

primesieve-pas

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Contents

1	Unit primesieve	2
1.1	Description	2
1.2	Overview	2
1.3	Classes, Interfaces, Objects and Records	3
1.4	Functions and Procedures	4
1.5	Types	8
1.6	Constants	9

Chapter 1

Unit primesieve

1.1 Description

Pascal bindings for primesieve library.
primesieve - library for fast prime number generation.
Copyright (C) 2010 - 2021 Kim Walisch, <kim.walisch@gmail.com>
<https://github.com/kimwalisch/primesieve>
primesieve-pas - FPC/Delphi API for primesieve library.
Copyright (C) 2020 - 2021 I. Kakoulidis, <ioulianos.kakoulidis@hotmail.com>
<https://github.com/JulStrat/primesieve-pas>
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1.2 Overview

`primesieve_iterator` Record
`primesieve_generate_primes`
`primesieve_generate_n_primes`
`primesieve_nth_prime`
`primesieve_count_primes`
`primesieve_count_twins`
`primesieve_count_triplets`
`primesieve_count_quadruplets`
`primesieve_count_quintuplets`
`primesieve_count_sextuplets`
`primesieve_print_primes`

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primesieve_print_twins
primesieve_print_triplets
primesieve_print_quadruplets
primesieve_print_quintuplets
primesieve_print_sextuplets
primesieve_get_max_stop
primesieve_get_sieve_size
primesieve_get_num_threads
primesieve_set_sieve_size
primesieve_set_num_threads
primesieve_free
primesieve_version
primesieve_init
primesieve_free_iterator
primesieve_skipto
primesieve_next_prime
primesieve_prev_prime

```

1.3 Classes, Interfaces, Objects and Records

primesieve_iterator Record

Description

`primesieve_iterator(1.3)` allows to easily iterate over primes both forwards and backwards. Generating the first prime has a complexity of $O(r \log \log r)$ operations with $r = n^{0.5}$, after that any additional prime is generated in amortized $O(\log n \log \log n)$ operations. The memory usage is about $\text{PrimePi}(n^{0.5}) * 8$ bytes.

The *primesieve_iterator.pas* example shows how to use `primesieve_iterator(1.3)`. If any error occurs `primesieve_next_prime(1.4)` and `primesieve_prev_prime(1.4)` return `_PRIMESIEVE_ERROR(1.6)`. Furthermore *primesieve_iterator.is_error* is initialized to 0 and set to 1 if any error occurs.

1.4 Functions and Procedures

`primesieve_generate_primes` ---

Declaration `function primesieve_generate_primes(start, stop: UInt64; var size: NativeUInt; ptype: Integer): Pointer; cdecl; external LIB_PRIMESIEVE name LIB_FNPFX + 'primesieve_generate_primes';`

Description Get an array with the primes inside the interval $[start, stop]$.

Parameters **size** The size of the returned primes array.

ptype The type of the primes to generate, e.g. `INT_PRIMES32`.

`primesieve_generate_n_primes` ---

Declaration `function primesieve_generate_n_primes(n: UInt64; start: UInt64; ptype: Integer): Pointer; cdecl; external LIB_PRIMESIEVE name LIB_FNPFX + 'primesieve_generate_n_primes';`

Description Get an array with the first n primes $\geq start$.

Parameters **ptype** The type of the primes to generate, e.g. `INT_PRIMES32`.

`primesieve_nth_prime` ---

Declaration `function primesieve_nth_prime(n: Int64; start: UInt64): UInt64; cdecl; external LIB_PRIMESIEVE name LIB_FNPFX + 'primesieve_nth_prime';`

Description Find the n th prime. By default all CPU cores are used, use `primesieve_set_num_threads(1.4)` to change the number of threads.

Note that each call to `primesieve_nth_prime(1.4)` incurs an initialization overhead of $O(\sqrt{start})$ even if n is tiny. Hence it is not a good idea to use `primesieve_nth_prime(1.4)` repeatedly in a loop to get the next (or previous) prime. For this use case it is better to use a `primesieve_iterator(1.3)` which needs to be initialized only once.

Parameters **n** if $n = 0$ finds the 1st prime $\geq start$,
if $n > 0$ finds the n th prime $> start$,
if $n < 0$ finds the n th prime $< start$ (backwards).

`primesieve_count_primes` ---

Declaration `function primesieve_count_primes(start, stop: UInt64): UInt64; cdecl; external LIB_PRIMESIEVE name LIB_FNPFX + 'primesieve_count_primes';`

Description Count the primes within the interval $[start, stop]$. By default all CPU cores are used, use `primesieve_set_num_threads(1.4)` to change the number of threads.

Note that each call to `primesieve_count_primes(1.4)` incurs an initialization overhead of $O(\sqrt{stop})$ even if the interval $[start, stop]$ is tiny. Hence if you have written an algorithm that makes many calls to `primesieve_count_primes(1.4)` it may be preferable to use a `primesieve_iterator(1.3)` which needs to be initialized only once.

primesieve_count_twins

Declaration `function primesieve_count_twins(start, stop: UInt64): UInt64; cdecl;
external LIB_PRIMESIEVE name LIB_FNPFX + 'primesieve_count_twins';`

Description Count the twin primes within the interval $[start, stop]$.

By default all CPU cores are used, use `primesieve_set_num_threads(1.4)` to change the number of threads.

primesieve_count_triplets

Declaration `function primesieve_count_triplets(start, stop: UInt64): UInt64; cdecl;
external LIB_PRIMESIEVE name LIB_FNPFX + 'primesieve_count_triplets';`

Description Count the prime triplets within the interval $[start, stop]$.

By default all CPU cores are used, use `primesieve_set_num_threads(1.4)` to change the number of threads.

primesieve_count_quadruplets

Declaration `function primesieve_count_quadruplets(start, stop: UInt64): UInt64;
cdecl; external LIB_PRIMESIEVE name LIB_FNPFX +
'primesieve_count_quadruplets';`

Description Count the prime quadruplets within the interval $[start, stop]$.

By default all CPU cores are used, use `primesieve_set_num_threads(1.4)` to change the number of threads.

primesieve_count_quintuplets

Declaration `function primesieve_count_quintuplets(start, stop: UInt64): UInt64;
cdecl; external LIB_PRIMESIEVE name LIB_FNPFX +
'primesieve_count_quintuplets';`

Description Count the prime quintuplets within the interval $[start, stop]$.

By default all CPU cores are used, use `primesieve_set_num_threads(1.4)` to change the number of threads.

primesieve_count_sextuplets

Declaration `function primesieve_count_sextuplets(start, stop: UInt64): UInt64; cdecl;
external LIB_PRIMESIEVE name LIB_FNPFX + 'primesieve_count_sextuplets';`

Description Count the prime sextuplets within the interval $[start, stop]$.

By default all CPU cores are used, use `primesieve_set_num_threads(1.4)` to change the number of threads.

primesieve_print_primes

Declaration `procedure primesieve_print_primes(start, stop: UInt64); cdecl; external LIB_PRIMESIEVE name LIB_FNPFX + 'primesieve_print_primes';`

Description Print the primes within the interval $[start, stop]$ to the standard output.

primesieve_print_twins

Declaration `procedure primesieve_print_twins(start, stop: UInt64); cdecl; external LIB_PRIMESIEVE name LIB_FNPFX + 'primesieve_print_twins';`

Description Print the twin primes within the interval $[start, stop]$ to the standard output.

primesieve_print_triplets

Declaration `procedure primesieve_print_triplets(start, stop: UInt64); cdecl; external LIB_PRIMESIEVE name LIB_FNPFX + 'primesieve_print_triplets';`

Description Print the prime triplets within the interval $[start, stop]$ to the standard output.

primesieve_print_quadruplets

Declaration `procedure primesieve_print_quadruplets(start, stop: UInt64); cdecl; external LIB_PRIMESIEVE name LIB_FNPFX + 'primesieve_print_quadruplets';`

Description Print the prime quadruplets within the interval $[start, stop]$ to the standard output.

primesieve_print_quintuplets

Declaration `procedure primesieve_print_quintuplets(start, stop: UInt64); cdecl; external LIB_PRIMESIEVE name LIB_FNPFX + 'primesieve_print_quintuplets';`

Description Print the prime quintuplets within the interval $[start, stop]$ to the standard output.

primesieve_print_sextuplets

Declaration `procedure primesieve_print_sextuplets(start, stop: UInt64); cdecl; external LIB_PRIMESIEVE name LIB_FNPFX + 'primesieve_print_sextuplets';`

Description Print the prime sextuplets within the interval $[start, stop]$ to the standard output.

primesieve_get_max_stop

Declaration `function primesieve_get_max_stop(): UInt64; cdecl; external LIB_PRIMESIEVE name LIB_FNPFX + 'primesieve_get_max_stop';`

Description Returns the largest valid stop number for primesieve.
 $2^{64}-1$ (*UINT64_MAX*)

primesieve_get_sieve_size

Declaration `function primesieve_get_sieve_size(): Integer; cdecl; external LIB_PRIMESIEVE name LIB_FNPFX + 'primesieve_get_sieve_size';`

Description Get the current set sieve size in KiB.

primesieve_get_num_threads

Declaration `function primesieve_get_num_threads(): Integer; cdecl; external LIB_PRIMESIEVE name LIB_FNPFX + 'primesieve_get_num_threads';`

Description Get the current set number of threads.

primesieve_set_sieve_size

Declaration `procedure primesieve_set_sieve_size(sieve_size: Integer); cdecl; external LIB_PRIMESIEVE name LIB_FNPFX + 'primesieve_set_sieve_size';`

Description Set the sieve size in KiB (kibibyte). The best sieving performance is achieved with a sieve size of your CPU's L1 or L2 cache size (per core). *sieve_size* ≥ 8 and ≤ 4096

primesieve_set_num_threads

Declaration `procedure primesieve_set_num_threads(num_threads: Integer); cdecl; external LIB_PRIMESIEVE name LIB_FNPFX + 'primesieve_set_num_threads';`

Description Set the number of threads for use in *primesieve_count_**() and *primesieve_nth_prime*(1.4). By default all CPU cores are used.

primesieve_free

Declaration `procedure primesieve_free(primes: Pointer); cdecl; external LIB_PRIMESIEVE name LIB_FNPFX + 'primesieve_free';`

Description Deallocate a primes array created using the *primesieve_generate_primes*(1.4) or *primesieve_generate_n_pr* functions.

primesieve_version

Declaration `function primesieve_version(): PAnsiChar; cdecl; external LIB_PRIMESIEVE name LIB_FNPFX + 'primesieve_version';`

Description Get the primesieve version number, in the form "i.j"

primesieve_init

Declaration `procedure primesieve_init(var it: primesieve_iterator); cdecl; external LIB_PRIMESIEVE name LIB_FNPFX + 'primesieve_init';`

Description Initialize the primesieve iterator before first using it.

primesieve_free_iterator

Declaration `procedure primesieve_free_iterator(var it: primesieve_iterator); cdecl;
external LIB_PRIMESIEVE name LIB_FNPFX + 'primesieve_free_iterator';`

Description Free all iterator memory.

primesieve_skipto

Declaration `procedure primesieve_skipto(var it: primesieve_iterator; start, stop_hint:
UInt64); cdecl; external LIB_PRIMESIEVE name LIB_FNPFX +
'primesieve_skipto';`

Description Reset the primesieve iterator to start.

Parameters **start** Generate *primes* > *start* (or < *start*)
stop_hint Stop number optimization hint. E.g. if you want to generate the primes below
1000 use *stop_hint* = 1000, if you don't know use `primesieve_get_max_stop(1.4)`

primesieve_next_prime

Declaration `function primesieve_next_prime(var it: primesieve_iterator): UInt64;
inline;`

Description Get the next prime.

Returns *UINT64_MAX* if next prime *prime* > 2^{64} .

primesieve_prev_prime

Declaration `function primesieve_prev_prime(var it: primesieve_iterator): UInt64;
inline;`

Description Get the previous prime.

`primesieve_prev_prime(1.4)` returns 0 for $n \leq 2$. Note that `primesieve_next_prime(1.4)`
runs up to 2x faster than `primesieve_prev_prime(1.4)`. Hence if the same algorithm can
be written using either `primesieve_prev_prime(1.4)` or `primesieve_next_prime(1.4)` it is
preferable to use `primesieve_next_prime(1.4)`.

1.5 Types

PUInt64

Declaration `PUInt64 = ^UInt64;`

PInt64

Declaration `PInt64 = ^Int64;`

1.6 Constants

_PRIMESIEVE_VERSION

Declaration `_PRIMESIEVE_VERSION = '7.6';`

Description Warning: this symbol is deprecated.

_PRIMESIEVE_VERSION_MAJOR

Declaration `_PRIMESIEVE_VERSION_MAJOR = 7;`

Description Warning: this symbol is deprecated.

_PRIMESIEVE_VERSION_MINOR

Declaration `_PRIMESIEVE_VERSION_MINOR = 6;`

Description Warning: this symbol is deprecated.

_PRIMESIEVE_PAS_VERSION

Declaration `_PRIMESIEVE_PAS_VERSION = '0.4';`

Description Pascal API version

_PRIMESIEVE_ERROR

Declaration `_PRIMESIEVE_ERROR = not UInt64(0);`

Description primesieve functions return *PRIMESIEVE_ERROR* (*UINT64_MAX*) if any error occurs.

INT16_PRIMES

Declaration `INT16_PRIMES = 8;`

Description Generate primes of *Int16* (*c int16_t*) type

UINT16_PRIMES

Declaration `UINT16_PRIMES = 9;`

Description Generate primes of *UInt16* (*c uint16_t*) type

INT32_PRIMES

Declaration `INT32_PRIMES = 10;`

Description Generate primes of *Int32* (*c int32_t*) type

UINT32_PRIMES

Declaration `UINT32_PRIMES = 11;`

Description Generate primes of *UInt32* (*c uint32_t*) type

INT64_PRIMES

Declaration `INT64_PRIMES = 12;`

Description Generate primes of *Int64* (*c int64_t*) type

UINT64_PRIMES

Declaration `UINT64_PRIMES = 13;`

Description Generate primes of *UInt64* (*c uint64_t*) type