

The LLVM compiler framework

Exploring LLVM

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These slides were originally written by Michele Scandale, Ettore Speziale and Stefano Cherubin for the “Code Transformation and Optimization” course.

Contents

Documentation

Normalization Passes

Analysis Passes

Conclusions

Bibliography

LLVM official documentation

llvm.org/docs

A lot of documentation...

llvm.org/docs links to:

- ▶ 4 references about *Design & Overview*
- ▶ 6 references about *Getting Started / Tutorials*
- ▶ 35 references about *User Guides*
- ▶ 15 references about *Programming Documentation*
- ▶ 40 references about *Reference Documentation*
- ▶ 7 references about *Development Process Documentation*
- ▶ 5 Mailing Lists
- ▶ 4 IRC bots

Most of the above references are **outdated!**

You probably need documentation *about the documentation*.

Essential documentation

- Intro to LLVM** [1] Quick and clear introduction to the compiler infrastructure. Mostly up-to-date.*
- Writing an LLVM pass** [2] Explains step by step how to implement a Pass for those who never did anything like that. (We will see this tutorial later in the course)
- Doxygen** [3] *The best code documentation is the code itself.* Sometimes the generated doxygen documentation is enough. Updated to the latest development branch, refer to github branches for documentation about the stable versions.
- llvm-dev** [3] Mailing List. Last resource: ask other developers. Warning: It has very high traffic.

*At the time I am writing!

Contents

Documentation

Normalization Passes

Variable Promotion

Loop Simplification

Loop-closed SSA

Induction variable simplification

Recap

Analysis Passes

Conclusions

Bibliography

Canonicalizing Pass Input

We will see the following passes:

Pass	Switch
Variable promotion	mem2reg
Loop simplification	loop-simplify
Loop-closed SSA	lcssa
Induction variable simplification	indvars

They are **normalization** passes:

- ▶ they convert the code into a canonical form

Contents

Documentation

Normalization Passes

Variable Promotion

Loop Simplification

Loop-closed SSA

Induction variable simplification

Recap

Analysis Passes

Conclusions

Bibliography

Variable Promotion

One of the most difficult things in compilers is
handling memory accesses.

Plain SAXPY (Scalar $ax + y$)

```
define float @saxpy(float %a, float %x, float %y) {
entry:
    %a.addr = alloca float, align 4
    %x.addr = alloca float, align 4
    %y.addr = alloca float, align 4
    store float %a, float* %a.addr, align 4
    store float %x, float* %x.addr, align 4
    store float %y, float* %y.addr, align 4
    %0 = load float, float* %a.addr, align 4
    %1 = load float, float* %x.addr, align 4
    %mul = fmul float %0, %1
    %2 = load float, float* %y.addr, align 4
    %add = fadd float %mul, %2
    ret float %add
}
```

Variable Promotion

In the SAXPY kernel all the variables are **allocated** on the stack!

- ▶ Function arguments included!

They are allocated like that because the compiler follows a **conservative** approach:

- ▶ an instruction could take the address of one of the variables...

However, complex representations make optimizations more difficult:

- ▶ suppose you want to compute the $a*x+y$ expression using only **one** instruction (aka FMA4)
- ▶ hard to detect due to **load** and **store**

Variable Promotion

To limit the number of instruction accessing memory we need to eliminate **load** and **store**

- ▶ achieved by **promoting** variables from memory to registers

Inside the LLVM-IR:

memory Stack allocations

`%1 = alloca float, align 4`

register SSA variables

`%a`

The mem2reg pass focus on:

- ▶ eliminating **alloca** used only by **load** and **store** instructions

Also available as a utility function:

- ▶ `llvm::PromoteMemToReg`

- ▶ see `llvm/Transforms/Utils/PromoteMemToReg.h`

Variable Promotion

Starting Point

```
%1 = alloca float
%2 = alloca float
%3 = alloca float
store %a, %1
store %x, %2
store %y, %3
%4 = load %1
%5 = load %2
%6 = fmul %4, %5
%7 = load %3
%8 = fadd %6, %7
ret %8
```

(copy propagation is performed transparently by the compiler)

Promoting alloca

```
%1 = %a
%2 = %x
%3 = %y
%4 = %1
%5 = %2
%6 = fmul %4, %5
%7 = %3
%8 = fadd %6, %7
ret %8
```

After Copy-propagation

```
%1 = fmul %a, %x
%2 = fadd %1, %y
ret %2
```

Contents

Documentation

Normalization Passes

Variable Promotion

Loop Simplification

Loop-closed SSA

Induction variable simplification

Recap

Analysis Passes

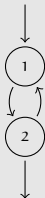
Conclusions

Bibliography

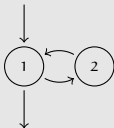
Loops

There are several kind of loops:

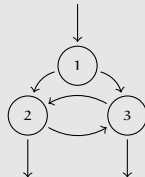
do-while Loops



while Loops



Irreducible Loops



LLVM focuses on one class of loop:

Natural Loops

Natural Loops

A natural loop:

- ▶ has only one entry node – the *header*
- ▶ there is a back edge that enters the loop header

Under this definition:

- ▶ the irreducible loop example is not a natural loop
- ▶ since LLVM consider only natural loops, the irreducible loop example **is not recognized** as a loop

Loop Terminology

Loops are defined starting from the back-edges:

back-edge edge entering loop header:
(3, 1)

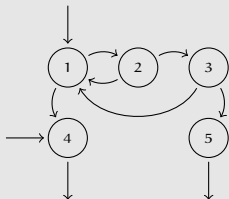
header loop entry node: 1

body nodes that can reach
back-edge source node (3)
without passing from
back-edge target node (1)
plus back-edge target
node: {1, 2, 3}

exiting nodes with a successor outside the loop: {1, 3}

exit nodes with a predecessor inside the loop: {4, 5}

A loop



Loop Simplify

Natural loops are

- ▶ easy to **identify**
- ▶ not really analysis/optimization friendly!

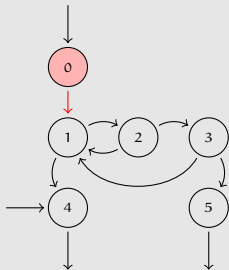
The loop-simplify pass normalizes natural loops:

pre-header ensures the **loop header** has a **single entry edge**

latch ensures the loop has a **single back-edge**

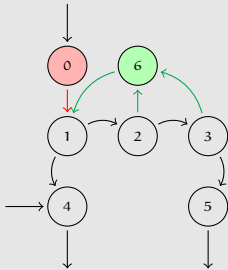
exit-block ensures **exits** **dominated** by loop header

Pre-header Insertion

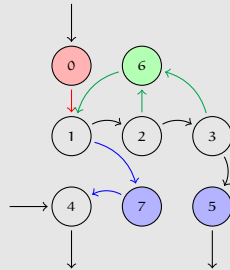


Loop Simplify

Latch Insertion



Exit-block Insertion



- ▶ pre-header always executed before entering the loop
- ▶ latch always executed before starting a new iteration
- ▶ exit-blocks executed only after exiting the loop

Contents

Documentation

Normalization Passes

Variable Promotion

Loop Simplification

Loop-closed SSA

Induction variable simplification

Recap

Analysis Passes

Conclusions

Bibliography

Loop-closed SSA

Loop representation can be further normalized:

- ▶ loop-simplify normalizes the **shape** of the loop (*control flow*)
- ▶ it does not involve the instructions in the loop (*data flow*)

Keeping SSA form is expensive with loops:

- ▶ Any optimization involving an SSA variable **defined inside the loop**, and **used outside the loop**, causes a ripple effect!

The lcssa transformation is the solution:

- ▶ inserts **phi** instructions at loop boundaries
- ▶ now, optimizations performed inside the loop do not affect the code outside of it

Loop-closed SSA

Linear Search

```
int *search(int *x, int n, int y)
{
    int j = -1;
    for (int i = 0; i < n; i++)
        if (x[i] == y)
            j = i;
    return j;
}
```

The example is trivial, this transformation is mostly useful for *large loop bodies*.

Loop-closed SSA

Before LCSSA

```
for.cond:
  %j.0 = phi i32 [ -1, %entry ], [ %j.1, %for.inc ]
  %i.0 = phi i32 [ 0, %entry ], [ %inc, %for.inc ]
  %cmp = icmp slt i32 %i.0, %n
  br i1 %cmp, label %for.body, label %for.end

for.body:
  [...]

if.end:
  %j.1 = phi i32 [ %i.0, %if.then ], [ %j.0, %for.body ]
  br label %for.inc

for.inc:
  %inc = add nsw i32 %i.0, 1
  br label %for.cond

for.end:
  ret i32 %j.0
```

Loop-closed SSA

After LCSSA

```
for.cond:
  %j.0 = phi i32 [ -1, %entry ], [ %j.1, %for.inc ]
  %i.0 = phi i32 [ 0, %entry ], [ %inc, %for.inc ]
  %cmp = icmp slt i32 %i.0, %n
  br i1 %cmp, label %for.body, label %for.end

for.body:
  [...]

if.end:
  %j.1 = phi i32 [ %i.0, %if.then ], [ %j.0, %for.body ]
  br label %for.inc

for.inc:
  %inc = add nsw i32 %i.0, 1
  br label %for.cond

for.end:
  %j.0.lcssa = phi i32 [ %j.0, %for.cond ]
  ret i32 %j.0.lcssa
```

Contents

Documentation

Normalization Passes

Variable Promotion

Loop Simplification

Loop-closed SSA

Induction variable simplification

Recap

Analysis Passes

Conclusions

Bibliography

Induction Variables

Some loop variables are *special*:

- ▶ e.g. counters

The generalization of this intuition are **induction variables**:

- ▶ `foo` is a **loop induction variable**

if its successive values form an arithmetic progression:

$$\text{foo} = \text{bar} * \text{baz} + \text{biz}$$

where: `bar`, `biz` are loop-invariant *,
`baz` is an induction variable

- ▶ `foo` is a **canonical induction variable**

if it is always incremented by a constant amount:

$$\text{foo} = \text{foo} + \text{biz}$$

where `biz` is loop-invariant

*Constants inside the loop

Induction Variable Simplification

Canonical induction variables are often used to **drive** loop execution.

Given a loop, the `indvars` pass tries to transform its induction variables into **canonical** induction variables.

- ▶ It also transforms loop exit conditions in simple inequalities
- ▶ Definition of other variables derived from the induction variables are moved outside the loop if used there

LLVM defines canonical induction variables as:

- ▶ initialized to 0
- ▶ incremented by 1 at each loop iteration

Contents

Documentation

Normalization Passes

Variable Promotion

Loop Simplification

Loop-closed SSA

Induction variable simplification

Recap

Analysis Passes

Conclusions

Bibliography

Normalization

“Standard” running order:

1. `mem2reg`: limits use of memory
2. `loop-simplify`: canonicalizes loops
 - ▶ Improved detection of a lot of standard patterns!
3. `lcssa`: keeps effects of subsequent loop optimizations local
limits overhead of maintaining SSA form
4. `indvars`: normalizes induction variables
simplifies and highlights the loop condition

For more normalization passes:

- ▶ try running `opt -help`

Contents

Documentation

Normalization Passes

Analysis Passes

Control Flow Graph

Dominance Trees

Loop Information

Scalar Evolution

Alias Analysis

Memory SSA

Conclusions

Bibliography

Checking Input Properties

Analyses basically allow to:

- ▶ **derive** information and properties of the input
- ▶ **verify** properties of input

Keeping analyzed information updated is expensive:

- ▶ tuned algorithms update information when an optimization invalidates it
- ▶ incrementally updating analyses are cheaper than recomputing them

As an **optimization**, many LLVM analysis supports incremental updates.

Useful Analyses

We will see the following passes:

Pass	Switch	Transitive
Control flow graph	—	No
Dominator tree	domtree	No
Post-dominator tree	postdomtree	No
Loop information	loops	Yes
Scalar evolution	scalar-evolution	Yes
Alias analysis	—	Yes
Memory SSA	memoryssa	Yes

Requesting an Analysis

Your pass needs to tell the pass manager which analyses it needs!

Transitive analyses:

```
llvm::AnalysisUsage::addRequiredTransitive<T>()
```

Non-transitive analyses:

```
llvm::AnalysisUsage::addRequired<T>()
```

For **chained analyses***, the `addRequiredTransitive` method should be used instead of the `addRequired` method.

This informs the `PassManager` that the transitively required pass should be alive as long as the requiring pass is.

*Analyses that use the result of another analysis

Contents

Documentation

Normalization Passes

Analysis Passes

Control Flow Graph

Dominance Trees

Loop Information

Scalar Evolution

Alias Analysis

Memory SSA

Conclusions

Bibliography

Control Flow Graph

The Control Flow Graph is implicitly maintained by LLVM:

- ▶ no specific pass to build it

Recap:

- ▶ CFG for a function is a graph of basic blocks
- ▶ a basic block is a list of instructions

Functions and basic blocks act like containers:

- ▶ STL-like accessors: `front()`, `back()`, `size()`, ...
- ▶ STL-like iterators: `begin()`, `end()`
 - ▶ Warning for BBs: order of iteration \neq order of execution!

Each contained element is aware of its container:

- ▶ `getParent()`

Control Flow Graph

Every CFG has an **entry** basic block:

- ▶ the **first** executed basic block
- ▶ it is the **root/source** of the graph
- ▶ get it with `llvm::Function::getEntryBlock()`

At the end of a basic blocks there's always a **terminator** instruction:

- ▶ **ret, br, switch, unreachable, ...**

More than one **exit** block can be present in a function:

- ▶ they are the **leaves/sinks** of the graph
- ▶ their terminator instructions are always **rets**
 1. `llvm::BasicBlock::getTerminator()`
 2. check the opcode of the terminator

Side Note

For performance reasons, a custom casting framework is used:

- ▶ you cannot use **static_cast** and **dynamic_cast** with types/classes provided by LLVM

LLVM Casting Functions

Static cast of Y* to X	<code>X *llvm::cast<X>(Y *)</code>
Dynamic cast of Y* to X	<code>X *llvm::dyn_cast<X>(Y *)</code>
Is Y* an instance of X?	<code>bool llvm::isa<X>(Y *)</code>

Example:

- ▶ is BB a sink?
`llvm::isa<llvm::ReturnInst>(BB.getTerminator())`

Control Flow Graph

Every basic block BB has one or more*:

predecessors from `pred_begin(BB)` to `pred_end(BB)`

successors from `succ_begin(BB)` to `succ_end(BB)`

Other convenience methods available in `llvm::BasicBlock`:

- ▶ useful getters
 - ▶ `BasicBlock *getUniquePredecessor()`
 - ▶ ...
- ▶ moving a basic block
 - ▶ `moveBefore(llvm::BasicBlock *)`
 - ▶ `moveAfter(llvm::BasicBlock *)`
- ▶ split a basic block:
 - ▶ `splitBasicBlock(llvm::BasicBlock::iterator)`
- ▶ ...

*see `include/llvm/IR/CFG.h`

Control Flow Graph

The `llvm::Instruction` class defines common operations:

- ▶ getting an operand
 - ▶ `getOperand(unsigned)`

Subclasses provide specialized accessors:

- ▶ the **load** instruction takes as operand the pointer to the memory to be loaded:
 - ▶ `llvm::LoadInst::getPointerOperand()`

Instructions

Instructions are created using:

- ▶ constructors
 - ▶ `llvm::LoadInst::LoadInst(...)`
- ▶ factory methods
 - ▶ `llvm::GetElementPtrInst::Create(...)`
- ▶ the helper class `llvm::IRBuilder`
 - ▶ `llvm::IRBuilder<> builder(insPoint);`
`builder.CreateAdd(...);`

Interface is not homogeneous!

Some instructions support all methods, others support only one.

Instructions

Instructions can be inserted:

- ▶ automatically by `IRBuilder`
 - ▶ insertion point is given at `IRBuilder` instantiation
- ▶ manually by appending to a basic block
- ▶ manually by inserting after/before another instruction

From Control Flow to Data Flow

In LLVM, the data flow generated by the various instructions is represented by a simple hierarchy:

value something that can be used: `llvm::Value`

user something that can use: `llvm::User`

use the link between the **value** and the **user**: `llvm::Use`

A value is a **definition**:

- ▶ Visiting where a definition is used:
 - ▶ `llvm::Value::use_begin(), llvm::Value::use_end()`

An user accesses **definitions**:

- ▶ Visiting the definitions that are used:
 - ▶ `llvm::User::op_begin(), llvm::User::op_end()`

From Control Flow to Data Flow

- ▶ `llvm::Value` inherits from `llvm::User`
- ▶ `llvm::Instruction` inherits from `llvm::Value`
 - ⇒ The value produced by the instruction is the **instruction itself**!

Example

```
%6 = load i32, i32* %1, align 4
```

The **load** is described by an instance of `llvm::Instruction`.
That instance also represents the `%6` variable.

Not all instances of `llvm::Value` are also `llvm::Instructions`!
i.e. function arguments

From Control Flow to Data Flow

Every `llvm::Value` is typed:

- ▶ use `llvm::Value::getType()` to get the type

Since every instruction is a value:

- ▶ instructions are typed

Example

```
%6 = load i32, i32* %1, align 4
```

The type of the %6 variable is the type of the return value of the **load** instruction, **i32**

Contents

Documentation

Normalization Passes

Analysis Passes

Control Flow Graph

Dominance Trees

Loop Information

Scalar Evolution

Alias Analysis

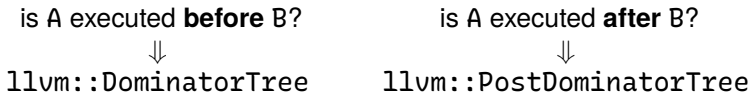
Memory SSA

Conclusions

Bibliography

Dominance Trees

Dominance trees answer to control-related queries:



The interfaces of these two trees is mostly the same:

- ▶ **bool** dominates(A, B)
- ▶ **bool** properlyDominates(A, B)

A and B are either `llvm::BasicBlocks` or `llvm::Instructions`

By using `opt`, it is possible to show the trees:

- ▶ `-view-dom, -dot-dom`
- ▶ `-view-postdom, -dot-postdom`

Contents

Documentation

Normalization Passes

Analysis Passes

Control Flow Graph

Dominance Trees

Loop Information

Scalar Evolution

Alias Analysis

Memory SSA

Conclusions

Bibliography

Loop Information

Loop information is represented using two classes:

llvm::LoopInfo The result of `llvm::LoopAnalysis`, performed on a given function.

llvm::Loop Represents a single loop in a function. Contained inside a `llvm::LoopInfo`.

Using `llvm::LoopInfo` it is possible:

- ▶ navigate through top-level loops:
 - ▶ `llvm::LoopInfo::begin()`
 - ▶ `llvm::LoopInfo::end()`
- ▶ get the loop for a given basic block:
 - ▶ `llvm::LoopInfo::operator[](llvm::BasicBlock *)`

Loop Information

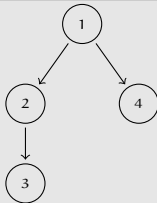
Loops are represented as a **tree**:

Source

```
while(i < 10) {           // loop 1
  while(j < 10)           // loop 2
    while(k < 10)         // loop 3
    ...

  while(h < 10)           // loop 4
  ...
}
```

Loop Hierarchy



children loops `llvm::Loop::begin(), end()`

parent loop `llvm::Loop::getParentLoop()`

Loop Information

Accessors for important nodes:

```
pre-header llvm::Loop::getLoopPreheader()  
    header   llvm::Loop::getHeader()  
    latch   llvm::Loop::getLoopLatch()  
    exiting  llvm::Loop::getExitingBlock(),  
              llvm::Loop::getExitingBlocks(...)  
    exit    llvm::Loop::getExitBlock()  
              llvm::Loop::getExitBlocks(...)
```

The list of all BBs in the loop is accessible via:

```
iterators  llvm::Loop::block_begin(),  
              llvm::Loop::block_end()  
vector     std::vector<BasicBlock *> &Loop::getBlocks()
```

Contents

Documentation

Normalization Passes

Analysis Passes

Control Flow Graph

Dominance Trees

Loop Information

Scalar Evolution

Alias Analysis

Memory SSA

Conclusions

Bibliography

Scalar Evolution

The **SC**alar **EV**olution pass analyzes scalar expressions inside loops.

- ▶ all expressions are categorized and represented uniformly
- ▶ is capable of handling **general induction variables**
- ▶ also useful outside of loops
- ▶ opt flags: `-analyze -scalar-evolution`

Example

```
for.cond:  
    %i.0 = phi [ 0, %entry ], [ %i.inc, %for.inc ]  
    %cond = icmp ne %i.0, 10  
    br %cond, label %for.body, label %for.end  
for.inc:  
    %i.inc = add nsw %i.0, 1  
    br label %for.cond  
for.end:  
    ...
```

SCEV for %i.0:

- ▶ initial value 0
- ▶ incremented by 1 at each iteration
- ▶ final value 10

Scalar Evolution

Source

```
void foo() {  
    int bar[10][20];  
  
    for(int i = 0; i < 10; ++i)  
        for(int j = 0; j < 20; ++j)  
            bar[i][j] = 0;  
}
```

SCEV {A,B,C}<%D>:

- ▶ A starting value
- ▶ B operator
- ▶ C stride
- ▶ D loop head BB

{0,+,1}=0+1+1+1+...

Induction Variables

```
%i.0 = phi i32 [ 0, %entry ], [ %inc6, %for.inc5 ]  
--> {0,+,1}<nuw><nsw><%for.cond>      Exits: 10  
%j.0 = phi i32 [ 0, %for.body ], [ %inc, %for.inc ]  
--> {0,+,1}<nuw><nsw><%for.cond1>     Exits: 20
```

Scalar Evolution

The scalar evolution framework manages **any scalar expression**:

Pointer SCEVs in two nested loops

```
%arrayidx = getelementptr {...} %bar, i32 0, i32 %i.0  
-->  {%bar,+,80}<nsw><%for.cond>  
Exits: {%bar,+,80}<nsw><%for.cond>  
  
%arrayidx4 = getelementptr {...} %arrayidx, i32 0, i32 %j.0  
-->  {%bar,+,80}<nsw><%for.cond>,+,4}<nsw><%for.cond1>  
Exits: {(80 + %bar),+,80}<nsw><%for.cond>
```

SCEV is an analysis used by many common optimizations

- ▶ induction variable substitution
- ▶ strength reduction
- ▶ vectorization
- ▶ ...

Scalar Evolution

SCEVs are modeled by the `llvm::SCEV` class:

- ▶ a subclass for each kind of SCEV: e.g. `llvm::SCEVAddExpr`
- ▶ instantiation disabled

A SCEV actually is a tree of SCEVs:

- ▶ $\{(80 + \%bar), +, 80\} =$
 - ▶ $\{\%1, +, 80\}$
 - ▶ $\%1 = 80 + \%bar$

Tree leaves:

constant `llvm::SCEVConstant`: e.g. `80`

unknown* `llvm::SCEVUnknown`: e.g. `%bar`

SCEV tree explorable through the visitor pattern:

- ▶ `llvm::SCEVVisitor`

*Not further splittable

Scalar Evolution

The `llvm::ScalarEvolutionAnalysis` pass computes all the SCEVs for a given `llvm::Function`.

The `llvm::ScalarEvolution` instance produced by the pass provides the following services:

- ▶ get the SCEV representing a value:
 - ▶ `getSCEV(llvm::Value *)`
- ▶ get important SCEVs from other structures or SCEVs:
 - ▶ `getBackedgeTakenCount(llvm::Loop *)`
 - ▶ `getPointerBase(llvm::SCEV *)`
 - ▶ ...
- ▶ create new SCEVs explicitly:
 - ▶ `getConstant(llvm::ConstantInt *)`
 - ▶ `getAddExpr(llvm::SCEV *, llvm::SCEV *)`
 - ▶ ...

Contents

Documentation

Normalization Passes

Analysis Passes

Control Flow Graph

Dominance Trees

Loop Information

Scalar Evolution

Alias Analysis

Memory SSA

Conclusions

Bibliography

Alias Analysis

Let X be an instruction accessing a memory location:

- ▶ is there another instruction accessing the same location?

Alias analysis tries to answer the question:

application optimization of memory operations

problem often fails

Different algorithms are available for alias analysis:

- ▶ common interface: `llvm::AAResults`
- ▶ base implementation: basic alias analysis (`basicaa`)

Requiring Alias Analysis

```
AU.addRequiredTransitive<AAResultsWrapperPass>();
```

Alias Analysis

Source

```
%1 = load i16, i16* %a
%2 = load i16, i16* %b
store i16 %2, i32* %a
store i16 %1, i32* %b
```

Basic building block:
`llvm::MemoryLocation`

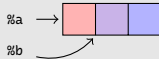
Encapsulates a tuple:
(**address**, **size**)

Can be computed from a
`llvm::Value`

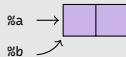
Distinct Locations



Overlapping Locations



Same Location



Alias Analysis

Given two memory locations X, Y, the alias analyzer classifies them:

- ▶ **llvm::AliasResult::NoAlias**
X and Y **are different** memory locations
- ▶ **llvm::AliasResult::MustAlias**
X and Y **are equal** – i.e. they points to the same address
- ▶ **llvm::AliasResult::PartialAlias**
X and Y **partially overlap** – i.e. they points to different addresses, but the pointed memory areas partially overlap
- ▶ **llvm::AliasResult::MayAlias**
unable to compute aliasing information – i.e. X and Y can be different locations, or X can be a complete/partial alias of Y

Queries performed using:

- ▶ `llvm::AAResults::alias(X, Y)`

Alias Analysis

A different categorization involves whether an instruction **I** **reads and/or modifies** a memory location **X**:

- ▶ **llvm::ModRefInfo::NoModRef**
The access neither references nor modifies the value stored in **X**
- ▶ **llvm::ModRefInfo::Ref**
The access may reference the value stored in **X**
- ▶ **llvm::ModRefInfo::Mod**
The access may modify the value stored in **X**
- ▶ **llvm::ModRefInfo::ModRef**
The access may reference and may modify the value stored in **X**

Queries performed using:

- ▶ **llvm::AAResults::getModRefInfo(I, X)**

Alias Analysis

This interface is very low-level!

What if we wanted to compute all aliases of a single value X?

To do this, LLVM provides the `llvm::AliasSet` class:

1. instantiate a new `llvm::AliasSetTracker` starting from `llvm::AAResults*`
2. it builds (one or more) `llvm::AliasSet`

For a given location X, a `llvm::AliasSet`:

- contains all locations aliasing with X

```
*using llvm::AliasAnalysis = llvm::AAResults;
```

Alias Analysis

Alias sets return memory reference and aliasing information just like the low-level interface.

Warning: This information is **less precise**, as it is derived by **conservatively aggregating** more detailed data!

- ▶ **bool llvm::AliasSet::isRef()**
memory accessed in read-mode – e.g. a **load** is inside the set
- ▶ **bool llvm::AliasSet::isMod()**
memory accessed in write-mode – e.g. a **store** is inside the set
- ▶ **bool llvm::AliasSet::isMustAlias()**
all pointers in the set MustAlias with each other
- ▶ **bool llvm::AliasSet::isMayAlias()**
at least one pair of pointer is not a MustAlias pair

Alias Analysis

Entry point is

```
llvm::AliasSetTracker::getAliasSetFor(...)
```

Only argument is a reference to

```
llvm::MemoryLocation
```

Once you have the `llvm::AliasSet` you can inspect the list of memory locations in it with the standard C++ iterator pattern:

```
size(), begin(), end()
```

Contents

Documentation

Normalization Passes

Analysis Passes

Control Flow Graph

Dominance Trees

Loop Information

Scalar Evolution

Alias Analysis

Memory SSA

Conclusions

Bibliography

Memory SSA

The `llvm::MemorySSAAnalysis` pass wraps alias analysis to answer queries in the following form:

- ▶ let `%foo` be an instruction accessing memory. Which preceding instructions does `%foo` depends on?

This is done by representing all memory accesses in a **SSA-like form**:

- ▶ **store**-like instructions become **definitions** (`MemoryDef`)
- ▶ **load**-like instructions become **uses** (`MemoryDef`)
- ▶ **stores** to the same location in parallel CFG branches become **phis** (`MemoryPhi`)

Memory Dependence Analysis

MemorySSA “instructions” are owned by `llvm::MemorySSA` objects.

They are **overlaid** on top of the normal CFG.

- ▶ `AccessList *getBlockAccesses(BasicBlock *)`
- ▶ `DefsList *getBlockDefs(BasicBlock *)`

This basic interface is very **hard to use**:

- ▶ `llvm::MemorySSAWalker` provides support for the most common query
- ▶ `MemoryAccess *getClobberingMemoryAccess(...)`
 - ▶ Returns the nearest dominating memory access that clobbers the same memory location given.

Contents

Documentation

Normalization Passes

Analysis Passes

Conclusions

Bibliography

Conclusions

Inside LLVM there a lot of passes:

normalization put program into a canonical form

analysis get info about the program

Please remember that:

- ▶ a good compiler writer **re-uses** code
- ▶ check LLVM sources before re-implementing a pass

Contents

Documentation

Normalization Passes

Analysis Passes

Conclusions

Bibliography

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