# Exploiting and improving LLVM's data flow analysis using a superoptimizer

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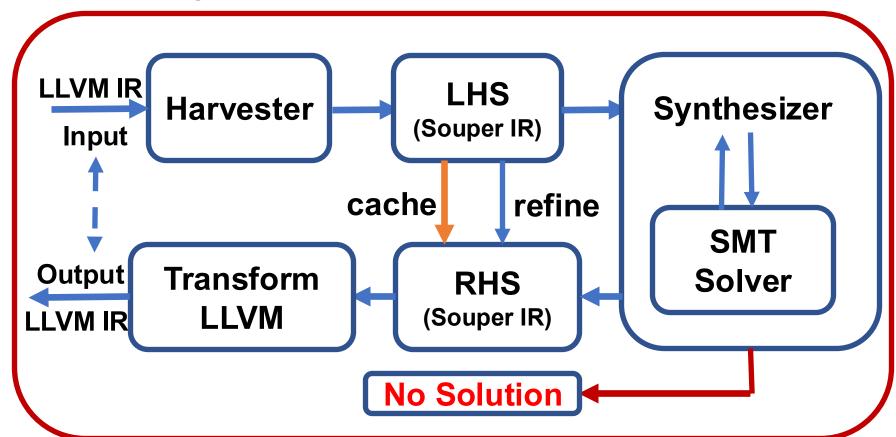
Goal: Automatically discover peephole optimizations

 We created a synthesis based superoptimizer: Souper

```
define i32 @foo(i32 %x1) {
 %0 = \text{ and } 0x55555555, %x1
 %1 = Ishr i32 %x1, 1
 %2 = and 0x5555555, %1
 %3 = add i32 %0. %2
 %4 = and 0x33333333, %3
 %5 = Ishr i32 %3, 2
 %6 = and 0x33333333, %5
 %7 = add i32 %4. %6
 %8 = and 0x0F0F0F0F, %7
 %9 = Ishr i32 %7, 4
 %10 = and 0x0F0F0F0F, %9
 %11 = add i32 %8, %10
 %12 = and 0x00FF00FF, %11
 %13 = lshr i32 %11, 8
 %14 = and 0x00FF00FF, %13
 %15 = add i32 %12, %14
 %16 = and 0x0000FFFF, %15
 %17 = lshr i32 %15, 16
 %18 = and 0x0000FFFF, %17
 %19 = add i32 %16, %18
 ret i32 %19
```

```
define i32 @foo(i32 %x1) {
foo0:
   %0 = call i32 @llvm.ctpop.i32(i32 %x1)
   ret i32 %0
}
```

#### libSouperPass.so



 Souper makes clang-5.0 text segment 1.6 MB smaller in a Release+Assertions build

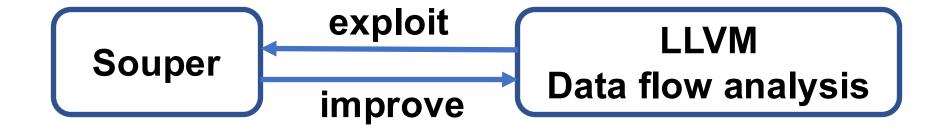
 ~10 patches in LLVM mention Souper

# Integrating Souper with data flow analysis

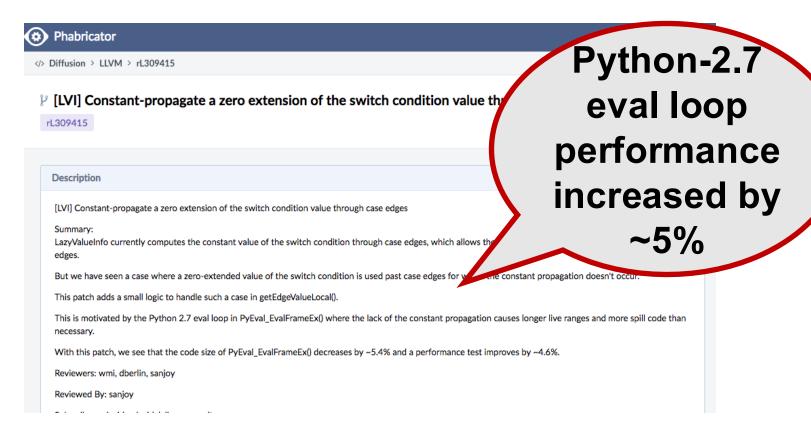
```
define i32 @foo() {
// isKnownToBeAPowerOfTwo(%x) == true
%2 = call i32 @llvm.ctpop.i32(i32 %x)
 ret i32 %2
                                     ret i32 1
```

#### Souper exploits LLVM's data flow analyses

- Power of Two
- Known bits
- Non-negative
- Negative
- Number of sign bits
- Demanded bits



#### An imprecision in Lazy Value Info

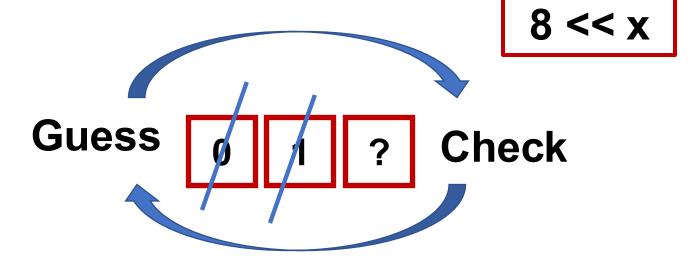


## Imprecision in computeKnownBits

```
define i16 @foo(i16 %x) {
    ...
    %0 = shl i16 8, %x
    ...
}
```

LLVM: ???????????????

Heuristic technique to compute near optimal data flow facts derived by Souper\_\_\_\_\_



Souper: ? ????????? 000

LLVM: ???????????????

```
define i16 @foo(i16 %x) {
    ...
    %0 = shl i16 8, %x
    ...
}
```

LLVM: ???????????????

Souper: ???????????000

```
--- lib/Analysis/ValueTracking.cpp
                                         (revision 311271)
+++ lib/Analysis/ValueTracking.cpp
                                         (working copy)
@@ -824,6 +824,15 @@
     return;
   if (auto *Operand0 = dyn_cast<ConstantInt>(I->getOperand(0))) {
     if (I->getOpcode() == Instruction::Shl) {
+
       APInt ShiftOp = OperandO->getValue();
+
       unsigned TrailingZero = ShiftOp.countTrailingZeros();
+
       Known.Zero.setLowBits(TrailingZero);
+
       return;
+
+
+
   computeKnownBits(I->getOperand(1), Known, Depth + 1, Q);
```

## **Summary**

Souper is a peephole superoptimizer that can both improve and exploit LLVM's data flow analysis.

Souper is open source:

https://github.com/google/souper