

# 888: LLVM

## Week 1 - Introduction

Tobias Grosser



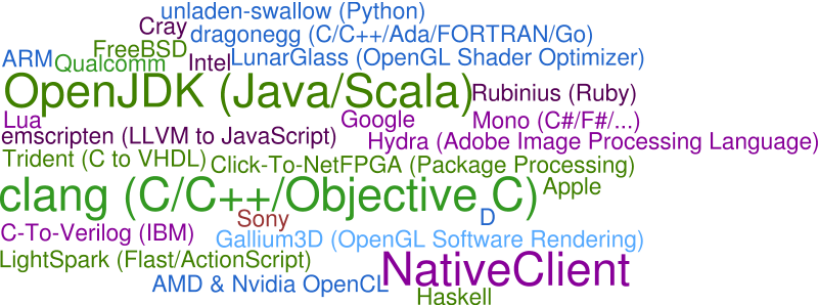
# Organization

- ▶ DL 698 on Tuesdays at 2pm
- ▶ Need any help?
  - ▶ My office: Dreese 572
  - ▶ E-Mail: [grosser.13@osu.edu](mailto:grosser.13@osu.edu)
  - ▶ Website: <http://www.fim.uni-passau.de/~grosser>
- ▶ Weekly exercises: Given on Tuesday - Due to Sunday 6pm

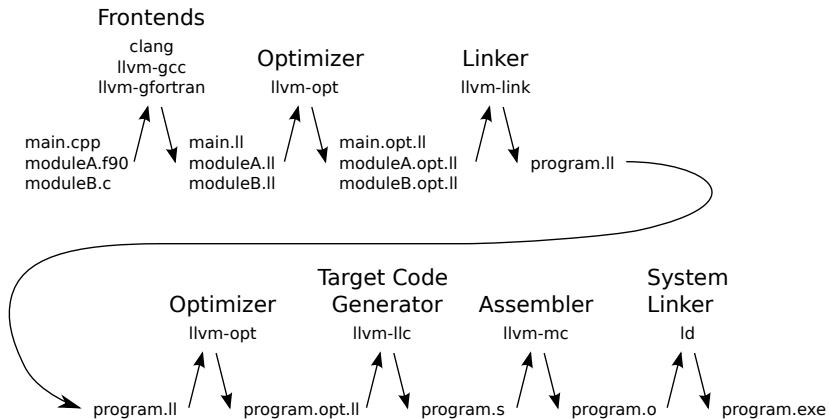
# What is LLVM?

- ▶ Project to build compiler infrastructure
- ▶ Subprojects
  - ▶ **LLVM - Infrastructure**
  - ▶ Clang/Dragonegg - C/C++/Objective C compiler
  - ▶ libc++ - C++ standard library
  - ▶ lldb - Debugger
- ▶ Written in C++
- ▶ OpenSource - BSD like license
- ▶ [www.llvm.org](http://www.llvm.org)

# LLVM everywhere?



# A static compile flow



# LLVM-IR

- ▶ Base of all LLVM optimization passes
- ▶ Low level assembly like language
- ▶ Target independent (frontends might introduce target information)
- ▶ Register machine, infinite number of named registers
- ▶ Each register is assigned exactly once (SSA)
- ▶ Load/Store Architecture
- ▶ Defined at <http://llvm.org/docs/LangRef.html>

# LLVM-IR

Representations:

- ▶ In memory representation - C++ data structures
- ▶ Bitcode - Binary file (.bc)
- ▶ Human readable form - Text file (.ll)

All representation are equivalent. To translate from one to another:

```
| > opt -S program.bc -o program.ll  
| > opt    program.ll -o program.bc
```

# Creating LLVM-IR

main.c

```
int main() {  
    return 42;  
}
```

clang -S -emit-llvm main.c -o main.ll

```
; ModuleID = 'main.ll'  
target datalayout = "e-p:64:64:64-i1:8:8-i8:8:8-[...]"  
target triple = "x86_64-unknown-linux-gnu"  
  
define i32 @main() nounwind {  
    %1 = alloca i32, align 4  
    store i32 0, i32* %1  
    ret i32 42  
}
```



# Compiling LLVM-IR

```
> llc main.ll -o main.s && gcc main.s -o main.exe
```

```
> ./main.exe
```

```
> echo $?
```

```
42
```

```
> lli main.ll
```

```
> echo $?
```

```
42
```

- ▶ llc - LLVM to Assembly compiler
- ▶ lli - Just in time compiler

# Our first function

Create a function that calculates  $n^2$

# Our first function

Create a function that calculates  $n^2$

```
define i32 @pow(i32 %number) {  
  %pow = mul i32 %number, %number  
  ret i32 %sqrt  
}  
  
define i32 @main() nounwind {  
  %result = call i32 @pow(i32 7)  
  ret i32 %result  
}
```

# Optimize our first function

```
| > opt -O3 pow.ll -o pow.opt.ll -S
```

Optimized function

## Optimize our first function

```
| > opt -O3 pow.ll -o pow.opt.ll -S
```

### Optimized function

```
define i32 @pow(i32 %number) nounwind readnone {  
    %sqrt = mul i32 %number, %number  
    ret i32 %sqrt  
}  
  
define i32 @main() nounwind readnone {  
    ret i32 49  
}
```

## Multiple modules

```
> llvm-link module_main.ll module_pow.ll \  
-o module_combined.ll -S
```

# Exercise

- ▶ Install LLVM from the source
- ▶ Git repository at: `http://llvm.org/git/llvm.git`
- ▶ Install Clang
- ▶ Git repository at: `http://llvm.org/git/clang.git`
- ▶ Take a small C project and create some