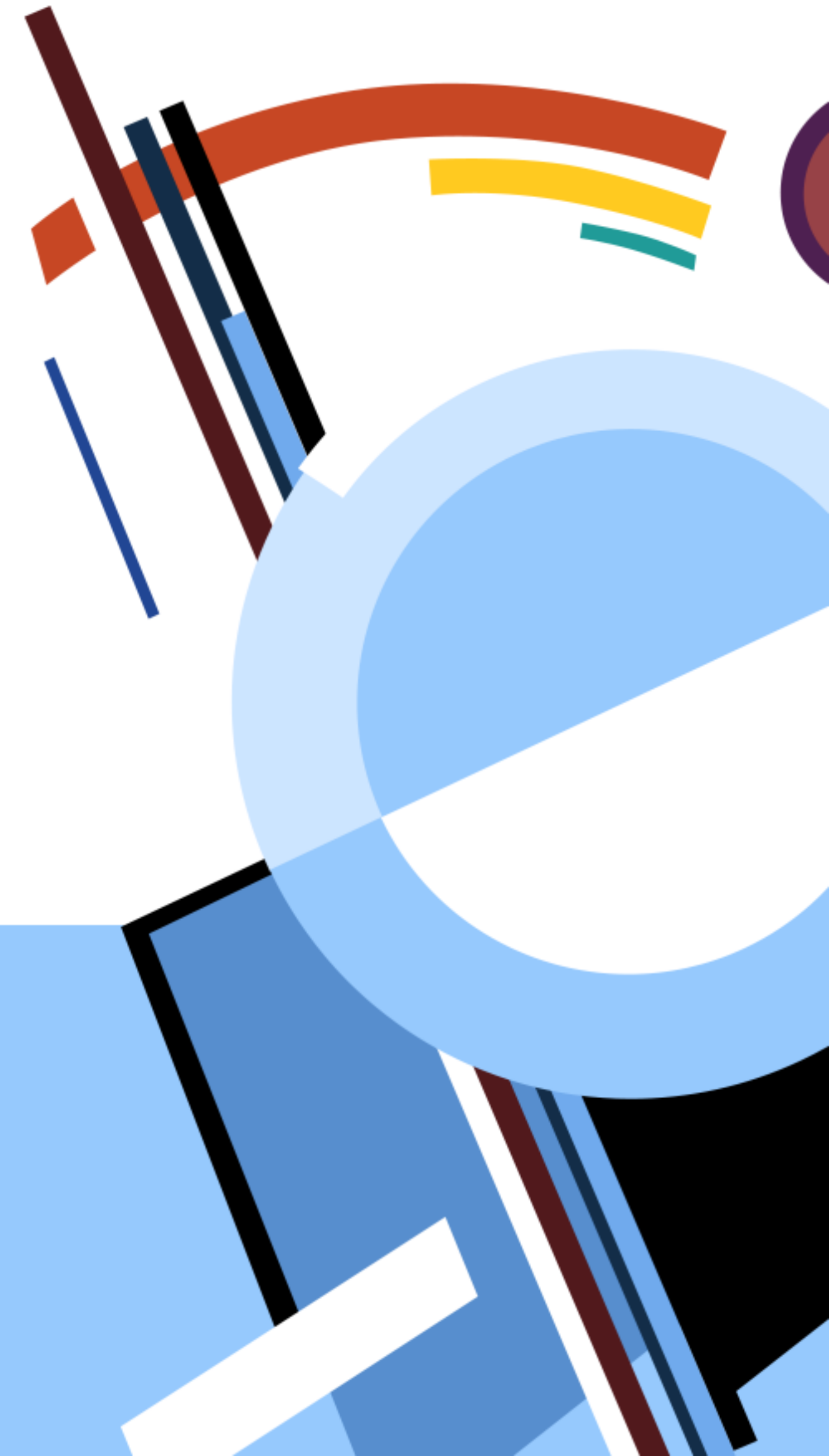


# Getting started with LLVM using Swift

Alex Denisov,  
<http://lowlevelbits.org>



**Apps  
Conf**



# whoami

- iOS Apps Developer
- Compiler Hobbyist
- Internet User:

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# Outline

- What is LLVM
- Compilation Process
- Practical Applications
- LLVM C API
- QA

# LLVM



```
graph TD; Frontend[Frontend] --> Backend[Backend];
```

Frontend



Backend

# Frontend

Lexer

Parser

Code  
Generation

Semantic  
Analysis



# Backend

# Frontend

Lexer

Parser

Code  
Generation

Semantic  
Analysis



# Backend

Optimization

Assembler

Linker

Frontend



Backend

Optimization

Assembler

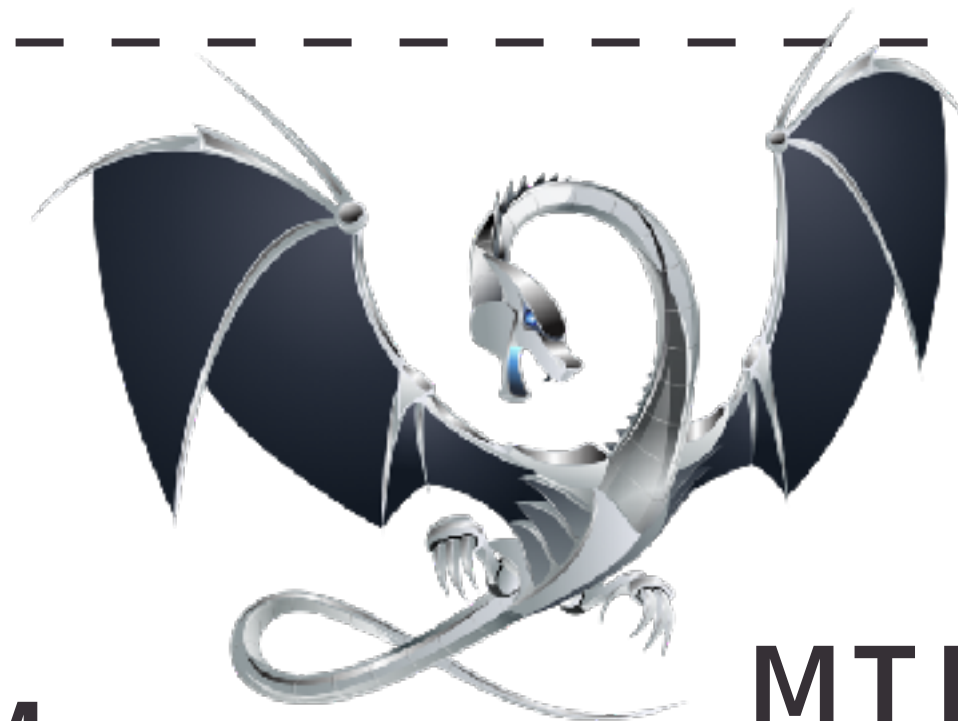
Linker



Frontend



Backend



ARM

x86

MIPS

...

# Compilation Process

```
int main() {  
    return 0;  
}
```



```
00000000 cf fa ed fe 07 00 00 01 03 00 00 80 02 00 00 00  
00000010 0f 00 00 00 38 03 00 00 85 00 20 00 00 00 00 00  
00000020 19 00 00 00 48 00 00 00 5f 5f 50 41 47 45 5a 45  
00000030 52 4f 00 00 00 00 00 00 00 00 00 00 00 00 00 00  
00000040 00 00 00 00 01 00 00 00 00 00 00 00 00 00 00 00  
00000050 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00  
00000060 00 00 00 00 00 00 00 00 19 00 00 00 38 01 00 00  
00000070 5f 5f 54 45 58 54 00 00 00 00 00 00 00 00 00 00  
00000080 00 00 00 00 01 00 00 00 00 10 00 00 00 00 00 00  
00000090 00 00 00 00 00 00 00 00 00 10 00 00 00 00 00 00  
00000a00 07 00 00 00 05 00 00 00 03 00 00 00 00 00 00 00  
00000b00 5f 5f 74 65 78 74 00 00 00 00 00 00 00 00 00 00  
00000c00 5f 5f 54 45 58 54 00 00 00 00 00 00 00 00 00 00  
00000d00 98 0f 00 00 01 00 00 00 08 00 00 00 00 00 00 00  
00000e00 98 0f 00 00 00 00 00 00 00 00 00 00 00 00 00 00  
00000f00 00 04 00 80 00 00 00 00 00 00 00 00 00 00 00 00  
00001000 5f 5f 75 6e 77 69 6e 64 5f 69 6e 66 6f 00 00 00  
00001100 5f 5f 54 45 58 54 00 00 00 00 00 00 00 00 00 00  
00001200 a0 0f 00 00 01 00 00 00 48 00 00 00 00 00 00 00  
00001300 a0 0f 00 00 02 00 00 00 00 00 00 00 00 00 00 00  
00001400 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00  
00001500 5f 5f 65 68 5f 66 72 61 6d 65 00 00 00 00 00 00  
00001600 5f 5f 54 45 58 54 00 00 00 00 00 00 00 00 00 00  
00001700 e8 0f 00 00 01 00 00 00 18 00 00 00 00 00 00 00  
00001800 e8 0f 00 00 03 00 00 00 00 00 00 00 00 00 00 00  
00001900 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00  
00001a00 19 00 00 00 48 00 00 00 5f 5f 4c 49 4e 4b 45 44  
00001b00 49 54 00 00 00 00 00 00 00 10 00 00 01 00 00 00  
00001c00 00 10 00 00 00 00 00 00 00 10 00 00 00 00 00 00  
00001d00 d8 00 00 00 00 00 00 00 07 00 00 00 01 00 00 00
```

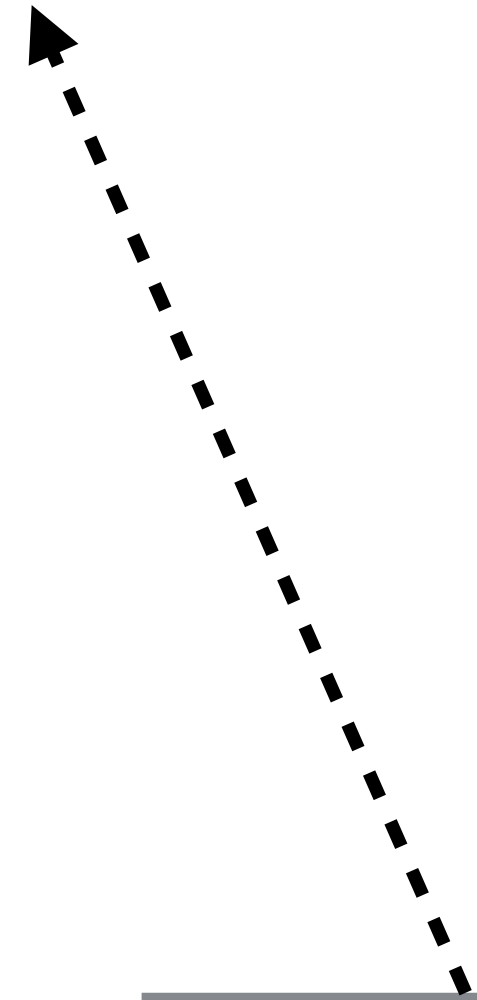
```
const float factor = 42.f;
```

```
int calc(float x) {  
    return factor * x;  
}
```

# Lexer

```
const float factor = 42.f;  
  
int calc(float x) {  
    return factor * x;  
}
```

(KW 'const')



```
const float factor = 42.f;
```

```
int calc(float x) {  
    return factor * x;  
}
```

(KW 'const') (TYPE 'float')

const float factor = 42.f;

```
int calc(float x) {  
    return factor * x;  
}
```



(KW 'const') (TYPE 'float') (ID 'factor') (EQ '=')  
(NUM '42.f') (SEMI ';')

const float factor = 42.f;

```
int calc(float x) {  
    return factor * x;  
}
```

```
(KW 'const') (TYPE 'float') (ID 'factor') (EQ '=')  
(NUM '42.f') (SEMI ';') (TYPE 'int') (ID 'calc')  
(L_PAREN '(') (TYPE 'float') (ID 'x') (R_PAREN ')')  
(L_BRACE '{') (KW 'return') (ID 'factor') (STAR '*')  
(ID 'x') (SEMI ';') (R_BRACE '}') (EOF '')
```

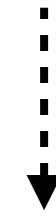
```
const float factor = 42.f;
```

```
int calc(float x) {  
    return factor * x;  
}
```

# Parser

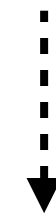
```
return factor * x
```

return factor \* x

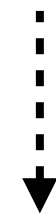


(KW 'return') (ID 'factor') (STAR '\*') (ID 'x')

return factor \* x



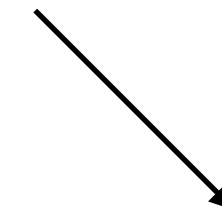
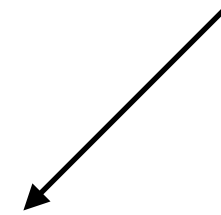
(KW 'return') (ID 'factor') (STAR '\*') (ID 'x')



(KW 'return')



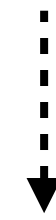
(STAR '\*')



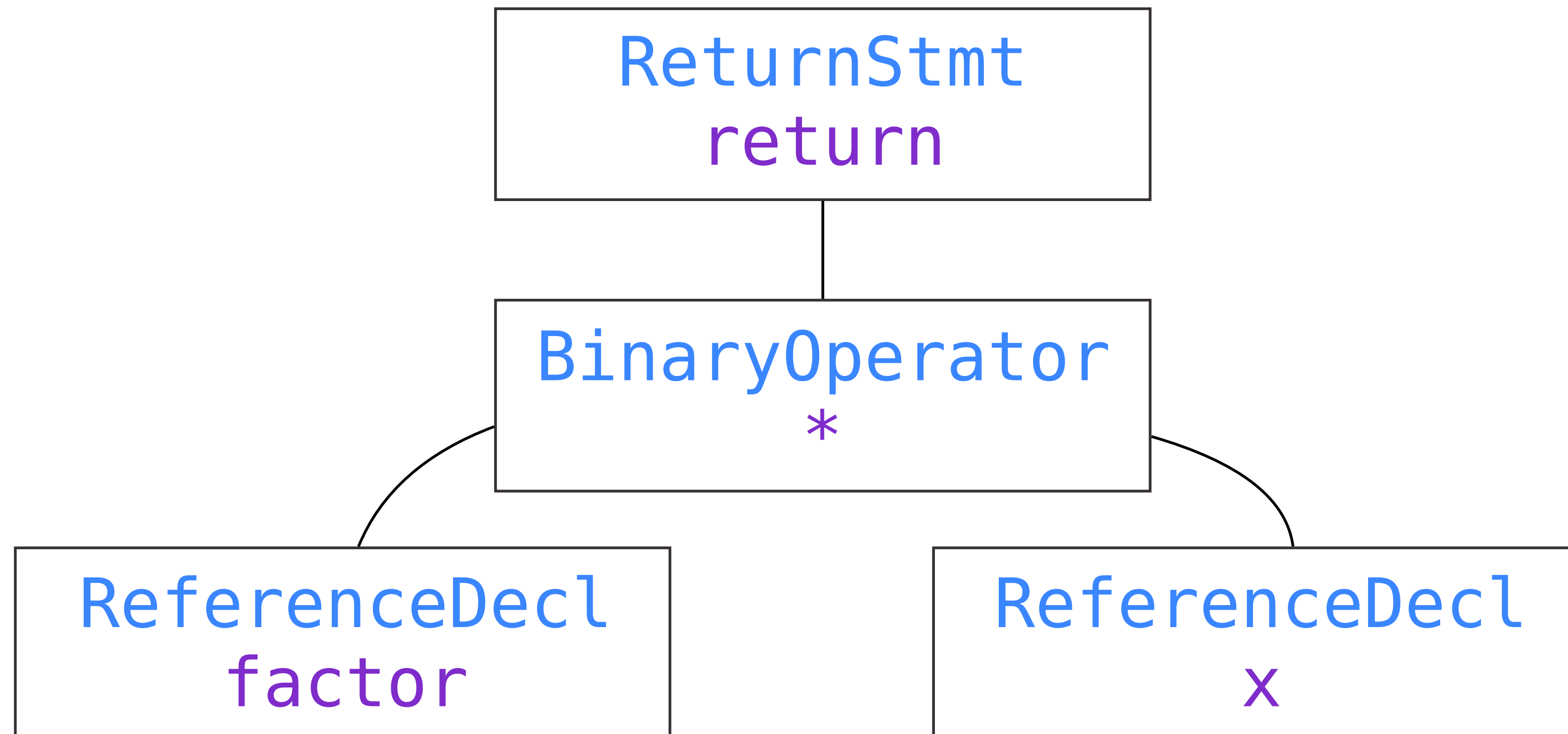
(ID 'factor')

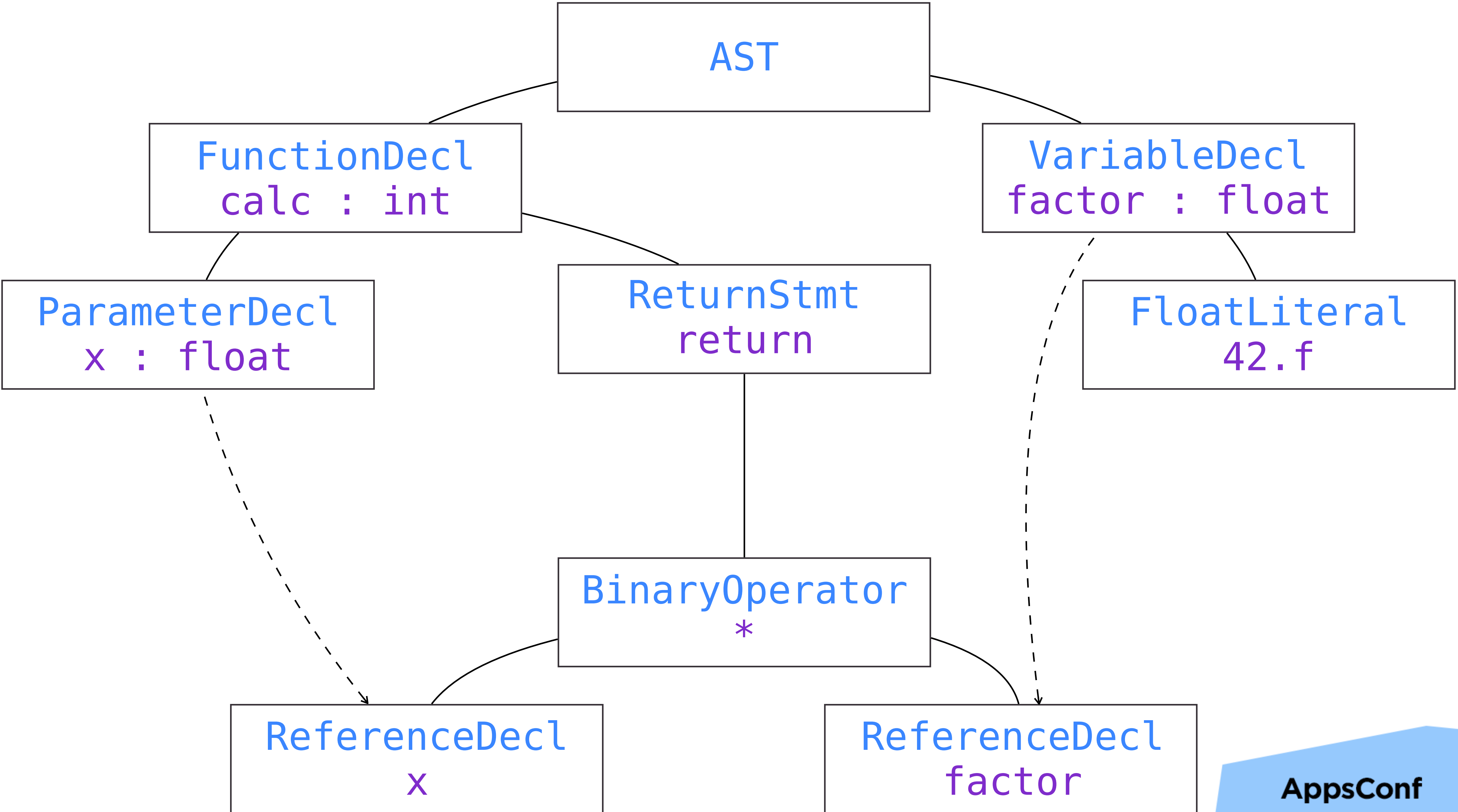
(ID 'x')

return factor \* x



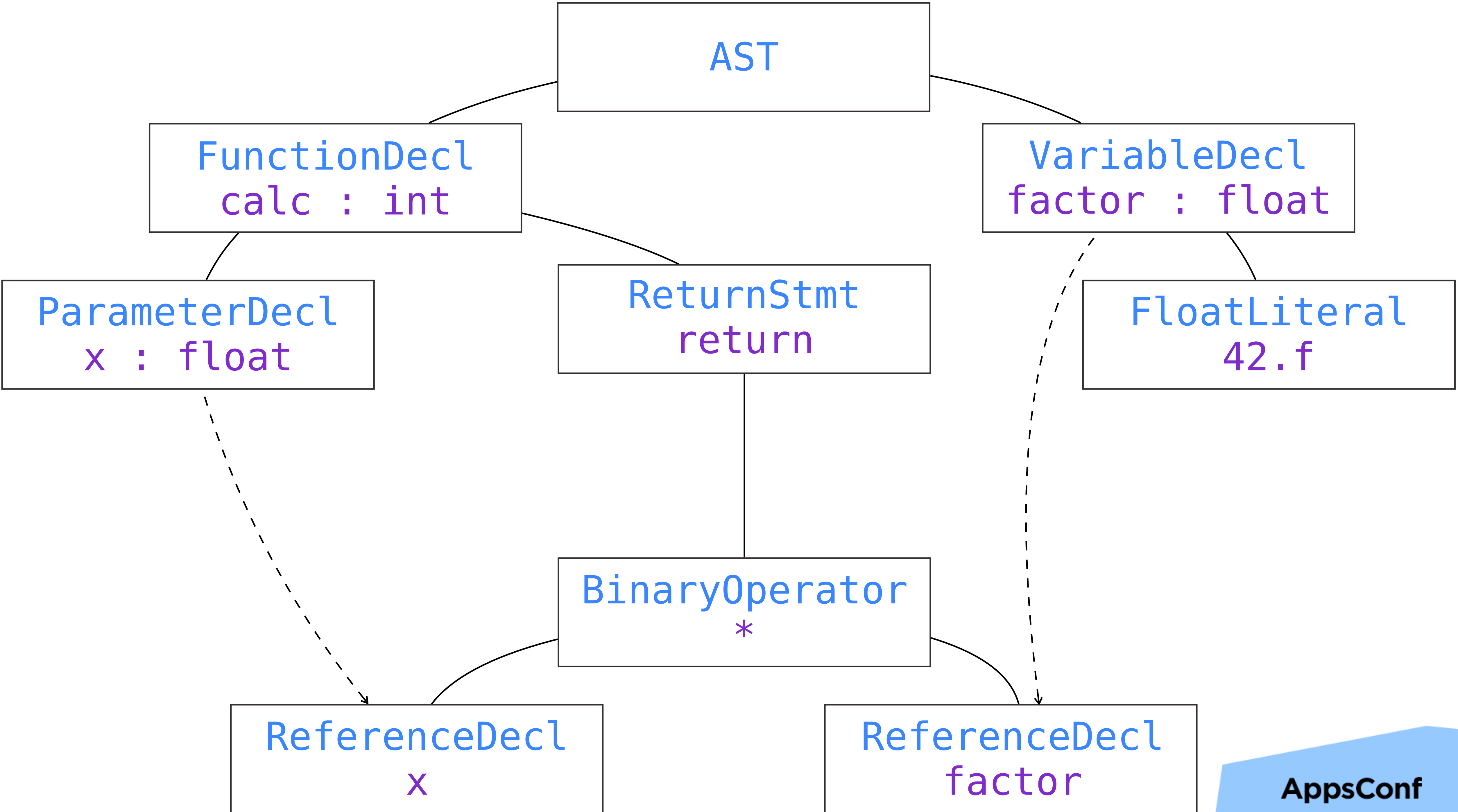
(KW 'return') (ID 'factor') (STAR '\*') (ID 'x')

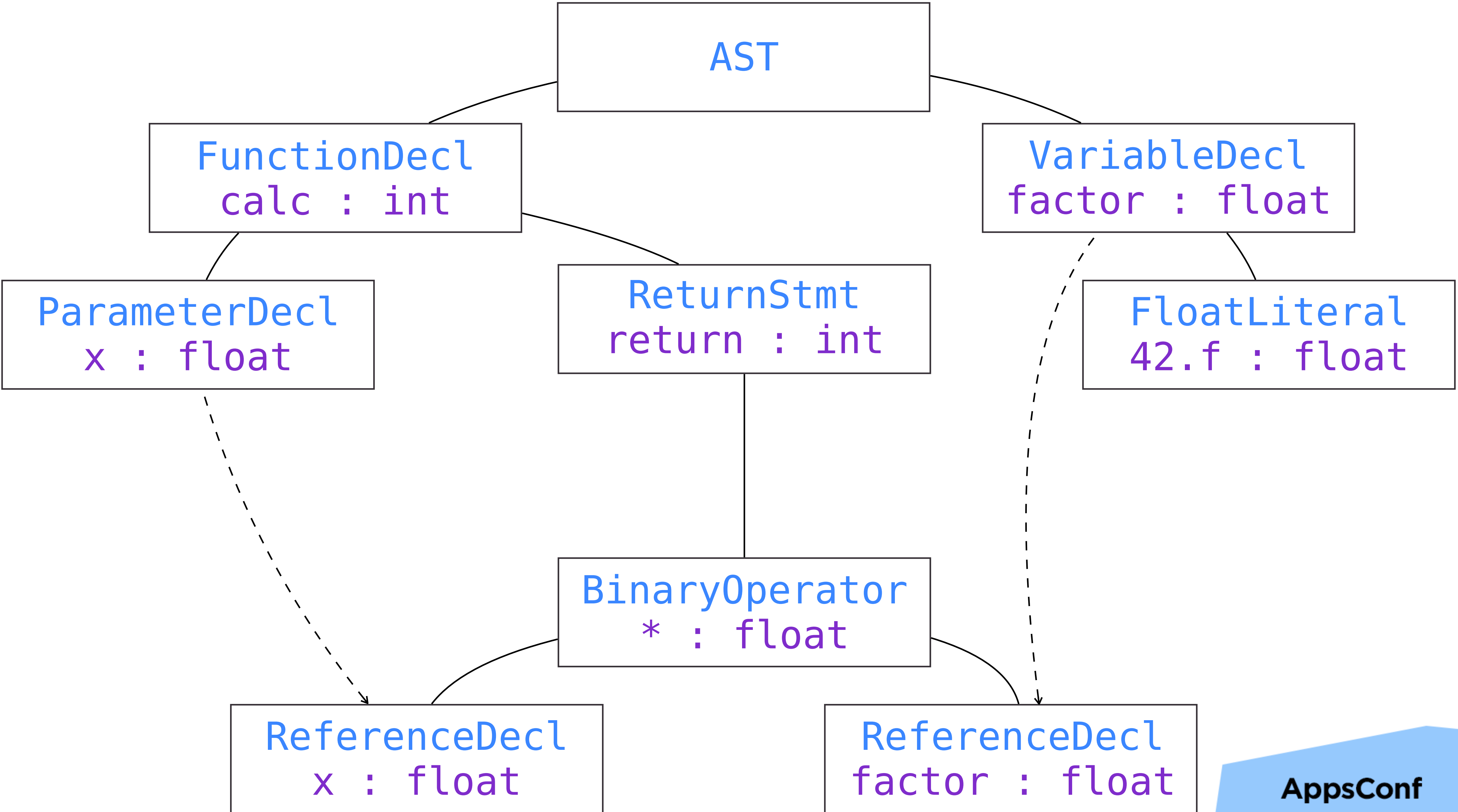


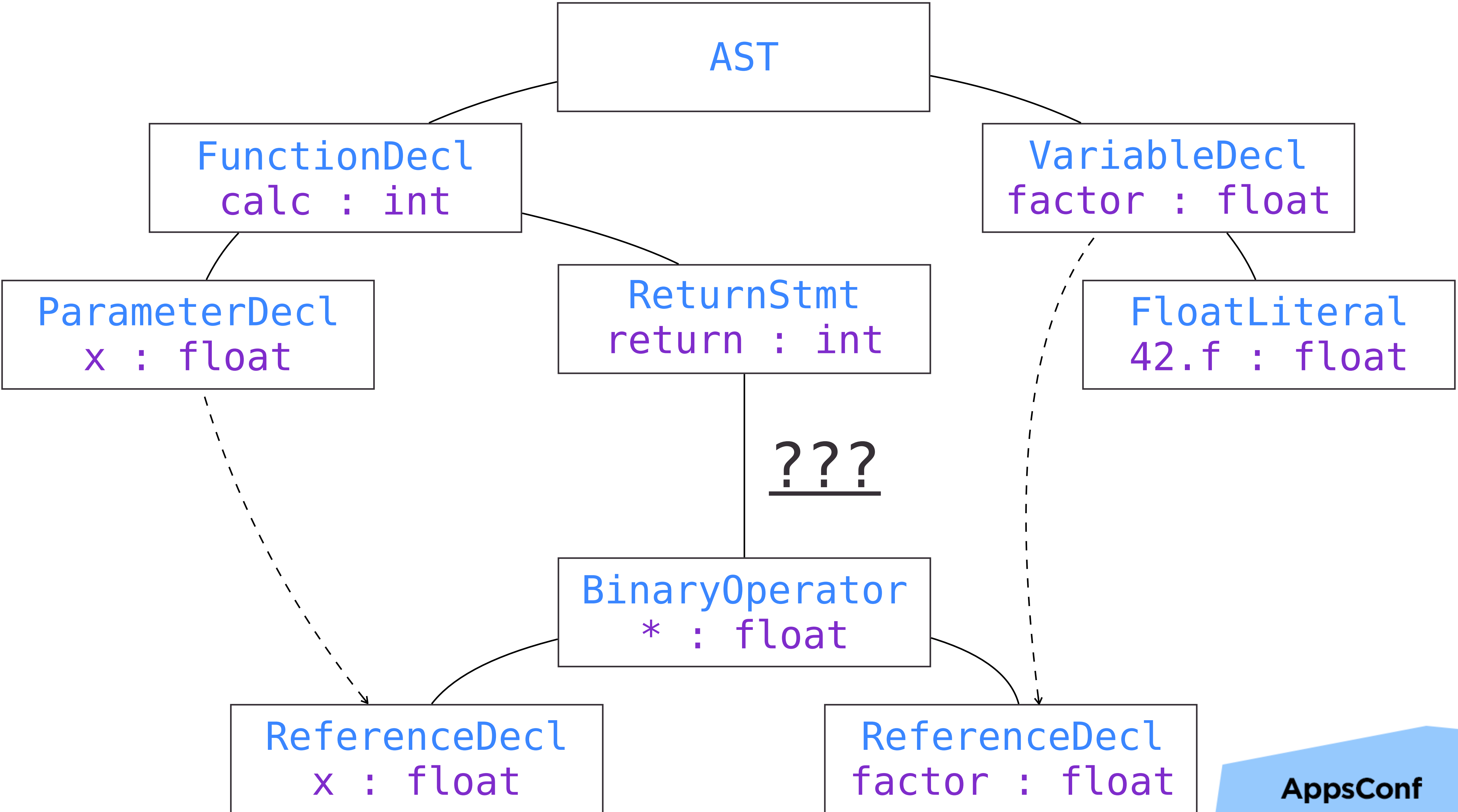


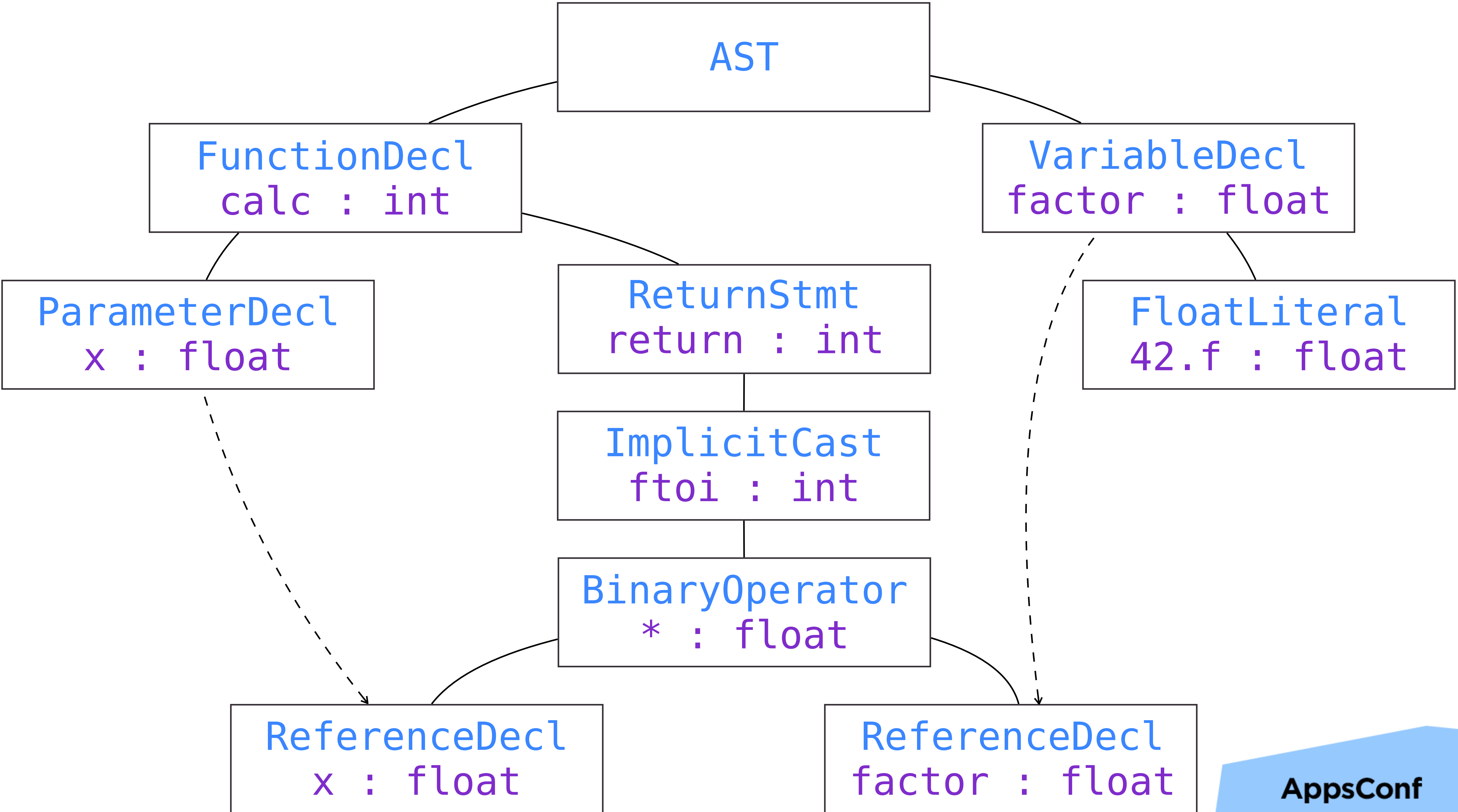


# Semantic Analysis









# Code Generation

```
@factor = constant float 42.0
```

```
define calc(float %x) {
```

```
entry:
```

```
    movf %x, %r1
```

```
    movf @factor, %r2
```

```
    %r3 = fmul %r1, %r2
```

```
    movf %r3, %r0
```

```
    ret
```

```
}
```

# Optimization



```
@factor = constant float 42.0
```

```
define calc(float %x) {
```

```
entry:
```

```
    movf %x, %r1
```

```
    movf @factor, %r2
```

```
    %r3 = fmul %r1, %r2
```

```
    movf %r3, %r0
```

```
    ret
```

```
}
```

```
@factor = constant float 42.0
```

```
define calc(float %x) {  
entry:  
    %r0 = fmul @factor, %x  
    ret  
}
```

# Assembler

```
_calc:
    push    {r7, lr}
    mov     r7, sp
    mov     r1, #36175872
    orr     r1, r1, #1073741824
    bl      ____mulsf3
    bl      ____fixsfsi
    pop     {r7, lr}
    mov     pc, lr

.section    __TEXT,__const
.globl     _factor @ @factor
.align     2
_factor:
    .long   1109917696 @ float 42
```

# Linker

```
const float factor = 42.f;
```

```
int calc(float x) {  
    return factor * x;  
}
```

```
$ clang -c calc.c -o calc.o
```

```
extern int calc(float);
```

```
int main() {  
    printf("%d\n", calc(2.f));  
    return 0;  
}
```

```
$ clang -c main.c -o main.o
```

```
$ nm main.o
```

```
00000000000000000000000000000000 U _calc  
                                T _main  
                                U _printf
```



```
$ nm main.o
```

```
                                U  _calc  
0000000000000000000000000000 T  _main  
                                U  _printf
```

```
$ ld -lc calc.o main.o -o main
```

```
$ nm main
```

```
00000000000000000000000000001f30 T  _calc  
00000000000000000000000000001fc8 S  _factor  
00000000000000000000000000001f60 T  _main  
                                U  _printf
```

# Frontend

Lexer

Parser

Code  
Generation

Semantic  
Analysis



# Backend

Optimization

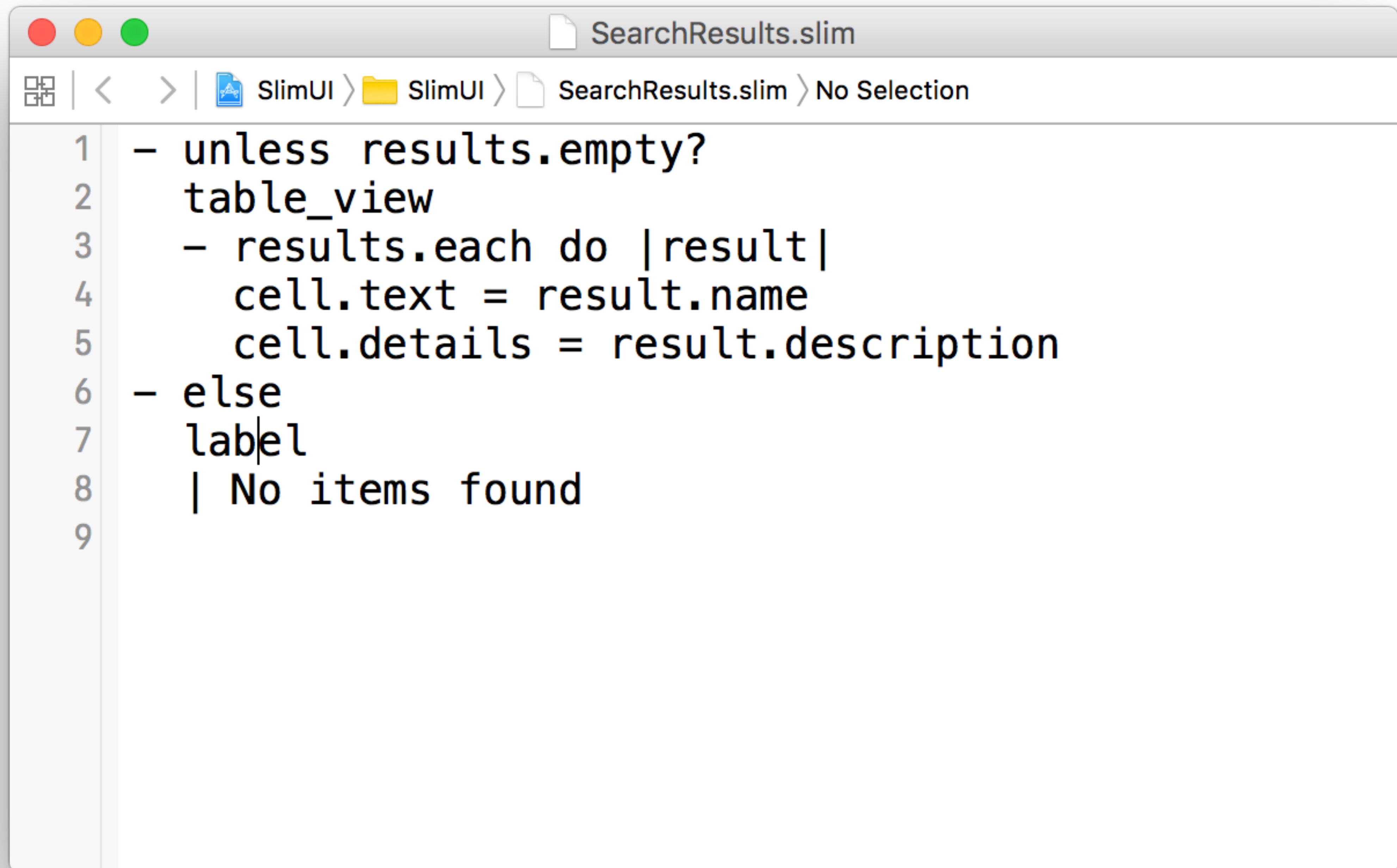
Assembler

Linker

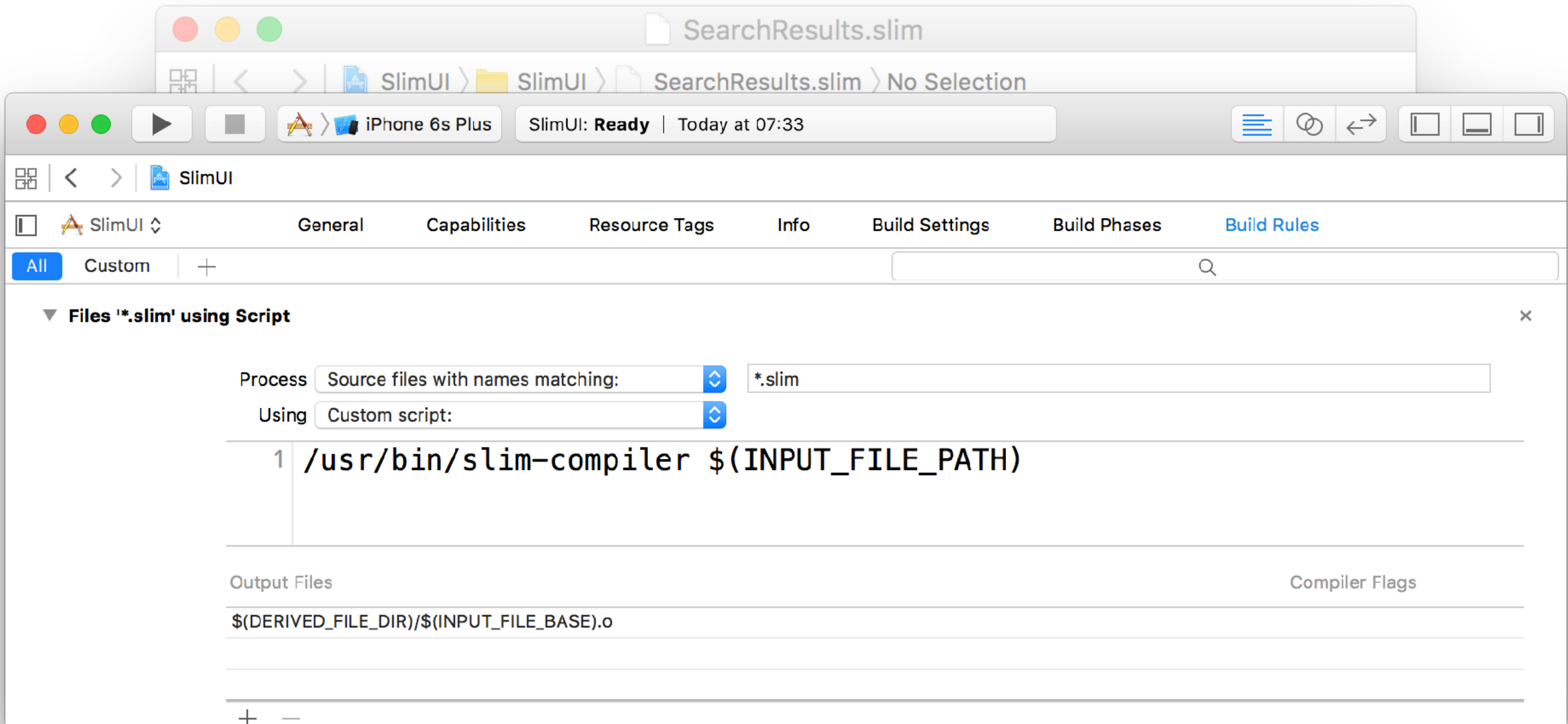
# Applications

# Application #1

# UI Development

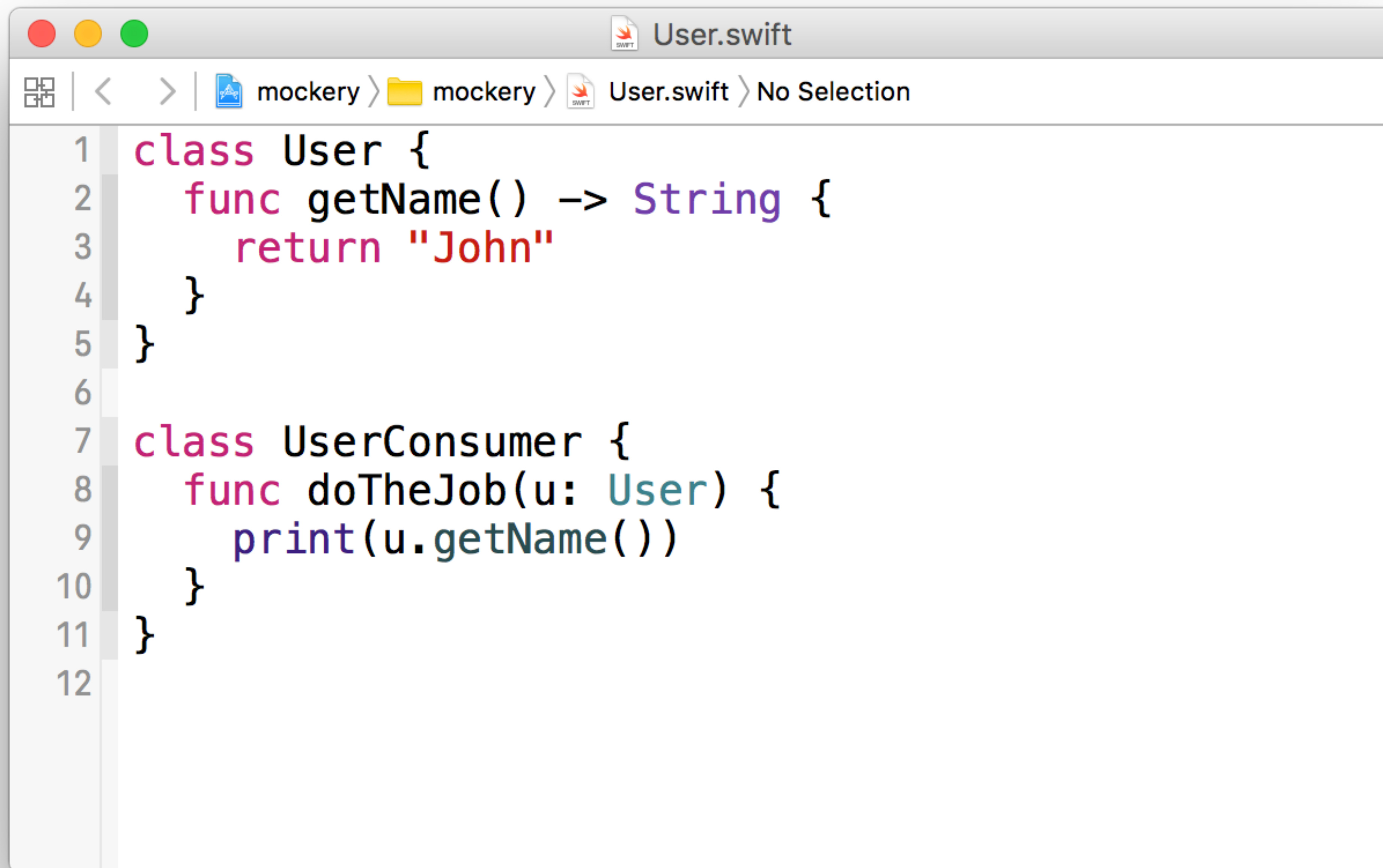


```
1 - unless results.empty?
2   table_view
3   - results.each do |result|
4     cell.text = result.name
5     cell.details = result.description
6   - else
7     label
8     | No items found
9
```



# Application #2

## Mocks



The image shows a screenshot of an Xcode editor window. The title bar at the top has three colored window control buttons (red, yellow, green) on the left and the filename 'User.swift' in the center. Below the title bar is a breadcrumb navigation bar showing the path: 'mockery' (with a folder icon) > 'mockery' (with a folder icon) > 'User.swift' (with a Swift file icon) > 'No Selection'. The main editing area contains Swift code with line numbers 1 through 12 on the left margin. The code defines two classes: 'User' and 'UserConsumer'. The 'User' class has a 'getName()' method that returns the string 'John'. The 'UserConsumer' class has a 'doTheJob(u: User)' method that calls 'u.getName()' and prints the result. The code is color-coded: 'class' is pink, 'func' is pink, 'String' is purple, 'User' is teal, and 'print' is dark blue.

```
1 class User {
2     func getName() -> String {
3         return "John"
4     }
5 }
6
7 class UserConsumer {
8     func doTheJob(u: User) {
9         print(u.getName())
10    }
11 }
12
```



User.swift

mockery > mockery > User.swift > No Selection

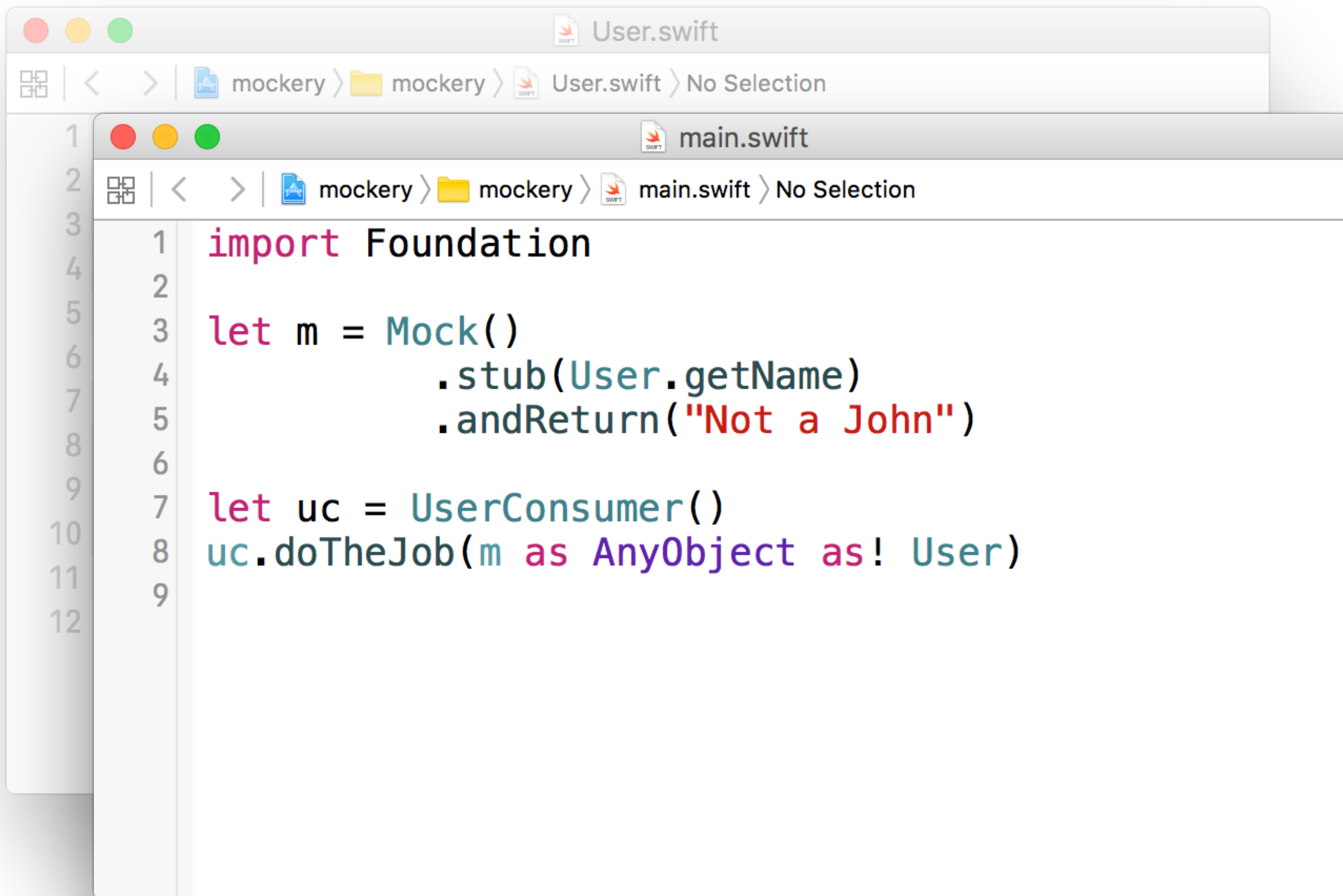
1  
2  
3  
4  
5  
6  
7  
8  
9  
10  
11  
12

main.swift

mockery > mockery > main.swift > No Selection

1  
2  
3  
4  
5  
6  
7  
8  
9

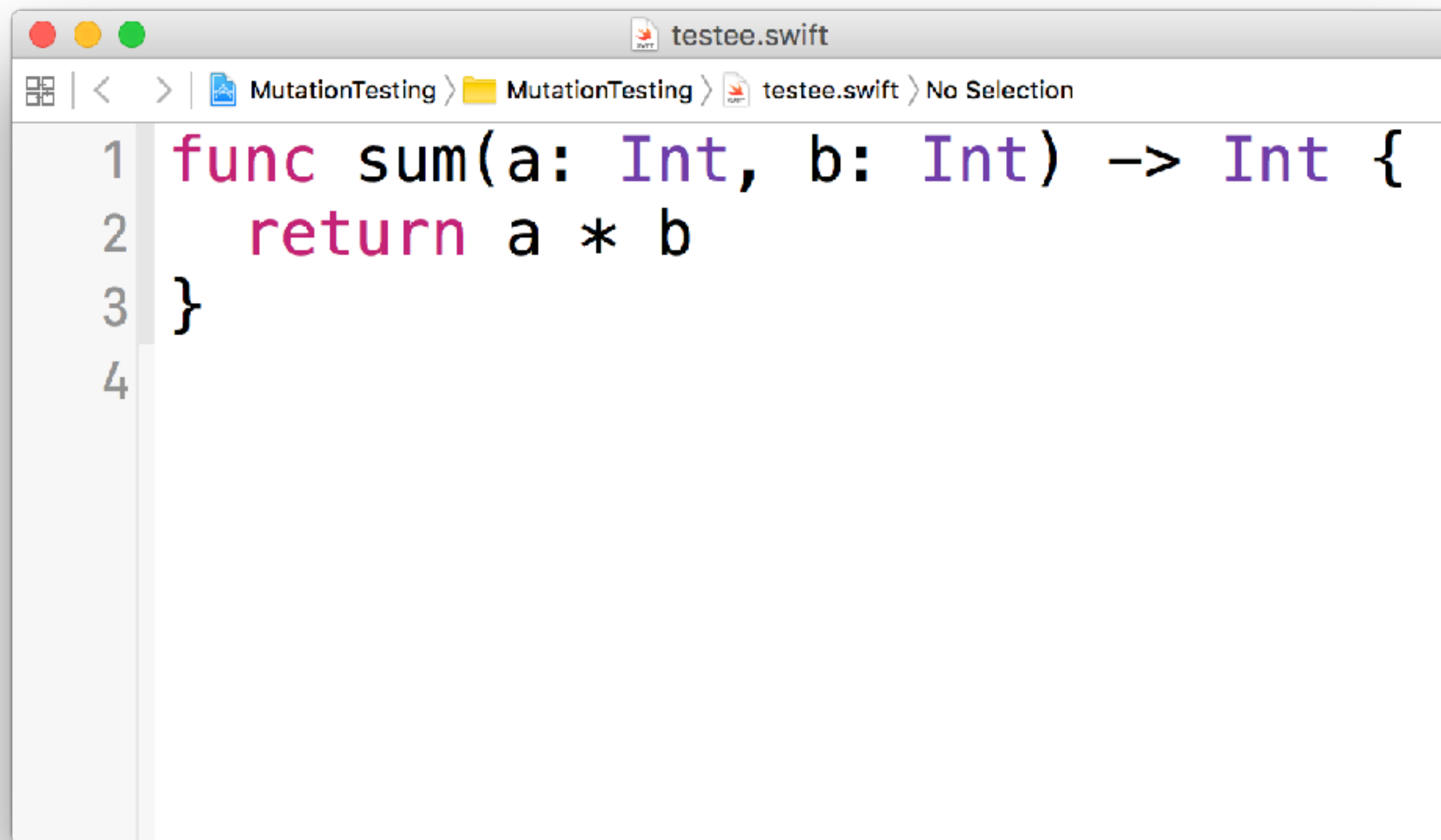
```
1 import Foundation
2
3 let m = Mock()
4     .stub(User.getName)
5     .andReturn("Not a John")
6
7 let uc = UserConsumer()
8 uc.doTheJob(m)
9 |
```



```
1  import Foundation
2
3  let m = Mock()
4          .stub(User.getName)
5          .andReturn("Not a John")
6
7  let uc = UserConsumer()
8  uc.doTheJob(m as AnyObject as! User)
```

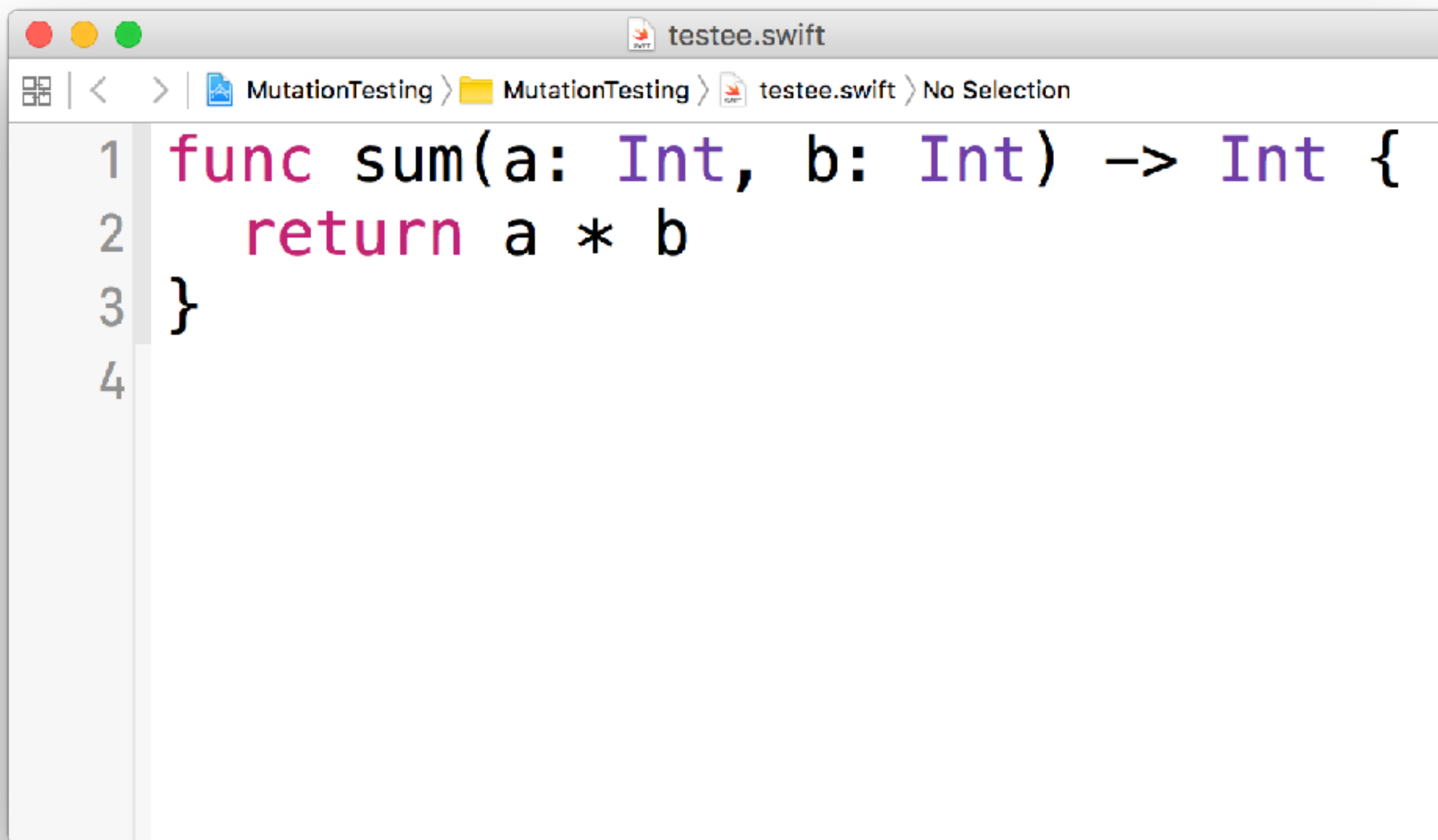
# Application #3

# Mutation Testing

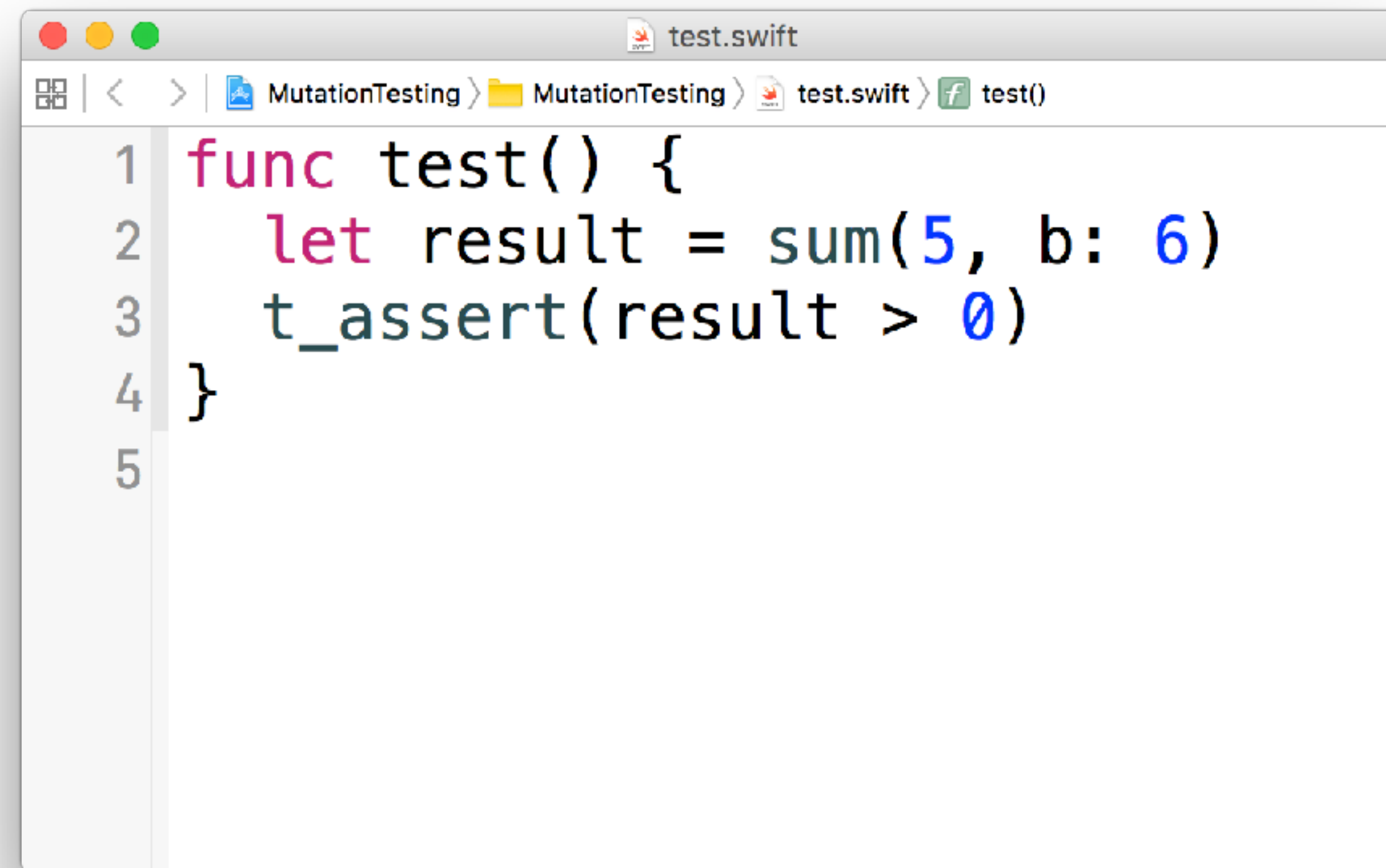


The image shows a screenshot of a Swift code editor window. The title bar at the top indicates the file is named "testee.swift". The breadcrumb navigation shows the path: "MutationTesting" > "MutationTesting" > "testee.swift" > "No Selection". The code is as follows:

```
1 func sum(a: Int, b: Int) -> Int {  
2     return a * b  
3 }  
4
```



```
1 func sum(a: Int, b: Int) -> Int {  
2     return a * b  
3 }  
4
```



```
1 func test() {  
2     let result = sum(5, b: 6)  
3     t_assert(result > 0)  
4 }  
5
```

```
1 func sum(a: Int, b: Int) -> Int {  
2     return a * b  
3 }  
4
```

```
1 func test() {  
2     let result = sum(5, b: 6)  
3     t_assert(result > 0)  
4 }  
5
```

```
testee.swift
MutationTesting > MutationTesting > testee.swift > No Selection

1 func sum(a: Int, b: Int) -> Int {
2     return a * b
3 }
4
```

```
test.swift
MutationTesting > MutationTesting > test.swift > test()

1 func test() {
2     let result = sum(5, b: 6)
3     t_assert(result > 0)
```

```
testee.swift
MutationTesting > MutationTesting > testee.swift > No Selection

1 /// sum'
2 func sum(a: Int, b: Int) -> Int {
3     return a + b
4 }
5 |
```



```
testee.swift
MutationTesting > MutationTesting > testee.swift > No Selection

1 func sum(a: Int, b: Int) -> Int {
2     return a * b
3 }
4
```

```
test.swift
MutationTesting > MutationTesting > test.swift > test()

1 func test() {
2     let result = sum(5, b: 6)
3     t_assert(result > 0)
}
```

```
testee.swift
MutationTesting > MutationTesting > testee.swift > No Selection

1 /// sum'
2 func sum(a: Int, b: Int) -> Int {
3     return a + b
4 }
5
```

```
testee.swift
MutationTesting > MutationTesting > testee.swift > No Selection

1 /// sum''
2 func sum(a: Int, b: Int) -> Int {
3     return a
4 }
5
```



# Applications

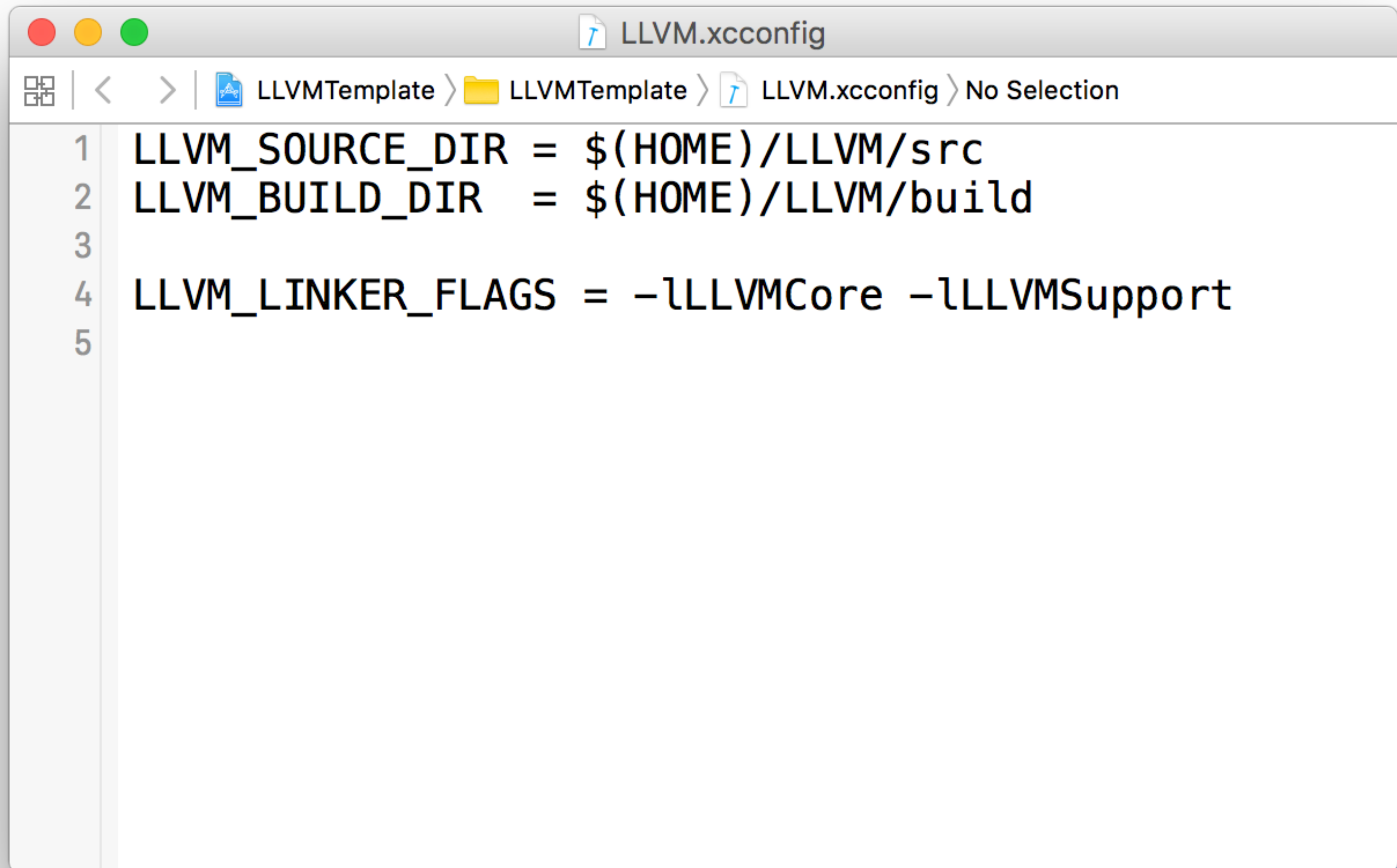
- `Ham1/Slim compiler`
- `Swift + Mocks`
- `Mutation Testing`
- `You name it!`

# LLVM Template

```
$ make setup
```

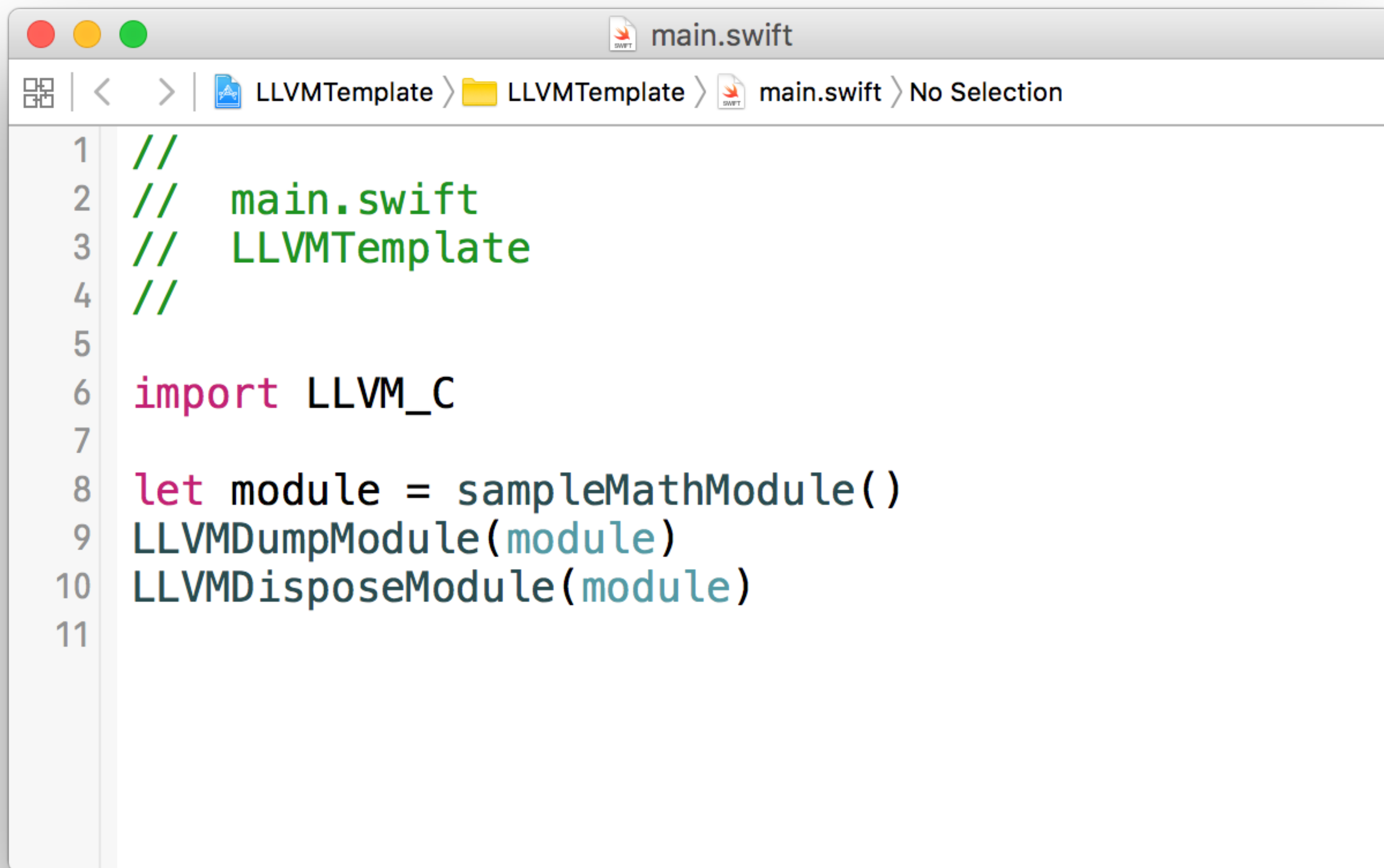
```
$ make build
```

```
$ open LLVMTemplate.xcodeproj
```



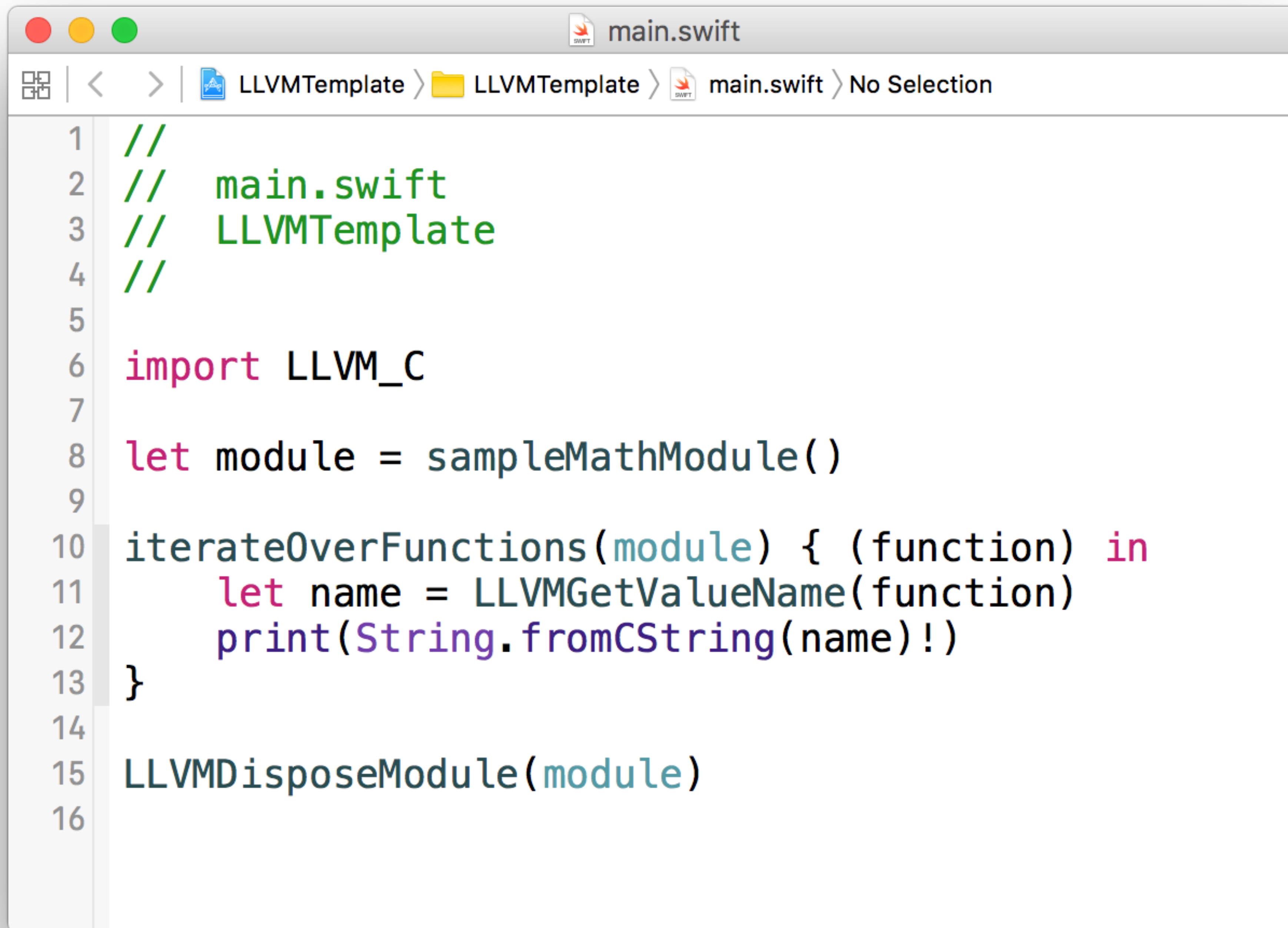
The image shows a macOS-style text editor window with a title bar containing three colored window control buttons (red, yellow, green) and the filename 'LLVM.xcconfig'. Below the title bar is a breadcrumb navigation bar showing the path: 'LLVMTemplate' (with a folder icon) > 'LLVMTemplate' (with a folder icon) > 'LLVM.xcconfig' (with a file icon) > 'No Selection'. The main text area contains four lines of code, with line numbers 1 through 5 visible in the left margin. The code defines LLVM\_SOURCE\_DIR, LLVM\_BUILD\_DIR, and LLVM\_LINKER\_FLAGS.

```
1 LLVM_SOURCE_DIR = $(HOME)/LLVM/src
2 LLVM_BUILD_DIR  = $(HOME)/LLVM/build
3
4 LLVM_LINKER_FLAGS = -lLLVMCore -lLLVMSupport
5
```



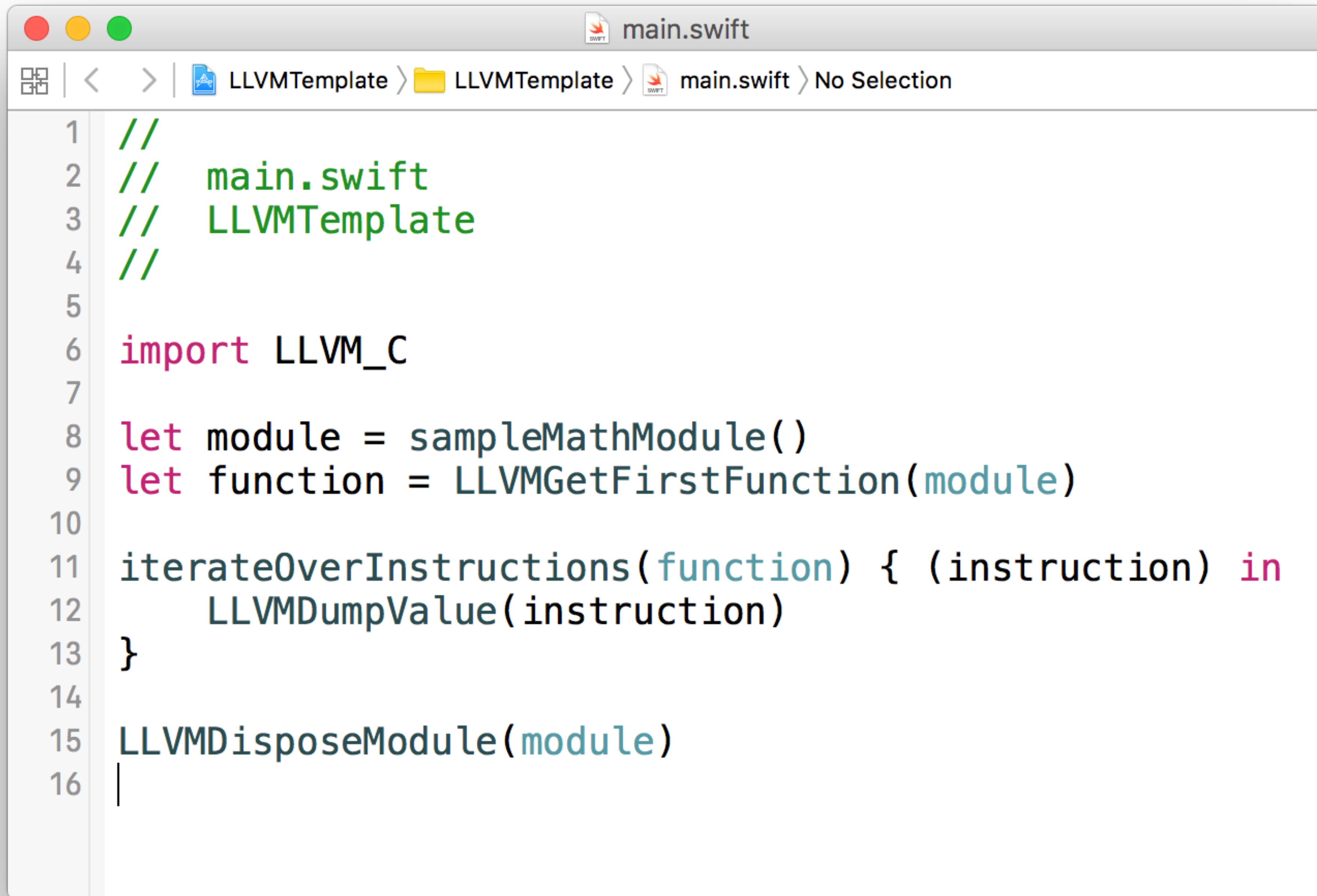
The image shows a Swift code editor window titled "main.swift". The breadcrumb navigation shows the path: LLVMTemplate > LLVMTemplate > main.swift > No Selection. The code is as follows:

```
1 //  
2 //  main.swift  
3 //  LLVMTemplate  
4 //  
5  
6 import LLVM_C  
7  
8 let module = sampleMathModule()  
9 LLVMDumpModule(module)  
10 LLVMDisposeModule(module)  
11
```



The image shows a Swift code editor window titled "main.swift". The breadcrumb navigation at the top indicates the file path: "LLVMTemplate > LLVMTemplate > main.swift > No Selection". The code is as follows:

```
1 //
2 //  main.swift
3 //  LLVMTemplate
4 //
5
6 import LLVM_C
7
8 let module = sampleMathModule()
9
10 iterateOverFunctions(module) { (function) in
11     let name = LLVMGetValueName(function)
12     print(String.fromCString(name)!)
13 }
14
15 LLVMDisposeModule(module)
16
```



The image shows a Swift code editor window with the title 'main.swift'. The breadcrumb navigation shows the path: LLVMTemplate > LLVMTemplate > main.swift > No Selection. The code is as follows:

```
1  //
2  //  main.swift
3  //  LLVMTemplate
4  //
5
6  import LLVM_C
7
8  let module = sampleMathModule()
9  let function = LLVMGetFirstFunction(module)
10
11  iterateOverInstructions(function) { (instruction) in
12      LLVMDumpValue(instruction)
13  }
14
15  LLVMDisposeModule(module)
16  |
```

# What's next?



Design decisions that shaped LLVM

<http://aosabook.org/en/llvm.html>

Implementing a Language with LLVM

<http://llvm.org/docs/tutorial/index.html>

Various articles about LLVM

<http://lowlevelbits.org/categories/llvm/>

Kaleidoscope in Swift

<https://github.com/AlexDenisov/SwiftKaleidoscope>

LLVM + Swift Xcode Template

<https://github.com/AlexDenisov/LLVMTemplate>

# Thank You!

Alex Denisov,  
<http://lowlevelbits.org>