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# **Tutorial: Creating an LLVM Backend for the Cpu0 Architecture**

***Release 3.2.6***

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**Warning:** This is a work in progress. If you would like to contribution, please push updates and patches to the main github project available at <http://github.com/Jonathan2251/lbd> for review.



# ABOUT

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## 1.3 Acknowledgments

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## 1.4 Revision history

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Update CMP instruction implementation. Add llvm-objdump section.

**Version 3.2.5, Released January 27, 2013** Add “LLVMBackendTutorialExampleCode/llvm3.1”. Add section “Structure type support”. Change reference from Figure title to Figure number.

**Version 3.2.4, Released January 17, 2013** Update for LLVM 3.2. Change title (book name) from “Write An LLVM Backend Tutorial For Cpu0” to “Tutorial: Creating an LLVM Backend for the Cpu0 Architecture”.

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**Version 3.2.2, Released January 10, 2013** Add section “Full support %” and section “Verify DIV for operator %”.

**Version 3.2.1, Released January 7, 2013** Add Footnote for references. Reorganize chapters (Move bottom part of chapter “Global variable” to chapter “Other instruction”; Move section “Translate into obj file” to new chapter “Generate obj file”. Fix errors in Fig/otherinst/2.png and Fig/otherinst/3.png.

**Version 3.2.0, Released January 1, 2013** Add chapter Function. Move Chapter “Installing LLVM and the Cpu0 example code” from beginning to Appendix A. Add subsection “Install other tools on Linux”. Add chapter ELF.

**Version 3.1.2, Released December 15, 2012** Fix section 6.1 error by add “def : Pat<(brcond RC:\$cond, bb:\$dst), (JNEOp (CMPOp RC:\$cond, ZEROReg), bb:\$dst)>,” in last pattern. Modify section 5.5 Fix bug Cpu0InstrInfo.cpp SW to ST. Correct LW to LD; LB to LDB; SB to STB.

**Version 3.1.1, Released November 28, 2012** Add Revision history. Correct ldi instruction error (replace ldi instruction with addiu from the beginning and in the all example code). Move ldi instruction change from section of “Adjust cpu0 instruction and support type of local variable pointer” to Section “CPU0 processor architecture”. Correct some English & typing errors.

## 1.5 Licensing

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### Todo

Add info about LLVM documentation licensing.

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## 1.6 Preface

The LLVM Compiler Infrastructure provides a versatile structure for creating new backends. Creating a new backend should not be too difficult once you familiarize yourself with this structure. However, the available backend documentation is fairly high level and leaves out many details. This tutorial will provide step-by-step instructions to write a new backend for a new target architecture from scratch.

We will use the Cpu0 architecture as an example to build our new backend. Cpu0 is a simple RISC architecture that has been designed for educational purposes. More information about Cpu0, including its instruction set, is available [here](#). The Cpu0 example code referenced in this book can be found [here](#). As you progress from one chapter to the next, you will incrementally build the backend’s functionality.

This tutorial was written using the LLVM 3.1 Mips backend as a reference. Since Cpu0 is an educational architecture, it is missing some key pieces of documentation needed when developing a compiler, such as an Application Binary Interface (ABI). We implement our backend borrowing information from the Mips ABI as a guide. You may want to familiarize yourself with the relevant parts of the Mips ABI as you progress through this tutorial.

## 1.7 Prerequisites

Readers should be comfortable with the C++ language and Object-Oriented Programming concepts. LLVM has been developed and implemented in C++, and it is written in a modular way so that various classes can be adapted and reused as often as possible.

Already having conceptual knowledge of how compilers work is a plus, and if you already have implemented compilers in the past you will likely have no trouble following this tutorial. As this tutorial will build up an LLVM backend step-by-step, we will introduce important concepts as necessary.



This tutorial references the following materials. We highly recommend you read these documents to get a deeper understanding of what the tutorial is teaching:

[The Architecture of Open Source Applications Chapter on LLVM](#)

[LLVM's Target-Independent Code Generation documentation](#)

[LLVM's TableGen Fundamentals documentation](#)

[LLVM's Writing an LLVM Compiler Backend documentation](#)

[Description of the Tricore LLVM Backend](#)

[Mips ABI document](#)

## 1.8 Outline of Chapters

### *Cpu0 Instruction Set and LLVM Target Description:*

This chapter introduces the Cpu0 architecture, a high-level view of LLVM, and how Cpu0 will be targeted in an LLVM backend. This chapter will run you through the initial steps of building the backend, including initial work on the target description (td), setting up cmake and LLVMBuild files, and target registration. Around 750 lines of source code are added by the end of this chapter.

### *Backend structure:*

This chapter highlights the structure of an LLVM backend using by UML graphs, and we continue to build the Cpu0 backend. Around 2300 lines of source code are added, most of which are common from one LLVM backends to another, regardless of the target architecture. By the end of this chapter, the Cpu0 LLVM backend will support three instructions to generate some initial assembly output.

### *Adding arithmetic and local pointer support:*

Over ten C operators and their corresponding LLVM IR instructions are introduced in this chapter. Around 345 lines of source code, mostly in .td Target Description files, are added. With these 345 lines, the backend can now translate the `+`, `-`, `*`, `/`, `&`, `|`, `^`, `<<`, `>>`, `!` and `%` C operators into the appropriate Cpu0 assembly code. Use of the `llc` debug option and of **Graphviz** as a debug tool are introduced in this chapter.

### *Generating object files:*

Object file generation support for the Cpu0 backend is added in this chapter, as the Target Registration structure is introduced. With 700 lines of additional code, the Cpu0 backend can now generate big and little endian object files.

### *Global variables, structs and arrays:*

Global variable, struct and array support are added in this chapter. About 300 lines of source code are added to do this. The Cpu0 supports PIC and static addressing mode, both of which area explained as their functionality is implemented.

### *Control flow statements:*

Support for the **if**, **else**, **while**, **for**, **goto** flow control statements are added in this chapter. Around 150 lines of source code added.

### *Function call:*

This chapter details the implementation of function calls in the Cpu0 backend. The stack frame, handling incoming & outgoing arguments, and their corresponding standard LLVM functions are introduced. Over 700 lines of source code are added.

### *ELF Support:*

This chapter details Cpu0 support for the well-known ELF object file format. The ELF format and binutils tools are not a part of LLVM, but are introduced. This chapter details how to use the ELF tools to verify and analyze the object files created by the Cpu0 backend.

*Appendix A: Getting Started: Installing LLVM and the Cpu0 example code:*

Details how to set up the LLVM source code, development tools, and environment setting for Mac OS X and Linux platforms.

*Appendix B: LLVM changes:*

Introduces the difference of the LLVM APIs used by Cpu0 and Mips when updating this guide between LLVM different version.

*Appendix C: instructions discuss:*

Discuss the other backend instructions.

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# CPU0 INSTRUCTION SET AND LLVM TARGET DESCRIPTION

Before you begin this tutorial, you should know that you can always try to develop your own backend by porting code from existing backends. The majority of the code you will want to investigate can be found in the `/lib/Target` directory of your root LLVM installation. As most major RISC instruction sets have some similarities, this may be the avenue you might try if you are an experienced programmer and knowledgeable of compiler backends.

On the other hand, there is a steep learning curve and you may easily get stuck debugging your new backend. You can easily spend a lot of time tracing which methods are callbacks of some function, or which are calling some overridden method deep in the LLVM codebase - and with a codebase as large as LLVM, all of this can easily become difficult to keep track of. This tutorial will help you work through this process while learning the fundamentals of LLVM backend design. It will show you what is necessary to get your first backend functional and complete, and it should help you understand how to debug your backend when it produces incorrect machine code using output provided by the compiler.

This section details the Cpu0 instruction set and the structure of LLVM. The LLVM structure information is adapted from Chris Lattner's LLVM chapter of the Architecture of Open Source Applications book <sup>1</sup>. You can read the original article from the AOSA website if you prefer. Finally, you will begin to create a new LLVM backend by writing register and instruction definitions in the Target Description files which will be used in next section.

## 2.1 Cpu0 Processor Architecture Details

This subsection is based on materials available here <sup>2</sup> (Chinese) and <sup>3</sup> (English).

### 2.1.1 Brief introduction

Cpu0 is a 32-bit architecture. It has 16 general purpose registers (R0, ..., R15), the Instruction Register (IR), the memory access registers MAR & MDR. Its structure is illustrated in Figure 2.1 below.

The registers are used for the following purposes:

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<sup>1</sup> Chris Lattner, **LLVM**. Published in The Architecture of Open Source Applications. <http://www.aosabook.org/en/llvm.html>

<sup>2</sup> Original Cpu0 architecture and ISA details (Chinese). <http://ccckmit.wikidot.com/ocs:cpu0>

<sup>3</sup> English translation of Cpu0 description. [http://translate.google.com.tw/translate?js=n&prev=\\_t&hl=zh-TW&ie=UTF-8&layout=2&eotf=1&sl=zh-CN&tl=en&u=http://ccckmit.wikidot.com/ocs:cpu0](http://translate.google.com.tw/translate?js=n&prev=_t&hl=zh-TW&ie=UTF-8&layout=2&eotf=1&sl=zh-CN&tl=en&u=http://ccckmit.wikidot.com/ocs:cpu0)

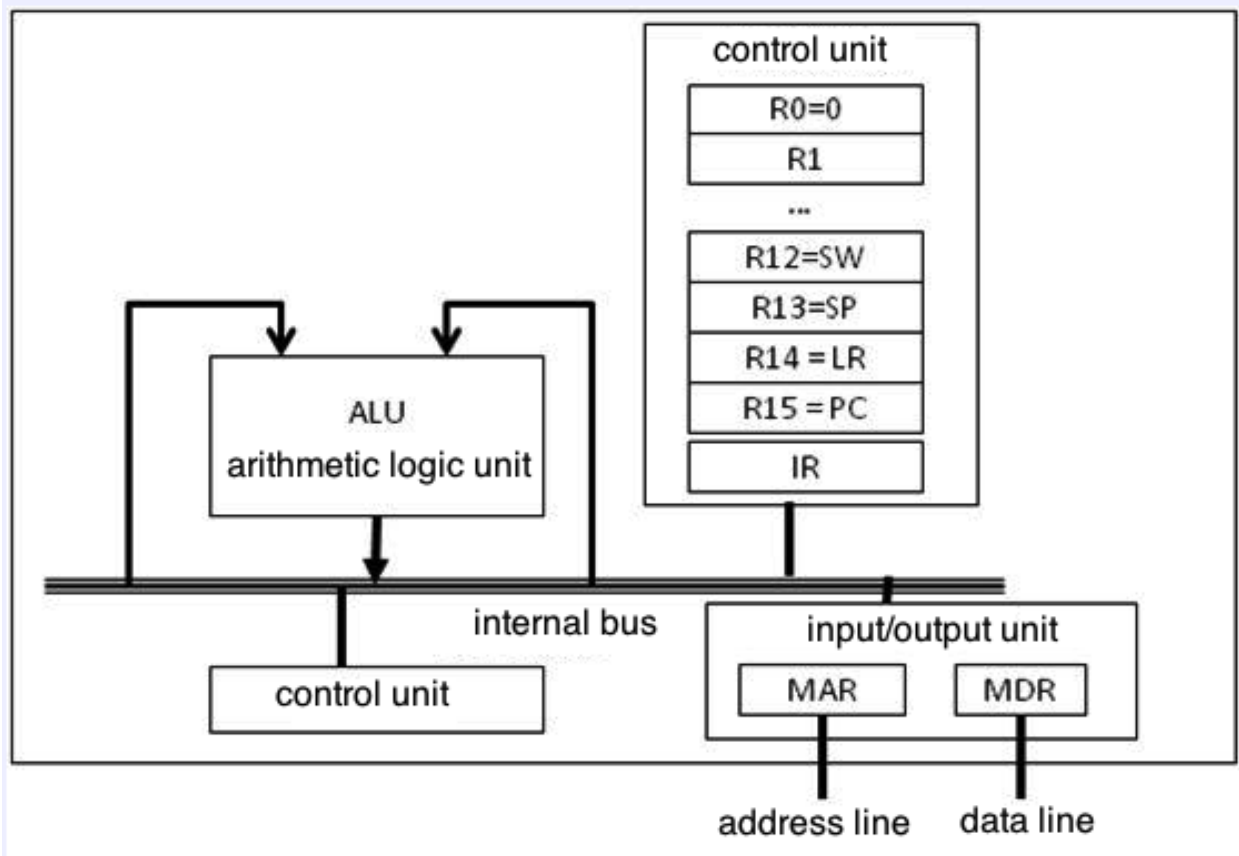


Figure 2.1: Architectural block diagram of the Cpu0 processor

Register	Description
IR	Instruction register
R0	Constant register, value is 0
R1-R11	General-purpose registers
R12	Status Word register (SW)
R13	Stack Pointer register (SP)
R14	Link Register (LR)
R15	Program Counter (PC)
MAR	Memory Address Register (MAR)
MDR	Memory Data Register (MDR)
HI	High part of MULT result
LO	Low part of MULT result

### 2.1.2 The Cpu0 Instruction Set

The Cpu0 instruction set can be divided into three types: L-type instructions, which are generally associated with memory operations, A-type instructions for arithmetic operations, and J-type instructions that are typically used when altering control flow (i.e. jumps). Figure 2.2 illustrates how the bitfields are broken down for each type of instruction.

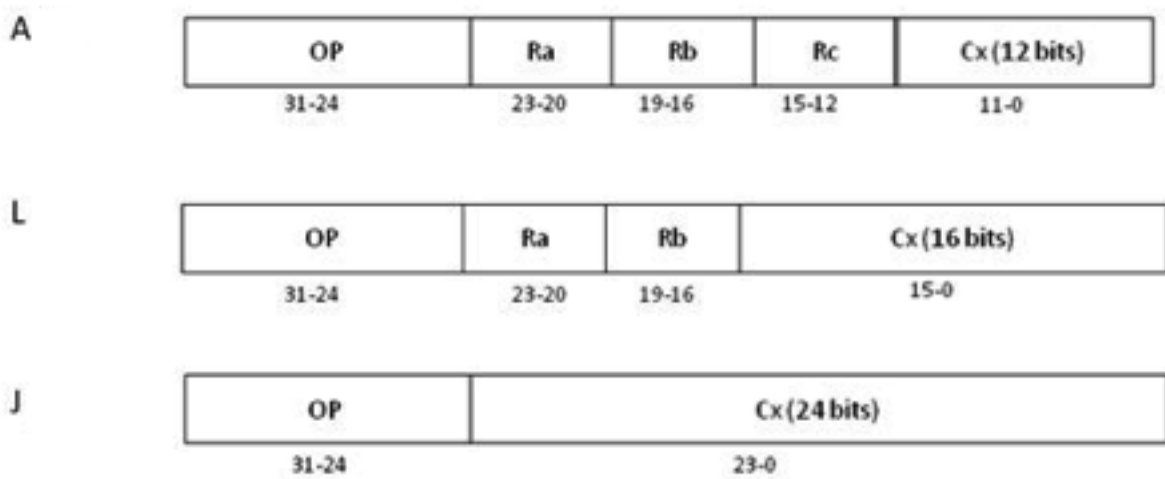


Figure 2.2: Cpu0's three instruction formats

The following table details the Cpu0 instruction set:

Table 2.1: Cpu0 Instruction Set

Format	Mnemonic	Opcode	Meaning	Syntax	Operation
L	LD	00	Load word	LD Ra, [Rb+Cx]	Ra <= [Rb+Cx]
L	ST	01	Store word	ST Ra, [Rb+Cx]	[Rb+Cx] <= Ra
L	LDB	02	Load byte	LDB Ra, [Rb+Cx]	Ra <= (byte)[Rb+Cx]
L	STB	03	Store byte	STB Ra, [Rb+Cx]	[Rb+Cx] <= (byte)Ra
A	LDR	04	Load word (w/ register index)	LDR Ra, [Rb+Rc]	Ra <= [Rb+Rc]
A	STR	05	Store word (w/ register index)	STR Ra, [Rb+Rc]	[Rb+Rc] <= Ra
A	LBR	06	Load byte (w/ register index)	LBR Ra, [Rb+Rc]	Ra <= (byte)[Rb+Rc]
A	SBR	07	Store byte (w/ register index)	SBR Ra, [Rb+Cx]	[Rb+Rc] <= (byte)Ra

Continued on next page

Table 2.1 – continued from previous page

Format	Mnemonic	Opcode	Meaning	Syntax	Operation
L	LDI	08	Load immediate	LDI Ra, Cx	Ra <= Cx
A	CMP	10	Compare	CMP Ra, Rb	SW <= (Ra cond Rb) <sup>4</sup>
A	MOV	12	Move	MOV Ra, Rb	Ra <= Rb
A	ADD	13	Add	ADD Ra, Rb, Rc	Ra <= Rb + Rc
A	SUB	14	Subtract	SUB Ra, Rb, Rc	Ra <= Rb - Rc
A	MUL	15	Multiply	MUL Ra, Rb, Rc	Ra <= Rb * Rc
A	DIV	16	Divide	DIV Ra, Rb, Rc	Ra <= Rb / Rc
A	AND	18	Bitwise and	AND Ra, Rb, Rc	Ra <= Rb & Rc
A	OR	19	Bitwise or	OR Ra, Rb, Rc	Ra <= Rb   Rc
A	XOR	1A	Bitwise exclusive or	XOR Ra, Rb, Rc	Ra <= Rb ^ Rc
A	ROL	1C	Rotate left	ROL Ra, Rb, Cx	Ra <= Rb rol Cx
A	ROR	1D	Rotate right	ROR Ra, Rb, Cx	Ra <= Rb ror Cx
A	SHL	1E	Shift left	SHL Ra, Rb, Cx	Ra <= Rb << Cx
A	SHR	1F	Shift right	SHR Ra, Rb, Cx	Ra <= Rb >> Cx
A	FADD	41	Floating-point addition	FADD Ra, Rb, Rc	Ra <= Rb + Rc
A	FSUB	42	Floating-point subtraction	FSUB Ra, Rb, Rc	Ra <= Rb - Rc
A	FMUL	43	Floating-point multiplication	FMUL Ra, Rb, Rc	Ra <= Rb * Rc
A	FDIV	44	Floating-point division	FDIV Ra, Rb, Rc	Ra <= Rb / Rc
J	JEQ	20	Jump if equal (==)	JEQ Cx	if SW(==), PC <= PC + Cx
J	JNE	21	Jump if not equal (!=)	JNE Cx	if SW(!=), PC <= PC + Cx
J	JLT	22	Jump if less than (<)	JLT Cx	if SW(<), PC <= PC + Cx
J	JGT	23	Jump if greater than (>)	JGT Cx	if SW(>), PC <= PC + Cx
J	JLE	24	Jump if less than or equals (<=)	JLE Cx	if SW(<=), PC <= PC + Cx
J	JGE	25	Jump if greater than or equals (>=)	JGE Cx	if SW(>=), PC <= PC + Cx
J	JMP	26	Jump (unconditional)	JMP Cx	PC <= PC + Cx
J	SWI	2A	Software interrupt	SWI Cx	LR <= PC; PC <= Cx
J	JSUB	2B	Jump to subroutine	JSUB Cx	LR <= PC; PC <= PC + Cx
J	RET	2C	Return from subroutine	RET Cx	PC <= LR
J	IRET	2D	Return from interrupt handler	IRET	PC <= LR; INT 0
A	PUSH	30	Push word	PUSH Ra	[SP] <= Ra; SP -= 4
A	POP	31	Pop word	POP Ra	Ra <= [SP]; SP += 4
A	PUSHB	32	Push byte	PUSHB Ra	[SP] <= (byte)Ra; SP -= 4
A	POPB	33	Pop word	POP Ra	Ra <= (byte)[SP]; SP += 4
L	MFHI	40	Move HI to GPR	MFHI Ra	Ra <= HI
L	MFLO	41	Move LO to GPR	MFLO Ra	Ra <= LO
L	MTHI	42	Move GPR to HI	MTHI Ra	HI <= Ra
L	MTLO	43	Move GPR to LO	MTLO Ra	LO <= Ra
L	MULT	50	Multiply for 64 bits result	MULT Ra, Rb	(HI,LO) <= MULT(Ra,Rb)
L	MULTU	51	MULT for unsigned 64 bits	MULTU Ra, Rb	(HI,LO) <= MULTU(Ra,Rb)

### 2.1.3 The Status Register

The Cpu0 status word register (SW) contains the state of the Negative (N), Zero (Z), Carry (C), Overflow (V), and Interrupt (I), Trap (T), and Mode (M) boolean flags. The bit layout of the SW register is shown in Figure 2.3 below.

When a CMP Ra, Rb instruction executes, the condition flags will change. For example:

<sup>4</sup> Conditions include the following comparisons: >, >=, ==, !=, <=, <. SW is actually set by the subtraction of the two register operands, and the flags indicate which conditions are present.

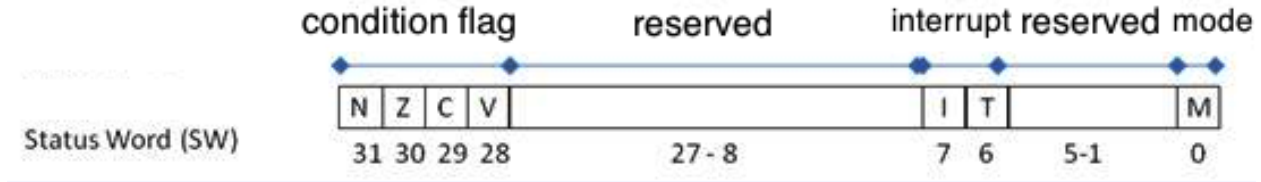


Figure 2.3: Cpu0 status word (SW) register

- If  $R_a > R_b$ , then  $N = 0$ ,  $Z = 0$
- If  $R_a < R_b$ , then  $N = 1$ ,  $Z = 0$
- If  $R_a = R_b$ , then  $N = 0$ ,  $Z = 1$

The direction (i.e. taken/not taken) of the conditional jump instructions JGT, JLT, JGE, JLE, JEQ, JNE is determined by the N and Z flags in the SW register.

### 2.1.4 Cpu0's Stages of Instruction Execution

The Cpu0 architecture has a three-stage pipeline. The stages are instruction fetch (IF), decode (D), and execute (EX), and they occur in that order. Here is a description of what happens in the processor:

1. Instruction fetch
  - The Cpu0 fetches the instruction pointed to by the Program Counter (PC) into the Instruction Register (IR):  $IR = [PC]$ .
  - The PC is then updated to point to the next instruction:  $PC = PC + 4$ .
2. Decode
  - The control unit decodes the instruction stored in IR, which routes necessary data stored in registers to the ALU, and sets the ALU's operation mode based on the current instruction's opcode.
3. Execute
  - The ALU executes the operation designated by the control unit upon data in registers. After the ALU is done, the result is stored in the destination register.

## 2.2 LLVM Structure

The text in this and the following section comes from the AOSA chapter on LLVM written by Chris Lattner <sup>4</sup>.

The most popular design for a traditional static compiler (like most C compilers) is the three phase design whose major components are the front end, the optimizer and the back end, as seen in [Figure 2.4](#). The front end parses source code, checking it for errors, and builds a language-specific Abstract Syntax Tree (AST) to represent the input code. The AST is optionally converted to a new representation for optimization, and the optimizer and back end are run on the code.

The optimizer is responsible for doing a broad variety of transformations to try to improve the code's running time, such as eliminating redundant computations, and is usually more or less independent of language and target. The back end (also known as the code generator) then maps the code onto the target instruction set. In addition to making correct code, it is responsible for generating good code that takes advantage of unusual features of the supported architecture. Common parts of a compiler back end include instruction selection, register allocation, and instruction scheduling.



Figure 2.4: Three Major Components of a Three Phase Compiler

This model applies equally well to interpreters and JIT compilers. The Java Virtual Machine (JVM) is also an implementation of this model, which uses Java bytecode as the interface between the front end and optimizer.

The most important win of this classical design comes when a compiler decides to support multiple source languages or target architectures. If the compiler uses a common code representation in its optimizer, then a front end can be written for any language that can compile to it, and a back end can be written for any target that can compile from it, as shown in [Figure 2.5](#).

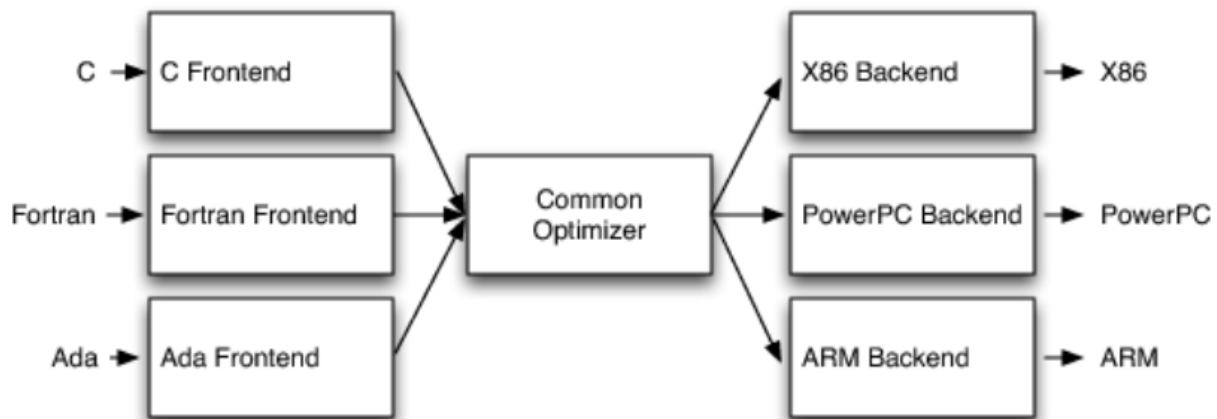


Figure 2.5: Retargetability

With this design, porting the compiler to support a new source language (e.g., Algol or BASIC) requires implementing a new front end, but the existing optimizer and back end can be reused. If these parts weren't separated, implementing a new source language would require starting over from scratch, so supporting  $N$  targets and  $M$  source languages would need  $N \times M$  compilers.

Another advantage of the three-phase design (which follows directly from retargetability) is that the compiler serves a broader set of programmers than it would if it only supported one source language and one target. For an open source project, this means that there is a larger community of potential contributors to draw from, which naturally leads to more enhancements and improvements to the compiler. This is the reason why open source compilers that serve many communities (like GCC) tend to generate better optimized machine code than narrower compilers like FreePASCAL. This isn't the case for proprietary compilers, whose quality is directly related to the project's budget. For example, the Intel ICC Compiler is widely known for the quality of code it generates, even though it serves a narrow audience.

A final major win of the three-phase design is that the skills required to implement a front end are different than those required for the optimizer and back end. Separating these makes it easier for a "front-end person" to enhance and maintain their part of the compiler. While this is a social issue, not a technical one, it matters a lot in practice, particularly for open source projects that want to reduce the barrier to contributing as much as possible.

The most important aspect of its design is the LLVM Intermediate Representation (IR), which is the form it uses to represent code in the compiler. LLVM IR is designed to host mid-level analyses and transformations that you find in the optimizer section of a compiler. It was designed with many specific goals in mind, including supporting lightweight



runtime optimizations, cross-function/interprocedural optimizations, whole program analysis, and aggressive restructuring transformations, etc. The most important aspect of it, though, is that it is itself defined as a first class language with well-defined semantics. To make this concrete, here is a simple example of a .ll file:

```
define i32 @add1(i32 %a, i32 %b) {
entry:
    %tmp1 = add i32 %a, %b
    ret i32 %tmp1
}
define i32 @add2(i32 %a, i32 %b) {
entry:
    %tmp1 = icmp eq i32 %a, 0
    br i1 %tmp1, label %done, label %recurse
recurse:
    %tmp2 = sub i32 %a, 1
    %tmp3 = add i32 %b, 1
    %tmp4 = call i32 @add2(i32 %tmp2, i32 %tmp3)
    ret i32 %tmp4
done:
    ret i32 %b
}
// This LLVM IR corresponds to this C code, which provides two different ways to
// add integers:
unsigned add1(unsigned a, unsigned b) {
    return a+b;
}
// Perhaps not the most efficient way to add two numbers.
unsigned add2(unsigned a, unsigned b) {
    if (a == 0) return b;
    return add2(a-1, b+1);
}
```

As you can see from this example, LLVM IR is a low-level RISC-like virtual instruction set. Like a real RISC instruction set, it supports linear sequences of simple instructions like add, subtract, compare, and branch. These instructions are in three address form, which means that they take some number of inputs and produce a result in a different register. LLVM IR supports labels and generally looks like a weird form of assembly language.

Unlike most RISC instruction sets, LLVM is strongly typed with a simple type system (e.g., i32 is a 32-bit integer, i32\*\* is a pointer to pointer to 32-bit integer) and some details of the machine are abstracted away. For example, the calling convention is abstracted through call and ret instructions and explicit arguments. Another significant difference from machine code is that the LLVM IR doesn't use a fixed set of named registers, it uses an infinite set of temporaries named with a % character.

Beyond being implemented as a language, LLVM IR is actually defined in three isomorphic forms: the textual format above, an in-memory data structure inspected and modified by optimizations themselves, and an efficient and dense on-disk binary "bitcode" format. The LLVM Project also provides tools to convert the on-disk format from text to binary: llvm-as assembles the textual .ll file into a .bc file containing the bitcode goop and llvm-dis turns a .bc file into a .ll file.

The intermediate representation of a compiler is interesting because it can be a "perfect world" for the compiler optimizer: unlike the front end and back end of the compiler, the optimizer isn't constrained by either a specific source language or a specific target machine. On the other hand, it has to serve both well: it has to be designed to be easy for a front end to generate and be expressive enough to allow important optimizations to be performed for real targets.

## 2.3 .td: LLVM's Target Description Files

The “mix and match” approach allows target authors to choose what makes sense for their architecture and permits a large amount of code reuse across different targets. This brings up another challenge: each shared component needs to be able to reason about target specific properties in a generic way. For example, a shared register allocator needs to know the register file of each target and the constraints that exist between instructions and their register operands. LLVM's solution to this is for each target to provide a target description in a declarative domain-specific language (a set of .td files) processed by the tblgen tool. The (simplified) build process for the x86 target is shown in Figure 2.6.

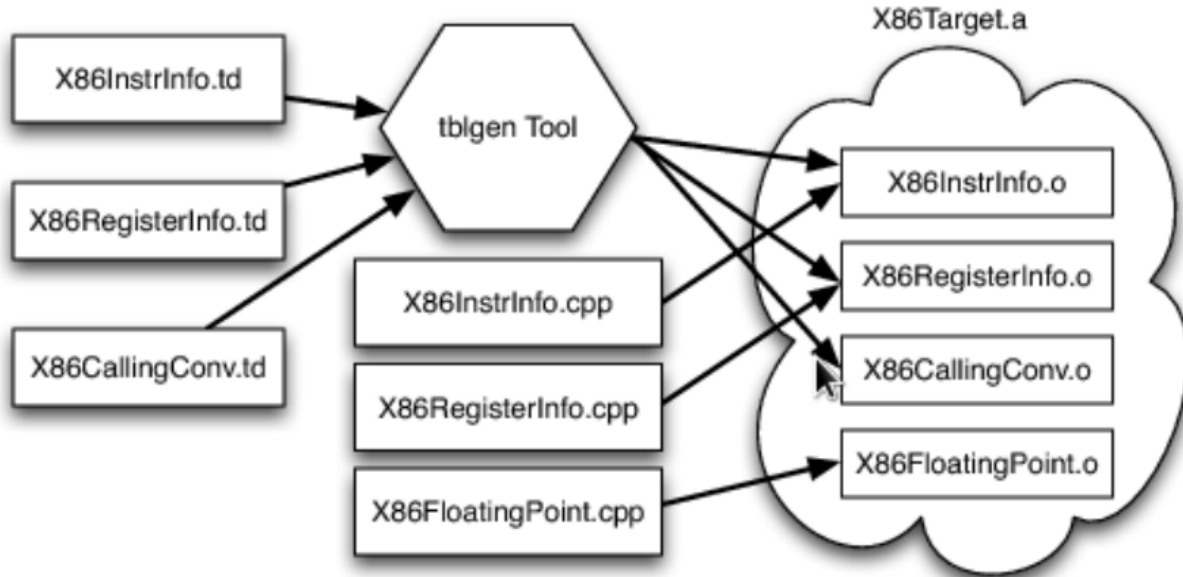


Figure 2.6: Simplified x86 Target Definition

The different subsystems supported by the .td files allow target authors to build up the different pieces of their target. For example, the x86 back end defines a register class that holds all of its 32-bit registers named “GR32” (in the .td files, target specific definitions are all caps) like this:

```
def GR32 : RegisterClass<[i32], 32,
    [EAX, ECX, EDX, ESI, EDI, EBX, EBP, ESP,
     R8D, R9D, R10D, R11D, R14D, R15D, R12D, R13D]> { ... }
```

## 2.4 Creating the Initial Cpu0 .td Files

As has been discussed in the previous section, LLVM uses target description files (which use the .td file extension) to describe various components of a target's backend. For example, these .td files may describe a target's register set, instruction set, scheduling information for instructions, and calling conventions. When your backend is being compiled, the tablegen tool that ships with LLVM will translate these .td files into C++ source code written to files that have a .inc extension. Please refer to <sup>5</sup> for more information regarding how to use tablegen.

Every backend has a .td which defines some target information, including what other .td files are used by the backend. These files have a similar syntax to C++. For Cpu0, the target description file is called Cpu0.td, which is shown below:

<sup>5</sup> <http://llvm.org/docs/TableGenFundamentals.html>

```

/===-- Cpu0.td - Describe the Cpu0 Target Machine -----*- tablegen -*===//
//
//                               The LLVM Compiler Infrastructure
//
// This file is distributed under the University of Illinois Open Source
// License. See LICENSE.TXT for details.
//
//=====//
// This is the top level entry point for the Cpu0 target.
//=====//

//=====//
// Target-independent interfaces
//=====//

include "llvm/Target/Target.td"
//=====//
// Register File, Calling Conv, Instruction Descriptions
//=====//

include "Cpu0RegisterInfo.td"
include "Cpu0Schedule.td"
include "Cpu0InstrInfo.td"

def Cpu0InstrInfo : InstrInfo;

def Cpu0 : Target {
  // def Cpu0InstrInfo : InstrInfo as before.
  let InstructionSet = Cpu0InstrInfo;
}

```

Cpu0.td includes a few other .td files. Cpu0RegisterInfo.td (shown below) describes the Cpu0's set of registers. In this file, we see that registers have been given names, i.e. `def PC` indicates that there is a register called PC. Also, there is a register class named `CPURegs` that contains all of the other registers. You may have multiple register classes (see the X86 backend, for example) which can help you if certain instructions can only write to specific registers. In this case, there is only one set of general purpose registers for Cpu0, and some registers that are reserved so that they are not modified by instructions during execution.

```

// Cpu0RegisterInfo.td
//=====//
// Declarations that describe the CPU0 register file
//=====//
// We have banks of 16 registers each.
class Cpu0Reg<string n> : Register<n> {
  field bits<4> Num;
  let Namespace = "Cpu0";
}

// Cpu0 CPU Registers
class Cpu0GPRReg<bits<4> num, string n> : Cpu0Reg<n> {
  let Num = num;
}
//=====//
// Registers
//=====//
let Namespace = "Cpu0" in {
  // General Purpose Registers
  def ZERO : Cpu0GPRReg< 0, "ZERO">, DwarfRegNum<[0]>;

```

```
def AT    : Cpu0GPRReg< 1, "AT">, DwarfRegNum<[1]>;
def V0    : Cpu0GPRReg< 2, "2">, DwarfRegNum<[2]>;
def V1    : Cpu0GPRReg< 3, "3">, DwarfRegNum<[3]>;
def A0    : Cpu0GPRReg< 4, "4">, DwarfRegNum<[6]>;
def A1    : Cpu0GPRReg< 5, "5">, DwarfRegNum<[7]>;
def T9    : Cpu0GPRReg< 6, "6">, DwarfRegNum<[6]>;
def S0    : Cpu0GPRReg< 7, "7">, DwarfRegNum<[7]>;
def S1    : Cpu0GPRReg< 8, "8">, DwarfRegNum<[8]>;
def S2    : Cpu0GPRReg< 9, "9">, DwarfRegNum<[9]>;
def GP    : Cpu0GPRReg< 10, "GP">, DwarfRegNum<[10]>;
def FP    : Cpu0GPRReg< 11, "FP">, DwarfRegNum<[11]>;
def SW    : Cpu0GPRReg< 12, "SW">, DwarfRegNum<[12]>;
def SP    : Cpu0GPRReg< 13, "SP">, DwarfRegNum<[13]>;
def LR    : Cpu0GPRReg< 14, "LR">, DwarfRegNum<[14]>;
def PC    : Cpu0GPRReg< 15, "PC">, DwarfRegNum<[15]>;
// def MAR : Register< 16, "MAR">, DwarfRegNum<[16]>;
// def MDR : Register< 17, "MDR">, DwarfRegNum<[17]>;
}
//=====//
// Register Classes
//=====//
def CPURegs : RegisterClass<"Cpu0", [i32], 32, (add
  // Return Values and Arguments
  V0, V1, A0, A1,
  // Not preserved across procedure calls
  T9,
  // Callee save
  S0, S1, S2,
  // Reserved
  ZERO, AT, GP, FP, SW, SP, LR, PC)>;
```

In C++, classes typically provide a structure to lay out some data and functions, while definitions are used to allocate memory for specific instances of a class. For example:

```
class Date { // declare Date
  int year, month, day;
};
Date birthday; // define birthday, an instance of Date
```

The class `Date` has the members `year`, `month`, and `day`, however these do not yet belong to an actual object. By defining an instance of `Date` called `birthday`, you have allocated memory for a specific object, and can set the `year`, `month`, and `day` of this instance of the class.

In `.td` files, classes describe the structure of how data is laid out, while definitions act as the specific instances of the classes. If we look back at the `Cpu0RegisterInfo.td` file, we see a class called `Cpu0Reg<string n>` which is derived from the `Register<n>` class provided by LLVM. `Cpu0Reg` inherits all the fields that exist in the `Register` class, and also adds a new field called `Num` which is four bits wide.

The `def` keyword is used to create instances of classes. In the following line, the `ZERO` register is defined as a member of the `Cpu0GPRReg` class:

```
def ZERO : Cpu0GPRReg< 0, "ZERO">, DwarfRegNum<[0]>;
```

The `def ZERO` indicates the name of this register. `< 0, "ZERO">` are the parameters used when creating this specific instance of the `Cpu0GPRReg` class, thus the four bit `Num` field is set to 0, and the string `n` is set to `ZERO`.

As the register lives in the `Cpu0` namespace, you can refer to the `ZERO` register in C++ code in a backend using `Cpu0::ZERO`.

**Todo**

I might want to re-edit the following paragraph

Notice the use of the `let` expressions: these allow you to override values that are initially defined in a superclass. For example, `let Namespace = "Cpu0"` in the `Cpu0Reg` class will override the default namespace declared in `Register` class. The `Cpu0RegisterInfo.td` also defines that `CPURegs` is an instance of the class `RegisterClass`, which is an built-in LLVM class. A `RegisterClass` is a set of `Register` instances, thus `CPURegs` can be described as a set of registers.

The `cpu0` instructions `td` is named to `Cpu0InstrInfo.td` which contents as follows,

```

/===- Cpu0InstrInfo.td - Target Description for Cpu0 Target -*- tablegen -*-//
//
//                               The LLVM Compiler Infrastructure
//
// This file is distributed under the University of Illinois Open Source
// License. See LICENSE.TXT for details.
//

//===-----//
//
// This file contains the Cpu0 implementation of the TargetInstrInfo class.
//
//===-----//

//===-----//
// Instruction format superclass
//===-----//

include "Cpu0InstrFormats.td"

//===-----//
// Cpu0 profiles and nodes
//===-----//

def SDT_Cpu0Ret          : SDTypeProfile<0, 1, [SDTCisInt<0>]>;

// Return
def Cpu0Ret : SDNode<"Cpu0ISD::Ret", SDT_Cpu0Ret, [SDNPHasChain,
    SDNPOptInGlue]>;

//===-----//
// Cpu0 Operand, Complex Patterns and Transformations Definitions.
//===-----//

// Signed Operand
def simm16 : Operand<i32> {
  let DecoderMethod= "DecodeSimm16";
}

// Address operand
def mem : Operand<i32> {
  let PrintMethod = "printMemOperand";
  let MIOperandInfo = (ops CPURegs, simm16);
  let EncoderMethod = "getMemEncoding";
}

// Node immediate fits as 16-bit sign extended on target immediate.

```

```
// e.g. addiu
def immSExt16 : PatLeaf<(imm), [{ return isInt<16>(N->getSExtValue()); }]>;

// Cpu0 Address Mode! SDNode frameindex could possibly be a match
// since load and store instructions from stack used it.
def addr : ComplexPattern<iPTR, 2, "SelectAddr", [frameindex], [SDNPWantParent]>
;

//====-=====//
// Pattern fragment for load/store
//====-=====//

class AlignedLoad<PatFrag Node> :
  PatFrag<(ops node:$ptr), (Node node:$ptr), [{
    LoadSDNode *LD = cast<LoadSDNode>(N);
    return LD->getMemoryVT().getSizeInBits()/8 <= LD->getAlignment();
  }]>;

class AlignedStore<PatFrag Node> :
  PatFrag<(ops node:$val, node:$ptr), (Node node:$val, node:$ptr), [{
    StoreSDNode *SD = cast<StoreSDNode>(N);
    return SD->getMemoryVT().getSizeInBits()/8 <= SD->getAlignment();
  }]>;

// Load/Store PatFrag.
def load_a : AlignedLoad<load>;
def store_a : AlignedStore<store>;

//====-=====//
// Instructions specific format
//====-=====//

// Arithmetic and logical instructions with 2 register operands.
class ArithLogicI<bits<8> op, string instr_asm, SDNode OpNode,
  Operand Od, PatLeaf imm_type, RegisterClass RC> :
  FL<op, (outs RC:$ra), (ins RC:$rb, Od:$imm16),
    !strconcat(instr_asm, "\t$ra, $rb, $imm16"),
    [(set RC:$ra, (OpNode RC:$rb, imm_type:$imm16))], IIALu> {
    let isReMaterializable = 1;
  }

// Move immediate imm16 to register ra.
class MoveImm<bits<8> op, string instr_asm, SDNode OpNode,
  Operand Od, PatLeaf imm_type, RegisterClass RC> :
  FL<op, (outs RC:$ra), (ins RC:$rb, Od:$imm16),
    !strconcat(instr_asm, "\t$ra, $imm16"),
    [(set RC:$ra, (OpNode RC:$rb, imm_type:$imm16))], IIALu> {
    let rb = 0;
    let isReMaterializable = 1;
  }

class FMem<bits<8> op, dag outs, dag ins, string asmstr, list<dag> pattern,
  InstrItinClass itin>: FL<op, outs, ins, asmstr, pattern, itin> {
  bits<20> addr;
  let Inst{19-16} = addr{19-16};
  let Inst{15-0} = addr{15-0};
  let DecoderMethod = "DecodeMem";
}
```

```

// Memory Load/Store
let canFoldAsLoad = 1 in
class LoadM<bits<8> op, string instr_asm, PatFrag OpNode, RegisterClass RC,
    Operand MemOpnd, bit Pseudo>:
  FMem<op, (outs RC:$ra), (ins MemOpnd:$addr),
    !strconcat(instr_asm, "\t$ra, $addr"),
    [(set RC:$ra, (OpNode addr:$addr))], IILoad> {
    let isPseudo = Pseudo;
  }

class StoreM<bits<8> op, string instr_asm, PatFrag OpNode, RegisterClass RC,
    Operand MemOpnd, bit Pseudo>:
  FMem<op, (outs), (ins RC:$ra, MemOpnd:$addr),
    !strconcat(instr_asm, "\t$ra, $addr"),
    [(OpNode RC:$ra, addr:$addr)], IISore> {
    let isPseudo = Pseudo;
  }

// 32-bit load.
multiclass LoadM32<bits<8> op, string instr_asm, PatFrag OpNode,
    bit Pseudo = 0> {
  def #NAME# : LoadM<op, instr_asm, OpNode, CPURegs, mem, Pseudo>;
}

// 32-bit store.
multiclass StoreM32<bits<8> op, string instr_asm, PatFrag OpNode,
    bit Pseudo = 0> {
  def #NAME# : StoreM<op, instr_asm, OpNode, CPURegs, mem, Pseudo>;
}

//===-----
// Instruction definition
//===-----

//===-----
// Cpu0I Instructions
//===-----

/// Load and Store Instructions
/// aligned
defm LD      : LoadM32<0x00, "ld", load_a>;
defm ST      : StoreM32<0x01, "st", store_a>;

/// Arithmetic Instructions (ALU Immediate)
//def LDI     : MoveImm<0x08, "ldi", add, simm16, immSExt16, CPURegs>;
// add defined in include/llvm/Target/TargetSelectionDAG.td, line 315 (def add).
def ADDiu    : ArithLogicI<0x09, "addiu", add, simm16, immSExt16, CPURegs>;

let isReturn=1, isTerminator=1, hasDelaySlot=1, isCodeGenOnly=1,
    isBarrier=1, hasCtrlDep=1 in
def RET : FJ <0x2C, (outs), (ins CPURegs:$target),
    "ret\t$target", [(Cpu0Ret CPURegs:$target)], IIBranch>;

//===-----
// Arbitrary patterns that map to one or more instructions
//===-----

// Small immediates

```

```
def : Pat<(i32 immSExt16:$in),  
      (ADDiu ZERO, imm:$in)>;
```

The Cpu0InstrFormats.td is included by Cpu0InstInfo.td as follows,

```
//==== Cpu0InstrFormats.td - Cpu0 Instruction Formats -----*- tablegen -*-====//  
//  
//      The LLVM Compiler Infrastructure  
//  
// This file is distributed under the University of Illinois Open Source  
// License. See LICENSE.TXT for details.  
//  
//====-=====//  
  
//====-=====//  
// Describe CPU0 instructions format  
//  
// CPU INSTRUCTION FORMATS  
//  
// opcode - operation code.  
// ra      - dst reg, only used on 3 regs instr.  
// rb      - src reg.  
// rc      - src reg (on a 3 reg instr).  
// cx      - immediate  
//  
//====-=====//  
  
// Format specifies the encoding used by the instruction. This is part of the  
// ad-hoc solution used to emit machine instruction encodings by our machine  
// code emitter.  
class Format<bits<4> val> {  
  bits<4> Value = val;  
}  
  
def Pseudo      : Format<0>;  
def FrmA        : Format<1>;  
def FrmL        : Format<2>;  
def FrmJ        : Format<3>;  
def FrmOther    : Format<4>; // Instruction w/ a custom format  
  
// Generic Cpu0 Format  
class Cpu0Inst<dag outs, dag ins, string asmstr, list<dag> pattern,  
  InstrItinClass itin, Format f>: Instruction  
{  
  field bits<32> Inst;  
  Format Form = f;  
  
  let Namespace = "Cpu0";  
  
  let Size = 4;  
  
  bits<8> Opcode = 0;  
  
  // Top 8 bits are the 'opcode' field  
  let Inst{31-24} = Opcode;  
  
  let OutOperandList = outs;  
  let InOperandList  = ins;
```



```

let AsmString    = asmstr;
let Pattern      = pattern;
let Itinerary    = itin;

//
// Attributes specific to Cpu0 instructions...
//
bits<4> FormBits = Form.Value;

// TSFlags layout should be kept in sync with Cpu0InstrInfo.h.
let TSFlags{3-0} = FormBits;

let DecoderNamespace = "Cpu0";

field bits<32> SoftFail = 0;
}

//=====
// Format A instruction class in Cpu0 : <|opcode|ra|rb|rc|cx|>
//=====

class FA<bits<8> op, dag outs, dag ins, string asmstr,
    list<dag> pattern, InstrItinClass itin>:
    Cpu0Inst<outs, ins, asmstr, pattern, itin, FrmA>
{
    bits<4> ra;
    bits<4> rb;
    bits<4> rc;
    bits<12> shamt;

    let Opcode = op;

    let Inst{23-20} = ra;
    let Inst{19-16} = rb;
    let Inst{15-12} = rc;
    let Inst{11-0}  = shamt;
}

//=====
// Format I instruction class in Cpu0 : <|opcode|ra|rb|cx|>
//=====

class FI<bits<8> op, dag outs, dag ins, string asmstr, list<dag> pattern,
    InstrItinClass itin>: Cpu0Inst<outs, ins, asmstr, pattern, itin, FrmL>
{
    bits<4> ra;
    bits<4> rb;
    bits<16> imm16;

    let Opcode = op;

    let Inst{23-20} = ra;
    let Inst{19-16} = rb;
    let Inst{15-0}  = imm16;
}

//=====
// Format J instruction class in Cpu0 : <|opcode|address|>

```

```
//=====
```

```
class FJ<bits<8> op, dag outs, dag ins, string asmstr, list<dag> pattern,
    InstrItinClass itin>: Cpu0Inst<outs, ins, asmstr, pattern, itin, FrmJ>
{
    bits<24> addr;

    let Opcode = op;

    let Inst{23-0} = addr;
}
```

ADDiu is class ArithLogicI inherited from FL, can expand and get member value as follows,

```
def ADDiu : ArithLogicI<0x09, "addiu", add, simm16, immSExt16, CPURegs>;

/// Arithmetic and logical instructions with 2 register operands.
class ArithLogicI<bits<8> op, string instr_asm, SDNode OpNode,
    Operand Od, PatLeaf imm_type, RegisterClass RC> :
    FL<op, (outs RC:$ra), (ins RC:$rb, Od:$imm16),
        !strconcat(instr_asm, "\t$ra, $rb, $imm16"),
        [(set RC:$ra, (OpNode RC:$rb, imm_type:$imm16))], IIALu> {
        let isReMaterializable = 1;
    }

So,
op = 0x09
instr_asm = "addiu"
OpNode = add
Od = simm16
imm_type = immSExt16
RC = CPURegs
```

Expand with FL further,

```
: FL<op, (outs RC:$ra), (ins RC:$rb, Od:$imm16),
    !strconcat(instr_asm, "\t$ra, $rb, $imm16"),
    [(set RC:$ra, (OpNode RC:$rb, imm_type:$imm16))], IIALu>

class FL<bits<8> op, dag outs, dag ins, string asmstr, list<dag> pattern,
    InstrItinClass itin>: Cpu0Inst<outs, ins, asmstr, pattern, itin, FrmL>
{
    bits<4> ra;
    bits<4> rb;
    bits<16> imm16;

    let Opcode = op;

    let Inst{23-20} = ra;
    let Inst{19-16} = rb;
    let Inst{15-0} = imm16;
}

So,
op = 0x09
outs = CPURegs:$ra
ins = CPURegs:$rb, simm16:$imm16
asmstr = "addiu\t$ra, $rb, $imm16"
pattern = [(set CPURegs:$ra, (add RC:$rb, immSExt16:$imm16))]
```

```
itin = IIALu
```

Members are,

```
ra = CPURegs:$ra
rb = CPURegs:$rb
imm16 = simm16:$imm16
Opcode = 0x09;
Inst{23-20} = CPURegs:$ra;
Inst{19-16} = CPURegs:$rb;
Inst{15-0} = simm16:$imm16;
```

Expand with Cpu0Inst further,

```
class FL<bits<8> op, dag outs, dag ins, string asmstr, list<dag> pattern,
    InstrItinClass itin>: Cpu0Inst<outs, ins, asmstr, pattern, itin, FrmL>

class Cpu0Inst<dag outs, dag ins, string asmstr, list<dag> pattern,
    InstrItinClass itin, Format f>: Instruction
{
    field bits<32> Inst;
    Format Form = f;

    let Namespace = "Cpu0";

    let Size = 4;

    bits<8> Opcode = 0;

    // Top 8 bits are the 'opcode' field
    let Inst{31-24} = Opcode;

    let OutOperandList = outs;
    let InOperandList = ins;

    let AsmString = asmstr;
    let Pattern = pattern;
    let Itinerary = itin;

    //
    // Attributes specific to Cpu0 instructions...
    //
    bits<4> FormBits = Form.Value;

    // TSFlags layout should be kept in sync with Cpu0InstrInfo.h.
    let TSFlags{3-0} = FormBits;

    let DecoderNamespace = "Cpu0";

    field bits<32> SoftFail = 0;
}

So,
outs = CPURegs:$ra
ins = CPURegs:$rb, simm16:$imm16
asmstr = "addiu\t$ra, $rb, $imm16"
pattern = [(set CPURegs:$ra, (add RC:$rb, immSExt16:$imm16))]
itin = IIALu
f = FrmL
```

```
Members are,
Inst{31-24} = 0x09;
OutOperandList = CPURegs:$ra
InOperandList = CPURegs:$rb, simm16:$imm16
AsmString = "addiu\t$ra, $rb, $imm16"
Pattern = [(set CPURegs:$ra, (add RC:$rb, immSExt16:$imm16))]
Itinerary = IIALu

Summary with all members are,
// Inherited from parent like Instruction
Namespace = "Cpu0";
DecoderNamespace = "Cpu0";
Inst{31-24} = 0x08;
Inst{23-20} = CPURegs:$ra;
Inst{19-16} = CPURegs:$rb;
Inst{15-0} = simm16:$imm16;
OutOperandList = CPURegs:$ra
InOperandList = CPURegs:$rb, simm16:$imm16
AsmString = "addiu\t$ra, $rb, $imm16"
Pattern = [(set CPURegs:$ra, (add RC:$rb, immSExt16:$imm16))]
Itinerary = IIALu
// From Cpu0Inst
Opcode = 0x09;
// From FL
ra = CPURegs:$ra
rb = CPURegs:$rb
imm16 = simm16:$imm16
```

It's a lousy process. Similarly, LD and ST instruction definition can be expanded in this way. Please notify the Pattern = [(set CPURegs:\$ra, (add RC:\$rb, immSExt16:\$imm16))] which include keyword **"add"**. We will use it in DAG transformations later.

## 2.5 Write cmake file

Target/Cpu0 directory has two files CMakeLists.txt and LLVMBuild.txt, contents as follows,

```
# CMakeLists.txt
# Our td all in Cpu0.td, Cpu0RegisterInfo.td and Cpu0InstrInfo.td included in
# Cpu0.td
set(LLVM_TARGET_DEFINITIONS Cpu0.td)

# Generate Cpu0GenRegisterInfo.inc and Cpu0GenInstrInfo.inc which included by
# your hand code C++ files.
# Cpu0GenRegisterInfo.inc came from Cpu0RegisterInfo.td, Cpu0GenInstrInfo.inc
# came from Cpu0InstrInfo.td.
tablegen(LLVM Cpu0GenRegisterInfo.inc -gen-register-info)
tablegen(LLVM Cpu0GenInstrInfo.inc -gen-instr-info)

# Used by llc
add_public_tablegen_target(Cpu0CommonTableGen)

# Cpu0CodeGen should match with LLVMBuild.txt Cpu0CodeGen
add_llvm_target(Cpu0CodeGen
  Cpu0TargetMachine.cpp
)
# Should match with "subdirectories = MCTargetDesc TargetInfo" in LLVMBuild.txt
```

```

add_subdirectory(TargetInfo)
add_subdirectory(MCTargetDesc)

CMakeLists.txt is the make information for cmake, # is comment.

;===- ./lib/Target/Cpu0/LLVMBuild.txt -----*- Conf -*===;
;
;               The LLVM Compiler Infrastructure
;
; This file is distributed under the University of Illinois Open Source
; License. See LICENSE.TXT for details.
;
;=====;
;
; This is an LLVMBuild description file for the components in this subdirectory.
;
; For more information on the LLVMBuild system, please see:
;
;   http://llvm.org/docs/LLVMBuild.html
;
;=====;

# Following comments extracted from http://llvm.org/docs/LLVMBuild.html

[common]
subdirectories =  MCTargetDesc TargetInfo

[component_0]
# TargetGroup components are an extension of LibraryGroups, specifically for
# defining LLVM targets (which are handled specially in a few places).
type = TargetGroup
# The name of the component should always be the name of the target. (should
# match "def Cpu0 : Target" in Cpu0.td)
name = Cpu0
# Cpu0 component is located in directory Target/
parent = Target
# Whether this target defines an assembly parser, assembly printer, disassembler
# , and supports JIT compilation. They are optional.
#has_asmparser = 1
#has_asmprinter = 1
#has_disassembler = 1
#has_jit = 1

[component_1]
# component_1 is a Library type and name is Cpu0CodeGen. After build it will in
# lib/libLLVMCpu0CodeGen.a of your build command directory.
type = Library
name = Cpu0CodeGen
# Cpu0CodeGen component(Library) is located in directory Cpu0/
parent = Cpu0
# If given, a list of the names of Library or LibraryGroup components which must
# also be linked in whenever this library is used. That is, the link time
# dependencies for this component. When tools are built, the build system will
# include the transitive closure of all required_libraries for the components
# the tool needs.
required_libraries = CodeGen Core MC Cpu0Desc Cpu0Info SelectionDAG Support
                    Target
# All LLVMBuild.txt in Target/Cpu0 and subdirectory use 'add_to_library_groups =

```

```
# Cpu0'
add_to_library_groups = Cpu0
```

LLVMBuild.txt files are written in a simple variant of the INI or configuration file format. Comments are prefixed by # in both files. We explain the setting for these 2 files in comments. Please spend a little time to read it.

Both CMakeLists.txt and LLVMBuild.txt coexist in sub-directories MCTargetDesc and TargetInfo. Their contents indicate they will generate Cpu0Desc and Cpu0Info libraries. After building, you will find three libraries: libLLVMCpu0CodeGen.a, libLLVMCpu0Desc.a and libLLVMCpu0Info.a in lib/ of your build directory. For more details please see “Building LLVM with CMake”<sup>6</sup> and “LLVMBuild Guide”<sup>7</sup>.

## 2.6 Target Registration

You must also register your target with the TargetRegistry, which is what other LLVM tools use to be able to lookup and use your target at runtime. The TargetRegistry can be used directly, but for most targets there are helper templates which should take care of the work for you.

All targets should declare a global Target object which is used to represent the target during registration. Then, in the target’s TargetInfo library, the target should define that object and use the RegisterTarget template to register the target. For example, the file TargetInfo/Cpu0TargetInfo.cpp register TheCpu0Target for big endian and TheCpu0elTarget for little endian, as follows.

```
// TargetInfo/Cpu0TargetInfo.cpp
...
Target llvm::TheCpu0Target, llvm::TheCpu0elTarget;
extern "C" void LLVMInitializeCpu0TargetInfo() {
    RegisterTarget<Triple::cpu0,
        /*HasJIT=*/true> X(TheCpu0Target, "cpu0", "Cpu0");

    RegisterTarget<Triple::cpu0el,
        /*HasJIT=*/true> Y(TheCpu0elTarget, "cpu0el", "Cpu0el");
}
```

Files Cpu0TargetMachine.cpp and MCTargetDesc/Cpu0MCTargetDesc.cpp just define the empty initialize function since we register nothing in them for this moment.

```
//====- Cpu0TargetMachine.cpp - Define TargetMachine for Cpu0 -====//
...

extern "C" void LLVMInitializeCpu0Target() {
}
...

//====- Cpu0MCTargetDesc.cpp - Cpu0 Target Descriptions -====//
...
extern "C" void LLVMInitializeCpu0TargetMC() {
}
```

Please see “Target Registration”<sup>8</sup> for reference.

---

<sup>6</sup> <http://llvm.org/docs/CMake.html>

<sup>7</sup> <http://llvm.org/docs/LLVMBuild.html>

<sup>8</sup> <http://llvm.org/docs/WritingAnLLVMBackend.html#target-registration>

## 2.7 Build libraries and td

The llvm source code is put in /Users/Jonathan/llvm/release/src and have llvm release-build in /Users/Jonathan/llvm/release/configure\_release\_build. About how to build llvm, please refer <sup>9</sup>. We made a copy from /Users/Jonathan/llvm/release/src to /Users/Jonathan/llvm/test/src for working with my Cpu0 target backend. Sub-directories src is for source code and cmake\_debug\_build is for debug build directory.

Except directory src/lib/Target/Cpu0, there are a couple of files modified to support cpu0 new Target. Please check files in src\_files\_modify/src\_files\_modified/src/.

You can update your llvm working copy and find the modified files by command,

```
cp -rf LLVMBackendTutorialExampleCode/src_files_modified/src_files_modified/src/
* yourllvm/workingcopy/sourcedir/.
```

```
118-165-78-230:test Jonathan$ pwd
/Users/Jonathan/test
118-165-78-230:test Jonathan$ grep -R "cpu0" src/
src//cmake/config-ix.cmake:elseif (LLVM_NATIVE_ARCH MATCHES "cpu0")
src//include/llvm/ADT/Triple.h:#undef cpu0
src//include/llvm/ADT/Triple.h:    cpu0,        // Gamma add
src//include/llvm/ADT/Triple.h:    cpu0e1,
src//include/llvm/ADT/Triple.h:    cpu064,
src//include/llvm/ADT/Triple.h:    cpu064e1,
src//include/llvm/Support/ELF.h:    EF_CPU0_ARCH_32R2 = 0x70000000, // cpu032r2
src//include/llvm/Support/ELF.h:    EF_CPU0_ARCH_64R2 = 0x80000000, // cpu064r2
src//lib/Support/Triple.cpp:    case cpu0:        return "cpu0";
...
```

Now, run the cmake command and Xcode to build td (the following cmake command is for my setting),

```
118-165-78-230:test Jonathan$ cmake -DCMAKE_CXX_COMPILER=clang++ -DCMAKE_
C_COMPILER=clang -DCMAKE_BUILD_TYPE=Debug -G "Unix Makefiles" ../src/

-- Targeting Cpu0
...
-- Targeting XCore
-- Configuring done
-- Generating done
-- Build files have been written to: /Users/Jonathan/llvm/test/cmake_debug
_build

118-165-78-230:test Jonathan$
```

After build, you can type command llc -version to find the cpu0 backend,

```
118-165-78-230:test Jonathan$ /Users/Jonathan/llvm/test/cmake_debug_build/bin/
Debug/llc --version
LLVM (http://llvm.org/):
...
Registered Targets:
arm          - ARM
cellspu      - STI CBEA Cell SPU [experimental]
cpp          - C++ backend
cpu0         - Cpu0
cpu0e1       - Cpu0e1
...
```

<sup>9</sup> [http://clang.llvm.org/get\\_started.html](http://clang.llvm.org/get_started.html)

The `llc -version` can display “**cpu0**” and “**cpu0el**” message, because the following code from file `Target-Info/Cpu0TargetInfo.cpp` what in “section Target Registration”<sup>10</sup> we made. List them as follows again,

```
// Cpu0TargetInfo.cpp
Target llvm::TheCpu0Target, llvm::TheCpu0elTarget;

extern "C" void LLVMInitializeCpu0TargetInfo() {
    RegisterTarget<Triple::cpu0,
        /*HasJIT=*/true> X(TheCpu0Target, "cpu0", "Cpu0");

    RegisterTarget<Triple::cpu0el,
        /*HasJIT=*/true> Y(TheCpu0elTarget, "cpu0el", "Cpu0el");
}
```

Now try to do `llc` command to compile input file `ch3.cpp` as follows,

```
// ch3.cpp
int main()
{
    return 0;
}
```

First step, compile it with `clang` and get output `ch3.bc` as follows,

```
[Gamma@localhost InputFiles]$ clang -c ch3.cpp -emit-llvm -o ch3.bc
```

Next step, transfer bitcode `.bc` to human readable text format as follows,

```
118-165-78-230:test Jonathan$ llvm-dis ch3.bc -o ch3.ll

// ch3.ll
; ModuleID = 'ch3.bc'
target datalayout = "e-p:64:64:64-i1:8:8-i8:8:8-i16:16:16-i32:32:32-i64:64:64-f32:32:32-f64:64:64-v64:64:64-v128:128:128-a0:0:64-s0:64:64-f80:128:128-n8:16:32:64-S128"
target triple = "x86_64-unknown-linux-gnu"

define i32 @main() nounwind uwtable {
    %1 = alloca i32, align 4
    store i32 0, i32* %1
    ret i32 0
}
```

Now, compile `ch3.bc` into `ch3.cpu0.s`, we get the error message as follows,

```
118-165-78-230:InputFiles Jonathan$ /Users/Jonathan/llvm/test/cmake_debug_build/
bin/Debug/llc -march=cpu0 -relocation-model=pic -filetype=asm ch3.bc -o
ch3.cpu0.s
Assertion failed: (target.get() && "Could not allocate target machine!"),
function main, file /Users/Jonathan/llvm/test/src/tools/llc/llc.cpp,
line 271.
...
```

Currently we just define target td files (`Cpu0.td`, `Cpu0RegisterInfo.td`, ...). According to LLVM structure, we need to define our target machine and include those td related files. The error message say we didn't define our target machine.

---

<sup>10</sup> <http://jonathan2251.github.com/lbd/llvmstructure.html#target-registration>



# BACKEND STRUCTURE

This chapter introduces the back end class inherit tree and class members first. Next, following the back end structure, adding individual class implementation in each section. There are compiler knowledge like DAG (Directed-Acyclic-Graph) and instruction selection needed in this chapter. This chapter explains these knowledge just when needed. At the end of this chapter, we will have a back end to compile LLVM intermediate code into CPU0 assembly code.

Many code are added in this chapter. They almost are common in every back end except the back end name (CPU0 or MIPS ...). Actually, we copy almost all the code from MIPS and replace the name with CPU0. Please focus on the classes relationship in this backend structure. Once knowing the structure, you can create your backend structure as quickly as we did, even though there are 3000 lines of code in this chapter.

## 3.1 TargetMachine structure

Your back end should define a TargetMachine class, for example, we define the Cpu0TargetMachine class. Cpu0TargetMachine class contains its own instruction class, frame/stack class, DAG (Directed-Acyclic-Graph) class, and register class. The Cpu0TargetMachine contents as follows,

```
// - TargetMachine.h
class TargetMachine {
    TargetMachine(const TargetMachine &) LLVM_DELETED_FUNCTION;
    void operator=(const TargetMachine &) LLVM_DELETED_FUNCTION;

public:
    // Interfaces to the major aspects of target machine information:
    // -- Instruction opcode and operand information
    // -- Pipelines and scheduling information
    // -- Stack frame information
    // -- Selection DAG lowering information
    //
    virtual const TargetInstrInfo      *getInstrInfo() const { return 0; }
    virtual const TargetFrameLowering *getFrameLowering() const { return 0; }
    virtual const TargetLowering      *getTargetLowering() const { return 0; }
    virtual const TargetSelectionDAGInfo *getSelectionDAGInfo() const { return 0; }
    virtual const DataLayout           *getDataLayout() const { return 0; }
    ...
    /// getSubtarget - This method returns a pointer to the specified type of
    /// TargetSubtargetInfo. In debug builds, it verifies that the object being
    /// returned is of the correct type.
    template<typename STC> const STC &getSubtarget() const {
        return *static_cast<const STC*>(getSubtargetImpl());
    }
}
```

```
}

// - TargetMachine.h
class LLVMTargetMachine : public TargetMachine {
protected: // Can only create subclasses.
    LLVMTargetMachine(const Target &T, StringRef TargetTriple,
                      StringRef CPU, StringRef FS, TargetOptions Options,
                      Reloc::Model RM, CodeModel::Model CM,
                      CodeGenOpt::Level OL);
    ...
};

class Cpu0TargetMachine : public LLVMTargetMachine {
    Cpu0Subtarget      Subtarget;
    const DataLayout    DL; // Calculates type size & alignment
    Cpu0InstrInfo        InstrInfo; // - Instructions
    Cpu0FrameLowering    FrameLowering; // - Stack(Frame) and Stack direction
    Cpu0TargetLowering    TLIInfo; // - Stack(Frame) and Stack direction
    Cpu0SelectionDAGInfo TSInfo; // - Map .bc DAG to backend DAG
public:
    virtual const Cpu0InstrInfo *getInstrInfo() const
    { return &InstrInfo; }
    virtual const TargetFrameLowering *getFrameLowering() const
    { return &FrameLowering; }
    virtual const Cpu0Subtarget *getSubtargetImpl() const
    { return &Subtarget; }
    virtual const DataLayout *getDataLayout() const
    { return &DL; }
    virtual const Cpu0TargetLowering *getTargetLowering() const {
    return &TLIInfo;
    }

    virtual const Cpu0SelectionDAGInfo* getSelectionDAGInfo() const {
    return &TSInfo;
    }
};

// - TargetInstrInfo.h
class TargetInstrInfo : public MCInstrInfo {
    TargetInstrInfo(const TargetInstrInfo &) LLVM_DELETED_FUNCTION;
    void operator=(const TargetInstrInfo &) LLVM_DELETED_FUNCTION;
public:
    ...
}

// - TargetInstrInfo.h
class TargetInstrInfoImpl : public TargetInstrInfo {
protected:
    TargetInstrInfoImpl(int CallFrameSetupOpcode = -1,
                       int CallFrameDestroyOpcode = -1)
        : TargetInstrInfo(CallFrameSetupOpcode, CallFrameDestroyOpcode) {}
public:
    ...
}

// - Cpu0GenInstrInfo.inc which generate from Cpu0InstrInfo.td
#ifdef GET_INSTRINFO_HEADER
#undef GET_INSTRINFO_HEADER
```

```

namespace llvm {
struct Cpu0GenInstrInfo : public TargetInstrInfoImpl {
    explicit Cpu0GenInstrInfo(int SO = -1, int DO = -1);
};
} // End llvm namespace
#endif // GET_INSTRINFO_HEADER

#define GET_INSTRINFO_HEADER
#include "Cpu0GenInstrInfo.inc"
// - Cpu0InstrInfo.h
class Cpu0InstrInfo : public Cpu0GenInstrInfo {
    Cpu0TargetMachine &TM;
public:
    explicit Cpu0InstrInfo(Cpu0TargetMachine &TM);
};

```

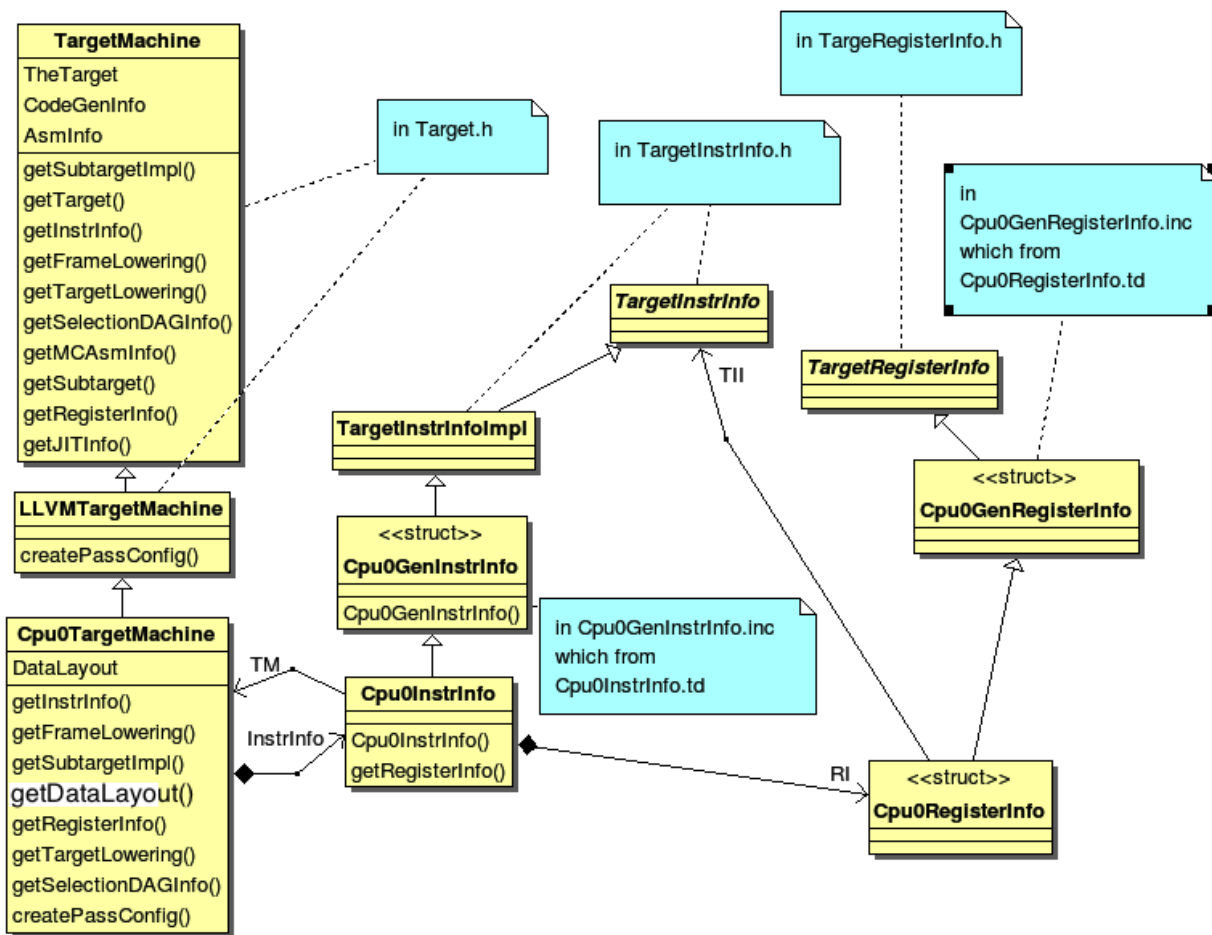


Figure 3.1: TargetMachine class diagram 1

The Cpu0TargetMachine inherit tree is TargetMachine <- LLVMTargetMachine <- Cpu0TargetMachine. Cpu0TargetMachine has class Cpu0Subtarget, Cpu0InstrInfo, Cpu0FrameLowering, Cpu0TargetLowering and Cpu0SelectionDAGInfo. Class Cpu0Subtarget, Cpu0InstrInfo, Cpu0FrameLowering, Cpu0TargetLowering and Cpu0SelectionDAGInfo are inherited from parent class TargetSubtargetInfo, TargetInstrInfo, TargetFrameLowering, TargetLowering and TargetSelectionDAGInfo.

Figure 3.1 shows Cpu0TargetMachine inherit tree and it's Cpu0InstrInfo class inherit tree. Cpu0TargetMachine con-

tains Cpu0InstrInfo and ... other class. Cpu0InstrInfo contains Cpu0RegisterInfo class, RI. Cpu0InstrInfo.td and Cpu0RegisterInfo.td will generate Cpu0GenInstrInfo.inc and Cpu0GenRegisterInfo.inc which contain some member functions implementation for class Cpu0InstrInfo and Cpu0RegisterInfo.

Figure 3.2 as below shows Cpu0TargetMachine contains class TSInfo: Cpu0SelectionDAGInfo, FrameLowering: Cpu0FrameLowering, Subtarget: Cpu0Subtarget and TLIInfo: Cpu0TargetLowering.

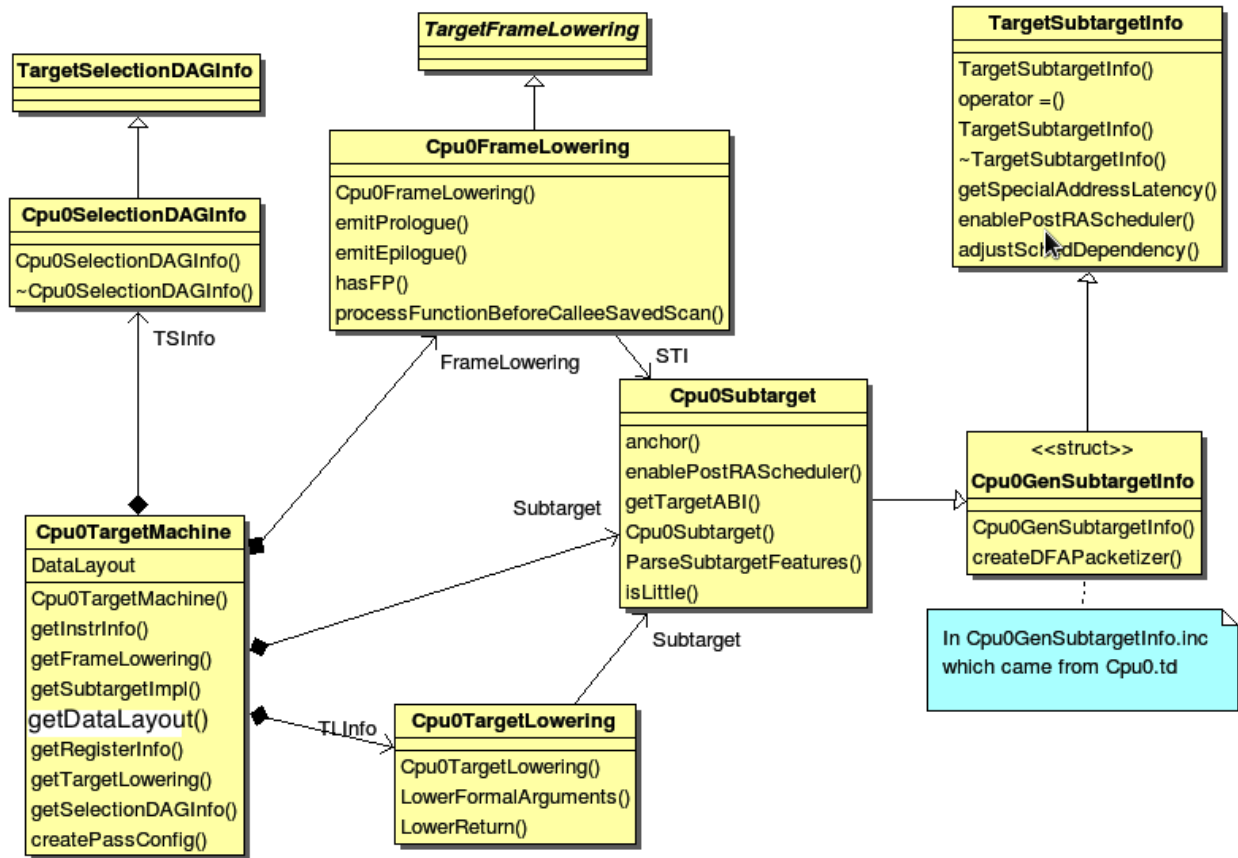


Figure 3.2: TargetMachine class diagram 2

Figure 3.3 shows some members and operators (member function) of the parent class TargetMachine's. Figure 3.4 as below shows some members of class InstrInfo, RegisterInfo and TargetLowering. Class DAGInfo is skipped here.

Benefit from the inherit tree structure, we just need to implement few code in instruction, frame/stack, select DAG class. Many code implemented by their parent class. The llvm-tblgen generate Cpu0GenInstrInfo.inc from Cpu0InstrInfo.td. Cpu0InstrInfo.h extract those code it need from Cpu0GenInstrInfo.inc by define “#define GET\_INSTRINFO\_HEADER”. Following is the code fragment from Cpu0GenInstrInfo.inc. Code between “#if def GET\_INSTRINFO\_HEADER” and “#endif // GET\_INSTRINFO\_HEADER” will be extracted by Cpu0InstrInfo.h.

```

// - Cpu0GenInstrInfo.inc which generate from Cpu0InstrInfo.td
#ifdef GET_INSTRINFO_HEADER
#undef GET_INSTRINFO_HEADER
namespace llvm {
struct Cpu0GenInstrInfo : public TargetInstrInfoImpl {
    explicit Cpu0GenInstrInfo(int SO = -1, int DO = -1);
};
} // End llvm namespace
#endif // GET_INSTRINFO_HEADER

```

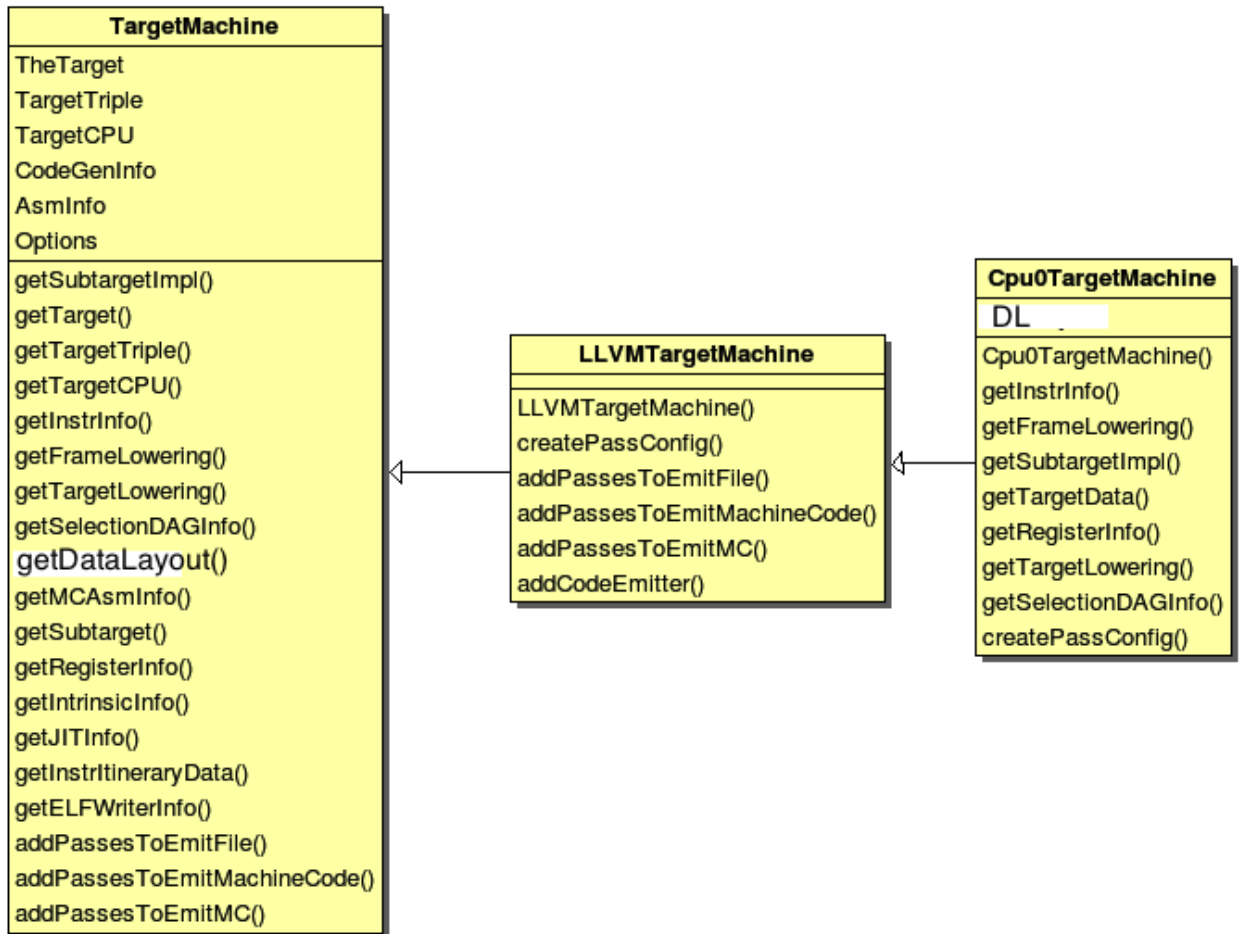


Figure 3.3: TargetMachine members and operators

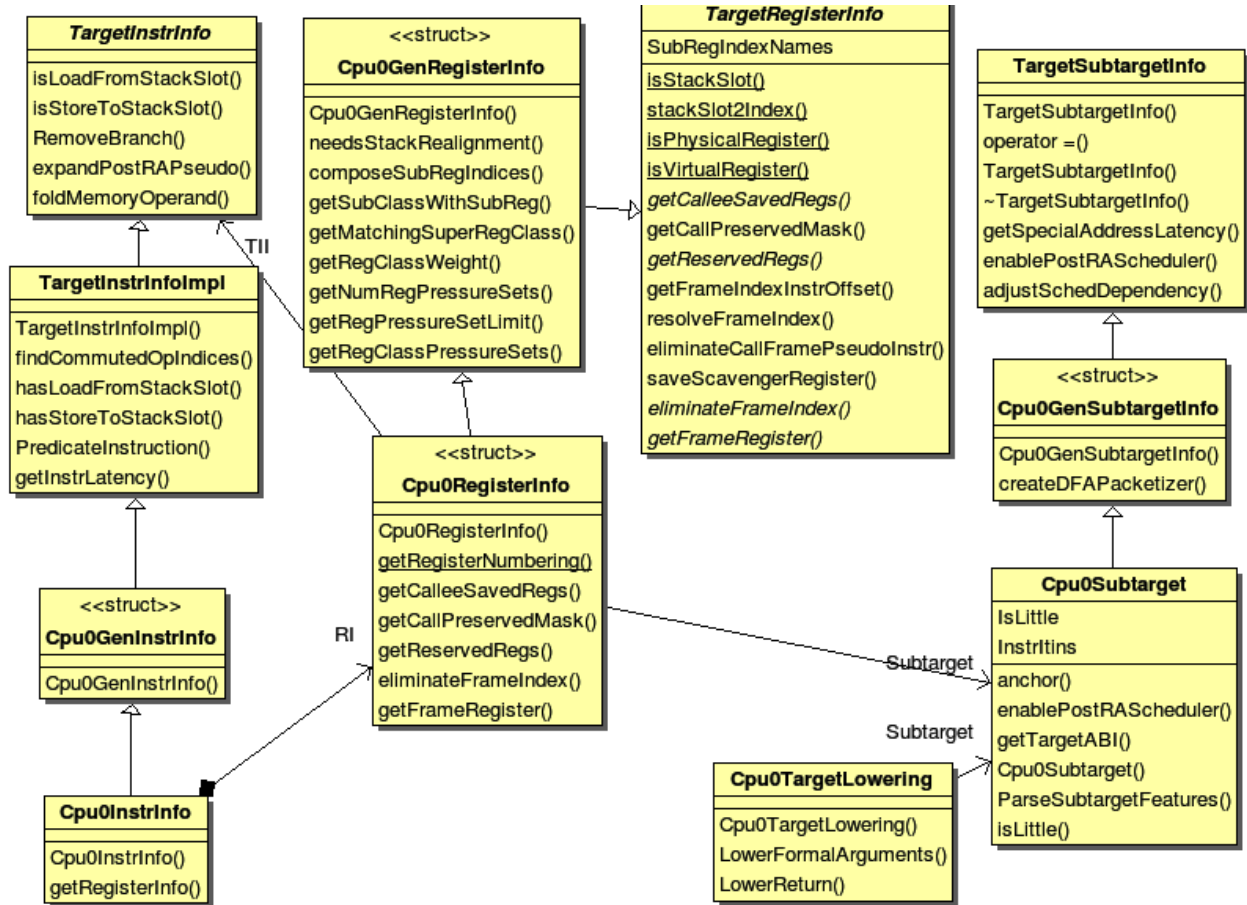


Figure 3.4: Other class members and operators

Reference Write An LLVM Backend web site <sup>1</sup>.

Now, the code in 3/1/Cpu0 add class Cpu0TargetMachine(Cpu0TargetMachine.h and .cpp), Cpu0Subtarget (Cpu0Subtarget.h and .cpp), Cpu0InstrInfo (Cpu0InstrInfo.h and .cpp), Cpu0FrameLowering (Cpu0FrameLowering.h and .cpp), Cpu0TargetLowering (Cpu0ISelLowering.h and .cpp) and Cpu0SelectionDAGInfo (Cpu0SelectionDAGInfo.h and .cpp). CMakeLists.txt modified with those new added \*.cpp as follows,

```
# CMakeLists.txt
...
add_llvm_target(Cpu0CodeGen
  Cpu0ISelLowering.cpp
  Cpu0InstrInfo.cpp
  Cpu0FrameLowering.cpp
  Cpu0Subtarget.cpp
  Cpu0TargetMachine.cpp
  Cpu0SelectionDAGInfo.cpp
)
```

Please take a look for 3/1 code. After that, building 3/1 by make as chapter 2 (of course, you should remove old lib/Target/Cpu0 and replace with 3/1/Cpu0). You can remove lib/Target/Cpu0/\*.inc before do “make” to ensure your code rebuild completely. By remove \*.inc, all files those have included .inc will be rebuild, then your Target library will regenerate. Command as follows,

```
118-165-78-230:cmake_debug_build Jonathan$ rm -rf lib/Target/Cpu0/*
```

## 3.2 Add RegisterInfo

As depicted in Figure 3.1, the Cpu0InstrInfo class should contains Cpu0RegisterInfo. So 3/2/Cpu0 add Cpu0RegisterInfo class (Cpu0RegisterInfo.h, Cpu0RegisterInfo.cpp), and Cpu0RegisterInfo class in files Cpu0InstrInfo.h, Cpu0InstrInfo.cpp, Cpu0TargetMachine.h, and modify CMakeLists.txt as follows,

```
// Cpu0InstrInfo.h
class Cpu0InstrInfo : public Cpu0GenInstrInfo {
  Cpu0TargetMachine &TM;
  const Cpu0RegisterInfo RI;
public:
  explicit Cpu0InstrInfo(Cpu0TargetMachine &TM);

  /// getRegisterInfo - TargetInstrInfo is a superset of MRegister info. As
  /// such, whenever a client has an instance of instruction info, it should
  /// always be able to get register info as well (through this method).
  ///
  virtual const Cpu0RegisterInfo &getRegisterInfo() const;

public:
};

// Cpu0InstrInfo.cpp
Cpu0InstrInfo::Cpu0InstrInfo(Cpu0TargetMachine &tm)
:
  TM(tm),
  RI(*TM.getSubtargetImpl(), *this) {}

const Cpu0RegisterInfo &Cpu0InstrInfo::getRegisterInfo() const {
  return RI;
}
```

<sup>1</sup> <http://llvm.org/docs/WritingAnLLVMBackend.html#target-machine>

```
}

// Cpu0TargetMachine.h
virtual const Cpu0RegisterInfo *getRegisterInfo() const {
    return &InstrInfo.getRegisterInfo();
}

# CMakeLists.txt
...
add_llvm_target(Cpu0CodeGen
    ...
    Cpu0RegisterInfo.cpp
    ...
)
```

Now, let's replace 3/1/Cpu0 with 3/2/Cpu0 of adding register class definition and rebuild. After that, let's try to run the `llc` compile command to see what happen,

```
118-165-78-230:InputFiles Jonathan$ /Users/Jonathan/llvm/test/cmake_debug_build/
bin/Debug/llc -march=cpu0 -relocation-model=pic -filetype=asm ch3.bc -o
ch3.cpu0.s
Assertion failed: (AsmInfo && "MCAsmInfo not initialized." "Make sure you includ
...

```

The errors say that we have not Target AsmPrinter. Let's add it in next section.

### 3.3 Add AsmPrinter

3/3/cpu0 contains the Cpu0AsmPrinter definition. First, we add definitions in Cpu0.td to support AssemblyWriter. Cpu0.td is added with the following fragment,

```
// Cpu0.td
//...
//=====//
// Cpu0 processors supported.
//=====//

class Proc<string Name, list<SubtargetFeature> Features>
  : Processor<Name, Cpu0GenericItineraries, Features>;

def : Proc<"cpu032", [FeatureCpu032]>;

def Cpu0AsmWriter : AsmWriter {
  string AsmWriterClassName = "InstPrinter";
  bit isMCAsmWriter = 1;
}

// Will generate Cpu0GenAsmWrite.inc included by Cpu0InstPrinter.cpp, contents
// as follows,
// void Cpu0InstPrinter::printInstruction(const MCInst *MI, raw_ostream &O)
// {...}
// const char *Cpu0InstPrinter::getRegisterName(unsigned RegNo) {...}
def Cpu0 : Target {
  // def Cpu0InstrInfo : InstrInfo as before.
  let InstructionSet = Cpu0InstrInfo;
  let AssemblyWriters = [Cpu0AsmWriter];
}
```



As comments indicate, it will generate Cpu0GenAsmWrite.inc which is included by Cpu0InstPrinter.cpp. Cpu0GenAsmWrite.inc has the implementation of Cpu0InstPrinter::printInstruction() and Cpu0InstPrinter::getRegisterName(). Both of these functions can be auto-generated from the information we defined in Cpu0InstrInfo.td and Cpu0RegisterInfo.td. To let these two functions work in our code, the only thing need to do is add a class Cpu0InstPrinter and include them.

File 3/3/Cpu0/InstPrinter/Cpu0InstPrinter.cpp include Cpu0GenAsmWrite.inc and call the auto-generated functions as follows,

```
// Cpu0InstPrinter.cpp
#include "Cpu0GenAsmWriter.inc"

void Cpu0InstPrinter::printRegName(raw_ostream &OS, unsigned RegNo) const {
    //- getRegisterName(RegNo) defined in Cpu0GenAsmWriter.inc which came from
    //- Cpu0.td indicate.
    OS << '$' << StringRef(getRegisterName(RegNo)).lower();
}

void Cpu0InstPrinter::printInst(const MCInst *MI, raw_ostream &O,
                               StringRef Annot) {
    //- printInstruction(MI, O) defined in Cpu0GenAsmWriter.inc which came from
    //- Cpu0.td indicate.
    printInstruction(MI, O);
    printAnnotation(O, Annot);
}
```

Next, add Cpu0AsmPrinter (Cpu0AsmPrinter.h, Cpu0AsmPrinter.cpp), Cpu0MCInstLower (Cpu0MCInstLower.h, Cpu0MCInstLower.cpp), Cpu0BaseInfo.h, Cpu0FixupKinds.h and Cpu0MCAsmInfo (Cpu0MCAsmInfo.h, Cpu0MCAsmInfo.cpp) in sub-directory MCTargetDesc.

Finally, add code in Cpu0MCTargetDesc.cpp to register Cpu0InstPrinter as follows,

```
// Cpu0MCTargetDesc.cpp
static MCAsmInfo *createCpu0MCAsmInfo(const Target &T, StringRef TT) {
    MCAsmInfo *MAI = new Cpu0MCAsmInfo(T, TT);

    MachineLocation Dst(MachineLocation::VirtualFP);
    MachineLocation Src(Cpu0::SP, 0);
    MAI->addInitialFrameState(0, Dst, Src);

    return MAI;
}

static MCInstPrinter *createCpu0MCInstPrinter(const Target &T,
                                              unsigned SyntaxVariant,
                                              const MCAsmInfo &MAI,
                                              const MCInstrInfo &MII,
                                              const MCRegisterInfo &MRI,
                                              const MCSubtargetInfo &STI) {
    return new Cpu0InstPrinter(MAI, MII, MRI);
}

extern "C" void LLVMInitializeCpu0TargetMC() {
    // Register the MC asm info.
    RegisterMCAsmInfoFn X(TheCpu0Target, createCpu0MCAsmInfo);
    RegisterMCAsmInfoFn Y(TheCpu0elTarget, createCpu0MCAsmInfo);

    // Register the MCInstPrinter.
    TargetRegistry::RegisterMCInstPrinter(TheCpu0Target,
```

```
        createCpu0MCInstPrinter);
    TargetRegistry::RegisterMCInstPrinter(TheCpu0elTarget,
        createCpu0MCInstPrinter);
}
```

Now, it's time to work with `AsmPrinter`. According section “section Target Registration”<sup>2</sup>, we can register our `AsmPrinter` when we need it as follows,

```
// Cpu0AsmPrinter.cpp
// Force static initialization.
extern "C" void LLVMInitializeCpu0AsmPrinter() {
    RegisterAsmPrinter<Cpu0AsmPrinter> X(TheCpu0Target);
    RegisterAsmPrinter<Cpu0AsmPrinter> Y(TheCpu0elTarget);
}
```

The dynamic register mechanism is a good idea, right.

Except add the new .cpp files to `CMakeLists.txt`, please remember to add subdirectory `InstPrinter`, enable `asmprinter`, add libraries `AsmPrinter` and `Cpu0AsmPrinter` to `LLVMBuild.txt` as follows,

```
// LLVMBuild.txt
[common]
subdirectories = InstPrinter MCTargetDesc TargetInfo

[component_0]
...
# Please enable asmprinter
has_asmprinter = 1
...

[component_1]
# Add AsmPrinter Cpu0AsmPrinter
required_libraries = AsmPrinter CodeGen Core MC Cpu0AsmPrinter Cpu0Desc
                    Cpu0Info SelectionDAG Support Target
```

Now, run `3/3/Cpu0` for `AsmPrinter` support, will get error message as follows,

```
118-165-78-230:InputFiles Jonathan$ /Users/Jonathan/llvm/test/cmake_debug_build/
bin/Debug/llc -march=cpu0 -relocation-model=pic -filetype=asm ch3.bc -o
ch3.cpu0.s
/Users/Jonathan/llvm/test/cmake_debug_build/bin/Debug/llc: target does not
support generation of this file type!
```

The `llc` fails to compile IR code into machine code since we didn't implement class `Cpu0DAGToDAGISel`. Before the implementation, we will introduce the LLVM Code Generation Sequence, DAG, and LLVM instruction selection in next 3 sections.

## 3.4 LLVM Code Generation Sequence

Following diagram came from `tricore_llvm.pdf`.

LLVM is a Static Single Assignment (SSA) based representation. LLVM provides an infinite virtual registers which can hold values of primitive type (integral, floating point, or pointer values). So, every operand can save in different virtual register in llvm SSA representation. Comment is “;” in llvm representation. Following is the llvm SSA instructions.

---

<sup>2</sup> <http://jonathan2251.github.com/lbd/llvmstructure.html#target-registration>

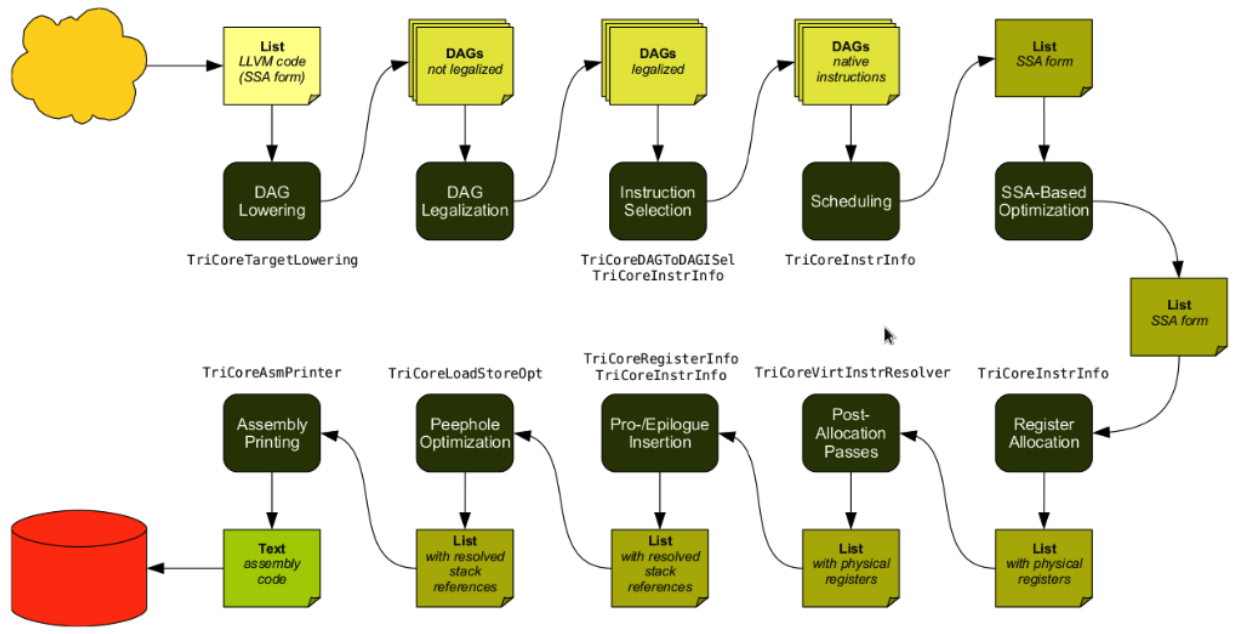


Figure 3.5: tricore\_llvm.pdf: Code generation sequence. On the path from LLVM code to assembly code, numerous passes are run through and several data structures are used to represent the intermediate results.

```
store i32 0, i32* %a ; store i32 type of 0 to virtual register %a, %a is
    ; pointer type which point to i32 value
store i32 %b, i32* %c ; store %b contents to %c point to, %b isi32 type virtual
    ; register, %c is pointer type which point to i32 value.
%a1 = load i32* %a ; load the memory value where %a point to and assign the
    ; memory value to %a1
%a3 = add i32 %a2, 1 ; add %a2 and 1 and save to %a3
```

We explain the code generation process as below. If you don't feel comfortable, please check tricore\_llvm.pdf section 4.2 first. You can read "The LLVM Target-Independent Code Generator" from <sup>3</sup> and "LLVM Language Reference Manual" from <sup>4</sup> before go ahead, but we think read section 4.2 of tricore\_llvm.pdf is enough. We suggest you read the web site documents as above only when you are still not quite understand, even though you have read this section and next 2 sections article for DAG and Instruction Selection.

### 1. Instruction Selection

```
// In this stage, transfer the llvm opcode into machine opcode, but the operand
// still is llvm virtual operand.
store i16 0, i16* %a // store 0 of i16 type to where virtual register %a
    // point to
=> addiu i16 0, i32* %a
```

### 2. Scheduling and Formation

```
// In this stage, reorder the instructions sequence for optimization in
// instructions cycle or in register pressure.
st i32 %a, i16* %b, i16 5 // st %a to *(%b+5)
st %b, i32* %c, i16 0
%a = ld i32* %c
```

<sup>3</sup> <http://llvm.org/docs/CodeGenerator.html>

<sup>4</sup> <http://llvm.org/docs/LangRef.html>

```
// Transfer above instructions order as follows. In RISC like Mips the ld %c use
// the previous instruction st %c, must wait more than 1
// cycles. Meaning the ld cannot follow st immediately.
=> st %b, i32* %c, i16 0
    st i32 %a, i16* %b, i16 5
    %d = ld i32* %c, i16 0
// If without reorder instructions, a instruction nop which do nothing must be
// filled, contribute one instruction cycle more than optimization. (Actually,
// Mips is scheduled with hardware dynamically and will insert nop between st
// and ld instructions if compiler didn't insert nop.)
    st i32 %a, i16* %b, i16 5
    st %b, i32* %c, i16 0
    nop
    %d = ld i32* %c, i16 0

// Minimum register pressure
// Suppose %c is alive after the instructions basic block (meaning %c will be
// used after the basic block), %a and %b are not alive after that.
// The following no reorder version need 3 registers at least
    %a = add i32 1, i32 0
    %b = add i32 2, i32 0
    st %a, i32* %c, 1
    st %b, i32* %c, 2

// The reorder version need 2 registers only (by allocate %a and %b in the same
// register)
=> %a = add i32 1, i32 0
    st %a, i32* %c, 1
    %b = add i32 2, i32 0
    st %b, i32* %c, 2
```

### 3. SSA-based Machine Code Optimization

For example, common expression remove, shown in next section DAG.

#### 4. Register Allocation

Allocate real register for virtual register.

#### 5. Prologue/Epilogue Code Insertion

Explain in section Add Prologue/Epilogue functions

#### 6. Late Machine Code Optimizations

Any “last-minute” peephole optimizations of the final machine code can be applied during this phase.

For example, replace  $x = x * 2$  by  $x = x < 1$  for integer operand.

#### 7. Code Emission

Finally, the completed machine code is emitted. For static compilation, the end result is an assembly code file; for JIT compilation, the opcodes of the machine instructions are written into memory.

## 3.5 DAG (Directed Acyclic Graph)

Many important techniques for local optimization begin by transforming a basic block into DAG. For example, the basic block code and it's corresponding DAG as [Figure 3.6](#).

If b is not live on exit from the block, then we can do common expression remove to get the following code.

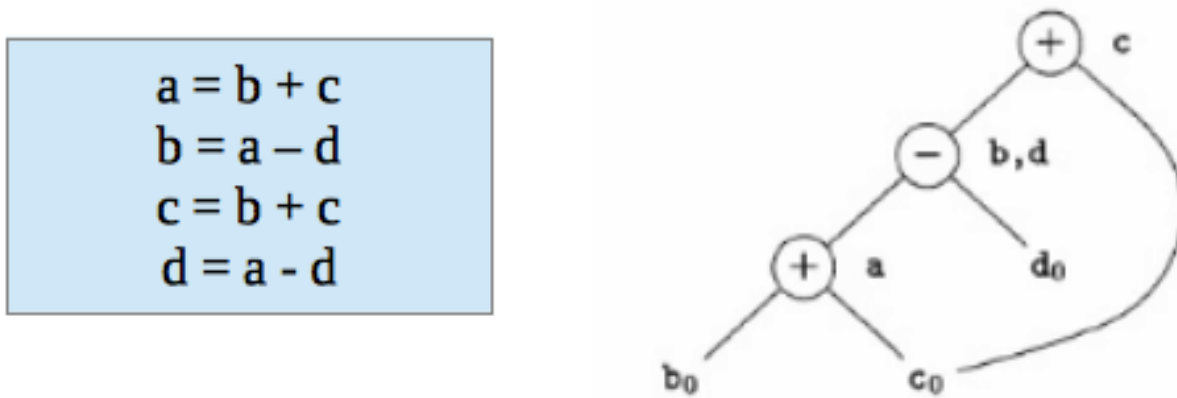


Figure 3.6: DAG example

```

a = b + c
d = a - d
c = d + c

```

As you can imagine, the common expression remove can apply in IR or machine code.

DAG like a tree which opcode is the node and operand (register and const/immediate/offset) is leaf. It can also be represented by list as prefix order in tree. For example, (+ b, c), (+ b, 1) is IR DAG representation.

### 3.6 Instruction Selection

In back end, we need to translate IR code into machine code at Instruction Selection Process as [Figure 3.7](#).

MOV	$r_d = r_s$	ADDI	$r_d = r_s + 0$
MOV	$r_d = r_s$	ADD	$r_d = r_{s1} + r_0$
MOVI	$r_d = c$	ADDI	$r_d = r_0 + c$

Figure 3.7: IR and it's corresponding machine instruction

For machine instruction selection, the better solution is represent IR and machine instruction by DAG. In [Figure 3.8](#), we skip the register leaf. The  $r_j + r_k$  is IR DAG representation (for symbol notation, not llvm SSA form). ADD is machine instruction.

The IR DAG and machine instruction DAG can also represented as list. For example, (+ ri, rj), (- ri, 1) are lists for IR DAG; (ADD ri, rj), (SUBI ri, 1) are lists for machine instruction DAG.

Now, let's recall the ADDiu instruction defined on Cpu0InstrInfo.td in the previous chapter. And It will expand to the following Pattern as mentioned in section Write td (Target Description) of the previous chapter as follows,

## Instruction Tree Patterns

Name	Effect	Trees
—	$r_i$	TEMP
ADD	$r_i \quad r_j + r_k$	
MUL	$r_i \quad r_j \times r_k$	
SUB	$r_i \quad r_j \quad r_k$	
DIV	$r_i \quad r_j / r_k$	
ADDI	$r_i \quad r_j + c$	
SUBI	$r_i \quad r_j \quad c$	
LOAD	$r_i \quad M[r_j + c]$	

Figure 3.8: Instruction DAG representation

```
def ADDiu : ArithLogicI<0x09, "addiu", add, simm16, immSExt16, CPURegs>;
```

```
Pattern = [(set CPURegs:$ra, (add RC:$rb, immSExt16:$imm16))]
```

This pattern meaning the IR DAG node **add** can translate into machine instruction DAG node ADDiu by pattern match mechanism. Similarly, the machine instruction DAG node LD and ST can be got from IR DAG node **load** and **store**.

Some cpu/fpu (floating point processor) has multiply-and-add floating point instruction, **fmadd**. It can be represented by DAG list (fadd (fmul ra, rc), rb). For this implementation, we can assign **fmadd** DAG pattern to instruction **td** as follows,

```
def FMADDS : AForm_1<59, 29,
    (ops F4RC:$FRT, F4RC:$FRA, F4RC:$FRC, F4RC:$FRB),
    "fmadds $FRT, $FRA, $FRC, $FRB",
    [(set F4RC:$FRT, (fadd (fmul F4RC:$FRA, F4RC:$FRC),
        F4RC:$FRB))] >;
```

Similar with ADDiu, [(set F4RC:\$FRT, (fadd (fmul F4RC:\$FRA, F4RC:\$FRC), F4RC:\$FRB))] is the pattern which include node **fmul** and node **fadd**.

Now, for the following basic block notation IR and llvm SSA IR code,

```
d = a * c
e = d + b
...

%d = fmul %a, %c
%e = fadd %d, %b
...
```

The llvm SelectionDAG Optimization Phase (is part of Instruction Selection Process) preferred to translate this 2 IR DAG node (`fmul %a, %b`) (`fadd %d, %c`) into one machine instruction DAG node (**`fmadd %a, %c, %b`**), than translate them into 2 machine instruction nodes **`fmul`** and **`fadd`**.

```
%e = fmadd %a, %c, %b
...
```

As you can see, the IR notation representation is easier to read then llvm SSA IR form. So, we use the notation form in this book sometimes.

For the following basic block code,

```
a = b + c    // in notation IR form
d = a - d
%e = fmadd %a, %c, %b // in llvm SSA IR form
```

We can apply Figure 3.7 Instruction tree pattern to get the following machine code,

```
load  rb, M(sp+8); // assume b allocate in sp+8, sp is stack point register
load  rc, M(sp+16);
add   ra, rb, rc;
load  rd, M(sp+24);
sub   rd, ra, rd;
fmadd re, ra, rc, rb;
```

## 3.7 Add Cpu0DAGToDAGISel class

The IR DAG to machine instruction DAG transformation is introduced in the previous section. Now, let's check what IR DAG node the file `ch3.bc` has. List `ch3.ll` as follows,

```
// ch3.ll
define i32 @main() nounwind uwtable {
%1 = alloca i32, align 4
store i32 0, i32* %1
ret i32 0
}
```

As above, `ch3.ll` use the IR DAG node **`store`**, **`ret`**. Actually, it also use **`add`** for `sp` (stack point) register adjust. So, the definitions in `Cpu0InstInfo.td` as follows is enough. IR DAG is defined in file `include/llvm/Target/TargetSelectionDAG.td`.

```
/// Load and Store Instructions
/// aligned
defm LD      : LoadM32<0x00, "ld",  load_a>;
defm ST      : StoreM32<0x01, "st",  store_a>;

/// Arithmetic Instructions (ALU Immediate)
//def LDI     : MoveImm<0x08, "ldi", add, simm16, immSExt16, CPURegs>;
// add defined in include/llvm/Target/TargetSelectionDAG.td, line 315 (def add).
def ADDiu    : ArithLogicI<0x09, "addiu", add, simm16, immSExt16, CPURegs>;

let isReturn=1, isTerminator=1, hasDelaySlot=1, isCodeGenOnly=1,
    isBarrier=1, hasCtrlDep=1 in
def RET      : FJ <0x2C, (outs), (ins CPURegs:$target),
    "ret\t$t$target", [(Cpu0Ret CPURegs:$target)], IIBranch>;
```

Add class `Cpu0DAGToDAGISel` (`Cpu0ISelDAGToDAG.cpp`) to `CMakeLists.txt`, and add following fragment to `Cpu0TargetMachine.cpp`,

```
// Cpu0TargetMachine.cpp
...
// Install an instruction selector pass using
// the ISelDag to gen Cpu0 code.
bool Cpu0PassConfig::addInstSelector() {
    addPass(createCpu0ISelDag(getCpu0TargetMachine()));
    return false;
}

// Cpu0ISelDAGToDAG.cpp
/// createCpu0ISelDag - This pass converts a legalized DAG into a
/// CPU0-specific DAG, ready for instruction scheduling.
FunctionPass *llvm::createCpu0ISelDag(Cpu0TargetMachine &TM) {
    return new Cpu0DAGToDAGISel(TM);
}
```

This version adding the following code in Cpu0InstInfo.cpp to enable debug information which called by llvm at proper time.

```
// Cpu0InstInfo.cpp
...
MachineInstr*
Cpu0InstInfo::emitFrameIndexDebugValue(MachineFunction &MF, int FrameIx,
                                         uint64_t Offset, const MDNode *MDPtr,
                                         DebugLoc DL) const {
    MachineInstrBuilder MIB = BuildMI(MF, DL, get(Cpu0::DBG_VALUE))
        .addFrameIndex(FrameIx).addImm(0).addImm(Offset).addMetadata(MDPtr);
    return &*MIB;
}
```

Build 3/4, run it, we find the error message in 3/3 is gone. The new error message for 3/4 as follows,

```
118-165-78-230:InputFiles Jonathan$ /Users/Jonathan/llvm/test/cmake_debug_build/
bin/Debug/llc -march=cpu0 -relocation-model=pic -filetype=asm ch3.bc -o
ch3.cpu0.s
...
Target didn't implement TargetInstInfo::storeRegToStackSlot!
1. Running pass 'Function Pass Manager' on module 'ch3.bc'.
2. Running pass 'Prologue/Epilogue Insertion & Frame Finalization' on function
'@main'
...
```

## 3.8 Add Prologue/Epilogue functions

Following came from tricore\_llvm.pdf section “4.4.2 Non-static Register Information”.

For some target architectures, some aspects of the target architecture’s register set are dependent upon variable factors and have to be determined at runtime. As a consequence, they cannot be generated statically from a TableGen description – although that would be possible for the bulk of them in the case of the TriCore backend. Among them are the following points:

- Callee-saved registers. Normally, the ABI specifies a set of registers that a function must save on entry and restore on return if their contents are possibly modified during execution.
- Reserved registers. Although the set of unavailable registers is already



defined in the TableGen file, `TriCoreRegisterInfo` contains a method that marks all non-allocatable register numbers in a bit vector.

The following methods are implemented:

- `emitPrologue()` inserts prologue code at the beginning of a function. Thanks

to TriCore's context model, this is a trivial task as it is not required to save any registers manually. The only thing that has to be done is reserving space for the function's stack frame by decrementing the stack pointer. In addition, if the function needs a frame pointer, the frame register `%a14` is set to the old value of the stack pointer beforehand.

- `emitEpilogue()` is intended to emit instructions to destroy the stack frame

and restore all previously saved registers before returning from a function. However, as `%a10` (stack pointer), `%a11` (return address), and `%a14` (frame pointer, if any) are all part of the upper context, no epilogue code is needed at all. All cleanup operations are performed implicitly by the `ret` instruction.

- `eliminateFrameIndex()` is called for each instruction that references a word

of data in a stack slot. All previous passes of the code generator have been addressing stack slots through an abstract frame index and an immediate offset. The purpose of this function is to translate such a reference into a register–offset pair. Depending on whether the machine function that contains the instruction has a fixed or a variable stack frame, either the stack pointer `%a10` or the frame pointer `%a14` is used as the base register. The offset is computed accordingly. Figure 3.9 demonstrates for both cases how a stack slot is addressed.

If the addressing mode of the affected instruction cannot handle the address because the offset is too large (the offset field has 10 bits for the BO addressing mode and 16 bits for the BOL mode), a sequence of instructions is emitted that explicitly computes the effective address. Interim results are put into an unused address register. If none is available, an already occupied address register is scavenged. For this purpose, LLVM's framework offers a class named `RegScavenger` that takes care of all the details.

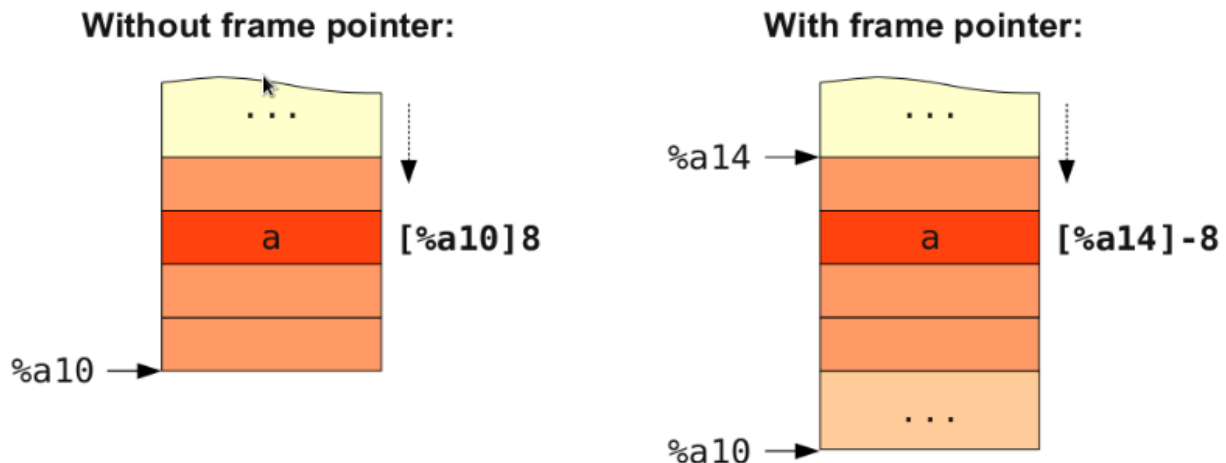


Figure 3.9: Addressing of a variable `a` located on the stack. If the stack frame has a variable size, slot must be addressed relative to the frame pointer

We will explain the Prologue and Epilogue further by example code. So for the following LLVM IR code, Cpu0 backend will emit the corresponding machine instructions as follows,

```
define i32 @main() nounwind uwtable {
  %1 = alloca i32, align 4
  store i32 0, i32* %1
  ret i32 0
}
```

```
}

.section .mdebug.abi32
.previous
.file "ch3.bc"
.text
.globl main
.align 2
.type main,@function
.ent main                                # @main
main:
.cfi_startproc
.frame $sp,8,$lr
.mask 0x00000000,0
.set noreorder
.set nomacro
# BB#0:
addiu $sp, $sp, -8
$tmp1:
.cfi_def_cfa_offset 8
addiu $2, $zero, 0
st $2, 4($sp)
addiu $sp, $sp, 8
ret $lr
.set macro
.set reorder
.end main
$tmp2:
.size main, ($tmp2)-main
.cfi_endproc
```

LLVM get the stack size by parsing IR and counting how many virtual registers is assigned to local variables. After that, it call `emitPrologue()`. This function will emit machine instructions to adjust `sp` (stack pointer register) for local variables since we don't use `fp` (frame pointer register). For our example, it will emit the instructions,

```
addiu $sp, $sp, -8
```

The `emitEpilogue` will emit “`addiu $sp, $sp, 8`”, 8 is the stack size.

Since Instruction Selection and Register Allocation occurs before Prologue/Epilogue Code Insertion, `eliminateFrameIndex()` is called after machine instruction and real register allocated. It translate the frame index of local variable (`%1` and `%2` in the following example) into stack offset according the frame index order upward (stack grow up downward from high address to low address, `0($sp)` is the top, `52($sp)` is the bottom) as follows,

```
define i32 @main() nounwind uwtable {
    %1 = alloca i32, align 4
    %2 = alloca i32, align 4
    ...
    store i32 0, i32* %1
    store i32 5, i32* %2, align 4
    ...
    ret i32 0
=> # BB#0:
    addiu $sp, $sp, -56
$tmp1:
    addiu $3, $zero, 0
    st $3, 52($sp)    // %1 is the first frame index local variable, so allocate
                     // in 52($sp)
```

```

addiu $2, $zero, 5
st $2, 48($sp) // %2 is the second frame index local variable, so
               // allocate in 48($sp)

...
ret $lr

```

After add these Prologue and Epilogue functions, and build with 3/5/Cpu0. Now we are ready to compile our example code ch3.bc into cpu0 assembly code. Following is the command and output file ch3.cpu0.s,

```

118-165-78-230:InputFiles Jonathan$ cat ch3.cpu0.s
.section .mdebug.abi32
.previous
.file "ch3.bc"
.text
.globl main
.align 2
.type main,@function
.ent main # @main
main:
.cfi_startproc
.frame $sp,8,$lr
.mask 0x00000000,0
.set noreorder
.set nomacro
# BB#0:
addiu $sp, $sp, -8
$tmp1:
.cfi_def_cfa_offset 8
addiu $2, $zero, 0
st $2, 4($sp)
addiu $sp, $sp, 8
ret $lr
.set macro
.set reorder
.end main
$tmp2:
.size main, ($tmp2)-main
.cfi_endproc

```

## 3.9 Summary of this Chapter

We have finished a simple assembler for cpu0 which only support **addiu**, **st** and **ret** 3 instructions.

We are satisfied with this result. But you may think “After so many codes we program, and just get the 3 instructions”. The point is we have created a frame work for cpu0 target machine (please look back the llvm back end structure class inherit tree early in this chapter). Until now, we have around 3050 lines of source code with comments which include files \*.cpp, \*.h, \*.td, CMakeLists.txt and LLVMBuild.txt. It can be counted by command `wc `find dir -name *.cpp`` for files \*.cpp, \*.h, \*.td, \*.txt. LLVM front end tutorial have 700 lines of source code without comments totally. Don’t feel down with this result. In reality, write a back end is warm up slowly but run fast. Clang has over 500,000 lines of source code with comments in clang/lib directory which include C++ and Obj C support. Mips back end has only 15,000 lines with comments. Even the complicate X86 CPU which CISC outside and RISC inside (micro instruction), has only 45,000 lines with comments. In next chapter, we will show you that add a new instruction support is as easy as 123.



# ADDING ARITHMETIC AND LOCAL POINTER SUPPORT

This chapter add more `cpu0` arithmetic instructions support first. The logic operation “**not**” support and translation in [section Operator “not” !](#). The [section Display llvm IR nodes with Graphviz](#) will show you the DAG optimization steps and their corresponding `llc` display options. These DAG optimization steps result can be displayed by the graphic tool of Graphviz which supply very useful information with graphic view. You will appreciate Graphviz support in debug, we think. In [section Adjust cpu0 instructions](#), we adjust `cpu0` instructions to support some data type for C language. The [section Local variable pointer](#) introduce you the local variable pointer translation. Finally, [section Operator mod, %](#) take care the C operator `%`.

## 4.1 Support arithmetic instructions

Run the 3/5/Cpu0 `llc` with input file `ch4_1_1.bc` will get the error as follows,

```
// ch4_1_1.cpp
int main()
{
    int a = 5;
    int b = 2;
    int c = 0;

    c = a + b;

    return c;
}

118-165-78-230:InputFiles Jonathan$ clang -c ch4_1_1.cpp -emit-llvm -o
ch4_1_1.bc
118-165-78-230:InputFiles Jonathan$ llvm-dis ch4_1_1.bc -o ch4_1_1.ll
118-165-78-230:InputFiles Jonathan$ cat ch4_1_1.ll
; ModuleID = 'ch4_1_1.bc'
target datalayout = "e-p:64:64:64-i1:8:8-i8:8:8-i16:16:16-i32:32:32-i64:64:64-
f32:32:32-f64:64:64-v64:64:64-v128:128:128-a0:0:64-s0:64:64-f80:128:128-n8:16:
32:64-S128"
target triple = "x86_64-apple-macosx10.8.0"

define i32 @main() nounwind uwtable ssp {
    %1 = alloca i32, align 4
    %a = alloca i32, align 4
    %b = alloca i32, align 4
```

```
%c = alloca i32, align 4
store i32 0, i32* %1
store i32 5, i32* %a, align 4
store i32 2, i32* %b, align 4
store i32 0, i32* %c, align 4
%2 = load i32* %a, align 4
%3 = load i32* %b, align 4
%4 = add nsw i32 %2, %3
store i32 %4, i32* %c, align 4
%5 = load i32* %c, align 4
ret i32 %5
}

118-165-78-230:InputFiles Jonathan$ /Users/Jonathan/llvm/test/cmake_debug_build/
bin/Debug/llc -march=cpu0 -relocation-model=pic -filetype=asm ch4_1_1.bc -o
ch4_1_1.cpu0.s
LLVM ERROR: Cannot select: 0x7ff02102b010: i32 = add 0x7ff02102ae10, ...
...
```

This error says we have not instructions to translate IR DAG node **add**. The ADDiu instruction is defined for node **add** with operands of 1 register and 1 immediate. This node **add** is for 2 registers. So, appending the following code to Cpu0InstrInfo.td and Cpu0Schedule.td in 4/1/Cpu0,

```
// Cpu0InstrInfo.td
...
def shamt      : Operand<i32>;
...
// shamt field must fit in 5 bits.
def immZExt5 : ImmLeaf<i32, [{return Imm == (Imm & 0x1f);}]>;
...
// Arithmetic and logical instructions with 3 register operands.
class ArithLogicR<bits<8> op, string instr_asm, SDNode OpNode,
    InstrItinClass itin, RegisterClass RC, bit isComm = 0>:
    FA<op, (outs RC:$ra), (ins RC:$rb, RC:$rc),
        !strconcat(instr_asm, "\t$ra, $rb, $rc"),
        [(set RC:$ra, (OpNode RC:$rb, RC:$rc))], itin> {
    let shamt = 0;
    let isCommutable = isComm; // e.g. add rb rc = add rc rb
    let isReMaterializable = 1;
}

class CmpInstr<bits<8> op, string instr_asm,
    InstrItinClass itin, RegisterClass RC, bit isComm = 0>:
    FA<op, (outs RC:$SW), (ins RC:$ra, RC:$rb),
        !strconcat(instr_asm, "\t$ra, $rb"), [], itin> {
    let rc = 0;
    let shamt = 0;
    let isCommutable = isComm;
}

...
// Shifts
class shift_rotate_imm<bits<8> op, bits<4> isRotate, string instr_asm,
    SDNode OpNode, PatFrag PF, Operand ImmOpnd,
    RegisterClass RC>:
    FA<op, (outs RC:$ra), (ins RC:$rb, ImmOpnd:$shamt),
        !strconcat(instr_asm, "\t$ra, $rb, $shamt"),
        [(set RC:$ra, (OpNode RC:$rb, PF:$shamt))], IIALu> {
    let rc = isRotate;
```

```

    let shamt = shamt;
}

// 32-bit shift instructions.
class shift_rotate_imm32<bits<8> func, bits<4> isRotate, string instr_asm,
    SDNode OpNode>:
    shift_rotate_imm<func, isRotate, instr_asm, OpNode, immZExt5, shamt, CPURegs>;

// Load Upper Immediate
class LoadUpper<bits<8> op, string instr_asm, RegisterClass RC, Operand Imm>:
    FL<op, (outs RC:$ra), (ins Imm:$imm16),
    !strconcat(instr_asm, "\t$ra, $imm16"), [], IIAlu> {
    let rb = 0;
    let neverHasSideEffects = 1;
    let isReMaterializable = 1;
}

...
/// Arithmetic Instructions (3-Operand, R-Type)
def CMP    : CmpInstr<0x10, "cmp", IIAlu, CPURegs, 1>;
def ADD    : ArithLogicR<0x13, "add", add, IIAlu, CPURegs, 1>;
def SUB    : ArithLogicR<0x14, "sub", sub, IIAlu, CPURegs, 1>;
def MUL    : ArithLogicR<0x15, "mul", mul, IIImul, CPURegs, 1>;
def DIV    : ArithLogicR<0x16, "div", sdiv, IIIdiv, CPURegs, 1>;
def AND    : ArithLogicR<0x18, "and", and, IIAlu, CPURegs, 1>;
def OR     : ArithLogicR<0x19, "or", or, IIAlu, CPURegs, 1>;
def XOR    : ArithLogicR<0x1A, "xor", xor, IIAlu, CPURegs, 1>;

/// Shift Instructions
def ROL    : shift_rotate_imm32<0x1C, 0x01, "rol", rotl>;
def ROR    : shift_rotate_imm32<0x1D, 0x01, "ror", rotr>;
def SHL    : shift_rotate_imm32<0x1E, 0x00, "shl", shl>;
// work, it's for ashr llvm IR instruction
//def SHR   : shift_rotate_imm32<0x1F, 0x00, "sra", sra>;
// work, it's for lshr llvm IR instruction
def SHR    : shift_rotate_imm32<0x1F, 0x00, "shr", srl>;

// Cpu0Schedule.td
...
def IMULDIV : FuncUnit;
...
def IIImul   : InstrItinClass;
def IIIdiv   : InstrItinClass;
...
// http://llvm.org/docs/doxygen/html/structllvm_1_1InstrStage.html
def Cpu0GenericItineraries : ProcessorItineraries<[ALU, IMULDIV], [], [
...
    InstrItinData<IIImul           , [InstrStage<17, [IMULDIV]>]>,
    InstrItinData<IIIdiv          , [InstrStage<38, [IMULDIV]>]>
]>;

```

In RISC CPU like Mips, the multiply/divide function unit and add/sub/logic unit are designed from two different hardware circuits, and more, their data path is separate. We think the cpu0 is the same even though no explanation in it's web site. So, these two function units can be executed at same time (instruction level parallelism). Reference <sup>1</sup> for instruction itineraries.

Now, let's build 4/1/Cpu0 and run with input file ch4\_1\_2.cpp. This version can process +, -, \*, /, &, l, ^, <<, and

<sup>1</sup> [http://llvm.org/docs/doxygen/html/structllvm\\_1\\_1InstrStage.html](http://llvm.org/docs/doxygen/html/structllvm_1_1InstrStage.html)

>> operators in C language. The corresponding llvm IR instructions are **add**, **sub**, **mul**, **sdiv**, **and**, **or**, **xor**, **shl**, **ashr**. IR instruction **sdiv** stand for signed div while **udiv** is for unsigned div. The ‘**ashr**’ instruction (arithmetic shift right) returns the first operand shifted to the right a specified number of bits with sign extension. In brief, we call **ashr** is “shift with sign extension fill”.

**Example:**

```
<result> = ashr i32 4, 1 ; yields {i32}:result = 2
<result> = ashr i8 -2, 1 ; yields {i8}:result = -1
<result> = ashr i32 1, 32 ; undefined
```

The C operator >> for negative operand is dependent on implementation. Most compiler translate it into “shift with sign extension fill”, for example, Mips **sra** is the instruction. Following is the Microsoft web site explanation,

---

**Note:** >>, Microsoft Specific

The result of a right shift of a signed negative quantity is implementation dependent. Although Microsoft C++ propagates the most-significant bit to fill vacated bit positions, there is no guarantee that other implementations will do likewise.

---

In addition to **ashr**, the other instruction “shift with zero filled” **lshr** in llvm (Mips implement lshr with instruction **srl**) has the following meaning.

**Example:**

```
<result> = lshr i8 -2, 1 ; yields {i8}:result = 0x7FFFFFFF
```

In llvm, IR node **sra** is defined for ashr IR instruction, node **srl** is defined for lshr instruction (I don’t know why don’t use ashr and lshr as the IR node name directly). We assume Cpu0 shr instruction is “shift with zero filled”, and define it with IR DAG node srl. But at that way, Cpu0 will fail to compile  $x \gg 1$  in case of  $x$  is signed integer because clang and most compilers translate it into ashr, which meaning “shift with sign extension fill”. Similarly, Cpu0 div instruction, has the same problem. We assume Cpu0 div instruction is for sdiv which can take care both positive and negative integer, but it will fail for divide operation “/” “on unsigned integer operand in C”.

If we consider the  $x \gg 1$  definition is  $x = x/2$ . In case of  $x$  is unsigned int, range  $x$  is  $0 \sim 4G-1$  ( $0 \sim 0xFFFFFFFF$ ) in 32 bits register, implement shift  $\gg 1$  by “shift with zero filled” is correct and satisfy the definition  $x = x/2$ , but “shift with sign extension fill” is not correct for range  $2G \sim 4G-1$ . In case of  $x$  is signed int, range  $x$  is  $-2G \sim 2G-1$ , implement  $x \gg 1$  by “shift with sign extension fill” is correct for the definition, but “shift with zero filled” is not correct for range  $x$  is  $-2G \sim -1$ . So, if  $x = x/2$  is definition for  $x \gg 1$ , in order to satisfy the definition in both unsigned and signed integer of  $x$ , we need those two instructions, “shift with zero filled” and “shift with sign extension fill”.

Again, consider the  $x \ll 1$  definition is  $x = x*2$ . We apply the  $x \ll 1$  with “shift 1 bit to left and fill the least bit with 0”. In case of  $x$  is unsigned int,  $x \ll 1$  satisfy the definition in range  $0 \sim 2G-1$ , and  $x$  is overflow when  $x > 2G-1$  (no need to care what the register value is because overflow). In case of  $x$  is signed int,  $x \ll 1$  is correct for  $-1G \sim 1G-1$ ; and  $x$  is overflow for  $-2G \sim -1G-1$  or  $1G \sim 2G-1$ . So, implementation by “shift 1bit to left and fill the least bit with 0” satisfy the definition  $x = x*2$  for  $x \ll 1$ , no matter operand  $x$  is signed or unsigned int.

Microsoft implementation references as <sup>2</sup>.

The sub-section “‘ashr’ Instruction” and sub-section “‘lshr’ Instruction” of <sup>3</sup>.

The 4/1 version just add 70 lines code in td files. With these 70 lines code, it process 9 operators more for C language and their corresponding llvm IR instructions. The arithmetic instructions are easy to implement by add the definition in td file only.

---

<sup>2</sup> <http://msdn.microsoft.com/en-us/library/336xbhez%28v=vs.80%29.aspx>

<sup>3</sup> <http://llvm.org/docs/LangRef.html>.



## 4.2 Operator “not” !

Files `ch4_2.cpp` and `ch4_2.bc` are the C source code for “not” boolean operator and its corresponding llvm IR. List them as follows,

```
// ch4_2.cpp
int main()
{
    int a = 5;
    int b = 0;

    b = !a;

    return b;
}

; ModuleID = 'ch4_2.bc'
target datalayout = "e-p:32:32:32-i1:8:8-i8:8:8-i16:16:16-i32:32:32-i64:32:64-f32:32:32-f64:32:64-v64:64:64-v128:128:128-a0:0:64-f80:128:128-n8:16:32-S128"
target triple = "i386-apple-macosx10.8.0"

define i32 @main() nounwind ssp {
entry:
    %retval = alloca i32, align 4
    %a = alloca i32, align 4
    %b = alloca i32, align 4
    store i32 0, i32* %retval
    store i32 5, i32* %a, align 4
    store i32 0, i32* %b, align 4
    %0 = load i32* %a, align 4           // a = %0
    %tobool = icmp ne i32 %0, 0        // ne: stand for not equal
    %lnot = xor i1 %tobool, true
    %conv = zext i1 %lnot to i32
    store i32 %conv, i32* %b, align 4
    %1 = load i32* %b, align 4
    ret i32 %1
}
```

As above comment, `b = !a`, translate to `(xor (icmp ne i32 %0, 0), true)`. The `%0` is the virtual register of variable `a` and the result of `(icmp ne i32 %0, 0)` is 1 bit size. To prove the translation is correct. Let's assume `%0 != 0` first, then the `(icmp ne i32 %0, 0) = 1` (or true), and `(xor 1, 1) = 0`. When `%0 = 0`, `(icmp ne i32 %0, 0) = 0` (or false), and `(xor 0, 1) = 1`. So, the translation is correct.

Now, let's run `ch4_2.bc` with 4/1/Cpu0 with `llc -debug` option to get result as follows,

```
118-165-16-22:InputFiles Jonathan$ /Users/Jonathan/llvm/test/
cmake_debug_build/bin/Debug/llc -march=cpu0 -debug -relocation-model=pic
-filetype=asm ch4_3.bc -o ch4_3.cpu0.s
...

== main
Initial selection DAG: BB#0 'main:entry'
SelectionDAG has 20 nodes:
...
0x7ffb7982ab10: <multiple use>
    0x7ffb7982ab10: <multiple use>
    0x7ffb7982a210: <multiple use>
    0x7ffb7982ac10: ch = setne [ORD=5]
```

```

0x7ffb7982ad10: i1 = setcc 0x7ffb7982ab10, 0x7ffb7982a210, 0x7ffb7982ac10
[ORD=5]

0x7ffb7982ae10: i1 = Constant<-1> [ORD=6]

0x7ffb7982af10: i1 = xor 0x7ffb7982ad10, 0x7ffb7982ae10 [ORD=6]

0x7ffb7982b010: i32 = zero_extend 0x7ffb7982af10 [ORD=7]
...
Replacing.3 0x7ffb7982af10: i1 = xor 0x7ffb7982ad10, 0x7ffb7982ae10 [ORD=6]

With: 0x7ffb7982d210: i1 = setcc 0x7ffb7982ab10, 0x7ffb7982a210, 0x7ffb7982cf10

Optimized lowered selection DAG: BB#0 'main:'
SelectionDAG has 17 nodes:
...
0x7ffb7982ab10: <multiple use>
    0x7ffb7982ab10: <multiple use>
    0x7ffb7982a210: <multiple use>
    0x7ffb7982cf10: ch = seteq

0x7ffb7982d210: i1 = setcc 0x7ffb7982ab10, 0x7ffb7982a210, 0x7ffb7982cf10

0x7ffb7982b010: i32 = zero_extend 0x7ffb7982d210 [ORD=7]
...
Type-legalized selection DAG: BB#0 'main:entry'
SelectionDAG has 18 nodes:
...
0x7ffb7982ab10: <multiple use>
    0x7ffb7982ab10: <multiple use>
    0x7ffb7982a210: <multiple use>
    0x7ffb7982cf10: ch = seteq [ID=-3]

0x7ffb7982ac10: i32 = setcc 0x7ffb7982ab10, 0x7ffb7982a210, 0x7ffb7982cf10
[ID=-3]

0x7ffb7982ad10: i32 = Constant<1> [ID=-3]

0x7ffb7982ae10: i32 = and 0x7ffb7982ac10, 0x7ffb7982ad10 [ID=-3]
...
ISEL: Starting pattern match on root node: 0x7ffb7982ac10: i32 = setcc
0x7ffb7982ab10, 0x7ffb7982a210, 0x7ffb7982cf10 [ID=14]

Initial Opcode index to 0
Match failed at index 0
LLVM ERROR: Cannot select: 0x7ffb7982ac10: i32 = setcc 0x7ffb7982ab10,
0x7ffb7982a210, 0x7ffb7982cf10 [ID=14]
    0x7ffb7982ab10: i32,ch = load 0x7ffb7982aa10, 0x7ffb7982a710,
    0x7ffb7982a410<LD4[%a]> [ORD=4] [ID=13]
    0x7ffb7982a710: i32 = FrameIndex<1> [ORD=2] [ID=5]
    0x7ffb7982a410: i32 = undef [ORD=1] [ID=3]
    0x7ffb7982a210: i32 = Constant<0> [ORD=1] [ID=1]
In function: main

```

The (setcc %1, %2, setne) and (xor %3, -1) in “Initial selection DAG” stage corresponding (icmp %1, %2, ne) and (xor %3, 1) in ch4\_2.bc. The argument in xor is 1 bit size (1 and -1 are same, they are all represented by 1). The (zero\_extend %4) of “Initial selection DAG” corresponding (zext i1 %lnot to i32) of ch4\_2.bc. As above it translate 2 DAG nodes (setcc %1, %2, setne) and (xor %3, -1) into 1 DAG node (setcc %1, %2, seteq) in “Optimized lowered

selection DAG” stage. This translation is right since for 1 bit size, (xor %3, 1) and (not %3) has same result, and (not (setcc %1, %2, setne)) is equal to (setcc %1, %2, seteq). In “Optimized lowered selection DAG” stage, it also translate (zero\_extn i1 %lnot to 32) into (and %lnot, 1). (zero\_extn i1 %lnot to 32) just expand the %lnot to i32 32 bits result, so translate into (and %lnot, 1) is correct. It fails at (setcc %1, %2, seteq).

Run it with 4/2/Cpu0 which added code as below, to get the following result.

```
// Cpu0InstrInfo.td
...

def : Pat<(not CPURegs:$in),
      (XOR CPURegs:$in, (LDI ZERO, 1))>;

// setcc patterns
multiclass SeteqPats<RegisterClass RC, Instruction XOROp,
                    Register ZEROReg> {
  def : Pat<(seteq RC:$lhs, RC:$rhs),
        (XOROp (XOROp RC:$lhs, RC:$rhs), (LDI ZERO, 1))>;
}

defm : SeteqPats<CPURegs, XOR, ZERO>;

118-165-78-230:InputFiles Jonathan$ /Users/Jonathan/llvm/test/cmake_debug_build/
bin/Debug/llc -march=cpu0 -relocation-model=pic -debug -filetype=asm ch4_2.bc
-o ch4_2.cpu0.s
...
ISEL: Starting pattern match on root node: 0x7fbc6902ac10: i32 = setcc
0x7fbc6902ab10, 0x7fbc6902a210, 0x7fbc6902cf10 [ID=14]

Initial Opcode index to 365
Created node: 0x7fbc6902af10: i32 = XOR 0x7fbc6902ab10, 0x7fbc6902a210

Created node: 0x7fbc6902d510: i32 = LDI 0x7fbc6902d310, 0x7fbc6902d410

Morphed node: 0x7fbc6902ac10: i32 = XOR 0x7fbc6902af10, 0x7fbc6902d510

ISEL: Match complete!
=> 0x7fbc6902ac10: i32 = XOR 0x7fbc6902af10, 0x7fbc6902d510
```

4/2/Cpu0 defined seteq DAG pattern. It translate (setcc %1, %2, seteq) into (xor (xor %1, %2), (ldi \$0, 1) in “Instruction selection” stage by the rule defined in Cpu0InstrInfo.td as above.

After xor, the (and %4, 1) is translated into (and \$2, (ldi \$3, 1)) which is defined before already. List the asm file ch4\_2.cpu0.s code fragment as below, you can check it with the final result.

```
118-165-16-22:InputFiles Jonathan$ cat ch4_2.cpu0.s
...
# BB#0:                                     # %entry
    addiu    $sp, $sp, -16
tmp1:
    .cfi_def_cfa_offset 16
    addiu    $2, $zero, 0
    st       $2, 12($sp)
    addiu    $3, $zero, 5
    st       $3, 8($sp)
    st       $2, 4($sp)
    ld       $3, 8($sp)
    xor      $2, $3, $2
    ldi      $3, 1
```

```
xor $2, $2, $3
addiu $3, $zero, 1
and $2, $2, $3
st $2, 4($sp)
addiu $sp, $sp, 16
ret $lr
...
```

## 4.3 Display llvm IR nodes with Graphviz

The previous section, display the DAG translation process in text on terminal by `llc -debug` option. The `llc` also support the graphic display. The [section Install other tools on iMac](#) mentioned the web for `llc` graphic display information. The `llc` graphic display with tool Graphviz is introduced in this section. The graphic display is more readable by eye than display text in terminal. It's not necessary, but it help a lot especially when you are tired in tracking the DAG translation process. List the `llc` graphic support options from the sub-section “SelectionDAG Instruction Selection Process” of web<sup>4</sup> as follows,

---

**Note:** The `llc` Graphviz DAG display options

-view-dag-combine1-dags displays the DAG after being built, before the first optimization pass.

-view-legalize-dags displays the DAG before Legalization.

-view-dag-combine2-dags displays the DAG before the second optimization pass.

-view-isel-dags displays the DAG before the Select phase.

-view-sched-dags displays the DAG before Scheduling.

---

By tracking `llc -debug`, you can see the DAG translation steps as follows,

```
Initial selection DAG
Optimized lowered selection DAG
Type-legalized selection DAG
Optimized type-legalized selection DAG
Legalized selection DAG
Optimized legalized selection DAG
Instruction selection
Selected selection DAG
Scheduling
...
```

Let's run `llc` with option `-view-dag-combine1-dags`, and open the output result with Graphviz as follows,

```
118-165-12-177:InputFiles Jonathan$ /Users/Jonathan/llvm/test/
cmake_debug_build/bin/Debug/llc -view-dag-combine1-dags -march=cpu0
-relocation-model=pic -filetype=asm ch4_2.bc -o ch4_2.cpu0.s
Writing '/tmp/llvm_84ibpm/dag.main.dot' ... done.
118-165-12-177:InputFiles Jonathan$ Graphviz /tmp/llvm_84ibpm/dag.main.dot
```

It will show the `/tmp/llvm_84ibpm/dag.main.dot` as [Figure 4.1](#).

From [Figure 4.1](#), we can see the `-view-dag-combine1-dags` option is for Initial selection DAG. We list the other view options and their corresponding DAG translation stage as follows,

---

<sup>4</sup> <http://llvm.org/docs/CodeGenerator.html>

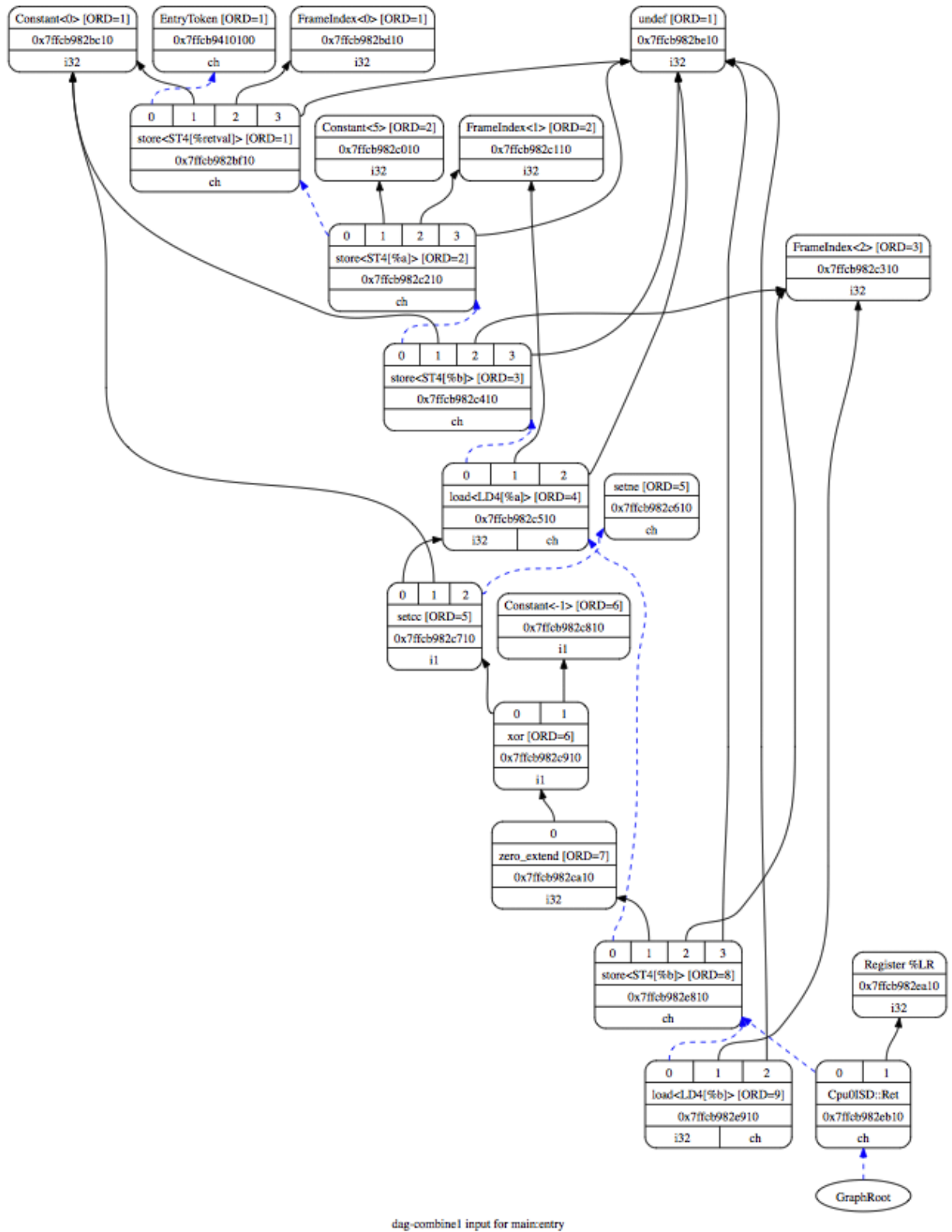


Figure 4.1: llc option -view-dag-combine1-dags graphic view

**Note:** `llc` Graphviz options and corresponding DAG translation stage

-view-dag-combine1-dags: Initial selection DAG

-view-legalize-dags: Optimized type-legalized selection DAG

-view-dag-combine2-dags: Legalized selection DAG

-view-isel-dags: Optimized legalized selection DAG

-view-sched-dags: Selected selection DAG

---

The `-view-isel-dags` is important and often used by an LLVM backend writer because it is the DAG before instruction selection. The backend programmer needs to know what is the DAG for writing the pattern match instruction in target description file `.td`.

## 4.4 Adjust cpu0 instructions

We decide to add instructions `udiv` and `sra` to avoid compiler errors for C language operators “`/`” in unsigned int and “`>>`” in signed int as [section Support arithmetic instructions](#) mentioned. To support these 2 operators, we only need to add these codes in `Cpu0InstrInfo.td` as follows,

```
// Cpu0InstrInfo.td
...
def UDIV      : ArithLogicR<0x17, "udiv", udiv, IIIDiv, CPURegs, 1>;
...
/// Shift Instructions
// work, sra for ashr llvm IR instruction
def SRA       : shift_rotate_imm32<0x1B, 0x00, "sra", sra>;
```

To use `addiu` only instead of `ldi`, change `Cpu0InstrInfo.td` as follows,

```
// Cpu0InstrInfo.td
...
//def LDI      : MoveImm<0x08, "ldi", add, simm16, immSExt16, CPURegs>;
...
// setcc patterns
multiclass SeteqPats<RegisterClass RC, Instruction XOROp> {
  def : Pat<(seteq RC:$lhs, RC:$rhs),
        (XOROp (XOROp RC:$lhs, RC:$rhs), (ADDiu ZERO, 1))>;
}

defm : SeteqPats<CPURegs, XOR>;
```

Run `ch4_4.cpp` with code 4/4/Cpu0 which supports `udiv`, `sra`, and uses `addiu` only instead of `ldi`, will get the result as follows,

```
// ch4_4.cpp
int main()
{
    int a = 1;
    int b = 2;
    int k = 0;
    unsigned int a1 = -5, f1 = 0;

    f1 = a1 / b;
    k = (a >> 2);
}
```

```

    return k;
}

118-165-13-40:InputFiles Jonathan$ clang -c ch4_4.cpp -emit-llvm -o ch4_4.bc
118-165-13-40:InputFiles Jonathan$ /Users/Jonathan/llvm/test/
cmake_debug_build/bin/Debug/llc -march=cpu0 -relocation-model=pic -filetype=asm
ch4_4.bc -o ch4_4.cpu0.s
118-165-13-40:InputFiles Jonathan$ cat ch4_4.cpu0.s
...
addiu    $sp, $sp, -24
addiu    $2, $zero, 0
...
udiv     $2, $3, $2
st       $2, 0($sp)
ld       $2, 16($sp)
sra      $2, $2, 2
...

```

## 4.5 Local variable pointer

To support pointer to local variable, add this code fragment in Cpu0InstrInfo.td and Cpu0InstPrinter.cpp as follows,

```

// Cpu0InstrInfo.td
...
def mem_ea : Operand<i32> {
  let PrintMethod = "printMemOperandEA";
  let MIOperandInfo = (ops CPURegs, simm16);
  let EncoderMethod = "getMemEncoding";
}
...
class EffectiveAddress<string instr_asm, RegisterClass RC, Operand Mem> :
  FMem<0x09, (outs RC:$ra), (ins Mem:$addr),
    instr_asm, [(set RC:$ra, addr:$addr)], IIALu>;
...
// FrameIndexes are legalized when they are operands from load/store
// instructions. The same not happens for stack address copies, so an
// add op with mem ComplexPattern is used and the stack address copy
// can be matched. It's similar to Sparc LEA_ADDDi
def LEA_ADDiu : EffectiveAddress<"addiu\t$ra, $addr", CPURegs, mem_ea> {
  let isCodeGenOnly = 1;
}

// Cpu0InstPrinter.cpp
...
void Cpu0InstPrinter::
printMemOperandEA(const MCInst *MI, int opNum, raw_ostream &O) {
  // when using stack locations for not load/store instructions
  // print the same way as all normal 3 operand instructions.
  printOperand(MI, opNum, O);
  O << ", ";
  printOperand(MI, opNum+1, O);
  return;
}

```

Run ch4\_5.cpp with code 4/5/Cpu0 which support pointer to local variable, will get result as follows,

```
// ch4_5.cpp
int main()
{
    int b = 3;

    int* p = &b;

    return *p;
}

118-165-66-82:InputFiles Jonathan$ clang -c ch4_5.cpp -emit-llvm -o ch4_5.bc
118-165-66-82:InputFiles Jonathan$ /Users/Jonathan/llvm/test/cmake_
debug_build/bin/Debug/llc -march=cpu0 -relocation-model=pic -filetype=asm
ch4_5.bc -o ch4_5.cpu0.s
118-165-66-82:InputFiles Jonathan$ cat ch4_5.cpu0.s
.section .mdebug.abi32
.previous
.file "ch4_5.bc"
.text
.globl main
.align 2
.type main,@function
.ent main                                # @main
main:
.cfi_startproc
.frame $sp,16,$lr
.mask 0x00000000,0
.set noreorder
.set nomacro
# BB#0:
    addiu $sp, $sp, -16
$tmp1:
.cfi_def_cfa_offset 16
    addiu $2, $zero, 0
    st $2, 12($sp)
    addiu $2, $zero, 3
    st $2, 8($sp)
    addiu $2, $sp, 8
    st $2, 0($sp)
    addiu $sp, $sp, 16
    ret $lr
.set macro
.set reorder
.end main
$tmp2:
.size main, ($tmp2)-main
.cfi_endproc
```

## 4.6 Operator mod, %

### 4.6.1 The DAG of %

Example input code ch4\_6\_1.cpp which contains the C operator “%” and it’s corresponding llvm IR, as follows,



```
// ch4_6_1.cpp
int main()
{
    int b = 11;
    // unsigned int b = 11;

    b = (b+1)%12;

    return b;
}

; ModuleID = 'ch4_6_1.bc'
target datalayout = "e-p:32:32:32-i1:8:8-i8:8:8-i16:16:16-i32:32:32-i64:32:64-
f32:32:32-f64:32:64-v128:128:128-a0:0:64-f80:128:128-n8:16:32-S128"
target triple = "i386-apple-macosx10.8.0"

define i32 @main() nounwind ssp {
entry:
    %retval = alloca i32, align 4
    %b = alloca i32, align 4
    store i32 0, i32* %retval
    store i32 11, i32* %b, align 4
    %0 = load i32* %b, align 4
    %add = add nsw i32 %0, 1
    %rem = srem i32 %add, 12
    store i32 %rem, i32* %b, align 4
    %1 = load i32* %b, align 4
    ret i32 %1
}
```

LLVM **srem** is the IR corresponding “%”, reference sub-section “srem instruction” of <sup>3</sup>. Copy the reference as follows,

---

**Note:** ‘srem’ Instruction

**Syntax:** <result> = srem <ty> <op1>, <op2> ; yields {ty}:result

Overview: The ‘srem’ instruction returns the remainder from the signed division of its two operands. This instruction can also take vector versions of the values in which case the elements must be integers.

Arguments: The two arguments to the ‘srem’ instruction must be integer or vector of integer values. Both arguments must have identical types.

Semantics: This instruction returns the remainder of a division (where the result is either zero or has the same sign as the dividend, op1), not the modulo operator (where the result is either zero or has the same sign as the divisor, op2) of a value. For more information about the difference, see The Math Forum. For a table of how this is implemented in various languages, please see Wikipedia: modulo operation.

Note that signed integer remainder and unsigned integer remainder are distinct operations; for unsigned integer remainder, use ‘urem’.

Taking the remainder of a division by zero leads to undefined behavior. Overflow also leads to undefined behavior; this is a rare case, but can occur, for example, by taking the remainder of a 32-bit division of -2147483648 by -1. (The remainder doesn’t actually overflow, but this rule lets srem be implemented using instructions that return both the result of the division and the remainder.)

**Example:** <result> = srem i32 4, %var ; yields {i32}:result = 4 % %var

---

Run 4/5/Cpu0 with input file `ch4_6_1.bc` and `llc` option `-view-isel-dags` as follows, will get the error message as follows and the llvm DAG of [Figure 4.2](#).

```
118-165-79-37:InputFiles Jonathan$ /Users/Jonathan/llvm/test/
cmake_debug_build/bin/Debug/llc -march=cpu0 -view-isel-dags -relocation-model=
pic -filetype=asm ch4_6_1.bc -o ch4_6.cpu0.s
...
LLVM ERROR: Cannot select: 0x7fa73a02ea10: i32 = mulhs 0x7fa73a02c610,
0x7fa73a02e910 [ID=12]
    0x7fa73a02c610: i32 = Constant<12> [ORD=5] [ID=7]
    0x7fa73a02e910: i32 = Constant<715827883> [ID=9]
```

LLVM replace `srem` divide operation with multiply operation in DAG optimization because `DIV` operation cost more in time than `MUL`. For example code “`int b = 11; b=(b+1)%12;`”, it translate into [Figure 4.2](#). We verify the result and explain by calculate the value in each node. The `0xC*0x2AAAAAAB=0x2,00000004`, (`mulhs 0xC, 0x2AAAAAAB`) meaning get the Signed mul high word (32bits). Multiply with 2 operands of 1 word size generate the 2 word size of result (`0x2, 0xAAAAAAB`). The high word result, in this case is `0x2`. The final result (sub 12, 12) is 0 which match the statement `(11+1)%12`.

### 4.6.2 Arm solution

Let’s run 4/6\_1/Cpu0 with `ch4_6.cpp` as well as `llc -view-sched-dags` option to get [Figure 4.3](#). Similarly, `SMMUL` get the high word of multiply result.

Follows is the result of run 4/6\_1/Cpu0 with `ch4_6.bc`.

```
118-165-66-82:InputFiles Jonathan$ /Users/Jonathan/llvm/test/cmake_
debug_build/bin/Debug/llc -march=cpu0 -relocation-model=pic -filetype=asm
ch4_6.bc -o ch4_6.cpu0.s
118-165-71-252:InputFiles Jonathan$ cat ch4_6.cpu0.s
.section .mdebug.abi32
.previous
.file "ch4_6.bc"
.text
.globl main
.align 2
.type main,@function
.ent main # @main
main:
.frame $sp,8,$lr
.mask 0x00000000,0
.set noreorder
.set nomacro
# BB#0: # %entry
addiu $sp, $sp, -8
addiu $2, $zero, 0
st $2, 4($sp)
addiu $2, $zero, 11
st $2, 0($sp)
addiu $2, $zero, 10922
shl $2, $2, 16
addiu $3, $zero, 43691
or $3, $2, $3
addiu $2, $zero, 12
smmul $3, $2, $3
shr $4, $3, 31
sra $3, $3, 1
add $3, $3, $4
```

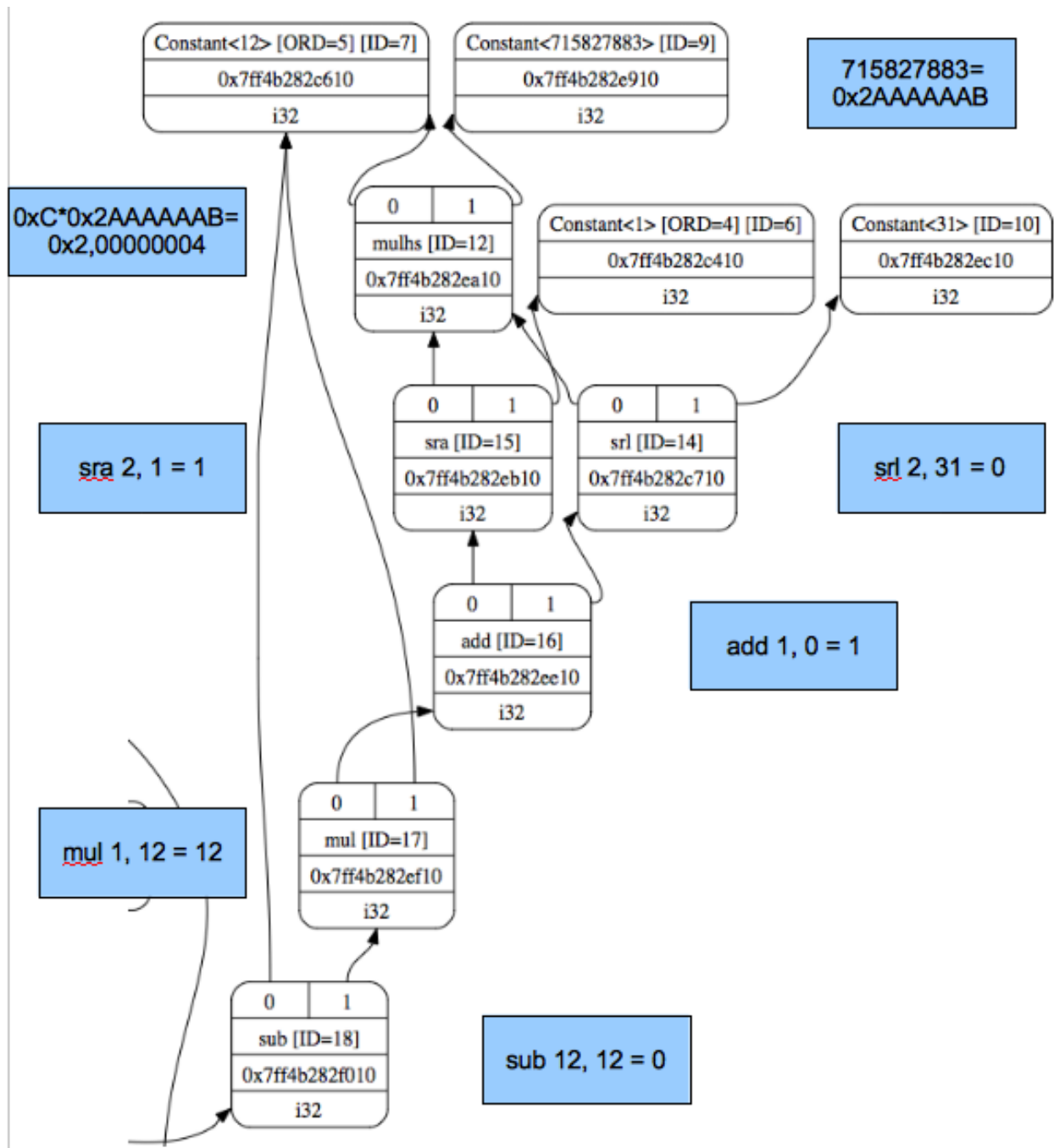


Figure 4.2: ch4\_6.bc DAG

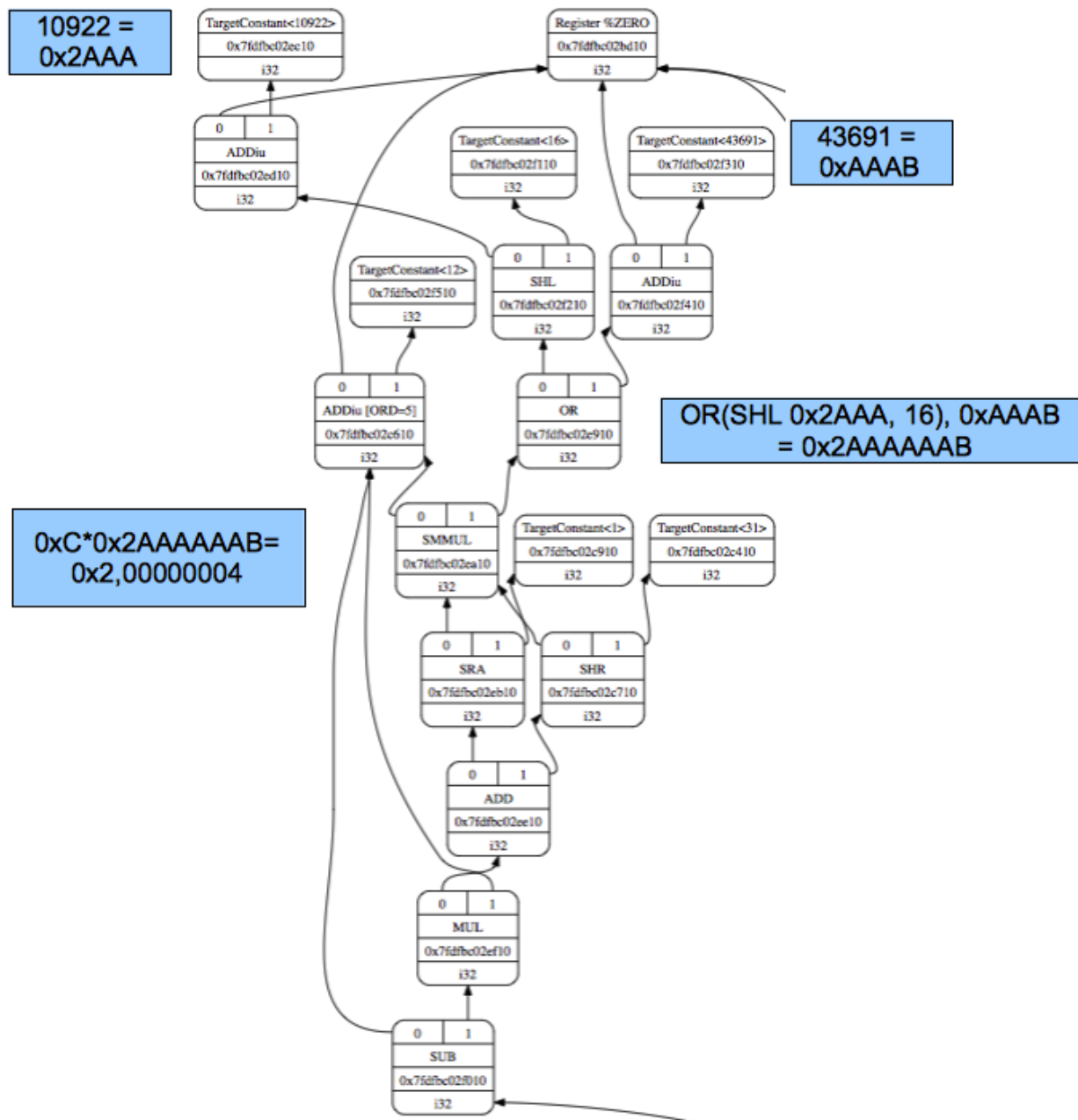


Figure 4.3: Translate ch4\_6.bc into cpu0 backend DAG

```

mul $3, $3, $2
sub $2, $2, $3
st $2, 0($sp)
addiu $sp, $sp, 8
ret $lr
.set macro
.set reorder
.end main
$tmp1:
.size main, ($tmp1)-main

```

The other instruction UMMUL and llvm IR mulhu are unsigned int type for operator %. You can check it by unmark the “**unsigned int b = 11;**” in ch4\_6.cpp.

Use SMMUL instruction to get the high word of multiplication result is adopted in ARM. The 4/6\_1/Cpu0 use the ARM solution. With this solution, the following code is needed.

```

// Cpu0InstrInfo.td
...
// Transformation Function - get the lower 16 bits.
def LO16 : SDNodeXForm<imm, [{
  return getImm(N, N->getZExtValue() & 0xFFFF);
}]>;

// Transformation Function - get the higher 16 bits.
def HI16 : SDNodeXForm<imm, [{
  return getImm(N, (N->getZExtValue() >> 16) & 0xFFFF);
}]>;
...
def SMMUL : ArithLogicR<0x50, "smmul", mulhs, IIImul, CPURegs, 1>;
def UMMUL : ArithLogicR<0x51, "ummul", mulhu, IIImul, CPURegs, 1>;
...
// Arbitrary immediates
def : Pat<(i32 imm:$imm),
  (OR (SHL (ADDiu ZERO, (HI16 imm:$imm)), 16), (ADDiu ZERO, (LO16 imm:$imm)))>;

```

### 4.6.3 Mips solution

Mips use MULT instruction and save the high & low part to register HI and LO. After that, use mfhi/mflo to move register HI/LO to your general purpose register. ARM SMMUL is fast if you only need the HI part of result (it ignore the LO part of operation). Meanwhile Mips is fast if you need both the HI and LO result. If you need the LO part of result, you can use Cpu0 MUL instruction which only get the LO part of result. 4/6\_2/Cpu0 is implemented with Mips MULT style. We choose it as the implementation of this book. For Mips style implementation, we add the following code in Cpu0RegisterInfo.td, Cpu0InstrInfo.td and Cpu0ISelDAGToDAG.cpp. And list the related DAG nodes mulhs and mulhu which are used in 4/6\_2/Cpu0 from TargetSelectionDAG.td.

```

// Cpu0RegisterInfo.td
...
// Hi/Lo registers
def HI : Register<"HI">, DwarfRegNum<[18]>;
def LO : Register<"LO">, DwarfRegNum<[19]>;
...
// Hi/Lo Registers
def HILO : RegisterClass<"Cpu0", [i32], 32, (add HI, LO)>;

// Cpu0Schedule.td
...

```

```

def IHiLo                : InstrItinClass;
...
def Cpu0GenericItineraries : ProcessorItineraries<[ALU, IMULDIV], [], [
    ...
    InstrItinData<IHiLo                , [InstrStage<1, [IMULDIV]>]>,
    ...
]>;

// Cpu0InstrInfo.td
...
// Mul, Div
class Mult<bits<8> op, string instr_asm, InstrItinClass itin,
    RegisterClass RC, list<Register> DefRegs>:
    FL<op, (outs), (ins RC:$ra, RC:$rb),
        !strconcat(instr_asm, "\t$ra, $rb"), [], itin> {
    let imm16 = 0;
    let isCommutable = 1;
    let Defs = DefRegs;
    let neverHasSideEffects = 1;
}

class Mult32<bits<8> op, string instr_asm, InstrItinClass itin>:
    Mult<op, instr_asm, itin, CPURegs, [HI, LO]>;

// Move from Hi/Lo
class MoveFromLOHI<bits<8> op, string instr_asm, RegisterClass RC,
    list<Register> UseRegs>:
    FL<op, (outs RC:$ra), (ins),
        !strconcat(instr_asm, "\t$ra"), [], IHiLo> {
    let rb = 0;
    let imm16 = 0;
    let Uses = UseRegs;
    let neverHasSideEffects = 1;
}
...
def MULT      : Mult32<0x50, "mult", IIImul>;
def MULTu     : Mult32<0x51, "multu", IIImul>;

def MFHI : MoveFromLOHI<0x40, "mfhi", CPURegs, [HI]>;
def MFLO : MoveFromLOHI<0x41, "mflo", CPURegs, [LO]>;

// Cpu0ISelDAGToDAG.cpp
...
/// Select multiply instructions.
std::pair<SDNode*, SDNode*>
Cpu0DAGToDAGISel::SelectMULT(SDNode *N, unsigned Opc, DebugLoc dl, EVT Ty,
    bool HasLo, bool HasHi) {
    SDNode *Lo = 0, *Hi = 0;
    SDNode *Mul = CurDAG->getMachineNode(Opc, dl, MVT::Glue, N->getOperand(0),
        N->getOperand(1));
    SDValue InFlag = SDValue(Mul, 0);

    if (HasLo) {
        Lo = CurDAG->getMachineNode(Cpu0::MFLO, dl,
            Ty, MVT::Glue, InFlag);
        InFlag = SDValue(Lo, 1);
    }
    if (HasHi)

```

```

    Hi = CurDAG->getMachineNode(Cpu0::MFHI, dl,
                                Ty, InFlag);

    return std::make_pair(Lo, Hi);
}

/// Select instructions not customized! Used for
/// expanded, promoted and normal instructions
SDNode* Cpu0DAGToDAGISel::Select(SDNode *Node) {
    unsigned Opcode = Node->getOpcode();
    DebugLoc dl = Node->getDebugLoc();
    ...
    EVT NodeTy = Node->getValueType(0);
    unsigned MultOpc;
    switch(Opcode) {
    default: break;

    case ISD::MULHS:
    case ISD::MULHU: {
        MultOpc = (Opcode == ISD::MULHU ? Cpu0::MULTu : Cpu0::MULT);
        return SelectMULT(Node, MultOpc, dl, NodeTy, false, true).second;
    }
    ...
}

// TargetSelectionDAG.td
...
def mulhs      : SDNode<"ISD::MULHS"      , SDTIntBinOp, [SDNPCommutative]>;
def mulhu      : SDNode<"ISD::MULHU"      , SDTIntBinOp, [SDNPCommutative]>;

```

Except the custom type, llvm IR operations of expand and promote type will call `Cpu0DAGToDAGISel::Select()` during instruction selection of DAG translation. In `Select()`, it return the HI part of multiplication result to HI register, for IR operations of `mulhs` or `mulhu`. After that, `MFHI` instruction move the HI register to `cpu0` field “a” register, `$ra`. `MFHI` instruction is FL format and only use `cpu0` field “a” register, we set the `$rb` and `imm16` to 0. [Figure 4.4](#) and `ch4_6.cpu0.s` are the result of compile `ch4_6.bc`.

```

118-165-66-82:InputFiles Jonathan$ cat ch4_6.cpu0.s
.section .mdebug.abi32
.previous
.file "ch4_6.bc"
.text
.globl main
.align 2
.type main,@function
.ent main                                # @main
main:
.cfi_startproc
.frame $sp,8,$lr
.mask 0x00000000,0
.set noreorder
.set nomacro
# BB#0:
addiu $sp, $sp, -8
$tmp1:
.cfi_def_cfa_offset 8
addiu $2, $zero, 0
st $2, 4($sp)
addiu $2, $zero, 11

```





```

st    $2, 0($sp)
addiu $2, $zero, 10922
shl   $2, $2, 16
addiu $3, $zero, 43691
or    $3, $2, $3
addiu $2, $zero, 12
mult  $2, $3
mfhi  $3
shr   $4, $3, 31
sra   $3, $3, 1
add   $3, $3, $4
mul   $3, $3, $2
sub   $2, $2, $3
st    $2, 0($sp)
addiu $sp, $sp, 8
ret   $lr
.set  macro
.set  reorder
.end  main
$tmp2:
.size main, ($tmp2)-main
.cfi_endproc

```

## 4.7 Full support %

The sensitive readers may find the llvm using “**multiplication**” instead of “**div**” to get the “**%**” result just because our example use constant as divider, “**(b+1)%12**” in our example. If programmer use variable as the divider like “**(b+1)%a**”, then what will happens in our code. The answer is our code will have error to take care this. In [section Support arithmetic instructions](#), we use “**div a, b**” to hold the quotient part in register. The multiplication operator “**\***” need 64 bits of register to hold the result for two 32 bits of operands multiplication. We modify cpu0 to use the pair of registers LO and HI which just like Mips to solve this issue in last section. Now, it’s time to modify cpu0 for integer “**divide**” operator again. We use LO and HI registers to hold the “**quotient**” and “**remainder**” and use instructions “**mflo**” and “**mfhi**” to get the result from LO or HI registers. With this solution, the “**c = a / b**” can be got by “**div a, b**” and “**mflo c**”; the “**c = a % b**” can be got by “**div a, b**” and “**mfhi c**”.

4/6\_4/Cpu0 support operator “**%**” and “**/**”. The code added in 4/6\_4/Cpu0 as follows,

```

// Cpu0InstrInfo.cpp
...
void Cpu0InstrInfo::
copyPhysReg(MachineBasicBlock &MBB,
             MachineBasicBlock::iterator I, DebugLoc DL,
             unsigned DestReg, unsigned SrcReg,
             bool KillSrc) const {
    unsigned Opc = 0, ZeroReg = 0;

    if (Cpu0::CPURegsRegClass.contains(DestReg)) { // Copy to CPU Reg.
        if (Cpu0::CPURegsRegClass.contains(SrcReg))
            Opc = Cpu0::ADD, ZeroReg = Cpu0::ZERO;
        else if (SrcReg == Cpu0::HI)
            Opc = Cpu0::MFHI, SrcReg = 0;
        else if (SrcReg == Cpu0::LO)
            Opc = Cpu0::MFLO, SrcReg = 0;
    }
    else if (Cpu0::CPURegsRegClass.contains(SrcReg)) { // Copy from CPU Reg.
        if (DestReg == Cpu0::HI)

```

```

    Opc = Cpu0::MTHI, DestReg = 0;
else if (DestReg == Cpu0::LO)
    Opc = Cpu0::MTLO, DestReg = 0;
}

assert(Opc && "Cannot copy registers");

MachineInstrBuilder MIB = BuildMI(MBB, I, DL, get(Opc));

if (DestReg)
    MIB.addReg(DestReg, RegState::Define);

if (ZeroReg)
    MIB.addReg(ZeroReg);

if (SrcReg)
    MIB.addReg(SrcReg, getKillRegState(KillSrc));
}

// Cpu0InstrInfo.h
...
virtual void copyPhysReg(MachineBasicBlock &MBB,
    MachineBasicBlock::iterator MI, DebugLoc DL,
    unsigned DestReg, unsigned SrcReg,
    bool KillSrc) const;

// Cpu0InstrInfo.td
...
def SDT_Cpu0DivRem      : SDTypeProfile<0, 2,
    [SDTCisInt<0>,
    SDTCisSameAs<0, 1>]>;

...
// DivRem(u) nodes
def Cpu0DivRem          : SDNode<"Cpu0ISD::DivRem", SDT_Cpu0DivRem,
    [SDNPOutGlue]>;
def Cpu0DivRemU         : SDNode<"Cpu0ISD::DivRemU", SDT_Cpu0DivRem,
    [SDNPOutGlue]>;

...
class Div<SDNode opNode, bits<8> op, string instr_asm, InstrItinClass itin,
    RegisterClass RC, list<Register> DefRegs>:
    FL<op, (outs), (ins RC:$rb, RC:$rc),
    !strconcat(instr_asm, "\t$$zero, $rb, $rc"),
    [(opNode RC:$rb, RC:$rc)], itin> {
    let imm16 = 0;
    let Defs = DefRegs;
}

class Div32<SDNode opNode, bits<8> op, string instr_asm, InstrItinClass itin>:
    Div<opNode, op, instr_asm, itin, CPURegs, [HI, LO]>;

...
class MoveToLOHI<bits<8> op, string instr_asm, RegisterClass RC,
    list<Register> DefRegs>:
    FL<op, (outs), (ins RC:$ra),
    !strconcat(instr_asm, "\t$ra"), [], IIHiLo> {
    let rb = 0;
    let imm16 = 0;
    let Defs = DefRegs;
    let neverHasSideEffects = 1;

```

```

}
...
def SDIV      : Div32<Cpu0DivRem, 0x16, "div", IIIDiv>;
def UDIV      : Div32<Cpu0DivRemU, 0x17, "divu", IIIDiv>;
...
def MTHI : MoveToLOHI<0x42, "mthi", CPURegs, [HI]>;
def MTLO : MoveToLOHI<0x43, "mtlo", CPURegs, [LO]>;

// Cpu0ISelLowering.cpp
...
Cpu0TargetLowering::
Cpu0TargetLowering(Cpu0TargetMachine &TM)
: TargetLowering(TM, new TargetLoweringObjectFileELF()),
  Subtarget(&TM.getSubtarget<Cpu0Subtarget>()) {
    ...
    setOperationAction(ISD::SDIV, MVT::i32, Expand);
    setOperationAction(ISD::SREM, MVT::i32, Expand);
    setOperationAction(ISD::UDIV, MVT::i32, Expand);
    setOperationAction(ISD::UREM, MVT::i32, Expand);

    setTargetDAGCombine(ISD::SDIVREM);
    setTargetDAGCombine(ISD::UDIVREM);
    ...
}
...
static SDValue PerformDivRemCombine(SDNode *N, SelectionDAG& DAG,
                                   TargetLowering::DAGCombinerInfo &DCI,
                                   const Cpu0Subtarget* Subtarget) {
    if (DCI.isBeforeLegalizeOps())
        return SDValue();

    EVT Ty = N->getValueType(0);
    unsigned LO = Cpu0::LO;
    unsigned HI = Cpu0::HI;
    unsigned opc = N->getOpcode() == ISD::SDIVREM ? Cpu0ISD::DivRem :
                                                    Cpu0ISD::DivRemU;
    DebugLoc dl = N->getDebugLoc();

    SDValue DivRem = DAG.getNode(opc, dl, MVT::Glue,
                                N->getOperand(0), N->getOperand(1));
    SDValue InChain = DAG.getEntryNode();
    SDValue InGlue = DivRem;

    // insert MFLO
    if (N->hasAnyUseOfValue(0)) {
        SDValue CopyFromLo = DAG.getCopyFromReg(InChain, dl, LO, Ty,
                                                InGlue);
        DAG.ReplaceAllUsesOfValueWith(SDValue(N, 0), CopyFromLo);
        InChain = CopyFromLo.getValue(1);
        InGlue = CopyFromLo.getValue(2);
    }

    // insert MFHI
    if (N->hasAnyUseOfValue(1)) {
        SDValue CopyFromHi = DAG.getCopyFromReg(InChain, dl,
                                                HI, Ty, InGlue);
        DAG.ReplaceAllUsesOfValueWith(SDValue(N, 1), CopyFromHi);
    }
}

```

```
    return SDValue();
}

SDValue Cpu0TargetLowering::PerformDAGCombine(SDNode *N, DAGCombinerInfo &DCI)
const {
    SelectionDAG &DAG = DCI.DAG;
    unsigned opc = N->getOpcode();

    switch (opc) {
    default: break;
    case ISD::SDIVREM:
    case ISD::UDIVREM:
        return PerformDivRemCombine(N, DAG, DCI, Subtarget);
    }

    return SDValue();
}

// Cpu0ISelLowering.h
...
namespace llvm {
    namespace Cpu0ISD {
        enum NodeType {
            // Start the numbering from where ISD NodeType finishes.
            FIRST_NUMBER = ISD::BUILTIN_OP_END,
            Ret,
            // DivRem(u)
            DivRem,
            DivRemU
        };
    }
}
...
```

Run with `ch4_1_2.cpp` can get the result for operator “/” as below. But run with `ch4_6_1.cpp` as below, cannot get the “div” for operator “%”. It still use “multiplication” instead of “div” because llvm do “**Constant Propagation Optimization**” in this. The `ch4_6_2.cpp` can get the “div” for “%” result since it make the llvm “**Constant Propagation Optimization**” useless in this. Unfortunately, we cannot run it now since it need the function call support. We will verify “%” with `ch4_6_2.cpp` at the end of chapter “Function Call”. You can run with the end of Example Code of chapter “Function Call”, if you like to verify it now.

```
// ch4_1_2.cpp
int main()
{
    ...
    f = a / b;
    ...
}

118-165-77-79:InputFiles Jonathan$ clang -c ch4_1_2.cpp -emit-llvm -o ch4_1_2.bc
118-165-77-79:InputFiles Jonathan$ /Users/Jonathan/llvm/test/cmake_
debug_build/bin/Debug/llc -march=cpu0 -relocation-model=pic -filetype=asm
ch4_1_2.bc -o ch4_1_2.cpu0.s
118-165-77-79:InputFiles Jonathan$ cat ch4_1_2.cpu0.s
    div $zero, $3, $2
    mflo $2
    ...

// ch4_6_1.cpp
```

```
int main()
{
    int b = 11;
    int a = 12;

    b = (b+1)%a;

    return b;
}

// ch4_6_2.cpp
#include <stdlib.h>

int main()
{
    int b = 11;
    // unsigned int b = 11;
    int c = rand();

    b = (b+1)%c;

    return b;
}
```

## 4.8 Summary

We support most of C operators in this chapter. Until now, we have around 3400 lines of source code with comments. With these 345 lines of source code added, it support the number of operators from three to over ten.



# GENERATING OBJECT FILES

The previous chapters only introduce the assembly code generated. This chapter will introduce you the obj support first, and display the obj by objdump utility. With LLVM support, the cpu0 backend can generate both big endian and little endian obj files with only a few code added. The Target Registration mechanism and their structure will be introduced in this chapter.

## 5.1 Translate into obj file

Currently, we only support translate llvm IR code into assembly code. If you try to run 4/6\_2/Cpu0 to translate obj code will get the error message as follows,

```
[Gamma@localhost 3]$ /usr/local/llvm/test/cmake_debug_build/bin/
llc -march=cpu0 -relocation-model=pic -filetype=obj ch4_1_2.bc -o ch4_1_2.cpu0.o
/usr/local/llvm/test/cmake_debug_build/bin/llc: target does not
support generation of this file type!
```

The 5/Cpu0 support obj file generated. It can get result for big endian and little endian with command llc -march=cpu0 and llc -march=cpu0el. Run it will get the obj files as follows,

```
[Gamma@localhost InputFiles]$ cat ch4_1_2.cpu0.s
```

```
...
.set    nomacro
# BB#0:
    addiu $sp, $sp, -72
    addiu $2, $zero, 0
    st    $2, 68($sp)
    addiu $3, $zero, 5
    st    $3, 64($sp)
...
```

```
[Gamma@localhost 3]$ /usr/local/llvm/test/cmake_debug_build/bin/
llc -march=cpu0 -relocation-model=pic -filetype=obj ch4_2.bc -o ch4_2.cpu0.o
[Gamma@localhost InputFiles]$ objdump -s ch4_2.cpu0.o
```

```
ch4_2.cpu0.o:          file format elf32-big
```

```
Contents of section .text:
```

```
0000 09d0ffb8 09200000 012d0044 09300005  ....-..D.0..
0010 013d0040 09300002 013d003c 012d0038  .=@.0...=.<.-.8
0020 012d0034 012d0014 0930ffff 013d0010  .-.4.-...0...=.
0030 012d000c 012d0008 002d003c 003d0040  .-...-...-.<.=.@
0040 13232000 012d0038 002d003c 003d0040  .# ..-.8.-.<.=.@
```

```

0050 14232000 012d0034 002d003c 003d0040 .# ..-.4.-.<.=.@
0060 15232000 012d0030 002d003c 003d0040 .# ..-.0.-.<.=.@
0070 16232000 012d002c 002d003c 003d0040 .# ..-.,.-.<.=.@
0080 18232000 012d0028 002d003c 003d0040 .# ..-.(.-.<.=.@
0090 19232000 012d0024 002d003c 003d0040 .# ..-.$.-.<.=.@
00a0 1a232000 012d0020 002d0040 1e220002 .# ..-. .-.@."..
00b0 012d001c 002d0010 1e220002 012d0004 .-...-..."...-..
00c0 002d0010 1f220002 012d000c 09d00048 .-..."...-.....H
00d0 2c00000e                                     ,....

Contents of section .eh_frame:
0000 00000010 00000000 017a5200 017c0e01 .....zR..|..
0010 000c0d00 00000010 00000018 00000000 .....
0020 000000d4 00440e48 .....D.H

[Gamma@localhost InputFiles]$ /usr/local/llvm/test/
cmake_debug_build/bin/llc -march=cpu0el -relocation-model=pic -filetype=obj
ch4_2.bc -o ch4_2.cpu0el.o
[Gamma@localhost InputFiles]$ objdump -s ch4_2.cpu0el.o

ch4_2.cpu0el.o:          file format elf32-little

Contents of section .text:
0000 b8fffd09 00002009 44002d01 05003009 ..... .D.-...0.
0010 40003d01 02003009 3c003d01 38002d01 @.=...0.<.=.8.-.
0020 34002d01 14002d01 fbff3009 10003d01 4.-...-...0...=.
0030 0c002d01 08002d01 3c002d00 40003d00 .-...-.<.-.@.=.
0040 00202313 38002d01 3c002d00 40003d00 . #.8.-.<.-.@.=.
0050 00202314 34002d01 3c002d00 40003d00 . #.4.-.<.-.@.=.
0060 00202315 30002d01 3c002d00 40003d00 . #.0.-.<.-.@.=.
0070 00202316 2c002d01 3c002d00 40003d00 . #.,.-.<.-.@.=.
0080 00202318 28002d01 3c002d00 40003d00 . #.(.-.<.-.@.=.
0090 00202319 24002d01 3c002d00 40003d00 . #.$.-.<.-.@.=.
00a0 0020231a 20002d01 40002d00 0200221e . #. .-.@.-..."
00b0 1c002d01 10002d00 0200221e 04002d01 ..-...-..."...-..
00c0 10002d00 0200221f 0c002d01 4800d009 ..-..."...-..H...
00d0 0e00002c                                     ....,

Contents of section .eh_frame:
0000 10000000 00000000 017a5200 017c0e01 .....zR..|..
0010 000c0d00 10000000 18000000 00000000 .....
0020 d4000000 00440e48 .....D.H

```

The first instruction is “**addiu \$sp, -72**” and its corresponding obj is 0x09d0ffb8. The addiu opcode is 0x09, 8 bits, \$sp register number is 13(0xd), 4bits, second register is useless, so assign it to 0x0, and the immediate is 16 bits -72(=0xffb8), so it's correct. The third instruction “**st \$2, 68(\$sp)**” and its corresponding obj is 0x012d0044. The st opcode is 0x0a, \$2 is 0x2, \$sp is 0xd and immediate is 68(0x0044). Thanks to cpu0 instruction format which opcode, register operand and offset(imediate value) size are multiple of 4 bits. The obj format is easy to check by eye. The big endian (B0, B1, B2, B3) = (09, d0, ff, b8), objdump from B0 to B3 as 0x09d0ffb8 and the little endian is (B3, B2, B1, B0) = (09, d0, ff, b8), objdump from B0 to B3 as 0xb8ffd009.

## 5.2 Backend Target Registration Structure

Now, let's examine Cpu0MCTargetDesc.cpp.

```

// Cpu0MCTargetDesc.cpp
...
extern "C" void LLVMInitializeCpu0TargetMC() {
    // Register the MC asm info.

```



```

RegisterMCAsmInfoFn X(TheCpu0Target, createCpu0MCAsmInfo);
RegisterMCAsmInfoFn Y(TheCpu0elTarget, createCpu0MCAsmInfo);

// Register the MC codegen info.
TargetRegistry::RegisterMCCodeGenInfo(TheCpu0Target,
                                       createCpu0MCCodeGenInfo);
TargetRegistry::RegisterMCCodeGenInfo(TheCpu0elTarget,
                                       createCpu0MCCodeGenInfo);

// Register the MC instruction info.
TargetRegistry::RegisterMCInstrInfo(TheCpu0Target, createCpu0MCInstrInfo);
TargetRegistry::RegisterMCInstrInfo(TheCpu0elTarget, createCpu0MCInstrInfo);

// Register the MC register info.
TargetRegistry::RegisterMCRegInfo(TheCpu0Target, createCpu0MCRegisterInfo);
TargetRegistry::RegisterMCRegInfo(TheCpu0elTarget, createCpu0MCRegisterInfo);
// Register the MC Code Emitter
TargetRegistry::RegisterMCCodeEmitter(TheCpu0Target,
                                       createCpu0MCCodeEmitterEB);
TargetRegistry::RegisterMCCodeEmitter(TheCpu0elTarget,
                                       createCpu0MCCodeEmitterEL);

// Register the object streamer.
TargetRegistry::RegisterMCObjectStreamer(TheCpu0Target, createMCStreamer);
TargetRegistry::RegisterMCObjectStreamer(TheCpu0elTarget, createMCStreamer);
// Register the asm backend.
TargetRegistry::RegisterMCAsmBackend(TheCpu0Target,
                                     createCpu0AsmBackendEB32);
TargetRegistry::RegisterMCAsmBackend(TheCpu0elTarget,
                                     createCpu0AsmBackendEL32);

// Register the MC subtarget info.
TargetRegistry::RegisterMCSubtargetInfo(TheCpu0Target,
                                       createCpu0MCSubtargetInfo);
TargetRegistry::RegisterMCSubtargetInfo(TheCpu0elTarget,
                                       createCpu0MCSubtargetInfo);

// Register the MCInstPrinter.
TargetRegistry::RegisterMCInstPrinter(TheCpu0Target,
                                       createCpu0MCInstPrinter);
TargetRegistry::RegisterMCInstPrinter(TheCpu0elTarget,
                                       createCpu0MCInstPrinter);
}

```

Cpu0MCTargetDesc.cpp do the target registration as mentioned in “section Target Registration”<sup>1</sup> of the last chapter. Drawing the register function and those class it registered in Figure 5.1 to Figure 5.9 for explanation.

In Figure 5.1, registering the object of class Cpu0AsmInfo for target TheCpu0Target and TheCpu0elTarget. TheCpu0Target is for big endian and TheCpu0elTarget is for little endian. Cpu0AsmInfo is derived from MCAsmInfo which is llvm built-in class. Most code is implemented in it’s parent, back end reuse those code by inherit.

In Figure 5.2, instanting MCodeGenInfo, and initialize it by pass Roloc::PIC because we use command `llc -relocation-model=pic` to tell `llc` compile using position-independent code mode. Recall the addressing mode in system program book has two mode, one is PIC mode, the other is absolute addressing mode. MC stands for Machine Code.

In Figure 5.3, instanting MCInstrInfo object X, and initialize it by `InitCpu0MCInstrInfo(X)`. Since `InitCpu0MCInstrInfo(X)` is defined in `Cpu0GenInstrInfo.inc`, it will add the information from `Cpu0InstrInfo.td` we specified. Figure 5.4 is similar to Figure 5.3, but it initialize the register information specified in `Cpu0RegisterInfo.td`. They share a lot of code with instruction/register td description.

<sup>1</sup> <http://jonathan2251.github.com/lbd/llvmstructure.html#target-registration>

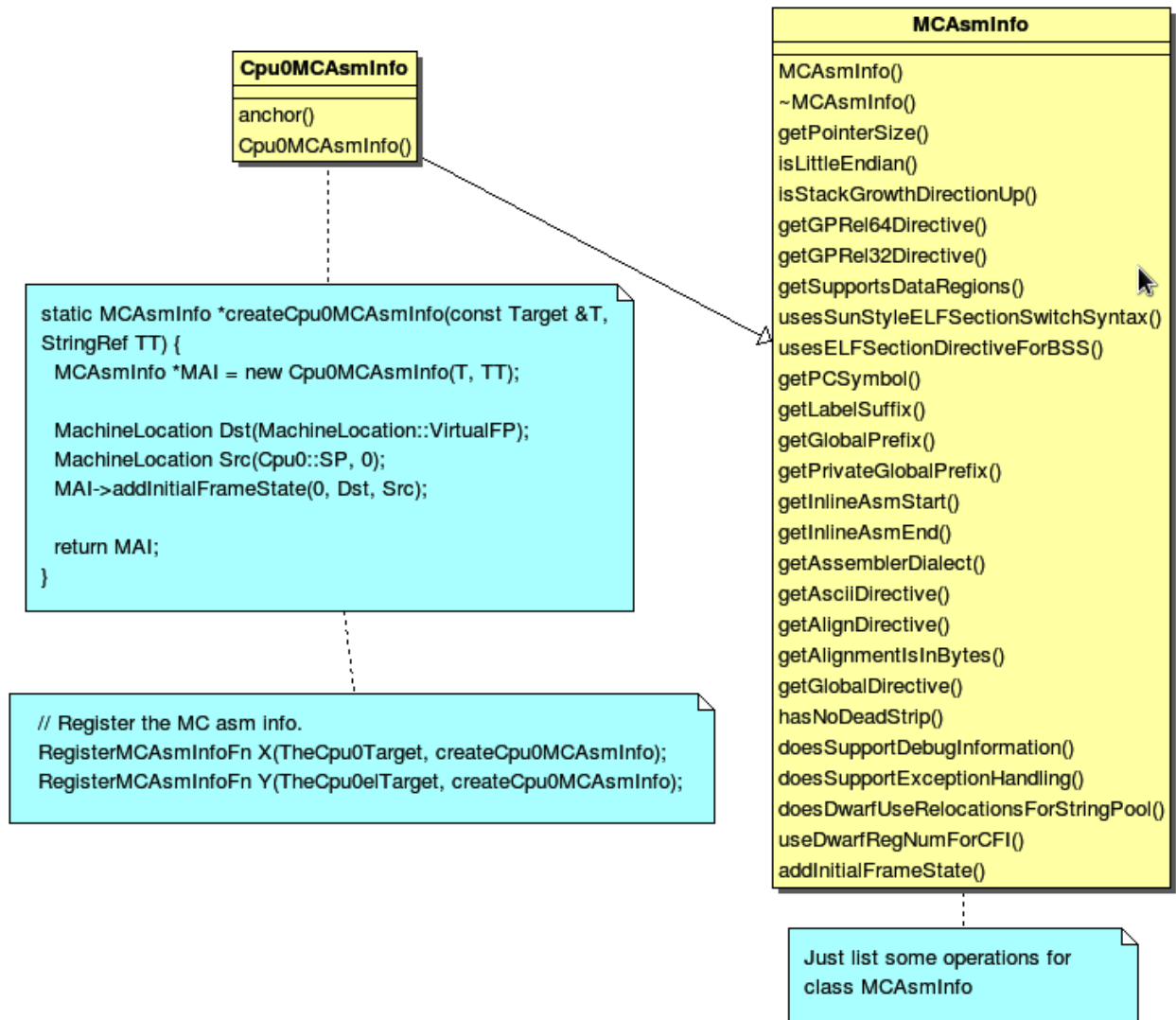


Figure 5.1: Register Cpu0MCAsmInfo

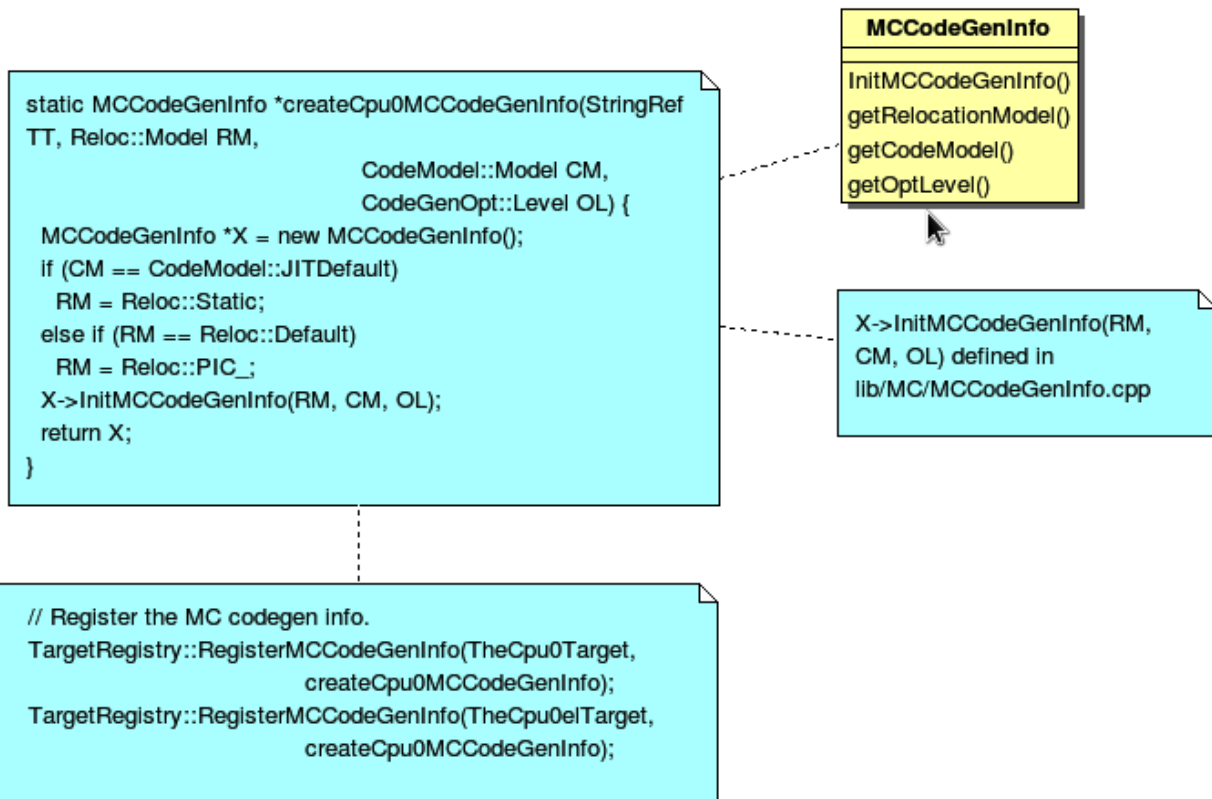


Figure 5.2: Register MCCodeGenInfo

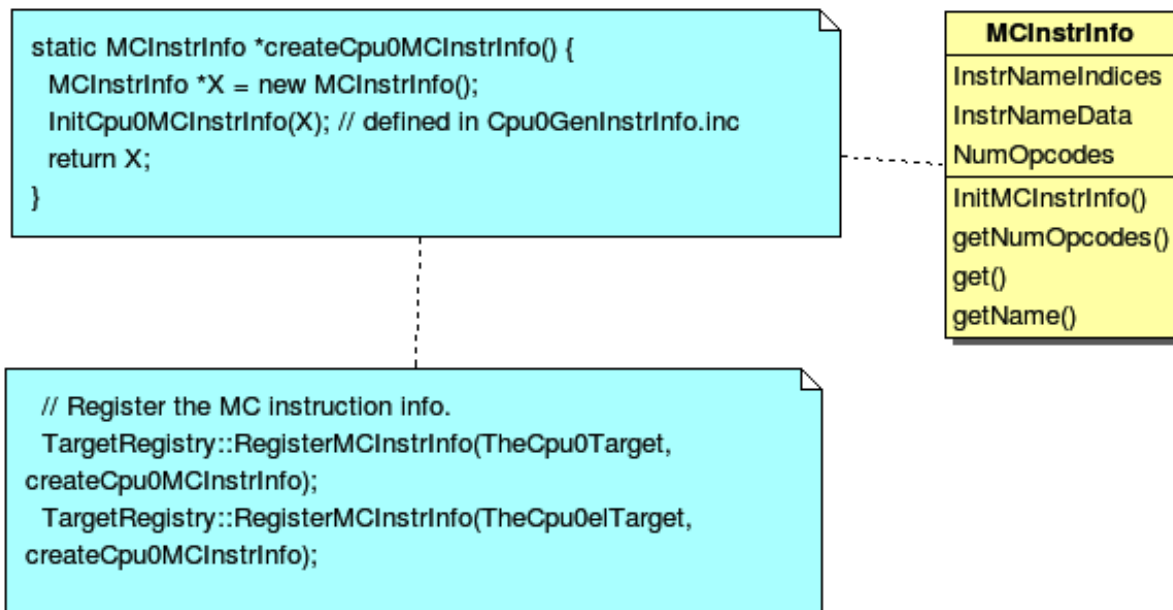


Figure 5.3: Register MCInstrInfo

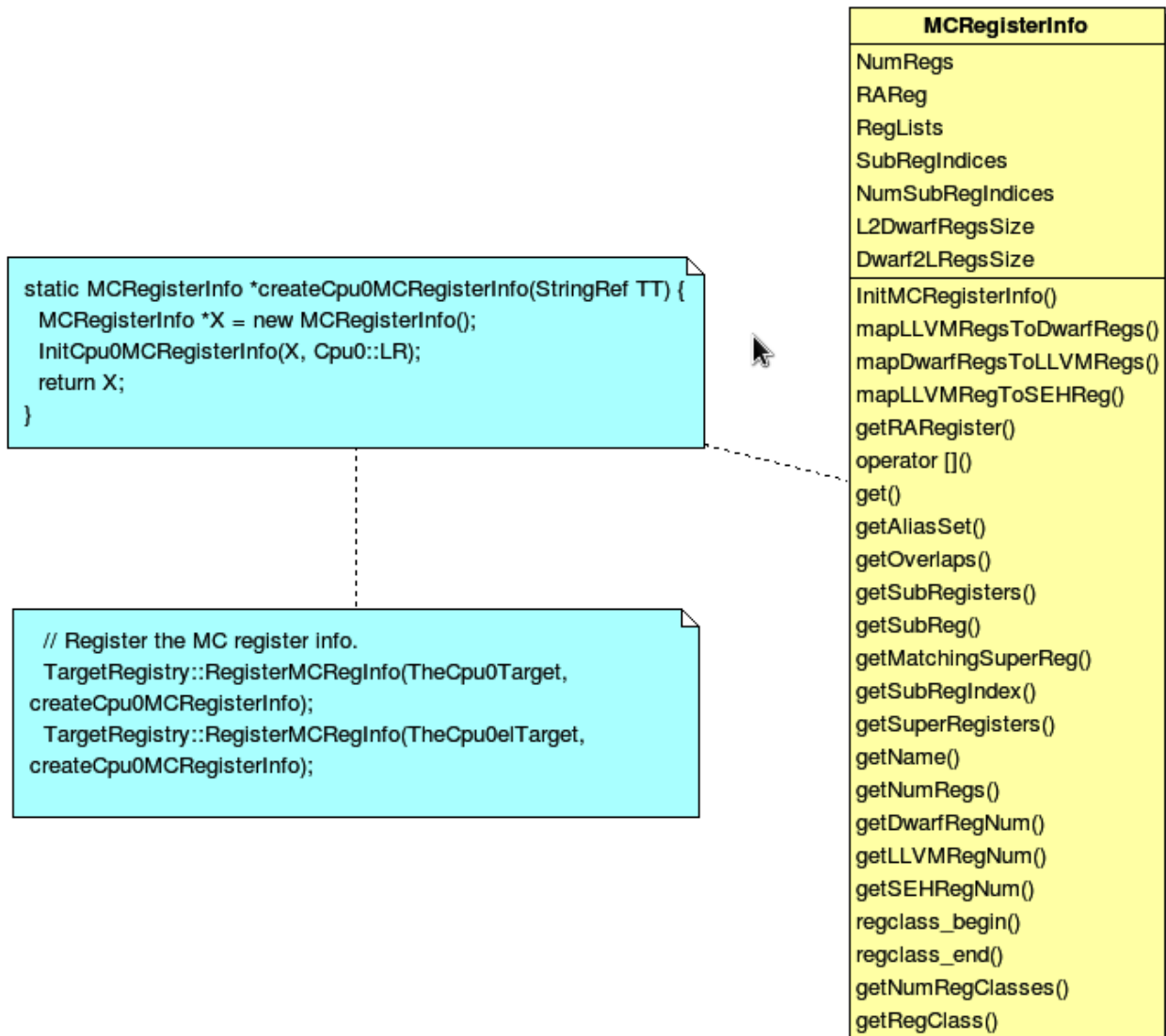


Figure 5.4: Register MCRegisterInfo

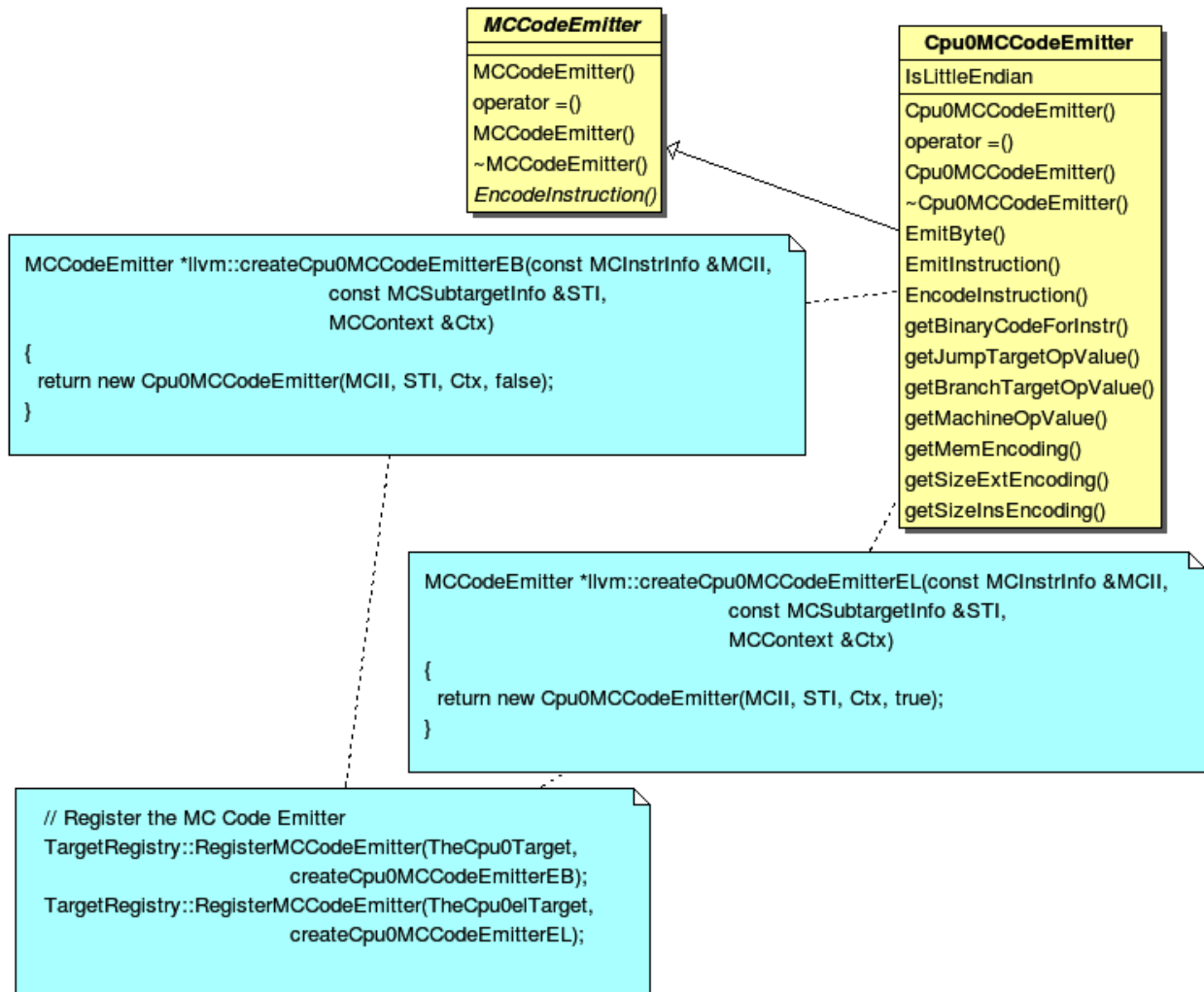


Figure 5.5: Register Cpu0MCCodeEmitter

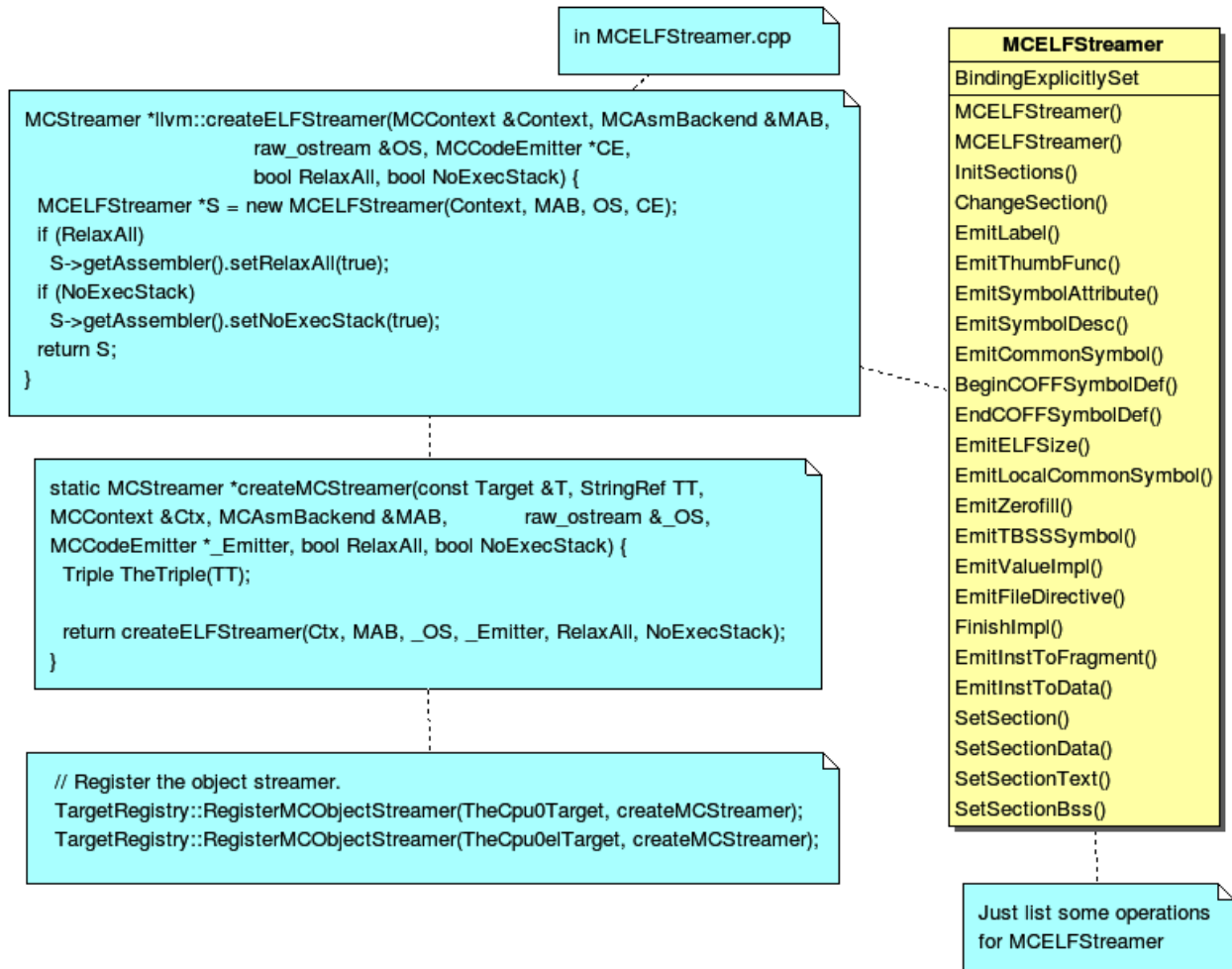


Figure 5.6: Register MCELFStreamer

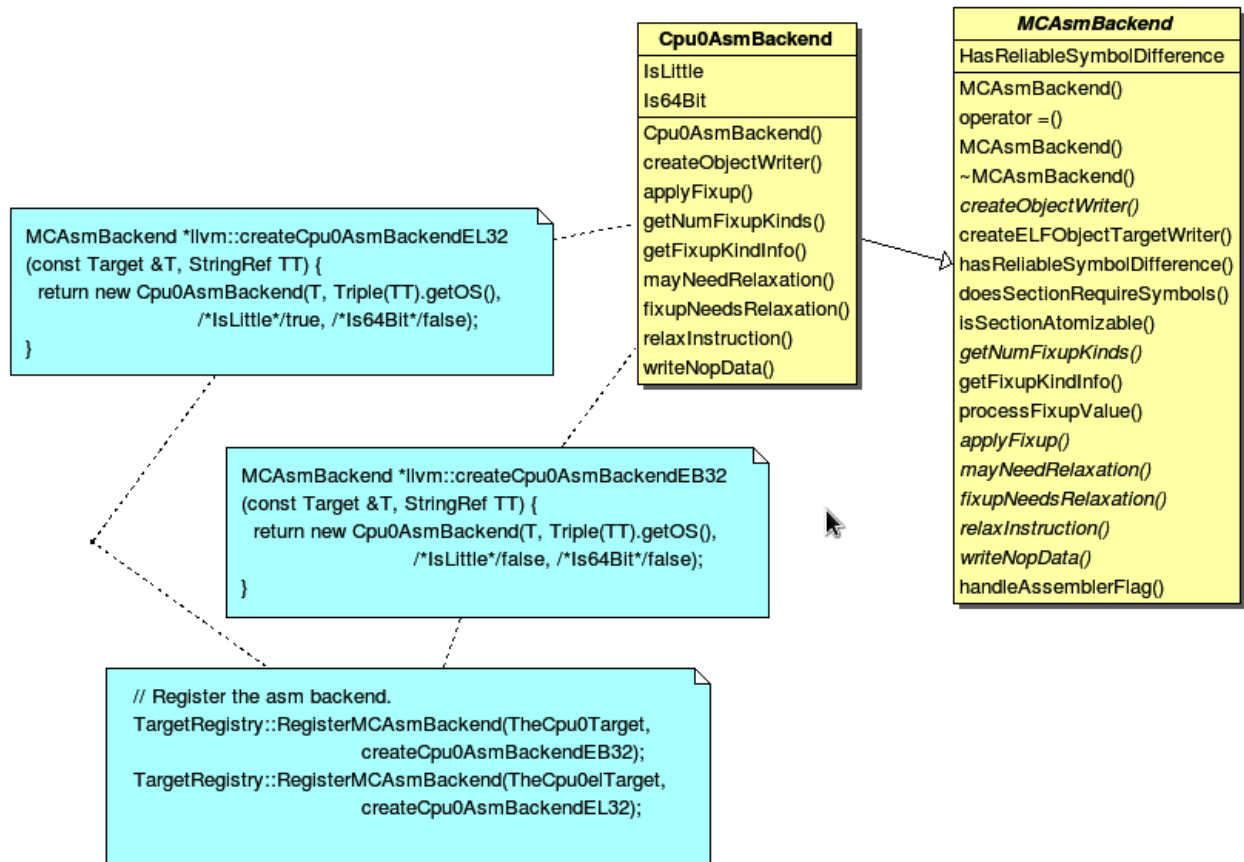


Figure 5.7: Register Cpu0AsmBackend



Figure 5.8: Register Cpu0MCSUBtargetInfo



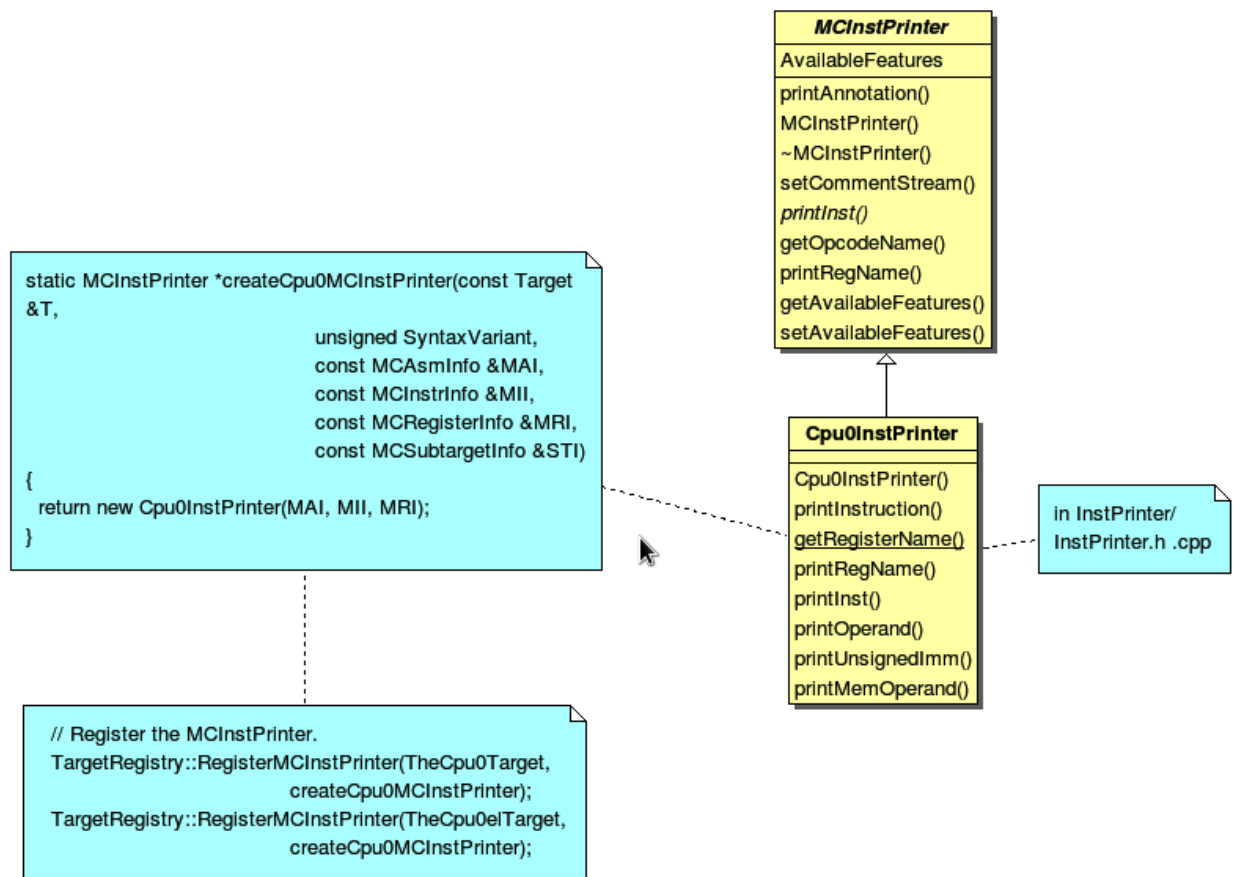


Figure 5.9: Register Cpu0InstPrinter



Figure 5.10: MCELFStreamer inherit tree

Figure 5.5, instantiating two objects `Cpu0MCCodeEmitter`, one is for big endian and the other is for little endian. They take care the obj format generated. So, it's not defined in `4/6_2/Cpu0` which support assembly code only.

Figure 5.6, `MCELFStreamer` take care the obj format also. Figure 5.5 `Cpu0MCCodeEmitter` take care code emitter while `MCELFStreamer` take care the obj output streamer. Figure 5.10 is `MCELFStreamer` inherit tree. You can find a lot of operations in that inherit tree.

Reader maybe has the question for what are the actual arguments in `createCpu0MCCodeEmitterEB(const MCInstrInfo &MCII, const MCSubtargetInfo &STI, MCContext &Ctx)` and at when they are assigned. Yes, we didn't assign it, we register the `createXXX()` function by function pointer only (according C, `TargetRegistry::RegisterXXX(TheCpu0Target, createXXX())` where `createXXX` is function pointer). LLVM keep a function pointer to `createXXX()` when we call target registry, and will call these `createXXX()` function back at proper time with arguments assigned during the target registration process, `RegisterXXX()`.

Figure 5.7, `Cpu0AsmBackend` class is the bridge for asm to obj. Two objects take care big endian and little endian also. It derived from `MCAsmBackend`. Most of code for object file generated is implemented by `MCELFStreamer` and it's parent, `MCAsmBackend`.

Figure 5.8, instantiating `MCSubtargetInfo` object and initialize with `Cpu0.td` information. Figure 5.9, instantiating `Cpu0InstPrinter` to take care printing function for instructions. Like Figure 5.1 to Figure 5.4, it has been defined in `4/6_2/Cpu0` code for assembly file generated support.



# GLOBAL VARIABLES, STRUCTS AND ARRAYS

In the previous two chapters, we only access the local variables. This chapter will deal global variable access translation. After that, introducing the types of struct and array as well as their corresponding llvm IR statement, and how the cpu0 translate these llvm IR statements in [section Array and struct support](#).

The global variable DAG translation is different from the previous DAG translation we have now. It create DAG nodes at run time in our backend C++ code according the `llc -relocation-model` option while the others of DAG just do IR DAG to Machine DAG translation directly according the input file IR DAG.

## 6.1 Global variable

6/1/Cpu0 support the global variable, let's compile `ch6_1.cpp` with this version first, and explain the code changes after that.

```
// ch6_1.cpp
int gI = 100;
int main()
{
    int c = 0;

    c = gI;

    return c;
}
```

```
118-165-66-82:InputFiles Jonathan$ llvm-dis ch6_1.bc -o ch6_1.ll
118-165-66-82:InputFiles Jonathan$ cat ch6_1.ll
; ModuleID = 'ch6_1.bc'
target datalayout = "e-p:64:64:64-i1:8:8-i8:8:8-i16:16:16-i32:32:32-i64:64:64-
f32:32:32-f64:64:64-v64:64:64-v128:128:128-a0:0:64-s0:64:64-f80:128:128-n8:16:
32:64-S128"
target triple = "x86_64-apple-macosx10.8.0"
```

```
@gI = global i32 100, align 4
```

```
define i32 @main() nounwind uwtable ssp {
    %1 = alloca i32, align 4
    %c = alloca i32, align 4
    store i32 0, i32* %1
    store i32 0, i32* %c, align 4
```

```
%2 = load i32* @gI, align 4
store i32 %2, i32* %c, align 4
%3 = load i32* %c, align 4
ret i32 %3
}

118-165-66-82:InputFiles Jonathan$ /Users/Jonathan/llvm/test/cmake_
debug_build/bin/Debug/llc -march=cpu0 -relocation-model=pic -filetype=asm
ch6_1.bc -o ch6_1.cpu0.s
118-165-66-82:InputFiles Jonathan$ cat ch6_1.cpu0.s
.section .mdebug.abi32
.previous
.file "ch6_1.bc"
.text
.globl main
.align 2
.type main,@function
.ent main                                # @main
main:
.cfi_startproc
.frame $sp,8,$lr
.mask 0x00000000,0
.set noreorder
.cpload $t9
.set nomacro
# BB#0:
    addiu $sp, $sp, -8
$tmp1:
.cfi_def_cfa_offset 8
    addiu $2, $zero, 0
    st $2, 4($sp)
    st $2, 0($sp)
    ld $2, %got(gI)($gp)
    ld $2, 0($2)
    st $2, 0($sp)
    addiu $sp, $sp, 8
    ret $lr
.set macro
.set reorder
.end main
$tmp2:
.size main, ($tmp2)-main
.cfi_endproc

.type gI,@object                        # @gI
.data
.globl gI
.align 2
gI:
    .4byte 100                          # 0x64
    .size gI, 4
```

As above code, it translate “load i32\* @gI, align 4” into “ld \$2, %got(gI)(\$gp)” for llc -march=cpu0 -relocation-model=pic, position-independent mode. More specifically, it translate the global integer variable gI address into offset of register gp and load from \$gp+(the offset) into register \$2.

### 6.1.1 Static mode

We can also translate it with absolute address mode by following command,

```
118-165-66-82:InputFiles Jonathan$ /Users/Jonathan/llvm/test/cmake_
debug_build/bin/Debug/llc -march=cpu0 -relocation-model=static -filetype=asm
ch6_1.bc -o ch6_1.cpu0.static.s
118-165-66-82:InputFiles Jonathan$ cat ch6_1.cpu0.static.s
...
addiu $2, $zero, %hi(gI)
shl $2, $2, 16
addiu $2, $2, %lo(gI)
ld $2, 0($2)
```

Above code, it loads the high address part of gI absolute address (16 bits) to register \$2 and shift 16 bits. Now, the register \$2 got it's high part of gI absolute address. Next, it loads the low part of gI absolute address into register 3. Finally, add register \$2 and \$3 into \$2, and loads the content of address \$2+offset 0 into register \$2. The `llc -relocation-model=static` is for static link mode which binding the address in static, compile/link time, not dynamic/run time. In this mode, you can also translate code with the following command,

```
118-165-66-82:InputFiles Jonathan$ /Users/Jonathan/llvm/test/cmake_
debug_build/bin/Debug/llc -march=cpu0 -relocation-model=static -cpu0-islinux-f
ormat=false -filetype=asm ch6_1.bc -o ch6_1.cpu0.islinux-format-false.s
118-165-66-82:InputFiles Jonathan$ cat ch6_1.cpu0.islinux-format-false.s
...
st $2, 0($sp)
addiu $2, $gp, %gp_rel(gI)
ld $2, 0($2)
...
.section .sdata,"aw",@progbits
.global gI
```

As above, it translate code with `llc -relocation-model=static -cpu0-islinux-format=false`. The `-cpu0-islinux-format` default is true which will allocate global variables in data section. With setting false, it will allocate global variables in sdata section. Section data and sdata are areas for global variable with initial value, int gI = 100 in this example. Section bss and sbss are areas for global variables without initial value (for example, int gI;). Allocate variables in sdata or sbss sections is addressable by 16 bits + \$gp. The static mode with `-cpu0-islinux-format=false` is still static mode (variable is binding in compile/link time) even it's use \$gp relative address. The \$gp content is assigned at compile/link time, changed only at program be loaded, and is fixed during running the program; while the `-relocation-model=pic` the \$gp can be changed during program running. For example, if \$gp is assigned to start of .sdata like this example, then `%gp_rel(gI)` = (the relative address distance between gI and \$gp) (is 0 in this case). When sdata is loaded into address x, then the gI variable can be got from address x+0 where x is the address stored in \$gp, 0 is the value of `$gp_rel(gI)`.

To support global variable, first add `IsLinuxOpt` command variable to `Cpu0Subtarget.cpp`. After that, user can run `llc` with argument `llc -cpu0-islinux-format=false` to specify `IsLinuxOpt` to false. The `IsLinuxOpt` is defaulted to true if without specify it. About the `cl` command variable, you can refer to <sup>1</sup> further.

```
// Cpu0Subtarget.cpp
static cl::opt<bool>
IsLinuxOpt("cpu0-islinux-format", cl::Hidden, cl::init(true),
           cl::desc("Always use linux format."));
```

Next add the following code to `Cpu0ISelLowering.cpp`.

<sup>1</sup> <http://llvm.org/docs/CommandLine.html>

```
// Cpu0ISelLowering.cpp
Cpu0TargetLowering::
Cpu0TargetLowering(Cpu0TargetMachine &TM)
: TargetLowering(TM, new Cpu0TargetObjectFile()),
  Subtarget(&TM.getSubtarget<Cpu0Subtarget>()) {
    ...
    // Cpu0 Custom Operations
    setOperationAction(ISD::GlobalAddress,      MVT::i32,    Custom);
    ...
}
...
SDValue Cpu0TargetLowering::
LowerOperation(SDValue Op, SelectionDAG &DAG) const
{
    switch (Op.getOpcode())
    {
        case ISD::GlobalAddress:    return LowerGlobalAddress(Op, DAG);
    }
    return SDValue();
}

//=====//
// Lower helper functions
//=====//

//=====//
// Misc Lower Operation implementation
//=====//

SDValue Cpu0TargetLowering::LowerGlobalAddress(SDValue Op,
                                                SelectionDAG &DAG) const {
    // FIXME there isn't actually debug info here
    DebugLoc dl = Op.getDebugLoc();
    const GlobalValue *GV = cast<GlobalAddressSDNode>(Op)->getGlobal();

    if (getTargetMachine().getRelocationModel() != Reloc::PIC_) {
        SDVTList VTs = DAG.getVTList(MVT::i32);

        Cpu0TargetObjectFile &TLOF = (Cpu0TargetObjectFile&)getObjFileLowering();

        // %gp_rel relocation
        if (TLOF.IsGlobalInSmallSection(GV, getTargetMachine())) {
            SDValue GA = DAG.getTargetGlobalAddress(GV, dl, MVT::i32, 0,
                                                    Cpu0II::MO_GPREL);
            SDValue GPRElNode = DAG.getNode(Cpu0ISD::GPREl, dl, VTs, &GA, 1);
            SDValue GOT = DAG.getGLOBAL_OFFSET_TABLE(MVT::i32);
            return DAG.getNode(ISD::ADD, dl, MVT::i32, GOT, GPRElNode);
        }
        // %hi/%lo relocation
        SDValue GAHi = DAG.getTargetGlobalAddress(GV, dl, MVT::i32, 0,
                                                    Cpu0II::MO_ABS_HI);
        SDValue GALo = DAG.getTargetGlobalAddress(GV, dl, MVT::i32, 0,
                                                    Cpu0II::MO_ABS_LO);
        SDValue HiPart = DAG.getNode(Cpu0ISD::Hi, dl, VTs, &GAHi, 1);
        SDValue Lo = DAG.getNode(Cpu0ISD::Lo, dl, MVT::i32, GALo);
        return DAG.getNode(ISD::ADD, dl, MVT::i32, HiPart, Lo);
    }
}
```



```

EVT ValTy = Op.getValueType();
bool HasGotOfst = (GV->hasInternalLinkage() ||
                   (GV->hasLocalLinkage() && !isa<Function>(GV)));
unsigned GotFlag = (HasGotOfst ? Cpu0II::MO_GOT : Cpu0II::MO_GOT16);
SDValue GA = DAG.getTargetGlobalAddress(GV, dl, ValTy, 0, GotFlag);
GA = DAG.getNode(Cpu0ISD::Wrapper, dl, ValTy, GetGlobalReg(DAG, ValTy), GA);
SDValue ResNode = DAG.getLoad(ValTy, dl, DAG.getEntryNode(), GA,
                             MachinePointerInfo(), false, false, false, 0);
// On functions and global targets not internal linked only
// a load from got/GP is necessary for PIC to work.
if (!HasGotOfst)
    return ResNode;
SDValue GALo = DAG.getTargetGlobalAddress(GV, dl, ValTy, 0,
                                           Cpu0II::MO_ABS_LO);
SDValue Lo = DAG.getNode(Cpu0ISD::Lo, dl, ValTy, GALo);
return DAG.getNode(ISD::ADD, dl, ValTy, ResNode, Lo);
}

```

The `setOperationAction(ISD::GlobalAddress, MVT::i32, Custom)` tells `llc` that we implement global address operation in C++ function `Cpu0TargetLowering::LowerOperation()` and `llvm` will call this function only when `llvm` want to translate IR DAG of loading global variable into machine code. Since may have many Custom type of `setOperationAction(ISD::XXX, MVT::XXX, Custom)` in construction function `Cpu0TargetLowering()`, and `llvm` will call `Cpu0TargetLowering::LowerOperation()` for each ISD IR DAG node of Custom type translation. The global address access can be identified by check the DAG node of opcode is `ISD::GlobalAddress`. For static mode, `LowerGlobalAddress()` will check the translation is for `IsGlobalInSmallSection()` or not. When `IsLinuxOpt` is true and static mode, `IsGlobalInSmallSection()` always return false. `LowerGlobalAddress()` will translate global variable by create 2 DAG IR nodes `ABS_HI` and `ABS_LO` for high part and low part of address and one extra node `ADD`. List it again as follows.

```

// Cpu0ISelLowering.cpp
...
// %hi/%lo relocation
SDValue GAHi = DAG.getTargetGlobalAddress(GV, dl, MVT::i32, 0,
                                           Cpu0II::MO_ABS_HI);
SDValue GALo = DAG.getTargetGlobalAddress(GV, dl, MVT::i32, 0,
                                           Cpu0II::MO_ABS_LO);
SDValue HiPart = DAG.getNode(Cpu0ISD::Hi, dl, VTs, &GAHi, 1);
SDValue Lo = DAG.getNode(Cpu0ISD::Lo, dl, MVT::i32, GALo);
return DAG.getNode(ISD::ADD, dl, MVT::i32, HiPart, Lo);

```

The DAG list form for these three DAG nodes as above code created can be represented as `(ADD (Hi(h1, h2), Lo (l1, l2))`. Since some DAG nodes are not with two arguments, we will define the list as `(ADD (Hi (...), Lo (...))` or `(ADD (Hi, Lo))` sometimes in this book. The corresponding machine instructions of these three IR nodes are defined in `Cpu0InstrInfo.td` as follows,

```

// Cpu0InstrInfo.td
...
// Hi and Lo nodes are used to handle global addresses. Used on
// Cpu0ISelLowering to lower stuff like GlobalAddress, ExternalSymbol
// static model. (nothing to do with Cpu0 Registers Hi and Lo)
def Cpu0Hi      : SDNode<"Cpu0ISD::Hi", SDTIntUnaryOp>;
def Cpu0Lo      : SDNode<"Cpu0ISD::Lo", SDTIntUnaryOp>;
def Cpu0GPREl   : SDNode<"Cpu0ISD::GPREl", SDTIntUnaryOp>;
...
// hi/lo relocs
def : Pat<(Cpu0Hi tglobaladdr:$in), (SHL (ADDiu ZERO, tglobaladdr:$in), 16)>;
// Expect cpu0 add LUI support, like Mips
//def : Pat<(Cpu0Hi tglobaladdr:$in), (LUI tglobaladdr:$in)>;
def : Pat<(Cpu0Lo tglobaladdr:$in), (ADDiu ZERO, tglobaladdr:$in)>;

```

```
def : Pat<(add CPURegs:$hi, (Cpu0Lo tglobaladdr:$lo)),
        (ADDiu CPURegs:$hi, tglobaladdr:$lo)>;

// gp_rel relocations
def : Pat<(add CPURegs:$gp, (Cpu0GPREl tglobaladdr:$in)),
        (ADDiu CPURegs:$gp, tglobaladdr:$in)>;
```

Above code meaning translate ABS\_HI into ADDiu and SHL two instructions. Remember the DAG and Instruction Selection introduced in chapter “Back end structure”, DAG list (SHL (ADDiu ...), 16) meaning DAG node ADDiu and it's parent DAG node SHL two instructions nodes is for list IR DAG ABS\_HI. The Pat<> has two list DAG representation. The left is IR DAG and the right is machine instruction DAG. So after Instruction Selection and Register Allocation, it translate ABS\_HI to,

```
addiu $2, %hi(gI)
shl $2, $2, 16
```

According above code, we know llvm allocate register \$2 for the output operand of ADDiu instruction and \$2 for SHL instruction in this example. Since (SHL (ADDiu), 16), the ADDiu output result will be the SHL first register. The result is “**shl \$2, 16**”. Above Pat<> also define DAG list (add \$hi, (ABS\_LO)) will be translated into (ADD \$hi, (ADDiu ZERO, ...)) where ADD is machine instruction **add** and ADDiu is machine instruction **ldi** which defined in Cpu0InstrInfo.td too. Remember (add \$hi, (ABS\_LO)) meaning add DAG has two operands, the first is \$hi and the second is the register which the ABS\_LO output result register save to. So, the IR DAG pattern and it's corresponding machine instruction node as follows,

```
addiu $3, %lo(gI) // def : Pat<(Cpu0Lo tglobaladdr:$in), (ADDiu ZERO,
// tglobaladdr:$in)>;

// def : Pat<(add CPURegs:$hi, (Cpu0Lo tglobaladdr:$lo)), (ADD CPURegs:$hi,
// (LDI ZERO, tglobaladdr:$lo))>;
// So, the second register for add is the output register of ABS_LO IR DAG
// translation result saved to;
// Since LowerGlobalAddress() create list (ADD (Hi, Lo)) with 3 DAG nodes,
// the Hi output register $2 will be the first input register for add.
    add $2, $2, $3
```

After translated as above, the register \$2 is the global variable address, so get the global variable by IR DAG load will translate into machine instruction as follows,

```
%2 = load i32* @gI, align 4
=> ld $2, 0($2)
```

When IsLinuxOpt is false and static mode, LowerGlobalAddress() will run the following code to create a DAG list (ADD GOT, GPRel).

```
// %gp_rel relocation
if (TLOF.IsGlobalInSmallSection(GV, getTargetMachine())) {
    SDValue GA = DAG.getTargetGlobalAddress(GV, dl, MVT::i32, 0,
                                             Cpu0II::MO_GPREL);
    SDValue GPRelNode = DAG.getNode(Cpu0ISD::GPRel, dl, VTs, &GA, 1);
    SDValue GOT = DAG.getGLOBAL_OFFSET_TABLE(MVT::i32);
    return DAG.getNode(ISD::ADD, dl, MVT::i32, GOT, GPRelNode);
}
```

As mentioned just before, all global variables allocated in sdata or sbss sections which is addressable by 16 bits + \$gp in compile/link time (address binding in compile time). It's equal to offset+GOT where GOT is the base address for global variable and offset is 16 bits. Now, according the following Cpu0InstrInfo.td definition,

```
// Cpu0InstrInfo.td
def Cpu0GPREl : SDNode<"Cpu0ISD::GPREl", SDTIntUnaryOp>;
...
// gp_rel relocs
def : Pat<(add CPURegs:$gp, (Cpu0GPREl tglobaladdr:$in)),
        (ADD CPURegs:$gp, (ADDiu ZERO, tglobaladdr:$in))>;
```

It translate global variable address of list (ADD GOT, GPREl) into machine instructions as follows,

```
addiu $2, $gp, %gp_rel(gI)
```

## 6.1.2 PIC mode

When PIC mode, LowerGlobalAddress() will create the DAG list (load DAG.getEntryNode(), (Wrapper GetGlobalReg(), GA)) by the following code and the code in Cpu0ISelDAGToDAG.cpp as follows,

```
...
bool HasGotOfst = (GV->hasInternalLinkage() ||
                  (GV->hasLocalLinkage() && !isa<Function>(GV)));
unsigned GotFlag = (HasGotOfst ? Cpu0II::MO_GOT : Cpu0II::MO_GOT16);
SDValue GA = DAG.getTargetGlobalAddress(GV, dl, ValTy, 0, GotFlag);
GA = DAG.getNode(Cpu0ISD::Wrapper, dl, ValTy, GetGlobalReg(DAG, ValTy), GA);
SDValue ResNode = DAG.getLoad(ValTy, dl, DAG.getEntryNode(), GA,
                             MachinePointerInfo(), false, false, false, 0);
// On functions and global targets not internal linked only
// a load from got/GP is necessary for PIC to work.
if (!HasGotOfst)
    return ResNode;
...

// Cpu0ISelDAGToDAG.cpp
/// ComplexPattern used on Cpu0InstrInfo
/// Used on Cpu0 Load/Store instructions
bool Cpu0DAGToDAGISel::
SelectAddr(SDNode *Parent, SDValue Addr, SDValue &Base, SDValue &Offset) {
    ...
    // on PIC code Load GA
    if (Addr.getOpcode() == Cpu0ISD::Wrapper) {
        Base = Addr.getOperand(0);
        Offset = Addr.getOperand(1);
        return true;
    }
    ...
}
```

Then it translate into the following code,

```
ld $2, %got(gI)($gp)
```

Where DAG.getEntryNode() is the register \$2 which decided by Register Allocator ; DAG.getNode(Cpu0ISD::Wrapper, dl, ValTy, GetGlobalReg(DAG, ValTy), GA) is translated into Base=\$gp as well as the 16 bits Offset for \$gp.

Apart from above code, add the following code to Cpu0AsmPrinter.cpp and it will emit .cpload asm pseudo instruction,

```
// Cpu0AsmPrinter.cpp
/// EmitFunctionBodyStart - Targets can override this to emit stuff before
/// the first basic block in the function.
```

```
void Cpu0AsmPrinter::EmitFunctionBodyStart() {
...
    // Emit .cpload directive if needed.
    if (EmitCPload)
        // - .cpload $t9
        OutStreamer.EmitRawText(StringRef("\t.cpload\t$t9"));
...
}

// ch6_1.cpu0.s
.cpload $t9
.set      nomacro
# BB#0:
    ldi $sp, -8
```

According Mips Application Binary Interface (ABI), \$t9 (\$25) is the register used in jalr \$25 for long distance function pointer (far subroutine call). The jal %subroutine has 24 bits range of address offset relative to Program Counter (PC) while jalr has 32 bits address range in register size is 32 bits. One example of PIC mode is used in share library. Share library is re-entry code which can be loaded in different memory address decided on run time. The static mode (absolute address mode) is usually designed to load in specific memory address decided on compile time. Since share library can be loaded in different memory address, the global variable address cannot be decided in compile time. As above, the global variable address is translated into the relative address of \$gp. In example code ch6\_1.ll, .cpload is a asm pseudo instruction just before the first instruction of main(), ldi. When the share library main() function be loaded, the loader will assign the \$t9 value to \$gp when it meet “.cpload \$t9”. After that, the \$gp value is \$9 which point to main(), and the global variable address is the relative address to main().

### 6.1.3 Global variable print support

Above code is for global address DAG translation. Next, add the following code to Cpu0MCInstLower.cpp, Cpu0InstPrinter.cpp and Cpu0ISelLowering.cpp for global variable printing operand function.

```
// Cpu0MCInstLower.cpp
MCOperand Cpu0MCInstLower::LowerSymbolOperand(const MachineOperand &MO,
                                                MachineOperandType MOTy,
                                                unsigned Offset) const {

    MCSymbolRefExpr::VariantKind Kind;
    const MCSymbol *Symbol;

    switch (MO.getTargetFlags()) {
    default:                llvm_unreachable("Invalid target flag!");
    // Cpu0_GPREL is for llc -march=cpu0 -relocation-model=static
    // -cpu0-islinux-format=false (global var in .sdata)
    case Cpu0II::MO_GPREL:  Kind = MCSymbolRefExpr::VK_Cpu0_GPREL; break;

    case Cpu0II::MO_GOT16:  Kind = MCSymbolRefExpr::VK_Cpu0_GOT16; break;
    case Cpu0II::MO_GOT:    Kind = MCSymbolRefExpr::VK_Cpu0_GOT; break;
    // ABS_HI and ABS_LO is for llc -march=cpu0 -relocation-model=static
    // (global var in .data)
    case Cpu0II::MO_ABS_HI: Kind = MCSymbolRefExpr::VK_Cpu0_ABS_HI; break;
    case Cpu0II::MO_ABS_LO: Kind = MCSymbolRefExpr::VK_Cpu0_ABS_LO; break;
    }

    switch (MOTy) {
    case MachineOperand::MO_GlobalAddress:
        Symbol = Mang->getSymbol(MO.getGlobal());
        break;
```

```

    default:
        llvm_unreachable("<unknown operand type>");
    }
    ...
}

MCOperand Cpu0MCInstLower::LowerOperand(const MachineOperand& MO,
                                         unsigned offset) const {
    MachineOperandType MOTy = MO.getType();

    switch (MOTy) {
        ...
        case MachineOperand::MO_GlobalAddress:
            return LowerSymbolOperand(MO, MOTy, offset);
        ...
    }
}

// Cpu0InstPrinter.cpp
...
static void printExpr(const MCEExpr *Expr, raw_ostream &OS) {
    ...
    switch (Kind) {
        default:
            llvm_unreachable("Invalid kind!");
        case MCSymbolRefExpr::VK_None:
            break;
        // Cpu0_GPREL is for llc -march=cpu0 -relocation-model=static
        case MCSymbolRefExpr::VK_Cpu0_GPREL:
            OS << "%gp_rel("; break;
        case MCSymbolRefExpr::VK_Cpu0_GOT16:
            OS << "%got("; break;
        case MCSymbolRefExpr::VK_Cpu0_GOT:
            OS << "%got("; break;
        case MCSymbolRefExpr::VK_Cpu0_ABS_HI:
            OS << "%hi("; break;
        case MCSymbolRefExpr::VK_Cpu0_ABS_LO:
            OS << "%lo("; break;
    }
    ...
}

Cpu0ISelLowering.cpp
...
// The following function is for llc -debug DAG node name printing.
const char *Cpu0TargetLowering::getTargetNodeName(unsigned Opcode) const {
    switch (Opcode) {
        case Cpu0ISD::JmpLink:
            return "Cpu0ISD::JmpLink";
        case Cpu0ISD::Hi:
            return "Cpu0ISD::Hi";
        case Cpu0ISD::Lo:
            return "Cpu0ISD::Lo";
        case Cpu0ISD::GPREL:
            return "Cpu0ISD::GPREL";
        case Cpu0ISD::Ret:
            return "Cpu0ISD::Ret";
        case Cpu0ISD::DivRem:
            return "MipsISD::DivRem";
        case Cpu0ISD::DivRemU:
            return "MipsISD::DivRemU";
        case Cpu0ISD::Wrapper:
            return "Cpu0ISD::Wrapper";
        default:
            return NULL;
    }
}

```

OS is the output stream which output to the assembly file.

## 6.1.4 Summary

The global variable Instruction Selection for DAG translation is not like the ordinary IR node translation, it has static (absolute address) and PIC mode. Backend deal this translation by create DAG nodes in function LowerGlobal-

Address() which called by LowerOperation(). Function LowerOperation() take care all Custom type of operation. Backend set global address as Custom operation by "setOperationAction(ISD::GlobalAddress, MVT::i32, Custom);" in Cpu0TargetLowering() constructor. Different address mode has it's corresponding DAG list be created. By set the pattern Pat<> in Cpu0InstrInfo.td, the llvm can apply the compiler mechanism, pattern match, in the Instruction Selection stage.

There are three type for setXXXAction(), Promote, Expand and Custom. Except Custom, the other two usually no need to coding. The section "Instruction Selector" of <sup>2</sup> is the references.

## 6.2 Array and struct support

LLVM use getelementptr to represent the array and struct type in C. Please reference section getelementptr of <sup>3</sup>. For ch6\_2.cpp, the llvm IR as follows,

```
// ch6_2.cpp
struct Date
{
    int year;
    int month;
    int day;
};

Date date = {2012, 10, 12};
int a[3] = {2012, 10, 12};

int main()
{
    int day = date.day;
    int i = a[1];

    return 0;
}

// ch6_2.ll
; ModuleID = 'ch6_2.bc'
target datalayout = "e-p:32:32:32-i1:8:8-i8:8:8-i16:16:16-i32:32:32-i64:32:64-f32:32:32-f64:32:64-v64:64:64-v128:128:128-a0:0:64-f80:128:128-n8:16:32-S128"
target triple = "i386-apple-macosx10.8.0"

%struct.Date = type { i32, i32, i32 }

@date = global %struct.Date { i32 2012, i32 10, i32 12 }, align 4
@a = global [3 x i32] [i32 2012, i32 10, i32 12], align 4

define i32 @main() nounwind ssp {
entry:
    %retval = alloca i32, align 4
    %day = alloca i32, align 4
    %i = alloca i32, align 4
    store i32 0, i32* %retval
    %0 = load i32* getelementptr inbounds (%struct.Date* @date, i32 0, i32 2),
    align 4
    store i32 %0, i32* %day, align 4
    %1 = load i32* getelementptr inbounds ([3 x i32]* @a, i32 0, i32 1), align 4
```

---

<sup>2</sup> <http://llvm.org/docs/WritingAnLLVMBackend.html>

<sup>3</sup> <http://llvm.org/docs/LangRef.html>

```

    store i32 %1, i32* %i, align 4
    ret i32 0
}

```

Run 6/1/Cpu0 with ch6\_2.bc on static mode will get the incorrect asm file as follows,

```

118-165-66-82:InputFiles Jonathan$ /Users/Jonathan/llvm/test/cmake_
debug_build/bin/Debug/llc -march=cpu0 -relocation-model=static -filetype=asm
ch6_2.bc -o ch6_2.cpu0.static.s
118-165-66-82:InputFiles Jonathan$ cat ch6_2.cpu0.static.s
.section .mdebug.abi32
.previous
.file "ch6_2.bc"
.text
.globl main
.align 2
.type main,@function
.ent main                                # @main
main:
.cfi_startproc
.frame $sp,16,$lr
.mask 0x00000000,0
.set noreorder
.set nomacro
# BB#0:
    addiu $sp, $sp, -16
$tmp1:
    .cfi_def_cfa_offset 16
    addiu $2, $zero, 0
    st $2, 12($sp)
    addiu $2, $zero, %hi(date)
    shl $2, $2, 16
    addiu $2, $2, %lo(date)
    ld $2, 0($2) // the correct one is ld $2, 8($2)
    st $2, 8($sp)
    addiu $2, $zero, %hi(a)
    shl $2, $2, 16
    addiu $2, $2, %lo(a)
    ld $2, 0($2)
    st $2, 4($sp)
    addiu $sp, $sp, 16
    ret $lr
.set macro
.set reorder
.end main
$tmp2:
    .size main, ($tmp2)-main
    .cfi_endproc

.type date,@object                    # @date
.data
.globl date
.align 2
date:
    .4byte 2012                        # 0x7dc
    .4byte 10                         # 0xa
    .4byte 12                         # 0xc
    .size date, 12

```

```
.type a,@object          # @a
.globl a
.align 2
a:
.4byte 2012              # 0x7dc
.4byte 10                # 0xa
.4byte 12                # 0xc
.size a, 12
```

For “**day = date.day**”, the correct one is “**ld \$2, 8(\$2)**”, not “**ld \$2, 0(\$2)**”, since `date.day` is offset 8(`date`). Type `int` is 4 bytes in `cpu0`, and the `date.day` has fields `year` and `month` before it. Let use debug option in `llc` to see what’s wrong,

```
jonathantekiimac:InputFiles Jonathan$ /Users/Jonathan/llvm/test/
cmake_debug_build/bin/Debug/llc -march=cpu0 -debug -relocation-model=static
-filetype=asm ch6_2.bc -o ch6_2.cpu0.static.s
...
=== main
Initial selection DAG: BB#0 'main:entry'
SelectionDAG has 20 nodes:
0x7f7f5b02d210: i32 = undef [ORD=1]

0x7f7f5b02d10590: ch = EntryToken [ORD=1]

0x7f7f5b02d010: i32 = Constant<0> [ORD=1]

0x7f7f5b02d110: i32 = FrameIndex<0> [ORD=1]

0x7f7f5b02d210: <multiple use>
0x7f7f5b02d310: ch = store 0x7f7f5b02d10590, 0x7f7f5b02d010, 0x7f7f5b02d110,
0x7f7f5b02d210<ST4[%retval]> [ORD=1]

0x7f7f5b02d410: i32 = GlobalAddress<%struct.Date* @date> 0 [ORD=2]

0x7f7f5b02d510: i32 = Constant<8> [ORD=2]

0x7f7f5b02d610: i32 = add 0x7f7f5b02d410, 0x7f7f5b02d510 [ORD=2]

0x7f7f5b02d210: <multiple use>
0x7f7f5b02d710: i32,ch = load 0x7f7f5b02d310, 0x7f7f5b02d610, 0x7f7f5b02d210
<LD4[getelementptr inbounds (%struct.Date* @date, i32 0, i32 2)]> [ORD=3]

0x7f7f5b02db10: i64 = Constant<4>

0x7f7f5b02d710: <multiple use>
0x7f7f5b02d710: <multiple use>
0x7f7f5b02d810: i32 = FrameIndex<1> [ORD=4]

0x7f7f5b02d210: <multiple use>
0x7f7f5b02d910: ch = store 0x7f7f5b02d710:1, 0x7f7f5b02d710, 0x7f7f5b02d810,
0x7f7f5b02d210<ST4[%day]> [ORD=4]

0x7f7f5b02da10: i32 = GlobalAddress<[3 x i32]* @a> 0 [ORD=5]

0x7f7f5b02dc10: i32 = Constant<4> [ORD=5]

0x7f7f5b02dd10: i32 = add 0x7f7f5b02da10, 0x7f7f5b02dc10 [ORD=5]

0x7f7f5b02d210: <multiple use>
```



```

0x7f7f5b02de10: i32,ch = load 0x7f7f5b02d910, 0x7f7f5b02dd10, 0x7f7f5b02d210
<LD4[getelementptr inbounds ([3 x i32]* @a, i32 0, i32 1)]> [ORD=6]

...

Replacing.3 0x7f7f5b02dd10: i32 = add 0x7f7f5b02da10, 0x7f7f5b02dc10 [ORD=5]

With: 0x7f7f5b030010: i32 = GlobalAddress<[3 x i32]* @a> + 4

Replacing.3 0x7f7f5b02d610: i32 = add 0x7f7f5b02d410, 0x7f7f5b02d510 [ORD=2]

With: 0x7f7f5b02db10: i32 = GlobalAddress<%struct.Date* @date> + 8

Optimized lowered selection DAG: BB#0 'main:entry'
SelectionDAG has 15 nodes:
0x7f7f5b02d210: i32 = undef [ORD=1]

0x7f7f5ac10590: ch = EntryToken [ORD=1]

0x7f7f5b02d010: i32 = Constant<0> [ORD=1]

0x7f7f5b02d110: i32 = FrameIndex<0> [ORD=1]

0x7f7f5b02d210: <multiple use>
0x7f7f5b02d310: ch = store 0x7f7f5ac10590, 0x7f7f5b02d010, 0x7f7f5b02d110,
0x7f7f5b02d210<ST4[%retval]> [ORD=1]

0x7f7f5b02db10: i32 = GlobalAddress<%struct.Date* @date> + 8

0x7f7f5b02d210: <multiple use>
0x7f7f5b02d710: i32,ch = load 0x7f7f5b02d310, 0x7f7f5b02db10, 0x7f7f5b02d210
<LD4[getelementptr inbounds (%struct.Date* @date, i32 0, i32 2)]> [ORD=3]

0x7f7f5b02d710: <multiple use>
0x7f7f5b02d710: <multiple use>
0x7f7f5b02d810: i32 = FrameIndex<1> [ORD=4]

0x7f7f5b02d210: <multiple use>
0x7f7f5b02d910: ch = store 0x7f7f5b02d710:1, 0x7f7f5b02d710, 0x7f7f5b02d810,
0x7f7f5b02d210<ST4[%day]> [ORD=4]

0x7f7f5b030010: i32 = GlobalAddress<[3 x i32]* @a> + 4

0x7f7f5b02d210: <multiple use>
0x7f7f5b02de10: i32,ch = load 0x7f7f5b02d910, 0x7f7f5b030010, 0x7f7f5b02d210
<LD4[getelementptr inbounds ([3 x i32]* @a, i32 0, i32 1)]> [ORD=6]

...

```

By `llc -debug`, you can see the DAG translation process. As above, the DAG list for `date.day` (add `GlobalAddress<[3 x i32]* @a> + 0, Constant<8>`) with 3 nodes is replaced by 1 node `GlobalAddress<%struct.Date* @date> + 8`. The DAG list for `a[1]` is same. The replacement occurs since `TargetLowering.cpp::isOffsetFoldingLegal(...)` return true in `llc -static` static addressing mode as below. In Cpu0 the `ld` instruction format is “`ld $r1, offset($r2)`” which meaning load `$r2` address+offset to `$r1`. So, we just replace the `isOffsetFoldingLegal(...)` function by override mechanism as below.

```
// TargetLowering.cpp
bool
TargetLowering::isOffsetFoldingLegal(const GlobalAddressSDNode *GA) const {
    // Assume that everything is safe in static mode.
    if (getTargetMachine().getRelocationModel() == Reloc::Static)
        return true;

    // In dynamic-no-pic mode, assume that known defined values are safe.
    if (getTargetMachine().getRelocationModel() == Reloc::DynamicNoPIC &&
        GA &&
        !GA->getGlobal()->isDeclaration() &&
        !GA->getGlobal()->isWeakForLinker())
        return true;

    // Otherwise assume nothing is safe.
    return false;
}

// Cpu0TargetLowering.cpp
bool
Cpu0TargetLowering::isOffsetFoldingLegal(const GlobalAddressSDNode *GA) const {
    // The Cpu0 target isn't yet aware of offsets.
    return false;
}
```

Beyond that, we need to add the following code fragment to Cpu0ISelDAGToDAG.cpp,

```
// Cpu0ISelDAGToDAG.cpp
/// ComplexPattern used on Cpu0InstrInfo
/// Used on Cpu0 Load/Store instructions
bool Cpu0DAGToDAGISel::
SelectAddr(SDNode *Parent, SDValue Addr, SDValue &Base, SDValue &Offset) {
    ...
    // Addresses of the form FI+const or FI|const
    if (CurDAG->isBaseWithConstantOffset(Addr)) {
        ConstantSDNode *CN = dyn_cast<ConstantSDNode>(Addr.getOperand(1));
        if (isInt<16>(CN->getSExtValue())) {

            // If the first operand is a FI, get the TargetFI Node
            if (FrameIndexSDNode *FIN = dyn_cast<FrameIndexSDNode>
                (Addr.getOperand(0)))
                Base = CurDAG->getTargetFrameIndex(FIN->getIndex(), ValTy);
            else
                Base = Addr.getOperand(0);

            Offset = CurDAG->getTargetConstant(CN->getZExtValue(), ValTy);
            return true;
        }
    }
}
```

Recall we have translated DAG list for date.day (add GlobalAddress<[3 x i32]\* @a> 0, Constant<8>) into (add (add Cpu0ISD::Hi (Cpu0II::MO\_ABS\_HI), Cpu0ISD::Lo(Cpu0II::MO\_ABS\_LO)), Constant<8>) by the following code in Cpu0ISelLowering.cpp.

```
// Cpu0ISelLowering.cpp
SDValue Cpu0TargetLowering::LowerGlobalAddress(SDValue Op,
                                                SelectionDAG &DAG) const {
    ...
}
```

```

// %hi/%lo relocation
SDValue GAHi = DAG.getTargetGlobalAddress(GV, dl, MVT::i32, 0,
                                           Cpu0II::MO_ABS_HI);
SDValue GALo = DAG.getTargetGlobalAddress(GV, dl, MVT::i32, 0,
                                           Cpu0II::MO_ABS_LO);
SDValue HiPart = DAG.getNode(Cpu0ISD::Hi, dl, VTs, &GAHi, 1);
SDValue Lo = DAG.getNode(Cpu0ISD::Lo, dl, MVT::i32, GALo);
return DAG.getNode(ISD::ADD, dl, MVT::i32, HiPart, Lo);
...
}

```

So, when the `SelectAddr(...)` of `Cpu0ISelDAGToDAG.cpp` is called. The `Addr` `SDValue` in `SelectAddr(..., Addr, ...)` is DAG list for `date.day` (`add (add Cpu0ISD::Hi (Cpu0II::MO_ABS_HI), Cpu0ISD::Lo(Cpu0II::MO_ABS_LO)), Constant<8>`). Since `Addr.getOpcode() = ISD::ADD`, `Addr.getOperand(0) = (add Cpu0ISD::Hi (Cpu0II::MO_ABS_HI), Cpu0ISD::Lo(Cpu0II::MO_ABS_LO))` and `Addr.getOperand(1).getOpcode() = ISD::Constant`, the `Base = SDValue (add Cpu0ISD::Hi (Cpu0II::MO_ABS_HI), Cpu0ISD::Lo(Cpu0II::MO_ABS_LO))` and `Offset = Constant<8>`. After set `Base` and `Offset`, the load DAG will translate the global address `date.day` into machine instruction “**ld \$r1, 8(\$r2)**” in Instruction Selection stage.

6/2/Cpu0 include these changes as above, you can run it with `ch6_2.cpp` to get the correct generated instruction “**ld \$r1, 8(\$r2)**” for `date.day` access, as follows.

```

...
ld  $2, 8($2)
st  $2, 8($sp)
addiu $2, $zero, %hi(a)
shl  $2, $2, 16
addiu $2, $2, %lo(a)
ld  $2, 4($2)

```



# CONTROL FLOW STATEMENTS

This chapter illustrates the corresponding IR for control flow statements, like “if else”, “while” and “for” loop statements in C, and how to translate these control flow statements of llvm IR into cpu0 instructions.

## 7.1 Control flow statement

Run ch7\_1\_1.cpp with clang will get result as follows,

```
// ch7_1_1.cpp
int main()
{
    unsigned int a = 0;
    int b = 1;
    int c = 2;
    int d = 3;
    int e = 4;
    int f = 5;
    int g = 6;
    int h = 7;
    int i = 8;

    if (a == 0) {
        a++;
    }
    if (b != 0) {
        b++;
    }
    if (c > 0) {
        c++;
    }
    if (d >= 0) {
        d++;
    }
    if (e < 0) {
        e++;
    }
    if (f <= 0) {
        f++;
    }
    if (g <= 1) {
        g++;
    }
}
```

```
    if (h >= 1) {
        h++;
    }
    if (i < h) {
        i++;
    }
    if (a != b) {
        a++;
    }

    return a;
}

; ModuleID = 'ch7_1_1.bc'
target datalayout = "e-p:32:32:32-i1:8:8-i8:8:8-i16:16:16-i32:32:32-i64:32:64-
f32:32:32-f64:32:64-v64:64:64-v128:128:128-a0:0:64-f80:128:128-n8:16:32-S128"
target triple = "i386-apple-macosx10.8.0"

define i32 @main() nounwind ssp {
entry:
    %retval = alloca i32, align 4
    %a = alloca i32, align 4
    %b = alloca i32, align 4
    %c = alloca i32, align 4
    %d = alloca i32, align 4
    %e = alloca i32, align 4
    %f = alloca i32, align 4
    %g = alloca i32, align 4
    %h = alloca i32, align 4
    %i = alloca i32, align 4
    store i32 0, i32* %retval
    store i32 0, i32* %a, align 4
    store i32 1, i32* %b, align 4
    store i32 2, i32* %c, align 4
    store i32 3, i32* %d, align 4
    store i32 4, i32* %e, align 4
    store i32 5, i32* %f, align 4
    store i32 6, i32* %g, align 4
    store i32 7, i32* %h, align 4
    store i32 8, i32* %i, align 4
    %0 = load i32* %a, align 4
    %cmp = icmp eq i32 %0, 0
    br i1 %cmp, label %if.then, label %if.end

if.then:                                ; preds = %entry
    %1 = load i32* %a, align 4
    %inc = add i32 %1, 1
    store i32 %inc, i32* %a, align 4
    br label %if.end

if.end:                                ; preds = %if.then, %entry
    %2 = load i32* %b, align 4
    %cmp1 = icmp ne i32 %2, 0
    br i1 %cmp1, label %if.then2, label %if.end4

if.then2:                              ; preds = %if.end
    %3 = load i32* %b, align 4
    %inc3 = add nsw i32 %3, 1
```

```

store i32 %inc3, i32* %b, align 4
br label %if.end4

if.end4:                                ; preds = %if.then2, %if.end
    %4 = load i32* %c, align 4
    %cmp5 = icmp sgt i32 %4, 0
    br i1 %cmp5, label %if.then6, label %if.end8

if.then6:                                ; preds = %if.end4
    %5 = load i32* %c, align 4
    %inc7 = add nsw i32 %5, 1
    store i32 %inc7, i32* %c, align 4
    br label %if.end8

if.end8:                                ; preds = %if.then6, %if.end4
    %6 = load i32* %d, align 4
    %cmp9 = icmp sge i32 %6, 0
    br i1 %cmp9, label %if.then10, label %if.end12

if.then10:                               ; preds = %if.end8
    %7 = load i32* %d, align 4
    %inc11 = add nsw i32 %7, 1
    store i32 %inc11, i32* %d, align 4
    br label %if.end12

if.end12:                                ; preds = %if.then10, %if.end8
    %8 = load i32* %e, align 4
    %cmp13 = icmp slt i32 %8, 0
    br i1 %cmp13, label %if.then14, label %if.end16

if.then14:                               ; preds = %if.end12
    %9 = load i32* %e, align 4
    %inc15 = add nsw i32 %9, 1
    store i32 %inc15, i32* %e, align 4
    br label %if.end16

if.end16:                                ; preds = %if.then14, %if.end12
    %10 = load i32* %f, align 4
    %cmp17 = icmp sle i32 %10, 0
    br i1 %cmp17, label %if.then18, label %if.end20

if.then18:                               ; preds = %if.end16
    %11 = load i32* %f, align 4
    %inc19 = add nsw i32 %11, 1
    store i32 %inc19, i32* %f, align 4
    br label %if.end20

if.end20:                                ; preds = %if.then18, %if.end16
    %12 = load i32* %g, align 4
    %cmp21 = icmp sle i32 %12, 1
    br i1 %cmp21, label %if.then22, label %if.end24

if.then22:                               ; preds = %if.end20
    %13 = load i32* %g, align 4
    %inc23 = add nsw i32 %13, 1
    store i32 %inc23, i32* %g, align 4
    br label %if.end24

```

```
if.end24:                                ; preds = %if.then22, %if.end20
    %14 = load i32* %h, align 4
    %cmp25 = icmp sge i32 %14, 1
    br i1 %cmp25, label %if.then26, label %if.end28

if.then26:                                ; preds = %if.end24
    %15 = load i32* %h, align 4
    %inc27 = add nsw i32 %15, 1
    store i32 %inc27, i32* %h, align 4
    br label %if.end28

if.end28:                                ; preds = %if.then26, %if.end24
    %16 = load i32* %i, align 4
    %17 = load i32* %h, align 4
    %cmp29 = icmp slt i32 %16, %17
    br i1 %cmp29, label %if.then30, label %if.end32

if.then30:                                ; preds = %if.end28
    %18 = load i32* %i, align 4
    %inc31 = add nsw i32 %18, 1
    store i32 %inc31, i32* %i, align 4
    br label %if.end32

if.end32:                                ; preds = %if.then30, %if.end28
    %19 = load i32* %a, align 4
    %20 = load i32* %b, align 4
    %cmp33 = icmp ne i32 %19, %20
    br i1 %cmp33, label %if.then34, label %if.end36

if.then34:                                ; preds = %if.end32
    %21 = load i32* %a, align 4
    %inc35 = add i32 %21, 1
    store i32 %inc35, i32* %a, align 4
    br label %if.end36

if.end36:                                ; preds = %if.then34, %if.end32
    %22 = load i32* %a, align 4
    ret i32 %22
}
```

The “**icmp ne**” stand for integer compare NotEqual, “**slt**” stands for Set Less Than, “**sle**” stands for Set Less Equal. Run version 6/2/Cpu0 with `llc -view-isel-dags` or `-debug` option, you can see it has translated **if** statement into `(br (brcond (%1, setcc(%2, Constant<c>, setne)), BasicBlock_02), BasicBlock_01)`. Ignore %1, we get the form `(br (brcond (setcc(%2, Constant<c>, setne)), BasicBlock_02), BasicBlock_01)`. For explanation, We list the IR DAG as follows,

```
%cond=setcc(%2, Constant<c>, setne)
brcond %cond, BasicBlock_02
br BasicBlock_01
```

We want to translate them into cpu0 instructions DAG as follows,

```
addiu %3, ZERO, Constant<c>
cmp %2, %3
jne BasicBlock_02
jmp BasicBlock_01
```

For the first `addiu` instruction as above which move `Constant<c>` into register, we have defined it before by the following code,



```
// Cpu0InstrInfo.td
...
// Small immediates
def : Pat<(i32 immSExt16:$in),
      (ADDiu ZERO, imm:$in)>;

// Arbitrary immediates
def : Pat<(i32 imm:$imm),
      (OR (SHL (ADDiu ZERO, (HI16 imm:$imm)), 16),
      (ADDiu ZERO, (LO16 imm:$imm)))>;
```

For the last IR br, we translate unconditional branch (br BasicBlock\_01) into jmp BasicBlock\_01 by the following pattern definition,

```
def brtarget      : Operand<OtherVT> {
  let EncoderMethod = "getBranchTargetOpValue";
  let OperandType = "OPERAND_PCREL";
  let DecoderMethod = "DecodeBranchTarget";
}
...
// Unconditional branch
class UncondBranch<bits<8> op, string instr_asm>:
  BranchBase<op, (outs), (ins brtarget:$imm24),
    !strconcat(instr_asm, "\t$imm24"), [(br bb:$imm24)], IIBranch> {
    let isBranch = 1;
    let isTerminator = 1;
    let isBarrier = 1;
    let hasDelaySlot = 0;
  }
...
def JMP          : UncondBranch<0x26, "jmp">;
```

The pattern [(br bb:\$imm24)] in class UncondBranch is translated into jmp machine instruction. The other two cpu0 instructions translation is more complicate than simple one-to-one IR to machine instruction translation we have experienced until now. To solve this chained IR to machine instructions translation, we define the following pattern,

```
// brcond patterns
multiclass BrcondPats<RegisterClass RC, Instruction JEQOp, Instruction JNEOp,
  Instruction JLTOp, Instruction JGTOp, Instruction JLEOp, Instruction JGEOp,
  Instruction CMPOp> {
...
def : Pat<(brcond (i32 (setne RC:$lhs, RC:$rhs)), bb:$dst),
      (JNEOp (CMPOp RC:$lhs, RC:$rhs), bb:$dst)>;
...
def : Pat<(brcond RC:$cond, bb:$dst),
      (JNEOp (CMPOp RC:$cond, ZEROReg), bb:$dst)>;
```

Above definition support (setne RC:\$lhs, RC:\$rhs) register to register compare. There are other compare pattern like, seteq, setlt, ... . In addition to seteq, setne, ..., we define setueq, setune, ..., by reference Mips code even though we didn't find how setune came from. We have tried to define unsigned int type, but clang still generate setne instead of setune. Pattern search order is according their appear order in context. The last pattern (brcond RC:\$cond, bb:\$dst) is meaning branch to \$dst if \$cond != 0, it is equal to (JNEOp (CMPOp RC:\$cond, ZEROReg), bb:\$dst) in cpu0 translation.

The CMP instruction will set the result to register SW, and then JNE check the condition based on SW status as [Figure 7.1](#). Since SW belongs to a different register class, it is correct even an instruction is inserted between CMP and JNE as follows,

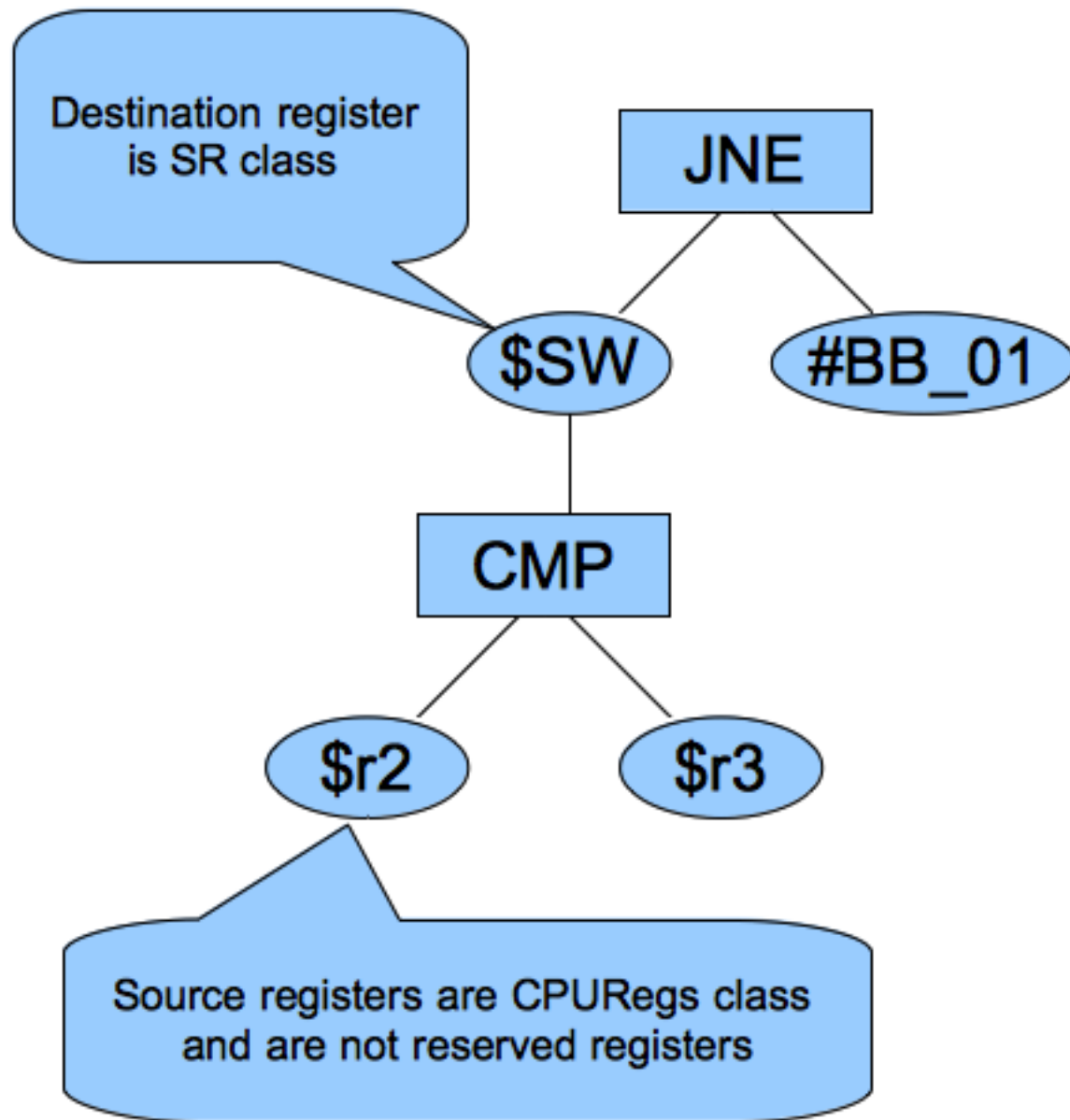


Figure 7.1: JNE (CMP \$r2, \$r3),

```

cmp %2, %3
addiu $r1, $r2, 3    // $r1 register never be allocated to $SW
jne BasicBlock_02

```

The reserved registers setting by the following function code we defined before,

```

// Cpu0RegisterInfo.cpp
...
// pure virtual method
BitVector Cpu0RegisterInfo::
getReservedRegs(const MachineFunction &MF) const {
    static const uint16_t ReservedCPURegs[] = {
        Cpu0::ZERO, Cpu0::AT, Cpu0::GP, Cpu0::FP,
        Cpu0::SP, Cpu0::LR, Cpu0::PC
    };
    BitVector Reserved(getNumRegs());
    typedef TargetRegisterClass::iterator RegIter;

    for (unsigned I = 0; I < array_lengthof(ReservedCPURegs); ++I)
        Reserved.set(ReservedCPURegs[I]);

    // If GP is dedicated as a global base register, reserve it.
    if (MF.getInfo<Cpu0FunctionInfo>()->globalBaseRegFixed()) {
        Reserved.set(Cpu0::GP);
    }

    return Reserved;
}

```

Although the following definition in Cpu0RegisterInfo.td has no real effect in Reserved Registers, you should comment the Reserved Registers in it for readability. Setting SW into another register class to prevent the SW register allocated to the register used by other instruction. The copyPhysReg() is called when DestReg and SrcReg belong to different Register Class. As comment, the only possibility in (DestReg==SW, SrcReg==CPU0Regs) is “cmp \$SW, \$ZERO, \$rc”.

```

// Cpu0RegisterInfo.td
...
//===-----
// Register Classes
//===-----

def CPURegs : RegisterClass<"Cpu0", [i32], 32, (add
    // Return Values and Arguments
    V0, V1, A0, A1,
    // Not preserved across procedure calls
    T9,
    // Callee save
    S0, S1, S2,
    // Reserved
    ZERO, AT, GP, FP, SP, LR, PC)>;

    // Status Registers
    def SR : RegisterClass<"Cpu0", [i32], 32, (add SW)>;

// Cpu0InstrInfo.cpp
//-- Called when DestReg and SrcReg belong to different Register Class.
void Cpu0InstrInfo::

```

```
copyPhysReg(MachineBasicBlock &MBB,
            MachineBasicBlock::iterator I, DebugLoc DL,
            unsigned DestReg, unsigned SrcReg,
            bool KillSrc) const {
    unsigned Opc = 0, ZeroReg = 0;

    if (Cpu0::CPURegsRegClass.contains(DestReg)) { // Copy to CPU Reg.
        ...
        else if (SrcReg == Cpu0::SW) // add $ra, $ZERO, $SW
            Opc = Cpu0::ADD, ZeroReg = Cpu0::ZERO;
    }
    else if (Cpu0::CPURegsRegClass.contains(SrcReg)) { // Copy from CPU Reg.
        ...
        // Only possibility in (DestReg==SW, SrcReg==CPU0Regs) is
        // cmp $SW, $ZERO, $src
        else if (DestReg == Cpu0::SW)
            Opc = Cpu0::CMP, ZeroReg = Cpu0::ZERO;
    }
}
```

7/1/Cpu0 include support for control flow statement. Run with it as well as the following `llc` option, you can get the obj file and dump it's content by hexdump as follows,

```
118-165-79-206:InputFiles Jonathan$ cat ch7_1_1.cpu0.s
...
    ld  $3, 32($sp)
    cmp $3, $2
    jne $BB0_2
    jmp $BB0_1
$BB0_1:                                # %if.then
    ld  $2, 32($sp)
    addiu $2, $2, 1
    st  $2, 32($sp)
$BB0_2:                                # %if.end
    ld  $2, 28($sp)
...

118-165-79-206:InputFiles Jonathan$ /Users/Jonathan/llvm/test/
cmake_debug_build/bin/Debug/llc -march=cpu0 -relocation-model=pic -filetype=obj
ch7_1_1.bc -o ch7_1_1.cpu0.o

118-165-79-206:InputFiles Jonathan$ hexdump ch7_1_1.cpu0.o
// jmp offset is 0x10=16 bytes which is correct
0000080 ..... 10 20 20 02 21 00 00 10

0000090 26 00 00 00 .....
```

The immediate value of `jne` (op 0x21) is 16; The offset between `jne` and `$BB0_2` is 20 (5 words = 5\*4 bytes). Suppose the `jne` address is X, then the label `$BB0_2` is X+20. Cpu0 is a RISC cpu0 with 3 stages of pipeline which are fetch, decode and execution according to cpu0 web site information. The cpu0 do branch instruction execution at decode stage which like mips. After the `jne` instruction fetched, the PC (Program Counter) is X+4 since cpu0 update PC at fetch stage. The `$BB0_2` address is equal to PC+16 for the `jne` branch instruction execute at decode stage. List and explain this again as follows,

```
// Fetch instruction stage for jne instruction. The fetch stage
// can be divided into 2 cycles. First cycle fetch the
// instruction. Second cycle adjust PC = PC+4.
jne $BB0_2 // Do jne compare in decode stage. PC = X+4 at this stage.
// When jne immediate value is 16, PC = PC+16. It will fetch
```

```

// X+20 which equal to label $BB0_2 instruction, ld $2, 28($sp).
    jmp $BB0_1
$BB0_1:                                # %if.then
    ld $2, 32($sp)
    addiu $2, $2, 1
    st $2, 32($sp)
$BB0_2:                                # %if.end
    ld $2, 28($sp)

```

If cpu0 do “jne” compare in execution stage, then we should set PC=PC+12, offset of (\$BB0\_2, jne \$BB0\_2) – 8, in this example.

Cpu0 is for teaching purpose and didn’t consider the performance with design. In reality, the conditional branch is important in performance of CPU design. According bench mark information, every 7 instructions will meet 1 branch instruction in average. Cpu0 take 2 instructions for conditional branch, (jne(cmp...)), while Mips use one instruction (bne).

Finally we list the code added for full support of control flow statement,

```

// Cpu0MCCodeEmitter.cpp
/// getBranchTargetOpValue - Return binary encoding of the branch
/// target operand. If the machine operand requires relocation,
/// record the relocation and return zero.
unsigned Cpu0MCCodeEmitter::
getBranchTargetOpValue(const MCInst &MI, unsigned OpNo,
                       SmallVectorImpl<MCFixup> &Fixups) const {

    const MCOperand &MO = MI.getOperand(OpNo);
    assert(MO.isExpr() && "getBranchTargetOpValue expects only expressions");

    const MCEExpr *Expr = MO.getExpr();
    Fixups.push_back(MCFixup::Create(0, Expr,
                                     MCFixupKind(Cpu0::fixup_Cpu0_PC24)));

    return 0;
}

// Cpu0MCInstLower.cpp
MCOperand Cpu0MCInstLower::LowerSymbolOperand(const MachineOperand &MO,
                                                MachineOperandType MOTy,
                                                unsigned Offset) const {

    ...
    switch(MO.getTargetFlags()) {
    default:                llvm_unreachable("Invalid target flag!");
    case Cpu0II::MO_NO_FLAG: Kind = MCSymbolRefExpr::VK_None; break;
    ...
    }
    ...
    switch (MOTy) {
    case MachineOperand::MO_MachineBasicBlock:
        Symbol = MO.getMBB()->getSymbol();
        break;
    ...
    }
}

MCOperand Cpu0MCInstLower::LowerOperand(const MachineOperand & MO,
                                         unsigned offset) const {

    MachineOperandType MOTy = MO.getType();

    switch (MOTy) {

```

```
default: llvm_unreachable("unknown operand type");
case MachineOperand::MO_Register:
...
case MachineOperand::MO_MachineBasicBlock:
case MachineOperand::MO_GlobalAddress:
case MachineOperand::MO_BlockAddress:
...
}
...
}

// Cpu0InstrInfo.cpp
// - Called when DestReg and SrcReg belong to different Register Class.
void Cpu0InstrInfo::
copyPhysReg(MachineBasicBlock &MBB,
             MachineBasicBlock::iterator I, DebugLoc DL,
             unsigned DestReg, unsigned SrcReg,
             bool KillSrc) const {
    if (Cpu0::CPURegsRegClass.contains(DestReg)) { // Copy to CPU Reg.
        ...
    } else if (SrcReg == Cpu0::SW) // add $ra, $ZERO, $SW
        Opc = Cpu0::ADD, ZeroReg = Cpu0::ZERO;
    }
    else if (Cpu0::CPURegsRegClass.contains(SrcReg)) { // Copy from CPU Reg.
        ...
        // Only possibility in (DestReg==SW, SrcReg==CPU0Regs) is
        // cmp $SW, $ZERO, $src
        else if (DestReg == Cpu0::SW)
            Opc = Cpu0::CMP, ZeroReg = Cpu0::ZERO;
    }
    ...
}

// Cpu0ISelLowering.cpp
Cpu0TargetLowering::
Cpu0TargetLowering(Cpu0TargetMachine &TM)
: TargetLowering(TM, new Cpu0TargetObjectFile()),
  Subtarget(&TM.getSubtarget<Cpu0Subtarget>()) {
    ...
    // Used by legalize types to correctly generate the setcc result.
    // Without this, every float setcc comes with a AND/OR with the result,
    // we don't want this, since the fpcmp result goes to a flag register,
    // which is used implicitly by brcond and select operations.
    AddPromotedToType(ISD::SETCC, MVT::i1, MVT::i32);
    ...
    setOperationAction(ISD::BRCOND, MVT::Other, Custom);

    // Operations not directly supported by Cpu0.
    setOperationAction(ISD::BR_CC, MVT::Other, Expand);
    ...
}

// Cpu0InstrFormats.td
//=====//
// Format J instruction class in Cpu0 : <|opcode|address|>
//=====//
```

```

class FJ<bits<8> op, dag outs, dag ins, string asmstr, list<dag> pattern,
    InstrItinClass itin>: Cpu0Inst<outs, ins, asmstr, pattern, itin, FrmJ>
{
    bits<24> addr;

    let Opcode = op;

    let Inst{23-0} = addr;
}

// Cpu0InstrInfo.td
// Instruction operand types
def brtarget      : Operand<OtherVT> {
    let EncoderMethod = "getBranchTargetOpValue";
    let OperandType = "OPERAND_PCREL";
    let DecoderMethod = "DecodeBranchTarget";
}
...
/// Conditional Branch
class CBranch<bits<8> op, string instr_asm, RegisterClass RC,
    list<Register> UseRegs>:
    FJ<op, (outs), (ins RC:$ra, brtarget:$addr),
        !strconcat(instr_asm, "\t$addr"),
        [(brcond RC:$ra, bb:$addr)], IIBranch> {

    let isBranch = 1;
    let isTerminator = 1;
    let hasDelaySlot = 0;
    let neverHasSideEffects = 1;
}

// Unconditional branch, such as JMP
class UncondBranch<bits<8> op, string instr_asm>:
    FJ<op, (outs), (ins brtarget:$addr),
        !strconcat(instr_asm, "\t$addr"), [(br bb:$addr)], IIBranch> {

    let isBranch = 1;
    let isTerminator = 1;
    let isBarrier = 1;
    let hasDelaySlot = 0;
    let DecoderMethod = "DecodeJumpRelativeTarget";
}

...
/// Jump and Branch Instructions
def JEQ      : CBranch<0x20, "jeq", CPURegs>;
def JNE      : CBranch<0x21, "jne", CPURegs>;
def JLT      : CBranch<0x22, "jlt", CPURegs>;
def JGT      : CBranch<0x23, "jgt", CPURegs>;
def JLE      : CBranch<0x24, "jle", CPURegs>;
def JGE      : CBranch<0x25, "jge", CPURegs>;
def JMP      : UncondBranch<0x26, "jmp">;
...
// brcond patterns
multiclass BrcondPats<RegisterClass RC, Instruction JEQOp,
    Instruction JNEOp, Instruction JLTOp, Instruction JGTOp,
    Instruction JLEOp, Instruction JGEOp, Instruction CMPOp,
    Register ZEROReg> {
def : Pat<(brcond (i32 (seteq RC:$lhs, RC:$rhs)), bb:$dst),
    (JEQOp (CMPOp RC:$lhs, RC:$rhs), bb:$dst)>;
def : Pat<(brcond (i32 (setueq RC:$lhs, RC:$rhs)), bb:$dst),

```

```
(JEQOp (CMPOp RC:$lhs, RC:$rhs), bb:$dst)>;
def : Pat<(brcond (i32 (setne RC:$lhs, RC:$rhs)), bb:$dst),
      (JNEOp (CMPOp RC:$lhs, RC:$rhs), bb:$dst)>;
def : Pat<(brcond (i32 (setune RC:$lhs, RC:$rhs)), bb:$dst),
      (JNEOp (CMPOp RC:$lhs, RC:$rhs), bb:$dst)>;
def : Pat<(brcond (i32 (setlt RC:$lhs, RC:$rhs)), bb:$dst),
      (JLTOp (CMPOp RC:$lhs, RC:$rhs), bb:$dst)>;
def : Pat<(brcond (i32 (setult RC:$lhs, RC:$rhs)), bb:$dst),
      (JLTOp (CMPOp RC:$lhs, RC:$rhs), bb:$dst)>;
def : Pat<(brcond (i32 (setgt RC:$lhs, RC:$rhs)), bb:$dst),
      (JGTOp (CMPOp RC:$lhs, RC:$rhs), bb:$dst)>;
def : Pat<(brcond (i32 (setugt RC:$lhs, RC:$rhs)), bb:$dst),
      (JGTOp (CMPOp RC:$lhs, RC:$rhs), bb:$dst)>;
def : Pat<(brcond (i32 (setle RC:$lhs, RC:$rhs)), bb:$dst),
      (JLEOp (CMPOp RC:$lhs, RC:$rhs), bb:$dst)>;
def : Pat<(brcond (i32 (setule RC:$lhs, RC:$rhs)), bb:$dst),
      (JLEOp (CMPOp RC:$lhs, RC:$rhs), bb:$dst)>;
def : Pat<(brcond (i32 (setge RC:$lhs, RC:$rhs)), bb:$dst),
      (JGEOp (CMPOp RC:$lhs, RC:$rhs), bb:$dst)>;
def : Pat<(brcond (i32 (setuge RC:$lhs, RC:$rhs)), bb:$dst),
      (JGEOp (CMPOp RC:$lhs, RC:$rhs), bb:$dst)>;

def : Pat<(brcond RC:$cond, bb:$dst),
      (JNEOp (CMPOp RC:$cond, ZEROReg), bb:$dst)>;
}

defm : BrcondPats<CPURegs, JEQ, JNE, JLT, JGT, JLE, JGE, CMP, ZERO>;
```

The `ch7_1_2.cpp` is for “**nest if**” test. The `ch7_1_3.cpp` is the “**for loop**” as well as “**while loop**”, “**continue**”, “**break**”, “**goto**” test. You can run with them if you like to test more.

Finally, 7/1/Cpu0 support the local array definition by add the `LowerCall()` empty function in `Cpu0ISelLowering.cpp` as follows,

```
// Cpu0ISelLowering.cpp
SDValue
Cpu0TargetLowering::LowerCall(TargetLowering::CallLoweringInfo &CLI,
                              SmallVectorImpl<SDValue> &InVals) const {
    return CLI.Chain;
}
```

With this `LowerCall()`, it can translate `ch7_1_4.cpp`, `ch7_1_4.bc` to `ch7_1_4.cpu0.s` as follows,

```
// ch7_1_4.cpp
int main()
{
    int a[3]={0, 1, 2};

    return 0;
}

; ModuleID = 'ch7_1_4 .bc'
target datalayout = "e-p:32:32:32-i1:8:8-i8:8:8-i16:16:16-i32:32:32-i64:32:64-
f32:32:32-f64:32:64-v64:64:64-v128:128:128-a0:0:64-f80:128:128-n8:16:32-S128"
target triple = "i386-apple-macosx10.8.0"

@_ZZ4mainE1a = private unnamed_addr constant [3 x i32] [i32 0, i32 1, i32 2],
align 4
```



```
define i32 @main() nounwind ssp {
entry:
    %retval = alloca i32, align 4
    %a = alloca [3 x i32], align 4
    store i32 0, i32* %retval
    %0 = bitcast [3 x i32]* %a to i8*
    call void @llvm.memcpy.p0i8.p0i8.i32(i8* %0, i8* bitcast ([3 x i32]*
        @_ZZ4mainE1a to i8*), i32 12, i32 4, i1 false)
    ret i32 0
}
```

```
118-165-79-206:InputFiles Jonathan$ cat ch7_1_4.cpu0.s
.section .mdebug.abi32
.previous
.file "ch7_1_4.bc"
.text
.globl main
.align 2
.type main,@function
.ent main # @main
main:
    .frame $sp,24,$lr
    .mask 0x00000000,0
    .set noreorder
    .cpload $t9
    .set nomacro
# BB#0: # %entry
    addiu $sp, $sp, -24
    ld $2, %got(__stack_chk_guard)($gp)
    ld $3, 0($2)
    st $3, 20($sp)
    addiu $3, $zero, 0
    st $3, 16($sp)
    ld $3, %got($_ZZ4mainE1a)($gp)
    addiu $3, $3, %lo($_ZZ4mainE1a)
    ld $4, 8($3)
    st $4, 12($sp)
    ld $4, 4($3)
    st $4, 8($sp)
    ld $3, 0($3)
    st $3, 4($sp)
    ld $2, 0($2)
    ld $3, 20($sp)
    cmp $2, $3
    jne $BB0_2
    jmp $BB0_1
$BB0_1: # %SP_return
    addiu $sp, $sp, 24
    ret $lr
$BB0_2: # %CallStackCheckFailBlk
    .set macro
    .set reorder
    .end main
$tmp1:
    .size main, ($tmp1)-main

.type $_ZZ4mainE1a,@object # @_ZZ4mainE1a
.section .rodata,"a",@progbits
```

```
.align 2
$_ZZ4mainE1a:
.4byte 0          # 0x0
.4byte 1          # 0x1
.4byte 2          # 0x2
.size $_ZZ4mainE1a, 12
```

The `ch7_1_5.cpp` is for test C operators `==`, `!=`, `&&`, `||`. No code need to add since we have take care them before. But it can be test only when the control flow statement support is ready, as follows,

```
// ch7_1_5.cpp
```

```
int main()
{
    unsigned int a = 0;
    int b = 1;
    int c = 2;

    if ((a == 0 && b == 2) || (c != 2)) {
        a++;
    }

    return 0;
}
```

```
118-165-78-230:InputFiles Jonathan$ clang -c ch7_1_5.cpp -emit-llvm -o ch7_1_5.bc
```

```
118-165-78-230:InputFiles Jonathan$ /Users/Jonathan/llvm/test/cmake_debug_build/
bin/Debug/llc -march=cpu0 -relocation-model=pic -filetype=asm ch7_1_5.bc -o
ch7_1_5.cpu0.s
```

```
118-165-78-230:InputFiles Jonathan$ cat ch7_1_5.cpu0.s
```

```
.section .mdebug.abi32
.previous
.file "ch7_1_5.bc"
.text
.globl main
.align 2
.type main,@function
.ent main          # @main
main:
.cfi_startproc
.frame $sp,16,$lr
.mask 0x00000000,0
.set noreorder
.set nomacro
# BB#0:
addiu $sp, $sp, -16
$tmp1:
.cfi_def_cfa_offset 16
addiu $3, $zero, 0
st $3, 12($sp)
st $3, 8($sp)
addiu $2, $zero, 1
st $2, 4($sp)
addiu $2, $zero, 2
st $2, 0($sp)
ld $4, 8($sp)
cmp $4, $3
jne $BB0_2          // a != 0
jmp $BB0_1
```

```

$BB0_1:                                // a == 0
    ld  $3, 4($sp)
    cmp $3, $2
    jeq $BB0_3                        // b == 2
    jmp $BB0_2
$BB0_2:
    ld  $3, 0($sp)
    cmp $3, $2                        // c == 2
    jeq $BB0_4
    jmp $BB0_3
$BB0_3:                                // (a == 0 && b == 2) || (c != 2)
    ld  $2, 8($sp)
    addiu $2, $2, 1                    // a++
    st  $2, 8($sp)
$BB0_4:
    addiu $sp, $sp, 16
    ret $1r
.set  macro
.set  reorder
.end  main
$tmp2:
    .size main, ($tmp2)-main
    .cfi_endproc

```

## 7.2 RISC CPU knowledge

As mentioned in the previous section, cpu0 is a RISC (Reduced Instruction Set Computer) CPU with 3 stages of pipeline. RISC CPU is full in world. Even the X86 of CISC (Complex Instruction Set Computer) is RISC inside. (It translate CISC instruction into micro-instruction which do pipeline as RISC). Knowledge with RISC will make you satisfied in compiler design. List these two excellent books we have read which include the real RISC CPU knowledge needed for reference. Sure, there are many books in Computer Architecture, and some of them contain real RISC CPU knowledge needed, but these two are what we read.

Computer Organization and Design: The Hardware/Software Interface (The Morgan Kaufmann Series in Computer Architecture and Design)

Computer Architecture: A Quantitative Approach (The Morgan Kaufmann Series in Computer Architecture and Design)

The book of “Computer Organization and Design: The Hardware/Software Interface” (there are 4 editions until the book is written) is for the introduction (simple). “Computer Architecture: A Quantitative Approach” (there are 5 editions until the book is written) is more complicate and deep in CPU architecture.



# FUNCTION CALL

The subroutine/function call of backend code translation is supported in this chapter. A lots of code needed in function call. We break it down according llvm supplied interface for easy to explanation. This chapter start from introducing the Mips stack frame structure since we borrow many part of ABI from it. Although each CPU has it's own ABI, most of RISC CPUs ABI are similar. In addition to support fixed number of arguments function call, cpu0 also upport variable number of arguments since C/C++ support this feature. Supply Mips ABI and assemble language manual on internet link in this chapter for your reference. The section “4.5 DAG Lowering” of `tricore_llvm.pdf` contains some knowledge about Lowering process. Section “4.5.1 Calling Conventions” of `tricore_llvm.pdf` is the related materials you can reference.

This chapter is more complicate than any of the previous chapter. It include stack frame and the related ABI support. If you have problem in reading the stack frame illustrated in the first three sections of this chapter, you can read the appendix B of “Procedure Call Convention” of book “Computer Organization and Design” which listed in section “RISC CPU knowledge” of chapter “Control flow statement”<sup>1</sup>, “Run Time Memory” of compiler book, or “Function Call Sequence” and “Stack Frame” of Mips ABI.

## 8.1 Mips stack frame

The first thing for design the cpu0 function call is deciding how to pass arguments in function call. There are two options. The first is pass arguments all in stack. Second is pass arguments in the registers which are reserved for function arguments, and put the other arguments in stack if it over the number of registers reserved for function call. For example, Mips pass the first 4 arguments in register \$a0, \$a1, \$a2, \$a3, and the other arguments in stack if it over 4 arguments. Figure 8.1 is the Mips stack frame.

Run `llc -march=mips` for `ch8_1.bc`, you will get the following result. See comment “//”.

```
// ch8_1.cpp
int sum_i(int x1, int x2, int x3, int x4, int x5, int x6)
{
    int sum = x1 + x2 + x3 + x4 + x5 + x6;

    return sum;
}

int main()
{
    int a = sum_i(1, 2, 3, 4, 5, 6);

    return a;
}
```

---

<sup>1</sup> <http://jonathan2251.github.com/lbd/ctrlflow.html#risc-cpu-knowledge>

Base	Offset	Contents	Frame
old \$sp	+16	unspecified ... variable size	High addresses
		(if present) incoming arguments passed in stack frame	Previous
		space for incoming arguments 1-4	
\$sp	+0	locals and temporaries	Current
		general register save area	
		floating-point register save area	
		argument build area	Low addresses

Figure 8.1: Mips stack frame

```

118-165-78-230:InputFiles Jonathan$ clang -c ch8_1.cpp -emit-llvm -o ch8_1.bc
118-165-78-230:InputFiles Jonathan$ /Users/Jonathan/llvm/test/cmake_debug_build/
bin/Debug/llc -march=mips -relocation-model=pic -filetype=asm ch8_1.bc -o
ch8_1.mips.s
118-165-78-230:InputFiles Jonathan$ cat ch8_1.mips.s
.section .mdebug.abi32
.previous
.file "ch8_1.bc"
.text
.globl _Z5sum_iiiiiii
.align 2
.type _Z5sum_iiiiiii,@function
.set nomips16 # @_Z5sum_iiiiiii
.ent _Z5sum_iiiiiii
_Z5sum_iiiiiii:
.cfi_startproc
.frame $sp,32,$ra
.mask 0x00000000,0
.fmask 0x00000000,0
.set noreorder
.set nomacro
.set noat
# BB#0:
addiu $sp, $sp, -32
$tmp1:
.cfi_def_cfa_offset 32
sw $4, 28($sp)
sw $5, 24($sp)
sw $6, 20($sp)
sw $7, 16($sp)
lw $1, 48($sp) // load argument 5
sw $1, 12($sp)
lw $1, 52($sp) // load argument 6
sw $1, 8($sp)
lw $2, 24($sp)
lw $3, 28($sp)
addu $2, $3, $2
lw $3, 20($sp)
addu $2, $2, $3
lw $3, 16($sp)
addu $2, $2, $3
lw $3, 12($sp)
addu $2, $2, $3
addu $2, $2, $1
sw $2, 4($sp)
jr $ra
addiu $sp, $sp, 32
.set at
.set macro
.set reorder
.end _Z5sum_iiiiiii
$tmp2:
.size _Z5sum_iiiiiii, ($tmp2)-_Z5sum_iiiiiii
.cfi_endproc

.globl main
.align 2
.type main,@function

```

```
.set nomips16                                # @main
.ent main
main:
.cfi_startproc
.frame $sp,40,$ra
.mask 0x80000000,-4
.fmask 0x00000000,0
.set noreorder
.set nomacro
.set noat
# BB#0:
lui $2, %hi(_gp_disp)
addiu $2, $2, %lo(_gp_disp)
addiu $sp, $sp, -40
$tmp5:
.cfi_def_cfa_offset 40
sw $ra, 36($sp)                               # 4-byte Folded Spill
$tmp6:
.cfi_offset 31, -4
addu $gp, $2, $25
sw $zero, 32($sp)
addiu $1, $zero, 6
sw $1, 20($sp) // Save argument 6 to 20($sp)
addiu $1, $zero, 5
sw $1, 16($sp) // Save argument 5 to 16($sp)
lw $25, %call16(_Z5sum_iiiiiii)($gp)
addiu $4, $zero, 1 // Pass argument 1 to $4 (=$a0)
addiu $5, $zero, 2 // Pass argument 2 to $5 (=$a1)
addiu $6, $zero, 3
jalr $25
addiu $7, $zero, 4
sw $2, 28($sp)
lw $ra, 36($sp)                               # 4-byte Folded Reload
jr $ra
addiu $sp, $sp, 40
.set at
.set macro
.set reorder
.end main
$tmp7:
.size main, ($tmp7)-main
.cfi_endproc
```

From the mips assembly code generated as above, we know it save the first 4 arguments to \$a0..\$a3 and last 2 arguments to 16(\$sp) and 20(\$sp). Figure 8.2 is the arguments location for example code ch8\_1.cpp. It load argument 5 from 48(\$sp) in sum\_i() since the argument 5 is saved to 16(\$sp) in main(). The stack size of sum\_i() is 32, so 16+32(\$sp) is the location of incoming argument 5.

The 007-2418-003.pdf in <sup>2</sup> is the Mips assembly language manual. <sup>3</sup> is Mips Application Binary Interface which include the Figure 8.1.

---

<sup>2</sup> <https://www.dropbox.com/sh/2pkh1fewlq2zag9/OHnrYn2nOs/doc/MIPSproAssemblyLanguageProgrammerGuide>

<sup>3</sup> <http://www.linux-mips.org/pub/linux/mips/doc/ABI/mipsabi.pdf>



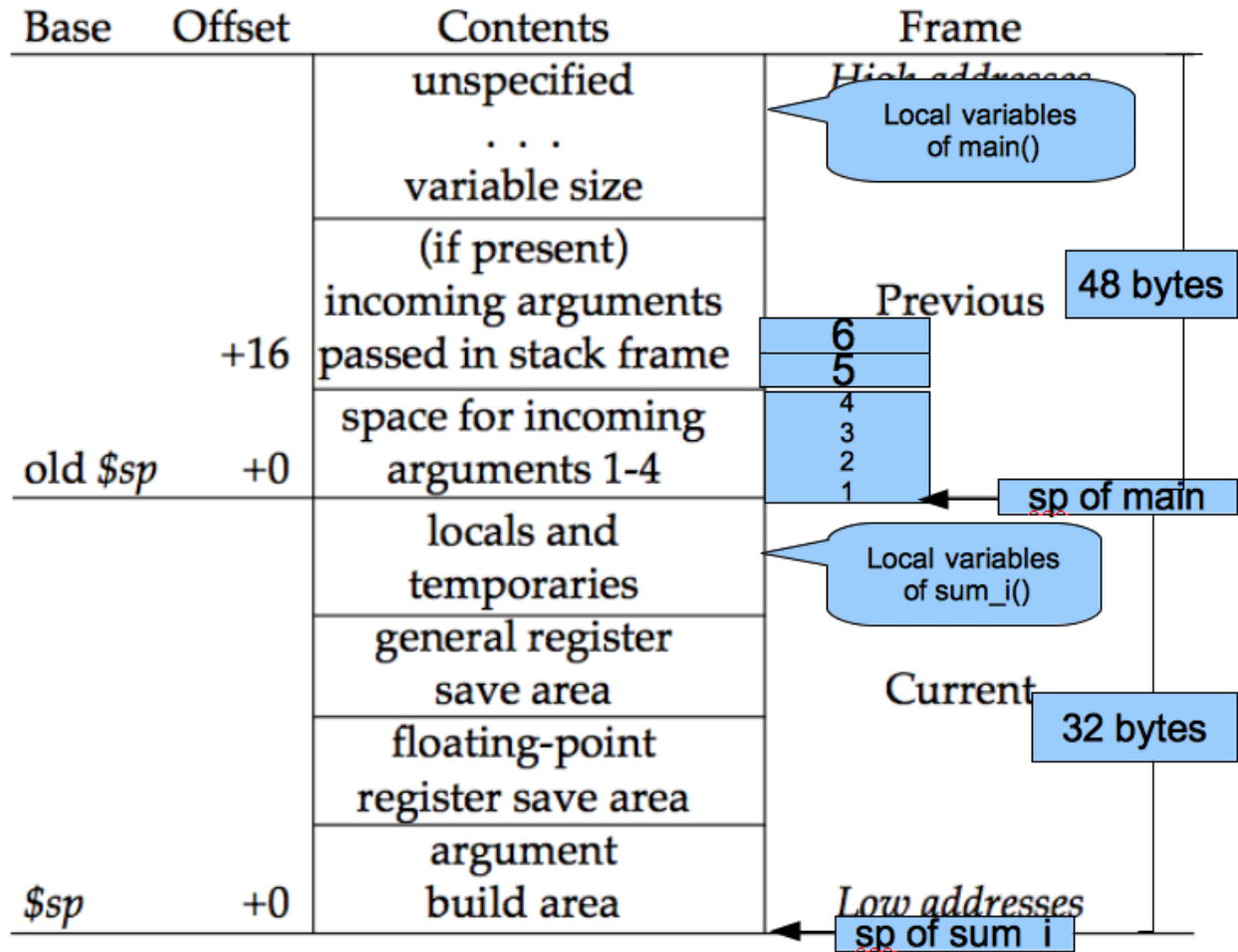


Figure 8.2: Mips arguments location in stack frame

## 8.2 Load incoming arguments from stack frame

From last section, to support function call, we need implementing the arguments pass mechanism with stack frame. Before do that, let's run the old version of code 7/1/Cpu0 with ch8\_1.cpp and see what happen.

```
118-165-79-31:InputFiles Jonathan$ /Users/Jonathan/llvm/test/
cmake_debug_build/bin/Debug/llc -march=cpu0 -relocation-model=pic -filetype=asm
ch8_1.bc -o ch8_1.cpu0.s
Assertion failed: (InVals.size() == Ins.size() && "LowerFormalArguments didn't
emit the correct number of values!"), function LowerArguments, file /Users/
Jonathan/llvm/test/src/lib/CodeGen/SelectionDAG/
SelectionDAGBuilder.cpp, ...
...
0. Program arguments: /Users/Jonathan/llvm/test/cmake_debug_build/
bin/Debug/llc -march=cpu0 -relocation-model=pic -filetype=asm ch8_1.bc -o
ch8_1.cpu0.s
1. Running pass 'Function Pass Manager' on module 'ch8_1.bc'.
2. Running pass 'CPU0 DAG->DAG Pattern Instruction Selection' on function
'@_Z5sum_iiiiiii'
Illegal instruction: 4
```

Since 7/1/Cpu0 define the LowerFormalArguments() with empty, we get the error message as above. Before define LowerFormalArguments(), we have to choose how to pass arguments in function call. We choose pass arguments all in stack frame. We don't reserve any dedicated register for arguments passing since cpu0 has only 16 registers while Mips has 32 registers. Cpu0CallingConv.td is defined for cpu0 passing rule as follows,

```
// Cpu0CallingConv.td
...
def RetCC_Cpu0EABI : CallingConv<[
  // i32 are returned in registers V0, V1, A0, A1
  CCIfType<[i32], CCAssignToReg<[V0, V1, A0, A1]>>
]>;

//=====//
// Cpu0 EABI Calling Convention
//=====//

def CC_Cpu0EABI : CallingConv<[
  // Promote i8/i16 arguments to i32.
  CCIfType<[i8, i16], CCPromoteToType<i32>>,
  // Integer values get stored in stack slots that are 4 bytes in
  // size and 4-byte aligned.
  CCIfType<[i32], CCAssignToStack<4, 4>>
]>;

//=====//
// Cpu0 Calling Convention Dispatch
//=====//

def CC_Cpu0 : CallingConv<[
  CCDelegateTo<CC_Cpu0EABI>
]>;

def RetCC_Cpu0 : CallingConv<[
  CCDelegateTo<RetCC_Cpu0EABI>
]>;
```

```
def CSR_032 : CalleeSavedRegs<(add LR, FP,
                               (sequence "S%u", 2, 0))>;
```

As above, CC\_Cpu0 is the cpu0 Calling Convention which delegate to CC\_Cpu0EABI and define the CC\_Cpu0EABI. The reason we don't define the Calling Convention directly in CC\_Cpu0 is that a real general CPU like Mips can have several Calling Convention. Combine with the mechanism of "section Target Registration"<sup>4</sup> which llvm supplied, we can use different Calling Convention in different target. Although cpu0 only have a Calling Convention right now, define with a dedicate Call Convention name (CC\_Cpu0EABI in this example) is a better solution for system expand, and naming your Calling Convention. CC\_Cpu0EABI as above, say it pass arguments in stack frame.

Function LowerFormalArguments() charge function incoming arguments creation. We define it as follows,

```
// Cpu0ISelLowering.cpp
...
/// LowerFormalArguments - transform physical registers into virtual registers
/// and generate load operations for arguments places on the stack.
SDValue
Cpu0TargetLowering::LowerFormalArguments(SDValue Chain,
                                           CallingConv::ID CallConv,
                                           bool isVarArg,
                                           const SmallVectorImpl<ISD::InputArg> &Ins,
                                           DebugLoc dl, SelectionDAG &DAG,
                                           SmallVectorImpl<SDValue> &InVals)
{
    MachineFunction &MF = DAG.getMachineFunction();
    MachineFrameInfo *MFI = MF.getFrameInfo();
    Cpu0FunctionInfo *Cpu0FI = MF.getInfo<Cpu0FunctionInfo>();

    Cpu0FI->setVarArgsFrameIndex(0);

    // Used with vargs to acumulate store chains.
    std::vector<SDValue> OutChains;

    // Assign locations to all of the incoming arguments.
    SmallVector<CCValAssign, 16> ArgLocs;
    CCState CCInfo(CallConv, isVarArg, DAG.getMachineFunction(),
                   getTargetMachine(), ArgLocs, *DAG.getContext());

    CCInfo.AnalyzeFormalArguments(Ins, CC_Cpu0);

    Function::const_arg_iterator FuncArg =
        DAG.getMachineFunction().getFunction()->arg_begin();
    int LastFI = 0; // Cpu0FI->LastInArgFI is 0 at the entry of this function.

    for (unsigned i = 0, e = ArgLocs.size(); i != e; ++i, ++FuncArg) {
        CCValAssign &VA = ArgLocs[i];
        EVT ValVT = VA.getValVT();
        ISD::ArgFlagsTy Flags = Ins[i].Flags;
        bool IsRegLoc = VA.isRegLoc();

        if (Flags.isByVal()) {
            assert(Flags.getByValSize() &&
                   "ByVal args of size 0 should have been ignored by front-end.");
            continue;
        }
        // sanity check
```

<sup>4</sup> <http://jonathan2251.github.com/lbd/llvmstructure.html#target-registration>

```

assert (VA.isMemLoc());

// The stack pointer offset is relative to the caller stack frame.
LastFI = MFI->CreateFixedObject (ValVT.getSizeInBits()/8,
                                VA.getLocMemOffset(), true);

// Create load nodes to retrieve arguments from the stack
SDValue FIN = DAG.getFrameIndex(LastFI, getPointerTy());
InVals.push_back(DAG.getLoad(ValVT, dl, Chain, FIN,
                             MachinePointerInfo::getFixedStack(LastFI),
                             false, false, false, 0));
}
Cpu0FI->setLastInArgFI(LastFI);
// All stores are grouped in one node to allow the matching between
// the size of Ins and InVals. This only happens when on varg functions
if (!OutChains.empty()) {
    OutChains.push_back(Chain);
    Chain = DAG.getNode(ISD::TokenFactor, dl, MVT::Other,
                        &OutChains[0], OutChains.size());
}
return Chain;
}

```

Refresh “section Global variable”<sup>5</sup>, we handled global variable translation by create the IR DAG in `LowerGlobalAddress()` first, and then do the Instruction Selection by their corresponding machine instruction DAG in `Cpu0InstrInfo.td`. `LowerGlobalAddress()` is called when `llc` meet the global variable access. `LowerFormalArguments()` work with the same way. It is called when function is entered. It get incoming arguments information by `CCInfo(CallConv,..., ArgLocs, ...)` before enter “**for loop**”. In `ch8_1.cpp`, there are 6 arguments in `sum_i(...)` function call and we use the stack frame only for arguments passing without any arguments pass in registers. So `ArgLocs.size()` is 6, each argument information is in `ArgLocs[i]` and `ArgLocs[i].isMemLoc()` is true. In “**for loop**”, it create each frame index object by `LastFI = MFI->CreateFixedObject(ValVT.getSizeInBits()/8, VA.getLocMemOffset(), true)` and `FIN = DAG.getFrameIndex(LastFI, getPointerTy())`. And then create IR DAG load node and put the load node into vector `InVals` by `InVals.push_back(DAG.getLoad(ValVT, dl, Chain, FIN, MachinePointerInfo::getFixedStack(LastFI), false, false, false, 0))`. `Cpu0FI->setVarArgsFrameIndex(0)` and `Cpu0FI->setLastInArgFI(LastFI)` are called when before and after above work. In `ch8_1.cpp` example, `LowerFormalArguments()` will be called twice. First time is for `sum_i()` which will create 6 load DAG for 6 incoming arguments passing into this function. Second time is for `main()` which didn't create any load DAG for no incoming argument passing into `main()`. In addition to `LowerFormalArguments()` which create the load DAG, we need to define the `loadRegFromStackSlot()` to issue the machine instruction “**ld \$r, offset(\$sp)**” to load incoming arguments from stack frame offset. `GetMemOperand(..., FI, ...)` return the Memory location of the frame index variable, which is the offset.

```

// Cpu0InstrInfo.cpp
...
static MachineMemOperand* GetMemOperand(MachineBasicBlock &MBB, int FI,
                                         unsigned Flag) {
    MachineFunction &MF = *MBB.getParent();
    MachineFrameInfo &MFI = *MF.getFrameInfo();
    unsigned Align = MFI.getObjectAlignment(FI);

    return MF.getMachineMemOperand(MachinePointerInfo::getFixedStack(FI), Flag,
                                   MFI.getObjectSize(FI), Align);
}

void Cpu0InstrInfo::
loadRegFromStackSlot(MachineBasicBlock &MBB, MachineBasicBlock::iterator I,

```

<sup>5</sup> <http://jonathan2251.github.com/lbd/globalvar.html#global-variable>

```

        unsigned DestReg, int FI,
        const TargetRegisterClass *RC,
        const TargetRegisterInfo *TRI) const
{
    DebugLoc DL;
    if (I != MBB.end()) DL = I->getDebugLoc();
    MachineMemOperand *MMO = GetMemOperand(MBB, FI, MachineMemOperand::MOLoad);
    unsigned Opc = 0;

    if (RC == Cpu0::CPURegsRegisterClass)
        Opc = Cpu0::LD;
    assert(Opc && "Register class not handled!");
    BuildMI(MBB, I, DL, get(Opc), DestReg).addFrameIndex(FI).addImm(0)
        .addMemOperand(MMO);
}

```

In addition to Calling Convention and LowerFormalArguments(), 8/2/Cpu0 add the following code for cpu0 instructions **swi** (Software Interrupt), **jsub** and **jalr** (function call) definition and printing.

```

// Cpu0InstrFormats.td
...
// Cpu0 Pseudo Instructions Format
class Cpu0Pseudo<dag outs, dag ins, string asmstr, list<dag> pattern>:
    Cpu0Inst<outs, ins, asmstr, pattern, IIPseudo, Pseudo> {
        let isCodeGenOnly = 1;
        let isPseudo = 1;
    }

// Cpu0InstrInfo.td
...
def SDT_Cpu0JumpLink      : SDTypeProfile<0, 1, [SDTCisVT<0, iPTR>]>;
...
// Call
def Cpu0JumpLink : SDNode<"Cpu0ISD::JumpLink",SDT_Cpu0JumpLink,
                        [SDNPHasChain, SDNPOutGlue, SDNPOptInGlue,
                         SDNPVariadic]>;
...
def jmptarget : Operand<OtherVT> {
    let EncoderMethod = "getJumpTargetOpValue";
}
...
def calltarget : Operand<iPTR> {
    let EncoderMethod = "getJumpTargetOpValue";
}
...
// Jump and Link (Call)
let isCall=1, hasDelaySlot=0 in {
    class JumpLink<bits<8> op, string instr_asm>:
        FJ<op, (outs), (ins calltarget:$target, variable_ops),
            !strconcat(instr_asm, "\t$target"), [(Cpu0JumpLink imm:$target)],
            IIBranch> {
            let DecoderMethod = "DecodeJumpTarget";
        }

    class JumpLinkReg<bits<8> op, string instr_asm,
        RegisterClass RC>:
        FA<op, (outs), (ins RC:$rb, variable_ops),
            !strconcat(instr_asm, "\t$rb"), [(Cpu0JumpLink RC:$rb)], IIBranch> {

```

```
    let rc = 0;
    let ra = 14;
    let shamt = 0;
  }
}
...
/// Jump and Branch Instructions
def SWI   : JumpLink<0x2A, "swi">;
def JSUB  : JumpLink<0x2B, "jsub">;
...
def JALR  : JumpLinkReg<0x2D, "jalr", CPURegs>;
...
def : Pat<(Cpu0JumpLink (i32 tglobaladdr:$dst)),
      (JSUB tglobaladdr:$dst)>;
...

// Cpu0InstPrinter.cpp
...
static void printExpr(const MCEExpr *Expr, raw_ostream &OS) {
  switch (Kind) {
    ...
    case MCSymbolRefExpr::VK_Cpu0_GOT_CALL: OS << "%call24("; break;
    ...
  }
}
...

// Cpu0MCCodeEmitter.cpp
...
unsigned Cpu0MCCodeEmitter::
getMachineOpValue(const MCInst &MI, const MCOperand &MO,
                  SmallVectorImpl<MCFixup> &Fixups) const {
  ...
  switch (cast<MCSymbolRefExpr>(Expr)->getKind()) {
    ...
    case MCSymbolRefExpr::VK_Cpu0_GOT_CALL:
      FixupKind = Cpu0::fixup_Cpu0_CALL24;
      break;
    ...
  }
}
...

// Cpu0MachineFucntion.h
class Cpu0FunctionInfo : public MachineFunctionInfo {
  ...
  /// VarArgsFrameIndex - FrameIndex for start of varargs area.
  int VarArgsFrameIndex;

  // Range of frame object indices.
  // InArgFIRange: Range of indices of all frame objects created during call to
  //               LowerFormalArguments.
  // OutArgFIRange: Range of indices of all frame objects created during call to
  //               LowerCall except for the frame object for restoring $gp.
  std::pair<int, int> InArgFIRange, OutArgFIRange;
  int GPFI; // Index of the frame object for restoring $gp
  mutable int DynAllocFI; // Frame index of dynamically allocated stack area.
  unsigned MaxCallFrameSize;
```

```

public:
  Cpu0FunctionInfo(MachineFunction& MF)
  : MF(MF), GlobalBaseReg(0),
    VarArgsFrameIndex(0), InArgFIRange(std::make_pair(-1, 0)),
    OutArgFIRange(std::make_pair(-1, 0)), GPFI(0), DynAllocFI(0),
    MaxCallFrameSize(0)
  {}

  bool isInArgFI(int FI) const {
    return FI <= InArgFIRange.first && FI >= InArgFIRange.second;
  }
  void setLastInArgFI(int FI) { InArgFIRange.second = FI; }

  void extendOutArgFIRange(int FirstFI, int LastFI) {
    if (!OutArgFIRange.second)
      // this must be the first time this function was called.
      OutArgFIRange.first = FirstFI;
    OutArgFIRange.second = LastFI;
  }

  int getGPFI() const { return GPFI; }
  void setGPFI(int FI) { GPFI = FI; }
  bool needGPSSaveRestore() const { return getGPFI(); }
  bool isGPFI(int FI) const { return GPFI && GPFI == FI; }

  // The first call to this function creates a frame object for dynamically
  // allocated stack area.
  int getDynAllocFI() const {
    if (!DynAllocFI)
      DynAllocFI = MF.getFrameInfo()->CreateFixedObject(4, 0, true);

    return DynAllocFI;
  }
  bool isDynAllocFI(int FI) const { return DynAllocFI && DynAllocFI == FI; }
  ...
  int getVarArgsFrameIndex() const { return VarArgsFrameIndex; }
  void setVarArgsFrameIndex(int Index) { VarArgsFrameIndex = Index; }

  unsigned getMaxCallFrameSize() const { return MaxCallFrameSize; }
  void setMaxCallFrameSize(unsigned S) { MaxCallFrameSize = S; }
};

```

After above changes, you can run 8/2/Cpu0 with ch8\_1.cpp and see what happens in the following,

```

118-165-79-83:InputFiles Jonathan$ /Users/Jonathan/llvm/test/
cmake_debug_build/bin/Debug/llc -march=cpu0 -relocation-model=pic -filetype=asm
ch8_1.bc -o ch8_1.cpu0.s
Assertion failed: ((CLI.IsTailCall || InVals.size() == CLI.Ins.size()) &&
"LowerCall didn't emit the correct number of values!"), function LowerCallTo,
file /Users/Jonathan/llvm/test/src/lib/CodeGen/SelectionDAG/SelectionDAGBuilder.
cpp, ...
...
0. Program arguments: /Users/Jonathan/llvm/test/cmake_debug_build/
bin/Debug/llc -march=cpu0 -relocation-model=pic -filetype=asm ch8_1.bc -o
ch8_1.cpu0.s
1. Running pass 'Function Pass Manager' on module 'ch8_1.bc'.
2. Running pass 'CPU0 DAG->DAG Pattern Instruction Selection' on function
'@main'

```

Illegal instruction: 4

Now, the LowerFormalArguments() has the correct number, but LowerCall() has not the correct number of values!

## 8.3 Store outgoing arguments to stack frame

Figure 8.2 depicted two steps to take care arguments passing. One is store outgoing arguments in caller function, and the other is load incoming arguments in callee function. We defined LowerFormalArguments() for “load incoming arguments” in callee function last section. Now, we will finish “store outgoing arguments” in caller function. LowerCall() is responsible to do this. The implementation as follows,

```
// Cpu0ISelLowering.cpp
...
SDValue
Cpu0TargetLowering::LowerCall(TargetLowering::CallLoweringInfo &CLI,
                               SmallVectorImpl<SDValue> &InVals) const {
    SelectionDAG &DAG = CLI.DAG;
    DebugLoc &dl = CLI.DL;
    SmallVector<ISD::OutputArg, 32> &Outs = CLI.Outs;
    SmallVector<SDValue, 32> &OutVals = CLI.OutVals;
    SmallVector<ISD::InputArg, 32> &Ins = CLI.Ins;
    SDValue InChain = CLI.Chain;
    SDValue Callee = CLI.Callee;
    bool &isTailCall = CLI.IsTailCall;
    CallingConv::ID CallConv = CLI.CallConv;
    bool isVarArg = CLI.IsVarArg;

    MachineFunction &MF = DAG.getMachineFunction();
    MachineFrameInfo *MFI = MF.getFrameInfo();
    const TargetFrameLowering *TFL = MF.getTarget().getFrameLowering();
    bool IsPIC = getTargetMachine().getRelocationModel() == Reloc::PIC_;
    Cpu0FunctionInfo *Cpu0FI = MF.getInfo<Cpu0FunctionInfo>();

    // Analyze operands of the call, assigning locations to each operand.
    SmallVector<CCValAssign, 16> ArgLocs;
    CCState CCInfo(CallConv, isVarArg, DAG.getMachineFunction(),
                   getTargetMachine(), ArgLocs, *DAG.getContext());

    CCInfo.AnalyzeCallOperands(Outs, CC_Cpu0);

    // Get a count of how many bytes are to be pushed on the stack.
    unsigned NextStackOffset = CCInfo.getNextStackOffset();

    // If this is the first call, create a stack frame object that points to
    // a location to which .cprestore saves $gp.
    if (IsPIC && Cpu0FI->globalBaseRegFixed() && !Cpu0FI->getGPFI())
        Cpu0FI->setGPFI(MFI->CreateFixedObject(4, 0, true));
    // Get the frame index of the stack frame object that points to the location
    // of dynamically allocated area on the stack.
    int DynAllocFI = Cpu0FI->getDynAllocFI();
    unsigned MaxCallFrameSize = Cpu0FI->getMaxCallFrameSize();

    if (MaxCallFrameSize < NextStackOffset) {
        Cpu0FI->setMaxCallFrameSize(NextStackOffset);

        // Set the offsets relative to $sp of the $gp restore slot and dynamically
```



```

// allocated stack space. These offsets must be aligned to a boundary
// determined by the stack alignment of the ABI.
unsigned StackAlignment = TFL->getStackAlignment();
NextStackOffset = (NextStackOffset + StackAlignment - 1) /
    StackAlignment * StackAlignment;

MFI->setObjectOffset(DynAllocFI, NextStackOffset);
}
// Chain is the output chain of the last Load/Store or CopyToReg node.
// ByValChain is the output chain of the last Memcpy node created for copying
// byval arguments to the stack.
SDValue Chain, CallSeqStart, ByValChain;
SDValue NextStackOffsetVal = DAG.getIntPtrConstant(NextStackOffset, true);
Chain = CallSeqStart = DAG.getCALLSEQ_START(InChain, NextStackOffsetVal);
ByValChain = InChain;

// With EABI is it possible to have 16 args on registers.
SmallVector<std::pair<unsigned, SDValue>, 16> RegsToPass;
SmallVector<SDValue, 8> MemOpChains;

int FirstFI = -MFI->getNumFixedObjects() - 1, LastFI = 0;

// Walk the register/memloc assignments, inserting copies/loads.
for (unsigned i = 0, e = ArgLocs.size(); i != e; ++i) {
    SDValue Arg = OutVals[i];
    CCValAssign &VA = ArgLocs[i];
    MVT ValVT = VA.getValVT(), LocVT = VA.getLocVT();
    ISD::ArgFlagsTy Flags = Outs[i].Flags;

    // ByVal Arg.
    if (Flags.isByVal()) {
        assert("!!!Error!!!, Flags.isByVal()==true");
        assert(Flags.getByValSize() &&
            "ByVal args of size 0 should have been ignored by front-end.");
        continue;
    }

    // Register can't get to this point...
    assert(VA.isMemLoc());

    // Create the frame index object for this incoming parameter
    LastFI = MFI->CreateFixedObject(ValVT.getSizeInBits()/8,
        VA.getLocMemOffset(), true);
    SDValue PtrOff = DAG.getFrameIndex(LastFI, getPointerTy());

    // emit ISD::STORE whichs stores the
    // parameter value to a stack location
    MemOpChains.push_back(DAG.getStore(Chain, dl, Arg, PtrOff,
        MachinePointerInfo(), false, false, 0));
}

// Extend range of indices of frame objects for outgoing arguments that were
// created during this function call. Skip this step if no such objects were
// created.
if (LastFI)
    Cpu0FI->extendOutArgFIRange(FirstFI, LastFI);

// If a memcpy has been created to copy a byval arg to a stack, replace the

```

```
// chain input of CallSeqStart with ByValChain.
if (InChain != ByValChain)
    DAG.UpdateNodeOperands(CallSeqStart.getNode(), ByValChain,
                           NextStackOffsetVal);

// Transform all store nodes into one single node because all store
// nodes are independent of each other.
if (!MemOpChains.empty())
    Chain = DAG.getNode(ISD::TokenFactor, dl, MVT::Other,
                        &MemOpChains[0], MemOpChains.size());

// If the callee is a GlobalAddress/ExternalSymbol node (quite common, every
// direct call is) turn it into a TargetGlobalAddress/TargetExternalSymbol
// node so that legalize doesn't hack it.
unsigned char OpFlag;
bool IsPICCall = IsPIC; // true if calls are translated to jalr $25
bool GlobalOrExternal = false;
SDValue CalleeLo;

if (GlobalAddressSDNode *G = dyn_cast<GlobalAddressSDNode>(Callee)) {
    OpFlag = IsPICCall ? Cpu0II::MO_GOT_CALL : Cpu0II::MO_NO_FLAG;
    Callee = DAG.getTargetGlobalAddress(G->getGlobal(), dl,
                                         getPointerTy(), 0, OpFlag);

    GlobalOrExternal = true;
}
else if (ExternalSymbolSDNode *S = dyn_cast<ExternalSymbolSDNode>(Callee)) {
    if (!IsPIC) // static
        OpFlag = Cpu0II::MO_NO_FLAG;
    else // O32 & PIC
        OpFlag = Cpu0II::MO_GOT_CALL;
    Callee = DAG.getTargetExternalSymbol(S->getSymbol(), getPointerTy(),
                                         OpFlag);

    GlobalOrExternal = true;
}

SDValue InFlag;

// Create nodes that load address of callee and copy it to T9
if (IsPICCall) {
    if (GlobalOrExternal) {
        // Load callee address
        Callee = DAG.getNode(Cpu0ISD::Wrapper, dl, getPointerTy(),
                             GetGlobalReg(DAG, getPointerTy()), Callee);
        SDValue LoadValue = DAG.getLoad(getPointerTy(), dl, DAG.getEntryNode(),
                                         Callee, MachinePointerInfo::getGOT(),
                                         false, false, false, 0);

        // Use GOT+LO if callee has internal linkage.
        if (CalleeLo.getNode()) {
            SDValue Lo = DAG.getNode(Cpu0ISD::Lo, dl, getPointerTy(), CalleeLo);
            Callee = DAG.getNode(ISD::ADD, dl, getPointerTy(), LoadValue, Lo);
        } else
            Callee = LoadValue;
    }
}

// T9 should contain the address of the callee function if
// -relocation-model=pic or it is an indirect call.
```

```

if (IsPICCall || !GlobalOrExternal) {
    // copy to T9
    unsigned T9Reg = Cpu0::T9;
    Chain = DAG.getCopyToReg(Chain, dl, T9Reg, Callee, SDValue(0, 0));
    InFlag = Chain.getValue(1);
    Callee = DAG.getRegister(T9Reg, getPointerTy());
}

// Cpu0JumpLink = #chain, #target_address, #opt_in_flags...
//               = Chain, Callee, Reg#1, Reg#2, ...
//
// Returns a chain & a flag for retval copy to use.
SDVTList NodeTys = DAG.getVTList(MVT::Other, MVT::Glue);
SmallVector<SDValue, 8> Ops;
Ops.push_back(Chain);
Ops.push_back(Callee);

// Add argument registers to the end of the list so that they are
// known live into the call.
for (unsigned i = 0, e = RegsToPass.size(); i != e; ++i)
Ops.push_back(DAG.getRegister(RegsToPass[i].first,
                             RegsToPass[i].second.getValueType()));

// Add a register mask operand representing the call-preserved registers.
const TargetRegisterInfo *TRI = getTargetMachine().getRegisterInfo();
const uint32_t *Mask = TRI->getCallPreservedMask(CallConv);
assert(Mask && "Missing call preserved mask for calling convention");
Ops.push_back(DAG.getRegisterMask(Mask));

if (InFlag.getNode())
Ops.push_back(InFlag);

Chain = DAG.getNode(Cpu0ISD::JumpLink, dl, NodeTys, &Ops[0], Ops.size());
InFlag = Chain.getValue(1);

// Create the CALLSEQ_END node.
Chain = DAG.getCALLSEQ_END(Chain,
                          DAG.getIntPtrConstant(NextStackOffset, true),
                          DAG.getIntPtrConstant(0, true), InFlag);
InFlag = Chain.getValue(1);

// Handle result values, copying them out of physregs into vregs that we
// return.
return LowerCallResult(Chain, InFlag, CallConv, isVarArg,
                      Ins, dl, DAG, InVals);
}

/// LowerCallResult - Lower the result values of a call into the
/// appropriate copies out of appropriate physical registers.
SDValue
Cpu0TargetLowering::LowerCallResult(SDValue Chain, SDValue InFlag,
                                     CallingConv::ID CallConv, bool isVarArg,
                                     const SmallVectorImpl<ISD::InputArg> &Ins,
                                     DebugLoc dl, SelectionDAG &DAG,
                                     SmallVectorImpl<SDValue> &InVals) const {
    // Assign locations to each value returned by this call.
    SmallVector<CCValAssign, 16> RVLocs;
    CCState CCInfo(CallConv, isVarArg, DAG.getMachineFunction(),

```

```

        getTargetMachine(), RVLocs, *DAG.getContext());

CCInfo.AnalyzeCallResult(Ins, RetCC_Cpu0);

// Copy all of the result registers out of their specified physreg.
for (unsigned i = 0; i != RVLocs.size(); ++i) {
    Chain = DAG.getCopyFromReg(Chain, dl, RVLocs[i].getLocReg(),
                               RVLocs[i].getValVT(), InFlag.getValue(1);
    InFlag = Chain.getValue(2);
    InVals.push_back(Chain.getValue(0));
}

return Chain;
}

```

Just like load incoming arguments from stack frame, we call `CCInfo(CallConv,..., ArgLocs, ...)` to get outgoing arguments information before enter “for loop” and set stack alignment with 8 bytes. They’re almost same in “for loop” with `LowerFormalArguments()`, except `LowerCall()` create store DAG vector instead of load DAG vector. After the “for loop”, it create “`ld $6, %call24_Z5sum_iiiiii($gp)`” and `jalr $6` for calling subroutine (the \$6 is \$t9) in PIC mode. `DAG.getCALLSEQ_START()` and `DAG.getCALLSEQ_END()` are set before the “for loop” and after call subroutine, they insert `CALLSEQ_START`, `CALLSEQ_END`, and translate into pseudo machine instructions `!ADJCALLSTACKDOWN`, `!ADJCALLSTACKUP` later according `Cpu0InstrInfo.td` definition as follows.

```

// Cpu0InstrInfo.td
...
def SDT_Cpu0CallSeqStart : SDCallSeqStart<[SDTCisVT<0, i32>]>;
def SDT_Cpu0CallSeqEnd   : SDCallSeqEnd<[SDTCisVT<0, i32>, SDTCisVT<1, i32>]>;
...
// These are target-independent nodes, but have target-specific formats.
def callseq_start : SDNode<"ISD::CALLSEQ_START", SDT_Cpu0CallSeqStart,
                           [SDNPHasChain, SDNPOutGlue]>;
def callseq_end   : SDNode<"ISD::CALLSEQ_END", SDT_Cpu0CallSeqEnd,
                           [SDNPHasChain, SDNPOptInGlue, SDNPOutGlue]>;

//===-----//
// Pseudo instructions
//===-----//

// As stack alignment is always done with addiu, we need a 16-bit immediate
let Defs = [SP], Uses = [SP] in {
def ADJCALLSTACKDOWN : Cpu0Pseudo<(outs), (ins uimm16:$amt),
                                   "!ADJCALLSTACKDOWN $amt",
                                   [(callseq_start timm:$amt)]>;
def ADJCALLSTACKUP   : Cpu0Pseudo<(outs), (ins uimm16:$amt1, uimm16:$amt2),
                                   "!ADJCALLSTACKUP $amt1",
                                   [(callseq_end timm:$amt1, timm:$amt2)]>;
}

```

Like load incoming arguments, we need to implement `storeRegToStackSlot()` for store outgoing arguments to stack frame offset.

```

// Cpu0InstrInfo.cpp
...
// - st SrcReg, MMO(FI)
void Cpu0InstrInfo::
storeRegToStackSlot(MachineBasicBlock &MBB, MachineBasicBlock::iterator I,
                    unsigned SrcReg, bool isKill, int FI,
                    const TargetRegisterClass *RC,

```

```

        const TargetRegisterInfo *TRI) const {
    DebugLoc DL;
    if (I != MBB.end()) DL = I->getDebugLoc();
    MachineMemOperand *MMO = GetMemOperand(MBB, FI, MachineMemOperand::MOSStore);

    unsigned Opc = 0;

    if (RC == Cpu0::CPURegsRegisterClass)
        Opc = Cpu0::ST;
    assert(Opc && "Register class not handled!");
    BuildMI(MBB, I, DL, get(Opc)).addReg(SrcReg, getKillRegState(isKill))
        .addFrameIndex(FI).addImm(0).addMemOperand(MMO);
}

```

Now, let's run 8/3/Cpu0 with ch8\_1.cpp to get result as follows (see comment //),

```

118-165-78-230:InputFiles Jonathan$ /Users/Jonathan/llvm/test/cmake_debug_build/
bin/Debug/llc -march=cpu0 -relocation-model=pic -filetype=asm ch8_1.bc -o
ch8_1.cpu0.s
118-165-78-230:InputFiles Jonathan$ cat ch8_1.cpu0.s
.section .mdebug.abi32
.previous
.file "ch8_1.bc"
.text
.globl __Z5sum_iiiiiii
.align 2
.type __Z5sum_iiiiiii,@function
.ent __Z5sum_iiiiiii          # @_Z5sum_iiiiiii
__Z5sum_iiiiiii:
.cfi_startproc
.frame $sp,32,$lr
.mask 0x00000000,0
.set noreorder
.set nomacro
# BB#0:
addiu $sp, $sp, -32
$tmp1:
.cfi_def_cfa_offset 32
ld $2, 32($sp)
st $2, 28($sp)
ld $2, 36($sp)
st $2, 24($sp)
ld $2, 40($sp)
st $2, 20($sp)
ld $2, 44($sp)
st $2, 16($sp)
ld $2, 48($sp)
st $2, 12($sp)
ld $2, 52($sp)
st $2, 8($sp)
ld $3, 24($sp)
ld $4, 28($sp)
add $3, $4, $3
ld $4, 20($sp)
add $3, $3, $4
ld $4, 16($sp)
add $3, $3, $4
ld $4, 12($sp)

```

```
add $3, $3, $4
add $2, $3, $2
st $2, 4($sp)
addiu $sp, $sp, 32
ret $lr
.set macro
.set reorder
.end _Z5sum_iiiiiii
$tmp2:
.size _Z5sum_iiiiiii, ($tmp2)-_Z5sum_iiiiiii
.cfi_endproc

.globl main
.align 2
.type main,@function
.ent main # @main
main:
.cfi_startproc
.frame $sp,40,$lr
.mask 0x00004000,-4
.set noreorder
.cpload $t9
.set nomacro
# BB#0:
addiu $sp, $sp, -40
$tmp5:
.cfi_def_cfa_offset 40
st $lr, 36($sp) # 4-byte Folded Spill
$tmp6:
.cfi_offset 14, -4
addiu $2, $zero, 0
st $2, 32($sp)
!ADJCALLSTACKDOWN 24
addiu $2, $zero, 6
st $2, 60($sp) // wrong offset
addiu $2, $zero, 5
st $2, 56($sp)
addiu $2, $zero, 4
st $2, 52($sp)
addiu $2, $zero, 3
st $2, 48($sp)
addiu $2, $zero, 2
st $2, 44($sp)
addiu $2, $zero, 1
st $2, 40($sp)
ld $6, %call24(_Z5sum_iiiiiii)($gp)
jalr $6
!ADJCALLSTACKUP 24
st $2, 28($sp)
ld $lr, 36($sp) # 4-byte Folded Reload
addiu $sp, $sp, 40
ret $lr
.set macro
.set reorder
.end main
$tmp7:
.size main, ($tmp7)-main
.cfi_endproc
```

It store the arguments to wrong offset. We will fix this issue and take care !ADJCALLSTACKUP and !ADJCALLSTACKDOWN in next two sections.

## 8.4 Fix the wrong offset in storing arguments to stack frame

To fix the wrong offset in storing arguments, we modify the following code in `eliminateFrameIndex()` as follows. The code as below is modified in 8/4/Cpu0 to set the caller outgoing arguments into `spOffset($sp)` (8/3/Cpu0 set them to `pOffset+stackSize($sp)`).

```
// Cpu0RegisterInfo.cpp
...
void Cpu0RegisterInfo::
eliminateFrameIndex(MachineBasicBlock::iterator II, int SPAdj,
                    RegScavenger *RS) const {
    ...
    Cpu0FunctionInfo *Cpu0FI = MF.getInfo<Cpu0FunctionInfo>();
    ...
    if (Cpu0FI->isOutArgFI(FrameIndex) || Cpu0FI->isDynAllocFI(FrameIndex) ||
        (FrameIndex >= MinCSFI && FrameIndex <= MaxCSFI))
        FrameReg = Cpu0::SP;
    else
        FrameReg = getFrameRegister(MF);
    ...
    // Calculate final offset.
    // - There is no need to change the offset if the frame object is one of the
    //   following: an outgoing argument, pointer to a dynamically allocated
    //   stack space or a $gp restore location,
    // - If the frame object is any of the following, its offset must be adjusted
    //   by adding the size of the stack:
    //   incoming argument, callee-saved register location or local variable.
    if (Cpu0FI->isOutArgFI(FrameIndex) || Cpu0FI->isGPFI(FrameIndex) ||
        Cpu0FI->isDynAllocFI(FrameIndex))
        Offset = spOffset;
    else
        Offset = spOffset + (int64_t)stackSize;
    Offset += MI.getOperand(i+1).getImm();
    ...
}

// Cpu0MachineFunction.h
...
/// SRetReturnReg - Some subtargets require that sret lowering includes
/// returning the value of the returned struct in a register. This field
/// holds the virtual register into which the sret argument is passed.
unsigned SRetReturnReg;
...
Cpu0FunctionInfo(MachineFunction& MF)
: MF(MF), SRetReturnReg(0)
...
bool isOutArgFI(int FI) const {
    return FI <= OutArgFIRange.first && FI >= OutArgFIRange.second;
}
...
unsigned getSRetReturnReg() const { return SRetReturnReg; }
void setSRetReturnReg(unsigned Reg) { SRetReturnReg = Reg; }
...
```

Run 8/4/Cpu0 with ch8\_1.cpp will get the following result. It correct arguments offset in main() from (0+40)\$sp, (8+40)\$sp, ..., to (0)\$sp, (8)\$sp, ..., where the stack size is 40 in main().

```
118-165-78-230:InputFiles Jonathan$ /Users/Jonathan/llvm/test/cmake_debug_build/
bin/Debug/llc -march=cpu0 -relocation-model=pic -filetype=asm ch8_1.bc -o
ch8_1.cpu0.s
118-165-78-230:InputFiles Jonathan$ cat ch8_1.cpu0.s
...
!ADJCALLSTACKDOWN 24
addiu $2, $zero, 6
st $2, 20($sp)           // Correct offset
addiu $2, $zero, 5
st $2, 16($sp)
addiu $2, $zero, 4
st $2, 12($sp)
addiu $2, $zero, 3
st $2, 8($sp)
addiu $2, $zero, 2
st $2, 4($sp)
addiu $2, $zero, 1
st $2, 0($sp)
ld $6, %call24(_Z5sum_iiiiii)($gp)
jalr $6
!ADJCALLSTACKUP 24
...
```

The incoming arguments is the formal arguments defined in compiler and program language books. The outgoing arguments is the actual arguments. Summary callee incoming arguments and caller outgoing arguments as Figure 8.3.

\* Arguments location is calculated in Cpu0RegisterInfo::eliminateFrameIndex().

	Callee	Caller
Charged Function	LowerFormalArguments()	LowerCall()
Charged Function Created	Create load vectors for incoming arguments	Create store vectors for outgoing arguments
Arguments location	<u>spOffset + stackSize</u>	<u>spOffset</u>

Figure 8.3: Callee incoming arguments and caller outgoing arguments

## 8.5 Pseudo hook instruction ADJCALLSTACKDOWN and ADJCALLSTACKUP

To fix the !ADJSTACKDOWN and !ADJSTACKUP, we call Cpu0GenInstrInfo(Cpu0:: ADJCALLSTACKDOWN, Cpu0::ADJCALLSTACKUP) in Cpu0InstrInfo() constructor function and define eliminateCallFramePseudoInstr() as follows,

```
// Cpu0InstrInfo.cpp
...
Cpu0InstrInfo::Cpu0InstrInfo(Cpu0TargetMachine &tm)
: Cpu0GenInstrInfo(Cpu0::ADJCALLSTACKDOWN, Cpu0::ADJCALLSTACKUP),
...
```



```
// Cpu0RegisterInfo.cpp
...
// Cpu0
// This function eliminate ADJCALLSTACKDOWN,
// ADJCALLSTACKUP pseudo instructions
void Cpu0RegisterInfo::
eliminateCallFramePseudoInstr(MachineFunction &MF, MachineBasicBlock &MBB,
                               MachineBasicBlock::iterator I) const {
    // Simply discard ADJCALLSTACKDOWN, ADJCALLSTACKUP instructions.
    MBB.erase(I);
}
```

With above definition, `eliminateCallFramePseudoInstr()` will be called when `llvm` meet pseudo instructions `ADJCALLSTACKDOWN` and `ADJCALLSTACKUP`. We just discard these 2 pseudo instructions. Run `8/5/Cpu0` with `ch8_1.cpp` will get the following result.

```
118-165-78-230:InputFiles Jonathan$ /Users/Jonathan/llvm/test/cmake_debug_build/
bin/Debug/llc -march=cpu0 -relocation-model=pic -filetype=asm ch8_1.bc -o
ch8_1.cpu0.s
118-165-78-230:InputFiles Jonathan$ cat ch8_1.cpu0.s
.section .mdebug.abi32
.previous
.file "ch8_1.bc"
.text
.globl _Z5sum_iiiiiii
.align 2
.type _Z5sum_iiiiiii,@function
.ent _Z5sum_iiiiiii # @_Z5sum_iiiiiii
_Z5sum_iiiiiii:
.cfi_startproc
.frame $sp,32,$lr
.mask 0x00000000,0
.set noreorder
.set nomacro
# BB#0:
addiu $sp, $sp, -32
$tmp1:
.cfi_def_cfa_offset 32
ld $2, 32($sp)
st $2, 28($sp)
ld $2, 36($sp)
st $2, 24($sp)
ld $2, 40($sp)
st $2, 20($sp)
ld $2, 44($sp)
st $2, 16($sp)
ld $2, 48($sp)
st $2, 12($sp)
ld $2, 52($sp)
st $2, 8($sp)
ld $3, 24($sp)
ld $4, 28($sp)
add $3, $4, $3
ld $4, 20($sp)
add $3, $3, $4
ld $4, 16($sp)
add $3, $3, $4
ld $4, 12($sp)
```

```
add $3, $3, $4
add $2, $3, $2
st $2, 4($sp)
addiu $sp, $sp, 32
ret $lr
.set macro
.set reorder
.end _Z5sum_iiiiiii
$tmp2:
.size _Z5sum_iiiiiii, ($tmp2)-_Z5sum_iiiiiii
.cfi_endproc

.globl main
.align 2
.type main,@function
.ent main # @main
main:
.cfi_startproc
.frame $sp,64,$lr
.mask 0x00004000,-4
.set noreorder
.cpload $t9
.set nomacro
# BB#0:
addiu $sp, $sp, -64
$tmp5:
.cfi_def_cfa_offset 64
st $lr, 60($sp) # 4-byte Folded Spill
$tmp6:
.cfi_offset 14, -4
addiu $2, $zero, 0
st $2, 56($sp)
addiu $2, $zero, 6
st $2, 20($sp)
addiu $2, $zero, 5
st $2, 16($sp)
addiu $2, $zero, 4
st $2, 12($sp)
addiu $2, $zero, 3
st $2, 8($sp)
addiu $2, $zero, 2
st $2, 4($sp)
addiu $2, $zero, 1
st $2, 0($sp)
ld $6, %call24(_Z5sum_iiiiiii)($gp)
jalr $6
st $2, 52($sp)
ld $lr, 60($sp) # 4-byte Folded Reload
addiu $sp, $sp, 64
ret $lr
.set macro
.set reorder
.end main
$tmp7:
.size main, ($tmp7)-main
.cfi_endproc
```

## 8.6 Handle \$gp register in PIC addressing mode

In “section Global variable” <sup>5</sup>, we mentioned two addressing mode, the static address mode and PIC (position-independent code) mode. We also mentioned, one example of PIC mode is used in share library. Share library usually can be loaded in different memory address decided at run time. The static mode (absolute address mode) is usually designed to load in specific memory address decided at compile time. Since share library can be loaded in different memory address, the global variable address cannot be decided at compile time. But, we can calculate the distance between the global variable address and shared library function if they will be loaded to the contiguous memory space together.

Let’s run 8/6/Cpu0 with ch8\_2.cpp to get the following result of we putting the comment in it for explanation.

```
118-165-78-230:InputFiles Jonathan$ cat ch8_2.cpu0.s
_Z5sum_iiiiiii:
...
    .cpload $t9 // assign $gp = $t9 by loader when loader load re-entry
                // function (shared library) of _Z5sum_iiiiiii
    .set        nomacro
# BB#0:
    addiu      $sp, $sp, -32
$tmp1:
    .cfi_def_cfa_offset 32
...
    ld $3, %got(gI)($gp) // %got(gI) is offset of (gI - _Z5sum_iiiiiii)
...
    ret $lr
    .set        macro
    .set        reorder
    .end        _Z5sum_iiiiiii
...
    .ent        main                # @main
main:
    .cfi_startproc
...
    .cpload $t9
    .set        nomacro
...
    .cpstore 24 // save $gp to 24($sp)
    addiu $2, $zero, 0
...
    ld $6, %call24(_Z5sum_iiiiiii)($gp)
    jalr $6 // $t9 register number is 6, meaning $6 and $t9 are the
            // same register
    ld $gp, 24($sp) // restore $gp from 24($sp)
...
    .end        main
$tmp7:
    .size main, ($tmp7)-main
    .cfi_endproc

    .type      gI,@object          # @gI
    .data
    .globl     gI
    .align     2
gI:
    .4byte     100                # 0x64
    .size      gI, 4
```

As above code comment, “**cprestore 24**” is a pseudo instruction for saving \$gp to 24(\$sp); Instruction “**ld \$gp, 24(\$sp)**” will restore the \$gp. In other word, \$gp is caller saved register, so main() need to save/restore \$gp before/after call the shared library \_Z5sum\_iiii() function. In \_Z5sum\_iiii() function, we translate global variable gI address by “**ld \$3, %got(gI)(\$gp)**” where %got(gI) is offset of (gI - \_Z5sum\_iiii) (we can write our cpu0 compiler to produce obj code by calculate the offset value).

According the original cpu0 web site information, it only support “**jsub**” 24 bits address range access. We add “**jalr**” to cpu0 and expand it to 32 bit address. We did this change for two reason. One is cpu0 can be expand to 32 bit address space by only add this instruction. The other is cpu0 is designed for teaching purpose, this book has the same purpose for llvm backend design. We reserve “**jalr**” as PIC mode for shared library or dynamic loading code to demonstrate the caller how to handle the caller saved register \$gp in calling the shared library and the shared library how to use \$gp to access global variable address. This solution is popular in reality and deserve change cpu0 official design as a compiler book.

Now, as the following code added in 8/6/Cpu0, we can issue “**cprestore**” in emitPrologue() and emit ld \$gp, (\$gp save slot on stack) after jalr by create file Cpu0EmitGPRestore.cpp which run as a function pass.

```
// # CMakeLists.txt
...
add_llvm_target(Cpu0CodeGen
...
    Cpu0EmitGPRestore.cpp
...

// Cpu0TargetMachine.cpp
...
bool Cpu0PassConfig::addPreRegAlloc() {
    // Do not restore $gp if target is Cpu064.
    // In N32/64, $gp is a callee-saved register.

    addPass(createCpu0EmitGPRestorePass(getCpu0TargetMachine()));
    return true;
}

// Cpu0.h
...
FunctionPass *createCpu0EmitGPRestorePass(Cpu0TargetMachine &TM);

// Cpu0FrameLowering.cpp
...
void Cpu0FrameLowering::emitPrologue(MachineFunction &MF) const {
    ...
    unsigned RegSize = 4;
    unsigned LocalVarAreaOffset = Cpu0FI->needGPSaveRestore() ?
        (MFI->getObjectOffset(Cpu0FI->getGPFI()) + RegSize) :
        Cpu0FI->getMaxCallFrameSize();
    ...
    // Restore GP from the saved stack location
    if (Cpu0FI->needGPSaveRestore()) {
        unsigned Offset = MFI->getObjectOffset(Cpu0FI->getGPFI());
        BuildMI(MBB, MBBI, dl, TII.get(Cpu0::CPRESTORE).addImm(Offset)
            .addReg(Cpu0::GP);
    }
}

// Cpu0InstrInfo.td
...
// When handling PIC code the assembler needs .cpload and .cprestore
// directives. If the real instructions corresponding these directives
```

```

// are used, we have the same behavior, but get also a bunch of warnings
// from the assembler.
let neverHasSideEffects = 1 in
def CPRESTORE : Cpu0Pseudo<(outs), (ins i32imm:$loc, CPURegs:$gp),
    ".cprestore\t$t$loc", []>;

// Cpu0SelLowering.cpp
...
SDValue
Cpu0TargetLowering::LowerCall(TargetLowering::CallLoweringInfo &CLI,
    SmallVectorImpl<SDValue> &InVals) const {
    ...
    // If this is the first call, create a stack frame object that points to
    // a location to which .cprestore saves $gp.
    if (IsPIC && Cpu0FI->globalBaseRegFixed() && !Cpu0FI->getGPFI())
    ...
    if (MaxCallFrameSize < NextStackOffset) {
        if (Cpu0FI->needGPSaveRestore())
            MFI->setObjectOffset(Cpu0FI->getGPFI(), NextStackOffset);
    ...
    }

// Cpu0EmitGPRestore.cpp
//==== Cpu0EmitGPRestore.cpp - Emit GP Restore Instruction =====//
//
//                               The LLVM Compiler Infrastructure
//
// This file is distributed under the University of Illinois Open Source
// License. See LICENSE.TXT for details.
//
//=====//
//
// This pass emits instructions that restore $gp right
// after jalr instructions.
//
//=====//

#define DEBUG_TYPE "emit-gp-restore"

#include "Cpu0.h"
#include "Cpu0TargetMachine.h"
#include "Cpu0MachineFunction.h"
#include "llvm/CodeGen/MachineFunctionPass.h"
#include "llvm/CodeGen/MachineInstrBuilder.h"
#include "llvm/Target/TargetInstrInfo.h"
#include "llvm/ADT/Statistic.h"

using namespace llvm;

namespace {
    struct Inserter : public MachineFunctionPass {

        TargetMachine &TM;
        const TargetInstrInfo *TII;

        static char ID;
        Inserter(TargetMachine &tm)

```

```
    : MachineFunctionPass(ID), TM(tm), TII(tm.getInstrInfo()) { }

virtual const char *getPassName() const {
    return "Cpu0 Emit GP Restore";
}

bool runOnMachineFunction(MachineFunction &F);
};
char Inserter::ID = 0;
} // end of anonymous namespace

bool Inserter::runOnMachineFunction(MachineFunction &F) {
    Cpu0FunctionInfo *Cpu0FI = F.getInfo<Cpu0FunctionInfo>();

    if ((TM.getRelocationModel() != Reloc::PIC_) ||
        (!Cpu0FI->globalBaseRegFixed()))
        return false;

    bool Changed = false;
    int FI = Cpu0FI->getGPFI();

    for (MachineFunction::iterator MFI = F.begin(), MFE = F.end();
        MFI != MFE; ++MFI) {
        MachineBasicBlock& MBB = *MFI;
        MachineBasicBlock::iterator I = MFI->begin();

        /// IsLandingPad - Indicate that this basic block is entered via an
        /// exception handler.
        /// If MBB is a landing pad, insert instruction that restores $gp after
        /// EH_LABEL.
        if (MBB.isLandingPad()) {
            // Find EH_LABEL first.
            for (; I->getOpcode() != TargetOpcode::EH_LABEL; ++I) ;

            // Insert ld.
            ++I;
            DebugLoc dl = I != MBB.end() ? I->getDebugLoc() : DebugLoc();
            BuildMI(MBB, I, dl, TII->get(Cpu0::LD), Cpu0::GP).addFrameIndex(FI)
                .addImm(0);

            Changed = true;
        }

        while (I != MFI->end()) {
            if (I->getOpcode() != Cpu0::JALR) {
                ++I;
                continue;
            }

            DebugLoc dl = I->getDebugLoc();
            // emit ld $gp, ($gp save slot on stack) after jalr
            BuildMI(MBB, ++I, dl, TII->get(Cpu0::LD), Cpu0::GP).addFrameIndex(FI)
                .addImm(0);

            Changed = true;
        }
    }

    return Changed;
}
```

```

/// createCpu0EmitGPRestorePass - Returns a pass that emits instructions that
/// restores $gp clobbered by jalr instructions.
FunctionPass *llvm::createCpu0EmitGPRestorePass(Cpu0TargetMachine &tm) {
    return new Inserter(tm);
}

//===-- Cpu0MachineFunctionInfo.h - Private data used for Cpu0 -----* C++ -*-//
...
class Cpu0FunctionInfo : public MachineFunctionInfo {
    ...
    bool EmitNOAT;

public:
    Cpu0FunctionInfo(MachineFunction& MF)
    : ...
    MaxCallFrameSize(0), EmitNOAT(false)
    ...
    bool getEmitNOAT() const { return EmitNOAT; }
    void setEmitNOAT() { EmitNOAT = true; }

};

} // end of namespace llvm

#endif // CPU0_MACHINE_FUNCTION_INFO_H

// Cpu0AsmPrinter.cpp
...
void Cpu0AsmPrinter::EmitInstrWithMacroNoAT(const MachineInstr *MI) {
    MCInst TmpInst;

    MCInstLowering.Lower(MI, TmpInst);
    OutStreamer.EmitRawText(StringRef("\t.set\tmacro"));
    if (Cpu0FI->getEmitNOAT())
        OutStreamer.EmitRawText(StringRef("\t.set\tat"));
    OutStreamer.EmitInstruction(TmpInst);
    if (Cpu0FI->getEmitNOAT())
        OutStreamer.EmitRawText(StringRef("\t.set\tnoat"));
    OutStreamer.EmitRawText(StringRef("\t.set\tnomacro"));
}

void Cpu0AsmPrinter::EmitInstruction(const MachineInstr *MI) {
    ...
    unsigned Opc = MI->getOpcode();
    MCInst TmpInst0;
    SmallVector<MCInst, 4> MCInsts;

    switch (Opc) {
    case Cpu0::CPRESTORE: {
        const MachineOperand &MO = MI->getOperand(0);
        assert(MO.isImm() && "CPRESTORE's operand must be an immediate.");
        int64_t Offset = MO.getImm();

        if (OutStreamer.hasRawTextSupport()) {
            if (!isInt<16>(Offset)) {
                EmitInstrWithMacroNoAT(MI);
                return;
            }
        }
    }
}

```

```
    } else {
        MCInstLowering.LowerCPRESTORE(Offset, MCInsts);

        for (SmallVector<MCInst, 4>::iterator I = MCInsts.begin();
             I != MCInsts.end(); ++I)
            OutStreamer.EmitInstruction(*I);

        return;
    }

    break;
}
default:
    break;
}

MCInstLowering.Lower(MI, TmpInst0);
OutStreamer.EmitInstruction(TmpInst0);
}

void Cpu0AsmPrinter::EmitFunctionBodyStart() {
    ...
    if (OutStreamer.hasRawTextSupport()) {
        ...
        if (Cpu0FI->getEmitNOAT())
            OutStreamer.EmitRawText(StringRef("\t.set\tnoat"));
    } else if (EmitCPLoad) {
        SmallVector<MCInst, 4> MCInsts;
        MCInstLowering.LowerCPLOAD(MCInsts);
        for (SmallVector<MCInst, 4>::iterator I = MCInsts.begin();
             I != MCInsts.end(); ++I)
            OutStreamer.EmitInstruction(*I);
    }
}

// Cpu0MCInstLower.cpp
...
static void CreateMCInst(MCInst& Inst, unsigned Opc, const MCOperand& Opnd0,
                        const MCOperand& Opnd1,
                        const MCOperand& Opnd2 = MCOperand()) {
    Inst.setOpcode(Opc);
    Inst.addOperand(Opnd0);
    Inst.addOperand(Opnd1);
    if (Opnd2.isValid())
        Inst.addOperand(Opnd2);
}

// Lower ".cpload $reg" to
// "addiu $gp, $zero, %hi(_gp_disp)"
// "shl    $gp, $gp, 16"
// "addiu $gp, $gp, %lo(_gp_disp)"
// "addu   $gp, $gp, $t9"
void Cpu0MCInstLower::LowerCPLOAD(SmallVector<MCInst, 4>& MCInsts) {
    MCOperand GPReg = MCOperand::CreateReg(Cpu0::GP);
    MCOperand T9Reg = MCOperand::CreateReg(Cpu0::T9);
    MCOperand ZEROReg = MCOperand::CreateReg(Cpu0::ZERO);
    StringRef SymName("_gp_disp");
    const MCSymbol *Sym = Ctx->GetOrCreateSymbol(SymName);
```



```

const MCSymbolRefExpr *MCSym;

MCSym = MCSymbolRefExpr::Create(Sym, MCSymbolRefExpr::VK_Cpu0_ABS_HI, *Ctx);
MCOperand SymHi = MCOperand::CreateExpr(MCSym);
MCSym = MCSymbolRefExpr::Create(Sym, MCSymbolRefExpr::VK_Cpu0_ABS_LO, *Ctx);
MCOperand SymLo = MCOperand::CreateExpr(MCSym);

MCInsts.resize(4);

CreateMCInst(MCInsts[0], Cpu0::ADDiu, GPReg, ZEROReg, SymHi);
CreateMCInst(MCInsts[1], Cpu0::SHL, GPReg, GPReg, MCOperand::CreateImm(16));
CreateMCInst(MCInsts[2], Cpu0::ADDiu, GPReg, GPReg, SymLo);
CreateMCInst(MCInsts[3], Cpu0::ADD, GPReg, GPReg, T9Reg);
}

// Lower ".cpstore offset" to "st $gp, offset($sp)".
void Cpu0MCInstLower::LowerCPSTORE(int64_t Offset,
    SmallVector<MCInst, 4>& MCInsts) {
    assert(isInt<32>(Offset) && (Offset >= 0) &&
        "Imm operand of .cpstore must be a non-negative 32-bit value.");

    MCOperand SPReg = MCOperand::CreateReg(Cpu0::SP), BaseReg = SPReg;
    MCOperand GPReg = MCOperand::CreateReg(Cpu0::GP);
    MCOperand ZEROReg = MCOperand::CreateReg(Cpu0::ZERO);

    if (!isInt<16>(Offset)) {
        unsigned Hi = ((Offset + 0x8000) >> 16) & 0xffff;
        Offset &= 0xffff;
        MCOperand ATReg = MCOperand::CreateReg(Cpu0::AT);
        BaseReg = ATReg;

        // addiu    at,zero,hi
        // shl      at,at,16
        // add      at,at,sp
        MCInsts.resize(3);
        CreateMCInst(MCInsts[0], Cpu0::ADDiu, ATReg, ZEROReg, MCOperand::CreateImm(Hi));
        CreateMCInst(MCInsts[1], Cpu0::SHL, ATReg, ATReg, MCOperand::CreateImm(16));
        CreateMCInst(MCInsts[2], Cpu0::ADD, ATReg, ATReg, SPReg);
    }

    MCInst St;
    CreateMCInst(St, Cpu0::ST, GPReg, BaseReg, MCOperand::CreateImm(Offset));
    MCInsts.push_back(St);
}

```

The above added code of Cpu0AsmPrinter.cpp will call the LowerCPLOAD() and LowerCPSTORE() when user run with `llc -filetype=obj`. The above added code of Cpu0MCInstLower.cpp take care the .cpload and .cpstore machine instructions. It translate pseudo asm .cpload into four machine instructions, and .cpstore into one machine instruction as below. As mentioned in “section Global variable”<sup>5</sup>. When the share library main() function be loaded, the loader will set the \$t9 value to \$gp when meet “**.cpload \$t9**”. After that, the \$gp value is \$t9 which point to main(), and the global variable address is the relative address to main(). The `_gp_disp` is zero as the following reason from Mips ABI.

```

// Lower ".cpload $reg" to
// "addiu $gp, $zero, %hi(_gp_disp)"
// "shl  $gp, $gp, 16"
// "addiu $gp, $gp, %lo(_gp_disp)"
// "addu  $gp, $gp, $t9"

```

```
// Lower ".cprestore offset" to "st $gp, offset($sp)".
```

---

**Note:** // Mips ABI: `_gp_disp` After calculating the gp, a function allocates the local stack space and saves the gp on the stack, so it can be restored after subsequent function calls. In other words, the gp is a caller saved register.

...

`_gp_disp` represents the offset between the beginning of the function and the global offset table. Various optimizations are possible in this code example and the others that follow. For example, the calculation of gp need not be done for a position-independent function that is strictly local to an object module.

---

By run with `llc -filetype=obj`, the `.cpload` and `.cprestore` are translated into machine code as follows,

```
118-165-76-131:InputFiles Jonathan$ /Users/Jonathan/llvm/test/
cmake_debug_build/bin/Debug/llc -march=cpu0 -relocation-model=pic -filetype=
obj ch8_2.bc -o ch8_2.cpu0.o
118-165-76-131:InputFiles Jonathan$ hexdump ch8_2.cpu0.o
...
// .cpload machine instructions "09 a0 00 00 to 13 aa 60 00"
0000030 00 0a 00 07 09 a0 00 00 1e aa 00 10 09 aa 00 00
0000040 13 aa 60 00 09 dd ff e0 00 2d 00 20 01 2d 00 1c
...

// .cpload machine instructions "09 a0 00 00 to 13 aa 60 00"
00000b0 09 dd 00 20 2c 00 00 00 09 a0 00 00 1e aa 00 10
00000c0 09 aa 00 00 13 aa 60 00 09 dd ff b8 01 ed 00 44
// .cprestore machine instruction " 01 ad 00 18"
00000d0 01 ad 00 18 09 20 00 00 01 2d 00 40 09 20 00 06
...

118-165-67-25:InputFiles Jonathan$ cat ch8_2.cpu0.s
...
.ent _Z5sum_iiiiiii          # @_Z5sum_iiiiiii
_Z5sum_iiiiiii:
...
.cpload $t9 // assign $gp = $t9 by loader when loader load re-entry function
           // (shared library) of _Z5sum_iiiiiii
.set nomacro
# BB#0:
...
.ent main                    # @main
...
.cpload $t9
.set nomacro
...
.cprestore 24 // save $gp to 24($sp)
...
```

Run `llc -static` will call `jsub` instruction instead of `jlr` as follows,

```
118-165-76-131:InputFiles Jonathan$ /Users/Jonathan/llvm/test/
cmake_debug_build/bin/Debug/llc -march=cpu0 -relocation-model=static -filetype=
asm ch8_2.bc -o ch8_2.cpu0.s
118-165-76-131:InputFiles Jonathan$ cat ch8_2.cpu0.s
...
jsub _Z5sum_iiiiiii
...
```

Run with `llc -obj`, you can find the Cx of “**jsub Cx**” is 0 since the Cx is calculated by linker as below. Mips has the same 0 in it’s jal instruction. The `ch8_1_2.cpp`, `ch8_1_3.cpp` and `ch8_1_4.cpp` are example code more for test.

```
// jsub _Z5sum_iiiiiii translate into 2B 00 00 00
00F0: 2B 00 00 00 01 2D 00 34 00 ED 00 3C 09 DD 00 40
```

## 8.7 Variable number of arguments

Until now, we support fixed number of arguments in formal function definition (Incoming Arguments). This section support variable number of arguments since C language support this feature. Run 8/6/Cpu0 with `ch8_3.cpp` to get the following error,

```
// ch8_3.cpp
//#include <stdio.h>
#include <stdarg.h>

int sum_i(int amount, ...)
{
    int i = 0;
    int val = 0;
    int sum = 0;

    va_list vl;
    va_start(vl, amount);
    for (i = 0; i < amount; i++)
    {
        val = va_arg(vl, int);
        sum += val;
    }
    va_end(vl);

    return sum;
}

int main()
{
    int a = sum_i(6, 1, 2, 3, 4, 5, 6);
    // printf("a = %d\n", a);

    return a;
}
```

```
118-165-78-230:InputFiles Jonathan$ clang -c ch8_3.cpp -emit-llvm -o ch8_3.bc
118-165-78-230:InputFiles Jonathan$ /Users/Jonathan/llvm/test/cmake_debug_build/
bin/Debug/llc -march=cpu0 -relocation-model=pic -filetype=asm ch8_3.bc -o
ch8_3.cpu0.s
LLVM ERROR: Cannot select: 0x7f8b6902fd10: ch = vastart 0x7f8b6902fa10,
0x7f8b6902fb10, 0x7f8b6902fc10 [ORD=9] [ID=22]
    0x7f8b6902fb10: i32 = FrameIndex<5> [ORD=7] [ID=9]
In function: _Z5sum_iiz
```

Run 8/7/Cpu0 with `ch8_3.cpp` to get the following result,

```
118-165-76-131:InputFiles Jonathan$ /Users/Jonathan/llvm/test/
cmake_debug_build/bin/Debug/llc -march=cpu0 -relocation-model=pic -filetype=asm
ch8_3.bc -o ch8_3.cpu0.s
118-165-76-131:InputFiles Jonathan$ cat ch8_3.cpu0.s
```

```
.section .mdebug.abi32
.previous
.file "ch8_3.bc"
.text
.globl __Z5sum_iiz
.align 2
.type __Z5sum_iiz,@function
.ent __Z5sum_iiz          # @__Z5sum_iiz
__Z5sum_iiz:
.cfi_startproc
.frame $sp,56,$lr
.mask 0x00004000,-4
.set noreorder
.cpload $t9
.set nomacro
# BB#0:
addiu $sp, $sp, -56
$tmp2:
.cfi_def_cfa_offset 56
st $lr, 52($sp)          # 4-byte Folded Spill
$tmp3:
.cfi_offset 14, -4
.cprestore 0
ld $2, %got(__stack_chk_guard)($gp)
ld $2, 0($2)
st $2, 48($sp) // 48($sp) = 0
ld $2, 56($sp) // amount
st $2, 44($sp) // amount
addiu $2, $zero, 0
st $2, 40($sp) // i = 0
st $2, 36($sp) // val = 0
st $2, 32($sp) // sum = 0
addiu $3, $sp, 48 // $3 = 48($sp)
st $3, 8($sp) // 8($sp) = 48($sp) = arg_ptr
st $2, 40($sp) // i = 0
addiu $2, $zero, 40 // $2 = 40
$BB0_1:                      # =>This Inner Loop Header: Depth=1
ld $3, 44($sp) // $3 = amount
ld $4, 40($sp) // $4 = i
cmp $4, $3
jge $BB0_7 // i >= amount
jmp $BB0_2
$BB0_2:                      # in Loop: Header=BB0_1 Depth=1
// i < amount
ld $3, 8($sp) // $3 = arg_ptr
cmp $3, $2
jgt $BB0_4 // arg_ptr > 40
jmp $BB0_3
$BB0_3:                      # in Loop: Header=BB0_1 Depth=1
// arg_ptr <= 40
addiu $4, $3, 8
ld $5, 20($sp) // *(20($sp)) = arg_offset = 12
st $4, 8($sp) // arg_ptr += 8
add $3, $5, $3 // $3 = (arg_ptr + arg_offset)
jmp $BB0_5
$BB0_4:                      # in Loop: Header=BB0_1 Depth=1
ld $3, 16($sp)
addiu $4, $3, 8
```

```

    st    $4, 16($sp)
$BB0_5:                                     #   in Loop: Header=BB0_1 Depth=1
    ld    $3, 0($3)    // $3 = val = *(arg_ptr + arg_offset)
    st    $3, 36($sp)
    ld    $4, 32($sp) // $4 = sum
    add   $3, $4, $3
    st    $3, 32($sp) // sum += val
# BB#6:                                     #   in Loop: Header=BB0_1 Depth=1
    ld    $3, 40($sp) // $3 = i
    addiu $3, $3, 1
    st    $3, 40($sp) // i = i + 1
    jmp   $BB0_1
$BB0_7:
    ld    $2, %got(__stack_chk_guard)($gp)
    ld    $2, 0($2)
    ld    $3, 48($sp)
    cmp   $2, $3
    jne   $BB0_9
    jmp   $BB0_8
$BB0_8:                                     # %SP_return
    ld    $lr, 52($sp)    # 4-byte Folded Reload
    addiu $sp, $sp, 56
    ret   $lr
$BB0_9:                                     # %CallStackCheckFailBlk
    ld    $6, %call24(__stack_chk_fail)($gp)
    jalr  $6
    ld    $gp, 0($sp)
    .set  macro
    .set  reorder
    .end  _Z5sum_iiz
$tmp4:
    .size _Z5sum_iiz, ($tmp4)-_Z5sum_iiz
    .cfi_endproc

.globl  main
.align  2
.type   main,@function
.ent    main    # @main
main:
    .cfi_startproc
    .frame  $sp,88,$lr
    .mask   0x00004000,-4
    .set    noreorder
    .cpld   $t9
    .set    nomacro
# BB#0:
    addiu  $sp, $sp, -88
$tmp7:
    .cfi_def_cfa_offset 88
    st     $lr, 84($sp)    # 4-byte Folded Spill
$tmp8:
    .cfi_offset 14, -4
    .cprestore 32
    addiu  $2, $zero, 0
    st     $2, 80($sp)
    addiu  $2, $zero, 5
    st     $2, 20($sp)
    addiu  $2, $zero, 4

```

```
st $2, 16($sp)
addiu $2, $zero, 3
st $2, 12($sp)
addiu $2, $zero, 2
st $2, 8($sp)
addiu $2, $zero, 1
st $2, 4($sp)
addiu $2, $zero, 6
st $2, 24($sp)
st $2, 0($sp)
ld $6, %call24(_Z5sum_iiz)($gp)
jalr $6
ld $gp, 32($sp)
st $2, 76($sp)
ld $lr, 84($sp)           # 4-byte Folded Reload
addiu $sp, $sp, 88
ret $lr
.set macro
.set reorder
.end main
$tmp9:
.size main, ($tmp9)-main
.cfi_endproc
```

We have problem in analysis of the output ch8\_3.cpu0.s. We guess and try to analysis as follows. As above code, we get the first argument “**amount**” from “**ld \$2, 56(\$sp)**” since the stack size of the callee function “**\_Z5sum\_iiz()**” is 56. Next, check  $i < \text{amount}$  in block \$BB0\_1. If  $i < \text{amount}$ , then enter into \$BB0\_2. We assume  $\text{arg\_ptr} < 40$  and the content of address 8(\$sp) is the  $\text{arg\_ptr}$ . When it exits \$BB0\_2 and enter into \$BB0\_3, the register  $(\$3 + \$5) = (\text{arg\_ptr} + \text{arg\_offset}=12)$  is point to the second argument and it do the  $\text{sum} += \text{val}$  in \$BB0\_5. It do  $i += 1$  in \$BB0\_6 and jump to \$BB0\_1 enter into second round. The second round do as above again, it will get the third argument and add to sum in \$BB0\_5 since the  $\text{ptr\_arg}$  (16(\$sp)) is added 8 in the previous run. We assume the  $\text{arg\_prt} < 40$  but actually according the analysis the  $\text{arg\_prt}$  is 48(\$sp) which  $> 40$ , so the above analysis is not satisfied. The compare  $\text{arg\_prt}$  with 40 is exist in llvm IR, and mips has the same translated output. So, we don't know what's wrong. We believe the  $\text{arg} < 40$  is satisfied because the native Intel CPU has the  $\text{arg\_ptr} < 40$  in it's assembly code and the Intel CPU native execution file can print correct result. You will see it soon in the bellow code. If the  $\text{arg\_ptr} < 40$  is satisfied and  $*(20(\$sp)) = \text{arg\_offset} = 12$ , then the assembly output is correct. The llvm IR and mips assembly output as follows,

```
118-165-78-221:InputFiles Jonathan$ llvm-dis ch8_3.bc -o ch8_3.ll
118-165-78-221:InputFiles Jonathan$ cat ch8_3.ll
; ModuleID = 'ch8_3.bc'
target datalayout = "e-p:64:64:64-i1:8:8-i8:8:8-i16:16:16-i32:32:32-i64:64:64-f32:32:32-f64:64:64-v64:64:64-v128:128:128-a0:0:64-s0:64:64-f80:128:128-n8:16:32:64-S128"
target triple = "x86_64-apple-macosx10.8.0"

%struct.__va_list_tag = type { i32, i32, i8*, i8* }

define i32 @_Z5sum_iiz(i32 %amount, ...) nounwind uwtable ssp {
...
; <label>:8                                     ; preds = %4
...
    %12 = icmp ule i32 %11, 40
    br i1 %12, label %13, label %19

118-165-67-185:InputFiles Jonathan$ cat ch8_3.mips.s
.section .mdebug.abi32
.previous
```

```

.file "ch8_3.bc"
.text
.globl _Z5sum_iiz
.align 2
.type _Z5sum_iiz,@function
.ent _Z5sum_iiz          # @_Z5sum_iiz
_Z5sum_iiz:
.cfi_startproc
.frame $sp,64,$ra
.mask 0x80000000,-4
.fmask 0x00000000,0
.set noreorder
.set nomacro
.set noat
# BB#0:
    lui    $2, %hi(__gp_disp)
    addiu   $2, $2, %lo(__gp_disp)
    addiu   $sp, $sp, -64
$tmp2:
    .cfi_def_cfa_offset 64
    sw      $ra, 60($sp)          # 4-byte Folded Spill
$tmp3:
    .cfi_offset 31, -4
    .cprestore 16
    sw $7, 76($sp)
    sw $6, 72($sp)
    sw $5, 68($sp) // 68($sp) = arg[1]
    lw $3, %got(__stack_chk_guard)($gp)
    lw $1, 0($3)
    sw $1, 56($sp)
    sw $4, 52($sp) // 52($sp) = amount = arg[0]
    sw $zero, 48($sp) // i
    sw $zero, 44($sp) // val
    sw $zero, 40($sp) // sum
    addiu $2, $sp, 68
    sw $2, 16($sp) // 16($sp) = arg_ptr
    sw $zero, 48($sp)
    b      $BB0_2
    addiu $2, $zero, 40 // $2 = 40
$BB0_1:
    lw $1, 0($4) // $4 = *arg_ptr
    sw $1, 44($sp) // val
    lw $4, 40($sp) // sum
    addu $1, $4, $1 //
    sw $1, 40($sp) // sum += val
    lw $1, 48($sp)
    addiu $1, $1, 1
    sw $1, 48($sp) // i += 1
$BB0_2:
    lw $1, 52($sp)
    lw $4, 48($sp)
    slt $1, $4, $1 // set if i < amount
    beq $1, $zero, $BB0_6 // i >= amount
    nop
# BB#3:
    lw $4, 16($sp) // $4 = arg_ptr
    sltu $1, $2, $4 // set if 40 < arg_ptr
    bne $1, $zero, $BB0_5

```

```
    nop
# BB#4:                                #   in Loop: Header=BB0_2 Depth=1
    // arg_ptr <= 40
    addiu $1, $4, 8
    lw  $5, 28($sp) // 28($sp) = 0, assume even though we didn't find the
    // 28($sp) is 0
    sw  $4, 16($sp) // arg_ptr += 8
    b   $BB0_1
    addu $4, $5, $4 // arg_ptr + 0
$BB0_5:                                #   in Loop: Header=BB0_1 Depth=1
    // 40 < arg_ptr
    lw  $4, 24($sp)
    addiu $1, $4, 8
    sw  $1, 24($sp)
    b   $BB0_1
    nop
$BB0_6:
    lw    $1, 0($3)
    lw    $3, 56($sp)
    bne   $1, $3, $BB0_8
    lw    $2, 40($sp)
# BB#7:                                # %SP_return
    lw  $ra, 60($sp)                # 4-byte Folded Reload
    jr  $ra
    addiu $sp, $sp, 64
$BB0_8:                                # %CallStackCheckFailBlk
    lw  $25, %call16(__stack_chk_fail)($gp)
    jalr $25
    nop
    .set  at
    .set  macro
    .set  reorder
    .end  _Z5sum_iiz
$tmp4:
    .size _Z5sum_iiz, ($tmp4)-_Z5sum_iiz
    .cfi_endproc

    .globl main
    .align 2
    .type main,@function
    .set  nomips16                # @main
    .ent  main
main:
    .cfi_startproc
    .frame $sp,48,$ra
    .mask  0x80000000,-4
    .fmask 0x00000000,0
    .set  noreorder
    .set  nomacro
    .set  noat
# BB#0:
    lui $2, %hi(_gp_disp)
    addiu $2, $2, %lo(_gp_disp)
    addiu $sp, $sp, -48
$tmp7:
    .cfi_def_cfa_offset 48
    sw  $ra, 44($sp)                # 4-byte Folded Spill
$tmp8:
```



```

.cfi_offset 31, -4
addu $gp, $2, $25
sw $zero, 40($sp)
addiu $1, $zero, 5
sw $1, 20($sp)
addiu $1, $zero, 4
sw $1, 16($sp)
addiu $1, $zero, 6
sw $1, 24($sp)
lw $25, %call16(_Z5sum_iiz)($gp)
addiu $4, $zero, 6
addiu $5, $zero, 1
addiu $6, $zero, 2
jalr $25
addiu $7, $zero, 3
sw $2, 36($sp)
lw $ra, 44($sp)          # 4-byte Folded Reload
jr $ra
addiu $sp, $sp, 48
.set at
.set macro
.set reorder
.end main
$tmp9:
.size main, ($tmp9)-main
.cfi_endproc

```

We have verified the translation of `ch8_3.cpp` is correct by add `printf` in `ch8_3.cpp` to get `ch8_3_3.cpp` and run with `lli llvm` interpreter. We also translate it into native Intel CPU code and get the correct print result. Following are the `ch8_3_3.cpp`, and `lli`, Intel native code run result.

```

// ch8_3_3.cpp
// clang -c ch8_3_3.cpp -emit-llvm -I/Applications/Xcode.app/Contents/
Developer/Platforms/MacOSX.platform/Developer/SDKs/MacOSX10.8.sdk/usr/
include/ -o ch8_3_3.bc
// /Users/Jonathan/llvm/test/cmake_debug_build/bin/Debug/lli
ch8_3_3.bc -o ch8_3_3.s
// clang++ ch8_3_3.s -o ch8_3_3.native
// ./ch8_3_3.native
// lldb -- ch8_3_3.native
// b main
// s
// ...
// print $rsp ; print %rsp, choose $ instead of % in assembly code

// mips-linux-gnu-g++ -g ch8_3_3.cpp -o ch8_3_3 -static
// qemu-mips ch8_3_3
// mips-linux-gnu-g++ -S ch8_3_3.cpp
// cat ch8_3_3.s

#include <stdio.h>
#include <stdarg.h>

int sum_i(int amount, ...)
{
    int i = 0;
    int val = 0;
    int sum = 0;

```

```

    va_list vl;
    va_start(vl, amount);
    for (i = 0; i < amount; i++)
    {
        val = va_arg(vl, int);
        sum += val;
    }
    va_end(vl);

    return sum;
}

int main()
{
    int a = sum_i(6, 1, 2, 3, 4, 5, 6);
    printf("a = %d\n", a);

    return a;
}

118-165-78-221:InputFiles Jonathan$ lli ch8_3_3.bc
a = 21

118-165-67-185:InputFiles Jonathan$ clang -c ch8_3_3.cpp -emit-llvm -I
/Applications/Xcode.app/Contents/Developer/Platforms/MacOSX.platform/
Developer/SDKs/MacOSX10.8.sdk/usr/include/ -o ch8_3_3.bc
118-165-67-185:InputFiles Jonathan$ /Users/Jonathan/llvm/test/
cmake_debug_build/bin/Debug/lli ch8_3_3.bc -o ch8_3_3.s
118-165-67-185:InputFiles Jonathan$ clang++ ch8_3_3.s -o ch8_3_3.native
118-165-67-185:InputFiles Jonathan$ ./ch8_3_3.native
a = 21

118-165-67-185:InputFiles Jonathan$ cat ch8_3_3.s
...
LBB0_3:                                     ## =>This Inner Loop Header: Depth=1
    movl 216(%rsp), %eax
    cmpl 220(%rsp), %eax
    jge LBB0_8    // i >= amount
## BB#4:                                     ##   in Loop: Header=BB0_3 Depth=1
    movl 176(%rsp), %eax // i < amount
    cmpl $40, %eax // arg_ptr < 40
    ja  LBB0_6

```

We have run mips qemu on Linux by gcc. It get the correct print result, and the mips code has no analysis problem since it hasn't the `arg_ptr < 40` in assembly output. The qemu mips gcc result as follows,

```

[Gamma@localhost InputFiles]$ qemu-mips ch8_3_3
a = 21
[Gamma@localhost InputFiles]$ mips-linux-gnu-g++ -g ch8_3_3.cpp -o ch8_3_3
-static
[Gamma@localhost InputFiles]$ qemu-mips ch8_3_3
a = 21
[Gamma@localhost InputFiles]$ mips-linux-gnu-g++ -S ch8_3_3.cpp
[Gamma@localhost InputFiles]$ cat ch8_3_3.s
    .file 1 "ch8_3_3.cpp"
    .section .mdebug.abi32
    .previous
    .gnu_attribute 4, 1

```

```

.abicalls
.option pic0
.text
.align 2
.globl __Z5sum_iiz
$LFB0 = .
.set nomips16
.ent __Z5sum_iiz
.type __Z5sum_iiz, @function
__Z5sum_iiz:
.frame $fp,32,$31 # vars= 16, regs= 1/0, args= 0, gp= 8
.mask 0x40000000,-4
.fmask 0x00000000,0
.set noreorder
.set nomacro

    addiu $sp,$sp,-32
$LCFI0:
    sw $fp,28($sp)
$LCFI1:
    move $fp,$sp
$LCFI2:
    sw $5,36($fp) // arg[1]
    sw $6,40($fp)
    sw $7,44($fp)
    sw $4,32($fp) // amount = arg[0]
    sw $0,16($fp) // i = 0
    sw $0,12($fp) // val = 0
    sw $0,8($fp) // sum = 0
    addiu $2,$fp,36
    sw $2,20($fp) // arg_ptr = &arg[1]
    sw $0,16($fp)
    j $L2
    nop

$L3: // i < amount
    lw $2,20($fp) // arg_ptr
    addiu $3,$2,4
    sw $3,20($fp) // arg_ptr += 4
    lw $2,0($2) // $2 = *arg_ptr
    sw $2,12($fp) // val = *arg_ptr
    lw $3,8($fp)
    lw $2,12($fp)
    addu $2,$3,$2
    sw $2,8($fp) // sum += val
    lw $2,16($fp)
    addiu $2,$2,1
    sw $2,16($fp) // i += 1
$L2:
    lw $3,16($fp)
    lw $2,32($fp)
    slt $2,$3,$2 // set if i < amount
    andi $2,$2,0x00ff
    bne $2,$0,$L3
    nop

    lw $2,8($fp) // i >= amount
    move $sp,$fp

```

```
lw  $fp,28($sp)
addiu $sp,$sp,32
j  $31
nop

.set  macro
.set  reorder
.end  _Z5sum_iiz
$LFEO:
.size _Z5sum_iiz, .-_Z5sum_iiz
.rdata
.align 2
$LC0:
.ascii "a = %d\012\000"
.text
.align 2
.globl main
$LFB1 = .
.set  nomips16
.ent  main
.type main, @function
main:
.frame $fp,56,$31    # vars= 8, regs= 2/0, args= 32, gp= 8
.mask 0xc0000000,-4
.fmask 0x00000000,0
.set  noreorder
.set  nomacro

    addiu $sp,$sp,-56
$LCFI3:
    sw  $31,52($sp)
$LCFI4:
    sw  $fp,48($sp)
$LCFI5:
    move $fp,$sp
$LCFI6:
    li  $2,4      # 0x4
    sw  $2,16($sp)
    li  $2,5      # 0x5
    sw  $2,20($sp)
    li  $2,6      # 0x6
    sw  $2,24($sp)
    li  $4,6      # 0x6
    li  $5,1      # 0x1
    li  $6,2      # 0x2
    li  $7,3      # 0x3
    jal _Z5sum_iiz
    nop

    sw  $2,40($fp)
    lui $2,%hi($LC0)
    addiu $4,$2,%lo($LC0)
    lw  $5,40($fp)
    jal printf
    nop

    lw  $2,40($fp)
    move $sp,$fp
```

```

lw  $31,52($sp)
lw  $fp,48($sp)
addiu $sp,$sp,56
j  $31
nop

.set  macro
.set  reorder
.end  main
$LFEl:
    .size main, .-main
    .section .eh_frame,"a",@progbits
$Lframe1:
    .4byte  $LECIE1-$LSCIE1
$LSCIE1:
    .4byte  0x0
    .byte  0x1
    .globl  __gxx_personality_v0
    .ascii  "zP\000"
    .uleb128 0x1
    .sleb128 -4
    .byte  0x1f
    .uleb128 0x5
    .byte  0x0
    .4byte  __gxx_personality_v0
    .byte  0xc
    .uleb128 0x1d
    .uleb128 0x0
    .align  2
$LECIE1:
$LSFDE3:
    .4byte  $LEFDE3-$LASFDE3
$LASFDE3:
    .4byte  $LASFDE3-$Lframe1
    .4byte  $LFB1
    .4byte  $LFE1-$LFB1
    .uleb128 0x0
    .byte  0x4
    .4byte  $LCFI3-$LFB1
    .byte  0xe
    .uleb128 0x38
    .byte  0x4
    .4byte  $LCFI5-$LCFI3
    .byte  0x11
    .uleb128 0x1e
    .sleb128 2
    .byte  0x11
    .uleb128 0x1f
    .sleb128 1
    .byte  0x4
    .4byte  $LCFI6-$LCFI5
    .byte  0xd
    .uleb128 0x1e
    .align  2
$LEFDE3:
    .ident  "GCC: (GNU) 4.4.6"
[Gamma@localhost InputFiles]$

```

To support variable number of arguments, the following code needed to add in 8/7/Cpu0. The ch8\_3\_2.cpp is C++ template example code, it can be translated into cpu0 backend code too.

```
// Cpu0TargetLowering.cpp
...
Cpu0TargetLowering::
Cpu0TargetLowering(Cpu0TargetMachine &TM)
: TargetLowering(TM, new Cpu0TargetObjectFile()),
  Subtarget(&TM.getSubtarget<Cpu0Subtarget>()) {
...
setOperationAction(ISD::VASTART,          MVT::Other, Custom);
...
// Support va_arg(): variable numbers (not fixed numbers) of arguments
// (parameters) for function all
setOperationAction(ISD::VAARG,            MVT::Other, Expand);
setOperationAction(ISD::VACOPY,           MVT::Other, Expand);
setOperationAction(ISD::VAEND,            MVT::Other, Expand);
...
}
...

SDValue Cpu0TargetLowering::
LowerOperation(SDValue Op, SelectionDAG &DAG) const
{
    switch (Op.getOpcode())
    {
        ...
        case ISD::VASTART:                  return LowerVASTART(Op, DAG);
    }
    return SDValue();
}

...
SDValue Cpu0TargetLowering::LowerVASTART(SDValue Op, SelectionDAG &DAG) const {
    MachineFunction &MF = DAG.getMachineFunction();
    Cpu0FunctionInfo *FuncInfo = MF.getInfo<Cpu0FunctionInfo>();

    DebugLoc dl = Op.getDebugLoc();
    SDValue FI = DAG.getFrameIndex(FuncInfo->getVarArgsFrameIndex(),
                                    getPointerTy());

    // vastart just stores the address of the VarArgsFrameIndex slot into the
    // memory location argument.
    const Value *SV = cast<SrcValueSDNode>(Op.getOperand(2))->getValue();
    return DAG.getStore(Op.getOperand(0), dl, FI, Op.getOperand(1),
                        MachinePointerInfo(SV), false, false, 0);
}

// ch8_3_2.cpp
...
#include <stdio.h>
#include <stdarg.h>

template<class T>
T sum(T amount, ...)
{
    T i = 0;
    T val = 0;
    T sum = 0;
```

```

va_list vl;
va_start(vl, amount);
for (i = 0; i < amount; i++)
{
    val = va_arg(vl, T);
    sum += val;
}
va_end(vl);

return sum;
}

int main()
{
    int a = sum<int>(6, 1, 2, 3, 4, 5, 6);
    // printf("a = %d\n", a);

    return a;
}

```

Mips qemu reference <sup>6</sup>.

## 8.8 Correct the return of main()

Run 8/7/Cpu0 with ch6\_2.cpp to get the incorrect main return (return register \$2 is not 0) as follows,

```

struct Date
{
    int year;
    int month;
    int day;
};

Date date = {2012, 10, 12};
int a[3] = {2012, 10, 12};

int main()
{
    int day = date.day;
    int i = a[1];

    return 0;
}

```

```

118-165-78-31:InputFiles Jonathan$ clang -c ch6_2.cpp -emit-llvm -o ch6_2.bc
118-165-78-31:InputFiles Jonathan$ /Users/Jonathan/llvm/test/cmake_debug_build/
bin/Debug/llc -march=cpu0 -relocation-model=static -filetype=asm ch6_2.bc -o
ch6_2.cpu0.static.s
118-165-78-31:InputFiles Jonathan$ cat ch6_2.cpu0.static.s
.section .mdebug.abi32
.previous
.file "ch6_2.bc"
.text
.globl main

```

<sup>6</sup> <http://developer.mips.com/clang-llvm/>

```
.align 2
.type main,@function
.ent main                                # @main
main:
.cfi_startproc
.frame $sp,16,$lr
.mask 0x00000000,0
.set noreorder
.set nomacro
# BB#0:
addiu $sp, $sp, -16
$tmp1:
.cfi_def_cfa_offset 16
addiu $2, $zero, 0
st $2, 12($sp)
addiu $2, $zero, %hi(date)
shl $2, $2, 16
addiu $2, $2, %lo(date)
ld $2, 8($2)
st $2, 8($sp)
addiu $2, $zero, %hi(a)
shl $2, $2, 16
addiu $2, $2, %lo(a)
ld $2, 4($2)
st $2, 4($sp)
addiu $sp, $sp, 16
ret $lr
.set macro
.set reorder
.end main
...
```

The LowerReturn() modified in 8/8/Cpu0 as below. It add the live out register \$2 to function (main()) as this example), and copy the OutVals[0] (0 as this example) to \$2. Then call DAG.getNode(..., Flag) where Flag contains \$2 and OutVals[0] information.

```
// Cpu0ISelLowering.cpp
...
SDValue
Cpu0TargetLowering::LowerReturn(SDValue Chain,
                                CallingConv::ID CallConv, bool isVarArg,
                                const SmallVectorImpl<ISD::OutputArg> &Outs,
                                const SmallVectorImpl<SDValue> &OutVals,
                                DebugLoc dl, SelectionDAG &DAG) const {

    // CCValAssign - represent the assignment of
    // the return value to a location
    SmallVector<CCValAssign, 16> RVLocs;

    // CCState - Info about the registers and stack slot.
    CCState CCInfo(CallConv, isVarArg, DAG.getMachineFunction(),
                    getTargetMachine(), RVLocs, *DAG.getContext());

    // Analyze return values.
    CCInfo.AnalyzeReturn(Outs, RetCC_Cpu0);

    // If this is the first return lowered for this function, add
    // the regs to the liveout set for the function.
```



```

if (DAG.getMachineFunction().getRegInfo().liveout_empty()) {
    for (unsigned i = 0; i != RVLocs.size(); ++i)
        if (RVLocs[i].isRegLoc())
            DAG.getMachineFunction().getRegInfo().addLiveOut(RVLocs[i].getLocReg());
}

SDValue Flag;

// Copy the result values into the output registers.
for (unsigned i = 0; i != RVLocs.size(); ++i) {
    CCValAssign &VA = RVLocs[i];
    assert(VA.isRegLoc() && "Can only return in registers!");

    Chain = DAG.getCopyToReg(Chain, dl, VA.getLocReg(), OutVals[i], Flag);

    // guarantee that all emitted copies are
    // stuck together, avoiding something bad
    Flag = Chain.getValue(1);
}

// Return on Cpu0 is always a "jr $ra"
if (Flag.getNode())
    return DAG.getNode(Cpu0ISD::Ret, dl, MVT::Other,
                        Chain, DAG.getRegister(Cpu0::LR, MVT::i32), Flag);
else // Return Void
    return DAG.getNode(Cpu0ISD::Ret, dl, MVT::Other,
                        Chain, DAG.getRegister(Cpu0::LR, MVT::i32));
}

```

Run 8/8/Cpu0 to get the correct result (return register \$2 is 0) as follows,

```

118-165-78-31:InputFiles Jonathan$ /Users/Jonathan/llvm/test/cmake_debug_build/
bin/Debug/llc -march=cpu0 -relocation-model=static -filetype=asm ch6_2.bc -o
ch6_2.cpu0.static.s
118-165-78-31:InputFiles Jonathan$ cat ch6_2.cpu0.static.s
.section .mdebug.abi32
.previous
.file "ch6_2.bc"
.text
.globl main
.align 2
.type main,@function
.ent main                                # @main
main:
.cfi_startproc
.frame $sp,16,$lr
.mask 0x00000000,0
.set noreorder
.set nomacro
# BB#0:
addiu $sp, $sp, -16
$tmp1:
.cfi_def_cfa_offset 16
addiu $2, $zero, 0
st $2, 12($sp)
addiu $3, $zero, %hi(date)
shl $3, $3, 16
addiu $3, $3, %lo(date)

```

```
ld $3, 8($3)
st $3, 8($sp)
addiu $3, $zero, %hi(a)
shl $3, $3, 16
addiu $3, $3, %lo(a)
ld $3, 4($3)
st $3, 4($sp)
addiu $sp, $sp, 16
ret $lr
.set macro
.set reorder
.end main
$tmp2:
.size main, ($tmp2)-main
.cfi_endproc

.type date,@object          # @date
.data
.globl date
.align 2
date:
.4byte 2012                  # 0x7dc
.4byte 10                    # 0xa
.4byte 12                    # 0xc
.size date, 12

.type a,@object             # @a
.globl a
.align 2
a:
.4byte 2012                  # 0x7dc
.4byte 10                    # 0xa
.4byte 12                    # 0xc
.size a, 12
```

## 8.9 Verify DIV for operator %

Now, let's run 8/8/Cpu0 with ch4\_6\_2.cpp to get the result as below. It translate “(b+1)%c” into “div \$zero, \$3, \$2” and “mfhi \$2”.

```
// ch4_6_2.cpp
#include <stdlib.h>

int main()
{
    int b = 11;
    // unsigned int b = 11;
    int c = rand();

    b = (b+1)%c;

    return b;
}
```

```
118-165-70-242:InputFiles Jonathan$ clang -c ch4_6_2.cpp -I/Applications/
Xcode.app/Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs/
```

```

MacOSX10.8.sdk/usr/include/ -emit-llvm -o ch4_6_2.bc
118-165-70-242:InputFiles Jonathan$ /Users/Jonathan/llvm/test/cmake
_debug_build/bin/Debug/llc -march=cpu0 -relocation-model=pic -filetype=asm
ch4_6_2.bc -o ch4_6_2.cpu0.s
118-165-70-242:InputFiles Jonathan$ cat ch4_6_2.cpu0.s
...
div $zero, $3, $2
mfhi $2
...

```

## 8.10 Structure type support

Run 8/8 with ch8\_9\_1 will get the error message as follows,

```

// ch8_9_1.cpp
struct Date
{
    int year;
    int month;
    int day;
    int hour;
    int minute;
    int second;
};
Date gDate = {2012, 10, 12, 1, 2, 3};

struct Time
{
    int hour;
    int minute;
    int second;
};
Time gTime = {2, 20, 30};

Date getDate()
{
    return gDate;
}

Date copyDate(Date date)
{
    return date;
}

Date copyDate(Date* date)
{
    return *date;
}

Time copyTime(Time time)
{
    return time;
}

Time copyTime(Time* time)
{

```

```
    return *time;
}
```

```
int main()
{
    Time time1 = {1, 10, 12};
    Date date1 = getDate();
    Date date2 = copyDate(date1);
    Date date3 = copyDate(&date1);
    Time time2 = copyTime(time1);
    Time time3 = copyTime(&time1);

    return 0;
}
```

```
JonathantekiiMac:InputFiles Jonathan$ clang -c ch8_9_1.cpp -emit-llvm -o
ch8_9_1.bc
JonathantekiiMac:InputFiles Jonathan$ /Users/Jonathan/llvm/test/
cmake_debug_build/bin/Debug/llc -march=cpu0 -relocation-model=pic -filetype=asm
ch8_9_1.bc -o ch8_9_1.cpu0.s
Assertion failed: (InVals.size() == Ins.size() && "LowerFormalArguments didn't
emit the correct number of values!")...
...
```

8/9/Cpu0 with the following code added to support the structure type in function call.

```
// Cpu0ISelLowering.cpp
...
// AddLiveIn - This helper function adds the specified physical register to the
// MachineFunction as a live in value. It also creates a corresponding
// virtual register for it.
static unsigned
AddLiveIn(MachineFunction &MF, unsigned PReg, const TargetRegisterClass *RC)
{
    assert(RC->contains(PReg) && "Not the correct regclass!");
    unsigned VReg = MF.getRegInfo().createVirtualRegister(RC);
    MF.getRegInfo().addLiveIn(PReg, VReg);
    return VReg;
}
...
//=====//
//                               Call Calling Convention Implementation
//=====//

static const unsigned IntRegsSize = 2;

static const uint16_t IntRegs[] = {
    Cpu0::A0, Cpu0::A1
};

// Write ByVal Arg to arg registers and stack.
static void
WriteByValArg(SDValue& ByValChain, SDValue Chain, DebugLoc dl,
    SmallVector<std::pair<unsigned, SDValue>, 16>& RegsToPass,
    SmallVector<SDValue, 8>& MemOpChains, int& LastFI,
    MachineFrameInfo *MFI, SelectionDAG &DAG, SDValue Arg,
    const CCValAssign &VA, const ISD::ArgFlagsTy& Flags,
    MVT PtrType, bool isLittle) {
    unsigned LocMemOffset = VA.getLocMemOffset();
```

```

unsigned Offset = 0;
uint32_t RemainingSize = Flags.getByValSize();
unsigned ByValAlign = Flags.getByValAlign();

if (RemainingSize == 0)
    return;

// Create a fixed object on stack at offset LocMemOffset and copy
// remaining part of byval arg to it using memcpy.
SDValue Src = DAG.getNode(ISD::ADD, dl, MVT::i32, Arg,
    DAG.getConstant(Offset, MVT::i32));
LastFI = MFI->CreateFixedObject(RemainingSize, LocMemOffset, true);
SDValue Dst = DAG.getFrameIndex(LastFI, PtrType);
ByValChain = DAG.getMemcpy(ByValChain, dl, Dst, Src,
    DAG.getConstant(RemainingSize, MVT::i32),
    std::min(ByValAlign, (unsigned)4),
    /*isVolatile=*/false, /*AlwaysInline=*/false,
    MachinePointerInfo(0), MachinePointerInfo(0));
}
...
SDValue
Cpu0TargetLowering::LowerCall(TargetLowering::CallLoweringInfo &CLI,
    SmallVectorImpl<SDValue> &InVals) const {
    ...
    // Walk the register/memloc assignments, inserting copies/loads.
    for (unsigned i = 0, e = ArgLocs.size(); i != e; ++i) {
        ...
        // ByVal Arg.
        if (Flags.isByVal()) {
            ...
            WriteByValArg(ByValChain, Chain, dl, RegsToPass, MemOpChains, LastFI,
                MFI, DAG, Arg, VA, Flags, getPointerTy(),
                Subtarget->isLittle());
            ...
        }
        ...
    }
    ...
}
...
//=====//
//          Formal Arguments Calling Convention Implementation
//=====//
static void ReadByValArg(MachineFunction &MF, SDValue Chain, DebugLoc dl,
    std::vector<SDValue>& OutChains,
    SelectionDAG &DAG, unsigned NumWords, SDValue FIN,
    const CCValAssign &VA, const ISD::ArgFlagsTy& Flags,
    const Argument *FuncArg) {
    unsigned LocMem = VA.getLocMemOffset();
    unsigned FirstWord = LocMem / 4;

    // copy register A0 - A1 to frame object
    for (unsigned i = 0; i < NumWords; ++i) {
        unsigned CurWord = FirstWord + i;
        if (CurWord >= IntRegsSize)
            break;

        unsigned SrcReg = IntRegs[CurWord];
    }
}

```

```

    unsigned Reg = AddLiveIn(MF, SrcReg, &Cpu0::CPURegsRegClass);
    SDValue StorePtr = DAG.getNode(ISD::ADD, dl, MVT::i32, FIN,
                                   DAG.getConstant(i * 4, MVT::i32));
    SDValue Store = DAG.getStore(Chain, dl, DAG.getRegister(Reg, MVT::i32),
                                   StorePtr, MachinePointerInfo(FuncArg, i * 4),
                                   false, false, 0);

    OutChains.push_back(Store);
}
}
...
SDValue
Cpu0TargetLowering::LowerFormalArguments(SDValue Chain,
                                           CallingConv::ID CallConv,
                                           bool isVarArg,
                                           const SmallVectorImpl<ISD::InputArg> &Ins,
                                           DebugLoc dl, SelectionDAG &DAG,
                                           SmallVectorImpl<SDValue> &InVals)
    const {
    ...
    for (unsigned i = 0, e = ArgLocs.size(); i != e; ++i, ++FuncArg) {
    ...
    if (Flags.isByVal()) {
        assert(Flags.getByValSize() &&
               "ByVal args of size 0 should have been ignored by front-end.");
        unsigned NumWords = (Flags.getByValSize() + 3) / 4;
        LastFI = MFI->CreateFixedObject(NumWords * 4, VA.getLocMemOffset(),
                                         true);
        SDValue FIN = DAG.getFrameIndex(LastFI, getPointerTy());
        InVals.push_back(FIN);
        ReadByValArg(MF, Chain, dl, OutChains, DAG, NumWords, FIN, VA, Flags,
                     &*FuncArg);
        continue;
    }
    ...
    }
    // The cpu0 ABIs for returning structs by value requires that we copy
    // the sret argument into $v0 for the return. Save the argument into
    // a virtual register so that we can access it from the return points.
    if (DAG.getMachineFunction().getFunction()->hasStructRetAttr()) {
        unsigned Reg = Cpu0FI->getSRetReturnReg();
        if (!Reg) {
            Reg = MF.getRegInfo().createVirtualRegister(getRegClassFor(MVT::i32));
            Cpu0FI->setSRetReturnReg(Reg);
        }
        SDValue Copy = DAG.getCopyToReg(DAG.getEntryNode(), dl, Reg, InVals[0]);
        Chain = DAG.getNode(ISD::TokenFactor, dl, MVT::Other, Copy, Chain);
    }
    ...
}
...
SDValue
Cpu0TargetLowering::LowerReturn(SDValue Chain,
                                CallingConv::ID CallConv, bool isVarArg,
                                const SmallVectorImpl<ISD::OutputArg> &Outs,
                                const SmallVectorImpl<SDValue> &OutVals,
                                DebugLoc dl, SelectionDAG &DAG) const {
    ...
    // The cpu0 ABIs for returning structs by value requires that we copy

```

```

// the sret argument into $v0 for the return. We saved the argument into
// a virtual register in the entry block, so now we copy the value out
// and into $v0.
if (DAG.getMachineFunction().getFunction()->hasStructRetAttr()) {
    MachineFunction &MF = DAG.getMachineFunction();
    Cpu0FunctionInfo *Cpu0FI = MF.getInfo<Cpu0FunctionInfo>();
    unsigned Reg = Cpu0FI->getSRetReturnReg();

    if (!Reg)
        llvm_unreachable("sret virtual register not created in the entry block");
    SDValue Val = DAG.getCopyFromReg(Chain, dl, Reg, getPointerTy());

    Chain = DAG.getCopyToReg(Chain, dl, Cpu0::V0, Val, Flag);
    Flag = Chain.getValue(1);
}
...
}

```

In addition to above code, we have defined the calling convention at early of this chapter as follows,

```

def RetCC_Cpu0EABI : CallingConv<[
    // i32 are returned in registers V0, V1, A0, A1
    CCIfType<[i32], CCAssignToReg<[V0, V1, A0, A1]>>
]>;

```

It meaning for the return value, we keep it in registers V0, V1, A0, A1 if the return value didn't over 4 registers size; If it over 4 size, cpu0 will save them with pointer. For explanation, let's run 8/9/Cpu0 with ch8\_9\_1.cpp and explain with this example.

```

JonathantekiiMac:InputFiles Jonathan$ cat ch8_9_1.cpu0.s
.section .mdebug.abi32
.previous
.file "ch8_9_1.bc"
.text
.globl __Z7getDatev
.align 2
.type __Z7getDatev,@function
.ent __Z7getDatev # @_Z7getDatev
__Z7getDatev:
.cfi_startproc
.frame $sp,0,$lr
.mask 0x00000000,0
.set noreorder
.cpload $t9
.set nomacro
# BB#0:
ld $2, 0($sp) // $2 is 192($sp)
ld $3, %got(gDate)($gp) // $3 is &gDate
ld $4, 20($3) // save gDate contents to 212..192($sp)
st $4, 20($2)
ld $4, 16($3)
st $4, 16($2)
ld $4, 12($3)
st $4, 12($2)
ld $4, 8($3)
st $4, 8($2)
ld $4, 4($3)
st $4, 4($2)
ld $3, 0($3)

```

```
st $3, 0($2)
ret $lr
.set macro
.set reorder
.end _Z7getDatev
$tmp0:
.size _Z7getDatev, ($tmp0)-_Z7getDatev
.cfi_endproc

.globl _Z8copyDate4Date
.align 2
.type _Z8copyDate4Date,@function
.ent _Z8copyDate4Date # @_Z8copyDate4Date
_Z8copyDate4Date:
.cfi_startproc
.frame $sp,0,$lr
.mask 0x00000000,0
.set noreorder
.set nomacro
# BB#0:
st $5, 4($sp)
ld $2, 0($sp) // $2 = 168($sp)
ld $3, 24($sp)
st $3, 20($2) // copy date1, 24..4($sp), to date2,
ld $3, 20($sp) // 188..168($sp)
st $3, 16($2)
ld $3, 16($sp)
st $3, 12($2)
ld $3, 12($sp)
st $3, 8($2)
ld $3, 8($sp)
st $3, 4($2)
ld $3, 4($sp)
st $3, 0($2)
ret $lr
.set macro
.set reorder
.end _Z8copyDate4Date
$tmp1:
.size _Z8copyDate4Date, ($tmp1)-_Z8copyDate4Date
.cfi_endproc

.globl _Z8copyDateP4Date
.align 2
.type _Z8copyDateP4Date,@function
.ent _Z8copyDateP4Date # @_Z8copyDateP4Date
_Z8copyDateP4Date:
.cfi_startproc
.frame $sp,8,$lr
.mask 0x00000000,0
.set noreorder
.set nomacro
# BB#0:
addiu $sp, $sp, -8
$tmp3:
.cfi_def_cfa_offset 8
ld $2, 8($sp) // $2 = 120($sp of main) date2
ld $3, 12($sp) // $3 = 192($sp of main) date1
```



```

st    $3, 0($sp)
ld    $4, 20($3)          // copy date1, 212..192($sp of main),
st    $4, 20($2)          // to date2, 140..120($sp of main)
ld    $4, 16($3)
st    $4, 16($2)
ld    $4, 12($3)
st    $4, 12($2)
ld    $4, 8($3)
st    $4, 8($2)
ld    $4, 4($3)
st    $4, 4($2)
ld    $3, 0($3)
st    $3, 0($2)
addiu $sp, $sp, 8
ret   $lr
.set   macro
.set   reorder
.end   _Z8copyDateP4Date
$tmp4:
.size _Z8copyDateP4Date, ($tmp4)-_Z8copyDateP4Date
.cfi_endproc

.globl _Z8copyTime4Time
.align 2
.type _Z8copyTime4Time,@function
.ent   _Z8copyTime4Time      # @_Z8copyTime4Time
_Z8copyTime4Time:
.cfi_startproc
.frame $sp, 64, $lr
.mask  0x00000000,0
.set   noreorder
.set   nomacro
# BB#0:
addiu $sp, $sp, -64
$tmp6:
.cfi_def_cfa_offset 64
ld    $2, 68($sp)          // save 8..0 ($sp of main) to 24..16($sp)
st    $2, 20($sp)
ld    $2, 64($sp)
st    $2, 16($sp)
ld    $2, 72($sp)
st    $2, 24($sp)
st    $2, 40($sp)          // save 8($sp of main) to 40($sp)
ld    $2, 20($sp)          // timel.minute, save timel.minute and
st    $2, 36($sp)          // timel.second to 36..32($sp)
ld    $2, 16($sp)          // timel.second
st    $2, 32($sp)
ld    $2, 40($sp)          // $2 = 8($sp of main) = timel.hour
st    $2, 56($sp)          // copy timel to 56..48($sp)
ld    $2, 36($sp)
st    $2, 52($sp)
ld    $2, 32($sp)
st    $2, 48($sp)
ld    $2, 48($sp)          // copy timel to 8..0($sp)
ld    $3, 52($sp)
ld    $4, 56($sp)
st    $4, 8($sp)
st    $3, 4($sp)

```

```
st $2, 0($sp)
ld $2, 0($sp)          // put time1 to $2, $3 and $4 ($v0, $v1 and $a0)
ld $3, 4($sp)
ld $4, 8($sp)
addiu $sp, $sp, 64
ret $1r
.set macro
.set reorder
.end _Z8copyTime4Time
$tmp7:
.size _Z8copyTime4Time, ($tmp7)-_Z8copyTime4Time
.cfi_endproc

.globl _Z8copyTimeP4Time
.align 2
.type _Z8copyTimeP4Time,@function
.ent _Z8copyTimeP4Time      # @_Z8copyTimeP4Time
_Z8copyTimeP4Time:
.cfi_startproc
.frame $sp,40,$1r
.mask 0x00000000,0
.set noreorder
.set nomacro
# BB#0:
addiu $sp, $sp, -40
$tmp9:
.cfi_def_cfa_offset 40
ld $2, 40($sp)          // 216($sp of main)
st $2, 16($sp)
ld $3, 8($2)            // copy time1, 224..216($sp of main) to
st $3, 32($sp)          // 32..24($sp), 8..0($sp) and $2, $3, $4
ld $3, 4($2)
st $3, 28($sp)
ld $2, 0($2)
st $2, 24($sp)
ld $2, 24($sp)
ld $3, 28($sp)
ld $4, 32($sp)
st $4, 8($sp)
st $3, 4($sp)
st $2, 0($sp)
ld $2, 0($sp)
ld $3, 4($sp)
ld $4, 8($sp)
addiu $sp, $sp, 40
ret $1r
.set macro
.set reorder
.end _Z8copyTimeP4Time
$tmp10:
.size _Z8copyTimeP4Time, ($tmp10)-_Z8copyTimeP4Time
.cfi_endproc

.globl main
.align 2
.type main,@function
.ent main                # @main
main:
```

```

.cfi_startproc
.frame $sp,248,$lr
.mask 0x00004180,-4
.set noreorder
.cpload $t9
.set nomacro
# BB#0:
    addiu $sp, $sp, -248
$tmp13:
    .cfi_def_cfa_offset 248
    st $lr, 244($sp)      # 4-byte Folded Spill
    st $8, 240($sp)      # 4-byte Folded Spill
    st $7, 236($sp)      # 4-byte Folded Spill
$tmp14:
    .cfi_offset 14, -4
$tmp15:
    .cfi_offset 8, -8
$tmp16:
    .cfi_offset 7, -12
    .cpstore 16
    addiu $7, $zero, 0
    st $7, 232($sp)
    ld $2, %got($_ZZ4mainE5time1)($gp)
    addiu $2, $2, %lo($_ZZ4mainE5time1)
    ld $3, 8($2)          // save initial value to time1, 224..216($sp)
    st $3, 224($sp)
    ld $3, 4($2)
    st $3, 220($sp)
    ld $2, 0($2)
    st $2, 216($sp)
    addiu $8, $sp, 192
    st $8, 0($sp)         // *(0($sp)) = 192($sp)
    ld $6, %call24(_Z7getDatev)($gp) // copy gDate contents to date1, 212..192($sp)
    jalr $6
    ld $gp, 16($sp)
    ld $2, 212($sp)       // copy 212..192($sp) to 164..144($sp)
    st $2, 164($sp)
    ld $2, 208($sp)
    st $2, 160($sp)
    ld $2, 204($sp)
    st $2, 156($sp)
    ld $2, 200($sp)
    st $2, 152($sp)
    ld $2, 196($sp)
    st $2, 148($sp)
    ld $2, 192($sp)
    st $2, 144($sp)
    ld $2, 164($sp)       // copy 164..144($sp) to 24..4($sp)
    st $2, 24($sp)
    ld $2, 160($sp)
    st $2, 20($sp)
    ld $2, 156($sp)
    st $2, 16($sp)
    ld $2, 152($sp)
    st $2, 12($sp)
    ld $2, 148($sp)
    st $2, 8($sp)
    ld $2, 144($sp)

```

```
st    $2, 4($sp)
addiu $2, $sp, 168
st    $2, 0($sp)      // *0($sp) = 168($sp)
ld    $6, %call24(_Z8copyDate4Date)($gp)
jalr  $6
ld    $gp, 16($sp)
st    $8, 4($sp)      // 4($sp) = 192($sp) date1
addiu $2, $sp, 120
st    $2, 0($sp)      // *0($sp) = 120($sp) date2
ld    $6, %call24(_Z8copyDateP4Date)($gp)
jalr  $6
ld    $gp, 16($sp)
ld    $2, 224($sp)    // save time1 to arguments passing location,
st    $2, 96($sp)      // 8..0($sp)
ld    $2, 220($sp)
st    $2, 92($sp)
ld    $2, 216($sp)
st    $2, 88($sp)
ld    $2, 88($sp)
ld    $3, 92($sp)
ld    $4, 96($sp)
st    $4, 8($sp)
st    $3, 4($sp)
st    $2, 0($sp)
ld    $6, %call24(_Z8copyTime4Time)($gp)
jalr  $6
ld    $gp, 16($sp)
st    $3, 76($sp)      // save return value time2 from $2, $3, $4 to
st    $2, 72($sp)      // 80..72($sp) and 112..104($sp)
st    $4, 80($sp)
ld    $2, 72($sp)
ld    $3, 76($sp)
ld    $4, 80($sp)
st    $4, 112($sp)
st    $3, 108($sp)
st    $2, 104($sp)
addiu $2, $sp, 216
st    $2, 0($sp)      // *(0($sp)) = 216($sp)
ld    $6, %call24(_Z8copyTimeP4Time)($gp)
jalr  $6
ld    $gp, 16($sp)
st    $3, 44($sp)      // save return value time3 from $2, $3, $4 to
st    $2, 40($sp)      // 48..44($sp) 64..56($sp)
st    $4, 48($sp)
ld    $2, 40($sp)
ld    $3, 44($sp)
ld    $4, 48($sp)
st    $4, 64($sp)
st    $3, 60($sp)
st    $2, 56($sp)
add   $2, $zero, $7    // return 0 by $2, ($7 is 0)

ld    $7, 236($sp)      # 4-byte Folded Reload // restore callee saved
ld    $8, 240($sp)      # 4-byte Folded Reload // registers $s0, $s1
ld    $1r, 244($sp)     # 4-byte Folded Reload // ($7, $8)
addiu $sp, $sp, 248
ret   $1r
.set  macro
```

```

.set  reorder
.end  main
$tmp17:
.size main, ($tmp17)-main
.cfi_endproc

.type gDate,@object          # @gDate
.data
.globl gDate
.align 2
gDate:
.4byte 2012                  # 0x7dc
.4byte 10                    # 0xa
.4byte 12                    # 0xc
.4byte 1                      # 0x1
.4byte 2                      # 0x2
.4byte 3                      # 0x3
.size gDate, 24

.type gTime,@object          # @gTime
.globl gTime
.align 2
gTime:
.4byte 2                      # 0x2
.4byte 20                     # 0x14
.4byte 30                     # 0x1e
.size gTime, 12

.type $_ZZ4mainE5time1,@object # @_ZZ4mainE5time1
.section .rodata,"a",@progbits
.align 2
$_ZZ4mainE5time1:
.4byte 1                      # 0x1
.4byte 10                     # 0xa
.4byte 12                     # 0xc
.size $_ZZ4mainE5time1, 12

```

In `LowerCall()`, `Flags.isByVal()` will be true if the outgoing arguments over 4 registers size, then it will call `WriteByValArg(..., getPointerTy(), ...)` to save those arguments to stack as offset. For example code of `ch8_9_1.cpp`, `Flags.isByVal()` is true for `copyDate(date1)` outgoing arguments, since the `date1` is type of `Date` which contains 6 integers (year, month, day, hour, minute, second). But `Flags.isByVal()` is false for `copyTime(time1)` since type `Time` is a struct contains 3 integers (hour, minute, second). So, if you mark `WriteByValArg(..., getPointerTy(), ...)`, the result will missing the following code in caller, `main()`,

```

ld  $2, 164($sp)    // copy 164..144($sp) to 24..4($sp)
st  $2, 24($sp)
ld  $2, 160($sp)
st  $2, 20($sp)
ld  $2, 156($sp)
st  $2, 16($sp)
ld  $2, 152($sp)
st  $2, 12($sp)
ld  $2, 148($sp)
st  $2, 8($sp)
ld  $2, 144($sp)
st  $2, 4($sp)      // will missing the above code

addiu $2, $sp, 168

```

```
st $2, 0($sp)           // *0($sp) = 168($sp)
ld $6, %call124(_Z8copyDate4Date)($gp)
```

In `LowerFormalArguments()`, the “if (Flags.isByVal())” getting the incoming arguments which corresponding the outgoing arguments of `LowerCall()`.

`LowerFormalArguments()` is called when a function is entered while `LowerReturn()` is called when a function is left, reference <sup>7</sup>. The former save the return register to virtual register while the later load the virtual register back to return register. Since the return value is “struct type” and over 4 registers size, it save pointer (struct address) to return register. List the code and their effect as follows,

```
SDValue
Cpu0TargetLowering::LowerFormalArguments(SDValue Chain,
                                         CallingConv::ID CallConv,
                                         bool isVarArg,
                                         const SmallVectorImpl<ISD::InputArg> &Ins,
                                         DebugLoc dl, SelectionDAG &DAG,
                                         SmallVectorImpl<SDValue> &InVals)
    const {
    ...
    // The cpu0 ABIs for returning structs by value requires that we copy
    // the sret argument into $v0 for the return. Save the argument into
    // a virtual register so that we can access it from the return points.
    if (DAG.getMachineFunction().getFunction()->hasStructRetAttr()) {
    unsigned Reg = Cpu0FI->getSRetReturnReg();
    if (!Reg) {
        Reg = MF.getRegInfo().createVirtualRegister(getRegClassFor(MVT::i32));
        Cpu0FI->setSRetReturnReg(Reg);
    }
    SDValue Copy = DAG.getCopyToReg(DAG.getEntryNode(), dl, Reg, InVals[0]);
    Chain = DAG.getNode(ISD::TokenFactor, dl, MVT::Other, Copy, Chain);
    }
    ...
}

addiu $2, $sp, 168
st $2, 0($sp)           // *0($sp) = 168($sp); LowerFormalArguments():
                        // return register is $2, virtual register is
                        // 0($sp)
ld $6, %call124(_Z8copyDate4Date)($gp)
```

```
SDValue
Cpu0TargetLowering::LowerReturn(SDValue Chain,
                                CallingConv::ID CallConv, bool isVarArg,
                                const SmallVectorImpl<ISD::OutputArg> &Outs,
                                const SmallVectorImpl<SDValue> &OutVals,
                                DebugLoc dl, SelectionDAG &DAG) const {
    ...
    // The cpu0 ABIs for returning structs by value requires that we copy
    // the sret argument into $v0 for the return. We saved the argument into
    // a virtual register in the entry block, so now we copy the value out
    // and into $v0.
    if (DAG.getMachineFunction().getFunction()->hasStructRetAttr()) {
    MachineFunction &MF = DAG.getMachineFunction();
    Cpu0FunctionInfo *Cpu0FI = MF.getInfo<Cpu0FunctionInfo>();
    unsigned Reg = Cpu0FI->getSRetReturnReg();
```

<sup>7</sup> section “4.5.1 Calling Conventions” of `tricore_llvm.pdf`

```

if (!Reg)
    llvm_unreachable("sret virtual register not created in the entry block");
SDValue Val = DAG.getCopyFromReg(Chain, dl, Reg, getPointerTy());

Chain = DAG.getCopyToReg(Chain, dl, Cpu0::V0, Val, Flag);
Flag = Chain.getValue(1);
}
...
}

.globl _Z8copyDateP4Date
.align 2
.type _Z8copyDateP4Date,@function
.ent _Z8copyDate4Date # @_Z8copyDate4Date
_Z8copyDate4Date:
.cfi_startproc
.frame $sp,0,$lr
.mask 0x00000000,0
.set noreorder
.set nomacro
# BB#0:
st $5, 4($sp)
ld $2, 0($sp) // $2 = 168($sp); LowerReturn(): virtual
// register is 0($sp), return register is $2

ld $3, 24($sp)
st $3, 20($2) // copy date1, 24..4($sp), to date2,
ld $3, 20($sp) // 188..168($sp)
st $3, 16($2)
ld $3, 16($sp)
st $3, 12($2)
ld $3, 12($sp)
st $3, 8($2)
ld $3, 8($sp)
st $3, 4($2)
ld $3, 4($sp)
st $3, 0($2)
ret $lr
.set macro
.set reorder
.end _Z8copyDate4Date

```

The `ch8_9_2.cpp` include C++ class “Date” implementation. It can be translated into `cpu0` backend too since the front end (clang in this example) translate them into C language form. You can also mark the “`hasStructRetAttr()` if” part from both of above functions, the output `cpu0` code will use `$3` instead of `$2` as return register as follows,

```

.globl _Z8copyDateP4Date
.align 2
.type _Z8copyDateP4Date,@function
.ent _Z8copyDateP4Date # @_Z8copyDateP4Date
_Z8copyDateP4Date:
.cfi_startproc
.frame $sp,8,$lr
.mask 0x00000000,0
.set noreorder
.set nomacro
# BB#0:
addiu $sp, $sp, -8
$tmp3:

```

```
.cfi_def_cfa_offset 8
ld  $2, 12($sp)
st  $2, 0($sp)
ld  $4, 20($2)
ld  $3, 8($sp)
st  $4, 20($3)
ld  $4, 16($2)
st  $4, 16($3)
ld  $4, 12($2)
st  $4, 12($3)
ld  $4, 8($2)
st  $4, 8($3)
ld  $4, 4($2)
st  $4, 4($3)
ld  $2, 0($2)
st  $2, 0($3)
addiu $sp, $sp, 8
ret $1r
.set  macro
.set  reorder
.end  _Z8copyDateP4Date
```

## 8.11 Summary of this chapter

Until now, we have 5,850 lines of source code around in 8/7/Cpu0. The cpu0 backend code now can take care the integer function call and control statement just like the llvm front end tutorial example code. Look back the chapter of “Back end structure”, there are 3,000 lines of source code with taking three instructions only. With this 95% more of code, it can translate tens of instructions, global variable, control flow statement and function call. Now the cpu0 backend is not just a toy. It can translate the C++ OOP language into cpu0 instructions without much effort. Because the most complex things in language, such as C++ syntax, is handle by front end. LLVM is a real structure follow the compiler theory, any backend of LLVM can benefit from this structure. A couple of thousands code can translate OOP language into your backend. And your backend will grow up automatically via the front end support more and more language.



# ELF SUPPORT

Cpu0 backend generated the ELF format of obj. The ELF (Executable and Linkable Format) is a common standard file format for executables, object code, shared libraries and core dumps. First published in the System V Application Binary Interface specification, and later in the Tool Interface Standard, it was quickly accepted among different vendors of Unix systems. In 1999 it was chosen as the standard binary file format for Unix and Unix-like systems on x86 by the x86open project. Please reference <sup>1</sup>.

The binary encode of cpu0 instruction set in obj has been checked in the previous chapters. But we didn't dig into the ELF file format like elf header and relocation record at that time. This chapter will use the binutils which has been installed in "sub-section Install other tools on iMac" of Appendix A: "Installing LLVM" <sup>2</sup> to analysis cpu0 ELF file. You will learn the objdump, readelf, ..., tools and understand the ELF file format itself through using these tools to analyze the cpu0 generated obj in this chapter. LLVM has the llvm-objdump tool which like objdump. We will make cpu0 support llvm-objdump tool in this chapter. The binutils support other CPU ELF dump as a cross compiler tool chains. Linux platform has binutils already and no need to install it further. We use Linux binutils in this chapter just because iMac will display Chinese text. The iMac corresponding binutils have no problem except it use add g in command, for example, use gobjdump instead of objdump, and display your area language instead of pure English.

The binutils tool we use is not a part of llvm tools, but it's a powerful tool in ELF analysis. This chapter introduce the tool to readers since we think it is a valuable knowledge in this popular ELF format and the ELF binutils analysis tool. An LLVM compiler engineer has the responsibility to analyze the ELF since the obj is need to be handled by linker or loader later. With this tool, you can verify your generated ELF format.

The cpu0 author has published a "System Software" book which introduce the topics of assembler, linker, loader, compiler and OS in concept, and at same time demonstrate how to use binutils and gcc to analysis ELF through the example code in his book. It's a Chinese book of "System Software" in concept and practice. This book does the real analysis through binutils. The "System Software"<sup>3</sup> written by Beck is a famous book in concept of telling readers what is the compiler output, what is the linker output, what is the loader output, and how they work together. But it covers the concept only. You can reference it to understand how the "**Relocation Record**" works if you need to refresh or learning this knowledge for this chapter.

<sup>4</sup>, <sup>5</sup>, <sup>6</sup> are the Chinese documents available from the cpu0 author on web site.

## 9.1 ELF format

ELF is a format used both in obj and executable file. So, there are two views in it as Figure 9.1.

<sup>1</sup> [http://en.wikipedia.org/wiki/Executable\\_and\\_Linkable\\_Format](http://en.wikipedia.org/wiki/Executable_and_Linkable_Format)

<sup>2</sup> <http://jonathan2251.github.com/lbd/install.html#install-other-tools-on-imac>

<sup>3</sup> Leland Beck, System Software: An Introduction to Systems Programming.

<sup>4</sup> <http://ccckmit.wikidot.com/lk:aout>

<sup>5</sup> <http://ccckmit.wikidot.com/lk:objfile>

<sup>6</sup> <http://ccckmit.wikidot.com/lk:elf>

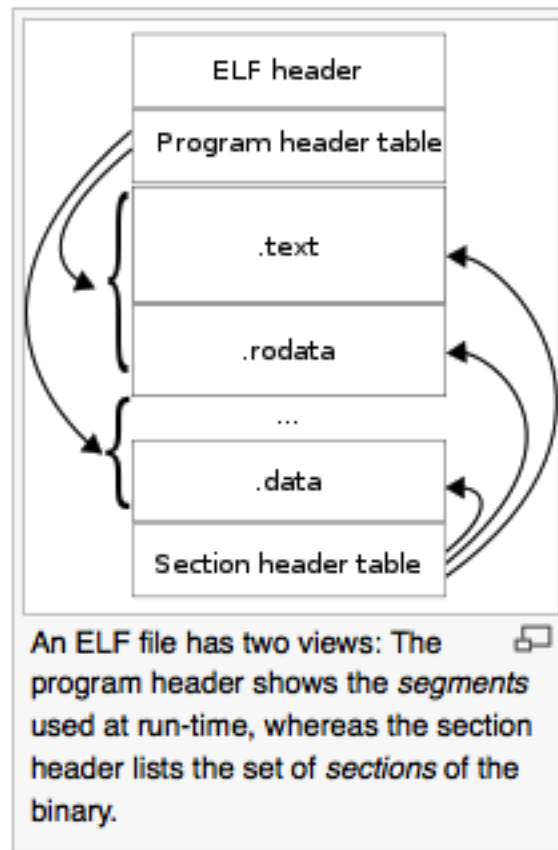


Figure 9.1: ELF file format overview

As Figure 9.1, the “Section header table” include sections .text, .rodata, ..., .data which are sections layout for code, read only data, ..., and read/write data. “Program header table” include segments include run time code and data. The definition of segments is run time layout for code and data, and sections is link time layout for code and data.

## 9.2 ELF header and Section header table

Let’s run 7/7/Cpu0 with ch6\_1.cpp, and dump ELF header information by `readelf -h` to see what information the ELF header contains.

```
[Gamma@localhost InputFiles]$ /usr/local/llvm/test/cmake_debug_build/
bin/llc -march=cpu0 -relocation-model=pic -filetype=obj ch6_1.bc -o ch6_1.cpu0.o
```

```
[Gamma@localhost InputFiles]$ readelf -h ch6_1.cpu0.o
ELF Header:
  Magic:   7f 45 4c 46 01 02 01 08 00 00 00 00 00 00 00 00
  Class:                               ELF32
  Data:                                   2's complement, big endian
  Version:                             1 (current)
  OS/ABI:                               UNIX - IRIX
  ABI Version:                         0
  Type:                                 REL (Relocatable file)
  Machine:                              <unknown>: 0xc9
  Version:                              0x1
  Entry point address:                  0x0
  Start of program headers:              0 (bytes into file)
  Start of section headers:              212 (bytes into file)
  Flags:                                0x70000001
  Size of this header:                   52 (bytes)
  Size of program headers:               0 (bytes)
  Number of program headers:              0
  Size of section headers:               40 (bytes)
  Number of section headers:             10
  Section header string table index:     7
[Gamma@localhost InputFiles]$
```

```
[Gamma@localhost InputFiles]$ /usr/local/llvm/test/cmake_debug_build/
bin/llc -march=mips -relocation-model=pic -filetype=obj ch6_1.bc -o ch6_1.mips.o
```

```
[Gamma@localhost InputFiles]$ readelf -h ch6_1.mips.o
ELF Header:
  Magic:   7f 45 4c 46 01 02 01 08 00 00 00 00 00 00 00 00
  Class:                               ELF32
  Data:                                   2's complement, big endian
  Version:                             1 (current)
  OS/ABI:                               UNIX - IRIX
  ABI Version:                         0
  Type:                                 REL (Relocatable file)
  Machine:                              MIPS R3000
  Version:                              0x1
  Entry point address:                  0x0
  Start of program headers:              0 (bytes into file)
  Start of section headers:              212 (bytes into file)
  Flags:                                0x70000001
  Size of this header:                   52 (bytes)
  Size of program headers:               0 (bytes)
  Number of program headers:              0
```

```

Size of section headers:      40 (bytes)
Number of section headers:    11
Section header string table index: 8
[Gamma@localhost InputFiles]$

```

As above ELF header display, it contains information of magic number, version, ABI, ..., . The Machine field of cpu0 is unknown while mips is MIPSR3000. It is because cpu0 is not a popular CPU recognized by utility readelf. Let's check ELF segments information as follows,

```
[Gamma@localhost InputFiles]$ readelf -l ch6_1.cpu0.o
```

There are no program headers in this file.

```
[Gamma@localhost InputFiles]$
```

The result is in expectation because cpu0 obj is for link only, not for execution. So, the segments is empty. Check ELF sections information as follows. It contains offset and size information for every section.

```
[Gamma@localhost InputFiles]$ readelf -S ch6_1.cpu0.o
```

There are 10 section headers, starting at offset 0xd4:

Section Headers:

[Nr]	Name	Type	Addr	Off	Size	ES	Flg	Lk	Inf	Al
[ 0]		NULL	00000000	000000	000000	00		0	0	0
[ 1]	.text	PROGBITS	00000000	000034	000034	00	AX	0	0	4
[ 2]	.rel.text	REL	00000000	000310	000018	08		8	1	4
[ 3]	.data	PROGBITS	00000000	000068	000004	00	WA	0	0	4
[ 4]	.bss	NOBITS	00000000	00006c	000000	00	WA	0	0	4
[ 5]	.eh_frame	PROGBITS	00000000	00006c	000028	00	A	0	0	4
[ 6]	.rel.eh_frame	REL	00000000	000328	000008	08		8	5	4
[ 7]	.shstrtab	STRTAB	00000000	000094	00003e	00		0	0	1
[ 8]	.symtab	SYMTAB	00000000	000264	000090	10		9	6	4
[ 9]	.strtab	STRTAB	00000000	0002f4	00001b	00		0	0	1

Key to Flags:

W (write), A (alloc), X (execute), M (merge), S (strings)

I (info), L (link order), G (group), T (TLS), E (exclude), x (unknown)

O (extra OS processing required) o (OS specific), p (processor specific)

```
[Gamma@localhost InputFiles]$
```

## 9.3 Relocation Record

The cpu0 backend translate global variable as follows,

```

[Gamma@localhost InputFiles]$ clang -c ch6_1.cpp -emit-llvm -o ch6_1.bc
[Gamma@localhost InputFiles]$ /usr/local/llvm/test/cmake_debug_build/
bin/llc -march=cpu0 -relocation-model=pic -filetype=asm ch6_1.bc -o ch6_1.cpu0.s
[Gamma@localhost InputFiles]$ cat ch6_1.cpu0.s

```

```

.section .mdebug.abi32
.previous
.file "ch6_1.bc"
.text
.globl main
.align 2
.type main,@function
.ent main                                # @main
main:
.cfi_startproc

```

```

.frame $sp,8,$lr
.mask 0x00000000,0
.set noreorder
.cpload $t9
...
ld $2, %got(gI)($gp)
...
.type gI,@object          # @gI
.data
.globl gI
.align 2
gI:
    .4byte 100              # 0x64
    .size gI, 4

[Gamma@localhost InputFiles]$ /usr/local/llvm/test/cmake_debug_build/
bin/llc -march=cpu0 -relocation-model=pic -filetype=obj ch6_1.bc -o ch6_1.cpu0.o
[Gamma@localhost InputFiles]$ objdump -s ch6_1.cpu0.o

```

```
ch6_1.cpu0.o:      file format elf32-big
```

Contents of section .text:

```

// .cpload machine instruction
0000 09a00000 leaa0010 09aa0000 13aa6000 .....`.
...
0020 002a0000 00220000 012d0000 09dd0008 .*..."...-.....
...

```

```
[Gamma@localhost InputFiles]$ Jonathan$
```

```
[Gamma@localhost InputFiles]$ readelf -tr ch6_1.cpu0.o
```

There are 10 section headers, starting at offset 0xd4:

Section Headers:

[Nr]	Name	Type	Addr	Off	Size	ES	Lk	Inf	Al
[ 0]	NULL		00000000	000000	000000	00	0	0	0
	[00000000]:								
[ 1]	.text	PROGBITS	00000000	000034	000034	00	0	0	4
	[00000006]:	ALLOC, EXEC							
[ 2]	.rel.text	REL	00000000	000310	000018	08	8	1	4
	[00000000]:								
[ 3]	.data	PROGBITS	00000000	000068	000004	00	0	0	4
	[00000003]:	WRITE, ALLOC							
[ 4]	.bss	NOBITS	00000000	00006c	000000	00	0	0	4
	[00000003]:	WRITE, ALLOC							
[ 5]	.eh_frame	PROGBITS	00000000	00006c	000028	00	0	0	4
	[00000002]:	ALLOC							
[ 6]	.rel.eh_frame	REL	00000000	000328	000008	08	8	5	4
	[00000000]:								

```
[ 7] .shstrtab
    STRTAB          00000000 000094 00003e 00   0   0   1
    [00000000]:
[ 8] .symtab
    SYMTAB          00000000 000264 000090 10   9   6   4
    [00000000]:
[ 9] .strtab
    STRTAB          00000000 0002f4 00001b 00   0   0   1
    [00000000]:
```

Relocation section `'.rel.text'` at offset 0x310 contains 3 entries:

Offset	Info	Type	Sym.Value	Sym. Name
00000000	00000805	unrecognized: 5	00000000	_gp_disp
00000008	00000806	unrecognized: 6	00000000	_gp_disp
00000020	00000609	unrecognized: 9	00000000	gI

Relocation section `'.rel.eh_frame'` at offset 0x328 contains 1 entries:

Offset	Info	Type	Sym.Value	Sym. Name
0000001c	00000202	unrecognized: 2	00000000	.text

[Gamma@localhost InputFiles]\$ readelf -tr ch6\_1.mips.o

There are 10 section headers, starting at offset 0xd0:

Section Headers:

[Nr]	Name	Type	Addr	Off	Size	ES	Lk	Inf	Al
[ 0]	NULL		00000000	000000	000000	00	0	0	0
[ 1]	.text	PROGBITS	00000000	000034	000030	00	0	0	4
	[00000006]:	ALLOC, EXEC							
[ 2]	.rel.text	REL	00000000	00030c	000018	08	8	1	4
	[00000000]:								
[ 3]	.data	PROGBITS	00000000	000064	000004	00	0	0	4
	[00000003]:	WRITE, ALLOC							
[ 4]	.bss	NOBITS	00000000	000068	000000	00	0	0	4
	[00000003]:	WRITE, ALLOC							
[ 5]	.eh_frame	PROGBITS	00000000	000068	000028	00	0	0	4
	[00000002]:	ALLOC							
[ 6]	.rel.eh_frame	REL	00000000	000324	000008	08	8	5	4
	[00000000]:								
[ 7]	.shstrtab	STRTAB	00000000	000090	00003e	00	0	0	1
	[00000000]:								
[ 8]	.symtab	SYMTAB	00000000	000260	000090	10	9	6	4
	[00000000]:								
[ 9]	.strtab	STRTAB	00000000	0002f0	00001b	00	0	0	1
	[00000000]:								

Relocation section `'.rel.text'` at offset 0x30c contains 3 entries:

Offset	Info	Type	Sym.Value	Sym. Name
00000000	00000805	R_MIPS_HI16	00000000	_gp_disp
00000004	00000806	R_MIPS_LO16	00000000	_gp_disp
00000018	00000609	R_MIPS_GOT16	00000000	gI

Relocation section '.rel.eh\_frame' at offset 0x324 contains 1 entries:

Offset	Info	Type	Sym.Value	Sym. Name
0000001c	00000202	R_MIPS_32	00000000	.text

As depicted in section [Handle \\$gp register in PIC addressing mode](#), it translate “**.cpload %reg**” into the following.

```
// Lower ".cpload $reg" to
// "addiu $gp, $zero, %hi(_gp_disp)"
// "shl $gp, $gp, 16"
// "addiu $gp, $gp, %lo(_gp_disp)"
// "addu $gp, $gp, $t9"
```

The `_gp_disp` value is determined by loader. So, it's undefined in obj. You can find the Relocation Records for offset 0 and 8 of `.text` section referred to `_gp_disp` value. The offset 0 and 8 of `.text` section are instructions “`addiu $gp, $zero, %hi(_gp_disp)`” and “`addiu $gp, $gp, %lo(_gp_disp)`” and their corresponding obj encode are 09a00000 and 09aa0000. The obj translate the `%hi(_gp_disp)` and `%lo(_gp_disp)` into 0 since when loader load this obj into memory, loader will know the `_gp_disp` value at run time and will update these two offset relocation records into the correct offset value. You can check the `cpu0` of `%hi(_gp_disp)` and `%lo(_gp_disp)` are correct by above mips Relocation Records of `R_MIPS_HI(_gp_disp)` and `R_MIPS_LO(_gp_disp)` even though the `cpu0` is not a CPU recognized by `greasdf` utility. The instruction “**ld \$2, %got(gI)(\$gp)**” is same since we don't know what the address of `.data` section variable will load to. So, translate the address to 0 and made a relocation record on 0x00000020 of `.text` section. Loader will change this address too.

Run with `ch8_3_3.cpp` will get the unknown result in `_Z5sum_iiz` and other symbol reference as below. Loader or linker will take care them according the relocation records compiler generated.

```
[Gamma@localhost InputFiles]$ /usr/local/llvm/test/cmake_debug_build/
bin/llc -march=cpu0 -relocation-model=pic -filetype=obj ch8_3_3.bc -o ch8_3_3.
cpu0.o
[Gamma@localhost InputFiles]$ readelf -tr ch8_3_3.cpu0.o
There are 11 section headers, starting at offset 0x248:
```

Section Headers:

[Nr]	Name	Type	Addr	Off	Size	ES	Lk	Inf	Al
[ 0]		Flags							
[ 0]	NULL		00000000	000000	000000	00	0	0	0
	[00000000]:								
[ 1]	.text	PROGBITS	00000000	000034	000178	00	0	0	4
	[00000006]:	ALLOC, EXEC							
[ 2]	.rel.text	REL	00000000	000538	000058	08	9	1	4
	[00000000]:								
[ 3]	.data	PROGBITS	00000000	0001ac	000000	00	0	0	4
	[00000003]:	WRITE, ALLOC							
[ 4]	.bss	NOBITS	00000000	0001ac	000000	00	0	0	4
	[00000003]:	WRITE, ALLOC							
[ 5]	.rodata.str1.1	PROGBITS	00000000	0001ac	000008	01	0	0	1

```
[00000032]: ALLOC, MERGE, STRINGS
[ 6] .eh_frame
  PROGBITS          00000000 0001b4 000044 00  0  0  4
  [00000002]: ALLOC
[ 7] .rel.eh_frame
  REL               00000000 000590 000010 08  9  6  4
  [00000000]:
[ 8] .shstrtab
  STRTAB            00000000 0001f8 00004d 00  0  0  1
  [00000000]:
[ 9] .symtab
  SYMTAB            00000000 000400 0000e0 10 10  8  4
  [00000000]:
[10] .strtab
  STRTAB            00000000 0004e0 000055 00  0  0  1
  [00000000]:
```

Relocation section '.rel.text' at offset 0x538 contains 11 entries:

Offset	Info	Type	Sym.Value	Sym. Name
00000000	00000c05	unrecognized: 5	00000000	_gp_disp
00000008	00000c06	unrecognized: 6	00000000	_gp_disp
0000001c	00000b09	unrecognized: 9	00000000	__stack_chk_guard
000000b8	00000b09	unrecognized: 9	00000000	__stack_chk_guard
000000dc	00000a0b	unrecognized: b	00000000	__stack_chk_fail
000000e8	00000c05	unrecognized: 5	00000000	_gp_disp
000000f0	00000c06	unrecognized: 6	00000000	_gp_disp
00000140	0000080b	unrecognized: b	00000000	_Z5sum_iiz
00000154	00000209	unrecognized: 9	00000000	\$.str
00000158	00000206	unrecognized: 6	00000000	\$.str
00000160	00000d0b	unrecognized: b	00000000	printf

Relocation section '.rel.eh\_frame' at offset 0x590 contains 2 entries:

Offset	Info	Type	Sym.Value	Sym. Name
0000001c	00000302	unrecognized: 2	00000000	.text
00000034	00000302	unrecognized: 2	00000000	.text

```
[Gamma@localhost InputFiles]$ /usr/local/llvm/test/cmake_debug_build/
bin/llc -march=mips -relocation-model=pic -filetype=obj ch8_3_3.bc -o ch8_3_3.
mips.o
```

```
[Gamma@localhost InputFiles]$ readelf -tr ch8_3_3.mips.o
```

There are 11 section headers, starting at offset 0x254:

Section Headers:

[Nr]	Name	Type	Addr	Off	Size	ES	Lk	Inf	Al
		Flags							
[ 0]									
	NULL		00000000	000000	000000	00	0	0	0
	[00000000]:								
[ 1]	.text								
	PROGBITS		00000000	000034	000184	00	0	0	4
	[00000006]:	ALLOC, EXEC							
[ 2]	.rel.text								
	REL		00000000	000544	000058	08	9	1	4
	[00000000]:								
[ 3]	.data								
	PROGBITS		00000000	0001b8	000000	00	0	0	4
	[00000003]:	WRITE, ALLOC							
[ 4]	.bss								



```

    NOBITS          00000000 0001b8 000000 00    0    0    4
    [00000003]: WRITE, ALLOC
[ 5] .rodata.str1.1
    PROGBITS        00000000 0001b8 000008 01    0    0    1
    [00000032]: ALLOC, MERGE, STRINGS
[ 6] .eh_frame
    PROGBITS        00000000 0001c0 000044 00    0    0    4
    [00000002]: ALLOC
[ 7] .rel.eh_frame
    REL             00000000 00059c 000010 08    9    6    4
    [00000000]:
[ 8] .shstrtab
    STRTAB          00000000 000204 00004d 00    0    0    1
    [00000000]:
[ 9] .symtab
    SYMTAB          00000000 00040c 0000e0 10   10    8    4
    [00000000]:
[10] .strtab
    STRTAB          00000000 0004ec 000055 00    0    0    1
    [00000000]:

```

Relocation section '.rel.text' at offset 0x544 contains 11 entries:

Offset	Info	Type	Sym.Value	Sym. Name
00000000	00000c05	R_MIPS_HI16	00000000	__gp_disp
00000004	00000c06	R_MIPS_LO16	00000000	__gp_disp
00000024	00000b09	R_MIPS_GOT16	00000000	__stack_chk_guard
000000c8	00000b09	R_MIPS_GOT16	00000000	__stack_chk_guard
000000f0	00000a0b	R_MIPS_CALL16	00000000	__stack_chk_fail
00000100	00000c05	R_MIPS_HI16	00000000	__gp_disp
00000104	00000c06	R_MIPS_LO16	00000000	__gp_disp
00000134	0000080b	R_MIPS_CALL16	00000000	__Z5sum_iiz
00000154	00000209	R_MIPS_GOT16	00000000	\$.str
00000158	00000206	R_MIPS_LO16	00000000	\$.str
0000015c	00000d0b	R_MIPS_CALL16	00000000	printf

Relocation section '.rel.eh\_frame' at offset 0x59c contains 2 entries:

Offset	Info	Type	Sym.Value	Sym. Name
0000001c	00000302	R_MIPS_32	00000000	.text
00000034	00000302	R_MIPS_32	00000000	.text

[Gamma@localhost InputFiles]\$

## 9.4 Cpu0 ELF related files

Files Cpu0ELFObjectWrite.cpp and Cpu0MC\*.cpp are the files take care the obj format. Most obj code translation are defined by Cpu0InstrInfo.td and Cpu0RegisterInfo.td. With these td description, LLVM translate the instruction into obj format automatically.

## 9.5 lld

The lld is a project of LLVM linker. It's under development and we cannot finish the installation by following the web site direction. Even with this, it's really make sense to develop a new linker according it's web site information. Please visit the web site <sup>7</sup>.

<sup>7</sup> <http://lld.llvm.org/>

## 9.6 llvm-objdump

In llvm 3.2 release, the llvm-objdump is work on Mips backend. Run 8/9/Cpu0 and command llvm-objdump for dump file from elf to hex as follows,

```
JonathantekiiMac:InputFiles Jonathan$ clang -c ch7_1_1.cpp -emit-llvm -o
ch7_1_1.bc
JonathantekiiMac:InputFiles Jonathan$ /Users/Jonathan/llvm/test/cmake_debug_
build/bin/Debug/llc -march=cpu0 -relocation-model=pic -filetype=obj ch7_1_1.bc
-o ch7_1_1.cpu0.o
JonathantekiiMac:InputFiles Jonathan$ /Users/Jonathan/llvm/test/cmake_debug_
build/bin/Debug/llvm-objdump -d ch7_1_1.cpu0.o
```

```
ch7_1_1.cpu0.o: file format ELF32-unknown
```

```
Disassembly of section .text:error: no disassembler for target cpu0-unknown-
unknown
```

To support llvm-objdump, the following code added to /9/1/Cpu0.

```
// CMakeLists.txt
...
tablegen(LLVM Cpu0GenDisassemblerTables.inc -gen-disassembler)
...
tablegen(LLVM Cpu0GenEDInfo.inc -gen-enhanced-disassembly-info)

// LLVMBuild.txt
[common]
subdirectories = Disassembler ...
...
has_disassembler = 1
...

// Cpu0InstrInfo.td
class CmpInstr<bits<8> op, string instr_asm,
    InstrItinClass itin, RegisterClass RC, RegisterClass RD,
    bit isComm = 0>:
    FA<op, (outs RD:$rc), (ins RC:$ra, RC:$rb),
    !strconcat(instr_asm, "\t$ra, $rb"), [], itin> {
    ...
    let DecoderMethod = "DecodeCMPInstruction";
}

class CBranch<bits<8> op, string instr_asm, RegisterClass RC,
    list<Register> UseRegs>:
    FJ<op, (outs), (ins RC:$ra, brtarget:$addr),
    !strconcat(instr_asm, "\t$addr"),
    [(brcond RC:$ra, bb:$addr)], IIBranch> {
    ...
    let DecoderMethod = "DecodeBranchTarget";
}

let isBranch=1, isTerminator=1, isBarrier=1, imm16=0, hasDelaySlot = 1,
    isIndirectBranch = 1 in
class JumpFR<bits<8> op, string instr_asm, RegisterClass RC>:
    FL<op, (outs), (ins RC:$ra),
    !strconcat(instr_asm, "\t$ra"), [(brind RC:$ra)], IIBranch> {
    let rb = 0;
```

```

    let imm16 = 0;
}

let isCall=1, hasDelaySlot=0 in {
  class JumpLink<bits<8> op, string instr_asm>:
    FJ<op, (outs), (ins calltarget:$target, variable_ops),
      !strconcat(instr_asm, "\t$target"), [(Cpu0JumpLink imm:$target)],
      IIBranch> {
      let DecoderMethod = "DecodeJumpAbsoluteTarget";
    }
}

def JR      : JumpFR<0x2C, "ret", CPURegs>;

// Disassembler/CMakeLists.txt
include_directories( ${CMAKE_CURRENT_BINARY_DIR}/.. ${CMAKE_CURRENT_SOURCE_DIR}/.. )

add_llvm_library(LLVMCpu0Disassembler
  Cpu0Disassembler.cpp
)

# workaround for hanging compilation on MSVC9 and 10
if( MSVC_VERSION EQUAL 1400 OR MSVC_VERSION EQUAL 1500 OR MSVC_VERSION EQUAL 1600 )
set_property(
  SOURCE Cpu0Disassembler.cpp
  PROPERTY COMPILE_FLAGS "/Od"
)
endif()

add_dependencies(LLVMCpu0Disassembler Cpu0CommonTableGen)

;===- ./lib/Target/Cpu0/Disassembler/LLVMBuild.txt -----*- Conf -*====;
...
[component_0]
type = Library
name = Cpu0Disassembler
parent = Cpu0
required_libraries = MC Support Cpu0Info
add_to_library_groups = Cpu0

//
//===- Cpu0Disassembler.cpp - Disassembler for Cpu0 -----*- C++ -*====//
//
//                               The LLVM Compiler Infrastructure
//
// This file is distributed under the University of Illinois Open Source
// License. See LICENSE.TXT for details.
//
//=====//
//
// This file is part of the Cpu0 Disassembler.
//
//=====//

#include "Cpu0.h"
#include "Cpu0Subtarget.h"
#include "Cpu0RegisterInfo.h"
#include "llvm/MC/EDInstInfo.h"

```

```
#include "llvm/MC/MCDisassembler.h"
#include "llvm/MC/MCFixedLenDisassembler.h"
#include "llvm/Support/MemoryObject.h"
#include "llvm/Support/TargetRegistry.h"
#include "llvm/MC/MCSubtargetInfo.h"
#include "llvm/MC/MCInst.h"
#include "llvm/Support/MathExtras.h"

#include "Cpu0GenEDInfo.inc"

using namespace llvm;

typedef MCDisassembler::DecodeStatus DecodeStatus;

/// Cpu0Disassembler - a disassembler class for Cpu032.
class Cpu0Disassembler : public MCDisassembler {
public:
    /// Constructor - Initializes the disassembler.
    ///
    Cpu0Disassembler(const MCSubtargetInfo &STI, bool bigEndian) :
        MCDisassembler(STI, isBigEndian(bigEndian)) {

    ~Cpu0Disassembler() {

    /// getInstruction - See MCDisassembler.
    DecodeStatus getInstruction(MCInst &instr,
                               uint64_t &size,
                               const MemoryObject &region,
                               uint64_t address,
                               raw_ostream &vStream,
                               raw_ostream &cStream) const;

    /// getEDInfo - See MCDisassembler.
    const EDInstInfo *getEDInfo() const;

private:
    bool isBigEndian;
};

const EDInstInfo *Cpu0Disassembler::getEDInfo() const {
    return instInfoCpu0;
}

// Decoder tables for Cpu0 register
static const unsigned CPURegsTable[] = {
    Cpu0::ZERO, Cpu0::AT, Cpu0::V0, Cpu0::V1,
    Cpu0::A0, Cpu0::A1, Cpu0::T9, Cpu0::S0,
    Cpu0::S1, Cpu0::S2, Cpu0::GP, Cpu0::FP,
    Cpu0::SW, Cpu0::SP, Cpu0::LR, Cpu0::PC
};

static DecodeStatus DecodeCPURegsRegisterClass(MCInst &Inst,
                                                unsigned RegNo,
                                                uint64_t Address,
                                                const void *Decoder);
static DecodeStatus DecodeCMPInstruction(MCInst &Inst,
```

```

        unsigned Insn,
        uint64_t Address,
        const void *Decoder);
static DecodeStatus DecodeBranchTarget(MCInst &Inst,
        unsigned Insn,
        uint64_t Address,
        const void *Decoder);
static DecodeStatus DecodeJumpRelativeTarget(MCInst &Inst,
        unsigned Insn,
        uint64_t Address,
        const void *Decoder);
static DecodeStatus DecodeJumpAbsoluteTarget(MCInst &Inst,
        unsigned Insn,
        uint64_t Address,
        const void *Decoder);

static DecodeStatus DecodeMem(MCInst &Inst,
        unsigned Insn,
        uint64_t Address,
        const void *Decoder);
static DecodeStatus DecodeSimml6(MCInst &Inst,
        unsigned Insn,
        uint64_t Address,
        const void *Decoder);

namespace llvm {
extern Target TheCpu0elTarget, TheCpu0Target, TheCpu064Target,
        TheCpu064elTarget;
}

static MCDisassembler *createCpu0Disassembler(
        const Target &T,
        const MCSubtargetInfo &STI) {
    return new Cpu0Disassembler(STI,true);
}

static MCDisassembler *createCpu0elDisassembler(
        const Target &T,
        const MCSubtargetInfo &STI) {
    return new Cpu0Disassembler(STI,false);
}

extern "C" void LLVMInitializeCpu0Disassembler() {
    // Register the disassembler.
    TargetRegistry::RegisterMCDisassembler(TheCpu0Target,
        createCpu0Disassembler);
    TargetRegistry::RegisterMCDisassembler(TheCpu0elTarget,
        createCpu0elDisassembler);
}

#include "Cpu0GenDisassemblerTables.inc"

    /// readInstruction - read four bytes from the MemoryObject
    /// and return 32 bit word sorted according to the given endianness
static DecodeStatus readInstruction32(const MemoryObject &region,
        uint64_t address,
        uint64_t &size,

```

```
        uint32_t &insn,
        bool isBigEndian) {
uint8_t Bytes[4];

// We want to read exactly 4 Bytes of data.
if (region.readBytes(address, 4, (uint8_t*)Bytes, NULL) == -1) {
    size = 0;
    return MCDisassembler::Fail;
}

if (isBigEndian) {
    // Encoded as a big-endian 32-bit word in the stream.
    insn = (Bytes[3] << 0) |
           (Bytes[2] << 8) |
           (Bytes[1] << 16) |
           (Bytes[0] << 24);
}
else {
    // Encoded as a small-endian 32-bit word in the stream.
    insn = (Bytes[0] << 0) |
           (Bytes[1] << 8) |
           (Bytes[2] << 16) |
           (Bytes[3] << 24);
}

return MCDisassembler::Success;
}

DecodeStatus
Cpu0Disassembler::getInstruction(MCInst &instr,
                                uint64_t &Size,
                                const MemoryObject &Region,
                                uint64_t Address,
                                raw_ostream &vStream,
                                raw_ostream &cStream) const {
    uint32_t Insn;

    DecodeStatus Result = readInstruction32(Region, Address, Size,
                                           Insn, isBigEndian);
    if (Result == MCDisassembler::Fail)
        return MCDisassembler::Fail;

    // Calling the auto-generated decoder function.
    Result = decodeInstruction(DecoderTableCpu032, instr, Insn, Address,
                              this, STI);
    if (Result != MCDisassembler::Fail) {
        Size = 4;
        return Result;
    }

    return MCDisassembler::Fail;
}

static DecodeStatus DecodeCPURegsRegisterClass(MCInst &Inst,
                                                unsigned RegNo,
                                                uint64_t Address,
                                                const void *Decoder) {
    if (RegNo > 16)
```

```

return MCDisassembler::Fail;

Inst.addOperand(MCOperand::CreateReg(CPURegsTable[RegNo]));
return MCDisassembler::Success;
}

static DecodeStatus DecodeMem(MCInst &Inst,
                              unsigned Insn,
                              uint64_t Address,
                              const void *Decoder) {
    int Offset = SignExtend32<16>(Insn & 0xffff);
    int Reg = (int)fieldFromInstruction(Insn, 20, 4);
    int Base = (int)fieldFromInstruction(Insn, 16, 4);

    Inst.addOperand(MCOperand::CreateReg(CPURegsTable[Reg]));
    Inst.addOperand(MCOperand::CreateReg(CPURegsTable[Base]));
    Inst.addOperand(MCOperand::CreateImm(Offset));

    return MCDisassembler::Success;
}

/* CMP instruction define $rc and then $ra, $rb; The printOperand() print
operand 1 and operand 2 (operand 0 is $rc and operand 1 is $ra), so we Create
register $rc first and create $ra next, as follows,

// Cpu0InstrInfo.td
class CmpInstr<bits<8> op, string instr_asm,
    InstrItinClass itin, RegisterClass RC, RegisterClass RD, bit isComm = 0>:
    FA<op, (outs RD:$rc), (ins RC:$ra, RC:$rb),
    !strconcat(instr_asm, "\t$ra, $rb"), [], itin> {

// Cpu0AsmWriter.inc
void Cpu0InstPrinter::printInstruction(const MCInst *MI, raw_ostream &O) {
...
    case 3:
        // CMP, JEQ, JGE, JGT, JLE, JLT, JNE
        printOperand(MI, 1, O);
        break;
...
    case 1:
        // CMP
        printOperand(MI, 2, O);
        return;
        break;
*/
static DecodeStatus DecodeCMPInstruction(MCInst &Inst,
                                         unsigned Insn,
                                         uint64_t Address,
                                         const void *Decoder) {
    int Reg_a = (int)fieldFromInstruction(Insn, 20, 4);
    int Reg_b = (int)fieldFromInstruction(Insn, 16, 4);
    int Reg_c = (int)fieldFromInstruction(Insn, 12, 4);
    int shamt = (int)fieldFromInstruction(Insn, 0, 12);

    Inst.addOperand(MCOperand::CreateReg(CPURegsTable[Reg_c]));
    Inst.addOperand(MCOperand::CreateReg(CPURegsTable[Reg_a]));
    Inst.addOperand(MCOperand::CreateReg(CPURegsTable[Reg_b]));
    return MCDisassembler::Success;
}

```

```
}

/* CBranch instruction define $ra and then imm24; The printOperand() print
operand 1 (operand 0 is $ra and operand 1 is imm24), so we Create register
operand first and create imm24 next, as follows,

// Cpu0InstrInfo.td
class CBranch<bits<8> op, string instr_asm, RegisterClass RC,
    list<Register> UseRegs>:
    FJ<op, (outs), (ins RC:$ra, brtarget:$addr),
    !strconcat(instr_asm, "\t$addr"),
    [(brcond RC:$ra, bb:$addr)], IIBranch> {

// Cpu0AsmWriter.inc
void Cpu0InstPrinter::printInstruction(const MCInst *MI, raw_ostream &O) {
...
    case 3:
        // CMP, JEQ, JGE, JGT, JLE, JLT, JNE
        printOperand(MI, 1, 0);
        break;
*/
static DecodeStatus DecodeBranchTarget(MCInst &Inst,
    unsigned Insn,
    uint64_t Address,
    const void *Decoder) {
    int BranchOffset = fieldFromInstruction(Insn, 0, 24);
    if (BranchOffset > 0x8ffffff)
        BranchOffset = -1*(0x1000000 - BranchOffset);
    Inst.addOperand(MCOperand::CreateReg(CPURegsTable[0]));
    Inst.addOperand(MCOperand::CreateImm(BranchOffset));
    return MCDisassembler::Success;
}

static DecodeStatus DecodeJumpRelativeTarget(MCInst &Inst,
    unsigned Insn,
    uint64_t Address,
    const void *Decoder) {

    int JumpOffset = fieldFromInstruction(Insn, 0, 24);
    if (JumpOffset > 0x8ffffff)
        JumpOffset = -1*(0x1000000 - JumpOffset);
    Inst.addOperand(MCOperand::CreateImm(JumpOffset));
    return MCDisassembler::Success;
}

static DecodeStatus DecodeJumpAbsoluteTarget(MCInst &Inst,
    unsigned Insn,
    uint64_t Address,
    const void *Decoder) {

    unsigned JumpOffset = fieldFromInstruction(Insn, 0, 24);
    Inst.addOperand(MCOperand::CreateImm(JumpOffset));
    return MCDisassembler::Success;
}

static DecodeStatus DecodeSimm16(MCInst &Inst,
    unsigned Insn,
    uint64_t Address,
```



```

        const void *Decoder) {
    Inst.addOperand(MCOperand::CreateImm(SignExtend32<16>(Insn)));
    return MCDisassembler::Success;
}

```

As above code, it add directory Disassembler for handling the obj to assembly code reverse translation. So, add Disassembler/Cpu0Disassembler.cpp and modify the CMakeList.txt and LLVMBuild.txt to build with directory Disassembler and enable the disassembler table generated by “has\_disassembler = 1”. Most of code is handled by the table of \*.td files defined. Not every instruction in \*.td can be disassembled without trouble even though they can be translated into assembly and obj successfully. For those cannot be disassembled, LLVM supply the “**let DecoderMethod**” keyword to allow programmers implement their decode function. In Cpu0 example, we define function DecodeCMPInstruction(), DecodeBranchTarget() and DecodeJumpAbsoluteTarget() in Cpu0Disassembler.cpp and tell the LLVM table driven system by write “**let DecoderMethod = ...**” in the corresponding instruction definitions or ISD node of Cpu0InstrInfo.td. LLVM will call these DecodeMethod when user use Disassembler job in tools, like `llvm-objdump -d`. You can check the comments above these DecodeMethod functions to see how it work. For the CMP instruction, since there are 3 operand \$rc, \$ra and \$rb occurs in `CmpInstr<...>`, and the assembler print \$ra and \$rb. LLVM table generate system will print operand 1 and 2 (\$ra and \$rb) in the table generated function `printInstruction()`. The operand 0 (\$rc) didn't be printed in `printInstruction()` since assembly print \$ra and \$rb only. In the CMP decode function, we didn't decode shamt field because the we don't want it to be displayed and it's not in the assembler print pattern of Cpu0InstrInfo.td.

Now, run 9/1/Cpu0 with command `llvm-objdump -d ch7_1_1.cpu0.o` will get the following result.

```

JonathantekiiMac:InputFiles Jonathan$ /Users/Jonathan/llvm/test/cmake_debug_
build/bin/Debug/llc -march=cpu0 -relocation-model=pic -filetype=obj
ch7_1_1.bc -o ch7_1_1.cpu0.o
JonathantekiiMac:InputFiles Jonathan$ /Users/Jonathan/llvm/test/cmake_debug_
build/bin/Debug/llvm-objdump -d ch7_1_1.cpu0.o

```

```
ch7_1_1.cpu0.o: file format ELF32-unknown
```

```
Disassembly of section .text:
.text:
```

0: 09 dd ff d8	addiu \$sp, \$sp, -40
4: 09 30 00 00	addiu \$3, \$zero, 0
8: 01 3d 00 24	st \$3, 36(\$sp)
c: 01 3d 00 20	st \$3, 32(\$sp)
10: 09 20 00 01	addiu \$2, \$zero, 1
14: 01 2d 00 1c	st \$2, 28(\$sp)
18: 09 40 00 02	addiu \$4, \$zero, 2
1c: 01 4d 00 18	st \$4, 24(\$sp)
20: 09 40 00 03	addiu \$4, \$zero, 3
24: 01 4d 00 14	st \$4, 20(\$sp)
28: 09 40 00 04	addiu \$4, \$zero, 4
2c: 01 4d 00 10	st \$4, 16(\$sp)
30: 09 40 00 05	addiu \$4, \$zero, 5
34: 01 4d 00 0c	st \$4, 12(\$sp)
38: 09 40 00 06	addiu \$4, \$zero, 6
3c: 01 4d 00 08	st \$4, 8(\$sp)
40: 09 40 00 07	addiu \$4, \$zero, 7
44: 01 4d 00 04	st \$4, 4(\$sp)
48: 09 40 00 08	addiu \$4, \$zero, 8
4c: 01 4d 00 00	st \$4, 0(\$sp)
50: 00 4d 00 20	ld \$4, 32(\$sp)
54: 10 43 00 00	cmp \$4, \$3
58: 21 00 00 10	jne 16
5c: 26 00 00 00	jmp 0
60: 00 4d 00 20	ld \$4, 32(\$sp)

```
64: 09 44 00 01      addiu $4, $4, 1
68: 01 4d 00 20      st  $4, 32($sp)
6c: 00 4d 00 1c      ld  $4, 28($sp)
70: 10 43 00 00      cmp $4, $3
74: 20 00 00 10      jeq 16
78: 26 00 00 00      jmp 0
7c: 00 4d 00 1c      ld  $4, 28($sp)
80: 09 44 00 01      addiu $4, $4, 1
84: 01 4d 00 1c      st  $4, 28($sp)
88: 00 4d 00 18      ld  $4, 24($sp)
8c: 10 42 00 00      cmp $4, $2
90: 22 00 00 10      jlt 16
94: 26 00 00 00      jmp 0
98: 00 4d 00 18      ld  $4, 24($sp)
9c: 09 44 00 01      addiu $4, $4, 1
a0: 01 4d 00 18      st  $4, 24($sp)
a4: 00 4d 00 14      ld  $4, 20($sp)
a8: 10 43 00 00      cmp $4, $3
ac: 22 00 00 10      jlt 16
b0: 26 00 00 00      jmp 0
b4: 00 4d 00 14      ld  $4, 20($sp)
b8: 09 44 00 01      addiu $4, $4, 1
bc: 01 4d 00 14      st  $4, 20($sp)
c0: 09 40 ff ff      addiu $4, $zero, -1
c4: 00 5d 00 10      ld  $5, 16($sp)
c8: 10 54 00 00      cmp $5, $4
cc: 23 00 00 10      jgt 16
d0: 26 00 00 00      jmp 0
d4: 00 4d 00 10      ld  $4, 16($sp)
d8: 09 44 00 01      addiu $4, $4, 1
dc: 01 4d 00 10      st  $4, 16($sp)
e0: 00 4d 00 0c      ld  $4, 12($sp)
e4: 10 43 00 00      cmp $4, $3
e8: 23 00 00 10      jgt 16
ec: 26 00 00 00      jmp 0
f0: 00 3d 00 0c      ld  $3, 12($sp)
f4: 09 33 00 01      addiu $3, $3, 1
f8: 01 3d 00 0c      st  $3, 12($sp)
fc: 00 3d 00 08      ld  $3, 8($sp)
100: 10 32 00 00      cmp $3, $2
104: 23 00 00 10      jgt 16
108: 26 00 00 00      jmp 0
10c: 00 3d 00 08      ld  $3, 8($sp)
110: 09 33 00 01      addiu $3, $3, 1
114: 01 3d 00 08      st  $3, 8($sp)
118: 00 3d 00 04      ld  $3, 4($sp)
11c: 10 32 00 00      cmp $3, $2
120: 22 00 00 10      jlt 16
124: 26 00 00 00      jmp 0
128: 00 2d 00 04      ld  $2, 4($sp)
12c: 09 22 00 01      addiu $2, $2, 1
130: 01 2d 00 04      st  $2, 4($sp)
134: 00 2d 00 04      ld  $2, 4($sp)
138: 00 3d 00 00      ld  $3, 0($sp)
13c: 10 32 00 00      cmp $3, $2
140: 25 00 00 10      jge 16
144: 26 00 00 00      jmp 0
148: 00 2d 00 00      ld  $2, 0($sp)
```

```

14c: 09 22 00 01          addiu $2, $2, 1
150: 01 2d 00 00          st  $2, 0($sp)
154: 00 2d 00 1c          ld  $2, 28($sp)
158: 00 3d 00 20          ld  $3, 32($sp)
15c: 10 32 00 00          cmp $3, $2
160: 20 00 00 10          jeq 16
164: 26 00 00 00          jmp 0
168: 00 2d 00 20          ld  $2, 32($sp)
16c: 09 22 00 01          addiu $2, $2, 1
170: 01 2d 00 20          st  $2, 32($sp)
174: 00 2d 00 20          ld  $2, 32($sp)
178: 09 dd 00 28          addiu $sp, $sp, 40
17c: 2c 00 00 00          ret $zero

```

Please notify the LLVM recognize the Cpu0 backend architecture and relocation records by the following code we added in directory LLVMBackendTutorialExampleCode/src\_files\_modify/src\_files\_modify/src.

```

// include/llvm/Object/ELF.h
template<support::endianness target_endianness, bool is64Bits>
unsigned ELFObjectFile<target_endianness, is64Bits>::getArch() const {
    switch(Header->e_machine) {
        ...
        // Support "llvm-objdump -d chxxx.cpu0.o" which translate obj into asm
        case ELF::EM_CPU0:
            return (target_endianness == support::little) ?
                Triple::cpu0el : Triple::cpu0;
        case ELF::EM_PPC64:
            return Triple::ppc64;
        default:
            return Triple::UnknownArch;
    }
}

// include/llvm/Support/ELF.h
// ELF Relocation types for Cpu0
// .
enum {
    R_CPU0_NONE          = 0,
    R_CPU0_16             = 1,
    R_CPU0_32             = 2,
    R_CPU0_REL32          = 3,
    R_CPU0_24             = 4,
    R_CPU0_HI16           = 5,
    R_CPU0_LO16           = 6,
    ...
}

```



# **RUN BACKEND**

This chapter will add LLVM AsmParser support first. With AsmParser, we can hand code the assembly language in C/C++ file and translate it into obj (elf format). With AsmParser support we can write a C++ main function as well as the boot code by assembly hand code, and translate this main()+bootcode() into obj file. By combined with llvm-objdump support in last chapter, this main()+bootcode() elf can translated back to hex file format which include the disassembler code as comment. Further, we can design the Cpu0 with Verilog language tool and run the Cpu0 backend on PC by feed the hex file and see the Cpu0 instructions execution result.

## **10.1 AsmParser support**

Directory AsmParser include the assembly to obj translation. Continue...



# APPENDIX A: GETTING STARTED: INSTALLING LLVM AND THE CPU0 EXAMPLE CODE

In this chapter, we will run through how to set up LLVM using if you are using Mac OS X or Linux. When discussing Mac OS X, we are using Apple's Xcode IDE (version 4.5.1) running on Mac OS X Mountain Lion (version 10.8) to modify and build LLVM from source, and we will be debugging using lldb. We cannot debug our LLVM builds within Xcode at the moment, but if you have experience with this, please contact us and help us build documentation that covers this. For Linux machines, we are building and debugging (using gdb) our LLVM installations on a Fedora 17 system. We will not be using an IDE for Linux, but once again, if you have experience building/ debugging LLVM using Eclipse or other major IDEs, please contact the authors. For information on using `cmake` to build LLVM, please refer to the "Building LLVM with CMake"<sup>1</sup> documentation for further information. We are using `cmake` version 2.8.9.

We will install two `llvm` directories in this chapter. One is the directory `llvm/release/` which contains the `clang`, `clang++` compiler we will use to translate the C/C++ input file into `llvm` IR. The other is the directory `llvm/test/` which contains our `cpu0` backend program and without `clang` and `clang++`.

---

## Todo

Find information on debugging LLVM within Xcode for Macs.

---

## Todo

Find information on building/debugging LLVM within Eclipse for Linux.

---

## 11.1 Setting Up Your Mac

### 11.1.1 Installing LLVM, Xcode and cmake

---

## Todo

Fix centering for figure captions.

---

---

<sup>1</sup> <http://llvm.org/docs/CMake.html?highlight=cmake>

Please download LLVM version 3.2 (llvm, clang, compiler-rt) from the “LLVM Download Page”<sup>2</sup>. Then extract them using `tar -zxvf {llvm-3.2.src.tar, clang-3.2.src.tar, compiler-rt-3.2.src.tar}`, and change the llvm source code root directory into `src`. After that, move the clang source code to `src/tools/clang`, and move the compiler-rt source to `src/project/compiler-rt` as shown as follows,

```
118-165-78-111:Downloads Jonathan$ tar -zxvf clang-3.2.src.tar.gz
118-165-78-111:Downloads Jonathan$ tar -zxvf compiler-rt-3.2.src.tar.gz
118-165-78-111:Downloads Jonathan$ tar -zxvf llvm-3.2.src.tar.gz
118-165-78-111:Downloads Jonathan$ mv llvm-3.2.src src
118-165-78-111:Downloads Jonathan$ mv clang-3.2.src src/tools/clang
118-165-78-111:Downloads Jonathan$ mv compiler-rt-3.2.src src/projects/compiler-rt
118-165-78-111:Downloads Jonathan$ pwd
/Users/Jonathan/Downloads
118-165-78-111:Downloads Jonathan$ ls
clang-3.2.src.tar.gz      llvm-3.2.src.tar.gz
compiler-rt-3.2.src.tar.gz  src
118-165-78-111:Downloads Jonathan$ ls src/tools/
CMakeLists.txt  clang      llvm-as      llvm-dis      llvm-mcmarkup
llvm-readobj    llvm-stub  LLVMBuild.txt gold          llvm-bcanalyzer
llvm-dwarfdump  llvm-nm    llvm-rtdyld  lto          Makefile
llc             llvm-config  llvm-extract  llvm-objdump  llvm-shlib
macho-dump      bugpoint   lli          llvm-cov      llvm-link
llvm-prof       llvm-size  opt          bugpoint-passes  llvm-ar
llvm-diff       llvm-mc    llvm-ranlib  llvm-stress
118-165-78-111:Downloads Jonathan$ ls src/projects/
CMakeLists.txt  LLVMBuild.txt  Makefile  compiler-rt  sample
```

Next, copy the LLVM source to `/Users/Jonathan/llvm/release/src` by executing the terminal command `cp -rf /Users/Jonathan/Downloads/src /Users/Jonathan/ llvm/release/..`

Install Xcode from the Mac App Store. Then install `cmake`, which can be found here:<sup>3</sup> Before installing `cmake`, make sure you can install applications you download from the Internet. Open *System Preferences* → *Security & Privacy*. Click the **lock** to make changes, and under “Allow applications downloaded from:” select the radio button next to “Anywhere.” See Figure 11.1 below for an illustration. You may want to revert this setting after installing `cmake`.

Alternatively, you can mount the `cmake` .dmg image file you downloaded, right-click (or control-click) the `cmake` .pkg package file and click “Open.” Mac OS X will ask you if you are sure you want to install this package, and you can click “Open” to start the installer.

### 11.1.2 Create LLVM.xcodeproj by cmake Graphic UI

We install llvm source code with clang on directory `/Users/Jonathan/llvm/release/` in last section. Now, will generate the LLVM.xcodeproj in this chapter.

Currently, we cannot do debug by lldb with cmake graphic UI operations depicted in this section, but we can do debug by lldb with “section Create LLVM.xcodeproj of supporting cpu0 by terminal cmake command”<sup>4</sup>. Even with that, let’s build LLVM project with cmake graphic UI since this LLVM directory contains the release version for clang and clang++ execution file. First, create LLVM.xcodeproj as Figure 11.2, then click **configure** button to enter Figure 11.3, and then click **Done** button to get Figure 11.4.

Click OK from Figure 11.4 and select Cmake 2.8-9.app for CMAKE\_INSTALL\_NAME\_TOOL by click the right side button “...” of that row to get Figure 11.5.

Click Configure button to get Figure 11.6.

---

<sup>2</sup> <http://llvm.org/releases/download.html#3.2>

<sup>3</sup> <http://www.cmake.org/cmake/resources/software.html>

<sup>4</sup> <http://jonathan2251.github.com/lbd/install.html#create-llvm-xcodeproj-of-supporting-cpu0-by-terminal-cmake-command>





Figure 11.1: Adjusting Mac OS X security settings to allow cmake installation.

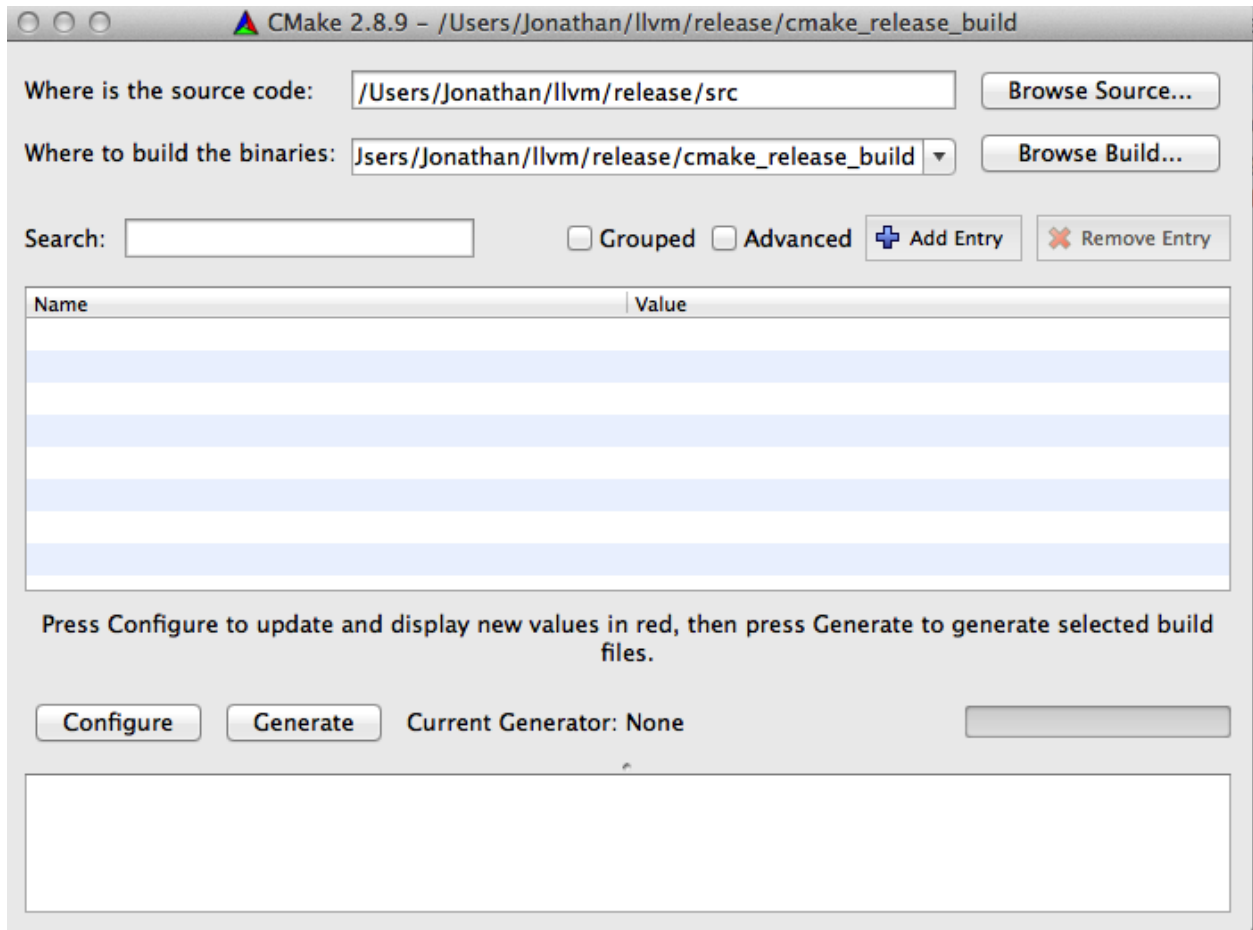


Figure 11.2: Start to create LLVM.xcodeproj by cmake

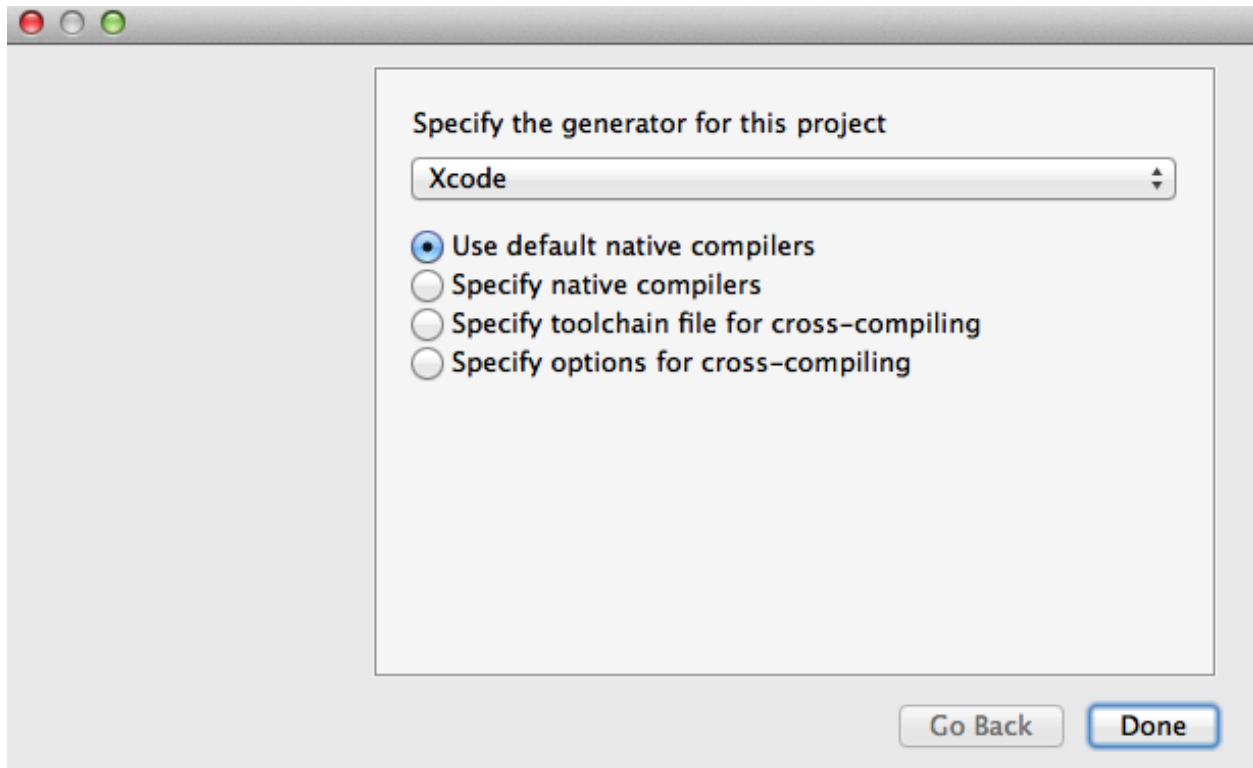


Figure 11.3: Create LLVM.xcodeproj by cmake – Set option to generate Xcode project

Check CLANG\_BUILD\_EXAMPLES, LLVM\_BUILD\_EXAMPLES, and uncheck LLVM\_ENABLE\_PIC as Figure 11.7.

Click Configure button again. If the output result message has no red color, then click Generate button to get Figure 11.8.

### 11.1.3 Build llvm by Xcode

Now, LLVM.xcodeproj is created. Open the cmake\_debug\_build/LLVM.xcodeproj by Xcode and click menu “**Product – Build**” as Figure 11.9.

After few minutes of build, the clang, llc, llvm-as, ..., can be found in cmake\_release\_build/bin/Debug/ as follows.

```
118-165-78-111:cmake_release_build Jonathan$ cd bin/Debug/
118-165-78-111:Debug Jonathan$ pwd
/Users/Jonathan/llvm/release/cmake_release_build/bin/Debug
118-165-78-111:Debug Jonathan$ ls
BrainF          Kaleidoscope-Ch7  clang-tblgen     llvm-dis         llvm-rtdyld
ExceptionDemo   ModuleMaker       count           llvm-dwarfdump  llvm-size
Fibonacci       ParallelJIT       diagtool        llvm-extract     llvm-stress
FileCheck       arcmt-test        llc             llvm-link        llvm-tblgen
FileUpdate      bugpoint          lli             llvm-mc          macho-dump
HowToUseJIT     c-arcmt-test      llvm-ar         llvm-mcmarkup    not
Kaleidoscope-Ch2 c-index-test      llvm-as         llvm-nm          obj2yaml
Kaleidoscope-Ch3 clang             llvm-bcanalyzer llvm-objdump     opt
Kaleidoscope-Ch4 clang++           llvm-config     llvm-prof        yaml-bench
Kaleidoscope-Ch5 clang-check       llvm-cov        llvm-ranlib      yaml2obj
```

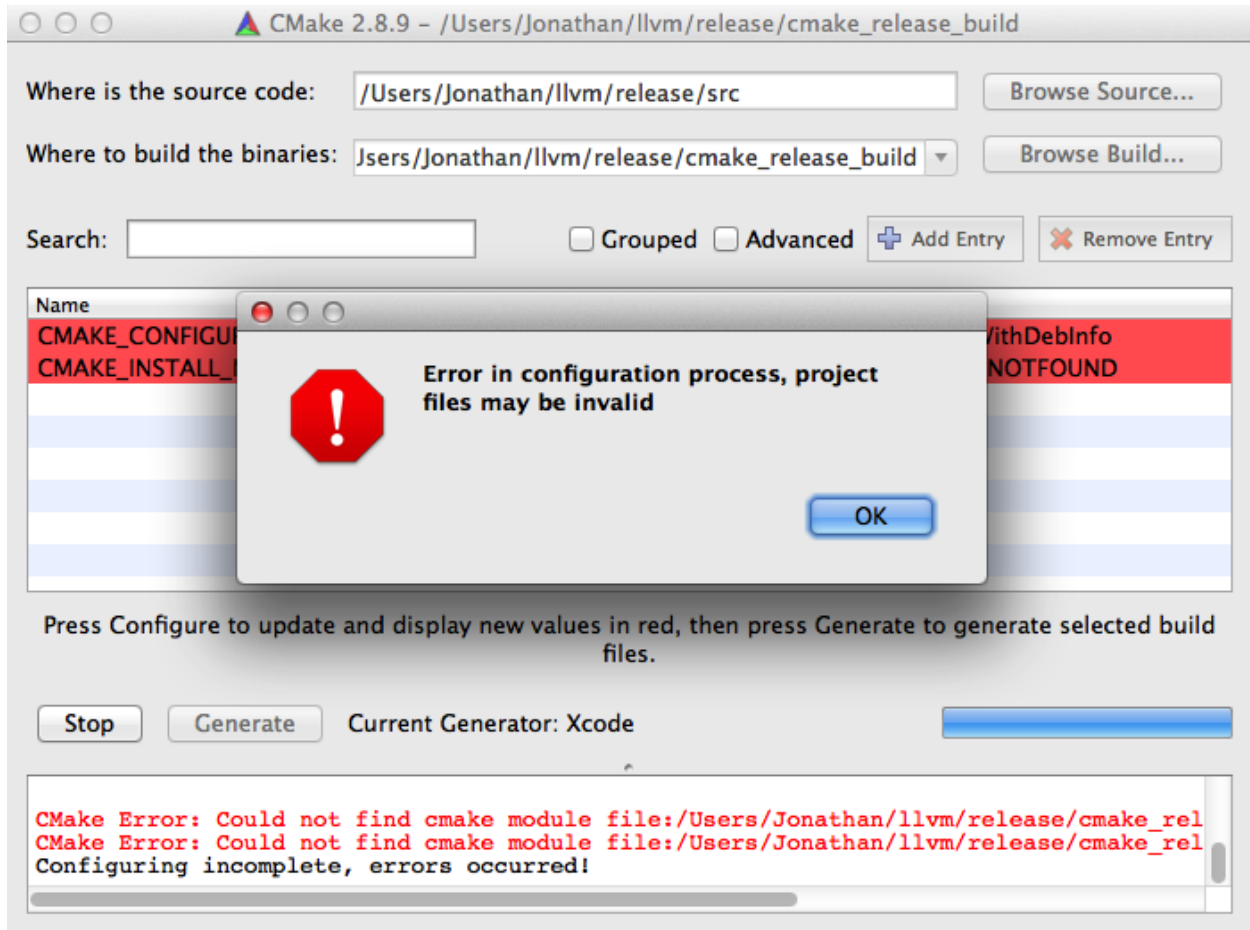


Figure 11.4: Create LLVM.xcodeproj by cmake – Before Adjust CMAKE\_INSTALL\_NAME\_TOOL

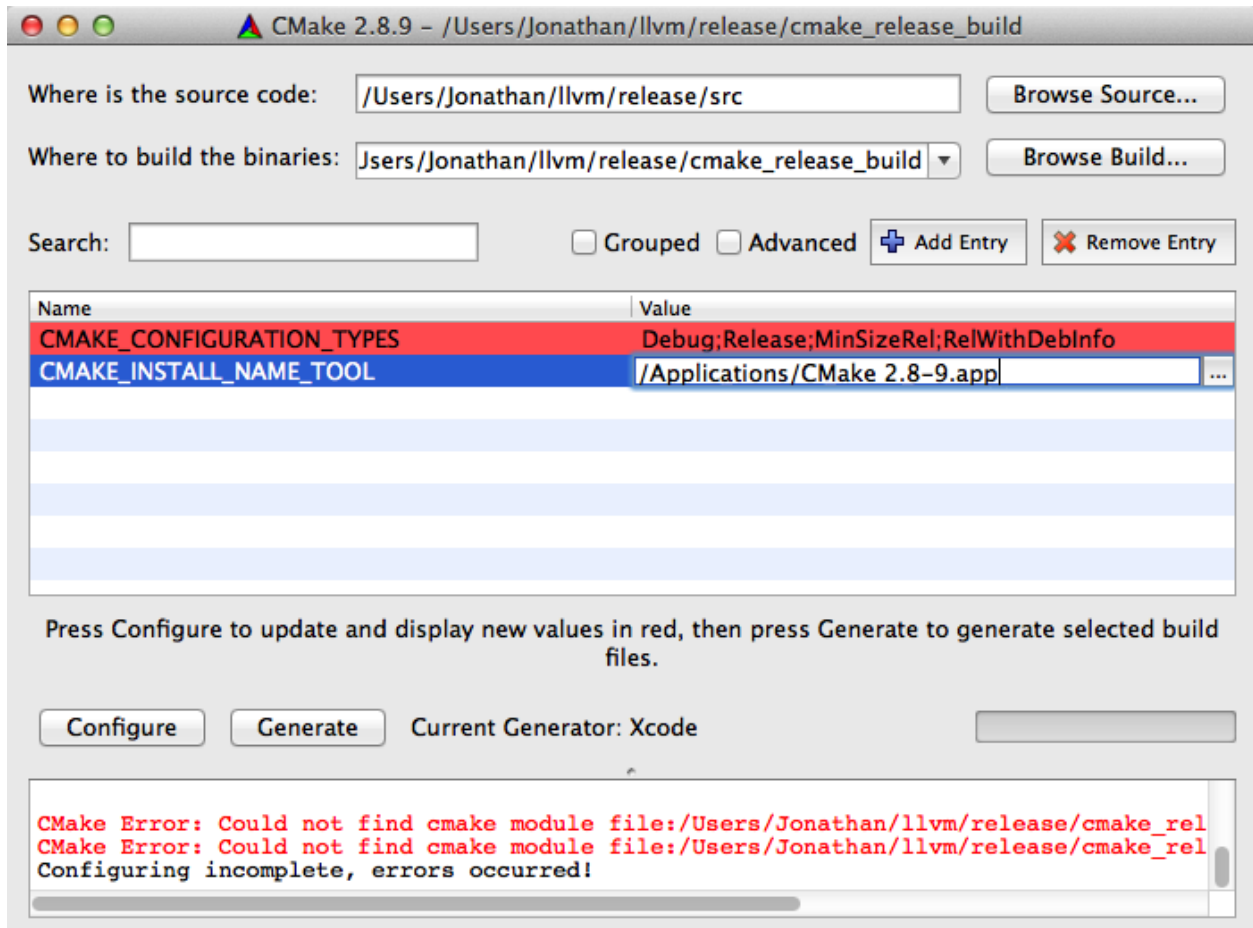


Figure 11.5: Select Cmake 2.8-9.app

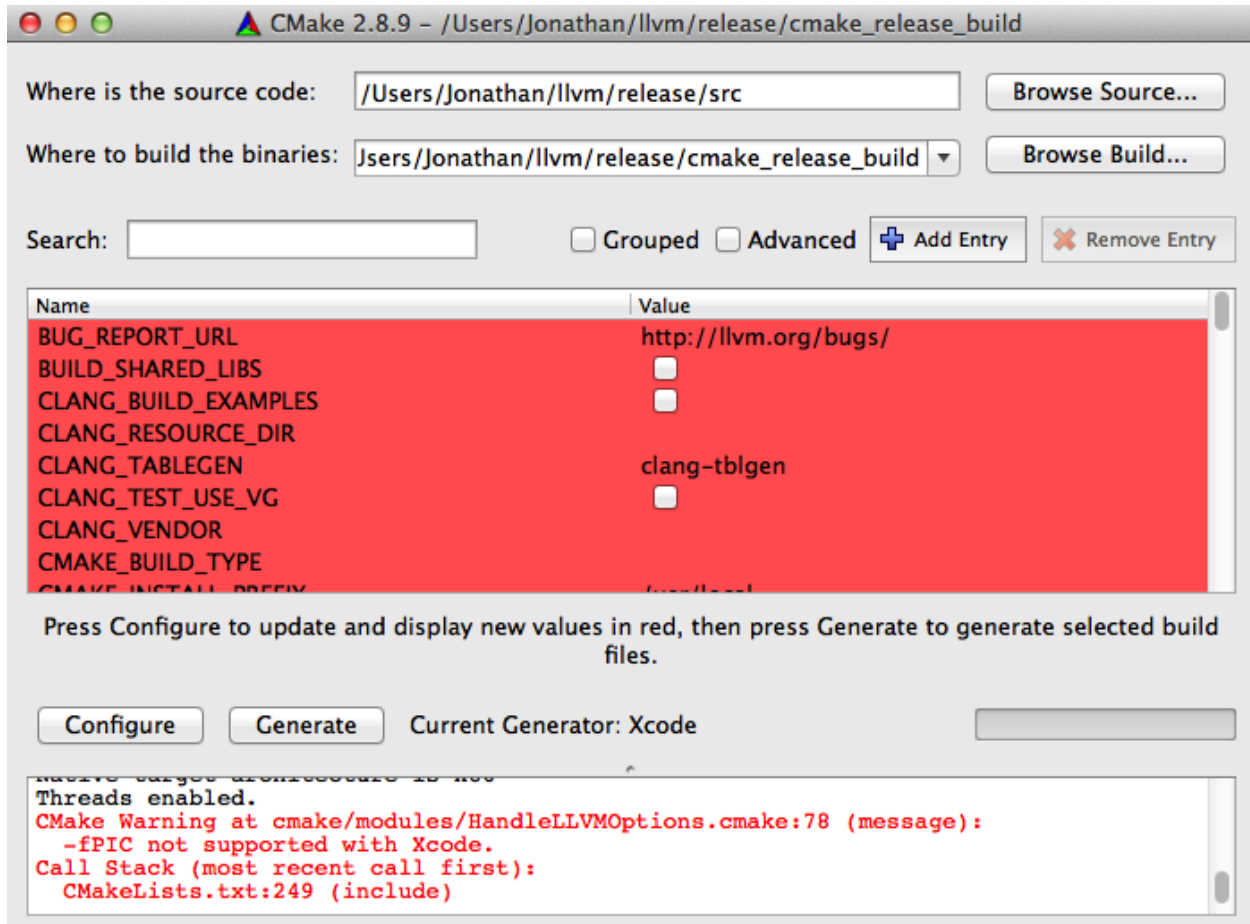


Figure 11.6: Click cmake Configure button first time

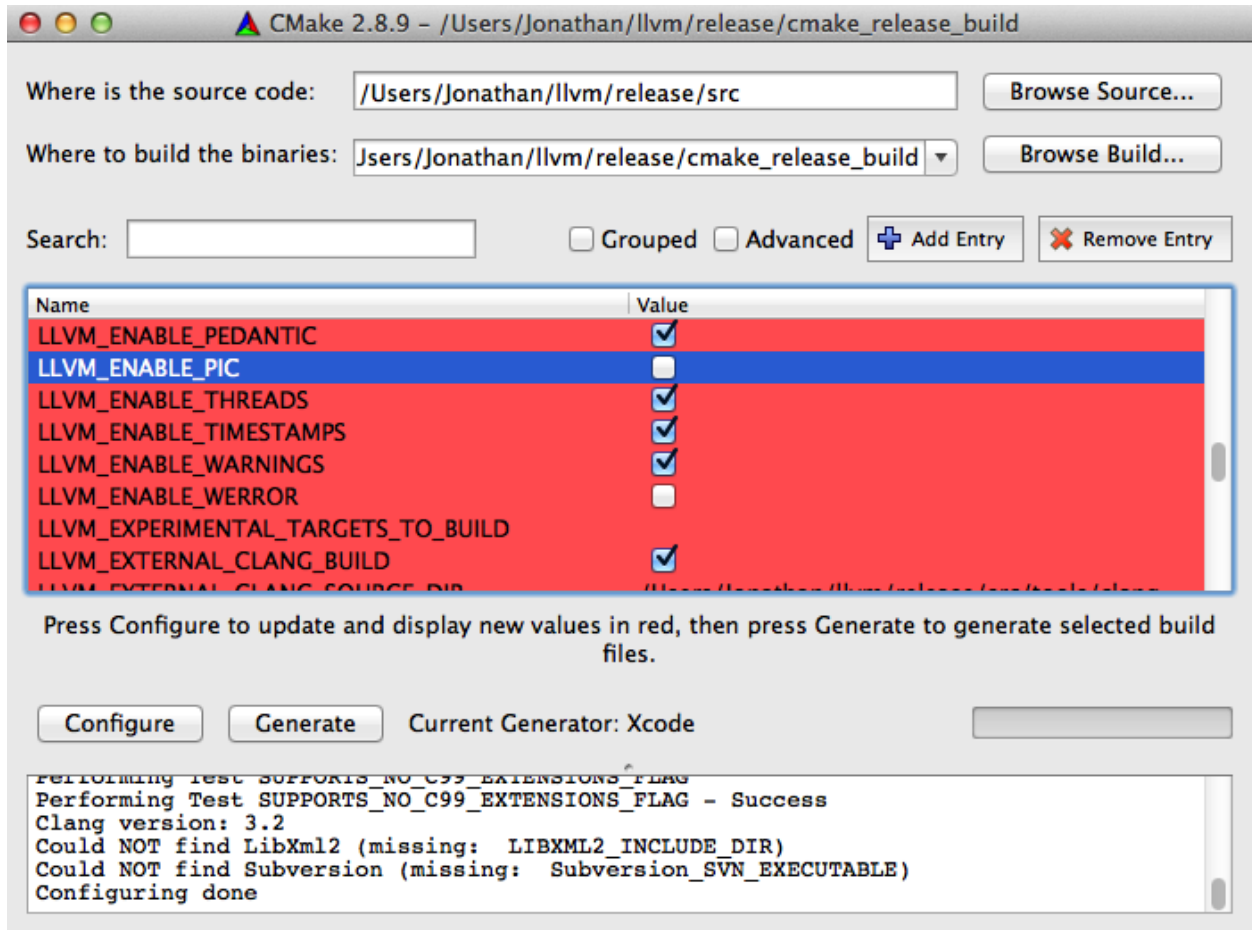


Figure 11.7: Check CLANG\_BUILD\_EXAMPLES, LLVM\_BUILD\_EXAMPLES, and uncheck LLVM\_ENABLE\_PIC in cmake

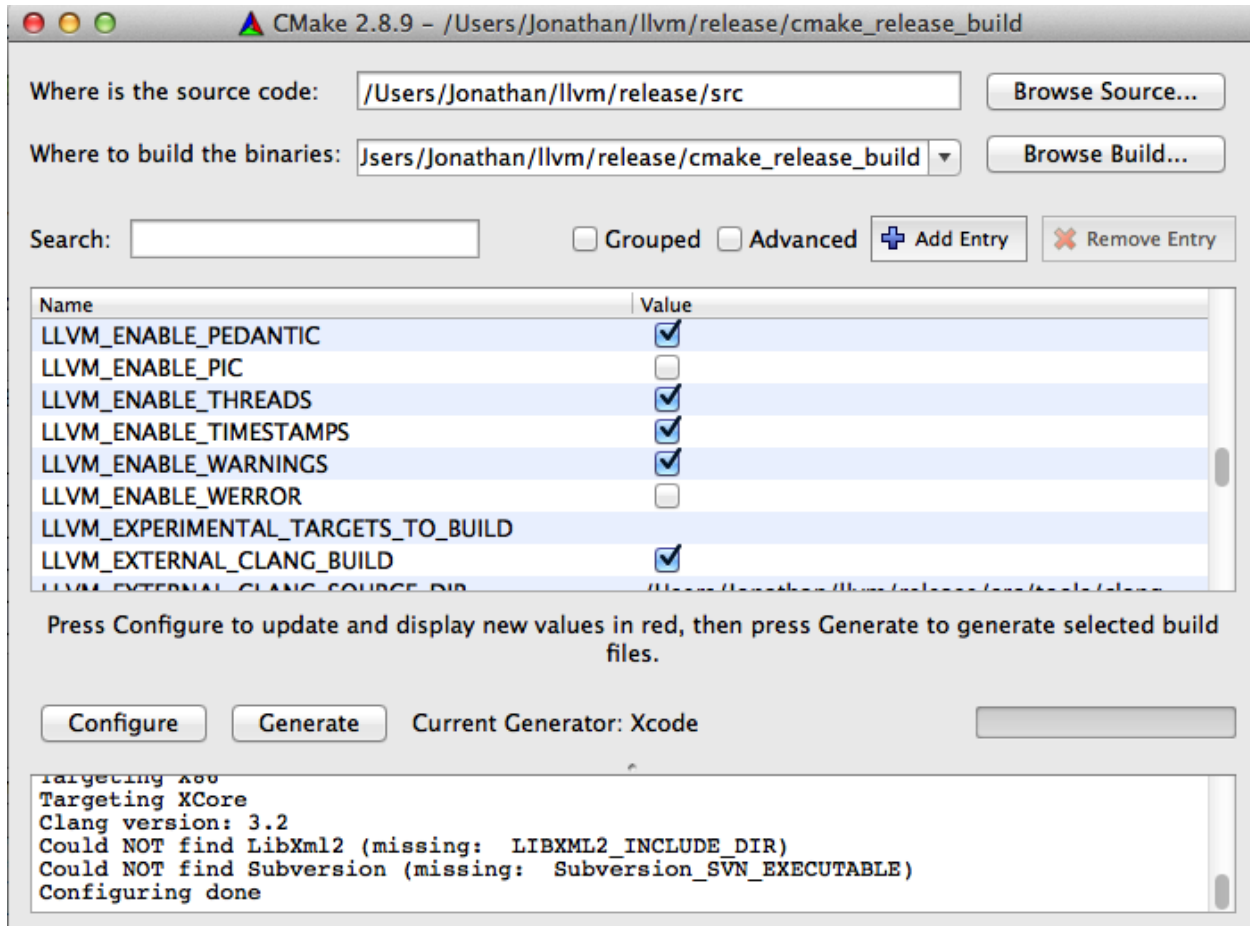


Figure 11.8: Click cmake Generate button second time



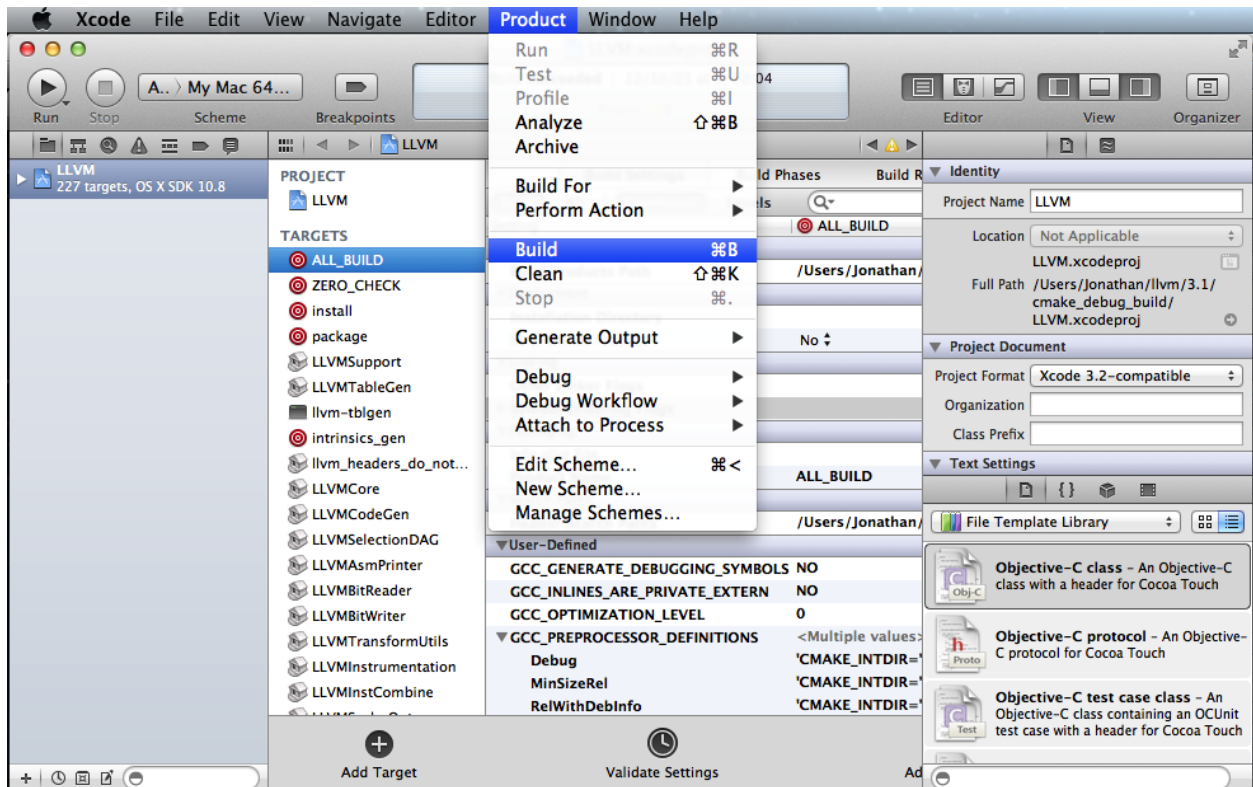


Figure 11.9: Click Build button to build LLVM.xcodeproj by Xcode

```
Kaleidoscope-Ch6 clang-interpreter llvm-diff          llvm-readobj
118-165-78-111:Debug Jonathan$
```

To access those execution files, edit `.profile` (if you `.profile` not exists, please create file `.profile`), save `.profile` to `/Users/Jonathan/`, and enable `$PATH` by command `source .profile` as follows. Please add path `/Applications/Xcode.app/Contents/Developer/usr/bin` to `.profile` if you didn't add it after Xcode download.

```
118-165-65-128:~ Jonathan$ pwd
/Users/Jonathan
118-165-65-128:~ Jonathan$ cat .profile
export PATH=$PATH:/Applications/Xcode.app/Contents/Developer/usr/bin:/Applications/Xcode.app/Contents/Developer/Toolchains/XcodeDefault.xctoolchain/usr/bin:/Applications/Graphviz.app/Contents/MacOS:/Users/Jonathan/llvm/release/cmake_release_build/bin/Debug
export WORKON_HOME=$HOME/.virtualenvs
source /usr/local/bin/virtualenvwrapper.sh # where Homebrew places it
export VIRTUALENVWRAPPER_VIRTUALENV_ARGS='--no-site-packages' # optional
118-165-65-128:~ Jonathan$
```

#### 11.1.4 Create LLVM.xcodeproj of supporting cpu0 by terminal cmake command

We have installed `llvm` with `clang` on directory `llvm/release/`. Now, we want to install `llvm` with our `cpu0` backend code on directory `llvm/test/` in this section.

In “section Create LLVM.xcodeproj by cmake Graphic UI”<sup>5</sup>, we create LLVM.xcodeproj by cmake graphic UI. We

<sup>5</sup> <http://jonathan2251.github.com/lbd/install.html#create-llvm-xcodeproj-by-cmake-graphic-ui>

can create LLVM.xcodeproj by cmake command on terminal also. Now, let's repeat above steps to create llvm/test with cpu0 modified code , and check the copy is effected by `grep -R "Cpu0" src/` as follows,

```
118-165-78-111:test Jonathan$ pwd
/Users/Jonathan/llvm/test
118-165-78-111:test Jonathan$ pwd
/Users/Jonathan/llvm/test
118-165-78-111:test Jonathan$ cp -rf /Users/Jonathan/llvm/release/src .
118-165-78-111:test Jonathan$ cp -rf /Users/Jonathan/
LLVMBackendTutorialExampleCode/src_files_modify/src_files_modify/src .
118-165-78-111:test Jonathan$ grep -R "Cpu0" src/
src//cmake/config-ix.cmake:  set(LLVM_NATIVE_ARCH Cpu0)
src//CMakeLists.txt:  Cpu0
src//include/llvm/MC/MCExpr.h:      VK_Cpu0_GPREL,
src//include/llvm/MC/MCExpr.h:      VK_Cpu0_GOT_CALL,
src//include/llvm/MC/MCExpr.h:      VK_Cpu0_GOT16,
src//include/llvm/MC/MCExpr.h:      VK_Cpu0_GOT,
src//include/llvm/MC/MCExpr.h:      VK_Cpu0_ABS_HI,
src//include/llvm/MC/MCExpr.h:      VK_Cpu0_ABS_LO,
...
src//lib/MC/MCExpr.cpp:  case VK_Cpu0_GOT_PAGE: return "GOT_PAGE";
src//lib/MC/MCExpr.cpp:  case VK_Cpu0_GOT_OFST: return "GOT_OFST";
src//lib/Target/LLVMBuild.txt:subdirectories = ARM CellSPU CppBackend Hexagon
MBlaze MSP430 NVPTX Mips Cpu0 PowerPC Sparc X86 XCore
118-165-78-111:test Jonathan$
```

Now, copy cpu0 example code from LLVMBackendTutorialExampleCode/2/Cpu0 to src/lib/Target/, and please remove src/tools/clang since it will waste time to build clang for our working Cpu0 changes, as follows,

```
118-165-78-111:test Jonathan$ rm -rf src/tools/clang
118-165-78-111:test Jonathan$ cd src/lib/Target/
118-165-78-111:Target Jonathan$ cp -rf /Users/Jonathan/
LLVMBackendTutorialExampleCode/2/Cpu0 .
118-165-78-111:Target Jonathan$ ls
ARM                Mangler.cpp        TargetJITInfo.cpp
CMakeLists.txt     Mips               TargetLibraryInfo.cpp
CellSPU            NVPTX              TargetLoweringObjectFile.cpp
CppBackend         PTX                TargetMachine.cpp
Cpu0               PowerPC            TargetMachineC.cpp
Hexagon            README.txt         TargetRegisterInfo.cpp
LLVMBuild.txt      Sparc              TargetSubtargetInfo.cpp
MBlaze             Target.cpp          TargetTransformImpl.cpp
MSP430             TargetInstrInfo.cpp X86
Makefile           TargetIntrinsicInfo.cpp XCore
118-165-78-111:Target Jonathan$
```

Now, it's ready for building llvm/test/src code by command `cmake -DCMAKE_CXX_COMPILER=clang++ -DCMAKE_C_COMPILER=clang -DCMAKE_BUILD_TYPE=Debug -G "Xcode" ../src/` as follows. Remind, currently, the cmake terminal command can work with lldb debug, but the "section Create LLVM.xcodeproj by cmake Graphic UI"<sup>5</sup> cannot.

```
118-165-78-111:Target Jonathan$ cd ../../../../
118-165-78-111:test Jonathan$ ls
src
118-165-78-111:test Jonathan$ pwd
/Users/Jonathan/llvm/test
118-165-78-111:test Jonathan$ ls
src
118-165-78-111:test Jonathan$ mkdir cmake_debug_build
```

```

118-165-78-111:test Jonathan$ cmake -DCMAKE_CXX_COMPILER=clang++ -DCMAKE_C_COMPI
LER=clang -DCMAKE_BUILD_TYPE=Debug -G "Xcode" ../src/
CMake Error: The source directory "/Users/Jonathan/llvm/src" does not exist.
Specify --help for usage, or press the help button on the CMake GUI.
118-165-78-111:test Jonathan$ cd cmake_debug_build/
118-165-78-111:cmake_debug_build Jonathan$ cmake -DCMAKE_CXX_COMPILER=clang++
-DCMAKE_C_COMPILER=clang -DCMAKE_BUILD_TYPE=Debug -G "Xcode" ../src/
-- The C compiler identification is Clang 4.1.0
-- The CXX compiler identification is Clang 4.1.0
-- Check for working C compiler using: Xcode
...
-- Targeting ARM
-- Targeting CellSPU
-- Targeting CppBackend
-- Targeting Hexagon
-- Targeting Mips
-- Targeting Cpu0
-- Targeting MBlaze
-- Targeting MSP430
-- Targeting NVPTX
-- Targeting PowerPC
-- Targeting Sparc
-- Targeting X86
-- Targeting XCore
-- Performing Test SUPPORTS_GLINE_TABLES_ONLY_FLAG
-- Performing Test SUPPORTS_GLINE_TABLES_ONLY_FLAG - Success
-- Performing Test SUPPORTS_NO_C99_EXTENSIONS_FLAG
-- Performing Test SUPPORTS_NO_C99_EXTENSIONS_FLAG - Success
-- Configuring done
-- Generating done
-- Build files have been written to: /Users/Jonathan/llvm/test/cmake_debug_build
118-165-78-111:cmake_debug_build Jonathan$

```

Since Xcode use clang compiler and lldb instead of gcc and gdb, we can run lldb debug as follows,

```

118-165-65-128:InputFiles Jonathan$ pwd
/Users/Jonathan/LLVMBackendTutorialExampleCode/InputFiles
118-165-65-128:InputFiles Jonathan$ clang -c ch3.cpp -emit-llvm -o ch3.bc
118-165-65-128:InputFiles Jonathan$ /Users/Jonathan/llvm/test/
cmake_debug_build/bin/Debug/llc -march=mips -relocation-model=pic -filetype=asm
ch3.bc -o ch3.mips.s
118-165-65-128:InputFiles Jonathan$ lldb -- /Users/Jonathan/llvm/test/
cmake_debug_build/bin/Debug/llc -march=mips -relocation-model=pic -filetype=
asm ch3.bc -o ch3.mips.s
Current executable set to '/Users/Jonathan/llvm/test/cmake_debug_build/bin/
Debug/llc' (x86_64).
(lldb) b MipsTargetInfo.cpp:19
breakpoint set --file 'MipsTargetInfo.cpp' --line 19
Breakpoint created: 1: file = 'MipsTargetInfo.cpp', line = 19, locations = 1
(lldb) run
Process 6058 launched: '/Users/Jonathan/llvm/test/cmake_debug_build/bin/Debug/
llc' (x86_64)
Process 6058 stopped
* thread #1: tid = 0x1c03, 0x000000010077f231 llc`LLVMInitializeMipsTargetInfo
+ 33 at MipsTargetInfo.cpp:20, stop reason = breakpoint 1.1
frame #0: 0x000000010077f231 llc`LLVMInitializeMipsTargetInfo + 33 at
MipsTargetInfo.cpp:20
17

```

```
18 extern "C" void LLVMInitializeMipsTargetInfo() {
19     RegisterTarget<Triple::mips,
-> 20         /*HasJIT=*/true> X(TheMipsTarget, "mips", "Mips");
21
22     RegisterTarget<Triple::mipsel,
23         /*HasJIT=*/true> Y(TheMipselTarget, "mipsel", "Mipsel");
(lldb) n
Process 6058 stopped
* thread #1: tid = 0x1c03, 0x000000010077f24f llc`LLVMInitializeMipsTargetInfo
+ 63 at MipsTargetInfo.cpp:23, stop reason = step over
frame #0: 0x000000010077f24f llc`LLVMInitializeMipsTargetInfo + 63 at
MipsTargetInfo.cpp:23
20         /*HasJIT=*/true> X(TheMipsTarget, "mips", "Mips");
21
22     RegisterTarget<Triple::mipsel,
-> 23         /*HasJIT=*/true> Y(TheMipselTarget, "mipsel", "Mipsel");
24
25     RegisterTarget<Triple::mips64,
26         /*HasJIT=*/false> A(TheMips64Target, "mips64", "Mips64
[experimental]");
(lldb) print X
(llvm::RegisterTarget<llvm::Triple::ArchType, true>) $0 = {}
(lldb) quit
118-165-65-128:InputFiles Jonathan$
```

About the lldb debug command, please reference <sup>6</sup> or lldb portal <sup>7</sup>.

### 11.1.5 Install other tools on iMac

These tools mentioned in this section is for coding and debug. You can work even without these tools. Files compare tools Kdiff3 came from web site <sup>8</sup>. FileMerge is a part of Xcode, you can type FileMerge in Finder – Applications as Figure 11.10 and drag it into the Dock as Figure 11.11.

Download tool Graphviz for display llvm IR nodes in debugging, <sup>9</sup>. We choose mountainlion as Figure 11.12 since our iMac is Mountain Lion.

After install Graphviz, please set the path to .profile. For example, we install the Graphviz in directory /Applications/Graphviz.app/Contents/MacOS/, so add this path to /User/Jonathan/.profile as follows,

```
118-165-12-177:InputFiles Jonathan$ cat /Users/Jonathan/.profile
export PATH=$PATH:/Applications/Xcode.app/Contents/Developer/usr/bin:
/Applications/Graphviz.app/Contents/MacOS:/Users/Jonathan/llvm/release/
cmake_release_build/bin/Debug
```

The Graphviz information for llvm is in the section “SelectionDAG Instruction Selection Process” of <sup>10</sup> and the section “Viewing graphs while debugging code” of <sup>11</sup>. TextWrangler is for edit file with line number display and dump binary file like the obj file, \*.o, that will be generated in chapter of Other instructions. You can download from App Store. To dump binary file, first, open the binary file, next, select menu “File – Hex Front Document” as Figure 11.13. Then select “Front document’s file” as Figure 11.14.

Install binutils by command brew install binutils as follows,

---

<sup>6</sup> <http://lldb.llvm.org/lldb-gdb.html>

<sup>7</sup> <http://lldb.llvm.org/>

<sup>8</sup> <http://kdiff3.sourceforge.net>

<sup>9</sup> [http://www.graphviz.org/Download\\_macos.php](http://www.graphviz.org/Download_macos.php)

<sup>10</sup> <http://llvm.org/docs/CodeGenerator.html>

<sup>11</sup> <http://llvm.org/docs/ProgrammersManual.html>

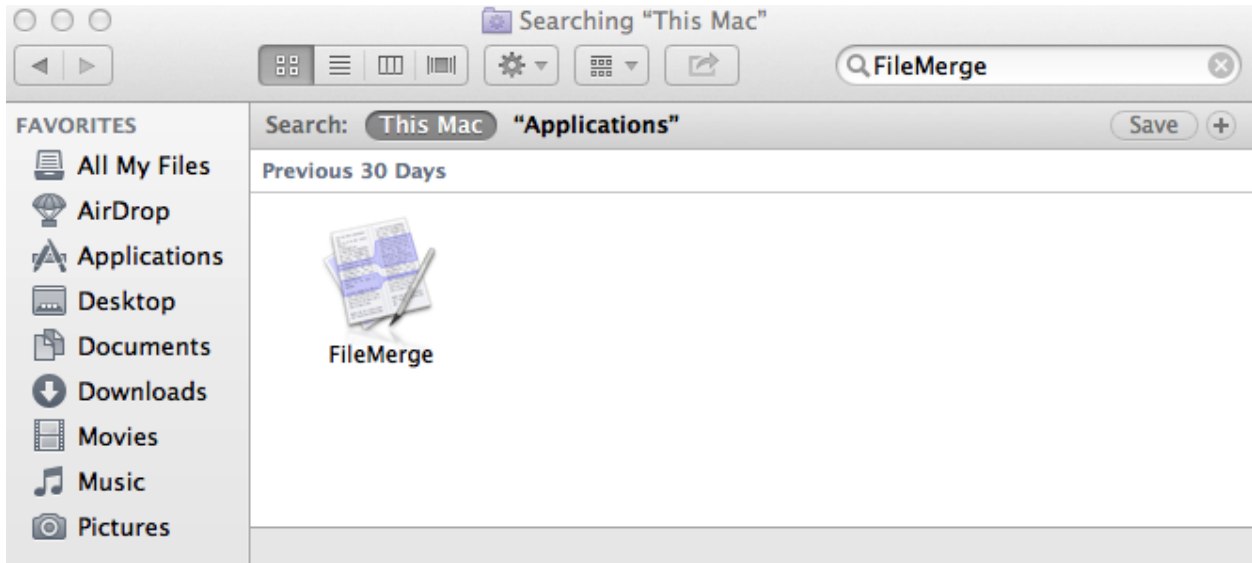


Figure 11.10: Type FileMerge in Finder – Applications



Figure 11.11: Drag FileMege into the Dock

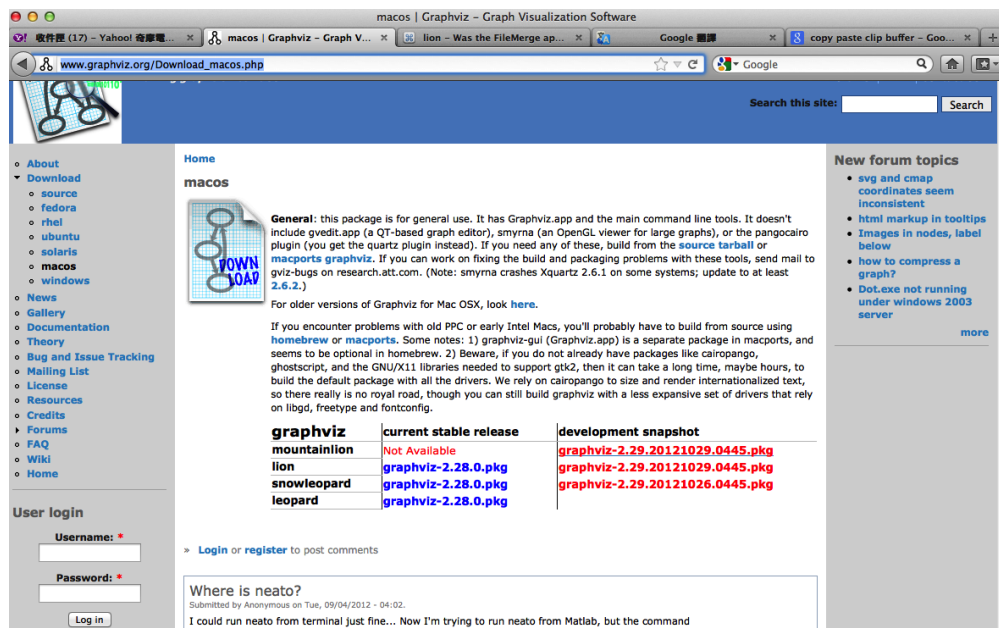


Figure 11.12: Download graphviz for llvm IR node display

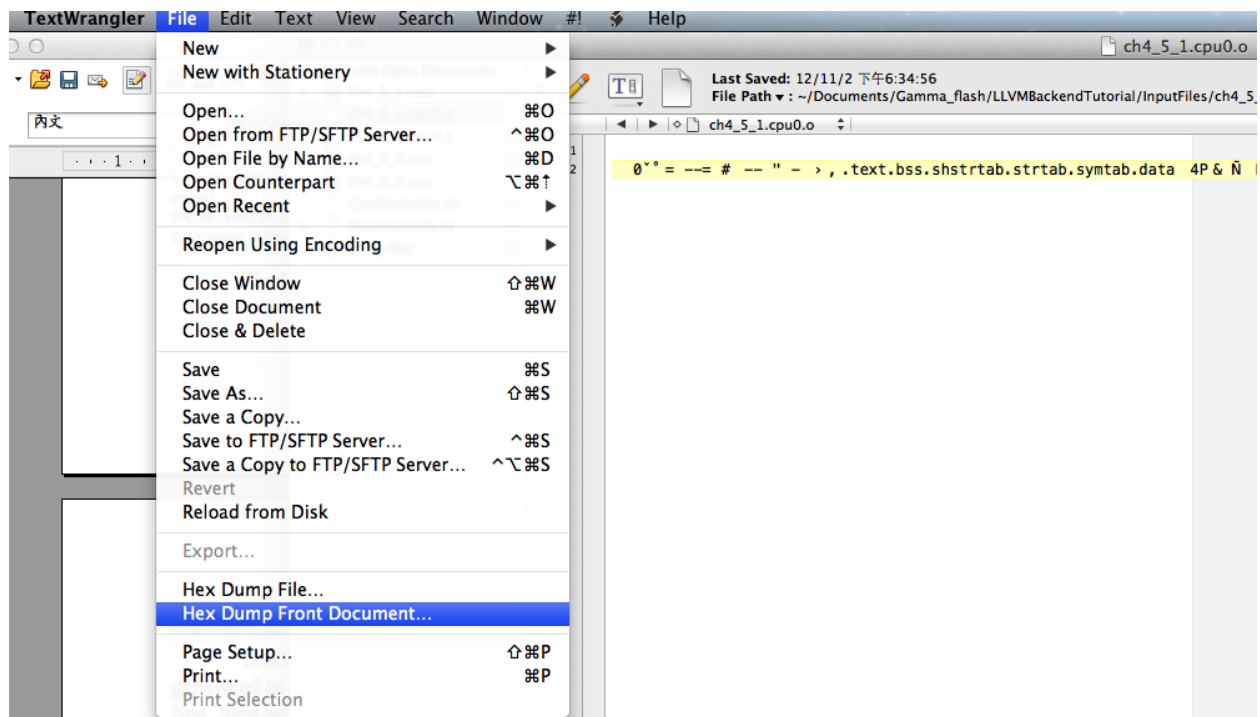


Figure 11.13: Select Hex Dump menu

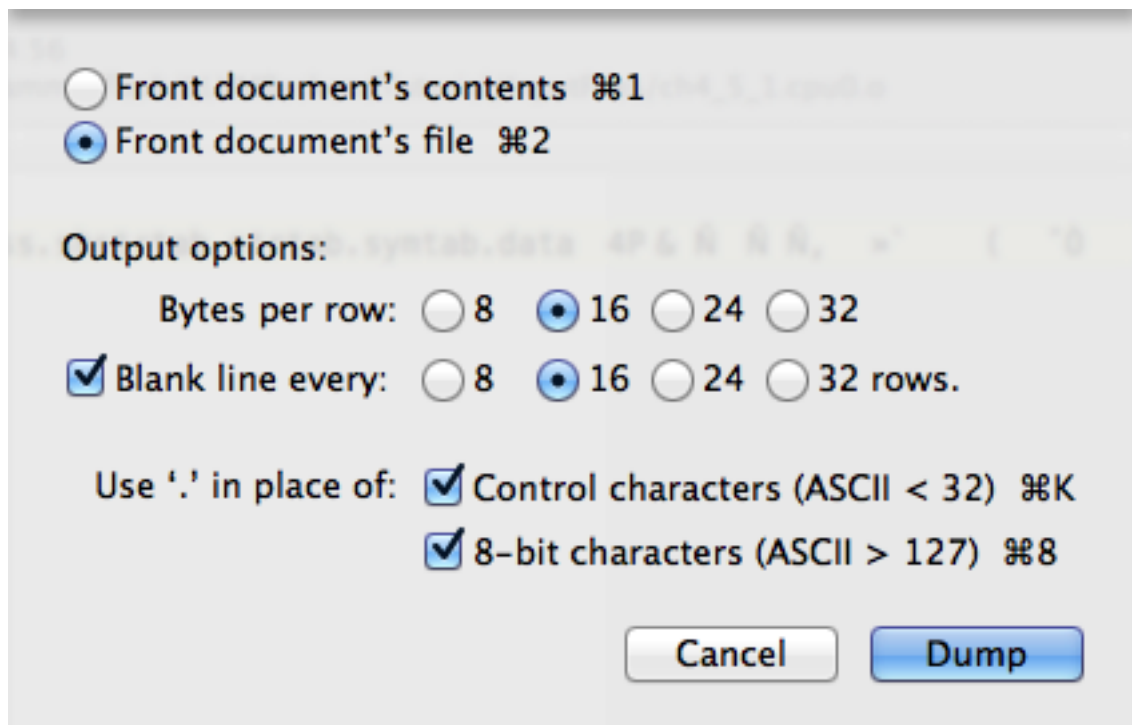


Figure 11.14: Select Front document's file in TextWrangler

```

118-165-77-214:~ Jonathan$ brew install binutils
==> Downloading http://ftpmirror.gnu.org/binutils/binutils-2.22.tar.gz
##### 100.0%
==> ./configure --program-prefix=g --prefix=/usr/local/Cellar/binutils/2.22
--infodir=/usr/loca
==> make
==> make install
/usr/local/Cellar/binutils/2.22: 90 files, 19M, built in 4.7 minutes
118-165-77-214:~ Jonathan$ ls /usr/local/Cellar/binutils/2.22
COPYING      README      lib
ChangeLog    bin         share
INSTALL_RECEIPT.json  include    x86_64-apple-darwin12.2.0
118-165-77-214:binutils-2.23 Jonathan$ ls /usr/local/Cellar/binutils/2.22/bin
gaddr2line gc++filt gnm gobjdump greadelf gstrings
gar gelfedit gobjcopy granlib gsize gstrip

```

## 11.2 Setting Up Your Linux Machine

### 11.2.1 Install LLVM 3.2 release build on Linux

First, install the llvm release build by,

1. Untar llvm source, rename llvm source with src.
2. Untar clang and move it src/tools/clang.
3. Untar compiler-rt and move it to src/project/compiler-rt.

Next, build with cmake command, `cmake -DCMAKE_BUILD_TYPE=Release -DCLANG_BUILD_EXAMPLES=ON -DLLVM_BUILD_EXAMPLES=ON -G "Unix Makefiles" ../src/`, as follows.

```

[Gamma@localhost cmake_release_build]$ cmake -DCMAKE_BUILD_TYPE=Release
-DCLANG_BUILD_EXAMPLES=ON -DLLVM_BUILD_EXAMPLES=ON -G "Unix Makefiles" ../src/
-- The C compiler identification is GNU 4.7.0
...
-- Constructing LLVMBuild project information
-- Targeting ARM
-- Targeting CellSPU
-- Targeting CppBackend
-- Targeting Hexagon
-- Targeting Mips
-- Targeting MBlaze
-- Targeting MSP430
-- Targeting PowerPC
-- Targeting PTX
-- Targeting Sparc
-- Targeting X86
-- Targeting XCore
-- Clang version: 3.2
-- Found Subversion: /usr/bin/svn (found version "1.7.6")
-- Configuring done
-- Generating done
-- Build files have been written to: /usr/local/llvm/release/cmake_release_build

```

After cmake, run command make, then you can get clang, llc, llvm-as, ..., in cmake\_release\_build/bin/ after a few tens minutes of build. Next, edit /home/Gamma/.bash\_profile with adding /usr/local/llvm/release/cmake\_release\_build/ bin to PATH to enable the clang, llc, ..., command search path, as follows,

```
[Gamma@localhost ~]$ pwd
/home/Gamma
[Gamma@localhost ~]$ cat .bash_profile
# .bash_profile

# Get the aliases and functions
if [ -f ~/.bashrc ]; then
    . ~/.bashrc
fi

# User specific environment and startup programs

PATH=$PATH:/usr/local/sphinx/bin:/usr/local/llvm/release/cmake_release_build/bin:
/opt/mips_linux_toolchain_clang/mips_linux_toolchain/bin:$HOME/.local/bin:
$HOME/bin

export PATH
[Gamma@localhost ~]$ source .bash_profile
[Gamma@localhost ~]$ $PATH
bash: /usr/lib64/qt-3.3/bin:/usr/local/bin:/usr/bin:/bin:/usr/local/sbin:
/usr/sbin:/usr/local/sphinx/bin:/opt/mips_linux_toolchain_clang/mips_linux_tool
chain/bin:/home/Gamma/.local/bin:/home/Gamma/bin:/usr/local/sphinx/bin:/usr/
local/llvm/release/cmake_release_build/bin
```

### 11.2.2 Install cpu0 debug build on Linux

Make another copy /usr/local/llvm/test/src for cpu0 debug working project according the following list steps, the corresponding commands shown as follows,

- 1) Enter /usr/local/llvm/test/ and `cp -rf /usr/local/llvm/release/src ..`
- 2) Update my modified files to support cpu0 by command, `cp -rf /home/Gamma/LLVMBackendTutorialExampleCode/src_files_modify/src_files_modify/src ..`
- 3) Check step 2 is effective by command `grep -R "Cpu0" . | more` . I add the Cpu0 backend support, so check with grep.`
- 4) Enter `src/lib/Target` and copy example code `LLVMBackendTutorialExampleCode/2/Cpu0` to the directory by command `cd lib/Target/` and `cp -rf /home/Gamma/LLVMBackendTutorialExample/2/Cpu0 ..`
- 5) Remove clang from `test/src/tools/clang`, and `mkdir test/cmake_debug_build`. Without this you will waste extra time for command `make` in `cpu0` example code build.

```
[Gamma@localhost test]$ pwd
/usr/local/llvm/test
[Gamma@localhost test]$ cp -rf /usr/local/llvm/release/src .
[Gamma@localhost Target]$ cd ../../
[Gamma@localhost src]$ grep -R "Cpu0" .|more
./CMakeLists.txt:  Cpu0
./lib/Target/LLVMBuild.txt:subdirectories = ARM CellSPU CppBackend Hexagon MBlaz
e MSP430 Mips Cpu0 PTX PowerPC Sparc X86 XCore
./lib/MC/MCExpr.cpp:  case VK_Cpu0_GPREL: return "GPREL";
./lib/MC/MCExpr.cpp:  case VK_Cpu0_GOT_CALL: return "GOT_CALL";
./lib/MC/MCExpr.cpp:  case VK_Cpu0_GOT16: return "GOT16";
./lib/MC/MCExpr.cpp:  case VK_Cpu0_GOT: return "GOT";
./lib/MC/MCExpr.cpp:  case VK_Cpu0_ABS_HI: return "ABS_HI";
./lib/MC/MCExpr.cpp:  case VK_Cpu0_ABS_LO: return "ABS_LO";
./lib/MC/MCExpr.cpp:  case VK_Cpu0_TLSGD: return "TLSGD";
```



```

./lib/MC/MCExpr.cpp:  case VK_Cpu0_TLSDM: return "TLSDM";
./lib/MC/MCExpr.cpp:  case VK_Cpu0_DTPREL_HI: return "DTPREL_HI";
./lib/MC/MCExpr.cpp:  case VK_Cpu0_DTPREL_LO: return "DTPREL_LO";
./lib/MC/MCExpr.cpp:  case VK_Cpu0_GOTTPREL: return "GOTTPREL";
./lib/MC/MCExpr.cpp:  case VK_Cpu0_TPREL_HI: return "TPREL_HI";
./lib/MC/MCExpr.cpp:  case VK_Cpu0_TPREL_LO: return "TPREL_LO";
./lib/MC/MCExpr.cpp:  case VK_Cpu0_GPOFF_HI: return "GPOFF_HI";
./lib/MC/MCExpr.cpp:  case VK_Cpu0_GPOFF_LO: return "GPOFF_LO";
./lib/MC/MCExpr.cpp:  case VK_Cpu0_GOT_DISP: return "GOT_DISP";
./lib/MC/MCExpr.cpp:  case VK_Cpu0_GOT_PAGE: return "GOT_PAGE";
./lib/MC/MCExpr.cpp:  case VK_Cpu0_GOT_OFST: return "GOT_OFST";
./lib/MC/MC ELFStreamer.cpp:  case MCSymbolRefExpr::VK_Cpu0_TLSDM:
./lib/MC/MC ELFStreamer.cpp:  case MCSymbolRefExpr::VK_Cpu0_GOTTPREL:
./lib/MC/MC ELFStreamer.cpp:  case MCSymbolRefExpr::VK_Cpu0_TPREL_HI:
./lib/MC/MC ELFStreamer.cpp:  case MCSymbolRefExpr::VK_Cpu0_TPREL_LO:
./lib/MC/MCDwarf.cpp: // AT_language, a 4 byte value. We use DW_LANG_Cpu0_Asse
mbler as the dwarf2
./lib/MC/MCDwarf.cpp://  MCOS->EmitIntValue(dwarf::DW_LANG_Cpu0_Assembler, 2);
./include/llvm/MC/MCExpr.h:  VK_Cpu0_GPREL,
./include/llvm/MC/MCExpr.h:  VK_Cpu0_GOT_CALL,
./include/llvm/MC/MCExpr.h:  VK_Cpu0_GOT16,
./include/llvm/MC/MCExpr.h:  VK_Cpu0_GOT,
./include/llvm/MC/MCExpr.h:  VK_Cpu0_ABS_HI,
./include/llvm/MC/MCExpr.h:  VK_Cpu0_ABS_LO,
./include/llvm/MC/MCExpr.h:  VK_Cpu0_TLSDM,
./include/llvm/MC/MCExpr.h:  VK_Cpu0_TLSDM,
./include/llvm/MC/MCExpr.h:  VK_Cpu0_DTPREL_HI,
./include/llvm/MC/MCExpr.h:  VK_Cpu0_DTPREL_LO,
./include/llvm/MC/MCExpr.h:  VK_Cpu0_GOTTPREL,
./include/llvm/MC/MCExpr.h:  VK_Cpu0_TPREL_HI,
./include/llvm/MC/MCExpr.h:  VK_Cpu0_TPREL_LO,
./include/llvm/MC/MCExpr.h:  VK_Cpu0_GPOFF_HI,
./include/llvm/MC/MCExpr.h:  VK_Cpu0_GPOFF_LO,
./include/llvm/MC/MCExpr.h:  VK_Cpu0_GOT_DISP,
./include/llvm/MC/MCExpr.h:  VK_Cpu0_GOT_PAGE,
./include/llvm/MC/MCExpr.h:  VK_Cpu0_GOT_OFST
./include/llvm/Support/ELF.h:// Cpu0 Specific e_flags
./include/llvm/Support/ELF.h:// ELF Relocation types for Cpu0
./cmake/config-ix.cmake:  set(LLVM_NATIVE_ARCH Cpu0)
[Gamma@localhost src]$ cd lib/Target/
[Gamma@localhost Target]$ cp -rf /home/Gamma/LLVMBackendTutorialExampleCode/2/
Cpu0 .
[Gamma@localhost Target]$ ls
ARM                Mips                TargetIntrinsicInfo.cpp
CellSPU            MSP430              TargetJITInfo.cpp
CMakeLists.txt     PowerPC             TargetLibraryInfo.cpp
CppBackend         PTX                 TargetLoweringObjectFile.cpp
Cpu0               README.txt          TargetMachineC.cpp
Hexagon            Sparc               TargetMachine.cpp
LLVMBuild.txt      Target.cpp           TargetRegisterInfo.cpp
Makefile           TargetData.cpp       TargetSubtargetInfo.cpp
Mangler.cpp        TargetELFWriterInfo.cpp X86
MBlaze             TargetInstrInfo.cpp  XCore
[Gamma@localhost Target]$ cd ../../
[Gamma@localhost src]$ rm -rf tools/clang

```

Now, go into directory `llvm/test/`, create directory `cmake_debug_build` and do `cmake` like build the `llvm/release`, but we do Debug build and use `clang` as our compiler instead, as follows,

```
[Gamma@localhost src]$ cd ..
[Gamma@localhost test]$ pwd
/usr/local/llvm/test
[Gamma@localhost test]$ mkdir cmake_debug_build
[Gamma@localhost test]$ cd cmake_debug_build/
[Gamma@localhost cmake_debug_build]$ cmake
-DCMAKE_CXX_COMPILER=clang++ -DCMAKE_C_COMPILER=clang
-DCMAKE_BUILD_TYPE=Debug -G "Unix Makefiles" ../src/
-- The C compiler identification is Clang 3.2.0
-- The CXX compiler identification is Clang 3.2.0
-- Check for working C compiler: /usr/local/llvm/release/cmake_release_build/bin/clang
-- Check for working C compiler: /usr/local/llvm/release/cmake_release_build/bin/clang
-- works
-- Detecting C compiler ABI info
-- Detecting C compiler ABI info - done
-- Check for working CXX compiler: /usr/local/llvm/release/cmake_release_build/bin/clang++
-- Check for working CXX compiler: /usr/local/llvm/release/cmake_release_build/bin/clang++
-- works
-- Detecting CXX compiler ABI info
-- Detecting CXX compiler ABI info - done ...
-- Targeting Mips
-- Targeting Cpu0
-- Targeting MBlaze
-- Targeting MSP430
-- Targeting PowerPC
-- Targeting PTX
-- Targeting Sparc
-- Targeting X86
-- Targeting XCore
-- Configuring done
-- Generating done
-- Build files have been written to: /usr/local/llvm/test/cmake_debug_build
[Gamma@localhost cmake_debug_build]$
```

Then do make as follows,

```
[Gamma@localhost cmake_debug_build]$ make
Scanning dependencies of target LLVMSupport
[ 0%] Building CXX object lib/Support/CMakeFiles/LLVMSupport.dir/APFloat.cpp.o
[ 0%] Building CXX object lib/Support/CMakeFiles/LLVMSupport.dir/APInt.cpp.o
[ 0%] Building CXX object lib/Support/CMakeFiles/LLVMSupport.dir/APSInt.cpp.o
[ 0%] Building CXX object lib/Support/CMakeFiles/LLVMSupport.dir/Allocator.cpp.o
[ 1%] Building CXX object lib/Support/CMakeFiles/LLVMSupport.dir/BlockFrequency.cpp.o ...
Linking CXX static library ../../lib/libgtest.a
[100%] Built target gtest
Scanning dependencies of target gtest_main
[100%] Building CXX object utils/unittest/CMakeFiles/gtest_main.dir/UnitTestMain/
TestMain.cpp.o Linking CXX static library ../../lib/libgtest_main.a
[100%] Built target gtest_main
[Gamma@localhost cmake_debug_build]$
```

Now, we are ready for the cpu0 backend development. We can run gdb debug as follows.

If your setting has anything about gdb errors, please follow the errors indication (maybe need to download gdb again).

Finally, try gdb as follows.

```
[Gamma@localhost InputFiles]$ pwd
/home/Gamma/LLVMBackendTutorialExampleCode/InputFiles
[Gamma@localhost InputFiles]$ clang -c ch3.cpp -emit-llvm -o ch3.bc
[Gamma@localhost InputFiles]$ gdb -args /usr/local/llvm/test/
cmake_debug_build/bin/llc -march=cpu0 -relocation-model=pic -filetype=obj
ch3.bc -o ch3.cpu0.o
GNU gdb (GDB) Fedora (7.4.50.20120120-50.fc17)
Copyright (C) 2012 Free Software Foundation, Inc.
License GPLv3+: GNU GPL version 3 or later <http://gnu.org/licenses/gpl.html>
This is free software: you are free to change and redistribute it.
There is NO WARRANTY, to the extent permitted by law. Type "show copying"
and "show warranty" for details.
This GDB was configured as "x86_64-redhat-linux-gnu".
For bug reporting instructions, please see:
<http://www.gnu.org/software/gdb/bugs/>...
Reading symbols from /usr/local/llvm/test/cmake_debug_build/bin/llc.
..done.
(gdb) break MipsTargetInfo.cpp:19
Breakpoint 1 at 0xd54441: file /usr/local/llvm/test/src/lib/Target/
Mips/TargetInfo/MipsTargetInfo.cpp, line 19.
(gdb) run
Starting program: /usr/local/llvm/test/cmake_debug_build/bin/llc
-march=cpu0 -relocation-model=pic -filetype=obj ch3.bc -o ch3.cpu0.o
[Thread debugging using libthread_db enabled]
Using host libthread_db library "/lib64/libthread_db.so.1".

Breakpoint 1, LLVMInitializeMipsTargetInfo ()
  at /usr/local/llvm/test/src/lib/Target/Mips/TargetInfo/MipsTargetInfo.cpp:20
20      /*HasJIT=*/true> X(TheMipsTarget, "mips", "Mips");
(gdb) next
23      /*HasJIT=*/true> Y(TheMipselTarget, "mipsel", "Mipsel");
(gdb) print X
$1 = {<No data fields>}
(gdb) quit
A debugging session is active.

    Inferior 1 [process 10165] will be killed.

Quit anyway? (y or n) y
[Gamma@localhost InputFiles]$
```

### 11.2.3 Install other tools on Linux

Download Graphviz from <sup>12</sup> according your Linux distribution. Files compare tools Kdiff3 came from web site <sup>8</sup>.

---

<sup>12</sup> <http://www.graphviz.org/Download.php>



## APPENDIX B: LLVM CHANGES

This chapter show you the old version of LLVM API and structure those affect Cpu0 back end. Mips changes also mentioned in this chapter. If you work on the latest LLVM version only, please skip this chapter. LLVM version 3.2 released in 20 December, 2012. Version 3.1 released in 22 May, 2012. This book started from September, 2012. This chapter discuss the old version start from 3.1.

### 12.1 Difference between 3.2 and 3.1

#### 12.1.1 API difference

Difference in API as follows,

1. In llvm 3.1, the parameters of call back function for Target Registration is different from 3.2. LLVM 3.2 add parameter “MCRegisterInfo” in the callback function for RegisterMCCodeEmitter() and “StringRef” in the callback function for RegisterMCAsmBackend. In other word, you can get more information of registers and CPU (type of StringRef) for your backend after this registration. Of course, these information came from TabGen which source is the Target Description .td you write.

```
extern "C" void LLVMInitializeCpu0TargetMC () {
    ...
    // Register the MC Code Emitter
    TargetRegistry::RegisterMCCodeEmitter(TheCpu0Target,
        createCpu0MCCodeEmitterEB);
    TargetRegistry::RegisterMCCodeEmitter(TheCpu0elTarget,
        createCpu0MCCodeEmitterEL);
    ...

    // Register the asm backend.
    TargetRegistry::RegisterMCAsmBackend(TheCpu0Target,
        createCpu0AsmBackendEB32);
    TargetRegistry::RegisterMCAsmBackend(TheCpu0elTarget,
        createCpu0AsmBackendEL32);
    ...
}
```

Version 3.1 as follows,

```
MCCodeEmitter *createCpu0MCCodeEmitterEB(const MCInstrInfo &MCII,
    const MCSubtargetInfo &STI,
    MCContext &Ctx);
MCCodeEmitter *createCpu0MCCodeEmitterEL(const MCInstrInfo &MCII,
    const MCSubtargetInfo &STI,
```

```

MCContext &Ctx);

MCAsmBackend *createCpu0AsmBackendEB32(const Target &T, StringRef TT);
MCAsmBackend *createCpu0AsmBackendEL32(const Target &T, StringRef TT);

```

Version 3.2 as follows,

```

MCCodeEmitter *createCpu0MCCodeEmitterEB(const MCInstrInfo &MCII,
    const MCRegisterInfo &MRI,
    const MCSubtargetInfo &STI,
    MCContext &Ctx);
MCCodeEmitter *createCpu0MCCodeEmitterEL(const MCInstrInfo &MCII,
    const MCRegisterInfo &MRI,
    const MCSubtargetInfo &STI,
    MCContext &Ctx);

MCAsmBackend *createCpu0AsmBackendEB32(const Target &T, StringRef TT,
    StringRef CPU);
MCAsmBackend *createCpu0AsmBackendEL32(const Target &T, StringRef TT,
    StringRef CPU);

```

2. Change LowerCall() parameters as follows,

Version 3.1 as follows,

```

SDValue
LowerCall(SDValue Chain, SDValue Callee,
    CallingConv::ID CallConv, bool isVarArg,
    bool doesNotRet, bool &isTailCall,
    const SmallVectorImpl<ISD::OutputArg> &Outs,
    const SmallVectorImpl<SDValue> &OutVals,
    const SmallVectorImpl<ISD::InputArg> &Ins,
    DebugLoc dl, SelectionDAG &DAG,
    SmallVectorImpl<SDValue> &InVals) const;

```

Version 3.2 as follows,

```

LowerCall(TargetLowering::CallLoweringInfo &CLI,
    SmallVectorImpl<SDValue> &InVals) const;

```

The TargetLowering::CallLoweringInfo is type of structure/class which contains the old version 3.1 parameters. You can get the 3.1 same information by,

```

SDValue
Cpu0TargetLowering::LowerCall(TargetLowering::CallLoweringInfo &CLI,
    SmallVectorImpl<SDValue> &InVals) const {
    SelectionDAG &DAG = CLI.DAG;
    DebugLoc &dl = CLI.DL;
    SmallVector<ISD::OutputArg, 32> &Outs = CLI.Outs;
    SmallVector<SDValue, 32> &OutVals = CLI.OutVals;
    SmallVector<ISD::InputArg, 32> &Ins = CLI.Ins;
    SDValue InChain = CLI.Chain;
    SDValue Callee = CLI.Callee;
    bool &isTailCall = CLI.IsTailCall;
    CallingConv::ID CallConv = CLI.CallConv;
    bool isVarArg = CLI.IsVarArg;
    ...
}

```

As chapter “function call”, the role of LowerCall() is handling the outgoing arguments passing in function call.

3. The TargetData structure of LLVMTargetMachine has been renamed to DataLayout and the corresponding function name change as follows,

```
// 3.1
class Cpu0TargetMachine : public LLVMTargetMachine {
    ...
    virtual const TargetData      *getTargetData()      const
    { return &DataLayout; }
    ...
}

// 3.2
class Cpu0TargetMachine : public LLVMTargetMachine {
    ...
    virtual const DataLayout *getDataLayout()      const
    { return &DL; }
    ...
}
```

4. The “add a pass” API change as follows,

```
// 3.1
TargetPassConfig *Cpu0TargetMachine::createPassConfig(PassManagerBase &PM) {
    return new Cpu0PassConfig(this, PM);
}

// Install an instruction selector pass using
// the ISelDag to gen Cpu0 code.
bool Cpu0PassConfig::addInstSelector() {
    PM->add(createCpu0ISelDag(getCpu0TargetMachine()));
    return false;
}

// 3.2
// Install an instruction selector pass using
// the ISelDag to gen Cpu0 code.
bool Cpu0PassConfig::addInstSelector() {
    addPass(createCpu0ISelDag(getCpu0TargetMachine()));
    return false;
}
```

5. Above changes is mandatory. There are some changes are adviced to follow. Like the below. We comment the “Change Reason” in the following code. You can get the “Change Reason” by internet searching.

```
MCOBJECTWRITER *createObjectWriter(raw_ostream &OS) const {
    // Change Reason:
    // Reduce the exposure of Triple::OSType in the ELF object writer. This will
    // avoid including ADT/Triple.h in many places when the target specific bits
    // are moved.
    return createCpu0ELFObjectWriter(OS,
        MCELFObjectTargetWriter::getOSABI(OSType), IsLittle);
    // Even though, the old function still work on LLVM version 3.2
    // return createCpu0ELFObjectWriter(OS, OSType, IsLittle);
}

class Cpu0MCCCodeEmitter : public MCCCodeEmitter {
    // #define LLVM_DELETED_FUNCTION
    // LLVM_DELETED_FUNCTION - Expands to = delete if the compiler supports it.
    // Use to mark functions as uncallable. Member functions with this should be
```

```
// declared private so that some behavior is kept in C++03 mode.
// class DontCopy { private: DontCopy(const DontCopy&) LLVM_DELETED_FUNCTION;
// DontCopy &operator =(const DontCopy&) LLVM_DELETED_FUNCTION; public: ... };
// Definition at line 79 of file Compiler.h.

Cpu0MCCodeEmitter(const Cpu0MCCodeEmitter &) LLVM_DELETED_FUNCTION;
void operator=(const Cpu0MCCodeEmitter &) LLVM_DELETED_FUNCTION;
// Even though, the old function still work on LLVM version 3.2
// Cpu0MCCodeEmitter(const Cpu0MCCodeEmitter &); // DO NOT IMPLEMENT
// void operator=(const Cpu0MCCodeEmitter &); // DO NOT IMPLEMENT
...
```

### 12.1.2 Structure difference

1. Change the name from CPURegsRegisterClass (3.1) to CPURegsRegClass (3.2). The source of register class information came from your backend <register>.td. The new name CPURegsRegClass is “**call by reference**” type in C++ while the old CPURegsRegisterClass is “**pointer**” type. The “reference” type use “.” while pointer type use “->” as follows,

```
// 3.2
unsigned CPURegSize = Cpu0::CPURegsRegClass.getSize();
// 3.1
unsigned CPURegSize = Cpu0::CPURegsRegisterClass->getSize();
```

2. The TargetData structure has been renamed to DataLayout and moved to VMCore to remove a dependency on Target<sup>1</sup>.

```
// 3.1
#include "llvm/Target/TargetData.h"
class Cpu0TargetMachine : public LLVMTargetMachine {
    ...
    const TargetData    DataLayout; // Calculates type size & alignment
    ...
}

// 3.2
#include "llvm/DataLayout.h"
class Cpu0TargetMachine : public LLVMTargetMachine {
    ...
    const DataLayout    DL; // Calculates type size & alignment
    ...
}
```

3. DebugInfo.h is moved.

```
// 3.1
#include "llvm/Analysis/DebugInfo.h"

// 3.2
#include "llvm/DebugInfo.h"
```

---

<sup>1</sup> <http://llvm.org/releases/3.2/docs/ReleaseNotes.html>



### 12.1.3 Verify the Cpu0 for difference

3.1\_src\_files\_modify include the LLVM 3.1 those files modified for Cpu0 backend support. Please copy 3.1\_src\_files\_modify/src\_files\_modify/src to your LLVM 3.1 source directory. The llvm3.1/Cpu0 is the code for LLVM version 3.1. File ch\_all.cpp include the all C/C++ operators, global variable, struct, array, control statement and function call test. Run llvm3.1/Cpu0 with ch\_all.cpp will get the assembly code as below. By compare it with the output of 3.2 result, you can verify the correction as below. The difference came from 3.2 correcting the label number in order.

```
//#include <stdio.h>
#include <stdarg.h>
#include <stdlib.h>

int test_operators()
{
    int a = 5;
    int b = 2;
    int c = 0;
    int d = 0;
    int e, f, g, h, i, j, k, l = 0;
    unsigned int a1 = -5, k1 = 0, f1 = 0;

    c = a + b;
    d = a - b;
    e = a * b;
    f = a / b;
    f1 = a1 / b;
    g = (a & b);
    h = (a | b);
    i = (a ^ b);
    j = (a << 2);
    int j1 = (a1 << 2);
    k = (a >> 2);
    k1 = (a1 >> 2);

    b = !a;
    int* p = &b;
    b = (b+1)%a;
    c = rand();
    b = (b+1)%c;

    return c;
}

int gI = 100;

int test_globalvar()
{
    int c = 0;

    c = gI;

    return c;
}

struct Date
{
    int year;
```

```
    int month;
    int day;
};

Date date = {2012, 10, 12};
int a[3] = {2012, 10, 12};

int test_struct()
{
    int day = date.day;
    int i = a[1];

    return 0;
}

template<class T>
T sum(T amount, ...)
{
    T i = 0;
    T val = 0;
    T sum = 0;

    va_list vl;
    va_start(vl, amount);
    for (i = 0; i < amount; i++)
    {
        val = va_arg(vl, T);
        sum += val;
    }
    va_end(vl);

    return sum;
}

int main()
{
    test_operators();
    int a = sum<int>(6, 1, 2, 3, 4, 5, 6);
    // printf("a = %d\n", a);

    return a;
}
```

```
118-165-78-60:InputFiles Jonathan$ diff ch_all.3.1.cpu0.s ch_all.3.2.cpu0.s
262c262
<    jge $BB4_7
---
>    jge $BB4_6
285d284
< # BB#6:                                #   in Loop: Header=BB4_1 Depth=1
290c289
< $BB4_7:
---
> $BB4_6:
295,297c294,296
<    jne $BB4_9
<    jmp $BB4_8
< $BB4_8:                                # %SP_return
```

```

---
> jne $BB4_8
> jmp $BB4_7
> $BB4_7:                                # %SP_return
301c300
< $BB4_9:                                # %CallStackCheckFailBlk
---
> $BB4_8:                                # %CallStackCheckFailBlk

// ch_all.3.2.cpu0.s
...
$BB4_5:                                # in Loop: Header=BB4_1 Depth=1
    ld  $3, 0($3)
    st  $3, 36($sp)
    ld  $4, 32($sp)
    add $3, $4, $3
    st  $3, 32($sp)
    ld  $3, 40($sp)
    addiu $3, $3, 1
    st  $3, 40($sp)
    jmp $BB4_1
$BB4_6:
    ld  $2, %got(__stack_chk_guard)($gp)
    ld  $2, 0($2)
    ld  $3, 48($sp)
    cmp $2, $3
    jne $BB4_8
    jmp $BB4_7
$BB4_7:                                # %SP_return
...

// ch_all.3.1.cpu0.s
...
$BB4_5:                                # in Loop: Header=BB4_1 Depth=1
    ld  $3, 0($3)
    st  $3, 36($sp)
    ld  $4, 32($sp)
    add $3, $4, $3
    st  $3, 32($sp)
# BB#6:                                # in Loop: Header=BB4_1 Depth=1
    ld  $3, 40($sp)
    addiu $3, $3, 1
    st  $3, 40($sp)
    jmp $BB4_1
$BB4_7:
    ld  $2, %got(__stack_chk_guard)($gp)
    ld  $2, 0($2)
    ld  $3, 48($sp)
    cmp $2, $3
    jne $BB4_9
    jmp $BB4_8
$BB4_8:                                # %SP_return
...

```

## 12.2 Difference in Mips backend

In 3.1, Mips use **”.cpload”** and **”.cprestore”** pseudo assembly code. It removes these pseudo assembly code in 3.2. This change is good for spim (mips assembly code simulator) which run for Mips assembly code. According the theory of “System Software”, some pseudo assembly code (especially for those not in standard) cannot be translated by assembler. It will break down in assembly code simulator. Run `ch_mips_llvm3.2_globalvar_changes.cpp` with llvm 3.1 and 3.2 for mips, you will find the **”.cprestore”** is removed directly since 3.2 use other register instead of `$gp` in the callee function (as example, it use `$1` in `f()` and remove **.gprestore** in `sum_i()`). **”.cpload”** is replaced with instructions as follows,

```
// llvm 3.1 mips
.cpload $25

// llvm 3.2 mips
lui $2, %hi(_gp_disp)
addiu $2, $2, %lo(_gp_disp)
...
addu $gp, $2, $25
```

Reference <sup>2</sup> for **”.cpload”**, **”.cprestore”** and **“\_gp\_disp”**.

---

<sup>2</sup> <http://jonathan2251.github.com/lbd/funccall.html#handle-gp-register-in-pic-addressing-mode>

## APPENDIX C: INSTRUCTIONS DISCUSS

This chapter discuss other backend instructions.

### 13.1 Use cpu0 official LDI instead of ADDiu

According cpu0 web site instruction definition. There is no addiu instruction definition. We add **addiu** instruction because we find this instruction is more powerful and reasonable than **ldi** instruction. We highlight this change in [section CPU0 processor architecture](#). Even with that, we show you how to replace our **addiu** with **ldi** according the cpu0 original design. 4/4\_2/Cpu0 is the code changes for use **ldi** instruction. This changes replace **addiu** with **ldi** in Cpu0InstrInfo.td and modify Cpu0FrameLowering.cpp as follows,

```
// Cpu0InstrInfo.td
...

/// Arithmetic Instructions (ALU Immediate)
def LDI      : MoveImm<0x08, "ldi", add, simm16, immSExt16, CPURegs>;
// add defined in include/llvm/Target/TargetSelectionDAG.td, line 315 (def add).
//def ADDiu   : ArithLogicI<0x09, "addiu", add, simm16, immSExt16, CPURegs>;
...

// Small immediates

def : Pat<(i32 immSExt16:$in),
        (LDI ZERO, imm:$in)>;

// hi/lo relocs
def : Pat<(Cpu0Hi tglobaladdr:$in), (SHL (LDI ZERO, tglobaladdr:$in), 16)>;
// Expect cpu0 add LUi support, like Mips
//def : Pat<(Cpu0Hi tglobaladdr:$in), (LUI tglobaladdr:$in)>;
def : Pat<(Cpu0Lo tglobaladdr:$in), (LDI ZERO, tglobaladdr:$in)>;

def : Pat<(add CPURegs:$hi, (Cpu0Lo tglobaladdr:$lo)),
        (ADD CPURegs:$hi, (LDI ZERO, tglobaladdr:$lo))>;

// gp_rel relocs
def : Pat<(add CPURegs:$gp, (Cpu0GPREl tglobaladdr:$in)),
        (ADD CPURegs:$gp, (LDI ZERO, tglobaladdr:$in))>;

def : Pat<(not CPURegs:$in),
        (XOR CPURegs:$in, (LDI ZERO, 1))>;

// Cpu0FrameLowering.cpp
```

```
...
void Cpu0FrameLowering::emitPrologue(MachineFunction &MF) const {
    ...
    // Adjust stack.
    if (isInt<16>(-StackSize)) {
        // ldi fp, (-stacksize)
        // add sp, sp, fp
        BuildMI(MBB, MBB, dl, TII.get(Cpu0::LDI), Cpu0::FP).addReg(Cpu0::FP)
            .addImm(-StackSize);
        BuildMI(MBB, MBB, dl, TII.get(Cpu0::ADD), SP).addReg(SP).addReg(Cpu0::FP);
    }
    ...
}

void Cpu0FrameLowering::emitEpilogue(MachineFunction &MF,
                                     MachineBasicBlock &MBB) const {
    ...
    // Adjust stack.
    if (isInt<16>(-StackSize)) {
        // ldi fp, (-stacksize)
        // add sp, sp, fp
        BuildMI(MBB, MBB, dl, TII.get(Cpu0::LDI), Cpu0::FP).addReg(Cpu0::FP)
            .addImm(-StackSize);
        BuildMI(MBB, MBB, dl, TII.get(Cpu0::ADD), SP).addReg(SP).addReg(Cpu0::FP);
    }
    ...
}
```

As above code, we use **add** IR binary instruction (1 register operand and 1 immediate operand, and the register operand is fixed with ZERO) in our solution since we didn't find the **move** IR unary instruction. This code is correct since all the immediate value is translated into **"ldi Zero, imm/address"**. And **(add CPURegs:\$gp, \$imm16)** is translated into **(ADD CPURegs:\$gp, (LDI ZERO, \$imm16))**. Let's run 4/4\_2/Cpu0 with ch4\_4.cpp to get the correct result below. As you will see, **"addiu \$sp, \$sp, -24"** will be replaced with the pair instructions **"ldi \$fp, -24"** and **"add \$sp, \$sp, \$fp"**. Since the \$sp pointer adjustment is so frequently occurs (it occurs in every function entry and exit point), we reserve the \$fp to the pair of stack adjustment instructions **"ldi"** and **"add"**. If we didn't reserve the dedicate registers \$fp and \$sp, it need to save and restore them in the stack adjustment. It meaning more instructions running cost in this. Anyway, the pair of **"ldi"** and **"add"** to adjust stack pointer is double in cost compete to **"addiu"**, that's the benefit we mentioned in [section CPU0 processor architecture](#).

```
118-165-66-82:InputFiles Jonathan$ /Users/Jonathan/llvm/test/cmake_
debug_build/bin/Debug/llc -march=cpu0 -relocation-model=pic -filetype=asm
ch4_4.bc -o ch4_4.cpu0.s
118-165-66-82:InputFiles Jonathan$ cat ch4_4.cpu0.s
.section .mdebug.abi32
.previous
.file "ch4_4.bc"
.text
.globl main
.align 2
.type main,@function
.ent main                                # @main
main:
.cfi_startproc
.frame $sp,24,$lr
.mask 0x00000000,0
.set noreorder
.set nomacro
# BB#0:
```

```

ldi $fp, -24
add $sp, $sp, $fp
$tmp1:
.cfi_def_cfa_offset 24
ldi $2, 0
st $2, 20($sp)
ldi $3, 1
st $3, 16($sp)
ldi $3, 2
st $3, 12($sp)
st $2, 8($sp)
ldi $3, -5
st $3, 4($sp)
st $2, 0($sp)
ld $2, 12($sp)
ld $3, 4($sp)
udiv $2, $3, $2
st $2, 0($sp)
ld $2, 16($sp)
sra $2, $2, 2
st $2, 8($sp)
ldi $fp, 24
add $sp, $sp, $fp
ret $lr
.set macro
.set reorder
.end main
$tmp2:
.size main, ($tmp2)-main
.cfi_endproc

```

## 13.2 Implicit operand

LLVM IR is a 3 address form (4 tuple <opcode, %1, %2, %3> which match the current RISC cpu0 (like Mips). So, it seems no “move” IR DAG. Because “move a, b” can be replaced by “lw a, b\_offset(\$sp)” for local variable, or can be replaced by “addu \$a, \$0,\$ b”. The cpu0 is same as Mips. Base on this reason, the move instruction is useless even though it supplied by the cpu0 author.

For the old CPU or Micro Processor (MCU), like PIC, 8051 and old intel processor. These CPU/MCU need memory saving and not aim to high level of program (such as C) only (they aim to assembly code program too). These CPU/MCU need implicit operand, maybe use ACC (accumulate register).

It will translate,

```
c = a + b + d;
```

into,

```

mtacc  Addr(12)  // Move b To Acc
add     Addr(16)  // Add a To Acc
add     Addr(4)   // Add d To Acc
mfacc   Addr(8)   // Move Acc To c

```

Above code also can be coded by programmer who use assembly language directly in MCU or BIOS programm since maybe the code size is just 4KB or less.

Since cpu0 is a 32 bits (code size can be 4GB), it use Store and Load instructions for memory address access only.

Other instructions (include add), use register to register style operation. We change the implicit operand support in this section. It's just a demonstration with this design, not fully support. The purpose is telling reader how to implement this style of CPU/MCU backend. Run 8/8\_2/Cpu0 with ch\_move.cpp will get the following result,

```
// ch_move.cpp
int main()
{
    int a = 1;
    int b = 2;
    int c = 0;
    int d = 4;
    int e = 5;

    c = a + b + d + e;

    return 0;
}

ld $3, 12($sp) // $3 is a
ld $4, 16($sp) // $4 is b
mtacc $4      // Move b To Acc
add $3        // Add a To Acc
ld $4, 4($sp) // $4 is d
add $4        // Add d To Acc
mfacc $3      // Move Acc to $3
addiu $3, $3, 5 // Add e(=5) to $3
st $3, 8($sp)
```

To support this implicit operand, ACC. The following code is added to 8/8\_2.cpp.

```
// Cpu0RegisterInfo.td
...
let Namespace = "Cpu0" in {
    // General Purpose Registers
    def ZERO : Cpu0GPRReg< 0, "ZERO">, DwarfRegNum<[0]>;
    ...
    def ACC : Register<"acc">, DwarfRegNum<[20]>;
}
...
def RACC : RegisterClass<"Cpu0", [i32], 32, (add ACC)>;

// Cpu0InstrInfo.td
...
class MoveFromACC<bits<8> op, string instr_asm, RegisterClass RC,
    list<Register> UseRegs>:
    FL<op, (outs RC:$ra), (ins),
    !strconcat(instr_asm, "\t$ra)", [], IIALu> {
    let rb = 0;
    let imm16 = 0;
    let Uses = UseRegs;
    let neverHasSideEffects = 1;
}

class MoveToACC<bits<8> op, string instr_asm, RegisterClass RC,
    list<Register> DefRegs>:
    FL<op, (outs), (ins RC:$ra),
    !strconcat(instr_asm, "\t$ra)", [], IIALu> {
    let rb = 0;
```



```

    let imm16 = 0;
    let Defs = DefRegs;
    let neverHasSideEffects = 1;
}

class ArithLogicUniR2<bits<8> op, string instr_asm, RegisterClass RC1,
    RegisterClass RC2, list<Register> DefRegs>:
    FL<op, (outs), (ins RC1:$accum, RC2:$ra),
    !strconcat(instr_asm, "\t$ra"), [], IIALu> {
    let rb = 0;
    let imm16 = 0;
    let Defs = DefRegs;
    let neverHasSideEffects = 1;
}

...
//def ADD      : ArithLogicR<0x13, "add", add, IIALu, CPURegs, 1>;
...
def MFACC : MoveFromACC<0x44, "mfacc", CPURegs, [ACC]>;
def MTACC : MoveToACC<0x45, "mtacc", CPURegs, [ACC]>;
def ADD   : ArithLogicUniR2<0x46, "add", RACC, CPURegs, [ACC]>;
...
def : Pat<(add RACC:$lhs, CPURegs:$rhs),
    (ADD RACC:$lhs, CPURegs:$rhs)>;

def : Pat<(add CPURegs:$lhs, CPURegs:$rhs),
    (ADD (MTACC CPURegs:$lhs), CPURegs:$rhs)>;

// Cpu0InstrInfo.cpp
...
// - Called when DestReg and SrcReg belong to different Register Class.
void Cpu0InstrInfo::
copyPhysReg(MachineBasicBlock &MBB,
    MachineBasicBlock::iterator I, DebugLoc DL,
    unsigned DestReg, unsigned SrcReg,
    bool KillSrc) const {
    unsigned Opc = 0, ZeroReg = 0;

    if (Cpu0::CPURegsRegClass.contains(DestReg)) { // Copy to CPU Reg.
        ...
    } else if (SrcReg == Cpu0::ACC)
        Opc = Cpu0::MFACC, SrcReg = 0;
    }
    else if (Cpu0::CPURegsRegClass.contains(SrcReg)) { // Copy from CPU Reg.
        ...
    } else if (DestReg == Cpu0::ACC)
        Opc = Cpu0::MTACC, DestReg = 0;
    }
    ...
}

```

Explain the code as follows,

```

ld  $3, 12($sp) // $3 is a
ld  $4, 16($sp) // $4 is b

mtacc $4        // Move b To Acc
// After meet first a+b IR, it call this pattern,

```

```
// def : Pat<(add CPURegs:$lhs, CPURegs:$rhs),
//      (ADD (MTACC CPURegs:$lhs), CPURegs:$rhs)>;
// After this pattern translation, the DestReg class change from CPU0Regs to
// RACC according the following code of copyPhysReg(). copyPhysReg() is called
// when DestReg and SrcReg belong to different Register Class.
//
// if (DestReg)
//     MIB.addReg(DestReg, RegState::Define);
//
// if (ZeroReg)
//     MIB.addReg(ZeroReg);
//
// if (SrcReg)
//     MIB.addReg(SrcReg, getKillRegState(KillSrc));

add $3      // Add a To Acc
// Apply this pattern since the DestReg class is RACC
// def : Pat<(add RACC:$lhs, CPURegs:$rhs),
//      (ADD RACC:$lhs, CPURegs:$rhs)>;

ld $4, 4($sp) // $4 is d
add $4      // Add d To Acc
// Apply the pattern as above since the DestReg class is RACC

mfacc $3    // Move Acc to $3
// Compiler/backend can use ADDiu since e is 5. But it add MFACC before ADDiu
// since the DestReg class is RACC. Translate to CPU0Regs class by MFACC and
// apply ADDiu since ADDiu use CPU0Regs as operands.
addiu $3, $3, 5 // Add e(=5) to $3
st $3, 8($sp)
```

# TODO LIST

---

## Todo

Add info about LLVM documentation licensing.

---

(The *original entry* is located in /Users/Jonathan/test/2/lbd/source/about.rst, line 82.)

---

## Todo

Find information on debugging LLVM within Xcode for Macs.

---

(The *original entry* is located in /Users/Jonathan/test/2/lbd/source/install.rst, line 26.)

---

## Todo

Find information on building/debugging LLVM within Eclipse for Linux.

---

(The *original entry* is located in /Users/Jonathan/test/2/lbd/source/install.rst, line 27.)

---

## Todo

Fix centering for figure captions.

---

(The *original entry* is located in /Users/Jonathan/test/2/lbd/source/install.rst, line 36.)

---

## Todo

I might want to re-edit the following paragraph

---

(The *original entry* is located in /Users/Jonathan/test/2/lbd/source/llvmstructure.rst, line 766.)

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## BOOK EXAMPLE CODE

The example code is available in:

<http://jonathan2251.github.com/lbd/LLVMBackendTutorialExampleCode.tar.gz>



# ALTERNATE FORMATS

The book is also available in the following formats: