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# **GSD Documentation**

***Release 1.9.3***

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## GETTING STARTED

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The **GSD** file format is the native file format for **HOOMD-blue**. **GSD** files store trajectories of the HOOMD-blue system state in a binary file with efficient random access to frames. **GSD** allows all particle and topology properties to vary from one frame to the next. Use the **GSD** Python API to specify the initial condition for a HOOMD-blue simulation or analyze trajectory output with a script. Read a **GSD** trajectory with a visualization tool to explore the behavior of the simulation.

- [GitHub Repository](#): **GSD** source code and issue tracker.
- **HOOMD-blue**: Simulation engine that reads and writes GSD files.
- [hoomd-users Google Group](#): Ask questions to the **HOOMD-blue** community.
- **freud**: A powerful set of tools for analyzing trajectories.
- **OVITO**: The Open Visualization Tool works with GSD files.
- **gsd-vmd plugin**: VMD plugin to support GSD files.



## INSTALLATION

**gsd** binaries are available in the [glotzerlab-software Docker/Singularity](#) images and in packages on [conda-forge](#) and [PyPI](#). You can also compile **gsd** from source, embed `gsd.c` in your code, or read `gsd` files with a pure Python reader `pygsd.py`.

### 1.1 Binaries

#### 1.1.1 Anaconda package

**gsd** is available on [conda-forge](#). To install, first download and install [miniconda](#). Then add the **conda-forge** channel and install **gsd**:

```
$ conda install -c conda-forge gsd
```

#### 1.1.2 Singularity / Docker images

See the [glotzerlab-software documentation](#) for container usage information and cluster specific instructions.

#### 1.1.3 PyPI

Use **pip** to install **gsd**:

```
$ pip install gsd
```

### 1.2 Compile from source

#### 1.2.1 Obtain the source

Download source releases directly from the web: <https://glotzerlab.engine.umich.edu/downloads/gsd>

```
curl -O https://glotzerlab.engine.umich.edu/downloads/gsd/gsd-v1.9.3.tar.gz
```

Or, clone using git:

```
$ git clone https://github.com/glotzerlab/gsd
```

## 1.2.2 Configure a virtual environment

When using a shared Python installation, create a [virtual environment](#) where you can install **gsd**:

```
$ python3 -m venv /path/to/environment --system-site-packages
```

Activate the environment before configuring and before executing **gsd** scripts:

```
$ source /path/to/environment/bin/activate
```

---

**Note:** Other types of virtual environments (such as *conda*) may work, but are not thoroughly tested.

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## 1.2.3 Install Prerequisites

**gsd** requires:

- A standards compliant C compiler
- Python  $\geq 3.5$
- numpy

Additional packages may be needed:

- **pytest**  $\geq 3.9.0$  (unit tests)
- **Sphinx** (documentation)
- **IPython** (documentation)
- an internet connection (documentation)
- **Cython**  $\geq 0.22$  (to build non-tagged releases)
- **CMake** (for development builds)

Install these tools with your system or virtual environment package manager. **gsd** developers have had success with **pacman** ([arch linux](#)), **apt-get** ([ubuntu](#)), **Homebrew** ([macOS](#)), and **MacPorts** ([macOS](#)):

```
$ your-package-manager install ipython python python-pytest python-numpy cmake cython_
↪python-sphinx python-sphinx_rtd_theme
```

Typical HPC cluster environments provide **Python**, **numpy**, and **cmake** via a module system:

```
$ module load gcc python cmake
```

---

**Note:** Packages may be named differently, check your system's package list. Install any `-dev` packages as needed.

---

---

**Tip:** You can install numpy and other python packages into your virtual environment:

```
python3 -m pip install numpy
```



### 1.2.4 Install with setuptools

Use **pip** to install the python module into your virtual environment:

```
.. code-block:: bash
```

```
$ python3 -m pip install .
```

### 1.2.5 Build with CMake for development

You can assemble a functional python module in the build directory. Configure with **CMake** and compile with **make**.

```
$ mkdir build
$ cd build
$ cmake ../
$ make
```

Add the build directory path to your PYTHONPATH to test **gsd** or build documentation:

```
$ export PYTHONPATH=$PYTHONPATH:/path/to/build
```

### 1.2.6 Run tests

Run **pytest** in the source directory to execute all unit tests. This requires that the compiled python module is on the python path.

```
$ cd /path/to/gsd
$ pytest
```

### 1.2.7 Build user documentation

Build the user documentation with **Sphinx**. **IPython** is required to build the documentation, as is an active internet connection. First, you need to compile and install **gsd**. If you compiled with **CMake**, add **gsd** to your PYTHONPATH first:

```
$ export PYTHONPATH=$PYTHONPATH:/path/to/build
```

To build the documentation:

```
$ cd /path/to/gsd
$ cd doc
$ make html
$ open _build/html/index.html
```

### 1.2.8 Using the C library

**gsd** is implemented in a single C file. Copy `gsd/gsd.h` and `gsd/gsd.c` into your project.

### 1.2.9 Using the pure python reader

If you only need to read files, you can skip installing and just extract the module modules `gsd/pygsd.py` and `gsd/hoomd.py`. Together, these implement a pure Python reader for **gsd** and **HOOMD** files - no C compiler required.

## CHANGE LOG

GSD releases follow [semantic versioning](#).

### 2.1 v1.9.3 (2019-10-04)

- Fixed preprocessor directive affecting Windows builds using setup.py.
- Documentation updates

### 2.2 v1.9.2 (2019-10-01)

- Support chunk sizes larger than 2GiB

### 2.3 v1.9.1 (2019-09-23)

- Support writing chunks wider than 255 from Python.

### 2.4 v1.9.0 (2019-09-18)

- File API: Add `find_matching_chunk_names()`
- HOOMD schema 1.4: Add user defined logged data.
- HOOMD schema 1.4: Add `type_shapes` specification.
- `pytest >= 3.9.0` is required to run unit tests.
- `gsd.fl.open` and `gsd.hoomd.open` accept objects implementing `os.PathLike`.
- Report an error when attempting to write a chunk that fails to allocate a name.
- Reduce virtual memory usage in `rb` and `wb` open modes.
- Additional checks for corrupt GSD files on open.
- Synchronize after expanding file index.

## 2.5 v1.8.1 (2019-08-19)

- Correctly raise `IndexError` when attempting to read frames before the first frame.
- Raise `RuntimeError` when importing `gsd` in unsupported Python versions.

## 2.6 v1.8.0 (2019-08-05)

- Slicing a `HOOMDTrajectory` object returns a view that can be used to directly select frames from a subset or sliced again.
- raise `IndexError` when attempting to read frames before the first frame.
- Dropped support for Python 2.

## 2.7 v1.7.0 (2019-04-30)

- Add `hpmc/sphere/orientable` to HOOMD schema.
- HOOMD schema 1.3

## 2.8 v1.6.2 (2019-04-16)

- PyPI binary wheels now support `numpy>=1.9.3,<2`

## 2.9 v1.6.1 (2019-03-05)

- Documentation updates

## 2.10 v1.6.0 (2018-12-20)

- The length of sliced `HOOMDTrajectory` objects can be determined with the built-in `len()` function.

## 2.11 v1.5.5 (2018-11-28)

- Silence `numpy` deprecation warnings

## 2.12 v1.5.4 (2018-10-04)

- Add `pyproject.toml` file that defines `numpy` as a proper build dependency (requires `pip >= 10`)
- Reorganize documentation

## 2.13 v1.5.3 (2018-05-22)

- Revert `setup.py` changes in v1.5.2 - these do not work in most circumstances.
- Include `sys/stat.h` on all architectures.

## 2.14 v1.5.2 (2018-04-04)

- Close file handle on errors in `gsd_open`.
- Always close file handle in `gsd_close`.
- `setup.py` now correctly pulls in the numpy dependency.

## 2.15 v1.5.1 (2018-02-26)

- Documentation fixes.

## 2.16 v1.5.0 (2018-01-18)

- Read and write HPMC shape state data.

## 2.17 v1.4.0 (2017-12-04)

- Support reading and writing chunks with 0 length. No schema changes are necessary to support this.

## 2.18 v1.3.0 (2017-11-17)

- Document `state` entries in the HOOMD schema.
- No changes to the `gsd` format or reader code in v1.3.

## 2.19 v1.2.0 (2017-02-21)

- Add `gsd.hoomd.open()` method which can create and open hoomd `gsd` files.
- Add `gsd.fl.open()` method which can create and open `gsd` files.
- The previous `create/class GSDFile` instantiation is still supported for backward compatibility.

## 2.20 v1.1.0 (2016-10-04)

- Add special pairs section `pairs/` to HOOMD schema.
- HOOMD schema version is now 1.1.

## 2.21 v1.0.1 (2016-06-15)

- Fix compile error on more strict POSIX systems.

## 2.22 v1.0.0 (2016-05-24)

Initial release.

## USER COMMUNITY

### 3.1 hoomd-users mailing list

**GSD** primarily exists as a file format for HOOMD-blue, so please use the [hoomd-users](#) mailing list. Subscribe for release announcements, to post questions for advice on using the software, and discuss potential new features.

### 3.2 Issue tracker

File bug reports on [GSD's issue tracker](#).

### 3.3 Contribute

**GSD** is an open source project. Contributions are accepted via pull request to [GSD's github repository](#). Please review `CONTRIBUTING.MD` in the repository before starting development. You are encouraged to discuss your proposed contribution with the **GSD** user and developer community who can help you design your contribution to fit smoothly into the existing ecosystem.





## HOOMD

*gsd.hoomd* provides high-level access to **HOOMD** schema **GSD** files.

[View the page source](#) to find unformatted example code.

### 4.1 Define a snapshot

```
In [1]: s = gsd.hoomd.Snapshot()
In [2]: s.particles.N = 4
In [3]: s.particles.types = ['A', 'B']
In [4]: s.particles.typeid = [0,0,1,1]
In [5]: s.particles.position = [[0,0,0],[1,1,1], [-1,-1,-1], [1,-1,-1]]
In [6]: s.configuration.box = [3, 3, 3, 0, 0, 0]
```

*gsd.hoomd* represents the state of a single frame with an instance of the class *gsd.hoomd.Snapshot*. Instantiate this class to create a system configuration. All fields default to `None` and are only written into the file if not `None` and do not match the data in the first frame, or defaults specified in the schema.

### 4.2 Create a hoomd gsd file

```
In [7]: gsd.hoomd.open(name='test.gsd', mode='wb')
Out[7]: <gsd.hoomd.HOOMDTrajectory at 0x7f85c190e438>
```

### 4.3 Append frames to a gsd file

```
In [8]: def create_frame(i):
...:     s = gsd.hoomd.Snapshot()
...:     s.configuration.step = i
...:     s.particles.N = 4+i
...:     s.particles.position = numpy.random.random(size=(4+i,3))
...:     return s
...:
```

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```
In [9]: t = gsd.hoomd.open(name='test.gsd', mode='wb')
In [10]: t.extend( (create_frame(i) for i in range(10)) )
In [11]: t.append( create_frame(10) )
In [12]: len(t)
Out[12]: 11
```

Use `gsd.hoomd.open()` to open a **GSD** file with the high level interface `gsd.hoomd.HOOMDTrajectory`. It behaves like a python `list`, with `gsd.hoomd.HOOMDTrajectory.append()` and `gsd.hoomd.HOOMDTrajectory.extend()` methods.

---

**Note:** `gsd.hoomd.HOOMDTrajectory` currently doesn't support files opened in append mode.

---

---

**Tip:** When using `gsd.hoomd.HOOMDTrajectory.extend()`, pass in a generator or generator expression to avoid storing the entire trajectory in RAM before writing it out.

---

## 4.4 Randomly index frames

```
In [13]: t = gsd.hoomd.open(name='test.gsd', mode='rb')
In [14]: snap = t[5]
In [15]: snap.configuration.step
Out[15]: 5
In [16]: snap.particles.N
Out[16]: 9
In [17]: snap.particles.position
Out[17]:
array([[0.16926083, 0.6067448, 0.5511958 ],
       [0.28299922, 0.90467006, 0.05031049],
       [0.75315076, 0.9441157 , 0.5914352 ],
       [0.1555366 , 0.78466636, 0.31539023],
       [0.9750264 , 0.5376051 , 0.8587137 ],
       [0.58146226, 0.61870885, 0.33699828],
       [0.25672084, 0.1599302 , 0.20251027],
       [0.87414837, 0.5259039 , 0.00116254],
       [0.2850418 , 0.28315383, 0.26484084]], dtype=float32)
```

`gsd.hoomd.HOOMDTrajectory` supports random indexing of frames in the file. Indexing into a trajectory returns a `gsd.hoomd.Snapshot`.

## 4.5 Slicing and selection

Use the slicing operator to select individual frames or a subset of a trajectory.

```
In [18]: t = gsd.hoomd.open(name='test.gsd', mode='rb')

In [19]: for s in t[5:-2]:
....:     print(s.configuration.step, end=' ')
....:
5 6 7 8
In [20]: every_2nd_frame = t[::2] # create a view of a trajectory subset

In [21]: for s in every_2nd_frame[:4]:
....:     print(s.configuration.step, end=' ')
....:
0 2 4 6
```

Slicing a trajectory creates a trajectory view, which can then be queried for length or sliced again. Selecting individual frames from a view works exactly like selecting individual frames from the original trajectory object.

## 4.6 Pure python reader

```
In [22]: f = gsd.pygsd.GSDFile(open('test.gsd', 'rb'))

In [23]: t = gsd.hoomd.HOOMDTrajectory(f);

In [24]: t[3].particles.position
Out[24]:
array([[8.7273240e-01, 4.7699034e-01, 4.4311914e-01],
       [7.0025140e-01, 6.3225317e-01, 2.6005520e-02],
       [1.6747455e-01, 7.2742683e-01, 4.0747532e-01],
       [1.4534804e-01, 1.3063341e-01, 2.9240357e-04],
       [4.3210247e-01, 1.1275904e-01, 5.7993567e-01],
       [6.4097559e-01, 1.0282131e-01, 9.4127983e-02],
       [3.8081902e-01, 6.1491597e-01, 1.9552557e-01]], dtype=float32)
```

You can use **GSD** without needing to compile C code to read **GSD** files using `gsd.pygsd.GSDFile` in combination with `gsd.hoomd.HOOMDTrajectory`. It only supports the `rb` mode and does not read files as fast as the C implementation. It takes in a python file-like object, so it can be used with in-memory IO classes, and grid file classes that access data over the internet.

## 4.7 Access state data

```
In [25]: with gsd.hoomd.open(name='test2.gsd', mode='wb') as t:
....:     s = gsd.hoomd.Snapshot()
....:     s.particles.types = ['A', 'B']
....:     s.state['hpmc/convex_polygon/N'] = [3, 4]
....:     s.state['hpmc/convex_polygon/vertices'] = [[-1, -1],
....:                                                  [1, -1],
....:                                                  [1, 1],
....:                                                  [-2, -2],
....:                                                  [2, -2],
```

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```

.....:                                     [2, 2],
.....:                                     [-2, 2]]
.....:     t.append(s)
.....:

```

State data is stored in the `state` dictionary as numpy arrays. Place data into this dictionary directly without the ‘state/’ prefix and gsd will include it in the output. Shape vertices are stored in a packed format. In this example, type ‘A’ has 3 vertices (the first 3 in the list) and type ‘B’ has 4 (the next 4).

```

In [26]: with gsd.hoomd.open(name='test2.gsd', mode='rb') as t:
.....:     s = t[0]
.....:     print(s.state['hpmc/convex_polygon/N'])
.....:     print(s.state['hpmc/convex_polygon/vertices'])
.....:
[3 4]
[[-1. -1.]
 [ 1. -1.]
 [ 1.  1.]
 [-2. -2.]
 [ 2. -2.]
 [ 2.  2.]
 [-2.  2.]]

```

Access read state data in the same way.

## 4.8 Access logged data

```

In [27]: with gsd.hoomd.open(name='example.gsd', mode='wb') as t:
.....:     s = gsd.hoomd.Snapshot()
.....:     s.particles.N = 4
.....:     s.log['particles/net_force'] = numpy.array([[ -1, 2, -3],
.....:                                                [ 0, 2, -4],
.....:                                                [-3, 2, 1],
.....:                                                [ 1, 2, 3]], dtype=numpy.float32)
.....:     s.log['value/potential_energy'] = [1.5]
.....:     t.append(s)
.....:

```

Logged data is stored in the `log` dictionary as numpy arrays. Place data into this dictionary directly without the ‘log/’ prefix and gsd will include it in the output. Store per-particle quantities with the prefix `particles/`. Choose another prefix for other quantities.

```
In [28]: t = gsd.hoomd.open(name='example.gsd', mode='rb')
```

```
In [29]: s = t[0]
```

```
In [30]: s.log['particles/net_force']
```

```
Out[30]:
```

```
array([[ -1.,  2., -3.],
       [  0.,  2., -4.],
       [-3.,  2.,  1.],
       [  1.,  2.,  3.]], dtype=float32)
```

```
In [31]: s.log['value/potential_energy']
```

Out[31]: array([1.5])

Read logged data from the log dictionary.

Logged data must be convertible to a numpy array of a supported type:

```
In [32]: with gsd.hoomd.open(name='example.gsd', mode='wb') as t:
....:     s = gsd.hoomd.Snapshot()
....:     s.particles.N = 4
....:     s.log['invalid'] = dict(a=1, b=5)
....:     t.append(s)
....:

-----
ValueError                                Traceback (most recent call last)
<ipython-input-32-e8566430e2ad> in <module>
      3     s.particles.N = 4
      4     s.log['invalid'] = dict(a=1, b=5)
----> 5     t.append(s)

~/checkouts/readthedocs.org/user_builds/gsd/conda/v1.9.3/lib/python3.7/site-packages/
↳gsd-1.9.3-py3.7-linux-x86_64.egg/gsd/hoomd.py in append(self, snapshot)
      582         # write log data
      583         for log,data in snapshot.log.items():
--> 584             self.file.write_chunk('log/' + log, data)
      585
      586             self.file.end_frame();

fl.pyx in gsd.fl.GSDFile.write_chunk()

ValueError: invalid type for chunk: log/invalid
```



## FILE LAYER

The file layer python module `gsd.fl` allows direct low level access to read and write **GSD** files of any schema. The **HOOMD** reader (`gsd.hoomd`) provides higher level access to **HOOMD** schema files, see [HOOMD](#).

View the page source to find unformatted example code.

### 5.1 Open a gsd file

```
In [1]: f = gsd.fl.open(name="file.gsd",
...:                  mode='wb',
...:                  application="My application",
...:                  schema="My Schema",
...:                  schema_version=[1,0])
...:

In [2]: f.close()
```

**Warning:** Opening a gsd file with a 'w' or 'x' mode overwrites any existing file with the given name.

### 5.2 Write data

```
In [3]: f = gsd.fl.open(name="file.gsd",
...:                  mode='wb',
...:                  application="My application",
...:                  schema="My Schema",
...:                  schema_version=[1,0]);
...:

In [4]: f.write_chunk(name='chunk1', data=numpy.array([1,2,3,4], dtype=numpy.float32))

In [5]: f.write_chunk(name='chunk2', data=numpy.array([[5,6],[7,8]], dtype=numpy.
↳float32))

In [6]: f.end_frame()

In [7]: f.write_chunk(name='chunk1', data=numpy.array([9,10,11,12], dtype=numpy.
↳float32))
```

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```
In [8]: f.write_chunk(name='chunk2', data=numpy.array([[13,14],[15,16]], dtype=numpy.
↳float32))

In [9]: f.end_frame()

In [10]: f.close()
```

Call `gsd.fl.open()` to access gsd files on disk. Add any number of named data chunks to each frame in the file with `gsd.fl.GSDFile.write_chunk()`. The data must be a 1 or 2 dimensional numpy array of a simple numeric type (or a data type that will automatically convert when passed to `numpy.array(data)`). Call `gsd.fl.GSDFile.end_frame()` to end the frame and start the next one.

---

**Note:** While supported, implicit conversion to numpy arrays creates a 2nd copy of the data in memory and adds conversion overhead.

---

**Warning:** Make sure to call `end_frame()` before closing the file, or the last frame may be lost.

## 5.3 Read data

```
In [11]: f = gsd.fl.open(name="file.gsd",
.....:                  mode='rb',
.....:                  application="My application",
.....:                  schema="My Schema",
.....:                  schema_version=[1,0])
.....:
```

```
In [12]: f.read_chunk(frame=0, name='chunk1')
Out[12]: array([1., 2., 3., 4.], dtype=float32)
```

```
In [13]: f.read_chunk(frame=1, name='chunk2')
Out[13]:
array([[13., 14.],
       [15., 16.]], dtype=float32)
```

```
In [14]: f.close()
```

`gsd.fl.GSDFile.read_chunk()` reads the named chunk at the given frame index in the file and returns it as a numpy array.

## 5.4 Test if a chunk exists

```
In [15]: f = gsd.fl.open(name="file.gsd",
.....:                  mode='rb',
.....:                  application="My application",
.....:                  schema="My Schema",
.....:                  schema_version=[1,0])
.....:
```



```
In [16]: f.chunk_exists(frame=0, name='chunk1')
Out[16]: True
```

```
In [17]: f.chunk_exists(frame=1, name='chunk2')
Out[17]: True
```

```
In [18]: f.chunk_exists(frame=2, name='chunk1')
Out[18]: False
```

```
In [19]: f.close()
```

*gsd.fl.GSDFile.chunk\_exists()* tests to see if a chunk by the given name exists in the file at the given frame.

## 5.5 Discover chunk names

```
In [20]: f = gsd.fl.open(name="file.gsd",
.....:                  mode='rb',
.....:                  application="My application",
.....:                  schema="My Schema",
.....:                  schema_version=[1,0])
.....:
```

```
In [21]: f.find_matching_chunk_names('')
Out[21]: ['chunk1', 'chunk2']
```

```
In [22]: f.find_matching_chunk_names('chunk')
Out[22]: ['chunk1', 'chunk2']
```

```
In [23]: f.find_matching_chunk_names('chunk1')
Out[23]: ['chunk1']
```

```
In [24]: f.find_matching_chunk_names('other')
Out[24]: []
```

*gsd.fl.GSDFile.find\_matching\_chunk\_names()* finds all chunk names present in a GSD file that start with the given string.

## 5.6 Read-only access

```
In [25]: f = gsd.fl.open(name="file.gsd",
.....:                  mode='rb',
.....:                  application="My application",
.....:                  schema="My Schema",
.....:                  schema_version=[1,0])
.....:
```

```
In [26]: if f.chunk_exists(frame=0, name='chunk1'):
.....:     data = f.read_chunk(frame=0, name='chunk1')
.....:
```

```
In [27]: data
```

```
Out[27]: array([1., 2., 3., 4.], dtype=float32)

# Fails because the file is open read only
In [28]: f.write_chunk(name='error', data=numpy.array([1]))
-----
RuntimeError                                Traceback (most recent call last)
<ipython-input-28-c9aabea2641a> in <module>
----> 1 f.write_chunk(name='error', data=numpy.array([1]))

fl.pyx in gsd.fl.GSDFile.write_chunk()

RuntimeError: GSD file is opened read only: file.gsd
```

```
In [29]: f.close()
```

Files opened in read only (rb) mode can be read from, but not written to. The read-only mode is tuned for high performance reads with minimal memory impact and can easily handle files with tens of millions of data chunks.

## 5.7 Access file metadata

```
In [30]: f = gsd.fl.open(name="file.gsd",
.....:                  mode='rb',
.....:                  application="My application",
.....:                  schema="My Schema",
.....:                  schema_version=[1,0])
.....:

In [31]: f.name
Out[31]: 'file.gsd'

In [32]: f.mode
Out[32]: 'rb'

In [33]: f.gsd_version
Out[33]: (1, 0)

In [34]: f.application
Out[34]: 'My application'

In [35]: f.schema
Out[35]: 'My Schema'

In [36]: f.schema_version
Out[36]: (1, 0)

In [37]: f.nframes
Out[37]: 2

In [38]: f.close()
```

## 5.8 Open a file in read/write mode

```
In [39]: f = gsd.fl.open(name="file.gsd",
.....:                  mode='wb+',
.....:                  application="My application",
.....:                  schema="My Schema",
.....:                  schema_version=[1,0])
.....:

In [40]: f.write_chunk(name='double', data=numpy.array([1,2,3,4], dtype=numpy.
↳float64));

In [41]: f.end_frame()

In [42]: f.nframes
Out[42]: 1

In [43]: f.read_chunk(frame=0, name='double')
Out[43]: array([1., 2., 3., 4.])
```

Files in read/write mode ('wb+' or 'rb+') are inefficient. Only use this mode if you **must** read and write to the same file, and only if you are working with relatively small files with fewer than a million data chunks. Prefer append mode for writing and read-only mode for reading.

## 5.9 Write a file in append mode

```
In [44]: f = gsd.fl.open(name="file.gsd",
.....:                  mode='ab',
.....:                  application="My application",
.....:                  schema="My Schema",
.....:                  schema_version=[1,0])
.....:

In [45]: f.write_chunk(name='int', data=numpy.array([10,20], dtype=numpy.
↳int16));

In [46]: f.end_frame()

In [47]: f.nframes
Out[47]: 2

# Reads fail in append mode
In [48]: f.read_chunk(frame=2, name='double')
-----
KeyError                                Traceback (most recent call last)
<ipython-input-48-cab5b10fd02b> in <module>
----> 1 f.read_chunk(frame=2, name='double')

fl.pyx in gsd.fl.GSDFile.read_chunk()

KeyError: 'frame 2 / chunk double not found in: file.gsd'
```

```
In [49]: f.close()
```

Append mode is extremely frugal with memory. It only caches data chunks for the frame about to be committed and clears the cache on a call to `gsd.fl.GSDFile.end_frame()`. This is especially useful on supercomputers where memory per node is limited, but you may want to generate gsd files with millions of data chunks.

## 5.10 Use as a context manager

```
In [50]: with gsd.fl.open(name="file.gsd",
.....:                  mode='rb',
.....:                  application="My application",
.....:                  schema="My Schema",
.....:                  schema_version=[1,0]) as f:
.....:     data = f.read_chunk(frame=0, name='double');
.....:

In [51]: data
Out[51]: array([1., 2., 3., 4.])
```

`gsd.fl.GSDFile` works as a context manager for guaranteed file closure and cleanup when exceptions occur.

## 5.11 Store string chunks

```
In [52]: f = gsd.fl.open(name="file.gsd",
.....:                  mode='wb+',
.....:                  application="My application",
.....:                  schema="My Schema",
.....:                  schema_version=[1,0])
.....:

In [53]: f.mode
Out[53]: 'wb+'

In [54]: s = "This is a string"

In [55]: b = numpy.array([s], dtype=numpy.dtype((bytes, len(s)+1)))

In [56]: b = b.view(dtype=numpy.int8)

In [57]: b
Out[57]:
array([ 84, 104, 105, 115,  32, 105, 115,  32,  97,  32, 115, 116, 114,
        105, 110, 103,   0], dtype=int8)

In [58]: f.write_chunk(name='string', data=b)

In [59]: f.end_frame()

In [60]: r = f.read_chunk(frame=0, name='string')

In [61]: r
Out[61]:
array([ 84, 104, 105, 115,  32, 105, 115,  32,  97,  32, 115, 116, 114,
```

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```

    105, 110, 103,    0], dtype=int8)

In [62]: r = r.view(dtype=numpy.dtype((bytes, r.shape[0])));

In [63]: r[0].decode('UTF-8')
Out[63]: 'This is a string'

In [64]: f.close()

```

To store a string in a gsd file, convert it to a numpy array of bytes and store that data in the file. Decode the byte sequence to get back a string.

## 5.12 Truncate

```

In [65]: f = gsd.fl.open(name="file.gsd",
    ....:                  mode='ab',
    ....:                  application="My application",
    ....:                  schema="My Schema",
    ....:                  schema_version=[1,0])
    ....:

In [66]: f.nframes
Out[66]: 1

In [67]: f.schema, f.schema_version, f.application
Out[67]: ('My Schema', (1, 0), 'My application')

In [68]: f.truncate()

In [69]: f.nframes
Out[69]: 0

In [70]: f.schema, f.schema_version, f.application
Out[70]: ('My Schema', (1, 0), 'My application')

```

Truncating a gsd file removes all data chunks from it, but retains the same schema, schema version, and applicaiton name. The file is not closed during this process. This is useful when writing restart files on a Lustre file system when file open operations need to be kept to a minimum.



## GSD PYTHON PACKAGE

**GSD** provides a **Python** API intended for most users. Developers, or users not working with the Python language, may want to use the *C API*.

### 6.1 Submodules

#### 6.1.1 gsd.fl module

GSD file layer API.

Low level access to gsd files. *gsd.fl* allows direct access to create, read, and write gsd files. The module is implemented in C and is optimized. See *File layer* for detailed example code.

- *GSDFile* - Class interface to read and write gsd files.
- *create()* - Create a gsd file (deprecated).
- *open()* - Open a gsd file.

**class** `gsd.fl.GSDFile` (*name, mode, application, schema, schema\_version*)  
GSD file access interface.

GSDFile implements an object oriented class interface to the GSD file layer. Use *open()* to open a GSD file and obtain a GSDFile instance. *GSDFile* can be used as a context manager.

Changed in version 1.2: For new code, use *open()* instead of constructing GSDFile directly. GSDFile.\_\_init\_\_ is backwards compatible with the old open syntax used in GSD versions 1.0.x and 1.1.x.

**name**  
Name of the open file (**read only**).

**Type** `str`

**mode**  
Mode of the open file (**read only**).

**Type** `str`

**gsd\_version**  
GSD file layer version number [major, minor] (**read only**).

**Type** `tuple[int]`

**application**  
Name of the generating application (**read only**).

**Type** `str`

**schema**

Name of the data schema (**read only**).

Type `str`

**schema\_version**

Schema version number [major, minor] (**read only**).

Type `tuple[int]`

**nframes**

Number of frames (**read only**).

Type `int`

**chunk\_exists** (*frame, name*)

Test if a chunk exists.

**Parameters**

- **frame** (*int*) – Index of the frame to check
- **name** (*str*) – Name of the chunk

**Returns** True if the chunk exists in the file. False if it does not.

**Return type** `bool`

**Example**

```
In [1]: with gsd.fl.open(name='file.gsd', mode='wb', application="My_
↳ application", schema="My Schema", schema_version=[1,0]) as f:
...:     f.write_chunk(name='chunk1', data=numpy.array([1,2,3,4],
↳ dtype=numpy.float32));
...:     f.write_chunk(name='chunk2', data=numpy.array([[5,6],[7,
↳ 8]], dtype=numpy.float32));
...:     f.end_frame();
...:     f.write_chunk(name='chunk1', data=numpy.array([9,10,11,
↳ 12], dtype=numpy.float32));
...:     f.write_chunk(name='chunk2', data=numpy.array([[13,14],
↳ [15,16]], dtype=numpy.float32));
...:     f.end_frame();
...:
```

```
In [2]: f = gsd.fl.open(name='file.gsd', mode='rb', application="My_
↳ application", schema="My Schema", schema_version=[1,0])
```

```
In [3]: f.chunk_exists(frame=0, name='chunk1')
Out[3]: True
```

```
In [4]: f.chunk_exists(frame=0, name='chunk2')
Out[4]: True
```

```
In [5]: f.chunk_exists(frame=0, name='chunk3')
Out[5]: False
```

```
In [6]: f.chunk_exists(frame=10, name='chunk1')
Out[6]: False
```



**close()**

Close the file.

Once closed, any other operation on the file object will result in a `ValueError`. `close()` may be called more than once. The file is automatically closed when garbage collected or when the context manager exits.

**Example**

```
In [1]: f = gsd.fl.open(name='file.gsd', mode='wb+', application="My_
↳ application", schema="My Schema", schema_version=[1,0])

In [2]: f.write_chunk(name='chunk1', data=numpy.array([1,2,3,4], dtype=numpy.
↳ float32))

In [3]: f.end_frame();

In [4]: data = f.read_chunk(frame=0, name='chunk1')

In [5]: f.close()

# Read fails because the file is closed
In [6]: data = f.read_chunk(frame=0, name='chunk1')
-----
ValueError                                Traceback (most recent call last)
<ipython-input-6-235a7eaf209c> in <module>
----> 1 data = f.read_chunk(frame=0, name='chunk1')

fl.pyx in gsd.fl.GSDFile.read_chunk()

ValueError: File is not open
```

**end\_frame()**

Complete writing the current frame. After calling `end_frame()` future calls to `write_chunk()` will write to the **next** frame in the file.

**Danger:** Call `end_frame()` to complete the current frame **before** closing the file. If you fail to call `end_frame()`, the last frame may not be written to disk.

**Example**

```
In [1]: f = gsd.fl.open(name='file.gsd', mode='wb', application="My_
↳ application", schema="My Schema", schema_version=[1,0])

In [2]: f.write_chunk(name='chunk1', data=numpy.array([1,2,3,4], dtype=numpy.
↳ float32));

In [3]: f.end_frame();

In [4]: f.write_chunk(name='chunk1', data=numpy.array([9,10,11,12],
↳ dtype=numpy.float32));

In [5]: f.end_frame();
```

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```
In [6]: f.write_chunk(name='chunk1', data=numpy.array([13,14], dtype=numpy.
↳float32));

In [7]: f.end_frame();

In [8]: f.nframes
Out[8]: 3
```

**find\_matching\_chunk\_names** (*match*)

Find all the chunk names in the file that start with the string *match*.

**Parameters** *match* (*str*) – Start of the chunk name to match

**Returns** Matching chunk names

**Return type** `list[str]`

**Example**

```
In [1]: with gsd.fl.open(name='file.gsd', mode='wb', application="My_
↳application", schema="My Schema", schema_version=[1,0]) as f:
...:     f.write_chunk(name='data/chunk1', data=numpy.array([1,2,3,
↳4], dtype=numpy.float32));
...:     f.write_chunk(name='data/chunk2', data=numpy.array([[5,6],
↳[7,8]], dtype=numpy.float32));
...:     f.write_chunk(name='input/chunk3', data=numpy.array([9,
↳10], dtype=numpy.float32));
...:     f.end_frame();
...:     f.write_chunk(name='input/chunk4', data=numpy.array([11,
↳12, 13, 14], dtype=numpy.float32));
...:     f.end_frame();
...:
```

```
In [2]: f = gsd.fl.open(name='file.gsd', mode='rb', application="My_
↳application", schema="My Schema", schema_version=[1,0])
```

```
In [3]: f.find_matching_chunk_names('')
```

```
Out[3]: ['data/chunk1', 'data/chunk2', 'input/chunk3', 'input/chunk4']
```

```
In [4]: f.find_matching_chunk_names('data')
```

```
Out[4]: ['data/chunk1', 'data/chunk2']
```

```
In [5]: f.find_matching_chunk_names('input')
```

```
Out[5]: ['input/chunk3', 'input/chunk4']
```

```
In [6]: f.find_matching_chunk_names('other')
```

```
Out[6]: []
```

**read\_chunk** (*frame*, *name*)

Read a data chunk from the file and return it as a numpy array.

**Parameters**

- **frame** (*int*) – Index of the frame to read
- **name** (*str*) – Name of the chunk

**Returns** Data read from file. `type` is determined by the chunk metadata. If the data is  $N \times M$  in the file and  $M > 1$ , return a 2D array. If the data is  $N \times 1$ , return a 1D array.

**Return type** `numpy.ndarray[type, ndim=?, mode='c']`

---

**Tip:** Each call invokes a disk read and allocation of a new numpy array for storage. To avoid overhead, don't call `read_chunk()` on the same chunk repeatedly. Cache the arrays instead.

---

### Example

```
In [1]: with gsd.fl.open(name='file.gsd', mode='wb', application="My_
→application", schema="My Schema", schema_version=[1,0]) as f:
...:     f.write_chunk(name='chunk1', data=numpy.array([1,2,3,4],
→dtype=numpy.float32));
...:     f.write_chunk(name='chunk2', data=numpy.array([[5,6],[7,
→8]], dtype=numpy.float32));
...:     f.end_frame();
...:     f.write_chunk(name='chunk1', data=numpy.array([9,10,11,
→12], dtype=numpy.float32));
...:     f.write_chunk(name='chunk2', data=numpy.array([[13,14],
→[15,16]], dtype=numpy.float32));
...:     f.end_frame();
...:
```

```
In [2]: f = gsd.fl.open(name='file.gsd', mode='rb', application="My_
→application", schema="My Schema", schema_version=[1,0])
```

```
In [3]: f.read_chunk(frame=0, name='chunk1')
Out[3]: array([1., 2., 3., 4.], dtype=float32)
```

```
In [4]: f.read_chunk(frame=1, name='chunk1')
Out[4]: array([ 9., 10., 11., 12.], dtype=float32)
```

```
In [5]: f.read_chunk(frame=2, name='chunk1')
```

```
-----
→-----
KeyError                                Traceback (most recent call_
→last)
<ipython-input-5-f2a5b71c0390> in <module>
----> 1 f.read_chunk(frame=2, name='chunk1')

fl.pyx in gsd.fl.GSDFile.read_chunk()

KeyError: 'frame 2 / chunk chunk1 not found in: file.gsd'
```

### **truncate()**

Truncate all data from the file. After truncation, the file has no frames and no data chunks. The application, schema, and schema version remain the same.

### Example

```
In [1]: with gsd.fl.open(name='file.gsd', mode='wb', application="My_
↪application", schema="My Schema", schema_version=[1,0]) as f:
...:     for i in range(10):
...:         f.write_chunk(name='chunk1', data=numpy.array([1,2,3,
↪4], dtype=numpy.float32))
...:         f.end_frame();
...:
```

```
In [2]: f = gsd.fl.open(name='file.gsd', mode='ab', application="My_
↪application", schema="My Schema", schema_version=[1,0])
```

```
In [3]: f.nframes
Out[3]: 10
```

```
In [4]: f.schema, f.schema_version, f.application
Out[4]: ('My Schema', (1, 0), 'My application')
```

```
In [5]: f.truncate()
```

```
In [6]: f.nframes
Out[6]: 0
```

```
In [7]: f.schema, f.schema_version, f.application
Out[7]: ('My Schema', (1, 0), 'My application')
```

#### **write\_chunk** (*name*, *data*)

Write a data chunk to the file. After writing all chunks in the current frame, call `end_frame()`.

##### Parameters

- **name** (*str*) – Name of the chunk
- **data** – Data to write into the chunk. Must be a numpy array, or array-like, with 2 or fewer dimensions.

**Warning:** `write_chunk()` will implicitly convert array-like and non-contiguous numpy arrays to contiguous numpy arrays with `numpy.ascontiguousarray(data)`. This may or may not produce desired data types in the output file and incurs overhead.

### Example

```
In [1]: f = gsd.fl.open(name='file.gsd', mode='wb', application="My_
↪application", schema="My Schema", schema_version=[1,0])

In [2]: f.write_chunk(name='float1d', data=numpy.array([1,2,3,4], dtype=numpy.
↪float32));

In [3]: f.write_chunk(name='float2d', data=numpy.array([[13,14],[15,16],[17,
↪19]], dtype=numpy.float32));

In [4]: f.write_chunk(name='double2d', data=numpy.array([[1,4],[5,6],[7,9]],
↪dtype=numpy.float64));
```

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```

In [5]: f.write_chunk(name='int1d', data=numpy.array([70,80,90], dtype=numpy.
↳int64));

In [6]: f.end_frame();

In [7]: f.nframes
Out[7]: 1

In [8]: f.close()

```

`gsd.fl.create(name, application, schema, schema_version)`  
 Create an empty GSD file on the filesystem.

Deprecated since version 1.2: As of version 1.2, you can create and open GSD files in the same call to `open()`. `create()` is kept for backwards compatibility.

#### Parameters

- **name** (*str*) – File name to open.
- **application** (*str*) – Name of the application creating the file.
- **schema** (*str*) – Name of the data schema.
- **schema\_version** (*list[int]*) – Schema version number [major, minor].

#### Example

Create a gsd file:

```

In [1]: gsd.fl.create(name="file.gsd",
...:                  application="My application",
...:                  schema="My Schema",
...:                  schema_version=[1,0]);
...:

```

**Danger:** The file is overwritten if it already exists.

`gsd.fl.open(name, mode, application, schema, schema_version)`

`open()` opens a GSD file and returns a `GSDFFile` instance. The return value of `open()` can be used as a context manager.

#### Parameters

- **name** (*str*) – File name to open.
- **mode** (*str*) – File access mode.
- **application** (*str*) – Name of the application creating the file.
- **schema** (*str*) – Name of the data schema.
- **schema\_version** (*list[int]*) – Schema version number [major, minor].

Valid values for mode:

mode	description
'rb'	Open an existing file for reading.
'rb+'	Open an existing file for reading and writing. <i>Inefficient for large files.</i>
'wb'	Open a file for writing. Creates the file if needed, or overwrites an existing file.
'wb+'	Open a file for reading and writing. Creates the file if needed, or overwrites an existing file. <i>Inefficient for large files.</i>
'xb'	Create a gsd file exclusively and opens it for writing. Raise an <code>FileExistsError</code> exception if it already exists.
'xb+'	Create a gsd file exclusively and opens it for reading and writing. Raise an <code>FileExistsError</code> exception if it already exists. <i>Inefficient for large files.</i>
'ab'	Open an existing file for writing. Does <i>not</i> create or overwrite existing files.

The '+' read/write modes are inefficient at handling large files, as they read the entire file index into memory. Prefer the appropriate read or write only modes.

When opening a file for reading ('r' or 'a' modes): application and schema\_version are ignored. `open()` throws an exception if the file's schema does not match schema.

When opening a file for writing ('w' or 'x' modes): The given application, schema, and schema\_version are saved in the file.

New in version 1.2.

### Example

```
In [1]: with gsd.fl.open(name='file.gsd', mode='wb', application="My application",
↳ schema="My Schema", schema_version=[1,0]) as f:
...:     f.write_chunk(name='chunk1', data=numpy.array([1,2,3,4], dtype=numpy.
↳ float32));
...:     f.write_chunk(name='chunk2', data=numpy.array([[5,6],[7,8]],
↳ dtype=numpy.float32));
...:     f.end_frame();
...:     f.write_chunk(name='chunk1', data=numpy.array([9,10,11,12],
↳ dtype=numpy.float32));
...:     f.write_chunk(name='chunk2', data=numpy.array([[13,14],[15,16]],
↳ dtype=numpy.float32));
...:     f.end_frame();
...:

In [2]: f = gsd.fl.GSDFile(name='file.gsd', mode='rb');

In [3]: if f.chunk_exists(frame=0, name='chunk1'):
...:     data = f.read_chunk(frame=0, name='chunk1')
...:

In [4]: data
Out[4]: array([1., 2., 3., 4.], dtype=float32)
```

## 6.1.2 gsd.hoomd module

hoomd schema reference implementation

The main package `gsd.hoomd` is a reference implementation of the GSD schema hoomd. It is a simple, but high performance and memory efficient, reader and writer for the schema. See [HOOMD](#) for full examples.

- `create()` - Create a hoomd schema GSD file (deprecated).
- `open()` - Open a hoomd schema GSD file.
- `HOOMDTrajectory` - Read and write hoomd schema GSD files.
- `Snapshot` - Store the state of a single frame.
  - `ConfigurationData` - Store configuration data in a snapshot.
  - `ParticleData` - Store particle data in a snapshot.
  - `BondData` - Store topology data in a snapshot.

**class** `gsd.hoomd.BondData` (*M*)

Store bond data chunks.

Users should not need to instantiate this class. Use the `bonds`, `angles`, `dihedrals`, or `impropers` attribute of a `Snapshot`.

Instances resulting from file read operations will always store per bond quantities in numpy arrays of the defined types. User created snapshots can provide input data as python lists, tuples, numpy arrays of different types, etc... Such input elements will be converted to the appropriate array type by `validate()` which is called when writing a frame.

---

**Note:** *M* varies depending on the type of bond. The same python class represents all types of bonds.

Type	<i>M</i>
Bond	2
Angle	3
Dihedral	4
Improper	4

---

**N**

Number of particles in the snapshot (`bonds/N`, `angles/N`, `dihedrals/N`, `impropers/N`, `pairs/N`).

**Type** `int`

**types**

Names of the particle types (`bonds/types`, `angles/types`, `dihedrals/types`, `impropers/types`, `pairs/types`).

**Type** `list[str]`

**typeid**

- N length array defining bond type ids (`bonds/typeid`, `angles/typeid`, `dihedrals/typeid`, `impropers/typeid`, `pairs/types`).

**Type** `numpy.ndarray` or `array_like` [`uint32`, `ndim=1`, `mode='c'`]

**group**

- NxM array defining tags in the particle bonds (`bonds/group`, `angles/group`, `dihedrals/group`, `impropers/group`, `pairs/group`).

**Type** `numpy.ndarray` or `array_like` [`uint32`, `ndim=2`, `mode='c'`]

**validate()**

Validate all attributes.

First, convert every per bond attribute to a numpy array of the proper type. Then validate that all attributes have the correct dimensions.

Ignore any attributes that are None.

**Warning:** Per bond attributes that are not contiguous numpy arrays will be replaced with contiguous numpy arrays of the appropriate type.

**class** `gsd.hoomd.ConfigurationData`

Store configuration data.

Users should not need to instantiate this class. Use the `configuration` attribute of a *Snapshot*.

**step**Time step of this frame (*configuration/step*).**Type** `int`**dimensions**Number of dimensions (*configuration/dimensions*).**Type** `int`**box**Box dimensions (*configuration/box*) - [lx, ly, lz, xy, xz, yz].**Type** `numpy.ndarray` or `array_like` [float, ndim=1, mode='c']**validate()**

Validate all attributes.

First, convert every array attribute to a numpy array of the proper type. Then validate that all attributes have the correct dimensions.

Ignore any attributes that are None.

**Warning:** Array attributes that are not contiguous numpy arrays will be replaced with contiguous numpy arrays of the appropriate type.

**class** `gsd.hoomd.ConstraintData`

Store constraint data chunks.

Users should not need to instantiate this class. Use the `constraints`, attribute of a *Snapshot*.

Instances resulting from file read operations will always store per constraint quantities in numpy arrays of the defined types. User created snapshots can provide input data as python lists, tuples, numpy arrays of different types, etc... Such input elements will be converted to the appropriate array type by `validate()` which is called when writing a frame.

**N**Number of particles in the snapshot (*constraints/N*).**Type** `int`**value**N length array defining constraint lengths (*constraints/value*).



**Type** `numpy.ndarray` or `array_like` [`float32`, `ndim=1`, `mode='c'`]

#### **group**

Nx2 array defining tags in the particle constraints (*constraints/group*).

**Type** `numpy.ndarray` or `array_like` [`int32`, `ndim=2`, `mode='c'`]

#### **validate()**

Validate all attributes.

First, convert every per constraint attribute to a numpy array of the proper type. Then validate that all attributes have the correct dimensions.

Ignore any attributes that are `None`.

**Warning:** Per bond attributes that are not contiguous numpy arrays will be replaced with contiguous numpy arrays of the appropriate type.

### **class** `gsd.hoomd.HOOMDTrajectory` (*file*)

Read and write hoomd gsd files.

**Parameters** `file` (*gsd.fl.GSDFile*) – File to access.

Open hoomd GSD files with `open()`.

#### **append** (*snapshot*)

Append a snapshot to a hoomd gsd file.

**Parameters** `snapshot` (*Snapshot*) – Snapshot to append.

Write the given snapshot to the file at the current frame and increase the frame counter. Do not attempt to write any fields that are `None`. For all non-`None` fields, scan them and see if they match the initial frame or the default value. If the given data differs, write it out to the frame. If it is the same, do not write it out as it can be instantiated either from the value at the initial frame or the default value.

#### **extend** (*iterable*)

Append each item of the iterable to the file.

**Parameters** `iterable` – An iterable object that provides *Snapshot* instances. This could be another *HOOMDTrajectory*, a generator that modifies snapshots, or a simple list of snapshots.

#### **read\_frame** (*idx*)

Read the frame at the given index from the file.

**Parameters** `idx` (*int*) – Frame index to read.

**Returns** *Snapshot* with the frame data

Replace any data chunks not present in the given frame with either data from frame 0, or initialize from default values if not in frame 0. Cache frame 0 data to avoid file read overhead. Return any default data as non-writable numpy arrays.

#### **truncate** ()

Remove all frames from the file.

### **class** `gsd.hoomd.ParticleData`

Store particle data chunks.

Users should not need to instantiate this class. Use the `particles` attribute of a *Snapshot*.

Instances resulting from file read operations will always store per particle quantities in numpy arrays of the defined types. User created snapshots can provide input data as python lists, tuples, numpy arrays of different

types, etc... Such input elements will be converted to the appropriate array type by `validate()` which is called when writing a frame.

**N**

Number of particles in the snapshot (*particles/N*).

**Type** `int`

**types**

Names of the particle types (*particles/types*).

**Type** `list[str]`

**position**

Nx3 array defining particle position (*particles/position*).

**Type** `numpy.ndarray` or `array_like` [`float`, `ndim=2`, `mode='c'`]

**orientation**

Nx4 array defining particle position (*particles/orientation*).

**Type** `numpy.ndarray` or `array_like` [`float`, `ndim=2`, `mode='c'`]

**typeid**

N length array defining particle type ids (*particles/typeid*).

**Type** `numpy.ndarray` or `array_like` [`uint32`, `ndim=1`, `mode='c'`]

**mass**

N length array defining particle masses (*particles/mass*).

**Type** `numpy.ndarray` or `array_like` [`float`, `ndim=1`, `mode='c'`]

**charge**

N length array defining particle charges (*particles/charge*).

**Type** `numpy.ndarray` or `array_like` [`float`, `ndim=1`, `mode='c'`]

**diameter**

N length array defining particle diameters (*particles/diameter*).

**Type** `numpy.ndarray` or `array_like` [`float`, `ndim=1`, `mode='c'`]

**body**

N length array defining particle bodies (*particles/body*).

**Type** `numpy.ndarray` or `array_like` [`int32`, `ndim=1`, `mode='c'`]

**moment\_inertia**

Nx3 array defining particle moments of inertia (*particles/moment\_inertia*).

**Type** `numpy.ndarray` or `array_like` [`float`, `ndim=2`, `mode='c'`]

**velocity**

Nx3 array defining particle velocities (*particles/velocity*).

**Type** `numpy.ndarray` or `array_like` [`float`, `ndim=2`, `mode='c'`]

**angmom**

Nx4 array defining particle angular momenta (*particles/angmom*).

**Type** `numpy.ndarray` or `array_like` [`float`, `ndim=2`, `mode='c'`]

**image**

Nx3 array defining particle images (*particles/image*).

**Type** `numpy.ndarray` or `array_like` [`int32`, `ndim=2`, `mode='c'`]

**type\_shapes**

Shape specifications for visualizing particle types (*particles/type\_shapes*).

**Type** *list[dict]*

**validate()**

Validate all attributes.

First, convert every per particle attribute to a numpy array of the proper type. Then validate that all attributes have the correct dimensions.

Ignore any attributes that are None.

**Warning:** Per particle attributes that are not contiguous numpy arrays will be replaced with contiguous numpy arrays of the appropriate type.

**class** `gsd.hoomd.Snapshot`

Top level snapshot container.

**configuration**

Configuration data.

**Type** *ConfigurationData*

**particles**

Particle data snapshot.

**Type** *ParticleData*

**bonds**

Bond data snapshot.

**Type** *BondData*

**angles**

Angle data snapshot.

**Type** *BondData*

**dihedrals**

Dihedral data snapshot.

**Type** *BondData*

**impropers**

Improper data snapshot.

**Type** *BondData*

**pairs**

Special pair interactions snapshot

**Type** *BondData*

**state**

Dictionary containing state data

**Type** *dict*

**log**

Dictionary containing logged data (values must be `numpy.ndarray` or `array_like`)

**Type** *dict*

See the HOOMD schema specification for details on entries in the state dictionary. Entries in this dict are the chunk name without the state prefix. For example, `state/hpmc/sphere/radius` is stored in the dictionary entry `state['hpmc/sphere/radius']`.

**validate()**

Validate all contained snapshot data.

`gsd.hoomd.create(name, snapshot=None)`

Create a hoomd gsd file from the given snapshot.

#### Parameters

- **name** (*str*) – File name.
- **snapshot** (*Snapshot*) – Snapshot to write to frame 0. No frame is written if snapshot is None.

Deprecated since version 1.2: As of version 1.2, you can create and open hoomd GSD files in the same call to `open()`. `create()` is kept for backwards compatibility.

**Danger:** The file is overwritten if it already exists.

`gsd.hoomd.open(name, mode='rb')`

Open a hoomd schema GSD file.

The return value of `open()` can be used as a context manager.

#### Parameters

- **name** (*str*) – File name to open.
- **mode** (*str*) – File open mode.

**Returns** An *HOOMDTrajectory* instance that accesses the file *name* with the given mode.

Valid values for mode:

mode	description
'rb'	Open an existing file for reading.
'rb+'	Open an existing file for reading and writing. <i>Inefficient for large files.</i>
'wb'	Open a file for writing. Creates the file if needed, or overwrites an existing file.
'wb+'	Open a file for reading and writing. Creates the file if needed, or overwrites an existing file. <i>Inefficient for large files.</i>
'xb'	Create a gsd file exclusively and opens it for writing. Raise an <code>FileExistsError</code> exception if it already exists.
'xb+'	Create a gsd file exclusively and opens it for reading and writing. Raise an <code>FileExistsError</code> exception if it already exists. <i>Inefficient for large files.</i>
'ab'	Open an existing file for writing. Does <i>not</i> create or overwrite existing files.

New in version 1.2.

## 6.1.3 gsd.pygsd module

GSD reader written in pure python

`pygsd.py` is a pure python implementation of a GSD reader. If your analysis tool is written in python and you want to embed a GSD reader without requiring C code compilation, then use the following python files from the `gsd/`

directory to make a pure python reader. It is not as high performance as the C reader, but is reasonable for files up to a few thousand frames.

- gsd/
  - `__init__.py`
  - `pygsd.py`
  - `hoomd.py`

The reader reads from file-like python objects, which may be useful for reading from in memory buffers, and in-database grid files, For regular files on the filesystem, and for writing gsd files, use `gsd.fl`.

The `GSDFile` in this module can be used with the `gsd.hoomd.HOOMDTrajectory` hoomd reader:

```
>>> with gsd.pygsd.GSDFile('test.gsd', 'rb') as f:
...     t = gsd.hoomd.HOOMDTrajectory(f);
...     pos = t[0].particles.position
```

**class** `gsd.pygsd.GSDFile` (*file*)

GSD file access interface. Implemented in pure python and accepts any python file-like object.

**Parameters** `file` – File-like object to read.

GSDFile implements an object oriented class interface to the GSD file layer. Use it to open an existing file in a **read-only** mode. For read-write access to files, use the full featured C implementation in `gsd.fl`. Otherwise, this implementation has all the same methods and the two classes can be used interchangeably.

## Examples

Open a file in **read-only** mode:

```
f = GSDFile(open('file.gsd', mode='rb'));
if f.chunk_exists(frame=0, name='chunk'):
    data = f.read_chunk(frame=0, name='chunk');
```

Access file **metadata**:

```
f = GSDFile(open('file.gsd', mode='rb'));
print(f.name, f.mode, f.gsd_version);
print(f.application, f.schema, f.schema_version);
print(f.nframes);
```

Use as a **context manager**:

```
with GSDFile(open('file.gsd', mode='rb')) as f:
    data = f.read_chunk(frame=0, name='chunk');
```

**file**

File-like object opened (**read only**).

**name**

file.name (**read only**).

Type `str`

**mode**

Mode of the open file (**read only**).

Type `str`

**gsd\_version**

GSD file layer version number [major, minor] (**read only**).

Type `tuple[int]`

**application**

Name of the generating application (**read only**).

Type `str`

**schema**

Name of the data schema (**read only**).

Type `str`

**schema\_version**

Schema version number [major, minor] (**read only**).

Type `tuple[int]`

**nframes**

Number of frames (**read only**).

Type `int`

**chunk\_exists** (*frame, name*)

Test if a chunk exists.

**Parameters**

- **frame** (*int*) – Index of the frame to check
- **name** (*str*) – Name of the chunk

**Returns** True if the chunk exists in the file. False if it does not.

**Return type** `bool`

## Example

Handle non-existent chunks:

```
with GSDFFile(open('file.gsd', mode='rb')) as f:
    if f.chunk_exists(frame=0, name='chunk'):
        return f.read_chunk(frame=0, name='chunk');
    else:
        return None;
```

**close()**

Close the file.

Once closed, any other operation on the file object will result in a `ValueError`. `close()` may be called more than once. The file is automatically closed when garbage collected or when the context manager exits.

**find\_matching\_chunk\_names** (*match*)

Find all the chunk names in the file that start with the string *match*.

**Parameters** **match** (*str*) – Start of the chunk name to match

**Returns** Matching chunk names

**Return type** `list[str]`

**read\_chunk** (*frame*, *name*)

Read a data chunk from the file and return it as a numpy array.

**Parameters**

- **frame** (*int*) – Index of the frame to read
- **name** (*str*) – Name of the chunk

**Returns**

**Data read from file.** *type* is determined by the chunk metadata. If the data is  $N \times M$  in the file and  $M > 1$ , return a 2D array. If the data is  $N \times 1$ , return a 1D array.

**Return type** `numpy.ndarray[type, ndim=?, mode='c']`

**Examples**

Read a 1D array:

```
with GSDFFile(name=filename, mode='rb') as f:
    data = f.read_chunk(frame=0, name='chunk1d');
    # data.shape == [N]
```

Read a 2D array:

```
with GSDFFile(name=filename, mode='rb') as f:
    data = f.read_chunk(frame=0, name='chunk2d');
    # data.shape == [N,M]
```

Read multiple frames:

```
with GSDFFile(name=filename, mode='rb') as f:
    data0 = f.read_chunk(frame=0, name='chunk');
    data1 = f.read_chunk(frame=1, name='chunk');
    data2 = f.read_chunk(frame=2, name='chunk');
    data3 = f.read_chunk(frame=3, name='chunk');
```

---

**Tip:** Each call invokes a disk read and allocation of a new numpy array for storage. To avoid overhead, don't call `read_chunk()` on the same chunk repeatedly. Cache the arrays instead.

---

## 6.2 Package contents

The GSD main module

The main package `gsd` is the root package. It holds submodules and does not import them. Users import the modules they need into their python script:

```
import gsd.fl
f = gsd.fl.GSDFFile('filename', 'rb');
```

`gsd.__version__`

GSD software version number. This is the version number of the software package as a whole, not the file layer version it reads/writes.

**Type** `str`

## 6.3 Logging

All python modules in **GSD** use the python standard library module `logging` to log events. Use this module to control the verbosity and output destination:

```
import logging
logging.basicConfig(level=logging.INFO)
```

**See also:**

**Module `logging`** Documentation of the `logging` standard module.



## C API

The GSD C API consists of a single header and source file. Developers can drop the implementation into any package that needs it.

### 7.1 Functions

int **gsd\_create** (const char \**fname*, const char \**application*, const char \**schema*, *uint32\_t* *schema\_version*)

Create an empty gsd file in a file of the given name. Overwrite any existing file at that location. The generated gsd file is not opened. Call `gsd_open()` to open it for writing.

#### Parameters

- **fname** – File name
- **application** – Generating application name (truncated to 63 chars)
- **schema** – Schema name for data to be written in this GSD file (truncated to 63 chars)
- **schema\_version** – Version of the scheme data to be written (make with `gsd_make_version()`)

**Returns** 0 on success, -1 on a file IO failure - see `errno` for details

int **gsd\_open** (struct *gsd\_handle*\* *handle*, const char \**fname*, const *gsd\_open\_flag* *flags*)

Open a GSD file and populates the handle for use by later API calls.

#### Parameters

- **handle** – Handle to open.
- **fname** – File name to open.
- **flags** – Either `GSD_OPEN_READWRITE`, `GSD_OPEN_READONLY`, or `GSD_OPEN_APPEND`.

Prefer the modes `GSD_OPEN_APPEND` for writing and `GSD_OPEN_READONLY` for reading. These modes are optimized to only load as much of the index as needed. `GSD_OPEN_READWRITE` needs to store the entire index in memory: in files with millions of chunks, this can add up to GiB.

#### Returns

0 on success. Negative value on failure:

- -1: IO error (check `errno`)
- -2: Not a GSD file
- -3: Invalid GSD file version

- -4: Corrupt file
- -5: Unable to allocate memory

int **gsd\_create\_and\_open** (struct *gsd\_handle*\* *handle*, const char \**fname*, const char \**application*, const char \**schema*, *uint32\_t* *schema\_version*, const *gsd\_open\_flag* *flags*, int *exclusive\_create*)

Create an empty gsd file in a file of the given name. Overwrite any existing file at that location. Open the generated gsd file in *handle*.

#### Parameters

- **handle** – Handle to open
- **fname** – File name
- **application** – Generating application name (truncated to 63 chars)
- **schema** – Schema name for data to be written in this GSD file (truncated to 63 chars)
- **schema\_version** – Version of the scheme data to be written (make with `gsd_make_version()`)
- **flags** – Either `GSD_OPEN_READWRITE`, or `GSD_OPEN_APPEND`
- **exclusive\_create** – Set to non-zero to force exclusive creation of the file

#### Returns

0 on success. Negative value on failure:

- -1: IO error (check `errno`)
- -2: Not a GSD file
- -3: Invalid GSD file version
- -4: Corrupt file
- -5: Unable to allocate memory
- -6: Invalid argument

int **gsd\_truncate** (*gsd\_handle*\* *handle*)

Truncate a GSD file opened by `gsd_open()`.

After truncating, a file will have no frames and no data chunks. The file size will be that of a newly created gsd file. The application, schema, and schema version metadata will be kept. Truncate does not close and reopen the file, so it is suitable for writing restart files on Lustre file systems without any metadata access.

#### Parameters

- **handle** – Handle to truncate.

#### Returns

0 on success. Negative value on failure:

- -1: IO error (check `errno`)
- -2: Not a GSD file
- -3: Invalid GSD file version
- -4: Corrupt file
- -5: Unable to allocate memory

int **gsd\_close** (*gsd\_handle\* handle*)

Close a GSD file opened by *gsd\_open()*. Call *gsd\_end\_frame()* after the last call to *gsd\_write\_chunk()* **before** closing the file.

#### Parameters

- **handle** – Handle to close.

**Warning:** Do not write chunks to the file with *gsd\_write\_chunk()* and then immediately close the file with *gsd\_close()*. This will result in data loss. Data chunks written by *gsd\_write\_chunk()* are not updated in the index until *gsd\_end\_frame()* is called. This is by design to prevent partial frames in files.

**Returns** 0 on success, -1 on a file IO failure - see *errno* for details, and -2 on invalid input

int **gsd\_end\_frame** (*gsd\_handle\* handle*)

Move on to the next frame after writing 1 or more chunks with *gsd\_write\_chunk()*. Increase the frame counter by 1 and flush the cached index to disk.

#### Parameters

- **handle** – Handle to an open GSD file.

**Returns** 0 on success, -1 on a file IO failure - see *errno* for details, and -2 on invalid input

int **gsd\_write\_chunk** (struct *gsd\_handle\* handle*, const char \**name*, *gsd\_type* type, *uint64\_t* N, *uint32\_t* M, *uint8\_t* flags, const void \**data*)

Write a data chunk to the current frame. The chunk name must be unique within each frame. The given data chunk is written to the end of the file and its location is updated in the in-memory index. The data pointer must be allocated and contain at least contains at least  $N * M * \text{gsd\_sizeof\_type}(\text{type})$  bytes.

#### Parameters

- **handle** – Handle to an open GSD file.
- **name** – Name of the data chunk (truncated to 63 chars).
- **type** – type ID that identifies the type of data in data.
- **N** – Number of rows in the data.
- **M** – Number of columns in the data.
- **flags** – Unused, set to 0
- **data** – Data buffer.

**Returns** 0 on success, -1 on a file IO failure - see *errno* for details, and -2 on invalid input

const struct *gsd\_index\_entry\_t*\* **gsd\_find\_chunk** (struct *gsd\_handle\* handle*, *uint64\_t* frame, const char \**name*)

Find a chunk in the GSD file. The found entry contains size and type metadata and can be passed to *gsd\_read\_chunk()* to read the data.

#### Parameters

- **handle** – Handle to an open GSD file
- **frame** – Frame to look for chunk
- **name** – Name of the chunk to find

**Returns** A pointer to the found chunk, or NULL if not found.

int **gsd\_read\_chunk** (*gsd\_handle\** handle, void\* data, const *gsd\_index\_entry\_t\** chunk)

Read a chunk from the GSD file. The index entry must first be found by *gsd\_find\_chunk()*. data must point to an allocated buffer with at least  $N * M * \text{gsd\_sizeof\_type}(\text{type})$  bytes.

#### Parameters

- **handle** – Handle to an open GSD file
- **data** – Data buffer to read into
- **chunk** – Chunk to read

#### Returns

- 0 on success
- -1 on a file IO failure - see errno for details
- -2 on invalid input
- -3 on invalid file data

uint64\_t **gsd\_get\_nframes** (*gsd\_handle\** handle)

Get the number of frames in the GSD file.

#### Parameters

- **handle** – Handle to an open GSD file.

**Returns** The number of frames in the file, or 0 on error.

size\_t **gsd\_sizeof\_type** (*gsd\_type* type)

Query size of a GSD type ID.

#### Parameters

- **type** – Type ID to query

**Returns** Size of the given type, or 1 for an unknown type ID.

uint32\_t **gsd\_make\_version** (unsigned int major, unsigned int minor)

Specify a version number.

#### Parameters

- **major** – major version.
- **minor** – minor version.

**Returns** a packed version number aaaa.bbbb suitable for storing in a gsd file version entry.

const char\* **gsd\_find\_matching\_chunk\_name** (struct *gsd\_handle\** handle, const char\* match, const char\*prev)

Search for chunk names in a gsd file

#### Parameters

- **handle** – Handle to an open GSD file
- **match** – String to match
- **prev** – Search starting point

To find the first matching chunk name, pass NULL for prev. Pass in the previous found string to find the next after that, and so on. Chunk names match if they *begin* with the string in match. Chunk names returned by this function may be present in at least one frame.

**Returns** Pointer to a string, NULL if no more matching chunks are found found, or NULL if prev is invalid.

## 7.2 Constants

### 7.2.1 Data types

*gsd\_type* **GSD\_TYPE\_UINT8**

Type ID: 8-bit unsigned integer.

*gsd\_type* **GSD\_TYPE\_UINT16**

Type ID: 16-bit unsigned integer.

*gsd\_type* **GSD\_TYPE\_UINT32**

Type ID: 32-bit unsigned integer.

*gsd\_type* **GSD\_TYPE\_UINT64**

Type ID: 64-bit unsigned integer.

*gsd\_type* **GSD\_TYPE\_INT8**

Type ID: 8-bit signed integer.

*gsd\_type* **GSD\_TYPE\_INT16**

Type ID: 16-bit signed integer.

*gsd\_type* **GSD\_TYPE\_INT32**

Type ID: 32-bit signed integer.

*gsd\_type* **GSD\_TYPE\_INT64**

Type ID: 64-bit signed integer.

*gsd\_type* **GSD\_TYPE\_FLOAT**

Type ID: 32-bit single precision floating point.

*gsd\_type* **GSD\_TYPE\_DOUBLE**

Type ID: 64-bit double precision floating point.

### 7.2.2 Open flags

*gsd\_open\_flag* **GSD\_OPEN\_READWRITE**

Open file in **read/write** mode.

*gsd\_open\_flag* **GSD\_OPEN\_READONLY**

Open file in **read only** mode.

*gsd\_open\_flag* **GSD\_OPEN\_APPEND**

Open file in **append only** mode.

## 7.3 Data structures

**gsd\_handle**

Handle to an open GSD file. All members are **read-only**. Only public members are documented here.

*gsd\_header\_t* **header**

File header. Use this field to access the header of the GSD file.

*int64\_t* **file\_size**

Size of the open file in bytes.

*gsd\_open\_flag* **open\_flags**

Flags used to open the file.

**gsd\_header\_t**

GSD file header. Access version, application, and schema information.

**uint32\_t gsd\_version**

File format version: 0xaaaabbbb => aaaa.bbbb

**char application[64]**

Name of the application that wrote the file.

**char schema[64]**

Name of schema defining the stored data.

**uint32\_t schema\_version**

Schema version: 0xaaaabbbb => aaaa.bbbb

**gsd\_index\_entry\_t**

Entry for a single data chunk in the GSD file.

**uint64\_t frame**

Frame index of the chunk.

**uint64\_t N**

Number of rows in the chunk data.

**uint8\_t M**

Number of columns in the chunk.

**uint8\_t type**

Data type of the chunk. See *Data types*.

**gsd\_open\_flag**

Enum defining the file open flag. Valid values are GSD\_OPEN\_READWRITE, GSD\_OPEN\_READONLY, and GSD\_OPEN\_APPEND.

**gsd\_type**

Enum defining the file type of the GSD data chunk.

**uint8\_t**

8-bit unsigned integer (defined by C compiler)

**uint32\_t**

32-bit unsigned integer (defined by C compiler)

**uint64\_t**

64-bit unsigned integer (defined by C compiler)

**int64\_t**

64-bit signed integer (defined by C compiler)

## SPECIFICATION

### 8.1 HOOMD Schema

HOOMD-blue supports a wide variety of per particle attributes and properties. Particles, bonds, and types can be dynamically added and removed during simulation runs. The `hoomd` schema can handle all of these situations in a reasonably space efficient and high performance manner. It is also backwards compatible with previous versions of itself, as we only add new additional data chunks in new versions and do not change the interpretation of the existing data chunks. Any newer reader will initialize new data chunks with default values when they are not present in an older version file.

**Schema name** `hoomd`

**Schema version** 1.4

#### 8.1.1 Use-cases

The GSD schema `hoomd` provides:

1. Every frame of GSD output is viable for restart from `init.read_gsd`
2. No need for a separate topology file - everything is in one `.gsd` file.
3. Support varying numbers of particles, bonds, etc. . .
4. Support varying attributes (type, mass, etc. . .)
5. Support orientation, angular momentum, and other fields that DCD cannot.
6. Simple interface for dump - limited number of options that produce valid files
7. Binary format on disk
8. High performance file read and write
9. Support logging computed quantities

#### 8.1.2 Data chunks

Each frame the `hoomd` schema may contain one or more data chunks. The layout and names of the chunks closely match that of the binary snapshot API in HOOMD-blue itself (at least at the time of inception). Data chunks are organized in categories. These categories have no meaning in the `hoomd` schema specification, and are simply an organizational tool. Some file writers may implement options that act on categories (i.e. write **attributes** out to every frame, or just frame 0).

Values are well defined for all fields at all frames. When a data chunk is present in frame  $i$ , it defines the values for the frame. When it is not present, the data chunk of the same name at frame 0 defines the values for frame  $i$  (when  $N$  is equal between the frames). If the data chunk is not present in frame 0, or  $N$  differs between frames, values are assumed default. Default values allow files sizes to remain small. For example, a simulation with point particles where orientation is always (1,0,0,0) would not write any orientation chunk to the file.

$N$  may be zero. When  $N$  is zero, an index entry may be written for a data chunk with no actual data written to the file for that chunk.

Name	Category	Type	Size	Default	Units
<b>Configuration</b>					
<i>configuration/step</i>		uint64	1x1	0	number
<i>configuration/dimensions</i>		uint8	1x1	3	number
<i>configuration/box</i>		float	6x1		<i>varies</i>
<b>Particle data</b>					
<i>particles/N</i>	attribute	uint32	1x1	0	number
<i>particles/types</i>	attribute	int8	NTxM	['A']	UTF-8
<i>particles/typeid</i>	attribute	uint32	Nx1	0	number
<i>particles/type_shapes</i>	attribute	int8	NTxM		UTF-8
<i>particles/mass</i>	attribute	float	Nx1	1.0	mass
<i>particles/charge</i>	attribute	float	Nx1	0.0	charge
<i>particles/diameter</i>	attribute	float	Nx1	1.0	length
<i>particles/body</i>	attribute	int32	Nx1	-1	number
<i>particles/moment_inertia</i>	attribute	float	Nx3	0,0,0	mass * length <sup>2</sup>
<i>particles/position</i>	property	float	Nx3	0,0,0	length
<i>particles/orientation</i>	property	float	Nx4	1,0,0,0	unit quaternion
<i>particles/velocity</i>	momentum	float	Nx3	0,0,0	length/time
<i>particles/angmom</i>	momentum	float	Nx4	0,0,0,0	quaternion
<i>particles/image</i>	momentum	int32	Nx3	0,0,0	number
<b>Bond data</b>					
<i>bonds/N</i>	topology	uint32	1x1	0	number
<i>bonds/types</i>	topology	int8	NTxM		UTF-8
<i>bonds/typeid</i>	topology	uint32	Nx1	0	number
<i>bonds/group</i>	topology	uint32	Nx2	0,0	number
<b>Angle data</b>					
<i>angles/N</i>	topology	uint32	1x1	0	number
<i>angles/types</i>	topology	int8	NTxM		UTF-8
<i>angles/typeid</i>	topology	uint32	Nx1	0	number
<i>angles/group</i>	topology	uint32	Nx3	0,0,0	number
<b>Dihedral data</b>					
<i>dihedrals/N</i>	topology	uint32	1x1	0	number
<i>dihedrals/types</i>	topology	int8	NTxM		UTF-8
<i>dihedrals/typeid</i>	topology	uint32	Nx1	0	number
<i>dihedrals/group</i>	topology	uint32	Nx4	0,0,0,0	number
<b>Improper data</b>					
<i>impropers/N</i>	topology	uint32	1x1	0	number
<i>impropers/types</i>	topology	int8	NTxM		UTF-8
<i>impropers/typeid</i>	topology	uint32	Nx1	0	number
<i>impropers/group</i>	topology	uint32	Nx4	0,0,0,0	number
<b>Constraint data</b>					
<i>constraints/N</i>	topology	uint32	1x1	0	number
<i>constraints/value</i>	topology	float	Nx1	0	length

Continued on next page



Table 1 – continued from previous page

Name	Category	Type	Size	Default	Units
<i>constraints/group</i>	topology	uint32	Nx2	0,0	number
<b>Special pairs data</b>					
<i>pairs/N</i>	topology	uint32	1x1	0	number
<i>pairs/types</i>	topology	int8	NTxM		utf-8
<i>pairs/typeid</i>	topology	uint32	Nx1	0	number
<i>pairs/group</i>	topology	uint32	Nx2	0,0	number

### 8.1.3 Configuration

#### **configuration/step**

**Type** uint64

**Size** 1x1

**Default** 0

**Units** number

Simulation time step.

#### **configuration/dimensions**

**Type** uint8

**Size** 1x1

**Default** 3

**Units** number

Number of dimensions in the simulation. Must be 2 or 3.

#### **configuration/box**

**Type** float

**Size** 6x1

**Default** [1,1,1,0,0,0]

**Units** varies

Simulation box. Each array element defines a different box property. See the `hoomd` documentation for a full description on how these box parameters map to a triclinic geometry.

- `box[0:3]`:  $(l_x, l_y, l_z)$  the box length in each direction, in length units
- `box[3:]`:  $(xy, xz, yz)$  the tilt factors, unitless values

### 8.1.4 Particle data

Within a single frame, the number of particles  $N$  and  $NT$  are fixed for all chunks.  $N$  and  $NT$  may vary from one frame to the next. All values are stored in `hoomd` native units.

## Attributes

### `particles/N`

**Type** uint32

**Size** 1x1

**Default** 0

**Units** number

Define  $N$ , the number of particles, for all data chunks `particles/*`.

### `particles/types`

**Type** int8

**Size**  $NT \times M$

**Default** ['A']

**Units** UTF-8

Implicitly define  $NT$ , the number of particle types, for all data chunks `particles/*`.  $M$  must be large enough to accommodate each type name as a null terminated UTF-8 character string. Row  $i$  of the 2D matrix is the type name for particle type  $i$ .

### `particles/typeid`

**Type** uint32

**Size**  $N \times 1$

**Default** 0

**Units** number

Store the type id of each particle. All id's must be less than  $NT$ . A particle with type  $id$  has a type name matching the corresponding row in `particles/types`.

### `particles/type_shapes`

**Type** int8

**Size**  $NT \times M$

**Default** *empty*

**Units** UTF-8

Store a per-type shape definition for visualization. A dictionary is stored for each of the  $NT$  types, corresponding to a shape for visualization of that type.  $M$  must be large enough to accommodate the shape definition as a null-terminated UTF-8 JSON-encoded string. See: [Shape Visualization](#) for examples.

### `particles/mass`

**Type** float (32-bit)

**Size**  $N \times 1$

**Default** 1.0

**Units** mass

Store the mass of each particle.

### `particles/charge`

**Type** float (32-bit)

**Size** Nx1

**Default** 0.0

**Units** charge

Store the charge of each particle.

#### **particles/diameter**

**Type** float (32-bit)

**Size** Nx1

**Default** 1.0

**Units** length

Store the diameter of each particle.

#### **particles/body**

**Type** int32

**Size** Nx1

**Default** -1

**Units** number

Store the composite body associated with each particle. The value -1 indicates no body. The body field may be left out of input files, as hoomd will create the needed constituent particles.

#### **particles/moment\_inertia**

**Type** float (32-bit)

**Size** Nx3

**Default** 0,0,0

**Units** mass \* length<sup>2</sup>

Store the moment\_inertia of each particle ( $I_{xx}, I_{yy}, I_{zz}$ ). This inertia tensor is diagonal in the body frame of the particle. The default value is for point particles.

## **Properties**

#### **particles/position**

**Type** float (32-bit)

**Size** Nx3

**Default** 0,0,0

**Units** length

Store the position of each particle ( $x, y, z$ ).

All particles in the simulation are referenced by a tag. The position data chunk (and all other per particle data chunks) list particles in tag order. The first particle listed has tag 0, the second has tag 1, ..., and the last has tag N-1 where N is the number of particles in the simulation.

All particles must be inside the box:

- $x > -l_x/2 + (xz - xy \cdot yz) \cdot z + xy \cdot y$  and  $x < l_x/2 + (xz - xy \cdot yz) \cdot z + xy \cdot y$
- $y > -l_y/2 + yz \cdot z$  and  $y < l_y/2 + yz \cdot z$
- $z > -l_z/2$  and  $z < l_z/2$

**particles/orientation****Type** float (32-bit)**Size** Nx4**Default** 1,0,0,0**Units** unit quaternion

Store the orientation of each particle. In scalar + vector notation, this is  $(r, a_x, a_y, a_z)$ , where the quaternion is  $q = r + a_x i + a_y j + a_z k$ . A unit quaternion has the property:  $\sqrt{r^2 + a_x^2 + a_y^2 + a_z^2} = 1$ .

**Momenta****particles/velocity****Type** float (32-bit)**Size** Nx3**Default** 0,0,0**Units** length/time

Store the velocity of each particle  $(v_x, v_y, v_z)$ .

**particles/angmom****Type** float (32-bit)**Size** Nx4**Default** 0,0,0,0**Units** quaternion

Store the angular momentum of each particle as a quaternion. See the HOOMD documentation for information on how to convert to a vector representation.

**particles/image****Type** int32**Size** Nx3**Default** 0,0,0**Units** number

Store the number of times each particle has wrapped around the box  $(i_x, i_y, i_z)$ . In constant volume simulations, the unwrapped position in the particle's full trajectory is

- $x_u = x + i_x \cdot l_x + xy \cdot i_y \cdot l_y + xz \cdot i_z \cdot l_z$
- $y_u = y + i_y \cdot l_y + yz \cdot i_z \cdot l_z$
- $z_u = z + i_z \cdot l_z$

## 8.1.5 Topology

### **bonds/N**

**Type** uint32

**Size** 1x1

**Default** 0

**Units** number

Define  $N$ , the number of bonds, for all data chunks `bonds/*`.

### **bonds/types**

**Type** int8

**Size** NTxM

**Default** *empty*

**Units** UTF-8

Implicitly define  $NT$ , the number of bond types, for all data chunks `bonds/*`.  $M$  must be large enough to accommodate each type name as a null terminated UTF-8 character string. Row  $i$  of the 2D matrix is the type name for bond type  $i$ . By default, there are 0 bond types.

### **bonds/typeid**

**Type** uint32

**Size** Nx1

**Default** 0

**Units** number

Store the type id of each bond. All id's must be less than  $NT$ . A bond with type  $id$  has a type name matching the corresponding row in `bonds/types`.

### **bonds/group**

**Type** uint32

**Size** Nx2

**Default** 0,0

**Units** number

Store the particle tags in each bond.

### **angles/N**

**Type** uint32

**Size** 1x1

**Default** 0

**Units** number

Define  $N$ , the number of angles, for all data chunks `angles/*`.

### **angles/types**

**Type** int8

**Size** NTxM

**Default** *empty*

**Units** UTF-8

Implicitly define  $NT$ , the number of angle types, for all data chunks `angles/*`.  $M$  must be large enough to accommodate each type name as a null terminated UTF-8 character string. Row  $i$  of the 2D matrix is the type name for angle type  $i$ . By default, there are 0 angle types.

#### **angles/typeid**

**Type** uint32

**Size** Nx1

**Default** 0

**Units** number

Store the type id of each angle. All id's must be less than  $NT$ . A angle with type  $id$  has a type name matching the corresponding row in `angles/types`.

#### **angles/group**

**Type** uint32

**Size** Nx2

**Default** 0,0

**Units** number

Store the particle tags in each angle.

#### **dihedrals/N**

**Type** uint32

**Size** 1x1

**Default** 0

**Units** number

Define  $N$ , the number of dihedrals, for all data chunks `dihedrals/*`.

#### **dihedrals/types**

**Type** int8

**Size** NTxM

**Default** *empty*

**Units** UTF-8

Implicitly define  $NT$ , the number of dihedral types, for all data chunks `dihedrals/*`.  $M$  must be large enough to accommodate each type name as a null terminated UTF-8 character string. Row  $i$  of the 2D matrix is the type name for dihedral type  $i$ . By default, there are 0 dihedral types.

#### **dihedrals/typeid**

**Type** uint32

**Size** Nx1

**Default** 0

**Units** number

Store the type id of each dihedral. All id's must be less than  $NT$ . A dihedral with type  $id$  has a type name matching the corresponding row in *dihedrals/types*.

#### **dihedrals/group**

**Type** uint32

**Size** Nx2

**Default** 0,0

**Units** number

Store the particle tags in each dihedral.

#### **impropers/N**

**Type** uint32

**Size** 1x1

**Default** 0

**Units** number

Define  $N$ , the number of impropers, for all data chunks *impropers/\**.

#### **impropers/types**

**Type** int8

**Size** NTxM

**Default** *empty*

**Units** UTF-8

Implicitly define  $NT$ , the number of improper types, for all data chunks *impropers/\**.  $M$  must be large enough to accommodate each type name as a null terminated UTF-8 character string. Row  $i$  of the 2D matrix is the type name for improper type  $i$ . By default, there are 0 improper types.

#### **impropers/typeid**

**Type** uint32

**Size** Nx1

**Default** 0

**Units** number

Store the type id of each improper. All id's must be less than  $NT$ . A improper with type  $id$  has a type name matching the corresponding row in *impropers/types*.

#### **impropers/group**

**Type** uint32

**Size** Nx2

**Default** 0,0

**Units** number

Store the particle tags in each improper.

#### **constraints/N**

**Type** uint32

**Size** 1x1

**Default** 0

**Units** number

Define  $N$ , the number of constraints, for all data chunks `constraints/*`.

**constraints/value**

**Type** float

**Size** Nx1

**Default** 0

**Units** length

Store the distance of each constraint. Each constraint defines a fixed distance between two particles.

**constraints/group**

**Type** uint32

**Size** Nx2

**Default** 0,0

**Units** number

Store the particle tags in each constraint.

**pairs/N**

**Type** uint32

**Size** 1x1

**Default** 0

**Units** number

Define  $N$ , the number of special pair interactions, for all data chunks `pairs/*`.

New in version 1.1.

**pairs/types**

**Type** int8

**Size** NTxM

**Default** *empty*

**Units** UTF-8

Implicitly define  $NT$ , the number of special pair types, for all data chunks `pairs/*`.  $M$  must be large enough to accommodate each type name as a null terminated UTF-8 character string. Row  $i$  of the 2D matrix is the type name for particle type  $i$ . By default, there are 0 special pair types.

New in version 1.1.

**pairs/typeid**

**Type** uint32

**Size** Nx1

**Default** 0

**Units** number



Store the type id of each special pair interaction. All id's must be less than  $NT$ . A pair with type  $id$  has a type name matching the corresponding row in *pairs/types*.

New in version 1.1.

#### **pairs/group**

**Type** uint32

**Size** Nx2

**Default** 0,0

**Units** number

Store the particle tags in each special pair interaction.

New in version 1.1.

## 8.1.6 State data

HOOMD stores auxiliary state information in `state/*` data chunks. Auxiliary state encompasses internal state to any integrator, updater, or other class that is not part of the particle system state but is also not a fixed parameter. For example, the internal degrees of freedom in integrator. Auxiliary state is useful when restarting simulations.

HOOMD only stores state in GSD files when requested explicitly by the user. Only a few of the documented state data chunks will be present in any GSD file and not all state chunks are valid. Thus, state data chunks do not have default values. If a chunk is not present in the file, that state does not have a well-defined value.

Name	Type	Size	Units
<b>HPMC integrator state</b>			
<code>state/hpmc/integrate/d</code>	double	1x1	length
<code>state/hpmc/integrate/a</code>	double	1x1	number
<code>state/hpmc/sphere/radius</code>	float	NTx1	length
<code>state/hpmc/sphere/orientable</code>	uint8	NTx1	boolean
<code>state/hpmc/ellipsoid/a</code>	float	NTx1	length
<code>state/hpmc/ellipsoid/b</code>	float	NTx1	length
<code>state/hpmc/ellipsoid/c</code>	float	NTx1	length
<code>state/hpmc/convex_polyhedron/N</code>	uint32	NTx1	number
<code>state/hpmc/convex_polyhedron/vertices</code>	float	sum(N)x3	length
<code>state/hpmc/convex_spheropolyhedron/N</code>	uint32	NTx1	number
<code>state/hpmc/convex_spheropolyhedron/vertices</code>	float	sum(N)x3	length
<code>state/hpmc/convex_spheropolyhedron/sweep_radius</code>	float	NTx1	length
<code>state/hpmc/convex_polygon/N</code>	uint32	NTx1	number
<code>state/hpmc/convex_polygon/vertices</code>	float	sum(N)x2	length
<code>state/hpmc/convex_spheropolygon/N</code>	uint32	NTx1	number
<code>state/hpmc/convex_spheropolygon/vertices</code>	float	sum(N)x2	length
<code>state/hpmc/convex_spheropolygon/sweep_radius</code>	float	NTx1	length
<code>state/hpmc/simple_polygon/N</code>	uint32	NTx1	number
<code>state/hpmc/simple_polygon/vertices</code>	float	sum(N)x2	length

### HPMC integrator state

$NT$  is the number of particle types.

**state/hpmc/integrate/d**

**Type** double

**Size** 1x1

**Units** length

$d$  is the maximum trial move displacement.

New in version 1.2.

**state/hpmc/integrate/a**

**Type** double

**Size** 1x1

**Units** number

$a$  is the size of the maximum rotation move.

New in version 1.2.

**state/hpmc/sphere/radius**

**Type** float

**Size** NTx1

**Units** length

Sphere radius for each particle type.

New in version 1.2.

**state/hpmc/sphere/orientable**

**Type** uint8

**Size** NTx1

**Units** boolean

Orientable flag for each particle type.

New in version 1.3.

**state/hpmc/ellipsoid/a**

**Type** float

**Size** NTx1

**Units** length

Size of the first ellipsoid semi-axis for each particle type.

New in version 1.2.

**state/hpmc/ellipsoid/b**

**Type** float

**Size** NTx1

**Units** length

Size of the second ellipsoid semi-axis for each particle type.

New in version 1.2.

**state/hpmc/ellipsoid/c**

**Type** float

**Size** NTx1

**Units** length

Size of the third ellipsoid semi-axis for each particle type.

New in version 1.2.

#### **state/hpmc/convex\_polyhedron/N**

**Type** uint32

**Size** NTx1

**Units** number

Number of vertices defined for each type.

New in version 1.2.

#### **state/hpmc/convex\_polyhedron/vertices**

**Type** float

**Size** sum(N)x3

**Units** length

Position of the vertices in the shape for all types. The shape for type 0 is the first N[0] vertices, the shape for type 1 is the next N[1] vertices, and so on. . .

New in version 1.2.

#### **state/hpmc/convex\_spheropolyhedron/N**

**Type** uint32

**Size** NTx1

**Units** number

Number of vertices defined for each type.

New in version 1.2.

#### **state/hpmc/convex\_spheropolyhedron/vertices**

**Type** float

**Size** sum(N)x3

**Units** length

Position of the vertices in the shape for all types. The shape for type 0 is the first N[0] vertices, the shape for type 1 is the next N[1] vertices, and so on. . .

New in version 1.2.

#### **state/hpmc/convex\_spheropolyhedron/sweep\_radius**

**Type** float

**Size** NTx1

**Units** length

Sweep radius for each type.

New in version 1.2.

**state/hpmc/convex\_polygon/N****Type** uint32**Size** NTx1**Units** number

Number of vertices defined for each type.

New in version 1.2.

**state/hpmc/convex\_polygon/vertices****Type** float**Size** sum(N)x2**Units** length

Position of the vertices in the shape for all types. The shape for type 0 is the first N[0] vertices, the shape for type 1 is the next N[1] vertices, and so on. . .

New in version 1.2.

**state/hpmc/convex\_spheropolygon/N****Type** uint32**Size** NTx1**Units** number

Number of vertices defined for each type.

New in version 1.2.

**state/hpmc/convex\_spheropolygon/vertices****Type** float**Size** sum(N)x2**Units** length

Position of the vertices in the shape for all types. The shape for type 0 is the first N[0] vertices, the shape for type 1 is the next N[1] vertices, and so on. . .

New in version 1.2.

**state/hpmc/convex\_spheropolygon/sweep\_radius****Type** float**Size** NTx1**Units** length

Sweep radius for each type.

New in version 1.2.

**state/hpmc/simple\_polygon/N****Type** uint32**Size** NTx1**Units** number

Number of vertices defined for each type.

New in version 1.2.

#### **state/hpmc/simple\_polygon/vertices**

**Type** float

**Size** sum(N)x2

**Units** length

Position of the vertices in the shape for all types. The shape for type 0 is the first  $N[0]$  vertices, the shape for type 1 is the next  $N[1]$  vertices, and so on. . .

New in version 1.2.

### 8.1.7 Logged data

Users may store logged data in `log/*` data chunks. Logged data encompasses values computed at simulation time that are too expensive or cumbersome to re-compute in post processing. This specification does not define specific chunk names or define logged data. Users may select any valid name for logged data chunks as appropriate for their workflow.

For any named logged data chunks present in any frame frame the file: If a chunk is not present in a given frame  $i \neq 0$ , the implementation should provide the quantity as read from frame 0 for that frame. GSD files that include a logged data chunk only in some frames  $i \neq 0$  and not in frame 0 are invalid.

By convention, per-particle and per-bond logged data should have a chunk name starting with `log/particles/` and `log/bonds/`, respectively. Scalar, vector, and string values may be stored under a different prefix starting with `log/`. This specification may recognize additional conventions in later versions without invalidating existing files.

Name	Type	Size	Units
<code>log/particles/user_defined</code>	n/a	NxM	user-defined
<code>log/bonds/user_defined</code>	n/a	NxM	user-defined
<code>log/user_defined</code>	n/a	NxM	user-defined

#### **log/particles/user\_defined**

**Type** user-defined

**Size** NxM

**Units** user-defined

This chunk is a place holder for any number of user defined per-particle quantities.  $N$  is the number of particles in this frame.  $M$ , the data type, the units, and the chunk name (after the prefix `log/particles/`) are user-defined.

New in version 1.4.

#### **log/bonds/user\_defined**

**Type** user-defined

**Size** NxM

**Units** user-defined

This chunk is a place holder for any number of user defined per-bond quantities.  $N$  is the number of bonds in this frame.  $M$ , the data type, the units, and the chunk name (after the prefix `log/bonds/`) are user-defined.

New in version 1.4.

**log/user\_defined****Type** user-defined**Size** NxM**Units** user-defined

This chunk is a place holder for any number of user defined quantities.  $N$ ,  $M$ , the data type, the units, and the chunk name (after the prefix `log/`) are user-defined.

New in version 1.4.

## 8.2 Shape Visualization

The chunk `particles/type_shapes` stores information about shapes corresponding to particle types. Shape definitions are stored for each type as a UTF-8 encoded JSON string containing key-value pairs. The class of a shape is defined by the `type` key. All other keys define properties of that shape. Keys without a default value are required for a valid shape specification.

### 8.2.1 Empty (Undefined) Shape

An empty dictionary can be used for undefined shapes. A visualization application may choose how to interpret this, e.g. by drawing nothing or drawing spheres.

Example:

```
{ }
```

### 8.2.2 Spheres

Type: Sphere

Spheres' dimensionality (2D circles or 3D spheres) can be inferred from the system box dimensionality.

Key	Description	Type	Size	Default	Units
diameter	Sphere diameter	float	1x1		length

Example:

```
{  
  "type": "Sphere",  
  "diameter": 2.0  
}
```

### 8.2.3 Ellipsoids

Type: Ellipsoid

The ellipsoid class has principal axes  $a$ ,  $b$ ,  $c$  corresponding to its radii in the  $x$ ,  $y$ , and  $z$  directions.

Key	Description	Type	Size	Default	Units
a	Radius in x direction	float	1x1		length
b	Radius in y direction	float	1x1		length
c	Radius in z direction	float	1x1		length

Example:

```
{
  "type": "Ellipsoid",
  "a": 7.0,
  "b": 5.0,
  "c": 3.0
}
```

## 8.2.4 Polygons

Type: Polygon

A simple polygon with its vertices specified in a counterclockwise order. Spheropolygons can be represented using this shape type, through the `rounding_radius` key.

Key	Description	Type	Size	Default	Units
<code>rounding_radius</code>	Rounding radius	float	1x1	0.0	length
<code>vertices</code>	Shape vertices	float	Nx2		length

Example:

```
{
  "type": "Polygon",
  "rounding_radius": 0.1,
  "vertices": [[-0.5, -0.5], [0.5, -0.5], [0.5, 0.5]]
}
```

## 8.2.5 Convex Polyhedra

Type: ConvexPolyhedron

A convex polyhedron with vertices specifying the convex hull of the shape. Spheropolyhedra can be represented using this shape type, through the `rounding_radius` key.

Key	Description	Type	Size	Default	Units
<code>rounding_radius</code>	Rounding radius	float	1x1	0.0	length
<code>vertices</code>	Shape vertices	float	Nx3		length

Example:

```
{
  "type": "ConvexPolyhedron",
  "rounding_radius": 0.1,
  "vertices": [[0.5, 0.5, 0.5], [0.5, -0.5, -0.5], [-0.5, 0.5, -0.5], [-0.5, -0.5, ↵
↵0.5]]
}
```

## 8.2.6 General 3D Meshes

Type: Mesh

A list of lists of indices are used to specify faces. Faces must contain 3 or more vertex indices. The vertex indices must be zero-based. Faces must be defined with a counterclockwise winding order (to produce an “outward” normal).

Key	Description	Type	Size	Default	Units
vertices	Shape vertices	float	Nx3		length
indices	Vertices indices	uint32			number

Example:

```
{
  "type": "Mesh",
  "vertices": [[0.5, 0.5, 0.5], [0.5, -0.5, -0.5], [-0.5, 0.5, -0.5], [-0.5, -0.5,
↪0.5]],
  "indices": [[0, 1, 2], [0, 3, 1], [0, 2, 3], [1, 3, 2]]
}
```

## 8.3 File layer

Version: 1.0

General simulation data (GSD) **file layer** design and rationale. These use cases and design specifications define the low level GSD file format.

### 8.3.1 Use-cases

- capabilities
  - efficiently store many frames of data from simulation runs
  - high performance file read and write
  - support arbitrary chunks of data in each frame (position, orientation, type, etc...)
  - variable number of named chunks in each frame
  - variable size of chunks in each frame
  - each chunk identifies data type
  - common use cases: NxM arrays in double, float, int, char types.
  - generic use case: binary blob of N bytes
  - can be integrated into other tools
  - append frames to an existing file with a monotonically increasing frame number
  - resilient to job kills
- queries
  - number of frames
  - is named chunk present in frame *i*



- type and size of named chunk in frame  $i$
- read data for named chunk in frame  $i$
- read only a portion of a chunk
- writes
  - write data to named chunk in the current frame
  - write a single data chunk from multiple MPI ranks
  - end frame and commit to disk

These capabilities should enable a simple and rich higher level schema for storing particle and other types of data. The schema determine which named chunks exist in a given file and what they mean.

### 8.3.2 Non use-cases

These capabilities are use-cases that GSD does **not** support, by design.

1. Modify data in the file: GSD is designed to capture simulation data, that raw data should not be modifiable.
2. Add chunks to frames in the middle of a file: See (1).
3. Transparent conversion between float and double: Callers must take care of this.
4. Transparent compression - this gets in the way of parallel I/O. Disk space is cheap.

### 8.3.3 Specifications

Support:

- Files as large as the underlying filesystem allows (up to 64-bit address limits)
- Data chunk names up to 63 characters
- Reference up to 65536 different chunk names within a file
- Application and scheme names up to 63 characters
- Store as many frames as can fit in a file up to file size limits
- Data chunks up to (64-bit) x (32-bit) elements

The limits on only 16-bit name indices and 32-bit column indices are to keep the size of each index entry as small as possible to avoid wasting space in the file index. The primary use cases in mind for column indices are Nx3 and Nx4 arrays for position and quaternion values. Schemas that wish to store larger truly n-dimensional arrays can store their dimensionality in metadata in another chunk and store as an Nx1 index entry. Or use a file format more suited to N-dimensional arrays such as HDF5.

### 8.3.4 Dependencies

The file layer is implemented in C (*not* C++) with no dependencies to enable trivial installation and incorporation into existing projects. A single header and C file completely implement the entire file layer in a few hundred lines of code. Python based projects that need only read access can use `gsd.pygsd`, a pure python gsd reader implementation.

A python interface to the file layer allows reference implementations and convenience methods for schemas. Most non-technical users of GSD will probably use these reference implementations directly in their scripts.

Boost will **not** be used so the python API will work on the widest possible number of systems. Instead, the low level C library will be wrapped with cython. A python setup.py file will provide simple installation on as many systems as possible. Cython c++ output is checked in to the repository so users do not even need cython as a dependency.

### 8.3.5 File format

There are four types of data blocks in a GSD file.

#### 1. Header block

- Overall header for the entire file, contains the magic cookie, a format version, the name of the generating application, the schema name, and its version. Some bytes in the header are reserved for future use. Header size: 256 bytes. The header block also includes a pointer to the index, the number of allocated entries, the number of used entries in the index, a pointer to the name list, the size of the name list, and the number of entries used in the name list.
- The header is the first 256 bytes in the file.

#### 2. Index block

- Index the frame data, size information, location, name id, etc. . .
- The index contains space for any number of `index_entry` structs, the header indicates how many slots are used.
- When the index fills up, a new index block is allocated at the end of the file with more space and all current index entries are rewritten there.
- Index entry size: 32 bytes

#### 3. Name list

- List of string names used by index entries.
- Each name is a `name_entry` struct, which holds up to 63 characters.
- The header stores the total number of names available in the list and the number of name slots used.

#### 4. Data chunk

- Raw binary data stored for the named frame data blocks.

Header index, and name blocks are stored in memory as C structs (or arrays of C structs) and written to disk in whole chunks.

### Header block

This is the header block:

```
struct gsd_header
{
    uint64_t magic;
    uint64_t index_location;
    uint64_t index_allocated_entries;
    uint64_t namelist_location;
    uint64_t namelist_allocated_entries;
    uint32_t schema_version;
    uint32_t gsd_version;
    char application[64];
    char schema[64];
}
```

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```
char reserved[80];
};
```

- `magic` is the magic number identifying this as a GSD file (0x65DF65DF65DF65DF)
- `gsd_version` is the version number of the gsd file layer (0xaaaaabbbb => aaaa.bbbb)
- `application` is the name of the generating application
- `schema` is the name of the schema for data in this gsd file
- `schema_version` is the version of the schema (0xaaaaabbbb => aaaa.bbbb)
- `index_location` is the file location of the index block
- `index_allocated_entries` is the number of entries allocated in the index block
- `namelist_location` is the file location of the namelist block
- `namelist_allocated_entries` is the number of entries allocated in the namelist block
- `reserved` are bytes saved for future use

This structure is ordered so that all known compilers at the time of writing produced a tightly packed 256-byte header. Some compilers may require non-standard packing attributes or pragmas to enforce this.

## Index block

An Index block is made of a number of line items that store a pointer to a single data chunk:

```
struct gsd_index_entry
{
    uint64_t frame;
    uint64_t N;
    int64_t location;
    uint32_t M;
    uint16_t id;
    uint8_t type;
    uint8_t flags;
};
```

- `frame` is the index of the frame this chunk belongs to
- `N` and `M` define the dimensions of the data matrix ( $N \times M$  in C ordering with `M` as the fast index).
- `location` is the location of the data chunk in the file
- `id` is the index of the name of this entry in the namelist.
- `type` is the type of the data (char, int, float, double) indicated by index values
- `flags` is reserved for future use (it rounds the struct size out to 32 bytes).

Many `gsd_index_entry_t` structs are combined into one index block. They are stored densely packed and in the same order as the corresponding data chunks are written to the file.

This structure is ordered so that all known compilers at the time of writing produced a tightly packed 32-byte entry. Some compilers may require non-standard packing attributes or pragmas to enforce this.

The frame index must monotonically increase from one index entry to the next. The GSD API ensures this.

## Namelist block

An namelist block is made of a number of line items that store the string name of a data chunk entry:

```
struct gsd_namelist_entry
{
    char name[64];
};
```

The `id` field of the index entry refers to the index of the name within the namelist entry.

## Data block

A data block is just raw data bytes on the disk. For a given index entry `entry`, the data starts at `location entry.location` and is the next `entry.N * entry.M * gsd_sizeof_type(entry.type)` bytes.

### 8.3.6 API and implementation thoughts

The C-level API is object oriented through the use of the handle structure. In the handle, the API will store cached index data in memory and so forth. A pointer to the handle will be passed in to every API call.

- `int gsd_create()` : Create a GSD file on disk, overwriting any existing file.
- `gsd_handle_t* gsd_open()` : Open a GSD file and return an allocated handle.
- `int gsd_close()` : Close a GSD file and free all memory associated with it.
- `int gsd_end_frame()` : Complete writing the current frame and flush it to disk. This automatically starts a new frame.
- `int gsd_write_chunk()` : Write a chunk out to the current frame
- `uint64_t gsd_get_nframes()` : Get the number of frames written to the file
- `int gsd_index_entry_t* gsd_find_chunk()` : Find a chunk with the given name in the given frame.
- `int gsd_read_chunk()` : Read data from a given chunk (must find the chunk first with `gsd_find_chunk`).

`gsd_open` will open the file, read all of the index blocks in to memory, and determine some things it will need later. The index block is stored in memory to facilitate fast lookup of frames and named data chunks in frames.

`gsd_end_frame` increments the current frame counter and writes the current index block to disk.

`gsd_write_chunk` seeks to the end of the file and writes out the chunk. Then it updates the cached index block with a new entry. If the current index block is full, it will create a new, larger one at the end of the file. Normally, `write_chunk` only updates the data in the index cache. Only a call to `gsd_end_frame` writes out the updated index. This facilitates contiguous writes and helps ensure that all frame data blocks are completely written in a self-consistent way.

### 8.3.7 Failure modes

GSD is resistant to failures. The code aggressively checks for failures in memory allocations, and verifies that `write()` and `read()` return the correct number of bytes after each call. Any time an error condition hits, the current function call aborts.

GSD has a protections against invalid data in files. A specially constructed file may still be able to cause problems, but at GSD tries to stop if corrupt data is present in a variety of ways.

- The header has a magic number. If it is invalid, GSD reports an error on open. This guards against corrupt file headers.
- Before allocating memory for the index block, GSD verifies that the index block is contained within the file.
- When writing chunks, data is appended to the end of the file and the index is updated *in memory*. After all chunks for the current frame are written, the user calls `gsd_end_frame()` which writes out the updated index and header. This way, if the process is killed in the middle of writing out a frame, the index will not contain entries for the partially written data. Such a file could still be appended to safely.
- If an index entry lists a size that goes past the end of the file, `read_chunk` will return an error.



**SCRIPTS**

## 9.1 hoomdxml2gsd.py

**hoomdxml2gsd.py** Converts an HOOMD-blue formatted XML file to a hoomd schema GSD file.

**usage** hoomd2xmlgsd.py input output

Example:

```
$ hoomdxml2gsd.py init.xml init.gsd
```

**input**

Input hoomd XML file.

**output**

Output gsd file.





## **BENCHMARKS**

The benchmark script `scripts/benchmark-hoomd.py` runs a suite of I/O benchmarks that measure the time it takes to write a file, read frames sequentially, and read frames randomly. This script only runs on linux and requires that the user have no-password `sudo` access (set this only temporarily). It flushes filesystem buffers and clears the cache to provide accurate timings. It is representative of typical use cases, storing position and orientation in a hoomd schema GSD file at each frame. The benchmark runs at fixed file sizes with varying N (and varying number of frames) in order to test small block and large block I/O.

### **10.1 SSD**

Samsung SSD 840 EVO 120GB

Size	N	Open (ms)	Write (MB/s)	Read (MB/s)	Random (MB/s)	Random (ms)
128 MiB	32^2	2.063	45.23	64.77	50.13	0.545
128 MiB	128^2	1.091	175	304.1	226.3	1.93
128 MiB	1024^2	15.56	177.7	366.2	463.8	60.4
1 GiB	32^2	3.119	54.15	73.57	35.79	0.764
1 GiB	128^2	1.703	227	305.2	188.3	2.32
1 GiB	1024^2	8.414	175.8	425.5	474.5	59
16 GiB	32^2	5.401	58.3	70.02	26.22	1.04
16 GiB	128^2	5.286	134.5	330.7	152.4	2.87
16 GiB	1024^2	8.054	130	406.7	465.5	60.1

### **10.2 NFS**

10Gb Ethernet connection (Intel X520) through several 10Gb switches into a 100Gb campus backbone into a modern multi-petabyte Isilon fileservers, mounted with NFSv3.

Size	N	Open (ms)	Write (MB/s)	Read (MB/s)	Random (MB/s)	Random (ms)
128 MiB	32^2	16.34	42.24	84.79	39.24	0.697
128 MiB	128^2	11.14	172.2	192.6	142.7	3.07
128 MiB	1024^2	10.16	163.5	161.1	186.3	150
1 GiB	32^2	18.54	56.64	76.98	18.41	1.49
1 GiB	128^2	10.93	227.6	197.1	70.84	6.18
1 GiB	1024^2	17.35	253.5	166.8	155.6	180
128 GiB	32^2	146.9	55.34	75.62	2.111	13
128 GiB	128^2	29.95	265.3	353.5	27.03	16.2
128 GiB	1024^2	34.83	319.3	225.9	116.7	240

## 10.3 HDD

RAID 1 (mdadm) on two ST3000NM0033-9ZM178 drives.

Size	N	Open (ms)	Write (MB/s)	Read (MB/s)	Random (MB/s)	Random (ms)
128 MiB	32^2	36.43	12.92	59	11.63	2.35
128 MiB	128^2	29.68	72.22	175.5	48.23	9.07
128 MiB	1024^2	10.82	94.69	161.7	167.6	167
1 GiB	32^2	52.85	43.03	59.43	4.943	5.53
1 GiB	128^2	24.22	115.5	174	33.65	13
1 GiB	1024^2	31.61	123.6	153.7	151.8	184
128 GiB	32^2	113.3	46.26	58.36	2.085	13.1
128 GiB	128^2	90.05	141.8	146.6	21.82	20
128 GiB	1024^2	51.49	139.4	139.6	140.8	199

**CREDITS**

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