

primesieve

6.2

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Chapter 1

Main Page

1.1 About

primesieve is a C/C++ library for fast prime number generation. It generates the primes below 10^9 in just 0.2 seconds on a single core of an Intel Core i7-6700 3.4GHz CPU. primesieve can generate primes and prime k-tuplets up to 2^{64} . primesieve's memory requirement is about $\pi(\sqrt{n}) * 8$ bytes per thread, its run-time complexity is $O(n \log \log n)$ operations. The recommended way to get started is to first have a look at a few C or C++ example programs. The most common use cases are storing primes in a vector (or array) and iterating over primes using `next_prime()` or `prev_prime()`.

For more information please visit <http://primesieve.org>.

1.2 C++ API

- [primesieve.hpp](#) - primesieve C++ header.
- [store_primes_in_vector.cpp](#) - Example that shows how to store primes in a `std::vector`.
- [primesieve_iterator.cpp](#) - Example that shows how to iterate over primes using `primesieve::iterator`.
- [count_primes.cpp](#) - Example that shows how to count primes.

1.3 C API

- [primesieve.h](#) - primesieve C header.
- [store_primes_in_array.c](#) - Example that shows how to store primes in an array.
- [primesieve_iterator.c](#) - Example that shows how to iterate over primes using `primesieve_iterator`.
- [count_primes.c](#) - Example that shows how to count primes.

Chapter 2

Namespace Index

2.1 Namespace List

Here is a list of all documented namespaces with brief descriptions:

primesieve	
Contains primesieve's C++ functions and classes	11

Chapter 3

Hierarchical Index

3.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

primesieve::iterator	17
primesieve_iterator	20
runtime_error	
primesieve::primesieve_error	19

Chapter 4

Class Index

4.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

primesieve::iterator	Primesieve::iterator allows to easily iterate over primes both forwards and backwards	17
primesieve::primesieve_error	Primesieve throws a primesieve_error exception if an error occurs e.g	19
primesieve_iterator	C prime iterator, please refer to iterator.h for more information	20

Chapter 5

File Index

5.1 File List

Here is a list of all documented files with brief descriptions:

iterator.h	Primesieve_iterator allows to easily iterate over primes both forwards and backwards	21
iterator.hpp	The iterator class allows to easily iterate (forward and backward) over prime numbers	23
primesieve.h	Primesieve C API	24
primesieve.hpp	Primesieve C++ API	30
primesieve_error.hpp	The primesieve_error class is used for all exceptions within primesieve	32

Chapter 6

Namespace Documentation

6.1 primesieve Namespace Reference

Contains primesieve's C++ functions and classes.

Classes

- class [iterator](#)
[primesieve::iterator](#) allows to easily iterate over primes both forwards and backwards.
- class [primesieve_error](#)
primesieve throws a [primesieve_error](#) exception if an error occurs e.g.

Functions

- `template<typename T >`
`void generate_primes (uint64_t stop, std::vector< T > *primes)`
Store the primes \leq stop in the primes vector.
- `template<typename T >`
`void generate_primes (uint64_t start, uint64_t stop, std::vector< T > *primes)`
Store the primes within the interval [start, stop] in the primes vector.
- `template<typename T >`
`void generate_n_primes (uint64_t n, std::vector< T > *primes)`
Store the first n primes in the primes vector.
- `template<typename T >`
`void generate_n_primes (uint64_t n, uint64_t start, std::vector< T > *primes)`
Store the first n primes \geq start in the primes vector.
- `uint64_t nth_prime (int64_t n, uint64_t start=0)`
Find the nth prime.
- `uint64_t count_primes (uint64_t start, uint64_t stop)`
Count the primes within the interval [start, stop].
- `uint64_t count_twins (uint64_t start, uint64_t stop)`
Count the twin primes within the interval [start, stop].
- `uint64_t count_triplets (uint64_t start, uint64_t stop)`
Count the prime triplets within the interval [start, stop].
- `uint64_t count_quadruplets (uint64_t start, uint64_t stop)`

- Count the prime quadruplets within the interval $[start, stop]$.
 - `uint64_t count_quintuplets (uint64_t start, uint64_t stop)`
- Count the prime quintuplets within the interval $[start, stop]$.
 - `uint64_t count_sextuplets (uint64_t start, uint64_t stop)`
- Count the prime sextuplets within the interval $[start, stop]$.
 - `void print_primes (uint64_t start, uint64_t stop)`
- Print the primes within the interval $[start, stop]$ to the standard output.
 - `void print_twins (uint64_t start, uint64_t stop)`
- Print the twin primes within the interval $[start, stop]$ to the standard output.
 - `void print_triplets (uint64_t start, uint64_t stop)`
- Print the prime triplets within the interval $[start, stop]$ to the standard output.
 - `void print_quadruplets (uint64_t start, uint64_t stop)`
- Print the prime quadruplets within the interval $[start, stop]$ to the standard output.
 - `void print_quintuplets (uint64_t start, uint64_t stop)`
- Print the prime quintuplets within the interval $[start, stop]$ to the standard output.
 - `void print_sextuplets (uint64_t start, uint64_t stop)`
- Print the prime sextuplets within the interval $[start, stop]$ to the standard output.
 - `uint64_t get_max_stop ()`
- Returns the largest valid stop number for primesieve.
 - `int get_sieve_size ()`
- Get the current set sieve size in kilobytes.
 - `int get_num_threads ()`
- Get the current set number of threads.
 - `void set_sieve_size (int sieve_size)`
- Set the sieve size in kilobytes.
 - `void set_num_threads (int num_threads)`
- Set the number of threads for use in `primesieve::count_*`() and `primesieve::nth_prime()`.
 - `std::string primesieve_version ()`
- Get the primesieve version number, in the form "i.j".

6.1.1 Detailed Description

Contains primesieve's C++ functions and classes.

6.1.2 Function Documentation

6.1.2.1 count_primes()

```
uint64_t primesieve::count_primes (
    uint64_t start,
    uint64_t stop )
```

Count the primes within the interval $[start, stop]$.

By default all CPU cores are used, use `primesieve::set_num_threads(int threads)` to change the number of threads.

Examples:

[count_primes.cpp](#).

6.1.2.2 count_quadruplets()

```
uint64_t primesieve::count_quadruplets (
    uint64_t start,
    uint64_t stop )
```

Count the prime quadruplets within the interval [start, stop].

By default all CPU cores are used, use [primesieve::set_num_threads\(int threads\)](#) to change the number of threads.

6.1.2.3 count_quintuplets()

```
uint64_t primesieve::count_quintuplets (
    uint64_t start,
    uint64_t stop )
```

Count the prime quintuplets within the interval [start, stop].

By default all CPU cores are used, use [primesieve::set_num_threads\(int threads\)](#) to change the number of threads.

6.1.2.4 count_sextuplets()

```
uint64_t primesieve::count_sextuplets (
    uint64_t start,
    uint64_t stop )
```

Count the prime sextuplets within the interval [start, stop].

By default all CPU cores are used, use [primesieve::set_num_threads\(int threads\)](#) to change the number of threads.

6.1.2.5 count_triplets()

```
uint64_t primesieve::count_triplets (
    uint64_t start,
    uint64_t stop )
```

Count the prime triplets within the interval [start, stop].

By default all CPU cores are used, use [primesieve::set_num_threads\(int threads\)](#) to change the number of threads.

6.1.2.6 count_twins()

```
uint64_t primesieve::count_twins (
    uint64_t start,
    uint64_t stop )
```

Count the twin primes within the interval [start, stop].

By default all CPU cores are used, use [primesieve::set_num_threads\(int threads\)](#) to change the number of threads.

6.1.2.7 `get_max_stop()`

```
uint64_t primesieve::get_max_stop ( )
```

Returns the largest valid stop number for primesieve.

Returns

$2^{64}-1$ (UINT64_MAX).

6.1.2.8 `nth_prime()`

```
uint64_t primesieve::nth_prime (
    int64_t n,
    uint64_t start = 0 )
```

Find the nth prime.

By default all CPU cores are used, use [primesieve::set_num_threads\(int threads\)](#) to change the number of threads.

Parameters

<i>n</i>	if $n = 0$ finds the 1st prime \geq start, if $n > 0$ finds the nth prime $>$ start, if $n < 0$ finds the nth prime $<$ start (backwards).
----------	--

Examples:

[nth_prime.cpp](#).

6.1.2.9 `set_num_threads()`

```
void primesieve::set_num_threads (
    int num_threads )
```

Set the number of threads for use in [primesieve::count_*](#)() and [primesieve::nth_prime\(\)](#).

By default all CPU cores are used.

6.1.2.10 `set_sieve_size()`

```
void primesieve::set_sieve_size (
    int sieve_size )
```

Set the sieve size in kilobytes.

The best sieving performance is achieved with a sieve size of your CPU's L1 or L2 cache size (per core).

Parameters

<i>sieve_size</i>	Sieve size in kilobytes.
-------------------	--------------------------

Precondition

`sieve_size >= 8 && <= 4096.`

Chapter 7

Class Documentation

7.1 primesieve::iterator Class Reference

[primesieve::iterator](#) allows to easily iterate over primes both forwards and backwards.

```
#include <iterator.hpp>
```

Public Member Functions

- [iterator](#) (uint64_t start=0, uint64_t stop_hint=[get_max_stop](#)())
Create a new iterator object.
- void [skipto](#) (uint64_t start, uint64_t stop_hint=[get_max_stop](#)())
Reinitialize this iterator object to start.
- uint64_t [next_prime](#) ()
Advance the iterator by one position.
- uint64_t [prev_prime](#) ()
Get the previous prime, or 0 if input ≤ 2 e.g.

7.1.1 Detailed Description

[primesieve::iterator](#) allows to easily iterate over primes both forwards and backwards.

Generating the first prime has a complexity of $O(r \log \log r)$ operations with $r = n^{0.5}$, after that any additional prime is generated in amortized $O(\log n \log \log n)$ operations. The memory usage is about $\pi(n^{0.5}) * 16$ bytes.

Examples:

[prev_prime.cpp](#), and [primesieve_iterator.cpp](#).

7.1.2 Constructor & Destructor Documentation

7.1.2.1 iterator()

```
primesieve::iterator::iterator (
    uint64_t start = 0,
    uint64_t stop_hint = get\_max\_stop() )
```

Create a new iterator object.

Parameters

<i>start</i>	Generate primes > start (or < start).
<i>stop_hint</i>	Stop number optimization hint, gives significant speed up if few primes are generated. E.g. if you want to generate the primes below 1000 use stop_hint = 1000.

7.1.3 Member Function Documentation

7.1.3.1 next_prime()

```
uint64_t primesieve::iterator::next_prime ( ) [inline]
```

Advance the iterator by one position.

Returns

The next prime.

Examples:

[primesieve_iterator.cpp](#).

7.1.3.2 prev_prime()

```
uint64_t primesieve::iterator::prev_prime ( ) [inline]
```

Get the previous prime, or 0 if input <= 2 e.g.

prev_prime(2) = 0.

Examples:

[prev_prime.cpp](#).

7.1.3.3 skipto()

```
void primesieve::iterator::skipto (
    uint64_t start,
    uint64_t stop_hint = get\_max\_stop\(\) )
```

Reinitialize this iterator object to start.

Parameters

<i>start</i>	Generate primes > start (or < start).
<i>stop_hint</i>	Stop number optimization hint, gives significant speed up if few primes are generated. E.g. if you want to generate the primes below 1000 use stop_hint = 1000.

Examples:

[prev_prime.cpp](#).

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

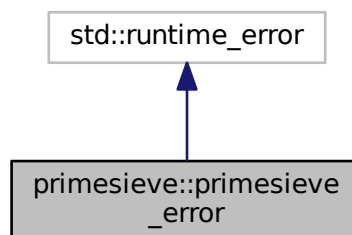
- [iterator.hpp](#)

7.2 primesieve::primesieve_error Class Reference

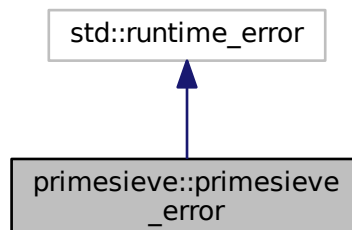
primesieve throws a [primesieve_error](#) exception if an error occurs e.g.

```
#include <primesieve_error.hpp>
```

Inheritance diagram for primesieve::primesieve_error:



Collaboration diagram for primesieve::primesieve_error:



Public Member Functions

- **primesieve_error** (const std::string &msg)

7.2.1 Detailed Description

primesieve throws a [primesieve_error](#) exception if an error occurs e.g.

prime > 2⁶⁴.

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

- [primesieve_error.hpp](#)

7.3 primesieve_iterator Struct Reference

C prime iterator, please refer to [iterator.h](#) for more information.

```
#include <iterator.h>
```

Public Attributes

- size_t **i_**
- size_t **last_idx_**
- uint64_t * **primes_**
- uint64_t * **primes_pimpl_**
- uint64_t **start_**
- uint64_t **stop_**
- uint64_t **stop_hint_**
- uint64_t **tiny_cache_size_**
- int **is_error_**

7.3.1 Detailed Description

C prime iterator, please refer to [iterator.h](#) for more information.

Examples:

[prev_prime.c](#), and [primesieve_iterator.c](#).

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

- [iterator.h](#)

Chapter 8

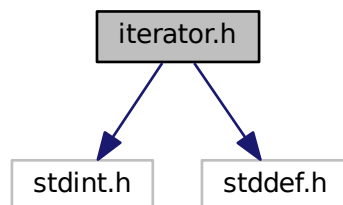
File Documentation

8.1 iterator.h File Reference

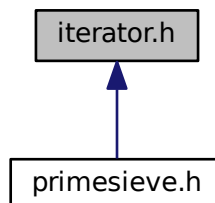
[primesieve_iterator](#) allows to easily iterate over primes both forwards and backwards.

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

Include dependency graph for iterator.h:



This graph shows which files directly or indirectly include this file:



Classes

- struct [primesieve_iterator](#)
C prime iterator, please refer to [iterator.h](#) for more information.

Functions

- void [primesieve_init](#) ([primesieve_iterator](#) *it)
Initialize the primesieve iterator before first using it.
- void [primesieve_free_iterator](#) ([primesieve_iterator](#) *it)
Free all memory.
- void [primesieve_skipto](#) ([primesieve_iterator](#) *it, uint64_t start, uint64_t stop_hint)
Set the primesieve iterator to start.
- static uint64_t [primesieve_next_prime](#) ([primesieve_iterator](#) *it)
Get the next prime.
- static uint64_t [primesieve_prev_prime](#) ([primesieve_iterator](#) *it)
Get the previous prime, or 0 if input ≤ 2 e.g.

8.1.1 Detailed Description

[primesieve_iterator](#) allows to easily iterate over primes both forwards and backwards.

Generating the first prime has a complexity of $O(r \log \log r)$ operations with $r = n^{0.5}$, after that any additional prime is generated in amortized $O(\log n \log \log n)$ operations. The memory usage is about $\pi(n^{0.5}) * 16$ bytes.

The [primesieve_iterator.c](#) example shows how to use [primesieve_iterator](#). If any error occurs `errno` is set to `EDOM` and [primesieve_next_prime\(\)](#) and [primesieve_prev_prime\(\)](#) return `PRIMESIEVE_ERROR`.

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8.1.2 Function Documentation

8.1.2.1 [primesieve_prev_prime\(\)](#)

```
static uint64_t primesieve_prev_prime (
    primesieve\_iterator * it ) [inline], [static]
```

Get the previous prime, or 0 if input ≤ 2 e.g.

`prev_prime(2) = 0.`

Examples:

[prev_prime.c](#).

8.1.2.2 [primesieve_skipto\(\)](#)

```
void primesieve_skipto (
    primesieve\_iterator * it,
    uint64_t start,
    uint64_t stop_hint )
```

Set the primesieve iterator to start.

Parameters

<i>start</i>	Generate primes > start (or < start).
<i>stop_hint</i>	Stop number optimization hint. E.g. if you want to generate the primes below 1000 use stop_hint = 1000, if you don't know use primesieve_get_max_stop() .

Examples:

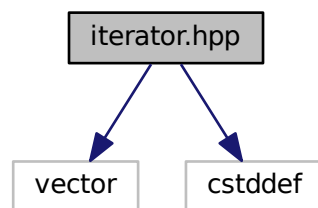
[prev_prime.c](#).

8.2 iterator.hpp File Reference

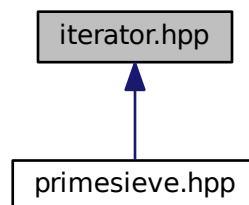
The iterator class allows to easily iterate (forward and backward) over prime numbers.

```
#include <vector>
#include <cstdint>
```

Include dependency graph for iterator.hpp:



This graph shows which files directly or indirectly include this file:



Classes

- class [primesieve::iterator](#)

[primesieve::iterator](#) allows to easily iterate over primes both forwards and backwards.

Namespaces

- [primesieve](#)

Contains primesieve's C++ functions and classes.

Functions

- `uint64_t primesieve::get_max_stop ()`

Returns the largest valid stop number for primesieve.

8.2.1 Detailed Description

The iterator class allows to easily iterate (forward and backward) over prime numbers.

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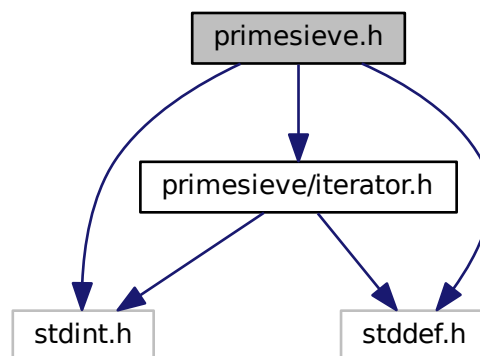
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8.3 primesieve.h File Reference

primesieve C API.

```
#include <primesieve/iterator.h>
#include <stdint.h>
#include <stddef.h>
```

Include dependency graph for primesieve.h:



Macros

- `#define PRIMESIEVE_VERSION "6.2"`
- `#define PRIMESIEVE_VERSION_MAJOR 6`
- `#define PRIMESIEVE_VERSION_MINOR 2`
- `#define PRIMESIEVE_ERROR ((uint64_t) ~((uint64_t) 0))`

primesieve functions return `PRIMESIEVE_ERROR (UINT64_MAX)` if any error occurs.

Enumerations

- enum {
[SHORT_PRIMES](#), [USHORT_PRIMES](#), [INT_PRIMES](#), [UINT_PRIMES](#),
[LONG_PRIMES](#), [ULONG_PRIMES](#), [LONGLONG_PRIMES](#), [ULONGLONG_PRIMES](#),
[INT16_PRIMES](#), [UINT16_PRIMES](#), [INT32_PRIMES](#), [UINT32_PRIMES](#),
[INT64_PRIMES](#), [UINT64_PRIMES](#) }

Functions

- void * [primesieve_generate_primes](#) (uint64_t start, uint64_t stop, size_t *size, int type)
Get an array with the primes inside the interval [start, stop].
- void * [primesieve_generate_n_primes](#) (uint64_t n, uint64_t start, int type)
Get an array with the first n primes >= start.
- uint64_t [primesieve_nth_prime](#) (int64_t n, uint64_t start)
Find the nth prime.
- uint64_t [primesieve_count_primes](#) (uint64_t start, uint64_t stop)
Count the primes within the interval [start, stop].
- uint64_t [primesieve_count_twins](#) (uint64_t start, uint64_t stop)
Count the twin primes within the interval [start, stop].
- uint64_t [primesieve_count_triplets](#) (uint64_t start, uint64_t stop)
Count the prime triplets within the interval [start, stop].
- uint64_t [primesieve_count_quadruplets](#) (uint64_t start, uint64_t stop)
Count the prime quadruplets within the interval [start, stop].
- uint64_t [primesieve_count_quintuplets](#) (uint64_t start, uint64_t stop)
Count the prime quintuplets within the interval [start, stop].
- uint64_t [primesieve_count_sextuplets](#) (uint64_t start, uint64_t stop)
Count the prime sextuplets within the interval [start, stop].
- void [primesieve_print_primes](#) (uint64_t start, uint64_t stop)
Print the primes within the interval [start, stop] to the standard output.
- void [primesieve_print_twins](#) (uint64_t start, uint64_t stop)
Print the twin primes within the interval [start, stop] to the standard output.
- void [primesieve_print_triplets](#) (uint64_t start, uint64_t stop)
Print the prime triplets within the interval [start, stop] to the standard output.
- void [primesieve_print_quadruplets](#) (uint64_t start, uint64_t stop)
Print the prime quadruplets within the interval [start, stop] to the standard output.
- void [primesieve_print_quintuplets](#) (uint64_t start, uint64_t stop)
Print the prime quintuplets within the interval [start, stop] to the standard output.
- void [primesieve_print_sextuplets](#) (uint64_t start, uint64_t stop)
Print the prime sextuplets within the interval [start, stop] to the standard output.
- uint64_t [primesieve_get_max_stop](#) ()
Returns the largest valid stop number for primesieve.
- int [primesieve_get_sieve_size](#) ()
Get the current set sieve size in kilobytes.
- int [primesieve_get_num_threads](#) ()
Get the current set number of threads.
- void [primesieve_set_sieve_size](#) (int sieve_size)
Set the sieve size in kilobytes.
- void [primesieve_set_num_threads](#) (int num_threads)
Set the number of threads for use in [primesieve_count_\(\)](#) and [primesieve_nth_prime\(\)](#).*
- void [primesieve_free](#) (void *primes)
Deallocate a primes array created using the [primesieve_generate_primes\(\)](#) or [primesieve_generate_n_primes\(\)](#) functions.
- const char * [primesieve_version](#) ()
Get the primesieve version number, in the form "i.j"

8.3.1 Detailed Description

primesieve C API.

primesieve is a library for fast prime number generation. In case an error occurs `errno` is set to `EDOM` and `PRIMESIEVE_ERROR` is returned.

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8.3.2 Enumeration Type Documentation

8.3.2.1 anonymous enum

anonymous enum

Enumerator

SHORT_PRIMES	Generate primes of short type.
USHORT_PRIMES	Generate primes of unsigned short type.
INT_PRIMES	Generate primes of int type.
UINT_PRIMES	Generate primes of unsigned int type.
LONG_PRIMES	Generate primes of long type.
ULONG_PRIMES	Generate primes of unsigned long type.
LONGLONG_PRIMES	Generate primes of long long type.
ULONGLONG_PRIMES	Generate primes of unsigned long long type.
INT16_PRIMES	Generate primes of int16_t type.
UINT16_PRIMES	Generate primes of uint16_t type.
INT32_PRIMES	Generate primes of int32_t type.
UINT32_PRIMES	Generate primes of uint32_t type.
INT64_PRIMES	Generate primes of int64_t type.
UINT64_PRIMES	Generate primes of uint64_t type.

8.3.3 Function Documentation

8.3.3.1 primesieve_count_primes()

```
uint64_t primesieve_count_primes (
    uint64_t start,
    uint64_t stop )
```


Count the primes within the interval [start, stop].

By default all CPU cores are used, use [primesieve_set_num_threads\(int threads\)](#) to change the number of threads.

Examples:

[count_primes.c](#).

8.3.3.2 primesieve_count_quadruplets()

```
uint64_t primesieve_count_quadruplets (
    uint64_t start,
    uint64_t stop )
```

Count the prime quadruplets within the interval [start, stop].

By default all CPU cores are used, use [primesieve_set_num_threads\(int threads\)](#) to change the number of threads.

8.3.3.3 primesieve_count_quintuplets()

```
uint64_t primesieve_count_quintuplets (
    uint64_t start,
    uint64_t stop )
```

Count the prime quintuplets within the interval [start, stop].

By default all CPU cores are used, use [primesieve_set_num_threads\(int threads\)](#) to change the number of threads.

8.3.3.4 primesieve_count_sextuplets()

```
uint64_t primesieve_count_sextuplets (
    uint64_t start,
    uint64_t stop )
```

Count the prime sextuplets within the interval [start, stop].

By default all CPU cores are used, use [primesieve_set_num_threads\(int threads\)](#) to change the number of threads.

8.3.3.5 primesieve_count_triplets()

```
uint64_t primesieve_count_triplets (
    uint64_t start,
    uint64_t stop )
```

Count the prime triplets within the interval [start, stop].

By default all CPU cores are used, use [primesieve_set_num_threads\(int threads\)](#) to change the number of threads.

8.3.3.6 `primesieve_count_twins()`

```
uint64_t primesieve_count_twins (
    uint64_t start,
    uint64_t stop )
```

Count the twin primes within the interval [start, stop].

By default all CPU cores are used, use `primesieve_set_num_threads(int threads)` to change the number of threads.

8.3.3.7 `primesieve_generate_n_primes()`

```
void* primesieve_generate_n_primes (
    uint64_t n,
    uint64_t start,
    int type )
```

Get an array with the first n primes \geq start.

Parameters

<i>type</i>	The type of the primes to generate, e.g. INT_PRIMES.
-------------	--

Examples:

[store_primes_in_array.c](#).

8.3.3.8 `primesieve_generate_primes()`

```
void* primesieve_generate_primes (
    uint64_t start,
    uint64_t stop,
    size_t * size,
    int type )
```

Get an array with the primes inside the interval [start, stop].

Parameters

<i>size</i>	The size of the returned primes array.
<i>type</i>	The type of the primes to generate, e.g. INT_PRIMES.

Examples:

[store_primes_in_array.c](#).

8.3.3.9 primesieve_get_max_stop()

```
uint64_t primesieve_get_max_stop ( )
```

Returns the largest valid stop number for primesieve.

Returns

$2^{64}-1$ (UINT64_MAX).

8.3.3.10 primesieve_nth_prime()

```
uint64_t primesieve_nth_prime (
    int64_t n,
    uint64_t start )
```

Find the nth prime.

By default all CPU cores are used, use [primesieve_set_num_threads\(int threads\)](#) to change the number of threads.

Parameters

<i>n</i>	if $n = 0$ finds the 1st prime \geq start, if $n > 0$ finds the nth prime $>$ start, if $n < 0$ finds the nth prime $<$ start (backwards).
----------	--

Examples:

[nth_prime.c](#).

8.3.3.11 primesieve_set_num_threads()

```
void primesieve_set_num_threads (
    int num_threads )
```

Set the number of threads for use in [primesieve_count_*](#)() and [primesieve_nth_prime\(\)](#).

By default all CPU cores are used.

8.3.3.12 primesieve_set_sieve_size()

```
void primesieve_set_sieve_size (
    int sieve_size )
```

Set the sieve size in kilobytes.

The best sieving performance is achieved with a sieve size of your CPU's L1 or L2 cache size (per core).

Parameters

<code>sieve_size</code>	Sieve size in kilobytes.
-------------------------	--------------------------

Precondition

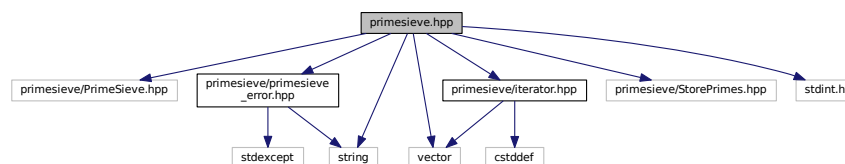
`sieve_size >= 8 && <= 4096.`

8.4 primesieve.hpp File Reference

primesieve C++ API.

```
#include <primesieve/PrimeSieve.hpp>
#include <primesieve/primesieve_error.hpp>
#include <primesieve/iterator.hpp>
#include <primesieve/StorePrimes.hpp>
#include <stdint.h>
#include <vector>
#include <string>
```

Include dependency graph for primesieve.hpp:

**Namespaces**

- [primesieve](#)

Contains primesieve's C++ functions and classes.

Macros

- `#define PRIMESIEVE_VERSION "6.2"`
- `#define PRIMESIEVE_VERSION_MAJOR 6`
- `#define PRIMESIEVE_VERSION_MINOR 2`

Functions

- `template<typename T >`
`void primesieve::generate_primes (uint64_t stop, std::vector< T > *primes)`
Store the primes \leq stop in the primes vector.
- `template<typename T >`
`void primesieve::generate_primes (uint64_t start, uint64_t stop, std::vector< T > *primes)`
Store the primes within the interval [start, stop] in the primes vector.
- `template<typename T >`
`void primesieve::generate_n_primes (uint64_t n, std::vector< T > *primes)`
Store the first n primes in the primes vector.
- `template<typename T >`
`void primesieve::generate_n_primes (uint64_t n, uint64_t start, std::vector< T > *primes)`
Store the first n primes \geq start in the primes vector.
- `uint64_t primesieve::nth_prime (int64_t n, uint64_t start=0)`
Find the nth prime.
- `uint64_t primesieve::count_primes (uint64_t start, uint64_t stop)`
Count the primes within the interval [start, stop].
- `uint64_t primesieve::count_twins (uint64_t start, uint64_t stop)`
Count the twin primes within the interval [start, stop].
- `uint64_t primesieve::count_triplets (uint64_t start, uint64_t stop)`
Count the prime triplets within the interval [start, stop].
- `uint64_t primesieve::count_quadruplets (uint64_t start, uint64_t stop)`
Count the prime quadruplets within the interval [start, stop].
- `uint64_t primesieve::count_quintuplets (uint64_t start, uint64_t stop)`
Count the prime quintuplets within the interval [start, stop].
- `uint64_t primesieve::count_sextuplets (uint64_t start, uint64_t stop)`
Count the prime sextuplets within the interval [start, stop].
- `void primesieve::print_primes (uint64_t start, uint64_t stop)`
Print the primes within the interval [start, stop] to the standard output.
- `void primesieve::print_twins (uint64_t start, uint64_t stop)`
Print the twin primes within the interval [start, stop] to the standard output.
- `void primesieve::print_triplets (uint64_t start, uint64_t stop)`
Print the prime triplets within the interval [start, stop] to the standard output.
- `void primesieve::print_quadruplets (uint64_t start, uint64_t stop)`
Print the prime quadruplets within the interval [start, stop] to the standard output.
- `void primesieve::print_quintuplets (uint64_t start, uint64_t stop)`
Print the prime quintuplets within the interval [start, stop] to the standard output.
- `void primesieve::print_sextuplets (uint64_t start, uint64_t stop)`
Print the prime sextuplets within the interval [start, stop] to the standard output.
- `uint64_t primesieve::get_max_stop ()`
Returns the largest valid stop number for primesieve.
- `int primesieve::get_sieve_size ()`
Get the current set sieve size in kilobytes.
- `int primesieve::get_num_threads ()`
Get the current set number of threads.
- `void primesieve::set_sieve_size (int sieve_size)`
Set the sieve size in kilobytes.
- `void primesieve::set_num_threads (int num_threads)`
Set the number of threads for use in primesieve::count_() and primesieve::nth_prime().*
- `std::string primesieve::primesieve_version ()`
Get the primesieve version number, in the form "i.j".

8.4.1 Detailed Description

primesieve C++ API.

primesieve is a library for fast prime number generation, in case an error occurs a [primesieve::primesieve_error](#) exception (derived from `std::runtime_error`) will be thrown.

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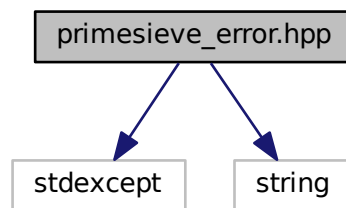
8.5 primesieve_error.hpp File Reference

The `primesieve_error` class is used for all exceptions within primesieve.

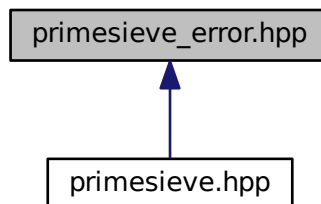
```
#include <stdexcept>
```

```
#include <string>
```

Include dependency graph for `primesieve_error.hpp`:



This graph shows which files directly or indirectly include this file:



Classes

- class [primesieve::primesieve_error](#)

primesieve throws a [primesieve_error](#) exception if an error occurs e.g.

Namespaces

- [primesieve](#)

Contains primesieve's C++ functions and classes.

8.5.1 Detailed Description

The primesieve_error class is used for all exceptions within primesieve.

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Chapter 9

Example Documentation

9.1 count_primes.c

C program that shows how to count primes.

```
#include <primesieve.h>
#include <inttypes.h>
#include <stdio.h>

int main()
{
    uint64_t count = primesieve_count_primes(0, 1000);
    printf("Primes below 1000 = %" PRIu64 "\n", count);

    return 0;
}
```

9.2 count_primes.cpp

This example shows how to count primes.

```
#include <primesieve.hpp>
#include <stdint.h>
#include <iostream>

int main()
{
    uint64_t count = primesieve::count_primes(0, 1000);
    std::cout << "Primes below 1000 = " << count << std::endl;

    return 0;
}
```

9.3 nth_prime.c

C program that finds the nth prime.

```
#include <primesieve.h>
#include <stdlib.h>
#include <inttypes.h>
#include <stdio.h>

int main(int argc, char** argv)
{
    uint64_t n = 1000;
    if (argv[1])
        n = atol(argv[1]);

    uint64_t prime = primesieve_nth_prime(n, 0);
    printf("%" PRIu64 "th prime = %" PRIu64 "\n", n, prime);

    return 0;
}
```

9.4 nth_prime.cpp

Find the nth prime.

```
#include <primesieve.hpp>
#include <stdint.h>
#include <iostream>
#include <cstdlib>

int main(int, char** argv)
{
    uint64_t n = 1000;
    if (argv[1])
        n = std::atol(argv[1]);

    uint64_t nth_prime = primesieve::nth_prime(n);
    std::cout << n << "th prime = " << nth_prime << std::endl;

    return 0;
}
```

9.5 prev_prime.c

Iterate backwards over primes using [primesieve_iterator](#).

```
#include <primesieve.h>
#include <inttypes.h>
#include <stdio.h>

int main()
{
    primesieve_iterator it;
    primesieve_init(&it);

    /* primesieve_skipto(&it, start_number, stop_hint) */
    primesieve_skipto(&it, 2000, 1000);
    uint64_t prime;

    /* iterate over the primes from 2000 to 1000 */
    while ((prime = primesieve_prev_prime(&it)) >= 1000)
        printf("%" PRIu64 "\n", prime);

    primesieve_free_iterator(&it);
    return 0;
}
```

9.6 prev_prime.cpp

Iterate backwards over primes using `primesieve::iterator`.

```
#include <primesieve.hpp>
#include <iostream>

int main()
{
    primesieve::iterator it;
    it.skipto(2000);
    uint64_t prime = it.prev_prime();

    // iterate over the primes from 2000 to 1000
    for (; prime >= 1000; prime = it.prev_prime())
        std::cout << prime << std::endl;

    return 0;
}
```

9.7 primesieve_iterator.c

Iterate over primes using C `primesieve_iterator`.

```
#include <primesieve.h>
#include <inttypes.h>
#include <stdio.h>

int main()
{
    primesieve_iterator it;
    primesieve_init(&it);

    uint64_t sum = 0;
    uint64_t prime = 0;

    /* iterate over the primes below 10^10 */
    while ((prime = primesieve_next_prime(&it)) < 10000000000ull)
        sum += prime;

    primesieve_free_iterator(&it);
    printf("Sum of the primes below 10^10 = %" PRIu64 "\n", sum);
    return 0;
}
```

9.8 primesieve_iterator.cpp

Iterate over primes using `primesieve::iterator`.

```
#include <primesieve.hpp>
#include <iostream>

int main()
{
    primesieve::iterator it;
    uint64_t prime = it.next_prime();
    uint64_t sum = 0;

    // iterate over the primes below 10^10
    for (; prime < 10000000000ull; prime = it.next_prime())
        sum += prime;

    std::cout << "Sum of the primes below 10^10 = " << sum << std::endl;
    return 0;
}
```

9.9 store_primes_in_array.c

Store primes in a C array.

```
#include <primesieve.h>
#include <stdio.h>

int main()
{
    uint64_t start = 0;
    uint64_t stop = 1000;
    size_t i;
    size_t size;

    /* store the primes below 1000 */
    int* primes = (int*) primesieve_generate_primes(start, stop, &size,
        INT_PRIMES);

    for (i = 0; i < size; i++)
        printf("%i\n", primes[i]);

    primesieve_free(primes);
    uint64_t n = 1000;

    /* store the first 1000 primes */
    primes = (int*) primesieve_generate_n_primes(n, start,
        INT_PRIMES);

    for (i = 0; i < n; i++)
        printf("%i\n", primes[i]);

    primesieve_free(primes);
    return 0;
}
```

9.10 store_primes_in_vector.cpp

Store primes in a std::vector using primesieve.

```
#include <primesieve.hpp>
#include <vector>

int main()
{
    std::vector<int> primes;

    // Store the primes <= 1000
    primesieve::generate_primes(1000, &primes);

    primes.clear();

    // Store the first 1000 primes
    primesieve::generate_n_primes(1000, &primes);

    return 0;
}
```

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