LHS that had been f2c’d and converted to (incomplete) classes.
10.75 NonDSampling Class Reference

10.75.2 Constructor & Destructor Documentation

10.75.2.1 NonDSampling (Model & model) [protected]

constructor

This constructor is called for a standard letter-envelope iterator instantiation. In this case, set_db_list_nodes has been called and probDescDB can be queried for settings from the method specification.

10.75.2.2 NonDSampling (NoDBBaseConstructor, Model & model, int samples, int seed) [protected]

alternate constructor for sample generation and evaluation "on the fly"

This alternate constructor is used by NonDEvidence for generation and evaluation of on-the-fly sample sets.

10.75.2.3 NonDSampling (NoDBBaseConstructor, int samples, int seed, const RealVector & lower_bnds, const RealVector & upper_bnds) [protected]

alternate constructor for sample generation "on the fly"

This alternate constructor is used by ConcurrentStrategy for generation of uniform, uncorrelated sample sets.

10.75.3 Member Function Documentation

10.75.3.1 void sampling_reset (int min_samples, bool all_data_flag, bool stats_flag) [inline, protected, virtual]

resets number of samples and sampling flags

used by ApproximationInterface::build_global_approximation() to publish the minimum number of samples needed from the sampling routine (to build a particular global approximation) and to set allDataFlag and statsFlag. In this case, allDataFlag is set to true (vectors of variable and response sets must be returned to build the global approximation) and statsFlag is set to false (statistics computations are not needed).

Reimplemented from Iterator.

The documentation for this class was generated from the following files:

- NonDSampling.H
- NonDSampling.C
10.76 NPSOLOptimizer Class Reference

Wrapper class for the NPSOL optimization library.

Inheritance diagram for NPSOLOptimizer:

```
Iterate

Minimizer

Optimizer  SOLBase

NPSOLOptimizer
```

Public Member Functions

- **NPSOLOptimizer** (Model &model)
  
  *standard constructor*

- **NPSOLOptimizer** (const RealVector &initial_point, const RealVector &var_lower_bnds, const RealVector &var_upper_bnds, const RealMatrix &lin_ineq_coeffs, const RealVector &lin_ineq_lower_bnds, const RealVector &lin_ineq_upper_bnds, const RealMatrix &lin_eq_coeffs, const RealVector &lin_eq_targets, const RealVector &nonlin_ineq_lower_bnds, const RealVector &nonlin_ineq_upper_bnds, const RealVector &nonlin_eq_targets, void(*user_obj_eval)(int &, int &, double, double &, double, int &), void(*user_con_eval)(int &, int &, int &, int &, int &, int *, double *, double *, int &), const int &derivative_level, const Real &conv_tol)

  *alternate constructor for instantiations "on the fly"*

- **~NPSOLOptimizer** ()

  *destructor*

- void **find_optimum** ()

  *Used within the optimizer branch for computing the optimal solution. Redefines the run_iterator virtual function for the optimizer branch.*

Private Member Functions

- void **find_optimum_on_model** ()

  *called by find_optimum for setUpType == "model"*
- void find_optimum_on_user_functions ()

  called by find_optimum for setUpType == "user_functions"

### Static Private Member Functions

- static void objective_eval (int &mode, int &n, double *x, double &f, double *gradf, int &nstate)

  OBJFUN in NPSOL manual: computes the value and first derivatives of the objective function (passed by function pointer to NPSOL).

### Private Attributes

- **String setUpType**

  controls iteration mode: "model" (normal usage) or "user_functions" (user-supplied functions mode for "on the fly" instantiations). NonDReliability currently uses the user_functions mode.

- **RealVector initialPoint**

  holds initial point passed in for "user_functions" mode.

- **RealVector lowerBounds**

  holds variable lower bounds passed in for "user_functions" mode.

- **RealVector upperBounds**

  holds variable upper bounds passed in for "user_functions" mode.

- **void(* userObjectiveEval )** (int &, int &, double *, double &, double *, int &)

  holds function pointer for objective function evaluator passed in for "user_functions" mode.

- **void(* userConstraintEval )** (int &, int &, int &, int &, int *, double *, double *, double *, int &)

  holds function pointer for constraint function evaluator passed in for "user_functions" mode.

### Static Private Attributes

- static NPSOLOptimizer * npsolInstance

  pointer to the active object instance used within the static evaluator functions in order to avoid the need for static data
10.76.1 Detailed Description

Wrapper class for the NPSOL optimization library.

The NPSOLOptimizer class provides a wrapper for NPSOL, a Fortran 77 sequential quadratic programming library from Stanford University marketed by Stanford Business Associates. It uses a function pointer approach for which passed functions must be either global functions or static member functions. Any attribute used within static member functions must be either local to that function or accessed through a static pointer.

The user input mappings are as follows: max_function_evaluations is implemented directly in NPSOLOptimizer’s evaluator functions since there is no NPSOL parameter equivalent, and max_iterations, convergence_tolerance, output verbosity, verify_level, function_precision, and linesearch_tolerance are mapped into NPSOL’s "Major Iteration Limit", "Optimality Tolerance", "Major Print Level" (verbose: Major Print Level = 20; quiet: Major Print Level = 10), "Verify Level", "Function Precision", and "Linesearch Tolerance" parameters, respectively, using NPSOL’s npoptn() subroutine (as wrapped by npoptn2() from the npoptn_wrapper.f file). Refer to [Gill, P.E., Murray, W., Saunders, M.A., and Wright, M.H., 1986] for information on NPSOL’s optional input parameters and the npoptn() subroutine.

The documentation for this class was generated from the following files:

- NPSOLOptimizer.H
- NPSOLOptimizer.C
10.77 Optimizer Class Reference

Base class for the optimizer branch of the iterator hierarchy.

Inheritance diagram for Optimizer::

```
    Iterator
     |       |
     | Minimizer
     |       |
    Optimizer

    COLINOptimizer  CONMINOptimizer  DOTOptimizer  JEGAOptimizer  NLPQLPOptimizer  NPSOLOptimizer  SNLOptimizer
```

Public Member Functions

- void `run()`
  
  run the iterator; portion of `run_iterator()`

Protected Member Functions

- `Optimizer()`
  
  default constructor

- `Optimizer(Model &model)`
  
  standard constructor

- `Optimizer(NoDBBaseConstructor, size_t num_cv, size_t num_lin_ineq, size_t num_lin_eq, size_t num_nln_ineq, size_t num_nln_eq)`
  
  alternate constructor for "on the fly" instantiations

- `~Optimizer()`
  
  destructor

- void `print_results(ostream &s) const`

- void `multi_objective_weights(const RealVector &multi_obj_wts)`
  
  set the relative weightings for multiple objective functions. Used by ConcurrentStrategy for Pareto set optimization.

- void `derived_initialize_scaling()`
  
  provides derived class-specific portions of scaling initialization since Optimizer and LeastSq iterators have obj fn. and residual scales, respectively
• virtual void find_optimum ()=0
  
  Used within the optimizer branch for computing the optimal solution. Redefines the run_iterator virtual function for the optimizer branch.

• Response multi_objective_modify (const Response &raw_response) const
  
  forward mapping: maps multiple objective functions to a single objective for single-objective optimizers

• const RealVector & multi_objective_retrieve (const Variables &vars, const Response &response) const
  
  inverse mapping: retrieves values for multiple objective functions from the solution of a single-objective optimizer

Protected Attributes

• size_t numObjectiveFunctions
  
  number of objective functions

• RealVector multiObjWeights
  
  user-specified weights for multiple objective functions

Friends

• class COLINApplication
  
  a COLINOptimizer uses a COLINApplication object to perform the function evaluations

10.77.1 Detailed Description

Base class for the optimizer branch of the iterator hierarchy.

The Optimizer class provides common data and functionality for DOTOptimizer, NPSOLOptimizer, SNLLOptimizer, and COLINOptimizer.

10.77.2 Constructor & Destructor Documentation

10.77.2.1 Optimizer (Model & model) [protected]

standard constructor

This constructor extracts the inherited data for the optimizer branch and performs sanity checking on gradient and constraint settings.
10.77.3 Member Function Documentation

10.77.3.1 void run () [inline, virtual]
run the iterator; portion of run_iterator()

Iterator supports a construct/pre-run/run/post-run/destroy progression. This function is the virtual run function for the iterator class hierarchy. All derived classes need to redefine it.
Reimplemented from Iterator.

10.77.3.2 void print_results (ostream & s) const [protected, virtual]
Redefines default iterator results printing to include optimization results (objective functions and constraints).
Reimplemented from Iterator.

10.77.3.3 Response multi_objective_modify (const Response & raw_response) const [protected]
forward mapping: maps multiple objective functions to a single objective for single-objective optimizers
This function is responsible for the mapping of multiple objective functions into a single objective for publishing to single-objective optimizers. Used in DOTOptimizer, NPSOLOptimizer, SNLOptimizer, and SGOPTApplication on every function evaluation. The simple weighting approach (using multiObjWeights) is the only technique supported currently. The weightings are used to scale function values, gradients, and Hessians as needed.

10.77.3.4 const RealVector & multi_objective_retrieve (const Variables & vars, const Response & response) const [protected]
inverse mapping: retrieves values for multiple objective functions from the solution of a single-objective optimizer
Retrieve a full multiobjective response based on the data returned by a single objective optimizer by performing a data_pairs search.

The documentation for this class was generated from the following files:

- DakotaOptimizer.H
- DakotaOptimizer.C
10.78 ParallelConfiguration Class Reference

Container class for a set of ParallelLevel list iterators that collectively identify a particular multilevel parallel configuration.

Public Member Functions

- **ParallelConfiguration ()**
  
  *default constructor*

- **ParallelConfiguration (const ParallelConfiguration &pl)**
  
  *copy constructor*

- **~ParallelConfiguration ()**
  
  *destructor*

- **ParallelConfiguration & operator= (const ParallelConfiguration &pl)**
  
  *assignment operator*

- **const ParallelLevel & w_parallel_level () const**
  
  return the ParallelLevel corresponding to wPLIter

- **const ParallelLevel & si_parallel_level () const**
  
  return the ParallelLevel corresponding to siPLIter

- **const ParallelLevel & ie_parallel_level () const**
  
  return the ParallelLevel corresponding to iePLIter

- **const ParallelLevel & ea_parallel_level () const**
  
  return the ParallelLevel corresponding to eaPLIter

Private Member Functions

- **void assign (const ParallelConfiguration &pl)**
  
  assign the attributes of the incoming pl to this object
Private Attributes

- short numParallelLevels
  number of parallel levels

- ParLevLIter wPLIter
  list iterator for MPI_COMM_WORLD (not strictly required, but improves modularity by avoiding explicit usage of MPI_COMM_WORLD)

- ParLevLIter siPLIter
  list iterator for concurrent iterator partitions (there may be more than one per parallel configuration instance)

- ParLevLIter iePLIter
  list iterator identifying the iterator-evaluation parallelLevel (there can only be one)

- ParLevLIter eaPLIter
  list iterator identifying the evaluation-analysis parallelLevel (there can only be one)

Friends

- class ParallelLibrary
  the ParallelLibrary class has special access privileges in order to streamline implementation

10.78.1 Detailed Description

Container class for a set of ParallelLevel list iterators that collectively identify a particular multilevel parallel configuration.

Rather than containing the multilevel parallel configuration directly, ParallelConfiguration instead provides a set of list iterators which point into a combined list of ParallelLevels. This approach allows different configurations to reuse ParallelLevels without copying them. A list of ParallelConfigurations is contained in ParallelLibrary (ParallelLibrary::parallelConfigurations).

The documentation for this class was generated from the following file:

- ParallelLibrary.H
10.79 ParallelLevel Class Reference

Container class for the data associated with a single level of communicator partitioning.

Public Member Functions

- `ParallelLevel ()`
  
  default constructor

- `ParallelLevel (const ParallelLevel &pl)`
  
  copy constructor

- `~ParallelLevel ()`
  
  destructor

- `ParallelLevel & operator= (const ParallelLevel &pl)`
  
  assignment operator

- `bool dedicated_master_flag () const`
  
  return dedicatedMasterFlag

- `bool communicator_split_flag () const`
  
  return commSplitFlag

- `bool server_master_flag () const`
  
  return serverMasterFlag

- `bool message_pass () const`
  
  return messagePass

- `const int & num_servers () const`
  
  return numServers

- `const int & processors_per_server () const`
  
  return procsPerServer

- `const MPI_Comm & server_intra_communicator () const`
  
  return serverIntraComm

- `const int & server_communicator_rank () const`
  
  return serverCommRank
**Private Member Functions**

- **void** `assign` (const `ParallelLevel` &pl)  
  
  _assign the attributes of the incoming pl to this object_

**Private Attributes**

- **bool** `dedicatedMasterFlag`  
  _signals dedicated master partitioning_

- **bool** `commSplitFlag`  
  _signals a communicator split was used_

- **bool** `serverMasterFlag`  
  _identifies master server processors_

- **bool** `messagePass`  
  _flag for message passing at this level_

- **int** `numServers`  
  _number of servers_
• int `procsPerServer`
  processors per server

• MPI_Comm `serverIntraComm`
  intracomm. for each server partition

• int `serverCommRank`
  rank in `serverIntraComm`

• int `serverCommSize`
  size of `serverIntraComm`

• MPI_Comm `hubServerIntraComm`
  intracomm for all serverCommRank==0 w/i next higher level `serverIntraComm`

• int `hubServerCommRank`
  rank in `hubServerIntraComm`

• int `hubServerCommSize`
  size of `hubServerIntraComm`

• MPI_Comm `hubServerInterComm`
  intercomm. between a server & the hub (on server partitions only)

• MPI_Comm * `hubServerInterComms`
  intercomm. array on hub processor

• int `serverId`
  server identifier

Friends

• class `ParallelLibrary`
  the `ParallelLibrary` class has special access privileges in order to streamline implementation

10.79.1 Detailed Description

Container class for the data associated with a single level of communicator partitioning. A list of these levels is contained in `ParallelLibrary` (`ParallelLibrary::parallelLevels`), which defines all of the parallelism levels across one or more multilevel parallelism configurations. The documentation for this class was generated from the following file:

• `ParallelLibrary.H`
10.80 ParallelLibrary Class Reference

Class for partitioning multiple levels of parallelism and managing message passing within these levels.

Public Member Functions

- **ParallelLibrary**(int &argc, char **&argv)
  stand-alone mode constructor

- **ParallelLibrary**()
  library mode constructor

- **ParallelLibrary**(int dummy)
  dummy constructor (used for dummy_lib)

- **~ParallelLibrary**()
  destructor

- const **ParallelLevel & init_iterator_communicators**(const int &iterator_servers, const int &procs_per_iterator, const int &max_iterator_concurrency, const **String &default_config, const **String &iterator_scheduling)
  split MPI_COMM_WORLD into iterator communicators

- const **ParallelLevel & init_evaluation_communicators**(const int &evaluation_servers, const int &procs_per_evaluation, const int &max_evaluation_concurrency, const int &asynch_local_evaluation_concurrency, const **String &default_config, const **String &evaluation_scheduling)
  split an iterator communicator into evaluation communicators

- const **ParallelLevel & init_analysis_communicators**(const int &analysis_servers, const int &procs_per_analysis, const int &max_analysis_concurrency, const int &asynch_local_analysis_concurrency, const **String &default_config, const **String &analysis_scheduling)
  split an evaluation communicator into analysis communicators

- void **free_iterator_communicators**()
  deallocate iterator communicators

- void **free_evaluation_communicators**()
  deallocate evaluation communicators

- void **free_analysis_communicators**()
  deallocate analysis communicators

- void **print_configuration**()
print the parallel level settings for a particular parallel configuration

- void specify_outputs_restart(CommandLineHandler &cmd_line_handler)
  specify output streams and restart file(s) using command line inputs (normal mode)

- void specify_outputs_restart(const char *clh_std_output_filename, const char *clh_std_error_filename, const char *clh_read_restart_filename, const char *clh_write_restart_filename, int restart_evals)
  specify output streams and restart file(s) using external inputs (library mode).

- void manage_outputs_restart(const ParallelLevel &pl)
  manage output streams and restart file(s) (both modes)

- void close_streams()
  close streams, files, and any other services

- void send_si(MPIPackBuffer &send_buff, int dest, int tag)
  blocking send at the strategy-iterator communication level

- void isend_si(MPIPackBuffer &send_buff, int dest, int tag, MPI_Request &send_req)
  nonblocking send at the strategy-iterator communication level

- void recv_si(MPIUnpackBuffer &recv_buff, int source, int tag, MPI_Status &status)
  blocking receive at the strategy-iterator communication level

- void irecv_si(MPIUnpackBuffer &recv_buff, int source, int tag, MPI_Request &recv_req)
  nonblocking receive at the strategy-iterator communication level

- void send_ie(MPIPackBuffer &send_buff, int dest, int tag)
  blocking send at the iterator-evaluation communication level

- void isend_ie(MPIPackBuffer &send_buff, int dest, int tag, MPI_Request &send_req)
  nonblocking send at the iterator-evaluation communication level

- void recv_ie(MPIUnpackBuffer &recv_buff, int source, int tag, MPI_Status &status)
  blocking receive at the iterator-evaluation communication level

- void irecv_ie(MPIUnpackBuffer &recv_buff, int source, int tag, MPI_Request &recv_req)
  nonblocking receive at the iterator-evaluation communication level

- void send_ea(int &send_int, int dest, int tag)
  blocking send at the evaluation-analysis communication level

- void isend_ea(int &send_int, int dest, int tag, MPI_Request &send_req)
  nonblocking send at the evaluation-analysis communication level

- void recv_ea(int &recv_int, int source, int tag, MPI_Status &status)
blocking receive at the evaluation-analysis communication level

- void irecv_ea (int &recv_int, int source, int tag, MPI_Request &recv_req)
  nonblocking receive at the evaluation-analysis communication level

- void bcast_w (int &data)
  broadcast an integer across MPI_COMM_WORLD

- void bcast_i (int &data)
  broadcast an integer across an iterator communicator

- void bcast_e (int &data)
  broadcast an integer across an evaluation communicator

- void bcast_a (int &data)
  broadcast an integer across an analysis communicator

- void bcast_si (int &data)
  broadcast an integer across a strategy-iterator intra communicator

- void bcast_w (MPIPackBuffer &send_buff)
  broadcast a packed buffer across MPI_COMM_WORLD

- void bcast_i (MPIPackBuffer &send_buff)
  broadcast a packed buffer across an iterator communicator

- void bcast_e (MPIPackBuffer &send_buff)
  broadcast a packed buffer across an evaluation communicator

- void bcast_a (MPIPackBuffer &send_buff)
  broadcast a packed buffer across an analysis communicator

- void bcast_si (MPIPackBuffer &send_buff)
  broadcast a packed buffer across a strategy-iterator intra communicator

- void bcast_w (MPIUnpackBuffer &recv_buff)
  matching receive for packed buffer broadcast across MPI_COMM_WORLD

- void bcast_i (MPIUnpackBuffer &recv_buff)
  matching receive for packed buffer broadcast across an iterator communicator

- void bcast_e (MPIUnpackBuffer &recv_buff)
  matching receive for packed buffer broadcast across an evaluation communicator

- void bcast_a (MPIUnpackBuffer &recv_buff)
  matching receive for packed buffer broadcast across an analysis communicator
- void bcast_si (MPIUnpackBuffer &recv_buff)
  matching recv for packed buffer bcast across a strat-iterator intra comm

- void barrier_w ()
  enforce MPI_Barrier on MPI_COMM_WORLD

- void barrier_i ()
  enforce MPI_Barrier on an iterator communicator

- void barrier_e ()
  enforce MPI_Barrier on an evaluation communicator

- void barrier_a ()
  enforce MPI_Barrier on an analysis communicator

- void reduce_sum_ea (double *local_vals, double *sum_vals, const int &num_vals)
  compute a sum over an eval-analysis intra-communicator using MPI_Reduce

- void reduce_sum_a (double *local_vals, double *sum_vals, const int &num_vals)
  compute a sum over an analysis communicator using MPI_Reduce

- void test (MPI_Request &request, int &test_ag, MPI_Status &status)
  test a nonblocking send/receive request for completion

- void wait (MPI_Request &request, MPI_Status &status)
  wait for a nonblocking send/receive request to complete

- void waitall (const int &num_recvs, MPI_Request *recv_reqs)
  wait for all messages from a series of nonblocking receives

- void waitsome (const int &num_sends, MPI_Request *recv_requests, int &num_recvs, int &index_array, MPI_Status *status_array)
  wait for at least one message from a series of nonblocking receives but complete all that are available

- void free (MPI_Request &request)
  free an MPI_Request

- const int & world_size () const
  return worldSize

- const int & world_rank () const
  return worldRank

- bool mpirun_flag () const
  return mpirunFlag
- bool is_null () const
  
  return dummyFlag

- Real parallel_time () const
  
  returns current MPI wall clock time

- void parallel_configuration_iterator (const ParConfigLIter &pc_iter)
  
  set the current ParallelConfiguration node

- const ParConfigLIter & parallel_configuration_iterator () const
  
  return the current ParallelConfiguration node

- const ParallelConfiguration & parallel_configuration () const
  
  return the current ParallelConfiguration instance

- size_t num_parallel_configurations () const
  
  returns the number of entries in parallelConfigurations

- bool parallel_configuration_is_complete ()
  
  identifies if the current ParallelConfiguration has been fully populated

- void increment_parallel_configuration ()
  
  add a new node to parallelConfigurations and increment currPCIter

- bool w_parallel_level_defined () const
  
  test current parallel configuration for definition of world parallel level

- bool si_parallel_level_defined () const
  
  test current parallel configuration for definition of strategy-iterator parallel level

- bool ie_parallel_level_defined () const
  
  test current parallel configuration for definition of iterator-evaluation parallel level

- bool ea_parallel_level_defined () const
  
  test current parallel configuration for definition of evaluation-analysis parallel level

- Array< MPI_Comm > analysis_intra_communicators ()
  
  return the set of analysis intra communicators for all parallel configurations (used for setting up direct simulation interfaces prior to execution time).
Private Member Functions

- void init_communicators (const ParallelLevel &parent_pl, const int &num_servers, const int &procs_per_server, const int &max_concurrency, const int &asynch_local_concurrency, const String &default_config, const String &scheduling_override)
  
  *split a parent communicator into child server communicators*

- void free_communicators (ParallelLevel &pl)
  
  *deallocate intra/inter communicators for a particular ParallelLevel*

- bool split_communicator_dedicated_master (const ParallelLevel &parent_pl, ParallelLevel &child_pl, const int &proc_remainder)
  
  *split a parent communicator into a dedicated master processor and num_servers child communicators*

- bool split_communicator_peer_partition (const ParallelLevel &parent_pl, ParallelLevel &child_pl, const int &proc_remainder)
  
  *split a parent communicator into num_servers peer child communicators (no dedicated master processor)*

- bool resolve_inputs (int &num_servers, int &procs_per_server, const int &avail_procs, int &proc_remainder, const int &max_concurrency, const int &capacity_multiplier, const String &default_cong, const String &scheduling_override)
  
  *resolve user inputs into a sensible partitioning scheme*

- void send (MPIPackBuffer &send_buff, const int &dest, const int &tag, ParallelLevel &parent_pl, ParallelLevel &child_pl)
  
  *blocking buffer send at the current communication level*

- void send (int &send_int, const int &dest, const int &tag, ParallelLevel &parent_pl, ParallelLevel &child_pl)
  
  *blocking integer send at the current communication level*

- void isend (MPIPackBuffer &send_buff, const int &dest, const int &tag, MPI_Request &send_req, ParallelLevel &parent_pl, ParallelLevel &child_pl)
  
  *nonblocking buffer send at the current communication level*

- void isend (int &send_int, const int &dest, const int &tag, MPI_Request &send_req, ParallelLevel &parent_pl, ParallelLevel &child_pl)
  
  *nonblocking integer send at the current communication level*

- void recv (MPIUnpackBuffer &recv_buff, const int &source, const int &tag, MPI_Status &status, ParallelLevel &parent_pl, ParallelLevel &child_pl)
  
  *blocking buffer receive at the current communication level*

- void recv (int &recv_int, const int &source, const int &tag, MPI_Status &status, ParallelLevel &parent_pl, ParallelLevel &child_pl)
  
  *blocking integer receive at the current communication level*
- void irecv (MPIUnpackBuffer &recv_buff, const int &source, const int &tag, MPI_Request &recv_req, ParallelLevel &parent_pl, ParallelLevel &child_pl)
  nonblocking buffer receive at the current communication level

- void irecv (int &recv_int, const int &source, const int &tag, MPI_Request &recv_req, ParallelLevel &parent_pl, ParallelLevel &child_pl)
  nonblocking integer receive at the current communication level

- void bcast (int &data, const MPI_Comm &comm)
  broadcast an integer across a communicator

- void bcast (MPIPackBuffer &send_buff, const MPI_Comm &comm)
  send a packed buffer across a communicator using a broadcast

- void bcast (MPIUnpackBuffer &recv_buff, const MPI_Comm &comm)
  matching receive for a packed buffer broadcast

- void barrier (const MPI_Comm &comm)
  enforce MPI_Barrier on comm

- void reduce_sum (double *local_vals, double *sum_vals, const int &num_vals, const MPI_Comm &comm)
  compute a sum over comm using MPI_Reduce

- void check_error (const String &err_source, const int &err_code)
  check the MPI return code and abort if error

Private Attributes

- ofstream output_ofstream
  tagged file redirection of stdout

- ofstream error_ofstream
  tagged file redirection of stderr

- int worldRank
  rank in MPI_COMM_WORLD

- int worldSize
  size of MPI_COMM_WORLD

- bool mpirunFlag
  flag for a parallel mpirun/yod launch

- bool ownMPIFlag
flag for ownership of MPI_Init/MPI_Finalize

- bool dummyFlag
  prevents multiple MPI_Finalize calls due to dummy_lib

- bool stdOutputFlag
  flags redirection of DAKOTA std output to a file

- bool stdErrorFlag
  flags redirection of DAKOTA std error to a file

- Real startCPUPTime
  start reference for UTILIB CPU timer

- Real startWCTime
  start reference for UTILIB wall clock timer

- Real startMPItime
  start reference for MPI wall clock timer

- long startClock
  start reference for local clock() timer measuring parent+child CPU

- const char * stdOutputFilename
  filename for redirection of stdout

- const char * stdErrorFilename
  filename for redirection of stderr

- const char * readRestartFilename
  input filename for restart

- const char * writeRestartFilename
  output filename for restart

- int restartEvals
  number of restart evals to read

- List< ParallelLevel > parallelLevels
  the complete set of parallelism levels for managing multilevel parallelism among one or more configurations

- List< ParallelConfiguration > parallelConfigurations
  the set of parallel configurations which manage list iterators for indexing into parallelLevels

- ParLevLIter currPLIter
  list iterator identifying the current node in parallelLevels
10.80 ParallelLibrary Class Reference

- ParConfigLIter currPCIter
  
  *list iterator identifying the current node in parallelConfigurations*

10.80.1 Detailed Description

Class for partitioning multiple levels of parallelism and managing message passing within these levels.

The ParallelLibrary class encapsulates all of the details of performing message passing within multiple levels of parallelism. It provides functions for partitioning of levels according to user configuration input and functions for passing messages within and across MPI communicators for each of the parallelism levels. If support for other message-passing libraries beyond MPI becomes needed (PVM, ...), then ParallelLibrary would be promoted to a base class with virtual functions to encapsulate the library-specific syntax.

10.80.2 Constructor & Destructor Documentation

10.80.2.1 ParallelLibrary (int & argc, char **& argv)

stand-alone mode constructor

This constructor is the one used by main.C. It calls MPI_Init conditionally based on whether a parallel launch is detected.

10.80.2.2 ParallelLibrary ()

library mode constructor

This constructor provides a library mode and is used by the SIERRA Adak application. It does not call MPI_Init, but rather gathers data from MPI_COMM_WORLD if MPI_Init has been called elsewhere.

10.80.2.3 ParallelLibrary (int dummy)

dummy constructor (used for dummy_lib)

This constructor is used for creation of the global dummy_lib object, which is used to satisfy initialization requirements when the real ParallelLibrary object is not available.

10.80.3 Member Function Documentation
10.80.3.1 void specify_outputs_restart (CommandLineHandler & cmd_line_handler)

specify output streams and restart file(s) using command line inputs (normal mode)

Get the -output, -error, -read_restart, and -write_restart filenames and the -stop_restart limit from the command line. Defaults for the filenames from the command line handler are NULL for the filenames and 0 for restart_evals if no user specification. Only worldRank==0 has access to command line arguments and must Bcast this data to all iterator masters.

10.80.3.2 void manage_outputs_restart (const ParallelLevel & pl)

manage output streams and restart file(s) (both modes)

If the user has specified the use of files for DAKOTA standard output and/or standard error, then bind these filenames to the Cout/Cerr macros. In addition, if concurrent iterators are to be used, create and tag multiple output streams in order to prevent jumbled output. Manage restart file(s) by processing any incoming evaluations from an old restart file and by setting up the binary output stream for new evaluations. Only master iterator processor(s) read & write restart information. This function must follow init_iterator_communicators so that restart can be managed properly for concurrent iterator strategies. In the case of concurrent iterators, each iterator has its own restart file tagged with iterator number.

10.80.3.3 void close_streams ()

close streams, files, and any other services

Close streams associated with manage_outputs and manage_restart and terminate any additional services that may be active.

10.80.3.4 void increment_parallel_configuration () [inline]

add a new node to parallelConfigurations and increment currPCIter

Called from the ParallelLibrary ctor and from Model::init_communicators(). An increment is performed for each Model initialization except the first (which inherits the world and strategy-iterator parallel levels from the first partial configuration).

10.80.3.5 void init_communicators (const ParallelLevel & parent_pl, const int & num_servers, const int & procs_per_server, const int & max_concurrency, const int & asynch_local_concurrency, const String & default_config, const String & scheduling_override) [private]

split a parent communicator into child server communicators

Split parent communicator into concurrent child server partitions as specified by the passed parameters. This constructs new child intra-communicators and parent-child inter-communicators. This function is called from the Strategy constructor for the concurrent iterator level and from ApplicationInterface::init_communicators() for the concurrent evaluation and concurrent analysis levels.
10.80.3.6 bool resolve_inputs (int & num_servers, int & procs_per_server, const int & avail_procs, int & proc_remainder, const int & max_concurrency, const int & capacity_multiplier, const String & default_config, const String & scheduling_override) [private]

resolve user inputs into a sensible partitioning scheme

This function is responsible for the "auto-configure" intelligence of DAKOTA. It resolves a variety of inputs and overrides into a sensible partitioning configuration for a particular parallelism level. It also handles the general case in which a user's specification request does not divide out evenly with the number of available processors for the level. If num_servers & procs_per_server are both nondefault, then the former takes precedence.

The documentation for this class was generated from the following files:

- ParallelLibrary.H
- ParallelLibrary.C
10.81 ParamResponsePair Class Reference

Container class for a variables object, a response object, and an evaluation id.

Public Member Functions

- **ParamResponsePair ()**
  
  default constructor

- **ParamResponsePair (const Variables &vars, const String &interface_id, const Response &response, bool deep_copy=false)**
  
  alternate constructor for temporaries

- **ParamResponsePair (const Variables &vars, const String &interface_id, const Response &response, const int eval_id, bool deep_copy=true)**
  
  standard constructor for history uses

- **ParamResponsePair (const ParamResponsePair &pair)**
  
  copy constructor

- **~ParamResponsePair ()**
  
  destructor

- **ParamResponsePair & operator= (const ParamResponsePair &pair)**
  
  assignment operator

- **void read (istream &s)**
  
  read a ParamResponsePair object from an istream

- **void write (ostream &s) const**
  
  write a ParamResponsePair object to an ostream

- **void read_annotated (istream &s)**
  
  read a ParamResponsePair object in annotated format from an istream

- **void write_annotated (ostream &s) const**
  
  write a ParamResponsePair object in annotated format to an ostream

- **void write_tabular (ostream &s) const**
  
  write a ParamResponsePair object in tabular format to an ostream

- **void read (BiStream &s)**
read a `ParamResponsePair` object from the binary restart stream

- void `write` (BoStream &s) const  
  write a `ParamResponsePair` object to the binary restart stream

- void `read` (MPIUnpackBuffer &s)  
  read a `ParamResponsePair` object from a packed MPI buffer

- void `write` (MPIPackBuffer &s) const  
  write a `ParamResponsePair` object to a packed MPI buffer

- int `eval_id` () const  
  return the evaluation identifier

- const Variables & `prp_parameters` () const  
  return the parameters object

- const Response & `prp_response` () const  
  return the response object

- void `prp_response` (const Response &response)  
  set the response object

- const ActiveSet & `active_set` () const  
  return the active set object from the response object

- void `active_set` (const ActiveSet &set)  
  set the active set object within the response object

- const String & `interface_id` () const  
  return the interface identifier from the response object

Private Attributes

- Variables prPairParameters  
  the set of parameters for the function evaluation

- Response prPairResponse  
  the response set for the function evaluation

- String idInterface  
  the interface used to generate the response object. Used in `ParamResponsePair::vars_set_compare` to prevent duplicate detection on results from different interfaces.

- int evalId  
  the function evaluation identifier (assigned from `ApplicationInterface::fnEvalId`)
Friends

- bool operator==(const ParamResponsePair &pair1, const ParamResponsePair &pair2)
  
  equality operator

- bool operator!=(const ParamResponsePair &pair1, const ParamResponsePair &pair2)
  
  inequality operator

10.81.1 Detailed Description

Container class for a variables object, a response object, and an evaluation id.

ParamResponsePair provides a container class for association of the input for a particular function evaluation (a variables object) with the output from this function evaluation (a response object), along with an evaluation identifier. This container defines the basic unit used in the data_pairs list, in restart file operations, and in a variety of scheduling algorithm bookkeeping operations. With the advent of STL, replacement of arrays of this class with map<> and pair<> template constructs may be possible (using map<int, pair<vars,response>>, for example), assuming that deep copies, I/O, alternate constructors, etc., can be adequately addressed.

10.81.2 Constructor & Destructor Documentation

10.81.2.1 ParamResponsePair (const Variables & vars, const String & interface_id, const Response & response, bool deep_copy = false) [inline]

alternate constructor for temporaries

Uses of this constructor often employ the standard Variables and Response copy constructors to share representations since this constructor is commonly used for search_pairs (which are local instantiations that go out of scope prior to any changes to values; i.e., they are not used for history).

10.81.2.2 ParamResponsePair (const Variables & vars, const String & interface_id, const Response & response, const int eval_id, bool deep_copy = true) [inline]

standard constructor for history uses

Uses of this constructor often do not share representations since deep copies are used when history mechanisms (e.g., beforeSynchCorePRPList, data_pairs) are involved.

10.81.3 Member Function Documentation
10.81.3.1 void read (MPIUnpackBuffer & s) [inline]

read a ParamResponsePair object from a packed MPI buffer
idInterface is omitted since master processor retains interface ids and communicates asv and response data only with slaves.

10.81.3.2 void write (MPIPackBuffer & s) const [inline]

write a ParamResponsePair object to a packed MPI buffer
idInterface is omitted since master processor retains interface ids and communicates asv and response data only with slaves.

10.81.4 Member Data Documentation

10.81.4.1 String idInterface [private]

the interface used to generate the response object. Used in ParamResponsePair::vars_set_compare to prevent duplicate detection on results from different interfaces.
idInterface belongs here rather than in Response since some Response objects involve consolidation of several fn evals (e.g., Model::synchronize_derivatives()) that are not, in total, generated by a single interface. The prPair, on the other hand, is used for storage of all low level fn evals that get evaluated in ApplicationInterface::map().

10.81.4.2 int evalId [private]

the function evaluation identifier (assigned from ApplicationInterface::fnEvalId)
evalId belongs here rather than in Response since some Response objects involve consolidation of several fn evals (e.g., Model::synchronize_derivatives()). The prPair, on the other hand, is used for storage of all low level fn evals that get evaluated in ApplicationInterface::map().

The documentation for this class was generated from the following files:

- ParamResponsePair.H
- ParamResponsePair.C
10.82 ParamStudy Class Reference

Class for vector, list, centered, and multidimensional parameter studies.

Inheritance diagram for ParamStudy:

```
  Iterator
     |   
  Analyzer
     |   
PStudyDACE
     |   
  ParamStudy
```

Public Member Functions

- **ParamStudy** (Model &model)
  
  *constructor*

- **~ParamStudy** ()
  
  *destructor*

- void **extract_trends** ()
  
  *Redefines the run_iterator virtual function for the PStudy/DACE branch.*

Private Member Functions

- void **compute_vector_steps** ()
  
  *computes stepVector and numSteps from initialPoint, finalPoint, and either numSteps or stepLength (pStudyType is 1 or 2)*

- void **vector_loop** (const RealVector &start, const RealVector &step_vect, const int &num_steps)
  
  *performs the parameter study by looping from start in num_steps increments of step_vect. Total number of evaluations is num_steps + 1.*

- void **sample** (const RealVector &list_of_points)
  
  *performs the parameter study by sampling from a list of points*

- void **centered_loop** (const RealVector &start, const Real &percent_delta, const int &deltas_per_variable)
performs a number of plus and minus offsets for each parameter centered about start

- void multidim_loop (const IntArray &var_partitions)
  performs vector_loops recursively in multiple dimensions

- void recurse (int nloop, int nindex, IntArray &current_index, const IntArray &max_index, const RealVector &start, const RealVector &step_vect)
  used by multidim_loop to enable a variable number of nested loops

Private Attributes

- RealVector listOfPoints
  list of evaluation points for the list_parameter_study

- RealVector initialPoint
  the starting point for vector and centered parameter studies

- RealVector finalPoint
  the ending point for vector_parameter_study (a specification option)

- RealVector stepVector
  the n-dimensional increment in vector_parameter_study

- int numSteps
  the number of times stepVector is applied in vector_parameter_study

- int pStudyType
  internal code for parameter study type: -1 (list), 1,2,3 (different vector specifications), 4 (centered), or 5 (multidim)

- int deltasPerVariable
  number of offsets in the plus and the minus direction for each variable in a centered_parameter_study

- bool nestedFlag
  flag set by parameter studies which call other parameter studies in loops

- Real stepLength
  the Cartesian length of multidimensional steps in vector_parameter_study (a specification option)

- Real percentDelta
  size of relative offsets in percent for each variable in a centered_parameter_study

- IntArray variablePartitions
  number of partitions for each variable in a multidim_parameter_study

- int psCounter
  class-scope counter (needed for asynchronous multidim_loop)
10.82.1 Detailed Description

Class for vector, list, centered, and multidimensional parameter studies.

The `ParamStudy` class contains several algorithms for performing parameter studies of different types. It is not a wrapper for an external library, rather its algorithms are self-contained. The vector parameter study steps along an n-dimensional vector from an arbitrary initial point to an arbitrary final point in a specified number of steps. The centered parameter study performs a number of plus and minus offsets in each coordinate direction around a center point. A multidimensional parameter study fills an n-dimensional hypercube based on a specified number of intervals for each dimension. It is a nested study in that it utilizes the vector parameter study internally as it recurses through the variables. And the list parameter study provides for a user specification of a list of points to evaluate, which allows general parameter investigations not fitting the structure of vector, centered, or multidim parameter studies.

The documentation for this class was generated from the following files:

- ParamStudy.H
- ParamStudy.C
10.83 ProblemDescDB Class Reference

The database containing information parsed from the DAKOTA input file.

Inheritance diagram for ProblemDescDB:

![Inheritance Diagram]

Public Member Functions

- **ProblemDescDB ()**
  *default constructor*

- **ProblemDescDB (ParallelLibrary &parallel_lib)**
  *standard constructor*

- **ProblemDescDB (const ProblemDescDB &db)**
  *copy constructor*

- **~ProblemDescDB ()**
  *destructor*

- **ProblemDescDB operator= (const ProblemDescDB &db)**
  *assignment operator*

- **void manage_inputs (CommandLineHandler &cmd_line_handler)**
  *parses the input file and populates the problem description database. This version reads from the dakota input filename passed with the "-input" option on the DAKOTA command line.*

- **void manage_inputs (const char *dakota_input_le)**
  *parses the input file and populates the problem description database. This version reads from the dakota input filename passed in.*

- **void check_input ()**
  *verifies that there was at least one of each of the required keywords in the dakota input file. Used by manage_inputs().*

- **void set_db_list_nodes (const String &method_tag)**
set dataMethodIter based on a method identifier string to activate a particular method specification in dataMethodList and use pointers from this method specification to set all other list iterators.

- void set_db_list_nodes (const size_t &method_index)
  set dataMethodIter based on an index within dataMethodList to activate a particular method specification and use pointers from this method specification to set all other list iterators.

- void set_db_method_node (const size_t &method_index)
  set dataMethodIter based on an index within dataMethodList to activate a particular method specification (only).

- size_t get_db_method_node ()
  return the index of the active node in dataMethodList

- void set_db_model_nodes (const String &model_tag)
  set the model list iterators (dataModelIter, dataVariablesIter, dataInterfaceIter, and dataResponsesIter) based on the model identifier string

- void set_db_model_nodes (const size_t &model_index)
  set the model list iterators (dataModelIter, dataVariablesIter, dataInterfaceIter, and dataResponsesIter) based on an index within dataModelList

- size_t get_db_model_node ()
  return the index of the active node in dataModelList

- void set_db_variables_node (const String &variables_tag)
  set dataVariablesIter based on the variables identifier string

- void set_db_interface_node (const String &interface_tag)
  set dataInterfaceIter based on the interface identifier string

- void set_db_responses_node (const String &responses_tag)
  set dataResponsesIter based on the responses identifier string

- ParallelLibrary & parallel_library () const
  return the parallelLib reference

- IteratorList & iterator_list ()
  return a list of all Iterator objects that have been instantiated

- ModelList & model_list ()
  return a list of all Model objects that have been instantiated

- VariablesList & variables_list ()
  return a list of all Variables objects that have been instantiated

- InterfaceList & interface_list ()
  return a list of all Interface objects that have been instantiated
• **ResponseList & response_list ()**
  return a list of all Response objects that have been instantiated

• **const Iterator & get_iterator (Model &model)**
  retrieve an existing Iterator, if it exists, or instantiate a new one

• **const Model & get_model ()**
  retrieve an existing Model, if it exists, or instantiate a new one

• **const Variables & get_variables ()**
  retrieve an existing Variables, if it exists, or instantiate a new one

• **const Interface & get_interface ()**
  retrieve an existing Interface, if it exists, or instantiate a new one

• **const Response & get_response (const Variables &vars)**
  retrieve an existing Response, if it exists, or instantiate a new one

• **const RealVector & get_drv (const String &entry_name) const**
  get a RealVector out of the database based on an identifier string

• **const IntVector & get_div (const String &entry_name) const**
  get a IntVector out of the database based on an identifier string

• **const IntArray & get_dia (const String &entry_name) const**
  get a IntArray out of the database based on an identifier string

• **const RealMatrix & get_drm (const String &entry_name) const**
  get a RealMatrix out of the database based on an identifier string

• **const RealVectorArray & get_drva (const String &entry_name) const**
  get a RealVectorArray out of the database based on an identifier string

• **const IntList & get_dil (const String &entry_name) const**
  get a IntList out of the database based on an identifier string

• **const StringArray & get_dsa (const String &entry_name) const**
  get a StringArray out of the database based on an identifier string

• **const String2DArray & get_ds2a (const String &entry_name) const**
  get a String2DArray out of the database based on an identifier string

• **const String & get_string (const String &entry_name) const**
  get a String out of the database based on an identifier string
• const Real & get_real (const String &entry_name) const
get a Real out of the database based on an identifier string

• const int & get_int (const String &entry_name) const
get an int out of the database based on an identifier string

• const short & get_short (const String &entry_name) const
get a short int out of the database based on an identifier string

• const size_t & get_sizet (const String &entry_name) const
get a size_t out of the database based on an identifier string

• const bool & get_bool (const String &entry_name) const
get a bool out of the database based on an identifier string

• void insert_node (const DataStrategy &data_strategy)
set the DataStrategy object

• void insert_node (const DataMethod &data_method)
add a DataMethod object to the dataMethodList

• void insert_node (const DataModel &data_model)
add a DataModel object to the dataModelList

• void insert_node (const DataVariables &data_variables)
add a DataVariables object to the dataVariablesList

• void insert_node (const DataInterface &data_interface)
add a DataInterface object to the dataInterfaceList

• void insert_node (const DataResponses &data_responses)
add a DataResponses object to the dataResponsesList

Protected Member Functions

• ProblemDescDB (BaseConstructor, ParallelLibrary &parallel_lib)
  constructor initializes the base class part of letter classes (BaseConstructor overloading avoids infinite recursion in the derived class constructors - Coplien, p. 139)

• virtual void derived_manage_inputs (const char *dakota_input_file)
parses the input file and populates the problem description database. This version reads from the dakota input filename passed in.
Protected Attributes

- **DataStrategy strategySpec**
  
  the strategy specification (only one allowed) resulting from a call to strategy_kwhandler() or insert_node()

- **List< DataMethod > dataMethodList**
  
  list of method specifications, one for each call to method_kwhandler() or insert_node()

- **List< DataModel > dataModelList**
  
  list of model specifications, one for each call to model_kwhandler() or insert_node()

- **List< DataVariables > dataVariablesList**
  
  list of variables specifications, one for each call to variables_kwhandler() or insert_node()

- **List< DataInterface > dataInterfaceList**
  
  list of interface specifications, one for each call to interface_kwhandler() or insert_node()

- **List< DataResponses > dataResponsesList**
  
  list of responses specifications, one for each call to responses_kwhandler() or insert_node()

- **size_t strategyCntr**
  
  counter for strategy specifications used in check_input

Private Member Functions

- **ProblemDescDB * get_db (ParallelLibrary &parallel_lib)**
  
  Used by the standard envelope constructor to instantiate the correct letter class.

- **void send_db_buffer ()**
  
  MPI send of a large buffer containing strategySpec and all objects in dataMethodList, dataModelList, data-
  VariablesList, dataInterfaceList, and dataResponsesList. Used by manage_inputs().

- **void receive_db_buffer ()**
  
  MPI receive of a large buffer containing strategySpec and all objects in dataMethodList, dataModelList, data-
  VariablesList, dataInterfaceList, and dataResponsesList. Used by manage_inputs().

Private Attributes

- **ParallelLibrary & parallelLib**
  
  reference to the parallel_lib object passed from main

- **List< DataMethod >::iterator dataMethodIter**
  
  iterator identifying the active list node in dataMethodList
10.83.1 Detailed Description

The database containing information parsed from the DAKOTA input file.

The ProblemDescDB class is a database for DAKOTA input file data that is populated by a parser defined in a derived class. When the parser reads a complete keyword (delimited by a newline), it populates a data class object (DataStrategy, DataMethod, DataVariables, DataInterface, or DataResponses) and, for all cases except strategy, appends the object to a linked list (dataMethodList, dataVariablesList, dataInterfaceList, or dataResponsesList). No strategy linked list is used since only one strategy specification is allowed.
10.83.2 Constructor & Destructor Documentation

10.83.2.1 ProblemDescDB ()

default constructor
The default constructor: dbRep is NULL in this case. This makes it necessary to check for NULL in the copy constructor, assignment operator, and destructor.

10.83.2.2 ProblemDescDB (ParallelLibrary & parallel_lib)

standard constructor
This is the primary envelope constructor which uses problem_db to build a fully populated db object. It only needs to extract enough data to properly execute get_db(problem_db), since the constructor overloaded with BaseConstructor builds the actual base class data inherited by the derived classes.

10.83.2.3 ProblemDescDB (const ProblemDescDB & db)

copy constructor
Copy constructor manages sharing of dbRep and incrementing of referenceCount.

10.83.2.4 ~ProblemDescDB ()

destructor
Destructor decrements referenceCount and only deletes dbRep when referenceCount reaches zero.

10.83.2.5 ProblemDescDB (BaseConstructor, ParallelLibrary & parallel_lib) [protected]

constructor initializes the base class part of letter classes (BaseConstructor overloading avoids infinite recursion in the derived class constructors - Coplien, p. 139)

This constructor is the one which must build the base class data for all derived classes. get_db() instantiates a derived class letter and the derived constructor selects this base class constructor in its initialization list (to avoid the recursion of the base class constructor calling get_db() again). Since the letter IS the representation, its representation pointer is set to NULL (an uninitialized pointer causes problems in ~ProblemDescDB).

10.83.3 Member Function Documentation
10.83.3.1 **ProblemDescDB** **operator=** (const **ProblemDescDB** & *db*)

Assignment operator

10.83.3.2 **void manage_inputs** (**CommandLineHandler** & *cmd_line_handler*)

parses the input file and populates the problem description database. This version reads from the dakota input filename passed with the "-input" option on the DAKOTA command line.
Manage command line inputs using the **CommandLineHandler** class and parse the input file.

10.83.3.3 **void manage_inputs** (const char * *dakota_input_file*)

parses the input file and populates the problem description database. This version reads from the dakota input filename passed in.
Parse the input file.

10.83.3.4 **ProblemDescDB** * **get_db** (**ParallelLibrary** & *parallel_lib*) [private]

Used by the standard envelope constructor to instantiate the correct letter class.
Initializes dbRep to the appropriate derived type. The standard derived class constructors are invoked.
The documentation for this class was generated from the following files:

- ProblemDescDB.H
- ProblemDescDB.C
10.84  PStudyDACE Class Reference

Base class for managing common aspects of parameter studies and design of experiments methods.

Inheritance diagram for PStudyDACE::

```
PStudyDACE
   |______________________
   |                   |
   |        Analyzer   |
   |______________________
       |______________|
       |             |
       |     PStudyDACE     |
       |______________|
               |______________|
               |             |
               |       DDACEDesignCompExp |
               |______________________|
               |______________|
               |             |
               |       FSUDesignCompExp |
               |______________________|
               |______________|
               |             |
               |       ParamStudy |
               |______________________|
```

Protected Member Functions

- **PStudyDACE (Model &model)**
  
  *constructor*

- **~PStudyDACE ()**
  
  *destructor*

- **void run ()**
  
  *run the iterator; portion of run_iterator()*

- **const Variables & variable_results () const**
  
  *return the final iterator solution (variables)*

- **const Response & response_results () const**
  
  *return the final iterator solution (response)*

- **void response_results_active_set (const ActiveSet &set)**
  
  *set the requested data for the final iterator response results*

- **void print_results (ostream &s) const**
  
  *print the final iterator results*

- **virtual void extract_trends ()=0**
  
  *Redefines the run_iterator virtual function for the PStudy/DACE branch.*
void update_best (const RealVector &vars, const Response &response, const int eval_num)

compares current evaluation to best evaluation and updates best

Protected Attributes

- Variables bestVariables
  best variables found during the study
- Response bestResponses
  best responses found during the study
- Real bestObjFn
  best objective function found during the study
- Real bestConViol
  best constraint violations found during the study. In the current approach, constraint violation reduction takes strict precedence over objective function reduction.
- size_t numObjFns
  number of objective functions
- size_t numLSqTerms
  number of least squares terms
- RealVector multiObjWts
  vector of multiobjective weights

10.84.1 Detailed Description

Base class for managing common aspects of parameter studies and design of experiments methods.
The PStudyDACE base class manages common data and functions, such as those involving the best solutions located during the parameter set evaluations or the printing of final results.

10.84.2 Member Function Documentation

10.84.2.1 void run () [inline, protected, virtual]

run the iterator; portion of run_iterator()

Iterator supports a construct/pre-run/run/post-run/destruct progression. This function is the virtual run function for the iterator class hierarchy. All derived classes need to redefine it.
Reimplemented from `Iterator`.

### 10.84.2.2 void print_results (ostream & s) const [protected, virtual]

print the final iterator results

This virtual function provides additional iterator-specific final results outputs beyond the function evaluation summary printed in `post_run()`.

Reimplemented from `Iterator`.

The documentation for this class was generated from the following files:

- DakotaPStudyDACE.H
- DakotaPStudyDACE.C
10.85 Response Class Reference

Container class for response functions and their derivatives. Response provides the handle class.

Public Member Functions

- **Response ()**
  
  *default constructor*

- **Response (const Variables &vars, const ProblemDescDB &problem_db)**
  
  *standard constructor built from problem description database*

- **Response (const ActiveSet &set)**
  
  *alternate constructor using limited data*

- **Response (const Response &response)**
  
  *copy constructor*

- **~Response ()**
  
  *destructor*

- **Response operator= (const Response &response)**
  
  *assignment operator*

- **size_t num_functions () const**
  
  *return the number of response functions*

- **const ActiveSet & active_set () const**
  
  *return the active set*

- **void active_set (const ActiveSet &set)**
  
  *set the active set*

- **const IntArray & active_set_request_vector () const**
  
  *return the active set request vector*

- **void active_set_request_vector (const IntArray &asrv)**
  
  *set the active set request vector*

- **const IntArray & active_set_derivative_vector () const**
  
  *return the active set derivative vector*
- void active_set_derivative_vector (const IntArray &asdv)
  set the active set derivative vector

- const String & responses_id () const
  return the response identifier

- const StringArray & fn_tags () const
  return the function identifier strings

- void fn_tags (const StringArray &tags)
  set the function identifier strings

- const RealVector & function_values () const
  return the function values

- void function_values (const RealVector &function_vals)
  set the function values

- const RealMatrix & function_gradients () const
  return the function gradients

- void function_gradients (const RealMatrix &function_grads)
  set the function gradients

- const RealMatrixArray & function_hessians () const
  return the function Hessians

- void function_hessians (const RealMatrixArray &function_hessians)
  set the function Hessians

- void read (istream &s)
  read a response object from an istream

- void write (ostream &s) const
  write a response object to an ostream

- void read_annotated (istream &s)
  read a response object in annotated format from an istream

- void write_annotated (ostream &s) const
  write a response object in annotated format to an ostream

- void read_tabular (istream &s)
  read responseRep::functionValues in tabular format from an istream

- void write_tabular (ostream &s) const
write responseRep::functionValues in tabular format to an ostream

- void read (BiStream &s)
  read a response object from the binary restart stream

- void write (BoStream &s) const
  write a response object to the binary restart stream

- void read (MPIUnpackBuffer &s)
  read a response object from a packed MPI buffer

- void write (MPIPackBuffer &s) const
  write a response object to a packed MPI buffer

- Response copy () const
  a deep copy for use in history mechanisms

- int data_size ()
  handle class forward to corresponding body class member function

- void read_data (double *response_data)
  handle class forward to corresponding body class member function

- void write_data (double *response_data)
  handle class forward to corresponding body class member function

- void overlay (const Response &response)
  handle class forward to corresponding body class member function

- void copy_results (const Response &response)
  Used in place of operator= when only results data updates are desired (functionValues/functionGradients/function- Hessians are updated, ASV/tags/id's/etc. are not). Care is taken to allow different derivative array sizing between the two response objects.

- void copy_results (const RealVector &source_fn_vals, const RealMatrix &source_fn_grads, const RealMatrixArray &source_fn_hessians, const ActiveSet &source_set)
  Overloaded form which allows update from components of a response object. Care is taken to allow different derivative array sizing.

- void reset ()
  handle class forward to corresponding body class member function

- void reset_inactive ()
  handle class forward to corresponding body class member function

- bool is_null () const
  function to check responseRep (does this handle contain a body)
Private Attributes

- **ResponseRep * responseRep**
  
  *pointer to the body (handle-body idiom)*

Friends

- **bool operator==(const Response &resp1, const Response &resp2)**
  
  *equality operator*

- **bool operator!=(const Response &resp1, const Response &resp2)**
  
  *inequality operator*

10.85.1 Detailed Description

Container class for response functions and their derivatives. **Response** provides the handle class.

The **Response** class is a container class for an abstract set of functions (functionValues) and their first (function-Gradients) and second (functionHessians) derivatives. The functions may involve objective and constraint functions (optimization data set), least squares terms (parameter estimation data set), or generic response functions (uncertainty quantification data set). It is not currently part of a class hierarchy, since the abstraction has been sufficiently general and has not required specialization. For memory efficiency, it employs the "handle-body idiom" approach to reference counting and representation sharing (see Coplien "Advanced C++", p. 58), for which **Response** serves as the handle and **ResponseRep** serves as the body.

10.85.2 Constructor & Destructor Documentation

10.85.2.1 **Response ()**

default constructor

Need a populated problem description database to build a meaningful **Response** object, so set the response-Rep=NULL in default constructor for efficiency. This then requires a check on NULL in the copy constructor, assignment operator, and destructor.

The documentation for this class was generated from the following files:

- DakotaResponse.H
- DakotaResponse.C
10.86 ResponseRep Class Reference

Container class for response functions and their derivatives. ResponseRep provides the body class.

Private Member Functions

- **ResponseRep ()**
  
  *default constructor*

- **ResponseRep (const Variables &vars, const ProblemDescDB &problem_db)**
  
  *standard constructor built from problem description database*

- **ResponseRep (const ActiveSet &set)**
  
  *alternate constructor using limited data*

- **~ResponseRep ()**
  
  *destructor*

- **void read (istream &s)**
  
  *read a responseRep object from an istream*

- **void write (ostream &s) const**
  
  *write a responseRep object to an ostream*

- **void read_annotated (istream &s)**
  
  *read a responseRep object from an istream (annotated format)*

- **void write_annotated (ostream &s) const**
  
  *write a responseRep object to an ostream (annotated format)*

- **void read_tabular (istream &s)**
  
  *read functionValues from an istream (tabular format)*

- **void write_tabular (ostream &s) const**
  
  *write functionValues to an ostream (tabular format)*

- **void read (BiStream &s)**
  
  *read a responseRep object from a binary stream*

- **void write (BoStream &s) const**
  
  *write a responseRep object to a binary stream*
void read (MPIUnpackBuffer &s)
   read a responseRep object from a packed MPI buffer

void write (MPIPackBuffer &s) const
   write a responseRep object to a packed MPI buffer

int data_size ()
   return the number of doubles active in response. Used for sizing double* response_data arrays passed into read_data and write_data.

void read_data (double *response_data)
   read from an incoming double* array

void write_data (double *response_data)
   write to an incoming double* array

void overlay (const Response &response)
   add incoming response to functionValues/Gradients/Hessians

void copy_results (const RealVector &source_fn_vals, const RealMatrix &source_fn_grads, const RealMatrixArray &source_fn_hessians, const ActiveSet &source_set)
   update this response object from components of another response object

void reshape (const size_t &num_fns, const size_t &num_params, bool grad_ag, bool hess_ag)
   reshapes response data arrays

void reset ()
   resets all response data to zero

void reset_inactive ()
   resets all inactive response data to zero

void active_set_request_vector (const IntArray &asrv)
   set the active set request vector and verify consistent number of response functions

void active_set_derivative_vector (const IntArray &asdv)
   set the active set derivative vector and reshape functionGradients/functionHessians if needed

Private Attributes

- int referenceCount
   number of handle objects sharing responseRep

- RealVector functionValues
   abstract set of functions
- **RealMatrix** functionGradients
  first derivatives

- **RealMatrixArray** functionHessians
  second derivatives

- **ActiveSet** responseActiveSet
  copy of the ActiveSet used by the Model to generate a Response instance

- **StringArray** fnTags
  function identifiers used to improve output readability

- **String** idResponses
  response identifier string from the input file

**Friends**

- class **Response**
  the handle class can access attributes of the body class directly

- **bool** operator== (const ResponseRep &rep1, const ResponseRep &rep2)
  equality operator

### 10.86.1 Detailed Description

Container class for response functions and their derivatives. ResponseRep provides the body class. The ResponseRep class is the "representation" of the response container class. It is the "body" portion of the handle-body idiom (see Coplien "Advanced C++", p. 58). The handle class (Response) provides for memory efficiency in management of multiple response objects through reference counting and representation sharing. The body class (ResponseRep) actually contains the response data (functionValues, functionGradients, function-Hessians, etc.). The representation is hidden in that an instance of ResponseRep may only be created by Response. Therefore, programmers create instances of the Response handle class, and only need to be aware of the handle/body mechanisms when it comes to managing shallow copies (shared representation) versus deep copies (separate representation used for history mechanisms).

### 10.86.2 Constructor & Destructor Documentation
10.86.2.1 **ResponseRep** (const `Variables` & `vars`, const `ProblemDescDB` & `problem_db`) [private]

standard constructor built from problem description database
The standard constructor used by Dakota::ModelRep.

10.86.2.2 **ResponseRep** (const `ActiveSet` & `set`) [private]

alternate constructor using limited data
Used for building a response object of the correct size on the fly (e.g., by slave analysis servers performing execute() on a local_response). fnTags is not needed for this purpose since it’s not passed in the MPI send/recv buffers. However, NPSOLOptimizer’s user-defined functions option uses this constructor to build bestResponses and bestResponses needs fnTags for I/O, so construction of fnTags has been added.

### 10.86.3 Member Function Documentation

#### 10.86.3.1 void read (istream & `s`) [private]

read a responseRep object from an istream

ASCII version of read needs capabilities for capturing data omissions or formatting errors (resulting from user error or asynch race condition) and analysis failures (resulting from nonconvergence, instability, etc.).

#### 10.86.3.2 void write (ostream & `s`) const [private]

write a responseRep object to an ostream

ASCII version of write.

#### 10.86.3.3 void read_annotated (istream & `s`) [private]

read a responseRep object from an istream (annotated format)

`read_annotated()` is used for neutral file translation of restart files. Since objects are built solely from this data, annotations are used. This version closely mirrors the `BiStream` version.

#### 10.86.3.4 void write_annotated (ostream & `s`) const [private]

write a responseRep object to an ostream (annotated format)

`write_annotated()` is used for neutral file translation of restart files. Since objects need to be build solely from this data, annotations are used. This version closely mirrors the `BoStream` version, with the exception of the use of white space between fields.
10.86.3.5 **void read_tabular (istream & s) [private]**

read functionValues from an istream (tabular format)

read_tabular is used to read functionValues in tabular format. It is currently only used by ApproximationInterfaces in reading samples from a file. There is insufficient data in a tabular file to build complete response objects; rather, the response object must be constructed a priori and then its functionValues can be set.

10.86.3.6 **void write_tabular (ostream & s) const [private]**

write functionValues to an ostream (tabular format)

write_tabular is used for output of functionValues in a tabular format for convenience in post-processing/plotting of DAKOTA results.

10.86.3.7 **void read (BiStream & s) [private]**

read a responseRep object from a binary stream

Binary version differs from ASCII version in 2 primary ways: (1) it lacks formatting. (2) the Response has not been sized a priori. In reading data from the binary restart file, a ParamResponsePair was constructed with its default constructor which called the Response default constructor. Therefore, we must first read sizing data and resize all of the arrays.

10.86.3.8 **void write (BoStream & s) const [private]**

write a responseRep object to a binary stream

Binary version differs from ASCII version in 2 primary ways: (1) It lacks formatting. (2) In reading data from the binary restart file, ParamResponsePairs are constructed with their default constructor which calls the Response default constructor. Therefore, we must first write sizing data so that ResponseRep::read(BoStream& s) can resize the arrays.

10.86.3.9 **void read (MPIUnpackBuffer & s) [private]**

read a responseRep object from a packed MPI buffer

UnpackBuffer version differs from BiStream version in the omission of fnTags. Master processor retains function tags and interface ids and communicates asv and response data only with slaves.

10.86.3.10 **void write (MPIPackBuffer & s) const [private]**

write a responseRep object to a packed MPI buffer

MPIPackBuffer version differs from BoStream version only in the omission of fnTags. The master processor retains tags and ids and communicates asv and response data only with slaves.
10.86.3.11  void copy_results (const RealVector & source_fn_vals, const RealMatrix & source_fn_grads, const RealMatrixArray & source_fn_hessians, const ActiveSet & source_set) [private]

update this response object from components of another response object
Copy function values/gradients/Hessians data only. Prevents unwanted overwriting of responseActiveSet, fn-Tags, etc. Also, care is taken to account for differences in derivative variable matrix sizing.

10.86.3.12  void reshape (const size_t & num_fns, const size_t & num_params, bool grad_flag, bool hess_flag) [private]

rehapes response data arrays
Reshape functionValues, functionGradients, and functionHessians according to num_fns, num_params, grad_flag, and hess_flag.

10.86.3.13  void reset () [private]

resets all response data to zero
Reset all numerical response data (not tags, ids, or active set) to zero.

10.86.3.14  void reset_inactive () [private]

resets all inactive response data to zero
Used to clear out any inactive data left over from previous evaluations.
The documentation for this class was generated from the following files:

- DakotaResponse.H
- DakotaResponse.C
10.87 SingleMethodStrategy Class Reference

Simple fall-through strategy for running a single iterator on a single model.

Inheritance diagram for SingleMethodStrategy::

```
Strategy
|   SingleMethodStrategy
```

### Public Member Functions

- **SingleMethodStrategy** (ProblemDescDB &problem_db)
  
  *constructor*

- **~SingleMethodStrategy** ()
  
  *destructor*

- void **run_strategy** ()
  
  *Perform the strategy by executing selectedIterator on userDefinedModel.*

- const **Variables** & **variable_results** () const
  
  *return the final solution from selectedIterator (variables)*

- const **Response** & **response_results** () const
  
  *return the final solution from selectedIterator (response)*

### Private Attributes

- **Model** userDefinedModel
  
  *the model to be iterated*

- **Iterator** selectedIterator
  
  *the iterator*
10.87.1 Detailed Description

Simple fall-through strategy for running a single iterator on a single model.

This strategy executes a single iterator on a single model. Since it does not provide coordination for multiple iterators and models, it can considered to be a “fall-through” strategy in that it allows control to fall through immediately to the iterator.

The documentation for this class was generated from the following files:

- SingleMethodStrategy.H
- SingleMethodStrategy.C
10.88 SingleModel Class Reference

Derived model class which utilizes a single interface to map variables into responses.

Inheritance diagram for SingleModel:

```
Model
|-- SingleModel
```

Public Member Functions

- **SingleModel (ProblemDescDB &problem_db)**
  
  
  *constructor*

- **~SingleModel ()**
  
  
  *destructor*

Protected Member Functions

- **Interface & interface ()**
  
  
  *return userDefinedInterface*

- **void derived_compute_response (const ActiveSet &set)**
  
  
  *portion of compute_response() specific to SingleModel (invokes a synchronous map() on userDefinedInterface)*

- **void derived_asynch_compute_response (const ActiveSet &set)**
  
  
  *portion of asynch_compute_response() specific to SingleModel (invokes an asynchronous map() on userDefinedInterface)*

- **const ResponseArray & derived_synchronize ()**
  
  
  *portion of synchronize() specific to SingleModel (invokes synch() on userDefinedInterface)*

- **const IntResponseMap & derived_synchronize_nowait ()**
  
  
  *portion of synchronize_nowait() specific to SingleModel (invokes synch_nowait() on userDefinedInterface)*

- **void component_parallel_mode (int mode)**
  
  
  *SingleModel only supports parallelism in userDefinedInterface, so this virtual function redefinition is simply a sanity check.*
• **String local_eval_synchronization ()**
  return userDefinedInterface synchronization setting

• int **local_eval_concurrency ()**
  return userDefinedInterface asynchronous evaluation concurrency

• bool **derived_master_overload () const**
  flag which prevents overloading the master with a multiprocessor evaluation (request forwarded to userDefinedInterface)

• void **derived_init_communicators (const int &max_iterator_concurrency)**
  set up SingleModel for parallel operations (request forwarded to userDefinedInterface)

• void **derived_init_serial ()**
  set up SingleModel for serial operations (request forwarded to userDefinedInterface).

• void **reset_communicators ()**
  reset communicator partition data for the SingleModel (request forwarded to userDefinedInterface)

• void **derived_free_communicators (const int &max_iterator_concurrency)**
  deallocate communicator partitions for the SingleModel (request forwarded to userDefinedInterface)

• void **serve ()**
  Service userDefinedInterface job requests received from the master. Completes when a termination message is received from stop_servers().

• void **stop_servers ()**
  executed by the master to terminate userDefinedInterface server operations when SingleModel iteration is complete.

• int **evaluation_id () const**
  return the current evaluation id for the SingleModel (request forwarded to userDefinedInterface)

• void **set_evaluation_reference ()**
  set the evaluation counter reference points for the SingleModel (request forwarded to userDefinedInterface)

• void **print_evaluation_summary (ostream &s, bool minimal_header=false, bool relative_count=true) const**
  print the evaluation summary for the SingleModel (request forwarded to userDefinedInterface)

**Private Attributes**

• **Interface userDefinedInterface**
  the interface used for mapping variables to responses
10.88.1 Detailed Description

Derived model class which utilizes a single interface to map variables into responses.

The `SingleModel` class is the simplest of the derived model classes. It provides the capabilities the old `Model` class, prior to the development of surrogate and nested model extensions. The derived response computation and synchronization functions utilize a single interface to perform the function evaluations.

The documentation for this class was generated from the following files:

- `SingleModel.H`
- `SingleModel.C`
Base class for OPT++ optimization and least squares methods.

Inheritance diagram for SNLLBase:

```
SNLLBase

SNLLLeastSq
SNLOptimizer
```

### Public Member Functions

- **SNLLBase ()**
  *default constructor*

- **SNLLBase (Model &model)**
  *standard constructor*

- **~SNLLBase ()**
  *destructor*

### Protected Member Functions

- **void copy_con_vals (const RealVector &local_fn_vals, NEWMAT::ColumnVector &g, const size_t &offset)**
  *convenience function for copying local_fn_vals to g; used by constraint evaluator functions*

- **void copy_con_vals (const NEWMAT::ColumnVector &g, RealVector &local_fn_vals, const size_t &offset)**
  *convenience function for copying g to local_fn_vals; used in final solution logging*

- **void copy_con_grad (const RealMatrix &local_fn_grads, NEWMAT::Matrix &grad_g, const size_t &offset)**
  *convenience function for copying local_fn_grads to grad_g; used by constraint evaluator functions*

- **void copy_con_hess (const RealMatrixArray &local_fn_hessians, OPTPP::OptppArray<NEWMAT::SymmetricMatrix> &hess_g, const size_t &offset)**
  *convenience function for copying local_fn_hessians to hess_g; used by constraint evaluator functions*

- **void snll_pre_instantiate (const String &merit_fn, bool bound_constr_flag, const int &num_constr)**
convenience function for setting OPT++ options prior to the method instantiation

- void snll_post_instantiate (const int &num_cv, bool vendor_num_grad_ag, const String &finite_diff_type, const Real &fdss, const int &max_iter, const int &max_fn_evals, const Real &conv_tol, const Real &grad_tol, const Real &max_step, bool bound_constr_ag, const int &num_constr, bool debug_output, OPTPP::OptimizeClass *the_optimizer, OPTPP::NLP0 *nlf_objective, OPTPP::FDNLF1 *fd_nlf1, OPTPP::FDNLF1 *fd_nlf1_con)

convenience function for setting OPT++ options after the method instantiation

- void snll_pre_run (OPTPP::NLP0 *nlf_objective, OPTPP::NLP *nlp_constraint, const RealVector &init_pt, bool bound_constr_flag, const RealVector &lower_bnds, const RealVector &upper_bnds, const RealMatrix &lin_ineq_coeffs, const RealVector &lin_ineq_l_bnds, const RealVector &lin_ineq_u_bnds, const RealMatrix &lin_eq_coeffs, const RealVector &lin_eq_targets, const RealVector &nln_ineq_l_bnds, const RealVector &nln_ineq_u_bnds, const RealVector &nln_eq_targets)

convenience function for OPT++ configuration prior to the method invocation

- void snll_post_run (OPTPP::NLP0 *nlf_objective)

convenience function for setting OPT++ options after the method instantiations

Static Protected Member Functions

- static void init_fn (int n, NEWMAT::ColumnVector &x)
  An initialization mechanism provided by OPT++ (not currently used).

Protected Attributes

- String searchMethod
  value_based_line_search, gradient_based_line_search, trust_region, or tr_pds

- OPTPP::SearchStrategy searchStrat
  enum: LineSearch, TrustRegion, or TrustPDS

- OPTPP::MeritFcn meritFn
  enum: NormFmu, ArgaezTapia, or VanShanno

- bool constantASVFlag
  flags a user selection of active_set_vector == constant. By mapping this into mode override, reliance on duplicate detection can be avoided.

Static Protected Attributes

- static Minimizer * optLSqInstance
pointer to the active base class object instance used within the static evaluator functions in order to avoid the need for static data

- static bool modeOverrideFlag
  flags OPT++ mode override (for combining value, gradient, and Hessian requests)

- static EvalType lastFnEvalLocn
  an enum used to track whether an nlf evaluator or a constraint evaluator was the last location of a function evaluation

- static int lastEvalMode
  copy of mode from constraint evaluators

- static RealVector lastEvalVars
  copy of variables from constraint evaluators

### 10.89.1 Detailed Description

Base class for OPT++ optimization and least squares methods.

The SNLLBase class provides a common base class for SNLLOptimizer and SNLLLeastSq, both of which are wrappers for OPT++, a C++ optimization library from the Computational Sciences and Mathematics Research (CSMR) department at Sandia’s Livermore CA site.

The documentation for this class was generated from the following files:

- SNLLBase.H
- SNLLBase.C
10.90  **SNLLLeastSq Class Reference**

Wrapper class for the OPT++ optimization library.

Inheritance diagram for SNLLLeastSq:

```
  Iterator
    Minimizer
      LeastSq  SNLLBase
        SNLLLeastSq
```

**Public Member Functions**

- `SNLLLeastSq (Model &model)`  
  *constructor*

- `~SNLLLeastSq ()`  
  *destructor*

- `void minimize_residuals ()`
  
  *Performs the iterations to determine the least squares solution.*

**Protected Member Functions**

- `virtual void derived_pre_run ()`
  
  *invokes SNLLBase::snll_pre_run() and performs other set-up*

- `virtual void derived_post_run ()`
  
  *invokes SNLLBase::snll_post_run() and performs other solution processing*

**Static Private Member Functions**

- `static void nlf2_evaluator_gn (int mode, int n, const NEWMAT::ColumnVector &x, NEWMAT::Real &f, NEWMAT::ColumnVector &grad_f, NEWMAT::SymmetricMatrix &hess_f, int &result_mode)`
objective function evaluator function which obtains values and gradients for least square terms and computes objective function value, gradient, and Hessian using the Gauss-Newton approximation.

- static void constraint1_evaluator_gn (int mode, int n, const NEWMAT::ColumnVector &x, NEWMAT::ColumnVector &g, NEWMAT::Matrix &grad_g, int &result_mode)
  constraint evaluator function which provides constraint values and gradients to OPT++ Gauss-Newton methods.

- static void constraint2_evaluator_gn (int mode, int n, const NEWMAT::ColumnVector &x, NEWMAT::ColumnVector &g, NEWMAT::Matrix &grad_g, OPTPP::OptppArray<NEWMAT::SymmetricMatrix> &hess_g, int &result_mode)
  constraint evaluator function which provides constraint values, gradients, and Hessians to OPT++ Gauss-Newton methods.

Private Attributes

- OPTPP::NLP0 * nlfObjective
  objective NLF base class pointer

- OPTPP::NLP0 * nlfConstraint
  constraint NLF base class pointer

- OPTPP::NLP * nlpConstraint
  constraint NLP pointer

- OPTPP::NLF2 * nlf2
  pointer to objective NLF for full Newton optimizers

- OPTPP::NLF2 * nlf2Con
  pointer to constraint NLF for full Newton optimizers

- OPTPP::NLF1 * nlf1Con
  pointer to constraint NLF for Quasi Newton optimizers

- OPTPP::OptimizeClass * theOptimizer
  optimizer base class pointer

- OPTPP::OptNewton * optnewton
  Newton optimizer pointer.

- OPTPP::OptBCNewton * optbcnewton
  Bound constrained Newton optimizer ptr.

- OPTPP::OptDHNIPS * optdhnips
  Disaggregated Hessian NIPS optimizer ptr.
Static Private Attributes

- static SNLLLeastSq snllLSqInstance

pointer to the active object instance used within the static evaluator functions in order to avoid the need for static data

10.90.1 Detailed Description

Wrapper class for the OPT++ optimization library.

The SNLLLeastSq class provides a wrapper for OPT++, a C++ optimization library of nonlinear programming and pattern search techniques from the Computational Sciences and Mathematics Research (CSMR) department at Sandia's Livermore CA site. It uses a function pointer approach for which passed functions must be either global functions or static member functions. Any attribute used within static member functions must be either local to that function, a static member, or accessed by static pointer.

The user input mappings are as follows: max_iterations, max_function_evaluations, convergence_tolerance, max_step, gradient_tolerance, search_method, and search_scheme_size are set using OPT++’s setMaxIter(), setMaxFeval(), setFcnTol(), setMaxStep(), setGradTol(), setSearchStrategy(), and setSSS() member functions, respectively; output verbosity is used to toggle OPT++’s debug mode using the setDebug() member function. Internal to OPT++, there are 3 search strategies, while the DAKOTA search_method specification supports 4 (value_based_line_search, gradient_based_line_search, trust_region, or tr_pds). The difference stems from the "is_expensive" flag in OPT++. If the search strategy is LineSearch and "is_expensive" is turned on, then the value_based_line_search is used. Otherwise (the "is_expensive" default is off), the algorithm will use the gradient_based_line_search. Refer to [Meza, J.C., 1994] and to the OPT++ source in the Dakota/VendorOptimizers/opt++ directory for information on OPT++ class member functions.

10.90.2 Member Function Documentation

10.90.2.1 void nlf2_evaluator_gn (int mode, int n, const NEWMAT::ColumnVector & x, NEWMAT::Real & f, NEWMAT::ColumnVector & grad_f, NEWMAT::SymmetricMatrix & hess_f, int & result_mode) [static, private]

objective function evaluator function which obtains values and gradients for least square terms and computes objective function value, gradient, and Hessian using the Gauss-Newton approximation.

This nlf2 evaluator function is used for the Gauss-Newton method in order to exploit the special structure of the nonlinear least squares problem. Here, fx = sum (T_i - Tbar_i)^2 and Response is made up of residual functions and their gradients along with any nonlinear constraints. The objective function and its gradient vector and Hessian matrix are computed directly from the residual functions and their derivatives (which are returned from the Response object).
10.90.2.2 void constraint1_evaluator_gn (int mode, int n, const NEWMAT::ColumnVector & x, NEWMAT::ColumnVector & g, NEWMAT::Matrix & grad_g, int & result_mode) [static, private]

costRAINT evaluator function which provides constraint values and gradients to OPT++ Gauss-Newton methods.
While it does not employ the Gauss-Newton approximation, it is distinct from constraint1_evaluator() due to its
need to anticipate the required modes for the least squares terms. This constraint evaluator function is used with
diaggregated Hessian NIPS and is currently active.

10.90.2.3 void constraint2_evaluator_gn (int mode, int n, const NEWMAT::ColumnVector & x, NEWMAT::ColumnVector & g, NEWMAT::Matrix & grad_g, OPTPP::OptppArray<NEWMAT::SymmetricMatrix> & hess_g, int & result_mode) [static, private]

costRAINT evaluator function which provides constraint values, gradients, and Hessians to OPT++ Gauss-Newton
methods.
While it does not employ the Gauss-Newton approximation, it is distinct from constraint2_evaluator() due to its
need to anticipate the required modes for the least squares terms. This constraint evaluator function is used with
full Newton NIPS and is currently inactive.

The documentation for this class was generated from the following files:

- SNLLLeastSq.H
- SNLLLeastSq.C
10.91 SNLLOptimizer Class Reference

Wrapper class for the OPT++ optimization library.

Inheritance diagram for SNLLOptimizer::

```
  SNLLOptimizer
  |          |
  v          |
Minimizer   |
  v          |
  SNLLBase
```

Public Member Functions

- **SNLLOptimizer (Model &model)**
  
  *standard constructor*

- **SNLLOptimizer (const RealVector &initial_point, const RealVector &var_lower_bnds, const RealVector &var_upper_bnds, const RealMatrix &lin_ineq_coeffs, const RealVector &lin_ineq_lower_bnds, const RealVector &lin_ineq_upper_bnds, const RealMatrix &lin_eq_coeffs, const RealVector &lin_eq_targets, const RealVector &nonlin_ineq_lower_bnds, const RealVector &nonlin_ineq_upper_bnds, const RealVector &nonlin_eq_targets, void(*user_obj_eval)(int mode, int n, const NEWMAT::ColumnVector &x, NEWMAT::Real &f, NEWMAT::ColumnVector &grad_f, int &result_mode), void(*user_con_eval)(int mode, int n, const NEWMAT::ColumnVector &x, NEWMAT::ColumnVector &grad_f, int &result_mode))**

  *alternate constructor for instantiations "on the fly"*

- **~SNLLOptimizer ()**

  *destructor*

- **void find_optimum ()**

  *Performs the iterations to determine the optimal solution.*

Protected Member Functions

- **virtual void derived_pre_run ()**

  *Invokes SNLLBase::snll_pre_run() and performs other set-up*
virtual void derived_post_run ()

invokes SNLLBase::snll_post_run() and performs other solution processing

Static Private Member Functions

- static void nlf0_evaluator (int n, const NEWMAT::ColumnVector &x, NEWMAT::Real &f, int &result_mode)

  objective function evaluator function for OPT++ methods which require only function values.

- static void nlf1_evaluator (int mode, int n, const NEWMAT::ColumnVector &x, NEWMAT::Real &f,
  NEWMAT::ColumnVector &grad_f, int &result_mode)

  objective function evaluator function which provides function values and gradients to OPT++ methods.

- static void nlf2_evaluator (int mode, int n, const NEWMAT::ColumnVector &x, NEWMAT::Real &f,
  NEWMAT::ColumnVector &grad_f, NEWMAT::SymmetricMatrix &hess_f, int &result_mode)

  objective function evaluator function which provides function values, gradients, and Hessians to OPT++ methods.

- static void constraint0_evaluator (int n, const NEWMAT::ColumnVector &x, NEWMAT::ColumnVector &g, int &result_mode)

  constraint evaluator function for OPT++ methods which require only constraint values.

- static void constraint1_evaluator (int mode, int n, const NEWMAT::ColumnVector &x,
  NEWMAT::ColumnVector &g, NEWMAT::Matrix &grad_g, int &result_mode)

  constraint evaluator function which provides constraint values and gradients to OPT++ methods.

- static void constraint2_evaluator (int mode, int n, const NEWMAT::ColumnVector &x, NEWMAT::ColumnVector &g,
  NEWMAT::Matrix &grad_g, OPTPP::OptppArray<NEWMAT::SymmetricMatrix> &hess_g, int &result_mode)

  constraint evaluator function which provides constraint values, gradients, and Hessians to OPT++ methods.

Private Attributes

- OPTPP::NLP0 * nlfObjective

  objective NLF base class pointer

- OPTPP::NLP0 * nlfConstraint

  constraint NLF base class pointer

- OPTPP::NLP * nlpConstraint

  constraint NLP pointer

- OPTPP::NLF0 * nlf0

  pointer to objective NLF for nongradient optimizers
• OPTPP::NLF1 * nlfl
  pointer to objective NLF for (analytic) gradient-based optimizers

• OPTPP::NLF1 * nlf1Con
  pointer to constraint NLF for (analytic) gradient-based optimizers

• OPTPP::FDNLF1 * fdnlfl1
  pointer to objective NLF for (finite diff) gradient-based optimizers

• OPTPP::FDNLF1 * fdnlf1Con
  pointer to constraint NLF for (finite diff) gradient-based optimizers

• OPTPP::NLF2 * nlf2
  pointer to objective NLF for full Newton optimizers

• OPTPP::NLF2 * nlf2Con
  pointer to constraint NLF for full Newton optimizers

• OPTPP::OptimizeClass * theOptimizer
  optimizer base class pointer

• OPTPP::OptPDS * optpds
  PDS optimizer pointer.

• OPTPP::OptCG * optcg
  CG optimizer pointer.

• OPTPP::OptLBFGS * optlbfgs
  L-BFGS optimizer pointer.

• OPTPP::OptNewton * optnewton
  Newton optimizer pointer.

• OPTPP::OptQNewton * optqnewton
  Quasi-Newton optimizer pointer.

• OPTPP::OptFDNewton * optfdnewton
  Finite Difference Newton opt pointer.

• OPTPP::OptBCNewton * optbcnewton
  Bound constrained Newton opt pointer.

• OPTPP::OptBCQNewton * optbcqnewton
  Bnd constrained Quasi-Newton opt ptr.
• OPTPP::OptBCFDNewton * optbcfdnewton
  
  Bnd constrained FD-Newton opt ptr.

• OPTPP::OptNIPS * optnips
  
  NIPS optimizer pointer.

• OPTPP::OptQNIPS * optqnips
  
  Quasi-Newton NIPS optimizer pointer.

• OPTPP::OptFDNIPS * optfdnips
  
  Finite Difference NIPS opt pointer.

• String setUpType
  
  flag for iteration mode: "model" (normal usage) or "user_functions" (user-supplied functions mode for "on the fly" instantiations). NonDReliability currently uses the user_functions mode.

• RealVector initialPoint
  
  holds initial point passed in for "user_functions" mode.

• RealVector lowerBounds
  
  holds variable lower bounds passed in for "user_functions" mode.

• RealVector upperBounds
  
  holds variable upper bounds passed in for "user_functions" mode.

Static Private Attributes

• static SNLLOptimizer * snllOptInstance
  
  pointer to the active object instance used within the static evaluator functions in order to avoid the need for static data

10.91.1 Detailed Description

Wrapper class for the OPT++ optimization library.

The SNLLOptimizer class provides a wrapper for OPT++, a C++ optimization library of nonlinear programming and pattern search techniques from the Computational Sciences and Mathematics Research (CSMR) department at Sandia’s Livermore CA site. It uses a function pointer approach for which passed functions must be either global functions or static member functions. Any attribute used within static member functions must be either local to that function, a static member, or accessed by static pointer.

The user input mappings are as follows: max_iterations, max_function_evaluations, convergence_tolerance, max_step, gradient_tolerance, search_method, and search_scheme_size are set using OPT++’s setMaxIter(), setMaxFeval(), setFcnTol(), setMaxStep(), setGradTol(), setSearchStrategy(), and setSSS() member functions, respectively; output verbosity is used to toggle OPT++’s
debug mode using the setDebug() member function. Internal to OPT++, there are 3 search strategies, while the DAKOTA search_method specification supports 4 (value_based_line_search, gradient_based_line_search, trust_region, or tr_pds). The difference stems from the "is_expensive" flag in OPT++. If the search strategy is LineSearch and "is_expensive" is turned on, then the value_based_line_search is used. Otherwise (the "is_expensive" default is off), the algorithm will use the gradient_based_line_search. Refer to [Meza, J.C., 1994] and to the OPT++ source in the Dakota/VendorOptimizers/opt++ directory for information on OPT++ class member functions.

10.91.2 Constructor & Destructor Documentation

10.91.2.1 SNLLOptimizer (Model & model)

standard constructor

This constructor is used for normal instantiations using data from the ProblemDescDB.

10.91.2.2 SNLLOptimizer (const RealVector & initial_point, const RealVector & var_lower_bnds, const RealVector & var_upper_bnds, const RealMatrix & lin_ineq_coefs, const RealVector & lin_ineq_lower_bnds, const RealVector & lin_ineq_upper_bnds, const RealMatrix & lin_eq_coefs, const RealVector & lin_eq_targets, const RealVector & nonlin_ineq_lower_bnds, const RealVector & nonlin_ineq_upper_bnds, const RealVector & nonlin_eq_targets, void(*)(int mode, int n, const NEWMAT::ColumnVector &x, NEWMAT::Real &f, NEWMAT::ColumnVector &grad_f, int &result_mode) user_obj_eval, void(*)(int mode, int n, const NEWMAT::ColumnVector &x, NEWMAT::ColumnVector &g, NEWMAT::Matrix &grad_g, int &result_mode) user_con_eval)

alternate constructor for instantiations "on the fly"

This is an alternate constructor for performing an optimization using the passed in objective function and constraint function pointers.

10.91.3 Member Function Documentation

10.91.3.1 void nlf0_evaluator (int n, const NEWMAT::ColumnVector & x, NEWMAT::Real & f, int & result_mode) [static, private]

objective function evaluator function for OPT++ methods which require only function values.

For use when DAKOTA computes f and gradients are not directly available. This is used by nongradient-based optimizers such as PDS and by gradient-based optimizers in vendor numerical gradient mode (opt++’s internal finite difference routine is used).
10.91.3.2 void nlf1_evaluator (int mode, int n, const NEWMAT::ColumnVector & x, NEWMAT::Real & \( f \), NEWMAT::ColumnVector & grad_f, int & result_mode) [static, private]

objective function evaluator function which provides function values and gradients to OPT++ methods.
For use when DAKOTA computes \( f \) and \( df/dX \) (regardless of gradientType). Vendor numerical gradient case is handled by nlf0_evaluator.

10.91.3.3 void nlf2_evaluator (int mode, int n, const NEWMAT::ColumnVector & x, NEWMAT::Real & \( f \), NEWMAT::ColumnVector & grad_f, NEWMAT::SymmetricMatrix & hess_f, int & result_mode) [static, private]

objective function evaluator function which provides function values, gradients, and Hessians to OPT++ methods.
For use when DAKOTA receives \( f \), \( df/dX \), & \( d^2f/dx^2 \) from the ApplicationInterface (analytic only). Finite differencing does not make sense for a full Newton approach, since lack of analytic gradients & Hessian should dictate the use of quasi-newton or fd-newton. Thus, there is no fdnlf2_evaluator for use with full Newton approaches, since it is preferable to use quasi-newton or fd-newton with nlf1. Gauss-Newton does not fit this model; it uses nlf2_evaluator_gn instead of nlf2_evaluator.

10.91.3.4 void constraint0_evaluator (int n, const NEWMAT::ColumnVector & x, NEWMAT::ColumnVector & g, int & result_mode) [static, private]

constraint evaluator function for OPT++ methods which require only constraint values.
For use when DAKOTA computes \( g \) and gradients are not directly available. This is used by nongradient-based optimizers and by gradient-based optimizers in vendor numerical gradient mode (opt++’s internal finite difference routine is used).

10.91.3.5 void constraint1_evaluator (int mode, int n, const NEWMAT::ColumnVector & x, NEWMAT::ColumnVector & g, NEWMAT::Matrix & grad_g, int & result_mode) [static, private]

constraint evaluator function which provides constraint values and gradients to OPT++ methods.
For use when DAKOTA computes \( g \) and \( dg/dX \) (regardless of gradientType). Vendor numerical gradient case is handled by constraint0_evaluator.

10.91.3.6 void constraint2_evaluator (int mode, int n, const NEWMAT::ColumnVector & x, NEWMAT::ColumnVector & g, NEWMAT::Matrix & grad_g, OPTPP::OptppArray< NEWMAT::SymmetricMatrix > & hess_g, int & result_mode) [static, private]

constraint evaluator function which provides constraint values, gradients, and Hessians to OPT++ methods.
For use when DAKOTA computes \( g \), \( dg/dX \), & \( d^2g/dx^2 \) (analytic only).

The documentation for this class was generated from the following files:

- SNLLOptimizer.H
- SNLLOptimizer.C
10.92 SOLBase Class Reference

Base class for Stanford SOL software.

Inheritance diagram for SOLBase::

```
SOLBase
   ↓
NLSSOLLeastSq  NPSOLOptimizer
```

Public Member Functions

- **SOLBase ()**
  
  *default constructor*

- **SOLBase (Model &model)**
  
  *standard constructor*

- **~SOLBase ()**
  
  *destructor*

Protected Member Functions

- **void allocate_arrays (const int &num_cv, const size_t &num_nln_con, const RealMatrix &lin_ineq_coeffs, const RealMatrix &lin_eq_coeffs)**
  
  *Allocates miscellaneous arrays for the SOL algorithms.*

- **void deallocate_arrays ()**
  
  *Deallocates memory previously allocated by allocate_arrays().*

- **void allocate_workspace (const int &num_cv, const int &num_nln_con, const int &num_lin_con, const int &num_lsq)**
  
  *Allocates real and integer workspaces for the SOL algorithms.*

- **void set_options (bool speculative_flag, bool vendor_num_grad_flag, bool verbose_output, const int &verify_lev, const Real &fn_prec, const Real &linesrch_tol, const int &max_iter, const Real &constr_tol, const Real &conv_tol, const String &grad_type, const Real &fdss)**
  
  *Sets SOL method options using calls to npoptn2.*
void augment_bounds (RealVector &augmented_l_bnds, RealVector &augmented_u_bnds, const RealVector &lin_ineq_l_bnds, const RealVector &lin_ineq_u_bnds, const RealVector &lin_eq_targets, const RealVector &nln_ineq_l_bnds, const RealVector &nln_ineq_u_bnds, const RealVector &nln_eq_-targets)

augments variable bounds with linear and nonlinear constraint bounds.

Static Protected Member Functions

- static void constraint_eval (int &mode, int &ncnln, int &n, int &nrowj, int *needc, double *x, double *c, double *cjac, int &nstate)

CONFUN in NPSOL manual: computes the values and first derivatives of the nonlinear constraint functions.

Protected Attributes

- int realWorkSpaceSize
  size of realWorkSpace

- int intWorkSpaceSize
  size of intWorkSpace

- RealArray realWorkSpace
  real work space for NPSOL/NLSSOL

- IntArray intWorkSpace
  int work space for NPSOL/NLSSOL

- int nlnConstraintArraySize
  used for non-zero array sizing (nonlinear constraints)

- int linConstraintArraySize
  used for non-zero array sizing (linear constraints)

- RealArray cLambda
  CLAMBDA from NPSOL manual: Langrange multipliers.

- IntArray constraintState
  ISTATE from NPSOL manual: constraint status.

- int informResult
  INFORM from NPSOL manual: optimization status on exit.

- int numberIterations
  ITER from NPSOL manual: number of (major) iterations performed.
• int boundsArraySize
  length of augmented bounds arrays (variable bounds plus linear and nonlinear constraint bounds)

• double * linConstraintMatrixF77
  [A] matrix from NPSOL manual: linear constraint coefficients

• double * upperFactorHessianF77

• double * constraintJacMatrixF77
  [CJAC] matrix from NPSOL manual: nonlinear constraint Jacobian

• int fnEvalCntr
  counter for testing against maxFunctionEvals

• size_t constrOffset
  used in constraint_eval() to bridge NLSSOLLeastSq::numLeastSqTerms and
  NPSOLOptimizer::numObjectiveFunctions

Static Protected Attributes

• static SOLBase * solInstance
  pointer to the active object instance used within the static evaluator functions in order to avoid the need for static data

• static Minimizer * optLsqInstance
  pointer to the active base class object instance used within the static evaluator functions in order to avoid the need for static data

10.92.1 Detailed Description

Base class for Stanford SOL software.

The SOLBase class provides a common base class for NPSOLOptimizer and NLSSOLLeastSq, both of which are Fortran 77 sequential quadratic programming algorithms from Stanford University marketed by Stanford Business Associates.

The documentation for this class was generated from the following files:

• SOLBase.H
• SOLBase.C
10.93 SortCompare Class Template Reference

Public Member Functions

- `SortCompare (bool(*func)(const T &, const T &))`
  
  Constructor that defines the pointer to function.

- `bool operator()(const T &p1, const T &p2) const`
  
  The `operator()` must be defined. Calls the defined `sort_fn`.

Private Attributes

- `bool(* sort_fn)(const T &, const T &)`
  
  Pointer to test function.

10.93.1 Detailed Description

template<class T> class Dakota::SortCompare<T>

Internal functor used in the sort algorithm to sort using a specified compare method. The class holds a pointer to the sort function.

The documentation for this class was generated from the following file:

- DakotaList.H
10.94 Strategy Class Reference

Base class for the strategy class hierarchy.

Inheritance diagram for Strategy::

```
Strategy
  |  
  v  
ConcurrentStrategy    MultilevelOptStrategy    SingleMethodStrategy    SurrBasedOptStrategy
```

Public Member Functions

- **Strategy ()**
  
  default constructor

- **Strategy (ProblemDescDB &problem_db)**
  
  envelope constructor

- **Strategy (const Strategy &strat)**
  
  copy constructor

- virtual ~Strategy ()
  
  destructor

- **Strategy operator= (const Strategy &strat)**
  
  assignment operator

- virtual void run_strategy ()
  
  the run function for the strategy: invoke the iterator(s) on the model(s). Called from main.C.

- virtual const Variables & variable_results () const
  
  return the final strategy solution (variables)

- virtual const Response & response_results () const
  
  return the final strategy solution (response)

- void run_iterator (Iterator &the_iterator, Model &the_model)
  
  Convenience function for invoking an iterator and managing parallelism. This version omits communicator repartitioning. Function must be public due to use by MINLPNode.

- ProblemDescDB & prob_desc_db () const
returns the problem description database (probDescDB)

- ParallelLibrary & parallel_library () const
  returns the parallel library (parallelLib)

Protected Member Functions

- Strategy (BaseConstructor, ProblemDescDB &problem_db)
  constructor initializes the base class part of letter classes (BaseConstructor overloading avoids infinite recursion in the derived class constructors - Coplien, p. 139)

- void init_communicators (Iterator &the_iterator, Model &the_model)
  convenience function for allocating comms prior to running an iterator

- void free_communicators (Iterator &the_iterator, Model &the_model)
  convenience function for deallocating comms after running an iterator

- void initialize_graphics (const Model &model)
  convenience function for initialization of 2D graphics and data tabulation

Protected Attributes

- ProblemDescDB & probDescDB
  class member reference to the problem description database

- ParallelLibrary & parallelLib
  class member reference to the parallel library

- String strategyName
  type of strategy: single_method, multi_level, surrogate_based_opt, opt_under_uncertainty, branch_and_bound, multi_start, or pareto_set.

- int worldRank
  processor rank in MPI_COMM_WORLD

- int worldSize
  size of MPI_COMM_WORLD

- int iteratorCommRank
  processor rank in iteratorComm

- int iteratorCommSize
  number of processors in iteratorComm
- **bool mpirunFlag**
  - flag for parallel MPI launch of DAKOTA

- **bool graphicsFlag**
  - flag for using graphics in a graphics executable

- **bool tabularDataFlag**
  - flag for file tabulation of graphics data

- **String tabularDataFile**
  - filename for tabulation of graphics data

### Private Member Functions

- **Strategy * get_strategy ()**
  - Used by the envelope to instantiate the correct letter class.

### Private Attributes

- **Strategy * strategyRep**
  - pointer to the letter (initialized only for the envelope)

- **int referenceCount**
  - number of objects sharing strategyRep

### 10.94.1 Detailed Description

Base class for the strategy class hierarchy.

The **Strategy** class is the base class for the class hierarchy providing the top level control in DAKOTA. The strategy is responsible for creating and managing iterators and models. For memory efficiency and enhanced polymorphism, the strategy hierarchy employs the "letter/envelope idiom" (see Coplien "Advanced C++", p. 133), for which the base class (**Strategy**) serves as the envelope and one of the derived classes (selected in **Strategy::get_strategy()**) serves as the letter.

### 10.94.2 Constructor & Destructor Documentation
10.94.2.1  **Strategy** ()

default constructor

Default constructor. strategyRep is NULL in this case (a populated problem_db is needed to build a meaningful Strategy object). This makes it necessary to check for NULL in the copy constructor, assignment operator, and destructor.

10.94.2.2  **Strategy** (ProblemDescDB & problem_db)

envelope constructor

Used in main.C instantiation to build the envelope. This constructor only needs to extract enough data to properly execute get_strategy, since Strategy::Strategy(BaseConstructor, problem_db) builds the actual base class data inherited by the derived strategies.

10.94.2.3  **Strategy** (const Strategy & strat)

copy constructor

Copy constructor manages sharing of strategyRep and incrementing of referenceCount.

10.94.2.4  ~ Strategy () [virtual]

destructor

Destructor decrements referenceCount and only deletes strategyRep when referenceCount reaches zero.

10.94.2.5  **Strategy** (BaseConstructor, ProblemDescDB & problem_db) [protected]

constructor initializes the base class part of letter classes (BaseConstructor overloading avoids infinite recursion in the derived class constructors - Coplien, p. 139)

This constructor is the one which must build the base class data for all inherited strategies. get_strategy() instantiates a derived class letter and the derived constructor selects this base class constructor in its initialization list (to avoid the recursion of the base class constructor calling get_strategy() again). Since the letter IS the representation, its representation pointer is set to NULL (an uninitialized pointer causes problems in ~Strategy).

10.94.3  Member Function Documentation

10.94.3.1  **Strategy** operator= (const Strategy & strat)

assignment operator

10.94.3.2 void run_iterator (Iterator & the_iterator, Model & the_model)

Convenience function for invoking an iterator and managing parallelism. This version omits communicator reparation. Function must be public due to use by MINLPNode.

This is a convenience function for encapsulating the parallel features (run/serve) of running an iterator. This function omits allocation/deallocation of communicators to provide greater efficiency in those strategies which involve multiple iterator executions but only require communicator allocation/deallocation to be performed once.

It does not require a strategyRep forward since it is only used by letter objects. While it is currently a public function due to its use in MINLPNode, this usage still involves a strategy letter object.

10.94.3.3 void init_communicators (Iterator & the_iterator, Model & the_model) [protected]

Convenience function for allocating comms prior to running an iterator

This is a convenience function for encapsulating the allocation of communicators prior to running an iterator. It does not require a strategyRep forward since it is only used by letter objects.

10.94.3.4 void free_communicators (Iterator & the_iterator, Model & the_model) [protected]

Convenience function for deallocating comms after running an iterator

This is a convenience function for encapsulating the deallocation of communicators after running an iterator. It does not require a strategyRep forward since it is only used by letter objects.

10.94.3.5 void initialize_graphics (const Model & model) [protected]

Convenience function for initialization of 2D graphics and data tabulation

This is a convenience function for encapsulating graphics initialization operations. It does not require a strategyRep forward since it is only used by letter objects.

10.94.3.6 Strategy * get_strategy () [private]

Used by the envelope to instantiate the correct letter class.

Used only by the envelope constructor to initialize strategyRep to the appropriate derived type, as given by the strategyName attribute.

The documentation for this class was generated from the following files:

- DakotaStrategy.H
- DakotaStrategy.C
10.95 String Class Reference

Dakota::String class, used as main string class for Dakota.

Public Member Functions

- **String ()**
  Default constructor.

- **String (const String &a)**
  Copy constructor for incoming String.

- **String (const String &a, size_t start_index, size_t num_items)**
  Copy constructor for portion of incoming String.

- **String (const char *c_string)**
  Copy constructor for incoming char* array.

- **String (const DAKOTA_BASE_STRING &a)**
  Copy constructor for incoming base string.

- **~String ()**
  Destructor.

- **String & operator= (const String &)**
  Assignment operator for incoming String.

- **String & operator= (const DAKOTA_BASE_STRING &)**
  Assignment operator for incoming base string.

- **String & operator= (const char *)**
  Assignment operator for incoming char* array.

- **operator const char * () const**
  The operator() returns pointer to standard C char array.

- **String & toUpper ()**
  Convert to upper case string.

- **void upper ()**

- **String & toLower ()**
  Convert to lower case string.
• void lower ()
• bool contains (const char *sub_string) const
  Returns true if String contains char* substring.
• bool begins (const char *sub_string) const
  Returns true if String starts with char* substring.
• bool ends (const char *sub_string) const
  Returns true if String ends with char* substring.
• char * data () const
  Returns pointer to standard C char array.

10.95.1 Detailed Description

Dakota::String class, used as main string class for Dakota.
The Dakota::String class is the common string class for Dakota. It provides a common interface for string operations whether inheriting from the STL basic_string or the Rogue Wave RWCString class.

10.95.2 Member Function Documentation

10.95.2.1 operator const char * () const [inline]
The operator() returns pointer to standard C char array.
The operator () returns a pointer to a char string. Uses the STL c_str() method. This allows for the String to be used in method calls without having to call the data() or c_str() methods.

10.95.2.2 void upper ()
Private method which converts String to upper. Utilizes an STL iterator to step through the string and then calls the STL toupper() method. Needs to be done this way because STL only provides a single char toupper method.

10.95.2.3 void lower ()
Private method which converts String to lower. Utilizes an STL iterator to step through the string and then calls the STL tolower() method. Needs to be done this way because STL only provides a single char tolower method.
10.95.2.4 bool contains (const char * sub_string) const [inline]

Returns true if String contains char* substring.
Returns true if the String contains the char* sub_string. Uses the STL find() method.

10.95.2.5 bool begins (const char * sub_string) const [inline]

Returns true if String starts with char* substring.
Returns true if the String begins with the char* sub_string. Uses the STL compare() method.

10.95.2.6 bool ends (const char * sub_string) const [inline]

Returns true if String ends with char* substring.
Returns true if the String ends with the char* sub_string. Uses the STL compare() method.

10.95.2.7 char * data () const [inline]

Returns pointer to standard C char array.
Returns a pointer to C style char array. Needed to mimic the Rogue Wave string class. USE WITH CARE.
The documentation for this class was generated from the following files:

- DakotaString.H
- DakotaString.C
### 10.96 SurfpackApproximation Class Reference

Derived approximation class for Surfpack approximation classes. **Interface** between Surfpack and Dakota.

Inheritance diagram for SurfpackApproximation:

![Inheritance Diagram](attachment:inheritance.png)

#### Public Member Functions

- **SurfpackApproximation()**
  
  *default constructor*

- **SurfpackApproximation(ProblemDescDB &problem_db, const size_t &num_acv)**
  
  *and are passed as is to Surfpack methods and functions— which expect structures of type std::vector. This is legal as long as the types Surfpack expects really are superclasses of their Dakota counterparts. It will fail if a Real is #defined in Dakota to be a float, because then it will be a subclass of std::vector<float> being passed in as a std::vector<double>. The possible solutions, I think, are: 1. Have the same typedef feature in Surfpack so that everything can be configured to use floats or doubles 2. Explicitly cast each vector component as it passes over the Dakota/Surfpack boundary*

- **~SurfpackApproximation()**
  
  *destructor*

#### Protected Member Functions

- **int num_coefficients() const**

- **void find_coefficients()**
  
  *SurfData object will be created from Dakota’s SurrogateDataPoints, and the appropriate Surfpack build method will be invoked.*

- **const RealVector & approximation_coefficients()**
  
  *Vector of values representing the identity of the Surfpack surface. Return value of this function is not yet meaningful. The format of such a vector of values is not yet defined for all Surfpack classes.*

- **const Real & get_value(const RealVector &x)**
  
  *Return the value of the Surfpack surface for a given parameter vector x.*
- const `RealBaseVector & get_gradient (const RealVector &x)`
  retrieve the approximate function gradient for a given parameter vector x

- const `RealMatrix & get_hessian (const RealVector &x)`
  retrieve the approximate function Hessian for a given parameter vector x

**Private Member Functions**

- void `checkForEqualityConstraints ()`
  If anchor_point is present, create equality constraints from a particular point, gradient, and/or hessian.

- SurfData * `surrogates_to_surf_data ()`
  copy from SurrogateDataPoint to SurfPoint/SurfData

**Private Attributes**

- `RealVector coefficients`  
  Vector representation of the Approximation (e.g., polynomial coefficients for linear regression or trained neural network weights). The format of such a vector has not been defined for all Surfpack classes.

- Surface * `surface`
  The native Surfpack approximation.

- SurfData * `surfData`
  The data used to build the approximation, in Surfpack format.

- short `polyOrder`
  order (1, 2, or 3) of a polynomial regression surrogate

**10.96.1 Detailed Description**

Derived approximation class for Surfpack approximation classes. Interface between Surfpack and Dakota.

The SurfpackApproximation class is the interface between Dakota and Surfpack. Based on the information in the ProblemDescDB that is passed in through the constructor, SurfpackApproximation builds a Surfpack Surface object that corresponds to one of the following data-fitting techniques: polynomial regression, kriging, artificial neural networks, radial basis function network, or multivariate adaptive regression splines (MARS).

**10.96.2 Constructor & Destructor Documentation**
10.96.2.1 **SurfpackApproximation** *(ProblemDescDB & problem_db, const size_t & num_acv)*

and are passed as is to Surfpack methods and functions—which expect structures of type std::vector. This is legal as long as the types Surfpack expects really are superclasses of their Dakota counterparts. It will fail if a Real is defined in Dakota to be a float, because then it will be a subclass of std::vector<float> being passed in as a std::vector<double>. The possible solutions, I think, are: 1. Have the same typedef feature in Surfpack so that everything can be configured to use floats or doubles 2. Explicitly cast each vector component as it passes over the Dakota/Surfpack boundary.

Initialize the embedded Surfpack surface object and configure it using the specifications from the input file. Data for the surface is created later.

**Todo**

Add RBFNet surface fit interface

### 10.96.3 Member Function Documentation

#### 10.96.3.1 int num_coefficients () const  

[protected, virtual]

**Todo**

: Check to make sure that the number of points required does not exceed the bounds for a signed integer ad hoc manner. Do something smarter.

Reimplemented from **Approximation**.

#### 10.96.3.2 void find_coefficients ()  

[protected, virtual]

SurfData object will be created from Dakota’s SurrogateDataPoints, and the appropriate Surfpack build method will be invoked.

**Todo**

Right now, we’re completely deleting the old data and then surfData will be deleted in dtor recopying the current data into a SurfData object. This was just the easiest way to arrive at a solution that would build and run. This function is frequently called from addPoint rebuild, however, and it’s not good to go through this whole process every time one more data point is added.

Reimplemented from **Approximation**.

#### 10.96.3.3 const RealVector & approximation_coefficients ()  

[protected, virtual]
Vector of values representing the identity of the Surfpack surface. Return value of this function is not yet meaningful. The format of such a vector of values is not yet defined for all Surfpack classes.

The value returned from this function is currently meaningless.

Todo
: Provide an appropriate list of coefficients for each surface type

Reimplemented from Approximation.

10.96.3.4 const RealMatrix & get_hessian (const RealVector & x) [protected, virtual]

retrieve the approximate function Hessian for a given parameter vector x

Todo
Make this acceptably efficient

Reimplemented from Approximation.

10.96.3.5 void checkForEqualityConstraints () [private]

If anchor_point is present, create equality constraints from a particular point, gradient, and/or hessian.
If there is an anchor point, add an equality constraint for its response value. Also add constraints for gradient and hessian, if applicable.

Todo
improve efficiency of conversion

10.96.3.6 SurfData * surrogates_to_surf_data () [private]

copy from SurrogateDataPoint to SurfPoint/SurfData

Copy the data stored in Dakota-style SurrogateDataPoint objects into Surfpack-style SurfPoint and SurfData objects.

The documentation for this class was generated from the following files:

- SurfpackApproximation.H
- SurfpackApproximation.C
10.97 **SurrBasedOptStrategy Class Reference**

*SurrBasedOptStrategy* for provably-convergent surrogate-based optimization.

Inheritance diagram for SurrBasedOptStrategy::

```
    Strategy
    |   
    v
Strategy
```

**Public Member Functions**

- **SurrBasedOptStrategy** (ProblemDescDB &problem_db)  
  *constructor*

- **SurrBasedOptStrategy** ()  
  *destructor*

- void **run_strategy** ()
  
  *Performs the surrogate-based optimization strategy by optimizing local, global, or hierarchical surrogates over a series of trust regions.*

- **const Variables & variable_results** () const
  
  *return the SBO final solution (variables)*

- **const Response & response_results** () const
  
  *return the SBO final solution (response)*

**Private Member Functions**

- **void run_surrogate_based_optimization** ()
  
  *the core SBO algorithm, as called from run_strategy()*

- **bool tr_bounds** (RealVector &c_vars_center, const StringArray &c_vars_labels, const RealVector &global_lower_bnds, const RealVector &global_upper_bnds, RealVector &tr_lower_bnds, RealVector &tr_upper_bnds)
  
  *compute current trust region bounds*

- void **find_center_truth** (Response &response_center_truth, const RealVector &c_vars_center, const Iterator &dace_iterator, Model &truth_model)
retrieve response_center_truth if possible, evaluate it if not

- void find_center_approx (Response &response_center_approx, const Response &response_center_truth)
  retrieve response_center_approx if possible, evaluate it if not

- void hard_convergence_check (const Response &response_truth, const RealVector &c_vars, const RealVector &lower_bnds, const RealVector &upper_bnds)
  check for hard convergence (norm of projected gradient of merit function near zero)

- void tr_ratio_check (const RealVector &c_vars_center, const RealVector &c_vars_star, const RealVector &tr_lower_bounds, const RealVector &tr_upper_bounds, const Response &response_center_truth, const Response &response_star_truth, const Response &response_-
  star_approx)
  compute trust region ratio for accepting/rejecting SBO iterate and sizing next trust region and check for soft con-
  vergence (diminishing returns)

- void update_penalty (const RealVector &fns_center_truth, const RealVector &fns_star_truth)
  initialize and update the penaltyParameter

- void update_lagrange_multipliers (const RealVector &fn_vals, const RealMatrix &fn_grads)
  initialize and update Lagrange multipliers for basic Lagrangian

- void update_augmented_lagrange_multipliers (const RealVector &fn_vals)
  initialize and update the Lagrange multipliers for augmented Lagrangian

- bool update_filter (const RealVector &fn_vals)
  update a filter from a set of function values

- Real lagrangian_merit (const RealVector &fn_vals)
  compute a Lagrangian function from a set of function values

- void lagrangian_gradient (const RealMatrix &fn_grads, RealVector &lag_grad)
  compute the gradient of the Lagrangian function

- Real augmented_lagrangian_merit (const RealVector &fn_vals)
  compute an augmented Lagrangian function from a set of function values

- void augmented_lagrangian_gradient (const RealVector &fn_vals, const RealMatrix &fn_grads, RealVector &alag_grad)
  compute the gradient of the augmented Lagrangian function

- Real penalty_merit (const RealVector &fn_vals)
  compute a penalty function from a set of function values

- void penalty_gradient (const RealVector &fn_vals, const RealMatrix &fn_grads, RealVector &pen_grad)
  compute the gradient of the penalty function
• Real objective (const RealVector &fn_vals)
  compute a single objective value from one or more objective functions

• Real constraint violation (const RealVector &fn_vals, const Real &constraint_tol)
  compute the constraint violation from a set of function values

• void relax_constraints (const Response &response_truth, const RealVector &c_vars, const RealVector &lower_bnds, const RealVector &upper_bnds)
  relax constraints by updating bounds when current iterate is infeasible

Static Private Member Functions

• static void hom_objective_eval (int &mode, int &n, double *u, double &f, double *grad_f, int &)
  static function used by NPSOL as the objective function in the homotopy constraint relaxation formulation.

• static void hom_constraint_eval (int &mode, int &ncnln, int &n, int &nrowj, int *needc, double *u, double *c, double *cjac, int &nstate)
  static function used by NPSOL as the constraint function in the homotopy constraint relaxation formulation.

Private Attributes

• Model surrogateModel
  the surrogate model (a SurrogateModel object)

• Iterator selectedIterator
  the optimizer used on surrogateModel

• Real trustRegionFactor
  the trust region factor is used to compute the total size of the trust region – it is a percentage, e.g. for trustRegionFactor = 0.1, the actual size of the trust region will be 10% of the global bounds (upper bound - lower bound for each design variable).

• Real minTrustRegionFactor
  a soft convergence control: stop SBO when the trust region factor is reduced below the value of minTrustRegionFactor

• Real convergenceTol
  the optimizer convergence tolerance; used in several SBO hard and soft convergence checks

• Real constraintTol
  a tolerance specifying the distance from a constraint boundary that is allowed before an active constraint is considered to be a violated constraint.

• Real trRatioContractValue
trust region ratio min value: contract tr if ratio below this value

- **Real** `trRatioExpandValue`
  trust region ratio sufficient value: expand tr if ratio above this value

- **Real** `gammaContract`
  trust region contraction factor

- **Real** `gammaExpand`
  trust region expansion factor

- **Real** `gammaNoChange`
  factor for maintaining the current trust region size (normally 1.0)

- **bool** `trConstraintRelax`
  flag to use trust region constraint relaxation for infeasible starting points

- **int** `trConstraintRelaxMethod`
  type of trust region constraint relaxation for infeasible starting points: NONE (default=0) or HOMOTOPY (1)

- **int** `meritFnType`
  type of merit function used in trust region ratio logic: BASIC_PENALTY, ADAPTIVE_PENALTY, BASIC_-LAGRANGIAN, or AUGMENTED_LAGRANGIAN

- **int** `acceptLogic`
  type of iterate acceptance test logic: FILTER or TR_RATIO

- **RealVectorList** `sboFilter`
  Set of response function vectors defining a filter (objective vs. constraint violation) for iterate selection/rejection.

- **RealVector** `lagrangeMult`
  Lagrange multipliers for basic Lagrangian calculations.

- **RealVector** `augLagrangeMult`
  Lagrange multipliers for augmented Lagrangian calculations.

- **Real** `penaltyParameter`
  the penalization factor for violated constraints used in quadratic penalty calculations; increased in `update_penalty()`

- **int** `penaltyIterOffset`
  iteration offset used to update the scaling of the penalty parameter for adaptive_penalty merit functions

- **int** `sboIterNum`
  SBO iteration number.
- int sboIterMax
  maximum number of SBO iterations

- short convergenceFlag
  code indicating satisfaction of hard or soft convergence conditions

- size_t numFns
  number of response functions

- size_t numVars
  number of active continuous variables

- short softConvCount
  number of consecutive candidate point rejections. If the count reaches softConvLimit, stop SBO.

- short softConvLimit
  the limit on consecutive candidate point rejections. If exceeded by softConvCount, stop SBO.

- bool gradientFlag
  flags the use of gradients within the SBO process

- bool hessianFlag
  flags the use of Hessians within the SBO process

- bool correctionFlag
  flags the use of surrogate correction techniques at the center of each trust region

- bool globalApproxFlag
  flags the use of a global data fit surrogate (rsm, ann, mars, kriging)

- bool localApproxFlag
  flags the use of a local data fit surrogate (Taylor series)

- bool hierarchApproxFlag
  flags the use of a hierarchical surrogate

- bool newCenterFlag
  flags the acceptance of a candidate point and the existence of a new trust region center

- bool daceCenterPtFlag
  flags the availability of the center point in the DACE evaluations for global approximations (CCD, Box-Behnken)

- bool multiLayerBypassFlag
  flags the simultaneous presence of two conditions: (1) additional layerings w/i actual_model (e.g., surrogateModel = layered/nested/layered -> actual_model = nested/layered), and (2) a user-specification to bypass all layerings within actual_model for the evaluation of truth data (response_center_truth and response_star_truth).
- bool useGradsFlag
  flags the "use_gradients" specification in which gradients are to be evaluated for each DACE point in global surrogate builds.

- size_t numObjFns
  number of objective functions

- size_t numNonlinIneq Constr
  number of nonlinear inequality constraints

- size_t numNonlinEq Constr
  number of nonlinear equality constraints

- size_t nonlinIneq Offset
  index offset to nonlinear constraint functions

- size_t nonlinEq Offset
  index offset to nonlinear constraint functions

- RealVector multiObjWts
  vector of multiobjective weights.

- RealVector nonlinIneqLowerBnds
  vector of current nonlinear inequality constraint lower bounds

- RealVector nonlinIneqUpperBnds
  vector of current nonlinear inequality constraint upper bounds

- RealVector nonlinEqTargets
  vector of current nonlinear equality constraint targets

- Real bigRealBoundSize
  cutoff value for continuous bounds

- RealVector nonlinIneqLowerBndsSlack
  vector of true nonlinear inequality constraint lower bounds

- RealVector nonlinIneqUpperBndsSlack
  vector of true nonlinear inequality constraint upper bounds

- RealVector nonlinEqTargetsSlack
  vector of true nonlinear equality constraint targets

- Real tau
  constraint relaxation parameter
- Real alpha
  
  \textit{constraint relaxation parameter backoff parameter (multiplier)}

- int npsolDerivLevel
  
  \textit{derivative level for NPSOL executions (1 = analytic grads of objective fn, 2 = analytic grads of constraints, 3 = analytic grads of both).}

- Variables bestVariables
  
  \textit{best variables found in SBO}

- Response bestResponses
  
  \textit{best responses found in SBO}

### Static Private Attributes

- static SurrBasedOptStrategy * sboOptInstance
  
  \textit{pointer to SBO strategy used in static member functions}

#### 10.97.1 Detailed Description

\textbf{Strategy} for provably-convergent surrogate-based optimization.

This strategy uses a \textbf{SurrogateModel} to perform optimization based on local, global, or hierarchical surrogates. It achieves provable convergence through the use of a sequence of trust regions and the application of surrogate corrections at the trust region centers.

#### 10.97.2 Member Function Documentation

#### 10.97.2.1 void run_strategy () [virtual]

Performs the surrogate-based optimization strategy by optimizing local, global, or hierarchical surrogates over a series of trust regions.

Trust region-based strategy to perform surrogate-based optimization in subregions (trust regions) of the parameter space. The optimizer operates on approximations in lieu of the more expensive simulation-based response functions. The size of the trust region is varied according to the goodness of the agreement between the approximations and the true response functions.

Reimplemented from \textbf{Strategy}. 
10.97.2.2 **void hard_convergence_check** (const *Response* & *response_truth*, const *RealVector* & *c_vars*, const *RealVector* & *lower_bnds*, const *RealVector* & *upper_bnds*) [private]

check for hard convergence (norm of projected gradient of merit function near zero)

The hard convergence check computes the gradient of the merit function at the trust region center, performs a projection for active bound constraints (removing any gradient component directed into an active bound), and signals convergence if the 2-norm of this projected gradient is less than convergenceTol.

10.97.2.3 **void tr_ratio_check** (const *RealVector* & *c_vars_center*, const *RealVector* & *c_vars_star*, const *RealVector* & *tr_lower_bounds*, const *RealVector* & *tr_upper_bounds*, const *Response* & *response_center_truth*, const *Response* & *response_center_approx*, const *Response* & *response_star_truth*, const *Response* & *response_star_approx*) [private]

compute trust region ratio for accepting/rejecting SBO iterate and sizing next trust region and check for soft convergence (diminishing returns)

Compute soft convergence metrics (trust region ratio, number of consecutive failures, min trust region size, etc.) and use them to assess whether the convergence rate has decreased to a point where the process should be terminated (diminishing returns).

10.97.2.4 **void update_penalty** (const *RealVector* & *fns_center_truth*, const *RealVector* & *fns_star_truth*) [private]

initialize and update the penaltyParameter

Scaling of the penalty value is important to avoid rejecting SBO iterates which must increase the objective to achieve a reduction in constraint violation. In the basic penalty case, the penalty is ramped exponentially based on the iteration counter. In the adaptive case, the ratio of relative change between center and star points for the objective and constraint violation values is used to rescale penalty values.

10.97.2.5 **void update_lagrange_multipliers** (const *RealVector* & *fn_vals*, const *RealMatrix* & *fn_grads*) [private]

initialize and update Lagrange multipliers for basic Lagrangian

For the Rockafellar augmented Lagrangian, simple Lagrange multiplier updates are available which do not require the active constraint gradients. For the basic Lagrangian, Lagrange multipliers are estimated through solution of a nonnegative linear least squares problem.

10.97.2.6 **void update_augmented_lagrange_multipliers** (const *RealVector* & *fn_vals*) [private]

initialize and update the Lagrange multipliers for augmented Lagrangian

For the Rockafellar augmented Lagrangian, simple Lagrange multiplier updates are available which do not require the active constraint gradients. For the basic Lagrangian, Lagrange multipliers are estimated through solution of a nonnegative linear least squares problem.
10.97.2.7 bool update_filter (const RealVector & fn_vals)  [private]
update a filter from a set of function values
Update the sboFilter with fn_vals if new iterate is non-dominated.

10.97.2.8 Real lagrangian_merit (const RealVector & fn_vals)  [private]
compute a Lagrangian function from a set of function values
The Lagrangian function computation sums the objective function and the Lagrange multiplier terms for inequality/equality constraints. This implementation follows the convention in Vanderplaats with g<=0 and h=0.

10.97.2.9 Real augmented_lagrangian_merit (const RealVector & fn_vals)  [private]
compute an augmented Lagrangian function from a set of function values
The Rockafellar augmented Lagrangian function sums the objective function, Lagrange multiplier terms for inequality/equality constraints, and quadratic penalty terms for inequality/equality constraints. This implementation follows the convention in Vanderplaats with g<=0 and h=0.

10.97.2.10 Real penalty_merit (const RealVector & fn_vals)  [private]
compute a penalty function from a set of function values
The penalty function computation applies a quadratic penalty to any constraint violations and adds this to the objective function(s) p = f + r_p cv.

10.97.2.11 Real objective (const RealVector & fn_vals)  [private]
compute a single objective value from one or more objective functions
The objective computation sums up the contributions from one of more objective functions using the multiobjective weights.

10.97.2.12 Real constraint_violation (const RealVector & fn_vals, const Real & constraint_tol)
[private]
compute the constraint violation from a set of function values
Compute the quadratic constraint violation defined as cv = g+^T g+ + h+^T h+. This implementation supports equality constraints and 2-sided inequalities. The constraint_tol allows for a small constraint infeasibility (used for penalty methods, but not Lagrangian methods).

10.97.2.13 void hom_objective_eval (int & mode, int & n, double * u, double & f, double * grad_f, int &)
[static, private]
static function used by NPSOL as the objective function in the homotopy constraint relaxation formulation.
NPSOL objective functions evaluator for solution of homotopy constraint relaxation parameter optimization. This constrained optimization problem performs the update of the tau parameter in the homotopy heuristic approach used to relax the constraints in the original problem.

10.97.2.14 void hom_constraint_eval (int & mode, int & ncnln, int & n, int & nrowj, int * needc, double * u, double * c, double * jac, int & nstate) [static, private]

static function used by NPSOL as the constraint function in the homotopy constraint relaxation formulation.

NPSOL constraint functions evaluator for solution of homotopy constraint relaxation parameter optimization. This constrained optimization problem performs the update of the tau parameter in the homotopy heuristic approach used to relax the constraints in the original problem.

The documentation for this class was generated from the following files:

- SurrBasedOptStrategy.H
- SurrBasedOptStrategy.C
10.98  **SurrogateDataPoint Class Reference**

Container class encapsulating basic parameter and response data for defining a "truth" data point.

**Public Member Functions**

- **SurrogateDataPoint ()**
  
  *default constructor*

- **SurrogateDataPoint (const RealVector &x, const Real &fn_val, const RealBaseVector &fn_grad, const RealMatrix &fn_hess)**
  
  *standard constructor*

- **SurrogateDataPoint (const SurrogateDataPoint &sdp)**
  
  *copy constructor*

- **~SurrogateDataPoint ()**
  
  *destructor*

- **SurrogateDataPoint & operator= (const SurrogateDataPoint &sdp)**
  
  *assignment operator*

- **bool operator== (const SurrogateDataPoint &sdp) const**
  
  *equality operator*

- **const RealVector & continuous_variables () const**
  
  *return continuousVars*

- **const Real & response_function () const**
  
  *return responseFn*

- **const RealBaseVector & response_gradient () const**
  
  *return responseGrad*

- **const RealMatrix & response_hessian () const**
  
  *return responseHess*

- **bool is_null () const**
  
  *function to check sdpRep (does this handle contain a body)*
Private Attributes

- SurrogateDataPointRep * sdpRep
  pointer to the body (handle-body idiom)

10.98.1 Detailed Description

Container class encapsulating basic parameter and response data for defining a "truth" data point.

A list of these data points is contained in each Approximation instance (Approximation::currentPoints) and provides the data to build the approximation. A handle-body idiom is used to avoid excessive data copying overhead.

The documentation for this class was generated from the following file:

- DakotaApproximation.H
10.99 SurrogateDataPointRep Class Reference

The representation of a surrogate data point. This representation, or body, may be shared by multiple SurrogateDataPoint handle instances.

Private Member Functions

- `SurrogateDataPointRep` (const `RealVector` &x, const Real &fn_val, const `RealBaseVector` &fn_grad, const `RealMatrix` &fn_hess)
  
  constructor

- `~SurrogateDataPointRep` ()
  
  destructor

Private Attributes

- `RealVector continuousVars`
  
  continuous variables

- `Real responseFn`
  
  truth response function value

- `RealBaseVector responseGrad`
  
  truth response function gradient

- `RealMatrix responseHess`
  
  truth response function Hessian

- `int referenceCount`
  
  number of handle objects sharing sdpRep

Friends

- class `SurrogateDataPoint`
  
  the handle class can access attributes of the body class directly
10.99.1 Detailed Description

The representation of a surrogate data point. This representation, or body, may be shared by multiple SurrogateDataPoint handle instances.

The SurrogateDataPoint/SurrogateDataPointRep pairs utilize a handle-body idiom (Coplien, Advanced C++).

The documentation for this class was generated from the following file:

- DakotaApproximation.H
10.100 SurrogateModel Class Reference

Base class for surrogate models (DataFitSurrModel and HierarchSurrModel).

Inheritance diagram for SurrogateModel::

```
Model

SurrogateModel

DataFitSurrModel  HierarchSurrModel
```

Protected Member Functions

- **SurrogateModel** (ProblemDescDB &problem_db)
  
  constructor

- **~SurrogateModel** ()
  
  destructor

- **void compute_correction** (const Response &truth_response, const Response &approx_response, const RealVector &c_vars)
  
  compute the correction required to bring approx_response into agreement with truth_response

- **void apply_correction** (Response &approx_response, const RealVector &c_vars, bool quiet_flag=false)
  
  apply the correction computed in compute_correction() to approx_response

- **void check_submodel_compatibility** (const Model &sub_model)
  
  verify compatibility between SurrogateModel attributes and attributes of the submodel (DataFitSurrModel::actualModel or HierarchSurrModel::highFidelityModel)

- **bool force_rebuild** ()
  
  evaluate whether a rebuild of the approximation should be forced based on changes in the inactive data

- **void auto_correction** (bool correction_flag)
  
  sets autoCorrection to on (true) or off (false)

- **bool auto_correction** ()
  
  returns autoCorrection setting
Protected Attributes

- **bool mixedResponseSet**
  flag for mixed approximate/actual responses

- **IntArray surrogateFnIds**
  for mixed response sets, this array specifies the response function subset that is approximated

- **ResponseArray correctedResponseArray**
  array of corrected responses used in derived_synchronize() functions

- **IntResponseMap correctedResponseMap**
  list of corrected responses used in derived_synchronize_nowait() functions

- **IntRealVectorMap rawCVarsMap**
  map of raw continuous variables used by apply_correction(). Model::varsList cannot be used for this purpose since it does not contain lower level variables sets from finite differencing.

- **String correctionType**
  approximation correction approach to be used: additive or multiplicative

- **short correctionOrder**
  approximation correction order to be used: 0, 1, or 2

- **bool autoCorrection**
  a flag which controls the use of apply_correction() in DataFitSurrModel and HierarchSurrModel approximate response computations

- **bool correctionComputed**
  flag indicating whether or not a correction has been computed and is available for application

- **String approxType**
  approximation type identifier string: global, local, or hierarchical

- **size_t approxBuilds**
  number of calls to build_approximation()

- **bool surrogateBypass**
  a flag which allows bypassing the approximation for evaluations on the underlying truth model.

- **String rebuildControl**
  flag controlling the rebuild of approximations when changes occur to the active/inactive variable values/bounds.

- **RealVector fitCLBnds**
  stores a copy of the active continuous lower bounds when the approximation is built; used to detect when a rebuild is required.
- **RealVector fitCUBnds**
  stores a copy of the active continuous upper bounds when the approximation is built; used to detect when a rebuild is required.

- **IntVector fitDLBnds**
  stores a copy of the active discrete lower bounds when the approximation is built; used to detect when a rebuild is required.

- **IntVector fitDUBnds**
  stores a copy of the active discrete upper bounds when the approximation is built; used to detect when a rebuild is required.

- **RealVector fitInactCVars**
  stores a copy of the inactive continuous variables when the approximation is built; used to detect when a rebuild is required.

- **IntVector fitInactDVars**
  stores a copy of the inactive discrete variables when the approximation is built; used to detect when a rebuild is required.

- **RealVector fitInactCLBnds**
  stores a copy of the inactive continuous lower bounds when the approximation is built; used to detect when a rebuild is required.

- **RealVector fitInactCUBnds**
  stores a copy of the inactive continuous upper bounds when the approximation is built; used to detect when a rebuild is required.

- **IntVector fitInactDLBnds**
  stores a copy of the inactive discrete lower bounds when the approximation is built; used to detect when a rebuild is required.

- **IntVector fitInactDUBnds**
  stores a copy of the inactive discrete upper bounds when the approximation is built; used to detect when a rebuild is required.

### Private Member Functions

- **void apply_additive_correction (RealVector &alpha_corrected_fns, RealMatrix &alpha_corrected_grads, RealMatrixArray &alpha_corrected_hessians, const RealVector &c_vars, const ActiveSet &set)**
  internal convenience function for applying additive corrections

- **void apply_multiplicative_correction (RealVector &beta_corrected_fns, RealMatrix &beta_corrected_grads, RealMatrixArray &beta_corrected_hessians, const RealVector &c_vars, const ActiveSet &set)**
  internal convenience function for applying multiplicative corrections
Private Attributes

- `bool badScalingFlag`
  flag used to indicate function values near zero for multiplicative corrections; triggers an automatic switch to additive corrections

- `bool combinedFlag`
  flag indicating the combination of additive/multiplicative corrections

- `bool computeAdditive`
  flag indicating the need for additive correction calculations

- `bool computeMultiplicative`
  flag indicating the need for multiplicative correction calculations

- `RealVector addCorrFns`
  0th-order additive correction term: equals the difference between high and low fidelity model values at $x=x_{\text{center}}$.

- `RealMatrix addCorrGrads`
  1st-order additive correction term: equals the gradient of the high/low function difference at $x=x_{\text{center}}$.

- `RealMatrixArray addCorrHessians`
  2nd-order additive correction term: equals the Hessian of the high/low function difference at $x=x_{\text{center}}$.

- `RealVector multCorrFns`
  0th-order multiplicative correction term: equals the ratio of high fidelity to low fidelity model values at $x=x_{\text{center}}$.

- `RealMatrix multCorrGrads`
  1st-order multiplicative correction term: equals the gradient of the high/low function ratio at $x=x_{\text{center}}$.

- `RealMatrixArray multCorrHessians`
  2nd-order multiplicative correction term: equals the Hessian of the high/low function ratio at $x=x_{\text{center}}$.

- `RealVector combineFactors`
  factors for combining additive and multiplicative corrections. Each factor is the weighting applied to the additive correction and 1-factor is the weighting applied to the multiplicative correction. The factor value is determined by an additional requirement to match the high fidelity function value at the previous correction point (e.g., previous trust region center). This results in a multipoint correction instead of a strictly local correction.

- `RealVector correctionCenterPt`
  The point in parameter space where the current correction is calculated (often the center of the current trust region). Used in calculating $(x-x_c)$ terms in 1st-/2nd-order corrections.

- `RealVector correctionPrevCenterPt`
  copy of correctionCenterPt from the previous correction cycle

- `RealVector approxFnsCenter`
Surrogate function values at the current correction point which are needed as a fall back if the current surrogate function values are unavailable when applying 1st-/2nd-order multiplicative corrections.

- **RealVector approxFnsPrevCenter**
  
  copy of approxFnsCenter from the previous correction cycle

- **RealMatrix approxGradsCenter**
  
  Surrogate gradient values at the current correction point which are needed as a fall back if the current surrogate function gradients are unavailable when applying 1st-/2nd-order multiplicative corrections.

- **RealVector truthFnsCenter**
  
  Truth function values at the current correction point.

- **RealVector truthFnsPrevCenter**
  
  copy of truthFnsCenter from the previous correction cycle

### 10.100.1 Detailed Description

Base class for surrogate models (DataFitSurrModel and HierarchSurrModel).

The **SurrogateModel** class provides common functions to derived classes for computing and applying corrections to approximations.

### 10.100.2 Member Function Documentation

#### 10.100.2.1 void compute_correction (const Response & truth_response, const Response & approx_response, const RealVector & c_vars) [protected, virtual]

compute the correction required to bring approx_response into agreement with truth_response

Compute an additive or multiplicative correction that corrects the approx_response to have 0th-order consistency (matches values), 1st-order consistency (matches values and gradients), or 2nd-order consistency (matches values, gradients, and Hessians) with the truth_response at a single point (e.g., the center of a trust region). The 0th-order, 1st-order, and 2nd-order corrections use scalar values, linear scaling functions, and quadratic scaling functions, respectively, for each response function.

Reimplemented from Model.

#### 10.100.2.2 bool force_rebuild () [protected]

evaluate whether a rebuild of the approximation should be forced based on changes in the inactive data

This function forces a rebuild of the approximation according to the approximation type, the rebuildControl setting, and which active/inactive data has changed since the last build.
10.100.3  Member Data Documentation

10.100.3.1  bool autoCorrection  [protected]

A flag which controls the use of apply_correction() in DataFitSurrModel and HierarchSurrModel approximate response computations. SurrBasedOptStrategy must toggle this value since compute_correction() no longer automatically backs out an old correction.

10.100.3.2  size_t approxBuilds  [protected]

Number of calls to build_approximation() used as a flag to automatically build the approximation if one of the derived compute_response functions is called prior to build_approximation().

10.100.3.3  String rebuildControl  [protected]

Flag controlling the rebuild of approximations when changes occur to the active/inactive variable values/bounds. A setting of "all" denotes that the approximation should be rebuilt every time the inactive variables change (e.g., for each instance of \(d\) in OUU). A setting of "region" denotes that the approximation should be rebuilt every time the bounded region for the inactive variables changes (e.g., for each new trust region on \(d\) in OUU).

The documentation for this class was generated from the following files:

- SurrogateModel.H
- SurrogateModel.C
10.101 SysCallAnalysisCode Class Reference

Derived class in the AnalysisCode class hierarchy which spawns simulations using system calls.

Inheritance diagram for SysCallAnalysisCode:

```
AnalysisCode

SysCallAnalysisCode
```

**Public Member Functions**

- `SysCallAnalysisCode` (const ProblemDescDB &problem_db)
  
  constructor

- `~SysCallAnalysisCode` ()
  
  destructor

- `void spawn_evaluation` (const bool block_flag)
  
  spawn a complete function evaluation

- `void spawn_input_filter` (const bool block_flag)
  
  spawn the input filter portion of a function evaluation

- `void spawn_analysis` (const int &analysis_id, const bool block_flag)
  
  spawn a single analysis as part of a function evaluation

- `void spawn_output_filter` (const bool block_flag)
  
  spawn the output filter portion of a function evaluation

- `const String & command_usage` () const
  
  return commandUsage

**Private Attributes**

- `String commandUsage`
  
  optional command usage string for supporting nonstandard command syntax (supported only by SysCall analysis codes)
10.101 SysCallAnalysisCode Class Reference

10.101.1 Detailed Description

Derived class in the AnalysisCode class hierarchy which spawns simulations using system calls. SysCallAnalysisCode creates separate simulation processes using the C system() command. It utilizes CommandShell to manage shell syntax and asynchronous invocations.

10.101.2 Member Function Documentation

10.101.2.1 void spawn_evaluation (const bool block_flag)

spawn a complete function evaluation

Put the SysCallAnalysisCode to the shell using either the default syntax or specified commandUsage syntax. This function is used when all portions of the function evaluation (i.e., all analysis drivers) are executed on the local processor.

10.101.2.2 void spawn_input_filter (const bool block_flag)

spawn the input filter portion of a function evaluation

Put the input filter to the shell. This function is used when multiple analysis drivers are spread between processors. No need to check for a Null input filter, as this is checked externally. Use of nonblocking shells is supported in this fn, although its use is currently prevented externally.

10.101.2.3 void spawn_analysis (const int & analysis_id, const bool block_flag)

spawn a single analysis as part of a function evaluation

Put a single analysis to the shell using the default syntax (no commandUsage support for analyses). This function is used when multiple analysis drivers are spread between processors. Use of nonblocking shells is supported in this fn, although its use is currently prevented externally.

10.101.2.4 void spawn_output_filter (const bool block_flag)

spawn the output filter portion of a function evaluation

Put the output filter to the shell. This function is used when multiple analysis drivers are spread between processors. No need to check for a Null output filter, as this is checked externally. Use of nonblocking shells is supported in this fn, although its use is currently prevented externally.

The documentation for this class was generated from the following files:

- SysCallAnalysisCode.H
- SysCallAnalysisCode.C
10.102 SysCallApplicInterface Class Reference

Derived application interface class which spawns simulation codes using system calls.

Inheritance diagram for SysCallApplicInterface::

```
  Interface
   |
   v
ApplicationInterface
   |
   v
SysCallApplicInterface
```

Public Member Functions

- **SysCallApplicInterface** (const ProblemDescDB &problem_db)
  
  *constructor*

- ~**SysCallApplicInterface** ()
  
  *destructor*

- void **derived_map** (const Variables &vars, const ActiveSet &set, Response &response, int fn_eval_id)
  
  *Called by map() and other functions to execute the simulation in synchronous mode. The portion of performing an evaluation that is specific to a derived class.*

- void **derived_map_asynch** (const ParamResponsePair &pair)
  
  *Called by map() and other functions to execute the simulation in asynchronous mode. The portion of performing an asynchronous evaluation that is specific to a derived class.*

- void **derived_synch** (PRPList &prp_list)
- void **derived_synch_nowait** (PRPList &prp_list)
- int **derived_synchronous_local_analysis** (const int &analysis_id)
- const StringArray & **analysis_drivers** () const
  
  *retrieve the analysis drivers specification for application interfaces*

Private Member Functions

- void **spawn_application** (const bool block_flag)
  
  *Spawn the application by managing the input filter, analysis drivers, and output filter. Called from derived_map() & derived_map_asynch().*
void derived_synch_kernel (PRPList &prp_list)

Convenience function for common code between derived_synch() & derived_synch_nowait().

bool system_call_file_test (const String &root_file)

detect completion of a function evaluation through existence of the necessary results file(s)

Private Attributes

- SysCallAnalysisCode sysCallSimulator

SysCallAnalysisCode provides convenience functions for passing the input filter, the analysis drivers, and the output filter to a CommandShell in various combinations.

- IntSet sysCallSet

set of function evaluation id’s for active asynchronous system call evaluations

- IntShortMap failCountMap

map linking function evaluation id’s to number of response read failures

10.102.1 Detailed Description

Derived application interface class which spawns simulation codes using system calls.
SysCallApplicInterface uses a SysCallAnalysisCode object for performing simulation invocations.

10.102.2 Member Function Documentation

10.102.2.1 void derived_synch (PRPList & prp_list) [inline, virtual]

Check for completion of active async jobs (tracked with sysCallSet). Wait for at least one completion and complete all jobs that have returned. This satisfies a “fairness” principle, in the sense that a completed job will always be processed (whereas accepting only a single completion could always accept the same completion - the case of very inexpensive fn. evals. - and starve some servers).

Reimplemented from ApplicationInterface.

10.102.2.2 void derived_synch_nowait (PRPList & prp_list) [inline, virtual]

Check for completion of active async jobs (tracked with sysCallSet). Make one pass through sysCallSet & complete all jobs that have returned.

Reimplemented from ApplicationInterface.
10.102.2.3  int derived_synchronous_local_analysis (const int & analysis_id)  [inline, virtual]

This code provides the derived function used by ApplicationInterface::serve_analyses_synch().
Reimplemented from ApplicationInterface.
The documentation for this class was generated from the following files:

- SysCallApplicInterface.H
- SysCallApplicInterface.C
10.103 TANA3Approximation Class Reference

Derived approximation class for TANA-3 two-point exponential approximation (a multipoint approximation).

Inheritance diagram for TANA3Approximation::

```
Approximation
   TANA3Approximation
```

Public Member Functions

- **TANA3Approximation ()**
  
  default constructor

- **TANA3Approximation (ProblemDescDB &problem_db, const size_t &num_acv)**
  
  standard constructor

- **~TANA3Approximation ()**
  
  destructor

Protected Member Functions

- **int num_coefficients () const**
  
  return the minimum number of samples required to build the derived class approximation type in numVars dimensions

- **int num_constraints () const**
  
  return the number of constraints to be enforced via anchorPoint

- **void find_coefficients ()**
  
  calculate the data fit coefficients using currentPoints and anchorPoint

- **const Real & get_value (const RealVector &x)**
  
  retrieve the approximate function value for a given parameter vector

- **const RealBaseVector & get_gradient (const RealVector &x)**
  
  retrieve the approximate function gradient for a given parameter vector

- **void clear_current ()**
Private Member Functions

- void find_scaled_coefficients()
  compute TANA coefficients based on scaled inputs

- void offset (const RealVector &x, RealVector &s)
  based on minX, apply offset scaling to x to define s

Private Attributes

- RealVector pExp
  the vector of exponent values

- RealVector minX
  the vector of minimum parameter values used in scaling

- RealVector scX1
  the vector of scaled x1 values

- RealVector scX2
  the vector of scaled x2 values

- Real H
  the scalar Hessian value in the TANA-3 approximation

10.103.1 Detailed Description

Derived approximation class for TANA-3 two-point exponential approximation (a multipoint approximation).
The TANA3Approximation class provides a multipoint approximation based on matching value and gradient
data from two points (typically the current and previous iterates) in parameter space. It forms an exponential
approximation in terms of intervening variables.

10.103.2 Member Function Documentation

10.103.2.1 void clear_current () [protected, virtual]

Redefine default implementation to support history mechanism.
Reimplemented from Approximation.
The documentation for this class was generated from the following files:
• TANA3Approximation.H
• TANA3Approximation.C
10.104 TaylorApproximation Class Reference

Derived approximation class for first- or second-order Taylor series (a local approximation).

Inheritance diagram for TaylorApproximation::

```
Approximation
TaylorApproximation
```

Public Member Functions

- **TaylorApproximation ()**
  
  default constructor

- **TaylorApproximation (ProblemDescDB &problem_db, const size_t &num_acv)**
  
  standard constructor

- **~TaylorApproximation ()**
  
  destructor

Protected Member Functions

- **int num_coefficients () const**
  
  return the minimum number of samples required to build the derived class approximation type in numVars dimensions

- **void find_coefficients ()**
  
  calculate the data fit coefficients using currentPoints and anchorPoint

- **const Real & get_value (const RealVector &x)**
  
  retrieve the approximate function value for a given parameter vector

- **const RealBaseVector & get_gradient (const RealVector &x)**
  
  retrieve the approximate function gradient for a given parameter vector

- **const RealMatrix & get_hessian (const RealVector &x)**
  
  retrieve the approximate function Hessian for a given parameter vector
void second_order_flag (bool flag)

set the Approximation’s secondOrderFlag, if present

Private Attributes

- bool secondOrderFlag

flag to indicate a 2nd-order Taylor series with a Hessian term

10.104.1 Detailed Description

Derived approximation class for first- or second-order Taylor series (a local approximation).

The TaylorApproximation class provides a local approximation based on data from a single point in parameter space. It uses a first- or second-order Taylor series expansion: f(x) = f(x_c) + \text{grad}(x_c)' (x - x_c) + (x - x_c)' \text{Hess}(x_c) (x - x_c) / 2.

10.104.2 Member Function Documentation

10.104.2.1 void second_order_flag (bool flag) [inline, protected, virtual]

set the Approximation’s secondOrderFlag, if present

Redefined by TaylorApproximation to set secondOrderFlag.

Reimplemented from Approximation.

The documentation for this class was generated from the following files:

- TaylorApproximation.H
- TaylorApproximation.C
10.105 Variables Class Reference

Base class for the variables class hierarchy.

Inheritance diagram for Variables:

```
Variables
   |   |
   V   V
AllVariables DistinctVariables MergedVariables
```

Public Member Functions

- **Variables ()**
  - default constructor

- **Variables (const ProblemDescDB &problem_db)**
  - standard constructor

- **Variables (const pair< short, short >&view)**
  - alternate constructor

- **Variables (const Variables &vars)**
  - copy constructor

- **virtual ~Variables ()**
  - destructor

- **Variables operator= (const Variables &vars)**
  - assignment operator

- **virtual size_t tv () const**
  - Returns total number of vars.

- **virtual const RealVector & continuous_variables () const**
  - return the active continuous variables

- **virtual void continuous_variables (const RealVector &c_vars)**
  - set the active continuous variables

- **virtual const IntVector & discrete_variables () const**
  - return the active discrete variables
virtual void discrete_variables (const IntVector &d_vars)
  set the active discrete variables

virtual const StringArray & continuous_variable_labels () const
  return the active continuous variable labels

virtual void continuous_variable_labels (const StringArray &cv_labels)
  set the active continuous variable labels

virtual const StringArray & discrete_variable_labels () const
  return the active discrete variable labels

virtual void discrete_variable_labels (const StringArray &dv_labels)
  set the active discrete variable labels

virtual const RealVector & inactive_continuous_variables () const
  return the inactive continuous variables

virtual void inactive_continuous_variables (const RealVector &i_c_vars)
  set the inactive continuous variables

virtual const IntVector & inactive_discrete_variables () const
  return the inactive discrete variables

virtual void inactive_discrete_variables (const IntVector &i_d_vars)
  set the inactive discrete variables

virtual const StringArray & inactive_continuous_variable_labels () const
  return the inactive continuous variable labels

virtual void inactive_continuous_variable_labels (const StringArray &i_c_vars)
  set the inactive continuous variable labels

virtual const StringArray & inactive_discrete_variable_labels () const
  return the inactive discrete variable labels

virtual void inactive_discrete_variable_labels (const StringArray &i_d_vars)
  set the inactive discrete variable labels

virtual size_t acv () const
  returns total number of continuous vars

virtual size_t adv () const
  returns total number of discrete vars
- virtual RealVector all_continuous_variables () const
  returns a single array with all continuous variables

- virtual void all_continuous_variables (const RealVector &a_c_vars)
  sets all continuous variables using a single array

- virtual IntVector all_discrete_variables () const
  returns a single array with all discrete variables

- virtual void all_discrete_variables (const IntVector &a_d_vars)
  sets all discrete variables using a single array

- virtual StringArray all_continuous_variable_labels () const
  returns a single array with all continuous variable labels

- virtual StringArray all_discrete_variable_labels () const
  returns a single array with all discrete variable labels

- virtual StringArray all_variable_labels () const
  returns a single array with all variable labels

- virtual void read (istream &s)
  read a variables object from an istream

- virtual void write (ostream &s) const
  write a variables object to an ostream

- virtual void write_aprepro (ostream &s) const
  write a variables object to an ostream in aprepro format

- virtual void read.annotated (istream &s)
  read a variables object in annotated format from an istream

- virtual void write.annotated (ostream &s) const
  write a variables object in annotated format to an ostream

- virtual void write.tabular (ostream &s) const
  write a variables object in tabular format to an ostream

- virtual void read (BiStream &s)
  read a variables object from the binary restart stream

- virtual void write (BoStream &s) const
  write a variables object to the binary restart stream

- virtual void read (MPIUnpackBuffer &s)
read a variables object from a packed MPI buffer

- virtual void write (MPIPackBuffer &s) const
  write a variables object to a packed MPI buffer

- size_t cv () const
  Returns number of active continuous vars.

- size_t dv () const
  Returns number of active discrete vars.

- size_t icv () const
  returns number of inactive continuous vars

- size_t idv () const
  returns number of inactive discrete vars

- Variables copy () const
  for use when a true copy is needed (the representation is _not_ shared).

- const IntList & merged_integer_list () const
  returns the list of discrete variables merged into a continuous array

- const pair< short, short > & view () const
  returns variablesView

- pair< short, short > get_view (const ProblemDescDB &problem_db) const
  defines variablesView from problem_db attributes

- const String & variables_id () const
  returns the variables identifier string

- const StringArray & continuous_variable_types () const
  return the active continuous variable types

- const StringArray & discrete_variable_types () const
  return the active discrete variable types

- const IntArray & continuous_variable_ids () const
  return the active continuous variable position identifiers

- const IntArray & inactive_continuous_variable_ids () const
  return the inactive continuous variable position identifiers

- const IntArray & all_continuous_variable_ids () const
  return the all continuous variable position identifiers
Protected Member Functions

- **Variables**: (BaseConstructor, const ProblemDescDB &problem_db, const pair< short, short >&view)
  
  Constructor initializes the base class part of letter classes. (BaseConstructor overloading avoids infinite recursion in the derived class constructors - Coplien, p. 139)

Protected Attributes

- **IntList mergedIntegerList**: the list of discrete variables for which integrality is relaxed by merging them into a continuous array

- **pair< short, short > variablesView**: the variables view pair containing active (first) and inactive (second) view enumerations

- **StringArray continuousVarTypes**: array of variable types for the active continuous variables

- **StringArray discreteVarTypes**: array of variable types for the active discrete variables

- **IntArray continuousVarIds**: array of position identifiers for the active continuous variables

- **IntArray inactiveContinuousVarIds**: array of position identifiers for the inactive continuous variables

- **IntArray allContinuousVarIds**: array of position identifiers for the all continuous variables array

- **RealVector emptyRealVector**: an empty real vector returned in get functions when there are no variables corresponding to the request

- **IntVector emptyIntVector**: an empty int vector returned in get functions when there are no variables corresponding to the request

- **StringArray emptyStringArray**: an empty label array returned in get functions when there are no variables corresponding to the request

Private Member Functions

- **virtual void copy_rep**: (const Variables *vars_rep)
  
  Used by copy() to copy the contents of a letter class.

- **Variables * get_variables**: (const ProblemDescDB &problem_db)
Used by the standard envelope constructor to instantiate the correct letter class.

- **Variables** *get_variables* (const pair< short, short > &view) const
  
  Used by the alternate envelope constructor, by read functions, and by copy() to instantiate a new letter class.

**Private Attributes**

- **String idVariables**
  
  variables identifier string from the input file

- **Variables** *variablesRep**
  
  pointer to the letter (initialized only for the envelope)

- **int referenceCount**
  
  number of objects sharing variablesRep

**Friends**

- **bool operator==** (const Variables &vars1, const Variables &vars2)
  
  equality operator

- **bool operator!=** (const Variables &vars1, const Variables &vars2)
  
  inequality operator

**10.105.1 Detailed Description**

Base class for the variables class hierarchy.

The **Variables** class is the base class for the class hierarchy providing design, uncertain, and state variables for continuous and discrete domains within a **Model**. Using the fundamental arrays from the input specification, different derived classes define different views of the data. For memory efficiency and enhanced polymorphism, the variables hierarchy employs the "letter/envelope idiom" (see Coplien "Advanced C++", p. 133), for which the base class (**Variables**) serves as the envelope and one of the derived classes (selected in **Variables::get_variables()**) serves as the letter.

**10.105.2 Constructor & Destructor Documentation**
10.105.2.1  Variables ()

default constructor

The default constructor: variablesRep is NULL in this case (a populated problem_db is needed to build a meaningful Variables object). This makes it necessary to check for NULL in the copy constructor, assignment operator, and destructor.

10.105.2.2  Variables (const ProblemDescDB & problem_db)

standard constructor

This is the primary envelope constructor which uses problem_db to build a fully populated variables object. It only needs to extract enough data to properly execute get_variables(problem_db), since the constructor overloaded with BaseConstructor builds the actual base class data inherited by the derived classes.

10.105.2.3  Variables (const pair< short, short > & view)

alternate constructor

This is the alternate envelope constructor for instantiations on the fly. Since it does not have access to problem_db, the letter class is not fully populated. This constructor executes get_variables(view), which invokes the default constructor of the derived letter class, which in turn invokes the default constructor of the base class.

10.105.2.4  Variables (const Variables & vars)

copy constructor

Copy constructor manages sharing of variablesRep and incrementing of referenceCount.

10.105.2.5  ~Variables () [virtual]

destructor

Destructor decrements referenceCount and only deletes variablesRep when referenceCount reaches zero.

10.105.2.6  Variables (BaseConstructor, const ProblemDescDB & problem_db, const pair< short, short > & view) [protected]

constructor initializes the base class part of letter classes (BaseConstructor overloading avoids infinite recursion in the derived class constructors - Coplien, p. 139)

This constructor is the one which must build the base class data for all derived classes. get_variables() instantiates a derived class letter and the derived constructor selects this base class constructor in its initialization list (to avoid the recursion of the base class constructor calling get_variables() again). Since the letter IS the representation, its representation pointer is set to NULL (an uninitialized pointer causes problems in ~Variables).
10.105.3 Member Function Documentation

10.105.3.1 Variables operator= (const Variables & vars)

assignment operator
Assignment operator decrements referenceCount for old variablesRep, assigns new variablesRep, and increments
referenceCount for new variablesRep.

10.105.3.2 Variables copy () const

for use when a true copy is needed (the representation is _not_ shared).
Deep copies are used for history mechanisms such as bestVariables and data_pairs since these must catalogue
copies (and should not change as the representation within currentVariables changes).

10.105.3.3 Variables * get_variables (const ProblemDescDB & problem_db) [private]

Used by the standard envelope constructor to instantiate the correct letter class.
Initializes variablesRep to the appropriate derived type, as given by problem_db attributes. The standard derived
class constructors are invoked.

10.105.3.4 Variables * get_variables (const pair<short, short> & view) const [private]

Used by the alternate envelope constructor, by read functions, and by copy() to instantiate a new letter class.
Initializes variablesRep to the appropriate derived type, as given by view. The default derived class constructors
are invoked.

10.105.4 Member Data Documentation

10.105.4.1 IntArray continuousVarIds [protected]

array of position identifiers for the active continuous variables
These identifiers define positions of the active continuous variables within the total variable sequence.

10.105.4.2 IntArray inactiveContinuousVarIds [protected]

array of position identifiers for the inactive continuous variables
These identifiers define positions of the inactive continuous variables within the total variable sequence.
10.105.4.3 IntArray allContinuousVarIds  [protected]

array of position identifiers for the all continuous variables array
These identifiers define positions of the all continuous variables array within the total variable sequence.
The documentation for this class was generated from the following files:

- DakotaVariables.H
- DakotaVariables.C
10.106 VariablesUtil Class Reference

Utility class for the Variables and Constraints hierarchies which provides convenience functions for variable vectors and label arrays for combining design, uncertain, and state variable types and merging continuous and discrete variable domains.

Inheritance diagram for VariablesUtil:

```
VariablesUtil
   |       |
   |       |
AllConstraints | AllVariables | DistinctConstraints | DistinctVariables | MergedConstraints | MergedVariables
```

Public Member Functions

- **VariablesUtil ()
  
  *constructor*

- **~VariablesUtil ()
  
  *destructor*

Protected Member Functions

- **void update_merged (const RealVector &c_array, const IntVector &d_array, RealVector &m_array) const
  
  *combine a continuous array and a discrete array into a single continuous array through promotion of integers to reals (merged view)*

- **void update_all_continuous (const RealVector &c1_array, const RealVector &c2_array, const RealVector &c3_array, RealVector &all_array) const
  
  *combine 3 continuous arrays (design, uncertain, state) into a single continuous array (all view)*

- **void update_all_discrete (const IntVector &d1_array, const IntVector &d2_array, IntVector &all_array) const
  
  *combine 2 discrete arrays (design, state) into a single discrete array (all view)*

- **void update_from_merged (const RealVector &m_array, RealVector &c_array, IntVector &d_array) const
  
  *extract a continuous array and a discrete array from a single continuous array through truncation of reals to integers (merged view)*

- **void update_from_all_continuous (const RealVector &all_array, RealVector &c1_array, RealVector &c2_array, RealVector &c3_array) const
extract 3 continuous arrays (design, uncertain, state) from a single continuous array (all view)

- void update_from_all_discrete (const IntVector &all_array, IntVector &d1_array, IntVector &d2_array) const
  extract 2 discrete arrays (design, state) from a single discrete array (all view)

- void update_labels (const StringArray &l1_array, const StringArray &l2_array, StringArray &all_array) const
  combine 2 label arrays into a single label array (merged or all views)

- void update_labels (const StringArray &l1_array, const StringArray &l2_array, const StringArray &l3_array, StringArray &all_array) const
  combine 3 label arrays (design, uncertain, state) into a single label array (all view)

- void update_labels_partial (size_t num_items, const StringArray &src_array, size_t src_start_index, StringArray &tgt_array, size_t tgt_start_index) const
  update a portion of one label array from a portion of another label array (all view)

10.106.1 Detailed Description

Utility class for the Variables and Constraints hierarchies which provides convenience functions for variable vectors and label arrays for combining design, uncertain, and state variable types and merging continuous and discrete variable domains.

Derived classes within the Variables and Constraints hierarchies use multiple inheritance to inherit these utilities.

The documentation for this class was generated from the following file:

- VariablesUtil.H
10.107 Vector Class Template Reference

Template class for the Dakota numerical vector.

Inheritance diagram for Vector::

```
  BaseVector< T >
  |     
  v     
Vector
```

Public Member Functions

- **Vector ()**
  Default constructor.

- **Vector (size_t len)**
  Constructor which takes an initial length.

- **Vector (size_t len, const T &initial_val)**
  Constructor which takes an initial length and an initial value.

- **Vector (const Vector< T > &a)**
  Copy constructor.

- **Vector (const T *p, size_t len)**
  Constructor which copies len entries from T*.

- **~Vector ()**
  Destructor.

- **Vector< T > & operator= (const Vector< T > &a)**
  Normal const assignment operator.

- **Vector< T > & operator= (const T &ival)**
  Sets all elements in self to the value ival.

- **operator T * () const**
  Converts the Vector to a standard C-style array. Use with care!

- **void read (istream &s)**
  Reads a Vector from an input stream.
• void read (istream &s, Array &label_array)
  Reads a Vector and associated label array from an input stream.

• void read_partial (istream &s, size_t start_index, size_t num_items)
  Reads part of a Vector from an input stream.

• void read_partial (istream &s, size_t start_index, size_t num_items, Array &label_array)
  Reads part of a Vector and the corresponding labels from an input stream.

• void read_tabular (istream &s)
  Reads a Vector from a tabular text input file.

• void read_annotated (istream &s, Array &label_array)
  Reads a Vector and associated label array in annotated from an input stream.

• void write (ostream &s) const
  Writes a Vector to an output stream.

• void write (ostream &s, const Array &label_array) const
  Writes a Vector and associated label array to an output stream.

• void write_partial (ostream &s, size_t start_index, size_t num_items) const
  Writes part of a Vector to an output stream.

• void write_partial (ostream &s, size_t start_index, size_t num_items, const Array &label_array) const
  Writes part of a Vector and the corresponding labels to an output stream.

• void write_aprepro (ostream &s, const Array &label_array) const
  Writes a Vector and associated label array to an output stream in aprepro format.

• void write_partial_aprepro (ostream &s, size_t start_index, size_t num_items, const Array &label_array) const
  Writes part of a Vector and the corresponding labels to an output stream in aprepro format.

• void write_annotated (ostream &s, const Array &label_array) const
  Writes a Vector and associated label array in annotated form to an output stream.

• void write_tabular (ostream &s) const
  Writes a Vector in tabular form to an output stream.

• void write_partial_tabular (ostream &s, size_t start_index, size_t num_items) const
  Writes part of a Vector in tabular form to an output stream.

• void read (BiStream &s, Array &label_array)
Reads a Vector and associated label array from a binary input stream.

- void write (BoStream &s, const Array<String> &label_array) const
  Writes a Vector and associated label array to a binary output stream.

- void read (MPIUnpackBuffer &s)
  Reads a Vector from a buffer after an MPI receive.

- void read (MPIUnpackBuffer &s, Array<String> &label_array)
  Reads a Vector and associated label array from a buffer after an MPI receive.

- void write (MPIPackBuffer &s) const
  Writes a Vector to a buffer prior to an MPI send.

- void write (MPIPackBuffer &s, const Array<String> &label_array) const
  Writes a Vector and associated label array to a buffer prior to an MPI send.

10.107.1 Detailed Description

template<class T> class Dakota::Vector<T>

Template class for the Dakota numerical vector.
The Dakota::Vector class is the numeric vector class. It inherits from the common vector class Dakota::BaseVector which provides the same interface for both the STL and RW vector classes. If the STL version of BaseVector is based on the valarray class then some basic vector operations such as +, * are available. This class adds functionality to read/write vectors in a variety of ways.

10.107.2 Constructor & Destructor Documentation

10.107.2.1 Vector (const T *p, size_t len) [inline]

Constructor which copies len entries from T*.
Assigns size values from p into array.

10.107.3 Member Function Documentation
10.107.3.1 `Vector< T > & operator=(const T & ival)` [inline]

Sets all elements in self to the value ival.
Assigns all values of array to ival. If STL, uses the vector assign method because there is no operator=(ival).
Reimplemented from BaseVector.
The documentation for this class was generated from the following file:

- DakotaVector.H
Chapter 11

DAKOTA File Documentation

11.1 JEGAEvaluator.C File Reference

Contains the implementation of the JEGAEvaluator class.

Namespaces

- namespace Dakota
- namespace JEGA::Logging
- namespace JEGA::Algorithms

11.1.1 Detailed Description

Contains the implementation of the JEGAEvaluator class.
11.2 JEGAEvaluator.H File Reference

Contains the definition of the JEGAEvaluator class.

Namespaces

- namespace Dakota

11.2.1 Detailed Description

Contains the definition of the JEGAEvaluator class.
11.3 JEGAOptimizer.C File Reference

Contains the implementation of the JEGAOptimizer class.

Namespaces

- namespace Dakota
- namespace eddy::utilities

Functions

- template<typename T> string asstring (const T &val)
  
  Creates a string from the argument "val" using an ostringstream.

11.3.1 Detailed Description

Contains the implementation of the JEGAOptimizer class.
11.4 JEGAOptimizer.H File Reference

Contains the definition of the JEGAOptimizer class.

Namespaces

- namespace JEGA
- namespace JEGA::Utilities
- namespace JEGA::FrontEnd
- namespace Dakota

11.4.1 Detailed Description

Contains the definition of the JEGAOptimizer class.
11.5 **keywordtable.C File Reference**

file containing keywords for the strategy, method, model, variables, interface, and responses input specifications from *dakota.input.spec*

**Variables**

- const struct KeywordHandler *idrKeywordTable [ ]

  *Initialize the keyword table as a vector of KeywordHandler structures (KeywordHandler declared in idr-keyword.h). A null KeywordHandler structure signifies the end of the keyword table.*

11.5.1 **Detailed Description**

file containing keywords for the strategy, method, model, variables, interface, and responses input specifications from *dakota.input.spec*
11.6 main.C File Reference

file containing the main program for DAKOTA

Functions

- int main (int argc, char **argv)

  *The main DAKOTA program.*

11.6.1 Detailed Description

file containing the main program for DAKOTA

11.6.2 Function Documentation

11.6.2.1 int main (int argc, char **argv)

The main DAKOTA program.

Manage command line inputs, input files, restart file(s), output streams, and top level parallel iterator communicators. Instantiate the Strategy and invoke its run_strategy() virtual function.
11.7 restart_util.C File Reference

file containing the DAKOTA restart utility main program

Namespaces

- namespace Dakota

Functions

- void print_restart (int argc, char **argv, String print_dest)
  print a restart file

- void print_restart_tabular (int argc, char **argv, String print_dest)
  print a restart file (tabular format)

- void read_neutral (int argc, char **argv)
  read a restart file (neutral file format)

- void repair_restart (int argc, char **argv, String identifier_type)
  repair a restart file by removing corrupted evaluations

- void concatenate_restart (int argc, char **argv)
  concatenate multiple restart files

- int main (int argc, char *argv[])
  The main program for the DAKOTA restart utility.

11.7.1 Detailed Description

file containing the DAKOTA restart utility main program

11.7.2 Function Documentation
11.7.2.1  void print_restart (int argc, char ** argv, String print_dest)

print a restart file

Usage: "dakota_restart_util print dakota.rst"
"dakota_restart_util to_neutral dakota.rst dakota.neu"

Prints all evals. in full precision to either stdout or a neutral file. The former is useful for ensuring that duplicate
detection is successful in a restarted run (e.g., starting a new method from the previous best), and the latter is used
for translating binary files between platforms.

11.7.2.2  void print_restart_tabular (int argc, char ** argv, String print_dest)

print a restart file (tabular format)

Usage: "dakota_restart_util to_pdb dakota.rst dakota.pdb"
"dakota_restart_util to_tabular dakota.rst dakota.txt"

Unrolls all data associated with a particular tag for all evaluations and then writes this data in a tabular format
(e.g., to a PDB database or MATLAB/TECPLOT data file).

11.7.2.3  void read_neutral (int argc, char ** argv)

read a restart file (neutral file format)

Usage: "dakota_restart_util from_neutral dakota.neu dakota.rst"

Reads evaluations from a neutral file. This is used for translating binary files between platforms.

11.7.2.4  void repair_restart (int argc, char ** argv, String identifier_type)

repair a restart file by removing corrupted evaluations

Usage: "dakota_restart_util remove 0.0 dakota_old.rst dakota_new.rst"
"dakota_restart_util remove_ids 2 7 13 dakota_old.rst dakota_new.rst"

Repairs a restart file by removing corrupted evaluations. The identifier for evaluation removal can be either a
double precision number (all evaluations having a matching response function value are removed) or a list of
integers (all evaluations with matching evaluation ids are removed).

11.7.2.5  void concatenate_restart (int argc, char ** argv)

concatenate multiple restart files

Usage: "dakota_restart_util cat dakota_1.rst ... dakota_n.rst dakota_new.rst"

Combines multiple restart files into a single restart database.
11.7.2.6 int main (int argc, char * argv[]) 

The main program for the DAKOTA restart utility.

Parse command line inputs and invoke the appropriate utility function (print_restart(), print_restart_tabular(), read_neutral(), repair_restart(), or concatenate_restart()).
Chapter 12

Recommended Practices for DAKOTA Development

12.1 Introduction

Common code development practices can be extremely useful in multiple developer environments. Particular styles for code components lead to improved readability of the code and can provide important visual cues to other developers.

Much of this recommended practices document is borrowed from the CUBIT mesh generation project, which in turn borrows its recommended practices from other projects. As a result, C++ coding styles are fairly standard across a variety of Sandia software projects in the engineering and computational sciences.

12.2 Style Guidelines

Style guidelines involve the ability to discern at a glance the type and scope of a variable or function.

12.2.1 Class and variable styles

Class names should be composed of two or more descriptive words, with the first character of each word capitalized, e.g.:

```c++
class ClassName;
```

Class member variables should be composed of two or more descriptive words, with the first character of the second and succeeding words capitalized, e.g.:

```c++
double classMemberVariable;
```
Temporary (i.e. local) variables are lower case, with underscores separating words in a multiple word temporary variable, e.g.:

```c
int temporary_variable;
```

Constants (i.e. parameters) are upper case, with underscores separating words, e.g.:

```c
const double CONSTANT_VALUE;
```

### 12.2.2 Function styles

Function names are lower case, with underscores separating words, e.g.:

```c
int function_name();
```

There is no need to distinguish between member and non-member functions by style, as this distinction is usually clear by context. This style convention allows member function names which set and return the value of a similarly-named private member variable, e.g.:

```c
int memberVariable;
void member_variable(int a) { // set
  memberVariable = a;
}
int member_variable() const { // get
  return memberVariable;
}
```

In cases where the data to be set or returned is more than a few bytes, it is highly desirable to employ const references to avoid unnecessary copying, e.g.:

```c
void continuous_variables(const RealVector& c_vars) { // set
  continuousVariables = c_vars;
}
const RealVector& continuous_variables() const { // get
  return continuousVariables;
}
```

Note that it is not necessary to always accept the returned data as a const reference. If it is desired to be able change this data, then accepting the result as a new variable will generate a copy, e.g.:

```c
const RealVector& c_vars = model.continuous_variables(); // reference to continuousVariables cannot be changed
RealVector c_vars = model.continuous_variables(); // local copy of continuousVariables can be changed
```
12.2 Style Guidelines

12.2.3 Miscellaneous

Appearance of typedefs to redefine or alias basic types is isolated to a few header files (data_types.h,
template_defs.h), so that issues like program precision can be changed by changing a few lines of type-
defs rather than many lines of code, e.g.:

```c
typedef double Real;
```

xemacs is the preferred source code editor, as it has C++ modes for enhancing readability through color (turn
on "Syntax highlighting"). Other helpful features include "Paren highlighting" for matching parentheses and the
"New Frame" utility to have more than one window operating on the same set of files (note that this is still the
same edit session, so all windows are synchronized with each other). Window width should be set to 80 internal
columns, which can be accomplished by manual resizing, or preferably, using the following alias in your shell
resource file (e.g., .cshrc):

```bash
alias xemacs "xemacs -g 81x63"
```

where an external width of 81 gives 80 columns internal to the window and the desired height of the window
will vary depending on monitor size. This window width imposes a coding standard since you should avoid line
wrapping by continuing anything over 80 columns onto the next line.

Indenting increments are 2 spaces per indent and comments are aligned with the code they describe, e.g.:

```c
void abort_handler(int code)
{
    int initialized = 0;
    MPI_Initialized(&initialized);
    if (initialized) {
        // comment aligned to block it describes
        int size;
        MPI_Comm_size(MPI_COMM_WORLD, &size);
        if (size>1)
            MPI_Abort(MPI_COMM_WORLD, code);
        else
            exit(code);
    }
    else
        exit(code);
}
```

Also, the continuation of a long command is indented 2 spaces, e.g.:

```c
const String& iterator_scheduling
    = problem_db.get_string("strategy.iterator_scheduling");
```

and similar lines are aligned for readability, e.g.:

```c
cout << "Numerical gradients using " << finiteDiffStepSize*100. << "." << finiteDiffType << " differences\nbe calculated by the " << methodSource << " finite difference routine." << endl;
```

Lastly, #ifdef’s are not indented (to make use of syntax highlighting in xemacs).
12.3 File Naming Conventions

In addition to the style outlined above, the following file naming conventions have been established for the DAKOTA project.

File names for C++ classes should, in general, use the same name as the class defined by the file. Exceptions include:

- with the introduction of the Dakota namespace, base classes which previously utilized prepended Dakota identifiers can now safely omit the identifiers. However, since file names do not have namespace protection from name collisions, they retain the prepended Dakota identifier. For example, a class previously named DakotaModel which resided in DakotaModel.[CH], is now Dakota::Model (class Model in namespace Dakota) residing in the same filenames. The retention of the previous filenames reduces the possibility of multiple instances of a Model.H causing problems. Derived classes (e.g., NestedModel) do not require a prepended Dakota identifier for either the class or file names.

- in a few cases, it is convenient to maintain several closely related classes in a single file, in which case the file name may reflect the top level class or some generalization of the set of classes (e.g., DakotaResponse.[CH] files contain Dakota::Response and Dakota::ResponseRep classes, and DakotaBinStream.[CH] files contain the Dakota::BiStream and Dakota::BoStream classes).

The type of file is determined by one of the four file name extensions listed below:

- .H A class header file ends in the suffix .H. The header file provides the class declaration. This file does not contain code for implementing the methods, except for the case of inline functions. Inline functions are to be placed at the bottom of the file with the keyword inline preceding the function name.

- .C A class implementation file ends in the suffix .C. An implementation file contains the definitions of the members of the class.

- .h A header file ends in the suffix .h. The header file contains information usually associated with procedures. Defined constants, data structures and function prototypes are typical elements of this file.

- .c A procedure file ends in the suffix .c. The procedure file contains the actual procedures.

12.4 Class Documentation Conventions

Class documentation uses the doxygen tool available from http://www.doxygen.org and employs the JAVA-doc comment style. Brief comments appear in header files next to the attribute or function declaration. Detailed descriptions for functions should appear alongside their implementations (i.e., in the .C files for non-inlined, or in the headers next to the function definition for inlined). Detailed comments for a class or a class attribute must go in the header file as this is the only option.

NOTE: Previous class documentation utilities (class2frame and class2html) used the "//" comment style and comment blocks such as this:

```c
//-- Class: Model
//-- Description: The model to be iterated by the Iterator. Contains Variables, Interface, and Response objects.
//-- Owner: Mike Eldred
```
These tools are no longer used, so remaining comment blocks of this type are informational only and will not appear in the documentation generated by doxygen.
Chapter 13

Instructions for Modifying DAKOTA’s Input Specification

13.1 Modify dakota.input.spec

The master input specification resides in dakota.input.spec in $DAKOTA/src. As part of the Input Deck Reader (IDR) build process, a soft link to this file is created in $DAKOTA/VendorPackages/idr. The master input specification can be modified with the addition of new constructs using the following logical relationships:

- {} for required individual specifications
- () for required group specifications
- [] for optional individual specifications
- [] for optional group specifications
- | for "or" conditionals

These constructs can be used to define a variety of dependency relationships in the input specification. It is recommended that you review the existing specification and have an understanding of the constructs in use before attempting to add new constructs.

Warning:
- Do not skip this step. Attempts to modify the keywordtable.C and ProblemDescDB.C files in $DAKOTA/src without reference to the results of the code generator are very error-prone. Moreover, the input specification provides a reference to the allowable inputs of a particular executable and should be kept in synch with the parser files (modifying the parser files independent of the input specification creates, at a minimum, undocumented features).
- All keywords in dakota.input.spec are currently lower case by convention. All user inputs are converted to lower case by the parser prior to keyword match testing, resulting in case insensitive parsing. [To
allow keywords with capitalization and case sensitive parsing. IDR_NO_CONVRSN should be passed in idr_init() and uses of idr_case_convert() within idr.c should be reviewed.

- Since the Input Deck Reader (IDR) parser allows abbreviation of keywords, you must avoid adding a keyword that could be misinterpreted as an abbreviation for a different keyword within the same keyword handler (the term "keyword handler" refers to the strategy_kwhandler(), method_kwhandler(), variables_kwhandler(), interface_kwhandler(), and responses_kwhandler() member functions in the IDRProblemDescDB class). For example, adding the keyword "expansion" within the method specification would be a mistake if the keyword "expansion_factor" already was being used in this specification.

- Since IDR input is order-independent, the same keyword may be reused multiple times in the specification if and only if the specification blocks are mutually exclusive. For example, method selections (e.g., dot_frcg, dot_bfgs) can reuse the same method setting keywords (e.g., optimization_type) since the method selection blocks are all separated by logical "or"s. If dot_frcg and dot_bfgs were not exclusive and could be specified at the same time, then association of the optimization_type setting with a particular method would be ambiguous. This is the reason why repeated specifications which are non-exclusive must be made unique, typically with a prepended identifier (e.g., cdv_initial_point, ddv_initial_point).

### 13.2 Rebuild IDR

```
cd $DAKOTA/VendorPackages/idr
make clean
make
```


### 13.3 Update keywordtable.C in $DAKOTA/src

Do not directly replace the keywordtable.C in $DAKOTA/src using the one from idr, as there are important differences in the kwhandler bindings. Rather, update the keywordtable.C in $DAKOTA/src using the one from idr as a reference. Once this step is completed, it is a good idea to verify the match by diff’ing the 2 files. The only differences should be in comments, includes, and kwhandler declarations.

### 13.4 Update IDRProblemDescDB.C in $DAKOTA/src

Find the keyword handler functions (e.g., variables_kwhandler()) in $DAKOTA/VendorPackages/idr/<canonical_build_directory>/idr-gen-code.C and $DAKOTA/src/IDRProblemDescDB.C which correspond to your modifications to the input specification. The idr-gen-code.C file is the result of a code generator and contains skeleton constructs for extracting data from IDR. You will be copying over parts of this skeleton to IDRProblemDescDB.C and then adding code to populate attributes within Data class container objects.
13.4.1 Replace keyword handler declarations and counter loop

Rather than trying to update these line by line, it is recommended to delete the entire block starting with the keyword declarations and ending at the bottom of the keyword counter loop. The declarations assign -1 to keywords and look like this:

\begin{verbatim}
Int cdv_descriptor = -1;
Int cdv_initial_point = -1;
\end{verbatim}

They start after the line "Int cntr;". The keyword counter loop looks like this:

\begin{verbatim}
for ( cntr=data_len; cntr--; ) {
  if ( idr_find_id( &cdv_descriptor, cntr,
                     "cdv_descriptor", id_str, kw_str ) ) continue;
  ...
  if ( idr_find_id( &wuv_dist_upper_bounds, cntr,
                   "wuv_dist_upper_bounds", id_str, kw_str ) ) continue;
}
\end{verbatim}

Once the old keyword declarations and keyword counter loop have been deleted, replace them with the corresponding blocks from idr-gen-code.C containing the updated keyword declarations and counter loop.

13.4.2 Update keyword handler logic blocks

For the newly added or modified input specifications, copy the appropriate skeleton constructs from idr-gen-code.C and paste them into the corresponding location in IDRProblemDescDB.C.

The next step is to add code to these skeletons to set data attributes within the Data class object used by the keyword handler. At the top of the method, variables, interface, and responses keyword handlers, a Data class object is instantiated in order to store attributes, e.g.:

\begin{verbatim}
DataMethod data_method;
\end{verbatim}

and within the strategy keyword handler, a reference to the strategySpec data class object is used to store attributes. Each of these data class objects is a simple container class which contains the data from a single keyword handler invocation. Within each skeleton construct, you will extract data from the IDR data structures and then use this data to set the corresponding attribute within the Data class.

Integer, real, and string data are extracted using the idata, rdata, and cdata arrays provided by IDR. These arrays are indexed using a bracket operator with the keyword as an index. Lists of integer, list of real, and list of string data are extracted using the IDRProblemDescDB::idr_get_int_table(), IDRProblemDescDB::idr_get_real_table(), and IDRProblemDescDB::idr_get_string_table() functions, respectively.

Example 1: if you added the specification:

\begin{verbatim}
[method_setting = <REAL>]
\end{verbatim}

you would copy over

\begin{verbatim}
if ( method_setting >= 0 ) {
}
\end{verbatim}
from idr-gen-code.C into IDRProblemDescDB.C and then populate the if block with a call to set the corresponding attribute within the data_method object using data extracted using the rdata array:

```c
if ( method_setting >= 0 ) {
    data_method.methodSetting = rdata[method_setting];
}
```

Use of a set member function within DataMethod is not needed since the data is public. The data is public since ProblemDescDB already provides sufficient encapsulation (ProblemDescDB::dataMethodList, ProblemDescDB::dataModelList, ProblemDescDB::dataVariablesList, ProblemDescDB::dataInterfaceList, ProblemDescDB::dataResponsesList, and ProblemDescDB::strategySpec are private attributes), and public access reduces the amount of code to manage when performing input specification modifications by omitting the need to add/modify set/get functions.

**Example 2:** if you added the specification

```c
[method_setting = <LISTof><REAL>]
```

you would copy over

```c
if ( method_setting >= 0 ) {
    Int idr_table_len;
    Real** idr_table = idr_get_real_table( parsed_data, method_setting,
                                          idr_table_len, 1, 1 );
}
```

from idr-gen-code.C into IDRProblemDescDB.C and then populate it with a loop which extracts each entry of the table and populates the corresponding attribute within the data_method object. The idr_table_len attribute is used for the loop limit and to size the data_method object.

```c
if ( method_setting >= 0 ) {
    Int idr_table_len;
    Real** idr_table = idr_get_real_table( parsed_data, method_setting,
                                          idr_table_len, 1, 1 );

    data_method.methodSetting.reshape(idr_table_len);
    for (int i = 0; i<idr_table_len; i++)
        data_method.methodSetting[i] = idr_table[0][i];
}
```

**Attention:**

If no new data attributes have been added, but instead there are only new settings for existing attributes, then you’re done with the database augmentation at this point (you just need to add code to use these new settings in the places where the existing attributes are used).

---

13.5 **Update ProblemDescDB.C in $DAKOTA/src**
13.5.1 Augment/update get_<data_type>() functions

The next update step involves extending the database retrieval functions in `ProblemDescDB.C`. These retrieval functions accept an identifier string and return a database attribute of a particular type, e.g. a `RealVector`:

```cpp
const RealVector& get_drv(const String& entry_name);
```

The implementation of each of these functions has a simple series of if-else checks which return the appropriate attribute based on the identifier string. For example,

```cpp
if (entry_name == "variables.continuous_design.initial_point")
    return (*dbRep->dataVariablesIter).continuousDesignVars;
```

appears at the top of `ProblemDescDB::get_drv()`. Based on the identifier string, it returns the `continuous-DesignVars` attribute from a `DataVariables` object. Since there may be multiple variables specifications, the `dataVariablesIter` list iterator identifies which node in the list of `DataVariables` objects is used. In particular, `dataVariablesList` contains a list of all of the `data_variables` objects, one for each time `variables_kwhandler()` has been called by the parser. The particular variables object used for the data retrieval is managed by `dataVariablesIter`, which is set in a `set_db_list_nodes()` operation that will not be described here.

There may be multiple `DataMethod`, `DataModel`, `DataVariables`, `DataInterface`, and/or `DataResponses` objects. However, only one strategy specification is currently allowed so a list of `DataStrategy` objects is not needed. Rather, `ProblemDescDB::strategySpec` is the lone `DataStrategy` object.

To augment the `get_<data_type>()` functions, add `else` blocks with new identifier strings which retrieve the appropriate data attributes from the Data class object. The style for the identifier strings is a top-down hierarchical description, with specification levels separated by periods and words separated with underscores, e.g. "keyword.group_specification.individual_specification". Use the `(*dbRep->list-Iter).attribute` syntax for variables, interface, responses, and method specifications. For example, the `method_-setting` example attribute would be added to `get_drv()` as:

```cpp
else if (entry_name == "method.method_name.method_setting")
    return (*dbRep->dataMethodIter).methodSetting;
```

A strategy specification addition would not use a `(*dbRep->listIter)` syntax, but would instead look like:

```cpp
else if (entry_name == "strategy.strategy_name.strategy_setting")
    return dbRep->strategySpec.strategySetting;
```

13.6 Update Corresponding Data Classes

In this step, we extend the Data class definitions (`DataStrategy`, `DataMethod`, `DataModel`, `DataVariables`, `DataInterface`, and/or `DataResponses`) to include the new attributes referenced in `Update keyword handler logic blocks` and `Augment/update get_<data_type>() functions.`
13.6.1 Update the Data class header file

Add a new attribute to the public data for each of the new specifications. Follow the style guide for class attribute naming conventions (or mimic the existing code).

13.6.2 Update the .C file

Define defaults for the new attributes in the constructor initialization list. Add the new attributes to the assign() function for use by the copy constructor and assignment operator. Add the new attributes to the write(MPIPackBuffer&), read(MPIUnpackBuffer&), and write(ostream&) functions, paying careful attention to the use of a consistent ordering.

13.7 Use get_<data_type>() Functions

At this point, the new specifications have been mapped through all of the database classes. The only remaining step is to retrieve the new data within the constructors of the classes that need it. This is done by invoking the get_<data_type>() function on the ProblemDescDB object using the identifier string you selected in Augment/update get_<data_type>() functions. For example:

const String& interface_type = problem_db.get_string("interface.type");

passes the "interface.type" identifier string to the ProblemDescDB::get_string() retrieval function, which returns the desired attribute from the active DataInterface object.

Warning:
Use of the get_<data_type>() functions is restricted to class constructors, since only in class constructors are the data list iterators (i.e., dataMethodIter, dataModelIter, dataVariablesIter, dataInterfaceIter, and dataResponsesIter) guaranteed to be set correctly. Outside of the constructors, the database list nodes will correspond to the last set operation, and may not return data from the desired list node.

13.8 Update the Documentation

Doxygen comments should be added to the Data class headers for the new attributes, and the reference manual sections describing the portions of dakota.input.spec that have been modified should be updated.
Chapter 14

Interfacing with DAKOTA as a Library

14.1 Introduction

Some users may be interested in linking the DAKOTA toolkit into another application for use as an algorithm library. While this is not the primary usage model for DAKOTA, certain facilities are in place to allow this type of integration.

As part of the normal DAKOTA build process, where Dakota/configure -prefix=`pwd` has been run prior to make && make install, a libdakota.a is created and a copy of it is placed in Dakota/lib. This library contains all source files from Dakota/src excepting the main.C and restart_util.C main programs. This library may be linked with another application through inclusion of -ldakota on the link line. Library and header paths may also be specified using the -L and -I compiler options (using Dakota/lib and Dakota/include, respectively). Depending on the configuration used when building this library, other libraries for the vendor optimizers and vendor packages will also be needed to resolve DAKOTA symbols for DOT, NPSOL, OPT++, SGOPT, LHS, Epetra, etc. Copies of these libraries are also placed in Dakota/lib. An XML specification of library names and paths is also available in Dakota/dependency.

Warning:

While users are free to interface DAKOTA as a library within other software applications for their own internal use, the GNU GPL license stipulates that any application linked with DAKOTA in this way defines a "derivative work" and can only be distributed externally under the same GNU GPL open source license. Refer to http://www.gnu.org/licenses/gpl.html or contact the DAKOTA team for additional information.

Attention:

The use of DAKOTA as an algorithm library should be distinguished from the linking of simulations within DAKOTA using the direct application interface (see DirectFnApplicInterface). In the former, DAKOTA is providing algorithm services to another software application, and in the latter, a linked simulation is providing analysis services to DAKOTA. It is not uncommon for these two capabilities to be used in combination, resulting in a "sandwich" implementation.

The procedure for utilizing DAKOTA as a library within another application involves a number of steps that
are similar to those used in the stand-alone DAKOTA application. The stand-alone procedure can be viewed in the file main.C, and the differences for the library approach are most easily explained with reference to that file. The basic steps of executing DAKOTA include instantiating the ParallelLibrary, CommandLineHandler, and ProblemDescDB objects; managing the DAKOTA input file (ProblemDescDB::manage_inputs()); specifying restart files and output streams (ParallelLibrary::specify_outputs_restart()); and instantiating the Strategy and running it (Strategy::run_strategy()). When using DAKOTA as an algorithm library, the operations are quite similar, although command line information (argc, argv, and therefore CommandLineHandler) will not in general be accessible. In particular, main.C can pass argc and argv into the ParallelLibrary and CommandLineHandler constructors and then pass the CommandLineHandler object into ProblemDescDB::manage_inputs() and ParallelLibrary::specify_outputs_restart(). In an algorithm library approach, a CommandLineHandler object is not instantiated and overloaded forms of the ParallelLibrary constructor, ProblemDescDB::manage_inputs(), and ParallelLibrary::specify_outputs_restart() are used.

The overloaded forms of these functions are as follows. For instantiation of the ParallelLibrary object, the default constructor may be used. This constructor assumes that MPI is initialized elsewhere in the parent application. That is, the instantiation

```c
ParallelLibrary parallel_lib(argc, argv);
```

is replaced with

```c
ParallelLibrary parallel_lib;
```

In the case of specifying restart files and output streams, the call to

```c
parallel_lib.specify_outputs_restart(cmd_line_handler);
```

should be replaced with its overloaded form in order to pass the required information through the parameter list

```c
parallel_lib.specify_outputs_restart(std_output_filename, std_error_filename, read_restart_filename, write_restart_filename, restart_evals);
```

where file names for standard output and error and restart read and write as well as the integer number of restart evaluations are passed through the parameter list rather than read from the command line of the main DAKOTA program. The definition of these attributes is performed elsewhere in the parent application (e.g., specified in the parent application input file or GUI).

With respect to alternate forms of ProblemDescDB::manage_inputs(), the two following sections describe different approaches to populating data within DAKOTA's problem description database. It is this database from which all DAKOTA objects draw data upon instantiation.

### 14.2 Problem database populated through input file parsing

The simplest approach to linking an application with the DAKOTA library is to rely on DAKOTA's normal parsing system to populate DAKOTA's problem database (ProblemDescDB) through the reading of an input file. The disadvantage to this approach is the requirement for an additional input file beyond those already required by the parent application.

In this approach, the call to
14.3 Problem database populated through external means

```c++
problem_db.manage_inputs(cmd_line_handler);
```

should be replaced with its overloaded form

```c++
problem_db.manage_inputs(dakota_input_file);
```

where the file name for the DAKOTA input is passed through the parameter list rather than read from the command line of the main DAKOTA program. Again, the definition of the DAKOTA input file name is performed elsewhere in the parent application (e.g., specified in the parent application input file or GUI).

14.3 Problem database populated through external means

This approach is more involved than the previous approach, but it allows the application to publish all needed data to DAKOTA’s database directly, thereby eliminating the need for the parsing of a separate DAKOTA input file. In this case, `ProblemDescDB::manage_inputs()` is not called. Rather, `DataStrategy`, `DataMethod`, `DataModel`, `DataVariables`, `DataInterface`, and `DataResponses` objects must be instantiated and populated with the desired problem data. These objects are then published to the problem database using `ProblemDescDB::insert_node()`, e.g.:

```c++
// instantiate the data object
DataMethod data_method;

// set the attributes within the data object
data_method.methodName = "nond_sampling";
...

// publish the data object to the ProblemDescDB
problem_db.insert_node(data_method);
```

The data objects are populated with their default values upon instantiation, so only the non-default values need to be specified. Refer to the `DataStrategy`, `DataMethod`, `DataModel`, `DataVariables`, `DataInterface`, and `DataResponses` class documentation and source code for lists of attributes and their defaults.

The default strategy is `single_method`, which runs a single iterator on a single model, and the default model is `single`, so it is not necessary to instantiate and publish a `DataStrategy` or `DataModel` object if advanced multi-component capabilities are not required. Rather, instantiation and insertion of a single `DataMethod`, `DataVariables`, `DataInterface`, and `DataResponses` object is sufficient for basic DAKOTA capabilities.

Once the data objects have been published to the `ProblemDescDB` object, a call to

```c++
problem_db.check_input();
```

will perform basic database error checking.

14.4 Instantiating the strategy

With the `ProblemDescDB` object populated with problem data, we may now instantiate the strategy.
// instantiate the strategy
Strategy selected_strategy(problem_db);

Following strategy construction, all MPI communicator partitioning has been performed and the ParallelLibrary instance may be interrogated for parallel configuration data. For example, the lowest level communicators in DAKOTA's multilevel parallel partitioning are the analysis communicators, which can be retrieved using:

// retrieve the set of analysis communicators for simulation initialization:
// one analysis comm per ParallelConfiguration (PC), one PC per Model.
Array<MPI_Comm> analysis_comms = parallel_lib.analysis_intra_communicators();

These communicators can then be used for initializing parallel simulation instances, where the number of MPI communicators in the array corresponds to one communicator per ParallelConfiguration instance, where there is one ParallelConfiguration instance per Model.

14.5 Defining the direct application interface

When employing a library interface to DAKOTA, it is frequently desirable to also use a direct interface between DAKOTA and the simulation. There are two approaches to defining this direct interface.

14.5.1 Extension

The first approach involves extending the existing DirectFnApplicInterface class to support additional direct simulation interfaces. In this case, a new simulation interface function can be added to Dakota/src/DirectFnApplicInterface.[CH] for the simulation of interest. If the new function will not be a member function, then the following prototype should be used in order to pass the required data:

```cpp
int sim(const Dakota::Variables& vars, const Dakota::ActiveSet& set, Dakota::Response& response);
```

If the new function will be a member function, then this can be simplified to

```cpp
int sim();
```

since the data access can be performed through the DirectFnApplicInterface class attributes.

This simulation can then be added to the logic blocks in DirectFnApplicInterface::derived_map_ac(). In addition, DirectFnApplicInterface::derived_map_if() and DirectFnApplicInterface::derived_map_of() can be extended to perform pre- and post-processing tasks if desired, but this is not required.

While this approach is the simplest, it has the disadvantage that the DAKOTA library may need to be recompiled when the simulation or its direct interface is modified. If it is desirable to maintain the independence of the DAKOTA library from the host application, then the following derivation approach should be employed.

14.5.2 Derivation

The second approach is to derive a new interface from DirectFnApplicInterface in order to redefine several virtual functions. A typical derived class declaration might be
14.5 Defining the direct application interface

namespace SIM {

class DirectFnApplicInterface: public Dakota::DirectFnApplicInterface {

public:

    // Constructor and destructor
    DirectFnApplicInterface(const ProblemDescDB& problem_db, const size_t& num_fns);
    ~DirectFnApplicInterface();

protected:

    // Virtual function redefinitions
    int derived_map_if(const DakotaString& if_name);
    int derived_map_ac(const DakotaString& ac_name);
    int derived_map_of(const DakotaString& of_name);

private:

    // Data
}

} // namespace SIM

where the new derived class resides in the simulation’s namespace. Similar to the case of Extension, the DirectFnApplicInterface::derived_map_ac() function is the required redefinition, and DirectFnApplicInterface::derived_map_if() and DirectFnApplicInterface::derived_map_of() are optional.

The new derived interface object (from namespace SIM) must now be plugged into the strategy. In the simplest case of a single model and interface, one could use

    // retrieve the interface of interest
    ModelList& all_models = problem_db.model_list();
    Model& first_model = *all_models.begin();
    Interface& interface = first_model.interface();

    // plug in the new direct interface instance (DB does not need to be set)
    interface.assign_rep(new SIM::DirectFnApplicInterface(problem_db), false);

    // repropagate parallel configuration data down to the new interface
    first_model.reset_communicators();

In a more advanced case of multiple models and multiple interface plug-ins, one might use

    // retrieve the list of Models from the Strategy
    ModelList& models = problem_db.model_list();

    // iterate over the Model list
    for (ModelList::iterator ml_iter = models.begin(); ml_iter != models.end(); ml_iter++) {
        Interface& interface = ml_iter->interface();

        if (interface.interface_type() == "direct" && interface.analysis_drivers().contains("SIM") ) {
            // set the correct list nodes within the DB prior to new instantiations
            problem_db.set_db_model_nodes(ml_iter->model_id());

            // plug in the new direct interface instance
            interface.assign_rep(new SIM::DirectFnApplicInterface(problem_db, num_fns), false);

            // repropagate parallel configuration data down to the new interface
            ml_iter->reset_communicators();
        }
    }

} // namespace SIM 

where the new derived class resides in the simulation’s namespace.
New direct interface instances inherit various attributes of use in configuring the simulation. In particular, the `ApplicationInterface::parallelLib` reference provides access to MPI communicator data (e.g., the analysis communicators discussed in Instantiating the strategy). `DirectFnApplicInterface::analysisDrivers` provides the analysis driver names specified by the user in the input file, and `DirectFnApplicInterface::analysisComponents` provides additional analysis component identifiers (such as mesh file names) provided by the user which can be used to distinguish different instances of the same simulation interface.

### 14.6 Executing the strategy

Finally, with simulation configuration and plug-ins completed, we execute the strategy:

```cpp
// run the strategy
selected_strategy.run_strategy();
```

### 14.7 Retrieving data after a run

After executing the strategy, final results can be obtained through the use of `Strategy::variable_results()` and `Strategy::response_results()`, e.g.:

```cpp
// retrieve the final parameter values
const Variables& vars = selected_strategy.variable_results();

// retrieve the final response values
const Response& resp = selected_strategy.response_results();
```

In the case of optimization, the final design is returned, and in the case of uncertainty quantification, the final statistics are returned.

### 14.8 Summary

To utilize the DAKOTA library within a parent software application, the basic steps of `main.C` and the order of invocation of these steps should be mimicked from within the parent application. Of these steps, `ParallelLibrary` instantiation, `ProblemDescDB::manage_inputs()` and `ParallelLibrary::specify_outputs_restart()` require the use of overloaded forms in order to function in an environment without direct command line access and, potentially, without file parsing. Additional optional steps not performed in `main.C` include the extension/derivation of the direct interface and the retrieval of strategy results after a run.

DAKOTA's library mode has stabilized and is now being used successfully by several Sandia and external simulation codes/frameworks.
Performing function evaluations is one of the most critical functions of the DAKOTA software. It can also be one of the most complicated, as a variety of scheduling approaches and parallelism levels are supported. This complexity manifests itself in the code through a series of cascaded member functions, from the top level model evaluation functions, through various scheduling routines, to the low level details of performing a system call, fork, or direct function invocation. This section provides an overview of the primary classes and member functions involved.

15.1 Synchronous function evaluations

For a synchronous (i.e., blocking) mapping of parameters to responses, an iterator invokes `Model::compute_response()` to perform a function evaluation. This function is all that is seen from the iterator level, as underlying complexities are isolated. The binding of this top level function with lower level functions is as follows:

- `Model::compute_response()` utilizes `Model::derived_compute_response()` for portions of the response computation specific to derived model classes.
- `Model::derived_compute_response()` directly or indirectly invokes `Interface::map()`.
- `Interface::map()` utilizes `ApplicationInterface::derived_map()` for portions of the mapping specific to derived application interface classes.

15.2 Asynchronous function evaluations

For an asynchronous (i.e., nonblocking) mapping of parameters to responses, an iterator invokes `Model::asynch_compute_response()` multiple times to queue asynchronous jobs and then invokes either `Model::synchronize()` or `Model::synchronize_nowait()` to schedule the queued jobs in blocking or nonblocking fashion. Again, these functions are all that is seen from the iterator level, as underlying complexities are isolated. The binding of these top level functions with lower level functions is as follows:
• Model::asynch_compute_response() utilizes Model::derived_asynch_compute_response() for portions of the response computation specific to derived model classes.

• This derived model class function directly or indirectly invokes Interface::map() in asynchronous mode, which adds the job to a scheduling queue.

• Model::synchronize() or Model::synchronize_nowait() utilize Model::derived_synchronize() or Model::derived_synchronize_nowait() for portions of the scheduling process specific to derived model classes.

• These derived model class functions directly or indirectly invoke Interface::synch() or Interface::synch_nowait().

• For application interfaces, these interface synchronization functions are responsible for performing evaluation scheduling in one of the following modes:
  – asynchronous local mode (using ApplicationInterface::asynchronous_local_evaluations() or ApplicationInterface::asynchronous_local_evaluations_nowait())
  – message passing mode (using ApplicationInterface::self_schedule_evaluations() or ApplicationInterface::static_schedule_evaluations() on the iterator master and ApplicationInterface::serve_evaluations_synch() or ApplicationInterface::serve_evaluations_peer() on the servers)
  – hybrid mode (using ApplicationInterface::self_schedule_evaluations() or ApplicationInterface::static_schedule_evaluations() on the iterator master and ApplicationInterface::serve_evaluations_asynch() on the servers)

• These scheduling functions utilize ApplicationInterface::derived_map() and ApplicationInterface::derived_map_asynch() for portions of asynchronous job launching specific to derived application interface classes, as well as ApplicationInterface::derived_synch() and ApplicationInterface::derived_synch_nowait() for portions of job capturing specific to derived application interface classes.

15.3 Analyses within each function evaluation

The discussion above covers the parallelism level of concurrent function evaluations serving an iterator. For the parallelism level of concurrent analyses serving a function evaluation, similar schedulers are involved (ForkApplicInterface::synchronous_local_analyses(), ForkApplicInterface::asynchronous_local_analyses(), ApplicationInterface::self_schedule_analyses(), ApplicationInterface::serve_analyses_synch(), ForkApplicInterface::serve_analyses_asynch()) to support synchronous local, asynchronous local, message passing, and hybrid modes. Not all of the schedulers are elevated to the ApplicationInterface level since the system call and direct function interfaces do not yet support nonblocking local analyses (and therefore support synchronous local and message passing modes, but not asynchronous local or hybrid modes). Fork interfaces, however, support all modes of analysis parallelism.
15.4  Todo List

Member `SurfpackApproximation(ProblemDescDB &problem_db, const size_t &num_acv)` The `dakota` data structures like `RealVector` inherit from `std::vector`.

Member `SurfpackApproximation(ProblemDescDB &problem_db, const size_t &num_acv)` Add `RBFNet` surface fit interface

Member `num_coefficients() const` : Check to make sure that the number of points required does not

Member `num_coefficients() const` : The reported number of points required is computed in a rather

Member `find_coefficients()` Right now, we’re completely deleting the old data and then

Member `approximation_coefficients()` : Provide an appropriate list of coefficients for each surface type

Member `get_hessian(const RealVector &x)` Make this acceptably efficient

Member `checkForEqualityConstraints()` improve efficiency of conversion
Index

/home/mseldre/dev/Dakota/src/ Directory Reference, 29
~Approximation
  Dakota::Approximation, 96
~BiStream
  Dakota::BiStream, 113
~Constraints
  Dakota::Constraints, 145
~Interface
  Dakota::Interface, 254
~Iterator
  Dakota::Iterator, 263
~Model
  Dakota::Model, 331
~ProblemDescDB
  Dakota::ProblemDescDB, 435
~Strategy
  Dakota::Strategy, 475
~Variables
  Dakota::Variables, 520
_model
  Dakota::JEGAEvaluator, 274
_theOptimizer
  Dakota::JEGAEvaluator, 274

A
  Dakota::CONMINOptimizer, 139
actualModel
  Dakota::DataFitSurrModel, 154
actualModelPointer
  Dakota::DataFitSurrModel, 154
add_datapoint
  Dakota::Graphics, 234
adjust_user_scales
  Dakota::Minimizer, 309
AllConstraints
  Dakota::AllConstraints, 68
allContinuousVarIds
  Dakota::Variables, 521
AllVariables
  Dakota::AllVariables, 72
approxBuilds
  Dakota::SurrogateModel, 503
Approximation
  Dakota::Approximation, 96, 97
approximation_coefficients
  Dakota::SurfpackApproximation, 482
Array
  Dakota::Array, 104
array
  Dakota::BaseVector, 110
assign_rep
  Dakota::Interface, 255
  Dakota::Iterator, 265
  Dakota::Model, 334
asynchronous_local_analyses
  Dakota::ForkApplicInterface, 217
asynchronous_local_evaluations
  Dakota::ApplicationInterface, 90
asynchronous_local_evaluations_nowait
  Dakota::ApplicationInterface, 91
augmented_lagrangian_merit
  Dakota::SurrogateModel, 503
autoCorrection
  Dakota::SurrogateModel, 503

B
  Dakota::CONMINOptimizer, 138
BaseVector
  Dakota::BaseVector, 108
begins
  Dakota::String, 479
BiStream
  Dakota::BiStream, 112, 113
BoStream
  Dakota::BoStream, 116, 117
BPA
  Dakota::NonDEvidence, 371
BPAC
  Dakota::NonDEvidence, 372
build_approximation
  Dakota::ApproximationInterface, 101
Dakota::CONMINOptimizer, 137
CtelRegexp, 147
Dakota, 35
COLINOptimizer< coliny::APPS >::set_method_parameters, 59
COLINOptimizer< coliny::Cobyla >::set_method_parameters, 59
COLINOptimizer< coliny::DIRECT >::set_method_parameters, 59
COLINOptimizer< coliny::EAmInlp >::set_method_parameters, 60
COLINOptimizer< coliny::PatternSearch >::set_method_parameters, 59
COLINOptimizer< coliny::PatternSearch >::set_runtime_parameters, 59
COLINOptimizer< coliny::SolisWets >::set_method_parameters, 60
concatenate_restart, 61
eval_id_compare, 60
eval_id_sort_fn, 60
flush, 60
operator==, 60
print_restart, 60
print_restart_tabular, 61
read_neutral, 61
repair_restart, 61
vars_set_compare, 60
Dakota::ActiveSet, 63
Dakota::ActiveSet
derivVarsVector, 65
requestVector, 65
Dakota::AllConstraints, 66
Dakota::AllConstraints
AllConstraints, 68
Dakota::AllVariables, 69
Dakota::AllVariables
AllVariables, 72
Dakota::AnalysisCode, 73
Dakota::Analyzer, 77
evaluate_parameter_sets, 79
print_vbd, 79
var_based_decomp, 79
volumetric_quality, 79
Dakota::ApplicationInterface, 81
Dakota::ApplicationInterface
asynchronous_local_evaluations, 90
asynchronous_local_evaluations_nowait, 91
duplication_detect, 89
init_serial, 87
map, 88
self_schedule_analyses, 89
self_schedule_evaluations, 90
serve_analyses_synch, 89
serve_evaluations, 88
serve_evaluations_asynch, 91
serve_evaluations_peer, 91
serve_evaluations_synch, 91
static_schedule_evaluations, 90
stop_evaluation_servers, 89
synch, 88
synch_nowait, 88
synchronous_local_evaluations, 90
Dakota::Approximation, 92
~Approximation, 96
Approximation, 96, 97
clear_all, 97
clear_current, 97
get_approx, 97, 98
operator=, 97
second_order_flag, 97
Dakota::ApproximationInterface, 99
Dakota::ApproximationInterface
build_approximation, 101
functionSurfaces, 101
update_approximation, 101
Dakota::Array, 102
Array, 104
data, 105
operator T *, 104
operator(), 105
operator=, 104
operator[], 105
Dakota::BaseConstructor, 106
Dakota::BaseVector, 107
Dakota::BaseVector
array, 110
BaseVector, 108
data, 109
length, 109
operator(), 109
operator[], 109
reshape, 109
Dakota::BiStream, 111
Dakota::BiStream
~BiStream, 113
BiStream, 112, 113
operator>>, 113
Dakota::BoStream, 115
Dakota::BoStream
    BoStream, 116, 117
    operator<, 117
Dakota::COLINApplication, 118
    DoEval, 119
    map_response, 120
    next_eval, 120
    synchronize, 120
Dakota::COLINOptimizer, 121
    find_optimum, 123
    set_standard_method_parameters, 123
Dakota::CommandLineHandler, 125
Dakota::CommandShell, 127
Dakota::CommandShell
    flush, 128
Dakota::ConcurrentStrategy, 129
Dakota::ConcurrentStrategy
    self_schedule_iterators, 130
    serve_iterators, 131
Dakota::CONMINOptimizer, 132
    A, 139
    B, 138
    C, 138
    conminInfo, 136
    constraintMappingIndices, 136
    constraintMappingMultipliers, 136
    constraintMappingOffsets, 137
    constraintValues, 136
    CT, 137
    DF, 138
    G1, 138
    G2, 138
    IC, 139
    ISC, 139
    MS1, 138
    N1, 137
    N2, 137
    N3, 137
    N4, 137
    N5, 137
    optimizationType, 136
    printControl, 136
    S, 138
    SCAL, 138
Dakota::Constraints, 140
    ~Constraints, 145
    Constraints, 145
    get_constraints, 146
    manage_linear_constraints, 146
    operator==, 146
Dakota::DataFitSurrModel, 149
Dakota::DataFitSurrModel
    actualModel, 154
    actualModelPointer, 154
    build_global, 154
    build_local_multipoint, 154
    derived_async_compute_response, 152
    derived_compute_response, 152
    derived_init_communicators, 153
    derived_synchronize, 153
    derived_synchronize_nowait, 153
    evaluation_id, 153
    update_actual_model, 153
Dakota::DataInterface, 155
Dakota::DataMethod, 159
Dakota::DataModel, 169
Dakota::DataResponses, 173
Dakota::DataStrategy, 177
Dakota::DataVariables, 181
Dakota::DDACEDesignCompExp, 188
Dakota::DDACEDesignCompExp
    DDACEDesignCompExp, 190
    resolve_samples_symbols, 190
Dakota::DirectFnApplicInterface, 191
Dakota::DirectFnApplicInterface
    derived_map_ac, 195
    derived_synchronous_local_analysis, 195
Dakota::DistinctConstraints, 198
Dakota::DistinctConstraints
    DistinctConstraints, 201
Dakota::DistinctVariables, 202
Dakota::DistinctVariables
    DistinctVariables, 206
    operator==, 206
Dakota::DOTOptimizer, 207
    constraintMappingIndices, 210
    constraintMappingMultipliers, 210
    constraintMappingOffsets, 211
    constraintValues, 210
    dotFDInfo, 209
    dotInfo, 209
    dotMethod, 209
    intCntlParmArray, 210
    optimizationType, 210
    printControl, 210
    realCntlParmArray, 210
Dakota::ForkAnalysisCode, 213
Dakota::ForkAnalysisCode
check_status, 214
Dakota::ForkApplicInterface, 215
Dakota::ForkApplicInterface
  asynchronous_local_analyses, 217
derived_synchronous_local_analysis, 216
fork_application, 216
serve_analyses_asynch, 217
synchronous_local_analyses, 217
Dakota::FSUDesignCompExp, 218
Dakota::FSUDesignCompExp
  enforce_input_rules, 220
  FSUDesignCompExp, 220
Dakota::FunctionCompare, 222
Dakota::GaussProcApproximation, 223
Dakota::GaussProcApproximation
  GPmodel_apply, 226
Dakota::GetLongOpt, 228
Dakota::GetLongOpt
  enroll, 230
  GetLongOpt, 229
parse, 230
retrieve, 230
usage, 230
Dakota::Graphics, 232
  add_datapoint, 234
  create_plots_2d, 234
create_tabular_dataset, 234
new_dataset, 234
show_data_3d, 234
Dakota::GridApplicInterface, 236
Dakota::GridApplicInterface
  derived_synchronous_local_analysis, 237
Dakota::HermiteApproximation, 239
Dakota::HierarchSurrModel, 241
Dakota::HierarchSurrModel
  derived_asynch_compute_response, 244
derived_compute_response, 243
derived_synchronize, 244
derived_synchronize_nowait, 244
evaluation_id, 244
Dakota::IDRProblemDescDB, 245
Dakota::IDRProblemDescDB
  derived_manageInputs, 247
Dakota::Interface, 248
  ~Interface, 254
  assign_rep, 255
get_interface, 255
Interface, 254
operator=, 255
rawResponseArray, 255
rawResponseMap, 256
Dakota::Iterator, 257
~Iterator, 263
assign_rep, 265
derived_post_run, 265
derived_pre_run, 265
fdGradStepSize, 266
fdHessByFinStepSize, 266
fdHessByGradStepSize, 266
get_iterator, 265
Iterator, 262, 263
operator=, 263
post_run, 264
pre_run, 264
print_results, 264
run, 263
run_iterator, 264
Dakota::JEGAEvaluator, 267
  _model, 274
  _theOptimizer, 274
Clone, 274
Description, 270
Evaluate, 273
GetContinuumVariableValues, 270, 271
GetDescription, 273
GetDiscreteVariableValues, 271
GetName, 273
GetNumberOfLinearConstraints, 272
GetNumberOfNonLinearConstraints, 272
JEGAEvaluator, 269
Name, 270
RecordResponses, 272
SeparateVariables, 271
Dakota::JEGAOptimizer, 275
  find_optimum, 279
GetBestMOSolution, 278
GetBestSolution, 278
GetBestSOSolution, 279
JEGAOptimizer, 277
LoadTheAlgorithmConfig, 278
LoadTheConstraints, 278
LoadTheDesignVariables, 278
LoadTheObjectiveFunctions, 278
ReCreateTheAlgorithmConfig, 277
ReCreateTheProblemConfig, 277
Dakota::JEGAOptimizer::EvalCreator, 280
Dakota::JEGAOptimizer::EvalCreator
CMIN, 372
IP, 372
MAXINTVLS, 371
Ncmb, 371
Ni, 372
NV, 371
VMAX, 372
VMIN, 372
X, 372
Y, 371
Dakota::NonDLHSSampling, 374
Dakota::NonDLHSSampling
NonDLHSSampling, 375
quantify_uncertainty, 376
Dakota::NonDPCESampling, 377
Dakota::NonDReliability, 379
Dakota::NonDReliability
cdf_beta_Pinv, 393
dg_ds_eval, 389
g_eval, 389
hessian_d2X_dU2, 392
hessian_d2X_dZ2, 392
initial_taylor_series, 388
initialize_class_data, 388
initialize_level_data, 388
initialize_mpp_search_data, 388
initialize_random_variables, 387
jacobian_dU_dX, 391
jacobian_dX_dS, 392
jacobian_dX_dU, 391
jacobian_dX_dZ, 391
jacobian_dZ_dX, 391
numerical_design_jacobian, 392
Phi, 393
Phi_inverse, 393
probability, 393
reliability, 393
trans_correlations, 392
trans_grad_X_to_U, 390
trans_hess_X_to_U, 391
trans_U_to_X, 389
trans_U_to_Z, 389
trans_X_to_U, 390
trans_X_to_Z, 390
trans_Z_to_U, 390
trans_Z_to_X, 390
update_level_data, 388
update_mpp_search_data, 388
Dakota::NonDSampling, 395
Dakota::NonDSampling
NonDSampling, 399
sampling_reset, 399
Dakota::NPSOLOptimizer, 400
Dakota::Optimizer, 403
multi_objective_modify, 405
multi_objective_retrieve, 405
Optimizer, 404
print_results, 405
run, 405
Dakota::ParallelConfiguration, 406
Dakota::ParallelLevel, 408
Dakota::ParallelLibrary, 411
Dakota::ParallelLibrary
close_streams, 420
increment_parallel_configuration, 420
init_communicators, 420
manage_outputs_restart, 420
ParallelLibrary, 419
resolve_inputs, 420
specify_outputs_restart, 419
Dakota::ParamResponsePair, 422
Dakota::ParamResponsePair
evalId, 425
idInterface, 425
ParamResponsePair, 424
read, 424
write, 425
Dakota::ParamStudy, 426
Dakota::ProblemDescDB, 429
Dakota::ProblemDescDB
~ProblemDescDB, 435
get_db, 436
manage_inputs, 436
operator=, 435
ProblemDescDB, 435
Dakota::PStudyDACE, 437
Dakota::PStudyDACE
print_results, 439
run, 438
Dakota::Response, 440
Response, 443
Dakota::ResponseRep, 444
Dakota::ResponseRep
copy_results, 448
read, 447, 448
read_annotated, 447
read_tabular, 447
reset, 449
reset_inactive, 449
reshape, 449
ResponseRep, 446, 447
write, 447, 448
write_annotated, 447
write_tabular, 448
Dakota::SingleMethodStrategy, 450
Dakota::SingleModel, 452
Dakota::SNLBase, 455
Dakota::SNLLeastSq, 458
Dakota::SNLLeastSq
  constraint1_evaluator_gn, 460
  constraint2_evaluator_gn, 461
  nlf2_evaluator_gn, 460
Dakota::SNLOptimizer, 462
  constraint0_evaluator, 467
  constraint1_evaluator, 467
  constraint2_evaluator, 467
  nlf0_evaluator, 466
  nlf1_evaluator, 466
  nlf2_evaluator, 467
  SNLLOptimizer, 466
Dakota::SOLBase, 468
Dakota::SortCompare, 471
Dakota::Strategy, 472
  Strategy, 474, 475
  free_communicators, 476
  get_strategy, 476
  init_communicators, 476
  initialize_graphics, 476
  operator=, 475
  run_iterator, 475
  Strategy, 474, 475
Dakota::String, 477
  begins, 479
  contains, 478
  data, 479
  ends, 479
  lower, 478
  operator const char *, 478
  upper, 478
Dakota::SurfpackApproximation, 480
Dakota::SurfpackApproximation
  approximation_coefficients, 482
  checkForEqualityConstraints, 483
  find_coefficients, 482
  get_hessian, 483
  num_coefficients, 482
  SurfpackApproximation, 481
  surrogates_to_surf_data, 483
Dakota::SurrBasedOptStrategy, 484
Dakota::SurrBasedOptStrategy
  augmented_lagrangian_merit, 492
  constraintViolation, 492
  hard_convergence_check, 490
  hom_constraint_eval, 493
  hom_objective_eval, 492
  lagrangian_merit, 492
  objective, 492
  penalty_merit, 492
  run_strategy, 490
  tr_ratio_check, 491
  update_augmented_lagrange_multipliers, 491
  update_filter, 491
  update_lagrange_multipliers, 491
  update_penalty, 491
Dakota::SurrogateDataPoint, 494
Dakota::SurrogateDataPointRep, 496
Dakota::SurrogateModel, 498
Dakota::SurrogateModel
  approxBuilds, 503
  autoCorrection, 503
  compute_correction, 502
  force_rebuild, 502
  rebuildControl, 503
Dakota::SysCallAnalysisCode, 504
Dakota::SysCallAnalysisCode
  spawn_analysis, 505
  spawn_evaluation, 505
  spawn_input_filter, 505
  spawn_output_filter, 505
Dakota::SysCallApplicInterface, 506
Dakota::SysCallApplicInterface
  derived_synch, 507
  derived_synch_nowait, 507
  derived_synchronous_local_analysis, 507
Dakota::TANA3Approximation, 509
  clear_current, 510
Dakota::TaylorApproximation, 512
Dakota::TaylorApproximation
  second_order_flag, 513
Dakota::Variables, 514
  Variables, 520
  allContinuousVarIds, 521
  continuousVarIds, 521
  copy, 521
  get_variables, 521
  inactiveContinuousVarIds, 521
operator=, 521
Variables, 519, 520
Dakota::VariablesUtil, 523
Dakota::Vector, 525
operator=, 527
Vector, 527
data
Dakota::Array, 105
Dakota::BaseVector, 109
Dakota::String, 479
DDACEDesignCompExp
Dakota::DDACEDesignCompExp, 190
derivative_concurrency
Dakota::Model, 334
derived_asynch_compute_response
Dakota::DataFitSurrModel, 152
Dakota::HierarchSurrModel, 244
Dakota::NestedModel, 349
derived_compute_response
Dakota::DataFitSurrModel, 152
Dakota::HierarchSurrModel, 243
Dakota::NestedModel, 349
derived_init_communicators
Dakota::DataFitSurrModel, 153
Dakota::NestedModel, 350
derived_map_ac
Dakota::DirectFnApplicInterface, 195
derived_master_overload
Dakota::NestedModel, 350
derived_post_run
Dakota::Iterator, 265
derived_pre_run
Dakota::Iterator, 265
derived_synch
Dakota::SysCallApplicInterface, 507
derived_synch_nowait
Dakota::SysCallApplicInterface, 507
derived_synchronize
Dakota::DataFitSurrModel, 153
Dakota::HierarchSurrModel, 244
derived_synchronize_nowait
Dakota::DataFitSurrModel, 153
Dakota::HierarchSurrModel, 244
derived_synchronous_local_analysis
Dakota::DirectFnApplicInterface, 195
Dakota::ForkApplicInterface, 216
Dakota::GridApplicInterface, 237
Dakota::SysCallApplicInterface, 507
derivVarsVector
Dakota::ActiveSet, 65
Description
Dakota::JEGAEvaluator, 270
DF
Dakota::CONMINOptimizer, 138
dg_ds_eval
Dakota::NonDReliability, 389
DistinctConstraints
Dakota::DistinctConstraints, 201
DistinctVariables
Dakota::DistinctVariables, 206
DoEval
Dakota::COLINApplication, 119
dotFDSinfo
Dakota::DOTOptimizer, 209
dotInfo
Dakota::DOTOptimizer, 209
dotMethod
Dakota::DOTOptimizer, 209
Dump
Dakota::JEGAOptimizer::JEGAProbDescDB, 285, 286
duplication_detect
Dakota::ApplicationInterface, 89
ends
Dakota::String, 479
enforce_input_rules
Dakota::FSUDesignCompExp, 220
enroll
Dakota::GetLongOpt, 230
ErrorTable, 212
estimate_derivatives
Dakota::Model, 334
estimate_message_lengths
Dakota::Model, 333
eval_id_compare
Dakota, 60
eval_id_sort_fn
Dakota, 60
EvalCreator
Dakota::JEGAOptimizer::EvalCreator, 280
evalId
Dakota::ParamResponsePair, 425
Evaluate
Dakota::JEGAEvaluator, 273
evaluate_parameter_sets
Dakota::Analyzer, 79
evaluation_id
  Dakota::DataFitSurrModel, 153
  Dakota::HierarchSurrModel, 244
  Dakota::NestedModel, 350

fdGradStepSize
  Dakota::Iterator, 266
fdHessByFnStepSize
  Dakota::Iterator, 266
fdHessByGradStepSize
  Dakota::Iterator, 266
find
  Dakota::List, 291
find_coefficients
  Dakota::SurfpackApproximation, 482
find_optimum
  Dakota::COLINOptimizer, 123
  Dakota::JEGAOptimizer, 279
flush
  Dakota, 60
  Dakota::CommandShell, 128
force_rebuild
  Dakota::SurrogateModel, 502
fork_application
  Dakota::ForkApplicInterface, 216
free_communicators
  Dakota::Strategy, 476
FSUDesignCompExp
  Dakota::FSUDesignCompExp, 220
functionSurfaces
  Dakota::ApproximationInterface, 101

G1
  Dakota::CONMINOptimizer, 138
G2
  Dakota::CONMINOptimizer, 138
g_eval
  Dakota::NonDReliability, 389
get
  Dakota::List, 290
get_approx
  Dakota::Approximation, 97, 98
get_constraints
  Dakota::Constraints, 146
get_db
  Dakota::ProblemDescDB, 436
get_hessian
  Dakota::SurfpackApproximation, 483
get_interface
  Dakota::Interface, 255
get_iterator
  Dakota::Iterator, 265
get_model
  Dakota::Model, 334
get_strategy
  Dakota::Strategy, 476
get_variables
  Dakota::Variables, 521
GetBestMOSolution
  Dakota::JEGAOptimizer, 278
GetBestSolution
  Dakota::JEGAOptimizer, 278
GetBestSOSolution
  Dakota::JEGAOptimizer, 279
GetBoolean
  Dakota::JEGAOptimizer::JEGAProbDescDB, 284
GetContinuumVariableValues
  Dakota::JEGAEvaluator, 270, 271
GetDescription
  Dakota::JEGAEvaluator, 273
GetDiscreteVariableValues
  Dakota::JEGAEvaluator, 271
GetDouble
  Dakota::JEGAOptimizer::JEGAProbDescDB, 283
GetDoubleMatrix
  Dakota::JEGAOptimizer::JEGAProbDescDB, 285
GetDoubleVector
  Dakota::JEGAOptimizer::JEGAProbDescDB, 284
GetIntegral
  Dakota::JEGAOptimizer::JEGAProbDescDB, 283
GetIntList
  Dakota::JEGAOptimizer::JEGAProbDescDB, 285
GetIntVector
  Dakota::JEGAOptimizer::JEGAProbDescDB, 284
GetLongOpt
  Dakota::GetLongOpt, 229
GetName
  Dakota::JEGAEvaluator, 273
GetNumberOfLinearConstraints
  Dakota::JEGAEvaluator, 272
GetNumberOfNonLinearConstraints
  Dakota::JEGAEvaluator, 272
GetSizeType
Dakota::JEGAOptimizer::JEGAProbDescDB, 284
GetString
Dakota::JEGAOptimizer::JEGAProbDescDB, 284
GetStringList
Dakota::JEGAOptimizer::JEGAProbDescDB, 285
GetStringVector
Dakota::JEGAOptimizer::JEGAProbDescDB, 285
GPModel_apply
Dakota::GaussProcApproximation, 226

hard_convergence_check
Dakota::SurrBasedOptStrategy, 490
hessian_d2X_du2
Dakota::NonDReliability, 392
hessian_d2X_dz2
Dakota::NonDReliability, 392
hom_constraint_eval
Dakota::SurrBasedOptStrategy, 493
hom_objective_eval
Dakota::SurrBasedOptStrategy, 492

IC
Dakota::CONMINOptimizer, 139
idInterface
Dakota::ParamResponsePair, 425
inactiveContinuousVarIds
Dakota::Variables, 521
increment_parallel_configuration
Dakota::ParallelLibrary, 420
index
Dakota::List, 291, 292
init_communicators
Dakota::Model, 333
Dakota::ParallelLibrary, 420
Dakota::Strategy, 476
init_serial
Dakota::ApplicationInterface, 87
Dakota::Model, 333
initial_taylor_series
Dakota::NonDReliability, 388
initialize_class_data
Dakota::NonDReliability, 388
initialize_graphics
Dakota::Strategy, 476
initialize_level_data
length
  Dakota::BaseVector, 109
lin_coeffs_modify_n2s
  Dakota::Minimizer, 309
LoadTheAlgorithmConfig
  Dakota::JEGAOptimizer, 278
LoadTheConstraints
  Dakota::JEGAOptimizer, 278
LoadTheDesignVariables
  Dakota::JEGAOptimizer, 278
LoadTheObjectiveFunctions
  Dakota::JEGAOptimizer, 278
LoadTheProblemConfig
  Dakota::JEGAOptimizer, 278
local_eval_concurrency
  Dakota::Model, 333
local_eval_synchronization
  Dakota::Model, 333
lower
  Dakota::String, 478
main
  main.C, 534
  restart_util.C, 536
main.C, 534
main, 534
manage_asv
  Dakota::Model, 335
manage_inputs
  Dakota::ProblemDescDB, 436
manage_linear_constraints
  Dakota::Constraints, 146
manage_outputs_restart
  Dakota::ParallelLibrary, 420
map
  Dakota::ApplicationInterface, 88
map_response
  Dakota::COLINAApplication, 120
MAXINTVLS
  Dakota::NonDEvidence, 371
MergedConstraints
  Dakota::MergedConstraints, 299
MergedVariables
  Dakota::MergedVariables, 303
minimize_residuals
  Dakota::NL2SOLLestSq, 355
Minimizer
  Dakota::Minimizer, 309
Model
  Dakota::Model, 331
MS1
  Dakota::CONMINOptimizer, 138
multi_objective_modify
  Dakota::Optimizer, 405
multi_objective_retrieve
  Dakota::Optimizer, 405
N1
  Dakota::CONMINOptimizer, 137
N2
  Dakota::CONMINOptimizer, 137
N3
  Dakota::CONMINOptimizer, 137
N4
  Dakota::CONMINOptimizer, 137
N5
  Dakota::CONMINOptimizer, 137
Name
  Dakota::JEGAEvaluator, 270
NCMB
  Dakota::NonDEvidence, 371
new_dataset
  Dakota::Graphics, 234
next_eval
  Dakota::COLINAApplication, 120
NI
  Dakota::NonDEvidence, 372
nlf0_evaluator
  Dakota::SNLLOptimizer, 466
nlf1_evaluator
  Dakota::SNLLOptimizer, 466
nlf2_evaluator
  Dakota::SNLLOptimizer, 467
nlf2_evaluator_gn
  Dakota::SNLLLeastSq, 460
NonDLHSSampling
  Dakota::NonDLHSSampling, 375
NonDSampling
  Dakota::NonDSampling, 399
num_coefficients
  Dakota::SurfpackApproximation, 482
numerical_design_jacobian
  Dakota::NonDReliability, 392
NV
  Dakota::NonDEvidence, 371
objective
  Dakota::SurrBasedOptStrategy, 492
operator const char *
  Dakota::String, 478
<table>
<thead>
<tr>
<th>Name</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>operator T *</td>
<td>104</td>
</tr>
<tr>
<td>Dakota::Array</td>
<td>104</td>
</tr>
<tr>
<td>operator(</td>
<td>105</td>
</tr>
<tr>
<td>Dakota::Array</td>
<td>105</td>
</tr>
<tr>
<td>Dakota::BaseVector</td>
<td>109</td>
</tr>
<tr>
<td>operator&lt;&lt;</td>
<td>117</td>
</tr>
<tr>
<td>Dakota::BoStream</td>
<td>117</td>
</tr>
<tr>
<td>operator=</td>
<td>255</td>
</tr>
<tr>
<td>Dakota::Approximation</td>
<td>97</td>
</tr>
<tr>
<td>Dakota::Array</td>
<td>104</td>
</tr>
<tr>
<td>Dakota::Constraints</td>
<td>146</td>
</tr>
<tr>
<td>Dakota::Interface</td>
<td>255</td>
</tr>
<tr>
<td>Dakota::Iterator</td>
<td>263</td>
</tr>
<tr>
<td>Dakota::Matrix</td>
<td>296</td>
</tr>
<tr>
<td>Dakota::Model</td>
<td>332</td>
</tr>
<tr>
<td>Dakota::ProblemDescDB</td>
<td>435</td>
</tr>
<tr>
<td>Dakota::Strategy</td>
<td>475</td>
</tr>
<tr>
<td>Dakota::Variables</td>
<td>521</td>
</tr>
<tr>
<td>Dakota::Vector</td>
<td>527</td>
</tr>
<tr>
<td>operator==</td>
<td>60</td>
</tr>
<tr>
<td>Dakota</td>
<td>60</td>
</tr>
<tr>
<td>Dakota::DistinctVariables</td>
<td>206</td>
</tr>
<tr>
<td>operator&gt;&gt;</td>
<td>113</td>
</tr>
<tr>
<td>Dakota::BiStream</td>
<td>113</td>
</tr>
<tr>
<td>operator[]</td>
<td>255</td>
</tr>
<tr>
<td>Dakota::Array</td>
<td>105</td>
</tr>
<tr>
<td>Dakota::BaseVector</td>
<td>109</td>
</tr>
<tr>
<td>Dakota::List</td>
<td>292</td>
</tr>
<tr>
<td>optimizationType</td>
<td>255</td>
</tr>
<tr>
<td>Dakota::CONMINOptimizer</td>
<td>136</td>
</tr>
<tr>
<td>Dakota::DOTOptimizer</td>
<td>210</td>
</tr>
<tr>
<td>Optimizer</td>
<td>404</td>
</tr>
<tr>
<td>ParallelLibrary</td>
<td>419</td>
</tr>
<tr>
<td>Dakota::ParallelLibrary</td>
<td>419</td>
</tr>
<tr>
<td>ParamResponsePair</td>
<td>424</td>
</tr>
<tr>
<td>Dakota::ParamResponsePair</td>
<td>424</td>
</tr>
<tr>
<td>parse</td>
<td>230</td>
</tr>
<tr>
<td>Dakota::GetLongOpt</td>
<td>230</td>
</tr>
<tr>
<td>penalty_merit</td>
<td>492</td>
</tr>
<tr>
<td>Dakota::SurrBasedOptStrategy</td>
<td>492</td>
</tr>
<tr>
<td>Phi</td>
<td>393</td>
</tr>
<tr>
<td>Dakota::NonDReliability</td>
<td>393</td>
</tr>
<tr>
<td>Phi_inverse</td>
<td>393</td>
</tr>
<tr>
<td>Dakota::NonDReliability</td>
<td>393</td>
</tr>
<tr>
<td>post_run</td>
<td>264</td>
</tr>
<tr>
<td>Dakota::Iterator</td>
<td>264</td>
</tr>
<tr>
<td>pre_run</td>
<td>264</td>
</tr>
<tr>
<td>print_restart</td>
<td>60</td>
</tr>
<tr>
<td>Dakota</td>
<td>60</td>
</tr>
<tr>
<td>restart_util.C</td>
<td>535</td>
</tr>
<tr>
<td>print_restart_tabular</td>
<td>61</td>
</tr>
<tr>
<td>Dakota</td>
<td>61</td>
</tr>
<tr>
<td>restart_util.C</td>
<td>536</td>
</tr>
<tr>
<td>print_results</td>
<td>264</td>
</tr>
<tr>
<td>Dakota::Iterator</td>
<td>264</td>
</tr>
<tr>
<td>Dakota::LeastSq</td>
<td>288</td>
</tr>
<tr>
<td>Dakota::Optimizer</td>
<td>405</td>
</tr>
<tr>
<td>Dakota::PStudyDACE</td>
<td>439</td>
</tr>
<tr>
<td>print_vbd</td>
<td>79</td>
</tr>
<tr>
<td>Dakota::Analyzer</td>
<td>79</td>
</tr>
<tr>
<td>Dakota::CONMINOptimizer</td>
<td>136</td>
</tr>
<tr>
<td>Dakota::DOTOptimizer</td>
<td>210</td>
</tr>
<tr>
<td>probability</td>
<td>393</td>
</tr>
<tr>
<td>Dakota::NonDReliability</td>
<td>393</td>
</tr>
<tr>
<td>ProblemDescDB</td>
<td>435</td>
</tr>
<tr>
<td>quantify_uncertainty</td>
<td>376</td>
</tr>
<tr>
<td>Dakota::NonDLHSSampling</td>
<td>376</td>
</tr>
<tr>
<td>rawResponseArray</td>
<td>255</td>
</tr>
<tr>
<td>Dakota::Interface</td>
<td>255</td>
</tr>
<tr>
<td>rawResponseMap</td>
<td>256</td>
</tr>
<tr>
<td>Dakota::Interface</td>
<td>256</td>
</tr>
<tr>
<td>read</td>
<td>424</td>
</tr>
<tr>
<td>Dakota::ParamResponsePair</td>
<td>424</td>
</tr>
<tr>
<td>Dakota::ResponseRep</td>
<td>447</td>
</tr>
<tr>
<td>read_annotated</td>
<td>447</td>
</tr>
<tr>
<td>Dakota::ResponseRep</td>
<td>447</td>
</tr>
<tr>
<td>read_neutral</td>
<td>61</td>
</tr>
<tr>
<td>Dakota</td>
<td>61</td>
</tr>
<tr>
<td>restart_util.C</td>
<td>536</td>
</tr>
<tr>
<td>read_tabular</td>
<td>447</td>
</tr>
<tr>
<td>Dakota::ResponseRep</td>
<td>447</td>
</tr>
<tr>
<td>realCtlParmArray</td>
<td>210</td>
</tr>
<tr>
<td>Dakota::DOTOptimizer</td>
<td>210</td>
</tr>
<tr>
<td>rebuildControl</td>
<td>503</td>
</tr>
<tr>
<td>Dakota::SurrogateModel</td>
<td>503</td>
</tr>
<tr>
<td>RecordResponses</td>
<td>272</td>
</tr>
<tr>
<td>Dakota::JEGAEvaluator</td>
<td>272</td>
</tr>
<tr>
<td>ReCreateTheAlgorithmConfig</td>
<td>277</td>
</tr>
<tr>
<td>Dakota::JEGAOptimizer</td>
<td>277</td>
</tr>
<tr>
<td>ReCreateTheProblemConfig</td>
<td>277</td>
</tr>
<tr>
<td>Dakota::JEGAOptimizer</td>
<td>277</td>
</tr>
<tr>
<td>reliability</td>
<td>393</td>
</tr>
<tr>
<td>Dakota::NonDReliability</td>
<td>393</td>
</tr>
</tbody>
</table>
remove
   Dakota::List, 291
removeAt
   Dakota::List, 291
repair_restart
   Dakota, 61
   restart_util.C, 536
requestVector
   Dakota::ActiveSet, 65
reset
   Dakota::ResponseRep, 449
reset_inactive
   Dakota::ResponseRep, 449
reshape
   Dakota::BaseVector, 109
   Dakota::ResponseRep, 449
resolve_inputs
   Dakota::ParallelLibrary, 420
resolve_samples_symbols
   Dakota::DDACEDesignCompExp, 190
Response
   Dakota::Response, 443
response_mapping
   Dakota::NestedModel, 350
response_modify_n2s
   Dakota::Minimizer, 309
ResponseRep
   Dakota::ResponseRep, 446, 447
   restart_util.C, 535
   concatenate_restart, 536
   main, 536
   print_restart, 535
   print_restart_tabular, 536
   read_neutral, 536
   repair_restart, 536
retrieve
   Dakota::GetLongOpt, 230
run
   Dakota::Iterator, 263
   Dakota::LeastSq, 288
   Dakota::Optimizer, 405
   Dakota::PStudyDACE, 438
run_coupled
   Dakota::MultilevelOptStrategy, 344
run_iterator
   Dakota::Iterator, 264
   Dakota::Strategy, 475
run_strategy
   Dakota::SurrBasedOptStrategy, 490
run_uncoupled
   Dakota::MultilevelOptStrategy, 345
   Dakota::MultilevelOptStrategy_adaptive, 345
S
   Dakota::CONMINOptimizer, 138
sampling_reset
   Dakota::NonDSampling, 399
SCAL
   Dakota::CONMINOptimizer, 138
second_order_flag
   Dakota::Approximation, 97
   Dakota::TaylorApproximation, 513
self_schedule_analyses
   Dakota::ApplicationInterface, 89
self_schedule_evaluations
   Dakota::ApplicationInterface, 90
self_schedule_iterators
   Dakota::ConcurrentStrategy, 130
SeparateVariables
   Dakota::JEGAEvaluator, 271
serve_analyses_asynch
   Dakota::ForkApplicInterface, 217
serve_analyses_synch
   Dakota::ApplicationInterface, 89
serve_evaluations
   Dakota::ApplicationInterface, 88
   serve_evaluations_asynch
   Dakota::ApplicationInterface, 91
   serve_evaluations_peer
   Dakota::ApplicationInterface, 91
   serve_evaluations_synch
   Dakota::ApplicationInterface, 91
serve_iterators
   Dakota::ConcurrentStrategy, 131
set_standard_method_parameters
   Dakota::COLINOptimizer, 123
show_data_3d
   Dakota::Graphics, 234
SIM, 62
SIM::DirectFnApplicInterface, 196
SNLLOptimizer
   Dakota::SNLLOptimizer, 466
sort
   Dakota::List, 292
spawn_analysis
   Dakota::SysCallAnalysisCode, 505
spawn_evaluation
   Dakota::SysCallAnalysisCode, 505
spawn_input_filter
  Dakota::SysCallAnalysisCode, 505
spawn_output_filter
  Dakota::SysCallAnalysisCode, 505
specify_outputs_restart
  Dakota::ParallelLibrary, 419
static_schedule_evaluations
  Dakota::ApplicationInterface, 90
stop_evaluation_servers
  Dakota::ApplicationInterface, 89
Strategy
  Dakota::Strategy, 474, 475
subModel
  Dakota::NestedModel, 351
subordinate_iterator
  Dakota::Model, 332
subordinate_models
  Dakota::Model, 333
SurfpackApproximation
  Dakota::SurfpackApproximation, 481
surrogate_model
  Dakota::Model, 332
surrogates_to_surf_data
  Dakota::SurfpackApproximation, 483
synch
  Dakota::ApplicationInterface, 88
synch_nowait
  Dakota::ApplicationInterface, 88
synchronize
  Dakota::COLINApplication, 120
synchronize_derivatives
  Dakota::Model, 335
synchronous_local_analyses
  Dakota::ForkApplicInterface, 217
synchronous_local_evaluations
  Dakota::ApplicationInterface, 90
tr_ratio_check
  Dakota::SurrBasedOptStrategy, 491
trans_correlations
  Dakota::NonDReliability, 392
trans_grad_X_to_U
  Dakota::NonDReliability, 390
trans_hess_X_to_U
  Dakota::NonDReliability, 391
trans_U_to_X
  Dakota::NonDReliability, 389
trans_U_to_Z
  Dakota::NonDReliability, 389
trans_X_to_U
  Dakota::NonDReliability, 390
trans_X_to_Z
  Dakota::NonDReliability, 390
trans_Z_to_U
  Dakota::NonDReliability, 390
trans_Z_to_X
  Dakota::NonDReliability, 390
truth_model
  Dakota::Model, 332
update_actual_model
  Dakota::DataFitSurrModel, 153
update_approximation
  Dakota::ApproximationInterface, 101
update_augmented_lagrange_multipliers
  Dakota::SurrBasedOptStrategy, 491
update_filter
  Dakota::SurrBasedOptStrategy, 491
update_lagrange_multipliers
  Dakota::SurrBasedOptStrategy, 491
update_level_data
  Dakota::NonDReliability, 388
update_mpp_search_data
  Dakota::NonDReliability, 388
update_penalty
  Dakota::SurrBasedOptStrategy, 491
update_quasi_hessians
  Dakota::Model, 335
update_response
  Dakota::Model, 335
upper
  Dakota::String, 478
usage
  Dakota::GetLongOpt, 230
var_based_decomp
  Dakota::Analyzer, 79
Variables
  Dakota::Variables, 519, 520
vars_set_compare
  Dakota, 60
Vector
  Dakota::Vector, 527
VMAX
  Dakota::NonDEvidence, 372
VMIN
  Dakota::NonDEvidence, 372
volumetric_quality
  Dakota::Analyzer, 79
write
   Dakota::ParamResponsePair, 425
   Dakota::ResponseRep, 447, 448
write_annotated
   Dakota::ResponseRep, 447
write_tabular
   Dakota::ResponseRep, 448

X
   Dakota::NonDEvidence, 372

Y
   Dakota::NonDEvidence, 371