The Retargetability Model of GCC

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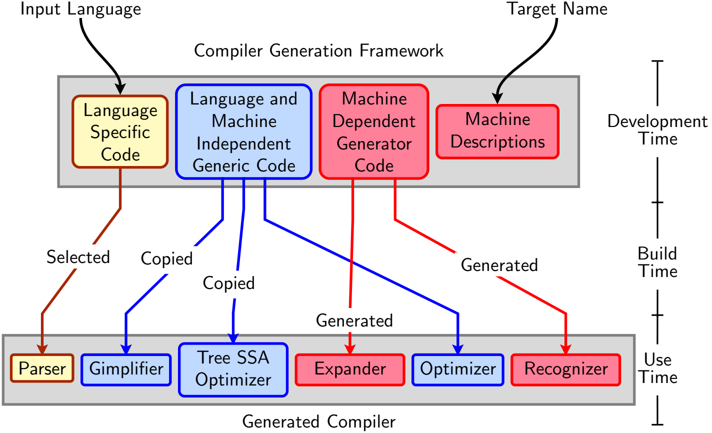
Outline

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

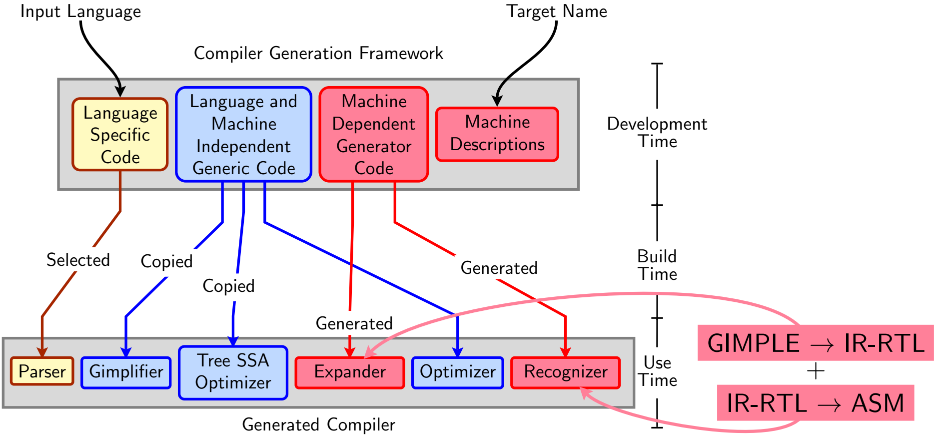
Part 1

A Recap

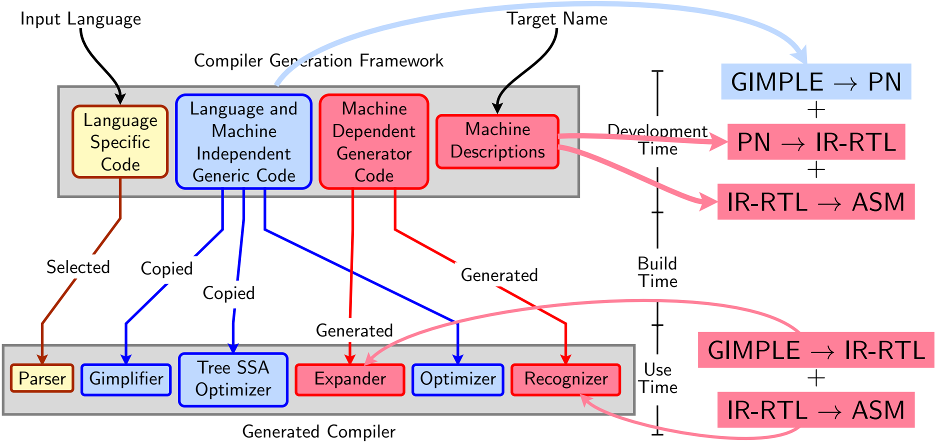
Retargetability Mechanism of GCC



Retargetability Mechanism of GCC



Retargetability Mechanism of GCC



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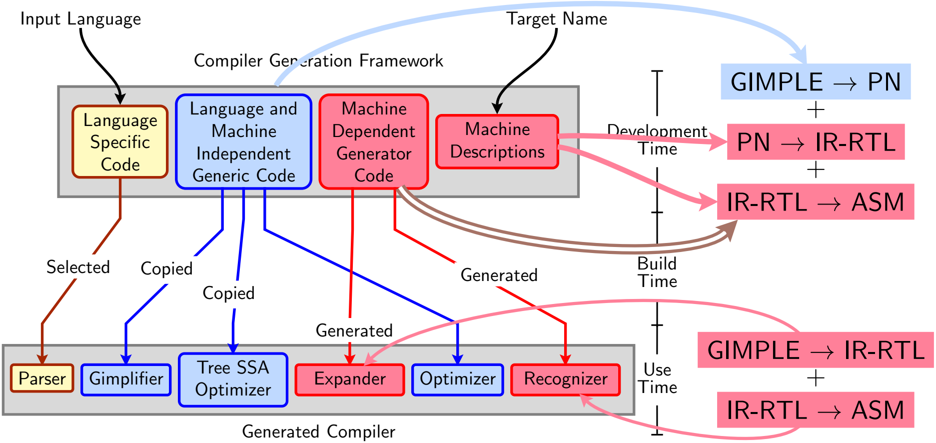
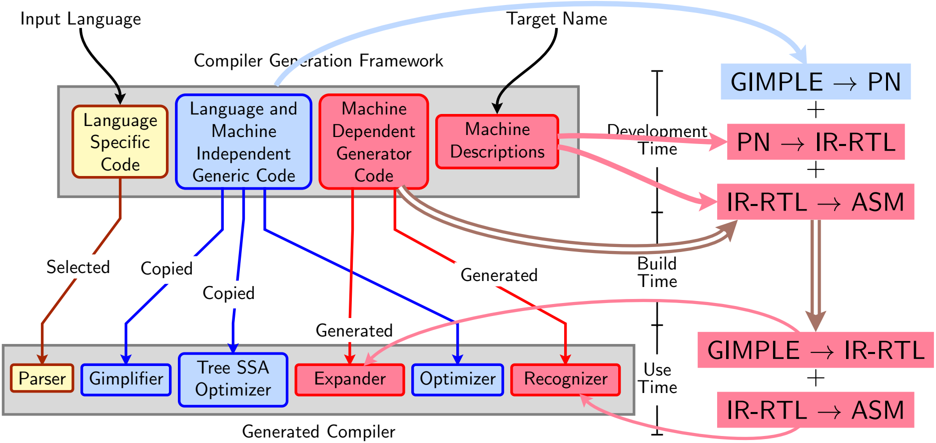
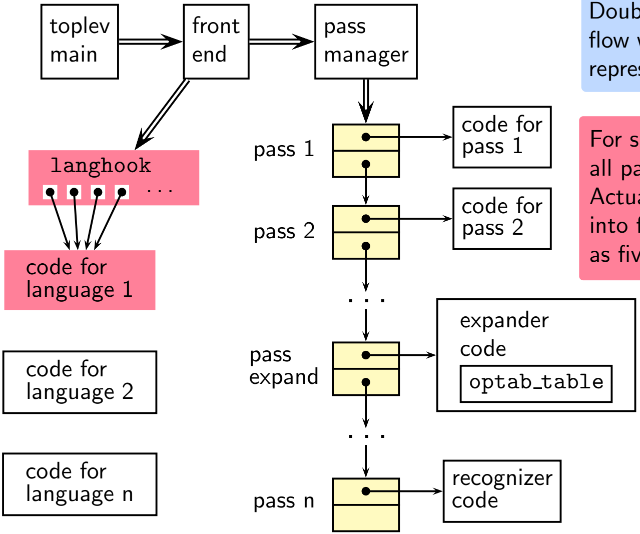


Retargetability Mechanism of GCC



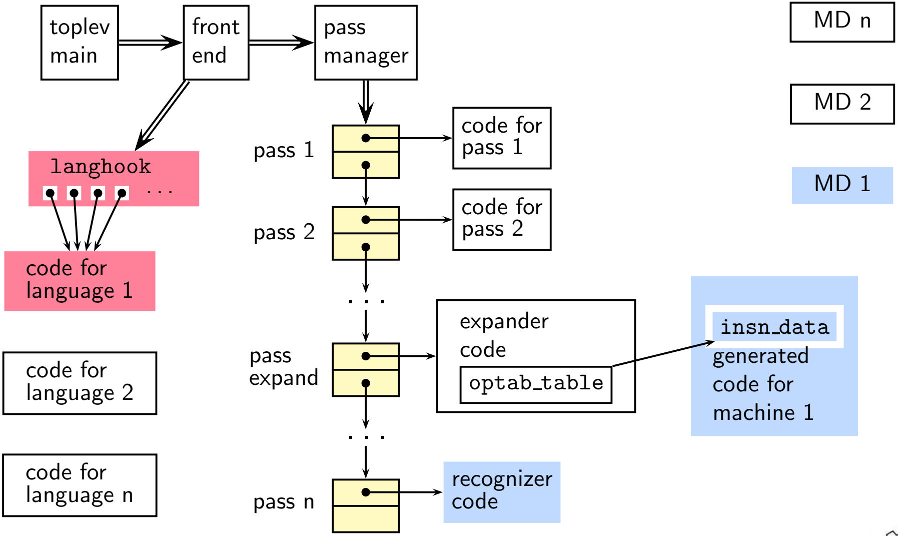
Plugin Structure in cc1



Double arrow represents control flow whereas single arrow represents pointer or index

For simplicity, we have included all passes in a single list. Actually passes are organized into five lists and are invoked as five different sequences

Plugin Structure in cc1



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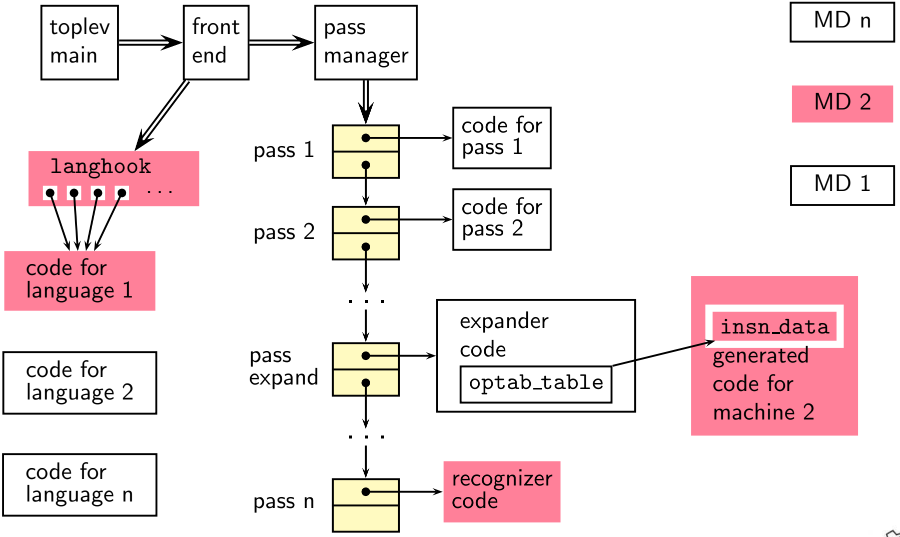

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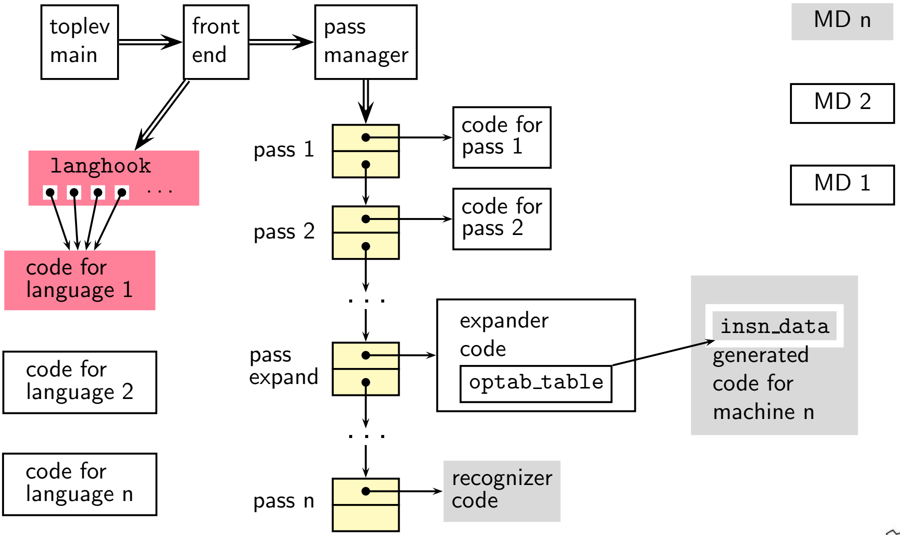


What is "Generated"?

- 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 Machine Descriptions

- 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 `define_insn` as
The target instruction	ASM string
A description of it's semantics	RTL Template
Operand data size limits	predicates
Register restrictions	constraints

Part 2

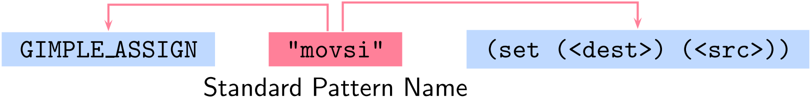
Generating the Code Generators

Using Target Specific RTL as IR

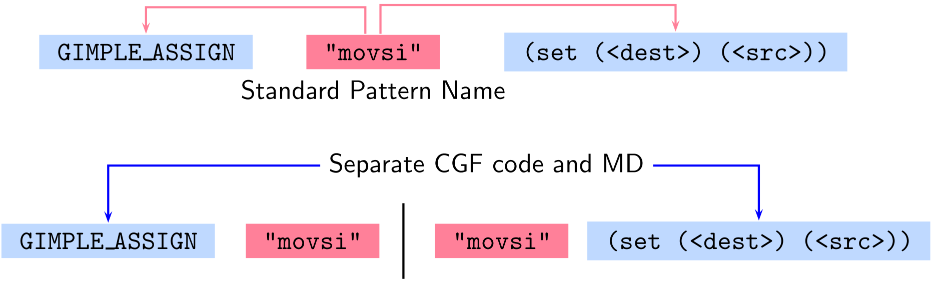
```
GIMPLE_ASSIGN
```

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

Using Target Specific RTL as IR



Using Target Specific RTL as IR



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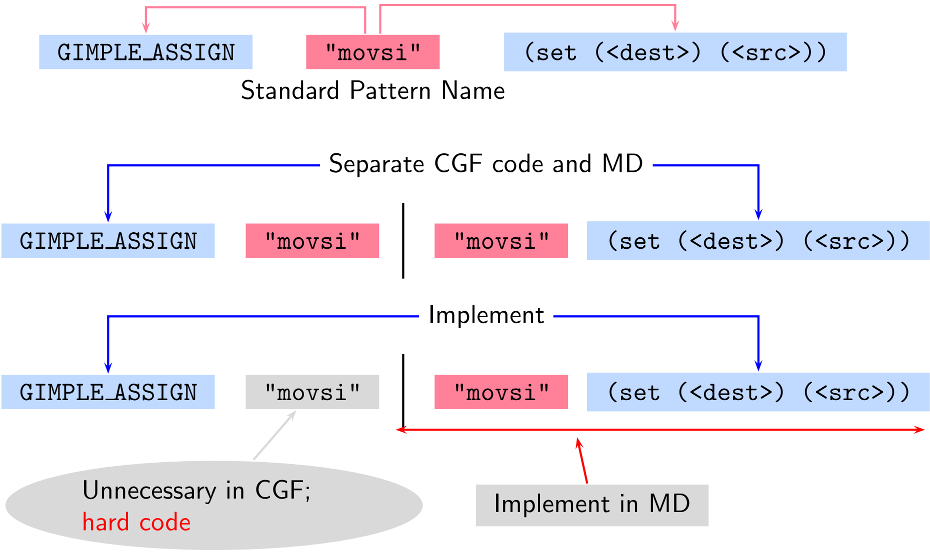
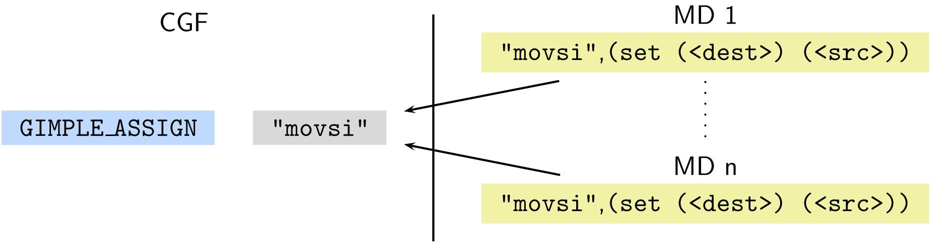


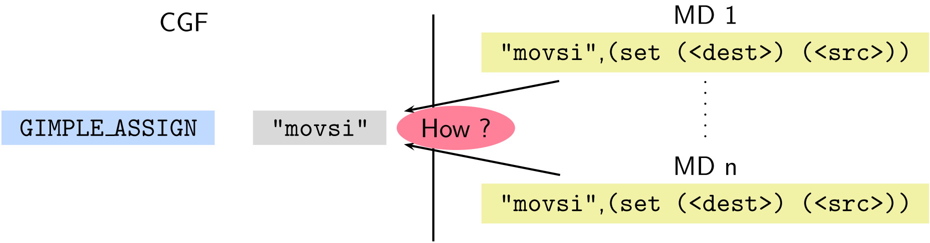
Retargetability ⇒ Multiple MD vs. One CGF!



CGF needs:

An interface immune to MD authoring variations

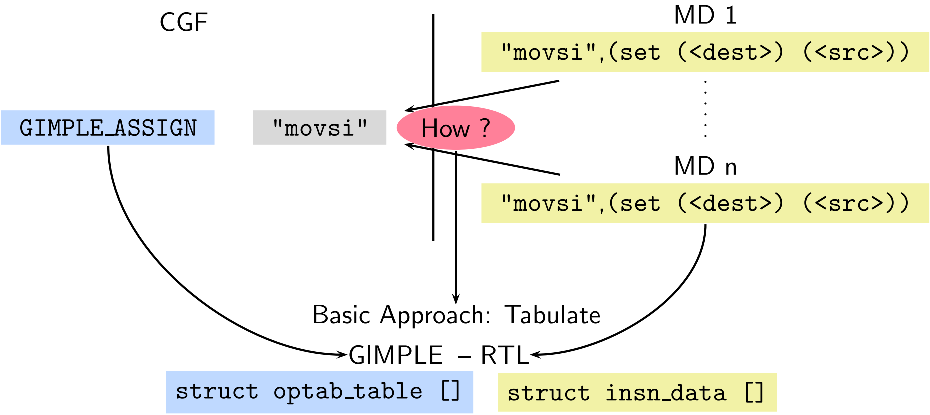
Retargetability ⇒ Multiple MD vs. One CGF!



CGF needs:

An interface immune to MD authoring variations

Retargetability ⇒ Multiple MD vs. One CGF!



CGF needs:

An interface immune to MD authoring variations

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.

Operation Table

- One optab for every standard pattern name

```
struct optab_d
{
  enum rtx_code code;
  char libcall_suffix;
  const char *libcall_basename;
  void (*libcall_gen)(struct optab_d *, const char *name,
                      char suffix, enum machine_mode);
  struct optab_handlers handlers[NUM_MACHINE_MODES];
};
typedef struct optab_d * optab;
```

Instruction Data

- One entry for every pattern defined in `.md` file
- `struct insn_data_d`
  - Name
  - Information about assembly code generation
    - Single string
    - Multiple string
    - Function returning the required string
    - No assembly code
  - A gen function (as generated in `insn-emit.c`)
  - Information about operand data
    (pointer to `struct insn_operand_data_d`)
  - Output format (1=single, 2=multi, 3=function, 0=none).

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

$(SOURCE_D)/gcc/optabs.h
$(SOURCE_D)/gcc/optabs.c

optab_table

...	...
OTI_mov	mov_optab

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

$(SOURCE_D)/gcc/optabs.h
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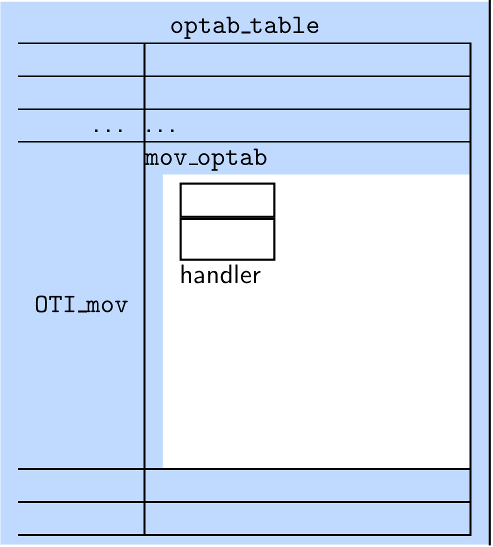

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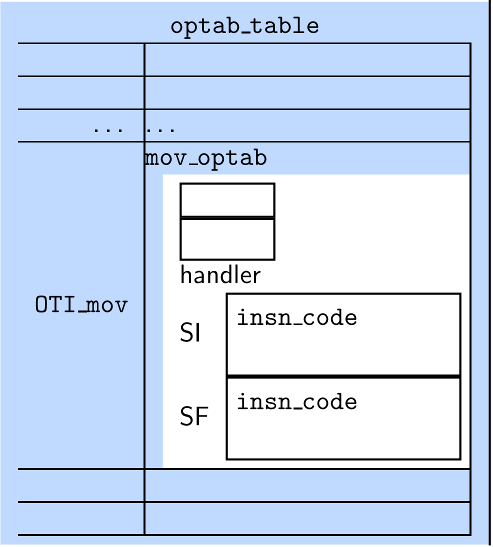

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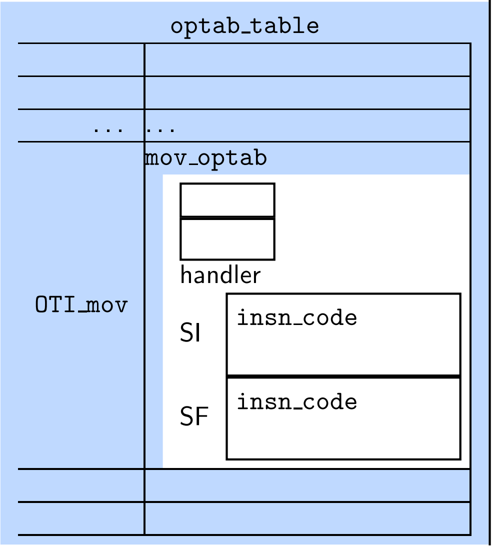
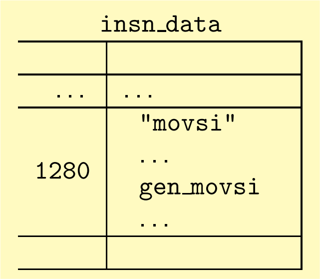


$(BUILD)/gcc/insn-output.c



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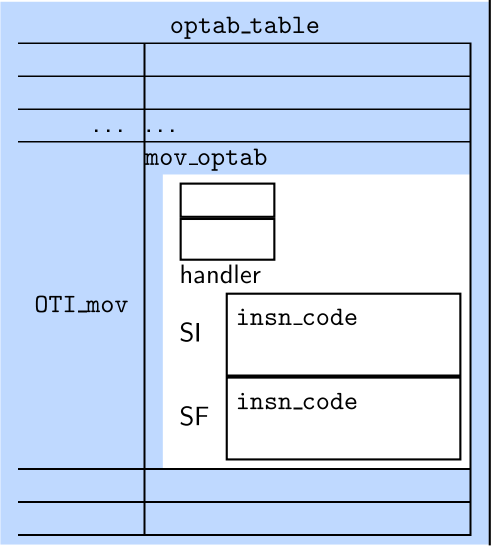

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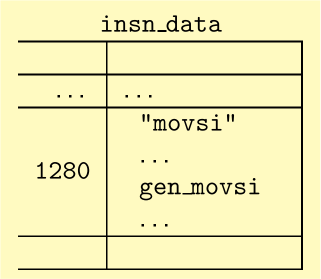
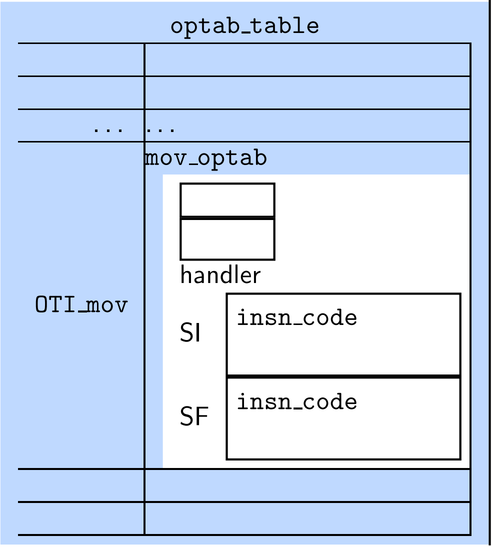


$BUILD/gcc/insn-codes.h

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

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

$(SOURCE_D)/gcc/optabs.h
$(SOURCE_D)/gcc/optabs.c



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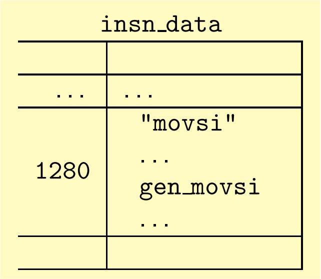

$BUILD/gcc/insn-codes.h

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CODE_FOR_movsi=1280
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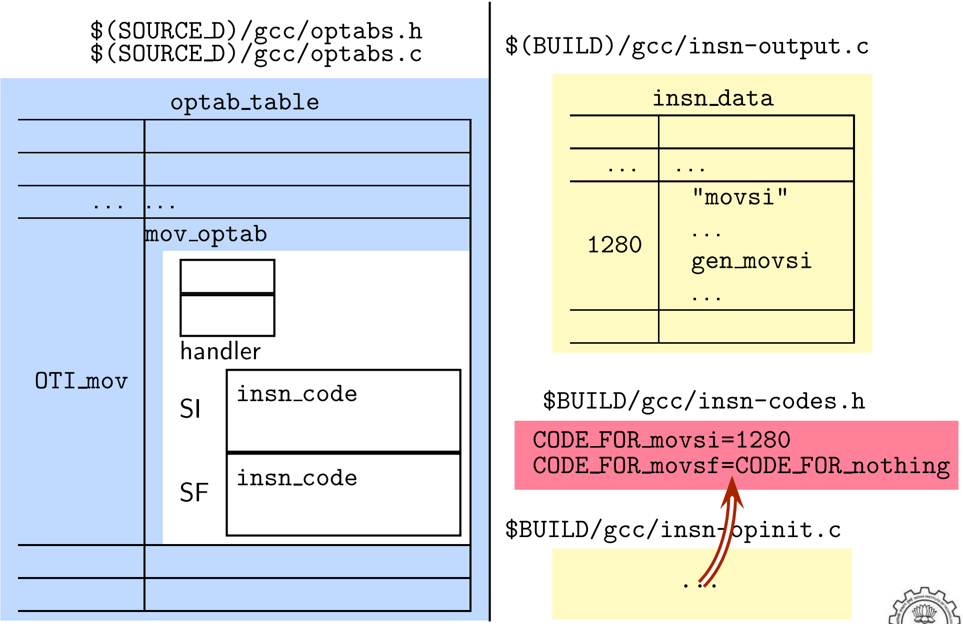
```

$BUILD/gcc/insn-opinit.c

. . .

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



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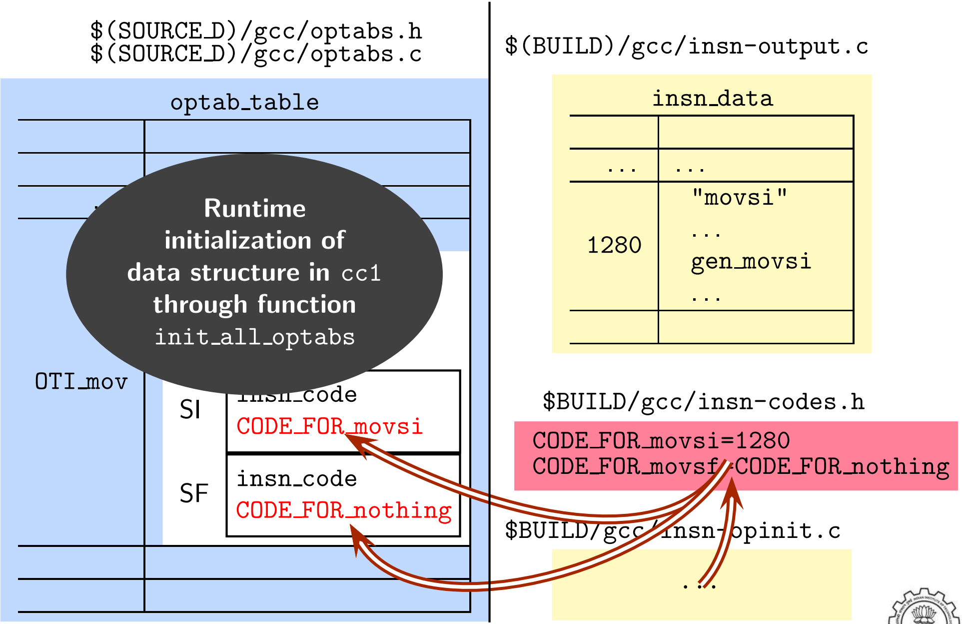

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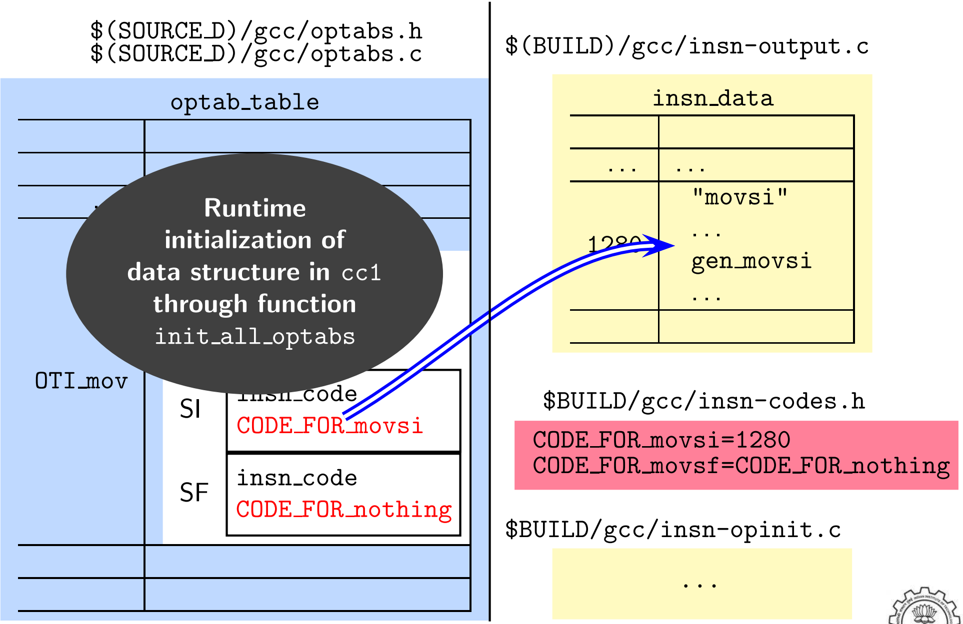


GCC Generation Phase – Revisited

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`

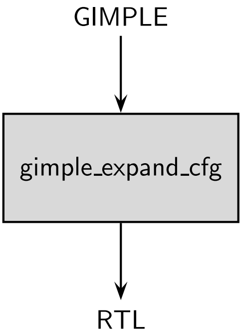
```
(define_expand "movsi"
   [( set  (op0) (op1))]
   ""
   "{  /* C CODE OF DEFINE EXPAND */  }")
```

```
rtx
gen_movsi (rtx operand0, rtx operand1)
{
   ...
   {
      /* C CODE OF DEFINE EXPAND */
   }
   emit_insn (gen_rtx_ SET  (VOIDmode, operand0, operand1)
   ...
}
```

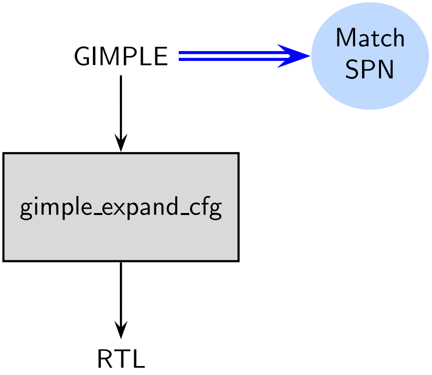
Part 3

Using the Code Generators

The Process of Expansion



The Process of Expansion



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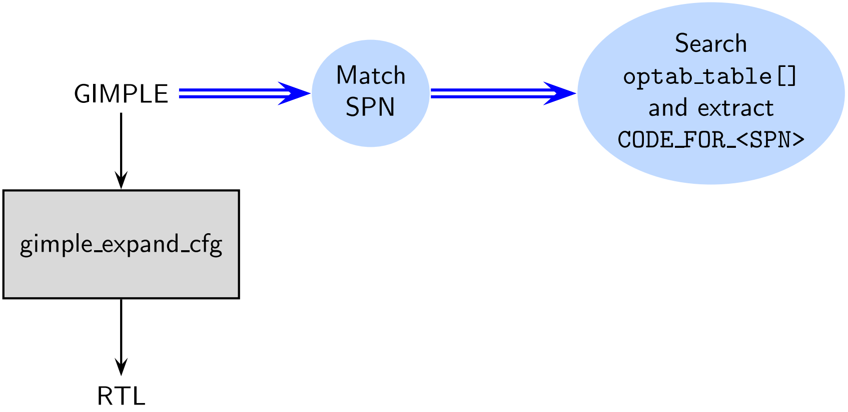

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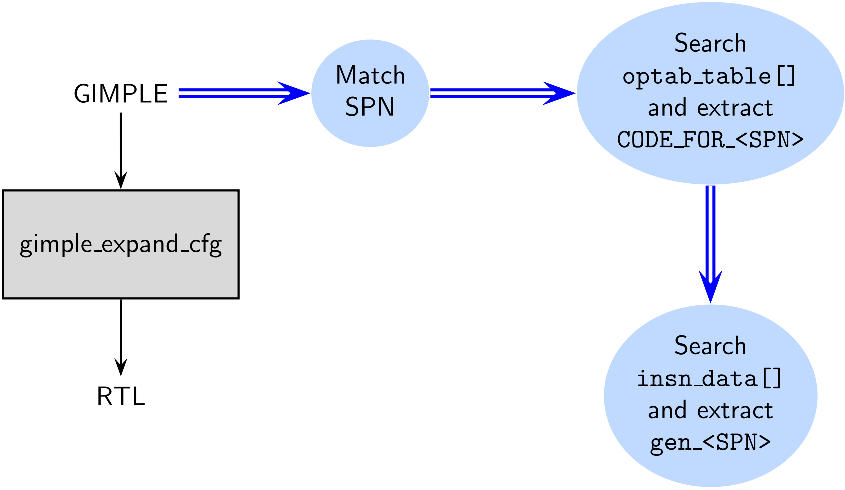

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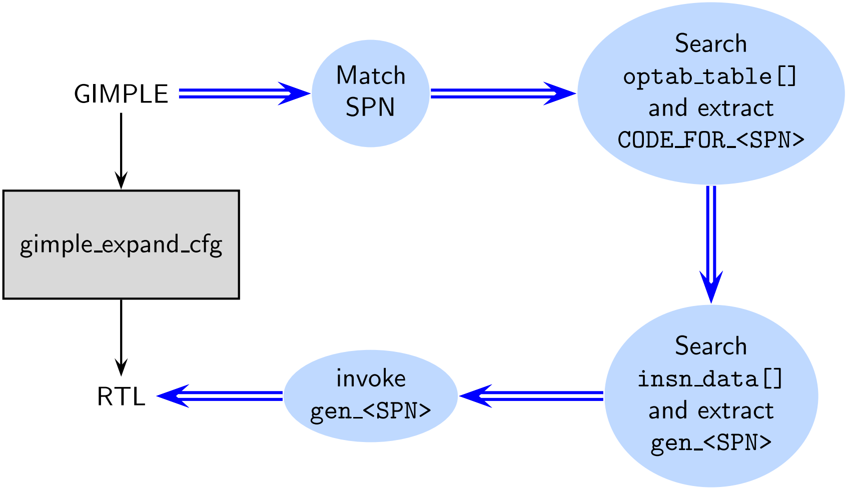

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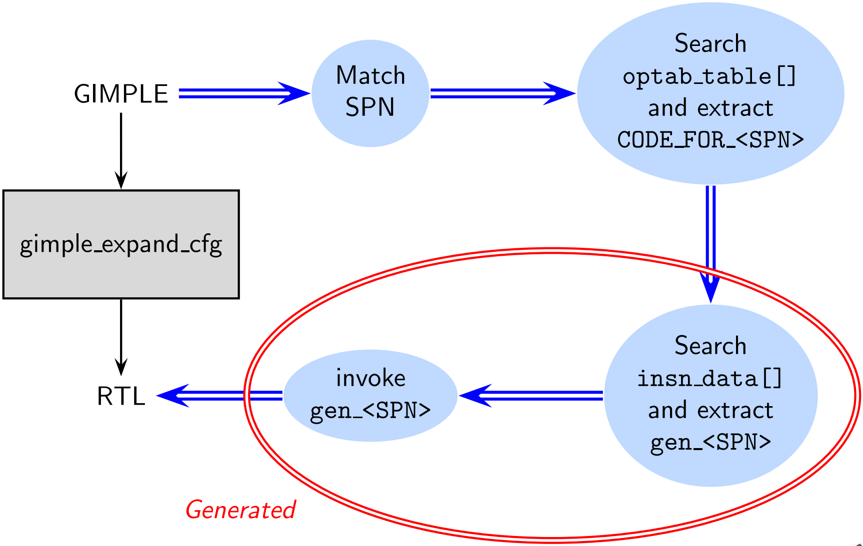

cc1 Control Flow: GIMPLE to RTL Expansion (pass_expand)

```
gimple_expand_cfg
  expand_gimple_basic_block(bb)
     expand_gimple_cond(stmt)
     expand_gimple_stmt(stmt)
         expand_gimple_stmt_1 (stmt)
             expand_expr_real_2
                expand_expr   /* Operands */
                    expand_expr_real
                optab_for_tree_code
                expand_binop /* Now we have rtx for operands */
                   expand_binop_directly
                     /* The plugin for a machine */
                     code=optab_handler(binoptab,mode)
                     GEN_FCN
                     emit_insn
```

RTL Generation

```
expand_binop_directly
   ... /* 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

Seek index

```
expand_binop_directly
   ... /* Various cases of expansion */
/* One case: integer mode move */
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if (icode != CODE_FOR_nothing) {
   ... /* preparatory code */
   emit_insn (GEN_FCN(icode)(dest,src));
}
```

RTL Generation

insn-codes.h

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

```
expand_binop_directly
   ... /* Various cases of expansion */
/* One case: integer mode move */
icode = mov_optab->handler[SImode].insn_code
if (icode != CODE_FOR_nothing) {
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RTL Generation

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```

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

Got index into insn_data

RTL Generation

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expand_binop_directly
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/* One case: integer mode move */
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if (icode != CODE_FOR_nothing) {
   ... /* preparatory code */
   emit_insn (GEN_FCN(icode)(dest,src));
}
```

Use icode (= 1280)

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

RTL Generation

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

insn-output.c

```
insn_data[1280].genfun
= gen_movsi
```

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

RTL Generation

```
expand_binop_directly
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/* One case: integer mode move */
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   emit_insn (GEN_FCN(icode)(dest,src));
}
```

```
#define GEN_FCN(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_insn`.
- A DFA (deterministic finite automaton) is constructed and the first match is used.

Part 4

Conclusions

A Comparison with Davidson Fraser Model

- Retargetability in Davidson Fraser Model
  - Manually rewriting expander and recognizer
  - Simple enough for machines of 1984 era
- Retargetability in GCC

  Automatic construction possible by separating machine specific details in carefully designed data structures
  - List instructions as they appear in the chosen MD
  - Index them
  - Supply index to the CGF