

Intel Intelligent Storage Acceleration Library  
2.31.0

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# Chapter 1

## Intel(R) Intelligent Storage Acceleration Library

ISA-L is a collection of optimized low-level functions targeting storage applications. ISA-L includes:

- Erasure codes - Fast block Reed-Solomon type erasure codes for any encode/decode matrix in  $GF(2^8)$ .
- CRC - Fast implementations of cyclic redundancy check. Six different polynomials supported.
  - iscsi32, ieee32, t10dif, ecma64, iso64, jones64, rocksoft64.
- Raid - calculate and operate on XOR and P+Q parity found in common RAID implementations.
- Compression - Fast deflate-compatible data compression.
- De-compression - Fast inflate-compatible data compression.
- igzip - A command line application like gzip, accelerated with ISA-L.

Also see:

- [ISA-L for updates](#).
- For crypto functions see [isa-l\\_crypto](#) on [github](#).
- The [github wiki](#) including a list of [distros/ports](#) offering binary packages as well as a list of [language bindings](#).
- [Contributing](#).
- [Security Policy](#).
- Docs on [units](#), [tests](#), or [build details](#).

## 1.1 Building ISA-L

### 1.1.1 Prerequisites

- Make: GNU 'make' or 'nmake' (Windows).
- Optional: Building with autotools requires autoconf/automake/libtool packages.
- Optional: Manual generation requires help2man package.

x86\_64:

- Assembler: nasm. Version 2.15 or later suggested (other versions of nasm and yasm may build but with limited function [support](#)).
- Compiler: gcc, clang, icc or VC compiler.

aarch64:

- Assembler: gas v2.24 or later.
- Compiler: gcc v4.7 or later.

other:

- Compiler: Portable base functions are available that build with most C compilers.

### 1.1.2 Autotools

To build and install the library with autotools it is usually sufficient to run:

```
./autogen.sh
./configure
make
sudo make install
```

### 1.1.3 Makefile

To use a standard makefile run:

```
make -f Makefile.unx
```

### 1.1.4 Windows

On Windows use nmake to build dll and static lib:

```
nmake -f Makefile.nmake
```

or see [details on setting up environment here](#).

### 1.1.5 Other make targets

Other targets include:

- `make check` : create and run tests
- `make tests` : create additional unit tests
- `make perfs` : create included performance tests
- `make ex` : build examples
- `make other` : build other utilities such as compression file tests
- `make doc` : build API manual

## 1.2 DLL Injection Attack

### 1.2.1 Problem

The Windows OS has an insecure predefined search order and set of defaults when trying to locate a resource. If the resource location is not specified by the software, an attacker need only place a malicious version in one of the locations Windows will search, and it will be loaded instead. Although this weakness can occur with any resource, it is especially common with DLL files.

### 1.2.2 Solutions

Applications using libisal DLL library may need to apply one of the solutions to prevent from DLL injection attack.

Two solutions are available:

- Using a Fully Qualified Path is the most secure way to load a DLL
- Signature verification of the DLL

### 1.2.3 Resources and Solution Details

- Security remarks section of LoadLibraryEx documentation by Microsoft: <https://docs.microsoft.com/en-us/windows/win32/api/libloaderapi/nf-libloaderapi-loadlibraryexa#security-remarks>
- Microsoft Dynamic Link Library Security article: <https://docs.microsoft.com/en-us/windows/win32/dlls/dll-security>
- Hijack Execution Flow: DLL Search Order Hijacking: <https://attack.mitre.org/techniques/T1574/001>
- Hijack Execution Flow: DLL Side-Loading: <https://attack.mitre.org/techniques/T1574/002>



## Chapter 2

# Contributing to ISA-L

Everyone is welcome to contribute. Patches may be submitted using GitHub pull requests (PRs). All commits must be signed off by the developer (`--signoff`) which indicates that you agree to the Developer Certificate of Origin. Patch discussion will happen directly on the GitHub PR. Design pre-work and general discussion occurs on the [mailing list](#). Anyone can provide feedback in either location and all discussion is welcome. Decisions on whether to merge patches will be handled by the maintainer.

### 2.1 License

ISA-L is licensed using a BSD 3-clause [license]. All code submitted to the project is required to carry that license.

### 2.2 Certificate of Origin

In order to get a clear contribution chain of trust we use the [signed-off-by language](#) used by the Linux kernel project.

### 2.3 Mailing List

Contributors and users are welcome to submit new request on our roadmap, submit patches, file issues, and ask questions on our [mailing list](#).

### 2.4 Coding Style

The coding style for ISA-L C code roughly follows linux kernel guidelines. Use the included indent script to format C code.

```
./tools/iindent your_files.c
```

And use check format script before submitting.

```
./tools/check_format.sh
```



## Chapter 3

# ISA-L Security Policy

### 3.1 Report a Vulnerability

Please report security issues or vulnerabilities to the [Intel Security Center](#).

For more information on how Intel works to resolve security issues, see [Vulnerability Handling Guidelines](#).





## Chapter 4

# v2.31 Intel Intelligent Storage Acceleration Library Release Notes

### RELEASE NOTE CONTENTS

1. KNOWN ISSUES
2. FIXED ISSUES
3. CHANGE LOG & FEATURES ADDED

#### 4.1 1. KNOWN ISSUES

- Perf tests do not run in Windows environment.
- 32-bit lib is not supported in Windows.
- 32-bit lib is not validated.

#### 4.2 2. FIXED ISSUES

##### v2.31

- Fixed various compilation issues/warnings for different platforms.
- Fixed documentation on xor/pq gen/check functions, with minimum number of vectors.
- Fixed potential out-of-bounds read on Adler32 Neon implementation.
- Fixed potential out-of-bounds read on gf\_vect\_mul Neon implementation.
- Fixed x86 load/store instructions in erasure coding functions (aligned moves that should be unaligned).
- Fixed memory leaks in unit tests.

## v2.30

- Intel CET support.
- Windows nasm support fix.

## v2.28

- Fix documentation on [gf\\_vect\\_mad\(\)](#). Min length listed as 32 instead of required min 64 bytes.

## v2.27

- Fix lack of install for pkg-config files

## v2.26

- Fixes for sanitizer warnings.

## v2.25

- Fix for nasm on Mac OS X/darwin.

## v2.24

- Fix for [crc32\\_iscsi\(\)](#). Potential read-over for small buffer. For an input buffer length of less than 8 bytes and aligned to an 8 byte boundary, function could read past length. Previously had the possibility to cause a seg fault only for length 0 and invalid buffer passed. Calculated CRC is unchanged.
- Fix for compression/decompression of > 4GB files. For streaming compression of extremely large files, the total\_out parameter would wrap and could potentially flag an otherwise valid lookback distance as being invalid. Total\_out is still 32bit for zlib compatibility. No inconsistent compressed buffers were generated by the issue.

## v2.23

- Fix for histogram generation base function.
- Fix library build warnings on macOS.
- Fix igzip to use bsf instruction when tzcnt is not available.

## v2.22

- Fix ISA-L builds for other architectures. Base function and examples sanitized for non-IA builds.
- Fix fuzz test script to work with llvm 6.0 builtin libFuzz.

## v2.20

- Inflate total\_out behavior corrected for in-progress decompression. Previously total\_out represented the total bytes decompressed into the output buffer or temp internal buffer. This is changed to be only the bytes put into the output buffer.
- Fixed issue with isal\_create\_hufftables\_subset. Affects semi-dynamic compression use case when explicitly creating hufftables from histogram. The \_hufftables\_subset function could fail to generate length symbols for any length that were never seen.

## v2.19

- Fix erasure code test that violates rs matrix bounds.
- Fix 0 length file and looping errors in igzip\_inflate\_test.

## v2.18

- Mac OS X/darwin systems no longer require the -target=darwin config option. The autoconf canonical build should detect.

## v2.17

- Fix igzip using 32K window and a shared object
- Fix igzip undefined instruction error on Nehalem.
- Fixed issue in crc performance tests where OS optimizations turned cold cache tests into warm tests.

## v2.15

- Fix for windows register save in gf\_6vect\_mad\_avx2.asm. Only affects windows versions of [ec\\_encode\\_data\\_update\(\)](#) running with AVX2. A GP register was not properly restored resulting in corruption on return.

## v2.14

- Building in unit directories is no longer supported removing the issue of leftover object files causing the top-level make build to fail.

## v2.10

- Fix for windows register save overlap in gf\_{3-6}vect\_dot\_prod\_sse.asm. Only affects windows versions of erasure code. GP register saves/restore were pushed to same stack area as XMM.

## 4.3 3. CHANGE LOG & FEATURES ADDED

### v2.31

- API changes:
  - `gf_vect_mul_base()` function now returns an integer, matching the return type of `gf_vect_mul()` function (not a breaking change).
- Lgzip compression improvements:
  - Added compress/decompress with dictionary to perf test app.
  - Zlib header can be now created on the fly when starting the compression.
  - Added `isal_zlib_hdr_init()` function to initialize the zlib header to 0.
- Zero-memory detection improvements:
  - Optimized AVX implementation.
  - Added new AVX2 and AVX512 implementations.
- Erasure coding improvements:
  - Added new AVX512 and AVX2 implementations using GFNI instructions.
  - Added new SVE implementation.
- CRC improvements:
  - Added new CRC64 Rocksoft algorithm.
  - CRC x86 implementations optimized using ternary logic instructions and folding of bigger data on the last bytes.
  - CRC16 T10dif aarch64 implementation improved.
  - CRC aarch64 implementations optimized using XOR fusion feature.
- Documentation:
  - Added function overview documentation page.
  - Added security file.
- Performance apps:
  - Changed performance tests to warm by default.
- Example apps:
  - Added CRC combine example `crc_combine_example` for multiple polynomials.

### v2.30

- Lgzip compression enhancements.
  - New functions for dictionary acceleration. Split dictionary processing and resetting can greatly accelerate the performance of compressing many small files with a dictionary.
  - New static level 0 header decode tables. Accelerates decompressing small files that are level 0 compressed by skipping the known header parsing.

- New feature for igzip cli tool: support for concatenated .gz files. On decompression, igzip will process a series of independent, concatenated .gz files into one output stream.
- CRC Improvements
  - New vclmul version of [crc32\\_iscsi\(\)](#).
  - Updates for aarch64.

## v2.29

- CRC Improvements
  - New AVX512 vclmul versions of [crc16\\_t10dif\(\)](#), [crc32\\_ieee\(\)](#), [crc32\\_gzip\\_refl](#).
- Erasure code improvements
  - Added AVX512 ec functions with 5 and 6 outputs. Can improve performance for codes with 5 or more parity by running in batches of up to 6 at a time.

## v2.28

- New next-arch versions of 64-bit CRC. All norm and reflected 64-bit polynomials are expanded to utilize [vp-clmulqdq](#).

## v2.27

- New multi-threaded compression option for igzip cli tool

## v2.26

- Adler32 added to external API.
- Multi-arch improvements.
- Performance test improvements.

## v2.25

- Igzip performance improvements and features.
  - Performance improvements for uncompressable files. Random or uncompressable files can be up to 3x faster in level 1 or 2 compression.
  - Additional small file performance improvements.
  - New options in igzip cli: use name from header or not, test compressed file.
- Multi-arch autoconf script.
  - Autoconf should detect architecture and run base functions at minimum.

## v2.24

- Igzip small file performance improvements and new features.
  - Better performance on small files.
  - New gzip/zlib header and trailer handling.
  - New gzip/zlib header parsing helper functions.
  - New user-space compression/decompression tool igzip.
- New mem unit added with first function [isal\\_zero\\_detect\(\)](#).

## v2.23

- Igzip inflate (decompression) performance improvements.
  - Implemented multi-byte decode for inflate. Decode can pack up to three symbols into the decode table making some compressed streams decompress much faster depending on the prevalence of short codes.

## v2.22

- Igzip: AVX2 version of level 3 compression added.
- Erasure code examples
  - New examples for standard EC encode and decode.
  - Example of piggyback EC encode and decode.

## v2.21

- Igzip improvements
  - New compression levels added. ISA-L fast deflate now has more levels to balance speed vs. target compression level. Level 0, 1 are as in previous generations. New levels 2 & 3 target higher compression roughly comparable to zlib levels 2-3. Level 3 is currently only optimized for processors with AVX512 instructions.
- New T10dif & copy function - [crc16\\_t10dif\\_copy\(\)](#)
  - CRC and copy was added to emulate T10dif operations such as DIF insert and strip. This function stitches together CRC and memcpy operations eliminating an extra data read.
- CRC32 iscsi performance improvements
  - Fixes issue under some distributions where warm cache performance was reduced.

## v2.20

- Igzip improvements
  - Optimized deflate\_hash in compression functions. Improves performance of using preset dictionary.
  - Removed alignment restrictions on input structure.

## v2.19

- Igzip improvements
  - Add optimized Adler-32 checksum.
  - Implement zlib compression format.
  - Add stateful dictionary support.
  - Add struct reset functions for both deflate and inflate.
- Reflected IEEE format CRC32 is released out. Function interface is named `crc32_gzip_refl`.
- Exact work condition of Erasure Code Reed-Solomon Matrix is determined by new added program `gen_rs_matrix_limits`.

## v2.18

- New 2-pass fully-dynamic deflate compression (level -1). ISA-L fast deflate now has two levels. Level 0 (default) is the same as previous generations. Setting to level 1 will switch to the fully-dynamic compression that will typically reach higher compression ratios.
- RAID AVX512 functions.

## v2.17

- New fast decompression (inflate)
- Compression improvements (deflate)
  - Speed and compression ratio improvements.
  - Fast custom Huffman code generation.
  - New features:
    - \* Run-time option of gzip crc calculation and headers/trailer.
    - \* Choice of static header (BTYPPE 01) blocks.
    - \* LARGE\_WINDOW, 32K history, now default.
    - \* Stateless full flush mode.
- CRC64
  - Six new 64-bit polynomials supported. Normal and reflected versions of ECMA, ISO and Jones polynomials.

## v2.16

- Units added: `crc`, `raid`, `igzip` (deflate compression).

## v2.15

- Erasure code updates. New AVX512 versions.
- Nasm support. ISA-L ported to build with `nasm` or `yasm` assembler.

- Windows DLL support. Windows builds DLL by default.

#### v2.14

- Autoconf and autotools build allows easier porting to additional systems. Previous make system still available to embedded users with Makefile.unx.
- Includes update for building on Mac OS X/darwin systems. Add `--target=darwin` to `./configure` step.

#### v2.13

- Erasure code improvements
  - 32-bit port of optimized `gf_vect_dot_prod()` functions. This makes `ec_encode_data()` functions much faster on 32-bit processors.
  - Avoton performance improvements. Performance on Avoton for `gf_vect_dot_prod()` and `ec_encode_data()` can improve by as much as 20%.

#### v2.11

- Incremental erasure code. New functions added to erasure code to handle single source update of code blocks. The function `ec_encode_data_update()` works with parameters similar to `ec_encode_data()` but are called incrementally with each source block. These versions are useful when source blocks are not all available at once.

#### v2.10

- Erasure code updates
  - New AVX and AVX2 support functions.
  - Changes min len requirement on `gf_vect_dot_prod()` to 32 from 16.
  - Tests include both source and parity recovery with `ec_encode_data()`.
  - New encoding examples with Vandermonde or Cauchy matrix.

#### v2.8

- First open release of erasure code unit that is part of ISA-L.



## Chapter 5

# ISA-L Function Overview

ISA-L is logically broken into mostly independent units based on the source directories of the same name.

- erasure\_codes
- crc
- raid
- mem
- igzip

The library can also be built with subsets of available units. For example `$ make -f Makefile.unx units=crc` will only build a library with crc functions.

## 5.1 ISA-L Functions

### 5.1.1 Erasure Code Functions

Functions pertaining to erasure codes implement a general Reed-Solomon type encoding for blocks of data to protect against erasure of whole blocks. Individual operations can be described in terms of arithmetic in the Galois finite field  $GF(2^8)$  with the particular field-defining primitive or reducing polynomial  $x^8 + x^4 + x^3 + x^2 + 1$  (0x1d).

For example, the function `ec_encode_data()` will generate a set of parity blocks  $P_i$  from the set of  $k$  source blocks  $D_i$  and arbitrary encoding coefficients  $a_{i,j}$  where each byte in  $P$  is calculated from sources as:

$$P_i = \sum_{j=1}^k a_{i,j} \cdot D_j$$

where addition and multiplication  $\cdot$  is defined in  $GF(2^8)$ . Since any arbitrary set of coefficients  $a_{i,j}$  can be supplied, the same fundamental function can be used for encoding blocks or decoding from blocks in erasure.

### 5.1.1.1 EC Usage

Various examples are available in examples/ec and unit tests in erasure\_code to show an encode and decode (re-hydrate) cycle or partial update operation. As seen in [ec example](#) the process starts with picking an encode matrix, parameters k (source blocks) and m (total parity + source blocks), and expanding the necessary coefficients.

```
// Initialize g_tbls from encode matrix
ec_init_tables(k, p, &encode_matrix[k * k], g_tbls);
```

In the example, a symmetric encode matrix is used where only the coefficients describing the parity blocks are used for encode and the upper matrix is initialized as an identity to simplify generation of the corresponding decode matrix. Next the parity for all (m - k) blocks are calculated at once.

```
// Generate EC parity blocks from sources
ec_encode_data(len, k, p, g_tbls, frag_ptrs, &frag_ptrs[k]);
```

### 5.1.2 RAID Functions

Functions in the RAID section calculate and operate on XOR and P+Q parity found in common RAID implementations. The mathematics of RAID are based on Galois finite-field arithmetic to find one or two parity bytes for each byte in N sources such that single or dual disk failures (one or two erasures) can be corrected. For RAID5, a block of parity is calculated by the xor across the N source arrays. Each parity byte is calculated from N sources by:

$$P = D_0 + D_1 + \dots + D_{N-1}$$

where  $D_n$  are elements across each source array [0-(N-1)] and + is the bit-wise exclusive or (xor) operation. Elements in  $GF(2^8)$  are implemented as bytes.

For RAID6, two parity bytes P and Q are calculated from the source array. P is calculated as in RAID5 and Q is calculated using the generator g as:

$$Q = g^0 D_0 + g^1 D_1 + g^2 D_2 + \dots + g^{N-1} D_{N-1}$$

where g is chosen as {2}, the second field element. Multiplication and the field are defined using the primitive polynomial  $x^8 + x^4 + x^3 + x^2 + 1$  (0x1d).

#### 5.1.2.1 RAID Usage

RAID function usage is similar to erasure code except no coefficient expansion step is necessary. As seen in [raid example](#) the [xor\\_gen\(\)](#) and [xor\\_check\(\)](#) functions are used to generate and check parity.

### 5.1.3 CRC Functions

Functions in the CRC section include fast implementations of cyclic redundancy check using specialized instructions such as PCLMULQDQ, carry-less multiplication. Generally, a CRC is the remainder in binary division of a message and a CRC polynomial in  $GF(2)$ .

$$CRC(M(x)) = x^{deg(P(x))} \cdot M(x) \bmod P(x)$$

CRC is used in many storage applications to ensure integrity of data by appending the CRC to a message. Various standards choose the polynomial P and may vary by initial seeding value, bit reversal and inverting the result and seed.

### 5.1.3.1 CRC Usage

CRC functions have a simple interface such as in [crc example](#).

```
crc64_checksum = crc64_ecma_refl(crc64_checksum, inbuf, avail_in);
```

Updates with new buffers are possible with subsequent calls. No extra finalize step is necessary. An example of combining independent CRC values is found in [crc combine example](#).

## 5.1.4 Compress/Inflate Functions

Functions in the igzip unit perform fast, loss-less data compression and decompression within the [deflate](#), [zlib](#), and [gzip](#) binary standards. Functions for stream based (data pieces at a time) and stateless (data all at once) are available as well as multiple parameters to change the speed vs. compression ratio or other features. In addition, there are functions to fine tune compression by pre-computing static Huffman tables and setting for subsequent compression runs, parsing compression headers and other specific tasks to give more control.

### 5.1.4.1 Compress/Inflate Usage

The interface for compression and decompression functions is similar to zlib, zstd and others where a context structure keeps parameters and internal state to render from an input buffer to an output buffer. I/O buffer pointers and size are often the only required settings. ISA-L, unlike zlib and others, does not allocate new memory and must be done by the user explicitly when required (level 1 and above). This gives the user more flexibility to when dynamic memory is allocated and reused. The minimum code for starting a compression is just allocating a stream structure and initializing it. This can be done just once for multiple compression runs.

```
struct isal_zstream stream;
isal_deflate_init(&stream);
```

Using level 1 compression and above requires an additional, initial allocation for an internal intermediate buffer. Suggested sizes are defined in external headers.

```
stream.level = 1;
stream.level_buf = malloc(ISAL_DEF_LVL1_DEFAULT);
stream.level_buf_size = ISAL_DEF_LVL1_DEFAULT;
```

After init, subsequent, multiple compression runs can be performed by supplying (or re-using) I/O buffers.

```
stream.next_in = inbuf;
stream->next_out = outbuf;
stream->avail_in = inbuf_size;
stream->avail_out = outbuf_size;
```

```
isal_deflate(stream);
```

See [igzip example](#) for a simple example program or review the perf or check tests for more.

**igzip:** ISA-L also provides a user program *igzip* to compress and decompress files. Optionally igzip can be compiled with multi-threaded compression. See `man igzip` for details.

## 5.2 General Library Features

### 5.2.1 Multi-Binary Dispatchers

Multibinary support is available for all units in ISA-L. With multibinary support functions, an appropriate version is selected at first run and can be called instead of architecture-specific versions. This allows users to deploy a single binary with multiple function versions and choose at run time based on platform features. All functions also have base functions, written in portable C, which the multibinary function will call if none of the required instruction sets are enabled.

### 5.2.2 Threading

All ISA-L library functions are single threaded but reentrant and thread-safe making it easy for users to incorporate with any threading library. The igzip command line utility has threaded compression but not built by default. To add to an automake build do `$ make D="-DHAVE_THREADS"`.

### 5.2.3 Included Tests and Utilities

ISA-L source [repo](#) includes unit tests, performance tests and other utilities.

Examples:

- [ec example](#)
  - [raid example](#)
  - [crc example](#)
  - [igzip example](#)
-

# Chapter 6

## ISA-L Testing

Tests are divided into check tests, unit tests and fuzz tests. Check tests, built with `make check`, should have no additional dependencies. Other unit tests built with `make test` may have additional dependencies in order to make comparisons of the output of ISA-L to other standard libraries and ensure compatibility. Fuzz tests are meant to be run with a fuzzing tool such as `AFL` or `llvm libFuzzer` fuzzing to direct the input data based on coverage. There are a number of scripts in the `/tools` directory to help with automating the running of tests.

### 6.1 Test check

`./tools/test_autorun.sh` is a helper script for kicking off check tests, that typically run for a few minutes, or extended tests that could run much longer. The command `test_autorun.sh check` build and runs all check tests with autotools and runs other short tests to ensure check tests, unit tests, examples, install, exe stack, format are correct. Each run of `test_autorun.sh` builds tests with a new random test seed that ensures that each run is unique to the seed but deterministic for debugging. Tests are also built with sanitizers and Electric Fence if available.

### 6.2 Extended tests

Extended tests are initiated with the command `./tools/test_autorun.sh ext`. These build and run check tests, unit tests, and other utilities that can take much longer than check tests alone. This includes special compression tools and some cross targets such as the no-arch build of base functions only and mingw build if tools are available.

### 6.3 Fuzz testing

`./tools/test_fuzz.sh` is a helper script for fuzzing to setup, build and run the ISA-L inflate fuzz tests on multiple fuzz tools. Fuzzing with `llvm libFuzzer` requires clang compiler tools with `-fsanitize=fuzzer` or `libFuzzer` installed. You can invoke the default fuzz tests under `llvm` with

```
./tools/test_fuzz.sh -e checked
```

To use `AFL`, install tools and system setup for `afl-fuzz` and run

```
./tools/test_fuzz.sh -e checked --afl 1 --llvm -1 -d 1
```

This uses internal vectors as a seed. You can also specify a sample file to use as a seed instead with `-f <file>`. One of three fuzz tests can be invoked: `checked`, `simple`, and `round_trip`.



## Chapter 7

# ISA-L Build Details

### 7.1 Build tools

NASM: For x86-64 builds it is highly recommended to get an up-to-date version of `nasm` that can understand the latest instruction sets. Building with an older assembler version is often possible but the library may lack some function versions for the best performance. For example, as a minimum, `nasm v2.11.01` or `yasm 1.2.0` can be used to build a limited functionality library but it will not include any function versions with AVX2, AVX512, or optimizations for many processors before the assembler's build. The `configure` or `make` tools can run tests to check the assembler's knowledge of new instructions and change build defines. For `autoconf` builds, check the output of `configure` for full `nasm` support as it includes the following lines.

```
checking for nasm... yes
checking for modern nasm... yes
checking for optional nasm AVX512 support... yes
checking for additional nasm AVX512 support... yes
```

If an appropriate `nasm` is not available from your distro, it is simple to build from source or download an executable from `nasm`.

```
git clone --depth=10 https://github.com/netwide-assembler/nasm
cd nasm
./autogen.sh
./configure
make
sudo make install
```

### 7.2 Windows Build Environment Details

The windows dynamic and static libraries can be built with the `nmake` tool on the windows command line when appropriate paths and tools are setup as follows.

#### 7.2.1 Download nasm and put into path

Download and install `nasm` and add location to path.

```
set PATH=%PATH%;C:\Program Files\NASM
```

#### 7.2.2 Setup compiler environment

Install compiler and run environment setup script.

Compilers for windows usually have a batch file to setup environment variables for the command line called `vcvarsall.bat` or `compilervars.bat` or a link to run these. For Visual Studio this may be as follows for Community edition.

```
C:\Program Files (x86)\Microsoft Visual Studio\2019\Community\VC\Auxiliary\Build\vcvarsall.bat x64
```

For the Intel compiler the path is typically as follows where yyyy, x, zzz represent the version.

```
C:\Program Files (x86)\IntelSWTools\system_studio_for_windows_yyyy.x.zzz\compilers_and_libraries_yyyy\bin\compile
```

### 7.2.3 Build ISA-L libs and copy to appropriate place

Run `nmake /f Makefile.nmake`

This should build `isa-l.dll`, `isa-l.lib` and `isa-l_static.lib`. You may want to copy the libs to a system directory in the dynamic linking path such as `C:\windows\system32` or to a project directory.

To build a simple program with a static library.

```
cl /Fe: test.exe test.c isa-l_static.lib
```



## Chapter 8

# Instruction Set Requirements for arch-specific functions (non-multibinary)

Global [crc64\\_ecma\\_norm\\_by8](#) (uint64\_t init\_crc, const unsigned char \*buf, uint64\_t len)

SSE3, CLMUL

Global [crc64\\_ecma\\_refl\\_by8](#) (uint64\_t init\_crc, const unsigned char \*buf, uint64\_t len)

SSE3, CLMUL

Global [crc64\\_iso\\_norm\\_by8](#) (uint64\_t init\_crc, const unsigned char \*buf, uint64\_t len)

SSE3, CLMUL

Global [crc64\\_iso\\_refl\\_by8](#) (uint64\_t init\_crc, const unsigned char \*buf, uint64\_t len)

SSE3, CLMUL

Global [crc64\\_jones\\_norm\\_by8](#) (uint64\_t init\_crc, const unsigned char \*buf, uint64\_t len)

SSE3, CLMUL

Global [crc64\\_jones\\_refl\\_by8](#) (uint64\_t init\_crc, const unsigned char \*buf, uint64\_t len)

SSE3, CLMUL

Global [crc64\\_rocksoft\\_norm\\_by8](#) (uint64\_t init\_crc, const unsigned char \*buf, uint64\_t len)

SSE3, CLMUL

Global [crc64\\_rocksoft\\_refl\\_by8](#) (uint64\_t init\_crc, const unsigned char \*buf, uint64\_t len)

SSE3, CLMUL



## Chapter 9

# Data Structure Index

### 9.1 Data Structures

Here are the data structures with brief descriptions:

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<a href="#">inflate_state</a>	Holds decompression state information . . . . .	32
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# Chapter 10

## File Index

### 10.1 File List

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# Chapter 11

## Data Structure Documentation

### 11.1 BitBuf2 Struct Reference

Holds Bit Buffer information.

```
#include <igzip_lib.h>
```

#### Data Fields

- `uint64_t m_bits`  
*bits in the bit buffer*
- `uint32_t m_bit_count`  
*number of valid bits in the bit buffer*
- `uint8_t * m_out_buf`  
*current index of buffer to write to*
- `uint8_t * m_out_end`  
*end of buffer to write to*
- `uint8_t * m_out_start`  
*start of buffer to write to*

#### 11.1.1 Detailed Description

Holds Bit Buffer information.

The documentation for this struct was generated from the following file:

- [igzip\\_lib.h](#)

### 11.2 inflate\_huff\_code\_large Struct Reference

Large lookup table for decoding huffman codes.

```
#include <igzip_lib.h>
```

#### Data Fields

- `uint32_t short_code_lookup [1<<(ISAL_DECODE_LONG_BITS)]`  
*Short code lookup table.*
- `uint16_t long_code_lookup [ISAL_HUFF_CODE_LARGE_LONG_ALIGNED]`  
*Long code lookup table.*

### 11.2.1 Detailed Description

Large lookup table for decoding huffman codes.

The documentation for this struct was generated from the following file:

- [igzip\\_lib.h](#)

## 11.3 inflate\_huff\_code\_small Struct Reference

Small lookup table for decoding huffman codes.

```
#include <igzip_lib.h>
```

### Data Fields

- `uint16_t short_code_lookup` [ $1 < < (\text{ISAL\_DECODE\_SHORT\_BITS})$ ]  
*Short code lookup table.*
- `uint16_t long_code_lookup` [ $\text{ISAL\_HUFF\_CODE\_SMALL\_LONG\_ALIGNED}$ ]  
*Long code lookup table.*

### 11.3.1 Detailed Description

Small lookup table for decoding huffman codes.

The documentation for this struct was generated from the following file:

- [igzip\\_lib.h](#)

## 11.4 inflate\_state Struct Reference

Holds decompression state information.

```
#include <igzip_lib.h>
```

### Data Fields

- `uint8_t * next_out`  
*Next output Byte.*
- `uint32_t avail_out`  
*Number of bytes available at next\_out.*
- `uint32_t total_out`  
*Total bytes written out so far.*
- `uint8_t * next_in`  
*Next input byte.*
- `uint64_t read_in`  
*Bits buffered to handle unaligned streams.*
- `uint32_t avail_in`  
*Number of bytes available at next\_in.*
- `int32_t read_in_length`  
*Bits in read\_in.*
- `struct inflate_huff_code_large lit_huff_code`  
*Structure for decoding lit/len symbols.*
- `struct inflate_huff_code_small dist_huff_code`  
*Structure for decoding dist symbols.*



- enum isal\_block\_state **block\_state**  
*Current decompression state.*
- uint32\_t **dict\_length**  
*Length of dictionary used.*
- uint32\_t **bfinal**  
*Flag identifying final block.*
- uint32\_t **crc\_flag**  
*Flag identifying whether to track of crc.*
- uint32\_t **crc**  
*Contains crc or Adler32 of output if crc\_flag is set.*
- uint32\_t **hist\_bits**  
*Log base 2 of maximum lookback distance.*
- int32\_t **copy\_overflow\_length**  
*Length left to copy when outbuffer overflow occurred.*
- int32\_t **copy\_overflow\_distance**  
*Lookback distance when outbuffer overflow occurred.*
- int16\_t **tmp\_in\_size**  
*Number of bytes in tmp\_in\_buffer.*
- int32\_t **tmp\_out\_valid**  
*Number of bytes in tmp\_out\_buffer.*
- int32\_t **tmp\_out\_processed**  
*Number of bytes processed in tmp\_out\_buffer.*
- uint8\_t **tmp\_in\_buffer** [ISAL\_DEF\_MAX\_HDR\_SIZE]  
*Temporary buffer containing data from the input stream.*
- uint8\_t **tmp\_out\_buffer** [2 \* ISAL\_DEF\_HIST\_SIZE + ISAL\_LOOK\_AHEAD]  
*Temporary buffer containing data from the output stream.*

#### 11.4.1 Detailed Description

Holds decompression state information.

The documentation for this struct was generated from the following file:

- [igzip\\_lib.h](#)

## 11.5 isal\_dict Struct Reference

Structure for holding processed dictionary information.

```
#include <igzip_lib.h>
```

#### 11.5.1 Detailed Description

Structure for holding processed dictionary information.

The documentation for this struct was generated from the following file:

- [igzip\\_lib.h](#)

## 11.6 isal\_gzip\_header Struct Reference

Holds Gzip header information.

```
#include <igzip_lib.h>
```

**Data Fields**

- **uint32\_t text**  
*Optional Text hint.*
- **uint32\_t time**  
*Unix modification time in gzip header.*
- **uint32\_t xflags**  
*xflags in gzip header*
- **uint32\_t os**  
*OS in gzip header.*
- **uint8\_t \* extra**  
*Extra field in gzip header.*
- **uint32\_t extra\_buf\_len**  
*Length of extra buffer.*
- **uint32\_t extra\_len**  
*Actual length of gzip header extra field.*
- **char \* name**  
*Name in gzip header.*
- **uint32\_t name\_buf\_len**  
*Length of name buffer.*
- **char \* comment**  
*Comments in gzip header.*
- **uint32\_t comment\_buf\_len**  
*Length of comment buffer.*
- **uint32\_t hcrc**  
*Header crc or header crc flag.*
- **uint32\_t flags**  
*Internal data.*

**11.6.1 Detailed Description**

Holds Gzip header information.

The documentation for this struct was generated from the following file:

- [igzip\\_lib.h](#)

**11.7 isal\_huff\_histogram Struct Reference**

Holds histogram of deflate symbols.

```
#include <igzip_lib.h>
```

**Data Fields**

- **uint64\_t lit\_len\_histogram** [ISAL\_DEF\_LIT\_LEN\_SYMBOLS]  
*Histogram of Literal/Len symbols seen.*
- **uint64\_t dist\_histogram** [ISAL\_DEF\_DIST\_SYMBOLS]  
*Histogram of Distance Symbols seen.*
- **uint16\_t hash\_table** [IGZIP\_LVL0\_HASH\_SIZE]  
*Tmp space used as a hash table.*

### 11.7.1 Detailed Description

Holds histogram of deflate symbols.

The documentation for this struct was generated from the following file:

- [igzip\\_lib.h](#)

## 11.8 isal\_huftables Struct Reference

Holds the huffman tree used to huffman encode the input stream.

```
#include <igzip_lib.h>
```

### Data Fields

- `uint8_t deflate_hdr` [ISAL\_DEF\_MAX\_HDR\_SIZE]  
*deflate huffman tree header*
- `uint32_t deflate_hdr_count`  
*Number of whole bytes in deflate\_huff\_hdr.*
- `uint32_t deflate_hdr_extra_bits`  
*Number of bits in the partial byte in header.*
- `uint32_t dist_table` [IGZIP\_DIST\_TABLE\_SIZE]  
*bits 4:0 are the code length, bits 31:5 are the code*
- `uint32_t len_table` [IGZIP\_LEN\_TABLE\_SIZE]  
*bits 4:0 are the code length, bits 31:5 are the code*
- `uint16_t lit_table` [IGZIP\_LIT\_TABLE\_SIZE]  
*literal code*
- `uint8_t lit_table_sizes` [IGZIP\_LIT\_TABLE\_SIZE]  
*literal code length*
- `uint16_t dcodes` [30 - IGZIP\_DECODE\_OFFSET]  
*distance code*
- `uint8_t dcodes_sizes` [30 - IGZIP\_DECODE\_OFFSET]  
*distance code length*

### 11.8.1 Detailed Description

Holds the huffman tree used to huffman encode the input stream.

The documentation for this struct was generated from the following file:

- [igzip\\_lib.h](#)

## 11.9 isal\_mod\_hist Struct Reference

Holds modified histogram.

```
#include <igzip_lib.h>
```

### Data Fields

- `uint32_t d_hist` [30]  
*Distance.*

### 11.9.1 Detailed Description

Holds modified histogram.

The documentation for this struct was generated from the following file:

- [igzip\\_lib.h](#)

## 11.10 isal\_zlib\_header Struct Reference

Holds Zlib header information.

```
#include <igzip_lib.h>
```

### Data Fields

- `uint32_t info`  
*base-2 logarithm of the LZ77 window size minus 8*
- `uint32_t level`  
*Compression level (fastest, fast, default, maximum)*
- `uint32_t dict_id`  
*Dictionary id.*
- `uint32_t dict_flag`  
*Whether to use a dictionary.*

### 11.10.1 Detailed Description

Holds Zlib header information.

The documentation for this struct was generated from the following file:

- [igzip\\_lib.h](#)

## 11.11 isal\_zstate Struct Reference

Holds the internal state information for input and output compression streams.

```
#include <igzip_lib.h>
```

### Data Fields

- `uint32_t total_in_start`  
*Not used, may be replaced with something else.*
- `uint32_t block_next`  
*Start of current deflate block in the input.*
- `uint32_t block_end`  
*End of current deflate block in the input.*
- `uint32_t dist_mask`  
*Distance mask used.*
- `enum isal_zstate_state state`  
*Current state in processing the data stream.*
- `struct BitBuf2 bitbuf`  
*Bit Buffer.*
- `uint32_t crc`  
*Current checksum without finalize step if any (adler)*

- **uint8\_t has\_wrap\_hdr**  
*keeps track of wrapper header*
- **uint8\_t has\_eob\_hdr**  
*keeps track of eob\_hdr (with BFINAL set)*
- **uint8\_t has\_eob**  
*keeps track of eob on the last deflate block*
- **uint8\_t has\_hist**  
*flag to track if there is match history*
- **uint16\_t has\_level\_buf\_init**  
*flag to track if user supplied memory has been initialized.*
- **uint32\_t count**  
*used for partial header/trailer writes*
- **uint8\_t tmp\_out\_buff[16]**  
*temporary array*
- **uint32\_t tmp\_out\_start**  
*temporary variable*
- **uint32\_t tmp\_out\_end**  
*temporary variable*
- **uint32\_t b\_bytes\_valid**  
*number of valid bytes in buffer*
- **uint32\_t b\_bytes\_processed**  
*number of bytes processed in buffer*
- **uint8\_t buffer[2 \* IGZIP\_HIST\_SIZE + ISAL\_LOOK\_AHEAD]**  
*Internal buffer.*
- **uint16\_t head[IGZIP\_LVL0\_HASH\_SIZE]**  
*Hash array.*

### 11.11.1 Detailed Description

Holds the internal state information for input and output compression streams.  
The documentation for this struct was generated from the following file:

- [igzip\\_lib.h](#)

## 11.12 isal\_zstream Struct Reference

Holds stream information.

```
#include <igzip_lib.h>
```

### Data Fields

- **uint8\_t \* next\_in**  
*Next input byte.*
- **uint32\_t avail\_in**  
*number of bytes available at next\_in*
- **uint32\_t total\_in**  
*total number of bytes read so far*
- **uint8\_t \* next\_out**  
*Next output byte.*

- `uint32_t avail_out`  
*number of bytes available at next\_out*
- `uint32_t total_out`  
*total number of bytes written so far*
- `struct isal_hufftables * hufftables`  
*Huffman encoding used when compressing.*
- `uint32_t level`  
*Compression level to use.*
- `uint32_t level_buf_size`  
*Size of level\_buf.*
- `uint8_t * level_buf`  
*User allocated buffer required for different compression levels.*
- `uint16_t end_of_stream`  
*non-zero if this is the last input buffer*
- `uint16_t flush`  
*Flush type can be NO\_FLUSH, SYNC\_FLUSH or FULL\_FLUSH.*
- `uint16_t gzip_flag`  
*Indicate if gzip compression is to be performed.*
- `uint16_t hist_bits`  
*Log base 2 of maximum lookback distance, 0 is use default.*
- `struct isal_zstate internal_state`  
*Internal state for this stream.*

### 11.12.1 Detailed Description

Holds stream information.

The documentation for this struct was generated from the following file:

- [igzip\\_lib.h](#)

# Chapter 12

## File Documentation

### 12.1 aarch64\_label.h

```
00001 #ifndef __AARCH64_LABEL_H__
00002 #define __AARCH64_LABEL_H__
00003
00004 #ifdef __USER_LABEL_PREFIX__
00005 #define CONCAT1(a, b) CONCAT2(a, b)
00006 #define CONCAT2(a, b) a ## b
00007 #define cdecl(x) CONCAT1 (__USER_LABEL_PREFIX__, x)
00008 #else
00009 #define cdecl(x) x
00010 #endif
00011
00012 #ifdef __APPLE__
00013 #define ASM_DEF_RODATA .section __TEXT,__const
00014 #else
00015 #define ASM_DEF_RODATA .section .rodata
00016 #endif
00017
00018 #endif
```

### 12.2 crc.h File Reference

CRC functions.

```
#include <stdint.h>
```

#### Functions

- uint16\_t [crc16\\_t10dif](#) (uint16\_t init\_crc, const unsigned char \*buf, uint64\_t len)  
*Generate CRC from the T10 standard, runs appropriate version.*
- uint16\_t [crc16\\_t10dif\\_copy](#) (uint16\_t init\_crc, uint8\_t \*dst, uint8\_t \*src, uint64\_t len)  
*Generate CRC and copy T10 standard, runs appropriate version.*
- uint32\_t [crc32\\_ieee](#) (uint32\_t init\_crc, const unsigned char \*buf, uint64\_t len)  
*Generate CRC from the IEEE standard, runs appropriate version.*
- uint32\_t [crc32\\_gzip\\_refl](#) (uint32\_t init\_crc, const unsigned char \*buf, uint64\_t len)  
*Generate the customized CRC based on RFC 1952 CRC ( <http://www.ietf.org/rfc/rfc1952.txt> ) standard, runs appropriate version.*
- unsigned int [crc32\\_iscsi](#) (unsigned char \*buffer, int len, unsigned int init\_crc)  
*ISCSI CRC function, runs appropriate version.*
- unsigned int [crc32\\_iscsi\\_base](#) (unsigned char \*buffer, int len, unsigned int crc\_init)  
*ISCSI CRC function, baseline version.*

- `uint16_t crc16_t10dif_base` (`uint16_t seed`, `uint8_t *buf`, `uint64_t len`)  
*Generate CRC from the T10 standard, runs baseline version.*
- `uint16_t crc16_t10dif_copy_base` (`uint16_t init_crc`, `uint8_t *dst`, `uint8_t *src`, `uint64_t len`)  
*Generate CRC and copy T10 standard, runs baseline version.*
- `uint32_t crc32_ieee_base` (`uint32_t seed`, `uint8_t *buf`, `uint64_t len`)  
*Generate CRC from the IEEE standard, runs baseline version.*
- `uint32_t crc32_gzip_refl_base` (`uint32_t seed`, `uint8_t *buf`, `uint64_t len`)  
*Generate the customized CRC based on RFC 1952 CRC ( <http://www.ietf.org/rfc/rfc1952.txt> ) standard, runs baseline version.*

## 12.2.1 Detailed Description

CRC functions.

## 12.2.2 Function Documentation

### 12.2.2.1 `crc16_t10dif()`

```
uint16_t crc16_t10dif (
    uint16_t init_crc,
    const unsigned char * buf,
    uint64_t len)
```

Generate CRC from the T10 standard, runs appropriate version.

This function determines what instruction sets are enabled and selects the appropriate version at runtime.

Returns

16 bit CRC

Parameters

<i>init_crc</i>	initial CRC value, 16 bits
<i>buf</i>	buffer to calculate CRC on
<i>len</i>	buffer length in bytes (64-bit data)

### 12.2.2.2 `crc16_t10dif_base()`

```
uint16_t crc16_t10dif_base (
    uint16_t seed,
    uint8_t * buf,
    uint64_t len)
```

Generate CRC from the T10 standard, runs baseline version.

Returns

16 bit CRC

Parameters

<i>seed</i>	initial CRC value, 16 bits
<i>buf</i>	buffer to calculate CRC on
<i>len</i>	buffer length in bytes (64-bit data)



### 12.2.2.3 crc16\_t10dif\_copy()

```
uint16_t crc16_t10dif_copy (
    uint16_t init_crc,
    uint8_t * dst,
    uint8_t * src,
    uint64_t len)
```

Generate CRC and copy T10 standard, runs appropriate version.  
Stitched CRC + copy function.

#### Returns

16 bit CRC

#### Parameters

<i>init_crc</i>	initial CRC value, 16 bits
<i>dst</i>	buffer destination for copy
<i>src</i>	buffer source to crc + copy
<i>len</i>	buffer length in bytes (64-bit data)

### 12.2.2.4 crc16\_t10dif\_copy\_base()

```
uint16_t crc16_t10dif_copy_base (
    uint16_t init_crc,
    uint8_t * dst,
    uint8_t * src,
    uint64_t len)
```

Generate CRC and copy T10 standard, runs baseline version.

#### Returns

16 bit CRC

#### Parameters

<i>init_crc</i>	initial CRC value, 16 bits
<i>dst</i>	buffer destination for copy
<i>src</i>	buffer source to crc + copy
<i>len</i>	buffer length in bytes (64-bit data)

### 12.2.2.5 crc32\_gzip\_refl()

```
uint32_t crc32_gzip_refl (
    uint32_t init_crc,
    const unsigned char * buf,
    uint64_t len)
```

Generate the customized CRC based on RFC 1952 CRC ( <http://www.ietf.org/rfc/rfc1952.txt>) standard, runs appropriate version.

This function determines what instruction sets are enabled and selects the appropriate version at runtime.

Note: CRC32 IEEE standard is widely used in HDLC, Ethernet, Gzip and many others. Its polynomial is 0x04C11DB7 in normal and 0xEDB88320 in reflection (or reverse). In ISA-L CRC, function `crc32_ieee` is actually designed for normal

CRC32 IEEE version. And function `crc32_gzip_refl` is actually designed for reflected CRC32 IEEE. These two versions of CRC32 IEEE are not compatible with each other. Users who want to replace their not optimized `crc32_ieee` with ISA-L's `crc32` function should be careful of that. Since many applications use CRC32 IEEE reflected version, Please have a check whether `crc32_gzip_refl` is right one for you instead of `crc32_ieee`.

#### Returns

32 bit CRC

#### Parameters

<i>init_crc</i>	initial CRC value, 32 bits
<i>buf</i>	buffer to calculate CRC on
<i>len</i>	buffer length in bytes (64-bit data)

#### 12.2.2.6 `crc32_gzip_refl_base()`

```
uint32_t crc32_gzip_refl_base (
    uint32_t seed,
    uint8_t * buf,
    uint64_t len)
```

Generate the customized CRC based on RFC 1952 CRC ( <http://www.ietf.org/rfc/rfc1952.txt>) standard, runs baseline version.

#### Returns

32 bit CRC

#### Parameters

<i>seed</i>	initial CRC value, 32 bits
<i>buf</i>	buffer to calculate CRC on
<i>len</i>	buffer length in bytes (64-bit data)

#### 12.2.2.7 `crc32_ieee()`

```
uint32_t crc32_ieee (
    uint32_t init_crc,
    const unsigned char * buf,
    uint64_t len)
```

Generate CRC from the IEEE standard, runs appropriate version.

This function determines what instruction sets are enabled and selects the appropriate version at runtime. Note: CRC32 IEEE standard is widely used in HDLC, Ethernet, Gzip and many others. Its polynomial is 0x04C11DB7 in normal and 0xEDB88320 in reflection (or reverse). In ISA-L CRC, function `crc32_ieee` is actually designed for normal CRC32 IEEE version. And function `crc32_gzip_refl` is actually designed for reflected CRC32 IEEE. These two versions of CRC32 IEEE are not compatible with each other. Users who want to replace their not optimized `crc32_ieee` with ISA-L's `crc32` function should be careful of that. Since many applications use CRC32 IEEE reflected version, Please have a check whether `crc32_gzip_refl` is right one for you instead of `crc32_ieee`.

#### Returns

32 bit CRC

## Parameters

<i>init_crc</i>	initial CRC value, 32 bits
<i>buf</i>	buffer to calculate CRC on
<i>len</i>	buffer length in bytes (64-bit data)

**12.2.2.8 crc32\_ieee\_base()**

```
uint32_t crc32_ieee_base (  
    uint32_t seed,  
    uint8_t * buf,  
    uint64_t len)
```

Generate CRC from the IEEE standard, runs baseline version.

## Returns

32 bit CRC

## Parameters

<i>seed</i>	initial CRC value, 32 bits
<i>buf</i>	buffer to calculate CRC on
<i>len</i>	buffer length in bytes (64-bit data)

**12.2.2.9 crc32\_iscsi()**

```
unsigned int crc32_iscsi (  
    unsigned char * buffer,  
    int len,  
    unsigned int init_crc)
```

ISCSI CRC function, runs appropriate version.

This function determines what instruction sets are enabled and selects the appropriate version at runtime.

## Returns

32 bit CRC

## Parameters

<i>buffer</i>	buffer to calculate CRC on
<i>len</i>	buffer length in bytes
<i>init_crc</i>	initial CRC value

**12.2.2.10 crc32\_iscsi\_base()**

```
unsigned int crc32_iscsi_base (  
    unsigned char * buffer,  
    int len,  
    unsigned int crc_init)
```

ISCSI CRC function, baseline version.

**Returns**

32 bit CRC

**Parameters**

<i>buffer</i>	buffer to calculate CRC on
<i>len</i>	buffer length in bytes
<i>crc_init</i>	initial CRC value

## 12.3 crc.h

[Go to the documentation of this file.](#)

```

00001 /*****
00002  Copyright(c) 2011-2015 Intel Corporation All rights reserved.
00003
00004  Redistribution and use in source and binary forms, with or without
00005  modification, are permitted provided that the following conditions
00006  are met:
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00020  A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT
00021  OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL,
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00024  DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY
00025  THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
00026  (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE
00027  OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
00028  *****/
00029
00030
00035
00036
00037 #ifndef _CRC_H_
00038 #define _CRC_H_
00039
00040 #include <stdint.h>
00041
00042 #ifdef __cplusplus
00043 extern "C" {
00044 #endif
00045
00046
00047 /* Multi-binary functions */
00048
00057 uint16_t crc16_t10dif(
00058     uint16_t init_crc,
00059     const unsigned char *buf,
00060     uint64_t len
00061 );
00062
00063
00071 uint16_t crc16_t10dif_copy(
00072     uint16_t init_crc,
00073     uint8_t *dst,
00074     uint8_t *src,
00075     uint64_t len
00076 );
00077

```

```

00078
00098
00099 uint32_t crc32_ieee(
00100     uint32_t init_crc,
00101     const unsigned char *buf,
00102     uint64_t len
00103 );
00104
00127 uint32_t crc32_gzip_refl(
00128     uint32_t init_crc,
00129     const unsigned char *buf,
00130     uint64_t len
00131 );
00132
00133
00142 unsigned int crc32_iscsi(
00143     unsigned char *buffer,
00144     int len,
00145     unsigned int init_crc
00146 );
00147
00148
00149 /* Base functions */
00150
00155 unsigned int crc32_iscsi_base(
00156     unsigned char *buffer,
00157     int len,
00158     unsigned int crc_init
00159 );
00160
00161
00166 uint16_t crc16_t10dif_base(
00167     uint16_t seed,
00168     uint8_t *buf,
00169     uint64_t len
00170 );
00171
00172
00177 uint16_t crc16_t10dif_copy_base(
00178     uint16_t init_crc,
00179     uint8_t *dst,
00180     uint8_t *src,
00181     uint64_t len
00182 );
00183
00184
00189 uint32_t crc32_ieee_base(
00190     uint32_t seed,
00191     uint8_t *buf,
00192     uint64_t len
00193 );
00194
00201 uint32_t crc32_gzip_refl_base(
00202     uint32_t seed,
00203     uint8_t *buf,
00204     uint64_t len
00205 );
00206
00207
00208 #ifdef __cplusplus
00209 }
00210 #endif
00211
00212 #endif // _CRC_H_

```

## 12.4 crc64.h File Reference

CRC64 functions.

```
#include <stdint.h>
```

### Functions

- uint64\_t [crc64\\_ecma\\_refl](#) (uint64\_t init\_crc, const unsigned char \*buf, uint64\_t len)

- Generate CRC from ECMA-182 standard in reflected format, runs appropriate version.*

  - `uint64_t crc64_ecma_norm` (`uint64_t init_crc`, `const unsigned char *buf`, `uint64_t len`)
- Generate CRC from ECMA-182 standard in normal format, runs appropriate version.*

  - `uint64_t crc64_iso_refl` (`uint64_t init_crc`, `const unsigned char *buf`, `uint64_t len`)
- Generate CRC from ISO standard in reflected format, runs appropriate version.*

  - `uint64_t crc64_iso_norm` (`uint64_t init_crc`, `const unsigned char *buf`, `uint64_t len`)
- Generate CRC from ISO standard in normal format, runs appropriate version.*

  - `uint64_t crc64_jones_refl` (`uint64_t init_crc`, `const unsigned char *buf`, `uint64_t len`)
- Generate CRC from "Jones" coefficients in reflected format, runs appropriate version.*

  - `uint64_t crc64_jones_norm` (`uint64_t init_crc`, `const unsigned char *buf`, `uint64_t len`)
- Generate CRC from "Jones" coefficients in normal format, runs appropriate version.*

  - `uint64_t crc64_rocksoft_refl` (`uint64_t init_crc`, `const unsigned char *buf`, `uint64_t len`)
- Generate CRC from "Rocksoft" coefficients in reflected format, runs appropriate version.*

  - `uint64_t crc64_rocksoft_norm` (`uint64_t init_crc`, `const unsigned char *buf`, `uint64_t len`)
- Generate CRC from "Rocksoft" coefficients in normal format, runs appropriate version.*

  - `uint64_t crc64_ecma_refl_by8` (`uint64_t init_crc`, `const unsigned char *buf`, `uint64_t len`)
- Generate CRC from ECMA-182 standard in reflected format.*

  - `uint64_t crc64_ecma_norm_by8` (`uint64_t init_crc`, `const unsigned char *buf`, `uint64_t len`)
- Generate CRC from ECMA-182 standard in normal format.*

  - `uint64_t crc64_ecma_refl_base` (`uint64_t init_crc`, `const unsigned char *buf`, `uint64_t len`)
- Generate CRC from ECMA-182 standard in reflected format, runs baseline version.*

  - `uint64_t crc64_ecma_norm_base` (`uint64_t init_crc`, `const unsigned char *buf`, `uint64_t len`)
- Generate CRC from ECMA-182 standard in normal format, runs baseline version.*

  - `uint64_t crc64_iso_refl_by8` (`uint64_t init_crc`, `const unsigned char *buf`, `uint64_t len`)
- Generate CRC from ISO standard in reflected format.*

  - `uint64_t crc64_iso_norm_by8` (`uint64_t init_crc`, `const unsigned char *buf`, `uint64_t len`)
- Generate CRC from ISO standard in normal format.*

  - `uint64_t crc64_iso_refl_base` (`uint64_t init_crc`, `const unsigned char *buf`, `uint64_t len`)
- Generate CRC from ISO standard in reflected format, runs baseline version.*

  - `uint64_t crc64_iso_norm_base` (`uint64_t init_crc`, `const unsigned char *buf`, `uint64_t len`)
- Generate CRC from ISO standard in normal format, runs baseline version.*

  - `uint64_t crc64_jones_refl_by8` (`uint64_t init_crc`, `const unsigned char *buf`, `uint64_t len`)
- Generate CRC from "Jones" coefficients in reflected format.*

  - `uint64_t crc64_jones_norm_by8` (`uint64_t init_crc`, `const unsigned char *buf`, `uint64_t len`)
- Generate CRC from "Jones" coefficients in normal format.*

  - `uint64_t crc64_jones_refl_base` (`uint64_t init_crc`, `const unsigned char *buf`, `uint64_t len`)
- Generate CRC from "Jones" coefficients in reflected format, runs baseline version.*

  - `uint64_t crc64_jones_norm_base` (`uint64_t init_crc`, `const unsigned char *buf`, `uint64_t len`)
- Generate CRC from "Jones" coefficients in normal format, runs baseline version.*

  - `uint64_t crc64_rocksoft_refl_by8` (`uint64_t init_crc`, `const unsigned char *buf`, `uint64_t len`)
- Generate CRC from "Rocksoft" coefficients in reflected format.*

  - `uint64_t crc64_rocksoft_refl_base` (`uint64_t init_crc`, `const unsigned char *buf`, `uint64_t len`)
- Generate CRC from "Rocksoft" coefficients in reflected format, runs baseline version.*

  - `uint64_t crc64_rocksoft_norm_by8` (`uint64_t init_crc`, `const unsigned char *buf`, `uint64_t len`)
- Generate CRC from "Rocksoft" coefficients in normal format.*

  - `uint64_t crc64_rocksoft_norm_base` (`uint64_t init_crc`, `const unsigned char *buf`, `uint64_t len`)
- Generate CRC from "Rocksoft" coefficients in normal format, runs baseline version.*

## 12.4.1 Detailed Description

CRC64 functions.

## 12.4.2 Function Documentation

### 12.4.2.1 `crc64_ecma_norm()`

```
uint64_t crc64_ecma_norm (
    uint64_t init_crc,
    const unsigned char * buf,
    uint64_t len)
```

Generate CRC from ECMA-182 standard in normal format, runs appropriate version.

This function determines what instruction sets are enabled and selects the appropriate version at runtime.

#### Returns

64 bit CRC

#### Parameters

<i>init_crc</i>	initial CRC value, 64 bits
<i>buf</i>	buffer to calculate CRC on
<i>len</i>	buffer length in bytes (64-bit data)

### 12.4.2.2 `crc64_ecma_norm_base()`

```
uint64_t crc64_ecma_norm_base (
    uint64_t init_crc,
    const unsigned char * buf,
    uint64_t len)
```

Generate CRC from ECMA-182 standard in normal format, runs baseline version.

#### Returns

64 bit CRC

#### Parameters

<i>init_crc</i>	initial CRC value, 64 bits
<i>buf</i>	buffer to calculate CRC on
<i>len</i>	buffer length in bytes (64-bit data)

### 12.4.2.3 `crc64_ecma_norm_by8()`

```
uint64_t crc64_ecma_norm_by8 (
    uint64_t init_crc,
    const unsigned char * buf,
    uint64_t len)
```

Generate CRC from ECMA-182 standard in normal format.

**Requires** SSE3, CLMUL

**Returns**

64 bit CRC

**Parameters**

<i>init_crc</i>	initial CRC value, 64 bits
<i>buf</i>	buffer to calculate CRC on
<i>len</i>	buffer length in bytes (64-bit data)

**12.4.2.4 crc64\_ecma\_refl()**

```
uint64_t crc64_ecma_refl (  
    uint64_t init_crc,  
    const unsigned char * buf,  
    uint64_t len)
```

Generate CRC from ECMA-182 standard in reflected format, runs appropriate version.

This function determines what instruction sets are enabled and selects the appropriate version at runtime.

**Returns**

64 bit CRC

**Parameters**

<i>init_crc</i>	initial CRC value, 64 bits
<i>buf</i>	buffer to calculate CRC on
<i>len</i>	buffer length in bytes (64-bit data)

**12.4.2.5 crc64\_ecma\_refl\_base()**

```
uint64_t crc64_ecma_refl_base (  
    uint64_t init_crc,  
    const unsigned char * buf,  
    uint64_t len)
```

Generate CRC from ECMA-182 standard in reflected format, runs baseline version.

**Returns**

64 bit CRC

**Parameters**

<i>init_crc</i>	initial CRC value, 64 bits
<i>buf</i>	buffer to calculate CRC on
<i>len</i>	buffer length in bytes (64-bit data)



### 12.4.2.6 crc64\_ecma\_refl\_by8()

```
uint64_t crc64_ecma_refl_by8 (  
    uint64_t init_crc,  
    const unsigned char * buf,  
    uint64_t len)
```

Generate CRC from ECMA-182 standard in reflected format.

**Requires** SSE3, CLMUL

#### Returns

64 bit CRC

#### Parameters

<i>init_crc</i>	initial CRC value, 64 bits
<i>buf</i>	buffer to calculate CRC on
<i>len</i>	buffer length in bytes (64-bit data)

### 12.4.2.7 crc64\_iso\_norm()

```
uint64_t crc64_iso_norm (  
    uint64_t init_crc,  
    const unsigned char * buf,  
    uint64_t len)
```

Generate CRC from ISO standard in normal format, runs appropriate version.

This function determines what instruction sets are enabled and selects the appropriate version at runtime.

#### Returns

64 bit CRC

#### Parameters

<i>init_crc</i>	initial CRC value, 64 bits
<i>buf</i>	buffer to calculate CRC on
<i>len</i>	buffer length in bytes (64-bit data)

### 12.4.2.8 crc64\_iso\_norm\_base()

```
uint64_t crc64_iso_norm_base (  
    uint64_t init_crc,  
    const unsigned char * buf,  
    uint64_t len)
```

Generate CRC from ISO standard in normal format, runs baseline version.

#### Returns

64 bit CRC

## Parameters

<i>init_crc</i>	initial CRC value, 64 bits
<i>buf</i>	buffer to calculate CRC on
<i>len</i>	buffer length in bytes (64-bit data)

**12.4.2.9 crc64\_iso\_norm\_by8()**

```
uint64_t crc64_iso_norm_by8 (
    uint64_t init_crc,
    const unsigned char * buf,
    uint64_t len)
```

Generate CRC from ISO standard in normal format.

**Requires** SSE3, CLMUL

## Returns

64 bit CRC

## Parameters

<i>init_crc</i>	initial CRC value, 64 bits
<i>buf</i>	buffer to calculate CRC on
<i>len</i>	buffer length in bytes (64-bit data)

**12.4.2.10 crc64\_iso\_refl()**

```
uint64_t crc64_iso_refl (
    uint64_t init_crc,
    const unsigned char * buf,
    uint64_t len)
```

Generate CRC from ISO standard in reflected format, runs appropriate version.

This function determines what instruction sets are enabled and selects the appropriate version at runtime.

## Returns

64 bit CRC

## Parameters

<i>init_crc</i>	initial CRC value, 64 bits
<i>buf</i>	buffer to calculate CRC on
<i>len</i>	buffer length in bytes (64-bit data)

**12.4.2.11 crc64\_iso\_refl\_base()**

```
uint64_t crc64_iso_refl_base (
    uint64_t init_crc,
    const unsigned char * buf,
    uint64_t len)
```

Generate CRC from ISO standard in reflected format, runs baseline version.

**Returns**

64 bit CRC

**Parameters**

<i>init_crc</i>	initial CRC value, 64 bits
<i>buf</i>	buffer to calculate CRC on
<i>len</i>	buffer length in bytes (64-bit data)

**12.4.2.12 crc64\_iso\_refl\_by8()**

```
uint64_t crc64_iso_refl_by8 (  
    uint64_t init_crc,  
    const unsigned char * buf,  
    uint64_t len)
```

Generate CRC from ISO standard in reflected format.

**Requires** SSE3, CLMUL

**Returns**

64 bit CRC

**Parameters**

<i>init_crc</i>	initial CRC value, 64 bits
<i>buf</i>	buffer to calculate CRC on
<i>len</i>	buffer length in bytes (64-bit data)

**12.4.2.13 crc64\_jones\_norm()**

```
uint64_t crc64_jones_norm (  
    uint64_t init_crc,  
    const unsigned char * buf,  
    uint64_t len)
```

Generate CRC from "Jones" coefficients in normal format, runs appropriate version.

This function determines what instruction sets are enabled and selects the appropriate version at runtime.

**Returns**

64 bit CRC

**Parameters**

<i>init_crc</i>	initial CRC value, 64 bits
<i>buf</i>	buffer to calculate CRC on
<i>len</i>	buffer length in bytes (64-bit data)

**12.4.2.14 crc64\_jones\_norm\_base()**

```
uint64_t crc64_jones_norm_base (
    uint64_t init_crc,
    const unsigned char * buf,
    uint64_t len)
```

Generate CRC from "Jones" coefficients in normal format, runs baseline version.

**Returns**

64 bit CRC

**Parameters**

<i>init_crc</i>	initial CRC value, 64 bits
<i>buf</i>	buffer to calculate CRC on
<i>len</i>	buffer length in bytes (64-bit data)

**12.4.2.15 crc64\_jones\_norm\_by8()**

```
uint64_t crc64_jones_norm_by8 (
    uint64_t init_crc,
    const unsigned char * buf,
    uint64_t len)
```

Generate CRC from "Jones" coefficients in normal format.

**Requires** SSE3, CLMUL

**Returns**

64 bit CRC

**Parameters**

<i>init_crc</i>	initial CRC value, 64 bits
<i>buf</i>	buffer to calculate CRC on
<i>len</i>	buffer length in bytes (64-bit data)

**12.4.2.16 crc64\_jones\_refl()**

```
uint64_t crc64_jones_refl (
    uint64_t init_crc,
    const unsigned char * buf,
    uint64_t len)
```

Generate CRC from "Jones" coefficients in reflected format, runs appropriate version.

This function determines what instruction sets are enabled and selects the appropriate version at runtime.

**Returns**

64 bit CRC

## Parameters

<i>init_crc</i>	initial CRC value, 64 bits
<i>buf</i>	buffer to calculate CRC on
<i>len</i>	buffer length in bytes (64-bit data)

**12.4.2.17 crc64\_jones\_refl\_base()**

```
uint64_t crc64_jones_refl_base (  
    uint64_t init_crc,  
    const unsigned char * buf,  
    uint64_t len)
```

Generate CRC from "Jones" coefficients in reflected format, runs baseline version.

## Returns

64 bit CRC

## Parameters

<i>init_crc</i>	initial CRC value, 64 bits
<i>buf</i>	buffer to calculate CRC on
<i>len</i>	buffer length in bytes (64-bit data)

**12.4.2.18 crc64\_jones\_refl\_by8()**

```
uint64_t crc64_jones_refl_by8 (  
    uint64_t init_crc,  
    const unsigned char * buf,  
    uint64_t len)
```

Generate CRC from "Jones" coefficients in reflected format.

**Requires** SSE3, CLMUL

## Returns

64 bit CRC

## Parameters

<i>init_crc</i>	initial CRC value, 64 bits
<i>buf</i>	buffer to calculate CRC on
<i>len</i>	buffer length in bytes (64-bit data)

**12.4.2.19 crc64\_rocksoft\_norm()**

```
uint64_t crc64_rocksoft_norm (  
    uint64_t init_crc,  
    const unsigned char * buf,  
    uint64_t len)
```

Generate CRC from "Rocksoft" coefficients in normal format, runs appropriate version.

This function determines what instruction sets are enabled and selects the appropriate version at runtime.

**Returns**

64 bit CRC

**Parameters**

<i>init_crc</i>	initial CRC value, 64 bits
<i>buf</i>	buffer to calculate CRC on
<i>len</i>	buffer length in bytes (64-bit data)

**12.4.2.20 crc64\_rocksoft\_norm\_base()**

```
uint64_t crc64_rocksoft_norm_base (  
    uint64_t init_crc,  
    const unsigned char * buf,  
    uint64_t len)
```

Generate CRC from "Rocksoft" coefficients in normal format, runs baseline version.

**Returns**

64 bit CRC

**Parameters**

<i>init_crc</i>	initial CRC value, 64 bits
<i>buf</i>	buffer to calculate CRC on
<i>len</i>	buffer length in bytes (64-bit data)

**12.4.2.21 crc64\_rocksoft\_norm\_by8()**

```
uint64_t crc64_rocksoft_norm_by8 (  
    uint64_t init_crc,  
    const unsigned char * buf,  
    uint64_t len)
```

Generate CRC from "Rocksoft" coefficients in normal format.

**Requires** SSE3, CLMUL

**Returns**

64 bit CRC

**Parameters**

<i>init_crc</i>	initial CRC value, 64 bits
<i>buf</i>	buffer to calculate CRC on
<i>len</i>	buffer length in bytes (64-bit data)

#### 12.4.2.22 crc64\_rocksoft\_refl()

```
uint64_t crc64_rocksoft_refl (
    uint64_t init_crc,
    const unsigned char * buf,
    uint64_t len)
```

Generate CRC from "Rocksoft" coefficients in reflected format, runs appropriate version.  
This function determines what instruction sets are enabled and selects the appropriate version at runtime.

##### Returns

64 bit CRC

##### Parameters

<i>init_crc</i>	initial CRC value, 64 bits
<i>buf</i>	buffer to calculate CRC on
<i>len</i>	buffer length in bytes (64-bit data)

#### 12.4.2.23 crc64\_rocksoft\_refl\_base()

```
uint64_t crc64_rocksoft_refl_base (
    uint64_t init_crc,
    const unsigned char * buf,
    uint64_t len)
```

Generate CRC from "Rocksoft" coefficients in reflected format, runs baseline version.

##### Returns

64 bit CRC

##### Parameters

<i>init_crc</i>	initial CRC value, 64 bits
<i>buf</i>	buffer to calculate CRC on
<i>len</i>	buffer length in bytes (64-bit data)

#### 12.4.2.24 crc64\_rocksoft\_refl\_by8()

```
uint64_t crc64_rocksoft_refl_by8 (
    uint64_t init_crc,
    const unsigned char * buf,
    uint64_t len)
```

Generate CRC from "Rocksoft" coefficients in reflected format.

**Requires** SSE3, CLMUL

##### Returns

64 bit CRC

## Parameters

<i>init_crc</i>	initial CRC value, 64 bits
<i>buf</i>	buffer to calculate CRC on
<i>len</i>	buffer length in bytes (64-bit data)

## 12.5 crc64.h

[Go to the documentation of this file.](#)

```

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00003
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00027  OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
00028  *****/
00029
00030
00031
00032
00033
00034
00035
00036
00037 #ifndef _CRC64_H_
00038 #define _CRC64_H_
00039
00040 #include <stdint.h>
00041
00042 #ifdef __cplusplus
00043 extern "C" {
00044 #endif
00045
00046
00047 /* Multi-binary functions */
00048
00049 uint64_t crc64_ecma_refl(
00050     uint64_t init_crc,
00051     const unsigned char *buf,
00052     uint64_t len
00053 );
00054
00055 uint64_t crc64_ecma_norm(
00056     uint64_t init_crc,
00057     const unsigned char *buf,
00058     uint64_t len
00059 );
00060
00061 uint64_t crc64_iso_refl(
00062     uint64_t init_crc,
00063     const unsigned char *buf,
00064     uint64_t len
00065 );
00066
00067 uint64_t crc64_iso_norm(
00068     uint64_t init_crc,

```



```
00101         const unsigned char *buf,
00102         uint64_t len
00103     );
00104
00113 uint64_t crc64_jones_refl(
00114     uint64_t init_crc,
00115     const unsigned char *buf,
00116     uint64_t len
00117 );
00118
00127 uint64_t crc64_jones_norm(
00128     uint64_t init_crc,
00129     const unsigned char *buf,
00130     uint64_t len
00131 );
00132
00141 uint64_t crc64_rocksoft_refl(
00142     uint64_t init_crc,
00143     const unsigned char *buf,
00144     uint64_t len
00145 );
00146
00155 uint64_t crc64_rocksoft_norm(
00156     uint64_t init_crc,
00157     const unsigned char *buf,
00158     uint64_t len
00159 );
00160
00161 /* Arch specific versions */
00162
00169
00170 uint64_t crc64_ecma_refl_by8(
00171     uint64_t init_crc,
00172     const unsigned char *buf,
00173     uint64_t len
00174 );
00175
00182
00183 uint64_t crc64_ecma_norm_by8(
00184     uint64_t init_crc,
00185     const unsigned char *buf,
00186     uint64_t len
00187 );
00188
00193 uint64_t crc64_ecma_refl_base(
00194     uint64_t init_crc,
00195     const unsigned char *buf,
00196     uint64_t len
00197 );
00198
00203 uint64_t crc64_ecma_norm_base(
00204     uint64_t init_crc,
00205     const unsigned char *buf,
00206     uint64_t len
00207 );
00208
00215
00216 uint64_t crc64_iso_refl_by8(
00217     uint64_t init_crc,
00218     const unsigned char *buf,
00219     uint64_t len
00220 );
00221
00228
00229 uint64_t crc64_iso_norm_by8(
00230     uint64_t init_crc,
00231     const unsigned char *buf,
00232     uint64_t len
00233 );
00234
00239 uint64_t crc64_iso_refl_base(
00240     uint64_t init_crc,
00241     const unsigned char *buf,
00242     uint64_t len
00243 );
00244
00249 uint64_t crc64_iso_norm_base(
00250     uint64_t init_crc,
00251     const unsigned char *buf,
00252     uint64_t len
00253 );
```

```

00254
00261
00262 uint64_t crc64_jones_refl_by8(
00263     uint64_t init_crc,
00264     const unsigned char *buf,
00265     uint64_t len
00266 );
00267
00274
00275 uint64_t crc64_jones_norm_by8(
00276     uint64_t init_crc,
00277     const unsigned char *buf,
00278     uint64_t len
00279 );
00280
00285 uint64_t crc64_jones_refl_base(
00286     uint64_t init_crc,
00287     const unsigned char *buf,
00288     uint64_t len
00289 );
00290
00295 uint64_t crc64_jones_norm_base(
00296     uint64_t init_crc,
00297     const unsigned char *buf,
00298     uint64_t len
00299 );
00300
00307
00308 uint64_t crc64_rocksoft_refl_by8(
00309     uint64_t init_crc,
00310     const unsigned char *buf,
00311     uint64_t len
00312 );
00313
00318 uint64_t crc64_rocksoft_refl_base(
00319     uint64_t init_crc,
00320     const unsigned char *buf,
00321     uint64_t len
00322 );
00323
00330
00331 uint64_t crc64_rocksoft_norm_by8(
00332     uint64_t init_crc,
00333     const unsigned char *buf,
00334     uint64_t len
00335 );
00336
00341 uint64_t crc64_rocksoft_norm_base(
00342     uint64_t init_crc,
00343     const unsigned char *buf,
00344     uint64_t len
00345 );
00346
00347 #ifdef __cplusplus
00348 }
00349 #endif
00350
00351 #endif // _CRC64_H_

```

## 12.6 erasure\_code.h File Reference

Interface to functions supporting erasure code encode and decode.

```
#include "gf_vect_mul.h"
```

### Functions

- void [ec\\_init\\_tables](#) (int k, int rows, unsigned char \*a, unsigned char \*gftbls)  
*Initialize tables for fast Erasure Code encode and decode.*
- void [ec\\_init\\_tables\\_base](#) (int k, int rows, unsigned char \*a, unsigned char \*gftbls)  
*Initialize tables for fast Erasure Code encode and decode, runs baseline version.*

- void [ec\\_encode\\_data](#) (int len, int k, int rows, unsigned char \*gftbls, unsigned char \*\*data, unsigned char \*\*coding)  
*Generate or decode erasure codes on blocks of data, runs appropriate version.*
- void [ec\\_encode\\_data\\_base](#) (int len, int srcs, int dests, unsigned char \*v, unsigned char \*\*src, unsigned char \*\*dest)  
*Generate or decode erasure codes on blocks of data, runs baseline version.*
- void [ec\\_encode\\_data\\_update](#) (int len, int k, int rows, int vec\_i, unsigned char \*g\_tbls, unsigned char \*data, unsigned char \*\*coding)  
*Generate update for encode or decode of erasure codes from single source, runs appropriate version.*
- void [ec\\_encode\\_data\\_update\\_base](#) (int len, int k, int rows, int vec\_i, unsigned char \*v, unsigned char \*data, unsigned char \*\*dest)  
*Generate update for encode or decode of erasure codes from single source.*
- void [gf\\_vect\\_dot\\_prod\\_base](#) (int len, int vlen, unsigned char \*gftbls, unsigned char \*\*src, unsigned char \*dest)  
*GF(2<sup>8</sup>) vector dot product, runs baseline version.*
- void [gf\\_vect\\_dot\\_prod](#) (int len, int vlen, unsigned char \*gftbls, unsigned char \*\*src, unsigned char \*dest)  
*GF(2<sup>8</sup>) vector dot product, runs appropriate version.*
- void [gf\\_vect\\_mad](#) (int len, int vec, int vec\_i, unsigned char \*gftbls, unsigned char \*src, unsigned char \*dest)  
*GF(2<sup>8</sup>) vector multiply accumulate, runs appropriate version.*
- void [gf\\_vect\\_mad\\_base](#) (int len, int vec, int vec\_i, unsigned char \*v, unsigned char \*src, unsigned char \*dest)  
*GF(2<sup>8</sup>) vector multiply accumulate, baseline version.*
- unsigned char [gf\\_mul](#) (unsigned char a, unsigned char b)  
*Single element GF(2<sup>8</sup>) multiply.*
- unsigned char [gf\\_inv](#) (unsigned char a)  
*Single element GF(2<sup>8</sup>) inverse.*
- void [gf\\_gen\\_rs\\_matrix](#) (unsigned char \*a, int m, int k)  
*Generate a matrix of coefficients to be used for encoding.*
- void [gf\\_gen\\_cauchy1\\_matrix](#) (unsigned char \*a, int m, int k)  
*Generate a Cauchy matrix of coefficients to be used for encoding.*
- int [gf\\_invert\\_matrix](#) (unsigned char \*in, unsigned char \*out, const int n)  
*Invert a matrix in GF(2<sup>8</sup>)*

## 12.6.1 Detailed Description

Interface to functions supporting erasure code encode and decode.

This file defines the interface to optimized functions used in erasure codes. Encode and decode of erasures in GF(2<sup>8</sup>) are made by calculating the dot product of the symbols (bytes in GF(2<sup>8</sup>)) across a set of buffers and a set of coefficients. Values for the coefficients are determined by the type of erasure code. Using a general dot product means that any sequence of coefficients may be used including erasure codes based on random coefficients. Multiple versions of dot product are supplied to calculate 1-6 output vectors in one pass. Base GF multiply and divide functions can be sped up by defining GF\_LARGE\_TABLES at the expense of memory size.

## 12.6.2 Function Documentation

### 12.6.2.1 [ec\\_encode\\_data\(\)](#)

```
void ec_encode_data (
    int len,
    int k,
    int rows,
    unsigned char * gftbls,
```

```

    unsigned char ** data,
    unsigned char ** coding)

```

Generate or decode erasure codes on blocks of data, runs appropriate version.

Given a list of source data blocks, generate one or multiple blocks of encoded data as specified by a matrix of GF(2<sup>8</sup>) coefficients. When given a suitable set of coefficients, this function will perform the fast generation or decoding of Reed-Solomon type erasure codes.

This function determines what instruction sets are enabled and selects the appropriate version at runtime.

#### Parameters

<i>len</i>	Length of each block of data (vector) of source or dest data.
<i>k</i>	The number of vector sources or rows in the generator matrix for coding.
<i>rows</i>	The number of output vectors to concurrently encode/decode.
<i>gftbbs</i>	Pointer to array of input tables generated from coding coefficients in <a href="#">ec_init_tables()</a> . Must be of size 32*k*rows
<i>data</i>	Array of pointers to source input buffers.
<i>coding</i>	Array of pointers to coded output buffers.

#### Returns

none

#### 12.6.2.2 [ec\\_encode\\_data\\_base\(\)](#)

```

void ec_encode_data_base (
    int len,
    int srcs,
    int dests,
    unsigned char * v,
    unsigned char ** src,
    unsigned char ** dest)

```

Generate or decode erasure codes on blocks of data, runs baseline version.

Baseline version of [ec\\_encode\\_data\(\)](#) with same parameters.

#### 12.6.2.3 [ec\\_encode\\_data\\_update\(\)](#)

```

void ec_encode_data_update (
    int len,
    int k,
    int rows,
    int vec_i,
    unsigned char * g_tlbs,
    unsigned char * data,
    unsigned char ** coding)

```

Generate update for encode or decode of erasure codes from single source, runs appropriate version.

Given one source data block, update one or multiple blocks of encoded data as specified by a matrix of GF(2<sup>8</sup>) coefficients. When given a suitable set of coefficients, this function will perform the fast generation or decoding of Reed-Solomon type erasure codes from one input source at a time.

This function determines what instruction sets are enabled and selects the appropriate version at runtime.

#### Parameters

<i>len</i>	Length of each block of data (vector) of source or dest data.
------------	---

## Parameters

<i>k</i>	The number of vector sources or rows in the generator matrix for coding.
<i>rows</i>	The number of output vectors to concurrently encode/decode.
<i>vec_i</i>	The vector index corresponding to the single input source.
<i>g_tbls</i>	Pointer to array of input tables generated from coding coefficients in <a href="#">ec_init_tables()</a> . Must be of size 32*k*rows
<i>data</i>	Pointer to single input source used to update output parity.
<i>coding</i>	Array of pointers to coded output buffers.

## Returns

none

12.6.2.4 **ec\_encode\_data\_update\_base()**

```
void ec_encode_data_update_base (
    int len,
    int k,
    int rows,
    int vec_i,
    unsigned char * v,
    unsigned char * data,
    unsigned char ** dest)
```

Generate update for encode or decode of erasure codes from single source.

Baseline version of [ec\\_encode\\_data\\_update\(\)](#).

12.6.2.5 **ec\_init\_tables()**

```
void ec_init_tables (
    int k,
    int rows,
    unsigned char * a,
    unsigned char * gftbls)
```

Initialize tables for fast Erasure Code encode and decode.

Generates the expanded tables needed for fast encode or decode for erasure codes on blocks of data. 32bytes is generated for each input coefficient.

## Parameters

<i>k</i>	The number of vector sources or rows in the generator matrix for coding.
<i>rows</i>	The number of output vectors to concurrently encode/decode.
<i>a</i>	Pointer to sets of arrays of input coefficients used to encode or decode data.
<i>gftbls</i>	Pointer to start of space for concatenated output tables generated from input coefficients. Must be of size 32*k*rows.

## Returns

none

### 12.6.2.6 `ec_init_tables_base()`

```
void ec_init_tables_base (
    int k,
    int rows,
    unsigned char * a,
    unsigned char * gftbls)
```

Initialize tables for fast Erasure Code encode and decode, runs baseline version. Baseline version of [ec\\_encode\\_data\(\)](#) with same parameters.

### 12.6.2.7 `gf_gen_cauchy1_matrix()`

```
void gf_gen_cauchy1_matrix (
    unsigned char * a,
    int m,
    int k)
```

Generate a Cauchy matrix of coefficients to be used for encoding.

Cauchy matrix example of encoding coefficients where high portion of matrix is identity matrix I and lower portion is constructed as  $1/(i + j) \mid i \neq j, i:\{0,k-1\} j:\{k,m-1\}$ . Any sub-matrix of a Cauchy matrix should be invertable.

#### Parameters

<i>a</i>	[m x k] array to hold coefficients
<i>m</i>	number of rows in matrix corresponding to srcs + parity.
<i>k</i>	number of columns in matrix corresponding to srcs.

#### Returns

none

### 12.6.2.8 `gf_gen_rs_matrix()`

```
void gf_gen_rs_matrix (
    unsigned char * a,
    int m,
    int k)
```

Generate a matrix of coefficients to be used for encoding.

Vandermonde matrix example of encoding coefficients where high portion of matrix is identity matrix I and lower portion is constructed as  $2^{\{i*(j-k+1)\}} i:\{0,k-1\} j:\{k,m-1\}$ . Commonly used method for choosing coefficients in erasure encoding but does not guarantee invertable for every sub matrix. For large pairs of m and k it is possible to find cases where the decode matrix chosen from sources and parity is not invertable. Users may want to adjust for certain pairs m and k. If m and k satisfy one of the following inequalities, no adjustment is required:

- $k \leq 3$
- $k = 4, m \leq 25$
- $k = 5, m \leq 10$
- $k \leq 21, m - k = 4$
- $m - k \leq 3$ .

## Parameters

<i>a</i>	[m x k] array to hold coefficients
<i>m</i>	number of rows in matrix corresponding to srcs + parity.
<i>k</i>	number of columns in matrix corresponding to srcs.

## Returns

none

**12.6.2.9 gf\_inv()**

```
unsigned char gf_inv (
    unsigned char a)
```

Single element GF(2<sup>8</sup>) inverse.

## Parameters

<i>a</i>	Input element
----------	---------------

## Returns

Field element b such that  $a \times b = \{1\}$

**12.6.2.10 gf\_invert\_matrix()**

```
int gf_invert_matrix (
    unsigned char * in,
    unsigned char * out,
    const int n)
```

Invert a matrix in GF(2<sup>8</sup>)

Attempts to construct an n x n inverse of the input matrix. Returns non-zero if singular. Will always destroy input matrix in process.

## Parameters

<i>in</i>	input matrix, destroyed by invert process
<i>out</i>	output matrix such that $[in] \times [out] = [I]$ - identity matrix
<i>n</i>	size of matrix [nxn]

## Returns

0 successful, other fail on singular input matrix

**12.6.2.11 gf\_mul()**

```
unsigned char gf_mul (
    unsigned char a,
    unsigned char b)
```

Single element GF(2<sup>8</sup>) multiply.

**Parameters**

<i>a</i>	Multiplicand a
<i>b</i>	Multiplicand b

**Returns**

Product of a and b in GF(2<sup>8</sup>)

**12.6.2.12 gf\_vect\_dot\_prod()**

```
void gf_vect_dot_prod (
    int len,
    int vlen,
    unsigned char * gftbbs,
    unsigned char ** src,
    unsigned char * dest)
```

GF(2<sup>8</sup>) vector dot product, runs appropriate version.

Does a GF(2<sup>8</sup>) dot product across each byte of the input array and a constant set of coefficients to produce each byte of the output. Can be used for erasure coding encode and decode. Function requires pre-calculation of a 32\*vlen byte constant array based on the input coefficients.

This function determines what instruction sets are enabled and selects the appropriate version at runtime.

**Parameters**

<i>len</i>	Length of each vector in bytes. Must be $\geq 32$ .
<i>vlen</i>	Number of vector sources.
<i>gftbbs</i>	Pointer to 32*vlen byte array of pre-calculated constants based on the array of input coefficients.
<i>src</i>	Array of pointers to source inputs.
<i>dest</i>	Pointer to destination data array.

**Returns**

none

**12.6.2.13 gf\_vect\_dot\_prod\_base()**

```
void gf_vect_dot_prod_base (
    int len,
    int vlen,
    unsigned char * gftbbs,
    unsigned char ** src,
    unsigned char * dest)
```

GF(2<sup>8</sup>) vector dot product, runs baseline version.

Does a GF(2<sup>8</sup>) dot product across each byte of the input array and a constant set of coefficients to produce each byte of the output. Can be used for erasure coding encode and decode. Function requires pre-calculation of a 32\*vlen byte constant array based on the input coefficients.

**Parameters**

<i>len</i>	Length of each vector in bytes. Must be $\geq 16$ .
<i>vlen</i>	Number of vector sources.



## Parameters

<i>gftbbs</i>	Pointer to 32*vlen byte array of pre-calculated constants based on the array of input coefficients. Only elements 32*CONST*j + 1 of this array are used, where j = (0, 1, 2...) and CONST is the number of elements in the array of input coefficients. The elements used correspond to the original input coefficients.
<i>src</i>	Array of pointers to source inputs.
<i>dest</i>	Pointer to destination data array.

## Returns

none

## 12.6.2.14 gf\_vect\_mad()

```
void gf_vect_mad (
    int len,
    int vec,
    int vec_i,
    unsigned char * gftbbs,
    unsigned char * src,
    unsigned char * dest)
```

GF(2<sup>8</sup>) vector multiply accumulate, runs appropriate version.

Does a GF(2<sup>8</sup>) multiply across each byte of input source with expanded constant and add to destination array. Can be used for erasure coding encode and decode update when only one source is available at a time. Function requires pre-calculation of a 32\*vec byte constant array based on the input coefficients.

This function determines what instruction sets are enabled and selects the appropriate version at runtime.

## Parameters

<i>len</i>	Length of each vector in bytes. Must be $\geq 64$ .
<i>vec</i>	The number of vector sources or rows in the generator matrix for coding.
<i>vec_i</i>	The vector index corresponding to the single input source.
<i>gftbbs</i>	Pointer to array of input tables generated from coding coefficients in <a href="#">ec_init_tables()</a> . Must be of size 32*vec.
<i>src</i>	Array of pointers to source inputs.
<i>dest</i>	Pointer to destination data array.

## Returns

none

## 12.6.2.15 gf\_vect\_mad\_base()

```
void gf_vect_mad_base (
    int len,
    int vec,
    int vec_i,
    unsigned char * v,
    unsigned char * src,
    unsigned char * dest)
```

GF(2<sup>8</sup>) vector multiply accumulate, baseline version.

Baseline version of [gf\\_vect\\_mad\(\)](#) with same parameters.

## 12.7 erasure\_code.h

[Go to the documentation of this file.](#)

```

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00003
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00025  THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
00026  (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE
00027  OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
00028  *****/
00029
00030
00031 #ifndef _ERASURE_CODE_H_
00032 #define _ERASURE_CODE_H_
00033
00051
00052 #include "gf_vect_mul.h"
00053
00054 #ifdef __cplusplus
00055 extern "C" {
00056 #endif
00057
00073
00074 void ec_init_tables(int k, int rows, unsigned char* a, unsigned char* gftbbs);
00075
00081
00082 void ec_init_tables_base(int k, int rows, unsigned char* a, unsigned char* gftbbs);
00083
00105
00106 void ec_encode_data(int len, int k, int rows, unsigned char *gftbbs, unsigned char **data,
00107                    unsigned char **coding);
00108
00114 void ec_encode_data_base(int len, int srcs, int dests, unsigned char *v, unsigned char **src,
00115                        unsigned char **dest);
00116
00139 void ec_encode_data_update(int len, int k, int rows, int vec_i, unsigned char *g_tbbbs,
00140                          unsigned char *data, unsigned char **coding);
00141
00147
00148 void ec_encode_data_update_base(int len, int k, int rows, int vec_i, unsigned char *v,
00149                               unsigned char *data, unsigned char **dest);
00150
00170
00171
00172 void gf_vect_dot_prod_base(int len, int vlen, unsigned char *gftbbs,
00173                          unsigned char **src, unsigned char *dest);
00174
00194
00195 void gf_vect_dot_prod(int len, int vlen, unsigned char *gftbbs,
00196                     unsigned char **src, unsigned char *dest);
00197
00220
00221 void gf_vect_mad(int len, int vec, int vec_i, unsigned char *gftbbs, unsigned char *src,
00222                unsigned char *dest);
00223
00229
00230 void gf_vect_mad_base(int len, int vec, int vec_i, unsigned char *v, unsigned char *src,
00231                    unsigned char *dest);

```

```
00232
00233 // x86 only
00234 #if defined(__i386__) || defined(__x86_64__)
00235
00242 void ec_encode_data_sse(int len, int k, int rows, unsigned char *gftbbs, unsigned char **data,
00243                        unsigned char **coding);
00244
00251 void ec_encode_data_avx(int len, int k, int rows, unsigned char *gftbbs, unsigned char **data,
00252                        unsigned char **coding);
00253
00260 void ec_encode_data_avx2(int len, int k, int rows, unsigned char *gftbbs, unsigned char **data,
00261                        unsigned char **coding);
00262
00269
00270 void ec_encode_data_update_sse(int len, int k, int rows, int vec_i, unsigned char *g_tlbs,
00271                               unsigned char *data, unsigned char **coding);
00272
00279
00280 void ec_encode_data_update_avx(int len, int k, int rows, int vec_i, unsigned char *g_tlbs,
00281                               unsigned char *data, unsigned char **coding);
00282
00289
00290 void ec_encode_data_update_avx2(int len, int k, int rows, int vec_i, unsigned char *g_tlbs,
00291                                unsigned char *data, unsigned char **coding);
00292
00310
00311 void gf_vect_dot_prod_sse(int len, int vlen, unsigned char *gftbbs,
00312                          unsigned char **src, unsigned char *dest);
00313
00331
00332 void gf_vect_dot_prod_avx(int len, int vlen, unsigned char *gftbbs,
00333                          unsigned char **src, unsigned char *dest);
00334
00352
00353 void gf_vect_dot_prod_avx2(int len, int vlen, unsigned char *gftbbs,
00354                          unsigned char **src, unsigned char *dest);
00355
00374
00375 void gf_2vect_dot_prod_sse(int len, int vlen, unsigned char *gftbbs,
00376                          unsigned char **src, unsigned char **dest);
00377
00396
00397 void gf_2vect_dot_prod_avx(int len, int vlen, unsigned char *gftbbs,
00398                          unsigned char **src, unsigned char **dest);
00399
00418
00419 void gf_2vect_dot_prod_avx2(int len, int vlen, unsigned char *gftbbs,
00420                          unsigned char **src, unsigned char **dest);
00421
00440
00441 void gf_3vect_dot_prod_sse(int len, int vlen, unsigned char *gftbbs,
00442                          unsigned char **src, unsigned char **dest);
00443
00462
00463 void gf_3vect_dot_prod_avx(int len, int vlen, unsigned char *gftbbs,
00464                          unsigned char **src, unsigned char **dest);
00465
00484
00485 void gf_3vect_dot_prod_avx2(int len, int vlen, unsigned char *gftbbs,
00486                          unsigned char **src, unsigned char **dest);
00487
00506
00507 void gf_4vect_dot_prod_sse(int len, int vlen, unsigned char *gftbbs,
00508                          unsigned char **src, unsigned char **dest);
00509
00528
00529 void gf_4vect_dot_prod_avx(int len, int vlen, unsigned char *gftbbs,
00530                          unsigned char **src, unsigned char **dest);
00531
00550
00551 void gf_4vect_dot_prod_avx2(int len, int vlen, unsigned char *gftbbs,
00552                          unsigned char **src, unsigned char **dest);
00553
00572
00573 void gf_5vect_dot_prod_sse(int len, int vlen, unsigned char *gftbbs,
00574                          unsigned char **src, unsigned char **dest);
00575
00594
00595 void gf_5vect_dot_prod_avx(int len, int vlen, unsigned char *gftbbs,
00596                          unsigned char **src, unsigned char **dest);
00597
```

```

00616
00617 void gf_5vect_dot_prod_avx2(int len, int vlen, unsigned char *gftbbs,
00618                             unsigned char **src, unsigned char **dest);
00619
00638
00639 void gf_6vect_dot_prod_sse(int len, int vlen, unsigned char *gftbbs,
00640                             unsigned char **src, unsigned char **dest);
00641
00660
00661 void gf_6vect_dot_prod_avx(int len, int vlen, unsigned char *gftbbs,
00662                             unsigned char **src, unsigned char **dest);
00663
00682
00683 void gf_6vect_dot_prod_avx2(int len, int vlen, unsigned char *gftbbs,
00684                             unsigned char **src, unsigned char **dest);
00685
00692
00693 void gf_vect_mad_sse(int len, int vec, int vec_i, unsigned char *gftbbs, unsigned char *src,
00694                     unsigned char *dest);
00701
00702 void gf_vect_mad_avx(int len, int vec, int vec_i, unsigned char *gftbbs, unsigned char *src,
00703                     unsigned char *dest);
00704
00711
00712 void gf_vect_mad_avx2(int len, int vec, int vec_i, unsigned char *gftbbs, unsigned char *src,
00713                     unsigned char *dest);
00714
00715
00736
00737 void gf_2vect_mad_sse(int len, int vec, int vec_i, unsigned char *gftbbs, unsigned char *src,
00738                     unsigned char **dest);
00739
00744 void gf_2vect_mad_avx(int len, int vec, int vec_i, unsigned char *gftbbs, unsigned char *src,
00745                     unsigned char **dest);
00750 void gf_2vect_mad_avx2(int len, int vec, int vec_i, unsigned char *gftbbs, unsigned char *src,
00751                     unsigned char **dest);
00752
00773
00774 void gf_3vect_mad_sse(int len, int vec, int vec_i, unsigned char *gftbbs, unsigned char *src,
00775                     unsigned char **dest);
00776
00781 void gf_3vect_mad_avx(int len, int vec, int vec_i, unsigned char *gftbbs, unsigned char *src,
00782                     unsigned char **dest);
00783
00788 void gf_3vect_mad_avx2(int len, int vec, int vec_i, unsigned char *gftbbs, unsigned char *src,
00789                     unsigned char **dest);
00790
00811
00812 void gf_4vect_mad_sse(int len, int vec, int vec_i, unsigned char *gftbbs, unsigned char *src,
00813                     unsigned char **dest);
00814
00819 void gf_4vect_mad_avx(int len, int vec, int vec_i, unsigned char *gftbbs, unsigned char *src,
00820                     unsigned char **dest);
00825 void gf_4vect_mad_avx2(int len, int vec, int vec_i, unsigned char *gftbbs, unsigned char *src,
00826                     unsigned char **dest);
00827
00832 void gf_5vect_mad_sse(int len, int vec, int vec_i, unsigned char *gftbbs, unsigned char *src,
00833                     unsigned char **dest);
00834
00839 void gf_5vect_mad_avx(int len, int vec, int vec_i, unsigned char *gftbbs, unsigned char *src,
00840                     unsigned char **dest);
00845 void gf_5vect_mad_avx2(int len, int vec, int vec_i, unsigned char *gftbbs, unsigned char *src,
00846                     unsigned char **dest);
00847
00852 void gf_6vect_mad_sse(int len, int vec, int vec_i, unsigned char *gftbbs, unsigned char *src,
00853                     unsigned char **dest);
00858 void gf_6vect_mad_avx(int len, int vec, int vec_i, unsigned char *gftbbs, unsigned char *src,
00859                     unsigned char **dest);
00860
00865 void gf_6vect_mad_avx2(int len, int vec, int vec_i, unsigned char *gftbbs, unsigned char *src,
00866                     unsigned char **dest);
00867
00868 #endif
00869
00870 /*****
00871  * The remaining are lib support functions used in GF(2^8) operations.
00872  */
00873
00881
00882 unsigned char gf_mul(unsigned char a, unsigned char b);
00883

```

```

00890
00891 unsigned char gf_inv(unsigned char a);
00892
00916
00917 void gf_gen_rs_matrix(unsigned char *a, int m, int k);
00918
00931
00932 void gf_gen_cauchy1_matrix(unsigned char *a, int m, int k);
00933
00945
00946 int gf_invert_matrix(unsigned char *in, unsigned char *out, const int n);
00947
00948
00949 /*****
00950
00951 #ifdef __cplusplus
00952 }
00953 #endif
00954
00955 #endif // _ERASURE_CODE_H_

```

## 12.8 gf\_vect\_mul.h File Reference

Interface to functions for vector (block) multiplication in  $GF(2^8)$ .

### Functions

- int [gf\\_vect\\_mul](#) (int len, unsigned char \*gftbl, void \*src, void \*dest)  
 *$GF(2^8)$  vector multiply by constant, runs appropriate version.*
- void [gf\\_vect\\_mul\\_init](#) (unsigned char c, unsigned char \*gftbl)  
*Initialize 32-byte constant array for  $GF(2^8)$  vector multiply.*
- int [gf\\_vect\\_mul\\_base](#) (int len, unsigned char \*a, unsigned char \*src, unsigned char \*dest)  
 *$GF(2^8)$  vector multiply by constant, runs baseline version.*

### 12.8.1 Detailed Description

Interface to functions for vector (block) multiplication in  $GF(2^8)$ .

This file defines the interface to routines used in fast RAID rebuild and erasure codes.

### 12.8.2 Function Documentation

#### 12.8.2.1 gf\_vect\_mul()

```

int gf_vect_mul (
    int len,
    unsigned char * gftbl,
    void * src,
    void * dest)

```

$GF(2^8)$  vector multiply by constant, runs appropriate version.

Does a  $GF(2^8)$  vector multiply  $b = Ca$  where  $a$  and  $b$  are arrays and  $C$  is a single field element in  $GF(2^8)$ . Can be used for RAID6 rebuild and partial write functions. Function requires pre-calculation of a 32-element constant array based on constant  $C$ .  $gftbl(C) = \{C\{00\}, C\{01\}, C\{02\}, \dots, C\{0f\}\}, \{C\{00\}, C\{10\}, C\{20\}, \dots, C\{f0\}\}$ .  $len$  and  $src$  must be aligned to 32B.

This function determines what instruction sets are enabled and selects the appropriate version at runtime.

#### Parameters

<i>len</i>	Length of vector in bytes. Must be aligned to 32B.
<i>gftbl</i>	Pointer to 32-byte array of pre-calculated constants based on $C$ .

**Parameters**

<i>src</i>	Pointer to src data array. Must be aligned to 32B.
<i>dest</i>	Pointer to destination data array. Must be aligned to 32B.

**Returns**

0 pass, other fail

**12.8.2.2 gf\_vect\_mul\_base()**

```
int gf_vect_mul_base (
    int len,
    unsigned char * a,
    unsigned char * src,
    unsigned char * dest)
```

GF(2<sup>8</sup>) vector multiply by constant, runs baseline version.

Does a GF(2<sup>8</sup>) vector multiply  $b = Ca$  where  $a$  and  $b$  are arrays and  $C$  is a single field element in GF(2<sup>8</sup>). Can be used for RAID6 rebuild and partial write functions. Function requires pre-calculation of a 32-element constant array based on constant  $C$ .  $gftbl(C) = \{C\{00\}, C\{01\}, C\{02\}, \dots, C\{0f\}\}, \{C\{00\}, C\{10\}, C\{20\}, \dots, C\{f0\}\}$ .  $len$  and  $src$  must be aligned to 32B.

**Parameters**

<i>len</i>	Length of vector in bytes. Must be aligned to 32B.
<i>a</i>	Pointer to 32-byte array of pre-calculated constants based on $C$ . only use 2nd element is used.
<i>src</i>	Pointer to src data array. Must be aligned to 32B.
<i>dest</i>	Pointer to destination data array. Must be aligned to 32B.

**Returns**

0 pass, other fail

**12.8.2.3 gf\_vect\_mul\_init()**

```
void gf_vect_mul_init (
    unsigned char c,
    unsigned char * gftbl)
```

Initialize 32-byte constant array for GF(2<sup>8</sup>) vector multiply.

Calculates array  $\{C\{00\}, C\{01\}, C\{02\}, \dots, C\{0f\}\}, \{C\{00\}, C\{10\}, C\{20\}, \dots, C\{f0\}\}$  as required by other fast vector multiply functions.

**Parameters**

<i>c</i>	Constant input.
<i>gftbl</i>	Table output.

## 12.9 gf\_vect\_mul.h

[Go to the documentation of this file.](#)

```

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00024  DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY
00025  THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
00026  (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE
00027  OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
00028  *****/
00029
00030
00031 #ifndef _GF_VECT_MUL_H
00032 #define _GF_VECT_MUL_H
00033
00034
00041
00042 #ifdef __cplusplus
00043 extern "C" {
00044 #endif
00045
00046 // x86 only
00047 #if defined(__i386__) || defined(__x86_64__)
00048
00066
00067 int gf_vect_mul_sse(int len, unsigned char *gftbl, void *src, void *dest);
00068
00069
00087
00088 int gf_vect_mul_avx(int len, unsigned char *gftbl, void *src, void *dest);
00089
00090 #endif
00091
00111
00112 int gf_vect_mul(int len, unsigned char *gftbl, void *src, void *dest);
00113
00114
00124
00125 void gf_vect_mul_init(unsigned char c, unsigned char* gftbl);
00126
00127
00145
00146 int gf_vect_mul_base(int len, unsigned char *a, unsigned char *src,
00147                     unsigned char *dest);
00148
00149 #ifdef __cplusplus
00150 }
00151 #endif
00152
00153 #endif // _GF_VECT_MUL_H

```

## 12.10 igzip\_lib.h File Reference

This file defines the igzip compression and decompression interface, a high performance deflate compression interface for storage applications.

```
#include <stdint.h>
```

## Data Structures

- struct [isal\\_huff\\_histogram](#)  
*Holds histogram of deflate symbols.*
- struct [isal\\_mod\\_hist](#)  
*Holds modified histogram.*
- struct [BitBuf2](#)  
*Holds Bit Buffer information.*
- struct [isal\\_zlib\\_header](#)  
*Holds Zlib header information.*
- struct [isal\\_gzip\\_header](#)  
*Holds Gzip header information.*
- struct [isal\\_zstate](#)  
*Holds the internal state information for input and output compression streams.*
- struct [isal\\_hufftables](#)  
*Holds the huffman tree used to huffman encode the input stream.*
- struct [isal\\_zstream](#)  
*Holds stream information.*
- struct [inflate\\_huff\\_code\\_large](#)  
*Large lookup table for decoding huffman codes.*
- struct [inflate\\_huff\\_code\\_small](#)  
*Small lookup table for decoding huffman codes.*
- struct [inflate\\_state](#)  
*Holds decompression state information.*
- struct [isal\\_dict](#)  
*Structure for holding processed dictionary information.*

## Enumerations

- enum [isal\\_zstate\\_state](#) {  
[ZSTATE\\_NEW\\_HDR](#), [ZSTATE\\_HDR](#), [ZSTATE\\_CREATE\\_HDR](#), [ZSTATE\\_BODY](#),  
[ZSTATE\\_FLUSH\\_READ\\_BUFFER](#), [ZSTATE\\_FLUSH\\_ICF\\_BUFFER](#), [ZSTATE\\_TYPE0\\_HDR](#), [ZSTATE\\_TYPE0\\_BODY](#)  
, [ZSTATE\\_SYNC\\_FLUSH](#), [ZSTATE\\_FLUSH\\_WRITE\\_BUFFER](#), [ZSTATE\\_TRL](#), [ZSTATE\\_END](#),  
[ZSTATE\\_TMP\\_NEW\\_HDR](#), [ZSTATE\\_TMP\\_HDR](#), [ZSTATE\\_TMP\\_CREATE\\_HDR](#), [ZSTATE\\_TMP\\_BODY](#),  
[ZSTATE\\_TMP\\_FLUSH\\_READ\\_BUFFER](#), [ZSTATE\\_TMP\\_FLUSH\\_ICF\\_BUFFER](#), [ZSTATE\\_TMP\\_TYPE0\\_HDR](#)  
, [ZSTATE\\_TMP\\_TYPE0\\_BODY](#),  
[ZSTATE\\_TMP\\_SYNC\\_FLUSH](#), [ZSTATE\\_TMP\\_FLUSH\\_WRITE\\_BUFFER](#), [ZSTATE\\_TMP\\_TRL](#), [ZSTATE\\_TMP\\_END](#)  
}

*Compression State please note ZSTATE\_TRL only applies for GZIP compression.*

## Functions

- void [isal\\_update\\_histogram](#) (uint8\_t \*in\_stream, int length, struct [isal\\_huff\\_histogram](#) \*histogram)  
*Updates histograms to include the symbols found in the input stream. Since this function only updates the histograms, it can be called on multiple streams to get a histogram better representing the desired data set. When first using histogram it must be initialized by zeroing the structure.*
- int [isal\\_create\\_hufftables](#) (struct [isal\\_hufftables](#) \*hufftables, struct [isal\\_huff\\_histogram](#) \*histogram)



- Creates a custom huffman code for the given histograms in which every literal and repeat length is assigned a code and all possible lookback distances are assigned a code.*
- int [isal\\_create\\_hufftables\\_subset](#) (struct [isal\\_hufftables](#) \*hufftables, struct [isal\\_huff\\_histogram](#) \*histogram)  
*Creates a custom huffman code for the given histograms like [isal\\_create\\_hufftables\(\)](#) except literals with 0 frequency in the histogram are not assigned a code.*
  - void [isal\\_deflate\\_init](#) (struct [isal\\_zstream](#) \*stream)  
*Initialize compression stream data structure.*
  - void [isal\\_deflate\\_reset](#) (struct [isal\\_zstream](#) \*stream)  
*Reinitialize compression stream data structure. Performs the same action as [isal\\_deflate\\_init](#), but does not change user supplied input such as the level, flush type, compression wrapper (like gzip), hufftables, and end\_of\_stream\_flag.*
  - void [isal\\_gzip\\_header\\_init](#) (struct [isal\\_gzip\\_header](#) \*gz\_hdr)  
*Set gzip header default values.*
  - void [isal\\_zlib\\_header\\_init](#) (struct [isal\\_zlib\\_header](#) \*z\_hdr)  
*Set zlib header default values.*
  - uint32\_t [isal\\_write\\_gzip\\_header](#) (struct [isal\\_zstream](#) \*stream, struct [isal\\_gzip\\_header](#) \*gz\_hdr)  
*Write gzip header to output stream.*
  - uint32\_t [isal\\_write\\_zlib\\_header](#) (struct [isal\\_zstream](#) \*stream, struct [isal\\_zlib\\_header](#) \*z\_hdr)  
*Write zlib header to output stream.*
  - int [isal\\_deflate\\_set\\_hufftables](#) (struct [isal\\_zstream](#) \*stream, struct [isal\\_hufftables](#) \*hufftables, int type)  
*Set stream to use a new Huffman code.*
  - void [isal\\_deflate\\_stateless\\_init](#) (struct [isal\\_zstream](#) \*stream)  
*Initialize compression stream data structure.*
  - int [isal\\_deflate\\_set\\_dict](#) (struct [isal\\_zstream](#) \*stream, uint8\_t \*dict, uint32\_t dict\_len)  
*Set compression dictionary to use.*
  - int [isal\\_deflate\\_process\\_dict](#) (struct [isal\\_zstream](#) \*stream, struct [isal\\_dict](#) \*dict\_str, uint8\_t \*dict, uint32\_t dict\_len)  
*Process dictionary to reuse later.*
  - int [isal\\_deflate\\_reset\\_dict](#) (struct [isal\\_zstream](#) \*stream, struct [isal\\_dict](#) \*dict\_str)  
*Reset compression dictionary to use.*
  - int [isal\\_deflate](#) (struct [isal\\_zstream](#) \*stream)  
*Fast data (deflate) compression for storage applications.*
  - int [isal\\_deflate\\_stateless](#) (struct [isal\\_zstream](#) \*stream)  
*Fast data (deflate) stateless compression for storage applications.*
  - void [isal\\_inflate\\_init](#) (struct [inflate\\_state](#) \*state)  
*Initialize decompression state data structure.*
  - void [isal\\_inflate\\_reset](#) (struct [inflate\\_state](#) \*state)  
*Reinitialize decompression state data structure.*
  - int [isal\\_inflate\\_set\\_dict](#) (struct [inflate\\_state](#) \*state, uint8\_t \*dict, uint32\_t dict\_len)  
*Set decompression dictionary to use.*
  - int [isal\\_read\\_gzip\\_header](#) (struct [inflate\\_state](#) \*state, struct [isal\\_gzip\\_header](#) \*gz\_hdr)  
*Read and return gzip header information.*
  - int [isal\\_read\\_zlib\\_header](#) (struct [inflate\\_state](#) \*state, struct [isal\\_zlib\\_header](#) \*zlib\_hdr)  
*Read and return zlib header information.*
  - int [isal\\_inflate](#) (struct [inflate\\_state](#) \*state)  
*Fast data (deflate) decompression for storage applications.*
  - int [isal\\_inflate\\_stateless](#) (struct [inflate\\_state](#) \*state)  
*Fast data (deflate) stateless decompression for storage applications.*
  - uint32\_t [isal\\_adler32](#) (uint32\_t init, const unsigned char \*buf, uint64\_t len)  
*Calculate Adler-32 checksum, runs appropriate version.*

### 12.10.1 Detailed Description

This file defines the igzip compression and decompression interface, a high performance deflate compression interface for storage applications.

Deflate is a widely used compression standard that can be used standalone, it also forms the basis of gzip and zlib compression formats. Igzip supports the following flush features:

- No Flush: The default method where no special flush is performed.
- Sync flush: whereby `isal_deflate()` finishes the current deflate block at the end of each input buffer. The deflate block is byte aligned by appending an empty stored block.
- Full flush: whereby `isal_deflate()` finishes and aligns the deflate block as in sync flush but also ensures that subsequent block's history does not look back beyond this point and new blocks are fully independent.

Igzip also supports compression levels from `ISAL_DEF_MIN_LEVEL` to `ISAL_DEF_MAX_LEVEL`.

Igzip contains some behavior configurable at compile time. These configurable options are:

- `IGZIP_HIST_SIZE` - Defines the window size. The default value is 32K (note K represents 1024), but 8K is also supported. Powers of 2 which are at most 32K may also work.
- `LONGER_HUFFTABLES` - Defines whether to use a larger hufftables structure which may increase performance with smaller `IGZIP_HIST_SIZE` values. By default this option is not defined. This define sets `IGZIP_HIST_SIZE` to be 8 if `IGZIP_HIST_SIZE > 8K`.

As an example, to compile gzip with an 8K window size, in a terminal run

```
gmake D="-D IGZIP_HIST_SIZE=8*1024"
```

on Linux and FreeBSD, or with

```
nmake -f Makefile.nmake D="-D
* IGZIP_HIST_SIZE=8*1024"
```

on Windows.

### 12.10.2 Enumeration Type Documentation

#### 12.10.2.1 isal\_zstate\_state

enum `isal_zstate_state`

Compression State please note `ZSTATE_TRL` only applies for GZIP compression.

Enumerator

<code>ZSTATE_NEW_HDR</code>	Header to be written.
<code>ZSTATE_HDR</code>	Header state.
<code>ZSTATE_CREATE_HDR</code>	Header to be created.
<code>ZSTATE_BODY</code>	Body state.
<code>ZSTATE_FLUSH_READ_BUFFER</code>	Flush buffer.
<code>ZSTATE_TYPE0_BODY</code>	Type0 block header to be written. Type0 block body to be written
<code>ZSTATE_SYNC_FLUSH</code>	Write sync flush block.
<code>ZSTATE_FLUSH_WRITE_BUFFER</code>	Flush bitbuf.
<code>ZSTATE_TRL</code>	Trailer state.
<code>ZSTATE_END</code>	End state.
<code>ZSTATE_TMP_NEW_HDR</code>	Temporary Header to be written.
<code>ZSTATE_TMP_HDR</code>	Temporary Header state.

## Enumerator

ZSTATE_TMP_CREATE_HDR	Temporary Header to be created state.
ZSTATE_TMP_BODY	Temporary Body state.
ZSTATE_TMP_FLUSH_READ_BUFFER	Flush buffer.
ZSTATE_TMP_TYPE0_BODY	Temporary Type0 block header to be written. Temporary Type0 block body to be written
ZSTATE_TMP_SYNC_FLUSH	Write sync flush block.
ZSTATE_TMP_FLUSH_WRITE_BUFFER	Flush bitbuf.
ZSTATE_TMP_TRL	Temporary Trailer state.
ZSTATE_TMP_END	Temporary End state.

## 12.10.3 Function Documentation

### 12.10.3.1 isal\_adler32()

```
uint32_t isal_adler32 (
    uint32_t init,
    const unsigned char * buf,
    uint64_t len)
```

Calculate Adler-32 checksum, runs appropriate version.

This function determines what instruction sets are enabled and selects the appropriate version at runtime.

## Parameters

<i>init</i>	initial Adler-32 value
<i>buf</i>	buffer to calculate checksum on
<i>len</i>	buffer length in bytes

## Returns

32-bit Adler-32 checksum

### 12.10.3.2 isal\_create\_hufftables()

```
int isal_create_hufftables (
    struct isal_hufftables * hufftables,
    struct isal_huff_histogram * histogram)
```

Creates a custom huffman code for the given histograms in which every literal and repeat length is assigned a code and all possible lookback distances are assigned a code.

## Parameters

<i>hufftables</i>	the output structure containing the huffman code
<i>histogram</i>	histogram containing frequency of literal symbols, repeat lengths and lookback distances

## Returns

Returns a non zero value if an invalid huffman code was created.

### 12.10.3.3 isal\_create\_hufftables\_subset()

```
int isal_create_hufftables_subset (
    struct isal_hufftables * hufftables,
    struct isal_huff_histogram * histogram)
```

Creates a custom huffman code for the given histograms like [isal\\_create\\_hufftables\(\)](#) except literals with 0 frequency in the histogram are not assigned a code.

#### Parameters

<i>hufftables</i>	the output structure containing the huffman code
<i>histogram</i>	histogram containing frequency of literal symbols, repeat lengths and lookback distances

#### Returns

Returns a non zero value if an invalid huffman code was created.

### 12.10.3.4 isal\_deflate()

```
int isal_deflate (
    struct isal_zstream * stream)
```

Fast data (deflate) compression for storage applications.

The call to [isal\\_deflate\(\)](#) will take data from the input buffer (updating next\_in, avail\_in and write a compressed stream to the output buffer (updating next\_out and avail\_out). The function returns when either the input buffer is empty or the output buffer is full.

On entry to [isal\\_deflate\(\)](#), next\_in points to an input buffer and avail\_in indicates the length of that buffer. Similarly next\_out points to an empty output buffer and avail\_out indicates the size of that buffer.

The fields total\_in and total\_out start at 0 and are updated by [isal\\_deflate\(\)](#). These reflect the total number of bytes read or written so far.

When the last input buffer is passed in, signaled by setting the end\_of\_stream, the routine will complete compression at the end of the input buffer, as long as the output buffer is big enough.

The compression level can be set by setting level to any value between ISAL\_DEF\_MIN\_LEVEL and ISAL\_DEF\_MAX\_LEVEL. When the compression level is ISAL\_DEF\_MIN\_LEVEL, hufftables can be set to a table trained for the the specific data type being compressed to achieve better compression. When a higher compression level is desired, a larger generic memory buffer needs to be supplied by setting level\_buf and level\_buf\_size to represent the chunk of memory. For level x, the suggest size for this buffer this buffer is ISAL\_DEFL\_LVLx\_DEFAULT. The defines ISAL\_DEFL\_LVLx\_MIN, ISAL\_DEFL\_LVLx\_SMALL, ISAL\_DEFL\_LVLx\_MEDIUM, ISAL\_DEFL\_LVLx\_LARGE, and ISAL\_DEFL\_LVLx\_EXTRA\_LARGE are also provided as other suggested sizes.

The equivalent of the zlib FLUSH\_SYNC operation is currently supported. Flush types can be NO\_FLUSH, SYNC\_FLUSH or FULL\_FLUSH. Default flush type is NO\_FLUSH. A SYNC\_ OR FULL\_ flush will byte align the deflate block by appending an empty stored block once all input has been compressed, including the buffered input. Checking that the out\_buffer is not empty or that internal\_state.state = ZSTATE\_NEW\_HDR is sufficient to guarantee all input has been flushed. Additionally FULL\_FLUSH will ensure look back history does not include previous blocks so new blocks are fully independent. Switching between flush types is supported.

If a compression dictionary is required, the dictionary can be set calling isal\_deflate\_set\_dictionary before calling isal\_deflate.

If the gzip\_flag is set to IGZIP\_GZIP, a generic gzip header and the gzip trailer are written around the deflate compressed data. If gzip\_flag is set to IGZIP\_GZIP\_NO\_HDR, then only the gzip trailer is written. A full-featured header is supported by the isal\_write\_{gzip,zlib}\_header() functions.

#### Parameters

<i>stream</i>	Structure holding state information on the compression streams.
---------------	---

**Returns**

COMP\_OK (if everything is ok), INVALID\_FLUSH (if an invalid FLUSH is selected), ISAL\_INVALID\_LEVEL (if an invalid compression level is selected), ISAL\_INVALID\_LEVEL\_BUF (if the level buffer is not large enough).

**12.10.3.5 isal\_deflate\_init()**

```
void isal_deflate_init (
    struct isal_zstream * stream)
```

Initialize compression stream data structure.

**Parameters**

<i>stream</i>	Structure holding state information on the compression streams.
---------------	---

**Returns**

none

**12.10.3.6 isal\_deflate\_process\_dict()**

```
int isal_deflate_process_dict (
    struct isal_zstream * stream,
    struct isal_dict * dict_str,
    uint8_t * dict,
    uint32_t dict_len)
```

Process dictionary to reuse later.

Processes a dictionary so that the generated output can be reused to reset a new deflate stream more quickly than [isal\\_deflate\\_set\\_dict\(\)](#) alone. This function is paired with [isal\\_deflate\\_reset\\_dict\(\)](#) when using the same dictionary on multiple deflate objects. The stream.level must be set prior to calling this function to process the dictionary correctly. If the dictionary is longer than IGZIP\_HIST\_SIZE, only the last IGZIP\_HIST\_SIZE bytes will be used.

**Parameters**

<i>stream</i>	Structure holding state information on the compression streams.
<i>dict_str</i>	Structure to hold processed dictionary info to reuse later.
<i>dict</i>	Array containing dictionary to use.
<i>dict_len</i>	Length of dict.

**Returns**

COMP\_OK, ISAL\_INVALID\_STATE (dictionary could not be processed)

**12.10.3.7 isal\_deflate\_reset()**

```
void isal_deflate_reset (
    struct isal_zstream * stream)
```

Reinitialize compression stream data structure. Performs the same action as [isal\\_deflate\\_init](#), but does not change user supplied input such as the level, flush type, compression wrapper (like gzip), hufftables, and end\_of\_stream\_flag.

## Parameters

<i>stream</i>	Structure holding state information on the compression streams.
---------------	---

## Returns

none

**12.10.3.8 isal\_deflate\_reset\_dict()**

```
int isal_deflate_reset_dict (
    struct isal_zstream * stream,
    struct isal_dict * dict_str)
```

Reset compression dictionary to use.

Similar to [isal\\_deflate\\_set\\_dict\(\)](#) but on pre-processed dictionary data. Pairing with [isal\\_deflate\\_process\\_dict\(\)](#) can reduce the processing time on subsequent compression with dictionary especially on small files.

Like [isal\\_deflate\\_set\\_dict\(\)](#), this function is to be called after `isal_deflate_init`, or after completing a `SYNC_FLUSH` or `FULL_FLUSH` and before the next call do `isal_deflate`. Changing compression level between dictionary process and reset will cause return of `ISAL_INVALID_STATE`.

## Parameters

<i>stream</i>	Structure holding state information on the compression streams.
<i>dict_str</i>	Structure with pre-processed dictionary info.

## Returns

`COMP_OK`, `ISAL_INVALID_STATE` or other (dictionary could not be reset)

**12.10.3.9 isal\_deflate\_set\_dict()**

```
int isal_deflate_set_dict (
    struct isal_zstream * stream,
    uint8_t * dict,
    uint32_t dict_len)
```

Set compression dictionary to use.

This function is to be called after `isal_deflate_init`, or after completing a `SYNC_FLUSH` or `FULL_FLUSH` and before the next call do `isal_deflate`. If the dictionary is longer than `IGZIP_HIST_SIZE`, only the last `IGZIP_HIST_SIZE` bytes will be used.

## Parameters

<i>stream</i>	Structure holding state information on the compression streams.
<i>dict</i>	Array containing dictionary to use.
<i>dict_len</i>	Length of dict.

## Returns

`COMP_OK`, `ISAL_INVALID_STATE` (dictionary could not be set)

**12.10.3.10 isal\_deflate\_set\_hufftables()**

```
int isal_deflate_set_hufftables (
    struct isal_zstream * stream,
    struct isal_hufftables * hufftables,
    int type)
```

Set stream to use a new Huffman code.

Sets the Huffman code to be used in compression before compression start or after the successful completion of a SYNC\_FLUSH or FULL\_FLUSH. If type has value IGZIP\_HUFFTABLE\_DEFAULT, the stream is set to use the default Huffman code. If type has value IGZIP\_HUFFTABLE\_STATIC, the stream is set to use the deflate standard static Huffman code, or if type has value IGZIP\_HUFFTABLE\_CUSTOM, the stream is set to sue the [isal\\_hufftables](#) structure input to isal\_deflate\_set\_hufftables.

**Parameters**

<i>stream</i>	Structure holding state information on the compression stream.
<i>hufftables</i>	new huffman code to use if type is set to IGZIP_HUFFTABLE_CUSTOM.
<i>type</i>	Flag specifying what hufftable to use.

**Returns**

Returns INVALID\_OPERATION if the stream was unmodified. This may be due to the stream being in a state where changing the huffman code is not allowed or an invalid input is provided.

**12.10.3.11 isal\_deflate\_stateless()**

```
int isal_deflate_stateless (
    struct isal_zstream * stream)
```

Fast data (deflate) stateless compression for storage applications.

Stateless (one shot) compression routine with a similar interface to [isal\\_deflate\(\)](#) but operates on entire input buffer at one time. Parameter avail\_out must be large enough to fit the entire compressed output. Max expansion is limited to the input size plus the header size of a stored/raw block.

When the compression level is set to 1, unlike in [isal\\_deflate\(\)](#), level\_buf may be optionally set depending on what what performance is desired.

For stateless the flush types NO\_FLUSH and FULL\_FLUSH are supported. FULL\_FLUSH will byte align the output deflate block so additional blocks can be easily appended.

If the gzip\_flag is set to IGZIP\_GZIP, a generic gzip header and the gzip trailer are written around the deflate compressed data. If gzip\_flag is set to IGZIP\_GZIP\_NO\_HDR, then only the gzip trailer is written.

**Parameters**

<i>stream</i>	Structure holding state information on the compression streams.
---------------	---

**Returns**

COMP\_OK (if everything is ok), INVALID\_FLUSH (if an invalid FLUSH is selected), ISAL\_INVALID\_LEVEL (if an invalid compression level is selected), ISAL\_INVALID\_LEVEL\_BUF (if the level buffer is not large enough), STATELESS\_OVERFLOW (if output buffer will not fit output).

**12.10.3.12 isal\_deflate\_stateless\_init()**

```
void isal_deflate_stateless_init (
    struct isal_zstream * stream)
```

Initialize compression stream data structure.

## Parameters

<i>stream</i>	Structure holding state information on the compression streams.
---------------	---

## Returns

none

**12.10.3.13 isal\_gzip\_header\_init()**

```
void isal_gzip_header_init (
    struct isal_gzip_header * gz_hdr)
```

Set gzip header default values.

## Parameters

<i>gz_hdr</i>	Gzip header to initialize.
---------------	----------------------------

**12.10.3.14 isal\_inflate()**

```
int isal_inflate (
    struct inflate_state * state)
```

Fast data (deflate) decompression for storage applications.

On entry to [isal\\_inflate\(\)](#), `next_in` points to an input buffer and `avail_in` indicates the length of that buffer. Similarly `next_out` points to an empty output buffer and `avail_out` indicates the size of that buffer.

The field `total_out` starts at 0 and is updated by [isal\\_inflate\(\)](#). This reflects the total number of bytes written so far.

The call to [isal\\_inflate\(\)](#) will take data from the input buffer (updating `next_in`, `avail_in` and write a decompressed stream to the output buffer (updating `next_out` and `avail_out`). The function returns when the input buffer is empty, the output buffer is full, invalid data is found, or in the case of zlib formatted data if a dictionary is specified. The current state of the decompression on exit can be read from `state->block-state`.

If the `crc_flag` is set to `ISAL_GZIP_NO_HDR` the gzip crc of the output is stored in `state->crc`. Alternatively, if the `crc_flag` is set to `ISAL_ZLIB_NO_HDR` the Adler32 of the output is stored in `state->crc` (checksum may not be updated until decompression is complete). When the `crc_flag` is set to `ISAL_GZIP_NO_HDR_VER` or `ISAL_ZLIB_NO_HDR_VER`, the behavior is the same, except the checksum is verified with the checksum after immediately following the deflate data. If the `crc_flag` is set to `ISAL_GZIP` or `ISAL_ZLIB`, the gzip/zlib header is parsed, `state->crc` is set to the appropriate checksum, and the checksum is verified. If the `crc_flag` is set to `ISAL_DEFLATE` (default), then the data is treated as a raw deflate block.

The element `state->hist_bits` has values from 0 to 15, where values of 1 to 15 are the log base 2 size of the matching window and 0 is the default with maximum history size.

If a dictionary is required, a call to `isal_inflate_set_dict` will set the dictionary.

## Parameters

<i>state</i>	Structure holding state information on the compression streams.
--------------	---

## Returns

`ISAL_DECOMP_OK` (if everything is ok), `ISAL_INVALID_BLOCK`, `ISAL_NEED_DICT`, `ISAL_INVALID_SYMBOL`, `ISAL_INVALID_LOOKBACK`, `ISAL_INVALID_WRAPPER`, `ISAL_UNSUPPORTED_METHOD`, `ISAL_INCORRECT_CHECKSUM`.



### 12.10.3.15 isal\_inflate\_init()

```
void isal_inflate_init (  
    struct inflate_state * state)
```

Initialize decompression state data structure.

#### Parameters

<i>state</i>	Structure holding state information on the compression streams.
--------------	---

#### Returns

none

### 12.10.3.16 isal\_inflate\_reset()

```
void isal_inflate_reset (  
    struct inflate_state * state)
```

Reinitialize decompression state data structure.

#### Parameters

<i>state</i>	Structure holding state information on the compression streams.
--------------	---

#### Returns

none

### 12.10.3.17 isal\_inflate\_set\_dict()

```
int isal_inflate_set_dict (  
    struct inflate_state * state,  
    uint8_t * dict,  
    uint32_t dict_len)
```

Set decompression dictionary to use.

This function is to be called after `isal_inflate_init`. If the dictionary is longer than `IGZIP_HIST_SIZE`, only the last `IGZIP_HIST_SIZE` bytes will be used.

#### Parameters

<i>state</i>	Structure holding state information on the decompression stream.
<i>dict</i>	Array containing dictionary to use.
<i>dict_len</i>	Length of dict.

#### Returns

COMP\_OK, ISAL\_INVALID\_STATE (dictionary could not be set)

#### 12.10.3.18 isal\_inflate\_stateless()

```
int isal_inflate_stateless (  
    struct inflate_state * state)
```

Fast data (deflate) stateless decompression for storage applications.

Stateless (one shot) decompression routine with a similar interface to [isal\\_inflate\(\)](#) but operates on entire input buffer at one time. Parameter avail\_out must be large enough to fit the entire decompressed output. Dictionaries are not supported.

## Parameters

<i>state</i>	Structure holding state information on the compression streams.
--------------	---

## Returns

ISAL\_DECOMP\_OK (if everything is ok), ISAL\_END\_INPUT (if all input was decompressed), ISAL\_NEED\_DICT, ISAL\_OUT\_OVERFLOW (if output buffer ran out of space), ISAL\_INVALID\_BLOCK, ISAL\_INVALID\_SYMBOL, ISAL\_INVALID\_LOOKBACK, ISAL\_INVALID\_WRAPPER, ISAL\_UNSUPPORTED\_METHOD, ISAL\_INCORRECT\_CHECKSUM.

**12.10.3.19 isal\_read\_gzip\_header()**

```
int isal_read_gzip_header (
    struct inflate_state * state,
    struct isal_gzip_header * gz_hdr)
```

Read and return gzip header information.

On entry state must be initialized and next\_in pointing to a gzip compressed buffer. The buffers gz\_hdr->extra, gz\_hdr->name, gz\_hdr->comments and the buffer lengths must be set to record the corresponding field, or set to NULL to disregard that gzip header information. If one of these buffers overflows, the user can reallocate a larger buffer and call this function again to continue reading the header information.

## Parameters

<i>state</i>	Structure holding state information on the decompression stream.
<i>gz_hdr</i>	Structure to return data encoded in the gzip header

## Returns

ISAL\_DECOMP\_OK (header was successfully parsed) ISAL\_END\_INPUT (all input was parsed), ISAL\_NAME\_OVERFLOW (gz\_hdr->name overflowed while parsing), ISAL\_COMMENT\_OVERFLOW (gz\_hdr->comment overflowed while parsing), ISAL\_EXTRA\_OVERFLOW (gz\_hdr->extra overflowed while parsing), ISAL\_INVALID\_WRAPPER (invalid gzip header found), ISAL\_UNSUPPORTED\_METHOD (deflate is not the compression method), ISAL\_INCORRECT\_CHECKSUM (gzip header checksum was incorrect)

**12.10.3.20 isal\_read\_zlib\_header()**

```
int isal_read_zlib_header (
    struct inflate_state * state,
    struct isal_zlib_header * zlib_hdr)
```

Read and return zlib header information.

On entry state must be initialized and next\_in pointing to a zlib compressed buffer.

## Parameters

<i>state</i>	Structure holding state information on the decompression stream.
<i>zlib_hdr</i>	Structure to return data encoded in the zlib header

## Returns

ISAL\_DECOMP\_OK (header was successfully parsed), ISAL\_END\_INPUT (all input was parsed), ISAL\_UNSUPPORTED\_METHOD (deflate is not the compression method), ISAL\_INCORRECT\_CHECKSUM (zlib header checksum was incorrect)

### 12.10.3.21 isal\_update\_histogram()

```
void isal_update_histogram (
    uint8_t * in_stream,
    int length,
    struct isal_huff_histogram * histogram)
```

Updates histograms to include the symbols found in the input stream. Since this function only updates the histograms, it can be called on multiple streams to get a histogram better representing the desired data set. When first using histogram it must be initialized by zeroing the structure.

#### Parameters

<i>in_stream</i>	Input stream of data.
<i>length</i>	The length of start_stream.
<i>histogram</i>	The returned histogram of lit/len/dist symbols.

### 12.10.3.22 isal\_write\_gzip\_header()

```
uint32_t isal_write_gzip_header (
    struct isal_zstream * stream,
    struct isal_gzip_header * gz_hdr)
```

Write gzip header to output stream.

Writes the gzip header to the output stream. On entry this function assumes that the output buffer has been initialized, so stream->next\_out, stream->avail\_out and stream->total\_out have been set. If the output buffer contains insufficient space, stream is not modified.

#### Parameters

<i>stream</i>	Structure holding state information on the compression stream.
<i>gz_hdr</i>	Structure holding the gzip header information to encode.

#### Returns

Returns 0 if the header is successfully written, otherwise returns the minimum size required to successfully write the gzip header to the output buffer.

### 12.10.3.23 isal\_write\_zlib\_header()

```
uint32_t isal_write_zlib_header (
    struct isal_zstream * stream,
    struct isal_zlib_header * z_hdr)
```

Write zlib header to output stream.

Writes the zlib header to the output stream. On entry this function assumes that the output buffer has been initialized, so stream->next\_out, stream->avail\_out and stream->total\_out have been set. If the output buffer contains insufficient space, stream is not modified.

#### Parameters

<i>stream</i>	Structure holding state information on the compression stream.
<i>z_hdr</i>	Structure holding the zlib header information to encode.

## Returns

Returns 0 if the header is successfully written, otherwise returns the minimum size required to successfully write the zlib header to the output buffer.

## 12.10.3.24 isal\_zlib\_header\_init()

```
void isal_zlib_header_init (
    struct isal_zlib_header * z_hdr)
```

Set zlib header default values.

## Parameters

<code>z_hdr</code>	zlib header to initialize.
--------------------	----------------------------

## 12.11 igzip\_lib.h

[Go to the documentation of this file.](#)

```
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00003
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00025  THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
00026  (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE
00027  OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
00028  *****/
00029
00030 #ifndef _IGZIP_H
00031 #define _IGZIP_H
00032
00033 #include <stdint.h>
00034
00035 #ifdef __cplusplus
00036 extern "C" {
00037 #endif
00038
00039 /*****
00040  /* Deflate Compression Standard Defines */
00041  *****/
00042 #define IGZIP_K 1024
00043 #define ISAL_DEF_MAX_HDR_SIZE 328
00044 #define ISAL_DEF_MAX_CODE_LEN 15
00045 #define ISAL_DEF_HIST_SIZE (32*IGZIP_K)
00046 #define ISAL_DEF_MAX_HIST_BITS 15
00047 #define ISAL_DEF_MAX_MATCH 258
00048 #define ISAL_DEF_MIN_MATCH 3
00049
00050 #define ISAL_DEF_LIT_SYMBOLS 257
00051 #define ISAL_DEF_LEN_SYMBOLS 29
00052 #define ISAL_DEF_DIST_SYMBOLS 30
```

```

00094 #define ISAL_DEF_LIT_LEN_SYMBOLS (ISAL_DEF_LIT_SYMBOLS + ISAL_DEF_LEN_SYMBOLS)
00095
00096 /* Max repeat length, rounded up to 32 byte boundary */
00097 #define ISAL_LOOK_AHEAD ((ISAL_DEF_MAX_MATCH + 31) & ~31)
00098
00099 /*****
00100 /* Deflate Implementation Specific Defines */
00101 /*****
00102 /* Note IGZIP_HIST_SIZE must be a power of two */
00103 #ifndef IGZIP_HIST_SIZE
00104 #define IGZIP_HIST_SIZE ISAL_DEF_HIST_SIZE
00105 #endif
00106
00107 #if (IGZIP_HIST_SIZE > ISAL_DEF_HIST_SIZE)
00108 #undef IGZIP_HIST_SIZE
00109 #define IGZIP_HIST_SIZE ISAL_DEF_HIST_SIZE
00110 #endif
00111
00112 #ifdef LONGER_HUFFTABLE
00113 #if (IGZIP_HIST_SIZE > 8 * IGZIP_K)
00114 #undef IGZIP_HIST_SIZE
00115 #define IGZIP_HIST_SIZE (8 * IGZIP_K)
00116 #endif
00117 #endif
00118
00119 #define ISAL_LIMIT_HASH_UPDATE
00120
00121 #define IGZIP_HASH8K_HASH_SIZE (8 * IGZIP_K)
00122 #define IGZIP_HASH_HIST_SIZE IGZIP_HIST_SIZE
00123 #define IGZIP_HASH_MAP_HASH_SIZE IGZIP_HIST_SIZE
00124
00125 #define IGZIP_LVL0_HASH_SIZE (8 * IGZIP_K)
00126 #define IGZIP_LVL1_HASH_SIZE IGZIP_HASH8K_HASH_SIZE
00127 #define IGZIP_LVL2_HASH_SIZE IGZIP_HASH_HIST_SIZE
00128 #define IGZIP_LVL3_HASH_SIZE IGZIP_HASH_MAP_HASH_SIZE
00129
00130 #ifdef LONGER_HUFFTABLE
00131 enum {IGZIP_DIST_TABLE_SIZE = 8*1024};
00132
00133 /* DECODE_OFFSET is dist code index corresponding to DIST_TABLE_SIZE + 1 */
00134 enum { IGZIP_DECODE_OFFSET = 26 };
00135 #else
00136 enum {IGZIP_DIST_TABLE_SIZE = 2};
00137 /* DECODE_OFFSET is dist code index corresponding to DIST_TABLE_SIZE + 1 */
00138 enum { IGZIP_DECODE_OFFSET = 0 };
00139 #endif
00140 enum {IGZIP_LEN_TABLE_SIZE = 256};
00141 enum {IGZIP_LIT_TABLE_SIZE = ISAL_DEF_LIT_SYMBOLS};
00142
00143 #define IGZIP_HUFFTABLE_CUSTOM 0
00144 #define IGZIP_HUFFTABLE_DEFAULT 1
00145 #define IGZIP_HUFFTABLE_STATIC 2
00146
00147 /* Flush Flags */
00148 #define NO_FLUSH 0 /* Default */
00149 #define SYNC_FLUSH 1
00150 #define FULL_FLUSH 2
00151 #define FINISH_FLUSH 0 /* Deprecated */
00152
00153 /* Gzip Flags */
00154 #define IGZIP_DEFLATE 0 /* Default */
00155 #define IGZIP_GZIP 1
00156 #define IGZIP_GZIP_NO_HDR 2
00157 #define IGZIP_ZLIB 3
00158 #define IGZIP_ZLIB_NO_HDR 4
00159
00160 /* Compression Return values */
00161 #define COMP_OK 0
00162 #define INVALID_FLUSH -7
00163 #define INVALID_PARAM -8
00164 #define STATELESS_OVERFLOW -1
00165 #define ISAL_INVALID_OPERATION -9
00166 #define ISAL_INVALID_STATE -3
00167 #define ISAL_INVALID_LEVEL -4 /* Invalid Compression level set */
00168 #define ISAL_INVALID_LEVEL_BUF -5 /* Invalid buffer specified for the compression level */
00169
00170
00171
00172
00173
00174
00175
00176 /* When the state is set to ZSTATE_NEW_HDR or TMP_ZSTATE_NEW_HEADER, the
00177 * hufftable being used for compression may be swapped
00178 */

```

```

00179 enum isal_zstate_state {
00180     ZSTATE_NEW_HDR,
00181     ZSTATE_HDR,
00182     ZSTATE_CREATE_HDR,
00183     ZSTATE_BODY,
00184     ZSTATE_FLUSH_READ_BUFFER,
00185     ZSTATE_FLUSH_ICF_BUFFER,
00186     ZSTATE_TYPE0_HDR,
00187     ZSTATE_TYPE0_BODY,
00188     ZSTATE_SYNC_FLUSH,
00189     ZSTATE_FLUSH_WRITE_BUFFER,
00190     ZSTATE_TRL,
00191     ZSTATE_END,
00192     ZSTATE_TMP_NEW_HDR,
00193     ZSTATE_TMP_HDR,
00194     ZSTATE_TMP_CREATE_HDR,
00195     ZSTATE_TMP_BODY,
00196     ZSTATE_TMP_FLUSH_READ_BUFFER,
00197     ZSTATE_TMP_FLUSH_ICF_BUFFER,
00198     ZSTATE_TMP_TYPE0_HDR,
00199     ZSTATE_TMP_TYPE0_BODY,
00200     ZSTATE_TMP_SYNC_FLUSH,
00201     ZSTATE_TMP_FLUSH_WRITE_BUFFER,
00202     ZSTATE_TMP_TRL,
00203     ZSTATE_TMP_END
00204 };
00205
00206 /* Offset used to switch between TMP states and non-tmp states */
00207 #define ZSTATE_TMP_OFFSET ZSTATE_TMP_HDR - ZSTATE_HDR
00208
00209 /******
00210 /* Inflate Implementation Specific Defines */
00211 /******
00212 #define ISAL_DECODE_LONG_BITS 12
00213 #define ISAL_DECODE_SHORT_BITS 10
00214
00215 /* Current state of decompression */
00216 enum isal_block_state {
00217     ISAL_BLOCK_NEW_HDR,      /* Just starting a new block */
00218     ISAL_BLOCK_HDR,         /* In the middle of reading in a block header */
00219     ISAL_BLOCK_TYPE0,       /* Decoding a type 0 block */
00220     ISAL_BLOCK_CODED,       /* Decoding a huffman coded block */
00221     ISAL_BLOCK_INPUT_DONE,  /* Decompression of input is completed */
00222     ISAL_BLOCK_FINISH,      /* Decompression of input is completed and all data has been flushed to
                                output */
00223     ISAL_GZIP_EXTRA_LEN,
00224     ISAL_GZIP_EXTRA,
00225     ISAL_GZIP_NAME,
00226     ISAL_GZIP_COMMENT,
00227     ISAL_GZIP_HCRC,
00228     ISAL_ZLIB_DICT,
00229     ISAL_CHECKSUM_CHECK,
00230 };
00231
00232
00233 /* Inflate Flags */
00234 #define ISAL_DEFLATE 0      /* Default */
00235 #define ISAL_GZIP 1
00236 #define ISAL_GZIP_NO_HDR 2
00237 #define ISAL_ZLIB 3
00238 #define ISAL_ZLIB_NO_HDR 4
00239 #define ISAL_ZLIB_NO_HDR_VER 5
00240 #define ISAL_GZIP_NO_HDR_VER 6
00241
00242 /* Inflate Return values */
00243 #define ISAL_DECOMP_OK 0      /* No errors encountered while decompressing */
00244 #define ISAL_END_INPUT 1      /* End of input reached */
00245 #define ISAL_OUT_OVERFLOW 2    /* End of output reached */
00246 #define ISAL_NAME_OVERFLOW 3   /* End of gzip name buffer reached */
00247 #define ISAL_COMMENT_OVERFLOW 4 /* End of gzip name buffer reached */
00248 #define ISAL_EXTRA_OVERFLOW 5  /* End of extra buffer reached */
00249 #define ISAL_NEED_DICT 6 /* Stream needs a dictionary to continue */
00250 #define ISAL_INVALID_BLOCK -1 /* Invalid deflate block found */
00251 #define ISAL_INVALID_SYMBOL -2 /* Invalid deflate symbol found */
00252 #define ISAL_INVALID_LOOKBACK -3 /* Invalid lookback distance found */
00253 #define ISAL_INVALID_WRAPPER -4 /* Invalid gzip/zlib wrapper found */
00254 #define ISAL_UNSUPPORTED_METHOD -5 /* Gzip/zlib wrapper specifies unsupported compress method */
00255 #define ISAL_INCORRECT_CHECKSUM -6 /* Incorrect checksum found */
00256
00257 /******
00258 /* Compression structures */

```

```

00259 /*****
00261 struct isal_huff_histogram {
00262     uint64_t lit_len_histogram[ISAL_DEF_LIT_LEN_SYMBOLS];
00263     uint64_t dist_histogram[ISAL_DEF_DIST_SYMBOLS];
00264     uint16_t hash_table[IGZIP_LVL0_HASH_SIZE];
00265 };
00266
00268 struct isal_mod_hist {
00269     uint32_t d_hist[30];
00270     uint32_t ll_hist[513];
00271 };
00272
00273 #define ISAL_DEF_MIN_LEVEL 0
00274 #define ISAL_DEF_MAX_LEVEL 3
00275
00276 /* Defines used set level data sizes */
00277 /* has to be at least sizeof(struct level_buf) + sizeof(struct lvlX_buf */
00278 #define ISAL_DEF_LVL0_REQ 0
00279 #define ISAL_DEF_LVL1_REQ (4 * IGZIP_K + 2 * IGZIP_LVL1_HASH_SIZE)
00280 #define ISAL_DEF_LVL1_TOKEN_SIZE 4
00281 #define ISAL_DEF_LVL2_REQ (4 * IGZIP_K + 2 * IGZIP_LVL2_HASH_SIZE)
00282 #define ISAL_DEF_LVL2_TOKEN_SIZE 4
00283 #define ISAL_DEF_LVL3_REQ 4 * IGZIP_K + 4 * 4 * IGZIP_K + 2 * IGZIP_LVL3_HASH_SIZE
00284 #define ISAL_DEF_LVL3_TOKEN_SIZE 4
00285
00286 /* Data sizes for level specific data options */
00287 #define ISAL_DEF_LVL0_MIN ISAL_DEF_LVL0_REQ
00288 #define ISAL_DEF_LVL0_SMALL ISAL_DEF_LVL0_REQ
00289 #define ISAL_DEF_LVL0_MEDIUM ISAL_DEF_LVL0_REQ
00290 #define ISAL_DEF_LVL0_LARGE ISAL_DEF_LVL0_REQ
00291 #define ISAL_DEF_LVL0_EXTRA_LARGE ISAL_DEF_LVL0_REQ
00292 #define ISAL_DEF_LVL0_DEFAULT ISAL_DEF_LVL0_REQ
00293
00294 #define ISAL_DEF_LVL1_MIN (ISAL_DEF_LVL1_REQ + ISAL_DEF_LVL1_TOKEN_SIZE * 1 * IGZIP_K)
00295 #define ISAL_DEF_LVL1_SMALL (ISAL_DEF_LVL1_REQ + ISAL_DEF_LVL1_TOKEN_SIZE * 16 * IGZIP_K)
00296 #define ISAL_DEF_LVL1_MEDIUM (ISAL_DEF_LVL1_REQ + ISAL_DEF_LVL1_TOKEN_SIZE * 32 * IGZIP_K)
00297 #define ISAL_DEF_LVL1_LARGE (ISAL_DEF_LVL1_REQ + ISAL_DEF_LVL1_TOKEN_SIZE * 64 * IGZIP_K)
00298 #define ISAL_DEF_LVL1_EXTRA_LARGE (ISAL_DEF_LVL1_REQ + ISAL_DEF_LVL1_TOKEN_SIZE * 128 * IGZIP_K)
00299 #define ISAL_DEF_LVL1_DEFAULT ISAL_DEF_LVL1_LARGE
00300
00301 #define ISAL_DEF_LVL2_MIN (ISAL_DEF_LVL2_REQ + ISAL_DEF_LVL2_TOKEN_SIZE * 1 * IGZIP_K)
00302 #define ISAL_DEF_LVL2_SMALL (ISAL_DEF_LVL2_REQ + ISAL_DEF_LVL2_TOKEN_SIZE * 16 * IGZIP_K)
00303 #define ISAL_DEF_LVL2_MEDIUM (ISAL_DEF_LVL2_REQ + ISAL_DEF_LVL2_TOKEN_SIZE * 32 * IGZIP_K)
00304 #define ISAL_DEF_LVL2_LARGE (ISAL_DEF_LVL2_REQ + ISAL_DEF_LVL2_TOKEN_SIZE * 64 * IGZIP_K)
00305 #define ISAL_DEF_LVL2_EXTRA_LARGE (ISAL_DEF_LVL2_REQ + ISAL_DEF_LVL2_TOKEN_SIZE * 128 * IGZIP_K)
00306 #define ISAL_DEF_LVL2_DEFAULT ISAL_DEF_LVL2_LARGE
00307
00308 #define ISAL_DEF_LVL3_MIN (ISAL_DEF_LVL3_REQ + ISAL_DEF_LVL3_TOKEN_SIZE * 1 * IGZIP_K)
00309 #define ISAL_DEF_LVL3_SMALL (ISAL_DEF_LVL3_REQ + ISAL_DEF_LVL3_TOKEN_SIZE * 16 * IGZIP_K)
00310 #define ISAL_DEF_LVL3_MEDIUM (ISAL_DEF_LVL3_REQ + ISAL_DEF_LVL3_TOKEN_SIZE * 32 * IGZIP_K)
00311 #define ISAL_DEF_LVL3_LARGE (ISAL_DEF_LVL3_REQ + ISAL_DEF_LVL3_TOKEN_SIZE * 64 * IGZIP_K)
00312 #define ISAL_DEF_LVL3_EXTRA_LARGE (ISAL_DEF_LVL3_REQ + ISAL_DEF_LVL3_TOKEN_SIZE * 128 * IGZIP_K)
00313 #define ISAL_DEF_LVL3_DEFAULT ISAL_DEF_LVL3_LARGE
00314
00315 #define IGZIP_NO_HIST 0
00316 #define IGZIP_HIST 1
00317 #define IGZIP_DICT_HIST 2
00318 #define IGZIP_DICT_HASH_SET 3
00319
00321 struct BitBuf2 {
00322     uint64_t m_bits;
00323     uint32_t m_bit_count;
00324     uint8_t *m_out_buf;
00325     uint8_t *m_out_end;
00326     uint8_t *m_out_start;
00327 };
00328
00330 struct isal_zlib_header {
00331     uint32_t info;
00332     uint32_t level;
00333     uint32_t dict_id;
00334     uint32_t dict_flag;
00335 };
00336
00338 struct isal_gzip_header {
00339     uint32_t text;
00340     uint32_t time;
00341     uint32_t xflags;
00342     uint32_t os;
00343     uint8_t *extra;
00344     uint32_t extra_buf_len;

```



```

00345     uint32_t extra_len;
00346     char *name;
00347     uint32_t name_buf_len;
00348     char *comment;
00349     uint32_t comment_buf_len;
00350     uint32_t hcrc;
00351     uint32_t flags;
00352 };
00353
00354 /* Variable prefixes:
00355  * b_ : Measured wrt the start of the buffer
00356  * f_ : Measured wrt the start of the file (aka file_start)
00357  */
00358
00360 struct isal_zstate {
00361     uint32_t total_in_start;
00362     uint32_t block_next;
00363     uint32_t block_end;
00364     uint32_t dist_mask;
00365     uint32_t hash_mask;
00366     enum isal_zstate_state state;
00367     struct BitBuf2 bitbuf;
00368     uint32_t crc;
00369     uint8_t has_wrap_hdr;
00370     uint8_t has_eob_hdr;
00371     uint8_t has_eob;
00372     uint8_t has_hist;
00373     uint16_t has_level_buf_init;
00374     uint32_t count;
00375     uint8_t tmp_out_buff[16];
00376     uint32_t tmp_out_start;
00377     uint32_t tmp_out_end;
00378     uint32_t b_bytes_valid;
00379     uint32_t b_bytes_processed;
00380     uint8_t buffer[2 * IGZIP_HIST_SIZE + ISAL_LOOK_AHEAD];
00381
00382     /* Stream should be setup such that the head is cache aligned*/
00383     uint16_t head[IGZIP_LVL0_HASH_SIZE];
00384 };
00385
00387 struct isal_hufftables {
00388
00389     uint8_t deflate_hdr[ISAL_DEF_MAX_HDR_SIZE];
00390     uint32_t deflate_hdr_count;
00391     uint32_t deflate_hdr_extra_bits;
00392     uint32_t dist_table[IGZIP_DIST_TABLE_SIZE];
00393     uint32_t len_table[IGZIP_LEN_TABLE_SIZE];
00394     uint16_t lit_table[IGZIP_LIT_TABLE_SIZE];
00395     uint8_t lit_table_sizes[IGZIP_LIT_TABLE_SIZE];
00396     uint16_t dcodes[30 - IGZIP_DECODE_OFFSET];
00397     uint8_t dcodes_sizes[30 - IGZIP_DECODE_OFFSET];
00398
00399 };
00400
00402 struct isal_zstream {
00403     uint8_t *next_in;
00404     uint32_t avail_in;
00405     uint32_t total_in;
00406
00407     uint8_t *next_out;
00408     uint32_t avail_out;
00409     uint32_t total_out;
00410
00411     struct isal_hufftables *hufftables;
00412     uint32_t level;
00413     uint32_t level_buf_size;
00414     uint8_t * level_buf;
00415     uint16_t end_of_stream;
00416     uint16_t flush;
00417     uint16_t gzip_flag;
00418     uint16_t hist_bits;
00419     struct isal_zstate internal_state;
00420 };
00421
00422 /*****
00423  * Inflate structures */
00424 /*****
00425  *
00426  * Inflate_huff_code data structures are used to store a Huffman code for fast
00427  * lookup. It works by performing a lookup in short_code_lookup that hopefully
00428  * yields the correct symbol. Otherwise a lookup into long_code_lookup is

```

```

00429 * performed to find the correct symbol. The details of how this works follows:
00430 *
00431 * Let i be some index into short_code_lookup and let e be the associated
00432 * element. Bit 15 in e is a flag. If bit 15 is not set, then index i contains
00433 * a Huffman code for a symbol which has length at most DECODE_LOOKUP_SIZE. Bits
00434 * 0 through 8 are the symbol associated with that code and bits 9 through 12 of
00435 * e represent the number of bits in the code. If bit 15 is set, the i
00436 * corresponds to the first DECODE_LOOKUP_SIZE bits of a Huffman code which has
00437 * length longer than DECODE_LOOKUP_SIZE. In this case, bits 0 through 8
00438 * represent an offset into long_code_lookup table and bits 9 through 12
00439 * represent the maximum length of a Huffman code starting with the bits in the
00440 * index i. The offset into long_code_lookup is for an array associated with all
00441 * codes which start with the bits in i.
00442 *
00443 * The elements of long_code_lookup are in the same format as short_code_lookup,
00444 * except bit 15 is never set. Let i be a number made up of DECODE_LOOKUP_SIZE
00445 * bits. Then all Huffman codes which start with DECODE_LOOKUP_SIZE bits are
00446 * stored in an array starting at index h in long_code_lookup. This index h is
00447 * stored in bits 0 through 9 at index i in short_code_lookup. The index j is an
00448 * index of this array if the number of bits contained in j and i is the number
00449 * of bits in the longest huff_code starting with the bits of i. The symbol
00450 * stored at index j is the symbol whose huffcode can be found in (j «
00451 * DECODE_LOOKUP_SIZE) | i. Note these arrays will be stored sorted in order of
00452 * maximum Huffman code length.
00453 *
00454 * The following are explanations for sizes of the tables:
00455 *
00456 * Since short_code_lookup is a lookup on DECODE_LOOKUP_SIZE bits, it must have
00457 * size 2^DECODE_LOOKUP_SIZE.
00458 *
00459 * To determine the amount of memory required for long_code_lookup, note that
00460 * any element of long_code_lookup corresponds to a code, a duplicate of an
00461 * existing code, or a invalid code. Since deflate Huffman are stored such that
00462 * the code size and the code value form an increasing function, the number of
00463 * duplicates is maximized when all the duplicates are contained in a single
00464 * array, thus there are at most 2^(15 - DECODE_LOOKUP_SIZE) -
00465 * (DECODE_LOOKUP_SIZE + 1) duplicate elements. Similarly the number of invalid
00466 * elements is maximized at 2^(15 - DECODE_LOOKUP_SIZE) - 2^(floor((15 -
00467 * DECODE_LOOKUP_SIZE)/2)) - 2^(ceil((15 - DECODE_LOOKUP_SIZE)/2)) + 1. Thus the
00468 * amount of memory required is: NUM_CODES + 2^(16 - DECODE_LOOKUP_SIZE) -
00469 * (DECODE_LOOKUP_SIZE + 1) - 2^(floor((15 - DECODE_LOOKUP_SIZE)/2)) -
00470 * 2^(ceil((15 - DECODE_LOOKUP_SIZE)/2)) + 1. The values used below are those
00471 * values rounded up to the nearest 16 byte boundary
00472 *
00473 * Note that DECODE_LOOKUP_SIZE can be any length even though the offset in
00474 * small_lookup_code is 9 bits long because the increasing relationship between
00475 * code length and code value forces the maximum offset to be less than 288.
00476 */
00477
00478 /* In the following defines, L stands for LARGE and S for SMALL */
00479 #define ISAL_L_REM (21 - ISAL_DECODE_LONG_BITS)
00480 #define ISAL_S_REM (15 - ISAL_DECODE_SHORT_BITS)
00481
00482 #define ISAL_L_DUP ((1 « ISAL_L_REM) - (ISAL_L_REM + 1))
00483 #define ISAL_S_DUP ((1 « ISAL_S_REM) - (ISAL_S_REM + 1))
00484
00485 #define ISAL_L_UNUSED ((1 « ISAL_L_REM) - (1 « ((ISAL_L_REM)/2)) - (1 « ((ISAL_L_REM + 1)/2)) + 1)
00486 #define ISAL_S_UNUSED ((1 « ISAL_S_REM) - (1 « ((ISAL_S_REM)/2)) - (1 « ((ISAL_S_REM + 1)/2)) + 1)
00487
00488 #define ISAL_L_SIZE (ISAL_DEF_LIT_LEN_SYMBOLS + ISAL_L_DUP + ISAL_L_UNUSED)
00489 #define ISAL_S_SIZE (ISAL_DEF_DIST_SYMBOLS + ISAL_S_DUP + ISAL_S_UNUSED)
00490
00491 #define ISAL_HUFF_CODE_LARGE_LONG_ALIGNED (ISAL_L_SIZE + (-ISAL_L_SIZE & 0xf))
00492 #define ISAL_HUFF_CODE_SMALL_LONG_ALIGNED (ISAL_S_SIZE + (-ISAL_S_SIZE & 0xf))
00493
00495 struct inflate_huff_code_large {
00496     uint32_t short_code_lookup[1 « (ISAL_DECODE_LONG_BITS)];
00497     uint16_t long_code_lookup[ISAL_HUFF_CODE_LARGE_LONG_ALIGNED];
00498 };
00499
00501 struct inflate_huff_code_small {
00502     uint16_t short_code_lookup[1 « (ISAL_DECODE_SHORT_BITS)];
00503     uint16_t long_code_lookup[ISAL_HUFF_CODE_SMALL_LONG_ALIGNED];
00504 };
00505
00507 struct inflate_state {
00508     uint8_t *next_out;
00509     uint32_t avail_out;
00510     uint32_t total_out;
00511     uint8_t *next_in;
00512     uint64_t read_in;

```

```

00513     uint32_t avail_in;
00514     int32_t read_in_length;
00515     struct inflate_huff_code_large lit_huff_code;
00516     struct inflate_huff_code_small dist_huff_code;
00517     enum isal_block_state block_state;
00518     uint32_t dict_length;
00519     uint32_t bfinal;
00520     uint32_t crc_flag;
00521     uint32_t crc;
00522     uint32_t hist_bits;
00523     union {
00524         int32_t type0_block_len;
00525         int32_t count;
00526         uint32_t dict_id;
00527     };
00528     int32_t write_overflow_lits;
00529     int32_t write_overflow_len;
00530     int32_t copy_overflow_length;
00531     int32_t copy_overflow_distance;
00532     int16_t wrapper_flag;
00533     int16_t tmp_in_size;
00534     int32_t tmp_out_valid;
00535     int32_t tmp_out_processed;
00536     uint8_t tmp_in_buffer[ISAL_DEF_MAX_HDR_SIZE];
00537     uint8_t tmp_out_buffer[2 * ISAL_DEF_HIST_SIZE + ISAL_LOOK_AHEAD];
00538 };
00539
00540 /*****
00541  * Compression functions */
00542 /*****
00544 void isal_update_histogram(uint8_t * in_stream, int length, struct isal_huff_histogram * histogram);
00545
00546
00547 int isal_create_hufftables(struct isal_hufftables * hufftables,
00548                          struct isal_huff_histogram * histogram);
00549
00550 int isal_create_hufftables_subset(struct isal_hufftables * hufftables,
00551                                 struct isal_huff_histogram * histogram);
00552
00553 void isal_deflate_init(struct isal_zstream *stream);
00554
00555 void isal_deflate_reset(struct isal_zstream *stream);
00556
00557 void isal_gzip_header_init(struct isal_gzip_header *gz_hdr);
00558
00559 void isal_zlib_header_init(struct isal_zlib_header *z_hdr);
00560
00561 uint32_t isal_write_gzip_header(struct isal_zstream * stream, struct isal_gzip_header *gz_hdr);
00562
00563 uint32_t isal_write_zlib_header(struct isal_zstream * stream, struct isal_zlib_header *z_hdr);
00564
00565
00566 int isal_deflate_set_hufftables(struct isal_zstream *stream,
00567                               struct isal_hufftables *hufftables, int type);
00568
00569 void isal_deflate_stateless_init(struct isal_zstream *stream);
00570
00571 int isal_deflate_set_dict(struct isal_zstream *stream, uint8_t *dict, uint32_t dict_len);
00572
00573
00574 struct isal_dict {
00575     uint32_t params;
00576     uint32_t level;
00577     uint32_t hist_size;
00578     uint32_t hash_size;
00579     uint8_t history[ISAL_DEF_HIST_SIZE];
00580     uint16_t hashtable[IGZIP_LVL3_HASH_SIZE];
00581 };
00582
00583 int isal_deflate_process_dict(struct isal_zstream *stream, struct isal_dict *dict_str,
00584                             uint8_t *dict, uint32_t dict_len);
00585
00586 int isal_deflate_reset_dict(struct isal_zstream *stream, struct isal_dict *dict_str);
00587
00588
00589 int isal_deflate(struct isal_zstream *stream);
00590
00591
00592 int isal_deflate_stateless(struct isal_zstream *stream);
00593

```

```

00837
00838 /*****
00839  * Inflate functions */
00840 *****/
00847 void isal_inflate_init(struct inflate_state *state);
00848
00855 void isal_inflate_reset(struct inflate_state *state);
00856
00870 int isal_inflate_set_dict(struct inflate_state *state, uint8_t *dict, uint32_t dict_len);
00871
00893 int isal_read_gzip_header (struct inflate_state *state, struct isal_gzip_header *gz_hdr);
00894
00908 int isal_read_zlib_header (struct inflate_state *state, struct isal_zlib_header *zlib_hdr);
00909
00955
00956 int isal_inflate(struct inflate_state *state);
00957
00978 int isal_inflate_stateless(struct inflate_state *state);
00979
00980 /*****
00981  * Other functions */
00982 *****/
00995 uint32_t isal_adler32(uint32_t init, const unsigned char *buf, uint64_t len);
00996
00997 #ifdef __cplusplus
00998 }
00999 #endif
01000 #endif /* ifndef _IGZIP_H */

```

## 12.12 mem\_routines.h File Reference

Interface to storage mem operations.

```
#include <stddef.h>
```

### Functions

- int [isal\\_zero\\_detect](#) (void \*mem, size\_t len)

*Detect if a memory region is all zero.*

### 12.12.1 Detailed Description

Interface to storage mem operations.

Defines the interface for vector versions of common memory functions.

### 12.12.2 Function Documentation

#### 12.12.2.1 isal\_zero\_detect()

```

int isal_zero_detect (
    void * mem,
    size_t len)

```

Detect if a memory region is all zero.

Zero detect function with optimizations for large blocks > 128 bytes

#### Parameters

<i>mem</i>	Pointer to memory region to test
<i>len</i>	Length of region in bytes

## Returns

0 - region is all zeros other - region has non zero bytes

## 12.13 mem\_routines.h

[Go to the documentation of this file.](#)

```

00001 /*****
00002  Copyright(c) 2011-2018 Intel Corporation All rights reserved.
00003
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00005  modification, are permitted provided that the following conditions
00006  are met:
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00024  DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY
00025  THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
00026  (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE
00027  OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
00028  *****/
00029
00030 #include <stddef.h>
00031
00032
00033
00034
00035 #ifndef _MEM_ROUTINES_H_
00036 #define _MEM_ROUTINES_H_
00037
00038 #ifdef __cplusplus
00039 extern "C" {
00040 #endif
00041
00042 int isal_zero_detect(void *mem, size_t len);
00043
00044 #ifdef __cplusplus
00045 }
00046 #endif
00047
00048 #endif // _MEM_ROUTINES_H_
00049

```

## 12.14 raid.h File Reference

Interface to RAID functions - XOR and P+Q calculation.

### Functions

- `int xor_gen` (int vects, int len, void \*\*array)  
Generate XOR parity vector from N sources, runs appropriate version.
- `int xor_check` (int vects, int len, void \*\*array)  
Checks that array has XOR parity sum of 0 across all vectors, runs appropriate version.
- `int pq_gen` (int vects, int len, void \*\*array)  
Generate P+Q parity vectors from N sources, runs appropriate version.

- `int pq_check (int vects, int len, void **array)`  
*Checks that array of N sources, P and Q are consistent across all vectors, runs appropriate version.*
- `int pq_gen_base (int vects, int len, void **array)`  
*Generate P+Q parity vectors from N sources, runs baseline version.*
- `int xor_gen_base (int vects, int len, void **array)`  
*Generate XOR parity vector from N sources, runs baseline version.*
- `int xor_check_base (int vects, int len, void **array)`  
*Checks that array has XOR parity sum of 0 across all vectors, runs baseline version.*
- `int pq_check_base (int vects, int len, void **array)`  
*Checks that array of N sources, P and Q are consistent across all vectors, runs baseline version.*

### 12.14.1 Detailed Description

Interface to RAID functions - XOR and P+Q calculation.

This file defines the interface to optimized XOR calculation (RAID5) or P+Q dual parity (RAID6). Operations are carried out on an array of pointers to sources and output arrays.

### 12.14.2 Function Documentation

#### 12.14.2.1 pq\_check()

```
int pq_check (
    int vects,
    int len,
    void ** array)
```

Checks that array of N sources, P and Q are consistent across all vectors, runs appropriate version.

This function determines what instruction sets are enabled and selects the appropriate version at runtime.

#### Parameters

<i>vects</i>	Number of vectors in array including P&Q. Must be > 3.
<i>len</i>	Length of each vector in bytes. Must be 16B aligned.
<i>array</i>	Array of pointers to source and P, Q. P and Q parity are assumed to be the last two pointers in the array. All pointers must be aligned to 16B.

#### Returns

0 pass, other fail

#### 12.14.2.2 pq\_check\_base()

```
int pq_check_base (
    int vects,
    int len,
    void ** array)
```

Checks that array of N sources, P and Q are consistent across all vectors, runs baseline version.

#### Parameters

<i>vects</i>	Number of vectors in array including P&Q. Must be > 3.
<i>len</i>	Length of each vector in bytes. Must be 16B aligned.

<i>array</i>	Array of pointers to source and P, Q. P and Q parity are assumed to be the last two pointers in the array. All pointers must be aligned to 16B.
--------------	---

**Returns**

0 pass, other fail

**12.14.2.3 pq\_gen()**

```
int pq_gen (
    int vects,
    int len,
    void ** array)
```

Generate P+Q parity vectors from N sources, runs appropriate version.

This function determines what instruction sets are enabled and selects the appropriate version at runtime.

**Parameters**

<i>vects</i>	Number of source+dest vectors in array. Must be > 3.
<i>len</i>	Length of each vector in bytes. Must be 32B aligned.
<i>array</i>	Array of pointers to source and dest. For P+Q the dest is the last two pointers. ie array[vects-2], array[vects-1]. P and Q parity vectors are written to these last two pointers. Src and dest pointers must be aligned to 32B.

**Returns**

0 pass, other fail

**12.14.2.4 pq\_gen\_base()**

```
int pq_gen_base (
    int vects,
    int len,
    void ** array)
```

Generate P+Q parity vectors from N sources, runs baseline version.

**Parameters**

<i>vects</i>	Number of source+dest vectors in array. Must be > 3.
<i>len</i>	Length of each vector in bytes. Must be 16B aligned.
<i>array</i>	Array of pointers to source and dest. For P+Q the dest is the last two pointers. ie array[vects-2], array[vects-1]. P and Q parity vectors are written to these last two pointers. Src and dest pointers must be aligned to 16B.

**Returns**

0 pass, other fail

**12.14.2.5 xor\_check()**

```
int xor_check (
    int vects,
    int len,
    void ** array)
```

Checks that array has XOR parity sum of 0 across all vectors, runs appropriate version.

This function determines what instruction sets are enabled and selects the appropriate version at runtime.

**Parameters**

<i>vects</i>	Number of vectors in array. Must be > 1.
<i>len</i>	Length of each vector in bytes.
<i>array</i>	Array of pointers to vectors. Src and dest pointers must be aligned to 16B.

**Returns**

0 pass, other fail

**12.14.2.6 xor\_check\_base()**

```
int xor_check_base (
    int vects,
    int len,
    void ** array)
```

Checks that array has XOR parity sum of 0 across all vectors, runs baseline version.

**Parameters**

<i>vects</i>	Number of vectors in array. Must be > 1.
<i>len</i>	Length of each vector in bytes.
<i>array</i>	Array of pointers to vectors. Src and dest pointers must be aligned to 16B.

**Returns**

0 pass, other fail

**12.14.2.7 xor\_gen()**

```
int xor_gen (
    int vects,
    int len,
    void ** array)
```

Generate XOR parity vector from N sources, runs appropriate version.

This function determines what instruction sets are enabled and selects the appropriate version at runtime.

**Parameters**

<i>vects</i>	Number of source+dest vectors in array. Must be > 2.
<i>len</i>	Length of each vector in bytes.
<i>array</i>	Array of pointers to source and dest. For XOR the dest is the last pointer. ie array[vects-1]. Src and dest pointers must be aligned to 32B.



**Returns**

0 pass, other fail

**12.14.2.8 xor\_gen\_base()**

```
int xor_gen_base (
    int vects,
    int len,
    void ** array)
```

Generate XOR parity vector from N sources, runs baseline version.

**Parameters**

<i>vects</i>	Number of source+dest vectors in array. Must be > 2.
<i>len</i>	Length of each vector in bytes.
<i>array</i>	Array of pointers to source and dest. For XOR the dest is the last pointer. ie array[vects-1]. Src and dest pointers must be aligned to 32B.

**Returns**

0 pass, other fail

**12.15 raid.h**

[Go to the documentation of this file.](#)

```
00001 /*****
00002  Copyright(c) 2011-2015 Intel Corporation All rights reserved.
00003
00004  Redistribution and use in source and binary forms, with or without
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00024  DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY
00025  THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT
00026  (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE
00027  OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
00028  *****/
00029
00030
00031 #ifndef _RAID_H_
00032 #define _RAID_H_
00033
00042
00043 #ifdef __cplusplus
00044 extern "C" {
00045 #endif
00046
00047 /* Multi-binary functions */
00048
```

```

00063
00064 int xor_gen(int vects, int len, void **array);
00065
00066
00080
00081 int xor_check(int vects, int len, void **array);
00082
00083
00100
00101 int pq_gen(int vects, int len, void **array);
00102
00103
00118
00119 int pq_check(int vects, int len, void **array);
00120
00121
00122 /* Arch specific versions */
00123 // x86 only
00124 #if defined(__i386__) || defined(__x86_64__)
00125
00138
00139 int xor_gen_sse(int vects, int len, void **array);
00140
00141
00154
00155 int xor_gen_avx(int vects, int len, void **array);
00156
00157
00169
00170 int xor_check_sse(int vects, int len, void **array);
00171
00172
00187
00188 int pq_gen_sse(int vects, int len, void **array);
00189
00190
00205
00206 int pq_gen_avx(int vects, int len, void **array);
00207
00208
00223
00224 int pq_gen_avx2(int vects, int len, void **array);
00225
00226
00238
00239 int pq_check_sse(int vects, int len, void **array);
00240
00241 #endif
00242
00255
00256 int pq_gen_base(int vects, int len, void **array);
00257
00258
00269
00270 int xor_gen_base(int vects, int len, void **array);
00271
00272
00283
00284 int xor_check_base(int vects, int len, void **array);
00285
00286
00298
00299 int pq_check_base(int vects, int len, void **array);
00300
00301 #ifdef __cplusplus
00302 }
00303 #endif
00304
00305 #endif // _RAID_H_

```

## 12.16 isa-l.h File Reference

Include for ISA-L library.

```

#include <isa-l/crc.h>
#include <isa-l/crc64.h>
#include <isa-l/erasure_code.h>

```

```
#include <isa-l/gf_vect_mul.h>
#include <isa-l/igzip_lib.h>
#include <isa-l/mem_routines.h>
#include <isa-l/raid.h>
```

### 12.16.1 Detailed Description

Include for ISA-L library.

## 12.17 isa-l.h

[Go to the documentation of this file.](#)

```
00001
00006
00007 #ifndef _ISAL_H_
00008 #define _ISAL_H_
00009
00010 #define ISAL_MAJOR_VERSION 2
00011 #define ISAL_MINOR_VERSION 31
00012 #define ISAL_PATCH_VERSION 0
00013 #define ISAL_MAKE_VERSION(maj, min, patch) ((maj) * 0x10000 + (min) * 0x100 + (patch))
00014 #define ISAL_VERSION ISAL_MAKE_VERSION(ISAL_MAJOR_VERSION, ISAL_MINOR_VERSION, ISAL_PATCH_VERSION)
00015
00016 #include <isa-l/crc.h>
00017 #include <isa-l/crc64.h>
00018 #include <isa-l/erasure_code.h>
00019 #include <isa-l/gf_vect_mul.h>
00020 #include <isa-l/igzip_lib.h>
00021 #include <isa-l/mem_routines.h>
00022 #include <isa-l/raid.h>
00023 #endif // _ISAL_H_
```



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