

# Easier API Interoperability

## Writing a bindings generator to C/C++ with Coccinelle

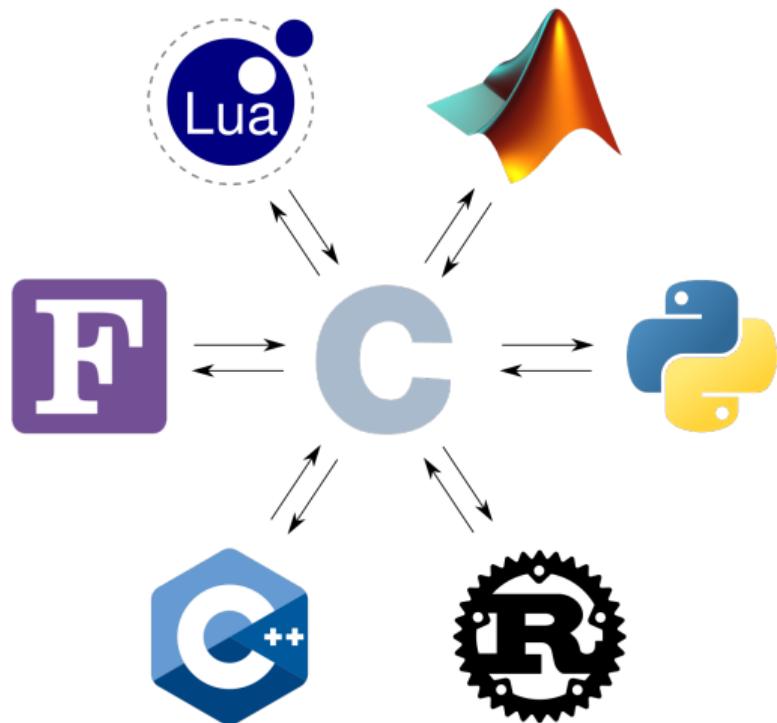
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Leibniz Supercomputing Centre of the Bavarian Academy of Sciences

02.02.2025



# C as lingua franca



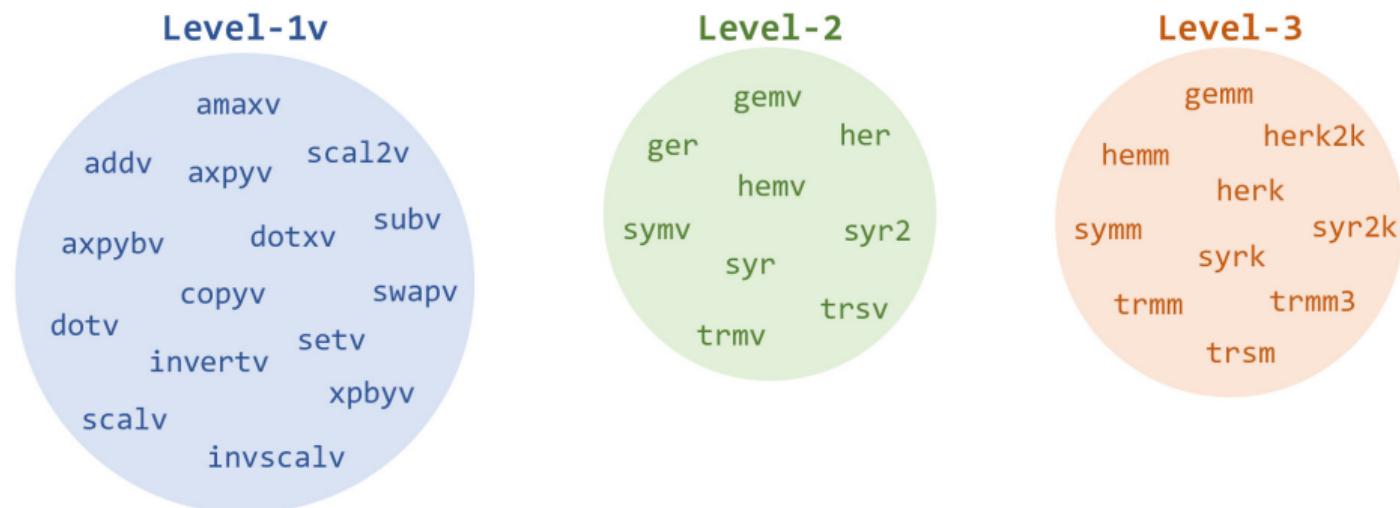
Source: Sebastian Ehlert, Using objects across language boundaries

```
...
void bli_dgemm(
    trans_t transa,
    trans_t transb,
    dim_t m,
    dim_t n,
    dim_t k,
    const double* alpha,
    const double* a, inc_t rsa, inc_t csa,
    const double* b, inc_t rsb, inc_t csb,
    const double* beta,
    double* c, inc_t rsc, inc_t csc );
...
...
```

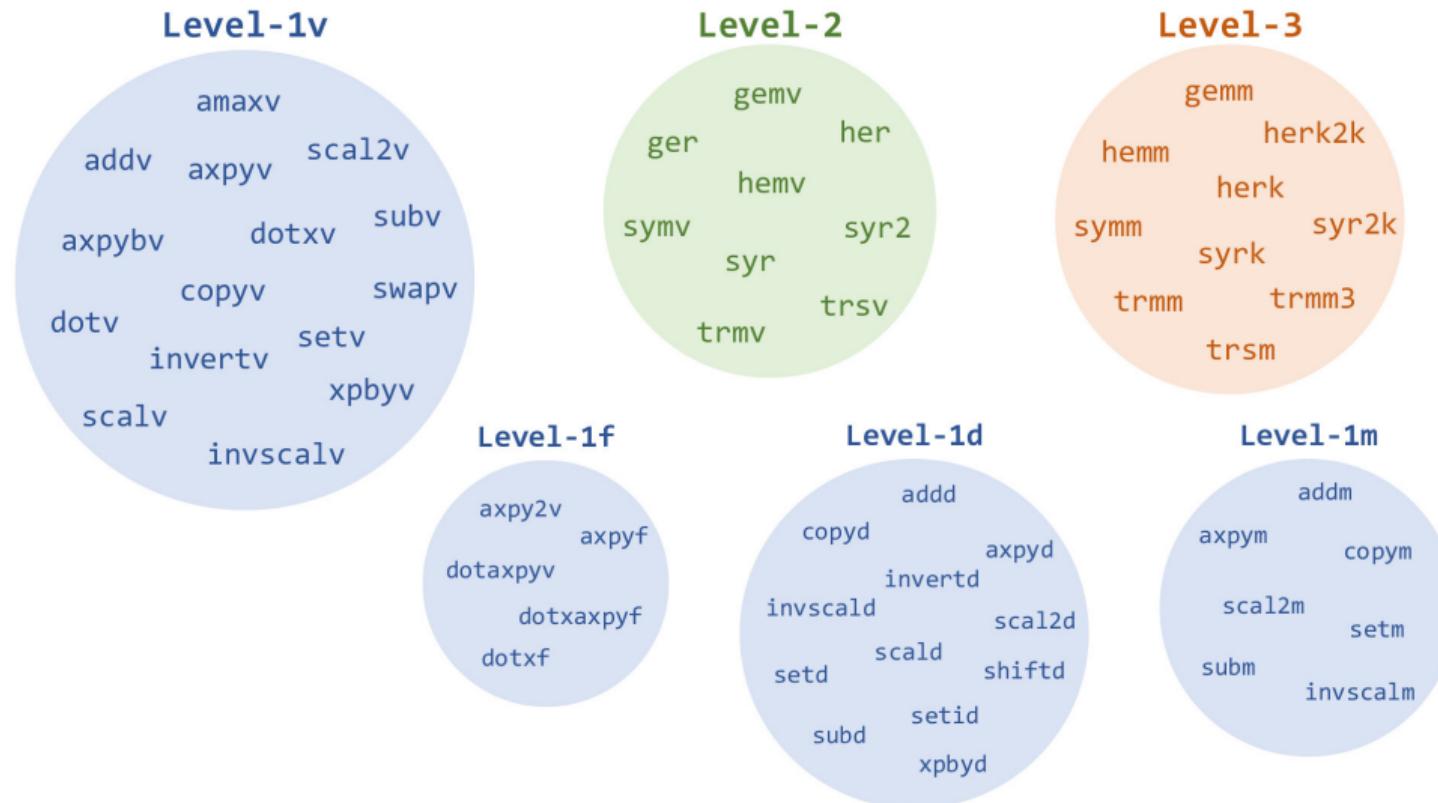
# Fortran

```
interface
  ...
  subroutine bli_dgemm(transa,transb,m,n,k,alpha,a,rsa,csa,b,rsb,csb,&
                      beta,c,rsc,csc) bind(c,name="bli_dgemm")
    use, intrinsic :: iso_c_binding, only: c_double
    use bli_kinds, only: trans_t, dim_t, inc_t
    integer(trans_t), value :: transa,transb
    integer(dim_t), value :: m,n,k
    real(c_double), intent(in) :: alpha,beta
    integer(inc_t), value :: rsa,csa
    real(c_double), intent(in) :: a(csa,*)
  ...
end subroutine
end interface
```

# BLIS

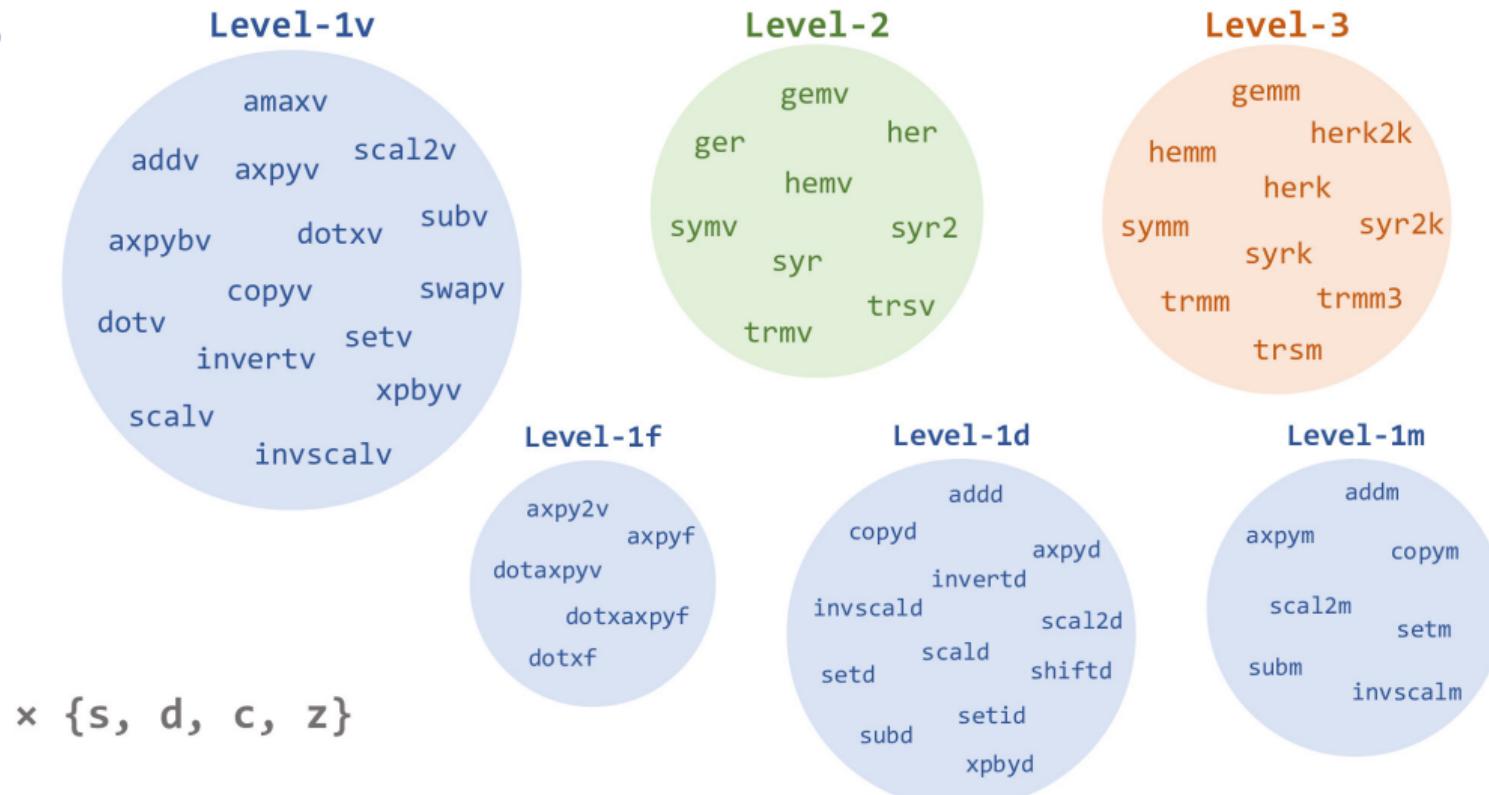


<https://github.com/flame/blis/blob/master/docs/BLISTypedAPI.md>



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# BLIS



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# BLIS

## Level-1v

amaxv  
scal2v  
addv  
axpyv  
axpybv  
dotv  
copyv  
invertv  
scalv  
invscalv  
scal2v  
subv  
dotxv  
setv  
xpbyv

## Level-2

gemv  
her  
ger  
hemv  
syr  
symv  
trmv  
trsv

## Level-3

herk2k  
herk  
syrk  
hemm  
symm  
trmm  
trsm  
syr2k

## Level-1f

axpy2v  
axpyf  
dotaxpyv  
dotxaypf  
dotxf

## Level-1d

addd  
copyd  
invertd  
invscald  
setd  
subd  
scald  
scal2d  
shiftd  
setid  
xpbyd

## Level-1m

addm  
axpym  
copym  
scal2m  
subm  
setm  
invscalm

- ✗ {s, d, c, z}
- ✗ {basic, expert}

<https://github.com/flame/blis/blob/master/docs/BLISTypedAPI.md>

## #include <blis.h>

- ▶ 34 kLOC
- ▶ heavy use of macros (templates)

```
1 __attribute__((visibility ("default"))) void bli_sgemm ( trans_t transa, trans_t transb, dim_t m, dim_t n, dim_t k, const float* alpha, const float* a, inc_t rs_a, inc_t cs_a, const float* b, inc_t rs_b, inc_t cs_b, const float* beta, float* c, inc_t rs_c, inc_t cs_c ); __attribute__((visibility ("default"))) void bli_dgemm ( trans_t transa, trans_t transb, dim_t m, dim_t n, dim_t k, const double* alpha, const double* a, inc_t rs_a, inc_t cs_a, const double* b, inc_t rs_b, inc_t cs_b, const double* beta, double* c, inc_t rs_c, inc_t cs_c ); __attribute__((visibility ("default"))) void bli_cgemm ( trans_t transa, trans_t transb, dim_t m, dim_t n, dim_t k, const scomplex* alpha, const scomplex* a, inc_t rs_a, inc_t cs_a, const scomplex* b, inc_t rs_b, inc_t cs_b, const scomplex* beta, scomplex* c, inc_t rs_c, inc_t cs_c ); __attribute__((visibility ("default"))) void bli_zgemm ( trans_t transa, trans_t transb, dim_t m, dim_t n, dim_t k, const dcomplex* alpha, const dcomplex* a, inc_t rs_a, inc_t cs_a, const dcomplex* b, inc_t rs_b, inc_t cs_b, const dcomplex* beta, dcomplex* c, inc_t rs_c, inc_t cs_c );
2 __attribute__((visibility ("default"))) void bli_sgemmt ( uplo_t uploc, trans_t transa, trans_t transb, dim_t m, dim_t k, const float* alpha, const float* a, inc_t rs_a, inc_t cs_a, const float* b, inc_t rs_b, inc_t cs_b, const float* beta, float* c, inc_t rs_c, inc_t cs_c ); __attribute__((visibility ("default"))) void bli_dgemmt ( uplo_t uploc, trans_t transa, trans_t transb, dim_t m, dim_t k, const double* alpha, const double* a, inc_t rs_a, inc_t cs_a, const double* b, inc_t rs_b, inc_t cs_b, const double* beta, double* c, inc_t rs_c, inc_t cs_c ); __attribute__((visibility ("default"))) void bli_cgemmt ( uplo_t uploc, trans_t transa, trans_t transb, dim_t m, dim_t k, const scomplex* alpha, const scomplex* a, inc_t rs_a, inc_t cs_a, const scomplex* b, inc_t rs_b, inc_t cs_b, const scomplex* beta, scomplex* c, inc_t rs_c, inc_t cs_c ); __attribute__((visibility ("default"))) void bli_zgemmt ( uplo_t uploc, trans_t transa, trans_t transb, dim_t m, dim_t k, const dcomplex* alpha, const dcomplex* a, inc_t rs_a, inc_t cs_a, const dcomplex* b, inc_t rs_b, inc_t cs_b, const dcomplex* beta, dcomplex* c, inc_t rs_c, inc_t cs_c );
```

# Semantic Matching and Patching Engine



# Pattern matching

```
1 /* bliss.cocci */
2 @match_void@
3 identifier F =~ "bli_.*";
4 parameter list PL;
5 @@
6
7 void F( PL );
8
9
10 /* continues on next page */
```

```
24386 /* ... bliss.h ... */
24387
24388 __attribute__((visibility ("default")))
24389 void bli_dgemm
24390 ( trans_t transa, trans_t
24391 transb, dim_t m, dim_t n,
24392 dim_t k, const float* alpha
24393 , const float* a, inc_t
24394 rs_a, inc_t cs_a, const
24395 float* b, inc_t rs_b, inc_t
24396 cs_b, const float* beta,
24397 float* c, inc_t rs_c, inc_t
24398 cs_c );
```

## Binding generation

```
11 @script: python@
12 pl << match.PL;
13 proc_name << match.F;
14 @@
15
16 def convert_to_fortran_args(param_list):
17     # ...
18     return args, arg_stmts
19
20 args, arg_stmts = convert_to_fortran_args(pl)
21
22 print(f"""
23 interface
24     subroutine {proc_name}({args}) bind(c, name="{name}")
25         {arg_stmts}
26     end subroutine
27 end interface
28 """)
```



# Matching and generating string functions

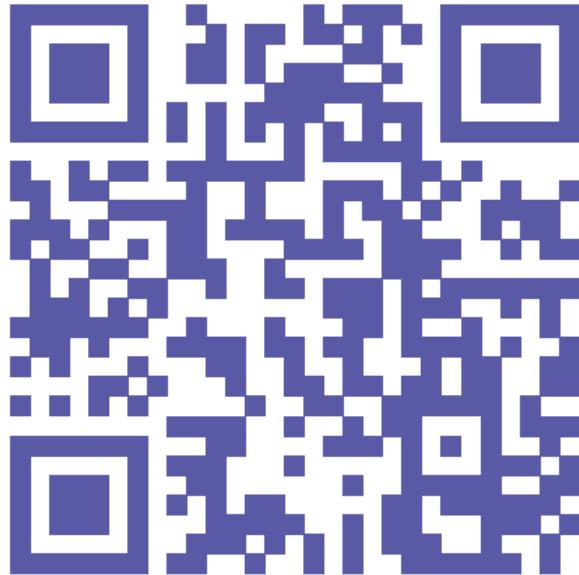
```
1 @match_string@
2 identifier F =~ "bli_.*";
3 parameter list PL;
4 @@
5
6     char* F( PL );
7
8 @script: python@
9 pl << match_string.PL;
10 f << match_string.F;
11 @@
12
13 # ... generate wrapper ...
```

## Limitations

- ▶ union
- ▶ callback functions
- ▶ missing semantic information

## Summary

- ▶ automate large-scale code transformations



Full code for this presentation

<https://github.com/ivan-pi/blis-fortran>

## Acknowledgements

- ▶ dealii-X



- ▶ SiVeGCS



# Learn Coccinelle

## Coccinelle Cheat Sheet



<https://doi.org/10.5281/zenodo.14728558>

## Coccinelle Tutorial

1-day tutorial slides:

<https://doi.org/10.5281/zenodo.14728519>

Stay tuned for 2025 trainings:

<https://tiny.badw.de/zc5D9e>

## Coccinelle Website

<https://coccinelle.gitlabpages.inria.fr/website/>

COCCINELLE Cheat Sheet: basics of invocation and elements of SmPL (SEMANTIC PATCH LANGUAGE)			
Invocation: <code>#patch ...</code>		description	requires
<code>... --parse-cocci a.c cocci</code>		do a semantic patch parse check	
<code>... --parse-c a.c</code>		do a C source file parse check	
<code>... --parse-cpp a.cpp</code>		do a C++ source file parse check	
<code>... .cocci directory</code>		patch a directory	
<code>... --sp-file a.cocci a.c</code>		get C patch of a.c	
<code>... --sp-file a.cocci a.cpp</code>		get C++ patch of a.cpp	a.cocci begins with #patch --ccce
<code>... --test a</code>		get C patch of a.c	a.cocci begins with #patch --ccce
<code>... --test x</code>		get C++ patch of a.cpp	a.cocci begins with #patch --ccce
#patch command line options			
<code>#patch filename ... @</code>		// a semantic patch file	
<code>#patch metavariabletype v;</code>		#ruleall@	
<code>#patch other metadclarations</code>		metavariabletype v;	
<code>#patch rule provides context and references metavariables</code>		* <= special match-only lline	
<code> - minus code</code>		* <= "ellipsis" or "data"	
<code> + context usually optional</code>		#rule@	
<code>+ plan context usually optional</code>		metavariabletype rule1.v;	
<code>** multiple insertion</code>		#v is inherited and usable	
<code>#initialise:python #S</code>		#S#	
<code>python code executed once</code>		(	
<code>#rl10</code>		first pattern to match	
<code>#patch metavariabletype a;</code>		// conjunction of patterns	
<code>#patch script: python x&gt;#S</code>		second pattern to match	
<code>#patch SmPL code referencing a</code>		* max one insert per construct	
<code>#patch SmPL code referencing a</code>		} // changes only within (...)	
<code>#patch SmPL code referencing a</code>		#S#	
<code>#patch SmPL code referencing a</code>		(	
<code>#patch SmPL code referencing a</code>		- first match and/or change	
<code>#patch SmPL code referencing a</code>		! disjunction of patterns	
<code>#patch SmPL code referencing a</code>		- second match and/or change	
<code>#patch SmPL code referencing a</code>		} // changes only within (...)	
metavariabletype v			
<code> - no identifier, but token</code>		no identifier, but token	
<code> - or v in [a...z]</code>		- or v in [a...z]	
<code> - last [m..M]</code>		last [m..M]	v
<code> - empty metavariable</code>		empty metavariable	{ }?
<code> - #patch-level</code>		#patch-level	
metavariabletype n			
<code> - attribute name</code>		attribute name	
<code> - constant</code>		constant	✓
<code> - declaration</code>		declaration	✓
<code> - expression</code>		expression	✓
<code> - field</code>		field	✓
<code> - for</code>		for	✓
<code> - function</code>		function	✓
<code> - identifier</code>		identifier	✓
<code> - ideclaration</code>		ideclaration	✓
<code> - local ideclaration</code>		local ideclaration	
<code> - global ideclaration</code>		global ideclaration	
<code> - assignments operator</code>		assignments operator	✓
<code> - binary operator</code>		binary operator	✓
<code> - parameter</code>		parameter	✓
<code> - position</code>		position	
<code> - pragmasinfo</code>		pragmasinfo	✓
<code> - statement</code>		statement	✓
<code> - symbol</code>		symbol	✓
<code> - type</code>		type	✓
<code> - typeid</code>		typeid	✓
metavariabletype o			
<code> - implicit semantic patch-wide scope</code>		implicit semantic patch-wide scope	
#rulekind@ implicit			
<code> - match requirement</code>		match requirement	
<code> - expression</code>		expression	✓
<code> - identifier</code>		identifier	✗
<code> - any token (also in declaration)</code>		any token (also in declaration)	
<code> - forall in ...</code>		forall in ...	
<code> - exists in ... lines</code>		exists in ... lines	
<code> - disable all</code>		disable all	✗
match requirement			
<code> - tokens must also be expression</code>		tokens must also be expression	
<code> - identifier</code>		identifier	✓
<code> - any token (also in declaration)</code>		any token (also in declaration)	
<code> - forall in ...</code>		forall in ...	
<code> - exists in ... lines</code>		exists in ... lines	
<code> - disable all</code>		disable all	✗
error			
<code> - invalid mismatch</code>		invalid mismatch	
<code> - already tagged token</code>		already tagged token	
<code> - parse error</code>		parse error	
<code> - none, but no patch</code>		none, but no patch	
<code> - no available token to attach</code>		no available token to attach	
missing			
<code> - non simply removable (need context)</code>		non simply removable (need context)	
<code> - conflicting changes overlap</code>		conflicting changes overlap	
<code> - trying matching more top-level things</code>		trying matching more top-level things	
<code> - does the source fully parse?</code>		does the source fully parse?	
<code> - just outside a { or   or   construct</code>		just outside a { or   or   construct	

