

A Brief Introduction to Using LLVM

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What is LLVM?

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What is LLVM?

- A compiler?
- A set of formats, libraries and tools.
 - A simple, typed IR (*bitcode*)
 - Program analysis / optimization libraries
 - Machine code generation libraries
 - Tools that compose the libraries to perform task

What is LLVM Bitcode?

- A (Relatively) Simple IR

```
#include<stdio.h>

void
foo(unsigned e) {
    for (unsigned i = 0; i < e; ++i) {
        printf("Hello\n");
    }
}

int
main(int argc, char **argv) {
    foo(argc);
    return 0;
}
```

Code

`clang -c -emit-llvm`
(and `llvm-dis`)

```
@str = private constant [6 x i8] c"Hello\00"

define void @foo(i32 %e) {
    %1 = icmp eq i32 %e, 0
    br i1 %1, label %._crit_edge, label %._lr.ph

._lr.ph:
    ; preds = %._lr.ph, %0
    %i = phi i32 [ %2, %._lr.ph ], [ 0, %0 ]
    %str1 = getelementptr
        [6 x i8]* @str, i64 0, i64 0
    %puts = tail call i32 @puts(i8* %str1)
    %2 = add i32 %i, 1
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IR

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Basic Blocks

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labels & predecessors

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    }
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branches & successors

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Instructions

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        [6 x i8]* @str, i64 @, i64 @
    %puts = tail call i32 @puts(i8* %str1)
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```

Dealing with SSA

- You may ask where certain values came from
 - Useful for tracking dependencies
 - “Where was this variable defined?”

Dealing with SSA

- You may ask where certain values came from
- LLVM IR is in SSA form
 - How many acronyms can I fit into one line?
 - What does this mean?
 - Why does it matter?

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```
void foo()  
  unsigned i = 0;  
  while (i < 10) {  
    i = i + 1;  
  }  
}
```

Dealing with SSA

- You may ask where certain values came from
- LLVM IR is in SSA form
 - How many acronyms can I fit into one line?
 - What does this mean?
 - Why does it matter?

```
void foo()  
  unsigned i = 0;  
  while (i < 10) {  
    i = i + 1;  
  }  
}
```

What is the single definition of `i` at this point?

Dealing with SSA

- Thus the phi instruction
 - It selects which of the definitions to use
 - Always at the start of a basic block

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- Thus the phi instruction
 - It selects which of the definitions to use
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```
void foo()  
    unsigned i = 0;  
    while (i < 10) {  
        i = i + 1;  
    }  
}
```

```
define void @foo() {  
    br label %1  
  
; <label>:1  
    %i.phi = phi i32 [ 0, %0 ], [ %2, %1 ]  
    %2 = add i32 %i.phi, 1  
    %exitcond = icmp eq i32 %2, 10  
    br i1 %exitcond, label %3, label %1  
  
; <label>:3  
    ret void  
}
```

Dealing with SSA

- Thus the phi instruction
 - It selects which of the definitions to use
 - Always at the start of a basic block

```
void foo()  
  unsigned i = 0;  
  while (i < 10) {  
    i = i + 1;  
  }  
}
```

```
define void @foo() {  
  br label %1  
  
; <label>:1  
  %i.phi = phi i32 [ 0, %0 ], [ %2, %1 ]  
  %2 = add i32 %i.phi, 1  
  %exitcond = icmp eq i32 %2, 10  
  br i1 %exitcond, label %3, label %1  
  
; <label>:3  
  ret void  
}
```

The diagram illustrates the control flow between two basic blocks. A red arrow originates from the 'br label %1' instruction in the first block and points to the phi instruction in the second block. Another red arrow originates from the 'br i1 %exitcond, label %3, label %1' instruction in the second block and points back to the phi instruction. The phi instruction is highlighted with a red box, and its two operands, '[0, %0]' and '[%2, %1]', are also highlighted with red boxes.