



Where is LLVM being used today?

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Overview



- Introduction
- LLVM Overview
- Projects
- Summary



Introduction

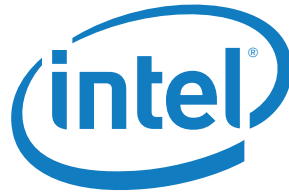




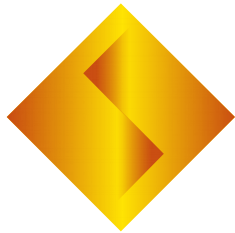
What is LLVM?

- Mature, production-quality compiler framework
- Modular architecture
- Heavily optimizing static and dynamic compiler
- Supports all major architectures (x86, ARM, MIPS, PowerPC, ...)
- Powerful link-time optimizations (LTO)
- Permissive license (BSD-like)

Which companies are contributing?



SONY



COMPUTER
ENTERTAINMENT®



NVIDIA®



History



- Started as Chris Lattner's Master's Thesis at UIUC
- LLVM 1.0 released in October 2003
- LLVM 3.8 about to be released
- Today: LLVM + Clang together 2.5 million LOC of C++ code



LLVM sub-projects

- **Clang**

C/C++/Objective C frontend and static analyzer

- **LLDB**

Next generation debugger leveraging the LLVM libraries, e.g. the Clang expression parser

- **lld**

Framework for creating linkers, will make Clang independent of the system linker in the future

- **Polly**

Polyhedral optimizer for LLVM, e.g. high-level loop optimizations and data-locality optimizations

LLVM Overview

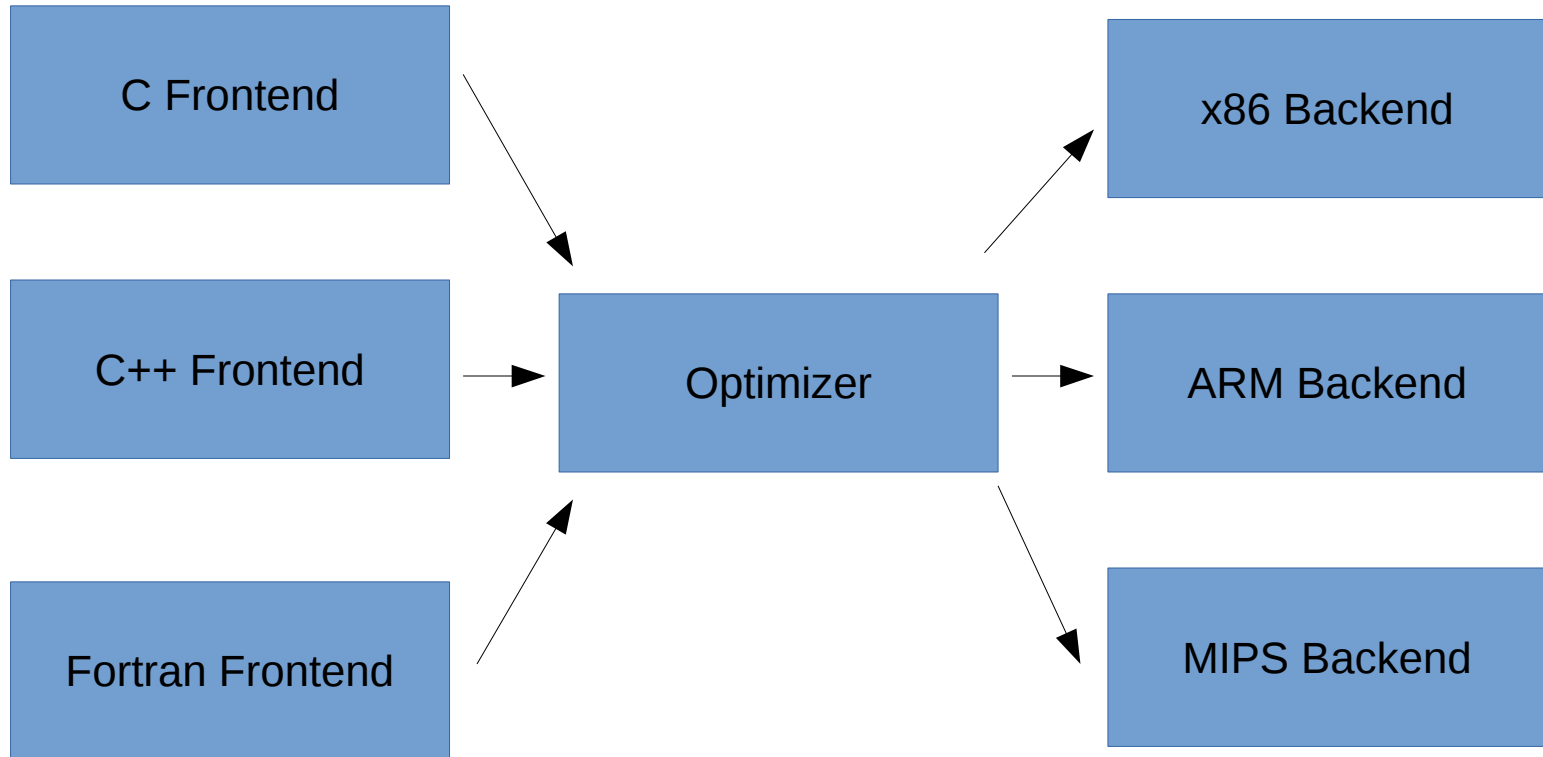


LLVM



- LLVM IR (Intermediate Representation)
- Scalar optimizations
- Interprocedural optimizations
- Auto-vectorizer (BB, Loop and SLP)
- Profile-guided optimizations

Compiler architecture



Compilation steps



- Many steps involved in the translation from C source code to machine code:
 - Frontend:
 - Lexing, Parsing, AST construction
 - Translation to LLVM IR
 - Middle-end
 - Target-independent optimizations (Analyses & Transformations)
 - Backend:
 - Translation into a DAG
 - Instruction selection: Pattern matching on the DAG
 - Instruction scheduling: Assigning an order of execution
 - Register allocation: Trying to reduce memory traffic

Clang



- Goals:
 - Fast compile time
 - Low memory usage
 - GCC compatibility
 - Expressive diagnostics
- Several tools built on top of Clang:
 - Clang static analyzer
 - clang-format, clang-modernize, clang-tidy

Projects



Traditional C/C++ Toolchain

- Apple iOS/OS X SDK
- Android NDK
- Tizen SDK
- Sony PS4 SDK
- Qualcomm Snapdragon LLVM Compiler for Android

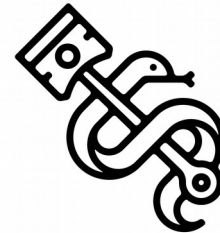


ANDROID

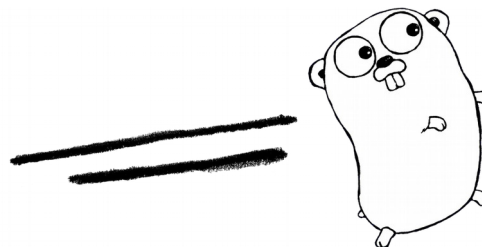
TIZEN™ 

Programming languages

- Swift
- Haskell: GHC, LHC, UHC
- Ruby: Rubinius, RubyMotion
- Python: Pyston
- Common Lisp: Clasp
- D: LDC
- Go: Ilgo



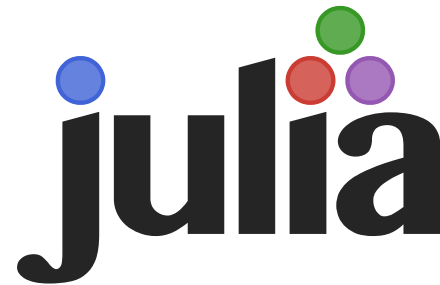
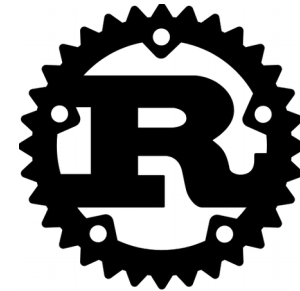
RubyMotion



Programming languages



- Standard ML: MLton, SML#, Ex-SML
- Rust
- Julia
- Pure
- Ravi



Language Runtime Systems



- VMKit (unmaintained)
- LLILC - LLVM-based .NET MSIL compiler
- Mono
- OpenJDK



OpenJDK

GPU



- LLVMpipe (software rasterizer)
- CUDA
- GLSL (LunarGLASS)
- AMDGPU open source drivers
- SPIR
- Majority of OpenCL implementations based on Clang/LLVM

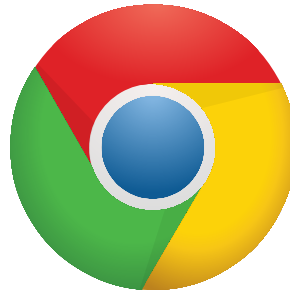


OpenCL

Web



- PNaCl
- WebKit FTL JIT
- Emscripten
- WebAssembly



Sanitizers



- AddressSanitizers
- MemorySanitizer
- ThreadSanitizer
- LeakSanitizer
- SAFECode

Integrated Development Environments

- Xcode
- KDevelop
- CodeLite
- Qt Creator
- Geany



Source code navigation



doxygen

- Doxygen
- Woboq Code Browser
- YouCompleteMe - Code completion for Vim
- clang-tags
- clang-ctags
- clang_complete - Code completion for Vim
- rtags - Indexer for C/C++ with Emacs integration

Out of tree LLVM backends

- RISC-V
- OpenRISC 1000
- VideoCore IV (VPU/QPU)
- LatticeMico32
- AAP



Binary translation

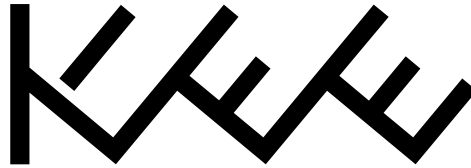


- llvm-qemu
- Dagger
- McSema
- libcpu
- Fracture
- SkyEye

Symbolic Execution/Formal Verification



- KLEE
- S2E
- K framework with formal semantics for LLVM IR



Linux/FreeBSD



- Debian experimenting with Clang as an additional compiler (94.1% of ~22k packages successfully build with Clang 3.6)
- LLVMLinux
- OpenMandriva Lx
- FreeBSD



Misc



- Emacs fork using the LLVM JIT for Elisp byte code execution :)
- Cling - C++ interpreter
- CodeChecker - Web frontend for the Clang static analyzer
- include-what-you-use
- clang-closure
- Numba

Summary



Summary



- Wide range of different projects
- New frontends being written constantly
- Great compiler infrastructure
- Fast C/C++ compiler with expressive diagnostics

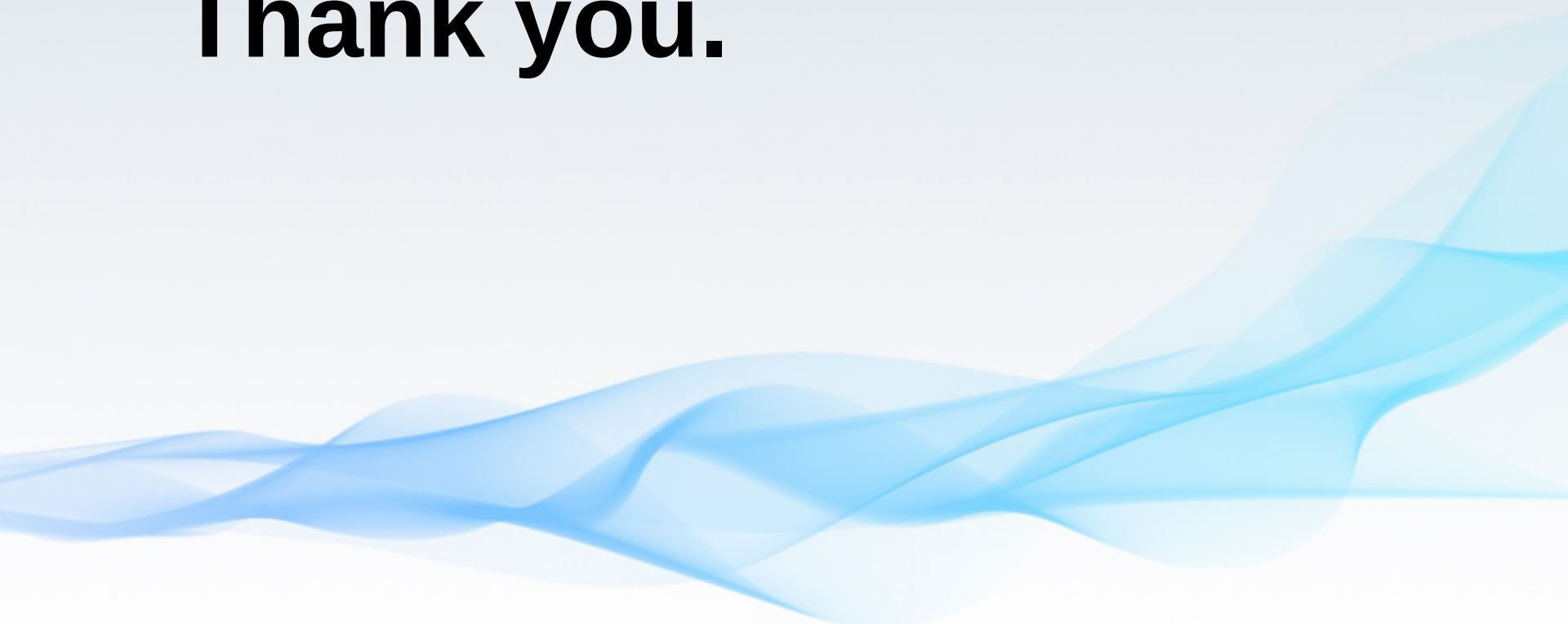
Give it a try!



- Visit llvm.org
- Distributions with Clang/LLVM packages:
 - Fedora
 - Debian/Ubuntu
 - openSUSE
 - Arch Linux
 - ...and many more



Thank you.





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