

# An LLVM back end for sourir

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# Outline

1. Compiler introduction
2. What is Sourir and why?
3. Quick dive into LLVM
4. Sourir architecture
5. Demo
6. Conclusion
7. Future work

# Traditional Compiler



- Modern compilers: multiple passes in optimizer

To be continued...

# Sourir

Low-level programming language or

## High-level intermediate representation

- Primitive datatypes, no Classes, Objects
- Program flow using labels, goto and branch
- Consists of functions
  
- Functions can have **version's**
- **assume** instruction

```
var n = nil
read n
array t[n]
var k = 0
goto L1
L1 branch k < n L2 L3
L2 t[k] ← k
   k ← k + 1
   goto L1
L3 drop k
stop
```

# Dynamic programming languages

## At runtime:

- Loading of new code
- Extension of objects and definitions
- Often dynamically typed
  
- Use just-in-time (JIT) compiler
  - continuously iterate and dump code at latest possible time
- Optimize code based on speculations (assume types etc.)

Eg. Javascript, Smalltalk, PHP, Python

# Sourir

- Designed as IR for dynamic languages
- Explicit versions of functions
- Explicit assumptions
  - Easier to reason about optimizations / deoptimizations
- out of the scope for today

# LLVM

Originally: **Low Level Virtual Machine**

Today: “collection of modular and reusable compiler and toolchain technologies”

- Written for C, C++ but with language-agnostic design
- Front ends: D, Fortran, Objective-C, Python, R, Rust, ...
- Back ends: x86, x86-64, PowerPC, MIPS, ARM, AMD GCN, ...
- Linker, machine code translator, C++ standard library, Debugger, ...
- LLVM IR
- Optimization using passes
- Offers a JIT

# LLVM IR

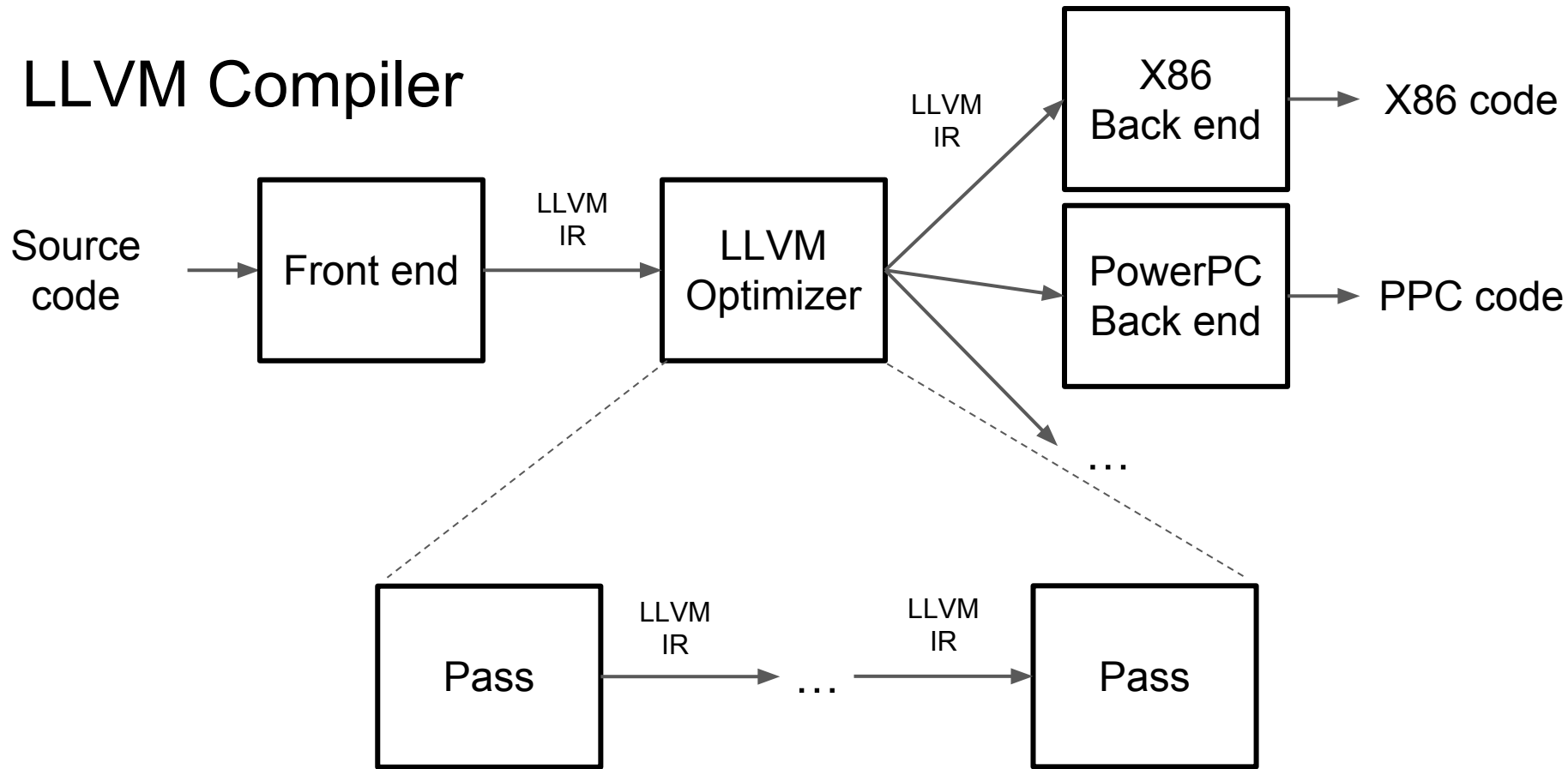
- Heart of LLVM
- Strongly typed RISC instruction set
- Infinite set of registers
- Static single assignment (SSA) form

Three equivalent forms:

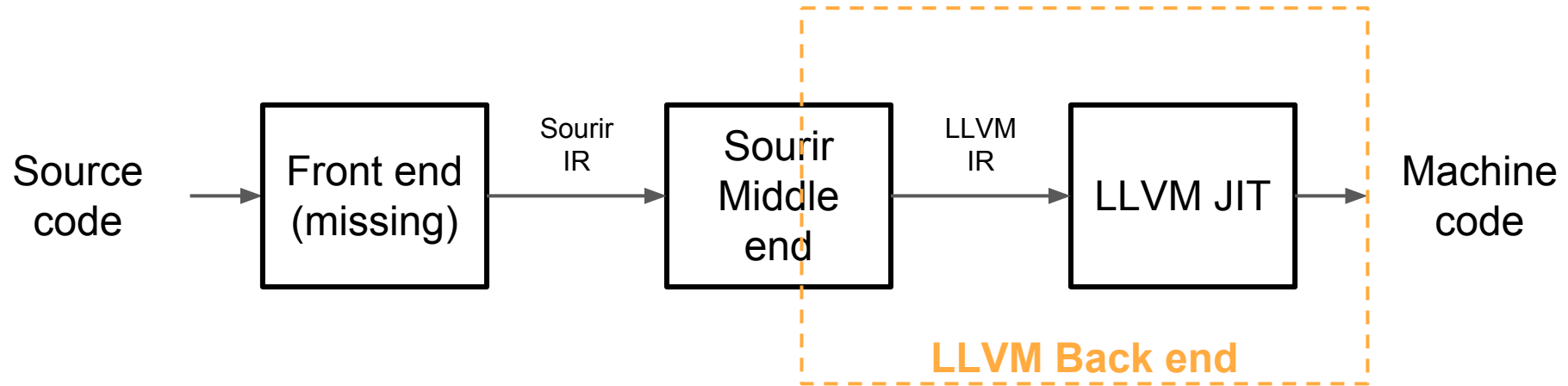
- C++ object format
- Plain text (assembly)
- bitcode



# LLVM Compiler



# Sourir JIT



Demo

# Conclusion

## LLVM

- handy and fast
- But: “official” support doesn’t mean good documentation

## Ocaml

- Function programming is fun
- But: irritating syntax
- Inconvenient setup

# Future work

- Basic features left: arrays, print/read, drop, booleans
- Advanced: version, assume
- Optimization as LLVM passes
- Front end for high level language