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# Compiling Linux with LLVM

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# Disclaimer

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# Agenda

- Why would I want to use Clang to compile Linux?
- Status updates:
  - cross compiling for ARM with Clang
  - building Linux kernel with Clang
  - running Linux compiled with Clang
- To do list

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## Why Would I Want to Use Clang to Compile Linux?



# Better Diagnostics

```
$ gcc-4.2 -fsyntax-only t.c
```

```
t.c:7: error: invalid operands to binary + (have 'int' and 'struct A')
```

```
$ clang -fsyntax-only t.c
```

```
t.c:7:39: error: invalid operands to binary expression ('int' and 'struct A')
```

```
return y + func(y ? ((SomeA.X + 40) + SomeA) / 42 + SomeA.X : SomeA.X);  
                ~~~~~^~~~~
```

- See <http://clang.llvm.org/diagnostics.html> for more examples
- GCC extensions: all extensions are explicitly recognized as such and marked with extension diagnostics, which can be mapped to warnings, errors, or just ignored.
- Google builds their products also with Clang just for the better debug output

# Fix-it Hints

- "Fix-it" hints provide advice for fixing small, localized problems in source code.

```
$ clang t.c
```

```
t.c:5:28: warning: use of GNU old-style field designator extension struct point
origin = { x: 0.0, y: 0.0 };
      ~ ~ ^
      .x =
```

```
t.c:5:36: warning: use of GNU old-style field designator extension struct point
origin = { x: 0.0, y: 0.0 };
      ~ ~ ^
      .y =
```

# Macro Expansion

```
$ gcc-4.2 -fsyntax-only t.c
```

```
t.c: In function 'test':
```

```
t.c:80: error: invalid operands to binary < (have 'struct mystruct' and  
'float')
```

```
$ clang -fsyntax-only t.c
```

```
t.c:80:3: error: invalid operands to binary expression ('typeof(P)' (aka  
'struct mystruct') and 'typeof(F)' (aka 'float'))
```

```
X = MYMAX(P, F);
```

```
  ^~~~~~
```

```
t.c:76:94: note: instantiated from:
```

```
#define MYMAX(A,B) __extension__ ({ __typeof__(A) __a = (A); __typeof__(B) __b  
= (B); __a < __b ? __b : __a; })
```

```
  ~~~ ^ ~~~
```

# Static Analyzer

<http://littlechina.org/~vcgomes/bluez-static-analysis/2012-02-10-1/report-n7KJtW.html#EndPath>

2919  
2920  
2921  
  
2922  
2923  
2924  
2925  
2926  
  
2927  
2928  
2929  
2930  
2931  
2932  
2933  
2934  
2935  
2936  
2937  
2938  
2939  
2940  
  
2941

```
for_each_opt(opt, lecup_options, NULL) {  
    if (optarg && strncasecmp("0x", optarg, 2) == 0)
```

**1** Taking false branch

```
        base = 16;  
    else  
        base = 10;  
  
    switch (opt) {
```

**2** Control jumps to 'case 116:' at line 2939

```
    case 'H':  
        handle = strtoul(optarg, NULL, base);  
        break;  
    case 'm':  
        min = strtoul(optarg, NULL, base);  
        break;  
    case 'M':  
        max = strtoul(optarg, NULL, base);  
        break;  
    case 'l':  
        latency = strtoul(optarg, NULL, base);  
        break;  
    case 't':  
        timeout = strtoul(optarg, NULL, base);
```

**3** Null pointer passed as an argument to a 'nonnull' parameter

```
        break;
```



# Clang/LLVM use in Open Source OSes

- Minix moved to Clang as default compiler
  - <http://wiki.minix3.org/en/MinixReleases>
- FreeBSD is working on ClangBSD
  - Using LLVM and KLEE for automatic test generation
  - <http://wiki.freebsd.org/BuildingFreeBSDWithClang>
- LLVM is the basis of the Renderscript compiler in Android
  - Supported on ARM, MIPS and x86
- LLVM a hard dependancy for Gallium3D
  - llvm-pipe driver
  - Clover – OpenCL state tracker
  - May be used for GLSL shader optimizer



# Clang and Debian



- Building Debian with Clang:
  - “...most of the issues are either difference in C standard supported, difference of interpretation or corner cases.”
  - “My personal opinion is that clang is now stable and good enough to rebuild most of the packages in the Debian archive, even if many of them will need minor tweaks to compile properly.”
  - “In the next few years, coupled with better static analysis tools, clang might replace gcc/g++ as the C/C++ compiler used by default in Linux and BSD distributions.”
  - “The clang developers are progressing very fast: 14.5% of the packages were failing with version 2.9 against 8.8% with version 3.0.”
- Sylvestre Ledru: [http://sylvestre.ledru.info/blog/sylvestre/2012/02/29/rebuild\\_of\\_the\\_debian\\_archive\\_with\\_clang](http://sylvestre.ledru.info/blog/sylvestre/2012/02/29/rebuild_of_the_debian_archive_with_clang)

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## Status of Cross Compiling for ARM with Clang



# Clang Parameters for Building ARM Linux User Space

Getting much simpler now:

```
export COMPILER_PATH=/opt/arm-2011.03
CC=clang -ccc-host-triple arm-none-linux-gnueabi \
  -ccc-gcc-name arm-none-linux-gnueabi-gcc \
  --sysroot=${COMPILER_PATH}/arm-none-linux-gnueabi/libc \
  -march=armv7-a -mcpu=neon
```

- The default for arm-none-linux-gnueabi is armv4t
- Using triple armv7-none-linux-gnueabi will not find the codesourcery compiler and default to the native assembler: /usr/bin/as

## Universal Driver - <http://clang.llvm.org/UniversalDriver.html>

- User specifies just a “configuration”:
  - `clang --config=arm-cortex-a9-baremetal foo.c`
  - `clang --config=cortex-m4-my-toaster morning-food.c`

Under the hood this entry point (the universal driver) would have access to all the information that the driver, compiler, and other tools need to build applications for that target.

Status?

## ELLCC - <http://ellcc.org/>

- The primary emphasis of the ELLCC project is to create an easy to use multi-target cross compilation environment for embedded systems [based on Clang and LLVM].
- Multi-target support: ARM, i386, Microblaze, Mips, Nios2<sup>[2]</sup>, PowerPC, PowerPC64, Sparc<sup>[1]</sup> and X86\_64

Type your source code in below: ([hints and advice](#))

```
/*
 * Eratosthenes Sieve Prime Number Program in C
 * from Byte, Sept. 1981, pg. 186
 */

#include <stdio.h>

#define TRUE 1
#define FALSE 0
#define SIZE 8190
#define SIZEPL 8191

char flags[SIZEPL];

int main(int ac, char **av)
{
```

Or upload a file:  No file chosen

### General Options

Source language:  C  C++

Optimization level:  LTO  Standard  None ?

Show detailed pass statistics ?

Demangle C++ names ?

### Output Options

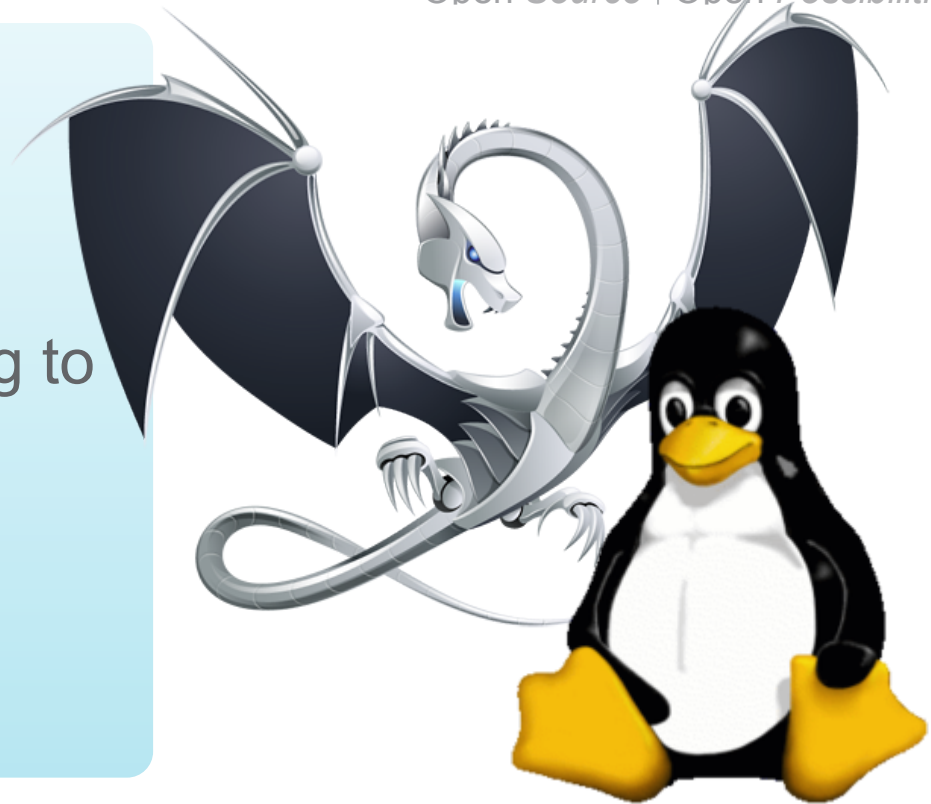
Target:  ?

Show detailed bytecode analysis ?

If you have questions about the LLVM code generated by the front-end, please check the [FAQ](#) and the demo page [hints section](#).

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## Challenges Using Clang to Build Linux Kernel



# Challenges Using Clang for Cross Compilation

- Cross compilation with Clang
  - Not a supported configuration
  - Dependence on GNU cross toolchain for assembly and linking
    - Configuring GNU toolchain dependencies
  - Finding the right triplet
- Lots of warnings
  - -Wunused-value (slows compilation)
- Clang/LLVM Bugs
- Clang C99 vs GCC GNU89
- Kernel expects some undocumented GCC behavior



# Unsupported GCC Behavior Expected by Linux Kernel

- scripts/Kbuild.include are gcc specific
  - cc-option tests fail for gcc, pass erroneously for clang
- Clang warning is for unused, not unsupported
  - No way to check supported options in clang
  - [http://clang.llvm.org/docs/DriverInternals.html#int\\_unused\\_warnings](http://clang.llvm.org/docs/DriverInternals.html#int_unused_warnings)

```
cc-option = $(call try-run,\n    $(CC) $(KBUILD_CPPFLAGS) $(KBUILD_CFLAGS) $(1) -c -xc /dev/null -o "$$TMP",$(1),$(2))
```

- GCC returns false for unsupported flag and issues warning:
  - cc1: error: unrecognized command line option "-fno-delete-pointer-checks"
- Clang returns true for unused flag and issues warning:
  - clang: **warning:** argument unused during compilation: '-fno-delete-pointer-checks'

# Unsupported GCC Flags

- `-fconserve-stack`
  - Attempt to minimize stack usage. The compiler will attempt to use less stack space, even if that makes the program slower. This option implies setting the `large-stack-frame` parameter to 100 and the `large-stack-frame-growth` parameter to 400.
- `-fdelete-null-pointer-checks`
  - Assume that programs cannot safely dereference null pointers, and that no code or data element resides there. This enables simple constant folding optimizations at all optimization levels. In addition, other optimization passes in GCC use this flag to control global dataflow analyses that eliminate useless checks for null pointers; these assume that if a pointer is checked after it has already been dereferenced, it cannot be null.
- `-fno-inline-functions-called-once`
  - Suppresses inlining of subprograms local to the unit and called once from within it, which is enabled if `-O1` is used.

[http://gcc.gnu.org/onlinedocs/gnat\\_ugn\\_unw/Switches-for-gcc.html](http://gcc.gnu.org/onlinedocs/gnat_ugn_unw/Switches-for-gcc.html)

# Unsupported GCC C Language Extensions

- Variable length arrays in structs (VLAIS)

- A declaration like:

```
void f (int i) {  
    struct foo_t {  
        char a[i];  
    } foo;  
}
```

cannot be compiled in Clang, though declarations like:

```
void f (int i) {  
    char foo[i];  
}
```

are perfectly acceptable.

- Used in the iptables code, the kernel hashing (HMAC) routines, and some drivers

# Unsupported GCC C Language Extensions

- Explicit register variables not supported
  - register unsigned long current\_sp asm ("sp");
- Nested functions
  - Only used in a thinkpad driver

# Incompatibilities with GCC

- Warnings for unused return values
  - Thousands of instances in kernel
- Segment references
  - More `__refdata`, `__initdata`, `__exitdata` attributes required
    - Investigate differences in linking and segments
- Inline syntax handling
  - GNU89

# ARM Specific Clang/LLVM Bugs or Missing Features

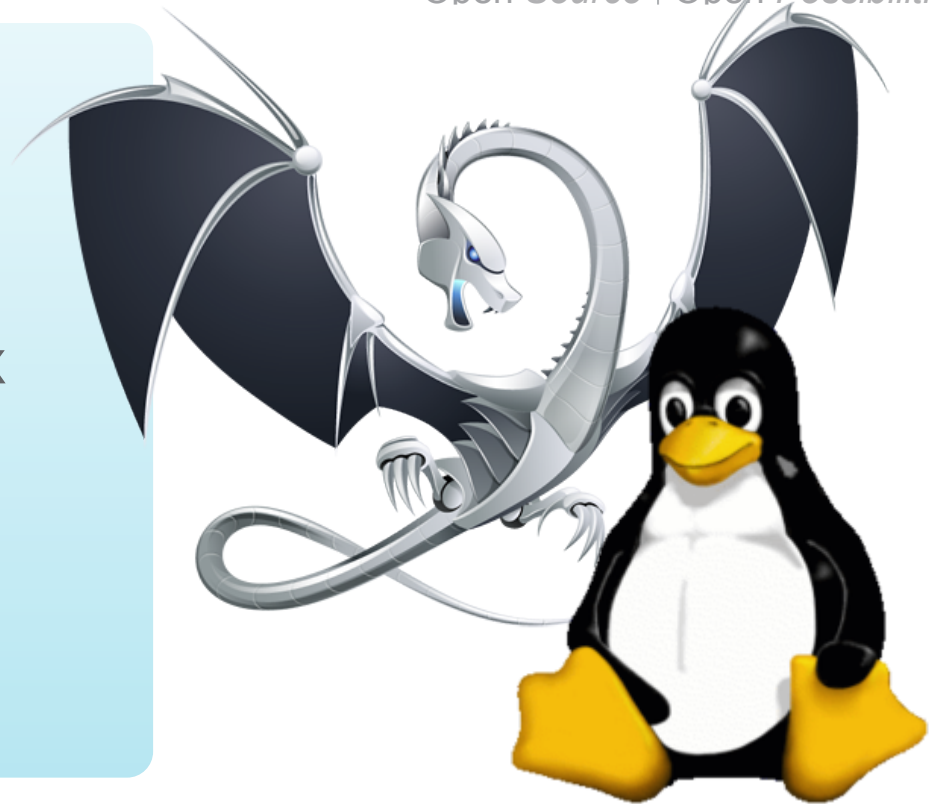
- -mabi-linux not properly supported on ARM
  - Causes incorrect structure member offsets
- 64 bit type parameter passing
  - Must use register pairs
  - QuIC patch submitted upstream
- ARM paired register GNU inline assembly syntax
  - QuIC patch being developed for upstream submission
- Clang IA not enabled for ARM (incomplete)

# ARM Specific Clang Configuration Issues

- Using triple arm-none-eabi, or triple arm-none-linux-gnueabi generates undefined reference to `__aeabi_*`
- Using triple “arm” or “armv7” works for kernel, but causes:
  - arch/arm/kernel/unwind.c:
    - warning:** Your compiler does not have EABI support.
    - warning:** ARM unwind is known to compile only with EABI compilers.
    - warning:** Change compiler or disable ARM\_UNWIND option.
- `__kernel_size_t` vs `size_t` and posix functions
- Clang IA not yet enabled for ARM by default

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## Status of Building Linux Kernel With Clang





# Wiki and git Repository at [llvm.linuxfoundation.org](http://llvm.linuxfoundation.org)

- Links to known LLVM bugs, organized by architecture, place to aggregate information about building Linux with Clang
- Automated Build Framework
  - Documented in Wiki
  - Git repository
  - Current support for:
    - » ARM Cortex A9 (Versatile Express)
    - » Qualcomm MSM
  - Easy to add new arch/platforms
- Anyone welcome to participate, would especially like to see x86 and MIPS support

# Automated Build Framework

- Automated build to simplify fetching and building Clang, QEmu, and initrd
- Automates fetching, patching and building the Linux kernel
- Git repository of build scripts and patches
  - <http://git.linuxfoundation.org/llvm-setup.git>
  - Proper build dependencies for Clang, kernel, qemu and initrd
  - Patches organized as:
    - General
    - Arch specific
    - SoC family or board specific
  - Tracks which patches apply
  - Python tools for managing and maintaining patches
- All build targets can be listed
  - Make list-targets

# Common/Arch Independent Status

- No clang patches used
- Linux Kernel patches for
  - Explicit register variables
  - VLAIS
  - Segment linkage differences
- Use of `COMPILER_PATH` simplifies configuration of GNU compiler tools
- Rich diagnostic output enables auto-generation of patches

# Status of Building the ARM Linux Kernel With Clang

- Some common kernel patches required:
  - Workarounds:
    - `__refdata` issue
    - `return_address` and `extern inline` in `ftrace.h`
    - VLAIS
  - Warning fixes:
    - Unused return value
- ARM Versatile Express
  - compiles (3.3 kernel)
  - boots and runs toybox userspace
- Qualcomm MSM
  - compiles with 64bit type ASM in `atomic.h` stubbed out
    - Fix has been submitted upstream
  - More `__refdata` fixes

# Specific ARM Issues

- Unsupported flags
  - -mlittle-endian
    - Everything assumes little-endian byte order
  - -mno-thumb-interwork
  - -mshort-load-bytes
- Broken flags
  - -mabi=aapcs-linux
    - Creates struct member offset issues
- Replace
  - register unsigned long current\_sp asm ("sp");
  - asm ("mov %0, r13" : "=r" (current\_sp));

# Unsupported ARM Flags

- `-mno-thumb-interwork`
  - Generate code that supports calling between the ARM and Thumb instruction sets. Without this option, on pre-v5 architectures, the two instruction sets cannot be reliably used inside one program. The default is `-mno-thumb-interwork`, since slightly larger code is generated when `-mthumb-interwork` is specified. In AAPCS configurations this option is meaningless.
- `-mlittle-endian`
  - Generate code for a processor running in little-endian mode. This is the default for all standard configurations
- `-mshort-load-bytes`
  - deprecated alias for `-malignment-traps`.
- `-malignment-traps`
  - This option is ignored when compiling for ARM architecture 4 or later, since these processors have instructions to directly access half-word objects in memory.

<http://gcc.gnu.org/onlinedocs/gcc/ARM-Options.html>

# TODO

- Check status of other issues reported by Bryce Lebach
  - -mregparm
  - -fcall-saved-reg
  - -pg and mcount
  - -fno-optimize-sibling-calls
- Status of Clang IA (Integrated Assembler)
  - Assembling Linux kernel
    - Previous issue with boot code
  - IA for ARM
- Segment linkage differences
- Inline differences
- Try building LTP with LLVM and create virtual SD card FS
- Set up test suite for known LLVM bugs

# Call for Participation

- Others are welcome to participate at the LLVM work at Linux Foundation
- Wishlist:
  - Integrating the patches from PAX team's tree for x86/x86\_64
  - X86 QEMU test target
  - MIPS support and QEMU test target
  - LTP integration
  - Unit tests for known LLVM Linux Bugs



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Thank You

