LLVM: 10 Short Years Since 1.0

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- Heritage
- Research
- Impact
- Future

Intellectual Heritage

1. Separation of Concerns [Auslander & Hopkins, CC82]

- Architecture of "The PL.8 compiler"
- Each pass focuses on one task; leave "cleanup" to other passes
- Assumes: strong register allocation; strong (global) optimizations
- Flexible pass reordering
- Few corner cases
- 2. SSA [Cytron et al., TOPLAS'91]; SSA-based optzns
- 3. Mid-level IR + Machine IR: between SGI and then-GCC
- 4. Link-time cross-module opt. [Ayers et al., PLDI 1998]

Intellectual Heritage

- 5. Pattern matching ISEL, initially BURG [Fraser, PLDI '91], *later DAG ISEL*
- 6. Linear-scan reg. alloc. [Poletto & Sarkar, TOPLAS '99]
- 7. (Non-adaptive) JIT compilation [Höelzle et al.; others]
- ... And many more ...

Non-Heritage: Ideas Not Adopted

- UNCOL [1958], ANDF [1001]
 Big fail: Portability !
 LLVM did not try to
- Low-level IR [RTL: Davidson & Fraser, adopted by GCC]
- Bit-vector dataflow analysis [long history]
- Graph coloring reg. alloc [Chaitin; Briggs]
- Compile-time interprocedural compilation (with caching) [Hall & Kennedy, Burke and Torczon]
- Adaptive JIT optimization [Self: Chambers & Ungar]

Research Goals

Novel techniques for dynamic compilation [CGO'04]

- Flexible IR for dynamic optimization of C, C++,
- Division of labor between AOT and JIT optimization
- "Lifelong compilation" for arbitrary languages
- Compile-time, link-time, install-time, load/run-time, idle-time

Language-independent compilation services

> Optimization, codegen, JIT management, exception handling, GC

Memory hierarchy optimization [PLDI'05, PLDI'07]

Data Structure Analysis: Identifying pointer-based data structures
 Automatic Pool Allocation: Controlling data structure layout

Impact of Lifelong Compilation

	Compile	Link	Install	Load/Run	ldle
Mac OpenGL	✓			v	\$
XCode	✓	✓			
Cray	✓	~			
OpenCL, CUDA			?	✓	\$
Renderscript	✓		?	✓	5
PNaCI	✓		?	✓	\$
Research	~	~	~	v	\$

Impact of Language-Independent Services

Static Languages

- Imperative: C, C++, Obj-C, D, Fortran, Ada, Erlang
- Functional: Haskell, Ocaml, Pure

"Managed" Languages and Run-times

≻ JVM, .NET

Scripting Languages

Python, Ruby, Javascript, ActionScript, Julia

Explicitly Parallel Languages

CUDA, OpenCL, Renderscript, OpenMP

LLVM: Microcontrollers to Supercomputers

Static Languages:

C, C++, D, Objective C, Objective C++, Fortran, Ada, Erlang, Haskell, OCaml, Pure

Managed and Scripting Languages:

Javascript, ActionScript, Python, Ruby, Julia, .NET GPU and Parallel Languages:

OpenGL, CUDA, OpenCL, Renderscript, OpenMP













Only GCC has comparable (or broader) reach, and only for static languages



The Apple-Google Nexus (Huh?) ③

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The One Last Thread Holding Apple and Google Together

BY CADE METZ 07.24.13 6:30 AM



"There's one thing [Apple and Google] still have in common, one last piece of technological brilliance they freely share with one another."

-Wired.com, July 2013

"The only thing better than a love letter from Wired is a <u>long</u> love letter from Wired!"

Notable Accomplishments

- First production JIT compiler for C-based languages
- Clang/LLVM have fully replaced GCC in XCode 5
- Used on both major mobile platforms: iOS and Android
- Most GPU compute languages (OpenCL, CUDA, Renderscript) use LLVM
- First *complete* C++-11x: language + library
- First ARM64 compiler in production (iPhone 5s)!

And some nice awards along the way!

2010 SIGPLAN Programming Languages Software Award:

"LLVM has had a dramatic impact on our field ... significant influence on academic research, not just in compilers but also other areas ..."

2012 ACM Software System Award

- ➢ Given to one software system worldwide every year.
- Recent winners include Eclipse, VMWare, Eiffel, Boyer-Moore, SSL

2013 CS@Illinois Distinguished Alumni Achievement

"... graduates who have made professional and technical contributions that bring distinction to themselves, the department, and the University."

Lots More To Come: Functional Improvements

- More complete Windows support
- More effective profile-guided optimization
- Improved usability, parallelization for LTO
- Improved autovectorization
- Improved debugging support
- State-of-the-art pointer analysis

New Domains and Directions

Any place compiler technology is used!

- Javascript in Web browsers
- Java in production and research (Hotspot, JikesRVM)
- Linux kernels and derivatives: Android, ChromeOS, …
- Embedded systems
- Heterogeneous SoCs
- More IDEs: Xcode only works for MacHeads!

Ok, some of these sound a bit crazy.

But 10 years ago, who would have thought LLVM would completely replace GCC on all Apple systems?

Thank You!

- Developer community
- Broad user community (but get involved!)
- Critical early research funding: NSF, UIUC

Advice to junior faculty:

- Find students smarter than you.
- Sit back and enjoy the ride!