

Code Generation in VeGen

1 Vector Pack Set

VectorPackSet has a method called `codegen`. The method takes two parameters: a Builder and Packer (Pkr).

- If AllPacks is not empty, print “Vectorized” and the name of the function from Pkr.
- For each VP in AllPacks, and for each pair of instructions in VP, fuse or co-iterate their loops.
- Create a ControlReifier with the context and the data analysis from Packer. Get the loop info and the vector loop info from Packer.
- Define a function `ReifyOneHots` that takes a vector loop VL as a parameter. For each instruction I in VL, if I is a phi node and has a one-hot phi, reify its condition.
- For each loop L in LI in preorder, get the vector loop for L, reify the back edge condition of VL, and call `ReifyOneHots` on VL. Then Call `ReifyOneHots` on the top vector loop.
- For each VP in AllPacks, reify divergent loads and stores conditions.

2 Lower everything

VeGen defines a class `VectorCodeGen` with a method `run`, which takes no parameters and returns nothing.

2.1 emit loop

The function `emitLoop` lowers a `VLoop` and returns the loop-header and exit blocks. It takes a `VLoop` and a `BasicBlock` as parameters, and returns a pair of `BasicBlocks`, which are the Header and the Exit blocks.

A `VLoop` is an information add-on data structure that adds information to the LLVM Loop. It holds the dependency analysis results of all the instructions in the loop.

At the beginning, `emitLoop` creates three blocks and one instruction: a Header, a Latch, and an Exit block, and a Branch instruction. The Latch block will be wired with the Exit and Header blocks later.

In VeGen, the top-level loop has the Header block as the entry block.

The following steps are performed to generate the code for the loop:

- Schedule the instructions and loops according to data dependence.
- Pick out the reduction packs, which will be emitted last.
- Generate code according to the schedule.
- Emit reductions.

The function `fixScalarUses` patches scalar mu nodes.