## CS201 Project Phase 1

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#### Step 1:

I installed and set up the environment. The below screenshots show verification:

```
ravan@ravan-Precision-5820-Tower:~/cs201$ clang --version clang version 12.0.1
Target: x86_64-unknown-linux-gnu
Thread model: posix
InstalledDir: /home/ravan/cs201/install/bin
ravan@ravan-Precision-5820-Tower:~/cs201$ opt -version
LLVM (http://llvm.org/):
    LLVM version 12.0.1
    Optimized build.
    Default target: x86_64-unknown-linux-gnu
    Host CPU: skylake-avx512
ravan@ravan-Precision-5820-Tower:~/cs201$
```

# Step 2: (b)

i) clang test.c -o test

Compiles test.c and creates binary executable test

ii) clang test.c -o test.o

test.o object file is created from test.c

iii) clang test.c -S -o test.s

Assemblye code test.s is created for test.c

iv) clang -emit-llvm test.c -c -o test.bc

LLVM interediate bytecode file test.bc is created from test.c

clang -emit-llvm test.c -S -o test.ll

LLVM .ll file test.ll is ceated from test.c

v) Ilvm-as test.ll -o testll.bc

Bytecode file is created from LLVM .ll file

vi) Ilvm-dis test.bc -o testbc.ll

LLVM .ll file is created from bytecode file

vii) llc test.ll -o testll.s

Assembly code is created from LLVM .ll file



## Step 3:

a) In order to create libHelloPass.so, I run "cmake ." command.

```
ravan@ravan=Precision-5820-Tower:=/Downloads/C5201-F23-Template (1)/C5201-F23-Template/Pass/HelloPass$ cmake .

- The C compiler identification is GNU 9.4.0

- The CXX compiler identification is GNU 9.4.0

- Detecting C compiler ABI info .

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- Detecting C compile ratures .

- Detecting C compile features - done

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- Detecting CXX compiler ABI info .

- Detecting CXX compiler features .

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- Detecting CXX compile features .

- Detecting CXX compiler .

- Detecting CX
```

- b) I will use LLVM .ll file from the previous part. The file is testbc.ll
- c) I make the following change to the HelloPass.cpp file in order to print number of predecessors and successors of each block:

```
struct HelloPass : public FunctionPass
 static char ID;
 HelloPass() : FunctionPass(ID) {}
 bool runOnFunction(Function &F) override
   errs() << "HelloPass runOnFunction: ";</pre>
   errs() << F.getName() << "\n";
   int number of basic blocks=0;
   for(auto &basic block : F)
     int n predecessor=0, n successor=0;
     for(BasicBlock *Pred : predecessors(&basic block)){
     n predecessor++;
     for(BasicBlock *Pred : successors(&basic_block)){
     n successor++;
   errs() << "Basic Block : "<<number of basic blocks<<"\n";
   errs() << "Number of predecessors : ";
   errs() << n predecessor<<"\n";
   errs() << "Count of Successors :"<<n successor<<"\n"<<"\n";
     number_of_basic_blocks++;
   errs() << "Number of Basic Blocks :"<<number of basic blocks<<"\n";
}; // end of Hello pass
// end of anonymous namespace
```

d) After making the changes to the code, I run "make" command to make changes take place.

The following command is used to take the LLVM . Il file as input and run the Hellopass program.:

opt -load ../../Pass/HelloPass/libHelloPass.so -Hello testvi.ll

```
ravandravan-Precision-3202-Tower::/Down.loads/CS201-F23-Template (1)/CS201-F23-Template/test/phase1$ opt -load ../../Pa
SyMelloPass.so -Hello testbc.LI
WARNING: You're attempting to print out a bitcode file.
This is inadvisable as it may cause display problems. If
you REALLY want to taste LLVM bitcode first-hand, you
can force output with the '-f' option.

HelloPass runOnFunction: test
Basic Block : 0
Number of predecessors : 0
Count of Successors : 1

Basic Block : 1
Number of predecessors : 2
Count of Successors : 1

Count of Successors : 1

Basic Block : 3
Number of predecessors : 1
Count of Successors : 1

Basic Block : 4
Number of predecessors : 2
Count of Successors : 1

Basic Block : 5
Number of predecessors : 1
Count of Successors : 1

Basic Block : 5
Number of predecessors : 1
Count of Successors : 1

Count of Successors : 1

Basic Block : 5
Number of predecessors : 1
Count of Successors : 1

Count of Successors : 1

Count of Successors : 1

Count of Successors : 1

Count of Successors : 1

Count of Successors : 0

Number of predecessors : 0

Number of Successors : 0

Number of Successors : 0

Number of Basic Blocks : 1
```