

interval user manual



Title	interval (Interval arithmetic API for ANSI C)
Author	Nikolaos Kavvadias (C) 2009, 2010, 2011, 2012, 2013, 2014, 2015
Contact	nikos@nkavvadias.com
Website	http://www.nkavvadias.com
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Rev. history	
v0.2.4	2014-11-29 Added project logo in README.
v0.2.3	2014-11-27 Removed subsection numbers in README.
v0.2.2	2014-10-28 Added names to prototype parameters.
v0.2.1	2014-09-21 Minor style changes to README.rst.
v0.2.0	2014-09-20 Updated for github; self-contained version not depending on external files (genmacros.h, utils.c, utils.h).
v0.1.2	2009-08-11 Changes to IntervalIntersection in order to take account the case of produced empty intervals.
v0.1.1	2009-07-23 Added: IntervalIsSymmetric, IntervalMod, IntervalSet, IntervalCopy, IntervalUniverse. Changed the vmax and vmin Interval struct fields to the more formal supr (supremum) and infm (infimum).

v0.1.0	2009-07-22 Initial version. Implemented the backbone of the interval arithmetic API: <code>INTERVAL</code> , <code>IntervalAdd</code> , <code>IntervalSub</code> , <code>IntervalNeg</code> , <code>IntervalMul</code> , <code>IntervalDiv</code> , <code>IntervalMux</code> , <code>IntervalAnd</code> , <code>IntervalIor</code> , <code>IntervalXor</code> , <code>IntervalNot</code> , <code>IntervalExpInteger</code> , <code>IntervalSqrt</code> , <code>IntervalAbs</code> , <code>IntervalMax</code> , <code>IntervalMin</code> , <code>IntervalUnion</code> , <code>IntervalIntersection</code> , <code>ValueIsInInterval</code> , <code>IntervalIsEmpty</code> , <code>IntervalIsPositive</code> , <code>IntervalIsNegative</code> , <code>ValueToInterval</code> , <code>IntervalBalanced</code> , <code>IntervalIsBalanced</code> , <code>IntegerBitwidthToInterval</code> , <code>IntervalToIntegerBitwidth</code> , <code>IntervalPrint</code> .
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1. Introduction

`interval` is an ANSI C implementation of a basic interval arithmetic API. The implementation of intervals is partially based on:

H. Yamashita, H. Yasuura, F.N. Eko and C. Yun,
"Variable Size Analysis and Validation of Computation Quality,"
Proceedings of the IEEE International High-Level Design Validation and Test Workshop 2000, pp. 95--100, Berkeley, California, USA, November 8-10, 2000.

The draft of the reference paper is available (as of 2014-Sep-20) from:

- <http://soc.ait.kyushu-u.ac.jp/AnnualReport/pdf/rep00/Yamashita2.pdf>

2. File listing

The `interval` ADT and API code base includes the following files:

<code>/interval</code>	Top-level directory
<code>AUTHORS</code>	List of authors.
<code>LICENSE</code>	License agreement (Modified BSD license).
<code>Makefile</code>	GNU Makefile for building <code>test-interval.exe</code> .
<code>README.rst</code>	This file.
<code>README.html</code>	HTML version of README.
<code>README.pdf</code>	PDF version of README.
<code>VERSION</code>	Current version.
<code>interval.c</code>	C code implementing the Interval API along with some helper functions.
<code>interval.h</code>	C header file for the above. Also defines some arithmetic macros needed.
<code>interval.png</code>	PNG image for the <code>interval</code> project logo.
<code>rst2docs.sh</code>	Bash script for generating the HTML and PDF versions.

test-interval.c	Application code for exercising basic functionality of the implemented interval API.
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3. Function reference

This section provides a quick reference of the functions used for implementing the `interval` API.

INTERVAL

```
Interval INTERVAL(int u, int v);
```

Construct an interval specified by a minimum (u) and a maximum (v) integer value. Values u and v are considered to be included in the interval.

IntervalCopy

```
Interval IntervalCopy(Interval x);
```

Return a copy of the given input interval.

IntervalEmpty

```
Interval IntervalEmpty(void);
```

Return an empty interval; interval [1,0] is produced.

IntervalUniverse

```
Interval IntervalUniverse(int bw, ArithType ztyp);
```

Returns the entire interval for a given arithmetic representation type (ztyp) and for the specified bitwidth (bw).

IntervalClamp

```
Interval IntervalClamp(Interval x, int lo, int hi);
```

Return a saturated version of the given interval for the specified lower (lo) and higher (hi) bounds.

IntervalAdd

```
Interval IntervalAdd(Interval x, Interval y);
```

Return the interval of the result of adding the intervals of two integers.

IntervalSub

```
Interval IntervalSub (Interval x, Interval y);
```

Return the interval of the result of performing subtraction on two integer intervals.

IntervalNeg

```
Interval IntervalNeg (Interval x);
```

Return a negated interval by negating the supremum and infimum fields.

IntervalMul

```
Interval IntervalMul (Interval x, Interval y, ArithType  
xtyp, ArithType ytyp);
```

Return the interval of the result of performing multiplication on two integer intervals. The result is not truncated. *xtyp*, *ytyp* provide the arithmetic representation type for *x* and *y*, respectively.

IntervalDiv

```
Interval IntervalDiv (Interval x, Interval y, ArithType  
xtyp, ArithType ytyp);
```

Return the interval of the result of performing division (quotient only) between two integer intervals. *xtyp*, *ytyp* provide the arithmetic representation type for *x* and *y*, respectively.

IntervalMod

```
Interval IntervalMod (Interval x, Interval y, ArithType  
xtyp);
```

Return the interval of the result of performing the modulus on two integer intervals. *xtyp* provides the arithmetic representation type for *x*.

IntervalMux

```
Interval IntervalMux (Interval x, Interval y);
```

Return the interval of the result of $z = ((a) \text{ relop } (b) ? (x) : (y))$, where *relop* is a relational operator:

- "==" (*muxeq*),
- "!=" (*muxne*),
- "<" (*muxlt*),
- "<=" (*muxle*),

- ">" (muxgt),
- ">=" (muxge)

IntervalSet

```
Interval IntervalSet(Interval x, Interval y);
```

Return the interval of the result of $z = x \text{ relop } y$, where relop is a relational operator:

- "==" (seteq),
- "!=" (setne),
- "<" (setlt),
- "<=" (setle),
- ">" (setgt),
- ">=" (setge)

IntervalAnd

```
Interval IntervalAnd(Interval x, Interval y);
```

Return the interval of the result of $z = x \text{ AND } y$.

IntervalIor

```
Interval IntervalIor(Interval x, Interval y);
```

Return the interval of the result of $z = x \text{ IOR } y$.

IntervalXor

```
Interval IntervalXor(Interval x, Interval y);
```

Return the interval of the result of $z = x \text{ XOR } y$.

IntervalNot

```
Interval IntervalNot(Interval x);
```

Return the interval of the result of $z = \text{NOT } x$.

IntervalExpInteger

```
Interval IntervalExpInteger(Interval x, int n);
```

Return the interval of the result of $z = x ** n$ (n-th integer power of x). n is an integer and its interval representation is [n,n].

IntervalSqrt

```
Interval IntervalSqrt (Interval x);
```

Return the interval of the result of $z = \sqrt{x}$.

IntervalAbs

```
Interval IntervalAbs (Interval x);
```

Return the interval of the result of computing the absolute value of interval x : $z = \text{abs}(x)$.

IntervalMax

```
Interval IntervalMax (Interval x, Interval y);
```

Return the interval of the result of computing the maximum value of intervals x and y : $z = \max(x, y)$.

IntervalMin

```
Interval IntervalMin (Interval x, Interval y);
```

Return the interval of the result of computing the minimum value of intervals x and y : $z = \min(x, y)$.

IntervalUnion

```
Interval IntervalUnion (Interval x, Interval y);
```

Return the union (actually the so-called "interval hull" which produces a contiguous interval) of intervals x and y . The union operator formally produces two distinct intervals.

IntervalIntersection

```
Interval IntervalIntersection (Interval x, Interval y);
```

Return the intersection of intervals x and y . In case the intersection of x and y is the empty interval, the $[1,0]$ interval (the default empty interval) is returned.

ValueIsInInterval

```
int ValueIsInInterval (Interval x, int v);
```

Query whether the given value v is in interval x or not. Returns 1 if v is in x ; 0 otherwise.

IntervalIsEmpty

```
int IntervalIsEmpty(Interval x);
```

Query whether the given interval is an empty set (i.e. containing no values). Returns 1 if the interval x is empty; 0 otherwise.

IntervalIsPositive

```
int IntervalIsPositive(Interval x);
```

Query whether the given interval is strictly positive (i.e. lies in the domain of positive integers). The interval may contain integer ZERO. Returns 1 if the interval x is positive; 0 otherwise.

IntervalIsNegative

```
int IntervalIsNegative(Interval x);
```

Query whether the given interval is strictly negative (i.e. lies in the domain of negative integers). The interval may contain integer ZERO. Returns 1 if the interval x is negative; 0 otherwise.

ValueToInterval

```
Interval ValueToInterval(int v);
```

Convert a given integer value v to a degenerate interval of the form $[v,v]$. Returns the computed interval.

IntervalBalanced

```
Interval IntervalBalanced(Interval x, ArithType xtyp);
```

Given an "unbalanced" interval (of the form $[m,n]$, where $m \neq n$ and $m, n > 0$ or $m < 0 \leq n$ and $|m| = n+1$), it is converted to a "balanced" interval of the form $[0, 2^{n-1}]$ for unsigned or $[-2^{(n-1)}, 2^{(n-1)}+1]$ for signed integer arithmetic. $xtyp$ provides the arithmetic type for the assumed integer arithmetic.

IntervalIsBalanced

```
int IntervalIsBalanced(Interval x, ArithType xtyp);
```

Query whether the given interval is balanced, i.e. $[0, 2^{n-1}]$ for unsigned or $[-2^{(n-1)}, 2^{(n-1)}+1]$ for signed integer arithmetic. Returns 1 if the interval x is balanced; 0 otherwise.

IntervalIsSymmetric

```
int IntervalIsSymmetric(Interval x);
```

Query whether the given interval is symmetric, i.e. $[-n, n]$ for any given arithmetic (even a non fixed-point one). Returns 1 if the interval x is symmetric; 0 otherwise.

NOTE: For non-exact arithmetic representations, the comparison operation should be carefully designed.

IntegerBitwidthToInterval

```
Interval IntegerBitwidthToInterval(int n, ArithType  
xtyp);
```

Convert the bitwidth of a signed (2's complement) or unsigned integer number to the corresponding interval. A bitwidth of n -bits would be converted to $[0, 2^{n-1}]$ for an unsigned integer or $[-2^{n-1}, 2^{n-1}-1]$ for a signed integer. `xtyp` provides the arithmetic type for the assumed integer.

IntervalToIntegerBitwidth

```
int IntervalToIntegerBitwidth(Interval x, ArithType  
xtyp);
```

Convert the given interval to the corresponding minimum bitwidth necessary for the representation of signed (2's complement) or unsigned integers. `xtyp` provides the arithmetic type for the assumed integer representation.

IntervalPrint

```
void IntervalPrint(FILE *outfile, Interval x);
```

Print the specified interval to outfile.

4. Usage

The implementation of the interval API can be used in context of a provided test application, named `test-interval.c`. The Makefile can be used for building this application as follows:

```
$ cd interval  
$ make clean ; make
```

To run the application do the following:

```
$ ./test-interval.exe
```

Executing the application will produce a stream of diagnostic messages to standard output.

5. Prerequisites

- Standard UNIX-based tools (tested with gcc-4.6.2 on MinGW/x86 and gcc-4.8.2 on Cygwin/x86/Windows 7)

- make

On Windows (e.g. Windows 7, 64-bit), MinGW (<http://www.mingw.org>) or Cygwin (<http://sources.redhat.com/cygwin>) are suggested.

The sources should be able to compile without any messages on any recent Linux distribution.