

primesieve

12.0

Generated by Doxygen 1.9.8

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Chapter 1

primesieve

1.1 About

primesieve is a C/C++ library for quickly generating prime numbers. 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 from 2015. 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 iterating over primes using `next_prime()` or `prev_prime()` and storing primes in a vector or an array.

For more information please visit <https://github.com/kimwalisch/primesieve>.

1.2 Installation

- **Install libprimesieve using package manager.**
- **Build libprimesieve from source.**

1.3 C API

- `primesieve.h` - primesieve C header.
- `primesieve_iterator` - Provides the `primesieve_next_prime()` and `primesieve_prev_prime()` functions.
- **C examples** - Example programs that show how to use libprimesieve.
- **C error handling** - How to detect and handle errors.
- **Link against libprimesieve.**

1.4 C++ API

- `primesieve.hpp` - primesieve C++ header.
- `primesieve::iterator` - Provides the `next_prime()` and `prev_prime()` methods.
- **C++ examples** - Example programs that show how to use libprimesieve.
- **C++ error handling** - How to detect and handle errors.
- **Link against libprimesieve.**

1.5 Performance tips

- `libprimesieve` performance tips
- Multi-threading
- SIMD (vectorization)

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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

primesieve::iterator	9
primesieve_iterator	14
std::runtime_error	
primesieve::primesieve_error	13

Chapter 3

Class Index

3.1 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	9
primesieve::primesieve_error	Primesieve throws a primesieve_error exception if an error occurs e.g	13
primesieve_iterator	C prime iterator, please refer to iterator.h for more information	14

Chapter 4

File Index

4.1 File List

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

primesieve.h	
Primesieve C API	15
primesieve.hpp	
Primesieve C++ API	21
iterator.h	
Primesieve_iterator allows to easily iterate over primes both forwards and backwards	26
iterator.hpp	
Primesieve::iterator allows to easily iterate (forwards and backwards) over prime numbers	30
primesieve_error.hpp	
The primesieve_error class is used for all exceptions within primesieve	31

Chapter 5

Class Documentation

5.1 primesieve::iterator Struct Reference

`primesieve::iterator` allows to easily iterate over primes both forwards and backwards.

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

Public Member Functions

- `iterator ()` noexcept
Create a new iterator object.
- `iterator (uint64_t start, uint64_t stop_hint=std::numeric_limits< uint64_t >::max())` noexcept
Create a new iterator object.
- `void jump_to (uint64_t start, uint64_t stop_hint=std::numeric_limits< uint64_t >::max())` noexcept
Reset the primesieve iterator to start.
- `iterator (const iterator &)=delete`
`primesieve::iterator` objects cannot be copied.
- `iterator & operator= (const iterator &)=delete`
- `iterator (iterator &&) noexcept`
`primesieve::iterator` objects support move semantics.
- `iterator & operator= (iterator &&) noexcept`
- `~iterator ()`
Frees all memory.
- `void clear ()` noexcept
Reset the start number to 0 and free most memory.
- `void generate_next_primes ()`
Used internally by `next_prime()`.
- `void generate_prev_primes ()`
Used internally by `prev_prime()`.
- `uint64_t next_prime ()`
Get the next prime.
- `uint64_t prev_prime ()`
Get the previous prime.

Public Attributes

- `std::size_t i_`
Current index of the primes array.
- `std::size_t size_`
Current number of primes in the primes array.
- `uint64_t start_`
Generate primes \geq start.
- `uint64_t stop_hint_`
Generate primes \leq stop_hint.
- `uint64_t * primes_`
The primes array.
- `void * memory_`
Pointer to internal IteratorData data structure.

5.1.1 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 $\text{PrimePi}(n^{0.5}) * 8$ bytes.

Examples

`prev_prime.cpp`, and `primesieve_iterator.cpp`.

5.1.2 Constructor & Destructor Documentation

5.1.2.1 `iterator()` [1/2]

```
primesieve::iterator::iterator ( ) [noexcept]
```

Create a new iterator object.

Generate primes ≥ 0 . The start number is default initialized to 0 and the stop_hint is default initialized `UINT64_MAX`.

5.1.2.2 `iterator()` [2/2]

```
primesieve::iterator::iterator (
    uint64_t start,
    uint64_t stop_hint = std::numeric_limits< uint64_t >::max() ) [noexcept]
```

Create a new iterator object.

Parameters

<i>start</i>	Generate primes \geq start (or \leq 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 ≤ 1000 use <code>stop_hint = 1000</code> .

5.1.3 Member Function Documentation

5.1.3.1 clear()

```
void primesieve::iterator::clear ( ) [noexcept]
```

Reset the start number to 0 and free most memory.

Keeps some smaller data structures in memory (e.g. the PreSieve object) that are useful if the [primesieve::iterator](#) is reused. The remaining memory uses at most 200 kilobytes.

5.1.3.2 generate_next_primes()

```
void primesieve::iterator::generate_next_primes ( )
```

Used internally by [next_prime\(\)](#).

[generate_next_primes\(\)](#) fills (overwrites) the primes array with the next few primes ($\sim 2^{10}$) that are larger than the current largest prime in the primes array or with the primes \geq start if the primes array is empty. Note that this method also updates the `i` & `size` member variables of this [primesieve::iterator](#) struct. The size of the primes array varies, but it is > 0 and usually close to 2^{10} .

5.1.3.3 generate_prev_primes()

```
void primesieve::iterator::generate_prev_primes ( )
```

Used internally by [prev_prime\(\)](#).

[generate_prev_primes\(\)](#) fills (overwrites) the primes array with the next few primes $\sim O(\sqrt{n})$ that are smaller than the current smallest prime in the primes array or with the primes \leq start if the primes array is empty. Note that this method also updates the `i` & `size` member variables of this [primesieve::iterator](#) struct. The size of the primes array varies, but it is > 0 and $\sim O(\sqrt{n})$.

5.1.3.4 jump_to()

```
void primesieve::iterator::jump_to (
    uint64_t start,
    uint64_t stop_hint = std::numeric_limits< uint64_t >::max() ) [noexcept]
```

Reset the primesieve iterator to start.

Parameters

<i>start</i>	Generate primes \geq start (or \leq 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 ≤ 1000 use <code>stop_hint = 1000</code> .

Examples

[prev_prime.cpp](#).

5.1.3.5 next_prime()

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

Get the next prime.

Throws a [primesieve::primesieve_error](#) exception (derived from `std::runtime_error`) if any error occurs.

Examples

[primesieve_iterator.cpp](#).

5.1.3.6 prev_prime()

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

Get the previous prime.

`prev_prime(n)` returns 0 for $n \leq 2$. Note that [next_prime\(\)](#) runs up to 2x faster than [prev_prime\(\)](#). Hence if the same algorithm can be written using either [prev_prime\(\)](#) or [next_prime\(\)](#) it is preferable to use [next_prime\(\)](#).

Examples

[prev_prime.cpp](#).

5.1.4 Member Data Documentation

5.1.4.1 primes_

```
uint64_t* primesieve::iterator::primes_
```

The primes array.

The current smallest prime can be accessed using `primes[0]`. The current largest prime can be accessed using `primes[size-1]`.

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

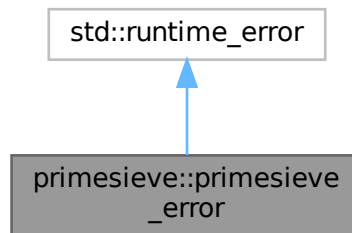
- [iterator.hpp](#)

5.2 primesieve::primesieve_error Class Reference

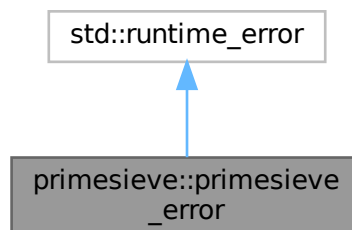
primesieve throws a [primesieve_error](#) exception if an error occurs e.g.

```
#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)

5.2.1 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](#)

5.3 primesieve_iterator Struct Reference

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

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

Public Attributes

- `size_t i`
Current index of the primes array.
- `size_t size`
Current number of primes in the primes array.
- `uint64_t start`
Generate primes \geq start.
- `uint64_t stop_hint`
Generate primes \leq stop_hint.
- `uint64_t * primes`
The primes array.
- `void * memory`
Pointer to internal IteratorData data structure.
- `int is_error`
Initialized to 0, set to 1 if any error occurs.

5.3.1 Detailed Description

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

Examples

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

5.3.2 Member Data Documentation

5.3.2.1 primes

```
uint64_t* primesieve_iterator::primes
```

The primes array.

The current smallest prime can be accessed using `primes[0]`. The current largest prime can be accessed using `primes[size-1]`.

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

- [iterator.h](#)

Chapter 6

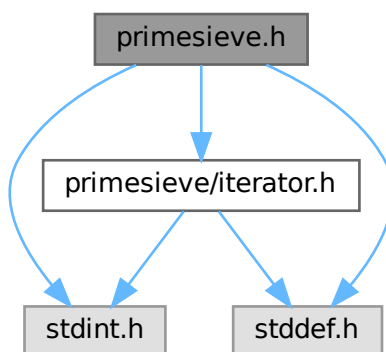
File Documentation

6.1 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 "12.0"`
- `#define PRIMESIEVE_VERSION_MAJOR 12`
- `#define PRIMESIEVE_VERSION_MINOR 0`
- `#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](#) (uint64_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](#) (void)
Returns the largest valid stop number for primesieve.
- int **primesieve_get_sieve_size** (void)
Get the current set sieve size in KiB.
- int **primesieve_get_num_threads** (void)
Get the current set number of threads.
- void [primesieve_set_sieve_size](#) (int sieve_size)
Set the sieve size in KiB (kibibyte).
- 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** (void)
Get the primesieve version number, in the form "i.j"

6.1.1 Detailed Description

primesieve C API.

primesieve is a library for quickly generating prime numbers. If an error occurs, primesieve functions with a `uint64_t` return type return `PRIMESIEVE_ERROR` and the corresponding error message is printed to the standard error stream. `libprimesieve` also sets the C `errno` variable to `EDOM` if an error occurs.

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6.1.2 Enumeration Type Documentation

6.1.2.1 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 <code>int16_t</code> type.
UINT16_PRIMES	Generate primes of <code>uint16_t</code> type.
INT32_PRIMES	Generate primes of <code>int32_t</code> type.
UINT32_PRIMES	Generate primes of <code>uint32_t</code> type.
INT64_PRIMES	Generate primes of <code>int64_t</code> type.
UINT64_PRIMES	Generate primes of <code>uint64_t</code> type.

6.1.3 Function Documentation

6.1.3.1 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.

Note that each call to [primesieve_count_primes\(\)](#) incurs an initialization overhead of $O(\sqrt{\text{stop}})$ even if the interval `[start, stop]` is tiny. Hence if you have written an algorithm that makes many calls to [primesieve_count_primes\(\)](#) it may be preferable to use a [primesieve::iterator](#) which needs to be initialized only once.

Examples

[count_primes.c](#).

6.1.3.2 `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.

6.1.3.3 `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.

6.1.3.4 `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.

6.1.3.5 `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.

6.1.3.6 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.

6.1.3.7 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.
-------------	--

In case an error occurs the error message is printed to the standard error stream and a NULL pointer is returned. libprimesieve also sets the C errno variable (from `<errno.h>`) to EDOM if any error occurs. The only advantage which checking errno (after [primesieve_generate_n_primes\(\)](#)) has over checking if a NULL pointer has been returned, is that errno is not set when calling `primesieve_generate_n_primes(0, start, type)` which is valid (but useless) and which returns a NULL pointer.

Examples

[primes_array.c](#).

6.1.3.8 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.

In case an error occurs the error message is printed to the standard error stream, the size is set to 0 and a

NULL pointer is returned. In order to distinguish an "error" from "no primes found within [start, stop]" libprimesieve also sets the C errno variable (from `<errno.h>`) to EDOM if any error occurs. By checking errno after calling [primesieve_generate_primes\(\)](#) users can reliably detect errors.

Examples

[primes_array.c](#).

6.1.3.9 primesieve_get_max_stop()

```
uint64_t primesieve_get_max_stop (
    void )
```

Returns the largest valid stop number for primesieve.

Returns

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

6.1.3.10 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.

Note that each call to `primesieve_nth_prime(n, start)` incurs an initialization overhead of $O(\sqrt{\text{start}})$ even if n is tiny. Hence it is not a good idea to use [primesieve_nth_prime\(\)](#) repeatedly in a loop to get the next (or previous) prime. For this use case it is better to use a [primesieve::iterator](#) which needs to be initialized only once.

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](#).

6.1.3.11 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.

6.1.3.12 primesieve_set_sieve_size()

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

Set the sieve size in KiB (kibibyte).

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

Precondition

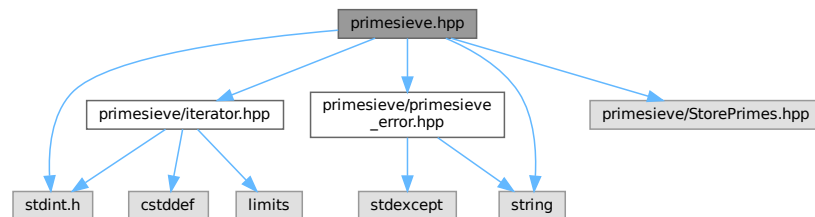
sieve_size >= 16 && <= 8192.

6.2 primesieve.hpp File Reference

primesieve C++ API.

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

Include dependency graph for primesieve.hpp:



Macros

- `#define PRIMESIEVE_VERSION "12.0"`
- `#define PRIMESIEVE_VERSION_MAJOR 12`
- `#define PRIMESIEVE_VERSION_MINOR 0`

Functions

- `template<typename vect >`
`void primesieve::generate_primes (uint64_t stop, vect *primes)`
Appends the primes <= stop to the end of the primes vector.
- `template<typename vect >`
`void primesieve::generate_primes (uint64_t start, uint64_t stop, vect *primes)`
Appends the primes inside [start, stop] to the end of the primes vector.
- `template<typename vect >`
`void primesieve::generate_n_primes (uint64_t n, vect *primes)`

- Appends the first n primes to the end of the primes vector.*
 - `template<typename vect >`
`void primesieve::generate_n_primes (uint64_t n, uint64_t start, vect *primes)`
Appends the first n primes \geq start to the end of the primes vector.
- `uint64_t primesieve::nth_prime (int64_t n, uint64_t start=0)`
Find the n th 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 KiB.
- `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 KiB (kibibyte).
- `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".

6.2.1 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`) is thrown.

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6.2.2 Function Documentation

6.2.2.1 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.

Note that each call to `count_primes()` incurs an initialization overhead of $O(\sqrt{\text{stop}})$ even if the interval [start, stop] is tiny. Hence if you have written an algorithm that makes many calls to `count_primes()` it may be preferable to use a [primesieve::iterator](#) which needs to be initialized only once.

Examples

[count_primes.cpp](#).

6.2.2.2 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.

6.2.2.3 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.

6.2.2.4 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.

6.2.2.5 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.

6.2.2.6 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.

6.2.2.7 generate_n_primes() [1/2]

```
template<typename vect >
void primesieve::generate_n_primes (
    uint64_t n,
    uint64_t start,
    vect * primes ) [inline]
```

Appends the first n primes \geq start to the end of the primes vector.

@vect: std::vector or other vector type that is API compatible with std::vector.

6.2.2.8 generate_n_primes() [2/2]

```
template<typename vect >
void primesieve::generate_n_primes (
    uint64_t n,
    vect * primes ) [inline]
```

Appends the first n primes to the end of the primes vector.

@vect: std::vector or other vector type that is API compatible with std::vector.

Examples

[primes_vector.cpp](#).

6.2.2.9 generate_primes() [1/2]

```
template<typename vect >
void primesieve::generate_primes (
    uint64_t start,
    uint64_t stop,
    vect * primes ) [inline]
```

Appends the primes inside [start, stop] to the end of the primes vector.

@vect: std::vector or other vector type that is API compatible with std::vector.

6.2.2.10 generate_primes() [2/2]

```
template<typename vect >
void primesieve::generate_primes (
    uint64_t stop,
    vect * primes ) [inline]
```

Appends the primes \leq stop to the end of the primes vector.

@vect: std::vector or other vector type that is API compatible with std::vector.

Examples

[primes_vector.cpp](#).

6.2.2.11 get_max_stop()

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

Returns the largest valid stop number for primesieve.

Returns

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

6.2.2.12 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.

Note that each call to `nth_prime(n, start)` incurs an initialization overhead of $O(\sqrt{\text{start}})$ even if `n` is tiny. Hence it is not a good idea to use `nth_prime()` repeatedly in a loop to get the next (or previous) prime. For this use case it is better to use a [primesieve::iterator](#) which needs to be initialized only once.

Parameters

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

Examples

[nth_prime.cpp](#).

6.2.2.13 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.

6.2.2.14 set_sieve_size()

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

Set the sieve size in KiB (kibibyte).

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

Precondition

`sieve_size` ≥ 16 && ≤ 8192 .

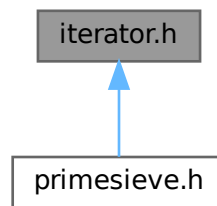
6.3 iterator.h File Reference

[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.

Macros

- #define **IF_UNLIKELY_PRIMESIEVE**(x) if (x)

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_clear** ([primesieve_iterator](#) *it)
Reset the start number to 0 and free most memory.
- void **primesieve_jump_to** ([primesieve_iterator](#) *it, uint64_t start, uint64_t stop_hint)
Reset the primesieve iterator to start.
- void **primesieve_skipto** ([primesieve_iterator](#) *it, uint64_t start, uint64_t stop_hint)
Reset the primesieve iterator to start.
- void **primesieve_generate_next_primes** ([primesieve_iterator](#) *)
Used internally by [primesieve_next_prime\(\)](#).
- void **primesieve_generate_prev_primes** ([primesieve_iterator](#) *)
Used internally by [primesieve_prev_prime\(\)](#).
- 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.

6.3.1 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 $\text{PrimePi}(n^{0.5}) * 8$ bytes.

The [primesieve_iterator.c](#) example shows how to use [primesieve_iterator](#). If any error occurs [primesieve_next_prime\(\)](#) and [primesieve_prev_prime\(\)](#) return `PRIMESIEVE_ERROR`. Furthermore [primesieve_iterator.is_error](#) is initialized to 0 and set to 1 if any error occurs.

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6.3.2 Function Documentation

6.3.2.1 [primesieve_clear\(\)](#)

```
void primesieve_clear (
    primesieve_iterator * it )
```

Reset the start number to 0 and free most memory.

Keeps some smaller data structures in memory (e.g. the PreSieve object) that are useful if the [primesieve_iterator](#) is reused. The remaining memory uses at most 200 kilobytes.

6.3.2.2 [primesieve_generate_next_primes\(\)](#)

```
void primesieve_generate_next_primes (
    primesieve_iterator * )
```

Used internally by [primesieve_next_prime\(\)](#).

[primesieve_generate_next_primes\(\)](#) fills (overwrites) the primes array with the next few primes ($\sim 2^{10}$) that are larger than the current largest prime in the primes array or with the primes \geq start if the primes array is empty. Note that this function also updates the `i` & `size` member variables of the [primesieve_iterator](#) struct. The size of the primes array varies, but it is > 0 and usually close to 2^{10} . If an error occurs [primesieve_iterator.is_error](#) is set to 1 and the primes array will contain `PRIMESIEVE_ERROR`.

6.3.2.3 [primesieve_generate_prev_primes\(\)](#)

```
void primesieve_generate_prev_primes (
    primesieve_iterator * )
```

Used internally by [primesieve_prev_prime\(\)](#).

[primesieve_generate_prev_primes\(\)](#) fills (overwrites) the primes array with the next few primes $\sim O(\sqrt{n})$ that are smaller than the current smallest prime in the primes array or with the primes \leq start if the primes array is empty. Note that this function also updates the `i` & `size` member variables of the [primesieve_iterator](#) struct. The size of the primes array varies, but it is > 0 and $\sim O(\sqrt{n})$. If an error occurs [primesieve_iterator.is_error](#) is set to 1 and the primes array will contain `PRIMESIEVE_ERROR`.

6.3.2.4 [primesieve_jump_to\(\)](#)

```
void primesieve_jump_to (
    primesieve_iterator * it,
    uint64_t start,
    uint64_t stop_hint )
```

Reset the primesieve iterator to start.

Parameters

<i>start</i>	Generate primes \geq start (or \leq start).
<i>stop_hint</i>	Stop number optimization hint. E.g. if you want to generate the primes \leq 1000 use <code>stop_hint = 1000</code> , if you don't know use <code>UINT64_MAX</code> .

Examples

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

6.3.2.5 primesieve_next_prime()

```
static uint64_t primesieve_next_prime (  
    primesieve_iterator * it ) [inline], [static]
```

Get the next prime.

Returns `PRIMESIEVE_ERROR (UINT64_MAX)` if any error occurs.

Examples

[primesieve_iterator.c](#).

6.3.2.6 primesieve_prev_prime()

```
static uint64_t primesieve_prev_prime (  
    primesieve_iterator * it ) [inline], [static]
```

Get the previous prime.

`primesieve_prev_prime(n)` returns 0 for $n \leq 2$. Note that [primesieve_next_prime\(\)](#) runs up to 2x faster than [primesieve_prev_prime\(\)](#). Hence if the same algorithm can be written using either [primesieve_prev_prime\(\)](#) or [primesieve_next_prime\(\)](#) it is preferable to use [primesieve_next_prime\(\)](#).

Examples

[prev_prime.c](#).

6.3.2.7 primesieve_skipto()

```
void primesieve_skipto (  
    primesieve_iterator * it,  
    uint64_t start,  
    uint64_t stop_hint )
```

Reset 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 <= 1000 use stop_hint = 1000, if you don't know use UINT64_MAX.

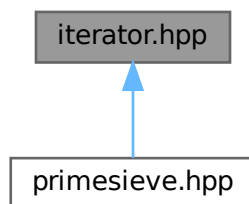
6.4 iterator.hpp File Reference

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

```
#include <stdint.h>
#include <cstdint>
#include <limits>
Include dependency graph for iterator.hpp:
```



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



Classes

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

Macros

- `#define IF_UNLIKELY_PRIMESIEVE(x) if (x)`

6.4.1 Detailed Description

`primesieve::iterator` allows to easily iterate (forwards and backwards) over prime numbers.

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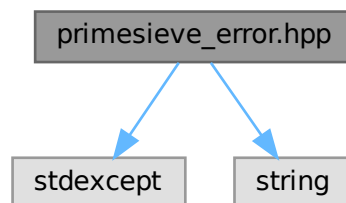
6.5 primesieve_error.hpp File Reference

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.

6.5.1 Detailed Description

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

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Chapter 7

Examples

7.1 count_primes.cpp

This example shows how to count primes.

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 <= 1000: " << count << std::endl;

    return 0;
}
```

7.2 primesieve_iterator.cpp

Iterate over primes using `primesieve::iterator`.

Iterate over primes using `primesieve::iterator`.

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

int main(int argc, char** argv)
{
    uint64_t limit = 10000000000ull;

    if (argc > 1)
        limit = std::atol(argv[1]);

    primesieve::iterator it(0, limit);
    uint64_t prime = it.next_prime();
    uint64_t sum = 0;

    // Iterate over the primes <= 10^9
    for (; prime <= limit; prime = it.next_prime())
        sum += prime;

    std::cout << "Sum of primes <= " << limit << ": " << sum << std::endl;

    // Note that since sum is a 64-bit variable the result
    // will be incorrect (due to integer overflow) if
    // limit > 10^10. However we do allow limits > 10^10
    // since this is useful for benchmarking.
    if (limit > 10000000000ull)
        std::cerr << "Warning: sum is likely incorrect due to 64-bit integer overflow!" << std::endl;

    return 0;
}
```

7.3 nth_prime.cpp

Find the nth prime.

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;
}
```

7.4 prev_prime.cpp

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

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

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

int main(int argc, char** argv)
{
    uint64_t limit = 10000000000ull;

    if (argc > 1)
        limit = std::atol(argv[1]);

    primesieve::iterator it;
    it.jump_to(limit);
    uint64_t prime = it.prev_prime();
    uint64_t sum = 0;

    // Backwards iterate over the primes <= 10^9
    for (; prime > 0; prime = it.prev_prime())
        sum += prime;

    std::cout << "Sum of primes <= " << limit << ": " << sum << std::endl;

    // Note that since sum is a 64-bit variable the result
    // will be incorrect (due to integer overflow) if
    // limit > 10^10. However we do allow limits > 10^10
    // since this is useful for benchmarking.
    if (limit > 10000000000ull)
        std::cerr << "Warning: sum is likely incorrect due to 64-bit integer overflow!" << std::endl;

    return 0;
}
```

7.5 primes_vector.cpp

Fill a `std::vector` with primes.

Fill a `std::vector` with primes.

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



```

#include <vector>

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

    // Fill the primes vector with the primes <= 1000
    primesieve::generate_primes(1000, &primes);

    primes.clear();

    // Fill the primes vector with the primes inside [1000, 2000]
    primesieve::generate_primes(1000, 2000, &primes);

    primes.clear();

    // Fill the primes vector with the first 1000 primes
    primesieve::generate_n_primes(1000, &primes);

    primes.clear();

    // Fill the primes vector with the first 10 primes >= 1000
    primesieve::generate_n_primes(10, 1000, &primes);

    return 0;
}

```

7.6 count_primes.c

C program that shows how to count primes.

C program that shows how to count primes.

```

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

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

    return 0;
}

```

7.7 prev_prime.c

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

Iterate backwards over primes using [primesieve_iterator](#). Note that [primesieve_next_prime\(\)](#) runs up to 2x faster and uses only half as much memory as [primesieve_prev_prime\(\)](#). Hence if it is possible to write the same algorithm using either [primesieve_prev_prime\(\)](#) or [primesieve_next_prime\(\)](#) then it is preferable to use [primesieve_next_prime\(\)](#).

```

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

int main(int argc, char** argv)
{
    uint64_t limit = 1000000000000ull;

    if (argc > 1)
        limit = atol(argv[1]);

    primesieve_iterator it;
    primesieve_init(&it);

    /* primesieve_jump_to(&it, start_number, stop_hint) */
    primesieve_jump_to(&it, limit, 0);
    uint64_t prime;

```

```

uint64_t sum = 0;

/* Backwards iterate over the primes <= limit */
while ((prime = primesieve_prev_prime(&it)) > 0)
    sum += prime;

primesieve_free_iterator(&it);
printf("Sum of the primes: %" PRIu64 "\n", sum);

/* Note that since sum is a 64-bit variable the result
 * will be incorrect (due to integer overflow) if
 * limit > 10^10. However we do allow limits > 10^10
 * since this is useful for benchmarking. */
if (limit > 10000000000ull)
    printf("Warning: sum is likely incorrect due to 64-bit integer overflow!");

return 0;
}

```

7.8 primesieve_iterator.c

Iterate over primes using C `primesieve_iterator`.

Iterate over primes using C `primesieve_iterator`.

```

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

int main(int argc, char** argv)
{
    uint64_t limit = 10000000000ull;

    if (argc > 1)
        limit = atol(argv[1]);

    primesieve_iterator it;
    primesieve_init(&it);

    /* Indicate exact bounds to improve performance */
    primesieve_jump_to(&it, 0, limit);

    uint64_t sum = 0;
    uint64_t prime = 0;

    /* Iterate over the primes <= 10^9 */
    while ((prime = primesieve_next_prime(&it)) <= limit)
        sum += prime;

    printf("Sum of the primes <= %" PRIu64 ": %" PRIu64 "\n", limit, sum);

    primesieve_free_iterator(&it);

    return 0;
}

```

7.9 nth_prime.c

C program that finds the nth prime.

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 (argc > 1 && argv[1])

```

```
    n = atol(argv[1]);

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

    return 0;
}
```

7.10 primes_array.c

Generate an array of primes.

Generate an array of primes.

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

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

    /* Get an array with the primes <= 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;

    /* Get an array with 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;
}
```


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