

The logo for NAG (Numerical Algorithms Group) is displayed in white on a dark blue background. The letters 'NAG' are in a bold, sans-serif font, with a registered trademark symbol (®) to the upper right of the 'g'.

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The background of the slide is a collage of images related to technology and mathematics. It includes a world map, a hand typing on a keyboard, a circuit board, and various alphanumeric strings and dates like '18/03', '22/03', '2KV6JTK', '0VZEK48', '2196S2', '09DR40', '68BG', and '9DBM'.

The Numerical Algorithms Group

Combining mathematics and technology for enhanced performance

Numerical Algorithms for Posterity

Brian Ford, Director of NAG Limited and
Mike Dewar, Senior Technical Consultant

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NAG Numerical Libraries

- § Re-usable, application-neutral code
- § Each piece of algorithmic code supported by:
 - § examples
 - § test material
 - § user-level documentation
 - § programmer-level documentation
- § Different language implementations of same algorithm
 - § Ada, Algol-68, C, Fortran-77, Fortran-90, Pascal, ...

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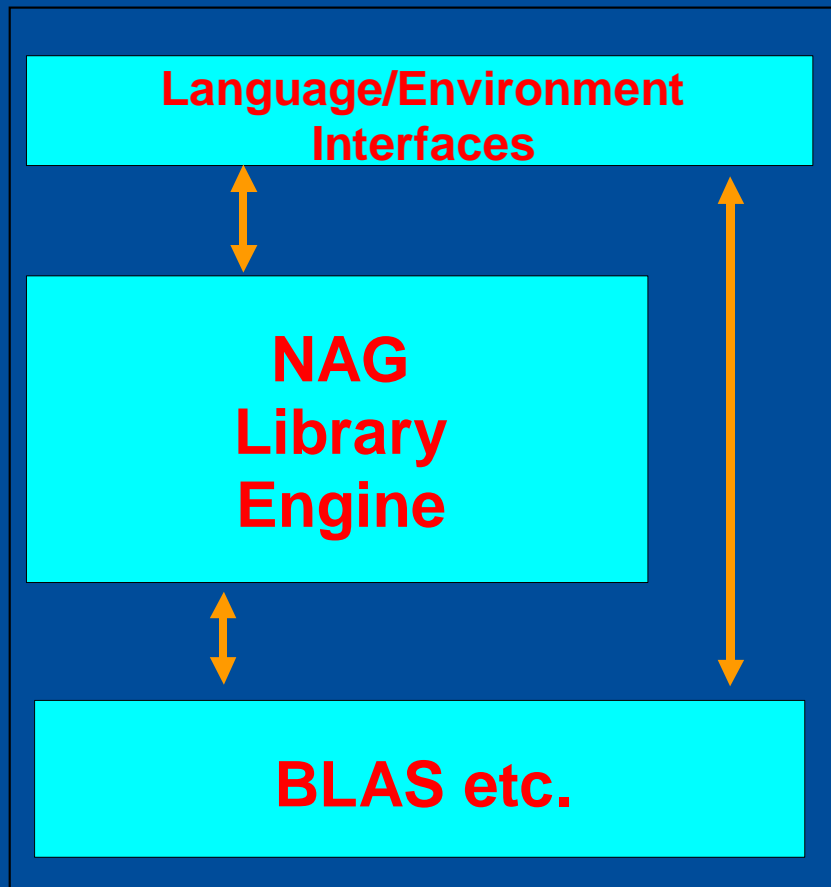
Advantages

- § Interfaces exploit strengths of host language
 - § Fortran-77: arrays, no dynamic memory allocation
 - § C: arrays, structs, dynamic memory allocation
 - § Fortran-90: arrays, derived types, generic interfaces, dynamic memory allocation
 - § ...
- § Documentation and examples oriented towards host language

Disadvantages

- § Developers waste time re-inventing wheels
- § Support effort spread across multiple versions
 - § testing, bug-fixing, documentation etc.
- § Not all languages can make efficient use of performance-enhancing technology such as BLAS, vendor maths libraries etc.
 - § e.g. BLAS 2-D arrays in column order so C programmes must transpose before calling them
- § Not all languages optimise well for numerical computation

The New NAG Library Architecture



Software:

- § Language-independent algorithmic core
- § Interfaces customised to host environment
- § Ability to make efficient use of BLAS etc.

Documentation:

- § Customised to host environment

QA Material:

- § Separate testing of different components

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The NAG Library Engine

- § Base material written in extended Fortran-77
 - § Simple language which is relatively easy to
 - § interface with other languages
 - § transform into other languages
 - § process with software tools
 - § Highly optimisable, very efficient for numerical computation
 - § Extensions allow for dynamic memory allocation
 - § mechanism works with all modern Fortran compilers
 - § Substantial body of existing, tested material which can be adopted (e.g. NAG Fortran Library Mark 20)

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The NAG Library Engine contd.

- § Engine code can be automatically translated to other languages as necessary
 - § to remove Fortran run-time dependencies
 - § in principle, to provide platform independent code (Java, C#)
- § Clear software guidelines for authors
 - § Enforced by tools and by peer review
 - § Emphasis on clarity and efficiency of code
 - § e.g. dynamic memory allocation only used in engine when it is more efficient
- § Routine interfaces designed to simplify interfacing to other languages
- § *While the engine is derived from the old NAG Library, it is fundamentally different!*

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Customising the Engine for a Language or Environment

- § For each routine we need to create
 - § an interface or wrapper
 - § end-user documentation
 - § examples
- § As far as possible, this is an automatic process
- § Wrappers are non-trivial. In general they:
 - § transform between interface data-structures and engine data-structures
 - § ensure that all arrays are in engine-order (column-major to allow for efficient use of BLAS)
 - § allocate and de-allocate memory for workspace (and sometimes output parameters)
 - § check constraints on all parameters they use
 - § construct error messages to be returned to the user

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Simple Example: Engine, Fortran-77 & C

```
SUBROUTINE C06PFFN( IEMODE, DIRECT, NDIM, L, ND, N, X, WORK, LWORK, ERRBUF, IFAIL )
```

```
    INTEGER          IEMODE, IFAIL, L, LWORK, N, NDIM
```

```
    CHARACTER        DIRECT
```

```
    CHARACTER*200    ERRBUF
```

```
    COMPLEX *16      WORK(LWORK), X(N)
```

```
    INTEGER          ND(NDIM)
```

```
SUBROUTINE C06PFF( DIRECT, NDIM, L, ND, N, X, WORK, LWORK, IFAIL )
```

```
    INTEGER          IFAIL, L, LWORK, N, NDIM
```

```
    CHARACTER        DIRECT
```

```
    COMPLEX *16      WORK(LWORK), X(N)
```

```
    INTEGER          ND(NDIM)
```

```
void c06pfc(Nag_TransformDirection direct, Integer ndim, Integer l,  
           const Integer nd[], Integer n, Complex x[], NagError *fail)
```

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Engine Interface

§ IEMODE

§ determines whether the routine is being asked to check constraints and calculate workspace required or to perform the algorithm

§ ERRBUF

§ is used to return diagnostic information (type of error, point where algorithm failed etc.)

§ Helper Routines

§ are used to mediate between user-supplied call-back functions and the engine

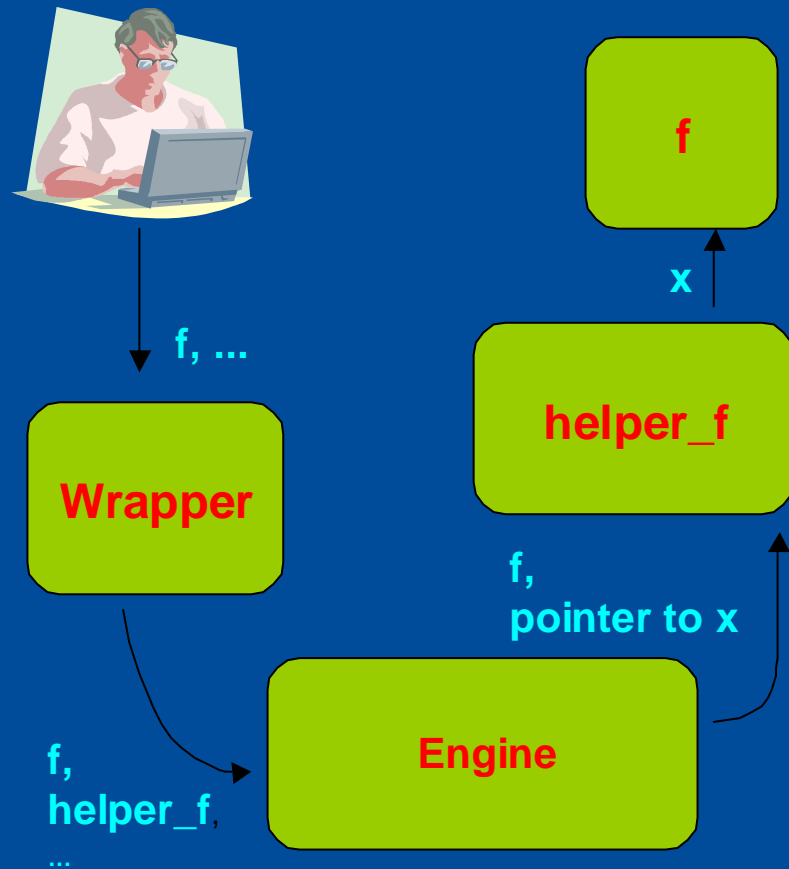
Call-backs

- § Algorithms often ask the user to supply part of the problem data as a subroutine
- § In our architecture this will naturally follow the semantics of the host environment and cannot necessarily be called directly from the engine, which uses Fortran-77 semantics
- § A helper function is provided in the wrapper to mediate between the two
- § For example, C naturally uses call-by-value and Fortran uses call-by-reference

Example of call-back and helper

```
double f(double x) {  
    return(x^2);  
}
```

```
double helper_f(  
    double(*f)(double),  
    double *x) {  
    /* De-reference pointer */  
    return f(*x);  
}
```



NAG Routine Specifications

- § Source from which wrappers and documentation (and eventually examples) are generated
- § XML documents which include
 - § user documentation
 - § abstract specifications of each routine parameter
 - § information about array dimensions, constraints, parameter dependencies ...
 - § information about error conditions including type of error, text to be displayed when error occurs etc.
- § All text is environment-neutral
- § Parameters which are created in the wrappers are distinguished from engine parameters
 - § relationships between interface parameters and engine parameters can be specified

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Parameter Descriptions

- § Every parameter may have the following information associated with it:
 - § name (generic, language specific)
 - § concrete engine type (integer, real, ...)
 - § abstract type (structured matrix, enumeration ...)
 - § intent (in, out, ...)
 - § purpose (data, algorithm, workspace, dimension ...)
 - § relationship to other parameters (*leading dimension of M*)
 - § optional or required
 - § constraints/recommended values
 - § generic documentation
 - § environment-specific documentation

Documentation

§ Generic documentation can be processed to produce environment-specific version.

§ Example: Fortran

$X(M)$ – *real* array

Input

On entry: $X(i)$ must be set to the value of x_i , for $i=1,2,\dots,m$. The $X(i)$ need not be ordered.

Constraint: $X_{\text{MIN}} \leq X(i) \leq X_{\text{MAX}}$, and the $X(i)$ must be distinct.

§ Example: C

$\mathbf{x}[m]$ – const double

Input

On entry: $\mathbf{x}[i-1]$ must be set to the value of x_i , for $i=1,2,\dots,m$. The $\mathbf{x}[i]$ need not be ordered.

Constraint: $X_{\text{MIN}} \leq \mathbf{x}[i] \leq X_{\text{MAX}}$, and the $\mathbf{x}[i]$ must be distinct.

Example 1: NAG C Library Mark 7

- § The first product to be based on the engine
- § Over 400 fully-documented new routines introduced
- § Interface customisations include
 - § Use of existing NAG C structs and enumerated types
 - § Introduction of new structs and enumerated types where necessary
 - § Arrays may be provided in either row- or column-major order
 - § Elimination of workspace arrays
 - § Elimination of flags which determine whether an optional parameter is being used (in C they are set to NULL)
 - § Error messages using C terminology
 - § ...

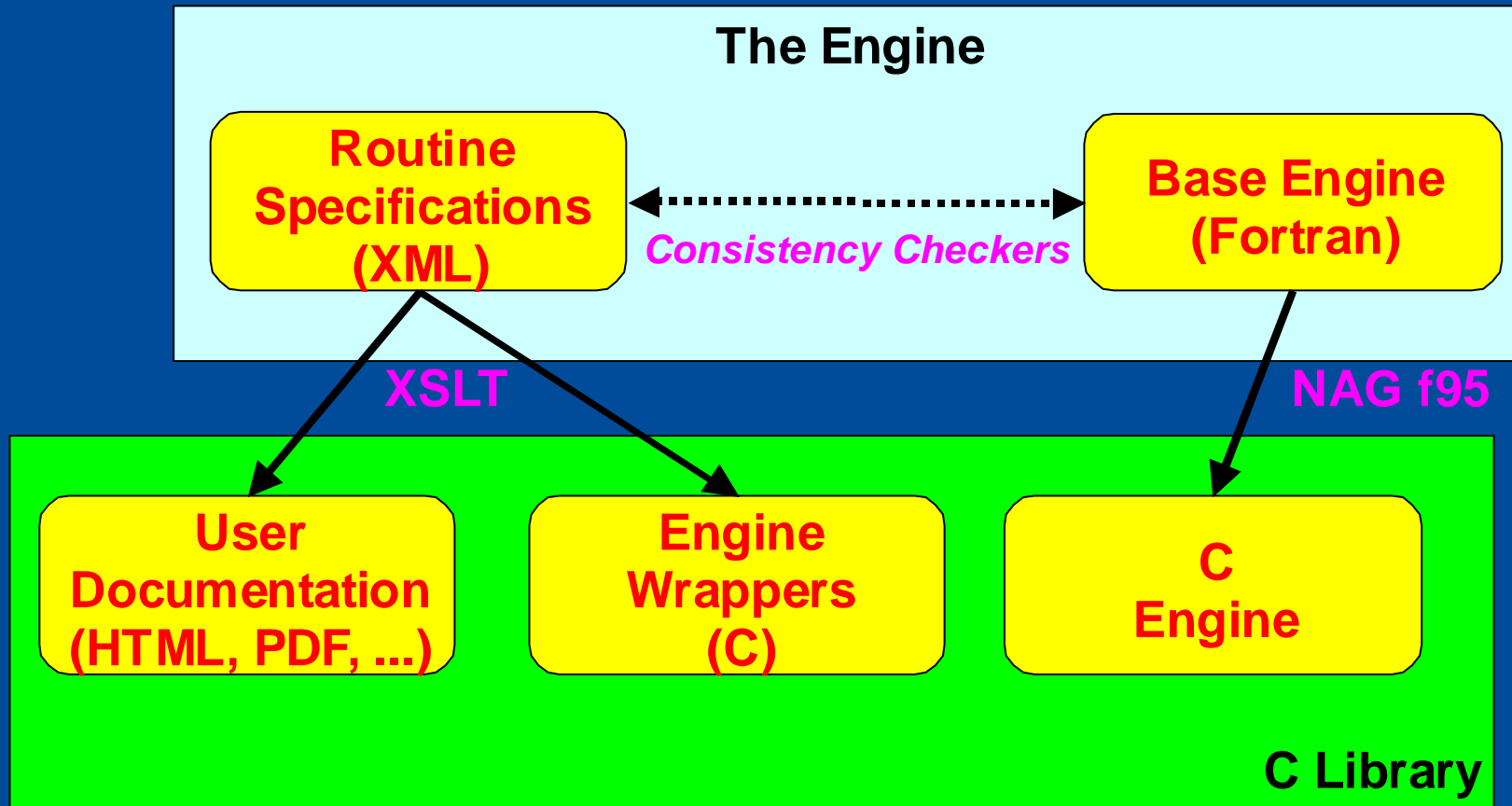
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Production Process

- § Engine delivered to users as C code
 - § generated using NAG's f95 compiler technology
 - § no dependencies on third-party compiler run-times
- § Wrappers and documentation generated using XSLT
 - § declarative information stored in specification files so can be re-used in other products
 - § transformation to C material encoded as style sheets
- § Test and QA material currently written by hand, although some tools were written to semi-automate the process

Creating The NAG C Library



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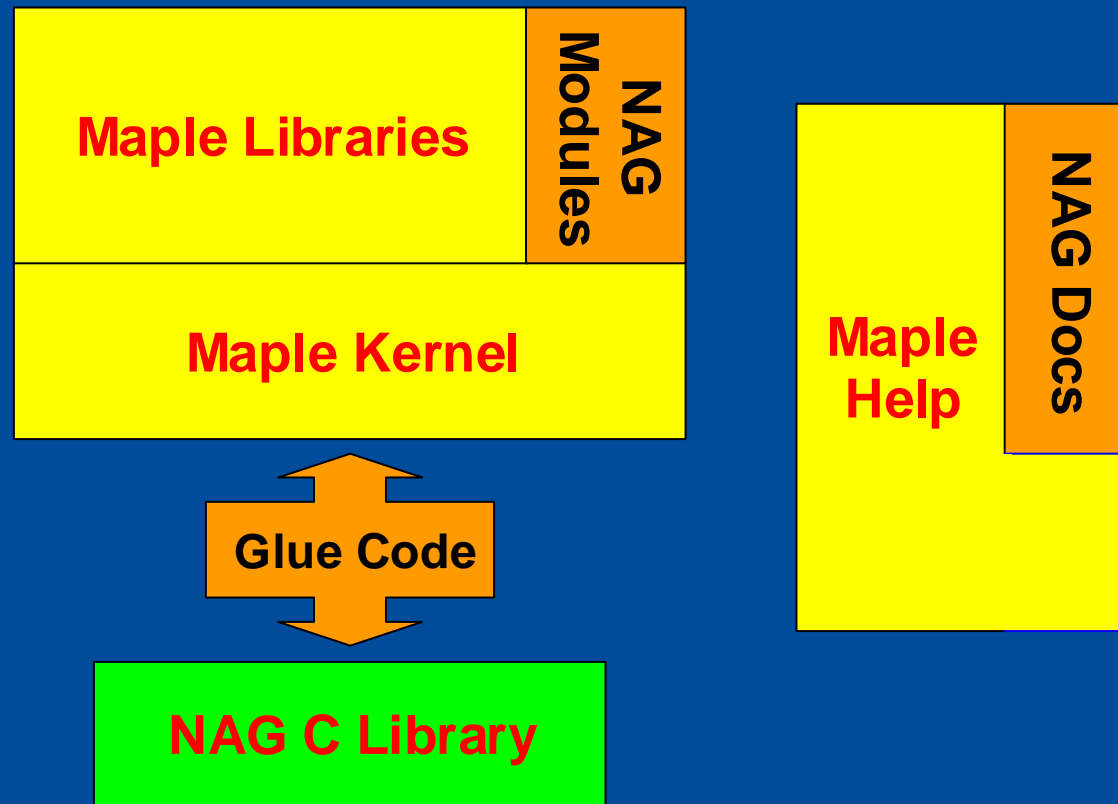


Example 2: The NAG-Maple Connector Product

§ Overview:

- § The Connector Product is a bridge between two existing products
- § Allow access to all NAG C routines from within Maple
- § Support prototyping
 - § develop program calling NAG inside Maple
 - § generate stand-alone C code for use outside Maple
- § Document all routines inside the Maple environment using Maple conventions and terminology

Connector Product Architecture



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Conclusions

- § New architecture is extremely flexible
 - § major productivity gains for full-scale products such as C Library Mark 7
 - § ability to produce lightweight interfaces such as Visual Basic very rapidly
 - § opportunity to embed NAG products in other environments (such as Maple)
- § Continued focus on correctness and efficiency
- § Simplified, more effective maintenance
- § A better service for our users

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