

uhuge.cm

```
/*  
  
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    http://sourceforge.net/projects/cmajor/  
  
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    (See accompanying LICENSE.txt or http://www.gnu.org/licenses/gpl.html  
    )  
  
*/  
  
// Copyright (c) 1994  
// Hewlett–Packard Company  
// Copyright (c) 1996  
// Silicon Graphics Computer Systems, Inc.  
// Copyright (c) 2009 Alexander Stepanov and Paul McJones  
  
// 128–bit unsigned integer arithmetics...  
  
using System.Collections;  
  
namespace System  
{  
    public class uhuge  
    {  
        public nothrow uhuge(): h(0u), l(0u)  
        {  
        }  
        public nothrow uhuge(ulong l_): h(0u), l(l_)  
        {  
        }  
        public nothrow uhuge(ulong h_, ulong l_): h(h_), l(l_)  
        {  
        }  
        public nothrow uhuge& operator++()  
        {  
            ++l;  
            if (l == 0u)  
            {  
                ++h;  
            }  
            return *this;  
        }  
        public nothrow uhuge& operator--()  
        {  
            --l;  
            if (l == 0xFFFFFFFFFFFFFFFFu)  
            {  
                --h;  
            }  
        }  
    }  
}
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    }
    return *this;
}
public ulong h;
public ulong l;
}

public nothrow inline uhuge operator+(uhuge left , uhuge right)
{
    uhuge result;
    result.h = left.h + right.h;
    result.l = left.l + right.l;
    if (result.l < left.l)
    {
        result.h = result.h + 1u;
    }
    return result;
}

public nothrow inline uhuge operator-(uhuge left , uhuge right)
{
    uhuge result;
    result.h = left.h - right.h;
    result.l = left.l - right.l;
    if (result.l > left.l)
    {
        result.h = result.h - 1u;
    }
    return result;
}

public nothrow uhuge operator<<(uhuge left , uhuge right)
{
    uhuge zero = 0u;
    uhuge sixtyfour = 64u;
    while (right >= sixtyfour)
    {
        left.h = left.l;
        left.l = 0u;
        right = right - sixtyfour;
    }
    if (right > zero)
    {
        ulong s = right.l;
        ulong lefthl = left.h << s;
        ulong leftlh = left.l >> (64u - s);
        left.h = lefthl + leftlh;
        left.l = left.l << s;
    }
    return left;
}

public nothrow uhuge operator>>(uhuge left , uhuge right)

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{
    uhuge zero = 0u;
    uhuge sixtyfour = 64u;
    while (right >= sixtyfour)
    {
        left.l = left.h;
        left.h = 0u;
        right = right - sixtyfour;
    }
    if (right > zero)
    {
        ulong s = right.l;
        ulong lefthl = left.h << (64u - s);
        ulong leftlh = left.l >> s;
        left.h = left.h >> s;
        left.l = lefthl + leftlh;
    }
    return left;
}

public nothrow inline uhuge operator&(uhuge left, uhuge right)
{
    uhuge result;
    result.h = left.h & right.h;
    result.l = left.l & right.l;
    return result;
}

public nothrow inline uhuge operator|(uhuge left, uhuge right)
{
    uhuge result;
    result.h = left.h | right.h;
    result.l = left.l | right.l;
    return result;
}

public nothrow inline uhuge operator^(uhuge left, uhuge right)
{
    uhuge result;
    result.h = left.h ^ right.h;
    result.l = left.l ^ right.l;
    return result;
}

public nothrow inline uhuge operator~(uhuge x)
{
    uhuge result;
    result.h = ~x.h;
    result.l = ~x.l;
    return result;
}

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// The Art of Computer Programming, Volume 2, 4.3.1, Algorithm M (
multiplication of nonnegative integers), p. 268

public Pair<uhuge, uhuge> mul(uhuge left, uhuge right)
{
    ulong[4] u;
    u[3] = left.h >> 32u;
    u[2] = left.h & 0xFFFFFFFFFu;
    u[1] = left.l >> 32u;
    u[0] = left.l & 0xFFFFFFFFFu;
    ulong[4] v;
    v[3] = right.h >> 32u;
    v[2] = right.h & 0xFFFFFFFFFu;
    v[1] = right.l >> 32u;
    v[0] = right.l & 0xFFFFFFFFFu;
    ulong[8] w;
    for (int j = 0; j < 4; ++j)
    {
        if (v[j] != 0u)
        {
            uint k = 0u;
            for (int i = 0; i < 4; ++i)
            {
                ulong t = u[i] * v[j] + w[i + j] + k;
                w[i + j] = t & 0xFFFFFFFFFu;
                k = cast<uint>(t >> 32u);
            }
            w[j + 4] = k;
        }
    }
    uhuge h((w[7] << 32u) + w[6], (w[5] << 32u) + w[4]);
    uhuge l((w[3] << 32u) + w[2], (w[1] << 32u) + w[0]);
    return MakePair(h, l);
}

public uhuge operator*(uhuge left, uhuge right)
{
    Pair<uhuge, uhuge> hl = mul(left, right);
    return hl.second;
}

// The Art of Computer Programming, Volume 2, 4.3.1 exercise 16 (short
division), p. 625...

public Pair<uhuge, uint> divmod(uhuge left, uint right)
{
    uhuge digitBits = 32u;
    ulong b = 0x100000000u;
    uint r = 0u;
    uhuge q = 0u;
    int j = 3;
    while (j >= 0)
    {

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        uhuge shift = uhuge(cast<uint>(j) * 32u);
        uhuge m = left >> shift;
        uint u = cast<uint>(m.l);
        ulong d = r * b + u;
        uint w = cast<uint>(d / right);
        q = (q << digitBits) | uhuge(w);
        r = cast<uint>(d % right);
        --j;
    }
    return MakePair(q, r);
}

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// *The Art of Computer Programming, Volume 2, 4.3.1, Algorithm D (division of nonnegative integers), p. 272*

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public Pair<uhuge, uhuge> divmod(uhuge left, uhuge right)
{
    ulong b = 0x100000000u;
    if (right < b) // see, if we manage using short division
        algorithm...
    {
        Pair<uhuge, uint> p = divmod(left, cast<uint>(right.l));
        return MakePair(p.first, uhuge(p.second));
    }
    ulong m = 0xFFFFFFFFu;
    ulong[8] u;
    u[3] = left.h >> 32u;
    u[2] = left.h & m;
    u[1] = left.l >> 32u;
    u[0] = left.l & m;
    ulong[4] v;
    v[3] = right.h >> 32u;
    v[2] = right.h & m;
    v[1] = right.l >> 32u;
    v[0] = right.l & m;
    ulong[4] q;
    // D1. [Normalize.]
    int n = 4;
    while (v[n - 1] == 0u)
    {
        --n;
    }
    ulong vh = v[n - 1];
    int d = 0;
    while (vh < 0x80000000u)
    {
        ++d;
        vh = vh << 1u;
    }
    ulong t = 0u;
    ulong k = 0u;
    for (int j = 0; j < n + 4; ++j)
    {

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        t = (u[j] << cast<uint>(d)) + k;
        u[j] = t & m;
        k = t >> 32u;
    }
    k = 0u;
    for (int j = 0; j < 4; ++j)
    {
        t = (v[j] << cast<uint>(d)) + k;
        v[j] = t & m;
        k = t >> 32u;
    }
    vh = v[n - 1];
    ulong vmh = 0u;
    if (n > 1)
    {
        vmh = v[n - 2];
    }
// D2. [Initialize j.]
    for (int j = 3; j >= 0; --j)
    {
// D3. [Calculate qhat.]
        t = (u[j + n] << 32u) + u[j + n - 1];
        ulong qhat = t / vh;
        ulong rhat = t - vh * qhat;
        if (n > 1)
        {
            while (qhat == b || qhat * vmh > (rhat << 32u) + u[j + n
                - 2])
            {
                --qhat;
                rhat = rhat + vh;
                if (rhat >= b) break;
            }
        }
// D4. [Multiply and subtract.]
        k = 0u;
        for (int i = 0; i < n; ++i)
        {
            int ipj = i + j;
            uhuge tc = u[ipj] + uhuge(0xFFFFFFFF00000000u) - k - qhat
                * v[i];
            t = tc.l;
            u[ipj] = t & m;
            k = m - (t >> 32u);
        }
// D5. [Test remainder.]
        if (u[j + n] != k)
        {
// D6. [Add back.]
            --qhat;
            k = 0u;
            for (int i = 0; i < n; ++i)
            {

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        int ipj = i + j;
        t = u[ipj] + v[i] + k;
        u[ipj] = t & m;
        k = t >> 32u;
    }
}
q[j] = qhat;
// D7. [Loop on j.]
}
// D8. [Unnormalize.]
ulong mask = (ulong(1u) << cast<ulong>(d)) - ulong(1u);
int j = 3;
while (j >= n)
{
    u[j] = 0u;
    —j;
}
k = 0u;
while (j >= 0)
{
    t = (k << 32u) + u[j];
    u[j] = t >> cast<uint>(d);
    k = t & mask;
    —j;
}
uhuge quotient((q[3] << 32u) + q[2], (q[1] << 32u) + q[0]);
uhuge remainder((u[3] << 32u) + u[2], (u[1] << 32u) + u[0]);
return MakePair(quotient, remainder);
}

public uhuge operator/(uhuge left, uhuge right)
{
    Pair<uhuge, uhuge> qr = divmod(left, right);
    return qr.first;
}

public uhuge operator%(uhuge left, uhuge right)
{
    Pair<uhuge, uhuge> qr = divmod(left, right);
    return qr.second;
}

public nothrow inline bool operator==(uhuge left, uhuge right)
{
    return left.h == right.h && left.l == right.l;
}

public nothrow inline bool operator<(uhuge left, uhuge right)
{
    if (left.h < right.h)
    {
        return true;
    }
}

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    else if (left.h > right.h)
    {
        return false;
    }
    else
    {
        return left.l < right.l;
    }
}
```