

Intel® C++ Compiler Professional Edition 11.0 for Windows*

Installation Guide and Release Notes
22 September 2008

1 Introduction

This document describes how to install the product, provides a summary of new and changed product features and includes notes about features and problems not described in the product documentation.

1.1 Product Contents

*Intel® C++ Compiler Professional Edition 11.0 for Windows** includes the following components:

- Intel® C++ Compilers for building applications that run on IA-32, Intel® 64 or IA-64 architecture systems running the Windows* operating system
- Intel® Assembler for IA-64 Architecture applications
- Intel® Integrated Performance Primitives
- Intel® Math Kernel Library
- Intel® Threading Building Blocks
- Integration into Microsoft* development environments
- On-disk documentation

1.2 System Requirements

1.2.1 Architecture Terminology

Intel® compilers and libraries support three platforms: general combinations of processor architecture and operating system type. This section explains the terms that Intel uses to describe the platforms in its documentation, installation procedures and support site.

IA-32 Architecture refers to systems based on 32-bit processors generally compatible with the Intel Pentium® II processor, (for example, Intel® Pentium® 4 processor or Intel® Xeon® processor), or processors from other manufacturers supporting the same instruction set, running a 32-bit operating system.

Intel® 64 Architecture refers to systems based on IA-32 architecture processors which have 64-bit architectural extensions, for example, Intel® Core™2 processor family), running a 64-bit operating system such as Microsoft Windows XP* Professional x64 Edition or Microsoft Windows Vista* x64. If the system is running a 32-bit version of the Windows operating system, then IA-32 architecture applies instead. Systems based on AMD* processors running a 64-bit version of Windows are also supported by Intel compilers for Intel® 64 architecture applications.

Intel® C++ Compiler Professional Edition
11.0 for Windows* Installation Guide and Release Notes

IA-64 Architecture Refers to systems based on the Intel® Itanium® processor running a 64-bit operating system.

1.2.2 Native and Cross-Platform Development

The term "native" refers to building an application that will run on the same platform that it was built on; for example, building on IA-32 architecture to run on IA-32 architecture. The term "cross-platform" or "cross-compilation" refers to building an application on a platform type different from the one on which it will be run, for example, building on IA-32 architecture to run on Intel® 64 architecture systems. Not all combinations of cross-platform development are supported and some combinations may require installation of optional tools and libraries.

The following table describes the supported combinations of compilation host (system on which you build the application) and application target (system on which the application runs).

Host \ Target	IA-32	Intel® 64	IA-64
IA-32	Yes	Yes	Yes
Intel® 64	Yes	Yes	Yes
IA-64	No	No	Yes

1.2.3 Minimum System Requirements

- A PC based on an IA-32 architecture processor supporting the Intel® Streaming SIMD 2 Extensions (Intel® SSE2) instructions, or a PC based on an Intel® 64 architecture processor or 64-bit AMD* Athlon* or Opteron* processor, or a PC based on an IA-64 architecture (Intel® Itanium) processor
- 512MB RAM (1GB recommended)
- 2GB free disk space for all product features and all architectures
- Microsoft Windows XP*, Microsoft Windows Vista*, Microsoft Windows Server 2003* or Microsoft Windows Server 2008* (embedded editions not supported)
- To use the Microsoft Visual Studio development environment or command-line tools to build IA-32 or Intel® 64 architecture applications, one of:
 - Microsoft Visual Studio 2008* Standard Edition or higher with C++ and “X64 Compiler and Tools” components installed [1]
 - Microsoft Visual Studio 2005* Standard Edition or higher with C++ and “X64 Compiler and Tools” components installed [1]
- To use the Microsoft Visual Studio development environment or command-line tools to build IA-32 architecture applications, one of:
 - Microsoft Visual Studio .NET 2003* with C++ component installed [2]
 - Microsoft Visual C++ .NET 2003* [2]
- To use the Microsoft Visual Studio development environment or command-line tools to build IA-64 architecture applications, one of:
 - Microsoft Visual Studio 2008* Team System Edition with C++ and “Itanium Compiler and Tools” components installed [3] plus [Microsoft Windows SDK for Windows 2008 and .NET Framework 3.5*](#)
 - Microsoft Visual Studio 2005* Team System Edition with C++ and “Itanium Compiler and Tools” components installed [3]

- To use command-line tools only to build IA-32 architecture applications, one of:
 - Microsoft Visual C++ 2008* Express Edition
 - Microsoft Visual C++ 2005* Express Edition
- To use command-line tools only to build Intel® 64 architecture applications, one of:
 - [Microsoft Windows Server 2003 R2 Platform SDK](#)
 - [Microsoft Windows Software Development Kit Update for Windows Vista*](#)
 - [Microsoft Windows SDK for Windows 2008 and .NET Framework 3.5*](#)
- To use command-line tools only to build IA-64 architecture applications:
 - [Microsoft Windows Server 2003 R2 Platform SDK](#)
- To read the on-disk documentation, Adobe Reader* 7.0 or later

Notes:

1. Microsoft Visual Studio 2005 and 2008 Standard Edition installs the “x64 Compiler and Tools” component by default – the Professional and higher editions require a “Custom” install to select this.
2. Microsoft Visual Studio .NET 2003 is not supported on Microsoft Windows Vista. Support for Microsoft Visual Studio .NET 2003 will be removed in a future version of the product.
3. Microsoft Visual Studio is not supported for installation on IA-64 architecture systems
4. Applications can be run on the same Windows versions as specified above for development. Applications may also run on non-embedded 32-bit versions of Microsoft Windows earlier than Windows XP, though Intel does not test these for compatibility. Your application may depend on a Win32 API routine not present in older versions of Windows. You are responsible for testing application compatibility. You may need to copy certain run-time DLLs onto the target system to run your application.

1.3 Installation

If you are installing the product for the first time, please be sure to have the product serial number available as you will be asked for it during installation. A valid license is required for installation and use.

To begin installation, insert the first product DVD in your computer’s DVD drive; the installation should start automatically. If it does not, open the top-level folder of the DVD drive in Windows Explorer and double-click on `setup.exe`.

If you received your product as a downloadable file, double-click on the executable file (`.EXE`) to begin installation. Note that there are several different downloadable files available, each providing different combinations of components. Please read the download web page carefully to determine which file is appropriate for you.

You do not need to uninstall previous versions or updates before installing a newer version – the new version will coexist with the older versions

1.3.1 Configure Visual Studio for 64-bit Applications

If you are using Microsoft Visual Studio 2005* or 2008 and will be developing 64-bit applications (for the Intel® 64 or IA-64 architectures) you may need to change the configuration of Visual Studio to add 64-bit support.

If you are using Visual Studio 2005/2008 Standard Edition, no configuration is needed to build Intel® 64 architecture applications. For other editions:

1. From Control Panel > Add or Remove Programs, select “Microsoft Visual Studio 2005” (or 2008) > Change/Remove. The Visual Studio Maintenance Mode window will appear. Click Next.
2. Click Add or Remove Features
3. Under “Select features to install”, expand Language Tools > Visual C++
4. If the box “X64 Compiler and Tools” is not checked, check it, then click Update. If the box is already checked, click Cancel.

To use Microsoft Visual Studio 2005/2008 Team System Edition to build applications to run on IA-64 architecture systems, follow the above steps and ensure that the box “Itanium Compiler and Tools” is checked.

1.3.2 Installation on Microsoft Windows Vista*

On Microsoft Windows Vista*, Microsoft Visual Studio.NET 2003* is not supported. Microsoft Visual Studio 2005* users should install [Visual Studio 2005 Service Pack 1](#) (VS 2005 SP1) as well as the Visual Studio 2005 Service Pack 1 Update for Windows Vista, which is linked to from the VS 2005 SP1 page. After installing these updates, you must ensure that Visual Studio runs with Administrator permissions, otherwise you will be unable to use the Intel compiler. For more information, please see [Microsoft's Visual Studio on Windows Vista page](#) and related documents.

When installing on Microsoft Windows Vista and with Microsoft Visual Studio 2005, you may see one or more warning boxes saying that there are compatibility issues with Visual Studio 2005. In some cases, these warning boxes may be hidden behind the installer window making it appear that the installation has stalled. Look in the Windows task bar for additional windows that require acknowledgement before proceeding. You may safely allow Visual Studio 2005 to run as part of the compiler install process – after installation is complete, be sure to install the two Service Pack 1 updates as described in the paragraph above.

1.3.3 Known Installation Issues

The following installation issues are present in the current version – they will be corrected in a future update.

- You must manually add the `include` and `lib` folders for the Intel® Math Kernel Library, if installed, to Visual Studio using the Tools > Options > Intel C++ > Compilers dialog. For example:

```
$(ICPP_COMPILER11)mk1\include
```

1.4 Changing, Updating and Removing the Product

Use the Windows Control Panel applet for removing or uninstalling programs to remove the product.

If you want to add or remove components of the installed product, rerun the product setup program (`setup.exe`) of the version currently installed. This cannot be done from the Windows Control Panel. If you downloaded the product, the setup program was unpacked to `C:\Program Files\Intel\Download\C++CompilerPro11.0` by default.

When installing an updated version of the product, you do not need to remove the older version first. You can have multiple versions of the compiler installed and select among them. If you remove a newer version of the product you may have to reinstall the integrations into Microsoft Visual Studio from the older version.

1.5 Installation Folders

The 11.0 product installs into a different arrangement of folders than in previous versions. The new arrangement is shown in the diagram below. Not all folders will be present in a given installation.

- `C:\Program Files\Intel\Compiler\11.0\xxx\cpp`
 - `bin`
 - `ia32`
 - `ia32_intel64`
 - `ia32_ia64`
 - `intel64`
 - `ia64`
 - `include`
 - `lib`
 - `ia32`
 - `intel64`
 - `ia64`
 - `perf_headers`
 - `ipp`
 - `mkl`
 - `tbb`
 - `Documentation`
 - `compiler_c`
 - `ipp`
 - `mkl`
 - `tbb`
 - `Samples`

Where `xxx` is the three-digit update number and the folders under `bin`, `include` and `lib` are used as follows:

- `ia32`: Files used to build applications that run on IA-32
- `intel64`: Files used to build applications that run on Intel® 64
- `ia64`: Files used to build applications that run on IA-64
- `ia32_intel64`: Compiler that run on IA-32 to build applications that run on Intel®64
- `ia32_ia64`: Compilers that run on IA-32 (or Intel® 64) to build applications that run on IA-64

If you have both the Intel C++ and Intel Fortran compilers installed, they will share folders for a given version.

If you are installing on a system with a non-English language version of Windows, the name of the `Program Files` folder may be different. On Intel® 64 architecture systems, the folder name is `Program Files (X86)` or the equivalent.

1.6 Documentation

Product documentation can be found in the `Documentation` folder as shown under [Installation Folders](#).

1.7 Technical Support

If you did not register your compiler during installation, please do so at the [Intel® Software Development Products Registration Center](#). Registration entitles you to free technical support, product updates and upgrades for the duration of the support term.

For information about how to find Technical Support, Product Updates, User Forums, FAQs, tips and tricks, and other support information, please visit <http://www.intel.com/software/products/support/cwin>

Note: If your distributor provides technical support for this product, please contact them for support rather than Intel.

2 Intel® C++ Compiler

This section summarizes changes, new features and late-breaking news about the Intel C++ Compiler.

2.1 Compatibility

In version 11, the IA-32 architecture default for code generation has changed to assume that Intel® Streaming SIMD Extensions 2 (Intel® SSE2) instructions are supported by the processor on which the application is run. [See below](#) for more information.

2.2 New and Changed Features

Please refer to the compiler documentation for details

- Additional features from C++0x
- C++ lambda functions

- Decimal floating point
- #pragma vector_nontemporal
- #pragma unroll_and_jam
- valarray implementation using IPP option
- Support for OpenMP* 3.0
- Support for Microsoft Visual Studio 2008*

2.3 New and Changed Compiler Options

Please refer to the compiler documentation for details

- /arch
- /bigobj
- /homeparams
- /MP
- /QaxSSE2
- /QaxSSE3
- /QaxSSSE3
- /QaxSSE4.1
- /Qdiag-error-limit
- /Qdiag-once
- /Qfast-trancendentals
- /Qfma
- /Qfp-relaxed
- /Qfreestanding
- /Qhelp-pragma
- /Qinstruction
- /Qm32
- /Qm64
- /Qopenmp-link
- /Qopenmp-task
- /Qopenmp-threadprivate
- /Qopt-block-factor
- /Qopt-jump-tables
- /Qopt-loadpair
- /Qopt-mod-versioning
- /Qopt-prefetch-initial-values
- /Qopt-prefetch-issue-excl-hint
- /Qopt-prefetch-next-iteration
- /Qopt-subscript-in-range
- /Qprof-data-order
- /Qprof-func-order
- /Qprof-gen

- /Qprof-hotness-threshold
- /Qprof-src-dir
- /Qprof-src-root
- /Qprof-src-root-cwd
- /Qprof-use
- /Qtcollect-filter
- /Qvc9
- /Qvec
- /QxHost
- /QxSSE2
- /QxSSE3
- /QxSSE3_ATOM
- /QxSSSE3
- /QxSSE4.1
- /Werror-all

For a list of deprecated compiler options, see the Compiler Options section of the documentation.

2.3.1 /QxHost Option

The /QxHost option, new in version 11.0, automatically selects the instruction set usage based on the type of processor present in the system used to compile the source. The behavior is as follows:

Processor in compiling system	Implied option
Intel® processor supporting Intel® SSE2 or higher instructions	/QxSSE4.1, /QxSSSE3, /QxSSE3 or /QxSSE2 as appropriate
Older Intel® processors	/arch:ia32
Non-Intel processors	/arch:SSE3, /arch:SSE2 or /arch:ia32 as appropriate based the capabilities claimed by the processor

When using the instruction set options, make sure that the executing system supports the specified instruction set. /QxHost is best used when the same system will be used to compile and run the application.

2.4 New and Changed Visual Studio* Integration Features

The following enhancements have been made to the Intel C++ integration in Microsoft Visual Studio.

- The .icproj project file now contains only supplemental information not included in the .vcproj file. This means that synchronization between the Intel and Microsoft project systems is no longer required.

- In Help > About, information on the installed Intel C++ Compiler package identification (version) is provided
- The Floating Point property Floating Point Model is provided to support the /fp compiler option
- Optimization properties Generate Alternate Code Paths and Use Intel® Processor Extensions properties have been enhanced to accommodate the changes to the /Qx and /Qax compiler options
- The new Optimization property Enable Enhanced Instruction Set is provided to support the /arch compiler option
- The new Optimization property Prefetch Insertion is provided to support the /Qopt-prefetch compiler option
- The following properties are new or enhanced to support Whole-Program Optimization:
 - Configuration > General > Whole Program Optimization
 - C++ > Optimization > Interprocedural Optimization
 - Linker > Optimization > Whole Program Optimization
- A new C++ > Diagnostics > Optimization Diagnostics section, with five properties, is defined
- The Configuration > General property Build Log File allows you to change the name of the build log
- If an undefined environment variable is referenced as \$(varname), an empty string is used and a warning displayed. This now matches the Microsoft Visual C++ behavior.
- Intel C++ projects now participate in Visual Studio's automatic project backup/restore feature
- The Manifest Tool property pages are now available for use in Intel C++ projects
- The Linker (or Librarian) > General property Link Library Dependencies is now available for projects. For executable and DLL projects, this controls whether the output library from dependent library projects is linked in automatically. For static library projects, this controls whether dependent project static libraries are merged into the parent library when built.

2.4.1 Intel® C++ Project File Compatibility

The Intel C++ project file (.icproj) format has changed in version 11. If you open a project created with an earlier version of Intel C++, you will get a message indicating that the project needs to be converted. A version 11 project cannot be used by an earlier version of the Intel C++ integration (but you can use older versions of the compiler that you have installed through Tools > Options > Intel C++ > Compilers.)

2.5 Other Changes and Known Issues

2.5.1 Build Environment Command Script Change

The command window script used to establish the build environment has changed. If you are not using the predefined Start menu shortcut to open a build environment window, use the following command to establish the proper environment:

```
"C:\Program Files\Intel\Compiler\11.0\xxx\cpp\Bin\iclvars.bat"  
argument
```

Where *xxx* is the update number and *argument* is one of ia32, ia32_intel64, intel64, ia32_ia64, ia64 as described above under [Installation Folders](#). If you have installed the compiler into a different path, make the appropriate adjustments in the command.

2.5.2 Instruction Set Default Changed to Require Intel® Streaming SIMD Extensions 2 (Intel® SSE2)

When compiling for the IA-32 architecture, `/arch:SSE2` (formerly `/QxW`) is now the default. Programs built with `/arch:SSE2` in effect require that they be run on a processor that supports the Intel® Streaming SIMD Extensions 2 (Intel® SSE2), such as the Intel® Pentium® 4 processor and certain AMD* processors. No run-time check is made to ensure compatibility – if the program is run on a processor that does not support the instructions, an invalid instruction fault may occur. Note that this may change floating point results since the Intel® SSE instructions will be used instead of the x87 instructions and therefore computations will be done in the declared precision rather than sometimes a higher precision.

All Intel® 64 architecture processors support Intel® SSE2.

To specify the older default of generic IA-32, specify `/arch:IA32`

2.5.3 OpenMP* Libraries Default to “compat”

In version 10.1, a new set of OpenMP* libraries was added that allowed applications to use OpenMP code from both Intel and Microsoft compilers. These “compatibility” libraries can provide higher performance than the older “legacy” libraries. In version 11, the compatibility libraries are used by default for OpenMP applications, equivalent to `/Qopenmp-lib:compat`. If you wish to use the older libraries, specify `/Qopenmp-lib:legacy`

The “legacy” libraries (`libguide.lib`, `libguide40.lib`, etc.) will be removed in a future release of the Intel compilers.

2.5.4 Intel® Debugger (`idb`) No Longer Provided

The separate Intel® Debugger (`idb` command) is no longer offered as part of the Intel compiler products for Windows. This has no effect on debugging inside Microsoft Visual Studio, which is still supported.

2.5.5 Sampling-based Profile Guided Optimization Feature Removed

The hardware sampling-based Profile-Guided Optimization feature is no longer provided. The `/Qprof-gen-sampling` and `/Qssp` compiler options, and the `profrun` and `pronto_tool` executables have been removed. Instrumented Profile-Guided Optimization is still supported.

3 Intel® Integrated Performance Primitives

This section summarizes changes, new features and late-breaking news about the Intel® Integrated Performance Primitives.

3.1 Change History

- New function implementation in Image Processing domain `ippiCopy*` and `ippiTranspose*` functions
- Other new function implementations in speech coding and signal processing domains. Check "NewFunctionsList.txt" in the documentation directory for more details
- New unified image codec (UIC) frameworks implementation to standardize the interfaces as plug-and-play of various image codecs
- Intel® Atom™ Processor support
- High-level Data Compression library Support `Izo` and new continued performance improvement for `zlib`, `gzip`, `bzip2`
- A new sample for DMIP Deferred Mode of Image Processing over Intel IPP binary and API
- Intel® QuickAssist functional API for Cryptography
- New Domain - Data Integrity Functions based on operations over finite fields for error-correcting coding
- Generated domain/functionality (Spiral)
- Video Enhancement Denoising / Deinterlasing / Demosaicing
- Image Search descriptors (MPEG7), Color layout, Edge Histogram
- Microsoft RT Audio Support (enhancement)
- New Speech Coding Standard G729.1 Codec Support
- Super Resolution Technology, Optical Flow
- New Video AVS Codec Support for Decoding
- New Image Processing functions for 3D Support, Geom WarpAffine
- New Cryptography function support for Reed-Solomon Algorithm
- Threaded Static Libraries
- ALS Decoder Profile support in AAC Decoding

4 Intel® Math Kernel Library

This section summarizes changes, new features and late-breaking news about the Intel® Math Kernel Library.

4.1 Change History

- Performance Improvements in the BLAS:
 - 32-bit improvements
 - 40-50% improvement for (Z,C)GEMM on Quad-Core Intel® Xeon® processor 5300 series
 - 10% improvement for all GEMM code on Quad-Core Intel® Xeon® processor 5400 series
 - 64-bit improvements
 - 2.5-3% improvement for DGEMM on 1 thread on Quad-Core Intel® Xeon® processor 5400 series

- 50% improvement for SGEMM on the Intel® Core™ i7 processor family
 - 3% improvement for CGEMM on 1 thread on the Intel® Core™ i7 processor family
 - 2-3% improvement for ZGEMM on 1 thread on the Intel® Core™ i7 processor family
 - 30% improvement for right-side cases of DTRSM on the Intel® Core™ i7 processor family
- Improvements to the direct sparse solver (DSS/PARDISO):
 - The performance of out-of-core PARDISO was improved by 35% on average.
 - Support of separate backward/forward substitution for DSS/PARDISO has been added.
 - A new parameter for turning off iterative refinement for DSS interface has been introduced.
 - A new parameter for checking sparse matrix structure has been introduced for PARDISO interface.
- The capability to track the progress of a lengthy computation and/or interrupt the computation has been added via a callback function mechanism. A function called `mkl_progress` can be defined in a user application, which will be called regularly from a subset of the MKL LAPACK routines. See the LAPACK Auxiliary and Utility Routines chapter in the reference manual for more information. Refer to the specific function descriptions to see which LAPACK functions support the feature.
- Transposition functions have been added to Intel MKL. See the reference manual for further detail.
- The C++ `std::complex` type can now be used instead of MKL-specific complex types.
- An implementation of the Boost uBLAS matrix-matrix multiplication routine is now provided which will make use of the highly optimized version of DGEMM in the Intel MKL BLAS. See the User guide for more information.
- Improvements to the sparse BLAS:
 - Support for all data types (single precision, complex and double complex) has been added.
 - Routines for computing the sum and product of two sparse matrices stored, both stored in the compressed sparse row format have been added.
- The Vector Math Library functions, `CdfNorm`, `CdfNormInv`, and `ErfcInv`, have been optimized to achieve much improved performance.
- Performance improvement on the Intel® Core™ i7 processor family:
 - 3-17% improvement for the following VML functions: `Asin`, `Asinh`, `Acos`, `Acosh`, `Atan`, `Atan2`, `Atanh`, `Cbrt`, `CIS`, `Cos`, `Cosh`, `Conj`, `Div`, `ErfInv`, `Exp`, `Hypot`, `Inv`, `InvCbrt`, `InvSqrt`, `Ln`, `Log10`, `MulByConj`, `Sin`, `SinCos`, `Sinh`, `Sqrt`, `Tanh`.
 - 7-67% improvement for uniform random number generation.

- 3-10% improvement for VSL distribution generators based on Wichmann-Hill, Sobol, and Niederreiter BRNGs (64-bit only).
- The configuration file functionality has been removed. See the user guide for alternative means to configure the behavior of Intel MKL.
- All hurdles to creation of DLLs from the static libraries have been removed.
- When functions in Intel MKL are called from an MPI program they will be run on 1 thread by default (i.e., in the absence of explicit controls).
- The following VML functions have been added: CdfNorm, CdfNormInv, and ErfcInv.
- The DftiCopyDescriptor function has been added.
- The LP64 interface of DSS/PARDISO now uses 64-bit addressing for internal arrays on 64-bit operating systems. This allows the direct solver to solve larger systems.
- The default OpenMP runtime library for Intel MKL has been changed from libguide to libiomp. See the User Guide in the doc directory for more information.
- Documentation updates:
 - The parallel BLAS (PBLAS) which support ScaLAPACK are now documented in the Intel MKL reference manual.
 - Added instructions for using example programs in Microsoft* Visual Studio to the User Guide.
 - MKL Documentation is now accessible from the Microsoft* Visual Studio 'Help' menu with F1 Help and Dynamic Help features provided in the code editor. For more information, see Intel MKL User's Guide.
- It is no longer possible to set environment variables during the installation process. Three script files, mklvars32.bat, mklvarsem64t.bat, and mklvars64.bat are available in the tools\environment directory to set the PATH, LIB, and INCLUDE environment variables at the command prompt.
- The optimized code paths for the Intel® Pentium® III processor have been removed from Intel MKL along with the associated processor specific dynamic link libraries. We continue to support the use of Intel MKL on this processor, but the default code path will be used and as a result performance may be reduced.
- The interval linear solver functions have been removed from MKL.
- Documentation updates:
 - The FFTW Wrappers for MKL Notes have been removed from the product package after their content was integrated into the Intel MKL Reference Manual (Appendix G).
 - New functions have been documented in the reference manual, and support for Boost uBLAS matrix-matrix multiplication has been described in the User Guide.

4.2 Known Limitations

Limitations to the sparse solver and optimization solvers:

- Sparse and optimization solver libraries functions are only provided in static form

Limitations to the FFT functions:

- Mode DFTI_TRANSPOSE is implemented only for the default case
- Mode DFTI_REAL_STORAGE can have the default value only and cannot be set by the DftiSetValue function (i.e. DFTI_REAL_STORAGE = DFTI_REAL_REAL)
- The ILP64 version of Intel® MKL does not currently support FFTs with any one dimension larger than $2^{31}-1$. Any 1D FFT larger than $2^{31}-1$ or any multi-dimensional FFT with any dimension greater than $2^{31}-1$ will return the "DFTI_1D_LENGTH_EXCEEDS_INT32" error message. Note that this does not exclude the possibility of performing multi-dimensional FFTs with more than $2^{31}-1$ elements; as long as any one dimension length does not exceed $2^{31}-1$
- Some limitations exist on arrays sizes for Cluster FFT functions. See mklman.pdf for a detailed description
- When a dynamically linked application uses Cluster FFT functionality, it is required to put the static Intel® MKL interface libraries on the link line as well. For example: `-WI,--start-group $MKL_LIB_PATH/libmkl_intel_lp64.a $MKL_LIB_PATH/libmkl_cdft_core.a -WI,--end-group $MKL_LIB_PATH/libmkl_blacs_intelmpi20_lp64.a -L$MKL_LIB_PATH -lmkl_intel_thread -lmkl_core -liomp5 -lpthread`

Limitations to the LAPACK functions:

- The ILAENV function, which is called from the LAPACK routines to choose problem-dependent parameters for the local environment, cannot be replaced by a user's version
- `second()` and `dsecnd()` functions may not provide correct answers in the case where the CPU frequency is not constant.
- As of version 10.0 the following two issues apply when linking to the dynamic libraries:
 - A user provided XERBLA will not be invoked if LAPACK is called with illegal input parameters. The default XERBLA will be used instead.
 - A user may encounter a segment violation if they call the LP64 interface to LAPACK with illegal parameters. This is because a request may be made to allocate a negative amount of memory.

Limitations to the Vector Math Library (VML) and Vector Statistical Library (VSL) functions:

- Usage of `mkl_vml.fi` may produce warning about TYPE ERROR_STRUCTURE length
- In case user needs to build custom DLL that contains references to Intel® MKL functions, the Intel® MKL DLL Builder Tool should be used. Other DLL build techniques are not supported

Limitations to the ScaLAPACK functions:

- The user can not substitute PjLAENV for their own version. This function is called by ScaLAPACK routines to choose problem-dependent parameters for the local environment.
- There are possible problems with getting global environment variables such as MKL_BLACS_MPI by -genvlist by MPICH2. In this case, try to set all necessary environment variables by using the control panel. From the System control panel select the "Advanced" tab and click the "Environment Variables" button.

Limitations to the ILP64 version of Intel® MKL:

- The ILP64 version of Intel® MKL does not contain the complete functionality of the library. For a full listing of what is in the ILP64 version refer to the user's guide in the doc directory.

Limitations to the Java examples:

- The Java examples don't work if the path to the JDK contains spaces. Please use quotes to set JAVA_HOME in those cases. For example: set JAVA_HOME="C:\Program Files\Java\jdk1.6.0_06"

The DHPL_CALL_CBLAS option is not allowed when building the hybrid version of MP LINPACK.

We recommend that /Od be used for the Intel® compilers when compiling test source code available with Intel® MKL. Current build scripts do not specify this option and default behavior for these compilers has changed to provide vectorization.

Limitations to dummy libraries:

- Dummy libraries cannot be used in #pragma constructions. Dummy libraries cannot be linked by Intel compiler as a driver. Please see Chapter 3 of User's Guide for more information

All VSL functions return an error status, i.e., default VSL API is a function style now rather than a subroutine style used in earlier Intel® MKL versions. This means that Fortran users should call VSL routines as functions. For example:

```
errstatus = vslrnggaussian(method, stream, n, r, a, sigma)
```

rather than subroutines:

```
call vslrnggaussian(method, stream, n, r, a, sigma)
```

Nevertheless, Intel® MKL provides a subroutine-style interface for backward compatibility. To use subroutine-style interface, manually include mkl_vsl_subroutine.fi file instead of mkl_vsl.fi by changing the line include 'mkl_vsl.fi' mkl.fi (in the include directory) with the line include 'mkl_vsl_subroutine.fi'. VSL API changes don't affect C/C++ users.

Memory Allocation: In order to achieve better performance, memory allocated by Intel® MKL is not released. This behavior is by design and is a one-time occurrence for Intel® MKL routines

that require workspace memory buffers. Even so, the user should be aware that some tools may report this as a memory leak. Should the user wish, memory can be released by the user program through use of a function (`MKL_FreeBuffers()`) made available in Intel® MKL or memory can be released after each call by setting the environment variable `MKL_DISABLE_FAST_MM` (see User's Guide in the doc directory for more details). Using one of these methods to release memory will not necessarily stop programs from reporting memory leaks, and in fact may increase the number of such reports should you make multiple calls to the library thereby requiring new allocations with each call. Memory not released by one of the methods described will be released by the system when the program ends. To avoid this restriction disable memory management as described above.

Other: The GMP component is located in the solver library. For Intel® 64 and IA-64 platforms these components support only LP64 interface.

Using `/MT` when linking with multi-threaded Intel® MKL is recommended. Use of `/MD` with Microsoft* Visual C++* .NET 2003 may cause linking errors.

5 Intel® Threading Building Blocks

This section summarizes changes, new features and late-breaking news about the Intel® Threading Building Blocks

- The `atomic<long long>` and `atomic<unsigned long long>` templates are not supported when using the Microsoft* Visual C++* 7.1 (Microsoft* Visual Studio .NET 2003*) compiler.
- To allow more accurate results to be obtained with Intel® Thread Checker or Intel® Thread Profiler, download the latest update releases of these products before using them with Intel® Threading Building Blocks.
- If you are using Intel(R) Threading Building Blocks and OpenMP* constructs mixed together in rapid succession in the same program, and you are using Intel(R) compilers for your OpenMP* code, set `KMP_BLOCKTIME` to a small value (e.g., 20 milliseconds) to improve performance. This setting can also be made within your OpenMP* code via the `kmp_set_blocktime()` library call. See the Intel® compiler OpenMP* documentation for more details on `KMP_BLOCKTIME` and `kmp_set_blocktime()`.
- In general, non-debug ("release") builds of applications or examples should link against the non-debug versions of the Intel® Threading Building Blocks libraries, and debug builds should link against the debug versions of these libraries. On Windows* systems, compile with `/MD` and use Intel® Threading Building Blocks release libraries, or compile with `/MDd` and use debug libraries; not doing so may cause run-time failures. See the Tutorial in the product "Documentation\tbb" sub-directory for more details on debug vs. release libraries.

6 Disclaimer and Legal Information

INFORMATION IN THIS DOCUMENT IS PROVIDED IN CONNECTION WITH INTEL(R) PRODUCTS. NO LICENSE, EXPRESS OR IMPLIED, BY ESTOPPEL OR OTHERWISE, TO ANY INTELLECTUAL PROPERTY RIGHTS IS GRANTED BY THIS DOCUMENT. EXCEPT AS PROVIDED IN INTEL'S TERMS AND CONDITIONS OF SALE FOR SUCH PRODUCTS, INTEL ASSUMES NO LIABILITY WHATSOEVER, AND INTEL DISCLAIMS ANY EXPRESS OR IMPLIED WARRANTY, RELATING TO SALE AND/OR USE OF INTEL PRODUCTS INCLUDING LIABILITY OR WARRANTIES RELATING TO FITNESS FOR A PARTICULAR PURPOSE, MERCHANTABILITY, OR INFRINGEMENT OF ANY PATENT, COPYRIGHT OR OTHER INTELLECTUAL PROPERTY RIGHT. UNLESS OTHERWISE AGREED IN WRITING BY INTEL, THE INTEL PRODUCTS ARE NOT DESIGNED NOR INTENDED FOR ANY APPLICATION IN WHICH THE FAILURE OF THE INTEL PRODUCT COULD CREATE A SITUATION WHERE PERSONAL INJURY OR DEATH MAY OCCUR.

Intel may make changes to specifications and product descriptions at any time, without notice. Designers must not rely on the absence or characteristics of any features or instructions marked "reserved" or "undefined." Intel reserves these for future definition and shall have no responsibility whatsoever for conflicts or incompatibilities arising from future changes to them. The information here is subject to change without notice. Do not finalize a design with this information.

The products described in this document may contain design defects or errors known as errata which may cause the product to deviate from published specifications. Current characterized errata are available on request.

Contact your local Intel sales office or your distributor to obtain the latest specifications and before placing your product order.

Copies of documents which have an order number and are referenced in this document, or other Intel literature, may be obtained by calling 1-800-548-4725, or by visiting Intel's Web Site.

Celeron, Centrino, Intel, Intel logo, Intel386, Intel486, Intel Atom, Intel Core, Itanium, MMX, Pentium, VTune, and Xeon are trademarks of Intel Corporation in the U.S. and other countries.

* Other names and brands may be claimed as the property of others.

Copyright © 2008 Intel Corporation. All Rights Reserved.