

kmul user manual



Title	kmul (Constant multiplication routine generator)
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Rev. history	
v0.1.5	2021-01-04 Remove <code>-gnu89</code> option.
v0.1.4	2020-10-17 Add a binary decomposition algorithm.
v0.1.3	2016-07-29 Add support for C99, GNU89 data types, fix support for ANSI C ones.
v0.1.2	2016-04-12 Cumulative update; flag management cleanup, cleanup scripts.
v0.1.1	2014-11-29 Added project logo in README.
v0.1.0	2014-10-16 Documentation updates and fixes.
v0.0.7	2014-06-13 Changed README to README.rst.
v0.0.6	2014-06-12 Updated contact information. Replaced COPYING.BSD by LICENSE.
v0.0.5	2013-04-28 Converted documentation to RestructuredText.
v0.0.4	2012-03-17 Split build-and-test scripts to "build" and "test".

v0.0.3	2011-12-03 Minor README updates regarding multiple releases, tutorial usage.
v0.0.2	2011-11-20 Minor README, Makefile updates.
v0.0.1	2011-06-07 Initial release.

1. Introduction

`kmul` is a generator of routines for optimized multiplication by an integer constant. In order to calculate a constant integer multiplication, it uses the public domain routines presented in the work: Preston Briggs and Tim Harvey, "Multiplication by integer constants," Technical report, Rice University, July 1994. This technical report implements Bernstein's algorithm documented in: R. Bernstein, "Multiplication by integer constants," Software - Practice and Experience, Vol. 16, No. 7, pp. 641-652, July 1986.

A simpler algorithm based on binary decomposition can also be used for comparison.

`kmul` emits either a NAC (generic assembly language) or an ANSI C/C99 implementation of the multiplication.

2. File listing

The `kmul` distribution includes the following files:

<code>/kmul</code>	Top-level directory
<code>LICENSE</code>	Description of the Modified BSD license.
<code>Makefile</code>	Makefile for generating the <code>kmul</code> executable.
<code>README.html</code>	HTML version of <code>README.rst</code> .
<code>README.pdf</code>	PDF version of <code>README.rst</code> .
<code>README.rst</code>	This file.
<code>build.sh</code>	Build script for <code>kmul</code> .
<code>clean.sh</code>	Clean the files produced from <code>test.sh</code> .
<code>clean2.sh</code>	Clean the files produced from <code>test2.sh</code> .
<code>kmul.c</code>	The source code for the application.
<code>kmul.png</code>	PNG image for the <code>kmul</code> project logo.
<code>rst2docs.sh</code>	Bash script for generating the HTML and PDF versions.
<code>test.c</code>	Sample test file.
<code>test.opt.c</code>	Expected optimized version of <code>test.c</code> .
<code>test.sh</code>	Perform some sample runs.
<code>test2.sh</code>	Another test script to perform more sample runs.

3. Installation

There exists a quite portable Makefile (`Makefile` in the current directory). Running `make` from the command prompt should compile `kmul`.

4. Prerequisites

- [mandatory for building] Standard UNIX-based tools (`make`)
- `gcc` (tested with `gcc-3.4.4+` on `cygwin/x86` and `gcc-4.6+` on `linux/x64`)
- `bash`

5. `kmul` usage

The `kmul` program can be invoked with several options (see complete option listing below). The usual tasks that can be accomplished with `kmul` are:

- generate a NAC optimized software routine for the multiplication
- generate an ANSI C optimized software routine for the multiplication.

ANSI C routines are emitted only for a width of 32-bits (see option below).
`kmul` can be invoked as:

```
$ ./kmul.exe [options]
```

The complete `kmul` options listing:

- h** Print this help.
- d** Enable debug/diagnostic output.
- bindecomp** Use binary decomposition instead of the Bernstein-Briggs algorithm.
- mul <num>** Set the value of the multiplier. Default: 1.
- width <num>** Set the bitwidth of all operands: multiplier, multiplicand and product. Default: 32.
- signed** Construct optimized routine for signed multiplication.
- unsigned** Construct optimized routine for unsigned multiplication (default).
- nac** Emit software routine in the NAC general assembly language (default).
- ansic** Emit software routine in ANSI C (for widths up to 32 bits).
- c99** Emit software routine in C99 (for widths up to 64 bits).

Here follow some simple usage examples of `kmul`.

1. Generate the ANSI C implementation of the optimized routine for $n * 11$.

```
$ ./kmul.exe -mul 11 -width 32 -unsigned -ansic
```

2. Generate the NAC implementation of the optimized routine for $n * (-7)$.

```
$ ./kmul.exe -mul -7 -width 32 -signed -ansic
```

3. Generate the ANSI C implementation of the optimized routine for $n * 23$ with debugging output.

```
$ ./kmul.exe -mul 23 -width 32 -unsigned -ansic -d
```

4. Generate the C99 implementation of the optimized routine for the signed $n * 23$ multiplication and for a data width of 17 bits.

```
$ ./kmul.exe -mul 23 -width 17 -signed -c99
```

6. Quick tutorial

kmul can be used for arithmetic optimizations in user programs. Assume the following user program (test.c):

```
// test.c
#include <stdio.h>
#include <stdlib.h>
int main(int argc, char *argv[]) {
    int a, b;
    a = atoi(argv[1]);
    b = a * 23;
    printf("b = %d\n", b);
    return b;
}
```

This file is compiled and run as follows with one additional argument:

```
$ gcc -Wall -O2 -o test.exe test.c
$ ./test.exe 155
```

and the expected result is:

```
$ b = 3565
```

The user can apply kmul for generating a constant multiplication routine for $a * 23$:

```
$ ./kmul -mul 23 -width 32 -signed -ansic
```

and the corresponding routine is produced (local variables `t5` to `t15` can be deleted by the user; the compiler will be optimize them away eventually). Then, the user should edit a new file, let's say `test.opt.c` and include the produced routine. The resulting optimized source file should be as follows:

```

// test.opt.c
#include <stdio.h>
#include <stdlib.h>

long kmul_o_s32_p_23 (long x)
{
    long t0;
    long t1;
    long t2;
    long t3;
    long t4;
    long t5;
    long t6;
    long t7;
    long t8;
    long t9;
    long t10;
    long t11;
    long t12;
    long t13;
    long t14;
    long t15;
    long y;
    t0 = x;
    t1 = t0 << 1;
    t2 = t1 + x;
    t3 = t2 << 3;
    t4 = t3 - x;
    y = t4;
    return (y);
}

int main(int argc, char *argv[])
{
    int a, b;
    a = atoi(argv[1]);
    b = kmul_o_s32_p_23(a);
    printf("b = %d\n", b);
    return b;
}

```

This file is compiled and run as follows with one additional argument:

```

$ gcc -Wall -O2 -o test.opt.exe test.opt.c
$ ./test.opt.exe 155

```

The target platform compiler (e.g., gcc or llvm) is expected to inline the `kmul_o_s32_p_23` function at its call site.

7. Running tests

In order to build and run a series of sample tests do the following:

```
$ ./build.sh
$ ./test.sh
```

or for a more extensive set of tests:

```
$ ./test2.sh
```

To clean-up the produced files and only these use:

```
$ ./clean.sh
```

or

```
$ ./clean2.sh
```

for `test.sh` and `test2.sh`, correspondingly.