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# **Compiler tools Documentation**

*Release 1.1.2*

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**Feb 14, 2021**



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Python uses the Wheel format for simplified package distribution. However, it does not allow to distribute packages optimized for each machine but highly compatible ones. The user must compile the package himself to take advantage of optimization like SIMD (SSE, AVX, FMA, ...).

CompilerTools allows to work around this problem and distribute optimized packages for several machines while keeping the simplicity of Wheel. It works in the background and has been created with the aim of being easy to use. Package maintainer requires only to import it at runtime and buildtime. Everything is transparent for the end user.

Its secondary objective is also to help the package maintainer to optimally compile its package with multiple compilers by configuring options for him.



# CHAPTER 1

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## Features:

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- Compiles and distributes optimized binaries for a variety of machines in a single Wheel package.
- Helps to build optimized package from sources for current machine.
- Handles automatically compiling and linking options for a variety of compilers.
- Autodetects openMP, OpenACC or Intel Cilk Plus in source code and automatically sets related compiling and linking options.
- Support extra compiling options like fast math.
- Provides build time settings for package maintainer to tweak compilation.
- Provides API for getting information on current machine CPU.
- Lightweight pure Python module with no dependency that use lazy import and evaluation as possible.





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## How that works ?

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Compiler tools dynamically sets link options and compile options depending on the currently used compiler and targeted architecture.

This avoid to have to specify compiler specific options in sources or setup files.

## 2.1 Multi-architecture optimized compilation for distribution

### At build time:

Compiler tools helps to make optimized “.so”/”.pyd” for each architecture and name files with tagged suffixes :

Example:

- *module.avx2.cp36-win\_amd64.pyd* -> Optimized variant for AVX2 SIMD Extensions
- *module.avx.cp36-win\_amd64.pyd* -> Optimized variant for AVX SIMD Extensions
- *module.cp36-win\_amd64.pyd* -> Classic highly-compatible variant

These optimized files are packaged in the same wheel when distributing (Don't need to create a wheel by variant).

Requirement:

- Import `compiler tools .build` before build module normally.
- Options can easily be changed directly in `compiler tools .build.CONFIG_BUILD` dictionary.

### At runtime:

Compiler tools detects and chooses the best optimized “.so”/”.pyd” to run based on CPU information.

If the best file not exist, search for the second best file, etc... If nothing found, use the highly-compatible one.

Requirement:

- Import `compiler tools` one time before import optimized modules (This add a new import hook to Python).

## 2.2 Current-architecture optimized compilation

Compilertools finds the best compiler options for the current architecture and current compiler and build only one optimized “.so”/”.pyd” with classic name.

Requirement:

- Import `compilertools.build` before build module normally.

## 2.3 And also...

**openMP, OpenACC, Intel Cilk Plus API auto-detection:** Compilertools searches in source files for API pragma preprocessor calls and enables compiler and linker options if needed.

**Extra generic compilers options:** Compilertools can enable or disable generic extra compiler options like fast math.

### 3.1 Supported Compilers

Compiler tools implements support for following compilers:

- GCC
- LLVM Clang
- Microsoft Visual C++

### 3.2 Supported Processors

Compiler tools implements support for following CPU:

- x86 (32 and 64 bits)

### 3.3 Build tools compatibility

Compiler tools have been tested with following build tools:

- Distutils
- Setuptools
- Numpy.distutils
- Cython



## 4.1 Getting Started

### 4.1.1 Installation

Compilertools is available on PyPI and can be installed with pip:

```
pip install compilertools
```

### 4.1.2 Enabling compilertools in a Python package

This explains how to enable compilertools in a Python package:

#### Enabling compilertools import hook

The import hook is used to select the best version of a compiled module on build time. It needs to be initialized on module startup.

This can be done by simply importing `compilertools` on the top of the main module of the package (`__init__.py` depending of package architecture):

```
"""Main package __init__.py"""  
try:  
    import compilertools  
except ImportError:  
    # Reverts back to classic import behavior if compilertools not available  
    # or imported on a non compatible Python version.  
    pass
```

The `try except` block ensures that the package is imported correctly even if `compilertools` is not available or can't run. In this case, compiled modules will be imported in compatibility mode, without optimisations.

#### Enabling compilertools on build

To generate multiple optimized compiled modules, compilerTools needs to be initialized in the `setup.py` of the package.

This can be done by simply importing `compilerTools.build` in `setup.py` just after used build library (like `setuptools`, `distutils`, ...):

```
"""setup.py file"""
from setuptools import setup
try:
    import compilerTools.build
except ImportError:
    # Reverts back to classic build behavior if compilerTools imported
    # on a non compatible Python version.
    pass
```

Don't forget to add `compilerTools` as requirement for the package in the `install_requires` argument of inside `setup.py`.

The `try except` block ensures that `setup.py` can still be used on Python versions that are not supported by `compilerTools` (Like Python 2). In this case, compiled modules will be build without optimization.

```
"""setup.py file, continued..."""
setup(
    # ...Others setup arguments...
    install_requires=['compilerTools']
)
```

### And next ?

That's its, `compilerTools` is enabled on the package. Its configuration can be tweaked (See below) if needed, but it work with default value else.

You can now build the wheel package with `setup.py bdist_wheel`. If an user uses this generated wheel, Python will use the best optimized compiled file available inside the package for its machine.

If an user build your package with `pip` from source, it will get an automatically optimized file for its machine.

### 4.1.3 Configuring compilerTools

`CompilerTools` configuration is done with the `compilerTools.build.ConfigBuild` object, simply by changing its parameters to adjust `compilerTools` behavior as needed directly in `setup.py`:

```
"""setup.py file"""
try:
    import compilerTools.build

    # Creates optimized modules only for AVX2 and AVX512 CPU instructions.
    compilerTools.build.ConfigBuild.suffixes_includes = ['avx2', 'avx512']
except ImportError:
    pass
```

Read *[ConfigBuild documentation](#)* for available parameters.

### 4.1.4 compilerTools exception

On import or on installation from PIP, `compilerTools` exceptions are ignored ( only logged in stdout) to not break application.

In this case, no optimizations are enabled and module are compiled/loaded in compatible mode.

## 4.2 Using it as system information library

Compilertools gets system information to optimize build and import. So, it can also be used as library that provides this information.

### 4.2.1 CPU information

Compilertools can provide information on current CPU (Using CPUID or equivalent):

```
import compilertools

# Gets current processor (arch=None for autodetect current CPU architecture)
cpu = compilertools.get_processor()

# Gets features flags for current CPU as property
cpu.features
>>> {'SSE3', 'LAHF_LM', 'PSE36', 'ADX', 'MCA', 'XTPR', 'POPCNT', 'CLFLUSH',
      'DE', 'TSC', 'MSR', 'MTRR', 'SSE4_1', 'F16C', 'TSC_ADJUST', 'INVPCID',
      'ABM', 'SMX', 'SDBG', 'VME', 'FXSR', 'CX16', 'MOVBE', 'DTES64', 'AVX',
      'AVX2', 'ERMS', 'RDTSCP', 'PCID', 'CLFLUSHOPT', 'MCE', 'RDRAND',
      'SMEP', 'TM2', 'SMAP', 'LM', '3DNOWPREFETCH', 'XSAVE', 'DS', 'RTM',
      'PSE', 'TSC_DEADLINE_TIMER', 'FSGSBASE', 'SSE4_2', 'TM', 'PDPE1GB',
      'PAT', 'DS_CPL', 'SSE2', 'FMA', 'VMX', 'BMI2', 'CX8', 'X2APIC', 'HLE',
      'AES', 'EST', 'PAE', 'SSSE3', 'SYSCALL', 'HT', 'MMX', 'SEP', 'PDCM',
      'CMOV', 'SS', 'MONITOR', 'BMI1', 'MPX', 'PCLMULQDQ', 'OSXSAVE', 'NX',
      'SSE', 'APIC', 'PGE', 'FPU', 'ACPI', 'RDSEED', 'PBE'}
```

see [API documentation](#) for available properties.

### 4.2.2 Compiler information

Compilertools can provide information on compiler:

```
import compilertools

# Gets current compiler
compiler = compilertools.get_compiler()

# Gets current compiler version as property
compiler.version
>>> 6.3
```

see [API documentation](#) for available properties.

## 4.3 API documentation

### 4.3.1 compilertools.build

Building functions

**class** `compilertools.build.ConfigBuild`

Build configuration

**api** = {'cilkplus': {'c': '#pragma simd ', 'fortran': '!dir\$ simd '}, 'openacc': {'c': '#pragma omp acc', 'fortran': '!dir\$ omp acc'}}

Specific API are auto-enabled when compiling and linking if following preprocessors are detected in source files

**current\_machine** = 'autodetect'

Compiles optimized for current machine only (If not compile for a cluster of possibles machines) True or False for manually set value; 'autodetect' for automatically set value to True if build from PIP

**disabled** = False

Disable compilertools's optimization while building

**extensions** = {'c': ['.c', '.cpp', '.cxx', '.cc', '.c++', '.cp'], 'fortran': ['.f', '.F']}

Sources files extensions for code analysis

**option** = {'fast\_fpmath': False}

Enables compilers options

**suffixes\_excludes** = {'amd', 'intel', 'intel\_atom', 'sse', 'sse4\_1', 'sse4\_2', 'ssse3'}

Disabled suffixes in files matrix definition. If 'suffixes\_includes' is empty, completes this set to not build files for a specific architecture. This does not affect current machine builds.

**suffixes\_includes** = {}

Enabled suffixes in files matrix definition. If this set is not empty, includes only suffixes specified inside it. This does not affect current machine builds.

`compilertools.build.get_build_compile_args` (*compiler=None, arch=None, current\_machine=None, ext\_suffix=None, use\_option=None, use\_api=None*)

Gets compiler args for build as a dict of file suffixes as key and args string as values.

#### Parameters

- **compiler** (*str or compilertools.compilers.CompilerBase subclass*) – compiler name or instance. If None, use distutils default value
- **arch** (*str*) – target architecture name.
- **current\_machine** (*bool*) – return only one suffix/args pair optimized for current machine only. If None, use CONFIG\_BUILD value.
- **ext\_suffix** (*list of str*) – Extensions to use after suffix.
- **use\_option** (*list of str*) – List of options to use (fast\_fpmath, ...).
- **use\_api** (*list of str*) – List of API to use (openmp, ...). If None, don't enable API.

**Returns** Suffixes are keys, arguments are values.

**Return type** dict with str as keys and values

`compilertools.build.get_build_link_args` (*compiler=None, use\_api=None, use\_option=None*)

Gets linker arg for build as a list of args string.

#### Parameters

- **compiler** (*str or compilertools.compilers.CompilerBase subclass*) – compiler name or instance. If None, use distutils default value
- **use\_api** (*list of str*) – List of API to use (openmp, ...). If None, don't enable API.
- **use\_option** (*list of str*) – List of options to use (fast\_fpmath, ...).



`compilertools.build.get_compile_args` (*compiler=None, arch=None, current\_machine=False, current\_compiler=False*)

Gets compiler args OrderedDict for a specific compiler and architecture combination.

**Parameters**

- **compiler** (*str or compilertools.compilers.CompilerBase subclass*) – Compiler name or instance.
- **arch** (*str*) – Target architecture name.
- **current\_machine** (*bool*) – Only compatibles with current machine CPU
- **current\_compiler** (*bool*) – If True, return only arguments compatibles with current compiler.

**Returns** Arguments

**Return type** `collections.OrderedDict`

`compilertools.build.get_compiler` (*compiler=None, current\_compiler=False*)

Returns compiler class

**Parameters**

- **compiler** (*str of CompilerBase subclass*) – Compiler Name or instance
- **current\_compiler** (*bool*) – Compiler used to build

**Returns** Compiler class instance.

**Return type** `CompilerBase` subclass instance

`compilertools.build.suffix_from_args` (*args, extension="", return\_empty\_suffixes=False*)

Returns suffixes from args.

**Parameters**

- **args** (*collections.OrderedDict*) – Arguments.
- **extension** (*str or list of str*) – File extensions.
- **return\_empty\_suffixes** (*bool*) – If True, return “” suffixes.

**Returns** Suffixes

**Return type** list of str

### 4.3.2 compilertools.imports

Import machinery

`compilertools.imports.ARCH_SUFFIXES` = `['.avx512-intel.cpython-37m-x86_64-linux-gnu.so', '.a`

Current arch compatibles suffixes

`compilertools.imports.update_extensions_suffixes` (*compiler*)

Updates file extensions suffixes compatibles with current machine with ones from a specified compiler.

**Parameters** **compiler** (*str or None*) – compiler name. If None, uses default compiler name on current platform

### 4.3.3 `compilertools.compilers`

Compilers

**class** `compilertools.compilers.CompilerBase` (*current\_compiler=False*)

Base class for compiler

**Arg**

alias of `Argument`

**api**

Compatibles API

**Returns** Keys are API names, values are dict of arguments with keys in {‘link’, ‘compile’}.

**Return type** dict

**clear** () → None. Remove all items from D.

**compile\_args** (*arch=None, current\_machine=False*)

Gets compiler args list for a specific architecture.

**Parameters**

- **arch** (*str*) – Target architecture name.
- **current\_machine** (*bool*) – If True, returns only arguments compatibles with current machine (conditions from “`Arg.import_if`”).

**Returns** Arguments matrix. Keys are suffixes, values are compiler arguments.

**Return type** `collections.OrderedDict` with keys and values as str

**compile\_args\_current\_machine** ()

Return compiler arguments optimized by compiler for current machine

**Returns** Best compiler arguments for current machine.

**Return type** str

**get** (*k*, *d*) → `D[k]` if *k* in *D*, else *d*. *d* defaults to None.

**items** () → a set-like object providing a view on *D*’s items

**keys** () → a set-like object providing a view on *D*’s keys

**name**

Compiler type name

**Returns** Name.

**Return type** str

**option**

Compatibles Options

**Returns** Keys are options names, values are dict of arguments with keys in {‘link’, ‘compile’}.

**Return type** dict

**pop** (*k*, *d*) → *v*, remove specified key and return the corresponding value.

If key is not found, *d* is returned if given, otherwise `KeyError` is raised.

**popitem** () → (*k*, *v*), remove and return some (key, value) pair

as a 2-tuple; but raise `KeyError` if *D* is empty.

**setdefault** (*k*, *d*) → `D.get(k,d)`, also set `D[k]=d` if *k* not in *D*

**update** (*[E]*, *\*\*F*) → None. Update D from mapping/iterable E and F.  
 If E present and has a .keys() method, does: for k in E: D[k] = E[k] If E present and lacks .keys() method,  
 does: for (k, v) in E: D[k] = v In either case, this is followed by: for k, v in F.items(): D[k] = v

**values** () → an object providing a view on D's values

`compilertools.compilers.get_compiler` (*compiler=None, current\_compiler=False*)

Returns compiler class

**Parameters**

- **compiler** (*str of CompilerBase subclass*) – Compiler Name or instance
- **current\_compiler** (*bool*) – Compiler used to build

**Returns** Compiler class instance.

**Return type** CompilerBase subclass instance

**compilertools.compilers.gcc**

GNU Compiler Collection

**class** `compilertools.compilers.gcc.Compiler` (*current\_compiler=False*)

GNU Compiler Collection

**Arg**

alias of `compilertools.compilers._core.Argument`

**api**

Compatibles API

**Returns** Keys are API names, values are dict of arguments with keys in {'link', 'compile'}.

**Return type** dict

**clear** () → None. Remove all items from D.

**compile\_args** (*arch=None, current\_machine=False*)

Gets compiler args list for a specific architecture.

**Parameters**

- **arch** (*str*) – Target architecture name.
- **current\_machine** (*bool*) – If True, returns only arguments compatibles with current machine (conditions from "Arg.import\_if").

**Returns** Arguments matrix. Keys are suffixes, values are compiler arguments.

**Return type** collections.OrderedDict with keys and values as str

**compile\_args\_current\_machine** ()

Return compiler arguments optimized by compiler for current machine

**Returns** Best compiler arguments for current machine.

**Return type** str

**get** (*k[, d]*) → D[k] if k in D, else d. d defaults to None.

**items** () → a set-like object providing a view on D's items

**keys** () → a set-like object providing a view on D's keys

**name**

Compiler type name

**Returns** Name.

**Return type** str

**option**

Compatibles Options

**Returns** Keys are options names, values are dict of arguments with keys in {'link', 'compile'}.

**Return type** dict

**pop** ( $k$ ,  $d$ ) →  $v$ , remove specified key and return the corresponding value.

If key is not found,  $d$  is returned if given, otherwise `KeyError` is raised.

**popitem** () → ( $k$ ,  $v$ ), remove and return some (key, value) pair

as a 2-tuple; but raise `KeyError` if  $D$  is empty.

**python\_build\_version**

Compiler version that was used to build Python.

**Returns** Version.

**Return type** float

**setdefault** ( $k$ ,  $d$ ) →  $D.get(k,d)$ , also set  $D[k]=d$  if  $k$  not in  $D$

**update** ( $[E]$ ,  $**F$ ) → `None`. Update  $D$  from mapping/iterable  $E$  and  $F$ .

If  $E$  present and has a `.keys()` method, does: for  $k$  in  $E$ :  $D[k] = E[k]$  If  $E$  present and lacks `.keys()` method, does: for ( $k$ ,  $v$ ) in  $E$ :  $D[k] = v$  In either case, this is followed by: for  $k$ ,  $v$  in  $F.items()$ :  $D[k] = v$

**values** () → an object providing a view on  $D$ 's values

**version**

Compiler version used.

**Returns** Version.

**Return type** float

## compilertools.compilers.llvm

LLVM Clang

**class** `compilertools.compilers.llvm.Compiler` (*current\_compiler=False*)

LLVM Clang

**Arg**

alias of `compilertools.compilers._core.Argument`

**api**

Compatibles API

**Returns** Keys are API names, values are dict of arguments with keys in {'link', 'compile'}.

**Return type** dict

**clear** () → `None`. Remove all items from  $D$ .

**compile\_args** (*arch=None*, *current\_machine=False*)

Gets compiler args list for a specific architecture.

**Parameters**

- **arch** (*str*) – Target architecture name.
- **current\_machine** (*bool*) – If True, returns only arguments compatibles with current machine (conditions from “Arg.import\_if”).

**Returns** Arguments matrix. Keys are suffixes, values are compiler arguments.

**Return type** collections.OrderedDict with keys and values as str

**compile\_args\_current\_machine** ()

Return compiler arguments optimized by compiler for current machine

**Returns** Best compiler arguments for current machine.

**Return type** str

**get** (*k*, *d*) → D[*k*] if *k* in D, else *d*. *d* defaults to None.

**items** () → a set-like object providing a view on D’s items

**keys** () → a set-like object providing a view on D’s keys

**name**

Compiler type name

**Returns** Name.

**Return type** str

**option**

Compatibles Options

**Returns** Keys are options names, values are dict of arguments with keys in { ‘link’, ‘compile’ }.

**Return type** dict

**pop** (*k*, *d*) → *v*, remove specified key and return the corresponding value.  
If key is not found, *d* is returned if given, otherwise KeyError is raised.

**popitem** () → (*k*, *v*), remove and return some (key, value) pair  
as a 2-tuple; but raise KeyError if D is empty.

**python\_build\_version**

Compiler version that was used to build Python.

**Returns** Version.

**Return type** float

**setdefault** (*k*, *d*) → D.get(*k*,*d*), also set D[*k*]=*d* if *k* not in D

**update** ([*E*], **\*\*F**) → None. Update D from mapping/iterable E and F.

If E present and has a .keys() method, does: for *k* in E: D[*k*] = E[*k*] If E present and lacks .keys() method, does: for (*k*, *v*) in E: D[*k*] = *v* In either case, this is followed by: for *k*, *v* in F.items(): D[*k*] = *v*

**values** () → an object providing a view on D’s values

**version**

Compiler version used.

**Returns** Version.

**Return type** float

## compilertools.compilers.msvc

Microsoft Visual C++ Compiler

**class** `compilertools.compilers.msvc.Compiler` (*current\_compiler=False*)

Microsoft Visual C++

**Arg**

alias of `compilertools.compilers._core.Argument`

**api**

Compatibles API

**Returns** Keys are API names, values are dict of arguments with keys in {'link', 'compile'}.

**Return type** dict

**clear** () → None. Remove all items from D.

**compile\_args** (*arch=None, current\_machine=False*)

Gets compiler args list for a specific architecture.

**Parameters**

- **arch** (*str*) – Target architecture name.
- **current\_machine** (*bool*) – If True, returns only arguments compatibles with current machine (conditions from “Arg.import\_if”).

**Returns** Arguments matrix. Keys are suffixes, values are compiler arguments.

**Return type** `collections.OrderedDict` with keys and values as str

**compile\_args\_current\_machine** ()

Return compiler arguments optimized by compiler for current machine

**Returns** Best compiler arguments for current machine.

**Return type** str

**get** (*k*, *d*) → `D[k]` if *k* in *D*, else *d*. *d* defaults to None.

**items** () → a set-like object providing a view on *D*'s items

**keys** () → a set-like object providing a view on *D*'s keys

**name**

Compiler type name

**Returns** Name.

**Return type** str

**option**

Compatibles Options

**Returns** Keys are options names, values are dict of arguments with keys in {'link', 'compile'}.

**Return type** dict

**pop** (*k*, *d*) → *v*, remove specified key and return the corresponding value.

If key is not found, *d* is returned if given, otherwise `KeyError` is raised.

**popitem** () → (*k*, *v*), remove and return some (key, value) pair

as a 2-tuple; but raise `KeyError` if *D* is empty.

**setdefault** (*k*, *d*) → `D.get(k,d)`, also set `D[k]=d` if *k* not in *D*

**update** (*[E]*, *\*\*F*) → None. Update D from mapping/iterable E and F.  
 If E present and has a .keys() method, does: for k in E: D[k] = E[k] If E present and lacks .keys() method,  
 does: for (k, v) in E: D[k] = v In either case, this is followed by: for k, v in F.items(): D[k] = v

**values** () → an object providing a view on D's values

**version**

For Microsoft Visual C++, Compiler version used to build need to be the same that the one used to build Python.

**Returns** Version.

**Return type** float

### 4.3.4 compilertools.processors

Processors

**class** `compilertools.processors.ProcessorBase` (*current\_machine=False*)  
 Base class for CPU

**arch**

processor architecture

**Returns** Architecture name.

**Return type** str

**clear** () → None. Remove all items from D.

**get** (*k*, *d*) → D[k] if k in D, else d. d defaults to None.

**items** () → a set-like object providing a view on D's items

**keys** () → a set-like object providing a view on D's keys

**pop** (*k*, *d*) → v, remove specified key and return the corresponding value.  
 If key is not found, d is returned if given, otherwise KeyError is raised.

**popitem** () → (k, v), remove and return some (key, value) pair  
 as a 2-tuple; but raise KeyError if D is empty.

**setdefault** (*k*, *d*) → D.get(k,d), also set D[k]=d if k not in D

**update** (*[E]*, *\*\*F*) → None. Update D from mapping/iterable E and F.  
 If E present and has a .keys() method, does: for k in E: D[k] = E[k] If E present and lacks .keys() method,  
 does: for (k, v) in E: D[k] = v In either case, this is followed by: for k, v in F.items(): D[k] = v

**values** () → an object providing a view on D's values

`compilertools.processors.get_processor` (*arch*, *\*args*, *\*\*kwargs*)  
 Return processor class

**Parameters**

- **arch** (*str or None*) – processor architecture
- **kwargs** (*args,*) – args for class instantiation

**Returns** Processor class instance.

**Return type** ProcessorBase subclass instance

`compilertools.processors.get_arch` (*arch=None*)  
 Checks architecture name and returns fixed name.

**Parameters** `arch` (*str*) – Architecture name to check.

**Returns** Fixed architecture name.

**Return type** `str`

## `compilertools.processors.x86_32`

X86-32 Processors

**class** `compilertools.processors.x86_32.Processor` (*current\_machine=False*)  
x86-32 CPU

**arch**

processor architecture

**Returns** Architecture name.

**Return type** `str`

**brand**

CPU's brand from CPUID

**Returns** Brand.

**Return type** `str`

**clear** () → None. Remove all items from D.

**cpuid\_highest\_extended\_function**

CPUID highest extended function.

**Returns** Related EAX value for CPUID.

**Return type** `int`

**features**

CPU's features flags from CPUID

**Returns** Flags names.

**Return type** list of `str`

## References

Reference: Linux kernel “arch/x86/include/asm/cpufeatures.h”

Feature naming convention: Use “cpufeatures.h” quoted names in comments in priority, then use name from “cpufeatures.h” constants.

Exceptions in names: PNI called SSE3 (like other SSE feature flags)

**get** (*k*, *d*) → D[k] if k in D, else d. d defaults to None.

**items** () → a set-like object providing a view on D's items

**keys** () → a set-like object providing a view on D's keys

**os\_supports\_xsave**

OS and CPU supports XSAVE instruction.

**Returns** Supports if True.

**Return type** `bool`



**pop** ( $k$ ,  $d$ ) →  $v$ , remove specified key and return the corresponding value.  
 If key is not found,  $d$  is returned if given, otherwise `KeyError` is raised.

**popitem** () → ( $k$ ,  $v$ ), remove and return some (key, value) pair  
 as a 2-tuple; but raise `KeyError` if  $D$  is empty.

**setdefault** ( $k$ ,  $d$ ) →  $D.get(k,d)$ , also set  $D[k]=d$  if  $k$  not in  $D$

**update** ( $[E]$ ,  $**F$ ) → `None`. Update  $D$  from mapping/iterable  $E$  and  $F$ .  
 If  $E$  present and has a `.keys()` method, does: for  $k$  in  $E$ :  $D[k] = E[k]$  If  $E$  present and lacks `.keys()` method,  
 does: for ( $k$ ,  $v$ ) in  $E$ :  $D[k] = v$  In either case, this is followed by: for  $k$ ,  $v$  in  $F.items()$ :  $D[k] = v$

**values** () → an object providing a view on  $D$ 's values

**vendor**

CPU's manufacturer ID from CPUID.

**Returns** Manufacturer ID.

**Return type** `str`

**class** `compilertools.processors.x86_32.Cpuid` ( $eax\_value=0$ ,  $ecx\_value=0$ )  
 Gets Processor CPUID.

**Parameters**

- **eax\_value** ( $int$ ) – EAX register value
- **ecx\_value** ( $int$ ) – ECX register value

**eax**

Get EAX register CPUID result.

**Returns** Raw EAX register value.

**Return type** `int`

**ebx**

Get EBX register CPUID result.

**Returns** Raw EAX register value.

**Return type** `int`

**ecx**

Get ECX register CPUID result.

**Returns** Raw EAX register value.

**Return type** `int`

**edx**

Get EDX register CPUID result.

**Returns** Raw EAX register value.

**Return type** `int`

**static registers\_to\_str** ( $*uints$ )

Converts unsigned integers from CPUID register to ASCII string.

**Parameters** **uints** ( $int$ ) – Unsigned integers to concatenate and convert to string.

**Returns** Result.

**Return type** `str`

## compilertools.processors.x86\_64

x86-64 Processors

**class** `compilertools.processors.x86_64.Processor` (*current\_machine=False*)  
 x86-64 CPU

**arch**

processor architecture

**Returns** Architecture name.

**Return type** str

**brand**

CPU's brand from CPUID

**Returns** Brand.

**Return type** str

**clear** () → None. Remove all items from D.

**cpuid\_highest\_extended\_function**

CPUID highest extended function.

**Returns** Related EAX value for CPUID.

**Return type** int

**features**

CPU's features flags from CPUID

**Returns** Flags names.

**Return type** list of str

### References

Reference: Linux kernel “arch/x86/include/asm/cpufeatures.h”

Feature naming convention: Use “cpufeatures.h” quoted names in comments in priority, then use name from “cpufeatures.h” constants.

Exceptions in names: PNI called SSE3 (like other SSE feature flags)

**get** (*k*, *d*) → *D*[*k*] if *k* in *D*, else *d*. *d* defaults to None.

**items** () → a set-like object providing a view on *D*'s items

**keys** () → a set-like object providing a view on *D*'s keys

**os\_supports\_xsave**

OS and CPU supports XSAVE instruction.

**Returns** Supports if True.

**Return type** bool

**pop** (*k*, *d*) → *v*, remove specified key and return the corresponding value.  
 If key is not found, *d* is returned if given, otherwise `KeyError` is raised.

**popitem** () → (*k*, *v*), remove and return some (key, value) pair  
 as a 2-tuple; but raise `KeyError` if *D* is empty.

**setdefault** (*k*, *d*) → *D*.get(*k*,*d*), also set *D*[*k*]=*d* if *k* not in *D*

**update** (*[E]*, *\*\*F*) → None. Update D from mapping/iterable E and F.  
 If E present and has a .keys() method, does: for k in E: D[k] = E[k] If E present and lacks .keys() method,  
 does: for (k, v) in E: D[k] = v In either case, this is followed by: for k, v in F.items(): D[k] = v

**values** () → an object providing a view on D's values

**vendor**

CPU's manufacturer ID from CPUID.

**Returns** Manufacturer ID.

**Return type** str

**class** `compilertools.processors.x86_64.Cpuid` (*eax\_value=0*, *ecx\_value=0*)

Gets Processor CPUID.

**Parameters**

- **eax\_value** (*int*) – EAX register value
- **ecx\_value** (*int*) – ECX register value

**eax**

Get EAX register CPUID result.

**Returns** Raw EAX register value.

**Return type** int

**ebx**

Get EBX register CPUID result.

**Returns** Raw EAX register value.

**Return type** int

**ecx**

Get ECX register CPUID result.

**Returns** Raw EAX register value.

**Return type** int

**edx**

Get EDX register CPUID result.

**Returns** Raw EAX register value.

**Return type** int

**static registers\_to\_str** (*\*uints*)

Converts unsigned integers from CPUID register to ASCII string.

**Parameters** **uints** (*int*) – Unsigned integers to concatenate and convert to string.

**Returns** Result.

**Return type** str

## 4.4 Changelog

### 4.4.1 1.1.2 (2020/10/03)

Fixes:

- Fix GCC/LLVM version detection in some cases.

Others:

- Use `-O3` instead of `-O2` on GCC/LLVM.
- Ensure Python 3.9 compatibility.
- Drop Python 3.5 support.

### 4.4.2 1.1.1 (2020/01/29)

Others:

- Ensure Python 3.8 compatibility.
- Drop Python 3.4 support.

### 4.4.3 1.1.0 (2019/01/11)

New compilers support:

- LLVM Clang

Others:

- Add more easy access function to get current machine CPU and compiler information.
- Use `-O2` instead of `-O3` on GCC.

### 4.4.4 1.0.0 (2018/05/27)

**First version with following features:**

Compilers:

- Microsoft Visual C++ compiler
- GNU Compiler Collection

Processors:

- X86 (32/64 bits)
- x86 CPUID

Others:

- Multi-architecture optimized compilation for distribution
- Current-architecture optimized compilation
- API autodetection: openMP, openACC & Intel Cilk Plus
- Extra compilers options: fast math
- Extended configuration
- Build tools compatibility: Distutils, Setuptools, Numpy.distutils & Cython
- PIP autodetection
- Full Unittest with pytest and Continuous integration on Appveyor and Travis-CI

- Sphinx Documentation with Readthedoc

#### 4.4.5 Ideas & possibles futures features

- Ability to force the use of an API (openMP, ...)
- Add it as an option in *setuptools* (or eventually merge it in *setuptools*).
- Since this module get many information on CPU, give possibility to users to access them easily as a dict.
- Add support for more compilers (Intel, LLVM, ...). The aim is to support all compilers available with *distutils* and *numpy.distutils*.
- Add support for more processors (ARM, ...).



## CHAPTER 5

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