

Workshop on Essential Abstractions in GCC

The Retargetability Model of GCC

GCC Resource Center
(www.cse.iitb.ac.in/grc)

Department of Computer Science and Engineering,
Indian Institute of Technology, Bombay



July 2009

Outline

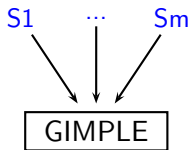
- A Recap
- Generating the code generators
- Using the generator code generators



Part 1

A Recap

Recapitulate: The GCC Build



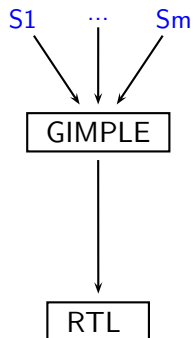
Front end: Multiple source languages

- **Separate** HLL dependent part of code
- **Selection** mechanism required
- **Parsers** for each source
- **Reduce** to a common IR – GIMPLE

GCC Structure



Recapitulate: The GCC Build



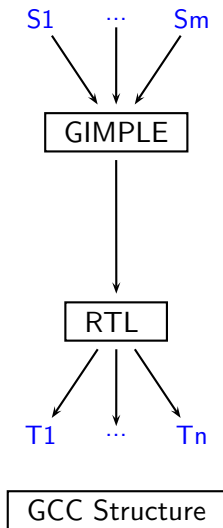
Middle: Optimisations, translations

- **Decide:** placement in phase sequence
- **Try:** match optimiser needs & IR properties

GCC Structure



Recapitulate: The GCC Build

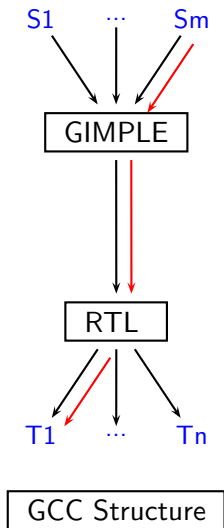


Back end: Multiple targets

- **Separate** target dependent part
- **Description** system for target props
- **Linear** IR preferable



Recapitulate: The GCC Build

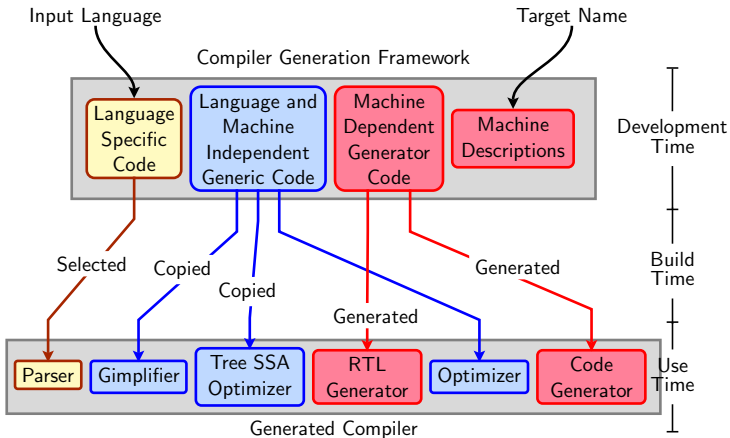


GCC \rightarrow gcc/cc1: Build:

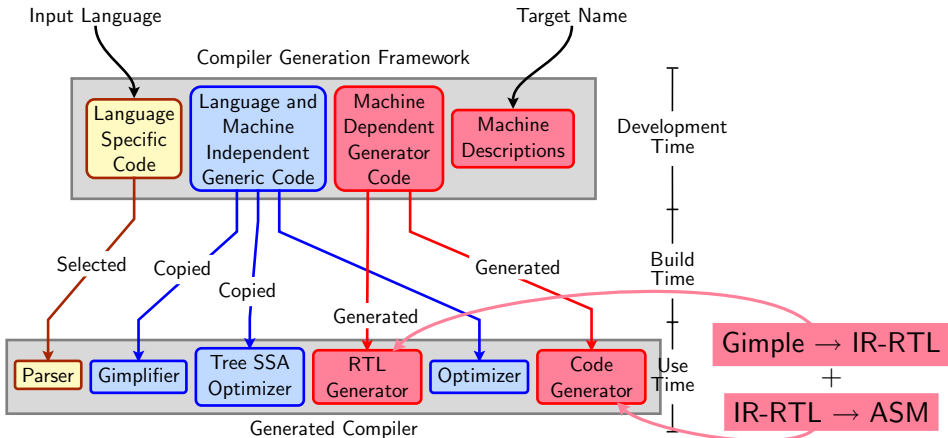
- Select Input Language and Target Processor
- Generate target specific code+data
- Compile the generated code along with the common code



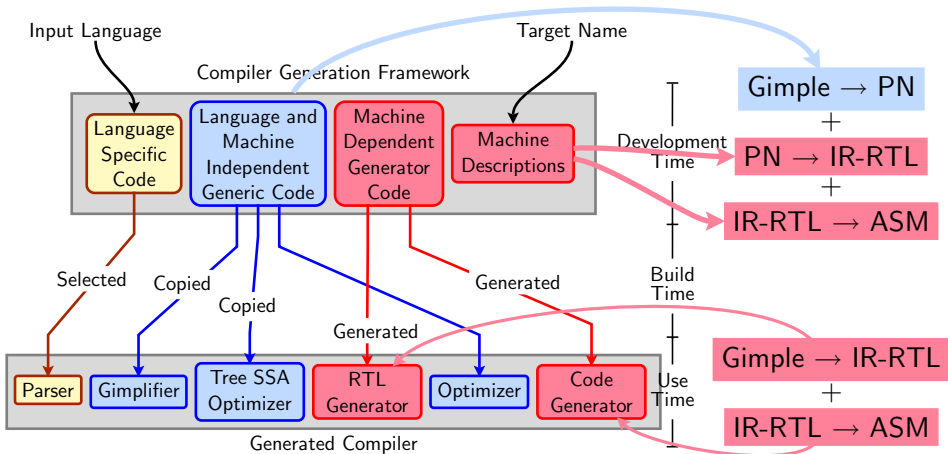
Retargetability Mechanism of GCC



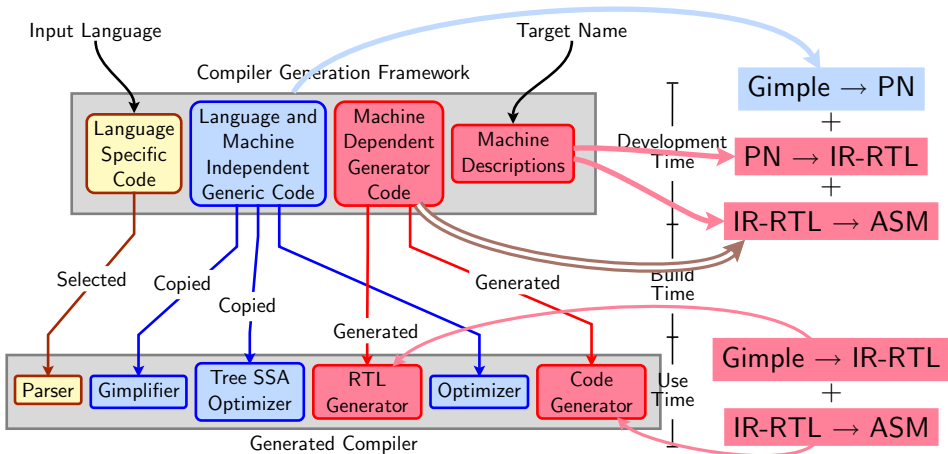
Retargetability Mechanism of GCC



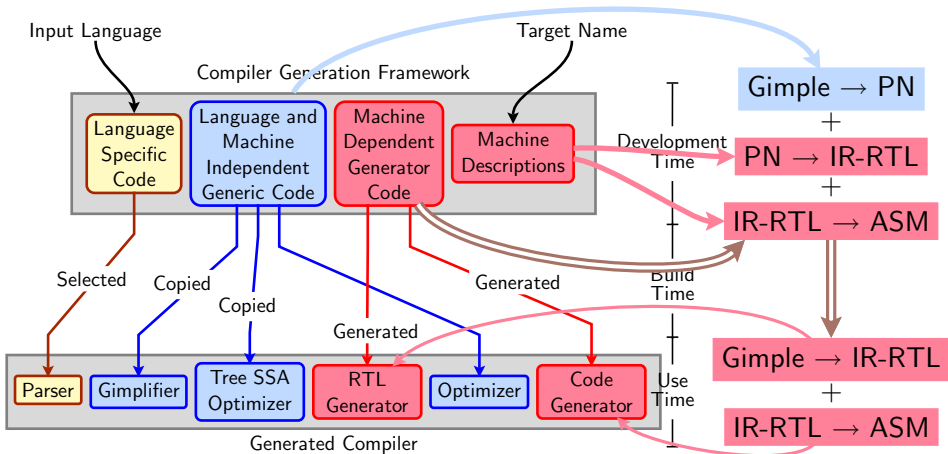
Retargetability Mechanism of GCC



Retargetability Mechanism of GCC



Retargetability Mechanism of GCC



What is “Generated”?

- Info about instructions supported by chosen target, e.g.
 - ▶ **Listing** data structures (e.g. instruction pattern lists)
 - ▶ **Indexing** data structures, since diff. targets give diff. lists.
- C functions that **generate** RTL internal representation
- Any useful “attributes”, e.g.
 - ▶ Semantic groupings: arithmetic, logical, I/O etc.
 - ▶ Processor unit usage groups for pipeline utilisation



Information supplied by the MD

- The target instructions – as ASM strings
- A description of the semantics of each
- A description of the features of each like
 - ▶ Data size limits
 - ▶ One of the operands must be a register
 - ▶ Implicit operands
 - ▶ Register restrictions

Information supplied	in <code>define_insn</code> as
The target instruction	ASM string
A description of it's semantics	RTL Template
Operand data size limits	predicates
Register restrictions	constraints



Part 2

Generating the Code Generators

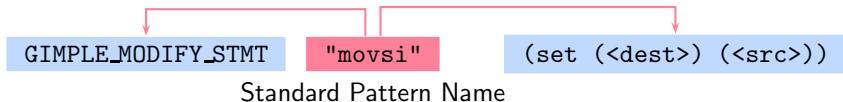
How GCC uses target specific RTL as IR

```
GIMPLE_MODIFY_STMT
```

```
(set (<dest>) (<src>))
```



How GCC uses target specific RTL as IR



How GCC uses target specific RTL as IR

GIMPLE_MODIFY_STMT

"movsi"

(set (<dest>) (<src>))

Standard Pattern Name

Separate CGF code and MD

GIMPLE_MODIFY_STMT

"movsi"

"movsi"

(set (<dest>) (<src>))



How GCC uses target specific RTL as IR

GIMPLE_MODIFY_STMT

"movsi"

(set (<dest>) (<src>))

Standard Pattern Name

Separate CGF code and MD

GIMPLE_MODIFY_STMT

"movsi"

"movsi"

(set (<dest>) (<src>))

Implement

GIMPLE_MODIFY_STMT

"movsi"

"movsi"

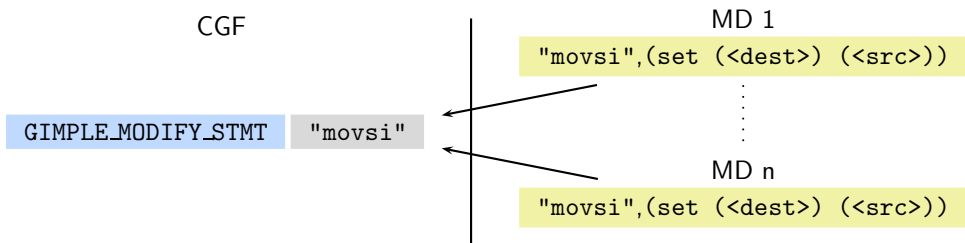
(set (<dest>) (<src>))

Unnecessary in CGF;
hard code

Implement in MD



Retargetability \Rightarrow Multiple MD vs. One CGF!

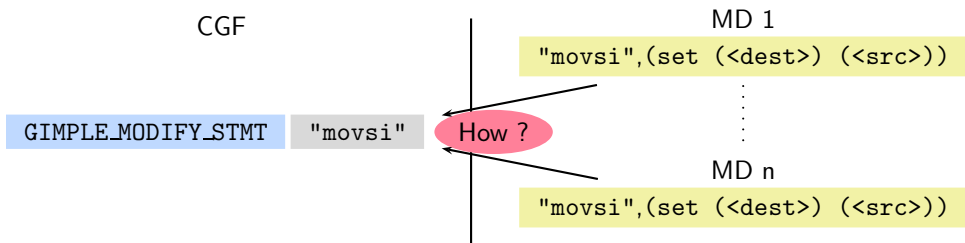


CGF needs:

An interface **immune** to MD authoring variations



Retargetability \Rightarrow Multiple MD vs. One CGF!

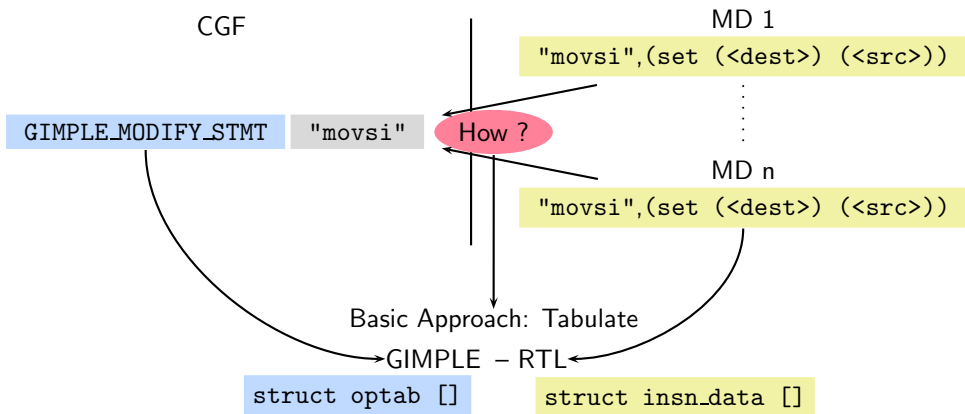


CGF needs:

An interface **immune** to MD authoring variations



Retargetability \Rightarrow Multiple MD vs. One CGF!



CGF needs:

An interface **immune** to MD authoring variations



MD Authoring Immune Tabulation

- List insns as they appear in the chosen MD
- Index them
- Supply index to the CGF

Note

An SPN may be written at any suitable place for a given MD



MD Information Data Structures

Two principal data structures

- `struct optab` – Interface to CGF
- `struct insn_data` – All information about a pattern
 - ▶ Array of each pattern read
 - ▶ Some patterns are SPNs
 - ▶ Each pattern is accessed using the generated index

Supporting data structures

- `enum insn_code`: Index of patterns available in the given MD

Note

Data structures are named in the CGF, but populated at build time.
Generating target specific code = populating these data structures.



Assume movsi is supported but movsf is not supported...

```
$(SOURCE)/gcc/optabs.h  
$(SOURCE)/gcc/optabs.c
```

optab_table

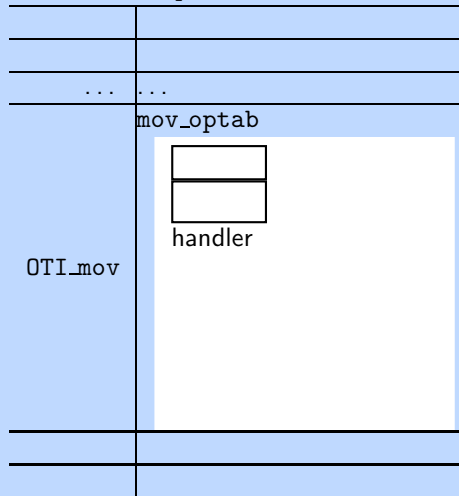
...	...
OTI_mov	mov_optab



Assume `movsi` is supported but `movsf` is not supported...

```
$(SOURCE)/gcc/optabs.h
$(SOURCE)/gcc/optabs.c
```

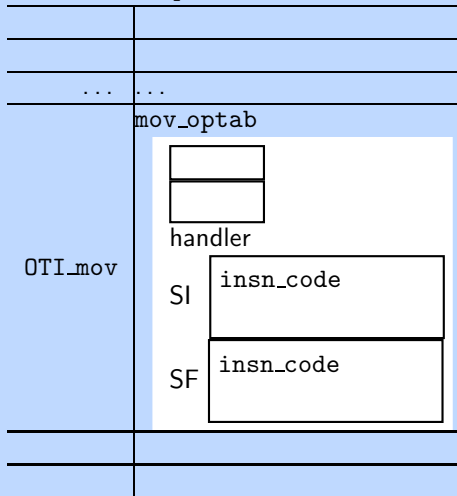
optab_table



Assume `movsi` is supported but `movsf` is not supported...

```
$(SOURCE)/gcc/optabs.h
$(SOURCE)/gcc/optabs.c
```

optab_table



Assume `movsi` is supported but `movsf` is not supported...

```
$(SOURCE)/gcc/optabs.h
$(SOURCE)/gcc/optabs.c
```

optab_table

...	...										
	mov_optab										
	<table border="1"> <tr><td></td><td></td></tr> <tr><td></td><td></td></tr> <tr><td></td><td>handler</td></tr> <tr><td>SI</td><td>insn_code</td></tr> <tr><td>SF</td><td>insn_code</td></tr> </table>						handler	SI	insn_code	SF	insn_code
	handler										
SI	insn_code										
SF	insn_code										

OTI_mov

handler

SI insn_code

SF insn_code

```
$(BUILD)/gcc/insn-output.c
```

insn_data

...	...
1280	"movsi" ... gen_movsi ...



Assume `movsi` is supported but `movsf` is not supported...

```
$(SOURCE)/gcc/optabs.h
$(SOURCE)/gcc/optabs.c
```

optab_table

...	...										
	mov_optab										
	<table border="1"> <tr><td></td><td></td></tr> <tr><td></td><td></td></tr> <tr><td></td><td>handler</td></tr> <tr><td>SI</td><td>insn_code</td></tr> <tr><td>SF</td><td>insn_code</td></tr> </table>						handler	SI	insn_code	SF	insn_code
	handler										
SI	insn_code										
SF	insn_code										

OTI_mov

handler

SI insn_code

SF insn_code

```
$(BUILD)/gcc/insn-output.c
```

insn_data

...	...
1280	"movsi" ... gen_movsi ...

```
$BUILD/gcc/insn-codes.h
```

```
CODE_FOR_movsi=1280
```

```
CODE_FOR_movsf=CODE_FOR_nothing
```



Assume `movsi` is supported but `movsf` is not supported...

```
$(SOURCE)/gcc/optabs.h
$(SOURCE)/gcc/optabs.c
```

optab_table

...	...												
	mov_optab												
	<table border="1"> <tr><td></td><td></td></tr> <tr><td></td><td></td></tr> <tr><td></td><td></td></tr> <tr><td></td><td>handler</td></tr> <tr><td>SI</td><td>insn_code</td></tr> <tr><td>SF</td><td>insn_code</td></tr> </table>								handler	SI	insn_code	SF	insn_code
	handler												
SI	insn_code												
SF	insn_code												

OTI_mov

mov_optab

handler

SI insn_code

SF insn_code

```
$(BUILD)/gcc/insn-output.c
```

insn_data

...	...
1280	"movsi" ... gen_movsi ...

```
$(BUILD)/gcc/insn-codes.h
```

```
CODE_FOR_movsi=1280
```

```
CODE_FOR_movsf=CODE_FOR_nothing
```

```
$(BUILD)/gcc/insn-opinit.c
```

...



Assume `movsi` is supported but `movsf` is not supported...

```
$(SOURCE)/gcc/optabs.h
$(SOURCE)/gcc/optabs.c
```

optab_table

...	...										
	mov_optab										
	<table border="1"> <tr><td></td><td></td></tr> <tr><td></td><td></td></tr> <tr><td></td><td>handler</td></tr> <tr><td>SI</td><td>insn_code</td></tr> <tr><td>SF</td><td>insn_code</td></tr> </table>						handler	SI	insn_code	SF	insn_code
	handler										
SI	insn_code										
SF	insn_code										

OTI_mov

handler

SI insn_code

SF insn_code

```
$(BUILD)/gcc/insn-output.c
```

insn_data

...	...
1280	"movsi" ... gen_movsi ...

```
$(BUILD)/gcc/insn-codes.h
```

```
CODE_FOR_movsi=1280
CODE_FOR_movsf=CODE_FOR_nothing
```

```
$(BUILD)/gcc/insn-opinit.c
```

...



Assume `movsi` is supported but `movsf` is not supported...

```
$(SOURCE)/gcc/optabs.h
$(SOURCE)/gcc/optabs.c
```

optab_table

...	...

mov_optab

Runtime initialization
of data structure

OTI_mov

SI

insn_code
CODE_FOR_movsi

SF

insn_code
CODE_FOR_nothing

```
$(BUILD)/gcc/insn-output.c
```

insn_data

...	...
1280	"movsi" ... gen_movsi ...

```
$BUILD/gcc/insn-codes.h
```

```
CODE_FOR_movsi=1280
CODE_FOR_movsf=CODE_FOR_nothing
```

```
$BUILD/gcc/insn-opinit.c
```

...



Assume `movsi` is supported but `movsf` is not supported...

```
$(SOURCE)/gcc/optabs.h
$(SOURCE)/gcc/optabs.c
```

optab_table

...	...												
	mov_optab												
	<table border="1"> <tr><td></td><td> <table border="1"> <tr><td>OTI_mov</td><td> <table border="1"> <tr><td>SI</td><td>insn_code CODE_FOR_movsi</td></tr> <tr><td>SF</td><td>insn_code CODE_FOR_nothing</td></tr> </table> </td></tr> </table> </td></tr> <tr><td></td><td></td></tr> <tr><td></td><td></td></tr> </table>		<table border="1"> <tr><td>OTI_mov</td><td> <table border="1"> <tr><td>SI</td><td>insn_code CODE_FOR_movsi</td></tr> <tr><td>SF</td><td>insn_code CODE_FOR_nothing</td></tr> </table> </td></tr> </table>	OTI_mov	<table border="1"> <tr><td>SI</td><td>insn_code CODE_FOR_movsi</td></tr> <tr><td>SF</td><td>insn_code CODE_FOR_nothing</td></tr> </table>	SI	insn_code CODE_FOR_movsi	SF	insn_code CODE_FOR_nothing				
	<table border="1"> <tr><td>OTI_mov</td><td> <table border="1"> <tr><td>SI</td><td>insn_code CODE_FOR_movsi</td></tr> <tr><td>SF</td><td>insn_code CODE_FOR_nothing</td></tr> </table> </td></tr> </table>	OTI_mov	<table border="1"> <tr><td>SI</td><td>insn_code CODE_FOR_movsi</td></tr> <tr><td>SF</td><td>insn_code CODE_FOR_nothing</td></tr> </table>	SI	insn_code CODE_FOR_movsi	SF	insn_code CODE_FOR_nothing						
OTI_mov	<table border="1"> <tr><td>SI</td><td>insn_code CODE_FOR_movsi</td></tr> <tr><td>SF</td><td>insn_code CODE_FOR_nothing</td></tr> </table>	SI	insn_code CODE_FOR_movsi	SF	insn_code CODE_FOR_nothing								
SI	insn_code CODE_FOR_movsi												
SF	insn_code CODE_FOR_nothing												

Runtime initialization
of data structure

```
$(BUILD)/gcc/insn-output.c
```

insn_data

...	...
	"movsi"
1280	...
	gen_movsi
	...

```
$(BUILD)/gcc/insn-codes.h
```

```
CODE_FOR_movsi=1280
CODE_FOR_movsf=CODE_FOR_nothing
```

```
$(BUILD)/gcc/insn-opinit.c
```

...



GCC Generation Phase – Revisited

Generator	Generated from MD	Information	Description
genopinit	insn-opinit.c	void init_all_optabs (void);	Operations Table Initialiser
gencodes	insn-codes.h	enum insn_code = { ... CODE_FOR_movsi = 1280, ...}	Index of patterns
genooutput	insn-output.c	struct insn_data [CODE].genfun = /* fn ptr */	All insn data e.g. gen function
genemit	insn-emit.c	rtx gen_rtx_movsi (/* args */ { /* body */	RTL emission functions



Explicit Calls to `gen<SPN>` functions

- In some cases, an entry is not made in `insn_data` table for some SPNs.
- `gen` functions for such SPNs are explicitly called.
- These are mostly related to
 - ▶ Function calls
 - ▶ Setting up of activation records
 - ▶ Non-local jumps
 - ▶ etc. (i.e. deeper study is required on this aspect)



Handling C Code in `define_expand`

```
(define_expand "movsi"  
  [(set (op0) (op1))]  
  ""  
  "{ /* C CODE OF DEFINE EXPAND */ }")  
  
rtx  
gen_movsi (rtx operand0, rtx operand1)  
{  
  ...  
  {  
    /* C CODE OF DEFINE EXPAND */  
  }  
  emit_insn (gen_rtx_SET (VOIDmode, operand0, operand1))  
  ...  
}
```



Part 3

Using the Code Generators

RTL Generation – The Internals

```
case GIMPLE_MODIFY_STMT: ... expand_assignment (...);
    ... /* Various cases of expansion */
/* One case: integer mode move */
icode = mov_optab->handler[SImode].insn_code
if (icode != CODE_FOR_nothing) {
    ... /* preparatory code */
    emit_insn (GEN_FCN(icode)(dest,src));
}
```



RTL Generation – The Internals

TREE node

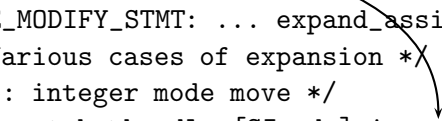
```
case GIMPLE_MODIFY_STMT: ... expand_assignment (...);
    ... /* Various cases of expansion */
/* One case: integer mode move */
icode = mov_optab->handler[SImode].insn_code
if (icode != CODE_FOR_nothing) {
    ... /* preparatory code */
    emit_insn (GEN_FCN(icode)(dest,src));
}
```



RTL Generation – The Internals

Seek index

```
case GIMPLE_MODIFY_STMT: ... expand_assignment (...);
    ... /* Various cases of expansion */
/* One case: integer mode move */
icode = mov_optab->handler[SImode].insn_code
if (icode != CODE_FOR_nothing) {
    ... /* preparatory code */
    emit_insn (GEN_FCN(icode)(dest,src));
}
```



RTL Generation – The Interr

```

case GIMPLE_MODIFY_STMT: ... expand_assignment
    ... /* Various cases of expansion */
/* One case: integer mode move */
icode = mov_optab->handler[SImode].insn_code
if (icode != CODE_FOR_nothing) {
    ... /* preparatory code */
    emit_insn (GEN_FCN(icode)(dest,src));
}

```

insn-codes.h

```

enum insn_code
= {...
CODE_FOR_movsi
= 1280,
...}

```



RTL Generation – The Intern

```

case GIMPLE_MODIFY_STMT: ... expand_assignment
    ... /* Various cases of expansion */
/* One case: integer mode move */
icode = mov_optab->handler[SImode].insn_code
if (icode != CODE_FOR_nothing) {
    ... /* preparatory code */
    emit_insn (GEN_FCN(icode)(dest,src));
}

```

```

insn-codes.h
enum insn_code
= {...
CODE_FOR_movsi
= 1280,
...}

```

Got index into optab



RTL Generation – The Internals

```
case GIMPLE_MODIFY_STMT: ... expand_assignment (...);
    ... /* Various cases of expansion */
/* One case: integer mode move */
icode = mov_optab->handler[SImode].insn_code
if (icode != CODE_FOR_nothing) {
    ... /* preparatory code */
    emit_insn (GEN_FCN(icode)(dest,src));
}
```

Use icode (= 1280)

```
#define GENFCN(code) insn_data[code].genfun
```



RTL Generation – The Internals

```
case GIMPLE_MODIFY_STMT: ... expand_assignment (...);
    ... /* Various cases of expansion */
/* One case: integer mode move */
icode = mov_optab->handler[SImode].insn_code
if (icode != CODE_FOR_nothing) {
    ... /* preparatory code */
    emit_insn (GEN_FCN(icode)(dest,
}

```

insn-output.c

insn_data[1280].genfun
= gen_movsi

```
#define GENFCN(code) insn_data[code].genfun
```



RTL Generation – The Internals

```
case GIMPLE_MODIFY_STMT: ... expand_assignment (...);
    ... /* Various cases of expansion */
/* One case: integer mode move */
icode = mov_optab->handler[SImode].insn_code
if (icode != CODE_FOR_nothing) {
    ... /* preparatory code */
    emit_insn (GEN_FCN(icode)(dest,src));
}
```

```
#define GENFCN(code) insn_data[code].genfun
```

```
Execute: gen_movsi (dest,src)
```



RTL to ASM Conversion

- Simple pattern matching of IR RTLs and the patterns present in all named, un-named, standard, non-standard patterns defined using `define_expand`.
- A DFA (deterministic finite automaton) is constructed and the first match is used.

