

Understanding

# TableGen'erated files in LLVM Backend

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#### Who Am I?

- GPU Compiler engineer for past 5 years at NVIDIA and
- A user of LLVM TableGen for past 3 years, who has used **TableGen for the LLVM backend**. ©



#### This talk is NOT

Tutorial on how to write TableGen code for backend

#### This talk is...

A beginner's guide, on how to navigate through some of the

common & important C++ files
(.inc) generated from .td

#### Disclaimer

- Using AArch64 backend as a reference/examples
- •You might need to revisit the slides few times to appreciate what I mean, if you are ,especially new to TableGen and LLVM Backend. ☺



#### Motivation

- Helpful in debugging
  - Encoding & Decoding errors
  - Assembly printer errors
  - Isel errors (why a pattern not matching or empty HW type)
  - What files to search for specific information
- Helps one understand
  - Concrete C++ code generated from target description (TD).
  - Interaction/connection between TD and target-independent code generator APIs.



#### Introduction

 TableGen is a Domain Specific Language heavily used by the code-generators/target backend to represent variety of information in target backend like

#### IR

Encoding, asm string, Operands(registers, predicates)

#### Optimize/Transform

Combiners to perform peephole, convert GMIR/Selection Dag to MIR

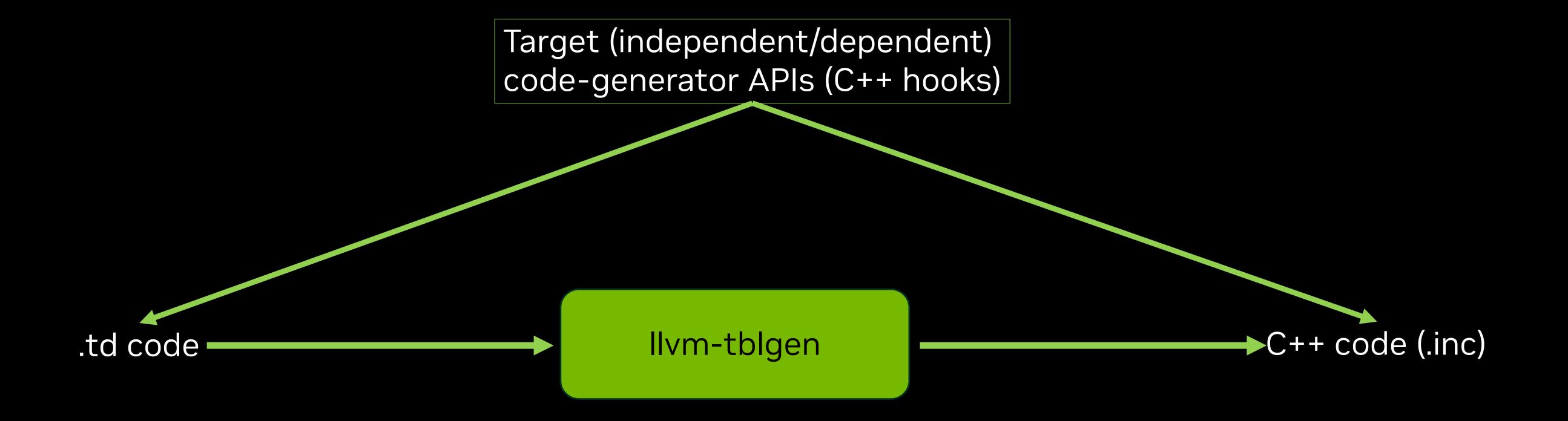
#### **Target**

Architecture, Features applicable to target

• It offers the feature of generating voluminous, repetitive, tedious C++ code by writing relatively lesser and non-duplicated .td code.



## The Flow Ilvm-tblgen



AArch64InstrInfo.td
AArch64InstrInfo.td
AArch64.td
AArch64RegisterBanks.td
AArch64RegisterInfo.td

Path: llvm-project/llvm/lib/Target/AArch64

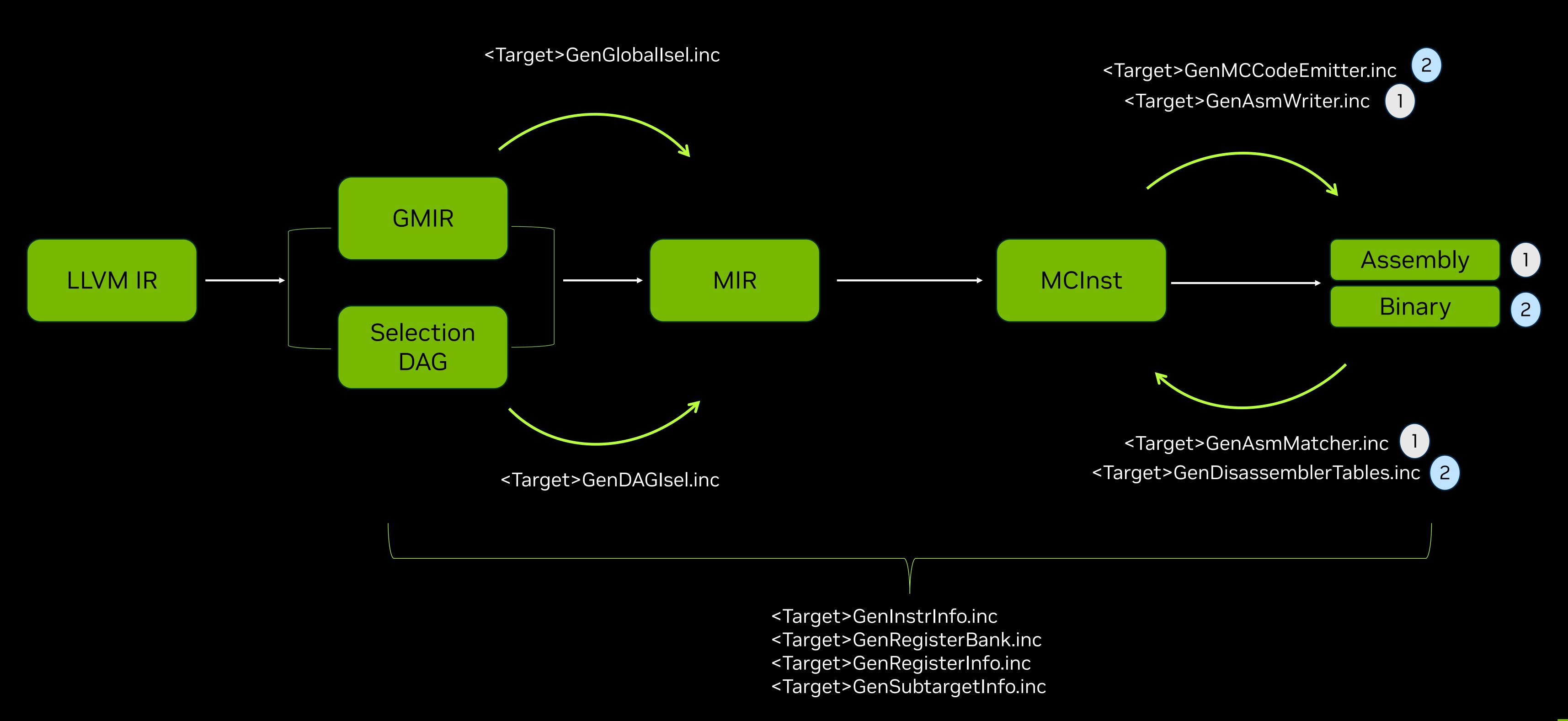
AArch64GenAsmMatcher.inc
AArch64GenAsmWriter.inc
AArch64GenDisassemblerTables.inc
AArch64GenMCCodeEmitter.inc
AArch64GenRegisterBank.inc

Path: \$build/lib/Target/AArch64



#### The Flow

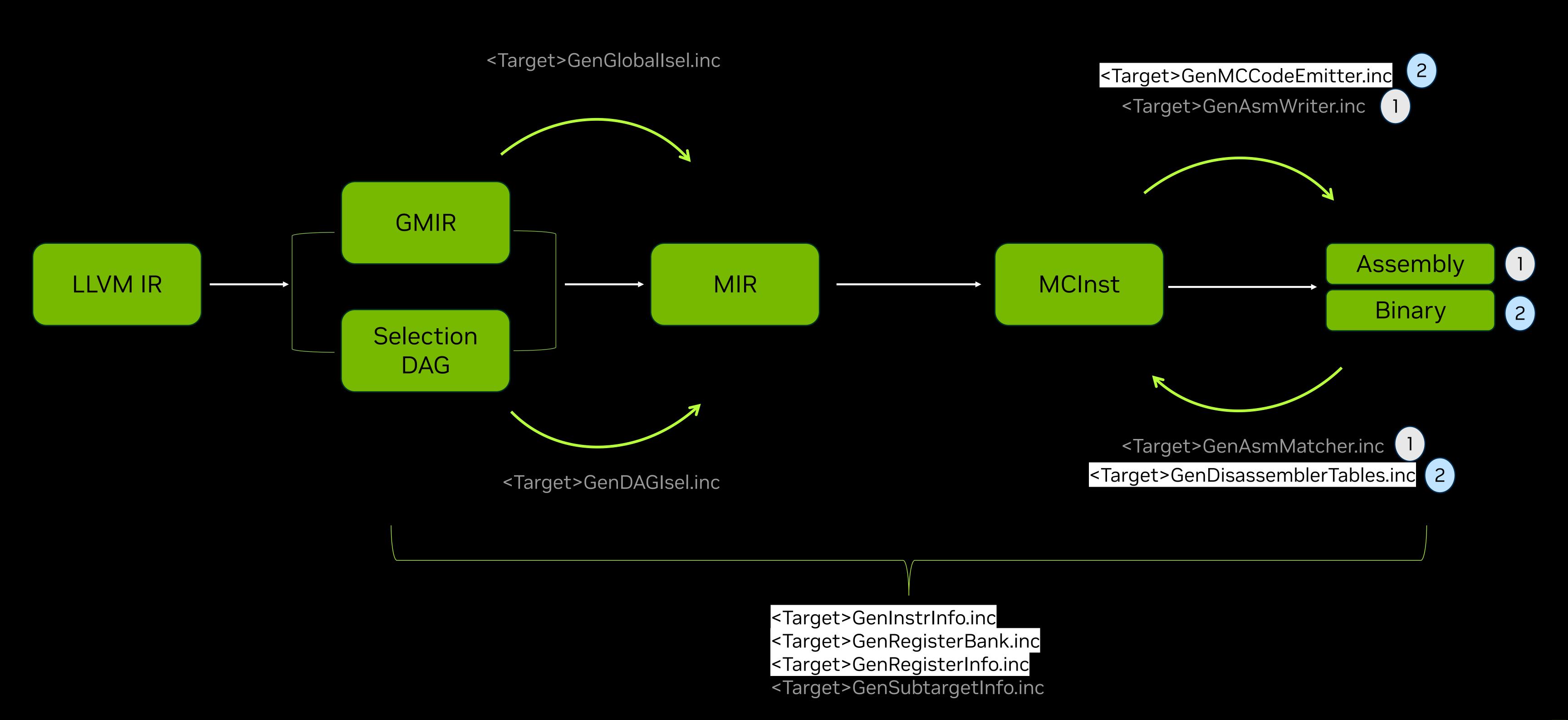
IR in the LLVM Backend, how the .inc files are used





## The Scope

inc files which will be covered.

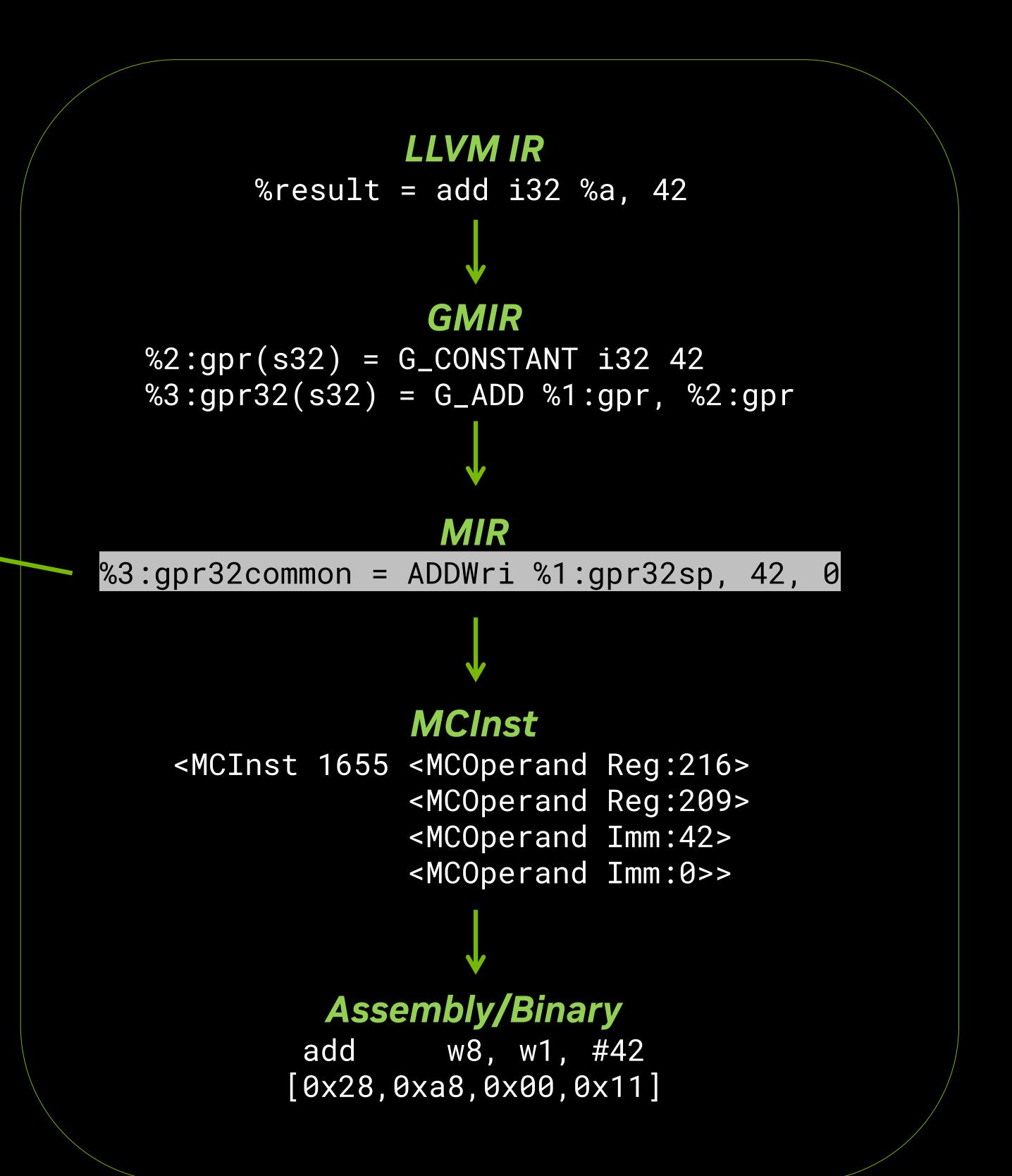




#### An Example

32b add instruction with #imm operand getting converted to ADDWri in AArch64

```
def Wri :AddSubImmShift<isSub,
0, GPR32sp, GPR32sp, addsub_shifted_imm32,
mnemonic,Opcode> {
    let Inst{31} = 0;
}
```





#### An Example

The abstract, concrete records (.td) invoked to convert MIR -> Assembly/Binary

```
def Wri :AddSubImmShift<isSub,</pre>
  0, GPR32sp, GPR32sp, addsub_shifted_imm32
  mnemonic,Opcode> {
      let Inst{31} = 0;
class AddSubImmShift<bit isSub, bit setFlags,</pre>
RegisterClass dstRegtype, RegisterClass srcRegtype,
addsub_shifted_imm immtype,string asm_inst,
<u>SDPatternOper</u>ator OpNode>:
BaseAddSubImm<issub, cotFlags, ustregtype,
asm_inst,"\t$Rd, $Rn, $imm",(ins srcRegtype:$Rn,
immtype:$imm),(set dstRegtype:$Rd, (OpNode
srcRegtype:$Rn, immtype:$imm))> {
  bits<14> imm;
  let Inst\{23-22\} = imm\{13-12\}; // '00' => lsl #0,
 '01' => lsl #12
  let Inst\{21-10\} = imm\{11-0\};
  let DecoderMethod = "DecodeAddSubImmShift";
  let hasPostISelHook = 1;
```



#### An Example

Relevant Information from the .td for this talk

```
def Wri :AddSubImmShift< isSub,
0, GPR32sp, GPR32sp, addsub_shifted_imm32,
mnemonic,Opcode> {
    let Inst{31} = 0;
}
Target Register class
}
```

```
class AddSubImmShift<bit isSub, bit setFlags,
RegisterClass dstRegtype,RegisterClass srcRegtype,
addsub_shifted_imm immtype,string asm_inst,
SDPatternOperator OpNode>:
BaseAddSubImm<isSub, setFlags, dstRegtype,
asm_inst,"\t$Rd, $Rn, $imm",(ins srcRegtype:$Rn,
immtype:$imm),(set dstRegtype:$Rd, (OpNode
srcRegtype:$Rn, immtype:$imm))> {
  bits<14> imm;
  let Inst{23-22} = imm{13-12}; // '00' => lsl #0,
'01' => lsl #12
  let Inst{21-10} = imm{11-0};
  let DecoderMethod = "DecodeAddSubImmShift";
  let hasPostISelHook = 1;
}

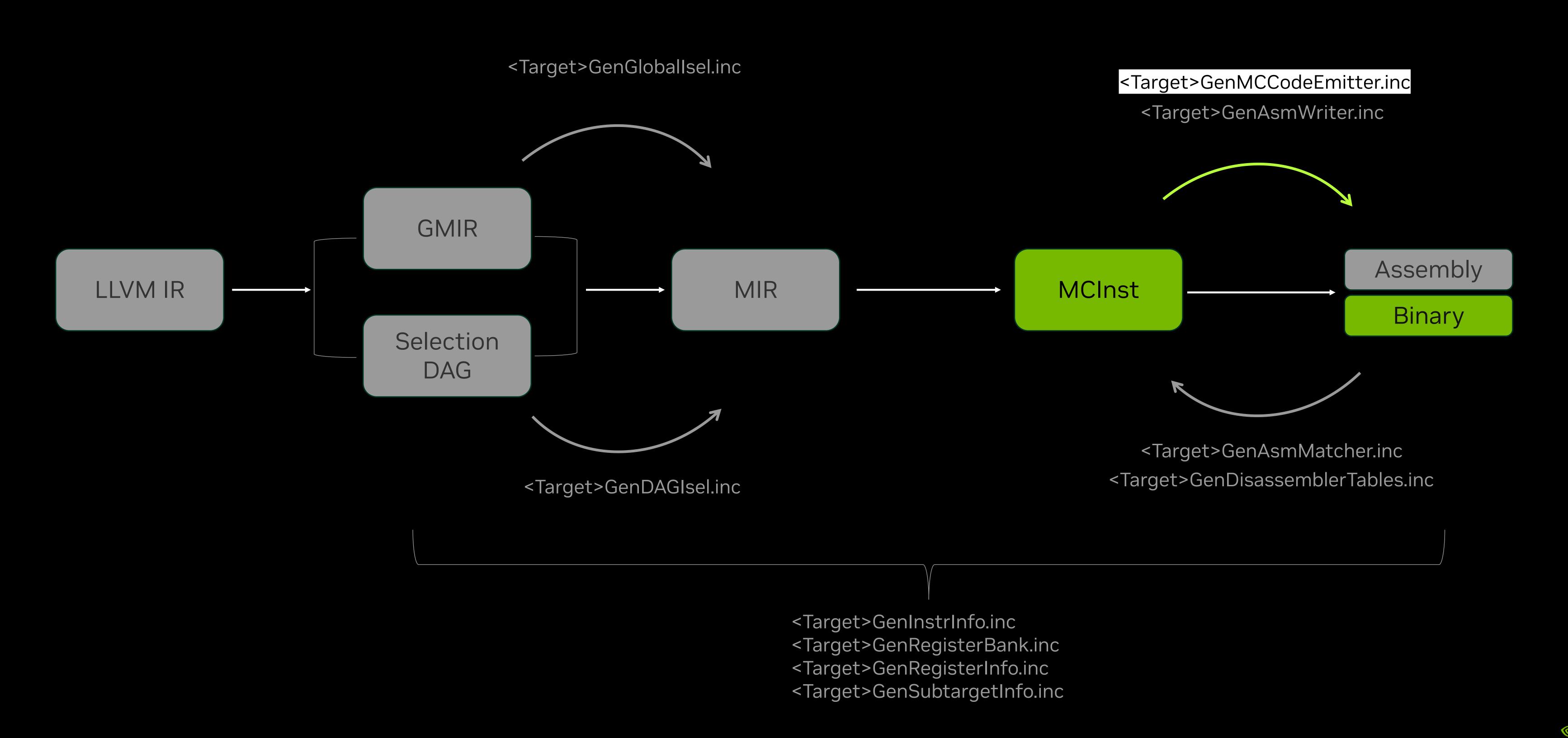
Decoder Method
```

```
RegisterClass dstRegtype, string asm_inst, string
asm_ops,dag inputs, dag pattern> : I<(outs
dstRegtype:$Rd), inputs,asm_inst, asm_ops,
[pattern]>, Sched<[WriteI, ReadI]> { 2
                                           Sched Models
  bits<5> Rd;
  bits<5> Rn;
  let Inst{30}
                  = isSub;
  let Inst{29}
                  = setFlags;
  let Inst\{28-24\} = 0b10001;
  let Inst{9-5}
                  = Rn;
                                   Encoding
  let Inst{4-0}
                  = Rd;
```



## Coming up...

#### <a href="mailto:-"><a href="mailto:-"><a href="mailto:-">Target>GenMCCodeEmitter.inc - Streams MCInst as Binary</a>





#### <Target>GenMCCodeEmitter.inc

(eg: AArch64GenMCCodeEmitter.inc)

• Consists the code to stream MCInst to binary i.e (32b/64b) unsigned value of the instruction.



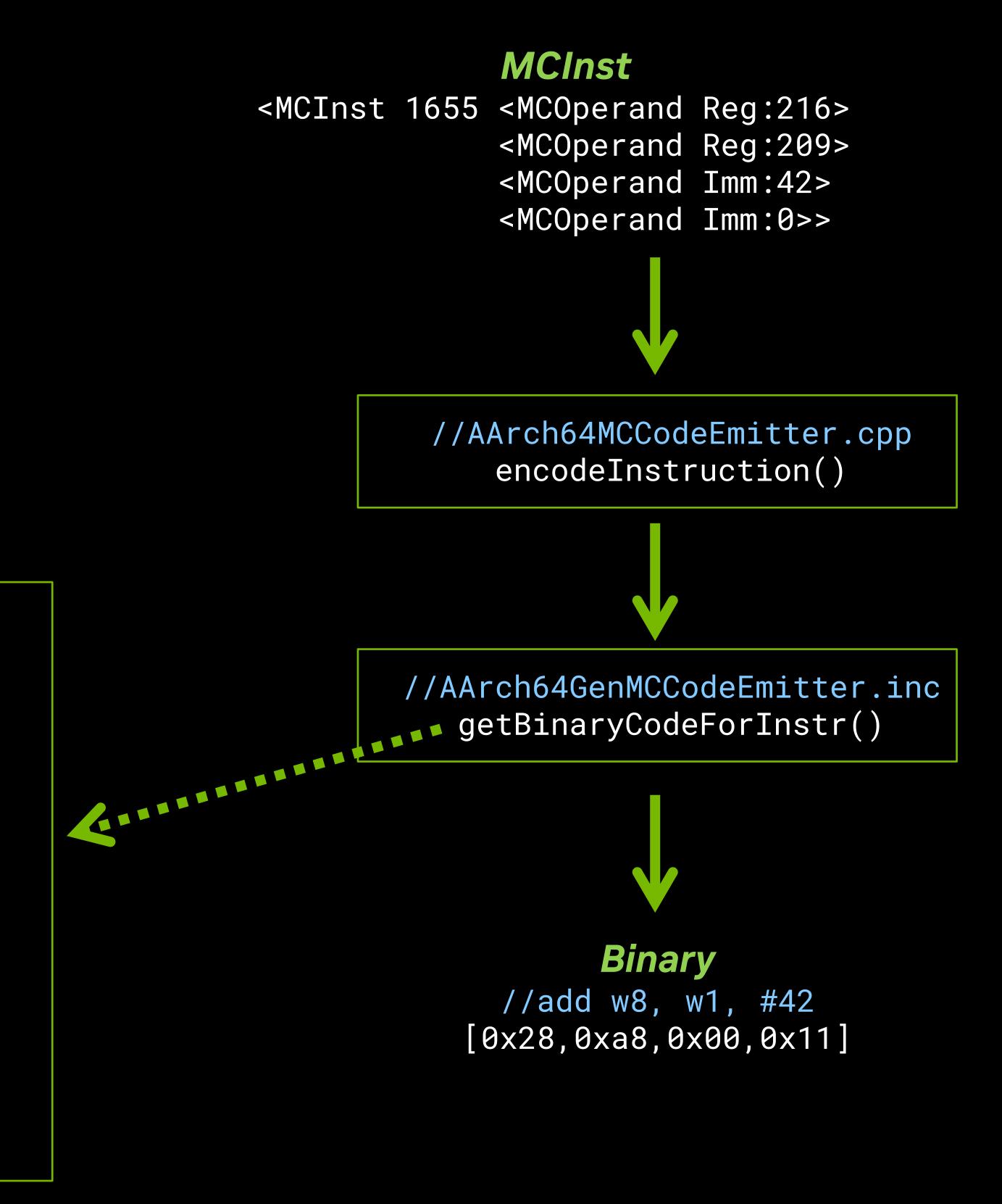


#### <a href="mailto:<a href="mailto:<a href="mailto:<a href="mailto:">Target>GenMCCodeEmitter.inc</a>

.td -> .inc

```
class BaseAddSubImm<bit isSub, bit setFlags,
RegisterClass dstRegtype,string asm_inst,string
asm_ops,dag inputs, dag pattern> : I<(outs
dstRegtype:$Rd), inputs,asm_inst, asm_ops, "",
[pattern]>, Sched<[WriteI, ReadI]> {
  bits<5> Rd;
  bits<5> Rn;
  let Inst{30} = isSub;
  let Inst{29} = setFlags;
  let Inst{28-24} = 0b10001;
  let Inst{4-0} = Rn;
  let Inst{4-0} = Rd;
}
```

```
case AArch64::ADDWri: {
    // op: Rd
    op = getMachineOpValue(MI, MI.getOperand(0), Fixups, STI);
    op \&= UINT64_C(31);
   L Value |= op;
    // op: Rn
     op = getMachineOpValue(MI, MI.getOperand(1), Fixups, STI);
     op \&= UINT64_C(31);
     op <<= 5;
    Value |= op;
     // op: imm
     op = getAddSubImmOpValue(MI, 2, Fixups, STI);
     op &= UINT64_C(16383);
    op <<= 10;
     Value |= op;
     break;}
```



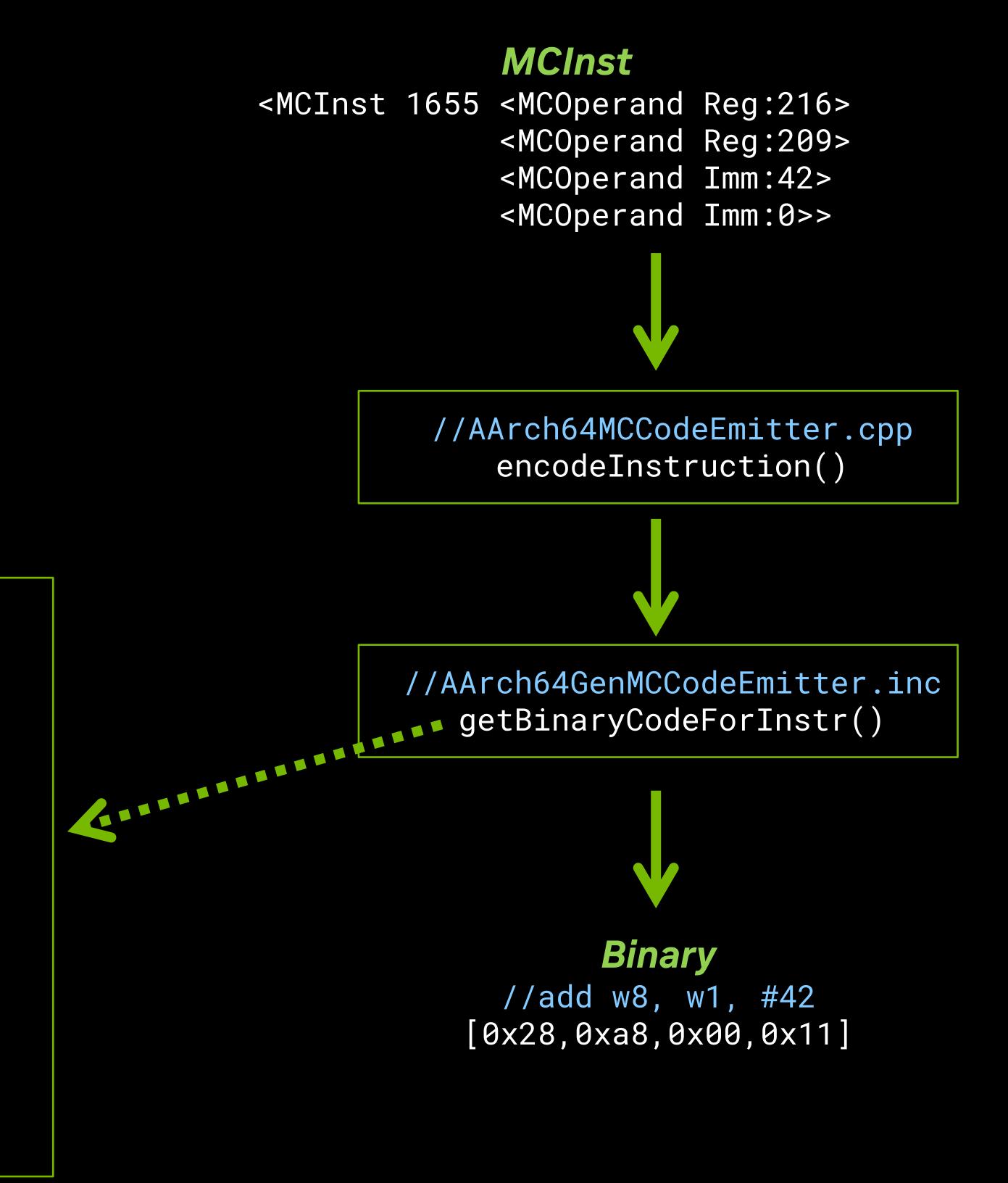


#### <Target>GenMCCodeEmitter.inc

.td -> .inc

```
class BaseAddSubImm<bit isSub, bit setFlags,
RegisterClass dstRegtype,string asm_inst,string
asm_ops,dag inputs, dag pattern> : I<(outs
dstRegtype:$Rd), inputs,asm_inst, asm_ops, "",
[pattern]>, Sched<[WriteI, ReadI]> {
  bits<5> Rd;
  bits<5> Rn;
  let Inst{30} = isSub;
  let Inst{29} = setFlags;
  let Inst{28-24} = 0b10001;
  let Inst{9-5} = Rn;
  let Inst{4-0} = Rd;
}
```

```
case AArch64::ADDWri: {
     // op: Rd
     op = getMachineOpValue(MI, MI.getOperand(0), Fixups, STI);
     op \&= UINT64_C(31);
     Value |= op;
   - // op: Rn
    op = getMachineOpValue(MI, MI.getOperand(1), Fixups, STI);
    op \&= UINT64_C(31);
     op <<= 5;
     Value |= op;
     // op: imm
     op = getAddSubImmOpValue(MI, 2, Fixups, STI);
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     Value |= op;
     break;}
```



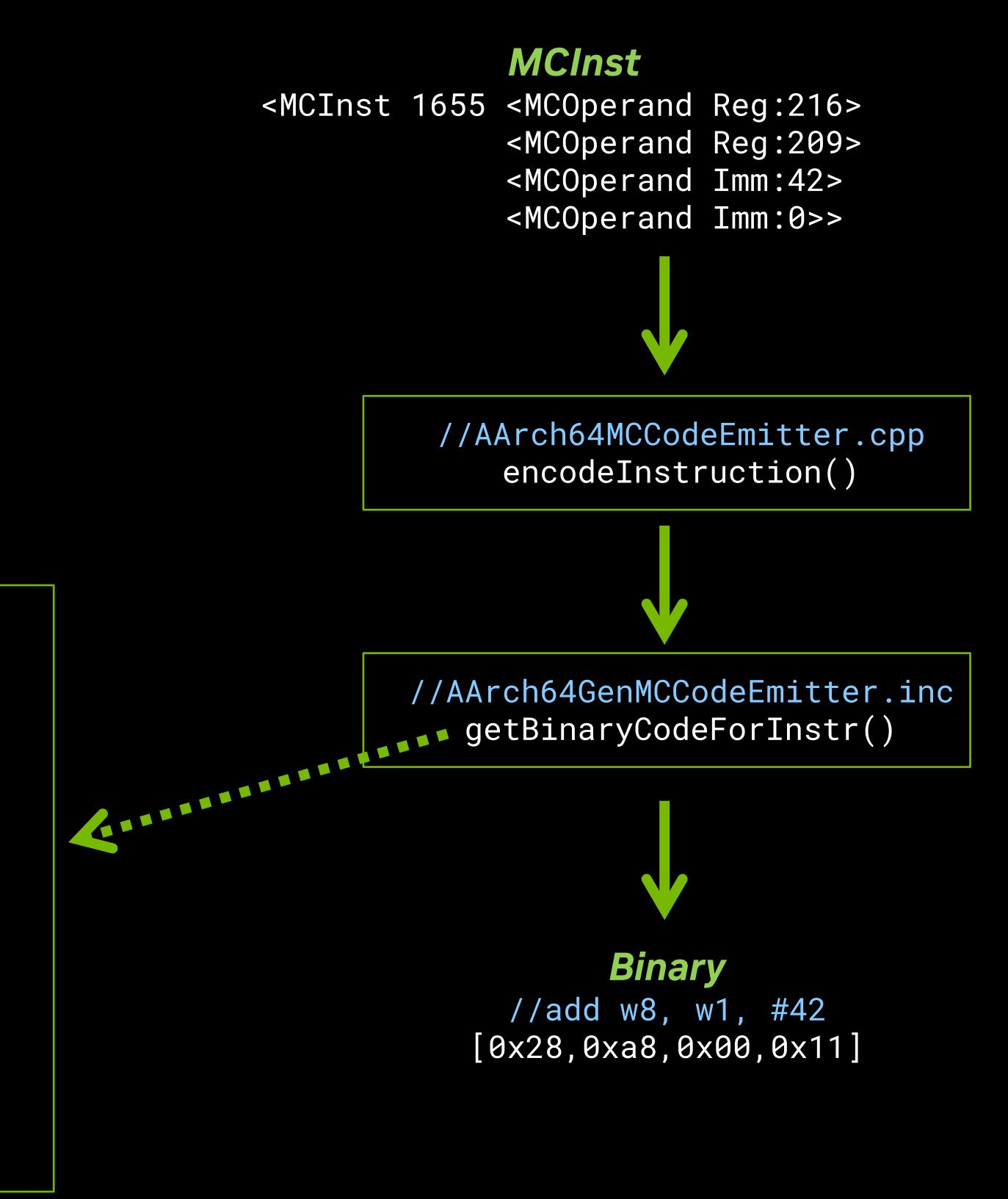


#### <Target>GenMCCodeEmitter.inc

.td -> .inc

```
class addsub_shifted_imm<ValueType Ty>
    : Operand<Ty>, ComplexPattern<Ty,
2,"SelectArithImmed", [imm]> {
    let PrintMethod = "printAddSubImm";
    let EncoderMethod = "getAddSubImmOpValue";
    let ParserMatchClass = AddSubImmOperand;
    let MIOperandInfo = (ops i32imm, i32imm);
}
```

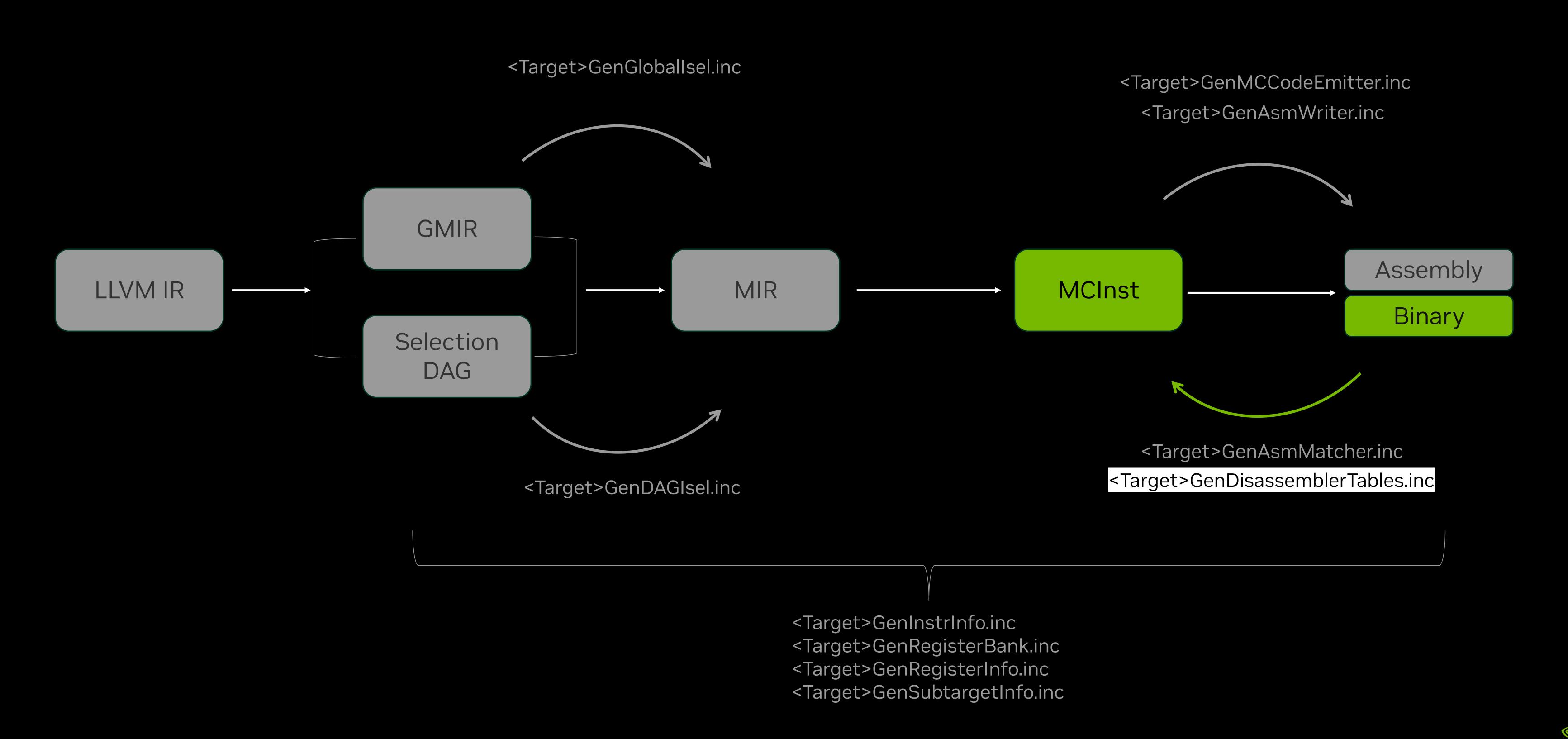
```
case AArch64::ADDWri: {
     // op: Rd
     op = getMachineOpValue(MI, MI.getOperand(0), Fixups, STI);
     op \&= UINT64_C(31);
     Value |= op;
    // op: Rn
     op = getMachineOpValue(MI, MI.getOperand(1), Fixups, STI);
    op \&= UINT64_C(31);
     op <<= 5;
     Value |= op;
    // op: imm
     op = getAddSubImmOpValue(MI, 2, Fixups, STI);
    op &= UINT64_C(16383);
     op <<= 10;
   - Value |= op;
     break;}
```





## Coming up...

<Target>GenDisassemblerTables.inc – Disassembles Binary back to MCInst

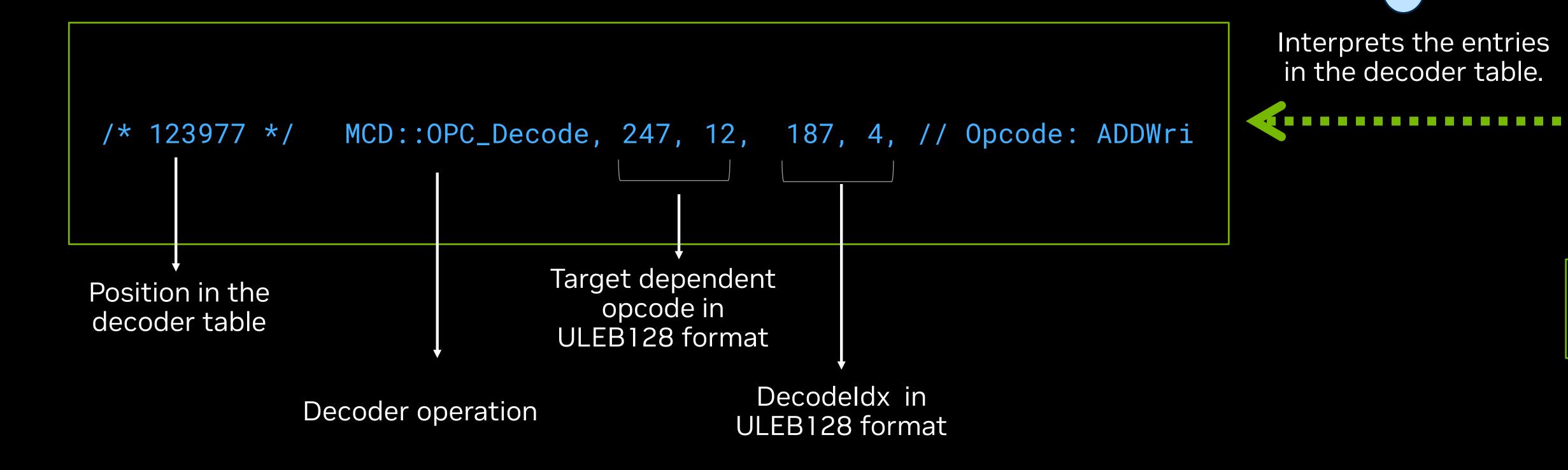


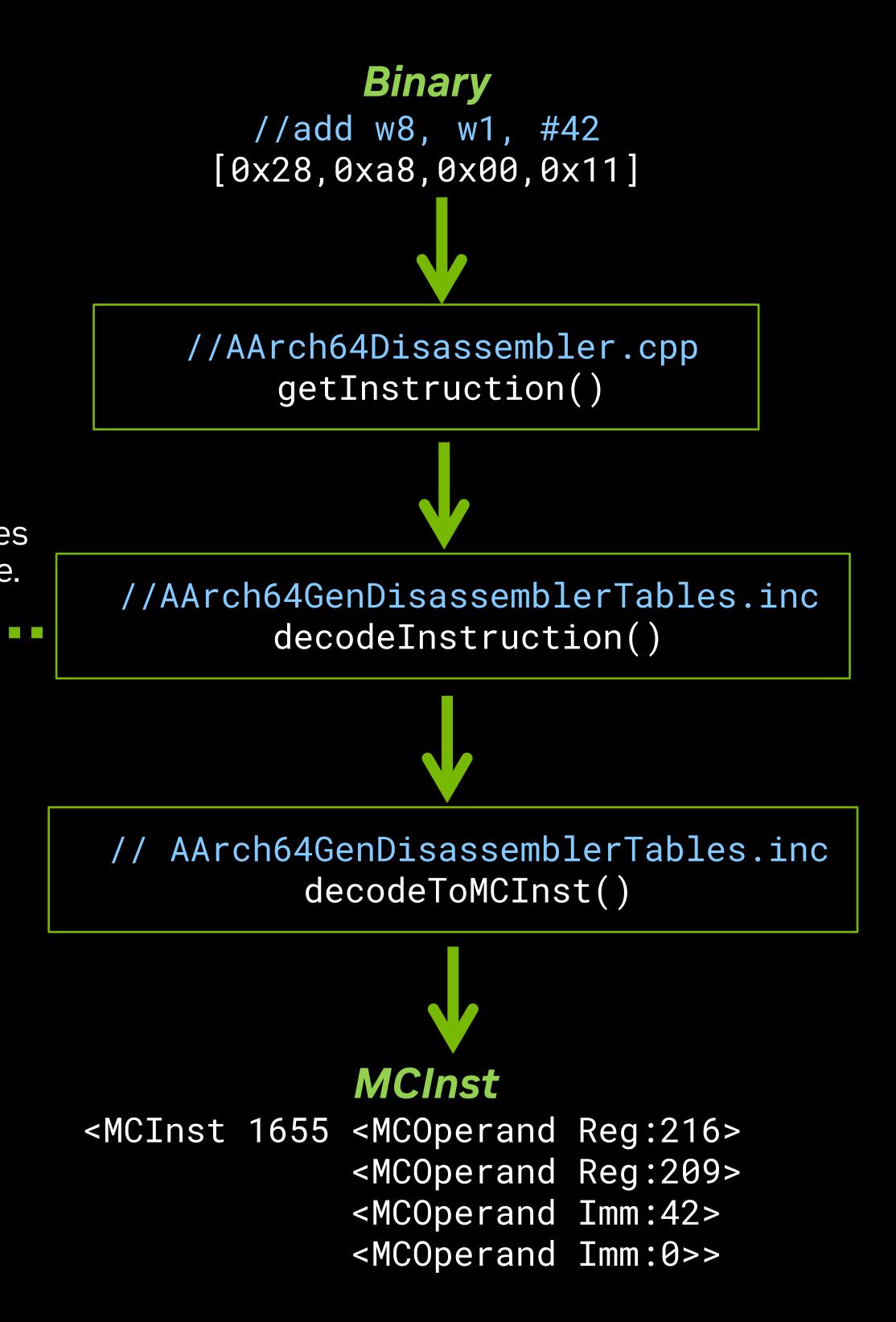


#### <Target>GenDisassemblerTables.inc

Eg: AArch64GenDisassemblerTables.inc

 Converts the binary (represented as hex string on this slide) to MCInst.







#### <Target>GenDisassemblerTables.inc

decodeldx calculation & .td -> .inc

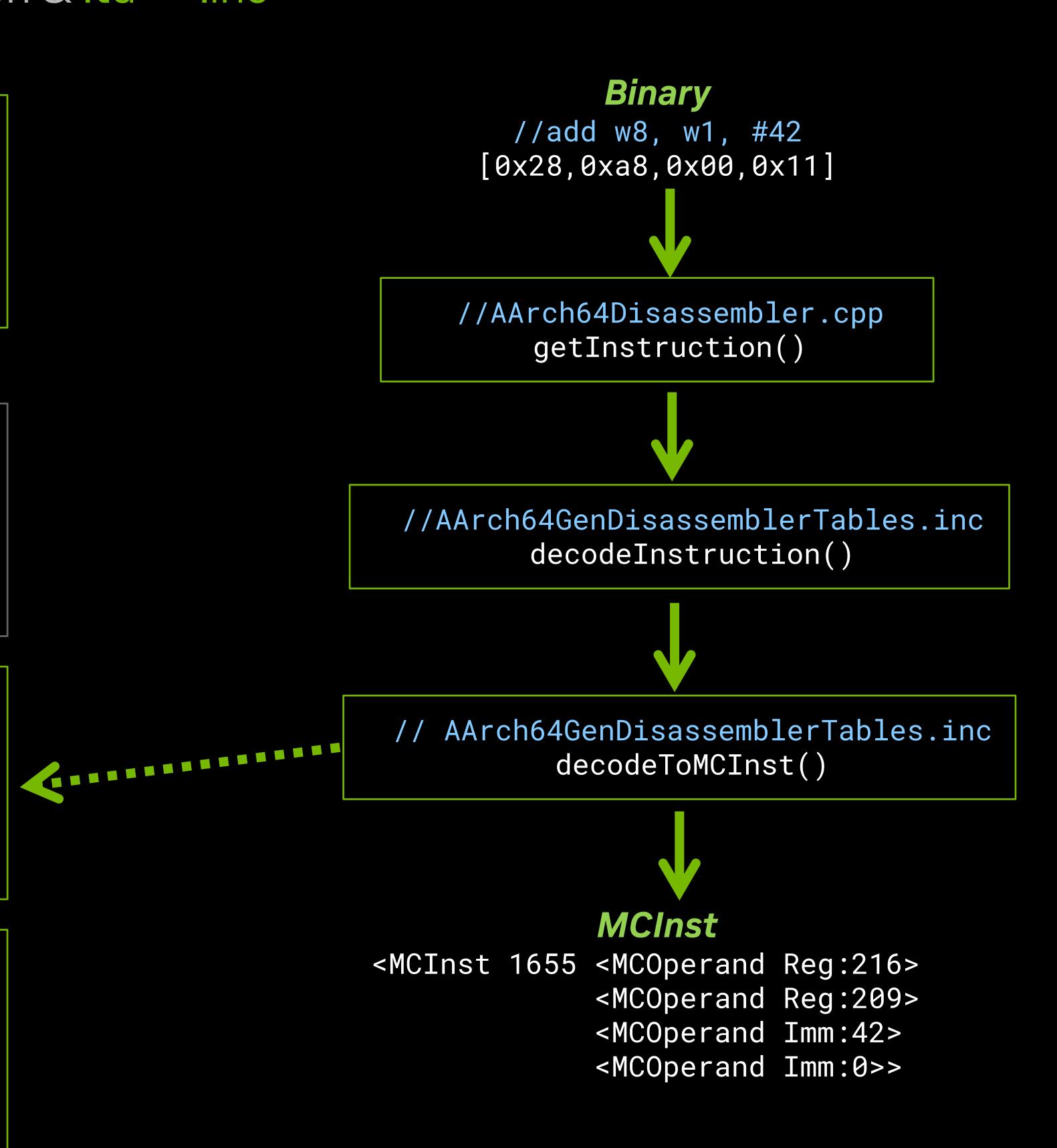
```
/* 123977 */ MCD::OPC_Decode, 247, 12, 187, 4, // Opcode: ADDWri
Decodeldx in ULEB128 format
```

2 Calculate decodeldx which is case label for the opcode in decodeToMCInst

```
decodeIdx calculation:
187 - 10111011 - drop 1<sup>st</sup> significant bit - 00111011 = 59
4 << 7 = 512
dldx = 512 + 59 = 571
```

```
case 571:
   if (!Check(S, DecodeAddSubImmShift(MI, insn, Address, Decoder))) {
      return MCDisassembler::Fail;
   }
   return S;

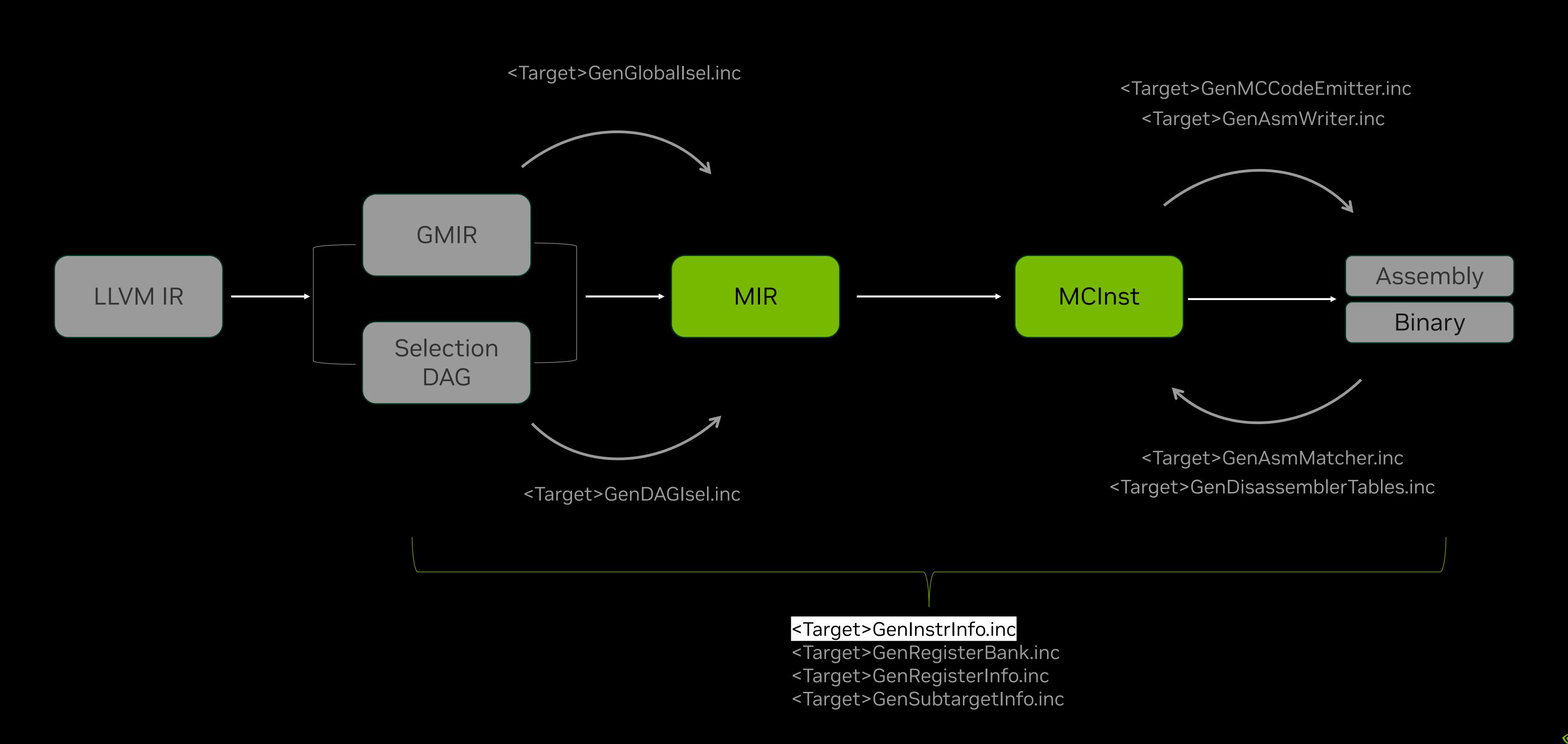
class AddSubImmShift<arguments>
BaseAddSubImm<arguments> {
   let DecoderMethod = "DecodeAddSubImmShift";
   let hasPostISelHook = 1;
}
```





## Coming up...

<Target>GenInstrInfo.inc – Information about the instruction set(ISA) which is used in various IRs





#### <Target>GenInstrInfo.inc

Eg: AArch64GenInstrInfo.inc

#### Enums for target

- independent (eg: GMIR opcode G\_ADD)
- dependent (eg: MIR opcode ADDWri)

opcodes

```
// defined under
// GET_INSTRINFO_ENUM
G_ADD = 53,
...
ADDWri = 1655,
```

```
Enums for scheduling models applicable to operands (defs, uses) of the instruction
```

```
// .td code
class BaseAddSubImm<args>
:
I<args>,
Sched<[WriteI, ReadI]> {
}

// defined under
// GET_INSTRINFO_SCHED_ENUM

WriteI_ReadI = 4
```

Target specific properties applicable to the instruction

Defined using the .td constructs TIIPredicate, MCSchedPredicate

```
// defined under
// GET_INSTRINFO_HELPER_DECLS
// GET_INSTRINFO_HELPERS

isExynosArithFast()
```

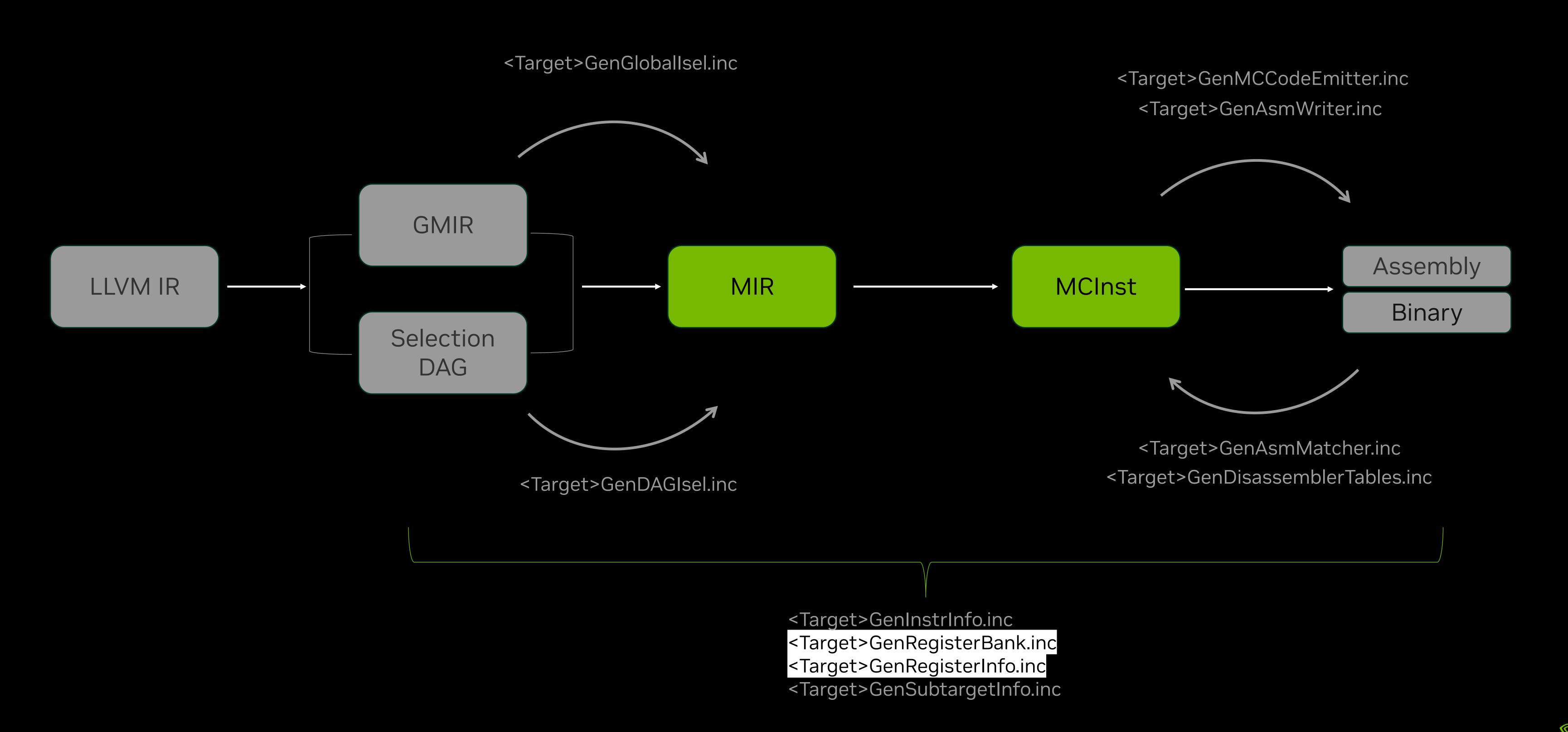
Additionally, this file also consists the code to initialize the MCInst layer.



## Coming up...

#### <Target>GenRegisterInfo.inc/ <Target>GenRegisterBank.inc

Emits target register file & bank for code generator



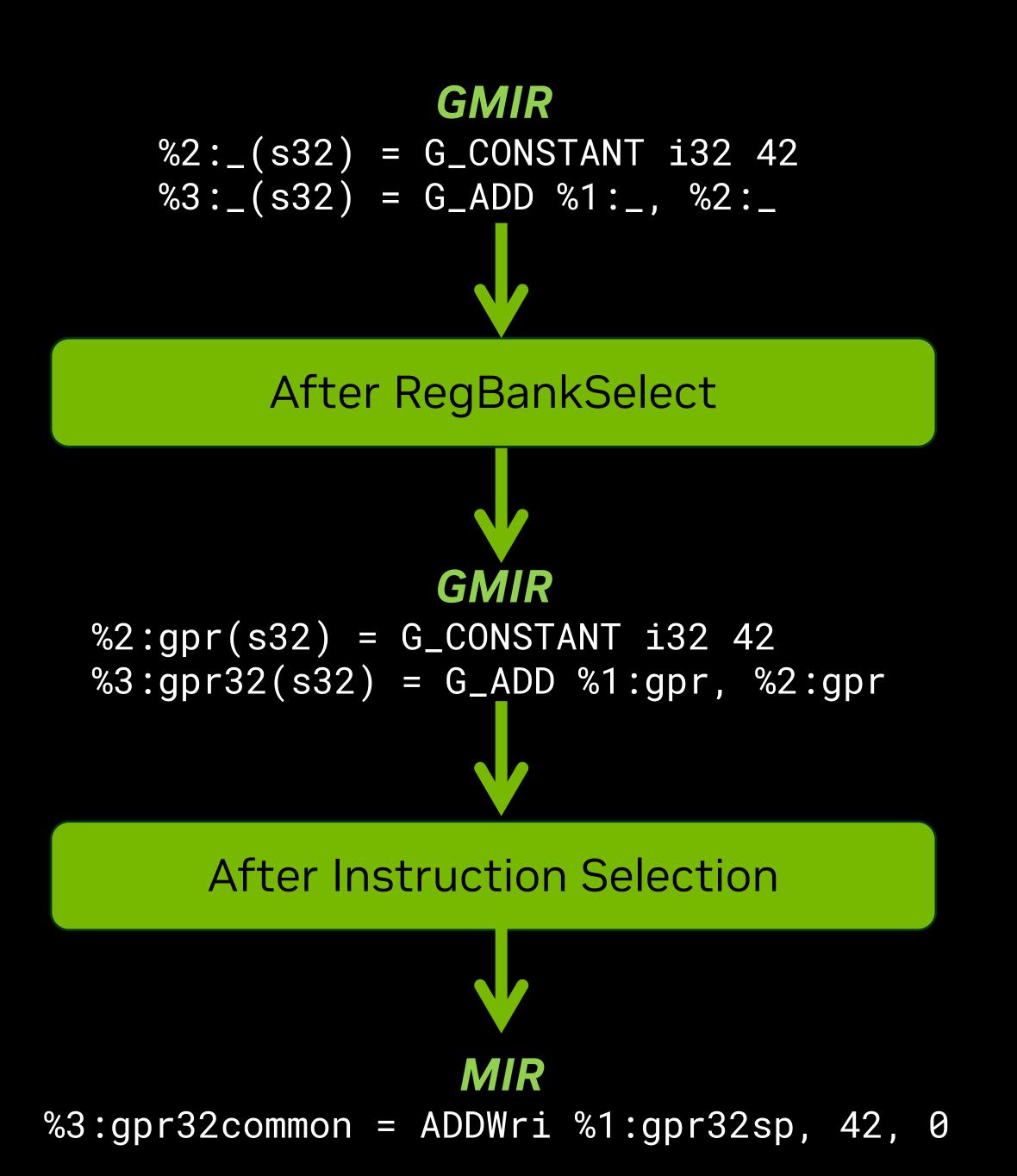


#### <Target>RegisterInfo.inc

- defines <Target>GenRegisterInfo class with several utility functions like getSubRegisterClass
- Enumerates registers, register classes, subregister indices

#### <Target>RegisterBank.inc

 Enumerates the various banks provided by arch and implements function getRegBankFromRegClass





#### Some Common Errors

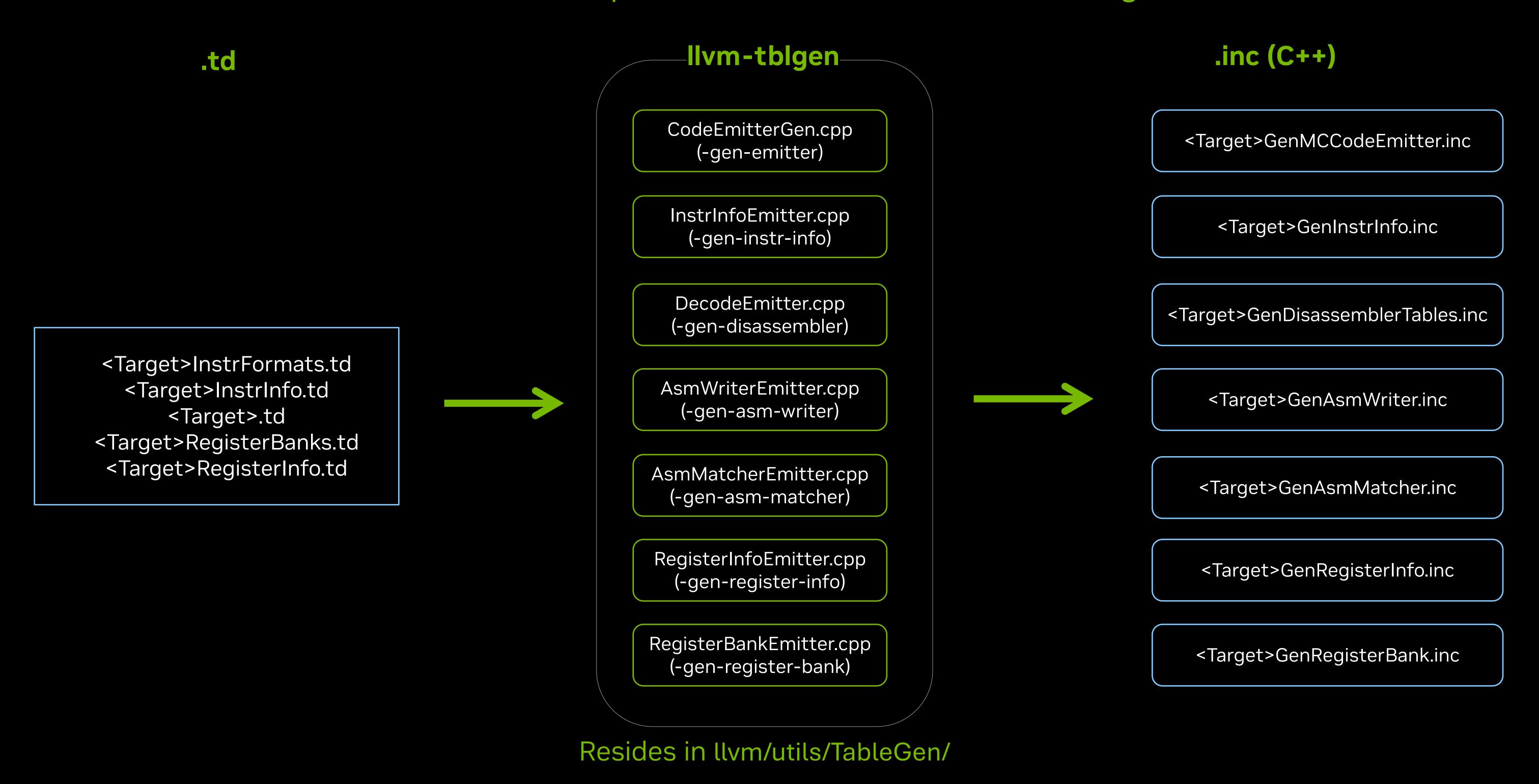
#### Not an exhaustive list!

Failure Message	Possible Meaning	Possible Solution
Decoding Conflict:	Can be seen while building Ilc.  Static information is the same for multiple MIR opcodes. Possible case is when we create multiple MIR opcodes from the same abstract record.	Use DecoderNamespace while creating a new MIR opcode.
Type set is empty for each HW mode:  possible type contradiction in the pattern below (use -print-records with Ilvm-tblgen to see all expanded records).	Can be seen while building Ilc.  Generally related to ISel phase (when ISel patterns are written in .td). Could mean that operands have been assigned incorrect register classes i.e inconsistency with the InOperandList, OutOperandList.	<ol> <li>There are two cases:</li> <li>The operands need to be assigned proper classes</li> <li>The generic SDnode or GMIR code is not in accordance with the InOperandList, OutOperandList specified by the assembly. And the InOperandList or OutOperandList need to be either modified or the patterns need to be converted to C++ code.</li> </ol>
Undefined reference to record: <record_name></record_name>	Error can be seen while building Ilc.	Means no concrete record for this variable



#### Wrapping up...

The various backends that parse the TableGen subDSLs and generate C++ code



Note: Depending on how we configure, build.ninja or build.cmake lists down all the commands used to build the particular .inc file using llvm-tblgen



#### References

- LLVM documentation on TableGen Backend <a href="https://llvm.org/docs/TableGen/BackEnds.html">https://llvm.org/docs/TableGen/BackEnds.html</a>
- Ilvm-tblgen options <a href="https://llvm.org/docs/CommandGuide/tblgen.html">https://llvm.org/docs/CommandGuide/tblgen.html</a>
- How to write an LLVM Backend <a href="https://llvm.org/docs/WritingAnLLVMBackend.html">https://llvm.org/docs/WritingAnLLVMBackend.html</a>
- AArch64 backend code, TableGen Backend code for examples, finer details

#### Acknowledgments

Thanks to my colleagues at NVIDIA for their valuable feedback on the presentation

Shekhar Divekar, Jason Eckhardt, Madhur Amilkanthwar, Subhranil Mukherjee, Dhruv Chawla, Soumya AR



