

Workshop on Essential Abstractions in GCC

Incremental Machine Descriptions for Spim: Levels 2, 3, and 4

GCC Resource Center

(www.cse.iitb.ac.in/grc)

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



2 July 2011

Outline

- Constructs supported in level 2
- Constructs supported in level 3
- Constructs supported in level 4



Part 1

Constructs Supported in Level 2

Arithmetic Operations Required in Level 2

Operation	Primitive Variants	Implementation	Remark
$Dest \leftarrow Src_1 - Src_2$	$R_i \leftarrow R_j - R_k$	sub ri, rj, rk	level 2
$Dest \leftarrow -Src$	$R_i \leftarrow -R_j$	neg ri, rj	
$Dest \leftarrow Src_1 / Src_2$	$R_i \leftarrow R_j / R_k$	div rj, rk mflo ri	
$Dest \leftarrow Src_1 \% Src_2$	$R_i \leftarrow R_j \% R_k$	rem ri, rj, rk	
$Dest \leftarrow Src_1 * Src_2$	$R_i \leftarrow R_j * R_k$	mul ri, rj, rk	



Arithmetic Operations Required in Level 2

Operation	Primitive Variants	Implementation	Remark
$Dest \leftarrow Src_1 - Src_2$	$R_i \leftarrow R_j - R_k$	sub ri, rj, rk	level 2
$Dest \leftarrow -Src$	$R_i \leftarrow -R_j$	neg ri, rj	
$Dest \leftarrow Src_1 / Src_2$	$R_i \leftarrow R_j / R_k$	div rj, rk mflo ri	
$Dest \leftarrow Src_1 \% Src_2$	$R_i \leftarrow R_j \% R_k$	rem ri, rj, rk	
$Dest \leftarrow Src_1 * Src_2$	$R_i \leftarrow R_j * R_k$	mul ri, rj, rk	



Bitwise Operations Required in Level 2

Operation	Primitive Variants	Implementation	Remark
$Dest \leftarrow Src_1 \ll Src_2$	$R_i \leftarrow R_j \ll R_k$	sllv ri, rj, rk	level 2
	$R_i \leftarrow R_j \ll C_5$	sll ri, rj, c	
$Dest \leftarrow Src_1 \gg Src_2$	$R_i \leftarrow R_j \gg R_k$	srav ri, rj, rk	
	$R_i \leftarrow R_j \gg C_5$	sra ri, rj, c	
$Dest \leftarrow Src_1 \& Src_2$	$R_i \leftarrow R_j \& R_k$	and ri, rj, rk	
	$R_i \leftarrow R_j \& C$	andi ri, rj, c	
$Dest \leftarrow Src_1 Src_2$	$R_i \leftarrow R_j R_k$	or ri, rj, rk	
	$R_i \leftarrow R_j C$	ori ri, rj, c	
$Dest \leftarrow Src_1 \wedge Src_2$	$R_i \leftarrow R_j \wedge R_k$	xor ri, rj, rk	
	$R_i \leftarrow R_j \wedge C$	xori ri, rj, c	
$Dest \leftarrow \sim Src$	$R_i \leftarrow \sim R_j$	not ri, rj	



Divide Operation in spim2.md using define_insn

- For division, the spim architecture imposes use of multiple asm instructions for single operation.

```
(define_insn "divsi3"  
  [(set (match_operand:SI 0 "register_operand" "=r")  
        (div:SI (match_operand:SI 1 "register_operand" "r")  
                (match_operand:SI 2 "register_operand" "r"))  
        )]  
  ""  
  "div\t%1, %2\n\tmflo\t%0"  
)
```



Divide Operation in spim2.md using define_insn

- For division, the spim architecture imposes use of multiple asm instructions for single operation.
- Two ASM instructions are emitted using single RTL pattern

```
(define_insn "divsi3"  
  [(set (match_operand:SI 0 "register_operand" "=r")  
        (div:SI (match_operand:SI 1 "register_operand" "r")  
                (match_operand:SI 2 "register_operand" "r"))  
        )]  
  ""  
  "div\t%1, %2\n\tmflo\t%0"  
)
```



Advantages/Disadvantages of using `define_insn`

- Very simple to add the pattern
- Primitive target feature represented as single `insn` pattern in `.md`
- Unnecessary atomic grouping of instructions
- May hamper optimizations in general, and instruction scheduling, in particular



Divide Operation in spim2.md using define_expand

- The RTL pattern can be expanded into two different RTLs.

```
(define_expand "divsi3"  
  [(parallel[(set (match_operand:SI 0 "register_operand" "")  
                  (div:SI (match_operand:SI 1 "register_operand" "")  
                          (match_operand:SI 2 "register_operand" ""))  
                  )  
   (clobber (reg:SI 26))  
   (clobber (reg:SI 27))]])  
  ""  
  {  
    emit_insn(gen_IITB_divide(gen_rtx_REG(SImode,26),  
                              operands[1], operands[2]));  
    emit_insn(gen_IITB_move_from_lo(operands[0],  
                                    gen_rtx_REG(SImode,26)));  
    DONE;  
  }  
)
```



Divide Operation in `spim2.md` using `define_expand`

- Divide pattern equivalent to `div` instruction in architecture.

```
(define_insn "IITB_divide"
  [(parallel [(set (match_operand:SI 0 "LO_register_operand" "=q")
                  (div:SI (match_operand:SI 1 "register_operand" "r")
                          (match_operand:SI 2 "register_operand" "r")))
             ])
  (clobber (reg:SI 27))])
""
"div t%1, %2"
)
```



Divide Operation in spim2.md using define_expand

- Divide pattern equivalent to div instruction in architecture.

```
(define_insn "IITB_divide"  
  [(parallel [(set (match_operand:SI 0 "LO_register_operand" "=q")  
                  (div:SI (match_operand:SI 1 "register_operand" "r")  
                          (match_operand:SI 2 "register_operand" "r"))  
                )  
             (clobber (reg:SI 27))])] ]  
  ""  
  "div t%1, %2"  
)
```



Divide Operation in spim2.md using define_expand

- Moving contents of special purpose register LO to/from general purpose register

```
(define_insn "IITB_move_from_lo"  
  [(set (match_operand:SI 0 "register_operand" "=r")  
        (match_operand:SI 1 "LO_register_operand" "q"))]  
  ""  
  "mflo \\t%0"  
)
```

```
(define_insn "IITB_move_to_lo"  
  [(set (match_operand:SI 0 "LO_register_operand" "=q")  
        (match_operand:SI 1 "register_operand" "r"))]  
  ""  
  "mtlo \\t%1"  
)
```



Divide Operation in `spim2.md` using `define_expand`

- Divide pattern equivalent to `div` instruction in architecture.

```
(define_insn "modsi3"  
  [(parallel[(set (match_operand:SI 0 "register_operand" "=r")  
                  (mod:SI (match_operand:SI 1 "register_operand" "r")  
                          (match_operand:SI 2 "register_operand" "r"))  
                )  
  (clobber (reg:SI 26))  
  (clobber (reg:SI 27))]])  
  ""  
  "rem \t%0, %1, %2"  
)
```



Divide Operation in spim2.md using define_expand

- Divide pattern equivalent to div instruction in architecture.

```
(define_insn "modsi3"  
  [(parallel[(set (match_operand:SI 0 "register_operand" "=r")  
                 (mod:SI (match_operand:SI 1 "register_operand" "r")  
                         (match_operand:SI 2 "register_operand" "r"))  
                )  
   (clobber (reg:SI 26))  
   (clobber (reg:SI 27))]])  
  ""  
  "rem \t%0, %1, %2"  
)
```



Advantages/Disadvantages of Using `define_expand` for Division

- Two instructions are separated out at GIMPLE to RTL conversion phase
- Both instructions can undergo all RTL optimizations independently
- C interface is needed in md
- Compilation becomes slower and requires more space



Divide Operation in spim2.md using define_split

```
(define_split
  [(parallel [(set (match_operand:SI 0 "register_operand" "")
    (div:SI (match_operand:SI 1 "register_operand" "")
      (match_operand:SI 2 "register_operand" ""))
    )
    (clobber (reg:SI 26))
    (clobber (reg:SI 27))]]]
  ""
  [(parallel [(set (match_dup 3)
    (div:SI (match_dup 1)
      (match_dup 2)))
    (clobber (reg:SI 27))]]]
  (set (match_dup 0)
    (match_dup 3))
  ]
  "operands[3]=gen_rtx_REG(SImode,26); ")
)
```



Divide Operation in spim2.md using define_split

```

(define_split
  [(parallel [(set (match_operand:SI 0 "register_operand" "")
    (div:SI (match_operand:SI 1 "register_operand" "")
      (match_operand:SI 2 "register_operand" ""))
    )
    (clobber (reg:SI 26))
    (clobber (reg:SI 27))]]]
  ""
  [(parallel [(set (match_dup 3)
    (div:SI (match_dup 1)
      (match_dup 2)))
    (clobber (reg:SI 27))]]
    (set (match_dup 0)
      (match_dup 3))
  ]
  "operands[3]=gen_rtx_REG(SImode,26); "
)

```

```

[(parallel[
  (set (match_operand:SI 0 "LO_register_operand" "=q")
    (div:SI (match_operand:SI 1 "register_operand" "r")
      (match_operand:SI 2 "register_operand" "r")))
  (clobber (reg:SI 27))]]]

```



Divide Operation in spim2.md using define_split

```

(define_split
  [(parallel [(set (match_operand:SI 0 "register_operand" "")
    (div:SI (match_operand:SI 1 "register_operand" "")
      (match_operand:SI 2 "register_operand" ""))
    )
    (clobber (reg:SI 26))
    (clobber (reg:SI 27))]]]
  ""
  [(parallel [(set (match_dup 3)
    (div:SI (match_dup 1)
      (match_dup 2)))
    (clobber (reg:SI 27))]]
    (set (match_dup 0)
      (match_dup 3))
  ]
  "operands[3]=gen_rtx_REG(SImode,26); "
)

```

```

[(parallel[
  (set (match_operand:SI 0 "LO_register_operand" "=q")
    (div:SI (match_operand:SI 1 "register_operand" "r")
      (match_operand:SI 2 "register_operand" "r")))
  (clobber (reg:SI 27))]]]

```

```

[(set (match_operand:SI 0 "register_operand" "=r")
  (match_operand:SI 1 "LO_register_operand" "q"))]

```



Part 2

Constructs Supported in Level 3

Operations Required in Level 3

Operation	Primitive Variants	Implementation	Remark
$Dest \leftarrow fun(P_1, \dots, P_n)$	call $L_{fun, n}$	lw r_i , [SP+c1] sw r_i , [SP] :	Level 1
		lw r_i , [SP+c2] sw r_i , [SP-n*4]	
		jal L	New
		$Dest \leftarrow \$v0$	level 1
$fun(P_1, P_2, \dots, P_n)$	call $L_{fun, n}$	lw r_i , [SP+c1] sw r_i , [SP] :	Level 1
		lw r_i , [SP+c2] sw r_i , [SP-n*4]	
		jal L	New



Call Operation in spim3.md

```
(define_insn "call"  
  [(call (match_operand:SI 0 "memory_operand" "m")  
         (match_operand:SI 1 "immediate_operand" "i"))  
   (clobber (reg:SI 31))  
  ]  
  ""  
  "*  
  return emit_asm_call(operands,0);  
  "  
)
```



Call Operation in spim3.md

```
(define_insn "call_value"  
  [(set (match_operand:SI 0 "register_operand" "=r")  
        (call (match_operand:SI 1 "memory_operand" "m")  
              (match_operand:SI 2 "immediate_operand" "i")))  
        (clobber (reg:SI 31))  
  ]  
  ""  
  "*  
  return emit_asm_call(operands,1);  
  "  
)
```



Activation Record Generation during Call

- Operations performed by caller

- Operations performed by callee



Activation Record Generation during Call



- Operations performed by caller

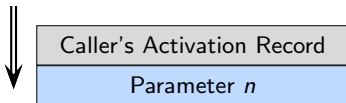
- Operations performed by callee



Activation Record Generation during Call

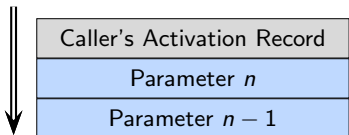
- Operations performed by caller
 - ▶ Push parameters on stack.

- Operations performed by callee



Activation Record Generation during Call

- Operations performed by caller
 - ▶ Push parameters on stack.

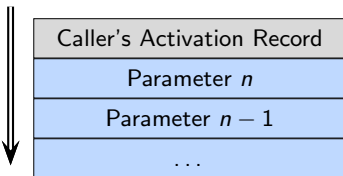


- Operations performed by callee



Activation Record Generation during Call

- Operations performed by caller
 - ▶ Push parameters on stack.

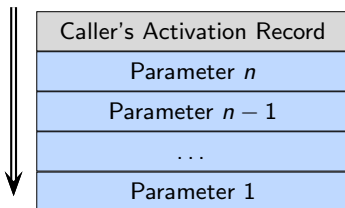


- Operations performed by callee



Activation Record Generation during Call

- Operations performed by caller
 - ▶ Push parameters on stack.

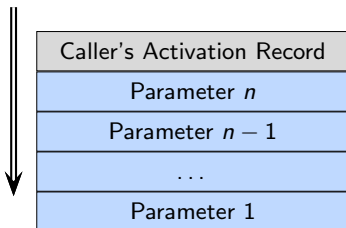


- Operations performed by callee



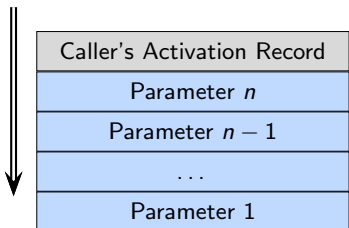
Activation Record Generation during Call

- Operations performed by caller
 - ▶ Push parameters on stack.
 - ▶ Load return address in return address register.
- Operations performed by callee



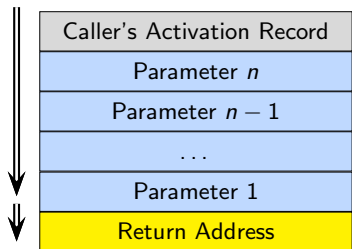
Activation Record Generation during Call

- Operations performed by caller
 - ▶ Push parameters on stack.
 - ▶ Load return address in return address register.
 - ▶ Transfer control to Callee.
- Operations performed by callee



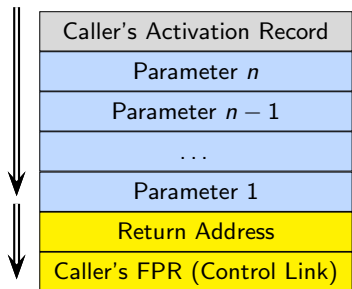
Activation Record Generation during Call

- Operations performed by caller
 - ▶ Push parameters on stack.
 - ▶ Load return address in return address register.
 - ▶ Transfer control to Callee.
- Operations performed by callee
 - ▶ Push Return address stored by caller on stack.



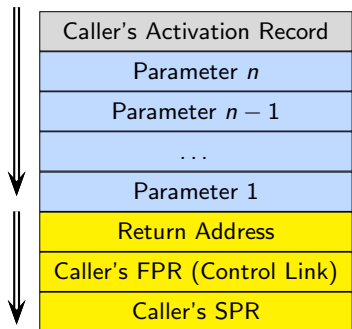
Activation Record Generation during Call

- Operations performed by caller
 - ▶ Push parameters on stack.
 - ▶ Load return address in return address register.
 - ▶ Transfer control to Callee.
- Operations performed by callee
 - ▶ Push Return address stored by caller on stack.
 - ▶ Push caller's Frame Pointer Register.



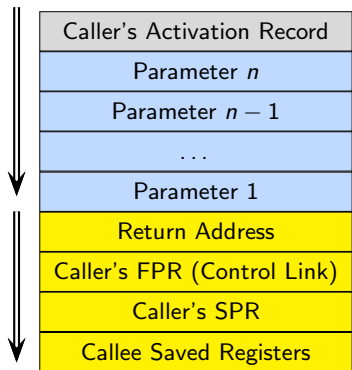
Activation Record Generation during Call

- Operations performed by caller
 - ▶ Push parameters on stack.
 - ▶ Load return address in return address register.
 - ▶ Transfer control to Callee.
- Operations performed by callee
 - ▶ Push Return address stored by caller on stack.
 - ▶ Push caller's Frame Pointer Register.
 - ▶ Push caller's Stack Pointer.



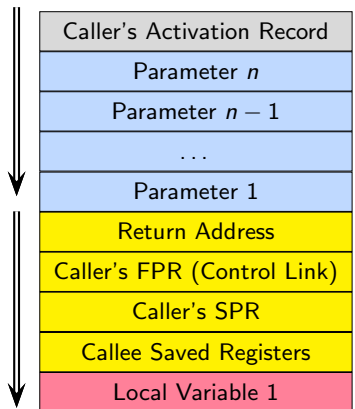
Activation Record Generation during Call

- Operations performed by caller
 - ▶ Push parameters on stack.
 - ▶ Load return address in return address register.
 - ▶ Transfer control to Callee.
- Operations performed by callee
 - ▶ Push Return address stored by caller on stack.
 - ▶ Push caller's Frame Pointer Register.
 - ▶ Push caller's Stack Pointer.
 - ▶ Save callee saved registers, if used by callee.



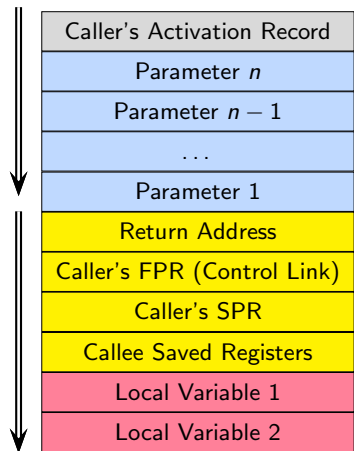
Activation Record Generation during Call

- Operations performed by caller
 - ▶ Push parameters on stack.
 - ▶ Load return address in return address register.
 - ▶ Transfer control to Callee.
- Operations performed by callee
 - ▶ Push Return address stored by caller on stack.
 - ▶ Push caller's Frame Pointer Register.
 - ▶ Push caller's Stack Pointer.
 - ▶ Save callee saved registers, if used by callee.
 - ▶ Create local variables frame.



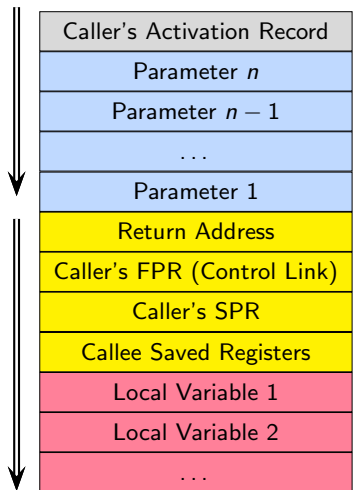
Activation Record Generation during Call

- Operations performed by caller
 - ▶ Push parameters on stack.
 - ▶ Load return address in return address register.
 - ▶ Transfer control to Callee.
- Operations performed by callee
 - ▶ Push Return address stored by caller on stack.
 - ▶ Push caller's Frame Pointer Register.
 - ▶ Push caller's Stack Pointer.
 - ▶ Save callee saved registers, if used by callee.
 - ▶ Create local variables frame.



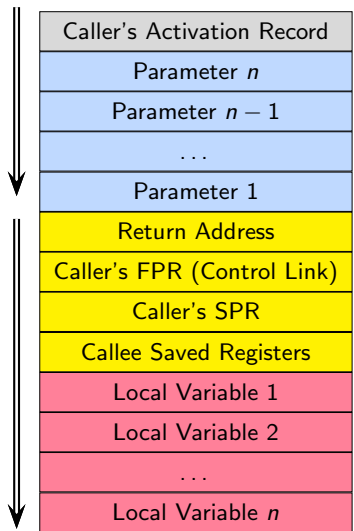
Activation Record Generation during Call

- Operations performed by caller
 - ▶ Push parameters on stack.
 - ▶ Load return address in return address register.
 - ▶ Transfer control to Callee.
- Operations performed by callee
 - ▶ Push Return address stored by caller on stack.
 - ▶ Push caller's Frame Pointer Register.
 - ▶ Push caller's Stack Pointer.
 - ▶ Save callee saved registers, if used by callee.
 - ▶ Create local variables frame.



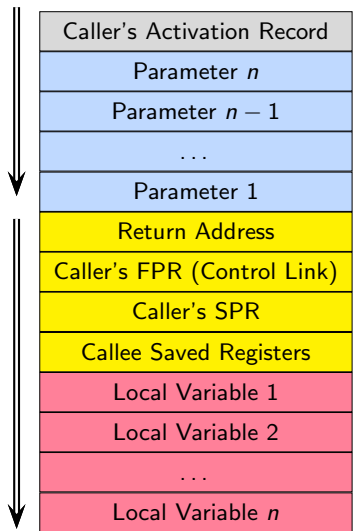
Activation Record Generation during Call

- Operations performed by caller
 - ▶ Push parameters on stack.
 - ▶ Load return address in return address register.
 - ▶ Transfer control to Callee.
- Operations performed by callee
 - ▶ Push Return address stored by caller on stack.
 - ▶ Push caller's Frame Pointer Register.
 - ▶ Push caller's Stack Pointer.
 - ▶ Save callee saved registers, if used by callee.
 - ▶ Create local variables frame.



Activation Record Generation during Call

- Operations performed by caller
 - ▶ Push parameters on stack.
 - ▶ Load return address in return address register.
 - ▶ Transfer control to Callee.
- Operations performed by callee
 - ▶ Push Return address stored by caller on stack.
 - ▶ Push caller's Frame Pointer Register.
 - ▶ Push caller's Stack Pointer.
 - ▶ Save callee saved registers, if used by callee.
 - ▶ Create local variables frame.
 - ▶ Start callee body execution.



Prologue in spim3.md

```
(define_expand "prologue"  
  [(clobber (const_int 0))]  
  ""  
  {  
    spim_prologue();  
    DONE;  
  })
```



Prologue in spim3.md

```
(define_expand "prologue"  
  [(clobber (const_int 0))]  
  ""  
  {  
    spim_prologue();  
    DONE;  
  })
```

```
(set (mem:SI (reg:SI $sp))  
     (reg:SI 31 $ra))  
  
(set (mem:SI (plus:SI (reg:SI $sp)  
                      (const_int -4 )))  
     (reg:SI $sp))  
  
(set (mem:SI (plus:SI (reg:SI $sp)  
                      (const_int -8 )))  
     (reg:SI $fp))  
  
(set (reg:SI $fp)  
     (reg:SI $sp))  
  
(set (reg:SI $sp)  
     (plus:SI (reg:SI $fp)  
              (const_int -36)))
```



Epilogue in spim3.md

```
(define_expand "epilogue"  
  [(clobber (const_int 0))]  
  ""  
  
  spim_epilogue();  
  DONE;  
)
```

```
(set (reg:SI $sp)  
     (reg:SI $fp))  
  
(set (reg:SI $fp)  
     (mem:SI (plus:SI (reg:SI $sp)  
                      (const_int -8 ))))  
  
(set (reg:SI $ra)  
     (mem:SI (reg:SI $sp)))  
  
(parallel [  
  (return)  
  (use (reg:SI $ra))])
```



Part 3

Constructs Supported in Level 4

Operations Required in Level 4

Operation	Primitive Variants	Implementation	Remark
$Src_1 < Src_2 ?$ goto L : PC	$CC \leftarrow R_i < R_j$ $CC < 0 ?$ goto L : PC	blt r_i, r_j, L	
$Src_1 > Src_2 ?$ goto L : PC	$CC \leftarrow R_i > R_j$ $CC > 0 ?$ goto L : PC	bgt r_i, r_j, L	
$Src_1 \leq Src_2 ?$ goto L : PC	$CC \leftarrow R_i \leq R_j$ $CC \leq 0 ?$ goto L : PC	ble r_i, r_j, L	
$Src_1 \geq Src_2 ?$ goto L : PC	$CC \leftarrow R_i \geq R_j$ $CC \geq 0 ?$ goto L : PC	bge r_i, r_j, L	



Operations Required in Level 4

Operation	Primitive Variants	Implementation	Remark
$Src_1 == Src_2 ?$ goto L : PC	$CC \leftarrow R_i == R_j$ $CC == 0 ? \text{goto L : PC}$	beq r_i, r_j, L	
$Src_1 \neq Src_2 ?$ goto L : PC	$CC \leftarrow R_i \neq R_j$ $CC \neq 0 ? \text{goto L : PC}$	bne r_i, r_j, L	



Conditional Branch Instruction in spim4.md

```
(define_insn "cbranchsi4"  
  [(set (pc)  
    (if_then_else  
      (match_operator:SI 0 "comparison_operator"  
        [(match_operand:SI 1 "register_operand" "")  
         (match_operand:SI 2 "register_operand" "")]))  
      (label_ref (match_operand 3 "" ""))  
      (pc)))]  
  ""  
  "*  
  return conditional_insn(GET_CODE(operands[0]), operands);  
  ""  
)
```



Support for Branch pattern in spim4.c

```
char *
conditional_insn (enum rtx_code code, rtx operands[])
{
    switch(code)
    {
        case EQ: return "beq %1, %2, %13";
        case NE: return "bne %1, %2, %13";
        case GE: return "bge %1, %2, %13";
        case GT: return "bgt %1, %2, %13";
        case LT: return "blt %1, %2, %13";
        case LE: return "ble %1, %2, %13";
        case GEU: return "bgeu %1, %2, %13";
        case GTU: return "bgtu %1, %2, %13";
        case LTU: return "bltu %1, %2, %13";
        case LEU: return "bleu %1, %2, %13";
        default: /* Error. Issue ICE */
    }
}
```



Alternative for Branch: Conditional compare in spim4.md

```
(define_code_iterator cond_code
  [lt ltu eq ge geu gt gtu le leu ne])

(define_expand "cmpsi"
  [(set (cc0) (compare
              (match_operand:SI 0 "register_operand" "")
              (match_operand:SI 1 "nonmemory_operand" "")))]
  ""
  {
    compare_op0=operands[0];
    compare_op1=operands[1];
    DONE;
  }
)
```



Alternative for Branch: Branch pattern in spim4.md

```
(define_expand "b<code>"
  [(set (pc) (if_then_else (cond_code:SI (match_dup 1)
                           (match_dup 2))
                          (label_ref (match_operand 0 "" ""))
                          (pc)))]
  ""
  {
    operands[1]=compare_op0;
    operands[2]=compare_op1;
    if(immediate_operand(operands[2],SImode))
    {
      operands[2]=force_reg(SImode,operands[2]);
    }
  }
)
```



Alternative for Branch: Branch pattern in spim4.md

```
(define_insn "*insn_b<code>"
  [(set (pc)
        (if_then_else
         (cond_code:SI
          (match_operand:SI 1 "register_operand" "r")
          (match_operand:SI 2 "register_operand" "r"))
         (label_ref (match_operand 0 "" ""))
         (pc)))]
  ""
  "*
      return conditional_insn(<CODE>,operands);
  "
)
```

