



# Vector Optimized Library of **K**ernels

2020 in review



# What's VOLK again?

## Vector Optimized Library of Kernels (VOLK)

- libvolk is written in C!
- Currently available under GPLv3
- Collection of hand-optimized SIMD kernels
- Optimized for several architectures and platforms

## Focus: Software Radio applications

- Let us know about your use case!

## Idea

- Common function interface
- Architecture specific SIMD implementations
- Load best implementation at runtime

Website: [libvolk.org](http://libvolk.org)

Repository: [github.com/gnuradio/volk](https://github.com/gnuradio/volk)



# History

Around 2010: Introduced as part of GNU Radio

Around 2015: Split off of GNU Radio as an independent library

Currently VOLK is a library under the GNU Radio organization umbrella



# Maintainers

Before '15: GNU Radio maintainers

'15 to '19: Nathan West

'19 to current: Johannes Demel and Michael Dickens

Johannes Demel



Michael Dickens





# Basics - Installation

Your favorite package manager

```
sudo apt install libvolk2-dev
```

```
sudo port install volk
```

```
conda install -c conda-forge volk
```

```
git clone --recursive \  
  https://github.com/gnuradio/volk.git  
cd volk  
mkdir build  
cd build  
cmake ..  
make -j8 # your choice  
sudo make install  
sudo ldconfig
```

First thing to do

```
volk_profile
```

Reason:

- Creates `.volk/volk_config``
- Benchmarks fastest kernel on YOUR system
- Saves this info to make future VOLK kernel calls fast!

Entries look like:

```
volk_32fc_x2_multiply_32fc  
kernel_name
```

```
a_avx2_fma  
aligned
```

```
u_sse3  
unaligned
```



# Basics - usage

## Aligned memory

```
// C
// 32byte AVX aligned memory with 64 float complex elements.
const size_t avx_alignment = 32; // byte alignment
float complex* values =
    (float complex*) volk_malloc(512, avx_alignment);
volk_free(values); // don't forget this! It's your memory!
// C++
auto values = volk::vector<complex<float>>(64);
```

- Use the new C++ helpers for memory management!
- Aligned memory access often faster

## Function calls

```
// C
volk_32fc_x2_multiply_32fc(result, values,
                           more_values,
                           num_values);
// C++
volk_32fc_x2_multiply_32fc(result.data(),
                           values.data(),
                           more_values.data(),
                           num_values);
```

- Common interface
- VOLK takes care of specific kernel calls



# Basics - language

## Runtime

### VOLK library

- Written in C11

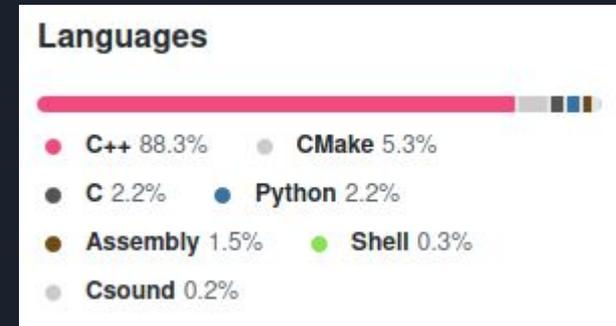
### Support code

- C++
  - ``volk_profile``
  - ``volk-config-info``
  - Aligned vector ``volk::vector``

## Build time

- CMake
- Python

Github might have gotten that one wrong...





# Releases

v2.2.0

v2.2.1

v2.3.0

v2.4.0

v2.4.1

2020 Feb 16

2020 Feb 24

2020 May 9

2020 Nov 22

2020 Dec 17

We aim for regular releases, e.g., every 2 months

Releases are **GPG** and **signify** signed!

**BUT:** Only if there are changes to release

**Suggestions for improvements?**

→ **Please let us know!**



# Statistics - basics

## Pull Requests 2020

- Opened: 66
- Closed: 64

## Issues 2020

- Opened: 45
- Closed: 37

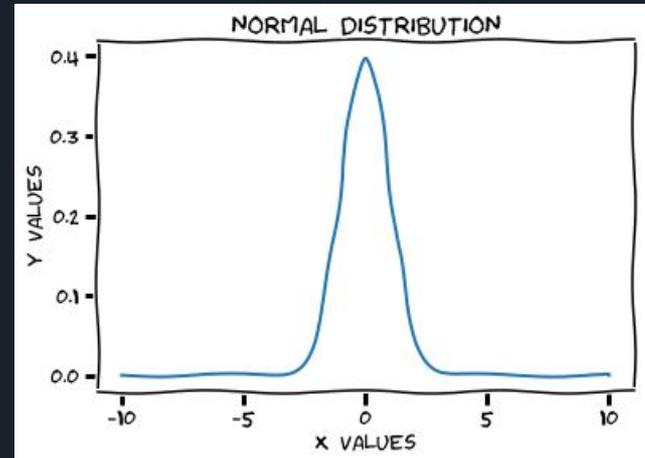
## Contributors

- All time: 61
- 2020: 21

- ANSI C: 34,448 (90.35%)
- C++: 1,671 (4.38%)
- Asm: 802 (2.10%)
- Python: 735 (1.93%)
- XML: 357 (0.94%)
- sh: 114 (0.30%)

**total: 38,127**

generated using David A. Wheeler's 'SLOCCount'



We need more numbers to get here!



# Statistics - users



How many users do we have?

- We don't know... BUT

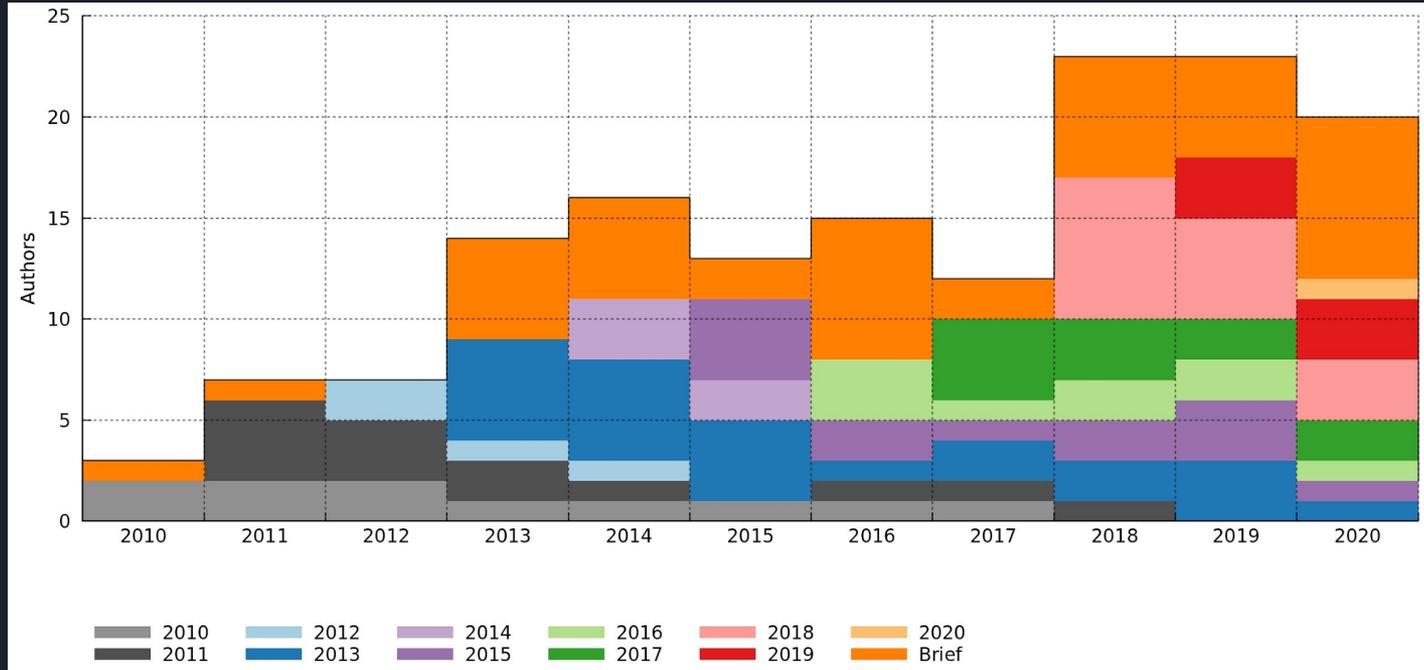


Insights into our user base would be great

- Improve usability
- Identify future directions...



# Statistics - authors

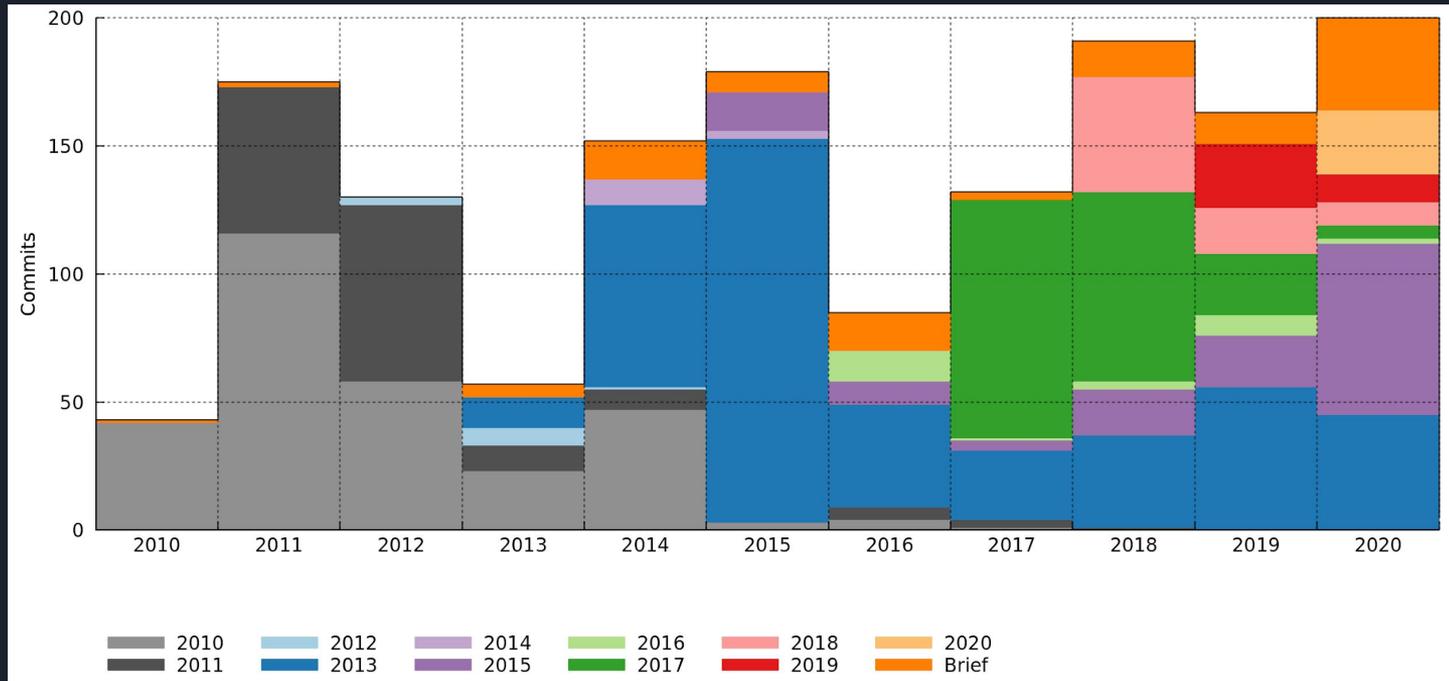


Contributors per year - and first appearance

Plot tool: [github.com/hpjansson/fornalder](https://github.com/hpjansson/fornalder)



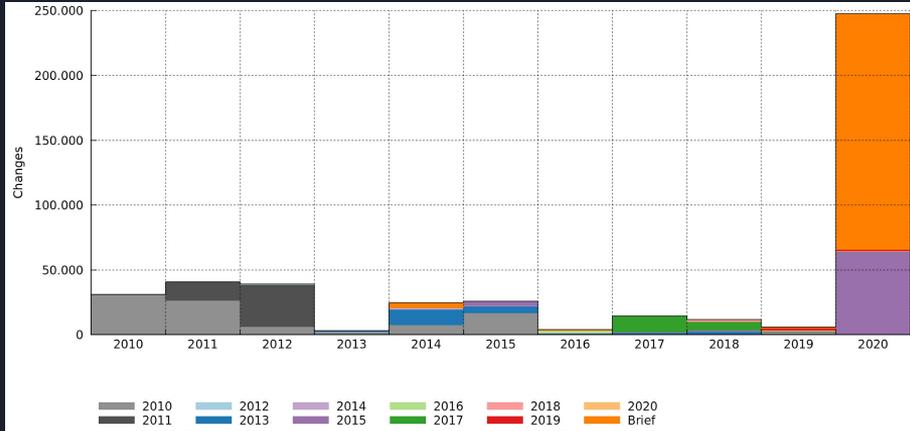
# Statistics - commits



Commits over years

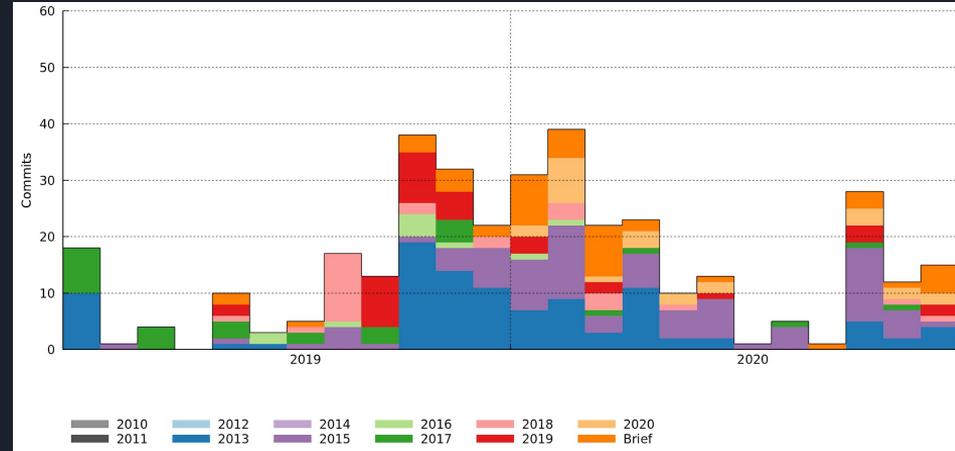


# Statistics - more graphs



Changes over years

- Auto format ruins statistics...



Commits in 2019 - 2020

- Is VOLK a winter project? ...



# Major changes - code

## Prerequisites

- Require **C11**
  - Use ``aligned_alloc`` whenever possible
- CMake 3.8+
- Build time
  - Require Python3

## Support infrastructure (volk\_profile, etc.)

- Mostly remove Boost!
  - New GCC/Clang use C++17 features

## Many new NEON kernels available

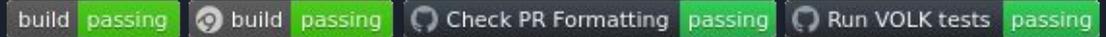
## Enforce code formatting

- Inherited from GNU Radio
- We use **clang-format**



# Major changes - infrastructure

## Continuous Integration



- Extended tests
- TravisCI
  - GCC 4.8, 6, 7, 8, 9
  - Clang 6, 8, 9, 10
  - ARM aarch64
  - QEMU cross build
  - Intel SDE
  - And broken... cf. TravisCI policy
- AppVeyor
- Github Actions
  - macOS Intel
  - Windows
  - Linux
  - Linux static library





# Major changes - features

## cpu features

- Detect available CPU features
  - SSE, AVX, NEON, etc.
- Benefit from shared expertise
- Platform independent (Linux, but also macOS, etc.)

## macOS and Windows

### Optimized kernels available

- Fix cpu feature detection
- Have reliable CI
- Better cpu feature detection
- Currently for Intel
- macOS ARM64 coming



# Move to LGPLv3

## Current license

- GPLv3+

## History

- VOLK was part of GNU Radio
- GNU Radio is licensed under GPLv3+

## Idea: Move to LGPLv3

### Why?

- Community suggestion
- VOLK should see greater adoption

### Why not BSD/MIT/Apache?

- Fairness
  - You get a library
  - Give back

Who wants to participate in this effort?



# Future directions

## More ARM

- SVE?

## More AVX

- Have an AVX version for all kernels
- Currently only few AVX512 kernels.
  - e.g., I'm stuck with AVX2 at the moment.

## More architectures?

- RiscV seems appealing
- PowerPC ?

## Switch to DCO instead of CLA

- Lost a potential contributor presumably because of CLA recently

## VOLK v3.0? → Breaking API

- Sanitize interface
  - C library that exports C functions
- Switch to LGPLv3



# Get to know YOU

We'd like to know more about our users!

Are you a VOLK package maintainer for a system? Let us know!

**ONE DOES NOT SIMPLY...**



**IMPROVE THE UX**

memegenerator.net