



VSIPL, from API to Product

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VSIPL Forum Designs Library

- ❑ **VSIPL Forum designed a library**
 - The API is well defined
 - The mathematics are understood
- ❑ **VSIPL Forum tried to minimize advice to implementers**
 - No standards for performance are included in the API
 - There are no requirements for accuracy in the API
 - Test Suite Lite does have accuracy parameters, but they can be adjusted
 - Advice to implementers is limited to explaining incomplete type definitions and checking for object validity in development mode

Defining VSIPL Success

- ❑ **Purpose of VSIPL is reusability**
 - Applications need to be written with VSIPL
 - VSIPL needs to be available for the next platform those applications use
- ❑ **Reusability requires both users and products**
 - Users avoid products that are hard to use
 - Vendors avoid development on products that users do not use
- ❑ **Success is having *both* VSIPL users and products**

A Successful VSIPL Product

- ❑ **VSIPL products can have varying levels of implementation**
 - Minimal requirement is a Core Lite implementation with three data types
 - A more functional implementation is a Core or Core Plus implementation
- ❑ **A successful VSIPL product should be more than just a library**
 - Most steps that contribute to a successful product are not difficult to add to a basic library

Documentation and Training

- ❑ **The VS IPL API document is designed to define the API**
 - **Although the examples are numerous, it was not designed to be a learning tool**
 - **For a product, implementers need to provide documentation beyond the API**
 - **Users would benefit from tutorial documentation to lead them through the program building process**
 - **Tutorials should help organize the ideas of VS IPL for the users**
 - **Tutorial examples running from simple examples to complex provide programming templates for users**

Documentation and Training (cont.)

- ❑ **Users need to be trained to use VS IPL**
 - VS IPL's object based design requires a different programming pattern than traditional FPS based libraries
 - Classes allow users to get answers as the material is learned
 - Users become proficient VS IPL programmers faster with training, requiring fewer customer support calls

Debugging Environment

- ❑ **Implementers need to provide tools to improve the user's development process. Debugging tools are required.**
 - **Development mode:**
 - This is the original idea from the VSIPL Forum
 - It checks for errors described in the API document such as functions running out of array bounds
 - Development mode is not intended to replace a source level debugging tool

Debugging Environment (cont.)

- **Customized debugging tools:**
 - **Debuggers can be customized to be sensitive to VSIPL so that the data can be as easily accessed as native C structures**
 - **Advantage to customization is that the user works in a natural debugging environment**
 - **Disadvantage is that this is difficult to implement**

Debugging Environment (cont.)

- **Data mining library**
 - **Data mining libraries allow users to examine VSIPL data during the debug process**
 - **Data mining libraries have two styles:**
 - TASP VSIPL library contains functions to write data to files. These require modification of the user code.
 - Libraries can be designed to be callable from the command line of a debugger. This style requires no modification of the user's code. The debugging style is interactive.
 - **Data mining libraries are easy to implement**

Performance

- ❑ **Performance difference between FPS based libraries and VSIPL is fixed overhead, not a percentage**
 - Libraries need to minimize overhead for success
- ❑ **TASP VSIPL is a good start, but not the final product**
 - It is designed to give answers, not great performance
 - A lot of the overhead is in the calculational functions
 - Moving address calculations and other set up code to the support functions will reduce overhead

Performance (cont.)

- ❑ **Library portability does not require inter-library compatibility**
 - **Users should not assume that VSIPPL functionality can be added by mixing libraries**
 - **Library designers should tune performance for the hardware and software environment of the platform**