COS320: Compiling Techniques

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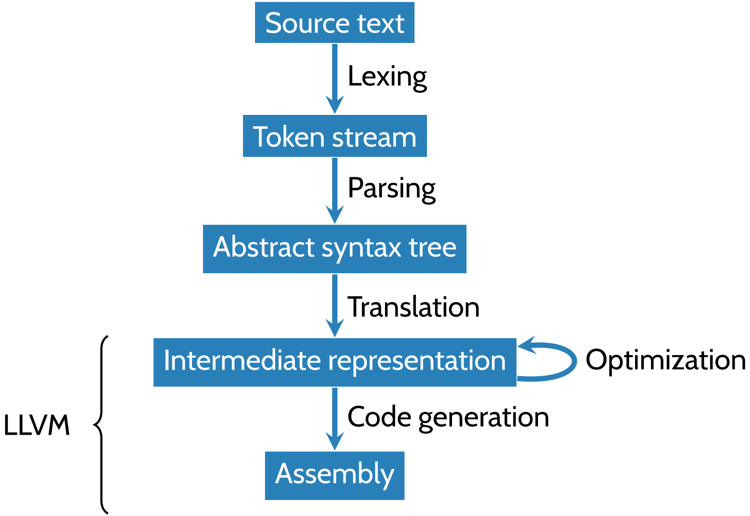
- Reminder: HW1 due today
- HW2 on course webpage. Due March 3
  - You will implement an LLVMlite-to-X86lite compiler
  - You may work individually or in pairs

LLVM

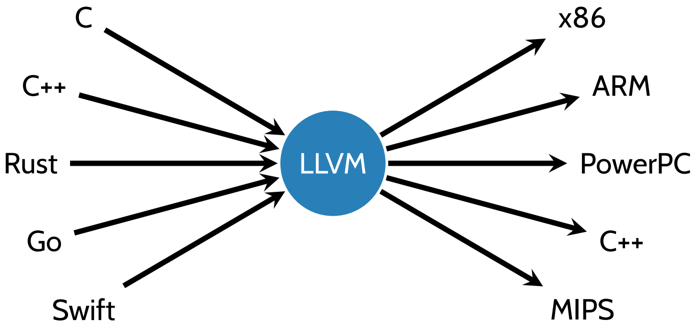
Low-Level Virtual Machine (LLVM)

- Open-source compiler infrastructure
  - Created by Chris Lattner (advised by Vikram Adve) at UIUC in 2003
  - Apple XCode 3.1
  - Several OpenCL implementations (NVIDIA, Intel, Apple, ...)
  - PlayStation™4 compiler
  - Used widely in academia
- Many components. The ones we're interested in:
  - LLVM IR
  - `llc`: code generator (for various targets)
  - `opt`: LLVM IR $\rightarrow$ LLVM IR optimization

Compiler phases (simplified)



Many front-ends & back-ends



LLVMlite IR

- LLVMlite is a small subset of the LLVM IR
- Broadly similar to the let-based IR from last week
  - Each procedure P is represented as a *control flow graph*: a directed, rooted graph where
    - The nodes are basic blocks of P
    - There is an edge $BB_i \to BB_j$ iff BB_j may execute immediately after BB_i
    - There is a distinguished entry block where the excution of the procedure begins
  - Local variables must satisfy the *static single assignment* property

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- Some differences:
  - Memory allocation
  - Functions
  - Types

```
define i64 @factorial(i64 %arg) {
  %tmp = alloca i64
  %tmp1 = alloca i64
  %tmp2 = alloca i64
  store i64 %arg, i64* %tmp
  store i64 1, i64* %tmp2
  store i64 1, i64* %tmp1
  br label %bb3
bb3:
  %tmp4 = load i64, i64* %tmp1
  %tmp5 = load i64, i64* %tmp
  %tmp6 = icmp sle i64 %tmp4, %tmp5
  br i1 %tmp6, label %bb7, label %bb14
bb7:
  %tmp8 = load i64, i64* %tmp1
  %tmp9 = load i64, i64* %tmp2
  %tmp10 = mul i64 %tmp9, %tmp8
  store i64 %tmp10, i64* %tmp2
  br label %bb11
bb11:
  %tmp12 = load i64, i64* %tmp1
  %tmp13 = add i64 %tmp12, 1
  store i64 %tmp13, i64* %tmp1
  br label %bb3
bb14:
  %tmp15 = load i64, i64* %tmp2
  ret i64 %tmp15
}
```

```
@.str = global [18 x i8] c"Factorial␣is␣%ld\0A\00"

define i64 @main(i32 %arg, i8** %arg1) #0 {
  %tmp1 = bitcast [18 x i8]* @.str to i8*
  %tmp2 = call i64 @factorial(i64 6)
  %tmp3 = call i64 (i8*, ...) @printf(i8* %tmp1, i64 %tmp2)
  ret i64 0
}

declare i64 @printf(i8*, ...)
```

LLVMlite memory

- Local variables / temporaries / “abstract registers” (`%uid`)
  - E.g., `%t4 = mul i64 %t1, %t3`
- Global declarations (e.g., for functions, string constants): `@gid`
  - E.g., `@.str = constant [18 x i8] c”Factorial is %ld\0A\00”`
  - E.g., `%r = call @factorial(i64 6)`
- Stack allocated storage
  - `%count = alloca i64`
- Heap-allocated storage, created by external calls (`malloc`)

```
(* OCaml representation in ll/ll.ml *)
type prog = { tdecls : (tid * ty) list; gdecls : (gid * gdecl) list;
              fdecls : (gid * fdecl) list; edecls : (gid * ty) list }
```

- Program has four components:
  - Type declarations
    - E.g., `%node = { i64, %node* }`
  - Global declarations
    - E.g., `@.str = global [18 x i8] c”Factorial is %ld\n\0”`
  - Function declarations
    - E.g., `define i64 @factorial(i64 %n) { ... }`
  - External declarations
    - E.g., `declare i32 @printf(i8*, ...)`

Functions

- Function declaration
  - `define i64 @factorial(i64 %n) { <cfg> }`
  - `type fdecl = { f_ty : fty; f_param : uid list; f_cfg : cfg }`
- Function call
  - Direct call: `%r = call @factorial(i64 6)`
  - Indirect call: `%r = call %5(i64 1, i64 10)`

LLVMlite CFGs

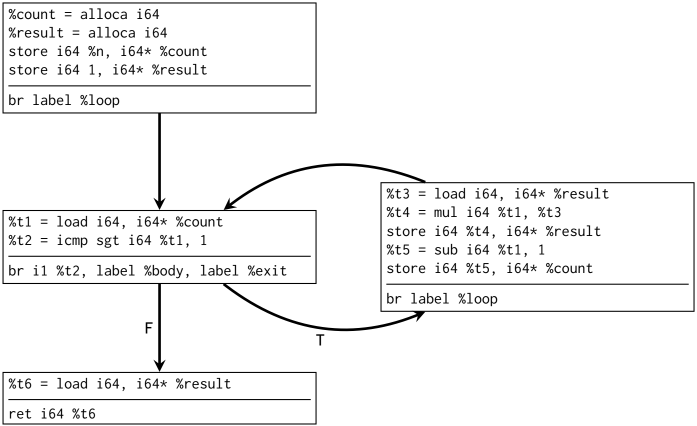
```
type block = { insns : (uid * insn) list; term : (uid * terminator) }
type cfg = block * (lbl * block) list
```

```
define i64 @factorial(i64 %n) {
    %count = alloca i64
    %result = alloca i64
    store i64 %n, i64* %count
    store i64 1, i64* %result
    br label %loop

  loop:
    %t1 = load i64, i64* %count
    %t2 = icmp sgt i64 %t1, 1
    br i1 %t2, label %body, label %exit

  body:
    %t3 = load i64, i64* %result
    %t4 = mul i64 %t1, %t3
    store i64 %t4, i64* %result
    %t5 = sub i64 %t1, 1
    store i64 %t5, i64* %count
    br label %loop

  exit:
    %t6 = load i64, i64* %result
    ret i64 %t6
}
```



Static Single Assignment (SSA)

- Each `%uid` appears on the left-hand-side of at most one assignment in a CFG

```
x = x + y;
y = 2 * x;
x = x + 1;
z = x - 1;
y = x & z;
return y;
```

$$
\begin{aligned}
&x_1 = x_0 + y_0;\\
&y_1 = 2 * x_1;\\
&x_2 = x_1 + 1;\\
&z_1 = x_2 - 1;\\
&y_2 = x_2 \,\&\, z_1;\\
&\texttt{return } y_2;
\end{aligned}
$$

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&\mathtt{y}_1 = 2 * \mathtt{x}_1;\\
&\mathtt{x}_2 = \mathtt{x}_1 + 1;\\
&\mathtt{z}_1 = \mathtt{x}_2 - 1;\\
&\mathtt{y}_2 = \mathtt{x}_2 \mathbin{\&} \mathtt{z}_1;\\
&\mathtt{return}\ \mathtt{y}_2;
\end{aligned}
$$

- Simplifies analysis and optimization
  - Make connections between variable definitions and uses explicit
  - More freedom in memory allocation
    - No need for x_0 and x_2 to be stored in the same register or stack slot
  - Simple application: dead code elimination
    - If `%uid` is never used, can elide the assignment to `%uid` (e.g., $\mathtt{y}_1$ above)

Stack storage

- Unlike our let-based IR, LLVM does not have mutable symbolic variables
  - `store n = tmp8`
- `alloca` instruction allocates stack space and returns a pointer to it
  - `%count = alloca i64` allocates a 8 bytes of stack space, `%count` points to the space
- `load` and `store` read/write memory
  - `%t6 = load i64, i64* %result`
    read 64-bit int from the memory addressed by the 64-bit int pointer %result, store it in %t6
  - `store i64 %n, i64* %count`
    store 64-bit int %n in the memory addressed by the 64-bit int pointer %count
- No stack *de-allocation*. Implementation of return must de-allocate.

Types

- LLVM IR is statically typed
- Types:
  - Integer types: `i1`, `i64`
  - Pointers: `i8*`, `i64*`
  - Function pointers: `i64(i64,i64*)`
  - Tuples: `i64, i64, i64` (integer triples)
  - Arrays: `[18 x i8]` (array of 18 characters)
  - Named types
    - Allows recursive types (e.g., lists, trees, graphs, ...)
    - `%node = { i64, %node* }`

- LLVM's type system is *inexpressive*
  - No generics
  - No subtyping
- LLVM IR provides a `bitcast` instruction to circumvent the type system

```
%pair = type { i64, i64 }                           ; two-field record
%triple = type { i64, i64, i64 }                    ; three-field record

@g = global %triple { i64 0, i64 1, i64 2 } ; allocate global triple
define @foo() {
  %c = bitcast %triple* @g to %pair*                ; cast
}
```

  - `bitcast` does not change any bits
  - Potentially unsafe!
    - Can cause segfaults or memory corruption
- More casting instructions in real LLVM IR, LLVMlite has only `bitcast`

Real LLVM

```
define i64 @factorial(i64) #0 {
  %2 = alloca i64, align 8
  %3 = alloca i64, align 8
  %4 = alloca i64, align 8
  store i64 %0, i64* %2, align 8
  store i64 1, i64* %4, align 8
  store i64 1, i64* %3, align 8
  br label %5
; <label>:5:                                      ; preds = %13, %1
  %6 = load i64, i64* %3, align 8
  %7 = load i64, i64* %2, align 8
  %8 = icmp slt i64 %6, %7
  br i1 %8, label %9, label %16
; <label>:9:                                      ; preds = %5
  %10 = load i64, i64* %3, align 8
  %11 = load i64, i64* %4, align 8
  %12 = mul nsw i64 %11, %10
  store i64 %12, i64* %4, align 8
  br label %13
; <label>:13:                                     ; preds = %9
  %14 = load i64, i64* %3, align 8
  %15 = add nsw i64 %14, 1
  store i64 %15, i64* %3, align 8
  br label %5
; <label>:16:                                     ; preds = %5
  %17 = load i64, i64* %4, align 8
  ret i64 %17
}
```

(Some) comparisons to LLVMlite:

- More (optional) type and alignment annotations
- Numeric identifiers
- Keeps track of block predecessors

(Some) comparisons to LLVMlite:

- More (optional) type and alignment annotations
- Numeric identifiers
- Keeps track of block predecessors
- ϕ instructions (more on these later...)

```
if (x < 0) {
  y := y - x;
} else {
  y := y + x;
}
return y
```

$$
\begin{array}{l}
\texttt{if } (\texttt{x}_0 < 0)\ \{ \\
\quad \texttt{y}_1 := \texttt{y}_0 - \texttt{x}_0; \\
\}\ \texttt{else}\ \{ \\
\quad \texttt{y}_2 := \texttt{y}_0 + \texttt{x}_0; \\
\} \\
\texttt{y}_3 := \phi(\texttt{y}_1, \texttt{y}_2) \\
\texttt{return y}_3
\end{array}
$$

Using LLVM

- `clang file.c -emit-llvm -S`: produce LLVM IR in `file.ll`
- `opt [options] -S file.ll -o file-opt.ll`: optimize
  - Options: `-O2`,`-O3`,`-mem2reg`,`...`
  - Recommended: `-instnamer`
- `llc file-opt.ll`: produce x86 assembly in `file-opt.s`
- `gcc file-opt.s -o file`: produce `file` executable