

888: LLVM

## Week 2 - LLVM-IR

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- ▶ Work three months on OpenSource
- ▶ 5000\$
- ▶ 1000 students every year
- ▶ More than 100 projects - including LLVM and GCC
- ▶ <http://code.google.com/soc>

## Exercise - 1

- ▶ Install llvm/clang
- ▶ Modify the pow function to be called using a function pointer.  
Can opt -O3 still optimize the code?

## Exercise - 2

Write a C main function that calls the pow function (written in LLVM-IR), as seen in class, for the integers from 0 to 100 and prints the result to stdout.

- ▶ Use clang to compile your main function to LLVM-IR
- ▶ Have a look at the LLVM-IR of the main function right after export from clang and after running opt -O3. Can you see any difference?
- ▶ Use llvm-link to link the LLVM-IR of the main and the pow module (optimized and unoptimized) and execute it on your machine. Is there any performance difference.

## Exercise - 3

- ▶ Compile bzip2 with link time optimizations using the clang -S -emit-llvm, opt -O3, llvm-link, opt -O3, llc, gcc sequence.
- ▶ Does the binary size change if you skip the optimizations after linking?
- ▶ Try to compress some files and see if the runtime changes?

## Exercise - 4

- ▶ Compile bzip2 with link time optimizations using the clang -S -emit-llvm, opt -O3, llvm-link, opt -O3, llc, gcc sequence.
- ▶ Does the binary size change if you skip the optimizations after linking?
- ▶ Try to compress some files and see if the runtime changes?

## Exercise - 5

Experts? Can you replace the pow function with a function that calculates the nth fibonacci number? Written in LLVM-IR and not using any loops, but functional programming techniques.



# LLVM-IR - Overview

- ▶ Low level assembly like language
- ▶ Register machine, infinite number of (named) registers
- ▶ Each instruction defines a new (named) register
- ▶ Load/Store Architecture
- ▶ Defined at <http://llvm.org/docs/LangRef.html>

# LLVM-IR - Types

- ▶ LLVM-IR is strongly typed
- ▶ Each register/pointer/function has an associated type
- ▶ No implicit type casts
- ▶ A program without casts is typesafe in the absence of memory access errors (e.g. array overflow)

# LLVM-IR - Type classes

- ▶ **Primitive**

integer, floating point, label, metadata, void, x86mmx,

- ▶ **Derived**

array, function, pointer, structure, packed structure, vector,  
opaque

First class types - Non first class types

## LLVM-IR - Integer types

- ▶ Fixed bitwidth
- ▶ Any bit width from 1 bit to  $2^{23} - 1$
- ▶ Larger types as function parameters → backend dependent
- ▶ Signedness not defined

```
i1      ; Boolean type
i8      ; char
i32     ; 32 bit integer
i64     ; 64 bit integer
i121212 ; Very large integer
```

## LLVM-IR - Floating point types

```
float      ; 32 bit  
double    ; 64 bit  
fp128     ; 128 bit (112-bit mantissa)  
x86_fp80  ; 80 bit (X87)  
ppc_fp128 ; 128 bit (two 64-bits)
```

## LLVM-IR - Label type

- ▶ A (named) reference for a basic block

```
define i1 @foo() {  
  start:  
    br label %next  
  
  next:  
    br label %return  
  
  return:  
    ret i1 0  
}
```

## LLVM-IR - Values

- ▶ Created through an instruction
- ▶ Global values
- ▶ Constants
- ▶ Undefined

```
%result = add i32 5, 10
```

```
i1 0
```

```
i32 15
```

```
float undef
```

## LLVM-IR - Constants

```
i1 true ; Boolean constants
i1 false
i32 -1 ; equal to  $2^{32} - 1$ 

float 123.421 ; Exact decimal notation
; ! 1.3 has infinite
; binary representation

float 1.23421e+2 ; Exponential notation
double 0x432ff973cafa8000 ; Hexadecimal notation

type zeroinitializer ; 'type' can be any type
```



# LLVM-IR - Instructions

- ▶ Calculations
- ▶ Vector/structure management
- ▶ Type conversion
- ▶ Memory management
- ▶ Control flow instructions

# LLVM-IR - Computational instructions

- ▶ Side effect free
- ▶ Take values as input
- ▶ Create a new register value

```
%sum = add i32 %a, %b  
%product = fmul float %a, %b  
%unsigned_div = udiv i32 %a, %b  
%signed_div = sdiv i32 %a, %b  
%division = fdiv float %a, %b
```

# LLVM-IR - Computational instructions - Comparisons

```
%equal = icmp eq i32 %a, %b  
%not_equal = float ne i5 %c, %d  
%signed_less_than = icmp slt i3 %a, %b  
%unsigned_less_than = icmp ult i5 %a, %b
```

# LLVM-IR - Control flow instructions

- ▶ (Un)Conditional branch
- ▶ Switch
- ▶ Return
- ▶ Indirect branch, Invoke, Unwind

```
start:  
  br i1 true, label %left, label %right  
left:  
  br label %join  
right:  
  br label %join  
merge:  
  ret i32 %joinedValue
```

## LLVM-IR - PHI instruction

- ▶ Implements the  $\Phi$  SSA instruction

```
start:  
  br i1 true, label %left, label %right  
left:  
  %plusOne = add i32 0, i32 1  
  br label %join  
right:  
  br label %join  
merge:  
  %joinedValue = phi i32 [ %plusOne, %left],  
                    [ -1, %right]  
  ret i32 %joinedValue
```

# LLVM-IR - Call instruction

- ▶ Calls a function
- ▶ Saves the return value in a new register

```
| %result = call i32 @pow(i32 7)
```

# Exercise

Will be sent out tonight.