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# **Bohrium Documentation**

*Release 0.10.2*

**eScience Group @ NBI**

**Feb 26, 2019**



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Bohrium provides automatic acceleration of array operations in Python/NumPy, C, and C++ targeting multi-core CPUs and GP-GPUs. Forget handcrafting CUDA/OpenCL to utilize your GPU and forget threading, mutexes and locks to utilize your multi-core CPU, just use Bohrium!



## Features

	Architecture Support		Frontends			
	Multi-Core CPU	Many-Core GPU	Python2/NumPy	Python3/NumPy	C	C++
Linux	✓	✓	✓	✓	✓	✓
Mac OS	✓	✓	✓		✓	✓

- **Lazy Evaluation**, Bohrium will lazy evaluate all Python/NumPy operations until it encounters a “Python Read” such a printing an array or having a if-statement testing the value of an array.
- **Views** Bohrium supports NumPy views fully thus operating on array slices does not involve data copying.
- **Loop Fusion**, Bohrium uses a [fusion algorithm](#) that fuses (or merges) array operations into the same computation kernel that are then JIT-compiled and executed. However, Bohrium can only fuse operations that have some common sized dimension and no horizontal data conflicts.
- **Lazy CPU/GPU Communication**, Bohrium only moves data between the host and the GPU when the data is accessed directly by Python or a Python C-extension.
- **python -m bohrium**, automatically makes `import numpy` use Bohrium.
- **Jupyter Support**, you can use the magic command `%%bohrium` to automatically use Bohrium as NumPy.
- **Zero-copy *Interoperability* with:**
  - NumPy
  - Cython
  - PyOpenCL
  - PyCUDA

**Please note:**

- Bohrium is a 64-bit project exclusively.
- Source code is available here: <https://github.com/bh107/bohrium>



## 2.1 Installation

Bohrium supports Linux and Mac OS.

### 2.1.1 Linux

#### PyPI Package

If you use Bohrium through Python, we strongly recommend to install Bohrium through `pypi`, which will include BLAS, LAPACK, OpenCV, and OpenCL support:

```
pip install --user bohrium
```

---

**Note:** On linux, Bohrium requires `gcc` in `$PATH`. E.g. on Ubuntu install the `build-essential` package: `sudo apt install build-essential`.

---

**Note:** On linux, Python development files must be available. E.g. on Ubuntu install `python-dev` and/or `python3-dev`.

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#### Anaconda

To use Anaconda, simply install the Bohrium PyPI package in an environment:

```
# Activate the environment where you want to install Bohrium:  
source activate my_env
```

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```
# Install Bohrium using pip
pip install bohrium
```

---

**Note:** Bohrium requires `gcc` in `$PATH`. E.g. on Ubuntu install the `build-essential` package: `sudo apt install build-essential`.

---

### Install From Source Package

Visit Bohrium on [github.com](https://github.com/bh107/bohrium/releases/latest) and download the latest release: <https://github.com/bh107/bohrium/releases/latest>. Then build and install Bohrium as described in the following subsections.

Install dependencies, which on Ubuntu is:

```
sudo apt install build-essential python-pip python-virtualenv cmake git unzip
↪libboost-filesystem-dev libboost-serialization-dev libboost-regex-dev zlib1g-dev
↪libsigsegv-dev
```

And some additional packages for visualization:

```
sudo apt-get install freeglut3 freeglut3-dev libxmu-dev libxi-dev
```

Build and install:

```
wget https://github.com/bh107/bohrium/archive/master.zip
unzip master.zip
cd bohrium-master
mkdir build
cd build
cmake .. -DCMAKE_INSTALL_PREFIX=<path to install directory>
make
make install
```

---

**Note:** The default install directory is `~/ .local`

---

**Note:** To compile to a custom Python (with `valgrind` debug support for example), set `-DPYTHON_EXECUTABLE=<custom python binary>`.

---

Finally, you need to set the `LD_LIBRARY_PATH` environment variables and if you didn't install Bohrium in `$HOME/ .local/lib` you need to set `PYTHONPATH` as well.

The `LD_LIBRARY_PATH` should include the path to the installation directory:

```
export LD_LIBRARY_PATH="<install dir>:$LD_LIBRARY_PATH"
```

The `PYTHONPATH` should include the path to the newly installed Bohrium Python module:

```
export PYTHONPATH="<install dir>/lib/python<python version>/site-packages:$PYTHONPATH"
```

## Check Your Installation

Check installation by printing the current runtime stack:

```
python -m bohrium --info
```

### 2.1.2 Mac OS

The following explains how to get going on Mac OS.

You need to install the [Xcode Developer Tools](#) package, which is found in the App Store.

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**Note:** You might have to manually install some extra header files by running `sudo installer -pkg /Library/Developer/CommandLineTools/Package/macOS_SDK_headers_for_macOS_10.14.pkg -target /` where `10.14` is your current version (more info).`

---

### PyPI Package

If you use Bohrium through Python, we strongly recommend to install Bohrium through [pypi](#), which will include BLAS, LAPACK, OpenCV, and OpenCL support:

```
python -m pip install --user bohrium
```

---

**Note:** If you get an error message saying that no package match your criteria it is properly because you are using a Python version for which **no package exist <https://pypi.org/project/bohrium-api/#files>**. Please contact us and we will build a package using your specific Python version.

---

### Install From Source Package

Start by installing [Homebrew](#) as explained on their website

```
/usr/bin/ruby -e "$(curl -fsSL https://raw.githubusercontent.com/Homebrew/install/master/install)"
```

Install dependencies:

```
brew install python
brew install cmake
brew install boost --with-icu4c
brew install libsigsegv
python3 -m pip install --user numpy cython twine gcc7
```

Visit Bohrium on [github.com](https://github.com), download the latest release: <https://github.com/bh107/bohrium/releases/latest> or download *master*, and then build it:

```
wget https://github.com/bh107/bohrium/archive/master.zip
unzip master.zip
cd bohrium-master
mkdir build
```

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```
cd build
export PATH="$(brew --prefix)/bin:/usr/local/opt/llvm/bin:/usr/local/opt/opencv3/bin:
↪$PATH"
export CC="clang"
export CXX="clang++"
export C_INCLUDE_PATH=$(llvm-config --includedir)
export CPLUS_INCLUDE_PATH=$(llvm-config --includedir)
export LIBRARY_PATH=$(llvm-config --libdir):$LIBRARY_PATH
cmake .. -DCMAKE_INSTALL_PREFIX=<path to install directory>
make
make install
```

---

**Note:** The default install directory is `~/ .local`

---

**Note:** To compile to a custom Python (with valgrind debug support for example), set `-DPYTHON_EXECUTABLE=<custom python binary>`.

---

Finally, you need to set the `DYLD_LIBRARY_PATH` and `LIBRARY_PATH` environment variables and if you didn't install Bohrium in `$HOME/.local/lib` you need to set `PYTHONPATH` as well.

The `DYLD_LIBRARY_PATH` and `LIBRARY_PATH` should include the path to the installation directory:

```
export DYLD_LIBRARY_PATH="<install dir>:$DYLD_LIBRARY_PATH"
export LIBRARY_PATH="<install dir>:$LIBRARY_PATH"
```

The `PYTHONPATH` should include the path to the newly installed Bohrium Python module:

```
export PYTHONPATH="<install dir>/lib/python<python version>/site-packages:$PYTHONPATH"
```

## Check Your Installation

Check installation by printing the current runtime stack:

```
python -m bohrium --info
```

## 2.1.3 Installation using Spack

This guide will install Bohrium using the Spack package manager.

### Why use Spack?

**Spack** is a package management tool tailored specifically for supercomputers with a rather dated software stack. It allows to install and maintain packages, starting only from very **few dependencies**: Pretty much just python2.6, git, curl and some c++ compiler are all that's needed for the bootstrap.

Needless to say that the request for installing a particular package automatically yields the installation of all dependencies with exactly the right version and configurations. If this causes multiple versions/configurations of the same package to be required, this is no problem and gets resolved automatically, too. As a bonus on top, using an installed package later is super easy as well due to an automatic generation of module files, which set the required environment up.

## Installation overview

First step is to clone and setup Spack:

```
export SPACK_ROOT="$PWD/spack"
git clone https://github.com/llnl/spack.git
. $SPACK_ROOT/share/spack/setup-env.sh
```

Afterwards the installation of Bohrium is instructed:

```
spack install bohrium
```

This step will take a while, since Spack will download the sources of all dependencies, unpack, configure and compile them. But since everything happens in the right order automatically, you could easily do this over night.

That's it. If you want to use Bohrium, setup up Spack as above, then load the required modules:

```
spack module loads -r bohrium > /tmp/bohrium.modules
. /tmp/bohrium.modules
```

and you are ready to go as the shell environment now contains all required variables (*LD\_LIBRARY\_PATH*, *PATH*, *CPATH*, *PYTHONPATH*, ...) to get going.

If you get some errors about the command *module* not being found, you need to install the Spack package *environment-modules* beforehand. Again, just a plain:

```
spack install environment-modules
```

is enough to achieve this.

## Tuning the installation procedure

Spack offers countless ways to influence how things are installed and what is installed. See the [Documentation](#) and especially the [Getting Started](#) section for a good overview.

Most importantly the so-called *spec* allows to specify features or requirements with respect to versions and dependencies, that should be enabled or disabled when building the package. For example:

```
spec install bohrium~cuda~opencl
```

Will install Bohrium *without* CUDA or OpenCL support, which has a dramatic impact on the install time due to the reduced amount of dependencies to be installed. On the other hand:

```
spec install bohrium@develop
```

will install specifically the development version of Bohrium. This the current *HEAD* of the *master* branch in the github repository. One may also influence the versions of the dependencies by themselves. For example:

```
spec install bohrium+python^python@3:
```

will specifically compile Bohrium with a python version larger than 3.

The current list of features the Bohrium package has to offer can be listed by the command:

```
spack info bohrium
```

and the list of dependencies which will be installed by a particular *spec* can be easily reviewed by something like:

```
spack spec bohrium@develop~cuda~opencl
```

## 2.2 User Guide

### 2.2.1 Python/NumPy

- *Runtime Info*
- *Automatic Parallelization*
- *Acceleration*
- *Convert between Bohrium and NumPy*
- *Accelerate Loops*
- *Sliding Views Between Iterations*
- *UserKernel*
  - *OpenMP Example*
  - *OpenCL Example*
- *Interoperability*
  - *NumPy*
  - *Cython*
  - *PyOpenCL*
  - *PyCUDA*
  - *Performance Comparison*
  - *Conclusion*

#### Runtime Info

Print the current Bohrium runtime stack:

```
python -m bohrium --info
```

#### Automatic Parallelization

Bohrium implements a new python module `bohrium` that introduces a new array class `bohrium.ndarray` which inherits from `numpy.ndarray`. The two array classes are fully compatible thus one only has to replace `numpy.ndarray` with `bohrium.ndarray` in order to utilize the Bohrium runtime system.

The following example is a heat-equation solver that uses Bohrium. Note that the only difference between Bohrium code and NumPy code is the first line where we import bohrium as `np` instead of `numpy` as `np`:

```

import bohrium as np
def heat2d(height, width, epsilon=42):
    G = np.zeros((height+2,width+2),dtype=np.float64)
    G[:,0] = -273.15
    G[:,-1] = -273.15
    G[-1,:] = -273.15
    G[0,:] = 40.0
    center = G[1:-1,1:-1]
    north = G[:-2,1:-1]
    south = G[2:,1:-1]
    east = G[1:-1,:-2]
    west = G[1:-1,2:]
    delta = epsilon+1
    while delta > epsilon:
        tmp = 0.2*(center+north+south+east+west)
        delta = np.sum(np.abs(tmp-center))
        center[:] = tmp
    return center
heat2d(100, 100)

```

Alternatively, you can import Bohrium as NumPy through the command line argument `-m bohrium`:

```
python -m bohrium heat2d.py
```

In this case, all instances of `import numpy` is converted to `import bohrium` seamlessly. If you need to access the real numpy module use `import numpy_force`.

## Acceleration

The approach of Bohrium is to accelerate all element-wise functions in NumPy (aka universal functions) as well as the reductions and accumulations of element-wise functions. This approach makes it possible to accelerate the heat-equation solver on both multi-core CPUs and GPUs.

Beside element-wise functions, Bohrium also accelerates a selection of common NumPy functions such as `dot()` and `solve()`. But the number of functions in NumPy and related projects such as SciPy is enormous thus we cannot hope to accelerate every single function in Bohrium. Instead, Bohrium will automatically convert `bohrium.ndarray` to `numpy.ndarray` when encountering a function that Bohrium cannot accelerate. When running on the CPU, this conversion is very cheap but when running on the GPU, this conversion requires the array data to be copied from the GPU to the CPU.

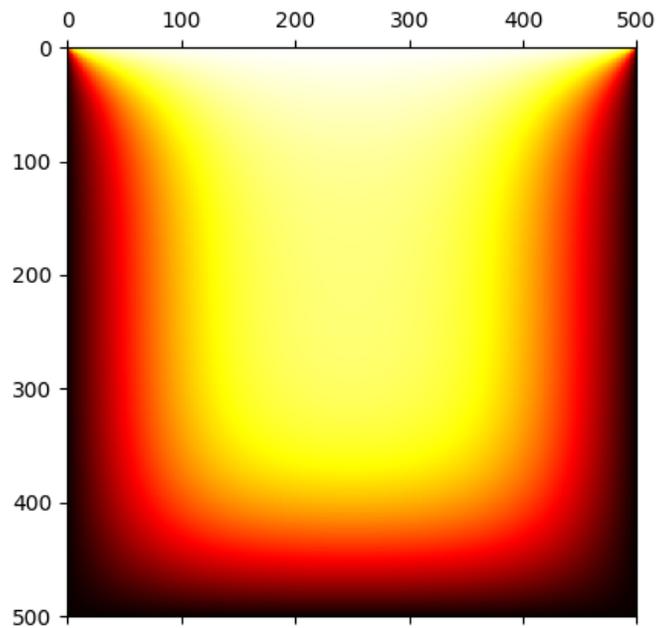
Matplotlib's `matshow()` function is example of a function Bohrium cannot accelerate. Say we want to visualize the result of the heat-equation solver, we could use `matshow()`:

```

from matplotlib import pyplot as plt

res = heat2d(100, 100)
plt.matshow(res, cmap='hot')
plt.show()

```



Beside producing the image (after approx. 1 min), the execution will raise a Python warning informing you that matplotlib function is handled like a regular NumPy:

```
/usr/lib/python2.7/site-packages/matplotlib/cbook.py:1506: RuntimeWarning:  
Encountering an operation not supported by Bohrium. It will be handled by the  
↳ original NumPy.  
x = np.array(x, subok=True, copy=copy)
```

---

**Note:** Increasing the problem size will improve the performance of Bohrium significantly!

---

### Convert between Bohrium and NumPy

It is possible to convert between Bohrium and NumPy explicitly and thus avoid Python warnings. Let's walk through an example:

Create a new NumPy array with ones:

```
np_ary = numpy.ones(42)
```

Convert any type of array to Bohrium:

```
bh_ary = bohrium.array(np_ary)
```

Copy a bohrium array into a new NumPy array:

```
np2 = bh_ary.copy2numpy()
```

## Accelerate Loops

As we all know, having for and while loops in Python is bad for performance but is sometimes necessary. E.g. in the case of the `heat2d()` code, we have to evaluate `delta > epsilon` in order to know when to stop iterating. To address this issue, Bohrium introduces the function `do_while()`, which takes a function and calls it repeatedly until either a maximum number of calls has been reached or until the function return `False`.

The function signature:

```
def do_while(func, niters, *args, **kwargs):
    """Repeatedly calls the `func` with the `*args` and `**kwargs` as argument.

    The `func` is called while `func` returns True or None and the maximum number
    of iterations, `niters`, hasn't been reached.

    Parameters
    -----
    func : function
        The function to run in each iterations. `func` can take any argument and may
    ↪return
        a boolean `bharray` with one element.
    niters: int or None
        Maximum number of iterations in the loop (number of times `func` is called).
    ↪If None, there is no maximum.
    *args, **kwargs : list and dict
        The arguments to `func`

    Notes
    -----
    `func` can only use operations supported natively in Bohrium.
    """
```

An example where the function doesn't return anything:

```
>>> def loop_body(a):
...     a += 1
>>> a = bh.zeros(4)
>>> bh.do_while(loop_body, 5, a)
>>> a
array([5, 5, 5, 5])
```

An example where the function returns a `bharray` with one element and of type `bh.bool`:

```
>>> def loop_body(a):
...     a += 1
...     return bh.sum(a) < 10
>>> a = bh.zeros(4)
>>> bh.do_while(loop_body, None, a)
>>> a
array([3, 3, 3, 3])
```

## Sliding Views Between Iterations

It can be useful to increase/decrease the beginning of certain array views between iterations of a loop. This can be achieved using `get_iterator()`, which returns a special bohrium iterator. The iterator can be given an optional start value (0 by default). The iterator is increased by one for each iteration, but can be changed increase or decrease by multiplying any constant (see example 2).

Iterators only supports addition, subtraction and multiplication. `get_iterator()` can only be used within Bohrium loops. Views using iterators cannot change shape between iterations. Therefore, views such as `a[i:2*i]` are not supported.

Example 1. Using iterators to create a loop-based function for calculating the triangular numbers (from 1 to 10). The loop in numpy looks the following:

```
>>> a = np.arange(1,11)
>>> for i in range(0,9):
...     a[i+1] += a[i]
>>> a
array([1 3 6 10 15 21 28 36 45 55])
```

The same can be written in Bohrium as:

```
>>> def loop_body(a):
...     i = get_iterator()
...     a[i+1] += a[i]
>>> a = bh.arange(1,11)
>>> bh.do_while(loop_body, 9, a)
>>> a
array([1 3 6 10 15 21 28 36 45 55])
```

Example 2. Increasing every second element by one, starting at both ends, in the same loop. As it can be seen: *i* is increased by 2, while *j* is decreased by 2 for each iteration:

```
>>> def loop_body(a):
...     i = get_iterator(1)
...     a[2*i] += a[2*(i-1)]
...     j = i+1
...     a[1-2*j] += a[1-2*(j-1)]
>>> a = bh.ones(10)
>>> bh.for_loop(loop_body, 4, a)
>>> a
array([1 5 2 4 3 3 4 2 5 1])
```

Nested loops is also available in `do_while` by using grids. A grid is a set of iterators that depend on each other, just as with nested loops. A grid can have arbitrary size and is available via. the function `get_grid()`, which is only usable within a `do_while` loop body. The function takes an amount of integers as parameters, corresponding to the range of the loops (from outer to inner). It returns the same amount of iterators, which functions as a grid. An example of this can be seen in Example 3 below. Example 3. Creating a range in an array with multiple dimensions. In Numpy it can be written as:

```
>>> a = bh.zeros((3,3))
>>> counter = bh.zeros(1)
>>> for i in range(3):
...     for j in range(3):
...         counter += 1
...         a[i,j] += counter
>>> a
[[1. 2. 3.]
 [4. 5. 6.]
 [7. 8. 9.]
```

The same can done within a `do_while` loop by using a grid:

```
>>> def kernel(a, counter):
...     i, j = get_grid(3,3)
```

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```

...     counter += 1
...     a[i,j] += counter
>>> a = bh.zeros((3,3))
>>> counter = bh.zeros(1)
>>> bh.do_while(kernel, 3*3, a, counter)
>>> a
[[1. 2. 3.]
 [4. 5. 6.]
 [7. 8. 9.]]

```

## UserKernel

Bohrium supports user kernel, which makes it possible to implement a specialized handwritten kernel. The idea is that if you encounter a problem that you cannot implement using array programming and Bohrium cannot accelerate, you can write a kernel in C99 that calls other libraries or do the calculation itself.

## OpenMP Example

In order to write and run your own kernel use `bh.user_kernel.execute()`:

```

import bohrium as bh

def fftn(ary):
    # Making sure that `ary` is complex, contiguous, and uses no offset
    ary = bh.user_kernel.make_behaving(ary, dtype=bh.complex128)
    res = bh.empty_like(a)

    # Indicates the direction of the transform you are interested in;
    # technically, it is the sign of the exponent in the transform.
    sign = ["FFTW_FORWARD", "FFTW_BACKWARD"]

    kernel = """
#include <stdint.h>
#include <stdlib.h>
#include <complex.h>
#include <fftw3.h>

#ifdef _OPENMP
    #include <omp.h>
#else
    static inline int omp_get_max_threads() { return 1; }
    static inline int omp_get_thread_num() { return 0; }
    static inline int omp_get_num_threads() { return 1; }
#endif

void execute(double complex *in, double complex *out) {
    const int ndim = %(ndim)d;
    const int shape[] = {%(shape)s};
    const int sign = %(sign)s;

    fftw_init_threads();
    fftw_plan_with_nthreads(omp_get_max_threads());

```

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```
    fftw_plan p = fftw_plan_dft(ndim, shape, in, out, sign, FFTW_ESTIMATE);
    if(p == NULL) {
        printf("fftw plan fail!\\n");
        exit(-1);
    }
    fftw_execute(p);
    fftw_destroy_plan(p);
    fftw_cleanup_threads();
}
""" % {'ndim': a.ndim, 'shape': str(a.shape)[1:-1], 'sign': sign[0]}

# Adding some extra link options to the compiler command
cmd = bh.user_kernel.get_default_compiler_command() + " -lfftw3 -lfftw3_threads"
bh.user_kernel.execute(kernel, [ary, res], compiler_command=cmd)
return res
```

## OpenCL Example

In order to use the OpenCL backend, use the *tag* and *param* of `bh.user_kernel.execute()`:

```
import bohrium as bh

kernel = """
#pragma OPENCL EXTENSION cl_khr_fp64 : enable

kernel void execute(global double *a, global double *b) {
    int i0 = get_global_id(0);
    int i1 = get_global_id(1);
    int gid = i0 * 5 + i1;
    b[gid] = a[gid] + gid;
}
"""

a = bh.ones(10*5, bh.double).reshape(10,5)
res = bh.empty_like(a)
# Notice, the OpenCL backend requires global_work_size and local_work_size
bh.user_kernel.execute(kernel, [a, res],
                       tag="opencl",
                       param={"global_work_size": [10, 5], "local_work_size": [1, 1]})

print(res)
```

---

**Note:** Remember to use the OpenCL backend by setting `BH_STACK=opencl`.

---

## Interoperability

Bohrium is interoperable with other popular Python projects such as Cython and PyOpenCL. The idea is that if you encounter a problem that you cannot implement using array programming and Bohrium cannot accelerate, you can manually accelerate that problem using Cython or PyOpenCL.

## NumPy

One example of such a problem is `bincount()` from NumPy. `bincount()` computes a histogram of an array, which isn't possible to implement efficiently through array programming. One approach is simply to use the implementation of NumPy:

```
import numpy
import bohrium

def bincount_numpy(ary):
    # Make a NumPy copy of the Bohrium array
    np_ary = ary.copy2numpy()
    # Let NumPy handle the calculation
    result = numpy.bincount(np_ary)
    # Copy the result back into a new Bohrium array
    return bohrium.array(result)
```

In this case, we use `bohrium.copy2numpy()` and `bohrium.array()` to copy the Bohrium to NumPy and back again.

## Cython

In order to parallelize `bincount()` for a multi-core CPU, one can use Cython:

```
import numpy as np
import bohrium
import cython
from cython.parallel import prange, parallel
from libc.stdlib cimport abort, malloc, free
cimport numpy as cnp
cimport openmp
ctypedef cnp.uint64_t uint64

@cython.boundscheck(False) # turn off bounds-checking
@cython.cdivision(True) # turn off division-by-zero checking
cdef _count(uint64[:] x, uint64[:] out):
    cdef int num_threads, thds_id
    cdef uint64 i, start, end
    cdef uint64* local_histo

    with nogil, parallel():
        num_threads = openmp.omp_get_num_threads()
        thds_id = openmp.omp_get_thread_num()
        start = (x.shape[0] / num_threads) * thds_id
        if thds_id == num_threads-1:
            end = x.shape[0]
        else:
            end = start + (x.shape[0] / num_threads)

        if not(thds_id < num_threads-1 and x.shape[0] < num_threads):
            local_histo = <uint64 *> malloc(sizeof(uint64) * out.shape[0])
            if local_histo == NULL:
                abort()
            for i in range(out.shape[0]):
                local_histo[i] = 0

            for i in range(start, end):
```

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```

        local_histo[x[i]] += 1

    with gil:
        for i in range(out.shape[0]):
            out[i] += local_histo[i]
        free(local_histo)

def bincount_cython(x, minlength=None):
    # The output `ret` has the size of the max element plus one
    ret = bohrium.zeros(x.max()+1, dtype=x.dtype)

    # To reduce overhead, we use `interop_numpy.get_array()` instead of `copy2numpy()`
    # This approach means that `x_buf` and `ret_buf` points to the same memory as `x`
    ↪and `ret`.
    # Therefore, only change or deallocate `x` and `ret` when you are finished using
    ↪`x_buf` and `ret_buf`.
    x_buf = bohrium.interop_numpy.get_array(x)
    ret_buf = bohrium.interop_numpy.get_array(ret)

    # Now, we can run the Cython function
    _count(x_buf, ret_buf)

    # Since `ret_buf` points to the memory of `ret`, we can simply return `ret`.
    return ret

```

The function `_count()` is a regular Cython function that performs the histogram calculation. The function `bincount_cython()` uses `bohrium.interop_numpy.get_array()` to retrieve data pointers from the Bohrium arrays without any data copying.

## PyOpenCL

In order to parallelize `bincount()` for a GPGPU, one can use PyOpenCL:

```

import bohrium
import pyopencl as cl

def bincount_pyopencl(x):
    # Check that PyOpenCL is installed and that the Bohrium runtime uses the OpenCL
    ↪backend
    if not interop_pyopencl.available():
        raise NotImplementedError("OpenCL not available")

    # Get the OpenCL context from Bohrium
    ctx = bohrium.interop_pyopencl.get_context()
    queue = cl.CommandQueue(ctx)

    x_max = int(x.max())

    # Check that the size of histogram doesn't exceeds the memory capacity of the GPU
    if x_max >= interop_pyopencl.max_local_memory(queue.device) // x.itemsize:
        raise NotImplementedError("OpenCL: max element is too large for the GPU")

    # Let's create the output array and retrieve the in-/output OpenCL buffers
    # NB: we always return uint32 array

```

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```

ret = bohrium.empty((x_max+1, ), dtype=np.uint32)
x_buf = bohrium.interop_pyopencl.get_buffer(x)
ret_buf = bohrium.interop_pyopencl.get_buffer(ret)

# The OpenCL kernel is based on the book "OpenCL Programming Guide" by Aaftab_
↪Munshi at al.
source = """
kernel void histogram_partial(
    global DTYPE *input,
    global uint *partial_histo,
    uint input_size
){
    int local_size = (int)get_local_size(0);
    int group_indx = get_group_id(0) * HISTO_SIZE;
    int gid = get_global_id(0);
    int tid = get_local_id(0);

    local uint tmp_histogram[HISTO_SIZE];

    int j = HISTO_SIZE;
    int indx = 0;

    // clear the local buffer that will generate the partial histogram
    do {
        if (tid < j)
            tmp_histogram[indx+tid] = 0;
        j -= local_size;
        indx += local_size;
    } while (j > 0);

    barrier(CLK_LOCAL_MEM_FENCE);

    if (gid < input_size) {
        atomic_inc(&tmp_histogram[input[gid]]);
    }

    barrier(CLK_LOCAL_MEM_FENCE);

    // copy the partial histogram to appropriate location in
    // histogram given by group_indx
    if (local_size >= HISTO_SIZE){
        if (tid < HISTO_SIZE)
            partial_histo[group_indx + tid] = tmp_histogram[tid];
    }else{
        j = HISTO_SIZE;
        indx = 0;
        do {
            if (tid < j)
                partial_histo[group_indx + indx + tid] = tmp_histogram[indx + ↪
↪tid];

            j -= local_size;
            indx += local_size;
        } while (j > 0);
    }
}

```

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```

kernel void histogram_sum_partial_results(
    global uint *partial_histogram,
    int num_groups,
    global uint *histogram
){
    int gid = (int)get_global_id(0);
    int group_indx;
    int n = num_groups;
    local uint tmp_histogram[HISTO_SIZE];

    tmp_histogram[gid] = partial_histogram[gid];
    group_indx = HISTO_SIZE;
    while (--n > 0) {
        tmp_histogram[gid] += partial_histogram[group_indx + gid];
        group_indx += HISTO_SIZE;
    }
    histogram[gid] = tmp_histogram[gid];
}
"""
source = source.replace("HISTO_SIZE", "%d" % ret.shape[0])
source = source.replace("DTYPE", interop_pyopencl.type_np2opencl_str(x.dtype))
prg = cl.Program(ctx, source).build()

# Calculate sizes for the kernel execution
local_size = interop_pyopencl.kernel_info(prg.histogram_partial, queue)[0] # Max_
↪work-group size
num_groups = int(math.ceil(x.shape[0] / float(local_size)))
global_size = local_size * num_groups

# First we compute the partial histograms
partial_res_g = cl.Buffer(ctx, cl.mem_flags.WRITE_ONLY, num_groups * ret.nbytes)
prg.histogram_partial(queue, (global_size,), (local_size,), x_buf, partial_res_g,
↪np.uint32(x.shape[0]))

# Then we sum the partial histograms into the final histogram
prg.histogram_sum_partial_results(queue, ret.shape, None, partial_res_g, np.
↪uint32(num_groups), ret_buf)
return ret

```

The implementation is regular PyOpenCL and the OpenCL kernel is based on the book “OpenCL Programming Guide” by Aaftab Munshi et al. However, notice that we use `bohrium.interop_pyopencl.get_context()` to get the PyOpenCL context rather than `pyopencl.create_some_context()`. In order to avoid copying data between host and device memory, we use `bohrium.interop_pyopencl.get_buffer()` to create a OpenCL buffer that points to the device memory of the Bohrium arrays.

## PyCUDA

The PyCUDA implementation is very similar to the PyOpenCL. Besides some minor difference in the kernel source code, we use `interop_pycuda.init()` to initiate PyCUDA and use `interop_pycuda.get_gpuarray()` to get the CUDA buffers from the Bohrium arrays:

```

def bincount_pycuda(x, minlength=None):
    """PyCUDA implementation of `bincount()`"""

    if not interop_pycuda.available():

```

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```

        raise NotImplementedError("CUDA not available")

import pycuda
from pycuda.compiler import SourceModule

interop_pycuda.init()

x_max = int(x.max())
if x_max < 0:
    raise RuntimeError("bincount(): first argument must be a 1 dimensional, non-
↳negative int array")
    if x_max > np.iinfo(np.uint32).max:
        raise NotImplementedError("CUDA: the elements in the first argument must fit
↳in a 32bit integer")
    if minlength is not None:
        x_max = max(x_max, minlength)

# TODO: handle large max element by running multiple bincount() on a range
if x_max >= interop_pycuda.max_local_memory() // x.itemsize:
    raise NotImplementedError("CUDA: max element is too large for the GPU")

# Let's create the output array and retrieve the in-/output CUDA buffers
# NB: we always return uint32 array
ret = array_create.ones((x_max+1, ), dtype=np.uint32)
x_buf = interop_pycuda.get_gpuarray(x)
ret_buf = interop_pycuda.get_gpuarray(ret)

# CUDA kernel is based on the book "OpenCL Programming Guide" by Aaftab Munshi et
↳al.
source = """
__global__ void histogram_partial(
    DTYPE *input,
    uint *partial_histo,
    uint input_size
){
    int local_size = blockDim.x;
    int group_idx = blockIdx.x * HISTO_SIZE;
    int gid = (blockIdx.x * blockDim.x + threadIdx.x);
    int tid = threadIdx.x;

    __shared__ uint tmp_histogram[HISTO_SIZE];

    int j = HISTO_SIZE;
    int indx = 0;

    // clear the local buffer that will generate the partial histogram
    do {
        if (tid < j)
            tmp_histogram[indx+tid] = 0;
        j -= local_size;
        indx += local_size;
    } while (j > 0);

    __syncthreads();

    if (gid < input_size) {
        atomicAdd(&tmp_histogram[input[gid]], 1);

```

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```

    }

    __syncthreads();

    // copy the partial histogram to appropriate location in
    // histogram given by group_indx
    if (local_size >= HISTO_SIZE){
        if (tid < HISTO_SIZE)
            partial_histo[group_indx + tid] = tmp_histogram[tid];
    }else{
        j = HISTO_SIZE;
        indx = 0;
        do {
            if (tid < j)
                partial_histo[group_indx + indx + tid] = tmp_histogram[indx +
↪tid];

                j -= local_size;
                indx += local_size;
            } while (j > 0);
        }
    }

    __global__ void histogram_sum_partial_results(
        uint *partial_histogram,
        int num_groups,
        uint *histogram
    ){
        int gid = (blockIdx.x * blockDim.x + threadIdx.x);
        int group_indx;
        int n = num_groups;
        __shared__ uint tmp_histogram[HISTO_SIZE];

        tmp_histogram[gid] = partial_histogram[gid];
        group_indx = HISTO_SIZE;
        while (--n > 0) {
            tmp_histogram[gid] += partial_histogram[group_indx + gid];
            group_indx += HISTO_SIZE;
        }
        histogram[gid] = tmp_histogram[gid];
    }
    """
    source = source.replace("HISTO_SIZE", "%d" % ret.shape[0])
    source = source.replace("DTYPE", interop_pycuda.type_np2cuda_str(x.dtype))
    prg = SourceModule(source)

    # Calculate sizes for the kernel execution
    kernel = prg.get_function("histogram_partial")
    local_size = kernel.get_attribute(pycuda.driver.function_attribute.MAX_THREADS_
↪PER_BLOCK) # Max work-group size
    num_groups = int(math.ceil(x.shape[0] / float(local_size)))
    global_size = local_size * num_groups

    # First we compute the partial histograms
    partial_res_g = pycuda.driver.mem_alloc(num_groups * ret.nbytes)
    kernel(x_buf, partial_res_g, np.uint32(x.shape[0]), block=(local_size, 1, 1),
↪grid=(num_groups, 1))

```

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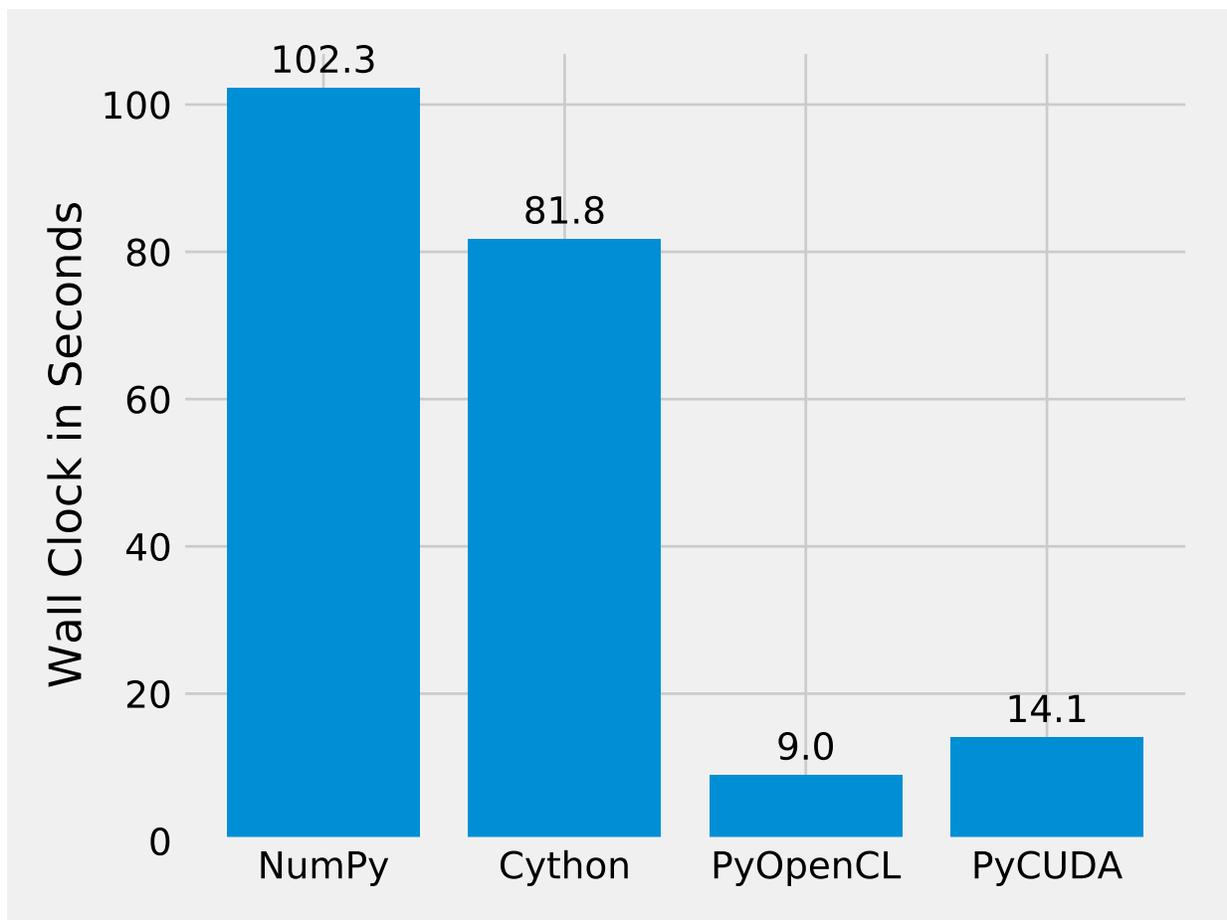
```

# Then we sum the partial histograms into the final histogram
kernel = prg.get_function("histogram_sum_partial_results")
kernel(partial_res_g, np.uint32(num_groups), ret_buf, block=(1, 1, 1), grid=(ret.
→shape[0], 1))
return ret

```

## Performance Comparison

Finally, let's compare the performance of the difference approaches. We run on a *Intel(R) Core(TM) i5-6600K CPU @ 3.50GHz* with 4 CPU-cores and a *GeForce GTX Titan X (maxwell)*. The timing is wall-clock time including everything, in particular the host/device communication overhead.



The timing code:

```

import numpy as np
import time

SIZE = 500000000
ITER = 100

t1 = time.time()

```

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```

a = np.minimum(np.arange(SIZE, dtype=np.int64), 64)
for _ in range(ITER):
    b = np.bincount(a)
t2 = time.time()
s = b.sum()
print ("Sum: %d, time: %f sec" % (s, t2 - t1))

```

## Conclusion

Interoperability makes it possible to accelerate code that Bohrium doesn't accelerate automatically. The Bohrium team constantly works on improving the performance and increase the number of NumPy operations automatically accelerated but in some cases we simply have to give the user full control.

## 2.2.2 C++ library

The C++ interface of Bohrium is similar to NumPy but is still very basic.

### Indexing / Slicing

Bohrium C++ only support single index indexing:

```

// Create a new empty array (4 by 5)
bhxx::BhArray<double> A = bhxx::empty<double>({4, 5});
// Create view of the third row of A
bhxx::BhArray<double> B = A[2];

```

If you need more flexible slicing, you can set the shape and stride manually:

```

// Create a new array (4 by 5) of ones
bhxx::BhArray<double> A = bhxx::ones<double>({4, 5});
// Create view of the complete A.
bhxx::BhArray<double> B = A;
// B is now a 2 by 5 view with a step of two in the first dimension.
// In NumPy, this corresponds to: `B = A[::2, :]`
B.setShapeAndStride({2, 5}, {10, 1});

```

## Code Snippets

You can find some examples in the [source tree](#) and some code snippets here:

```

#include<bhxx/bhxx.hpp>

/** Return a new empty array */
bhxx::BhArray<double> A = bhxx::empty<double>({4, 5});

/** Return the rank (number of dimensions) of the array */
int rank = A.rank();

/** Return the offset of the array */
uint64_t offset = A.offset();

```

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```

/** Return the shape of the array */
Shape shape = A.shape();

/** Return the stride of the array */
Stride stride = A.stride();

/** Return the total number of elements of the array */
uint64_t size = A.size();

/** Return a pointer to the base of the array */
std::shared_ptr<BhBase> base = A.base();

/** Return whether the view is contiguous and row-major */
bool is_contig = A.isContiguous();

/** Return a new copy of the array */
bhxx::BhArray<double> copy = A.copy();

/** Return a copy of the array as a standard vector */
std::vector<double> vec = A.vec();

/** Print the content of A */
std::cout << A << "\n";

// Return a new transposed view
bhxx::BhArray<double> A_T = A.transpose();

// Return a new reshaped view (the array must be contiguous)
bhxx::BhArray<double> A_reshaped = A.reshape(Shape shape);

/** Return a new view with a "new axis" inserted.
 *
 * The "new axis" is inserted just before `axis`.
 * If negative, the count is backwards
 */
bhxx::BhArray<double> A_new_axis = A.newAxis(1);

// Return a new empty array
auto A = bhxx::empty<float>({3,4});

// Return a new empty array that has the same shape as `ary`
auto B = bhxx::empty_like<float>(A);

// Return a new array filled with zeros
auto A = bhxx::zeros<float>({3,4});

// Return evenly spaced values within a given interval.
auto A = bhxx::arange(1, 3, 2); // start, stop, step
auto A = bhxx::arange(1, 3); // start, stop, step=1
auto A = bhxx::arange(3); // start=0, stop, step=1

// Random array, interval [0.0, 1.0)
auto A = bhxx::random.randn<double>({3, 4});

// Element-wise `static_cast`.
bhxx::BhArray<int> B = bhxx::cast<int>(A);

```

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```

// Alias, A and B points to the same underlying data.
bhxx::empty<float> A = bhxx::empty<float>({3,4});
bhxx::empty<float> B = A;

// a is an alias
void add_inplace(bhxx::BhArray<double> a,
                bhxx::BhArray<double> b) {
    a += b;
}
add_inplace(A, B);

// Create the data of A into a new array B.
bhxx::empty<float> A = bhxx::empty<float>({3,4});
bhxx::empty<float> B = A.copy();

// Copy the data of B into the existing array A.
A = B;

// Copying and converting the data of A into C.
bhxx::empty<double> C = bhxx::cast<double>(A);

// Alias, A and B points to the same underlying data.
bhxx::empty<float> A = bhxx::empty<float>({3,4});
bhxx::empty<float> B = bhxx::empty<float>({4});
B.reset(A);

// Evaluation triggers:
bhxx::flush();
std::cout << A << "\n";
A.vec();
A.data();

// Operator overloads
A + B - C * E / G;

// Standard functions
bhxx::sin(A) + bhxx::cos(B) + bhxx::sqrt(C) + ...

// Reductions (sum, product, maximum, etc.)
bhxx::add_reduce(A, 0); // Sum of axis 0
bhxx::multiply_reduce(B, 1); // Product of axis 1
bhxx::maximum_reduce(C, 2); // Maximum of axis 2

```

## The API

The following is the complete API as defined in the header file:

```

template <typename T>
class BhArray : public bhxx::BhArrayUnTypedCore
    #include <BhArray.hpp> Representation of a multidimensional array that point to a BhBase array.

```

### Template Parameters

- T: The data type of the array and the underlying base array

## Public Types

**typedef** T **scalar\_type**

The data type of each array element.

## Public Functions

**BhArray** ()

Default constructor that leave the instance completely uninitialized.

**BhArray** (*Shape shape*, *Stride stride*)

Create a new array. *Shape* and *Stride* must have the same length.

### Parameters

- *shape*: Shape of the new array
- *stride*: Stride of the new array

**BhArray** (*Shape shape*)

Create a new array (contiguous stride, row-major)

**BhArray** (*std::shared\_ptr<BhBase> base*, *Shape shape*, *Stride stride*, *uint64\_t offset = 0*)

Create a array that points to the given base

**Note** The caller should make sure that the shared pointer uses the `RuntimeDeleter` as its deleter, since this is implicitly assumed throughout, i.e. if one wants to construct a *BhBase* object, use the `make_base_ptr` helper function.

**BhArray** (*std::shared\_ptr<BhBase> base*, *Shape shape*)

Create a view that points to the given base (contiguous stride, row-major)

**Note** The caller should make sure that the shared pointer uses the `RuntimeDeleter` as its deleter, since this is implicitly assumed throughout, i.e. if one wants to construct a *BhBase* object, use the `make_base_ptr` helper function.

**template** <typename InType, typename std::enable\_if< type\_traits::is\_safe\_numeric\_cast< *scalar\_type*, InType >::value,

**BhArray** (**const** *BhArray*<InType> &*ary*)

Create a copy of *ary* using a Bohrium `identity` operation, which copies the underlying array data.

**Note** This function implements implicit type conversion for all widening type casts

**BhArray** (**const** *BhArray*&)

Copy constructor that only copies meta data. The underlying array data is untouched

**BhArray** (*BhArray*&&)

Move constructor that only moves meta data. The underlying array data is untouched

*BhArray*<T> &**operator=** (**const** *BhArray*<T> &*other*)

Copy the data of *other* into the array using a Bohrium `identity` operation

*BhArray*<T> &**operator=** (*BhArray*<T> &&*other*)

Copy the data of *other* into the array using a Bohrium `identity` operation

**Note** A move assignment is the same as a copy assignment.

**template** <typename InType, typename std::enable\_if< type\_traits::is\_arithmetic< InType >::value, int >::type = 0>  
*BhArray*<T> &**operator**= (const InType &*scalar\_value*)

Copy the scalar of *scalar\_value* into the array using a Bohrium *identity* operation

*BhArray*<T> **copy** () const

Return a new copy of the array using a Bohrium *identity* operation

void **reset** (*BhArray*<T> *ary*)

Reset the array to *ary*

void **reset** ()

Reset the array by cleaning all meta data and leave the array uninitialized.

int **rank** () const

Return the rank (number of dimensions) of the array

uint64\_t **size** () const

Return the total number of elements of the array

bool **isContiguous** () const

Return whether the view is contiguous and row-major

bool **isDataInitialised** () const

Is the data referenced by this view's base array already allocated, i.e. initialised

const T \***data** (bool *flush* = true) const

Obtain the data pointer of the array, not taking ownership of any kind.

**Return** The data pointer that might be a nullptr if the data in the base data is not initialised.

#### Parameters

- *flush*: Should we flush the runtime system before retrieving the data pointer

T \***data** (bool *flush* = true)

The non-const version of `.data()`

std::vector<T> **vec** () const

Return a copy of the array as a standard vector

**Note** The array must be contiguous

void **pprint** (std::ostream &*os*, int *current\_nesting\_level*, int *max\_nesting\_level*) const

Pretty printing the content of the array

#### Parameters

- *os*: The output stream to write to.
- *current\_nesting\_level*: The nesting level to print at (typically 0).
- *max\_nesting\_level*: The maximum nesting level to print at (typically `rank() - 1`).

*BhArray*<T> **operator** [] (int64\_t *idx*) const

Returns a new view of the *idx* dimension. Negative index counts from the back.

*BhArray*<T> **transpose** () const

Return a new transposed view.

*BhArray*<T> **reshape** (*Shape shape*) **const**  
Return a new reshaped view (the array must be contiguous)

*BhArray*<T> **newAxis** (int *axis*) **const**  
Return a new view with a “new axis” inserted.

**Return** The new array

**Parameters**

- *axis*: The “new axis” is inserted just before *axis*. If negative, the count is backwards (e.g -1 insert a “new axis” at the end of the array)

**class BhArrayUntypedCore**

*#include <BhArray.hpp>* Core class that represent the core attributes of a view that isn’t typed by its dtype

Subclassed by *bhxx::BhArray< T >*

**Public Functions**

**BhArrayUntypedCore** ()  
Default constructor that leave the instance completely uninitialized

**BhArrayUntypedCore** (uint64\_t *offset*, *Shape shape*, *Stride stride*, *std::shared\_ptr<BhBase> base*)  
Constructor to initiate all but the *\_slides* attribute

*bh\_view* **getBhView** () **const**  
Return a *bh\_view* of the array

uint64\_t **offset** () **const**  
Return the offset of the array

**const Shape &shape** () **const**  
Return the shape of the array

**const Stride &stride** () **const**  
Return the stride of the array

**const std::shared\_ptr<BhBase> &base** () **const**  
Return the base of the array

*std::shared\_ptr<BhBase>* **&base** ()  
Return the base of the array

void **setShapeAndStride** (*Shape shape*, *Stride stride*)  
Set the shape and stride of the array (both must have the same length)

**const bh\_slide &slides** () **const**  
Return the slides object of the array

*bh\_slide* **&slides** ()  
Return the slides object of the array

## Protected Attributes

`uint64_t _offset = 0`

The array offset (from the start of the base in number of elements)

*Shape* `_shape`

The array shape (size of each dimension in number of elements)

*Stride* `_stride`

The array stride (the absolute stride of each dimension in number of elements)

`std::shared_ptr<BhBase> _base`

Pointer to the base of this array.

`bh_slide _slides`

Metadata to support sliding views.

## Friends

void **swap** (BhArrayUnTypedCore &a, BhArrayUnTypedCore &b)

Swapping a and b

**class BhBase** : public bh\_base

*#include <BhBase.hpp>* The base underlying (multiple) arrays

## Public Functions

bool **ownMemory** ()

Is the memory managed referenced by bh\_base's data pointer managed by Bohrium or is it owned externally

**Note** If this flag is false, the class will make sure that the memory is not deleted when going out of scope.

**template** <typename T>

**BhBase** (size\_t nelem, T \*memory)

Construct a base array with nelem elements using externally managed storage.

The class will make sure, that the storage is not deleted when going out of scope. Needless to say that the memory should be large enough to incorporate nelem\_ elements.

### Template Parameters

- T: The type of each element

### Parameters

- nelem: Number of elements
- memory: Pointer to the external memory

**template** <typename InputIterator, typename T = typename std::iterator\_traits<InputIterator>::value\_type>

**BhBase** (InputIterator begin, InputIterator end)

Construct a base array and initialise it with the elements provided by an iterator range.

The values are copied into the Bohrium storage. If you want to provide external storage to Bohrium use the constructor *BhBase(size\_t nelem, T\* memory)* instead.

**template** <typename T>

**BhBase** (T *dummy*, size\_t *nelem*)

Construct a base array with `nelem` elements

**Note** The use of this particular constructor is discouraged. It is only needed from *BhArray* to construct base objects which are uninitialised and do not yet hold any data. If you wish to construct an uninitialised *BhBase* object, do this via the *BhArray* interface and not using this constructor.

#### Parameters

- `dummy`: Dummy argument to fix the type of elements used. It may only have ever have the value 0 in the appropriate type.
- `nelem`: Number of elements

**~BhBase** ()

Destructor

**BhBase** (const *BhBase*&)

Deleted copy constructor

*BhBase* &operator= (const *BhBase*&)

Deleted copy assignment

*BhBase* &operator= (*BhBase* &&*other*)

Delete move assignment

**BhBase** (*BhBase* &&*other*)

Move another *BhBase* object here

#### Private Members

bool `m_own_memory`

**class** `Random`

`#include <random.hpp>` *Random* class that maintain the state of the random number generation

#### Public Functions

**Random** (uint64\_t *seed* = std::random\_device{ }())

Create a new random instance

#### Parameters

- `seed`: The seed of the random number generation. If not set, `std::random_device` is used.

*BhArray*<uint64\_t> **random123** (uint64\_t *size*)

New 1D random array using the Random123 algorithm [https://www.deshawresearch.com/resources\\_random123.html](https://www.deshawresearch.com/resources_random123.html)

**Return** The new random array

#### Parameters

- `size`: Size of the new 1D random array

void **reset** (uint64\_t *seed* = std::random\_device{ }())  
Reset the random instance

#### Parameters

- *seed*: The seed of the random number generation. If not set, `std::random_device` is used.

**template** <typename T>  
*BhArray*<T> **randn** (*Shape shape*)  
Return random floats in the half-open interval [0.0, 1.0) using Random123

**Return** Real array

#### Parameters

- *shape*: The shape of the returned array

### Private Members

uint64\_t **\_seed**

uint64\_t **\_count** = 0

**namespace bhxx**

### Typedefs

**typedef** BhStaticVector<uint64\_t> **Shape**  
Static allocated shape that is interchangeable with standard C++ vector as long as the vector is smaller than `BH_MAXDIM`.

**typedef** BhStaticVector<int64\_t> **Stride**  
Static allocated stride that is interchangeable with standard C++ vector as long as the vector is smaller than `BH_MAXDIM`.

### Functions

**template** <typename T>  
*BhArray*<T> **arange** (int64\_t *start*, int64\_t *stop*, int64\_t *step*)  
Return evenly spaced values within a given interval.

**Return** New 1D array

#### Template Parameters

- T: Data type of the returned array

#### Parameters

- *start*: Start of interval. The interval includes this value.
- *stop*: End of interval. The interval does not include this value.
- *step*: Spacing between values. For any output *out*, this is the distance between two adjacent values, `out[i+1] - out[i]`.

void **flush** ()  
Force the execution of all lazy evaluated array operations

```
template <typename T>
BhArray<T> empty (Shape shape)
  Return a new empty array
```

**Return** The new array

#### Template Parameters

- T: The data type of the new array

#### Parameters

- *shape*: The shape of the new array

```
template <typename OutType, typename InType>
BhArray<OutType> empty_like (const bhxx::BhArray<InType> &ary)
  Return a new empty array that has the same shape as ary
```

**Return** The new array

#### Template Parameters

- OutType: The data type of the returned new array
- InType: The data type of the input array

#### Parameters

- *ary*: The array to take the shape from

```
template <typename T>
BhArray<T> full (Shape shape, T value)
  Return a new array filled with value
```

**Return** The new array

#### Template Parameters

- T: The data type of the new array

#### Parameters

- *shape*: The shape of the new array
- *value*: The value to fill the new array with

```
template <typename T>
BhArray<T> zeros (Shape shape)
  Return a new array filled with zeros
```

**Return** The new array

#### Template Parameters

- T: The data type of the new array

#### Parameters

- *shape*: The shape of the new array

```
template <typename T>
BhArray<T> ones (Shape shape)
  Return a new array filled with ones
```

**Return** The new array

**Template Parameters**

- T: The data type of the new array

**Parameters**

- shape: The shape of the new array

**template** <typename T>

*BhArray*<T> **arange** (int64\_t start, int64\_t stop)

Return evenly spaced values within a given interval using steps of 1.

**Return** New 1D array

**Template Parameters**

- T: Data type of the returned array

**Parameters**

- start: Start of interval. The interval includes this value.
- stop: End of interval. The interval does not include this value.

**template** <typename T>

*BhArray*<T> **arange** (int64\_t stop)

Return evenly spaced values from 0 to stop using steps of 1.

**Return** New 1D array

**Template Parameters**

- T: Data type of the returned array

**Parameters**

- stop: End of interval. The interval does not include this value.

**template** <typename OutType, typename InType>

*BhArray*<OutType> **cast** (const *bhxx::BhArray*<InType> &ary)

Element-wise `static_cast`.

**Return** New array

**Template Parameters**

- OutType: The data type of the returned array
- InType: The data type of the input array

**Parameters**

- ary: Input array to cast

*Stride* **contiguous\_strides** (const *Shape* &shape)

Return a contiguous stride (row-major) based on shape

**template** <typename T>

*std::ostream* &**operator**<< (*std::ostream* &os, const *BhArray*<T> &ary)

Pretty printing the data of an array to a stream Example:

```
auto A = bhxx::arange<double>(3);
std::cout << A << std::endl;
```

**Return** A reference to `os`

#### Template Parameters

- `T`: The data of `ary`

#### Parameters

- `os`: The output stream to write to
- `ary`: The array to print

```
template <typename T>
```

```
BhArray<T> as_contiguous (BhArray<T> ary)
```

Create an contiguous view or a copy of an array. The array is only copied if it isn't already contiguous.

**Return** Either a view of `ary` or a new copy of `ary`.

#### Template Parameters

- `T`: The data type of `ary`.

#### Parameters

- `ary`: The array to make contiguous.

```
template <int N>
```

```
Shape broadcasted_shape (std::array<Shape, N> shapes)
```

Return the result of broadcasting `shapes` against each other

**Return** Broadcasted shape

#### Parameters

- `shapes`: Array of shapes

```
template <typename T>
```

```
BhArray<T> broadcast_to (BhArray<T> ary, const Shape &shape)
```

Return a new view of `ary` that is broadcasted to `shape` We use the term broadcast as defined by NumPy. Let `ret` be the broadcasted view of `ary`: 1) One-sized dimensions are prepended to `ret.shape()` until it has the same number of dimension as `ary`. 2) The stride of each one-sized dimension in `ret` is set to zero. 3) The shape of `ary` is set to `shape`

**Note** See: <https://docs.scipy.org/doc/numpy-1.15.0/user/basics.broadcasting.html>

**Return** The broadcasted array

#### Parameters

- `ary`: Input array
- `shape`: The new shape

```
template <typename T1, typename T2>
```

```
bool is_same_array (const BhArray<T1> &a, const BhArray<T2> &b)
```

Check whether `a` and `b` are the same view pointing to the same base

**Return** The boolean answer.

**Template Parameters**

- T1: The data type of a.
- T2: The data type of b.

**Parameters**

- a: The first array to compare.
- b: The second array to compare.

```
template <typename T1, typename T2>
bool may_share_memory (const BhArray<T1> &a, const BhArray<T2> &b)
    Check whether a and b can share memory
```

**Note** A return of True does not necessarily mean that the two arrays share any element. It just means that they *might*.

**Return** The boolean answer.

**Template Parameters**

- T1: The data type of a.
- T2: The data type of b.

**Parameters**

- a: The first array to compare.
- b: The second array to compare.

```
BhArray<bool> add (const BhArray<bool> &in1, const BhArray<bool> &in2)
    Add arguments element-wise.
```

**Return** Output array.

**Parameters**

- in1: Array input.
- in2: Array input.

```
BhArray<bool> add (const BhArray<bool> &in1, bool in2)
    Add arguments element-wise.
```

**Return** Output array.

**Parameters**

- in1: Array input.
- in2: Scalar input.

```
BhArray<bool> add (bool in1, const BhArray<bool> &in2)
    Add arguments element-wise.
```

**Return** Output array.

**Parameters**

- in1: Scalar input.
- in2: Array input.

*BhArray<std::complex<double>>* **add** (**const** *BhArray<std::complex<double>>* &*in1*, **const** *BhArray<std::complex<double>>* &*in2*)

Add arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray<std::complex<double>>* **add** (**const** *BhArray<std::complex<double>>* &*in1*, *std::complex<double>* *in2*)

Add arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray<std::complex<double>>* **add** (*std::complex<double>* *in1*, **const** *BhArray<std::complex<double>>* &*in2*)

Add arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray<std::complex<float>>* **add** (**const** *BhArray<std::complex<float>>* &*in1*, **const** *BhArray<std::complex<float>>* &*in2*)

Add arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray<std::complex<float>>* **add** (**const** *BhArray<std::complex<float>>* &*in1*, *std::complex<float>* *in2*)

Add arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray<std::complex<float>>* **add** (*std::complex<float>* *in1*, **const** *BhArray<std::complex<float>>* &*in2*)

Add arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<float> **add** (**const** *BhArray*<float> &*in1*, **const** *BhArray*<float> &*in2*)

Add arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<float> **add** (**const** *BhArray*<float> &*in1*, float *in2*)

Add arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<float> **add** (float *in1*, **const** *BhArray*<float> &*in2*)

Add arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<double> **add** (**const** *BhArray*<double> &*in1*, **const** *BhArray*<double> &*in2*)

Add arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<double> **add** (**const** *BhArray*<double> &*in1*, double *in2*)

Add arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<double> **add** (double *in1*, **const** *BhArray*<double> &*in2*)

Add arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.

- `in2`: Array input.

`BhArray<int16_t> add (const BhArray<int16_t> &in1, const BhArray<int16_t> &in2)`

Add arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

`BhArray<int16_t> add (const BhArray<int16_t> &in1, int16_t in2)`

Add arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

`BhArray<int16_t> add (int16_t in1, const BhArray<int16_t> &in2)`

Add arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

`BhArray<int32_t> add (const BhArray<int32_t> &in1, const BhArray<int32_t> &in2)`

Add arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

`BhArray<int32_t> add (const BhArray<int32_t> &in1, int32_t in2)`

Add arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

`BhArray<int32_t> add (int32_t in1, const BhArray<int32_t> &in2)`

Add arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

*BhArray*<int64\_t> **add** (**const** *BhArray*<int64\_t> &*in1*, **const** *BhArray*<int64\_t> &*in2*)  
Add arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<int64\_t> **add** (**const** *BhArray*<int64\_t> &*in1*, int64\_t *in2*)  
Add arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<int64\_t> **add** (int64\_t *in1*, **const** *BhArray*<int64\_t> &*in2*)  
Add arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<int8\_t> **add** (**const** *BhArray*<int8\_t> &*in1*, **const** *BhArray*<int8\_t> &*in2*)  
Add arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<int8\_t> **add** (**const** *BhArray*<int8\_t> &*in1*, int8\_t *in2*)  
Add arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<int8\_t> **add** (int8\_t *in1*, **const** *BhArray*<int8\_t> &*in2*)  
Add arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<uint16\_t> **add** (**const** *BhArray*<uint16\_t> &*in1*, **const** *BhArray*<uint16\_t> &*in2*)  
Add arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<uint16\_t> **add** (**const** *BhArray*<uint16\_t> &*in1*, uint16\_t *in2*)

Add arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<uint16\_t> **add** (uint16\_t *in1*, **const** *BhArray*<uint16\_t> &*in2*)

Add arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<uint32\_t> **add** (**const** *BhArray*<uint32\_t> &*in1*, **const** *BhArray*<uint32\_t> &*in2*)

Add arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<uint32\_t> **add** (**const** *BhArray*<uint32\_t> &*in1*, uint32\_t *in2*)

Add arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<uint32\_t> **add** (uint32\_t *in1*, **const** *BhArray*<uint32\_t> &*in2*)

Add arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<uint64\_t> **add** (**const** *BhArray*<uint64\_t> &*in1*, **const** *BhArray*<uint64\_t> &*in2*)

Add arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<uint64\_t> **add** (**const** *BhArray*<uint64\_t> &*in1*, uint64\_t *in2*)

Add arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<uint64\_t> **add** (uint64\_t *in1*, **const** *BhArray*<uint64\_t> &*in2*)

Add arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<uint8\_t> **add** (**const** *BhArray*<uint8\_t> &*in1*, **const** *BhArray*<uint8\_t> &*in2*)

Add arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<uint8\_t> **add** (**const** *BhArray*<uint8\_t> &*in1*, uint8\_t *in2*)

Add arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<uint8\_t> **add** (uint8\_t *in1*, **const** *BhArray*<uint8\_t> &*in2*)

Add arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<std::complex<double>> **subtract** (**const** *BhArray*<std::complex<double>> &*in1*, **const** *BhArray*<std::complex<double>> &*in2*)

Subtract arguments, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

`BhArray<std::complex<double>> subtract (const BhArray<std::complex<double>> &in1, std::complex<double> in2)`

Subtract arguments, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

`BhArray<std::complex<double>> subtract (std::complex<double> in1, const BhArray<std::complex<double>> &in2)`

Subtract arguments, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

`BhArray<std::complex<float>> subtract (const BhArray<std::complex<float>> &in1, const BhArray<std::complex<float>> &in2)`

Subtract arguments, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

`BhArray<std::complex<float>> subtract (const BhArray<std::complex<float>> &in1, std::complex<float> in2)`

Subtract arguments, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

`BhArray<std::complex<float>> subtract (std::complex<float> in1, const BhArray<std::complex<float>> &in2)`

Subtract arguments, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

`BhArray<float> subtract (const BhArray<float> &in1, const BhArray<float> &in2)`

Subtract arguments, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<float> **subtract** (**const** *BhArray*<float> &*in1*, float *in2*)

Subtract arguments, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<float> **subtract** (float *in1*, **const** *BhArray*<float> &*in2*)

Subtract arguments, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<double> **subtract** (**const** *BhArray*<double> &*in1*, **const** *BhArray*<double> &*in2*)

Subtract arguments, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<double> **subtract** (**const** *BhArray*<double> &*in1*, double *in2*)

Subtract arguments, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<double> **subtract** (double *in1*, **const** *BhArray*<double> &*in2*)

Subtract arguments, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<int16\_t> **subtract** (**const** *BhArray*<int16\_t> &*in1*, **const** *BhArray*<int16\_t> &*in2*)

Subtract arguments, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<int16\_t> **subtract** (**const** *BhArray*<int16\_t> &*in1*, int16\_t *in2*)  
Subtract arguments, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

*BhArray*<int16\_t> **subtract** (int16\_t *in1*, **const** *BhArray*<int16\_t> &*in2*)  
Subtract arguments, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

*BhArray*<int32\_t> **subtract** (**const** *BhArray*<int32\_t> &*in1*, **const** *BhArray*<int32\_t> &*in2*)  
Subtract arguments, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<int32\_t> **subtract** (**const** *BhArray*<int32\_t> &*in1*, int32\_t *in2*)  
Subtract arguments, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

*BhArray*<int32\_t> **subtract** (int32\_t *in1*, **const** *BhArray*<int32\_t> &*in2*)  
Subtract arguments, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

*BhArray*<int64\_t> **subtract** (**const** *BhArray*<int64\_t> &*in1*, **const** *BhArray*<int64\_t> &*in2*)  
Subtract arguments, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<int64\_t> **subtract** (const *BhArray*<int64\_t> &*in1*, int64\_t *in2*)

Subtract arguments, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<int64\_t> **subtract** (int64\_t *in1*, const *BhArray*<int64\_t> &*in2*)

Subtract arguments, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<int8\_t> **subtract** (const *BhArray*<int8\_t> &*in1*, const *BhArray*<int8\_t> &*in2*)

Subtract arguments, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<int8\_t> **subtract** (const *BhArray*<int8\_t> &*in1*, int8\_t *in2*)

Subtract arguments, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<int8\_t> **subtract** (int8\_t *in1*, const *BhArray*<int8\_t> &*in2*)

Subtract arguments, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<uint16\_t> **subtract** (const *BhArray*<uint16\_t> &*in1*, const *BhArray*<uint16\_t> &*in2*)

Subtract arguments, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.

- `in2`: Array input.

`BhArray<uint16_t> subtract (const BhArray<uint16_t> &in1, uint16_t in2)`

Subtract arguments, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

`BhArray<uint16_t> subtract (uint16_t in1, const BhArray<uint16_t> &in2)`

Subtract arguments, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

`BhArray<uint32_t> subtract (const BhArray<uint32_t> &in1, const BhArray<uint32_t> &in2)`

Subtract arguments, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

`BhArray<uint32_t> subtract (const BhArray<uint32_t> &in1, uint32_t in2)`

Subtract arguments, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

`BhArray<uint32_t> subtract (uint32_t in1, const BhArray<uint32_t> &in2)`

Subtract arguments, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

`BhArray<uint64_t> subtract (const BhArray<uint64_t> &in1, const BhArray<uint64_t> &in2)`

Subtract arguments, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<uint64\_t> **subtract** (**const** *BhArray*<uint64\_t> &*in1*, uint64\_t *in2*)  
Subtract arguments, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<uint64\_t> **subtract** (uint64\_t *in1*, **const** *BhArray*<uint64\_t> &*in2*)  
Subtract arguments, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<uint8\_t> **subtract** (**const** *BhArray*<uint8\_t> &*in1*, **const** *BhArray*<uint8\_t> &*in2*)  
Subtract arguments, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<uint8\_t> **subtract** (**const** *BhArray*<uint8\_t> &*in1*, uint8\_t *in2*)  
Subtract arguments, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<uint8\_t> **subtract** (uint8\_t *in1*, **const** *BhArray*<uint8\_t> &*in2*)  
Subtract arguments, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **multiply** (**const** *BhArray*<bool> &*in1*, **const** *BhArray*<bool> &*in2*)  
Multiply arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **multiply** (**const** *BhArray*<bool> &*in1*, bool *in2*)  
Multiply arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

*BhArray*<bool> **multiply** (bool *in1*, const *BhArray*<bool> &*in2*)

Multiply arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

*BhArray*<std::complex<double>> **multiply** (const *BhArray*<std::complex<double>> &*in1*, const *BhArray*<std::complex<double>> &*in2*)

Multiply arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<std::complex<double>> **multiply** (const *BhArray*<std::complex<double>> &*in1*, *std::complex*<double> *in2*)

Multiply arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

*BhArray*<std::complex<double>> **multiply** (*std::complex*<double> *in1*, const *BhArray*<std::complex<double>> &*in2*)

Multiply arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

*BhArray*<std::complex<float>> **multiply** (const *BhArray*<std::complex<float>> &*in1*, const *BhArray*<std::complex<float>> &*in2*)

Multiply arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray<std::complex<float>>* **multiply** (*const BhArray<std::complex<float>>* *&in1*,  
*std::complex<float>* *in2*)

Multiply arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray<std::complex<float>>* **multiply** (*std::complex<float>* *in1*, *const BhAr-*  
*ray<std::complex<float>>* *&in2*)

Multiply arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray<float>* **multiply** (*const BhArray<float>* *&in1*, *const BhArray<float>* *&in2*)

Multiply arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray<float>* **multiply** (*const BhArray<float>* *&in1*, *float* *in2*)

Multiply arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray<float>* **multiply** (*float* *in1*, *const BhArray<float>* *&in2*)

Multiply arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray<double>* **multiply** (*const BhArray<double>* *&in1*, *const BhArray<double>* *&in2*)

Multiply arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<double> **multiply** (**const** *BhArray*<double> &*in1*, double *in2*)

Multiply arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<double> **multiply** (double *in1*, **const** *BhArray*<double> &*in2*)

Multiply arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<int16\_t> **multiply** (**const** *BhArray*<int16\_t> &*in1*, **const** *BhArray*<int16\_t> &*in2*)

Multiply arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<int16\_t> **multiply** (**const** *BhArray*<int16\_t> &*in1*, int16\_t *in2*)

Multiply arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<int16\_t> **multiply** (int16\_t *in1*, **const** *BhArray*<int16\_t> &*in2*)

Multiply arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<int32\_t> **multiply** (**const** *BhArray*<int32\_t> &*in1*, **const** *BhArray*<int32\_t> &*in2*)

Multiply arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<int32\_t> **multiply** (**const** *BhArray*<int32\_t> &*in1*, int32\_t *in2*)

Multiply arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<int32\_t> **multiply** (int32\_t *in1*, const *BhArray*<int32\_t> &*in2*)

Multiply arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<int64\_t> **multiply** (const *BhArray*<int64\_t> &*in1*, const *BhArray*<int64\_t> &*in2*)

Multiply arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<int64\_t> **multiply** (const *BhArray*<int64\_t> &*in1*, int64\_t *in2*)

Multiply arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<int64\_t> **multiply** (int64\_t *in1*, const *BhArray*<int64\_t> &*in2*)

Multiply arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<int8\_t> **multiply** (const *BhArray*<int8\_t> &*in1*, const *BhArray*<int8\_t> &*in2*)

Multiply arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<int8\_t> **multiply** (const *BhArray*<int8\_t> &*in1*, int8\_t *in2*)

Multiply arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

`BhArray<int8_t> multiply (int8_t in1, const BhArray<int8_t> &in2)`

Multiply arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

`BhArray<uint16_t> multiply (const BhArray<uint16_t> &in1, const BhArray<uint16_t> &in2)`

Multiply arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

`BhArray<uint16_t> multiply (const BhArray<uint16_t> &in1, uint16_t in2)`

Multiply arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

`BhArray<uint16_t> multiply (uint16_t in1, const BhArray<uint16_t> &in2)`

Multiply arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

`BhArray<uint32_t> multiply (const BhArray<uint32_t> &in1, const BhArray<uint32_t> &in2)`

Multiply arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

`BhArray<uint32_t> multiply (const BhArray<uint32_t> &in1, uint32_t in2)`

Multiply arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

`BhArray<uint32_t> multiply (uint32_t in1, const BhArray<uint32_t> &in2)`  
Multiply arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

`BhArray<uint64_t> multiply (const BhArray<uint64_t> &in1, const BhArray<uint64_t> &in2)`  
Multiply arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

`BhArray<uint64_t> multiply (const BhArray<uint64_t> &in1, uint64_t in2)`  
Multiply arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

`BhArray<uint64_t> multiply (uint64_t in1, const BhArray<uint64_t> &in2)`  
Multiply arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

`BhArray<uint8_t> multiply (const BhArray<uint8_t> &in1, const BhArray<uint8_t> &in2)`  
Multiply arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

`BhArray<uint8_t> multiply (const BhArray<uint8_t> &in1, uint8_t in2)`  
Multiply arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

- `in2`: Scalar input.

`BhArray<uint8_t>` **multiply** (`uint8_t in1`, `const BhArray<uint8_t> &in2`)

Multiply arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

`BhArray<std::complex<double>>` **divide** (`const BhArray<std::complex<double>> &in1`, `const BhArray<std::complex<double>> &in2`)

Divide arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

`BhArray<std::complex<double>>` **divide** (`const BhArray<std::complex<double>> &in1`, `std::complex<double> in2`)

Divide arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

`BhArray<std::complex<double>>` **divide** (`std::complex<double> in1`, `const BhArray<std::complex<double>> &in2`)

Divide arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

`BhArray<std::complex<float>>` **divide** (`const BhArray<std::complex<float>> &in1`, `const BhArray<std::complex<float>> &in2`)

Divide arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

`BhArray<std::complex<float>>` **divide** (`const BhArray<std::complex<float>> &in1`, `std::complex<float> in2`)

Divide arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray<std::complex<float>>* **divide** (*std::complex<float>* *in1*, **const** *BhAr-*  
*ray<std::complex<float>>* *&in2*)

Divide arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray<float>* **divide** (**const** *BhArray<float>* *&in1*, **const** *BhArray<float>* *&in2*)

Divide arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray<float>* **divide** (**const** *BhArray<float>* *&in1*, float *in2*)

Divide arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray<float>* **divide** (float *in1*, **const** *BhArray<float>* *&in2*)

Divide arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray<double>* **divide** (**const** *BhArray<double>* *&in1*, **const** *BhArray<double>* *&in2*)

Divide arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray<double>* **divide** (**const** *BhArray<double>* *&in1*, double *in2*)

Divide arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

`BhArray<double> divide (double in1, const BhArray<double> &in2)`

Divide arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

`BhArray<int16_t> divide (const BhArray<int16_t> &in1, const BhArray<int16_t> &in2)`

Divide arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

`BhArray<int16_t> divide (const BhArray<int16_t> &in1, int16_t in2)`

Divide arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

`BhArray<int16_t> divide (int16_t in1, const BhArray<int16_t> &in2)`

Divide arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

`BhArray<int32_t> divide (const BhArray<int32_t> &in1, const BhArray<int32_t> &in2)`

Divide arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

`BhArray<int32_t> divide (const BhArray<int32_t> &in1, int32_t in2)`

Divide arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

- `in2`: Scalar input.

*BhArray*<int32\_t> **divide** (int32\_t *in1*, const *BhArray*<int32\_t> &*in2*)

Divide arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

*BhArray*<int64\_t> **divide** (const *BhArray*<int64\_t> &*in1*, const *BhArray*<int64\_t> &*in2*)

Divide arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<int64\_t> **divide** (const *BhArray*<int64\_t> &*in1*, int64\_t *in2*)

Divide arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

*BhArray*<int64\_t> **divide** (int64\_t *in1*, const *BhArray*<int64\_t> &*in2*)

Divide arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

*BhArray*<int8\_t> **divide** (const *BhArray*<int8\_t> &*in1*, const *BhArray*<int8\_t> &*in2*)

Divide arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<int8\_t> **divide** (const *BhArray*<int8\_t> &*in1*, int8\_t *in2*)

Divide arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

*BhArray*<int8\_t> **divide** (int8\_t *in1*, const *BhArray*<int8\_t> &*in2*)

Divide arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<uint16\_t> **divide** (const *BhArray*<uint16\_t> &*in1*, const *BhArray*<uint16\_t> &*in2*)

Divide arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<uint16\_t> **divide** (const *BhArray*<uint16\_t> &*in1*, uint16\_t *in2*)

Divide arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<uint16\_t> **divide** (uint16\_t *in1*, const *BhArray*<uint16\_t> &*in2*)

Divide arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<uint32\_t> **divide** (const *BhArray*<uint32\_t> &*in1*, const *BhArray*<uint32\_t> &*in2*)

Divide arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<uint32\_t> **divide** (const *BhArray*<uint32\_t> &*in1*, uint32\_t *in2*)

Divide arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<uint32\_t> **divide** (uint32\_t *in1*, const *BhArray*<uint32\_t> &*in2*)

Divide arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<uint64\_t> **divide** (**const** *BhArray*<uint64\_t> &*in1*, **const** *BhArray*<uint64\_t> &*in2*)

Divide arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<uint64\_t> **divide** (**const** *BhArray*<uint64\_t> &*in1*, uint64\_t *in2*)

Divide arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<uint64\_t> **divide** (uint64\_t *in1*, **const** *BhArray*<uint64\_t> &*in2*)

Divide arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<uint8\_t> **divide** (**const** *BhArray*<uint8\_t> &*in1*, **const** *BhArray*<uint8\_t> &*in2*)

Divide arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<uint8\_t> **divide** (**const** *BhArray*<uint8\_t> &*in1*, uint8\_t *in2*)

Divide arguments element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<uint8\_t> **divide** (uint8\_t *in1*, **const** *BhArray*<uint8\_t> &*in2*)

Divide arguments element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

`BhArray<std::complex<double>>` **power** (`const BhArray<std::complex<double>> &in1`, `const BhArray<std::complex<double>> &in2`)

First array elements raised to powers from second array, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

`BhArray<std::complex<double>>` **power** (`const BhArray<std::complex<double>> &in1`, `std::complex<double> in2`)

First array elements raised to powers from second array, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

`BhArray<std::complex<double>>` **power** (`std::complex<double> in1`, `const BhArray<std::complex<double>> &in2`)

First array elements raised to powers from second array, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

`BhArray<std::complex<float>>` **power** (`const BhArray<std::complex<float>> &in1`, `const BhArray<std::complex<float>> &in2`)

First array elements raised to powers from second array, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

`BhArray<std::complex<float>>` **power** (`const BhArray<std::complex<float>> &in1`, `std::complex<float> in2`)

First array elements raised to powers from second array, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

*BhArray*<std::complex<float>> **power** (std::complex<float> *in1*, **const** *BhArray*<std::complex<float>> &*in2*)

First array elements raised to powers from second array, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<float> **power** (**const** *BhArray*<float> &*in1*, **const** *BhArray*<float> &*in2*)

First array elements raised to powers from second array, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<float> **power** (**const** *BhArray*<float> &*in1*, float *in2*)

First array elements raised to powers from second array, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<float> **power** (float *in1*, **const** *BhArray*<float> &*in2*)

First array elements raised to powers from second array, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<double> **power** (**const** *BhArray*<double> &*in1*, **const** *BhArray*<double> &*in2*)

First array elements raised to powers from second array, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<double> **power** (**const** *BhArray*<double> &*in1*, double *in2*)

First array elements raised to powers from second array, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<double> **power** (double *in1*, const *BhArray*<double> &*in2*)  
 First array elements raised to powers from second array, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<int16\_t> **power** (const *BhArray*<int16\_t> &*in1*, const *BhArray*<int16\_t> &*in2*)  
 First array elements raised to powers from second array, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<int16\_t> **power** (const *BhArray*<int16\_t> &*in1*, int16\_t *in2*)  
 First array elements raised to powers from second array, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<int16\_t> **power** (int16\_t *in1*, const *BhArray*<int16\_t> &*in2*)  
 First array elements raised to powers from second array, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<int32\_t> **power** (const *BhArray*<int32\_t> &*in1*, const *BhArray*<int32\_t> &*in2*)  
 First array elements raised to powers from second array, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<int32\_t> **power** (const *BhArray*<int32\_t> &*in1*, int32\_t *in2*)  
 First array elements raised to powers from second array, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<int32\_t> **power** (int32\_t *in1*, const *BhArray*<int32\_t> &*in2*)  
 First array elements raised to powers from second array, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<int64\_t> **power** (**const** *BhArray*<int64\_t> &*in1*, **const** *BhArray*<int64\_t> &*in2*)

First array elements raised to powers from second array, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<int64\_t> **power** (**const** *BhArray*<int64\_t> &*in1*, int64\_t *in2*)

First array elements raised to powers from second array, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<int64\_t> **power** (int64\_t *in1*, **const** *BhArray*<int64\_t> &*in2*)

First array elements raised to powers from second array, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<int8\_t> **power** (**const** *BhArray*<int8\_t> &*in1*, **const** *BhArray*<int8\_t> &*in2*)

First array elements raised to powers from second array, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<int8\_t> **power** (**const** *BhArray*<int8\_t> &*in1*, int8\_t *in2*)

First array elements raised to powers from second array, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<int8\_t> **power** (int8\_t *in1*, **const** *BhArray*<int8\_t> &*in2*)

First array elements raised to powers from second array, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

*BhArray*<uint16\_t> **power** (**const** *BhArray*<uint16\_t> &*in1*, **const** *BhArray*<uint16\_t> &*in2*)  
 First array elements raised to powers from second array, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<uint16\_t> **power** (**const** *BhArray*<uint16\_t> &*in1*, uint16\_t *in2*)  
 First array elements raised to powers from second array, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

*BhArray*<uint16\_t> **power** (uint16\_t *in1*, **const** *BhArray*<uint16\_t> &*in2*)  
 First array elements raised to powers from second array, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

*BhArray*<uint32\_t> **power** (**const** *BhArray*<uint32\_t> &*in1*, **const** *BhArray*<uint32\_t> &*in2*)  
 First array elements raised to powers from second array, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<uint32\_t> **power** (**const** *BhArray*<uint32\_t> &*in1*, uint32\_t *in2*)  
 First array elements raised to powers from second array, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

*BhArray*<uint32\_t> **power** (uint32\_t *in1*, **const** *BhArray*<uint32\_t> &*in2*)  
 First array elements raised to powers from second array, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<uint64\_t> **power** (**const** *BhArray*<uint64\_t> &*in1*, **const** *BhArray*<uint64\_t> &*in2*)

First array elements raised to powers from second array, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<uint64\_t> **power** (**const** *BhArray*<uint64\_t> &*in1*, uint64\_t *in2*)

First array elements raised to powers from second array, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<uint64\_t> **power** (uint64\_t *in1*, **const** *BhArray*<uint64\_t> &*in2*)

First array elements raised to powers from second array, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<uint8\_t> **power** (**const** *BhArray*<uint8\_t> &*in1*, **const** *BhArray*<uint8\_t> &*in2*)

First array elements raised to powers from second array, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<uint8\_t> **power** (**const** *BhArray*<uint8\_t> &*in1*, uint8\_t *in2*)

First array elements raised to powers from second array, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<uint8\_t> **power** (uint8\_t *in1*, **const** *BhArray*<uint8\_t> &*in2*)

First array elements raised to powers from second array, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.

- `in2`: Array input.

*BhArray*<bool> **absolute** (**const** *BhArray*<bool> &*in1*)

Calculate the absolute value element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<float> **absolute** (**const** *BhArray*<float> &*in1*)

Calculate the absolute value element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<double> **absolute** (**const** *BhArray*<double> &*in1*)

Calculate the absolute value element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<float> **absolute** (**const** *BhArray*<std::complex<float>> &*in1*)

Calculate the absolute value element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<double> **absolute** (**const** *BhArray*<std::complex<double>> &*in1*)

Calculate the absolute value element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<int16\_t> **absolute** (**const** *BhArray*<int16\_t> &*in1*)

Calculate the absolute value element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<int32\_t> **absolute** (**const** *BhArray*<int32\_t> &*in1*)

Calculate the absolute value element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<int64\_t> **absolute** (**const** *BhArray*<int64\_t> &*in1*)

Calculate the absolute value element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<int8\_t> **absolute** (**const** *BhArray*<int8\_t> &*in1*)

Calculate the absolute value element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<uint16\_t> **absolute** (**const** *BhArray*<uint16\_t> &*in1*)

Calculate the absolute value element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<uint32\_t> **absolute** (**const** *BhArray*<uint32\_t> &*in1*)

Calculate the absolute value element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<uint64\_t> **absolute** (**const** *BhArray*<uint64\_t> &*in1*)

Calculate the absolute value element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<uint8\_t> **absolute** (**const** *BhArray*<uint8\_t> &*in1*)

Calculate the absolute value element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<bool> **greater** (**const** *BhArray*<bool> &*in1*, **const** *BhArray*<bool> &*in2*)

Return the truth value of (*in1* > *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **greater** (**const** *BhArray*<bool> &*in1*, bool *in2*)

Return the truth value of (*in1* > *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **greater** (bool *in1*, const *BhArray*<bool> &*in2*)

Return the truth value of (*in1* > *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **greater** (const *BhArray*<float> &*in1*, const *BhArray*<float> &*in2*)

Return the truth value of (*in1* > *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **greater** (const *BhArray*<float> &*in1*, float *in2*)

Return the truth value of (*in1* > *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **greater** (float *in1*, const *BhArray*<float> &*in2*)

Return the truth value of (*in1* > *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **greater** (const *BhArray*<double> &*in1*, const *BhArray*<double> &*in2*)

Return the truth value of (*in1* > *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **greater** (const *BhArray*<double> &*in1*, double *in2*)

Return the truth value of (*in1* > *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **greater** (double *in1*, const *BhArray*<double> &*in2*)

Return the truth value of (*in1* > *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **greater** (const *BhArray*<int16\_t> &*in1*, const *BhArray*<int16\_t> &*in2*)

Return the truth value of (*in1* > *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **greater** (const *BhArray*<int16\_t> &*in1*, int16\_t *in2*)

Return the truth value of (*in1* > *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **greater** (int16\_t *in1*, const *BhArray*<int16\_t> &*in2*)

Return the truth value of (*in1* > *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **greater** (const *BhArray*<int32\_t> &*in1*, const *BhArray*<int32\_t> &*in2*)

Return the truth value of (*in1* > *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **greater** (const *BhArray*<int32\_t> &*in1*, int32\_t *in2*)

Return the truth value of (*in1* > *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.

- `in2`: Scalar input.

`BhArray<bool>` **greater** (`int32_t in1`, `const BhArray<int32_t> &in2`)

Return the truth value of (`in1 > in2`) element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

`BhArray<bool>` **greater** (`const BhArray<int64_t> &in1`, `const BhArray<int64_t> &in2`)

Return the truth value of (`in1 > in2`) element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

`BhArray<bool>` **greater** (`const BhArray<int64_t> &in1`, `int64_t in2`)

Return the truth value of (`in1 > in2`) element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

`BhArray<bool>` **greater** (`int64_t in1`, `const BhArray<int64_t> &in2`)

Return the truth value of (`in1 > in2`) element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

`BhArray<bool>` **greater** (`const BhArray<int8_t> &in1`, `const BhArray<int8_t> &in2`)

Return the truth value of (`in1 > in2`) element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

`BhArray<bool>` **greater** (`const BhArray<int8_t> &in1`, `int8_t in2`)

Return the truth value of (`in1 > in2`) element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

*BhArray*<bool> **greater** (*int8\_t in1*, **const** *BhArray*<int8\_t> &*in2*)

Return the truth value of (*in1* > *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **greater** (**const** *BhArray*<uint16\_t> &*in1*, **const** *BhArray*<uint16\_t> &*in2*)

Return the truth value of (*in1* > *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **greater** (**const** *BhArray*<uint16\_t> &*in1*, *uint16\_t in2*)

Return the truth value of (*in1* > *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **greater** (*uint16\_t in1*, **const** *BhArray*<uint16\_t> &*in2*)

Return the truth value of (*in1* > *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **greater** (**const** *BhArray*<uint32\_t> &*in1*, **const** *BhArray*<uint32\_t> &*in2*)

Return the truth value of (*in1* > *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **greater** (**const** *BhArray*<uint32\_t> &*in1*, *uint32\_t in2*)

Return the truth value of (*in1* > *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **greater** (*uint32\_t in1*, **const** *BhArray*<uint32\_t> &*in2*)

Return the truth value of (*in1* > *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **greater** (*const BhArray*<uint64\_t> &*in1*, *const BhArray*<uint64\_t> &*in2*)

Return the truth value of (*in1* > *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **greater** (*const BhArray*<uint64\_t> &*in1*, uint64\_t *in2*)

Return the truth value of (*in1* > *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **greater** (uint64\_t *in1*, *const BhArray*<uint64\_t> &*in2*)

Return the truth value of (*in1* > *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **greater** (*const BhArray*<uint8\_t> &*in1*, *const BhArray*<uint8\_t> &*in2*)

Return the truth value of (*in1* > *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **greater** (*const BhArray*<uint8\_t> &*in1*, uint8\_t *in2*)

Return the truth value of (*in1* > *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **greater** (uint8\_t *in1*, *const BhArray*<uint8\_t> &*in2*)

Return the truth value of (*in1* > *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **greater\_equal** (*const BhArray*<bool> &*in1*, *const BhArray*<bool> &*in2*)  
Return the truth value of (*in1* >= *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **greater\_equal** (*const BhArray*<bool> &*in1*, bool *in2*)  
Return the truth value of (*in1* >= *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **greater\_equal** (bool *in1*, *const BhArray*<bool> &*in2*)  
Return the truth value of (*in1* >= *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **greater\_equal** (*const BhArray*<float> &*in1*, *const BhArray*<float> &*in2*)  
Return the truth value of (*in1* >= *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **greater\_equal** (*const BhArray*<float> &*in1*, float *in2*)  
Return the truth value of (*in1* >= *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **greater\_equal** (float *in1*, *const BhArray*<float> &*in2*)  
Return the truth value of (*in1* >= *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **greater\_equal** (*const BhArray*<double> &*in1*, *const BhArray*<double> &*in2*)  
Return the truth value of (*in1* >= *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **greater\_equal** (*const BhArray*<double> &*in1*, double *in2*)  
Return the truth value of (*in1* >= *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **greater\_equal** (double *in1*, *const BhArray*<double> &*in2*)  
Return the truth value of (*in1* >= *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **greater\_equal** (*const BhArray*<int16\_t> &*in1*, *const BhArray*<int16\_t> &*in2*)  
Return the truth value of (*in1* >= *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **greater\_equal** (*const BhArray*<int16\_t> &*in1*, int16\_t *in2*)  
Return the truth value of (*in1* >= *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **greater\_equal** (int16\_t *in1*, *const BhArray*<int16\_t> &*in2*)  
Return the truth value of (*in1* >= *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.

- `in2`: Array input.

*BhArray*<bool> **greater\_equal** (**const** *BhArray*<int32\_t> &*in1*, **const** *BhArray*<int32\_t> &*in2*)

Return the truth value of (`in1 >= in2`) element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<bool> **greater\_equal** (**const** *BhArray*<int32\_t> &*in1*, int32\_t *in2*)

Return the truth value of (`in1 >= in2`) element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

*BhArray*<bool> **greater\_equal** (int32\_t *in1*, **const** *BhArray*<int32\_t> &*in2*)

Return the truth value of (`in1 >= in2`) element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

*BhArray*<bool> **greater\_equal** (**const** *BhArray*<int64\_t> &*in1*, **const** *BhArray*<int64\_t> &*in2*)

Return the truth value of (`in1 >= in2`) element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<bool> **greater\_equal** (**const** *BhArray*<int64\_t> &*in1*, int64\_t *in2*)

Return the truth value of (`in1 >= in2`) element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

*BhArray*<bool> **greater\_equal** (int64\_t *in1*, **const** *BhArray*<int64\_t> &*in2*)

Return the truth value of (`in1 >= in2`) element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

*BhArray*<bool> **greater\_equal** (*const BhArray*<int8\_t> &*in1*, *const BhArray*<int8\_t> &*in2*)  
Return the truth value of (*in1* >= *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **greater\_equal** (*const BhArray*<int8\_t> &*in1*, int8\_t *in2*)  
Return the truth value of (*in1* >= *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **greater\_equal** (int8\_t *in1*, *const BhArray*<int8\_t> &*in2*)  
Return the truth value of (*in1* >= *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **greater\_equal** (*const BhArray*<uint16\_t> &*in1*, *const BhArray*<uint16\_t> &*in2*)  
Return the truth value of (*in1* >= *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **greater\_equal** (*const BhArray*<uint16\_t> &*in1*, uint16\_t *in2*)  
Return the truth value of (*in1* >= *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **greater\_equal** (uint16\_t *in1*, *const BhArray*<uint16\_t> &*in2*)  
Return the truth value of (*in1* >= *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **greater\_equal** (**const** *BhArray*<uint32\_t> &*in1*, **const** *BhArray*<uint32\_t> &*in2*)

Return the truth value of (in1 >= in2) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **greater\_equal** (**const** *BhArray*<uint32\_t> &*in1*, uint32\_t *in2*)

Return the truth value of (in1 >= in2) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **greater\_equal** (uint32\_t *in1*, **const** *BhArray*<uint32\_t> &*in2*)

Return the truth value of (in1 >= in2) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **greater\_equal** (**const** *BhArray*<uint64\_t> &*in1*, **const** *BhArray*<uint64\_t> &*in2*)

Return the truth value of (in1 >= in2) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **greater\_equal** (**const** *BhArray*<uint64\_t> &*in1*, uint64\_t *in2*)

Return the truth value of (in1 >= in2) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **greater\_equal** (uint64\_t *in1*, **const** *BhArray*<uint64\_t> &*in2*)

Return the truth value of (in1 >= in2) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **greater\_equal** (*const BhArray*<uint8\_t> &*in1*, *const BhArray*<uint8\_t> &*in2*)  
Return the truth value of (*in1* >= *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **greater\_equal** (*const BhArray*<uint8\_t> &*in1*, uint8\_t *in2*)  
Return the truth value of (*in1* >= *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **greater\_equal** (uint8\_t *in1*, *const BhArray*<uint8\_t> &*in2*)  
Return the truth value of (*in1* >= *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **less** (*const BhArray*<bool> &*in1*, *const BhArray*<bool> &*in2*)  
Return the truth value of (*in1* < *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **less** (*const BhArray*<bool> &*in1*, bool *in2*)  
Return the truth value of (*in1* < *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **less** (bool *in1*, *const BhArray*<bool> &*in2*)  
Return the truth value of (*in1* < *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **less** (*const BhArray*<float> &*in1*, *const BhArray*<float> &*in2*)  
Return the truth value of (*in1* < *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **less** (**const** *BhArray*<float> &*in1*, float *in2*)

Return the truth value of (*in1* < *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **less** (float *in1*, **const** *BhArray*<float> &*in2*)

Return the truth value of (*in1* < *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **less** (**const** *BhArray*<double> &*in1*, **const** *BhArray*<double> &*in2*)

Return the truth value of (*in1* < *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **less** (**const** *BhArray*<double> &*in1*, double *in2*)

Return the truth value of (*in1* < *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **less** (double *in1*, **const** *BhArray*<double> &*in2*)

Return the truth value of (*in1* < *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **less** (**const** *BhArray*<int16\_t> &*in1*, **const** *BhArray*<int16\_t> &*in2*)

Return the truth value of (*in1* < *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **less** (**const** *BhArray*<int16\_t> &*in1*, int16\_t *in2*)

Return the truth value of (*in1* < *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **less** (int16\_t *in1*, **const** *BhArray*<int16\_t> &*in2*)

Return the truth value of (*in1* < *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **less** (**const** *BhArray*<int32\_t> &*in1*, **const** *BhArray*<int32\_t> &*in2*)

Return the truth value of (*in1* < *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **less** (**const** *BhArray*<int32\_t> &*in1*, int32\_t *in2*)

Return the truth value of (*in1* < *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **less** (int32\_t *in1*, **const** *BhArray*<int32\_t> &*in2*)

Return the truth value of (*in1* < *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **less** (**const** *BhArray*<int64\_t> &*in1*, **const** *BhArray*<int64\_t> &*in2*)

Return the truth value of (*in1* < *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **less** (**const** *BhArray*<int64\_t> &*in1*, int64\_t *in2*)

Return the truth value of (*in1* < *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **less** (int64\_t *in1*, **const** *BhArray*<int64\_t> &*in2*)

Return the truth value of (*in1* < *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **less** (**const** *BhArray*<int8\_t> &*in1*, **const** *BhArray*<int8\_t> &*in2*)

Return the truth value of (*in1* < *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **less** (**const** *BhArray*<int8\_t> &*in1*, int8\_t *in2*)

Return the truth value of (*in1* < *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **less** (int8\_t *in1*, **const** *BhArray*<int8\_t> &*in2*)

Return the truth value of (*in1* < *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **less** (**const** *BhArray*<uint16\_t> &*in1*, **const** *BhArray*<uint16\_t> &*in2*)

Return the truth value of (*in1* < *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.

- `in2`: Array input.

*BhArray*<bool> **less** (**const** *BhArray*<uint16\_t> &*in1*, uint16\_t *in2*)

Return the truth value of (`in1 < in2`) element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

*BhArray*<bool> **less** (uint16\_t *in1*, **const** *BhArray*<uint16\_t> &*in2*)

Return the truth value of (`in1 < in2`) element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

*BhArray*<bool> **less** (**const** *BhArray*<uint32\_t> &*in1*, **const** *BhArray*<uint32\_t> &*in2*)

Return the truth value of (`in1 < in2`) element-wise.

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**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<bool> **less** (**const** *BhArray*<uint32\_t> &*in1*, uint32\_t *in2*)

Return the truth value of (`in1 < in2`) element-wise.

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**Parameters**

- `in1`: Array input.
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*BhArray*<bool> **less** (uint32\_t *in1*, **const** *BhArray*<uint32\_t> &*in2*)

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**Parameters**

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*BhArray*<bool> **less** (**const** *BhArray*<uint64\_t> &*in1*, **const** *BhArray*<uint64\_t> &*in2*)

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- `in1`: Array input.
- `in2`: Array input.

*BhArray*<bool> **less** (**const** *BhArray*<uint64\_t> &*in1*, uint64\_t *in2*)

Return the truth value of (*in1* < *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
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*BhArray*<bool> **less** (uint64\_t *in1*, **const** *BhArray*<uint64\_t> &*in2*)

Return the truth value of (*in1* < *in2*) element-wise.

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- *in1*: Scalar input.
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*BhArray*<bool> **less** (**const** *BhArray*<uint8\_t> &*in1*, **const** *BhArray*<uint8\_t> &*in2*)

Return the truth value of (*in1* < *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **less** (**const** *BhArray*<uint8\_t> &*in1*, uint8\_t *in2*)

Return the truth value of (*in1* < *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **less** (uint8\_t *in1*, **const** *BhArray*<uint8\_t> &*in2*)

Return the truth value of (*in1* < *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **less\_equal** (**const** *BhArray*<bool> &*in1*, **const** *BhArray*<bool> &*in2*)

Return the truth value of (*in1* =< *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **less\_equal** (**const** *BhArray*<bool> &*in1*, bool *in2*)

Return the truth value of (*in1* =< *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **less\_equal** (bool *in1*, const *BhArray*<bool> &*in2*)

Return the truth value of (*in1* =< *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **less\_equal** (const *BhArray*<float> &*in1*, const *BhArray*<float> &*in2*)

Return the truth value of (*in1* =< *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **less\_equal** (const *BhArray*<float> &*in1*, float *in2*)

Return the truth value of (*in1* =< *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **less\_equal** (float *in1*, const *BhArray*<float> &*in2*)

Return the truth value of (*in1* =< *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **less\_equal** (const *BhArray*<double> &*in1*, const *BhArray*<double> &*in2*)

Return the truth value of (*in1* =< *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **less\_equal** (const *BhArray*<double> &*in1*, double *in2*)

Return the truth value of (*in1* =< *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **less\_equal** (double *in1*, const *BhArray*<double> &*in2*)

Return the truth value of (*in1* =< *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **less\_equal** (const *BhArray*<int16\_t> &*in1*, const *BhArray*<int16\_t> &*in2*)

Return the truth value of (*in1* =< *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **less\_equal** (const *BhArray*<int16\_t> &*in1*, int16\_t *in2*)

Return the truth value of (*in1* =< *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **less\_equal** (int16\_t *in1*, const *BhArray*<int16\_t> &*in2*)

Return the truth value of (*in1* =< *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **less\_equal** (const *BhArray*<int32\_t> &*in1*, const *BhArray*<int32\_t> &*in2*)

Return the truth value of (*in1* =< *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **less\_equal** (const *BhArray*<int32\_t> &*in1*, int32\_t *in2*)

Return the truth value of (*in1* =< *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **less\_equal** (int32\_t *in1*, const *BhArray*<int32\_t> &*in2*)

Return the truth value of (*in1* =< *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **less\_equal** (const *BhArray*<int64\_t> &*in1*, const *BhArray*<int64\_t> &*in2*)

Return the truth value of (*in1* =< *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **less\_equal** (const *BhArray*<int64\_t> &*in1*, int64\_t *in2*)

Return the truth value of (*in1* =< *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **less\_equal** (int64\_t *in1*, const *BhArray*<int64\_t> &*in2*)

Return the truth value of (*in1* =< *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **less\_equal** (const *BhArray*<int8\_t> &*in1*, const *BhArray*<int8\_t> &*in2*)

Return the truth value of (*in1* =< *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **less\_equal** (const *BhArray*<int8\_t> &*in1*, int8\_t *in2*)

Return the truth value of (*in1* =< *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.

- `in2`: Scalar input.

`BhArray<bool> less_equal (int8_t in1, const BhArray<int8_t> &in2)`

Return the truth value of (`in1 == in2`) element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

`BhArray<bool> less_equal (const BhArray<uint16_t> &in1, const BhArray<uint16_t> &in2)`

Return the truth value of (`in1 == in2`) element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

`BhArray<bool> less_equal (const BhArray<uint16_t> &in1, uint16_t in2)`

Return the truth value of (`in1 == in2`) element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

`BhArray<bool> less_equal (uint16_t in1, const BhArray<uint16_t> &in2)`

Return the truth value of (`in1 == in2`) element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

`BhArray<bool> less_equal (const BhArray<uint32_t> &in1, const BhArray<uint32_t> &in2)`

Return the truth value of (`in1 == in2`) element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

`BhArray<bool> less_equal (const BhArray<uint32_t> &in1, uint32_t in2)`

Return the truth value of (`in1 == in2`) element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

*BhArray*<bool> **less\_equal** (uint32\_t *in1*, const *BhArray*<uint32\_t> &*in2*)

Return the truth value of (*in1* =< *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **less\_equal** (const *BhArray*<uint64\_t> &*in1*, const *BhArray*<uint64\_t> &*in2*)

Return the truth value of (*in1* =< *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **less\_equal** (const *BhArray*<uint64\_t> &*in1*, uint64\_t *in2*)

Return the truth value of (*in1* =< *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **less\_equal** (uint64\_t *in1*, const *BhArray*<uint64\_t> &*in2*)

Return the truth value of (*in1* =< *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **less\_equal** (const *BhArray*<uint8\_t> &*in1*, const *BhArray*<uint8\_t> &*in2*)

Return the truth value of (*in1* =< *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **less\_equal** (const *BhArray*<uint8\_t> &*in1*, uint8\_t *in2*)

Return the truth value of (*in1* =< *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **less\_equal** (uint8\_t *in1*, const *BhArray*<uint8\_t> &*in2*)

Return the truth value of (*in1* =< *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **equal** (**const** *BhArray*<bool> &*in1*, **const** *BhArray*<bool> &*in2*)

Return (*in1* == *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **equal** (**const** *BhArray*<bool> &*in1*, bool *in2*)

Return (*in1* == *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **equal** (bool *in1*, **const** *BhArray*<bool> &*in2*)

Return (*in1* == *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **equal** (**const** *BhArray*<std::complex<double>> &*in1*, **const** *BhArray*<std::complex<double>> &*in2*)

Return (*in1* == *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **equal** (**const** *BhArray*<std::complex<double>> &*in1*, std::complex<double> *in2*)

Return (*in1* == *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **equal** (std::complex<double> *in1*, **const** *BhArray*<std::complex<double>> &*in2*)

Return (*in1* == *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **equal** (**const** *BhArray*<*std::complex*<float>> &*in1*, **const** *BhArray*<*std::complex*<float>> &*in2*)

Return (*in1* == *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **equal** (**const** *BhArray*<*std::complex*<float>> &*in1*, *std::complex*<float> *in2*)

Return (*in1* == *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **equal** (*std::complex*<float> *in1*, **const** *BhArray*<*std::complex*<float>> &*in2*)

Return (*in1* == *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **equal** (**const** *BhArray*<float> &*in1*, **const** *BhArray*<float> &*in2*)

Return (*in1* == *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **equal** (**const** *BhArray*<float> &*in1*, float *in2*)

Return (*in1* == *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **equal** (float *in1*, **const** *BhArray*<float> &*in2*)

Return (*in1* == *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **equal** (**const** *BhArray*<double> &*in1*, **const** *BhArray*<double> &*in2*)

Return (*in1* == *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **equal** (**const** *BhArray*<double> &*in1*, double *in2*)

Return (*in1* == *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **equal** (double *in1*, **const** *BhArray*<double> &*in2*)

Return (*in1* == *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **equal** (**const** *BhArray*<int16\_t> &*in1*, **const** *BhArray*<int16\_t> &*in2*)

Return (*in1* == *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **equal** (**const** *BhArray*<int16\_t> &*in1*, int16\_t *in2*)

Return (*in1* == *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **equal** (int16\_t *in1*, **const** *BhArray*<int16\_t> &*in2*)

Return (*in1* == *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.

- `in2`: Array input.

`BhArray<bool> equal (const BhArray<int32_t> &in1, const BhArray<int32_t> &in2)`

Return  $(in1 == in2)$  element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

`BhArray<bool> equal (const BhArray<int32_t> &in1, int32_t in2)`

Return  $(in1 == in2)$  element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

`BhArray<bool> equal (int32_t in1, const BhArray<int32_t> &in2)`

Return  $(in1 == in2)$  element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

`BhArray<bool> equal (const BhArray<int64_t> &in1, const BhArray<int64_t> &in2)`

Return  $(in1 == in2)$  element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

`BhArray<bool> equal (const BhArray<int64_t> &in1, int64_t in2)`

Return  $(in1 == in2)$  element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

`BhArray<bool> equal (int64_t in1, const BhArray<int64_t> &in2)`

Return  $(in1 == in2)$  element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

*BhArray*<bool> **equal** (**const** *BhArray*<int8\_t> &*in1*, **const** *BhArray*<int8\_t> &*in2*)  
Return (in1 == in2) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **equal** (**const** *BhArray*<int8\_t> &*in1*, int8\_t *in2*)  
Return (in1 == in2) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **equal** (int8\_t *in1*, **const** *BhArray*<int8\_t> &*in2*)  
Return (in1 == in2) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **equal** (**const** *BhArray*<uint16\_t> &*in1*, **const** *BhArray*<uint16\_t> &*in2*)  
Return (in1 == in2) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **equal** (**const** *BhArray*<uint16\_t> &*in1*, uint16\_t *in2*)  
Return (in1 == in2) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **equal** (uint16\_t *in1*, **const** *BhArray*<uint16\_t> &*in2*)  
Return (in1 == in2) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **equal** (**const** *BhArray*<uint32\_t> &*in1*, **const** *BhArray*<uint32\_t> &*in2*)  
Return (in1 == in2) element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<bool> **equal** (**const** *BhArray*<uint32\_t> &*in1*, uint32\_t *in2*)

Return (`in1 == in2`) element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

*BhArray*<bool> **equal** (uint32\_t *in1*, **const** *BhArray*<uint32\_t> &*in2*)

Return (`in1 == in2`) element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

*BhArray*<bool> **equal** (**const** *BhArray*<uint64\_t> &*in1*, **const** *BhArray*<uint64\_t> &*in2*)

Return (`in1 == in2`) element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<bool> **equal** (**const** *BhArray*<uint64\_t> &*in1*, uint64\_t *in2*)

Return (`in1 == in2`) element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

*BhArray*<bool> **equal** (uint64\_t *in1*, **const** *BhArray*<uint64\_t> &*in2*)

Return (`in1 == in2`) element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

*BhArray*<bool> **equal** (**const** *BhArray*<uint8\_t> &*in1*, **const** *BhArray*<uint8\_t> &*in2*)

Return (`in1 == in2`) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **equal** (**const** *BhArray*<uint8\_t> &*in1*, uint8\_t *in2*)

Return (*in1* == *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **equal** (uint8\_t *in1*, **const** *BhArray*<uint8\_t> &*in2*)

Return (*in1* == *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **not\_equal** (**const** *BhArray*<bool> &*in1*, **const** *BhArray*<bool> &*in2*)

Return (*in1* != *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **not\_equal** (**const** *BhArray*<bool> &*in1*, bool *in2*)

Return (*in1* != *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **not\_equal** (bool *in1*, **const** *BhArray*<bool> &*in2*)

Return (*in1* != *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **not\_equal** (**const** *BhArray*<std::complex<double>> &*in1*, **const** *BhArray*<std::complex<double>> &*in2*)

Return (*in1* != *in2*) element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

`BhArray<bool> not_equal (const BhArray<std::complex<double>> &in1, std::complex<double> in2)`

Return (`in1 != in2`) element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

`BhArray<bool> not_equal (std::complex<double> in1, const BhArray<std::complex<double>> &in2)`

Return (`in1 != in2`) element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

`BhArray<bool> not_equal (const BhArray<std::complex<float>> &in1, const BhArray<std::complex<float>> &in2)`

Return (`in1 != in2`) element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

`BhArray<bool> not_equal (const BhArray<std::complex<float>> &in1, std::complex<float> in2)`

Return (`in1 != in2`) element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

`BhArray<bool> not_equal (std::complex<float> in1, const BhArray<std::complex<float>> &in2)`

Return (`in1 != in2`) element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

`BhArray<bool> not_equal (const BhArray<float> &in1, const BhArray<float> &in2)`

Return (`in1 != in2`) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **not\_equal** (**const** *BhArray*<float> &*in1*, float *in2*)

Return (*in1* != *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **not\_equal** (float *in1*, **const** *BhArray*<float> &*in2*)

Return (*in1* != *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **not\_equal** (**const** *BhArray*<double> &*in1*, **const** *BhArray*<double> &*in2*)

Return (*in1* != *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **not\_equal** (**const** *BhArray*<double> &*in1*, double *in2*)

Return (*in1* != *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **not\_equal** (double *in1*, **const** *BhArray*<double> &*in2*)

Return (*in1* != *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **not\_equal** (**const** *BhArray*<int16\_t> &*in1*, **const** *BhArray*<int16\_t> &*in2*)

Return (*in1* != *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.

- `in2`: Array input.

`BhArray<bool> not_equal (const BhArray<int16_t> &in1, int16_t in2)`

Return (`in1 != in2`) element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

`BhArray<bool> not_equal (int16_t in1, const BhArray<int16_t> &in2)`

Return (`in1 != in2`) element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

`BhArray<bool> not_equal (const BhArray<int32_t> &in1, const BhArray<int32_t> &in2)`

Return (`in1 != in2`) element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

`BhArray<bool> not_equal (const BhArray<int32_t> &in1, int32_t in2)`

Return (`in1 != in2`) element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

`BhArray<bool> not_equal (int32_t in1, const BhArray<int32_t> &in2)`

Return (`in1 != in2`) element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

`BhArray<bool> not_equal (const BhArray<int64_t> &in1, const BhArray<int64_t> &in2)`

Return (`in1 != in2`) element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<bool> **not\_equal** (**const** *BhArray*<int64\_t> &*in1*, int64\_t *in2*)

Return (*in1* != *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **not\_equal** (int64\_t *in1*, **const** *BhArray*<int64\_t> &*in2*)

Return (*in1* != *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **not\_equal** (**const** *BhArray*<int8\_t> &*in1*, **const** *BhArray*<int8\_t> &*in2*)

Return (*in1* != *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **not\_equal** (**const** *BhArray*<int8\_t> &*in1*, int8\_t *in2*)

Return (*in1* != *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **not\_equal** (int8\_t *in1*, **const** *BhArray*<int8\_t> &*in2*)

Return (*in1* != *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **not\_equal** (**const** *BhArray*<uint16\_t> &*in1*, **const** *BhArray*<uint16\_t> &*in2*)

Return (*in1* != *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **not\_equal** (**const** *BhArray*<uint16\_t> &*in1*, uint16\_t *in2*)

Return (*in1* != *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **not\_equal** (uint16\_t *in1*, const *BhArray*<uint16\_t> &*in2*)

Return (*in1* != *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **not\_equal** (const *BhArray*<uint32\_t> &*in1*, const *BhArray*<uint32\_t> &*in2*)

Return (*in1* != *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **not\_equal** (const *BhArray*<uint32\_t> &*in1*, uint32\_t *in2*)

Return (*in1* != *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **not\_equal** (uint32\_t *in1*, const *BhArray*<uint32\_t> &*in2*)

Return (*in1* != *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **not\_equal** (const *BhArray*<uint64\_t> &*in1*, const *BhArray*<uint64\_t> &*in2*)

Return (*in1* != *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **not\_equal** (const *BhArray*<uint64\_t> &*in1*, uint64\_t *in2*)

Return (*in1* != *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **not\_equal** (uint64\_t *in1*, const *BhArray*<uint64\_t> &*in2*)

Return (*in1* != *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **not\_equal** (const *BhArray*<uint8\_t> &*in1*, const *BhArray*<uint8\_t> &*in2*)

Return (*in1* != *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **not\_equal** (const *BhArray*<uint8\_t> &*in1*, uint8\_t *in2*)

Return (*in1* != *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **not\_equal** (uint8\_t *in1*, const *BhArray*<uint8\_t> &*in2*)

Return (*in1* != *in2*) element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **logical\_and** (const *BhArray*<bool> &*in1*, const *BhArray*<bool> &*in2*)

Compute the truth value of *in1* AND *in2* elementwise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **logical\_and** (const *BhArray*<bool> &*in1*, bool *in2*)

Compute the truth value of *in1* AND *in2* elementwise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

`BhArray<bool> logical_and (bool in1, const BhArray<bool> &in2)`

Compute the truth value of `in1` AND `in2` elementwise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

`BhArray<bool> logical_or (const BhArray<bool> &in1, const BhArray<bool> &in2)`

Compute the truth value of `in1` OR `in2` elementwise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

`BhArray<bool> logical_or (const BhArray<bool> &in1, bool in2)`

Compute the truth value of `in1` OR `in2` elementwise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

`BhArray<bool> logical_or (bool in1, const BhArray<bool> &in2)`

Compute the truth value of `in1` OR `in2` elementwise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

`BhArray<bool> logical_xor (const BhArray<bool> &in1, const BhArray<bool> &in2)`

Compute the truth value of `in1` XOR `in2`, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

`BhArray<bool> logical_xor (const BhArray<bool> &in1, bool in2)`

Compute the truth value of `in1` XOR `in2`, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

- `in2`: Scalar input.

*BhArray*<bool> **logical\_xor** (bool *in1*, const *BhArray*<bool> &*in2*)

Compute the truth value of `in1 XOR in2`, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

*BhArray*<bool> **logical\_not** (const *BhArray*<bool> &*in1*)

Compute the truth value of NOT elementwise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<bool> **maximum** (const *BhArray*<bool> &*in1*, const *BhArray*<bool> &*in2*)

Element-wise maximum of array elements.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<bool> **maximum** (const *BhArray*<bool> &*in1*, bool *in2*)

Element-wise maximum of array elements.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

*BhArray*<bool> **maximum** (bool *in1*, const *BhArray*<bool> &*in2*)

Element-wise maximum of array elements.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

*BhArray*<float> **maximum** (const *BhArray*<float> &*in1*, const *BhArray*<float> &*in2*)

Element-wise maximum of array elements.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<float> **maximum** (**const** *BhArray*<float> &*in1*, float *in2*)

Element-wise maximum of array elements.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<float> **maximum** (float *in1*, **const** *BhArray*<float> &*in2*)

Element-wise maximum of array elements.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<double> **maximum** (**const** *BhArray*<double> &*in1*, **const** *BhArray*<double> &*in2*)

Element-wise maximum of array elements.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<double> **maximum** (**const** *BhArray*<double> &*in1*, double *in2*)

Element-wise maximum of array elements.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<double> **maximum** (double *in1*, **const** *BhArray*<double> &*in2*)

Element-wise maximum of array elements.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<int16\_t> **maximum** (**const** *BhArray*<int16\_t> &*in1*, **const** *BhArray*<int16\_t> &*in2*)

Element-wise maximum of array elements.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<int16\_t> **maximum** (**const** *BhArray*<int16\_t> &*in1*, int16\_t *in2*)

Element-wise maximum of array elements.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<int16\_t> **maximum** (int16\_t *in1*, const *BhArray*<int16\_t> &*in2*)

Element-wise maximum of array elements.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<int32\_t> **maximum** (const *BhArray*<int32\_t> &*in1*, const *BhArray*<int32\_t> &*in2*)

Element-wise maximum of array elements.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<int32\_t> **maximum** (const *BhArray*<int32\_t> &*in1*, int32\_t *in2*)

Element-wise maximum of array elements.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<int32\_t> **maximum** (int32\_t *in1*, const *BhArray*<int32\_t> &*in2*)

Element-wise maximum of array elements.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<int64\_t> **maximum** (const *BhArray*<int64\_t> &*in1*, const *BhArray*<int64\_t> &*in2*)

Element-wise maximum of array elements.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<int64\_t> **maximum** (const *BhArray*<int64\_t> &*in1*, int64\_t *in2*)

Element-wise maximum of array elements.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

`BhArray<int64_t> maximum (int64_t in1, const BhArray<int64_t> &in2)`

Element-wise maximum of array elements.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

`BhArray<int8_t> maximum (const BhArray<int8_t> &in1, const BhArray<int8_t> &in2)`

Element-wise maximum of array elements.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

`BhArray<int8_t> maximum (const BhArray<int8_t> &in1, int8_t in2)`

Element-wise maximum of array elements.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

`BhArray<int8_t> maximum (int8_t in1, const BhArray<int8_t> &in2)`

Element-wise maximum of array elements.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

`BhArray<uint16_t> maximum (const BhArray<uint16_t> &in1, const BhArray<uint16_t> &in2)`

Element-wise maximum of array elements.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

`BhArray<uint16_t> maximum (const BhArray<uint16_t> &in1, uint16_t in2)`

Element-wise maximum of array elements.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<uint16\_t> **maximum** (uint16\_t *in1*, const *BhArray*<uint16\_t> &*in2*)  
Element-wise maximum of array elements.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<uint32\_t> **maximum** (const *BhArray*<uint32\_t> &*in1*, const *BhArray*<uint32\_t> &*in2*)  
Element-wise maximum of array elements.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<uint32\_t> **maximum** (const *BhArray*<uint32\_t> &*in1*, uint32\_t *in2*)  
Element-wise maximum of array elements.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<uint32\_t> **maximum** (uint32\_t *in1*, const *BhArray*<uint32\_t> &*in2*)  
Element-wise maximum of array elements.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<uint64\_t> **maximum** (const *BhArray*<uint64\_t> &*in1*, const *BhArray*<uint64\_t> &*in2*)  
Element-wise maximum of array elements.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<uint64\_t> **maximum** (const *BhArray*<uint64\_t> &*in1*, uint64\_t *in2*)  
Element-wise maximum of array elements.

**Return** Output array.

**Parameters**

- *in1*: Array input.

- `in2`: Scalar input.

`BhArray<uint64_t> maximum (uint64_t in1, const BhArray<uint64_t> &in2)`

Element-wise maximum of array elements.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

`BhArray<uint8_t> maximum (const BhArray<uint8_t> &in1, const BhArray<uint8_t> &in2)`

Element-wise maximum of array elements.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

`BhArray<uint8_t> maximum (const BhArray<uint8_t> &in1, uint8_t in2)`

Element-wise maximum of array elements.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

`BhArray<uint8_t> maximum (uint8_t in1, const BhArray<uint8_t> &in2)`

Element-wise maximum of array elements.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

`BhArray<bool> minimum (const BhArray<bool> &in1, const BhArray<bool> &in2)`

Element-wise minimum of array elements.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

`BhArray<bool> minimum (const BhArray<bool> &in1, bool in2)`

Element-wise minimum of array elements.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

*BhArray*<bool> **minimum** (bool *in1*, const *BhArray*<bool> &*in2*)

Element-wise minimum of array elements.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<float> **minimum** (const *BhArray*<float> &*in1*, const *BhArray*<float> &*in2*)

Element-wise minimum of array elements.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<float> **minimum** (const *BhArray*<float> &*in1*, float *in2*)

Element-wise minimum of array elements.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<float> **minimum** (float *in1*, const *BhArray*<float> &*in2*)

Element-wise minimum of array elements.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<double> **minimum** (const *BhArray*<double> &*in1*, const *BhArray*<double> &*in2*)

Element-wise minimum of array elements.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<double> **minimum** (const *BhArray*<double> &*in1*, double *in2*)

Element-wise minimum of array elements.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<double> **minimum** (double *in1*, const *BhArray*<double> &*in2*)

Element-wise minimum of array elements.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<int16\_t> **minimum** (**const** *BhArray*<int16\_t> &*in1*, **const** *BhArray*<int16\_t> &*in2*)  
Element-wise minimum of array elements.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<int16\_t> **minimum** (**const** *BhArray*<int16\_t> &*in1*, int16\_t *in2*)  
Element-wise minimum of array elements.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<int16\_t> **minimum** (int16\_t *in1*, **const** *BhArray*<int16\_t> &*in2*)  
Element-wise minimum of array elements.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<int32\_t> **minimum** (**const** *BhArray*<int32\_t> &*in1*, **const** *BhArray*<int32\_t> &*in2*)  
Element-wise minimum of array elements.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<int32\_t> **minimum** (**const** *BhArray*<int32\_t> &*in1*, int32\_t *in2*)  
Element-wise minimum of array elements.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<int32\_t> **minimum** (int32\_t *in1*, **const** *BhArray*<int32\_t> &*in2*)  
Element-wise minimum of array elements.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<int64\_t> **minimum** (**const** *BhArray*<int64\_t> &*in1*, **const** *BhArray*<int64\_t> &*in2*)  
Element-wise minimum of array elements.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<int64\_t> **minimum** (**const** *BhArray*<int64\_t> &*in1*, int64\_t *in2*)  
Element-wise minimum of array elements.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<int64\_t> **minimum** (int64\_t *in1*, **const** *BhArray*<int64\_t> &*in2*)  
Element-wise minimum of array elements.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<int8\_t> **minimum** (**const** *BhArray*<int8\_t> &*in1*, **const** *BhArray*<int8\_t> &*in2*)  
Element-wise minimum of array elements.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<int8\_t> **minimum** (**const** *BhArray*<int8\_t> &*in1*, int8\_t *in2*)  
Element-wise minimum of array elements.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<int8\_t> **minimum** (int8\_t *in1*, **const** *BhArray*<int8\_t> &*in2*)  
Element-wise minimum of array elements.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

`BhArray<uint16_t> minimum(const BhArray<uint16_t> &in1, const BhArray<uint16_t> &in2)`  
Element-wise minimum of array elements.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

`BhArray<uint16_t> minimum(const BhArray<uint16_t> &in1, uint16_t in2)`  
Element-wise minimum of array elements.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

`BhArray<uint16_t> minimum(uint16_t in1, const BhArray<uint16_t> &in2)`  
Element-wise minimum of array elements.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

`BhArray<uint32_t> minimum(const BhArray<uint32_t> &in1, const BhArray<uint32_t> &in2)`  
Element-wise minimum of array elements.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

`BhArray<uint32_t> minimum(const BhArray<uint32_t> &in1, uint32_t in2)`  
Element-wise minimum of array elements.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

`BhArray<uint32_t> minimum(uint32_t in1, const BhArray<uint32_t> &in2)`  
Element-wise minimum of array elements.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.

- `in2`: Array input.

*BhArray*<uint64\_t> **minimum** (**const** *BhArray*<uint64\_t> &*in1*, **const** *BhArray*<uint64\_t> &*in2*)

Element-wise minimum of array elements.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<uint64\_t> **minimum** (**const** *BhArray*<uint64\_t> &*in1*, uint64\_t *in2*)

Element-wise minimum of array elements.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

*BhArray*<uint64\_t> **minimum** (uint64\_t *in1*, **const** *BhArray*<uint64\_t> &*in2*)

Element-wise minimum of array elements.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

*BhArray*<uint8\_t> **minimum** (**const** *BhArray*<uint8\_t> &*in1*, **const** *BhArray*<uint8\_t> &*in2*)

Element-wise minimum of array elements.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<uint8\_t> **minimum** (**const** *BhArray*<uint8\_t> &*in1*, uint8\_t *in2*)

Element-wise minimum of array elements.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

*BhArray*<uint8\_t> **minimum** (uint8\_t *in1*, **const** *BhArray*<uint8\_t> &*in2*)

Element-wise minimum of array elements.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

*BhArray*<bool> **bitwise\_and** (const *BhArray*<bool> &*in1*, const *BhArray*<bool> &*in2*)

Compute the bit-wise AND of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **bitwise\_and** (const *BhArray*<bool> &*in1*, bool *in2*)

Compute the bit-wise AND of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **bitwise\_and** (bool *in1*, const *BhArray*<bool> &*in2*)

Compute the bit-wise AND of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<int16\_t> **bitwise\_and** (const *BhArray*<int16\_t> &*in1*, const *BhArray*<int16\_t> &*in2*)

Compute the bit-wise AND of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<int16\_t> **bitwise\_and** (const *BhArray*<int16\_t> &*in1*, int16\_t *in2*)

Compute the bit-wise AND of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<int16\_t> **bitwise\_and** (int16\_t *in1*, const *BhArray*<int16\_t> &*in2*)

Compute the bit-wise AND of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<int32\_t> **bitwise\_and** (const *BhArray*<int32\_t> &*in1*, const *BhArray*<int32\_t> &*in2*)

Compute the bit-wise AND of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<int32\_t> **bitwise\_and** (const *BhArray*<int32\_t> &*in1*, int32\_t *in2*)

Compute the bit-wise AND of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<int32\_t> **bitwise\_and** (int32\_t *in1*, const *BhArray*<int32\_t> &*in2*)

Compute the bit-wise AND of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<int64\_t> **bitwise\_and** (const *BhArray*<int64\_t> &*in1*, const *BhArray*<int64\_t> &*in2*)

Compute the bit-wise AND of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<int64\_t> **bitwise\_and** (const *BhArray*<int64\_t> &*in1*, int64\_t *in2*)

Compute the bit-wise AND of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<int64\_t> **bitwise\_and** (int64\_t *in1*, const *BhArray*<int64\_t> &*in2*)

Compute the bit-wise AND of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<int8\_t> **bitwise\_and** (const *BhArray*<int8\_t> &*in1*, const *BhArray*<int8\_t> &*in2*)

Compute the bit-wise AND of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<int8\_t> **bitwise\_and** (const *BhArray*<int8\_t> &*in1*, int8\_t *in2*)

Compute the bit-wise AND of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<int8\_t> **bitwise\_and** (int8\_t *in1*, const *BhArray*<int8\_t> &*in2*)

Compute the bit-wise AND of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<uint16\_t> **bitwise\_and** (const *BhArray*<uint16\_t> &*in1*, const *BhArray*<uint16\_t> &*in2*)

Compute the bit-wise AND of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<uint16\_t> **bitwise\_and** (const *BhArray*<uint16\_t> &*in1*, uint16\_t *in2*)

Compute the bit-wise AND of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<uint16\_t> **bitwise\_and** (uint16\_t *in1*, const *BhArray*<uint16\_t> &*in2*)

Compute the bit-wise AND of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<uint32\_t> **bitwise\_and** (const *BhArray*<uint32\_t> &*in1*, const *BhArray*<uint32\_t> &*in2*)

Compute the bit-wise AND of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<uint32\_t> **bitwise\_and**(const *BhArray*<uint32\_t> &*in1*, uint32\_t *in2*)  
Compute the bit-wise AND of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<uint32\_t> **bitwise\_and**(uint32\_t *in1*, const *BhArray*<uint32\_t> &*in2*)  
Compute the bit-wise AND of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<uint64\_t> **bitwise\_and**(const *BhArray*<uint64\_t> &*in1*, const *BhArray*<uint64\_t> &*in2*)  
Compute the bit-wise AND of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<uint64\_t> **bitwise\_and**(const *BhArray*<uint64\_t> &*in1*, uint64\_t *in2*)  
Compute the bit-wise AND of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<uint64\_t> **bitwise\_and**(uint64\_t *in1*, const *BhArray*<uint64\_t> &*in2*)  
Compute the bit-wise AND of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<uint8\_t> **bitwise\_and**(const *BhArray*<uint8\_t> &*in1*, const *BhArray*<uint8\_t> &*in2*)  
Compute the bit-wise AND of two arrays element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

`BhArray<uint8_t> bitwise_and (const BhArray<uint8_t> &in1, uint8_t in2)`

Compute the bit-wise AND of two arrays element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

`BhArray<uint8_t> bitwise_and (uint8_t in1, const BhArray<uint8_t> &in2)`

Compute the bit-wise AND of two arrays element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

`BhArray<bool> bitwise_or (const BhArray<bool> &in1, const BhArray<bool> &in2)`

Compute the bit-wise OR of two arrays element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

`BhArray<bool> bitwise_or (const BhArray<bool> &in1, bool in2)`

Compute the bit-wise OR of two arrays element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

`BhArray<bool> bitwise_or (bool in1, const BhArray<bool> &in2)`

Compute the bit-wise OR of two arrays element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

`BhArray<int16_t> bitwise_or (const BhArray<int16_t> &in1, const BhArray<int16_t> &in2)`

Compute the bit-wise OR of two arrays element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

- `in2`: Array input.

*BhArray*<int16\_t> **bitwise\_or** (**const** *BhArray*<int16\_t> &*in1*, int16\_t *in2*)

Compute the bit-wise OR of two arrays element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

*BhArray*<int16\_t> **bitwise\_or** (int16\_t *in1*, **const** *BhArray*<int16\_t> &*in2*)

Compute the bit-wise OR of two arrays element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

*BhArray*<int32\_t> **bitwise\_or** (**const** *BhArray*<int32\_t> &*in1*, **const** *BhArray*<int32\_t> &*in2*)

Compute the bit-wise OR of two arrays element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<int32\_t> **bitwise\_or** (**const** *BhArray*<int32\_t> &*in1*, int32\_t *in2*)

Compute the bit-wise OR of two arrays element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

*BhArray*<int32\_t> **bitwise\_or** (int32\_t *in1*, **const** *BhArray*<int32\_t> &*in2*)

Compute the bit-wise OR of two arrays element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

*BhArray*<int64\_t> **bitwise\_or** (**const** *BhArray*<int64\_t> &*in1*, **const** *BhArray*<int64\_t> &*in2*)

Compute the bit-wise OR of two arrays element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<int64\_t> **bitwise\_or** (const *BhArray*<int64\_t> &*in1*, int64\_t *in2*)

Compute the bit-wise OR of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<int64\_t> **bitwise\_or** (int64\_t *in1*, const *BhArray*<int64\_t> &*in2*)

Compute the bit-wise OR of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<int8\_t> **bitwise\_or** (const *BhArray*<int8\_t> &*in1*, const *BhArray*<int8\_t> &*in2*)

Compute the bit-wise OR of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<int8\_t> **bitwise\_or** (const *BhArray*<int8\_t> &*in1*, int8\_t *in2*)

Compute the bit-wise OR of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<int8\_t> **bitwise\_or** (int8\_t *in1*, const *BhArray*<int8\_t> &*in2*)

Compute the bit-wise OR of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<uint16\_t> **bitwise\_or** (const *BhArray*<uint16\_t> &*in1*, const *BhArray*<uint16\_t> &*in2*)

Compute the bit-wise OR of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<uint16\_t> **bitwise\_or** (const *BhArray*<uint16\_t> &*in1*, uint16\_t *in2*)

Compute the bit-wise OR of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<uint16\_t> **bitwise\_or** (uint16\_t *in1*, const *BhArray*<uint16\_t> &*in2*)

Compute the bit-wise OR of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<uint32\_t> **bitwise\_or** (const *BhArray*<uint32\_t> &*in1*, const *BhArray*<uint32\_t> &*in2*)

Compute the bit-wise OR of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<uint32\_t> **bitwise\_or** (const *BhArray*<uint32\_t> &*in1*, uint32\_t *in2*)

Compute the bit-wise OR of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<uint32\_t> **bitwise\_or** (uint32\_t *in1*, const *BhArray*<uint32\_t> &*in2*)

Compute the bit-wise OR of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<uint64\_t> **bitwise\_or** (const *BhArray*<uint64\_t> &*in1*, const *BhArray*<uint64\_t> &*in2*)

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**Parameters**

- *in1*: Array input.
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*BhArray*<uint64\_t> **bitwise\_or** (const *BhArray*<uint64\_t> &*in1*, uint64\_t *in2*)

Compute the bit-wise OR of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<uint64\_t> **bitwise\_or** (uint64\_t *in1*, const *BhArray*<uint64\_t> &*in2*)

Compute the bit-wise OR of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<uint8\_t> **bitwise\_or** (const *BhArray*<uint8\_t> &*in1*, const *BhArray*<uint8\_t> &*in2*)

Compute the bit-wise OR of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<uint8\_t> **bitwise\_or** (const *BhArray*<uint8\_t> &*in1*, uint8\_t *in2*)

Compute the bit-wise OR of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<uint8\_t> **bitwise\_or** (uint8\_t *in1*, const *BhArray*<uint8\_t> &*in2*)

Compute the bit-wise OR of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **bitwise\_xor** (const *BhArray*<bool> &*in1*, const *BhArray*<bool> &*in2*)

Compute the bit-wise XOR of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<bool> **bitwise\_xor** (const *BhArray*<bool> &*in1*, bool *in2*)

Compute the bit-wise XOR of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<bool> **bitwise\_xor** (bool *in1*, const *BhArray*<bool> &*in2*)

Compute the bit-wise XOR of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<int16\_t> **bitwise\_xor** (const *BhArray*<int16\_t> &*in1*, const *BhArray*<int16\_t> &*in2*)

Compute the bit-wise XOR of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<int16\_t> **bitwise\_xor** (const *BhArray*<int16\_t> &*in1*, int16\_t *in2*)

Compute the bit-wise XOR of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<int16\_t> **bitwise\_xor** (int16\_t *in1*, const *BhArray*<int16\_t> &*in2*)

Compute the bit-wise XOR of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<int32\_t> **bitwise\_xor** (const *BhArray*<int32\_t> &*in1*, const *BhArray*<int32\_t> &*in2*)

Compute the bit-wise XOR of two arrays element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<int32\_t> **bitwise\_xor** (const *BhArray*<int32\_t> &*in1*, int32\_t *in2*)

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- `in1`: Array input.
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*BhArray*<int32\_t> **bitwise\_xor** (int32\_t *in1*, const *BhArray*<int32\_t> &*in2*)

Compute the bit-wise XOR of two arrays element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

*BhArray*<int64\_t> **bitwise\_xor** (const *BhArray*<int64\_t> &*in1*, const *BhArray*<int64\_t> &*in2*)

Compute the bit-wise XOR of two arrays element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<int64\_t> **bitwise\_xor** (const *BhArray*<int64\_t> &*in1*, int64\_t *in2*)

Compute the bit-wise XOR of two arrays element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

*BhArray*<int64\_t> **bitwise\_xor** (int64\_t *in1*, const *BhArray*<int64\_t> &*in2*)

Compute the bit-wise XOR of two arrays element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

*BhArray*<int8\_t> **bitwise\_xor** (const *BhArray*<int8\_t> &*in1*, const *BhArray*<int8\_t> &*in2*)

Compute the bit-wise XOR of two arrays element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<int8\_t> **bitwise\_xor** (const *BhArray*<int8\_t> &*in1*, int8\_t *in2*)

Compute the bit-wise XOR of two arrays element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

`BhArray<int8_t>` **bitwise\_xor** (`int8_t in1`, `const BhArray<int8_t> &in2`)

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**Return** Output array.

**Parameters**

- `in1`: Scalar input.
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`BhArray<uint16_t>` **bitwise\_xor** (`const BhArray<uint16_t> &in1`, `const BhArray<uint16_t> &in2`)

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`BhArray<uint32_t> bitwise_xor (uint32_t in1, const BhArray<uint32_t> &in2)`

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- `in1`: Array input.
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Compute the bit-wise XOR of two arrays element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

- `in2`: Scalar input.

*BhArray*<uint8\_t> **bitwise\_xor** (uint8\_t *in1*, const *BhArray*<uint8\_t> &*in2*)

Compute the bit-wise XOR of two arrays element-wise.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

*BhArray*<bool> **invert** (const *BhArray*<bool> &*in1*)

Compute bit-wise inversion, or bit-wise NOT, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<int16\_t> **invert** (const *BhArray*<int16\_t> &*in1*)

Compute bit-wise inversion, or bit-wise NOT, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<int32\_t> **invert** (const *BhArray*<int32\_t> &*in1*)

Compute bit-wise inversion, or bit-wise NOT, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<int64\_t> **invert** (const *BhArray*<int64\_t> &*in1*)

Compute bit-wise inversion, or bit-wise NOT, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<int8\_t> **invert** (const *BhArray*<int8\_t> &*in1*)

Compute bit-wise inversion, or bit-wise NOT, element-wise.

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 Compute bit-wise inversion, or bit-wise NOT, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<int16\_t> **left\_shift** (**const** *BhArray*<int16\_t> &*in1*, **const** *BhArray*<int16\_t> &*in2*)  
 Shift the bits of an integer to the left.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<int16\_t> **left\_shift** (**const** *BhArray*<int16\_t> &*in1*, int16\_t *in2*)  
 Shift the bits of an integer to the left.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<int16\_t> **left\_shift** (int16\_t *in1*, **const** *BhArray*<int16\_t> &*in2*)  
 Shift the bits of an integer to the left.

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**Parameters**

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Shift the bits of an integer to the left.

**Return** Output array.

**Parameters**

- `in1`: Array input.
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*BhArray*<int64\_t> **left\_shift** (int64\_t *in1*, const *BhArray*<int64\_t> &*in2*)

Shift the bits of an integer to the left.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

*BhArray*<int8\_t> **left\_shift** (const *BhArray*<int8\_t> &*in1*, const *BhArray*<int8\_t> &*in2*)

Shift the bits of an integer to the left.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<int8\_t> **left\_shift** (**const** *BhArray*<int8\_t> &*in1*, int8\_t *in2*)

Shift the bits of an integer to the left.

**Return** Output array.

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- *in1*: Array input.
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Shift the bits of an integer to the right.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<int16\_t> **right\_shift** (const *BhArray*<int16\_t> &*in1*, int16\_t *in2*)

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**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<uint32\_t> **right\_shift** (const *BhArray*<uint32\_t> &*in1*, uint32\_t *in2*)

Shift the bits of an integer to the right.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<uint32\_t> **right\_shift** (uint32\_t *in1*, const *BhArray*<uint32\_t> &*in2*)  
Shift the bits of an integer to the right.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<uint64\_t> **right\_shift** (const *BhArray*<uint64\_t> &*in1*, const *BhArray*<uint64\_t> &*in2*)  
Shift the bits of an integer to the right.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<uint64\_t> **right\_shift** (const *BhArray*<uint64\_t> &*in1*, uint64\_t *in2*)  
Shift the bits of an integer to the right.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<uint64\_t> **right\_shift** (uint64\_t *in1*, const *BhArray*<uint64\_t> &*in2*)  
Shift the bits of an integer to the right.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<uint8\_t> **right\_shift** (const *BhArray*<uint8\_t> &*in1*, const *BhArray*<uint8\_t> &*in2*)  
Shift the bits of an integer to the right.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<uint8\_t> **right\_shift** (const *BhArray*<uint8\_t> &*in1*, uint8\_t *in2*)  
Shift the bits of an integer to the right.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

`BhArray<uint8_t>` **right\_shift** (`uint8_t in1`, `const BhArray<uint8_t> &in2`)

Shift the bits of an integer to the right.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

`BhArray<std::complex<double>>` **cos** (`const BhArray<std::complex<double>> &in1`)

Cosine elementwise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

`BhArray<std::complex<float>>` **cos** (`const BhArray<std::complex<float>> &in1`)

Cosine elementwise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

`BhArray<float>` **cos** (`const BhArray<float> &in1`)

Cosine elementwise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

`BhArray<double>` **cos** (`const BhArray<double> &in1`)

Cosine elementwise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

`BhArray<std::complex<double>>` **sin** (`const BhArray<std::complex<double>> &in1`)

Trigonometric sine, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

`BhArray<std::complex<float>>` **sin** (`const BhArray<std::complex<float>> &in1`)

Trigonometric sine, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

`BhArray<float> sin (const BhArray<float> &in1)`

Trigonometric sine, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

`BhArray<double> sin (const BhArray<double> &in1)`

Trigonometric sine, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

`BhArray<std::complex<double>> tan (const BhArray<std::complex<double>> &in1)`

Compute tangent element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

`BhArray<std::complex<float>> tan (const BhArray<std::complex<float>> &in1)`

Compute tangent element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

`BhArray<float> tan (const BhArray<float> &in1)`

Compute tangent element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

`BhArray<double> tan (const BhArray<double> &in1)`

Compute tangent element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

`BhArray<std::complex<double>> cosh (const BhArray<std::complex<double>> &in1)`

Hyperbolic cosine, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

`BhArray<std::complex<float>> cosh (const BhArray<std::complex<float>> &in1)`

Hyperbolic cosine, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<float> **cosh** (**const** *BhArray*<float> &*in1*)

Hyperbolic cosine, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<double> **cosh** (**const** *BhArray*<double> &*in1*)

Hyperbolic cosine, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<*std::complex*<double>> **sinh** (**const** *BhArray*<*std::complex*<double>> &*in1*)

Hyperbolic sine, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<*std::complex*<float>> **sinh** (**const** *BhArray*<*std::complex*<float>> &*in1*)

Hyperbolic sine, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<float> **sinh** (**const** *BhArray*<float> &*in1*)

Hyperbolic sine, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<double> **sinh** (**const** *BhArray*<double> &*in1*)

Hyperbolic sine, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<*std::complex*<double>> **tanh** (**const** *BhArray*<*std::complex*<double>> &*in1*)

Compute hyperbolic tangent element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<*std::complex*<float>> **tanh** (**const** *BhArray*<*std::complex*<float>> &*in1*)

Compute hyperbolic tangent element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<float> **tanh** (**const** *BhArray*<float> &*in1*)

Compute hyperbolic tangent element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<double> **tanh** (**const** *BhArray*<double> &*in1*)

Compute hyperbolic tangent element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<float> **arcsin** (**const** *BhArray*<float> &*in1*)

Inverse sine, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<double> **arcsin** (**const** *BhArray*<double> &*in1*)

Inverse sine, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<float> **arccos** (**const** *BhArray*<float> &*in1*)

Trigonometric inverse cosine, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<double> **arccos** (**const** *BhArray*<double> &*in1*)

Trigonometric inverse cosine, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<float> **arctan** (**const** *BhArray*<float> &*in1*)

Trigonometric inverse tangent, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<double> **arctan** (**const** *BhArray*<double> &*in1*)  
Trigonometric inverse tangent, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<float> **arcsinh** (**const** *BhArray*<float> &*in1*)  
Inverse hyperbolic sine elementwise.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<double> **arcsinh** (**const** *BhArray*<double> &*in1*)  
Inverse hyperbolic sine elementwise.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<float> **arccosh** (**const** *BhArray*<float> &*in1*)  
Inverse hyperbolic cosine, elementwise.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<double> **arccosh** (**const** *BhArray*<double> &*in1*)  
Inverse hyperbolic cosine, elementwise.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<float> **arctanh** (**const** *BhArray*<float> &*in1*)  
Inverse hyperbolic tangent elementwise.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<double> **arctanh** (**const** *BhArray*<double> &*in1*)  
Inverse hyperbolic tangent elementwise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<float> **arctan2** (**const** *BhArray*<float> &*in1*, **const** *BhArray*<float> &*in2*)

Element-wise arc tangent of `in1/in2` choosing the quadrant correctly.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<float> **arctan2** (**const** *BhArray*<float> &*in1*, float *in2*)

Element-wise arc tangent of `in1/in2` choosing the quadrant correctly.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

*BhArray*<float> **arctan2** (float *in1*, **const** *BhArray*<float> &*in2*)

Element-wise arc tangent of `in1/in2` choosing the quadrant correctly.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

*BhArray*<double> **arctan2** (**const** *BhArray*<double> &*in1*, **const** *BhArray*<double> &*in2*)

Element-wise arc tangent of `in1/in2` choosing the quadrant correctly.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<double> **arctan2** (**const** *BhArray*<double> &*in1*, double *in2*)

Element-wise arc tangent of `in1/in2` choosing the quadrant correctly.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

*BhArray*<double> **arctan2** (double *in1*, **const** *BhArray*<double> &*in2*)

Element-wise arc tangent of `in1/in2` choosing the quadrant correctly.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

*BhArray*<std::complex<double>> **exp** (const *BhArray*<std::complex<double>> &*in1*)

Calculate the exponential of all elements in the input array.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<std::complex<float>> **exp** (const *BhArray*<std::complex<float>> &*in1*)

Calculate the exponential of all elements in the input array.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<float> **exp** (const *BhArray*<float> &*in1*)

Calculate the exponential of all elements in the input array.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<double> **exp** (const *BhArray*<double> &*in1*)

Calculate the exponential of all elements in the input array.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<float> **exp2** (const *BhArray*<float> &*in1*)

Calculate  $2^{**p}$  for all *p* in the input array.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<double> **exp2** (const *BhArray*<double> &*in1*)

Calculate  $2^{**p}$  for all *p* in the input array.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<float> **expm1** (const *BhArray*<float> &*in1*)

Calculate  $\exp(in1) - 1$  for all elements in the array.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<double> **expm1** (const *BhArray*<double> &*in1*)

Calculate  $\exp(in1) - 1$  for all elements in the array.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<*std::complex*<double>> **log** (**const** *BhArray*<*std::complex*<double>> &*in1*)

Natural logarithm, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<*std::complex*<float>> **log** (**const** *BhArray*<*std::complex*<float>> &*in1*)

Natural logarithm, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<float> **log** (**const** *BhArray*<float> &*in1*)

Natural logarithm, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<double> **log** (**const** *BhArray*<double> &*in1*)

Natural logarithm, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<float> **log2** (**const** *BhArray*<float> &*in1*)

Base-2 logarithm of `in1`.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<double> **log2** (**const** *BhArray*<double> &*in1*)

Base-2 logarithm of `in1`.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<*std::complex*<double>> **log10** (**const** *BhArray*<*std::complex*<double>> &*in1*)

Return the base 10 logarithm of the input array, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray<std::complex<float>>* **log10** (**const** *BhArray<std::complex<float>>* &*in1*)

Return the base 10 logarithm of the input array, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray<float>* **log10** (**const** *BhArray<float>* &*in1*)

Return the base 10 logarithm of the input array, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray<double>* **log10** (**const** *BhArray<double>* &*in1*)

Return the base 10 logarithm of the input array, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray<float>* **log1p** (**const** *BhArray<float>* &*in1*)

Return the natural logarithm of one plus the input array, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray<double>* **log1p** (**const** *BhArray<double>* &*in1*)

Return the natural logarithm of one plus the input array, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray<std::complex<double>>* **sqrt** (**const** *BhArray<std::complex<double>>* &*in1*)

Return the positive square-root of an array, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray<std::complex<float>>* **sqrt** (**const** *BhArray<std::complex<float>>* &*in1*)

Return the positive square-root of an array, element-wise.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray<float>* **sqrt** (**const** *BhArray<float>* &*in1*)

Return the positive square-root of an array, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<double> **sqrt** (**const** *BhArray*<double> &*in1*)

Return the positive square-root of an array, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<float> **ceil** (**const** *BhArray*<float> &*in1*)

Return the ceiling of the input, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<double> **ceil** (**const** *BhArray*<double> &*in1*)

Return the ceiling of the input, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<float> **trunc** (**const** *BhArray*<float> &*in1*)

Return the truncated value of the input, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<double> **trunc** (**const** *BhArray*<double> &*in1*)

Return the truncated value of the input, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<float> **floor** (**const** *BhArray*<float> &*in1*)

Return the floor of the input, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<double> **floor** (**const** *BhArray*<double> &*in1*)

Return the floor of the input, element-wise.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<float> **rint** (**const** *BhArray*<float> &*in1*)

Round elements of the array to the nearest integer.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<double> **rint** (**const** *BhArray*<double> &*in1*)

Round elements of the array to the nearest integer.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<float> **mod** (**const** *BhArray*<float> &*in1*, **const** *BhArray*<float> &*in2*)

Return the element-wise modulo, which is  $in1 \% in2$  in Python and has the same sign as the divisor *in2*.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<float> **mod** (**const** *BhArray*<float> &*in1*, float *in2*)

Return the element-wise modulo, which is  $in1 \% in2$  in Python and has the same sign as the divisor *in2*.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<float> **mod** (float *in1*, **const** *BhArray*<float> &*in2*)

Return the element-wise modulo, which is  $in1 \% in2$  in Python and has the same sign as the divisor *in2*.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<double> **mod** (**const** *BhArray*<double> &*in1*, **const** *BhArray*<double> &*in2*)

Return the element-wise modulo, which is  $in1 \% in2$  in Python and has the same sign as the divisor *in2*.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<double> **mod** (**const** *BhArray*<double> &*in1*, double *in2*)

Return the element-wise modulo, which is  $in1 \% in2$  in Python and has the same sign as the divisor *in2*.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<double> **mod** (double *in1*, **const** *BhArray*<double> &*in2*)

Return the element-wise modulo, which is  $in1 \% in2$  in Python and has the same sign as the divisor *in2*.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<int16\_t> **mod** (**const** *BhArray*<int16\_t> &*in1*, **const** *BhArray*<int16\_t> &*in2*)

Return the element-wise modulo, which is  $in1 \% in2$  in Python and has the same sign as the divisor *in2*.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<int16\_t> **mod** (**const** *BhArray*<int16\_t> &*in1*, int16\_t *in2*)

Return the element-wise modulo, which is  $in1 \% in2$  in Python and has the same sign as the divisor *in2*.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<int16\_t> **mod** (int16\_t *in1*, **const** *BhArray*<int16\_t> &*in2*)

Return the element-wise modulo, which is  $in1 \% in2$  in Python and has the same sign as the divisor *in2*.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<int32\_t> **mod** (**const** *BhArray*<int32\_t> &*in1*, **const** *BhArray*<int32\_t> &*in2*)

Return the element-wise modulo, which is  $in1 \% in2$  in Python and has the same sign as the divisor *in2*.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<int32\_t> **mod** (**const** *BhArray*<int32\_t> &*in1*, int32\_t *in2*)

Return the element-wise modulo, which is `in1 % in2` in Python and has the same sign as the divisor `in2`.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

*BhArray*<int32\_t> **mod** (int32\_t *in1*, **const** *BhArray*<int32\_t> &*in2*)

Return the element-wise modulo, which is `in1 % in2` in Python and has the same sign as the divisor `in2`.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

*BhArray*<int64\_t> **mod** (**const** *BhArray*<int64\_t> &*in1*, **const** *BhArray*<int64\_t> &*in2*)

Return the element-wise modulo, which is `in1 % in2` in Python and has the same sign as the divisor `in2`.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<int64\_t> **mod** (**const** *BhArray*<int64\_t> &*in1*, int64\_t *in2*)

Return the element-wise modulo, which is `in1 % in2` in Python and has the same sign as the divisor `in2`.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

*BhArray*<int64\_t> **mod** (int64\_t *in1*, **const** *BhArray*<int64\_t> &*in2*)

Return the element-wise modulo, which is `in1 % in2` in Python and has the same sign as the divisor `in2`.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

*BhArray*<int8\_t> **mod** (**const** *BhArray*<int8\_t> &*in1*, **const** *BhArray*<int8\_t> &*in2*)

Return the element-wise modulo, which is  $in1 \% in2$  in Python and has the same sign as the divisor *in2*.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<int8\_t> **mod** (**const** *BhArray*<int8\_t> &*in1*, int8\_t *in2*)

Return the element-wise modulo, which is  $in1 \% in2$  in Python and has the same sign as the divisor *in2*.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<int8\_t> **mod** (int8\_t *in1*, **const** *BhArray*<int8\_t> &*in2*)

Return the element-wise modulo, which is  $in1 \% in2$  in Python and has the same sign as the divisor *in2*.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<uint16\_t> **mod** (**const** *BhArray*<uint16\_t> &*in1*, **const** *BhArray*<uint16\_t> &*in2*)

Return the element-wise modulo, which is  $in1 \% in2$  in Python and has the same sign as the divisor *in2*.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<uint16\_t> **mod** (**const** *BhArray*<uint16\_t> &*in1*, uint16\_t *in2*)

Return the element-wise modulo, which is  $in1 \% in2$  in Python and has the same sign as the divisor *in2*.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<uint16\_t> **mod** (uint16\_t *in1*, **const** *BhArray*<uint16\_t> &*in2*)

Return the element-wise modulo, which is  $in1 \% in2$  in Python and has the same sign as the divisor *in2*.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<uint32\_t> **mod** (**const** *BhArray*<uint32\_t> &*in1*, **const** *BhArray*<uint32\_t> &*in2*)

Return the element-wise modulo, which is  $in1 \% in2$  in Python and has the same sign as the divisor *in2*.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<uint32\_t> **mod** (**const** *BhArray*<uint32\_t> &*in1*, uint32\_t *in2*)

Return the element-wise modulo, which is  $in1 \% in2$  in Python and has the same sign as the divisor *in2*.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<uint32\_t> **mod** (uint32\_t *in1*, **const** *BhArray*<uint32\_t> &*in2*)

Return the element-wise modulo, which is  $in1 \% in2$  in Python and has the same sign as the divisor *in2*.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<uint64\_t> **mod** (**const** *BhArray*<uint64\_t> &*in1*, **const** *BhArray*<uint64\_t> &*in2*)

Return the element-wise modulo, which is  $in1 \% in2$  in Python and has the same sign as the divisor *in2*.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<uint64\_t> **mod** (**const** *BhArray*<uint64\_t> &*in1*, uint64\_t *in2*)

Return the element-wise modulo, which is  $in1 \% in2$  in Python and has the same sign as the divisor *in2*.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<uint64\_t> **mod** (uint64\_t *in1*, const *BhArray*<uint64\_t> &*in2*)

Return the element-wise modulo, which is  $in1 \% in2$  in Python and has the same sign as the divisor *in2*.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<uint8\_t> **mod** (const *BhArray*<uint8\_t> &*in1*, const *BhArray*<uint8\_t> &*in2*)

Return the element-wise modulo, which is  $in1 \% in2$  in Python and has the same sign as the divisor *in2*.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<uint8\_t> **mod** (const *BhArray*<uint8\_t> &*in1*, uint8\_t *in2*)

Return the element-wise modulo, which is  $in1 \% in2$  in Python and has the same sign as the divisor *in2*.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<uint8\_t> **mod** (uint8\_t *in1*, const *BhArray*<uint8\_t> &*in2*)

Return the element-wise modulo, which is  $in1 \% in2$  in Python and has the same sign as the divisor *in2*.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<bool> **isnan** (const *BhArray*<bool> &*in1*)

Test for NaN values.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<bool> **isnan** (const *BhArray*<std::complex<float>> &*in1*)

Test for NaN values.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<bool> **isnan** (**const** *BhArray*<std::complex<double>> &*in1*)

Test for NaN values.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<bool> **isnan** (**const** *BhArray*<int8\_t> &*in1*)

Test for NaN values.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<bool> **isnan** (**const** *BhArray*<int16\_t> &*in1*)

Test for NaN values.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<bool> **isnan** (**const** *BhArray*<int32\_t> &*in1*)

Test for NaN values.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<bool> **isnan** (**const** *BhArray*<int64\_t> &*in1*)

Test for NaN values.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<bool> **isnan** (**const** *BhArray*<uint8\_t> &*in1*)

Test for NaN values.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<bool> **isnan** (**const** *BhArray*<uint16\_t> &*in1*)

Test for NaN values.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<bool> **isnan** (**const** *BhArray*<uint32\_t> &*in1*)

Test for NaN values.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<bool> **isnan** (**const** *BhArray*<uint64\_t> &*in1*)

Test for NaN values.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<bool> **isnan** (**const** *BhArray*<float> &*in1*)

Test for NaN values.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<bool> **isnan** (**const** *BhArray*<double> &*in1*)

Test for NaN values.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<bool> **isinf** (**const** *BhArray*<bool> &*in1*)

Test for infinity values.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<bool> **isinf** (**const** *BhArray*<std::complex<float>> &*in1*)

Test for infinity values.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<bool> **isinf** (**const** *BhArray*<std::complex<double>> &*in1*)

Test for infinity values.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<bool> **isinf** (**const** *BhArray*<int8\_t> &*in1*)

Test for infinity values.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<bool> **isinf** (**const** *BhArray*<int16\_t> &*in1*)  
Test for infinity values.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<bool> **isinf** (**const** *BhArray*<int32\_t> &*in1*)  
Test for infinity values.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<bool> **isinf** (**const** *BhArray*<int64\_t> &*in1*)  
Test for infinity values.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<bool> **isinf** (**const** *BhArray*<uint8\_t> &*in1*)  
Test for infinity values.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<bool> **isinf** (**const** *BhArray*<uint16\_t> &*in1*)  
Test for infinity values.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<bool> **isinf** (**const** *BhArray*<uint32\_t> &*in1*)  
Test for infinity values.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<bool> **isinf** (**const** *BhArray*<uint64\_t> &*in1*)  
Test for infinity values.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<bool> **isinf** (**const** *BhArray*<float> &*in1*)  
Test for infinity values.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<bool> **isinf** (**const** *BhArray*<double> &*in1*)

Test for infinity values.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<std::complex<double>> **add\_reduce** (**const** *BhArray*<std::complex<double>> &*in1*,  
int64\_t *in2*)

Sums all elements in the specified dimension.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<std::complex<float>> **add\_reduce** (**const** *BhArray*<std::complex<float>> &*in1*, int64\_t  
*in2*)

Sums all elements in the specified dimension.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<float> **add\_reduce** (**const** *BhArray*<float> &*in1*, int64\_t *in2*)

Sums all elements in the specified dimension.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<double> **add\_reduce** (**const** *BhArray*<double> &*in1*, int64\_t *in2*)

Sums all elements in the specified dimension.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<int16\_t> **add\_reduce** (**const** *BhArray*<int16\_t> &*in1*, int64\_t *in2*)

Sums all elements in the specified dimension.

**Return** Output array.

**Parameters**

- *in1*: Array input.

- `in2`: The axis to run over.

*BhArray*<int32\_t> **add\_reduce** (**const** *BhArray*<int32\_t> &*in1*, int64\_t *in2*)

Sums all elements in the specified dimension.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

*BhArray*<int64\_t> **add\_reduce** (**const** *BhArray*<int64\_t> &*in1*, int64\_t *in2*)

Sums all elements in the specified dimension.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

*BhArray*<int8\_t> **add\_reduce** (**const** *BhArray*<int8\_t> &*in1*, int64\_t *in2*)

Sums all elements in the specified dimension.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

*BhArray*<uint16\_t> **add\_reduce** (**const** *BhArray*<uint16\_t> &*in1*, int64\_t *in2*)

Sums all elements in the specified dimension.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

*BhArray*<uint32\_t> **add\_reduce** (**const** *BhArray*<uint32\_t> &*in1*, int64\_t *in2*)

Sums all elements in the specified dimension.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

*BhArray*<uint64\_t> **add\_reduce** (**const** *BhArray*<uint64\_t> &*in1*, int64\_t *in2*)

Sums all elements in the specified dimension.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

*BhArray*<uint8\_t> **add\_reduce** (**const** *BhArray*<uint8\_t> &*in1*, int64\_t *in2*)  
Sums all elements in the specified dimension.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<std::complex<double>> **multiply\_reduce** (**const** *BhArray*<std::complex<double>> &*in1*, int64\_t *in2*)

Multiplies all elements in the specified dimension.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<std::complex<float>> **multiply\_reduce** (**const** *BhArray*<std::complex<float>> &*in1*, int64\_t *in2*)

Multiplies all elements in the specified dimension.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<float> **multiply\_reduce** (**const** *BhArray*<float> &*in1*, int64\_t *in2*)  
Multiplies all elements in the specified dimension.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<double> **multiply\_reduce** (**const** *BhArray*<double> &*in1*, int64\_t *in2*)  
Multiplies all elements in the specified dimension.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<int16\_t> **multiply\_reduce** (**const** *BhArray*<int16\_t> &*in1*, int64\_t *in2*)  
Multiplies all elements in the specified dimension.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<int32\_t> **multiply\_reduce** (**const** *BhArray*<int32\_t> &*in1*, int64\_t *in2*)

Multiplies all elements in the specified dimension.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<int64\_t> **multiply\_reduce** (**const** *BhArray*<int64\_t> &*in1*, int64\_t *in2*)

Multiplies all elements in the specified dimension.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<int8\_t> **multiply\_reduce** (**const** *BhArray*<int8\_t> &*in1*, int64\_t *in2*)

Multiplies all elements in the specified dimension.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<uint16\_t> **multiply\_reduce** (**const** *BhArray*<uint16\_t> &*in1*, int64\_t *in2*)

Multiplies all elements in the specified dimension.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<uint32\_t> **multiply\_reduce** (**const** *BhArray*<uint32\_t> &*in1*, int64\_t *in2*)

Multiplies all elements in the specified dimension.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<uint64\_t> **multiply\_reduce** (**const** *BhArray*<uint64\_t> &*in1*, int64\_t *in2*)

Multiplies all elements in the specified dimension.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<uint8\_t> **multiply\_reduce** (**const** *BhArray*<uint8\_t> &*in1*, int64\_t *in2*)

Multiplies all elements in the specified dimension.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<bool> **minimum\_reduce** (**const** *BhArray*<bool> &*in1*, int64\_t *in2*)

Finds the smallest elements in the specified dimension.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<float> **minimum\_reduce** (**const** *BhArray*<float> &*in1*, int64\_t *in2*)

Finds the smallest elements in the specified dimension.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<double> **minimum\_reduce** (**const** *BhArray*<double> &*in1*, int64\_t *in2*)

Finds the smallest elements in the specified dimension.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<int16\_t> **minimum\_reduce** (**const** *BhArray*<int16\_t> &*in1*, int64\_t *in2*)

Finds the smallest elements in the specified dimension.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<int32\_t> **minimum\_reduce** (**const** *BhArray*<int32\_t> &*in1*, int64\_t *in2*)

Finds the smallest elements in the specified dimension.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<int64\_t> **minimum\_reduce** (**const** *BhArray*<int64\_t> &*in1*, int64\_t *in2*)

Finds the smallest elements in the specified dimension.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

*BhArray*<int8\_t> **minimum\_reduce** (**const** *BhArray*<int8\_t> &*in1*, int64\_t *in2*)

Finds the smallest elements in the specified dimension.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

*BhArray*<uint16\_t> **minimum\_reduce** (**const** *BhArray*<uint16\_t> &*in1*, int64\_t *in2*)

Finds the smallest elements in the specified dimension.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

*BhArray*<uint32\_t> **minimum\_reduce** (**const** *BhArray*<uint32\_t> &*in1*, int64\_t *in2*)

Finds the smallest elements in the specified dimension.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

*BhArray*<uint64\_t> **minimum\_reduce** (**const** *BhArray*<uint64\_t> &*in1*, int64\_t *in2*)

Finds the smallest elements in the specified dimension.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

*BhArray*<uint8\_t> **minimum\_reduce** (**const** *BhArray*<uint8\_t> &*in1*, int64\_t *in2*)

Finds the smallest elements in the specified dimension.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

*BhArray*<bool> **maximum\_reduce** (**const** *BhArray*<bool> &*in1*, int64\_t *in2*)

Finds the largest elements in the specified dimension.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

*BhArray*<float> **maximum\_reduce** (**const** *BhArray*<float> &*in1*, int64\_t *in2*)

Finds the largest elements in the specified dimension.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

*BhArray*<double> **maximum\_reduce** (**const** *BhArray*<double> &*in1*, int64\_t *in2*)

Finds the largest elements in the specified dimension.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

*BhArray*<int16\_t> **maximum\_reduce** (**const** *BhArray*<int16\_t> &*in1*, int64\_t *in2*)

Finds the largest elements in the specified dimension.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

*BhArray*<int32\_t> **maximum\_reduce** (**const** *BhArray*<int32\_t> &*in1*, int64\_t *in2*)

Finds the largest elements in the specified dimension.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

*BhArray*<int64\_t> **maximum\_reduce** (**const** *BhArray*<int64\_t> &*in1*, int64\_t *in2*)

Finds the largest elements in the specified dimension.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

*BhArray*<int8\_t> **maximum\_reduce** (**const** *BhArray*<int8\_t> &*in1*, int64\_t *in2*)

Finds the largest elements in the specified dimension.

**Return** Output array.

**Parameters**

- `in1`: Array input.

- `in2`: The axis to run over.

`BhArray<uint16_t>` **maximum\_reduce** (`const BhArray<uint16_t> &in1`, `int64_t in2`)

Finds the largest elements in the specified dimension.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

`BhArray<uint32_t>` **maximum\_reduce** (`const BhArray<uint32_t> &in1`, `int64_t in2`)

Finds the largest elements in the specified dimension.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

`BhArray<uint64_t>` **maximum\_reduce** (`const BhArray<uint64_t> &in1`, `int64_t in2`)

Finds the largest elements in the specified dimension.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

`BhArray<uint8_t>` **maximum\_reduce** (`const BhArray<uint8_t> &in1`, `int64_t in2`)

Finds the largest elements in the specified dimension.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

`BhArray<bool>` **logical\_and\_reduce** (`const BhArray<bool> &in1`, `int64_t in2`)

Logical AND of all elements in the specified dimension.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

`BhArray<bool>` **bitwise\_and\_reduce** (`const BhArray<bool> &in1`, `int64_t in2`)

Bitwise AND of all elements in the specified dimension.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

*BhArray*<int16\_t> **bitwise\_and\_reduce** (const *BhArray*<int16\_t> &*in1*, int64\_t *in2*)  
Bitwise AND of all elements in the specified dimension.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<int32\_t> **bitwise\_and\_reduce** (const *BhArray*<int32\_t> &*in1*, int64\_t *in2*)  
Bitwise AND of all elements in the specified dimension.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<int64\_t> **bitwise\_and\_reduce** (const *BhArray*<int64\_t> &*in1*, int64\_t *in2*)  
Bitwise AND of all elements in the specified dimension.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<int8\_t> **bitwise\_and\_reduce** (const *BhArray*<int8\_t> &*in1*, int64\_t *in2*)  
Bitwise AND of all elements in the specified dimension.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<uint16\_t> **bitwise\_and\_reduce** (const *BhArray*<uint16\_t> &*in1*, int64\_t *in2*)  
Bitwise AND of all elements in the specified dimension.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<uint32\_t> **bitwise\_and\_reduce** (const *BhArray*<uint32\_t> &*in1*, int64\_t *in2*)  
Bitwise AND of all elements in the specified dimension.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<uint64\_t> **bitwise\_and\_reduce** (const *BhArray*<uint64\_t> &*in1*, int64\_t *in2*)  
Bitwise AND of all elements in the specified dimension.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<uint8\_t> **bitwise\_and\_reduce** (*const BhArray*<uint8\_t> &*in1*, int64\_t *in2*)  
Bitwise AND of all elements in the specified dimension.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<bool> **logical\_or\_reduce** (*const BhArray*<bool> &*in1*, int64\_t *in2*)  
Logical OR of all elements in the specified dimension.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<bool> **bitwise\_or\_reduce** (*const BhArray*<bool> &*in1*, int64\_t *in2*)  
Bitwise OR of all elements in the specified dimension.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<int16\_t> **bitwise\_or\_reduce** (*const BhArray*<int16\_t> &*in1*, int64\_t *in2*)  
Bitwise OR of all elements in the specified dimension.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<int32\_t> **bitwise\_or\_reduce** (*const BhArray*<int32\_t> &*in1*, int64\_t *in2*)  
Bitwise OR of all elements in the specified dimension.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<int64\_t> **bitwise\_or\_reduce** (*const BhArray*<int64\_t> &*in1*, int64\_t *in2*)  
Bitwise OR of all elements in the specified dimension.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<int8\_t> **bitwise\_or\_reduce** (**const** *BhArray*<int8\_t> &*in1*, int64\_t *in2*)  
Bitwise OR of all elements in the specified dimension.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<uint16\_t> **bitwise\_or\_reduce** (**const** *BhArray*<uint16\_t> &*in1*, int64\_t *in2*)  
Bitwise OR of all elements in the specified dimension.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<uint32\_t> **bitwise\_or\_reduce** (**const** *BhArray*<uint32\_t> &*in1*, int64\_t *in2*)  
Bitwise OR of all elements in the specified dimension.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<uint64\_t> **bitwise\_or\_reduce** (**const** *BhArray*<uint64\_t> &*in1*, int64\_t *in2*)  
Bitwise OR of all elements in the specified dimension.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<uint8\_t> **bitwise\_or\_reduce** (**const** *BhArray*<uint8\_t> &*in1*, int64\_t *in2*)  
Bitwise OR of all elements in the specified dimension.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<bool> **logical\_xor\_reduce** (**const** *BhArray*<bool> &*in1*, int64\_t *in2*)  
Logical XOR of all elements in the specified dimension.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

`BhArray<bool> bitwise_xor_reduce (const BhArray<bool> &in1, int64_t in2)`

Bitwise XOR of all elements in the specified dimension.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

`BhArray<int16_t> bitwise_xor_reduce (const BhArray<int16_t> &in1, int64_t in2)`

Bitwise XOR of all elements in the specified dimension.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

`BhArray<int32_t> bitwise_xor_reduce (const BhArray<int32_t> &in1, int64_t in2)`

Bitwise XOR of all elements in the specified dimension.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

`BhArray<int64_t> bitwise_xor_reduce (const BhArray<int64_t> &in1, int64_t in2)`

Bitwise XOR of all elements in the specified dimension.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

`BhArray<int8_t> bitwise_xor_reduce (const BhArray<int8_t> &in1, int64_t in2)`

Bitwise XOR of all elements in the specified dimension.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

`BhArray<uint16_t> bitwise_xor_reduce (const BhArray<uint16_t> &in1, int64_t in2)`

Bitwise XOR of all elements in the specified dimension.

**Return** Output array.

**Parameters**

- `in1`: Array input.

- `in2`: The axis to run over.

*BhArray*<uint32\_t> **bitwise\_xor\_reduce** (**const** *BhArray*<uint32\_t> &*in1*, int64\_t *in2*)

Bitwise XOR of all elements in the specified dimension.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

*BhArray*<uint64\_t> **bitwise\_xor\_reduce** (**const** *BhArray*<uint64\_t> &*in1*, int64\_t *in2*)

Bitwise XOR of all elements in the specified dimension.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

*BhArray*<uint8\_t> **bitwise\_xor\_reduce** (**const** *BhArray*<uint8\_t> &*in1*, int64\_t *in2*)

Bitwise XOR of all elements in the specified dimension.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

*BhArray*<double> **real** (**const** *BhArray*<std::complex<double>> &*in1*)

Return the real part of the elements of the array.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<float> **real** (**const** *BhArray*<std::complex<float>> &*in1*)

Return the real part of the elements of the array.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<double> **imag** (**const** *BhArray*<std::complex<double>> &*in1*)

Return the imaginary part of the elements of the array.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<float> **imag** (**const** *BhArray*<std::complex<float>> &*in1*)

Return the imaginary part of the elements of the array.

**Return** Output array.

**Parameters**

- `in1`: Array input.

`BhArray<std::complex<double>> add_accumulate (const BhArray<std::complex<double>> &in1, int64_t in2)`

Computes the prefix sum.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

`BhArray<std::complex<float>> add_accumulate (const BhArray<std::complex<float>> &in1, int64_t in2)`

Computes the prefix sum.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

`BhArray<float> add_accumulate (const BhArray<float> &in1, int64_t in2)`

Computes the prefix sum.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

`BhArray<double> add_accumulate (const BhArray<double> &in1, int64_t in2)`

Computes the prefix sum.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

`BhArray<int16_t> add_accumulate (const BhArray<int16_t> &in1, int64_t in2)`

Computes the prefix sum.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

`BhArray<int32_t> add_accumulate (const BhArray<int32_t> &in1, int64_t in2)`

Computes the prefix sum.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<int64\_t> **add\_accumulate** (**const** *BhArray*<int64\_t> &*in1*, int64\_t *in2*)

Computes the prefix sum.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<int8\_t> **add\_accumulate** (**const** *BhArray*<int8\_t> &*in1*, int64\_t *in2*)

Computes the prefix sum.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<uint16\_t> **add\_accumulate** (**const** *BhArray*<uint16\_t> &*in1*, int64\_t *in2*)

Computes the prefix sum.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<uint32\_t> **add\_accumulate** (**const** *BhArray*<uint32\_t> &*in1*, int64\_t *in2*)

Computes the prefix sum.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<uint64\_t> **add\_accumulate** (**const** *BhArray*<uint64\_t> &*in1*, int64\_t *in2*)

Computes the prefix sum.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: The axis to run over.

*BhArray*<uint8\_t> **add\_accumulate** (**const** *BhArray*<uint8\_t> &*in1*, int64\_t *in2*)

Computes the prefix sum.

**Return** Output array.

**Parameters**

- *in1*: Array input.

- `in2`: The axis to run over.

`BhArray<std::complex<double>> multiply_accumulate (const BhArray<std::complex<double>> &in1, int64_t in2)`

Computes the prefix product.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

`BhArray<std::complex<float>> multiply_accumulate (const BhArray<std::complex<float>> &in1, int64_t in2)`

Computes the prefix product.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

`BhArray<float> multiply_accumulate (const BhArray<float> &in1, int64_t in2)`

Computes the prefix product.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

`BhArray<double> multiply_accumulate (const BhArray<double> &in1, int64_t in2)`

Computes the prefix product.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

`BhArray<int16_t> multiply_accumulate (const BhArray<int16_t> &in1, int64_t in2)`

Computes the prefix product.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

`BhArray<int32_t> multiply_accumulate (const BhArray<int32_t> &in1, int64_t in2)`

Computes the prefix product.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

`BhArray<int64_t> multiply_accumulate (const BhArray<int64_t> &in1, int64_t in2)`

Computes the prefix product.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

`BhArray<int8_t> multiply_accumulate (const BhArray<int8_t> &in1, int64_t in2)`

Computes the prefix product.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

`BhArray<uint16_t> multiply_accumulate (const BhArray<uint16_t> &in1, int64_t in2)`

Computes the prefix product.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

`BhArray<uint32_t> multiply_accumulate (const BhArray<uint32_t> &in1, int64_t in2)`

Computes the prefix product.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

`BhArray<uint64_t> multiply_accumulate (const BhArray<uint64_t> &in1, int64_t in2)`

Computes the prefix product.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: The axis to run over.

`BhArray<uint8_t> multiply_accumulate (const BhArray<uint8_t> &in1, int64_t in2)`

Computes the prefix product.

**Return** Output array.

**Parameters**

- `in1`: Array input.

- `in2`: The axis to run over.

*BhArray*<std::complex<double>> **sign** (const *BhArray*<std::complex<double>> &*in1*)

Computes the SIGN of elements. -1 = negative, 1=positive. 0 = 0.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<std::complex<float>> **sign** (const *BhArray*<std::complex<float>> &*in1*)

Computes the SIGN of elements. -1 = negative, 1=positive. 0 = 0.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<float> **sign** (const *BhArray*<float> &*in1*)

Computes the SIGN of elements. -1 = negative, 1=positive. 0 = 0.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<double> **sign** (const *BhArray*<double> &*in1*)

Computes the SIGN of elements. -1 = negative, 1=positive. 0 = 0.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<int16\_t> **sign** (const *BhArray*<int16\_t> &*in1*)

Computes the SIGN of elements. -1 = negative, 1=positive. 0 = 0.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<int32\_t> **sign** (const *BhArray*<int32\_t> &*in1*)

Computes the SIGN of elements. -1 = negative, 1=positive. 0 = 0.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<int64\_t> **sign** (const *BhArray*<int64\_t> &*in1*)

Computes the SIGN of elements. -1 = negative, 1=positive. 0 = 0.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<int8\_t> **sign** (const *BhArray*<int8\_t> &*in1*)

Computes the SIGN of elements. -1 = negative, 1=positive. 0 = 0.

**Return** Output array.

**Parameters**

- `in1`: Array input.

*BhArray*<bool> **gather** (**const** *BhArray*<bool> &*in1*, **const** *BhArray*<uint64\_t> &*in2*)

Gather elements from IN selected by INDEX into OUT. NB: OUT.shape == INDEX.shape and IN can have any shape but must be contiguous.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<std::complex<double>> **gather** (**const** *BhArray*<std::complex<double>> &*in1*, **const** *BhArray*<uint64\_t> &*in2*)

Gather elements from IN selected by INDEX into OUT. NB: OUT.shape == INDEX.shape and IN can have any shape but must be contiguous.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<std::complex<float>> **gather** (**const** *BhArray*<std::complex<float>> &*in1*, **const** *BhArray*<uint64\_t> &*in2*)

Gather elements from IN selected by INDEX into OUT. NB: OUT.shape == INDEX.shape and IN can have any shape but must be contiguous.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<float> **gather** (**const** *BhArray*<float> &*in1*, **const** *BhArray*<uint64\_t> &*in2*)

Gather elements from IN selected by INDEX into OUT. NB: OUT.shape == INDEX.shape and IN can have any shape but must be contiguous.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<double> **gather** (**const** *BhArray*<double> &*in1*, **const** *BhArray*<uint64\_t> &*in2*)

Gather elements from IN selected by INDEX into OUT. NB: OUT.shape == INDEX.shape and IN can have any shape but must be contiguous.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<int16\_t> **gather** (**const** *BhArray*<int16\_t> &*in1*, **const** *BhArray*<uint64\_t> &*in2*)  
 Gather elements from IN selected by INDEX into OUT. NB: OUT.shape == INDEX.shape and IN can have any shape but must be contiguous.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<int32\_t> **gather** (**const** *BhArray*<int32\_t> &*in1*, **const** *BhArray*<uint64\_t> &*in2*)  
 Gather elements from IN selected by INDEX into OUT. NB: OUT.shape == INDEX.shape and IN can have any shape but must be contiguous.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<int64\_t> **gather** (**const** *BhArray*<int64\_t> &*in1*, **const** *BhArray*<uint64\_t> &*in2*)  
 Gather elements from IN selected by INDEX into OUT. NB: OUT.shape == INDEX.shape and IN can have any shape but must be contiguous.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<int8\_t> **gather** (**const** *BhArray*<int8\_t> &*in1*, **const** *BhArray*<uint64\_t> &*in2*)  
 Gather elements from IN selected by INDEX into OUT. NB: OUT.shape == INDEX.shape and IN can have any shape but must be contiguous.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<uint16\_t> **gather** (**const** *BhArray*<uint16\_t> &*in1*, **const** *BhArray*<uint64\_t> &*in2*)  
 Gather elements from IN selected by INDEX into OUT. NB: OUT.shape == INDEX.shape and IN can have any shape but must be contiguous.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<uint32\_t> **gather** (**const** *BhArray*<uint32\_t> &*in1*, **const** *BhArray*<uint64\_t> &*in2*)  
 Gather elements from IN selected by INDEX into OUT. NB: OUT.shape == INDEX.shape and IN can have any shape but must be contiguous.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray<uint64\_t>* **gather** (`const BhArray<uint64_t> &in1, const BhArray<uint64_t> &in2`)

Gather elements from IN selected by INDEX into OUT. NB: OUT.shape == INDEX.shape and IN can have any shape but must be contiguous.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray<uint8\_t>* **gather** (`const BhArray<uint8_t> &in1, const BhArray<uint64_t> &in2`)

Gather elements from IN selected by INDEX into OUT. NB: OUT.shape == INDEX.shape and IN can have any shape but must be contiguous.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray<bool>* **scatter** (`const BhArray<bool> &in1, const BhArray<uint64_t> &in2`)

Scatter all elements of IN into OUT selected by INDEX. NB: IN.shape == INDEX.shape and OUT can have any shape but must be contiguous.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray<std::complex<double>>* **scatter** (`const BhArray<std::complex<double>> &in1, const BhArray<uint64_t> &in2`)

Scatter all elements of IN into OUT selected by INDEX. NB: IN.shape == INDEX.shape and OUT can have any shape but must be contiguous.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray<std::complex<float>>* **scatter** (`const BhArray<std::complex<float>> &in1, const BhArray<uint64_t> &in2`)

Scatter all elements of IN into OUT selected by INDEX. NB: IN.shape == INDEX.shape and OUT can have any shape but must be contiguous.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<float> **scatter** (**const** *BhArray*<float> &*in1*, **const** *BhArray*<uint64\_t> &*in2*)

Scatter all elements of IN into OUT selected by INDEX. NB: IN.shape == INDEX.shape and OUT can have any shape but must be contiguous.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<double> **scatter** (**const** *BhArray*<double> &*in1*, **const** *BhArray*<uint64\_t> &*in2*)

Scatter all elements of IN into OUT selected by INDEX. NB: IN.shape == INDEX.shape and OUT can have any shape but must be contiguous.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<int16\_t> **scatter** (**const** *BhArray*<int16\_t> &*in1*, **const** *BhArray*<uint64\_t> &*in2*)

Scatter all elements of IN into OUT selected by INDEX. NB: IN.shape == INDEX.shape and OUT can have any shape but must be contiguous.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<int32\_t> **scatter** (**const** *BhArray*<int32\_t> &*in1*, **const** *BhArray*<uint64\_t> &*in2*)

Scatter all elements of IN into OUT selected by INDEX. NB: IN.shape == INDEX.shape and OUT can have any shape but must be contiguous.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<int64\_t> **scatter** (**const** *BhArray*<int64\_t> &*in1*, **const** *BhArray*<uint64\_t> &*in2*)

Scatter all elements of IN into OUT selected by INDEX. NB: IN.shape == INDEX.shape and OUT can have any shape but must be contiguous.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<int8\_t> **scatter** (**const** *BhArray*<int8\_t> &*in1*, **const** *BhArray*<uint64\_t> &*in2*)

Scatter all elements of IN into OUT selected by INDEX. NB: IN.shape == INDEX.shape and OUT can have any shape but must be contiguous.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<uint16\_t> **scatter** (**const** *BhArray*<uint16\_t> &*in1*, **const** *BhArray*<uint64\_t> &*in2*)

Scatter all elements of IN into OUT selected by INDEX. NB: IN.shape == INDEX.shape and OUT can have any shape but must be contiguous.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<uint32\_t> **scatter** (**const** *BhArray*<uint32\_t> &*in1*, **const** *BhArray*<uint64\_t> &*in2*)

Scatter all elements of IN into OUT selected by INDEX. NB: IN.shape == INDEX.shape and OUT can have any shape but must be contiguous.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<uint64\_t> **scatter** (**const** *BhArray*<uint64\_t> &*in1*, **const** *BhArray*<uint64\_t> &*in2*)

Scatter all elements of IN into OUT selected by INDEX. NB: IN.shape == INDEX.shape and OUT can have any shape but must be contiguous.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<uint8\_t> **scatter** (**const** *BhArray*<uint8\_t> &*in1*, **const** *BhArray*<uint64\_t> &*in2*)

Scatter all elements of IN into OUT selected by INDEX. NB: IN.shape == INDEX.shape and OUT can have any shape but must be contiguous.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<float> **remainder** (**const** *BhArray*<float> &*in1*, **const** *BhArray*<float> &*in2*)

Return the element-wise remainder of division, which is `in1 % in2` in C99 and has the same sign as the divided `in1`.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<float> **remainder** (**const** *BhArray*<float> &*in1*, float *in2*)

Return the element-wise remainder of division, which is  $in1 \% in2$  in C99 and has the same sign as the divided *in1*.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<float> **remainder** (float *in1*, **const** *BhArray*<float> &*in2*)

Return the element-wise remainder of division, which is  $in1 \% in2$  in C99 and has the same sign as the divided *in1*.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<double> **remainder** (**const** *BhArray*<double> &*in1*, **const** *BhArray*<double> &*in2*)

Return the element-wise remainder of division, which is  $in1 \% in2$  in C99 and has the same sign as the divided *in1*.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<double> **remainder** (**const** *BhArray*<double> &*in1*, double *in2*)

Return the element-wise remainder of division, which is  $in1 \% in2$  in C99 and has the same sign as the divided *in1*.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<double> **remainder** (double *in1*, **const** *BhArray*<double> &*in2*)

Return the element-wise remainder of division, which is  $in1 \% in2$  in C99 and has the same sign as the divided *in1*.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<int16\_t> **remainder** (**const** *BhArray*<int16\_t> &*in1*, **const** *BhArray*<int16\_t> &*in2*)

Return the element-wise remainder of division, which is  $in1 \% in2$  in C99 and has the same sign as the divided *in1*.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<int16\_t> **remainder** (**const** *BhArray*<int16\_t> &*in1*, int16\_t *in2*)

Return the element-wise remainder of division, which is `in1 % in2` in C99 and has the same sign as the divided `in1`.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

*BhArray*<int16\_t> **remainder** (int16\_t *in1*, **const** *BhArray*<int16\_t> &*in2*)

Return the element-wise remainder of division, which is `in1 % in2` in C99 and has the same sign as the divided `in1`.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

*BhArray*<int32\_t> **remainder** (**const** *BhArray*<int32\_t> &*in1*, **const** *BhArray*<int32\_t> &*in2*)

Return the element-wise remainder of division, which is `in1 % in2` in C99 and has the same sign as the divided `in1`.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<int32\_t> **remainder** (**const** *BhArray*<int32\_t> &*in1*, int32\_t *in2*)

Return the element-wise remainder of division, which is `in1 % in2` in C99 and has the same sign as the divided `in1`.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

*BhArray*<int32\_t> **remainder** (int32\_t *in1*, **const** *BhArray*<int32\_t> &*in2*)

Return the element-wise remainder of division, which is `in1 % in2` in C99 and has the same sign as the divided `in1`.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

*BhArray*<int64\_t> **remainder** (**const** *BhArray*<int64\_t> &*in1*, **const** *BhArray*<int64\_t> &*in2*)

Return the element-wise remainder of division, which is  $in1 \% in2$  in C99 and has the same sign as the divided *in1*.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<int64\_t> **remainder** (**const** *BhArray*<int64\_t> &*in1*, int64\_t *in2*)

Return the element-wise remainder of division, which is  $in1 \% in2$  in C99 and has the same sign as the divided *in1*.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<int64\_t> **remainder** (int64\_t *in1*, **const** *BhArray*<int64\_t> &*in2*)

Return the element-wise remainder of division, which is  $in1 \% in2$  in C99 and has the same sign as the divided *in1*.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<int8\_t> **remainder** (**const** *BhArray*<int8\_t> &*in1*, **const** *BhArray*<int8\_t> &*in2*)

Return the element-wise remainder of division, which is  $in1 \% in2$  in C99 and has the same sign as the divided *in1*.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<int8\_t> **remainder** (**const** *BhArray*<int8\_t> &*in1*, int8\_t *in2*)

Return the element-wise remainder of division, which is  $in1 \% in2$  in C99 and has the same sign as the divided *in1*.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<int8\_t> **remainder** (int8\_t *in1*, **const** *BhArray*<int8\_t> &*in2*)

Return the element-wise remainder of division, which is  $in1 \% in2$  in C99 and has the same sign as the divided *in1*.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

*BhArray*<uint16\_t> **remainder** (**const** *BhArray*<uint16\_t> &*in1*, **const** *BhArray*<uint16\_t> &*in2*)

Return the element-wise remainder of division, which is `in1 % in2` in C99 and has the same sign as the divided `in1`.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<uint16\_t> **remainder** (**const** *BhArray*<uint16\_t> &*in1*, uint16\_t *in2*)

Return the element-wise remainder of division, which is `in1 % in2` in C99 and has the same sign as the divided `in1`.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

*BhArray*<uint16\_t> **remainder** (uint16\_t *in1*, **const** *BhArray*<uint16\_t> &*in2*)

Return the element-wise remainder of division, which is `in1 % in2` in C99 and has the same sign as the divided `in1`.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

*BhArray*<uint32\_t> **remainder** (**const** *BhArray*<uint32\_t> &*in1*, **const** *BhArray*<uint32\_t> &*in2*)

Return the element-wise remainder of division, which is `in1 % in2` in C99 and has the same sign as the divided `in1`.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.

*BhArray*<uint32\_t> **remainder** (**const** *BhArray*<uint32\_t> &*in1*, uint32\_t *in2*)

Return the element-wise remainder of division, which is `in1 % in2` in C99 and has the same sign as the divided `in1`.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

*BhArray*<uint32\_t> **remainder** (uint32\_t *in1*, const *BhArray*<uint32\_t> &*in2*)

Return the element-wise remainder of division, which is  $in1 \% in2$  in C99 and has the same sign as the divided *in1*.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<uint64\_t> **remainder** (const *BhArray*<uint64\_t> &*in1*, const *BhArray*<uint64\_t> &*in2*)

Return the element-wise remainder of division, which is  $in1 \% in2$  in C99 and has the same sign as the divided *in1*.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<uint64\_t> **remainder** (const *BhArray*<uint64\_t> &*in1*, uint64\_t *in2*)

Return the element-wise remainder of division, which is  $in1 \% in2$  in C99 and has the same sign as the divided *in1*.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Scalar input.

*BhArray*<uint64\_t> **remainder** (uint64\_t *in1*, const *BhArray*<uint64\_t> &*in2*)

Return the element-wise remainder of division, which is  $in1 \% in2$  in C99 and has the same sign as the divided *in1*.

**Return** Output array.

**Parameters**

- *in1*: Scalar input.
- *in2*: Array input.

*BhArray*<uint8\_t> **remainder** (const *BhArray*<uint8\_t> &*in1*, const *BhArray*<uint8\_t> &*in2*)

Return the element-wise remainder of division, which is  $in1 \% in2$  in C99 and has the same sign as the divided *in1*.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.

*BhArray*<uint8\_t> **remainder** (const *BhArray*<uint8\_t> &*in1*, uint8\_t *in2*)

Return the element-wise remainder of division, which is  $in1 \% in2$  in C99 and has the same sign as the divided *in1*.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Scalar input.

*BhArray*<uint8\_t> **remainder** (uint8\_t *in1*, const *BhArray*<uint8\_t> &*in2*)

Return the element-wise remainder of division, which is `in1 % in2` in C99 and has the same sign as the divided `in1`.

**Return** Output array.

**Parameters**

- `in1`: Scalar input.
- `in2`: Array input.

*BhArray*<bool> **cond\_scatter** (const *BhArray*<bool> &*in1*, const *BhArray*<uint64\_t> &*in2*,  
const *BhArray*<bool> &*in3*)

Conditional scatter elements of IN where COND is true into OUT selected by INDEX. NB: IN.shape == INDEX.shape and OUT can have any shape but must be contiguous.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.
- `in3`: Array input.

*BhArray*<std::complex<double>> **cond\_scatter** (const *BhArray*<std::complex<double>> &*in1*,  
const *BhArray*<uint64\_t> &*in2*, const *BhArray*<bool> &*in3*)

Conditional scatter elements of IN where COND is true into OUT selected by INDEX. NB: IN.shape == INDEX.shape and OUT can have any shape but must be contiguous.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.
- `in3`: Array input.

*BhArray*<std::complex<float>> **cond\_scatter** (const *BhArray*<std::complex<float>> &*in1*, const  
*BhArray*<uint64\_t> &*in2*, const *BhArray*<bool> &*in3*)

Conditional scatter elements of IN where COND is true into OUT selected by INDEX. NB: IN.shape == INDEX.shape and OUT can have any shape but must be contiguous.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.
- `in3`: Array input.

*BhArray*<float> **cond\_scatter** (const *BhArray*<float> &*in1*, const *BhArray*<uint64\_t> &*in2*,  
const *BhArray*<bool> &*in3*)

Conditional scatter elements of IN where COND is true into OUT selected by INDEX. NB: IN.shape == INDEX.shape and OUT can have any shape but must be contiguous.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.
- *in3*: Array input.

*BhArray*<double> **cond\_scatter** (const *BhArray*<double> &*in1*, const *BhArray*<uint64\_t> &*in2*,  
const *BhArray*<bool> &*in3*)

Conditional scatter elements of IN where COND is true into OUT selected by INDEX. NB: IN.shape == INDEX.shape and OUT can have any shape but must be contiguous.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.
- *in3*: Array input.

*BhArray*<int16\_t> **cond\_scatter** (const *BhArray*<int16\_t> &*in1*, const *BhArray*<uint64\_t>  
&*in2*, const *BhArray*<bool> &*in3*)

Conditional scatter elements of IN where COND is true into OUT selected by INDEX. NB: IN.shape == INDEX.shape and OUT can have any shape but must be contiguous.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.
- *in3*: Array input.

*BhArray*<int32\_t> **cond\_scatter** (const *BhArray*<int32\_t> &*in1*, const *BhArray*<uint64\_t>  
&*in2*, const *BhArray*<bool> &*in3*)

Conditional scatter elements of IN where COND is true into OUT selected by INDEX. NB: IN.shape == INDEX.shape and OUT can have any shape but must be contiguous.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.
- *in3*: Array input.

*BhArray*<int64\_t> **cond\_scatter** (const *BhArray*<int64\_t> &*in1*, const *BhArray*<uint64\_t>  
&*in2*, const *BhArray*<bool> &*in3*)

Conditional scatter elements of IN where COND is true into OUT selected by INDEX. NB: IN.shape == INDEX.shape and OUT can have any shape but must be contiguous.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.
- `in3`: Array input.

*BhArray<int8\_t>* **cond\_scatter** (**const** *BhArray<int8\_t>* &*in1*, **const** *BhArray<uint64\_t>* &*in2*,  
**const** *BhArray<bool>* &*in3*)

Conditional scatter elements of IN where COND is true into OUT selected by INDEX. NB: IN.shape == INDEX.shape and OUT can have any shape but must be contiguous.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.
- `in3`: Array input.

*BhArray<uint16\_t>* **cond\_scatter** (**const** *BhArray<uint16\_t>* &*in1*, **const** *BhArray<uint64\_t>*  
&*in2*, **const** *BhArray<bool>* &*in3*)

Conditional scatter elements of IN where COND is true into OUT selected by INDEX. NB: IN.shape == INDEX.shape and OUT can have any shape but must be contiguous.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.
- `in3`: Array input.

*BhArray<uint32\_t>* **cond\_scatter** (**const** *BhArray<uint32\_t>* &*in1*, **const** *BhArray<uint64\_t>*  
&*in2*, **const** *BhArray<bool>* &*in3*)

Conditional scatter elements of IN where COND is true into OUT selected by INDEX. NB: IN.shape == INDEX.shape and OUT can have any shape but must be contiguous.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.
- `in3`: Array input.

*BhArray<uint64\_t>* **cond\_scatter** (**const** *BhArray<uint64\_t>* &*in1*, **const** *BhArray<uint64\_t>*  
&*in2*, **const** *BhArray<bool>* &*in3*)

Conditional scatter elements of IN where COND is true into OUT selected by INDEX. NB: IN.shape == INDEX.shape and OUT can have any shape but must be contiguous.

**Return** Output array.

**Parameters**

- `in1`: Array input.
- `in2`: Array input.
- `in3`: Array input.

*BhArray*<uint8\_t> **cond\_scatter** (**const** *BhArray*<uint8\_t> &*in1*, **const** *BhArray*<uint64\_t> &*in2*, **const** *BhArray*<bool> &*in3*)

Conditional scatter elements of IN where COND is true into OUT selected by INDEX. NB: IN.shape == INDEX.shape and OUT can have any shape but must be contiguous.

**Return** Output array.

**Parameters**

- *in1*: Array input.
- *in2*: Array input.
- *in3*: Array input.

*BhArray*<bool> **isfinite** (**const** *BhArray*<bool> &*in1*)

Test for finite values.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<bool> **isfinite** (**const** *BhArray*<std::complex<float>> &*in1*)

Test for finite values.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<bool> **isfinite** (**const** *BhArray*<std::complex<double>> &*in1*)

Test for finite values.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<bool> **isfinite** (**const** *BhArray*<int8\_t> &*in1*)

Test for finite values.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<bool> **isfinite** (**const** *BhArray*<int16\_t> &*in1*)

Test for finite values.

**Return** Output array.

**Parameters**

- *in1*: Array input.

*BhArray*<bool> **isfinite** (**const** *BhArray*<int32\_t> &*in1*)

Test for finite values.

**Return** Output array.

**Parameters**

- `in1`: Array input.

`BhArray<bool> isfinite (const BhArray<int64_t> &in1)`

Test for finite values.

**Return** Output array.

**Parameters**

- `in1`: Array input.

`BhArray<bool> isfinite (const BhArray<uint8_t> &in1)`

Test for finite values.

**Return** Output array.

**Parameters**

- `in1`: Array input.

`BhArray<bool> isfinite (const BhArray<uint16_t> &in1)`

Test for finite values.

**Return** Output array.

**Parameters**

- `in1`: Array input.

`BhArray<bool> isfinite (const BhArray<uint32_t> &in1)`

Test for finite values.

**Return** Output array.

**Parameters**

- `in1`: Array input.

`BhArray<bool> isfinite (const BhArray<uint64_t> &in1)`

Test for finite values.

**Return** Output array.

**Parameters**

- `in1`: Array input.

`BhArray<bool> isfinite (const BhArray<float> &in1)`

Test for finite values.

**Return** Output array.

**Parameters**

- `in1`: Array input.

`BhArray<bool> isfinite (const BhArray<double> &in1)`

Test for finite values.

**Return** Output array.

**Parameters**

- `in1`: Array input.

`BhArray<std::complex<float>> conj (const BhArray<std::complex<float>> &in1)`

Complex conjugates.

**Return** Output array.

**Parameters**

- `in1`: Array input.

`BhArray<std::complex<double>> conj (const BhArray<std::complex<double>> &in1)`  
Complex conjugates.

**Return** Output array.

**Parameters**

- `in1`: Array input.

void `random123 (BhArray<uint64_t> &out, uint64_t seed, uint64_t key)`

## Variables

*Random* **random**

Exposing the default instance of the random number generation

**namespace** [anonymous]

**namespace** `std`

file `array_create.hpp`

`#include <cstdint>#include <bhxx/BhArray.hpp>#include <bhxx/array_operations.hpp>`

file `BhArray.hpp`

`#include <type_traits>#include <ostream>#include <bohrium/bh_static_vector.hpp>#include <bhxx/BhBase.hpp>#include <bhxx/type_traits_util.hpp>#include <bhxx/array_operations.hpp>`

file `BhBase.hpp`

`#include <cassert>#include <bohrium/bh_view.hpp>#include <bohrium/bh_main_memory.hpp>#include <memory>`

file `BhInstruction.hpp`

`#include "BhArray.hpp"#include <bohrium/bh_instruction.hpp>`

file `bhxx.hpp`

`#include <bhxx/BhArray.hpp>#include <bhxx/Runtime.hpp>#include <bhxx/array_operations.hpp>#include <bhxx/util.hpp>#include <bhxx/random.hpp>#include <bhxx/array_create.hpp>`

file `random.hpp`

`#include <cstdint>#include <random>#include <bhxx/BhArray.hpp>#include <bhxx/Runtime.hpp>`

file `Runtime.hpp`

`#include <iostream>#include <sstream>#include "BhInstruction.hpp"#include <bohrium/bh_component.hpp>`

file `util.hpp`

`#include <sstream>#include <algorithm>#include <bhxx/BhArray.hpp>`

file `array_create.cpp`

`#include <bhxx/Runtime.hpp>#include <bhxx/array_operations.hpp>#include <bhxx/util.hpp>#include <bhxx/array_create.hpp>#include <bhxx/random.hpp>`

file `BhArray.cpp`

`#include <bhxx/BhArray.hpp>#include <bhxx/Runtime.hpp>#include <bhxx/array_operations.hpp>#include <bhxx/util.hpp>#include <bhxx/array_create.hpp>`

```
file BhInstruction.cpp  
    #include <bhxx/BhInstruction.hpp>
```

```
file random.cpp  
    #include <bhxx/random.hpp>#include <bhxx/type_traits_util.hpp>
```

```
file Runtime.cpp  
    #include <bhxx/Runtime.hpp>#include <iterator>
```

```
file util.cpp  
    #include <bhxx/util.hpp>#include <bhxx/Runtime.hpp>
```

```
file array_operations.hpp  
    #include <cstdlib>#include <complex>
```

```
dir /home/docs/checkouts/readthedocs.org/user_builds/bohrium/checkouts/latest/bridge/cxx/inc
```

```
dir /home/docs/checkouts/readthedocs.org/user_builds/bohrium/checkouts/latest/doc/build/bhxx
```

```
dir /home/docs/checkouts/readthedocs.org/user_builds/bohrium/checkouts/latest/bridge
```

```
dir /home/docs/checkouts/readthedocs.org/user_builds/bohrium/checkouts/latest/doc/build
```

```
dir /home/docs/checkouts/readthedocs.org/user_builds/bohrium/checkouts/latest/bridge/cxx
```

```
dir /home/docs/checkouts/readthedocs.org/user_builds/bohrium/checkouts/latest/bridge/cxx/inc
```

```
dir /home/docs/checkouts/readthedocs.org/user_builds/bohrium/checkouts/latest/bridge/cxx/src
```

### 2.2.3 C library

The C interface introduces two array concepts:

- A base array that has a *rank* (number of dimensions) and *shape* (array of dimension sizes). The memory of the base array is always a single contiguous block of memory.
- A view array that, beside a *rank* and a *shape*, has a *start* (start offset in number of elements) and a *stride* (array of dimension strides in number of elements). The view array refers to a (sub)set of a underlying base array where *start* is the offset into the base array and *stride* is number of elements to skip in order to iterate one step in a given dimension.

#### API

The C interface consists of a broad range of functions – in the following, we describe some of the important ones.

Create a new empty array with *rank* number of dimensions and with the shape *shape* and returns a handler/pointer to a *complete* view of this new array:

```
bh_multi_array_{TYPE}_p bh_multi_array_{TYPE}_new_empty(uint64_t rank, const int64_t*_  
↪shape);
```

Get pointer/handle to the base of a view:

```
bh_base_p bh_multi_array_{TYPE}_get_base(const bh_multi_array_{TYPE}_p self);
```

Destroy the base array and the associated memory:

```
void bh_multi_array_{TYPE}_destroy_base(bh_base_p base);
```

Destroy the view and base array (but not the associated memory):

```
void bh_multi_array_{TYPE}_free(const bh_multi_array_{TYPE}_p self);
```

Some meta-data access functions:

```
// Gets the number of elements in the array
uint64_t bh_multi_array_{TYPE}_get_length(bh_multi_array_{TYPE}_p self);

// Gets the number of dimensions in the array
uint64_t bh_multi_array_{TYPE}_get_rank(bh_multi_array_{TYPE}_p self);

// Gets the number of elements in the dimension
uint64_t bh_multi_array_{TYPE}_get_dimension_size(bh_multi_array_{TYPE}_p self, const ↵
↵int64_t dimension);
```

Before accessing the memory of an array, one has to synchronize the array:

```
void bh_multi_array_{TYPE}_sync(const bh_multi_array_{TYPE}_p self);
```

Access the memory of an array (remember to synchronize):

```
bh_{TYPE}* bh_multi_array_{TYPE}_get_base_data(bh_base_p base);
```

Some of the element-wise operations:

```
//Addition
void bh_multi_array_{TYPE}_add(bh_multi_array_{TYPE}_p out, const bh_multi_array_
↵{TYPE}_p lhs, const bh_multi_array_{TYPE}_p rhs);

//Multiply
void bh_multi_array_{TYPE}_multiply(bh_multi_array_{TYPE}_p out, const bh_multi_array_
↵{TYPE}_p lhs, const bh_multi_array_{TYPE}_p rhs);

//Addition: scalar + array
void bh_multi_array_{TYPE}_add_scalar_lhs(bh_multi_array_{TYPE}_p out, bh_{TYPE} lhs, ↵
↵const bh_multi_array_{TYPE}_p rhs);
```

Some of the reduction and accumulate (aka scan) functions where *axis* is the dimension to reduce/accumulate over:

```
//Sum
void bh_multi_array_{TYPE}_add_reduce(bh_multi_array_{TYPE}_p out, const bh_multi_
↵array_{TYPE}_p in, bh_int64 axis);

//Prefix sum
void bh_multi_array_{TYPE}_add_accumulate(bh_multi_array_{TYPE}_p out, const bh_multi_
↵array_{TYPE}_p in, bh_int64 axis);
```

## 2.2.4 Runtime Configuration

Bohrium supports a broad range of front and back-ends. The default backend is OpenMP. You can change which backend to use by defining the `BH_STACK` environment variable:

- The CPU backend that make use of OpenMP: `BH_STACK=openmp`
- The GPU backend that make use of OpenCL: `BH_STACK=opencl`
- The GPU backend that make use of CUDA: `BH_STACK=cude`

For debug information when running Bohrium, use the following environment variables:

```
BH_<backend>_PROF=true      -- Prints a performance profile at the end of execution.
BH_<backend>_VERBOSE=true  -- Prints a lot of information including the source of the
↳ JIT compiled kernels. Enables per-kernel profiling when used together with BH_
↳ OPENMP_PROF=true.
BH_SYNC_WARN=true         -- Show Python warnings in all instances when copying data
↳ to Python.
BH_MEM_WARN=true          -- Show warnings when memory accesses are problematic.
BH_<backend>_GRAPH=true   -- Dump a dependency graph of the instructions send to the
↳ back-ends (.dot file).
BH_<backend>_VOLATILE=true -- Declare temporary variables using `volatile`, which
↳ avoid precision differences because of Intel's use of 80-bit floats internally.
```

Particularly, `BH_<backend>_PROF=true` is very useful to explore why Bohrium might not perform as expected:

```
BH_OPENMP_PROF=1 python -m bohrium heat_equation.py --size=4000*4000*100
heat_equation.py - target: bhc, bohrium: True, size: 4000*4000*100, elapsed-time: 6.
↳ 446084

[OpenMP] Profiling:
Fuse cache hits:           199/203 (98.0296%)
Codegen cache hits        299/304 (98.3553%)
Kernel cache hits         300/304 (98.6842%)
Array contractions:       700/1403 (49.8931%)
Outer-fusion ratio:       13/23 (56.5217%)

Max memory usage:         0 MB
Syncs to NumPy:           99
Total Work:               12800400099 operations
Throughput:               1.9235e+09ops
Work below par-threshold (1000): 0%

Wall clock:              6.65473s
Total Execution:         6.04354s
  Pre-fusion:            0.000761211s
  Fusion:                0.00411354s
  Codegen:               0.00192224s
  Compile:               0.285544s
  Exec:                 4.91214s
  Copy2dev:             0s
  Copy2host:            0s
  Ext-method:           0s
  Offload:              0s
  Other:                0.839052s

Unaccounted for (wall - total): 0.611198s
```

Which tells us, among other things, that the execution of the compiled JIT kernels (`Exec`) takes 4.91 seconds, the JIT compilation (`Compile`) takes 0.29 seconds, and the time spend outside of Bohrium (`Unaccounted for`) takes 0.61.

### OpenCL Configuration

Bohrium sorts all available devices by type ('gpu', 'cpu', or 'accelerator'). Set the device number to the device Bohrium should use (0 means first):

```
BH_OPENCL_DEVICE_NUMBER=0
```

In order to see all available devices, run:

```
python -m bohrium_api --info
```

You can also set the options in the configure file under the [opencl] section.

Also under the [opencl] section, you can set the OpenCL work group sizes:

```
# OpenCL work group sizes
work_group_size_1dx = 128
work_group_size_2dx = 32
work_group_size_2dy = 4
work_group_size_3dx = 32
work_group_size_3dy = 2
work_group_size_3dz = 2
```

## Advanced Configuration

In order to configure the runtime setup of Bohrium you must provide a configuration file to Bohrium. The installation of Bohrium installs a default configuration file in /etc/bohrium/config.ini when doing a system-wide installation, ~/.bohrium/config.ini when doing a local installation, and <python library>/bohrium/config.ini when doing a pip installation.

At runtime Bohrium will search through the following prioritized list in order to find the configuration file:

- The environment variable BH\_CONFIG
- The config within the Python package bohrium/config.ini (in the same directory as \_\_init\_\_.py)
- The home directory config ~/.bohrium/config.ini
- The system-wide config /usr/local/etc/bohrium/config.ini
- The system-wide config /usr/etc/bohrium/config.ini
- The system-wide config /etc/bohrium/config.ini

The default configuration file looks similar to the config below:

```
#
# Stack configurations, which are a comma separated lists of components.
# NB: 'stacks' is a reserved section name and 'default'
#     is used when 'BH_STACK' is unset.
#     The bridge is never part of the list
#
[stacks]
default      = bcexp, bccon, node, openmp
openmp      = bcexp, bccon, node, openmp
opencl      = bcexp, bccon, node, opencl, openmp

#
# Managers
#

[node]
impl = /usr/lib/libbh_vem_node.so
timing = false

[proxy]
```

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```
address = localhost
port = 4200
impl = /usr/lib/libbh_vem_proxy.so

#
# Filters - Helpers / Tools
#
[pprint]
impl = /usr/lib/libbh_filter_pprint.so

#
# Filters - Bytecode transformers
#
[bcon]
impl = /usr/lib/libbh_filter_bcon.so
collect = true
stupidmath = true
muladd = true
reduction = false
find_repeats = false
timing = false
verbose = false

[bcexp]
impl = /usr/lib/libbh_filter_bcexp.so
powk = true
sign = false
repeat = false
reduceId = 32000
timing = false
verbose = false

[noneremover]
impl = /usr/lib/libbh_filter_noneremover.so
timing = false
verbose = false

#
# Engines
#
[openmp]
impl = /usr/lib/libbh_ve_openmp.so
tmp_bin_dir = /usr/var/bohrium/object
tmp_src_dir = /usr/var/bohrium/source
dump_src = true
verbose = false
prof = false #Profiling statistics
compiler_cmd = "/usr/bin/x86_64-linux-gnu-gcc"
compiler_inc = "-I/usr/share/bohrium/include"
compiler_lib = "-lm -L/usr/lib -lbh"
compiler_flg = "-x c -fPIC -shared -std=gnu99 -O3 -march=native -Werror -fopenmp"
compiler_openmp = true
compiler_openmp_simd = false

[opencl]
impl = /usr/lib/libbh_ve_opencl.so
```

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```

verbose = false
prof = false #Profiling statistics
# Additional options given to the opencl compiler. See documentation for
↳clBuildProgram
compiler_flg = "-I/usr/share/bohrium/include"
serial_fusion = false # Topological fusion is default

```

The configuration file consists of two things: components and orchestration of components in stacks.

Components marked with square brackets. For example [node], [openmp], [opencl] are all components available for the runtime system.

The stacks define different default configurations of the runtime environment and one can switch between them using the environment var BH\_STACK.

The configuration of a component can be overwritten with environment variables using the naming convention BH\_[COMPONENT]\_[OPTION], below are a couple of examples controlling the behavior of the CPU vector engine:

```

BH_OPENMP_PROF=true    -- Prints a performance profile at the end of execution.
BH_OPENMP_VERBOSE=true -- Prints a lot of information including the source of the JIT
↳compiled kernels. Enables per-kernel profiling when used together with BH_OPENMP_
↳PROF=true.

```

Useful environment variables:

```

BH_SYNC_WARN=true      -- Show Python warnings in all instances when copying data to
↳Python.
BH_MEM_WARN=true       -- Show warnings when memory accesses are problematic.
BH_<backend>_GRAPH=true -- Dump a dependency graph of the instructions send to the
↳back-ends (.dot file).
BH_<backend>_VOLATILE=true -- Declare temporary variables using `volatile`, which
↳avoid precision differences because of Intel's use of 80-bit floats internally.

```

## 2.3 Developer Guide

Bohrium is hosted and made publicly available via a [git-repository](#) on [github](#) under the *LGPLv3 License*.

If you want to join / contribute then fork the [repository](#) on Github and get in touch with us.

If you just want read-access then simply clone the repository:

```

git clone git@github.com/bh107/bohrium.git
cd bohrium

```

Continue by taking a look at [Installation](#) on how to build / install Bohrium.

### 2.3.1 Further information

#### Tools

## Valgrind, GDB, and Python

Valgrind is a great tool for memory debugging, memory leak detection, and profiling. However, both Python and NumPy floods the valgrind output with memory errors - it is therefore necessary to use a debug and valgrind friendly version of Python and NumPy:

```
sudo apt-get build-dep python
sudo apt-get install zlib1g-dev valgrind

mkdir python_debug_env
cd python_debug_env
export INSTALL_DIR=$PWD

# Build and install Python:
export VERSION=2.7.11
wget http://www.python.org/ftp/python/$VERSION/Python-$VERSION.tgz
tar -xzf Python-$VERSION.tgz
cd Python-$VERSION
./configure --with-pydebug --without-pymalloc --with-valgrind --prefix=$INSTALL_DIR
make install
sudo ln -s $PWD/python-gdb.py /usr/bin/python-gdb.py
sudo ln -s $INSTALL_DIR/bin/python /usr/bin/dython
cd ..
rm Python-$VERSION.tgz

# Build and install Cython
export VERSION=0.24
wget http://cython.org/release/Cython-$VERSION.tar.gz
tar -xzf Cython-$VERSION.tar.gz
cd Cython-$VERSION
dython setup.py install
cd ..
rm Cython-$VERSION.tar.gz

export VERSION=21.1.0
wget https://pypi.python.org/packages/f0/32/
→99ead2d74cba43bd59aa213e9c6e8212a9d3ed07805bb66b8bf9affbb541/setuptools-$VERSION.
→tar.gz#md5=8fd8bdbf05c286063e1052be20a5bd98
tar -xzf setuptools-$VERSION.tar.gz
cd setuptools-$VERSION
dython setup.py install
cd ..
rm setuptools-$VERSION.tar.gz

# Build and install NumPy
export VERSION=1.11.0
wget https://github.com/numpy/numpy/archive/v$VERSION.tar.gz
tar -xzf v$VERSION.tar.gz
cd numpy-$VERSION
dython setup.py install
cd ..
rm v$VERSION.tar.gz
```

## Build Bohrium with custom Python

Build and install Bohrium (with some components deactivated):

```

unzip master.zip
cd bohrium-master
mkdir build
cd build
cmake .. -DPYTHON_EXECUTABLE=/usr/bin/dython -DEXT_FFTW=OFF -DEXT_VISUALIZER=OFF -
↳DVEM_PROXY=OFF -DVE_GPU=OFF -DBRIDGE_NUMCIL=OFF -DTEST_CIL=OFF
make
make install
cd ..
rm master.zip

```

## Most Used Commands

### GDB

GDB supports some helpful Python commands (<https://docs.python.org/devguide/gdb.html>). To activate, source the `python-gdb.py` file within GDB:

```
source /usr/bin/python-gdb.py
```

Then you can use Python specific GDB commands such as `py-list` or `py-bt`.

### Valgrind

Valgrind can be used to detect memory errors by invoking it with:

```
valgrind --suppressions=<path to bohrium>/misc/valgrind.supp dython <SCRIPT_NAME>
```

Narrowing the valgrind analysis, add the following to your source code:

```

#include <valgrind/callgrind.h>
... your code ...
CALLGRIND_START_INSTRUMENTATION;
... your code ...
CALLGRIND_STOP_INSTRUMENTATION;
CALLGRIND_DUMP_STATS;

```

Then run valgrind with the flag:

```
--instr-atstart=no
```

Invoking valgrind to determine cache-utilization:

```
--tool=callgrind --simulate-cache=yes <PROG> <PROG_PARAM>
```

## Cluster VEM (MPI)

In order to use MPI with valgrind, the MPI implementation needs to be compiled with PIC and no-dlopen flag. E.g, [OpenMPI](#) could be installed as follows:

```

wget http://www.open-mpi.org/software/ompi/v1.6/downloads/openmpi-1.6.5.tar.gz
cd tar -xzf openmpi-1.6.5.tar.gz
cd openmpi-1.6.5
./configure --with-pic --disable-dlopen --prefix=/opt/openmpi

```

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```
make
sudo make install
```

And then executed using valgrind:

```
export LD_LIBRARY_PATH=/opt/openmpi/lib/:$LD_LIBRARY_PATH
export PATH=/opt/openmpi/bin:$PATH
mpirexec -np 1 valgrind dython test/numpy/numpytest.py : -np 1 valgrind ~/.local/bh_
↳vem_cluster_slave
```

## Writing Documentation

The documentation is written in [Sphinx](#).

You will need the following to write/build the documentation:

```
sudo apt-get install doxygen python-sphinx python-docutils python-setuptools
```

As well as a python-packages **breathe** and **numpydoc** for integrating doxygen-docs with Sphinx:

```
sudo easy_install breathe numpydoc
```

Overview of the documentation files:

```
bohrium/doc           # Root folder of the documentation.
bohrium/doc/source    # Write / Edit the documentation here.
bohrium/doc/build     # Documentation is "rendered" and stored here.
bohrium/doc/Makefile  # This file instructs Sphinx on how to "render" the_
↳documentation.
bohrium/doc/make.bat   # ---- || ----, on Windows
bohrium/doc/deploy_doc.sh # This script pushes the rendered docs to http://bohrium.
↳bitbucket.org.
```

## Most used commands

These commands assume that your current working dir is **bohrium/doc**.

Initiate doxygen:

```
make doxy
```

Render a html version of the docs:

```
make html
```

Push the html-rendered docs to <http://bohrium.bitbucket.org>, this command assumes that you have write-access to the doc-repos on Bitbucket:

```
make deploy
```

The docs still needs a neat way to integrate a full API-documentation of the Bohrium core, managers and engines.

## Continuous Integration

Currently we use both a privately hosted [Jenkins](#) server as well as [Travis](#) for our CI.

Setup jenkins:

```
wget -q -O - http://pkg.jenkins-ci.org/debian/jenkins-ci.org.key | sudo apt-key add -
sudo sh -c 'echo deb http://pkg.jenkins-ci.org/debian binary/ > /etc/apt/sources.list.
↪d/jenkins.list'
sudo apt-get update
sudo apt-get install jenkins
```

Then configure it via the web interface.

- [Open Student Projects](#)
- [Benchmark Suite](#)

## 2.4 Frequently Asked Questions (FAQ)

### Does it automatically support lazy evaluation (also called: late evaluation, expression templates)?

Yes, Bohrium will lazy evaluate all Python/NumPy operations until it encounters a “Python Read”, such a printing an array or having an if-statement testing the value of an array.

### Does it support “views” in the sense that a sub-slice is simply a view on the same array?

Yes, Bohrium supports NumPy views fully thus operating on array slices does not involve data copying.

### Does it support generator functions (which only start calculating once the evaluation is forced)? Which ones are supported? Which conditions force evaluations? Presumably reduce operations?

Yes, Bohrium uses a fusion algorithm that fuses (or merges) array operations into the same computation kernel that are then JIT-compiled and executed. However, Bohrium can only fuse operations that have some common sized dimension and no horizontal data conflicts. Typically, reducing a vector to a scalar will force evaluate (but reducing a matrix to a vector will not force an evaluate on it own).

### On GPUs, will Bohrium automatically keep all data (i.e. all Bohrium arrays) on the card?

Yes, we only move data back to the host when the data is accessed directly by Python or a Python C-extension.

### Does it fully support operations on the complex datatype in Bohrium arrays?

Yes.

### Will it lazily operate even over for-loops effectively unrolling them?

Yes, a for-loop in Python does not force evaluation. However, loops in Python with many iterations will hurt performance, just like it does in regular NumPy or Matlab

### Is Bohrium using CUDA on Nvidia Cards or generic OpenCL for any GPU?

At the moment, Bohrium uses OpenCL for both Nvidia, AMD, and Intel graphic cards.

### What is the disadvantage of Bohrium? I wonder why it exists as a separate project. From my point of view it looks like Bohrium is “just reimplementing” NumPy. That’s probably extremely oversimplified, but is there a plan to feed the results of Bohrium into the NumPy project?

The only disadvantage of Bohrium is the extra dependencies e.g. Bohrium need a C99 compiler for JIT-compilation. Thus, the idea of incorporating Bohrium into NumPy as an alternative “backend” is very appealing and we hope it could be realized some day.

## 2.5 Reporting Bugs

Please help us make Bohrium even better by submitting bugs and/or feature requests to us via the issue tracker on <https://github.com/bh107/bohrium/issues>

When reporting problems please include the output from:

```
python -m bohrium --info
```

## 2.6 Publications

- 1) Mads R. B. Kristensen, S. A. F. Lund, T. Blum, K. Skovhede, and B. Vinter. [Bohrium: Unmodified NumPy Code on CPU, GPU, and Cluster](#). In Python for High Performance and Scientific Computing (PyHPC 2013), 2013.
- 2) Simon A. F. Lund, Kenneth Skovhede, Mads R. B. Kristensen, and Brian Vinter. [Doubling the Performance of Python/NumPy with less than 100 SLOC](#). In Python for High Performance and Scientific Computing (PyHPC 2013), 2013.
- 3) Troels Blum, Mads R. B. Kristensen, and Brian Vinter. [Transparent gpu execution of numpy applications..](#) In Parallel and Distributed Processing Symposium Workshops & PhD Forum (IPDPSW), 2014 IEEE 28th International. IEEE, 2014.
- 4) Mads R. B. Kristensen, Simon A. F. Lund, Troels Blum, Kenneth Skovhede, and Brian Vinter. [Bohrium: a virtual machine approach to portable parallelism](#). In Parallel and Distributed Processing Symposium Workshops & PhD Forum (IPDPSW), 2014 IEEE 28th International. IEEE, 2014.
- 5) Simon A.F. Lund, Mads R.B. Kristensen, Brian Vinter, Dimitrios Katsaros. [Bypassing the Conventional Software Stack Using Adaptable Runtime Systems](#). In Proceedings of the Euro-Par Workshops, 2014.
- 6) Mads R.B. Kristensen, Simon A.F. Lund, Troels Blum, James Avery, and Brian Vinter. [Separating NumPy API from Implementation](#). In Proceedings of the Python for High Performance and Scientific Computing (PyHPC 2014), 2014.
- 7) Mads R.B. Kristensen, Simon A.F. Lund, Troels Blum, and James Avery. [Fusion of Parallel Array Operations](#). In Proceedings of the 2016 International Conference on Parallel Architectures and Compilation (PACT'16), 2016.
- 8) Mads R.B. Kristensen, Simon A.F. Lund, Troels Blum, James Avery, and Brian Vinter. [Battling Memory Requirements of Array Programming through Streaming](#). In Proceedings of the International Conference on High Performance Computing, 2016.

## 2.7 History and License

Bohrium is an active research project started by Mads R. B. Kristensen, Troels Blum, and Brian Vinter at the Niels Bohr Institute - University of Copenhagen. Contributors include those listed below in no particular order:

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Contributors are welcome, do not hesitate to contact us!

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```

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Version 3, 29 June 2007

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a copy of the Library already present on the user's computer system, **and** (b) will operate properly **with** a modified version of the Library that **is** interface-compatible **with** the Linked Version.

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