
DEPARTMENT OF MATHEMATICS
TECHNICAL REPORT

WRITING DLL IN ASSEMBLER
FOR EXTERNAL CALLING IN
MAPLE

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JULY 2004

No. 2004-5



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Writing DLL in Assembler for External Calling in Maple

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NOTE: The article shows how to write assembler code using x86 and FPU registers. An example of calculating large factorials mod m is discussed in detail.

Introduction

This article started from a posting [1] in comp.soft-sys.maple newsgroup where I wrote:

In general, such calculations as huge factorials mod p should be programmed directly in assembly. It is fairly easy and doesn't require much assembly knowledge - just a few instructions. It can be compiled as a library (dll) and accessed from Maple through external calling.

Since quite a few people expressed an interest, I wrote the assembly code for that particular problem. I hope that it will be useful as a jump-start for writing your own DLL for the innermost loops repeating a billion times or more. For loops repeating "only" a few million times, the DLL could be written in C and other high level languages, but for billions of operations high level languages are too slow.

To produce a DLL, one needs an assembler. I used MASM32 v.8 [2] which can be downloaded from <http://www.masm32.com>. Many people consider MASM (Microsoft Assembler) language as "standard". I used it here for creating a DLL in Windows. It produces object files in COFF (Common Object File Format), so they can be used for building a library in Linux as well.

```
> restart;
```

Section I: Writing a DLL in Assembly Language

To produce a dll, put 3 files, **Facmod.asm**, **Facmod.def**, and **Makeit.bat** in one directory, and run **Makeit.bat** (by clicking on it in Windows Explorer, or opening **Facmod.asm** in qeditor (which is a part of the MASM32 distribution) and running **Makeit.bat** from the Project menu. Here are the files:

Facmod.asm

```
.586 ; for 586 processor or better
.model flat, stdcall ; 32-bit memory and standard
; call
.code ; the beginning of the code
; section
LibMain proc h:DWORD, r:DWORD, u:DWORD ; the dll entry point
    mov eax, 1 ; if eax is 0, the dll won't
; start
    ret ; return
LibMain Endp ; end of the dll entry

Facmodp proc n:DWORD, p:DWORD ; a function with dword
; parameters n and m
    push ebx ; save the ebx value
    mov ecx, n ; put n in the counter
; register ecx
    mov ebx, p ; put p in ebx
    mov eax, 1 ; put 1 in eax
L: ; a loop label
    mul ecx ; multiply eax by ecx
    div ebx ; divide the product by p
    mov eax, edx ; move the remainder from edx
; to eax
    dec ecx ; decrease the counter by 1
    jnz L ; repeat the loop if the
; counter is not 0
    pop ebx ; restore the ebx value
    ret ; return eax
Facmodp endp ; end of the function
End LibMain ; end of the dll
```

Facmod.def

```
LIBRARY Facmod
EXPORTS Facmodp
```

Makeit.bat

```
@echo off

if exist Facmod.obj del Facmod.obj
if exist Facmod.dll del Facmod.dll

\masm32\bin\ml /c /coff Facmod.asm

\masm32\bin\Link /SUBSYSTEM:WINDOWS /DLL /DEF:Facmod.def Facmod.obj

pause
```

That will produce 4 files, **Facmod.dll**, **Facmod.lib**, **Facmod.exp**, and **Facmod.obj**.

Files **Facmodp.def** and **Makeit.bat** are self-explanatory. I'll add detailed comments here on **Facmod.asm**.

Facmod.asm commented

```
.586  
.model flat, stdcall
```

This is the standard beginning of the asm files for MASM32. They tell the assembler that the program will be used in computers with 586 processor or better, with 32-bit memory addressing, and use stdcall calling convention.

```
.code
```

The beginning of the code section.

```
LibMain proc h:DWORD, r:DWORD, u:DWORD  
    mov eax, 1  
    ret  
LibMain Endp
```

Creating the dll entry point. If `eax` is 0, the dll won't start, so we put 1 there.

```
Facmod proc n:DWORD, p:DWORD
```

The beginning of our function. It has two `dword` = 4 byte = 32 bit parameters, n and p .

```
    push ebx
```

In Windows and Linux, registers `eax`, `ecx`, and `edx` can be arbitrarily modified by programs, but other registers including `ebx` should be preserved, so we are pushing the `ebx` value on the stack at the beginning of the program and will restore it back before the end of the program.

```
    mov ecx, n
```

Put n in the counter register `ecx`.

```
    mov ebx, p
```

Put p in the `ebx` register.

```
    mov eax, 1
```

Put 1 in the `eax` register.

```
L:
```

A loop label.

```
    mul ecx
```

Multiply `eax*ecx` and put result in `edx:eax`, i.e. the beginning of it in `edx` and the last 32 bits in `eax`.

```
    div ebx
```

Divide `edx:eax` (the result of multiplication) by `ebx = p` and put the quotient in `eax` and the remainder in `edx`.

```
    mov eax, edx
```

Move the remainder from `edx` to `eax`.

```
dec ecx
```

Decrease the counter (ecx) by 1. We start from n there. It becomes $n - 1$ after the first loop, $n - 2$ after the second etc.

```
jnz L
```

If counter is not 0, return to label L , otherwise continue below.

```
pop ebx
```

Restore the ebx value from the stack.

```
ret
```

Return.

```
Facmodp endp
```

The end of our function.

```
End LibMain
```

The end of the DLL.

The integer return value of the function is located in the eax register (that is a standard thing in Windows).

For the sake of simplicity, I didn't do any optimization of the calculating procedure, or adding at the beginning that if $n > p - 1$, then the result is 0, or checking whether p is 0. I'll do that in Section 3.

Section II: External Calling of Facmodp in Maple

In Maple,

```
> Facmodp:=define_external(  
    'Facmodp',  
    'n'::integer[4],  
    'p'::integer[4],  
    'RETURN'::integer[4],  
    'LIB'="F:/MyProjects/Assembly/Facmod/Facmod.dll"  
):
```

with changing the LIB to the location of **Facmodp.dll** creates a function calculating $n!$ mod p . For example,

```
> Facmodp(10^9,10^9+7);  
698611116
```

that took just a few seconds on my computer instead of the many hours that a procedure written in Maple without external calling would.

Note that in the definition of external call we used the integer[4] data descriptor for n and

p . It takes 4 bytes, the same as DWORD in the assembly code. The sign in the integer[4] uses 1 bit, so we can use positive values less than

```
> 2^31;
2147483648
```

for n and p . However, keeping in mind that negative integers have the highest bit 1 (the minus sign) in their 32-bit representation, we can use negative integers for representing unsigned integers up to

```
> 2^32-1;
4294967295
```

Conversion formulas

The conversion formulas are very simple. Denoting s as the negative signed integer and u the unsigned integer having the same 32-bit representation in the memory (and registers),

$$\begin{aligned} s &= u - 2^{32}, \\ u &= s + 2^{32}. \end{aligned}$$

For example, let

```
> u:=prevprime(2^32);
u := 4294967291
```

```
> s:=u-2^32;
s := -5
```

```
> Facmodp(1000,-5);
444887038
```

Maple calculates 1000! pretty fast, so we can check the answer by a direct calculation,

```
> 1000! mod u;
444887038
```

The returned values also should be converted if they are negative. For example,

```
> Facmodp(1001,-5);
-1344673231
```

```
> 1001! mod u;
2950294065
```

```
> %%+2^32;
2950294065
```

Also, for prime p , Wilson's theorem allows us to do less calculations for $n > p/2$.

Wilson's Theorem

If p is a prime number, then

$$(p-1)! \equiv (-1) \pmod{p}.$$

Corollary

If a positive integer n is less than a prime number p , then

$$n! = \frac{(-1)^{(p-n)}}{(p-n-1)!} \text{ mod } p .$$

Proof. Using equality $p - k = -k \text{ mod } p$ and substituting $p - 1$ with -1 , $p - 2$ with -2 , and so on, ..., $n + 1$ with $n + 1 - p$, in $(p - 1)!$, we can rewrite the Wilson's formula as

$$n! (-1)^{(p-n-1)} (p-n-1)! = (-1) \text{ mod } p .$$

Dividing both parts by $(-1)^{(p-n-1)} (p-n-1)!$, we get the corollary.

Note also that `Facmodp` cannot be used for n or p equal to 0. Entering $p = 0$ would crash Maple's kernel (so Maple would have to be restarted after that). Using $n = 0$ would take a long time and give the answer 0. Combining all that, I wrote the following procedure that should be used instead of the direct use of `Facmodp`.

```
> facmodp := proc (n::nonnegint, p::posint)
local r;
  if p <= n then return 0
  elif n = 0 then return 1
  elif p > 4294967295 then error "2nd argument %1 should be
less than 4294967296", p
  elif 1/2*p < n and isprime(p) then
    if n = p-1 then return p-1
    elif p < 2147483648 then r := Facmodp(p-n-1,p)
    else r := Facmodp(p-n-1,p-4294967296)
    end if;
    return `mod`((-1)^(p-n)/`if`(r <
0,4294967296+r,r),p)
  else r := Facmodp(`if`(n < 2147483648,n,n-
4294967296),`if`(p < 2147483648,p,p-4294967296))
  end if;
  `if`(r < 0,4294967296+r,r)
end proc;
```

Here are some examples,

```
> facmodp(0,1);
```

1

```
> tt:=time();
```

```
> facmodp(10^9,10^9+7);
```

698611116

```

> time()-tt;
                                0.070

> facmodp(2^31,nextprime(2^31));
                                1787166461

> facmodp(17,2^32-5);
                                4006859126

```

Even better, both `Facmodp` and `facmodp` can be included in a module, with exporting only `facmodp` to prevent the possibility of crashing Maple's kernel by entering $p = 0$. That is a typical example of using external calls in Maple. Instead of direct call, it is much better in many cases to add a Maple "wrapper" for it. In this example, `facmodp` is extending the range of using `Facmodp`, making calculations much faster in cases with n close to a prime p , and preventing Maple crashing.

Section III: Some Improvements

Returning 0 for $n > p$ could be done at the beginning of the assembly code for the `Facmodp` function. To be able to jump to the end, one can add a label `E` before the popping of `ebx` at the end. Returning 0 if $n > p$ can be done by adding the following lines before putting 1 in `eax`,

```

mov eax, 0 ; put 0 in eax for returning 0
; if n>=p
cmp ecx, ebx ; compare n and p
jae E ; if n>=p, exit returning 0

```

Also, we can add the code returning 1 if $n = 0$ before the loop, when 1 is in `eax`,

```

test ecx, ecx ; it is faster than jecxz E
jz E ; if n=0, exit returning 1

```

If we are going to use it for cases with not necessarily prime p , the factorial is 0 for many cases, and in these cases we can return 0 right after it first appears in `eax`, because the rest of the calculations won't change that.

```

mov eax, edx ; move the remainder from edx
; to eax
test eax, eax ; if the remainder is 0,
jz E ; then exit returning 0

```

As usual, when we have a working function, `Facmodp`, it is better not to change it, but add a renamed copy of it in the dll (before the `End LibMain` line) and make changes there. Here is the improved function `Facmodm`.

Facmodm

```

Facmodm proc n:DWORD, m:DWORD ; a function with dword
; parameters n and m
push ebx ; save the ebx value
mov ecx, n ; put n in the counter
; register ecx
mov ebx, m ; put p in the base register
; ebx
mov eax, 0 ; put 0 in eax for returning 0
; if n>=p
cmp ecx, ebx ; compare n and p

```



```

        jae E                ; if n>=p, exit returning 0
        mov eax, 1          ; put 1 in eax
        test ecx, ecx       ; it is faster than jecxz E
        jz E                ; if n=0, exit returning 1
L:      ; a loop label
        mul ecx             ; multiply eax by ecx
        div ebx             ; divide the product by p
        mov eax, edx        ; move the remainder from edx
                                ; to eax
        test eax, eax       ; if the remainder is 0,
        jz E                ; then exit returning 0
        dec ecx             ; decrease the counter by 1
        jnz L               ; repeat the loop if the
                                ; counter is not 0
E:      ; an exit label
        pop ebx             ; restore the ebx value
        ret                 ; return eax
Facmodm endp                ; end of the function

```

To make a dll, we can use the same **Makeit.bat** file, but **Facmod.def** should be modified by adding the new export,

Facmod.def

```

LIBRARY Facmod
EXPORTS Facmodp
EXPORTS Facmodm

```

In Maple, we can define the external call to Facmodm similarly to Facmodp,

```

> Facmodm:=define_external(
    'Facmodm',
    'n'::integer[4],
    'm'::integer[4],
    'RETURN'::integer[4],
    'LIB'="F:/MyProjects/Assembly/Facmod/Facmod.dll"
):

```

Test its speed,

```

> time(Facmodp(10^8,10^8+7));
5.878

```

```

> time(Facmodm(10^8,10^8+7));
6.390

```

So, Facmodm is about 10% slower, because of the additional operations inside the loop. However, it compensates by faster calculations for composite p ,

```

> time(Facmodm(10^8,10^8+9));
0.049

```

Facmodm can be extended to larger values of n and p similarly to facmodp. I included the corresponding function facmodm in the module below.

Now, when we have fast function facmodp for prime p and fast function facmodm for composite p , we can write a module, including them as well as the function facmod

working in both cases, which chooses `facmodp` if p is prime and `facmodm` otherwise. Since we suppose that `facmodp` will be used only for prime p , we can delete checking whether p is prime from its definition. Here is the module.

Facmod module

```
> Facmod:=module()
local Facmodp, Facmodm;
export facmod, facmodp, facmodm;
description "The functions in this module calculate  $n! \bmod p$ . If  $p$  is prime, facmodp(n,p) should be used. If  $p$  is composite, facmodm(n,p) should be used. If  $p$  can be prime or composite, facmod(n,p) should be used. The functions work for  $n$  and  $p$  less than  $2^{32}$ .";
Facmodp:=define_external(
    'Facmodp',
    'n':integer[4],
    'p':integer[4],
    'RETURN':integer[4],
    'LIB'="F:/MyProjects/Assembly/Facmod/Facmod.dll"
);
facmodp := proc (n::nonnegint, p::posint)
local r;
    if p <= n then return 0
    elif n = 0 then return 1
    elif p>4294967295 then error "2nd argument %1 should be less than 4294967296", p
    elif 1/2*p < n then
        if n = p-1 then return p-1
        elif p < 2147483648 then r := Facmodp(p-n-1,p)
        else r := Facmodp(p-n-1,p-4294967296)
        end if;
        return `mod`((-1)^(p-n)/`if`(r < 0,4294967296+r,r),p)
    else r:=Facmodp(`if`(n<2147483648,n,n-4294967296),`if`(p<2147483648,p,p-4294967296))
    end if;
    `if`(r < 0,4294967296+r,r)
end proc;
Facmodm:=define_external(
    'Facmodm',
    'n':integer[4],
    'm':integer[4],
    'RETURN':integer[4],
    'LIB'="F:/MyProjects/Assembly/Facmod/Facmod.dll"
);
facmodm := proc (n::nonnegint, p::posint)
local r;
```

```

    if p <= n then return 0
    elif p>4294967295 then error "2nd argument %1 should be
less than 4294967296", p
    else
        r:=Facmodm(`if`(n<2147483648,n,n-
4294967296),`if`(p<2147483648,p,p-4294967296));
        end if;
        `if`(r < 0,4294967296+r,r)
    end proc;
facmod := proc (n::nonnegint, p::posint)
    if isprime(p) then facmodp(n,p)
    else facmodm(n,p)
    end if
end proc
end module:

```

Section IV: Using Floating Point Registers

There are 2 ways of extending our calculations of $n! \bmod p$ for $p > 2^{32}-1$. First - using the gmp library for operations with multiple precision integers, and second - using the floating point stack. In this section we'll cover the second case. It doesn't extend values of p too much, but still it can be useful for some calculations. The following assembler function is analogous to Facmodp, just operates in floating point registers and returns a floating point number instead of an integer.

Fmodp

```

Fmodp  proc n:QWORD, p:QWORD          ; a function with qword
                                         ; parameters n and p
        fninit                        ; initialize the floating
                                         ; point stack
        fild qword ptr [n]            ; put n in the FPU
        fild qword ptr [p]            ; st=p, st(1)=n
        fldl                           ; st=1, st(1)=p, st(2)=n
L:     ; a loop label
        fmul st, st(2)                ; st=st*st(2)
        fprem                          ; st=st mod p
        fldl                           ; st=1, st(3)=counter
        fsub st(3), st                 ; st=1, st(3)=counter-1
        fcomp st(3)                   ; compare 1 and st(3) and pop
                                         ; the stack
        fnstsw ax                      ; store the status word in ax
        shr ah, 1                     ; it is faster than sahf
        jc L                           ; repeat the loop if the
                                         ; counter is > 1
        fstp st(2)                    ; put the return value at the
                                         ; bottom
        fstp st                        ; clear the floating point
                                         ; stack
        ret                            ; return st
Fmodp  endp                            ; end of the function

```

To see how it is working, we can add it to the **Facmod.asp** before the End LibMain, add

the line `EXPORT Fmodp` to the **Facmod.def** and run **Makeit.bat**. If Maple was using external calls to functions from **Facmod.dll**, it should be shut down and then started again. The restart command is not enough for replacing the dll.

The external call in this case looks slightly different than for `Facmodp`. First, notice that we used `QWORD = 64` bit parameters. The corresponding Maple data descriptor is the `integer[8]`. Second, if we want to get the returned value from the FPU, it should be declared in the external call as a floating point number, `float[8]` to get higher precision.

```
> Fmodp:=define_external(
    'Fmodp',
    'n'::integer[8],
    'p'::integer[8],
    'RETURN'::float[8],
    'LIB'="F:/MyProjects/Assembly/Facmod/Facmod.dll"
):
```

It does calculations more slowly than `Facmodp` though. For example,

```
> tt:=time():
> Fmodp(10^8,10^8+7);
                                0.69861116 10^8

> time()-tt;
                                14.171
```

However, it doesn't crash Maple for $p = 0$.

```
> Fmodp(3,0);
                                Float(undefined )
```

It would give a wrong answer if n is non-positive though. That's why it is a good idea again to use it not directly, but through a Maple procedure excluding such bad input cases.

Also, it can be optimized. Agner Fog wrote a great optimization manual [3] for different Pentium processors. The optimizations steps are different for different processors, so I'll do just one optimization here - replacing the slow `fprem` opcode with a calculation of $N \bmod p$ using formula

$$N \bmod p = N - \text{round}\left(\frac{N}{p}\right)p .$$

Using truncation instead of rounding would always give a non-negative remainder. However, Pentium processors don't have an operation for truncation - only for rounding.

Fmodp1

```
Fmodp1 proc n:QWORD, p:QWORD
; a function with qword
; parameters n and p
fninit ; initialize the floating
; point stack
filed qword ptr [n] ; put n in the FPU
filed qword ptr [p] ; st=p, st(1)=n
```

```

        fldl                                ; st=1, st(1)=p, st(2)=n
        fdiv st, st(1)                       ; st=1/p, st(1)=p, st(2)=n
        fldl                                ; st=1, st(1)=1/p, st(2)=p,
L:      ; st(3)=n
        ; a loop label
        fmul st, st(3)                       ; st=st*st(3)
        fld st                               ; save the product, st(2)=1/p,
        ; st(3)=p
        fmul st, st(2)                       ; st=product/p
        frndint                              ; st=round(product/p)
        fmul st, st(3)                       ; st=round(product/p)*p
        fsubp st(1), st                      ; st=product-
        ; round([product/p])*p
        fldl                                ; st=1, st(4)=counter
        fsub st(4), st                       ; st=1, st(4)=counter-1
        fcomp st(4)                          ; compare 1 and st(4) and pop
        ; the stack
        fnstsw ax                            ; store the status word in ax
        shr ah, 1                            ; it is faster than sahf
        jc L                                 ; repeat the loop if the
        ; counter is > 1
        fstp st(3)                           ; put the return value at the
        ; bottom
        fcompp                               ; clear the floating point
        ; stack
        ret                                  ; return st
Fmodp1  endp                                ; end of the function

```

Again, before using it, we have to add the export of Fmodp1 in **Facmod.def**, rebuild the dll, shut down Maple, and start it again. Here is the external call for it in Maple,

```

> Fmodp1:=define_external(
    'Fmodp1',
    'n'::integer[8],
    'p'::integer[8],
    'RETURN'::float[8],
    'LIB'="F:/MyProjects/Assembly/Facmod/Facmod.dll"
):

```

Compare the speed for the same example,

```

> time(Fmodp1(10^8,10^8+7));
11.756

```

Faster than Fmodp and about twice as slowly as Facmodp.

Because we used the rounding instead of truncation, the answer can be negative. For example,

```

> Fmodp1(1001,10^8+7);
-0.15297205 108

```

```

> 1001! mod (10^8+7);
84702802

```

```
> %-(10^8+7);  
-15297205
```

Few examples that I did, gave the correct answers for p up to about

```
> 2^49;  
562949953421312
```

The larger numbers can give a wrong answer. For example,

```
> a:=nextprime(7*10^14);  
a := 700000000000051
```

```
> Fmodp1(50000,a);  
0.624640410570770000 1014
```

```
> 50000! mod a;  
62464041057077
```

Correct!

```
> a:=nextprime(75*10^13);  
a := 750000000000037
```

```
> Fmodp1(50000,a);  
0.122439131674460000 1015
```

```
> 50000! mod a;  
113105262280640
```

Wrong!

It would be interesting to find a precise bound M such that all $Fmodp1(n, p)$ give the correct answers for positive integers n and p less than M .

As we did in Section III for $Facmodp$, we can improve $Fmodp1$ by giving the answer 1 for non-positive n and the fast answer 0 for $n > p - 1$. The following assembler code for $Fmodm$ does that. It also adds checking if the answer is 0 inside the loop, the same as in $Facmodm$.

Fmodm

```
Fmodm  proc n:QWORD, p:QWORD          ; a function with qword  
                                           ; parameters n and p  
fninit                                     ; initialize the floating  
                                           ; point stack  
fldl                                       ; put 1 in the FPU for  
                                           ; returning 1 if n<=1  
fild qword ptr [n]                        ; st=n, st(1)=1  
fcomp st(1)                               ; compare n and 1 and pop the  
                                           ; stack  
fnstsw ax                                 ; store the status word in ax  
and ah, 41h                              ; it is faster than sahf  
jnz E                                     ; if n<=1, exit returning 1  
fstp st                                   ; clear the stack
```

```

fldz                                ; put 0 in the FPU for
                                     ; returning 0 if n>=p
fild qword ptr [n]                  ; st=n, st(1)=0
fild qword ptr [p]                  ; st=p, st(1)=n, st(2)=0
fcompp                               ; compare p and n and pop them
                                     ; off the stack
fnstsw ax                           ; store the status word in ax
and ah, 41h                          ; it is faster than sahf
jnz E                                ; if p<=n, exit returning 0
fstp st                             ; clear the stack
fild qword ptr [n]                  ; put n in the FPU
fild qword ptr [p]                  ; st=p, st(1)=n
fldl                                 ; st=1, st(1)=p, st(2)=n
fdiv st, st(1)                      ; st=1/p, st(1)=p, st(2)=n
fldl                                 ; st=1, st(1)=1/p, st(2)=p,
                                     ; st(3)=n
L:                                   ; a loop label
fmul st, st(3)                      ; st=st*st(3)
fld st                               ; save the product, st(2)=1/p,
                                     ; st(3)=p
fmul st, st(2)                      ; st=product/p
frndint                             ; st=round(product/p)
fmul st, st(3)                      ; st=round(product/p)*p
fsubp st(1), st                    ; st=product-
                                     ; round([product/p])*p
ftst                                ; check if st=0
fnstsw ax                           ; store the status word in ax
and ah, 40h                          ; it is faster than sahf
jnz S                                ; if st=0, exit returning 0
fldl                                 ; st=1, st(4)=counter
fsub st(4), st                      ; st=1, st(4)=counter-1
fcomp st(4)                         ; compare 1 and st(4) and pop
                                     ; the stack
fnstsw ax                           ; store the status word in ax
shr ah, 1                            ; it is faster than sahf
jc L                                 ; repeat the loop if the
                                     ; counter is > 1
S:                                   ; exit with clearing the stack
fstp st(3)                          ; put the return value at the
                                     ; bottom
fcompp                               ; clear the floating point
                                     ; stack
E:                                   ; the exit label
ret                                  ; return st
Fmodm endp                          ; end of the function

```

To make a dll, we can use the same **Makeit.bat** file, but **Facmod.def** should be modified by adding new exports,

Facmod.def

```

LIBRARY Facmod
EXPORTS Facmodp
EXPORTS Facmodm
EXPORTS Fmodp
EXPORTS Fmodp1
EXPORTS Fmodm

```

In Maple, we can define the external call to Fmodm similarly to the external call to Fmodp,

```
> Fmodm:=define_external(  
    'Fmodm',  
    'n'::integer[8],  
    'm'::integer[8],  
    'RETURN'::float[8],  
    'LIB'="F:/MyProjects/Assembly/Facmod/Facmod.dll"  
):
```

Test its speed on the same example,

```
> time(Fmodm(10^8,10^8+7));  
14.221
```

Certainly, Fmodm is faster for composite p ,

```
> time(Fmodm(10^8,10^8+9));  
0.090
```

Finally, we can write a module FactorialMod similar to the module Facmod and including its functions modified by using external calls to Fmodp1 and Fmodm for n and/or p greater than $2^{32}-1$.

FactorialMod module

```
> FactorialMod:=module()  
local Facmodp, Facmodm, Fmodp1, Fmodm;  
export facmod, facmodp, facmodm;  
description "The functions in this module calculate  $n! \bmod p$ . If  $p$  is prime,  $\text{facmodp}(n,p)$  should be used. If  $p$  is composite,  $\text{facmodm}(n,p)$  should be used. If  $p$  can be prime or composite,  $\text{facmod}(n,p)$  should be used. If  $n$  and/or  $p$  are greater than  $2^{49}$ , result may be wrong."  
Digits:=max(15,Digits);  
Facmodp:=define_external(  
    'Facmodp',  
    'n'::integer[4],  
    'p'::integer[4],  
    'RETURN'::integer[4],  
    'LIB'="F:/MyProjects/Assembly/Facmod/Facmod.dll"  
);  
Facmodm:=define_external(  
    'Facmodm',  
    'n'::integer[4],  
    'm'::integer[4],  
    'RETURN'::integer[4],  
    'LIB'="F:/MyProjects/Assembly/Facmod/Facmod.dll"  
);  
Fmodp1:=define_external(  
    'Fmodp1',
```



```

        'n'::integer[8],
        'p'::integer[8],
        'RETURN'::float[8],
        'LIB'="F:/MyProjects/Assembly/Facmod/Facmod.dll"
    ):
Fmodm:=define_external(
    'Fmodm',
    'n'::integer[8],
    'm'::integer[8],
    'RETURN'::float[8],
    'LIB'="F:/MyProjects/Assembly/Facmod/Facmod.dll"
):
facmodp := proc (n::nonnegint, p::posint)
local r;
    if p <= n then return 0
    elif n = 0 then return 1
    elif p > 4294967295 then
        if p > 562949953421312 then WARNING("result may be
wrong") end if;
        if 1/2*p < n then
            if n = p-1 then return p-1
            else return `mod`((-1)^(p-n)/round(Fmodpl(p-n-
1,p)),p)
                end if;
            else return `mod`(round(Fmodpl(n,p)),p)
            end if
        elif 1/2*p < n then
            if n = p-1 then return p-1
            elif p < 2147483648 then r := Facmodp(p-n-1,p)
            else r := Facmodp(p-n-1,p-4294967296)
            end if;
            return `mod`((-1)^(p-n)/`if`(r <
0,4294967296+r,r),p)
                else r:=Facmodp(`if`(n<2147483648,n,n-
4294967296),`if`(p<2147483648,p,p-4294967296))
                end if;
                `if`(r < 0,4294967296+r,r)
end proc;
facmodm := proc (n::nonnegint, p::posint)
local r;
    if p <= n then return 0
    elif p > 4294967295 then
        if p > 562949953421312 then WARNING("result may be
wrong") end if;
        return `mod`(round(Fmodm(n,p)),p)
    else
        r:=Facmodm(`if`(n<2147483648,n,n-

```

```

4294967296), `if` (p<2147483648,p,p-4294967296));
    end if;
    `if` (r < 0,4294967296+r,r)
end proc;
facmod := proc (n::nonnegint, p::posint)
    if isprime(p) then facmodp(n,p)
    else facmodm(n,p)
    end if
end proc
end module:

```

Conclusion

As we saw here, the interaction between Maple and assembly language can be very fruitful. A DLL written in assembler provides speed unavailable in Maple or DLL written in high level languages. Maple, from another point of view, adds its symbolic capabilities making the calculations much faster by using division modulo p and isprime function in this example. The future improvements could be made by replacing the line "if $p \leq n$ then return 0" in the facmod procedure by including more sophisticated conditions guaranteed that $n! = 0 \pmod p$ for composite p . For a specific processor, the assembler code could be further optimized. Other improvements could be achieved by using the gmp library supplied with Maple 9. It would be interesting to find a precise bound M such that all $F_{\text{mod}p1}(n, p)$ give the correct answers for positive integers n and p less than M .

This article started from my posting [1]. The MASM32 author's website [2] contains useful assembler references. Dr. Agner Fog wrote a great optimization manual [3] and periodically updates it. The Intel developer's manual [4] contains a description of the assembler instructions.

I would like to thank my beautiful and wonderful wife, Bette for her support.

References

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2. S.L.Hutchesson, *MASM32*, <http://www.movsd.com/>
3. Agner Fog, *How to optimize for the Pentium family of microprocessors*, <http://www.agner.org/assem/#optimize>
4. *IA-32 Intel® Architecture Software Developers' Manual, v.2: Instruction Set Reference*, <http://developer.intel.com/design/Pentium4/manuals/>

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