



Eötvös Loránd Tudományegyetem
Faculty of Informatics
Software Engineering BSc

Improving Performance of C++ Programs with Static Analysis

Gábor Horváth
Computer Science MSc

Barnabás Bittner
Software Engineering BSc

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1 Introduction

Static analysis is the analysis of computer software without actually compiling and executing it as opposed to dynamic analysis[1] which involves running the application.

2 Technical background

In this section I will outline pieces of technology related to the main goal of this thesis. Starting from the global framework I'm integrating modules into to the abstract representation of a C++ application.

2.1 LLVM

LLVM formerly known as Low Level Virtual Machine is a "collection of the reusable and modular compiler technologies"[2]. LLVM started out as a university project[3], and since then it grew significantly in size and it now offers numerous subprojects which help building and maintaining both commercial and open-source applications.

The essential goal of LLVM is to provide generalized optimizations to arbitrary programming languages using the LLVM Intermediate Language also known as LLVM IR, which acts as a common representation of different programming languages. This is achieved through using specific language front-ends, which transforms the given language to LLVM IR.

2.2 Clang

The most popular C/C++ family compiler front-end for LLVM is Clang which aims to excel from the open-source compilers with it exceptionally fast compile-times and user-friendly diagnostic messages.

2.3 Clang-tidy

2.4 Abstract syntax tree - AST

3 References

- [1] D. C. L. W. N. W. BA Wichmann, AA. Canning and D. Marsh, “Industrial perspective on static analysis,” *Software Engineering Journal*, 1995. <https://web.archive.org/web/20110927010304/http://www.ida.liu.se/~TDDC90/papers/industrial95.pdf>.
- [2] “The llvm compiler infrastructure,” <http://llvm.org/>.
- [3] C. Lattner and V. Adve, “LLVM: A Compilation Framework for Lifelong Program Analysis & Transformation,” in *Proceedings of the 2004 International Symposium on Code Generation and Optimization (CGO’04)*, (Palo Alto, California), Mar 2004. <http://llvm.org/pubs/2004-01-30-CGO-LLVM.html>.