



redhat.

# **GCC – An Architectural Overview**

Diego Novillo

[dnovillo@redhat.com](mailto:dnovillo@redhat.com)

Red Hat Canada

**OSDL Japan - Linux Symposium**  
Tokyo, September 2006

# Topics

1. Overview
2. Development model
3. Compiler infrastructure
4. Current status and future work

# Overview

- **Key strengths**
  - Widely popular
  - Freely available almost everywhere
  - Open development model
- **However**
  - Large code base (2.2 MLOC) and aging (~15 years)
  - Difficult to maintain and enhance
  - Technically demanding
- **Recent architectural changes bring hope**

# Development Model

# Development Model

- Project organization
  - Steering Committee → Administrative, political
  - Release Manager → Release coordination
  - Maintainers → Design, implementation
- Three main stages (~2 months each)
  - Stage 1 → Big disruptive changes.
  - Stage 2 → Stabilization, minor features.
  - Stage 3 → Bug fixes only (driven by bugzilla, mostly).

# Development Model

- Major development is done in branches
  - Design/implementation discussion on public lists
  - Frequent merges from mainline
  - Final contribution into mainline only at stage 1 and approved by maintainers
- Anyone with SVN access may create a development branch
- Vendors create own branches from FSF release branches

# Development Model

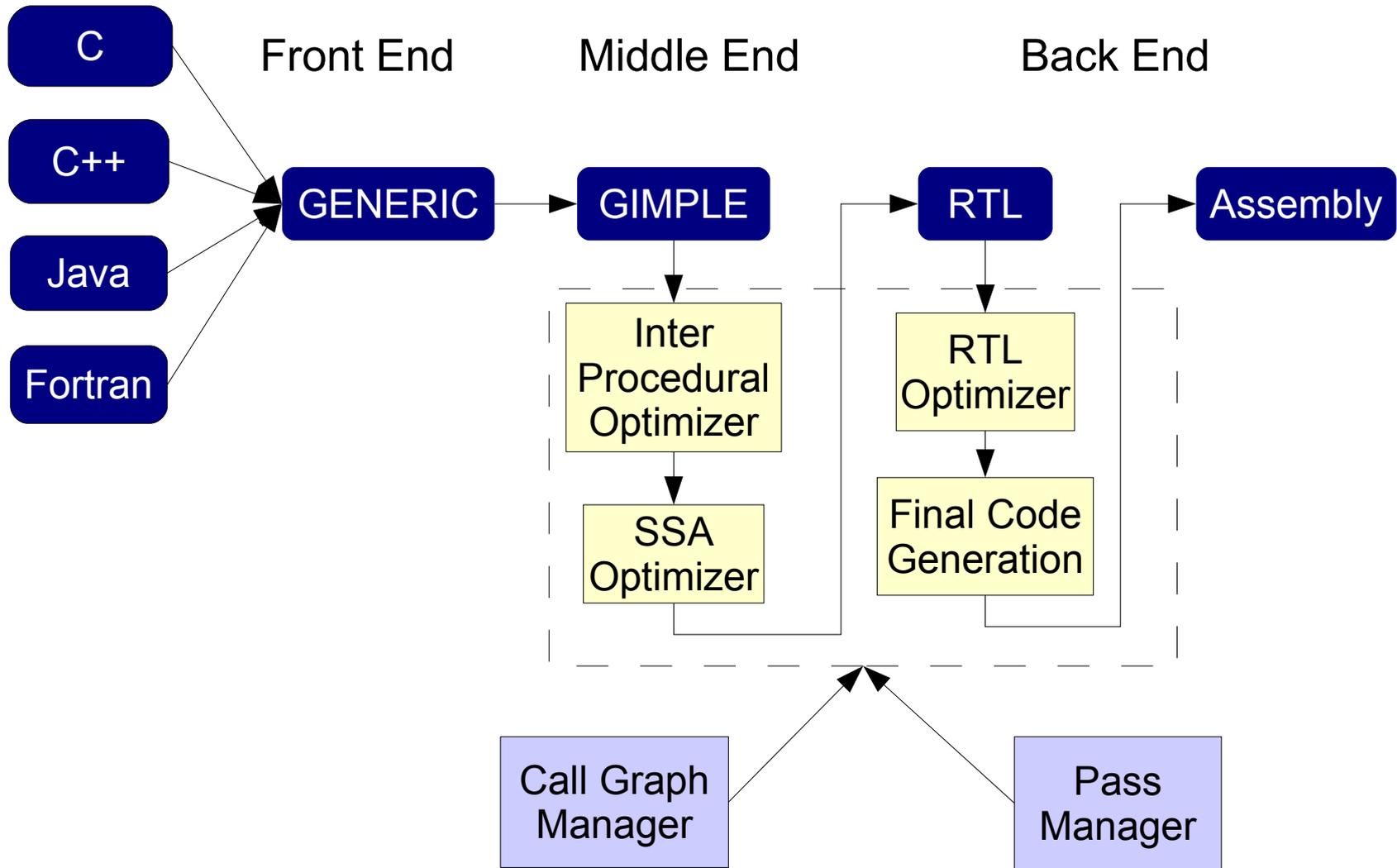
- All contributors must sign FSF copyright release
  - Even if only working on branches
- Three levels of access
  - Snapshots (weekly)
  - Anonymous SVN
  - Read/write SVN

# Compiler Infrastructure

# Source code

▶ gcc	Front/middle/back end
▶ libcpp	Pre-processor
▶ libada	Ada runtime
▶ libstdc++-v3	C++ runtime
▶ libgfortran	Fortran runtime
▶ libobjc	Objective-C runtime
<src> { boehm-gc	Java runtime
libffi	
▶ libjava	
zlib	
▶ libiberty	Utility functions and generic data structures
▶ libgomp	OpenMP runtime
▶ libssp	Stack Smash Protection runtime
▶ libmudflap	Pointer/memory check runtime
▶ libdecnumber	Decimal arithmetic library

# Compiler pipeline



# GENERIC and GIMPLE

## GENERIC

```
if (foo (a + b, c))
    c = b++ / a
endif
return c
```

## High GIMPLE

```
t1 = a + b
t2 = foo (t1, c)
if (t2 != 0)
    t3 = b
    b = b + 1
    c = t3 / a
endif
return c
```

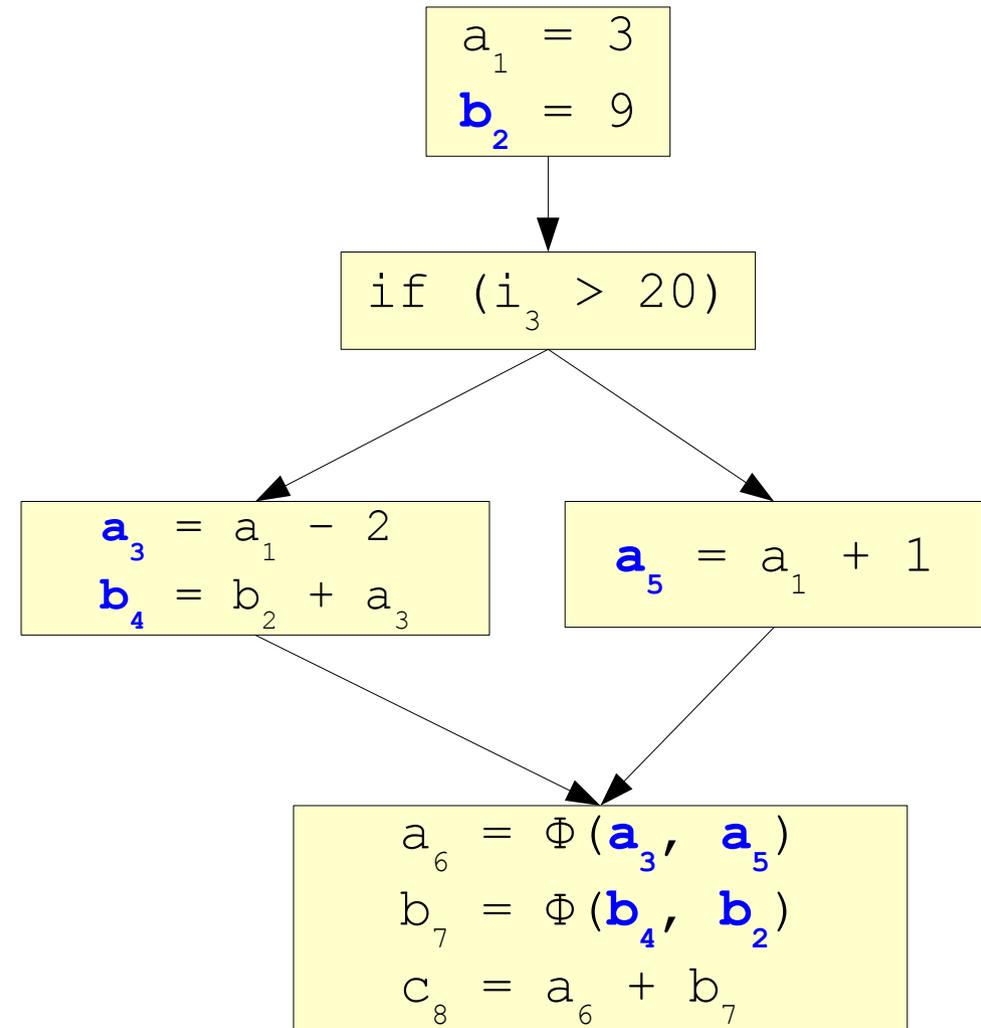
## Low GIMPLE

```
t1 = a + b
t2 = foo (t1, c)
if (t2 != 0) <L1, L2>
L1:
    t3 = b
    b = b + 1
    c = t3 / a
    goto L3
L2:
L3:
return c
```

# SSA Form

## Static Single Assignment (SSA)

- Versioning representation to expose data flow explicitly
- Assignments generate new versions of symbols
- Convergence of multiple versions generates new one ( $\Phi$  functions)



# SSA Optimizers

- Operate on GIMPLE IL
- Around 100 passes
  - Vectorization
  - Various loop optimizations
  - Traditional scalar optimizations: CCP, DCE, DSE, FRE, PRE, VRP, SRA, jump threading, forward propagation
  - Field-sensitive, points-to alias analysis
  - Pointer checking instrumentation for C/C++

# RTL

- Register Transfer Language
- Assembler for abstract machine with infinite registers

`b = a - 1`



```
(set (reg/v:SI 59 [ b ])
      (plus:SI (reg/v:SI 60 [ a ]
                (const_int -1 [0xffffffff]))))
```

# RTL

- Abstracts
  - Register classes
  - Memory addressing modes
  - Word sizes and types
  - Compare-and-branch instructions
  - Calling conventions
  - Bitfield operations
  - Type and sign conversions

# RTL Optimizers

- Operate closer to the hardware
  - Register allocation
  - Scheduling
  - Software pipelining
  - Common subexpression elimination
  - Instruction recombination
  - Mode switching reduction
  - Peephole optimizations
  - Machine specific reorganization

# Current Status and Future Work

# Current Status

- New Intermediate Representations decouple Front End and Back End
- Increased internal modularity
- Lots of new features
  - Fortran 95, mudflap, vectorizer, OpenMP, inter/intra procedural optimizers, stack protection, profiling, etc.
- Easier to modify

# Future Work

- Static analysis support
  - Extensibility mechanism to allow 3<sup>rd</sup> party tools
- Link time optimizations
  - Write intermediate representation
  - Read and combine multiple compilation units
- Dynamic compilation
  - Emit bytecodes
  - Implement virtual machine with optimizing JIT

# Contacts

- Home page <http://gcc.gnu.org/>
- Wiki <http://gcc.gnu.org/wiki>
- Mailing lists
  - [gcc@gcc.gnu.org](mailto:gcc@gcc.gnu.org)
  - [gcc-patches@gcc.gnu.org](mailto:gcc-patches@gcc.gnu.org)
  - [gcc-help@gcc.gnu.org](mailto:gcc-help@gcc.gnu.org)
- IRC
  - [irc.oft.net/#gcc](irc://irc.oft.net/#gcc)