

## Making a more idiomatic BLAS API

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### Table of Contents

- [Making a more idiomatic BLAS API](#)
- ▶ [My first attempt at BLAS](#)
- ▶ [Designing the Safe API](#)
  - [Design Goals and Constraints](#)
  - [Vectors](#)
    - [Preventing out-of-bounds](#)
  - [Matrices](#)
    - [Preventing out-of-bounds](#)
  - [Modern GEMM API](#)

Basic Linear Algebra Subprograms ([BLAS](#)) is a set of low-level routines that perform the most common linear algebra routines. These routines include vector addition, scalar multiplication, dot products, and most importantly, matrix multiplication.

They are the *de facto* standard low-level routines for linear-algebra libraries and were originally written in Fortran 77 in 1979. However, its API involved pointers for speed and is still standard today. Here's an example function call to the [GEMM](#) (General matrix-matrix multiply) routine in a C-written BLAS:

```
void cblas_sgemm(const CBLAS_LAYOUT Layout, const CBLAS_TRANSPOSE TransA,
                  const CBLAS_TRANSPOSE TransB, const CBLAS_INT M, const CBLAS_INT N,
                  const CBLAS_INT K, const float alpha, const float *A,
                  const CBLAS_INT lda, const float *B, const CBLAS_INT ldb,
                  const float beta, float *C, const CBLAS_INT ldc);
```

It has 14 arguments! Modern programming recommendations suggest functions to have no more than 7 arguments for codebase readability. NASA also [suggests](#) not using pointers at all!

The reason the BLAS API is standardized to this day is mostly because of *inertia* and prioritizing explicitness. It is verbose, but is modular, direct, and called from *many* higher-level linear algebra libraries like [LAPACK](#) that are also heavily used and have their own API-change inertia.

Put simply,

if it ain't broke, don't fix it.

### My first attempt at BLAS

I already made a BLAS in Rust that conforms to this pointer API. Using pointers required wrapping every function in `unsafe { }` blocks. And because the routines were *already unsafe*, I also used `unsafe` AArch64 NEON SIMD intrinsics for speed.

You can see my original [reddit post](#) introducing it. The [top comment](#) said, “*seeing the entire implementations for the kernels wrapped in unsafe {} is rather spooky.*”

u/Shnatsel was exactly right. At the time I retaliated saying reaching BLAS performance required `unsafe` code, to which he replied “*A handful of perfectly predictable branches per op should not be a problem.*”

I realized if I am trying to write a BLAS in Rust, a modern language unique for prioritizing memory-safety and writing idiomatic code, **it should be safe, and have a cleaner API.**

### Designing the Safe API

#### Design Goals and Constraints

The standard BLAS interface operates on *descriptors*:

- vectors: `(x_ptr, n, incx)`
- matrices: `(A_ptr, m, n, lda)`
- scalars: `(alpha, beta)`

It *assumes* the user provided correct sizes `n` and strides `incx`. If not, BLAS will happily walk off the end of the buffer!

That means the caller is responsible for

- matching shapes to descriptors.
- ensuring buffers are large enough.
- avoiding overlapping mutable arguments in memory (aliasing).
- not mixing-up read-only vs output arguments.

If you get any of these wrong, you don't get a helpful error, you get *silent memory corruption*.

Rust wants:

- no out-of-bounds reads/writes
- no mutable aliasing (no two `&mut` views to overlapping memory)
- clear lifetimes (a view cannot outlive the slice it views)
- and ideally: APIs that are *hard to misuse*

Hence the job is:

```
encode the BLAS descriptors as safe Rust values whose constructor enforces the descriptor's validity.
```

#### Vectors

A BLAS vector is not defined by contiguous memory. It is defined by a *walk* through memory:

- a starting position.
- a number of elements to walk through.
- and the stride (index increment) between successive elements.

This is why BLAS takes `(x, n, incx)` rather than just some data buffer `x`. The cleanest mental model is

```
struct VectorRef<'a, T> {
    data: &'a [T], // backing storage
    n: usize,      // logical length
    inc: usize,     // stride in elements (BLAS: incx)
    offset: usize, // starting index within data
}

struct VectorMut<'a, T> {
    data: &'a mut [T],
    n: usize,
    inc: usize,
    offset: usize,
}
```

The type system makes the roles impossible to confuse:

- `VectorRef` means “this routine may only *read* from it.”
- `VectorMut` means “this routine may *mutate* it.”

\*Note that I use `usize`, intentionally preventing negative strides. Most LAPACK drivers don't require negative strides at all. This is cleaner, prevents a lot of boilerplate negative stride logic, and makes it explicit only positive strides are accepted.

Already, correctness at the call site and aliasing safety via `&mut [T]` is ensured.

#### Preventing out-of-bounds

To ensure the descriptor does not walk out of bounds we have two options:

- check inside every kernel (slow and repetitive)
- check once when *building* a vector (at construction time)

Option 1 means having

```
// let x = VectorRef::new(data, n, incx, offset);

let length = n;
let length_to_walk = offset + (n - 1)*incx + 1;

assert!(length >= length_to_walk, "vector data isn't long enough");
```

for every vector inside every routine. This goes against [DRY](#) (Don't repeat yourself) principles of software development – it's repetitive. Option 2 is better.

Option 2 validates each vector within its own `VectorRef/Mut::new()` construction, which either validates the vector and produces a trusted object, or fails early. This means `:new()` returns a `Result<Self, BufferError>`.

The constructor thus ensures:

- Out-of-bounds prevention:

• if a routine iterates `i = 0..n`, accessing `offset + i * incx`,

• then every accessed index is valid in `data`.

- Meaningful strides

• `inc != 0`, otherwise the vector is just a scalar.

- Start is in range

• `offset < data.len()` unless `n == 0` (empty vector).

After this, routines are allowed to work with the vectors. This also improves performance. Compilers are intelligent enough today to *mostly/sometimes* avoid bounds-checks entirely when raw indexing (`[data[idx]]`) if out-of-bounds checking was already explicitly validated.

So the cost model is:

- pay a small constant validation cost at vector construction,

• get a hot inner loop that is as tight as CBLAS,

• and get a clearer `VectorRef/Mut` API instead of `(x, n, incx, stride)` engrossing the function call.

```
impl<'a, T> VectorRef<'a, T> {
    // Constructor
    pub fn new(
        data: &'a [T], // backing storage
        n: usize,       // logical length
        inc: usize,     // stride in elements (BLAS: incx)
        offset: usize, // starting index within data
    ) -> Result<Self, BufferError> {

        // empty vector
        if n == 0 {
            return Ok( Self {
                data,
                n,
                inc,
                offset
            })
        }

        if stride == 0 {
            return Err(BufferError::ZeroStride);
        }

        let required_length = (n - 1)
            .saturating_mul(stride)
            .saturating_add(offset)
            .saturating_add(1);
        let data_len = data.len();

        // out-of-bounds prevention
        if required_length > data_len {
            return Err(BufferError::OutOfBounds {
                required: required_length,
                len: data_len
            });
        }

        Ok( Self { data, n, inc, offset })
    }

    // Getters to access internal data, n, inc, and offset fields
    ...
}
```

Once these rules are validated, kernels can compute addresses with `i + j*lda` freely.

#### Modern GEMM API

The GEMM routine is

$C \leftarrow \alpha A B + \beta C$

where the matrix `C` gets overwritten with the result – a `MatrixMut`. `A` and `B` are not mutated, so they are `MatrixRef`. Hence, this API calls GEMM via

```
let a = vec![...];
let b = vec![...];
let mut c = vec![...];
```

```
let aview = MatrixRef::new($a, m, k, lda, 0)?;
let bview = MatrixRef::new($b, k, n, ldb, 0)?;
let cview = MatrixMut::new($mut c, m, n, ldc, 0)?;
```

```
sgemm(NoTrans, NoTrans, alpha, beta, aview, bview, cview);
```

The 7 argument suggestion is also satisfied! The first two arguments are `enum` variants that specify GEMM does not transpose `A` or `B`.

The caller's intent is also stated more clearly. By separating `A`, `B`, and `C` matrices and their own internal offsets, shapes, leading dimensions:

- this buffer represents an  $m \times k$  matrix with leading dimension `lda`

• start at offset 0

- and it is read-only (Ref) or writable (Mut)

And if buffers are too small or `lda` is invalid, the routine fails immediately, near the bug, with a *controlled error*. No memory-corruption.

The kernels are free to be fast because the views are validated descriptors:

- avoid bounds checks

- branch to fast paths (contiguous memory) when `lda == m` and `inc == 1`

This system is an idiomatic API that is clean, strict, and typed.

It feeds into an interior that can be unapologetically fast.

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Wrappers around this API are written to conform to the standard API and LAPACK.

```
// Immutable Matrix Type
#[derive(Debug, Copy, Clone)]
pub struct MatrixRef<'a, T> {
```

```
    data: &'a [T], // backing storage
    n_rows: usize, // logical rows
    n_cols: usize, // logical columns
    lda: usize,    // leading dimension
    offset: usize, // starting index within data
}
```

```
impl<'a, T> MatrixRef<'a, T> {
```

```
    // Constructor
    pub fn new(
        data: &'a [T], // backing storage
        n_rows: usize, // logical rows
        n_cols: usize, // logical columns
        lda: usize,    // leading dimension
        offset: usize, // starting index within data
    ) -> Result<Self, BufferError> {
```

```
        // empty matrix
        if n_rows == 0 || n_cols == 0 {
            return Ok( Self {
                data,
                n_rows,
                n_cols,
                lda,
                offset
            })
        }

        if lda < n_rows {
            return Err(BufferError::InvalidLda { lda, n_rows });
        }

        let required_length = (n_cols - 1)
            .saturating_mul(lda)
            .saturating_add(offset);
        let data_len = data.len();

        // ensure reachability
        if required_length > data_len {
            return Err(BufferError::OutOfBounds {
                required: required_length,
                len: data_len
            });
        }

        Ok( Self { data, n_rows, n_cols, lda, offset })
    }

    // Getters to access internal data, n_rows, n_cols, lda, and offset fields
    ...
}
```

```
}
```

```
impl<'a, T> MatrixMut<'a, T> {
```

```
    // Constructor
    pub fn new(
        data: &'a mut [T], // backing storage
        n_rows: usize, // logical rows
        n_cols: usize, // logical columns
        lda: usize,    // leading dimension
        offset: usize, // starting index within data
    ) -> Result<Self, BufferError> {
```

```
        // empty matrix
        if n_rows == 0 || n_cols == 0 {
            return Ok( Self {
                data,
                n_rows,
                n_cols,
                lda,
                offset
            })
        }

        if lda < n_rows {
            return Err(BufferError::InvalidLda { lda, n_rows });
        }

        let required_length = (n_cols - 1)
            .saturating_mul(lda)
            .saturating_add(offset);
        let data_len = data.len();

        // ensure reachability
        if required_length > data_len {
            return Err(BufferError::OutOfBounds {
                required: required_length,
                len: data_len
            });
        }

        Ok( Self { data, n_rows, n_cols, lda, offset })
    }

    // Getters to access internal data, n_rows, n_cols, lda, and offset fields
    ...
}
```

```
}
```

```
impl<'a, T> Copy for MatrixRef<'a, T> {
```

```
    fn copy(&self, dest: &'a mut [T]) {
```

```
        dest.copy_from_slice(&self.data);
    }
}
```

```
impl<'a, T> Copy for MatrixMut<'a, T> {
```

```
    fn copy(&self, dest: &'a mut [T]) {
```

```
        dest.copy_from_slice(&self.data);
    }
}
```

```
impl<'a, T> std::fmt::Debug for MatrixRef<'a, T> {
```

```
    fn fmt(&self, f: &mut std::fmt::Formatter) {
```

```
        f.debug_struct("MatrixRef")
            .field("data", &self.data)
            .field("n_rows", &self.n_rows)
            .field("n_cols", &self.n_cols)
            .field("lda", &self.lda)
            .field("offset", &self.offset)
            .finish();
    }
}
```

```
impl<'a, T> std::fmt::Debug for MatrixMut<'a, T> {
```

```
    fn fmt(&self, f: &mut std::fmt::Formatter) {
```

```
        f.debug_struct("MatrixMut")
            .field("data", &self.data)
            .field("n_rows", &self.n_rows)
            .field("n_cols", &self.n_cols)
            .field("lda", &self.lda)
            .field("offset", &self.offset)
            .finish();
    }
}
```

```
impl<'a, T> std::hash::Hash for MatrixRef<'a, T> {
```

```
    fn hash(&self, state: &mut std::hash::Hasher) {
```

```
        self.data.hash(state);
    }
}
```

```
impl<'a, T> std::hash::Hash for MatrixMut<'a, T> {
```

```
    fn hash(&self, state: &mut std::hash::Hasher) {
```

```
        self.data.hash(state);
    }
}
```

```
impl<'a, T> std::marker::Sync for MatrixRef<'a, T> {
```