Module Guide for MPIR

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1 Revision History

Date	Version	Notes
19 March 2025	1.0	Initial draft

2 Reference Material

This section records information for easy reference.

2.1 Abbreviations and Acronyms

symbol	description
AC	Anticipated Change
DAG	Directed Acyclic Graph
M	Module
MG	Module Guide
OS	Operating System
R	Requirement
SC	Scientific Computing
SRS	Software Requirements Specification
MP	Mixed-Precision
IR	Iterative Refinement
UC	Unlikely Change

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3 Introduction

Decomposing a system into modules is a commonly accepted approach to developing software. A module is a work assignment for a programmer or programming team D. Parnas, Clement, and Weiss 1984. We advocate a decomposition based on the principle of information hiding D. L. Parnas 1972. This principle supports design for change, because the "secrets" that each module hides represent likely future changes. Design for change is valuable in SC, where modifications are frequent, especially during initial development as the solution space is explored.

Our design follows the rules layed out by D. Parnas, Clement, and Weiss 1984, as follows:

- System details that are likely to change independently should be the secrets of separate modules.
- Each data structure is implemented in only one module.
- Any other program that requires information stored in a module's data structures must obtain it by calling access programs belonging to that module.

After completing the first stage of the design, the Software Requirements Specification (SRS), the Module Guide (MG) is developed D. Parnas, Clement, and Weiss 1984. The MG specifies the modular structure of the system and is intended to allow both designers and maintainers to easily identify the parts of the software. The potential readers of this document are as follows:

- New project members: This document can be a guide for a new project member to easily understand the overall structure and quickly find the relevant modules they are searching for.
- Maintainers: The hierarchical structure of the module guide improves the maintainers' understanding when they need to make changes to the system. It is important for a maintainer to update the relevant sections of the document after changes have been made.
- Designers: Once the module guide has been written, it can be used to check for consistency, feasibility, and flexibility. Designers can verify the system in various ways, such as consistency among modules, feasibility of the decomposition, and flexibility of the design.

The rest of the document is organized as follows. Section 4 lists the anticipated and unlikely changes of the software requirements. Section 5 summarizes the module decomposition that was constructed according to the likely changes. Section 6 specifies the connections between the software requirements and the modules. Section 7 gives a detailed description of the modules. Section 8 includes two traceability matrices. One checks the completeness of the design against the requirements provided in the SRS. The other shows the relation between anticipated changes and the modules. Section 9 describes the use relation between modules.

4 Anticipated and Unlikely Changes

This section lists possible changes to the system. According to the likeliness of the change, the possible changes are classified into two categories. Anticipated changes are listed in Section 4.1, and unlikely changes are listed in Section 4.2.

4.1 Anticipated Changes

Anticipated changes are the source of the information that is to be hidden inside the modules. Ideally, changing one of the anticipated changes will only require changing the one module that hides the associated decision. The approach adapted here is called design for change.

AC1: The specific hardware on which the software is running.

AC2: The assumed properties that the input matrix holds, which further determines the solver/algorithm used to factorize the matrix.

AC3: The floating point precisions in which the refinement steps are performed.

AC4: The algorithm used for internal solves during the refinement steps.

AC5: The format of the initial input data.

AC6: The format of the final output data.

AC7: How the example program demonstrates the use of MPIR.

4.2 Unlikely Changes

The module design should be as general as possible. However, a general system is more complex. Sometimes this complexity is not necessary. Fixing some design decisions at the system architecture stage can simplify the software design. If these decision should later need to be changed, then many parts of the design will potentially need to be modified. Hence, it is not intended that these decisions will be changed.

UC1: The underlying mathematical method of the solver follows the iterative refinement scheme.

UC2: The goal of the system is to solve a linear system $\mathbf{Ax} = \mathbf{b}$.

UC3: The input matrix is non singular. In another words, the problem given to the solver is meaningful in a mathematical sense.

5 Module Hierarchy

This section provides an overview of the module design. Modules are summarized in a hierarchy decomposed by secrets in Table 1. The modules listed below, which are leaves in the hierarchy tree, are the modules that will actually be implemented.

M1: Hardware-Hiding Module [1]

M2: Matrix Factorization Module

M3: Iterative Solves Module

M4: Read Matrix Module

M5: Solver Output Module

M6: Example Program Module

Level 1	**Level 2**
Hardware-Hiding Module	–
Behaviour-Hiding Module	Read Matrix Module Solver Output Module Matrix Factorization Module Iterative Solves Module
Software Decision Module	Example Program Module

Table 1: Module Hierarchy

6 Connection Between Requirements and Design

The design of the system is intended to satisfy the requirements developed in the SRS. In this stage, the system is decomposed into modules. The connection between requirements and modules is listed in Table 2.

[1] MPIR is intended to run on any general purposed operation system (OS). M1 is assumed to be by implemented by the OS.

7 Module Decomposition

Modules are decomposed according to the principle of "information hiding" proposed by D. Parnas, Clement, and Weiss 1984. The *Secrets* field in a module decomposition is a brief statement of the design decision hidden by the module. The *Services* field specifies *what* the module will do without documenting *how* to do it. For each module, a suggestion for the implementing software is given under the *Implemented By* title. If the entry is *OS*, this means that the module is provided by the operating system or by standard programming language libraries. *MPIR* means the module will be implemented by the MPIR software.

Only the leaf modules in the hierarchy have to be implemented. If a dash (–) is shown, this means that the module is not a leaf and will not have to be implemented.

7.1 Hardware Hiding Modules (M1)

Secrets: The data structure and algorithm used to implement the virtual hardware.

Services: Serves as a virtual hardware used by the rest of the system. This module provides the interface between the hardware and the software. So, the system can use it to display outputs or to accept inputs.

Implemented By: OS

7.2 Behaviour-Hiding Module

Secrets: The contents of the required behaviours.

Services: Includes programs that provide externally visible behaviour of the system as specified in the software requirements specification (SRS) documents. This module serves as a communication layer between the hardware-hiding module and the software decision module. The programs in this module will need to change if there are changes in the SRS.

Implemented By: –

7.2.1 Read Matrix Module (M4)

Secrets: The format and structure of the input data, how a matrix stored in a plain text file is read and parsed, how a sparse matrix is represented.

Services: Converts the input data into the data structure and format consumed by the solver.

Implemented By: *GSL - GNU Scientific Library - GNU Project - Free Software Foundation* 2025

Type of Module: Library

7.2.2 Solver Output Module (M5)

Secrets: The format and structure of the output data.

Services: Outputs the results of the calculations, including the input parameters, solve time, residuals.

Implemented By: MPIR

Type of Module: Record

7.2.3 Matrix Factorization (M2)

Secrets: The structure of the input matrix, how to factorize the input matrix.

Services: Obtains factors of a given input matrix, provides routines to solve for different vectors given the same (factorized) input matrix.

Implemented By: MPIR

Type of Module: Library

7.2.4 Iterative Solves Module (M3)

Secrets: The structure of the input matrix

Services: Provides the main logics of the solver. Solves a given linear system with iterative refinement.

Implemented By: MPIR

Type of Module: Abstract Object

7.3 Software Decision Module

Secrets: The design decision based on mathematical theorems, physical facts, or programming considerations. The secrets of this module are *not* described in the SRS.

Services: Includes data structure and algorithms used in the system that do not provide direct interaction with the user.

Implemented By: –

7.3.1 Iterative Solves Module (M6)

Secrets: The input matrix

Services: Provides an example of invoking the APIs exposed by MPIR. Demonstrates the process of reading a matrix from file, generating inputs for the solver, and displays the output from the solver.

Implemented By: MPIR

Type of Module: Abstract Object

8 Traceability Matrix

This section shows two traceability matrices: between the modules and the requirements and between the modules and the anticipated changes.

Req.	Modules
R1	M??, M??, M??, M??
R2	M??, M??
R3	M??
R4	M??, M??
R5	M??, M??, M??, M??, M??, M??
R6	M??, M??, M??, M??, M??, M??
R7	M??, M??, M??, M??, M??
R8	M??, M??, M??, M??, M??
R9	M??
R10	M??, M??, M??
R11	M??, M??, M??, M??

Table 2: Trace Between Requirements and Modules

AC	Modules
AC??	M??
AC??	M??
AC??	M??
AC??	M??
AC??	M??
AC??	M??
AC??	M??
AC??	M??
AC??	M??
AC??	M??
AC??	M??
AC??	M??

Table 3: Trace Between Anticipated Changes and Modules

9 Use Hierarchy Between Modules

In this section, the uses hierarchy between modules is provided. D. L. Parnas 1978 said of two programs A and B that A *uses* B if correct execution of B may be necessary for A to complete the task described in its specification. That is, A *uses* B if there exist situations in which the correct functioning of A depends upon the availability of a correct implementation of B. Figure 1 illustrates the use relation between the modules. It can be seen that the graph is a directed acyclic graph (DAG). Each level of the hierarchy offers a testable and usable subset of the system, and modules in the higher level of the hierarchy are essentially simpler because they use modules from the lower levels.

Figure 1: Use hierarchy among modules

10 User Interfaces

11 Design of Communication Protocols

12 Timeline

References

GSL - GNU Scientific Library - GNU Project - Free Software Foundation (2025). URL: https://www.gnu.org/software/gsl/ (visited on 03/19/2025).

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