

# **Intel® Integrated Performance Primitives for Windows\* OS on IA-64 Architecture**

User's Guide

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# Overview

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# 1

Intel® Integrated Performance Primitives (Intel® IPP) is a software library that provides a broad range of functionality. This functionality includes general signal and image processing, computer vision, speech recognition, data compression, cryptography, string manipulation, audio processing, video coding, realistic rendering and 3D data processing. It also includes more sophisticated primitives for construction of audio, video and speech codecs such as MP3 (MPEG-1 Audio, Layer 3), MPEG-4, H.264, H.263, JPEG, JPEG2000, GSM-AMR, G.723.

By supporting a variety of data types and layouts for each function and minimizing the number of data structures used, the Intel IPP library delivers a rich set of options for developers to choose from when designing and optimizing an application. A variety of data types and layouts are supported for each function. Intel IPP software minimizes data structures to give the developer the greatest flexibility for building optimized applications, higher level software components, and library functions.

Intel IPP for Windows\* OS is delivered in separate packages for:

- Users who develop on 32-bit Intel architecture (Intel IPP for the Windows\* OS on IA-32 Intel® Architecture)
- Users who develop on Intel® 64-based (former Intel EM64T) architecture (Intel IPP for the Windows\* OS on Intel® 64 Architecture)
- Users who develop on Intel® Itanium® 2 processor family (Intel IPP for the Windows\* OS on IA-64 architecture)

## Technical Support

Intel IPP provides a product web site that offers timely and comprehensive product information, including product features, white papers, and technical articles. For the latest information, see <http://developer.intel.com/software/products/>.

Intel also provides a support web site that contains a rich repository of self-help information, including getting started tips, known product issues, product errata, license information, and more (visit <http://support.intel.com/support/>).

Registering your product entitles you to one-year technical support and product updates through Intel® Premier Support. Intel Premier Support is an interactive issue management and communication web site providing the following services:

- Submit issues and review their status.
- Download product updates anytime of the day.

To register your product, or contact Intel, or seek product support, please visit <http://www.intel.com/software/products/support/ipp>.

## About This Document

This User's Guide provides information about how to make the most of Intel® IPP routines using *Windows*\* applications running on IA-64 architecture. It describes features specific to this platform, as well as features that do not depend upon a particular architecture.

After installation, you can find this document in the `<install_path>\doc` directory (see [Contents of the Documentation Directory](#)).

## Purpose

This document:

- Helps you start using the library by describing the steps you need to follow after installation of the product.
- Shows how to configure the library and your development environment to use the library.
- Acquaints you with the library structure.
- Explains in detail how to select the best linking method, how to link your application to the library, and it provides simple usage examples.
- Explains how to thread your application using IPP software.
- Describes how to code, compile, and run your application with Intel IPP.
- Provides information about how to accomplish Intel IPP functions performance tests by using Intel IPP Performance Test Tool.
- Describes types of Intel IPP sample code available for developers to learn how to use Intel IPP and it explains how to run the samples.

## Audience

This guide is intended for Windows programmers with beginner to advanced software development experience.

## Document Organization

The document contains the following chapters and appendices.

- Chapter 1 [Overview](#) describes the document purpose and organization as well as explains notational conventions.
- Chapter 2 [Getting Started with Intel® IPP](#) describes necessary steps and gives basic information needed to start using Intel IPP after its installation.
- Chapter 3 [Intel® IPP Structure](#) describes the structure of the Intel IPP directory after installation and discusses the library types supplied.
- Chapter 4 [Configuring Your Development Environment](#) explains how to configure Intel IPP and how to configure your environment for use with the library.
- Chapter 5 [Linking Your Application with Intel® IPP](#) compares linking methods, helps you select a linking method for a particular purpose, describes the general link line syntax to be used for linking with the Intel IPP libraries.
- Chapter 6 [Supporting Multithreaded Applications](#) helps you set the number of threads in multithreaded applications, get information on the number of threads, and disable multithreading.
- Chapter 7 [Managing Performance and Memory](#) discusses ways of improving Intel IPP performance and tells you how to create Intel IPP functions performance tests by using the Intel IPP Performance Test Tool.
- Chapter 8 [Using Intel® IPP with Programming Languages](#) discusses some special aspects of using Intel IPP with different programming languages and Windows development environments.
- Appendix A [Performance Test Tool Command Line Options](#) gives brief descriptions of possible performance test tool command line options.
- Appendix B [Intel® IPP Samples](#) describes types of sample code available to demonstrate how to use Intel IPP, presents the source code example files by categories with links to view the sample code, and explains how to run the samples.

The document also includes an [Index](#).

## Notational Conventions

The document uses the following font conventions and symbols:

**Table 1-1 Notational conventions**

<i>Italic</i>	<i>Italic</i> is used for emphasis and also indicates document names in body text, for example, see <i>Intel IPP Reference Manual</i>
Monospace lowercase	Indicates filenames, directory names, and pathnames, for example: <code>\tools\env\ippenv.bat</code>
Monospace lowercase mixed with uppercase	Indicates code, commands, and command-line options, for example: <code>ippsFFTGetBufSize_C_32fc( ctxN2, &amp;sz );</code>
UPPERCASE MONOSPACE	Indicates system variables, for example, <code>PATH</code>
<i>Monospace italic</i>	Indicates a parameter in discussions, such as function parameters, for example, <i>lda</i> ; makefile parameters, for example, <i>functions_list</i> ; and so on. When enclosed in angle brackets, indicates a placeholder for an identifier, an expression, a string, a symbol, or a value: <code>&lt;ipp directory&gt;</code> .
[ items ]	Square brackets indicate that the items enclosed in brackets are optional.
{ item   item }	Braces indicate that only one of the items listed between braces can be selected. A vertical bar (   ) separates the items

# Getting Started with Intel® IPP

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# 2

This chapter helps you start using Intel® IPP by providing basic information you need to know and describing the necessary steps you need to follow after installation of the product.

## Intel IPP Basics

Intel IPP is a collection of high-performance code that provides a broad range of functionality. This functionality includes general signal and image processing, computer vision, speech recognition, data compression, cryptography, string manipulation, audio processing, video coding, realistic rendering and 3D data processing, matrix math. It also includes more sophisticated primitives for construction of audio, video and speech codecs such as MP3 (MPEG-1 Audio, Layer 3), MPEG-4, H.264, H.263, JPEG, JPEG2000, GSM-AMR, G.723.

Based on experience in developing and using the Intel Performance Libraries, Intel IPP has the following major distinctive features:

- Intel IPP provides basic low-level functions for creating applications in several different domains, such as signal processing, audio coding, speech recognition and coding, image processing, video coding, operations on small matrices, and realistic rendering functionality and 3D data processing. See detailed information in the section [Domains](#).
- The Intel IPP functions follow the same interface conventions including uniform naming rules and similar composition of prototypes for primitives that refer to different application domains. For information on function naming, see [Function Naming](#).
- The Intel IPP functions use abstraction level which is best suited to achieve superior performance figures by the application programs.

To speed up performance, Intel IPP functions are optimized to use all benefits of Intel® architecture processors. Besides, most of Intel IPP functions do not use complicated data structures, which helps reduce overall execution overhead.

Intel IPP is well-suited for cross-platform applications. For example, the functions developed for IA-32 architecture-based platforms can be readily ported to Intel® Itanium®-based platforms (see [Cross-Architecture Alignment](#)).

## Cross-Architecture Alignment

Intel IPP is designed to support application development on various Intel® architectures. This means that the API definition is common for all processors, while the underlying function implementation takes into account the variations in processor architectures.

By providing a single cross-architecture API, Intel IPP allows software application repurposing and enables developers to port to unique features across Intel® processor-based desktop, server, and mobile platforms. Developers can write their code once in order to realize the application performance over many processor generations.

## Types of Input Data

Intel IPP operations are divided into several groups in dependence on the types of input data on which the operation is performed. The types for these groups are:

### One-Dimensional Arrays and Signals

This group includes most functions operating on one-dimensional arrays of data. In many cases these array are signals and many of the operations are signal-processing operations. Examples of one-dimensional array operations include:

- vectorized scalar arithmetic, logical, statistical operations
- digital signal processing
- data compression
- audio processing and audio coding
- speech recognition and speech coding
- cryptography and data integrity
- string operations

### Images

An image is an two-dimensional array of pixels. Images have some specific features that distinguishes them from general two-dimensional array. Examples of image operations include:

- arithmetic, logical, statistical operations
- color conversion
- image filtering
- image linear and geometric transformations

morphological operations  
 computer vision  
 image compression  
 video coding

### Matrices

This group includes functions operating on matrices and vectors that are one- and two-dimensional arrays, and on arrays of matrices and vectors. These arrays are treated as linear equations or data vectors and subjected to linear algebra operations. Examples of matrix operations include:

vector and matrix algebra  
 solving systems of linear equations  
 solving least squares problem  
 computing eigenvalue problem

### 3D objects

This group includes functions operating with 3D objects. In this case input data depends on the used techniques. Examples of 3D operations include:

realistic rendering  
 resizing and affine transforming

The Intel IPP functions are primarily grouped according to the input data types listed above. Each group has its own prefix in the function name (see Function Naming).

### Core Functions

A few service functions in Intel IPP do not operate on one of these input data type. Such functions are used to detect and set system and Intel IPP configuration. Examples of such operations include getting the type of CPU, aligning pointers to the specified number of bytes, controlling the dispatcher of the merged static libraries and so on. These functions are called core functions and have its own header file, static libraries and DLLs.

**Table 2-1**

Code	Header File	Static Libraries	DLL	Prefix in Function Name
ippCore	ippcore.h	ippcore64l.lib, ippcore64_t.lib	ippcore64-*.*.dll	ipp

here \*.\* refers to the product version number, for example 6.1

## Domains

For organizational purposes Intel IPP is internally divided into subdivisions of related functions. Each subdivision is called domain, (or functional domain) and generally has its own header file, static libraries, DLLs, and tests. These domains map easily to the types of input data and the corresponding prefixes. The Intel IPP Manual indicates in which header file each function can be found. The table below lists each domain's code, header and library names, and functional area.

**Table 2-2**

<b>Code</b>	<b>Header file</b>	<b>Static Libraries</b>	<b>DLL</b>	<b>Prefix</b>	<b>Description</b>
ippAC	ippac.h	ippac*.lib	ippac**.dll	ipps	audio coding
ippCC	ippcc.h	ippac*.lib	ippac**.dll	ippi	color conversion
ippCH	ippch.h	ippac*.lib	ippac**.dll	ipps	string operations
ippCP	ippcp.h	ippac*.lib	ippac**.dll	ipps	cryptography
ippCV	ippcv.h	ippac*.lib	ippac**.dll	ippi	computer vision
ippDC	ippdc.h	ippac*.lib	ippac**.dll	ipps	data compression
ippDI	ippdi.h	ippac*.lib	ippac**.dll	ipps	data integrity
ippGEN	ipps.h	ippac*.lib	ippac**.dll	ippg	generated functions
ippIP	ippi.h	ippac*.lib	ippac**.dll	ippi	image processing
ippJP	ippj.h	ippac*.lib	ippac**.dll	ippi	image compression
ippMX	ippm.h	ippac*.lib	ippac**.dll	ippm	small matrix operations
ippRR	ippr.h	ippac*.lib	ippac**.dll	ippr	realistic rendering and 3D data processing
ippSC	ippsc.h	ippac*.lib	ippac**.dll	ipps	speech coding
ippSP	ipps.h	ippac*.lib	ippac**.dll	ipps	signal processing

**Table 2-2**

Code	Header file	Static Libraries	DLL	Prefix	Description
ippSR	ippsr.h	ippac*.lib	ippac**.dll	ipps	speech recognition
ippVC	ippvc.h	ippac*.lib	ippac**.dll	ippi	video coding
ippVM	ippvm.h	ippac*.lib	ippac**.dll	ipps	vector math

\* - refers to one of the following: merged71, merged

\*\* - refers to the processor-specific code and version number, for example, i7-6.1

## Function Naming

Function names in Intel IPP are structured in order to simplify their identification and use. Understanding Intel IPP naming conventions can save you a lot of time and effort in figuring out what the purpose of a specific function is and in many cases you can derive this basic information straight from the function's self-explanatory name.

Naming conventions for the Intel IPP functions are similar for all covered domains.

Intel IPP function names include a number of fields that indicate the data domain, operation, data type, and execution mode. Each field can only span over a fixed number of pre-defined values.

Function names have the following general format:

```
ipp<data-domain><name>[_<datatype>] [_<descriptor>] (<parameters>);
```

The elements of this format are explained in the sections that follow.

### Data-Domain

The *data-domain* is a single character indicating type of the input data. The current version of Intel IPP supports the following data-domains:

- s for signals (expected data type is a 1D array)
- g for signals of the fixed length (expected data type is a 1D array)
- i for images and video (expected data type is a 2D array of pixels)
- m for vectors and matrices (expected data type is a matrix or vector)
- r for realistic rendering functionality and 3D data processing (expected data type depends on supported rendering techniques)

The core functions in Intel IPP do not operate on one of these types of the input data (see [Core Functions](#)). These functions have `ipp` as a prefix without data-domain field, for example, `ippGetStatusString`.

## Name

The *name* identifies the algorithm or operation that the function does. It has the following format:

`<name> = <operation>[_modifier]`

The *operation* field is one or more words, acronyms, and abbreviations that identify the base operation, for example *Set*, *Copy*. If the operation consists of several parts, each part starts with an uppercase character without underscore, for example, *HilbertInitAlloc*.

The *modifier*, if present, denotes a slight modification or variation of the given function. For example, the modifier `CToC` in the function `ippsFFTInv_CToC_32fc` signifies that the inverse fast Fourier transform operates on complex data, performing complex-to-complex (CToC) transform. Functions for matrix operation have an object type description as a modifier, for example, `ippmMul_mv` - multiplication of a matrix by a vector.

## Data Types

The *datatype* field indicates data types used by the function in the following format:

`<datatype> = <bit_depth><bit_interpretation> ,`

where

`bit_depth = <1|8|16|32|64>`

and

`bit_interpretation = <u|s|f>[c]`.

Here *u* indicates "unsigned integer", *s* indicates "signed integer", *f* indicates "floating point", and *c* indicates "complex".

For functions that operate on a single data type, the *datatype* field contains only one value.

If a function operates on source and destination objects that have different data types, the respective data type identifiers are listed in the function name in order of source and destination as follows:

`<datatype> = <src1Datatype>[src2Datatype][dstDatatype]`.

For example, the function `ippsDotProd_16s16sc` computes the dot product of 16-bit short and 16-bit complex short source vectors and stores the result in a 16-bit complex short destination vector. The *dstDatatype* modifier is not present in the name because the second operand and the result are of the same type.

## Descriptor

The optional *descriptor* field describes the data associated with the operation. It can contain implied parameters and/or indicate additional required parameters.

To minimize the number of code branches in the function and thus reduce potentially unnecessary execution overhead, most of the general functions are split into separate primitive functions, with some of their parameters entering the primitive function name as descriptors.

However, where the number of permutations of the function becomes large and unreasonable, some functions may still have parameters that determine internal operation (for example, `ippiThreshold`).

The following descriptors are used in Intel IPP:

A	Image data contains an alpha channel as the last channel, requires C4, alpha channel is not processed.
A0	Image data contains an alpha channel as the first channel, requires C4, alpha channel is not processed.
Axx	Specifies the bits of accuracy of the result for advanced arithmetic operations.
C	The function operates on a specified channel of interest (COI) for each source image.
Cn	Image data is made of n discrete interleaved channels (n= 1, 2, 3, 4).
Dx	Signal is x-dimensional (default is D1).
I	The operation is performed in-place (default is not-in-place).
L	Layout description of the objects for matrix operation, or indicates that one pointer is used for each row in D2 array for signal processing.
M	The operation uses a mask to determine pixels to be processed.
P	Pointer description of the objects for matrix operation, or specified number of vectors to be processed for signal processing.
Pn	Image data is made of n discrete planar (non-interleaved) channels (n= 1, 2, 3, 4) with separate pointer to each plane.
R	The function operates on a defined region of interest (ROI) for each source image.
S	Standard description of the objects for matrix operation.
Sfs	Saturation and fixed scaling mode (default is saturation and no scaling).
s	Saturation and no scaling.

The descriptors in function names are always presented in alphabetical order.

Some data descriptors are implied when dealing with certain operations. For example, the default for image processing functions is to operate on a two-dimensional image and to saturate the results without scaling them. In these cases, the implied abbreviations *D2* (two-dimensional signal) and *s* (saturation and no scaling) are not included in the function name.

## Parameters

The *parameters* field specifies the function parameters (arguments).

The order of parameters is as follows:

1. All source operands. Constants follow arrays
2. All destination operands. Constants follow arrays
3. Other, operation-specific parameters

The parameters name has the following conventions.

Arguments defined as pointers start with *p*, for example, *pPhase*, *pSrc*, *pSeed*; arguments defined as double pointers start with *pp*, for example, *ppState*; and arguments defined as values start with a lowercase letter, for example, *val*, *src*, *srcLen*.

Each new part of an argument name starts with an uppercase character, without underscore, for example, *pSrc*, *lenSrc*, *pDlyLine*.

Each argument name specifies its functionality. Source arguments are named *pSrc* or *src*, sometimes followed by names or numbers, for example, *pSrc2*, *srcLen*. Output arguments are named *pDst* or *dst* followed by names or numbers, for example, *pDst1*, *dstLen*. For in-place operations, the input/output argument contains the name *pSrcDst*.

Examples:

```
ippSIIR_32f_I(Ipp32f* pSrcDst, int len, IppsIIRState_32f* pState);
ippiConvert_8u1u_C1R(const Ipp8u* pSrc, int srcStep, Ipp8u* pDst, int
dstStep, int dstBitOffset, IppiSize roiSize, Ipp8u threshold);
ippmSub_vac_32f(const Ipp32f* pSrc, int srcStride0, int srcStride2,
Ipp32f val, Ipp32f* pDst, int dstStride0, int dstStride2, int len, int
count).
```

## Checking Your Installation

Once you complete the installation of Intel IPP, it is useful to follow these steps that confirm proper installation and configuration of the library.

1. Check that the directory you chose for installation has been created: <installation path>\Intel\IPP\6.1.x.xxx\itanium. The default installation directory is C:\Program Files\Intel\IPP\6.1.x.xxx\itanium.
2. Check that file `ippenv64.bat` is placed in the `\tools\env` directory. You can use this file to set the environment variables `PATH`, `LIB`, and `INCLUDE` in the user shell.
3. Check that the dispatching and processor-specific libraries are on the path.

Run `ippiDemo.exe` (or `ippsDemo.exe`) from the C:\Program Files\Intel\IPP\6.1.x.xxx\itanium\demo.

## Obtaining Version Information

To obtain information about the active library version including the version number, package ID, and the licensing information, call the `ippGetLibVersion` function. See the “*Support Functions*” chapter in the “*Intel IPP Reference Manual*” (v.1) for the function description and calling syntax.

You may also get the version information in the `ippversion.h` file located in the `\include` directory.

## Building Your Application

Follow the procedures described below to build the application.

## Setting Environment Variables

The batch file `ippenv64.bat` in the `\tools\env` directory sets the Intel IPP `LIB`, `INCLUDE`, and `PATH` environment variables for a command prompt session.

To set the environment variables outside of a single command prompt session, complete the following steps, for example in the Windows XP\* OS:

1. Right-click the **My Computer** icon on your desktop or from the Windows Explorer\* and select **Properties** (or open **Control Panel** and select **System**),
2. Select the **Advanced** tab,
3. Select the **Environment Variables** button,
4. Use the interface to set the environment variables for only the current user (top dialog box) or for anyone who uses the system (bottom dialog box),
5. Select the variable you wish to modify and click the **Edit** button,

6. Add the path to the related Intel IPP files to the existing list. For example:  
Select `LIB` and type in the directory for the Intel IPP stub libraries (default is: `C:\Program Files\Intel\IPP\6.1.x.xxx\itanium\stublib`),  
Select `INCLUDE` and type in the directory for the Intel IPP header files (default is: `C:\Program Files\Intel\IPP\6.1.x.xxx\itanium\include`),  
Select `PATH` and type in the directory for the Intel IPP binaries (default is: `C:\Program Files\Intel\IPP\6.1.x.xxx\itanium\bin`).
7. Click **OK** in the **Edit User Variable** dialog box,
8. Click **OK** in the **Environment Variables** dialog box,
9. Click **OK** in the **Systems Properties** dialog box.

For information on how to set up environment variables for threading, refer to [Supporting Multithreaded Applications](#).

## Including Header Files

Intel IPP functions and types are defined in several header files that are organized by the function domains and located in the `\include` directory. For example, the `ippac.h` file contains declarations for all audio coding and processing functions.

The file `ipp.h` includes all Intel IPP header files. For forward compatibility, include only `ipp.h` in your program.

## Calling IPP Functions

Due to the DLL dispatcher and static library mechanisms described in [Linking Your Application with Intel® IPP](#), calling Intel IPP functions is as simple as calling any other C function.

To call an Intel IPP function, do the following:

1. Include the `ipp.h` header file
2. Set up the function parameters
3. Call the function

The multiple versions of optimized code for each function are concealed under a single entry point. Refer to the "*Intel IPP Reference Manual*" for function descriptions, lists of required parameters, return values and so on.

## Before You Begin Using Intel IPP

Before you start using Intel IPP, it is helpful to understand some basic concepts.

[Table 2-3](#) summarizes important things to consider before you start using Intel IPP.

**Table 2-3 What you need to know before you get started**

Function domains	<p>Identify the Intel IPP function domain that meets your needs.</p> <p><b>Reason:</b> If you know function domain you intend to use will narrow the search in the Reference Manuals for specific routines you need.</p> <p>Besides, you may easily find a sample you would like to run from <a href="http://www.intel.com/software/products/ipp/samples.htm">http://www.intel.com/software/products/ipp/samples.htm</a>.</p> <p>Refer to <a href="#">Table 5-10</a> to understand what function domains are and what libraries are needed, and to <a href="#">Table 5-6</a> to understand what kind of cross-domain dependency is introduced.</p>
Linking method	<p>Decide what linking method is appropriate for linking.</p> <p><b>Reason:</b> If you choose a linking method that suits, you will get the best linking results. For information on the benefits of each linking method, linking command syntax and examples, as well as on other linking topics, such as how to create a custom dynamic library, see <a href="#">Linking Your Application with Intel® IPP</a></p>
Threading model	<p>Select among the following options to determine how you are going to thread your application:</p> <ul style="list-style-type: none"> <li>• Your application is already threaded.</li> <li>• You may want to use the Intel® threading capability, that is, Compatibility OpenMP* run-time library (<code>libiomp</code>), or a threading capability provided by a third-party compiler.</li> <li>• You do not want to thread your application.</li> </ul> <p><b>Reason:</b> By default, Intel IPP uses the OpenMP* software to set the number of threads that will be used. If you need a different number, you have to set it yourself using one of the available mechanisms. For more information, see <a href="#">Supporting Multithreaded Applications</a>.</p>

# Intel® IPP Structure

# 3

This chapter discusses the structure of Intel IPP after installation as well as the library types supplied.

## High-level Directory Structure

[Table 3-1](#) shows the high-level directory structure of Intel IPP after installation.

**Table 3-1 High-level directory structure**

Directory	File types
<code>&lt;ipp directory&gt;</code>	Main directory (by default: C:\Program Files\Intel\IPP\6.1.x.xxx\itanium)
<code>&lt;ipp directory&gt;\ippEULA.rtf</code>	End User License Agreement for Intel IPP
<code>&lt;ipp directory&gt;\bin</code>	Intel IPP dynamic link libraries (DLLs)
<code>&lt;ipp directory&gt;\demo</code>	Executable programs that demonstrate various image and signal processing functionalities
<code>&lt;ipp directory&gt;\doc</code>	Intel IPP documentation files
<code>&lt;ipp directory&gt;\include</code>	Intel IPP header files
<code>&lt;ipp directory&gt;\lib</code>	Intel IPP static libraries
<code>&lt;ipp directory&gt;\stublib</code>	Intel IPP import libraries, used for linking DLLs.
<code>&lt;ipp directory&gt;\tools</code>	Intel IPP Performance Test tool, and tool to set environment variables

## Supplied Libraries

[Table 3-2](#) lists the types of libraries in Intel IPP and shows examples of the library files supplied:

**Table 3-2 Types of Libraries of Intel IPP**

Library types	Description	Folder location	Example
Dynamic	Dynamic link libraries (DLLs) include both processor dispatchers and function implementations	<code>\itanium\bin</code>	<code>ipp64.dll</code> , <code>ippi7-6.1.dll</code>
Static (import)	"Stub" static library files. They load the required DLLs and link to the correct entry points	<code>\itanium\stublib</code>	<code>ipp64.lib</code>
Static	Contain function implementations for the supported processor	<code>\itanium\lib</code>	<code>ippi71.lib</code>
Threaded static	Contain threaded function implementations	<code>\itanium\lib</code>	<code>ippi71_t.lib</code>

## Using Intel IPP Dynamic Link Libraries (DLLs)

Intel IPP comes with the dynamic link libraries (DLLs) in the `\itanium\bin` directory.

To load the Intel IPP DLLs and link to the correct entry points, use "stub" library files in the `\itanium\stublib` directory that come with the Intel IPP package (see [Table 3-1](#)).

To use the DLLs, link to the `ipp*64.lib` files. You must set your `lib` environment variable using the `ippenv64.bat` file or refer to these files using their full path. Including these libraries is all you need to do to dynamically link to the DLL for the appropriate processor.

The DLLs `ipp*64.dll` (\* denotes the appropriate function domain) are "dispatcher" dynamic libraries. At run time, they detect the processor and load the correct processor-specific DLLs. This allows you to write code to call the Intel IPP functions without worrying about which processor the code will execute on - the appropriate version is automatically used. These processor-specific libraries are named `ipp*i7-6.1.dll` (see [Table 5-2](#)). For example, in the `\itanium\bin` directory, `ippi8.dll` reflects the imaging processing libraries optimized for the ®Intel® Itanium® processor family.

The only actions needed to use the Intel IPP DLLs, once the "stub" static libraries are linked, is to ensure that the dispatching DLLs and the processor-specific DLLs are on the path.

See also [Selecting the Intel IPP Libraries Needed by Your Application](#).




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**NOTE.** You must include the appropriate `libiomp5md.dll` in your `PATH` environment variable. Include the directory `bin` when running on a system with IA-64 architecture.

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## Using Intel IPP Static Libraries

The files `ipp*i7.lib` are the static libraries for the Intel® Itanium® processor and are located in the `\itanium\lib` directory.

The Intel IPP comes with "merged" static library files that contain every processor version of each function. These files reside in the `\\lib` directory (see [Table 3-1](#)).

Just as with the dynamic dispatcher, the appropriate version of a function is executed when the function is called. This mechanism is not as convenient as the dynamic mechanism, but it can result in a smaller total code size in spite of the big size of the static libraries.

To use these static libraries, link to the appropriate files `ipp*merged.lib` in the `\lib` directory. You will either need to set your `LIB` environment variable using the `ippenv64.bat` file or refer to these files using their full path.

See also [Selecting the Intel IPP Libraries Needed by Your Application](#).

## Contents of the Documentation Directory

[Table 3-3](#) shows the content of the `\doc` subdirectory in the Intel IPP installation directory.

**Table 3-3** Contents of the `\doc` Directory

File name	Description	Notes
<code>ipp_documentation.htm</code>	Documentation index. Lists the principal Intel IPP documents with appropriate links to the documents	

**Table 3-3 Contents of the \doc Directory**

File name	Description	Notes
ReleaseNotes.pdf	General overview of the product and information about this release.	These files can be viewed prior to the product installation
README.txt	Initial User Information	
INSTALL.htm	Installation guide	
ThreadedFunctionsList.txt	List of all Intel IPP functions threaded with OpenMP*	
userguide_win_64.pdf	Intel® Integrated Performance Primitives User's Guide, this document	
Intel IPP Reference Manual (in four volumes):		
ippsmn.pdf, ippsmn.chm	<i>Signal Processing</i> (vol.1) - contains detailed descriptions of Intel IPP functions and interfaces for signal processing, audio coding, speech recognition and coding, data compression and integrity, string operations and vector arithmetic.	
ippiman.pdf, ippiman.chm	<i>Image and Video Processing</i> (vol.2) - contains detailed descriptions of Intel IPP functions and interfaces for image processing and compression, color and format conversion, computer vision, video coding.	
ippmman.pdf, ippmman.chm	<i>Small Matrices, Realistic Rendering</i> (vol.3) - contains detailed descriptions of Intel IPP functions and interfaces for vector and matrix algebra, linear system solution, least squares and eigenvalue problems as well as for realistic rendering and 3D data processing.	
ippcpman.pdf, ippcpman.chm	<i>Cryptography</i> (vol.4) - contains detailed descriptions of Intel IPP functions and interfaces for cryptography.	

# Configuring Your Development Environment

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# 4

This chapter explains how to configure your development environment for the use with Intel® IPP.

## Building an Intel® IPP Application on Itanium®-Based Systems

To build an Intel IPP application for the Itanium-based system, you can generate a 64-bit application from either a 32-bit or a 64-bit host system.

Install the Microsoft\* Platform SDK on both your host development machine and your target Itanium-based system.

To generate compile-time optimizations targeting Itanium-based systems, you also need to install Intel® C++ Compiler for Itanium-based systems on your host development system.

For installation instructions and system requirements, please refer to Microsoft Platform SDK and [Intel C++ Compiler for Windows\\*](#) documentation for details.

The following lists the common approaches to build an Intel IPP application targeting Itanium-based system:

### Option 1: 32-bit host system (compilation and link) and 64-bit target system (execution) using Microsoft Visual Studio\* 6.1

By default, the Microsoft Visual C++\* compiler or Intel C++ Compiler for IA-32 platforms is invoked when building a Visual Studio project (see [Using Intel® IPP with Intel® C++ Compiler](#) below).

To specify a compiler for Itanium-based platforms, do the following:

1. Click **Configuration** from **Build > Add**, type *Release64* or *Debug64* in **Configuration**.
2. Highlight it from **Set Active Project Configuration** as your release module or debug module.
3. In **Project/Settings**, go to **C/C++** tab, choose **Preprocessor** from **Category**, add **WIN64** in **Preprocessor** definitions.
4. Add **/machine:ia64**, and remove options **/FD**, **/GZ** and **/ZI** in **Project Options**.
5. In Link's Project Options, remove **/pdbtype:sept**, thus a compiler for Itanium-based platform is invoked.
6. Modify project settings for using Intel IPP:
  - a. Go to **Project > Settings > C/C++ > Preprocessor**.
  - b. Type the path to Intel IPP 'include' directories in the **Additional Include Directories** box. By default, the path is located at `C:\Program Files\Intel\IPP\6.1\itanium\include`.
  - c. Go to **Project > Settings > Link > Input**.
  - d. Type `ipp*64.lib` in the **Object/Library Modules** box. For example, type `ipps64.lib` if you call signal processing functions from the dynamic libraries.
  - e. Type the path to the Intel IPP stub libraries in the **Additional Library Path** box. For example, the default location is `C:\Program Files\Intel\IPP\6.1\itanium\stublib`.
7. Build your application.
8. Export your `.exe` file to your target Itanium-based system, and ensure the path to the Intel IPP binaries is added to the system environment.
9. Run your application.

### Option 2: 64-bit system (compilation, linking and execution)

On a 64-bit system, mostly you use Makefile to build the project from a command line.

When editing your `.mak` file, choose the appropriate compiler: `cl.exe` (Microsoft C++ Compiler) or `icl.exe` (Intel C++ Compiler) for the value of `CPP`, and choose the appropriate linker: `link.exe` (Microsoft C++ Compiler) or `xilink.exe` (Intel C++ Compiler) for the value of `LINK32`.

## Configuring Microsoft Visual C++\*2005 Software to Link with Intel IPP

To configure Microsoft\* Visual C++\* 2005 environments to link with Intel IPP, follow the steps below:

1. Select **View > Solution Explorer** (make sure this window is active).
2. Select **Tools > Options > Projects and Solutions > VC++ Directories**.
3. In the drop down menu **Show directories for:**, select **Include Files**, and type in the directory for the Intel IPP include files (for example, the default is: C:\Program Files\Intel\IPP\6.1.x.xxx\itanium\include).
4. In the drop down menu titled **Show directories for:**, select **Library Files**, and then type in the directory for the Intel IPP library files (for example, the default is: C:\Program Files\Intel\IPP\6.1.x.xxx\itanium\stublic or C:\Program Files\Intel\IPP\6.1.x.xxx\itanium\lib).
5. In the drop down menu **Show directories for:**, select **Executable Files** and type in the directory for the Intel IPP executable files (for example, the default is: C:\Program Files\Intel\IPP\6.1.x.xxx\itanium\bin).
6. On the main toolbar, select **Project > Properties > Linker > Input**. In the **Additional Dependencies** line, add the libraries you wish to link to (for example, `ipps64.lib` or `ippsmerged.lib`). For more information on choosing the best linking method for your Intel IPP application, please refer to [Linking Your Application with Intel® IPP](#).

## Creating Visual C++ 2005 Project Files for the Intel® IPP Samples

To create Microsoft\* Visual\* C++ 2005 project files for the Intel IPP samples, follow the steps below which use `jpegview` sample code as an example.

1. Download the media codec sample `jpegview` from <http://www.intel.com/software/products/ipp/samples.htm>.
2. Select **File > New > Project from Existing Code:**
3. Select **Visual C++** as the type of project you would like to create from the dropdown menu in the popup window. Fill in the project file location and project name. Check the **Add files to the project from these folders** check box. Click **Add**, select the `jpegview` folder, and click **OK**.
4. Select **View > Solution Explorer** (make sure this window is active).
5. Select **Projects > Properties**.
6. Under **Configuration Properties > C/C++** in the drop down menu titled **Show directories for:**, select **Include Files** and type in the directory for the Intel IPP include files (for example, default: C:\Program Files\Intel\IPP\6.1.x.xxx\itanium\include).

7. In the drop down menu titled **Show directories for:**, select **Library Files** and type in the directory for the Intel IPP library files (for example, default: C:\Program Files\Intel\IPP\6.1.x.xxx\itanium\stublic or C:\Program Files\Intel\IPP\6.1.x.xxx\itanium\lib).
8. In the drop down menu titled **Show directories for:**, select **Executable Files** and type in the directory for the Intel IPP executable files (for example, default: C:\Program Files\Intel\IPP\6.1.x.xxx\itanium\bin).

## Building a Microsoft\* Visual C++ .NET\* Solution for the UMC Sample Code

To generate the Microsoft\* Visual C++ .NET\* project and solution files for the Intel IPP UMC sample code, use the script file `gen_vsproj.pl`, which can be downloaded from <http://www.intel.com/support/performance/tools/libraries/ipp/win/ia/sb/cs-022835.htm>. It works under Microsoft Windows\* OS with the ActivePerl\* script installed. This script can build solution files for Intel® C++ Compiler 10.0, Microsoft\* Visual C++ .NET\* 2005. Here are some notes for using this script:

1. Put the script file in the Intel IPP UMC sample code folder:  
    `\ipp-samples\audio-video-codecs`.
2. At the command line, use the `gen_vsproj.pl` command to create solution files. Typing "`gen_vsproj.pl`" will print all command messages. Here is an example that generates Microsoft Visual C++ .NET 2003 solutions for applications with the IA-32 architecture:

```
>gen_vsproj.pl -vs2003 -noicl -con application\* -gui  
application\umc_reverb_demo -dll plug-in\audio_codecs -lib  
codec\* core\* io\* pipeline\* plug-in\object_factory -  
I"javascript:void(null);" -win32 -L "javascript:void(null);" -  
"javascript:void(null);" -l "javascript:void(null);" ddraw.lib  
dsound.lib
```

Solution files are located in the `ipp-samples\audio-video-codecs\application\xxxx` directories.

For details on running Intel IPP sample code, see [Appendix , "Intel® IPP Samples"](#).

## Using the IntelliSense\* Capability

*IntelliSense* is a set of native features of the Microsoft Visual Studio\* IDE that make language references easily accessible.

The user programming with Intel IPP in the Visual Studio Code Editor can employ two IntelliSense features: *Complete Word* and *Parameter Info*.



---

**NOTE.** Both features use header files. Therefore, to benefit from IntelliSense, make sure the path to the include files is specified in the Visual Studio or solution settings. See above sections on how to do this.

---

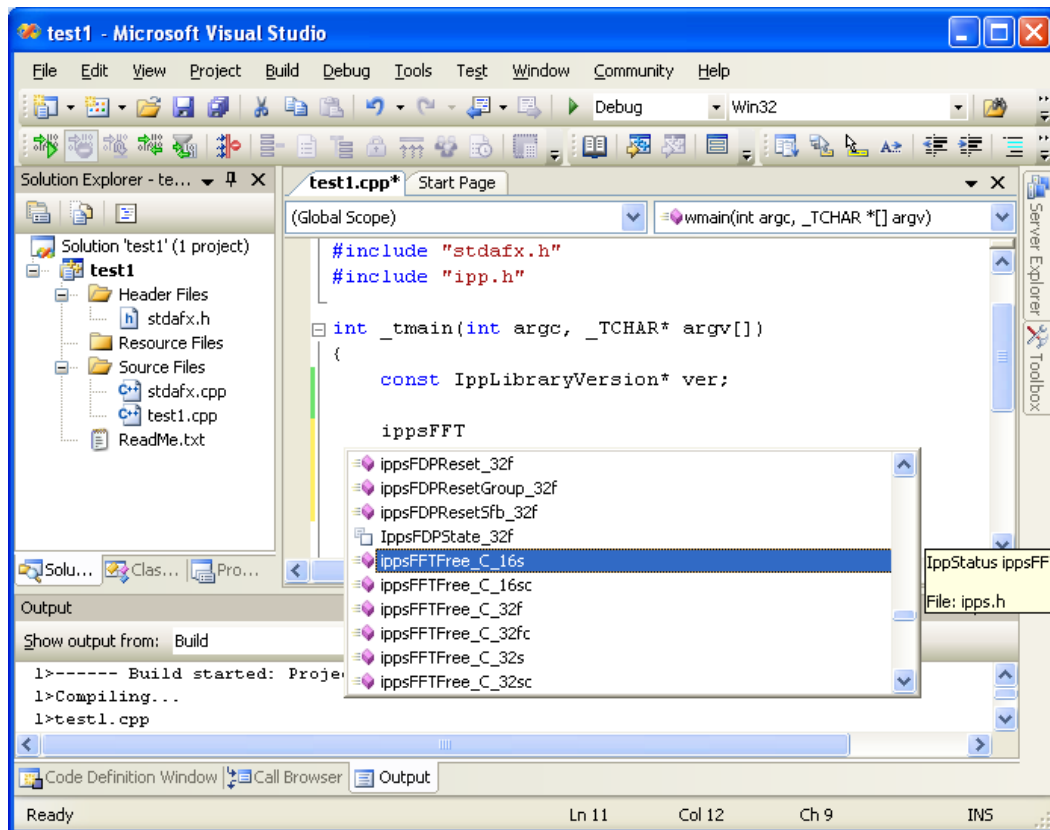
## Complete Word

For a software library, the *Complete Word* feature types or prompts for the rest of the name defined in the header file once the first few characters of the name are typed in your code.

Provided your C/C++ code contains the `include` statement with the appropriate Intel IPP header file, to complete the name of the function or named constant specified in the header file, follow these steps:

1. Type the first few characters of the name (for example, `ippsFFT`)
2. Press **Alt+RIGHT ARROW** or **Ctrl+SPACEBAR**.  
If you have typed enough characters to eliminate ambiguity in the name, the rest of the name is typed automatically. Otherwise, the pop-up list of the names specified in the header file opens (see [Figure 4-1](#)).
3. Select the name from the list, if needed.

Figure 4-1 IntelliSense Complete Word



### Parameter Info

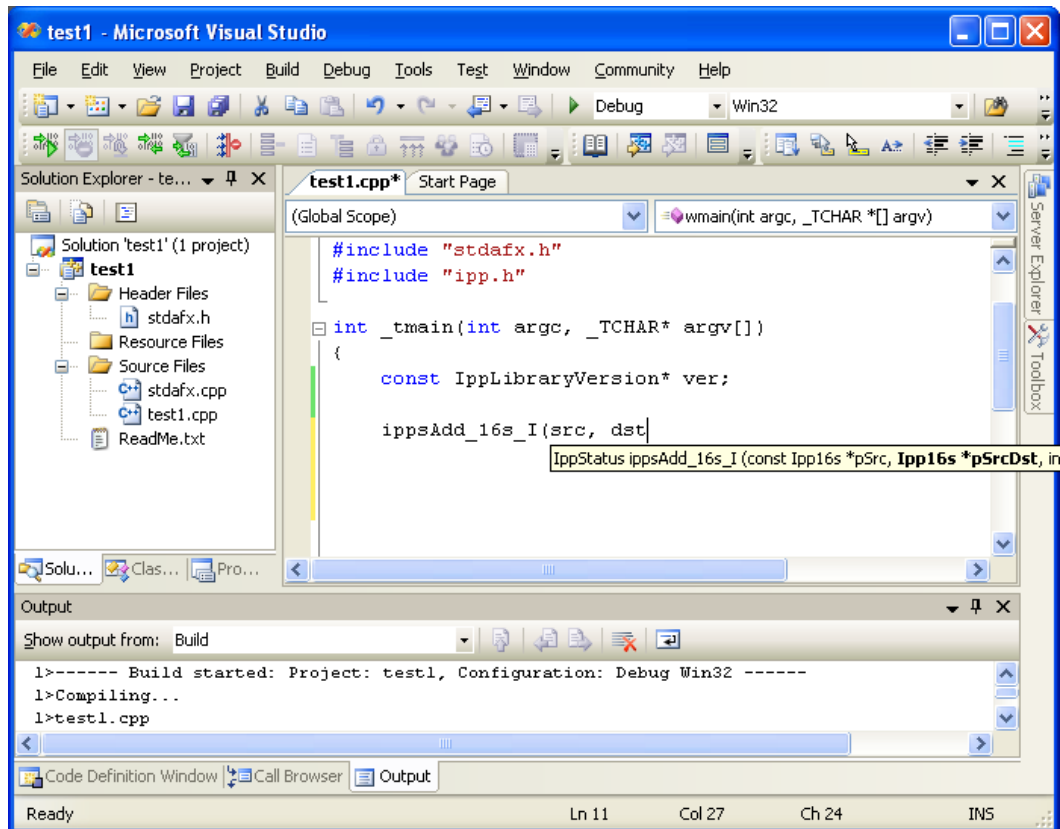
The *Parameter Info* feature displays the parameter list for a function to give information on the number and types of parameters.

Provided your C/C++ code contains the `include` statement with the appropriate Intel IPP header file, to get the list of parameters of a function specified in the header file, follow these steps:

1. Type the function name
2. Type the opening parenthesis

This makes the tooltip with the function API prototype pop up, and the current parameter in the API prototype is highlighted (see [Figure 4-2](#)).

Figure 4-2 IntelliSense Parameter Info



## Using Intel® IPP with Intel® C++ Compiler

Using Intel IPP with the Intel C++ Compiler is similar as to using Intel IPP with the Microsoft\* C++ Compiler.

In Microsoft Visual C++\* .NET environment, instead of providing settings at **Tools > Options > Projects > VC++ Directories**, choose to provide settings at **Tools > Options > Intel® C++** by following these steps:

1. Select **View > Solution Explorer** (and make sure this window is active),
2. Select **Tools > Options > Projects > Tools > Options > Intel® C++ > Intel® C++ XX**,
3. In the drop down menu **Show directories for:**, select **Include Files** and then type in the directory for the Intel IPP include files (for example, the default is: C:\Program Files\Intel\IPP\6.1.x.xxx\itanium\include),
4. In the **Include** path, type in the directory for the Intel IPP library files (for example, the default is: C:\Program Files\Intel\IPP\6.1.x.xxx\itanium\stublib or C:\Program Files\Intel\IPP\6.1.x.xxx\itanium\lib),
5. In the library path, type in the directory for the Intel IPP executable files (for example, the default: C:\Program Files\Intel\IPP\6.1.x.xxx\itanium\bin),
6. On the main toolbar, select **Project > Properties > Linker > Input** and in the **Additional Dependencies** line, add the libraries you wish to link to (for example, ipps64.lib or ippsmerged.lib).

•

# Linking Your Application with Intel® IPP

## 5

This chapter discusses linking Intel IPP to an application, considers differences between the linking methods regarding development and target environments, installation specifications, run-time conditions, and other application requirements to help the user select the linking method that suits him best, shows linking procedure for each linking method, and gives linking examples.

### Processor Type

To detect the processor type used in your computer system, use function `ippGetCpuType`, which is declared in the `ippcore.h` file. It returns an appropriate `IppCpuType` variable value. All of the enumerated values are given in the `ippdefs.h` header file. For example, the return value `ippCpuITP2` means that your system uses Intel® Itanium® 2 processor.

[Table 5-1](#) shows possible values of `ippGetCpuType` and their meaning.

**Table 5-1 Detecting processor type. Returned values and their meaning**

Returned Variable Value	Processor Type
<code>ippCpuPP</code>	Intel® Pentium® processor
<code>ippCpuPMX</code>	Pentium® processor with MMX™ technology
<code>ippCpuPPR</code>	Pentium® Pro processor
<code>ippCpuPII</code>	Pentium® II processor
<code>ippCpuPIII</code>	Pentium® III processor and Pentium® III Xeon® processor
<code>ippCpuP4</code>	Pentium® 4 processor and Intel® Xeon® processor
<code>ippCpuP4HT</code>	Pentium® 4 processor with Hyper-Threading Technology
<code>ippCpuP4HT2</code>	Pentium® Processor with Intel® Streaming SIMD Extensions 3
<code>ippCpuCentrino</code>	Intel® Centrino™ mobile Technology

**Table 5-1 Detecting processor type. Returned values and their meaning (continued)**

<b>Returned Variable Value</b>	<b>Processor Type</b>
ippCpuCoreSolo	Intel® Core™ Solo processor
ippCpuCoreDuo	Intel® Core™ Duo processor
ippCpuITP	Intel® Itanium® processor
ippCpuITP2	Intel® Itanium® 2 processor
ippCpuEM64T	Intel® 64 Instruction Set Architecture (ISA)
ippCpuC2D	Intel® Core™ 2 Duo Processor
ippCpuC2Q	Intel® Core™ 2 Quad processor
ippCpuPenryn	Intel® Core™ 2 processor with Intel® Streaming SIMD Extensions 4.1 instruction set
ippCpuBonnell	Intel® Atom™ processor
ippCpuNehalem	Intel® Core™ i7 processor
ippCpuSSE	Processor with Intel® Streaming SIMD Extensions instruction set
ippCpuSSE2	Processor with Intel® Streaming SIMD Extensions 2 instruction set
ippCpuSSE3	Processor with Intel® Streaming SIMD Extensions 3 instruction set
ippCpuSSSE3	Processor with Supplemental Intel® Streaming SIMD Extensions 3 instruction set
ippCpuSSE41	Processor with Intel® Streaming SIMD Extensions 4.1 instruction set
ippCpuSSE42	Processor with Intel® Streaming SIMD Extensions 4.2 instruction set
ippCpuAVX	Processor supports Intel® Advanced Vector Extensions instruction set
ippCpuX8664	Processor supports 64 bit extension
ippCpuUnknown	Unknown Processor

## Selecting Between Linking Methods

You can use different linking methods for Intel IPP:

- Dynamic linking using the run-time libraries (DLLs)
- Static linking using merged static libraries

Answering the following questions helps you select the linking method which best suites you:

- Are there limitations on how large the application executable can be? Are there limitations on how large the application installation package can be?
- Is the Intel IPP-based application a device driver or similar “ring 0” software that executes in the kernel mode at least some of the time?
- Will various users install the application on a range of processor types, or is the application explicitly supported only on a single type of processor? Is the application part of an embedded computer where only one type of processor is used?
- What resources are available for maintaining and updating customized Intel IPP components? What level of effort is acceptable for incorporating new processor optimizations into the application?
- How often will the application be updated? Will application components be distributed independently or will they always be packaged together?

## Dynamic Linking

The dynamic linking is the simplest method and the most commonly used. It takes full advantage of the dynamic dispatching mechanism in the dynamic link libraries (DLLs) (see also [Intel® IPP Structure](#)). The following table summarizes the features of dynamic linking to help you understand trade-offs of this linking method.

**Table 5-2 Summary of Dynamic Linking Features**

Benefits	Considerations
<ul style="list-style-type: none"> <li>• Automatic run-time dispatch of processor-specific optimizations</li> <li>• Enabling updates with new processor optimizations without recompile/relink</li> <li>• Reduction of disk space requirements for applications with multiple Intel IPP-based executables</li> <li>• Enabling more efficient shared use of memory at run-time for multiple Intel IPP-based applications</li> </ul>	<ul style="list-style-type: none"> <li>• Application executable requires access to Intel IPP run-time dynamic link libraries (DLLs) to run</li> <li>• Not appropriate for kernel-mode/device-driver/ring-0 code</li> <li>• Not appropriate for web applets/plugin-ins that require very small download</li> <li>• There is a one-time performance penalty when the Intel IPP DLLs are first loaded</li> </ul>

To dynamically link with Intel IPP, follow these steps:

1. Add `ipp.h`, which includes the header files of all IPP domains.
2. Use the normal IPP function names when calling IPP functions.

3. Link corresponding domain . For example, if you use the `ippsCopy_8u` function, link against `ipps64.lib`.
4. Make sure that run-time libraries, for example `ipps64.dll`, are on the executable search path at run time. Run the `ippenv64.bat` from directory `\tools\env` to ensure this application built with the Intel IPP dynamic link libraries loads the appropriate processor-specific library.

## Static Linking

This method uses linking directly with the merged static libraries. You may want to use your own static dispatcher instead of the provided emerged dispatcher. The IPP sample `mergelib` demonstrates how to do this.

Please refer to the latest updated sample from the Intel IPP samples directory:

`\ipp-samples\advanced-usage\linkage\mergelib` at

<http://www.intel.com/software/products/ipp/samples.htm> When a self-contained application is needed, only one processor type is supported and there are tight constraints on the executable size. One common use for embedded applications is when the application is bundled with only one type of processor.

[Table 5-3](#) summarizes basic features of this method of linking.

**Table 5-3 Summary of Features of the Static Linking**

Benefits	Considerations
<ul style="list-style-type: none"> <li>• Small executable size with support for only one processor type</li> <li>• An executable suitable for kernel-mode/device-driver/ring-0 use*)</li> <li>• An executable suitable for a Web applet or a plug-in requiring very small file download and support for only one processor type</li> <li>• Self-contained application executable that does not require the Intel IPP run-time DLLs to run</li> <li>• Smallest footprint for application package</li> <li>• Smallest installation package</li> </ul>	<ul style="list-style-type: none"> <li>• The executable is optimized for only one processor type</li> <li>• Updates to processor-specific optimizations require rebuild and/or relink</li> </ul>

\*) for not-threaded libraries only

## Comparison of Intel IPP Linkage Methods

[Table 5-4](#) gives a quick comparison of the IPP linkage methods.

**Table 5-4 Intel IPP Linkage Method Summary Comparison**

Feature	Dynamic Linkage	Static Linkage
<b>Processor Updates</b>	Automatic	Release new processor-specific application
<b>Optimization</b>	All processors	One processor
<b>Build</b>	Link to stub static libraries	Link to static or threaded static libraries
<b>Calling</b>	Regular names	Processor-specific names
<b>Total Binary Size</b>	Large	Smallest
<b>Executable Size</b>	Smallest	Small
<b>Kernel Mode</b>	No	Yes

## Selecting the Intel IPP Libraries Needed by Your Application

[Table 5-5](#) shows functional domains and the relevant header files and libraries used for each linkage method.

**Table 5-5 Libraries Used for Each Linking Method**

Domain Description	Header Files	Dynamic Linking	Static Linking without Dispatching
<b>Audio Coding</b>	ippac.h	ippac64.lib	ippaci71.lib ippaci7_t.lib
<b>Color Conversion</b>	ippcc.h	ippcc64.lib	ippcci71.lib ippcci7_t.lib

**Table 5-5 Libraries Used for Each Linking Method (continued)**

<b>Domain Description</b>	<b>Header Files</b>	<b>Dynamic Linking</b>	<b>Static Linking without Dispatching</b>
<b>String Processing</b>	ippch.h	ippch64.lib	ippchi71.lib ippchi7_t.lib
<b>Cryptography</b>	ippcp.h	ippcp64.lib	ippcpi71.lib ippcpi7_t.lib
<b>Computer Vision</b>	ippcv.h	ippcv64.lib	ippcvi71.lib ippcvi7_t.lib
<b>Data Compression</b>	ippdc.h	ippdc64.lib	ippdci71.lib ippdci7_t.lib
<b>Data Integrity</b>	ippdi.h	ippdi64.lib	ippdii71.lib ippdii7_t.lib
<b>Generated Functions</b>	ipps.h	ippgen64.lib	ippgeni71.lib ippgeni7_t.lib
<b>Image Processing</b>	ippi.h	ippi64.lib	ippii71.lib ippii7_t.lib
<b>Image Compression</b>	ippj.h	ippj64.lib	ippji71.lib ippji7_t.lib
<b>Realistic Rendering and 3D Data Processing</b>	ippr.h	ippr64.lib	ippri71.lib ippri7_t.lib
<b>Small Matrix Operations</b>	ippm.h	ippm64.lib	ippmi71.lib ippmi7_t.lib

**Table 5-5 Libraries Used for Each Linking Method (continued)**

Domain Description	Header Files	Dynamic Linking	Static Linking without Dispatching
<b>Signal Processing</b>	ippsh.h	ipps64.lib	ippsi71.lib ippsi7_t.lib
<b>Speech Coding</b>	ippsc.h	ippsc64.lib	ippsci71.lib ippsci7_t.lib
<b>Speech Recognition</b>	ippsr.h	ippsr64.lib	ippsri71.lib ippsri7_t.lib
<b>Video Coding</b>	ippvc.h	ippvc64.lib	ippvci71.lib ippvci7_t.lib
<b>Vector Math</b>	ippvm.h	ippvm64.lib	ippvmi71.lib ippvmi7_t.lib
<b>Core Functions</b>	ippcore.h	ippcore64.lib	ippcore64l.lib ippcore64_t.lib

## Dynamic Linkage

To use the dynamic linking libraries, you must link to `ipp*64.lib` files in the `\stublic` directory, where `*` denotes the appropriate function domain. You must also link to all corresponding domain libraries used in your applications plus the libraries `ipps64.lib`, `ippcore64.lib`, and `libiomp5md.lib`.

For example, consider that your application uses three Intel IPP functions `ippiCopy_8u_C1R`, `ippiCanny_16s8u_C1R`, and `ippmMul_mc_32f`. These three functions belong to the image processing, computer vision, and small matrix operations domains, respectively. To include these functions into your application, you must link to the following Intel IPP libraries:

```

ippi64.lib
ippcv64.lib
ippm64.lib
ippcore64.lib
    
```

libiomp5md.lib

## Library Dependencies by Domain (Static Linkage Only)

[Table 5-6](#) lists library dependencies by domain. When you link to a certain library (for example, data compression domain), you must link to the libraries on which it depends (in our example, the signal processing and core functions).

**Table 5-6 Library Dependencies by Domain**

Domain	Library	Dependent on
Audio Coding	ippac	ippdc, ippss, ippcore
Color Conversion	ippcc	ippi, ippss, ippcore
Cryptography	ippcp	ippcore
Computer Vision	ippcv	ippi, ippss, ippcore
Data Compression	ippdc	ippss, ippcore
Data Integrity	ippdi	ippcore
Generated Functions	ippgen	ippss, ippcore
Image Processing	ippi	ippss, ippcore
Image Compression	ippj	ippi, ippss, ippcore
Small Matrix Operations	ippm	ippi, ippss, ippcore
Realistic Rendering and 3D Data Processing	ipprr	ippi, ippss, ippcore
Signal Processing	ippss	ippcore
Speech Coding	ippsc	ippss, ippcore
Speech Recognition	ippsr	ippss, ippcore
String Processing	ippch	ippss, ippcore
Video Coding	ippvc	ippi, ippss, ippcore
Vector Math	ippvm	ippcore

Refer to *Intel IPP Reference Manuals* to find which domain your function belongs to.

## Linking Examples

For more linking examples, please go to  
<http://www.intel.com/software/products/ipp/samples.htm>

For information on using sample code, please see [“Intel® IPP Samples”](#).

# Supporting Multithreaded Applications

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## 6

This chapter discusses the use of Intel® IPP in multithreading applications.

## Intel IPP Threading and OpenMP\* Support

All Intel IPP functions are thread-safe in both dynamic and static libraries and can be used in the multithreaded applications.

Some Intel IPP functions contain OpenMP\* code that increases significantly performance on multi-processor and multi-core systems. These functions include color conversion, filtering, convolution, cryptography, cross correlation, matrix computation, square distance, and bit reduction, etc.

Refer to the *ThreadedFunctionsList.txt* document to see the list of all threaded functions in the \doc directory of the Intel IPP installation.

See also <http://www.intel.com/software/products/support/ipp> for more topics related to Intel IPP threading and OpenMP\* support, including older Intel IPP versions of threaded API.

## Setting Number of Threads

The default number of threads for Intel IPP threaded libraries is equal to the number of processors in the system and does not depend on the value of the `OMP_NUM_THREADS` environment variable.

To set another number of threads used by Intel IPP internally, call the function `ippSetNumThreads(n)` at the very beginning of an application. Here `n` is the desired number of threads (1,...). If internal parallelization is not desired, call `ippSetNumThreads(1)`.

## Nested Parallelization

If the multithreaded application created with OpenMP uses the threaded Intel IPP function, this function will operate in a single thread because the nested parallelization is disabled in OpenMP by default.

If the multithreaded application created with other tools uses the threaded Intel IPP function, it is recommended that you disable multithreading in Intel IPP to avoid nested parallelization and to avoid possible performance degradation.

## Disabling Multithreading

To disable multi-threading, call function `ippSetNumThreads` with parameter 1, or link your application with IPP non-threaded static libraries.

# Managing Performance and Memory

## 7

This chapter describes ways you can get the most out of the Intel® IPP software such as aligning memory, thresholding denormal data, reusing buffers, and using Fast Fourier Transform (FFT) for algorithmic optimization (where appropriate). Finally, it gives information on how to accomplish the Intel IPP functions performance tests by using the Intel IPP Performance Test Tool and it gives some examples of using the Performance Tool Command Lines.

## Memory Alignment

The performance of Intel IPP functions can be significantly different when operating on aligned or misaligned data. Access to memory is faster if pointers to the data are aligned.

Use the following Intel IPP functions for pointer alignment, memory allocation and deallocation:

```
void* ippAlignPtr( void* ptr, int alignBytes )
```

Aligns a pointer, can align to 2/4/8/16/...

```
void* ippMalloc( int length )
```

32-byte aligned memory allocation. Memory can be freed only with the function `ippFree`.

```
void ippFree( void* ptr )
```

Frees memory allocated by the function `ippMalloc`.

```
Ipp<datatype>* ippsMalloc_<datatype>( int len )
```

32-byte aligned memory allocation for signal elements of different data types. Memory can be freed only with the function `ippsFree`.

```
void ippsFree( void* ptr )
```

Frees memory allocated by `ippsMalloc`.

```
Ipp<datatype>* ippiMalloc_<mod>(int widthPixels, int  
heightPixels, int* pStepBytes)
```

32-byte aligned memory allocation for images where every line of the image is

padded with zeros. Memory can be freed only with the function `ippiFree`.

```
void ippiFree( void* ptr )
```

    Frees memory allocated by `ippiMalloc`.

[Example 7-1](#) demonstrates how the function `ippiMalloc` can be used. The amount of memory that can be allocated is determined by the operating system and system hardware, but it cannot exceed 2GB.



---

**NOTE.** Intel IPP memory functions are wrappers of the standard `malloc` and `free` functions that align the memory to a 32-byte boundary for optimal performance on the Intel architecture.

---



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**NOTE.** The Intel IPP functions `ippFree`, `ippsFree`, and `ippiFree` can only be used to free memory allocated by the functions `ippMalloc`, `ippsMalloc` and `ippiMalloc`, respectively.

---



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**NOTE.** The Intel IPP functions `ippFree`, `ippsFree`, and `ippiFree` cannot be used to free memory allocated by standard functions like `malloc` or `calloc`; nor can the memory allocated by the Intel IPP functions `ippMalloc`, `ippsMalloc`, and `ippiMalloc` be freed by the standard function `free`.

---

**Example 7-1 Calling the ippiMalloc function****Thresholding Data**

Denormal numbers are the border values in the floating-point format and special case values for the processor. Operations on denormal data make processing slow, even if corresponding interrupts are disabled. Denormal data occurs, for example, in filtering by Infinite Impulse Response (IIR) and Finite Impulse Response (FIR) filters of the signal captured in fixed-point format and converted to the floating-point format. To avoid the slowdown effect in denormal data processing, the Intel IPP threshold functions can be applied to the input signal before filtering. For example:

```
if (denormal_data)
    ippsThreshold_LT_32f_I( src, len, 1e-6f );
    ippsFIR_32f( src, dst, len, st );
```

The  $1e-6$  value is the threshold level; the input data below that level are set to zero. Because the Intel IPP threshold function is very fast, the execution of two functions is faster than execution of one if denormal numbers meet in the source data. Of course, if the denormal data occurs while using the filtering procedure, the threshold functions do not help.

In this case, for Intel processors beginning with the Intel® Pentium® 4 processor and including the Itanium® processor and Itanium® 2 processor, it is possible to set special computation modes - flush-to-zero (FTZ) and the denormals-are-zero (DAZ). You can use functions `ippsSetFlushToZero` and `ippsSetDenormAreZeros` to enable these modes. Note that this setting takes effect only when computing is done with the Intel® Streaming SIMD Extensions (Intel® SSE) and Intel Streaming SIMD Extensions 2 (Intel SSE2) instructions.

[Table 7-1](#) illustrates how denormal data may affect performance and it shows the effect of thresholding denormal data. As you can see, thresholding takes only three clocks more. On the other hand, denormal data can cause the application performance to drop 250 times.

**Table 7-1 Performance Resulting from Thresholding Denormal Data**

<b>Data/Method</b>	<b>Normal</b>	<b>Denormal</b>	<b>Denormal + Threshold</b>
<b>CPU cycles per element</b>	46	11467	49

## Reusing Buffers

Some Intel IPP functions require internal memory for various optimization strategies. At the same time, you should be aware that memory allocation inside of the function may have a negative impact on performance in some situations, such as in the case of cache misses. To avoid or minimize memory allocation and keep your data in warm cache, some functions, for example, Fourier transform functions, can use or reuse memory given as a parameter to the function.

If you have to call a function, for example, an FFT function, many times, the reuse of an external buffer results in better performance. A common example of this kind of processing is to perform filtering using FFT, or to compute FFT as two FFTs in two separate threads:

```
ippsFFTInitAlloc_C_32fc( &ctxN2, order-1, IPP_FFT_DIV_INV_BY_N,
ippAlgHintAccurate );

ippsFFTGetBufSize_C_32fc( ctxN2, &sz );
buffer = sz > 0 ? ippsMalloc_8u( sz ) : 0;

int phase = 0;
/// prepare source data for two FFTs

ippsSampleDown_32fc( x, fftlen, xleft, &fftlen2, 2, &phase );
phase = 1;
ippsSampleDown_32fc( x, fftlen, xrght, &fftlen2, 2, &phase );

ippsFFTFwd_CToC_32fc( xleft, Xleft, ctxN2, buffer );
ippsFFTFwd_CToC_32fc( xrght, Xrght, ctxN2, buffer );
```

The external buffer is not necessary. If the pointer to the buffer is 0, the function allocates memory inside.

## Using FFT

Fast Fourier Transform (FFT) is a universal method to increase performance of data processing, especially in the field of digital signal processing where filtering is essential.

The convolution theorem states that filtering of two signals in the spatial domain can be computed as point-wise multiplication in the frequency domain. The data transformation to and from the frequency domain is usually performed using the Fourier transform. You can

apply the Finite Impulse Response (FIR) filter to the input signal by using Intel IPP FFT functions, which are very fast on Intel® processors. You can also increase the data array length to the next greater power of two by padding the array with zeroes and then applying the forward FFT function to the input signal and the FIR filter coefficients. Fourier coefficients obtained in this way are multiplied point-wise and the result can easily be transformed back to the spatial domain. The performance gain achieved by using FFT may be very significant.

If the applied filter is the same for several processing iterations, then the FFT of the filter coefficients needs to be done only once. The twiddle tables and the bit reverse tables are created in the initialization function for the forward and inverse transforms at the same time. The main operations in this kind of filtering are presented below:

```
ippsFFTInitAlloc_R_32f( &pFFTSpec, fftord, IPP_FFT_DIV_INV_BY_N,
ippAlgHintNone );

/// perform forward FFT to put source data xx to frequency domain
ippsFFTFwd_RToPack_32f( xx, XX, pFFTSpec, 0 );

/// perform forward FFT to put filter coefficients hh to frequency domain
ippsFFTFwd_RToPack_32f( hh, HH, pFFTSpec, 0 );

/// point-wise multiplication in frequency domain is convolution
ippsMulPack_32f_I( HH, XX, fftlen );

/// perform inverse FFT to get result yy in time domain
ippsFFTInv_PackToR_32f( XX, yy, pFFTSpec, 0 );

/// free FFT tables
ippsFFTFree_R_32f( pFFTSpec );
```

Another way to significantly improve performance is by using FFT and multiplication for processing large size data. Note that the zeros in the example above could be pointers to the external memory, which is another way to increase performance. Note that the Intel IPP signal processing FIR filter is implemented using FFT and you do not need to create a special implementation of the FIR functions.

## Running Intel IPP Performance Test Tool

The Intel IPP Performance Test Tool is available for Windows\* operating systems based on Intel® Pentium® processors and Intel® Itanium® processors. It is a fully-functioned timing system designed to do performance testing for Intel IPP functions on the same hardware platforms that are valid for the related Intel IPP libraries. It contains command line programs for testing the performance of each Intel IPP function in various ways.

You can use comand line options to control the course of tests and generate the results in a desirable format. The results are saved in a `.csv` file. The course of timing is displayed on the console and can be saved in a `.txt` file. You can create a list of functions to be tested and set required parameters with which the function should be called during the performance test. The list of functions to be tested and their parameters can either be defined in the `.ini` file, or entered directly from the console.

In the enumeration mode, the Intel IPP performance test tool creates a list of the timed functions on the console and in the `.txt` or `.csv` files.

Additionally, this performance test tool provides all performance test data in the `.csv` format. It contains data covering all domains and CPU types supported in Intel IPP. For example, you can read that reference data in sub-directory `\tools\perfsys\data`.

Once the Intel IPP package is installed, you can find the performance test `.exe` files located in the `\itanium\tools\perfsys` directory. For example, `ps_ipps64.exe` is a tool to measure performance of the Intel IPP signal processing functions. Similarly, there are the appropriate executable files for each Intel IPP functional domain.

The command line format is:

```
<ps_FileName>.exe [option_1] [option_2] ... [option_n]
```

A short reference for the command line options can be displayed on the console. To invoke the reference, just enter `-?` or `-h` in the command line:

```
ps_ipps.exe -h
```

The command line options can be divided into six groups by their functionality. You can enter options in an arbitrary order with at least one space between each option name. Some options (like `-r`, `-R`, `-o`, `-O`) may be entered several times with different file names, and option `-f` may be entered several times with different function patterns. For detailed descriptions of the performance test tool command line options, see [Appendix A, "Performance Test Tool Command Line Options"](#).

## Examples of Using Performance Test Tool Command Lines

The following examples illustrate how you can use common command lines for the performance test tool to generate IPP function performance data.

**Example 1. Running in the standard mode:**

```
ps_ippch.exe -B -r
```

This command causes all Intel IPP string functions to be tested by the default timing method on standard data (-B option). The results will be generated in file `ps_ippch.csv` (-r option).

**Example 2. Testing selected functions:**

```
ps_ippf.exe -fFIRLMS_32f -r firlms.csv
```

This command tests the FIR filter function `FIRLMS_32f` (-f option), and generates a `.csv` file named `firlms.csv` (-r option).

**Example 3. Retrieving function lists:**

```
ps_ippvc.exe -e -o vc_list.txt
```

This command causes the output file `vc_list.txt` (-o option) to list all Intel IPP video coding functions (-e option).

```
ps_ippvc.exe -e -r H264.csv -f H264
```

This command causes the list of functions with names containing `H264` (-f option) that can be tested (-e option) to be displayed on the console and stored in file `H264.csv` (-r option).

**Example 4. Launching performance test tool with the .ini file:**

```
ps_ippf.exe -B -I
```

This command causes the `.ini` file `ps_ippf.ini` to be created after the first run (-I option) to test all signal processing functions using the default timing method on standard data (-B option).

```
ps_ippf.exe -i -r
```

This command causes the second run to test all functions using the timing procedure and all function parameters values specified in the `ps_ippf.ini` file (-i option) and generates the output file `ps_ippf.csv` (-r option).

For detailed descriptions of performance test tool command line options, see [Appendix A, "Performance Test Tool Command Line Options"](#).

# Using Intel® IPP with Programming Languages

## 8

This chapter describes how to use Intel IPP with different programming languages in the Windows\*OS development environments, and gives information on relevant samples.

## Language Support

In addition to the C programming language, Intel IPP functions are compatible with the following languages (download the samples from <http://www.intel.com/software/products/ipp/samples.htm>):

**Table 8-1 Language support**

Language	Environment	The Sample Description
Fortran	Makefile	N/A
C#*	Microsoft .NET C#*	The sample shows how to use the Intel IPP functions in a C# wrapper class.
Visual Basic*	Microsoft .NET Visual Basic*	The demo-application shows how to call Intel IPP functions from a Visual Basic wrapper class.
Object Pascal	Borland Delphi*	The sample shows how to use Intel IPP image processing primitives in Borland Delphi*.
Java*	Java Development Kit 1.5.0	The sample shows how to use the Intel IPP image processing functions in a Java wrapper class.

## Using Intel IPP in Java\* Applications

You can call Intel IPP functions in your Java application by using the Java\* Native Interface (JNI\*). There is some overhead associated with JNI use, especially when the input data size is small. Combining several functions into one JNI call and using managed memory will help improve the overall performance.

# Performance Test Tool

## Command Line Options



[Table A-1](#) gives brief descriptions of possible command line options for the performance test tool (PTT).

**Table A-1 Performance Test Tool Command Line Options**

Groups	Options	Descriptions
<b>1. Adjusting Console Input</b>	-A	Ask parameters before every test from console
	-B	Batch mode
	-r[<file-name>]	Create .csv file and write PS results
	-R[<file-name>]	Add test results to .csv file
	-H[ONLY]	Add 'Interest' column to table file [and run only hot tests]
<b>2. Managing Output</b>	-o[<file-name>]	Create .txt file and write console output
	-O[<file-name>]	Add console output to .txt file
	-L<ERR WARN PARM INFO TRACE>	Set detail level of the console output
	-u[<file-name>]	Create .csv file and write summary table ('_sum' is added to default title name)
	-U[<file-name>]	Add summary table to .csv file ('_sum' is added to default title name)
	-e	Enumerate tests and exit
	-g[<file-name>]	Signal file is created just at the end of the whole testing
<b>3. Selecting Functions for Testing</b>	-s[-]	Sort or don't sort functions (sort mode is default)
	-f <or-pattern>	Run tests of functions with pattern in name, case sensitive
	-f-<not-pattern>	Do not test functions with pattern in name, case sensitive

**Table A-1 Performance Test Tool Command Line Options (continued)**

<b>Groups</b>	<b>Options</b>	<b>Descriptions</b>
	-f+<and-pattern>	Run only tests of functions with pattern in name, case sensitive
	-f=<eq-pattern>	Run tests of functions with this full name, case sensitive
	-F<func-name>	Start testing from function with this full name, case sensitive
<b>4. Operation with .ini Files</b>	-i[<file-name>]	Read PTT parameters from .ini file
	-I[<file-name>]	Write PTT parameters to .ini file and exit
	-P	Read tested function names from .ini file
<b>5. Adjust default directories and file names for input &amp; output</b>	-n<title-name>	Set default title name for .ini file and output files
	-p<dir-name>	Set default directory for .ini file and input test data files
	-l<dir-name>	Set default directory for output files
<b>6. Direct Data Input</b>	-d<name>=<value>	Set PTT parameter value
<b>7. Process priority</b>	-Y<HIGH/NORMAL>	Set high or normal process priority (normal is default)
<b>8. Setting environment</b>	-N<num-threads>	Call <code>ippSetNumThreads(&lt;num-treads&gt;)</code>
<b>9. Getting help</b>	-h	Type short help and exit
	-hh	Type extended help and exit
	-h<option>	Type extended help for the specified option and exit

# Intel® IPP Samples

# B

This appendix describes the types of Intel® IPP sample code available for developers to learn how to use Intel IPP, gives the source code example files by categories with links to view the sample code, and explains how to build and run the sample applications.

For information on configuring Microsoft\* Visual\* C++ project files for the Intel IPP samples, see ["Creating Visual C++ 2005 Project Files for the Intel® IPP Samples"](#).

For information on generating Microsoft Visual C++ .NET project and solution files for Intel IPP UMC sample code, see ["Building a Microsoft\\* Visual C++ .NET\\* Solution for the UMC Sample Code"](#).

## Types of Intel IPP Sample Code

There are three types of Intel IPP sample code available for developers to learn how to use the Intel Integrated Performance Primitives. Each type is designed to demonstrate how to build software with the Intel IPP functions. All types are listed in [Table B-1](#).

**Table B-1** Types of Intel IPP Sample Code

Type	Description
Application-level samples	These samples illustrate how to build a wide variety of applications such as encoders, decoders, viewers, and players using the Intel IPP APIs.
Source Code Samples	These platform independent examples show basic techniques for using Intel IPP functions to perform such operations as performance measurement, time-domain filtering, affine transformation, canny edge detection, and more. Each example consists of 1-3 source code files (.cpp).
Code examples	These code examples (or code snippets) are very short programs demonstrating how to call a particular Intel IPP function. Numerous code examples are contained in the <i>Intel IPP Manual</i> (.pdf) as part of the function descriptions.




---

**NOTE.** Intel IPP samples are intended only to demonstrate how to use the APIs and how to build applications in different development environments.

---

## Source Files of the Intel IPP Samples

[Table B-2](#) presents the list of files with source code for the Intel IPP samples. All these samples are created for Windows\* OS, but they can be easily adapted for Linux\* OS.

**Table B-2 Source Files of the Intel IPP Sample Code**

Category	Summary	Description and Links
Basic Techniques	Introduction to programming with Intel IPP functions	<ul style="list-style-type: none"> <li>Performance measurement <a href="#">GetClocks.cpp</a></li> <li>Copying data: <a href="#">Copy.cpp</a></li> <li>Optimizing table-based functions: <a href="#">LUT.cpp</a></li> </ul>
Digital Filtering	Fundamentals of signal processing	<ul style="list-style-type: none"> <li>Executing the DFT: <a href="#">DFT.cpp</a></li> <li>Filtering with FFT: <a href="#">FFTFilter.cpp</a></li> <li>Time-domain filtering: <a href="#">FIR.cpp</a></li> </ul>
Audio Processing	Audio signal generation and manipulation	<ul style="list-style-type: none"> <li>Generating DTMF tones: <a href="#">DTMF.cpp</a></li> <li>Using IIR to create an echo: <a href="#">IIR.cpp</a></li> <li>Using FIRMR to resample a signal: <a href="#">Resample.cpp</a></li> </ul>
Image Processing	Creating and processing a whole image or part of an image	<ul style="list-style-type: none"> <li>Allocating, initializing, and copying an image: <a href="#">Copy.cpp</a></li> <li>Rectangle of interest sample wrapper: <a href="#">ROI.h</a> <a href="#">ROI.cpp</a> <a href="#">ROITest.cpp</a></li> <li>Mask image sample wrapper: <a href="#">Mask.h</a> <a href="#">Mask.cpp</a> <a href="#">MaskTest.cpp</a></li> </ul>

**Table B-2** Source Files of the Intel IPP Sample Code (continued)

Category	Summary	Description and Links
Image Filtering and Manipulation	General image affine transformations	<ul style="list-style-type: none"> <li>• Wrapper for resizing an image: <a href="#">Resize.h</a> <a href="#">Resize.cpp</a> <a href="#">ResizeTest.cpp</a></li> <li>• Wrapper for rotating an image: <a href="#">Rotate.h</a> <a href="#">Rotate.cpp</a> <a href="#">RotateTest.cpp</a></li> <li>• Wrapper for doing an affine transform on an image: <a href="#">Affine.h</a> <a href="#">Affine.cpp</a> <a href="#">AffineTest.cpp</a></li> </ul>
Graphics and Physics	Vector and small matrix arithmetic functions	<ul style="list-style-type: none"> <li>• ObjectViewer application: <a href="#">ObjectViewerDoc.cpp</a> <a href="#">ObjectViewerDoc.h</a> <a href="#">ObjectViewerView.cpp</a> <a href="#">ObjectViewerView.h</a> <ul style="list-style-type: none"> <li>Transforming vertices and normals: <code>CTestView::OnMutateModel</code></li> <li>Projecting an object onto a plane: <code>CTestView::OnProjectPlane</code></li> <li>Drawing a triangle under the cursor: <code>CTestView::Draw</code></li> </ul> </li> <li>• Performance comparison, vector vs. scalar: <a href="#">perform.cpp</a></li> <li>• Performance comparison, buffered vs. unbuffered: <a href="#">perform2.cpp</a></li> </ul>

**Table B-2** Source Files of the Intel IPP Sample Code (continued)

Category	Summary	Description and Links
Special-Purpose Domains	Cryptography and computer vision usage	<ul style="list-style-type: none"><li>• RSA key generation and encryption: <a href="#">rsa.cpp</a> <a href="#">rsa.h</a> <a href="#">rsatest.cpp</a> <a href="#">bignum.h</a> <a href="#">bignum.cpp</a></li><li>• Canny edge detection class: <a href="#">canny.cpp</a> <a href="#">canny.h</a> <a href="#">cannytest.cpp</a> <a href="#">filter.h</a> <a href="#">filter.cpp</a></li><li>• Gaussian pyramids class: <a href="#">pyramid.cpp</a> <a href="#">pyramid.h</a> <a href="#">pyramidtest.cpp</a></li></ul>

## Using Intel IPP Samples

Download the Intel IPP samples from <http://www.intel.com/software/products/ipp/samples.htm>.

These samples are updated in each version of Intel IPP. It is strongly recommended that you upgrade the Intel IPP Samples when a new version of Intel IPP is available.

## System Requirements

Refer to the *readme.htm* document in the root directory of each sample to learn the system requirements for the specific sample. Most common requirements are listed below.

### Hardware requirements:

- A system based on the Intel® Itanium® 2 processor

### Software requirements:

- Intel® IPP for the Windows\* OS, version 6.1
- Microsoft\* Windows Server\* 2008, or Microsoft Windows Server 2003 operating system
- Intel® C++ Compiler for Windows\* OS: versions 11.1, 11.0 or 10.1
- Microsoft\* Platform SDK, Version 3790.1830 (April 2005) Microsoft Platform SDK R2, Version 3790.2075 (March 2006)
- When building for a processor supporting the Intel® 64 architecture, the Microsoft EM64T Platform SDK is required.

- When building for an Intel® Itanium® 2 processor, the Platform SDK for Microsoft Windows Server 2003 SP1 is required.
- Microsoft eMbedded Visual C++ 4.0 tool with Service Pack 4 (SP4).
- When building for the Windows CE OS version 5.0 for x86, the Standard Software Development Kit (SDK) for Windows CE 5.0 operating system is required.

## Building Source Code

The building procedure is described in the *readme.htm* document for each sample. Most common steps are described below.

Set up your build environment by creating an environment variable named `IPPROOT` that points to the root directory of your Intel IPP installation. For example: `C:\Program Files\Intel\IPP\6.1.x.xxx\ia64\.`

To build the sample, change your current folder to the root sample folder and run batch file `build64.bat [option]`.

By default, the batch file searches the compilers step by step according to the table below (assuming that compiler is installed in the default directory). If you wish to use a specific version of the Intel C/C++ compiler or the Microsoft C/C++ .NET 2005 compiler, set an option for the from the table below.

**Table B-3 Options for Batch File**

<b>Compiler</b>	<b>Option</b>
Intel C++ Compiler 11.1 for Windows OS	<code>ic1111</code>
Intel C++ Compiler 11.0 for Windows OS	<code>ic1110</code>
Intel C++ Compiler 10.1 for Windows OS	<code>ic1101</code>



---

**NOTE.** If you use the Windows CE OS version 5.0, it is necessary to choose or set the `PLATFORM` in `wceplatform.bat` to the targeted one. Make sure you use a valid SDK for your platform. You will probably need to set the `SDKROOT` environment variable manually, for example:  
`set SDKROOT=C:\Program Files\Windows CE Tools`

---

After the successful build, the result file or files are placed in the corresponding sample directory: `<install_dir>\ipp-samples\sample-name\bin\win64_<compiler>`, where `compiler = c17|c18|c19|ipc2009|ic1101|ic1110|ic1111`.

## Running the Software

To run each sample application, the Intel IPP dynamic link libraries must be on the system's path. See ["Setting Environment Variables"](#) for more details.

Refer to the *readme.htm* document in the directory of the specific sample for detailed instructions on how to run the application, the list of command line options, or menu commands.

## Known Limitations

The applications created with the Intel IPP Samples are intended to demonstrate how to use the Intel IPP functions and help developers to create their own software. These sample applications have some limitations that are described in the section "Known Limitations" in the *readme.htm* document for each sample.

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