

GCC Internals Compiler Pipeline

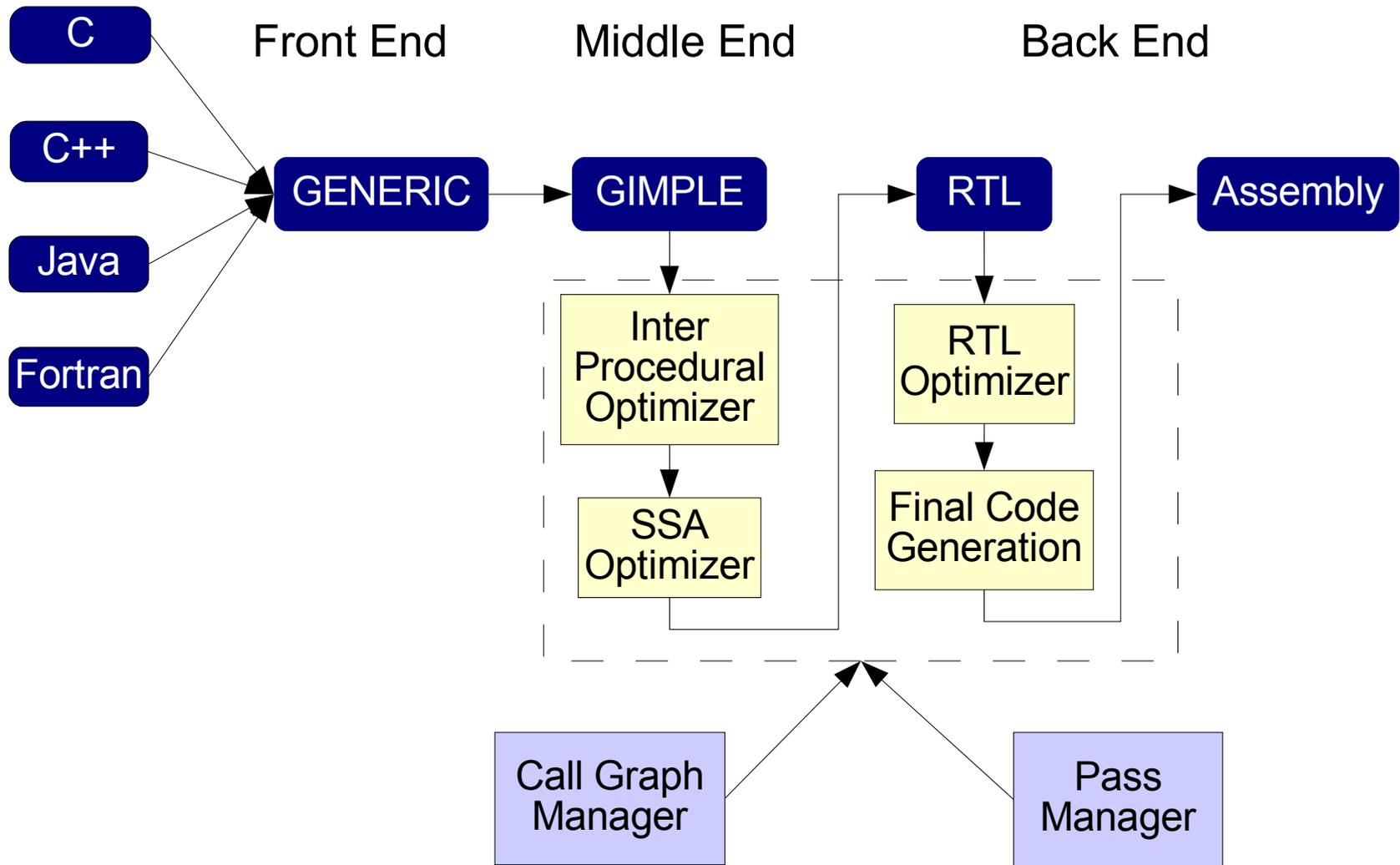


Diego Novillo
dnovillo@google.com

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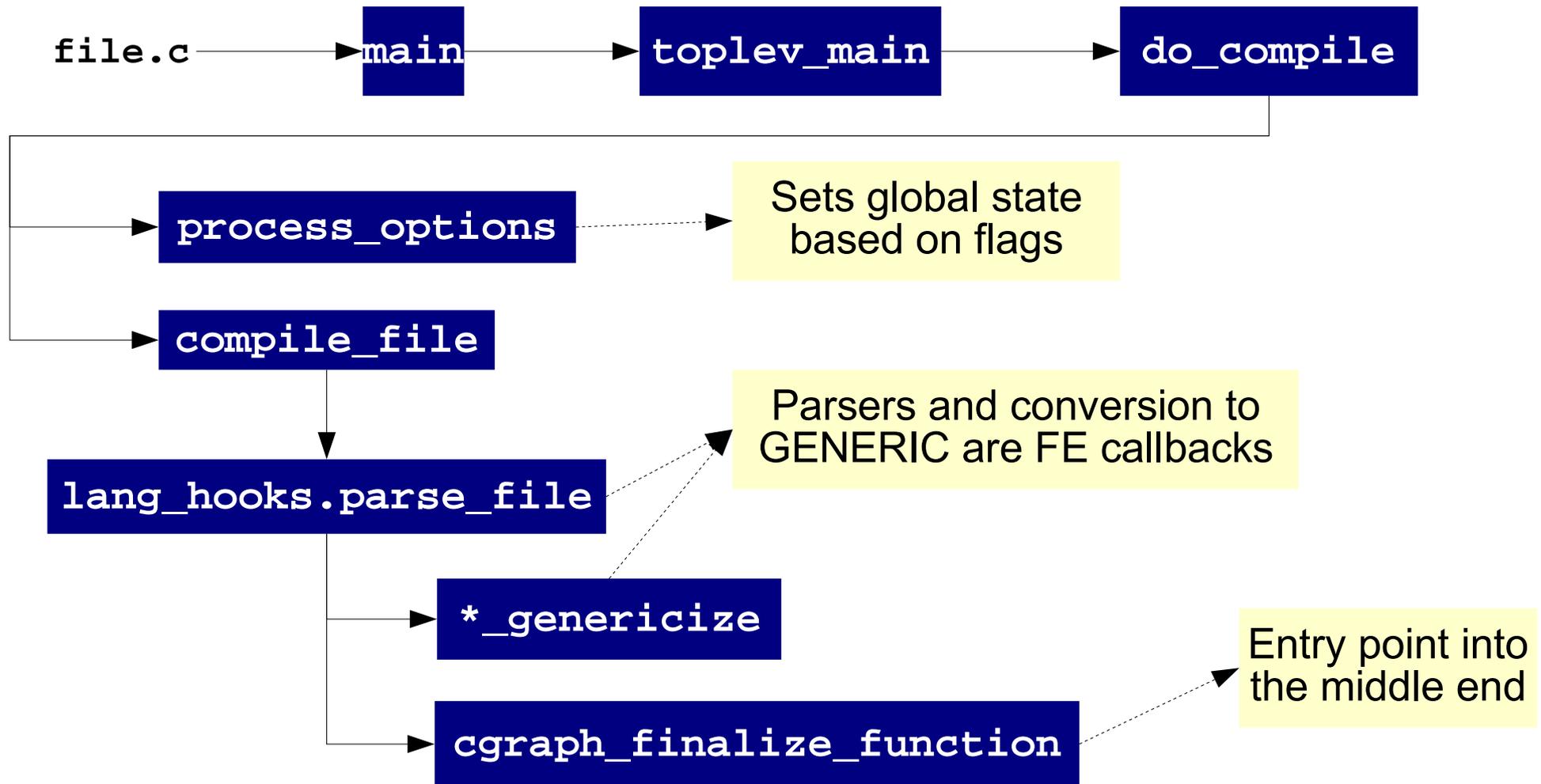
Compiler pipeline



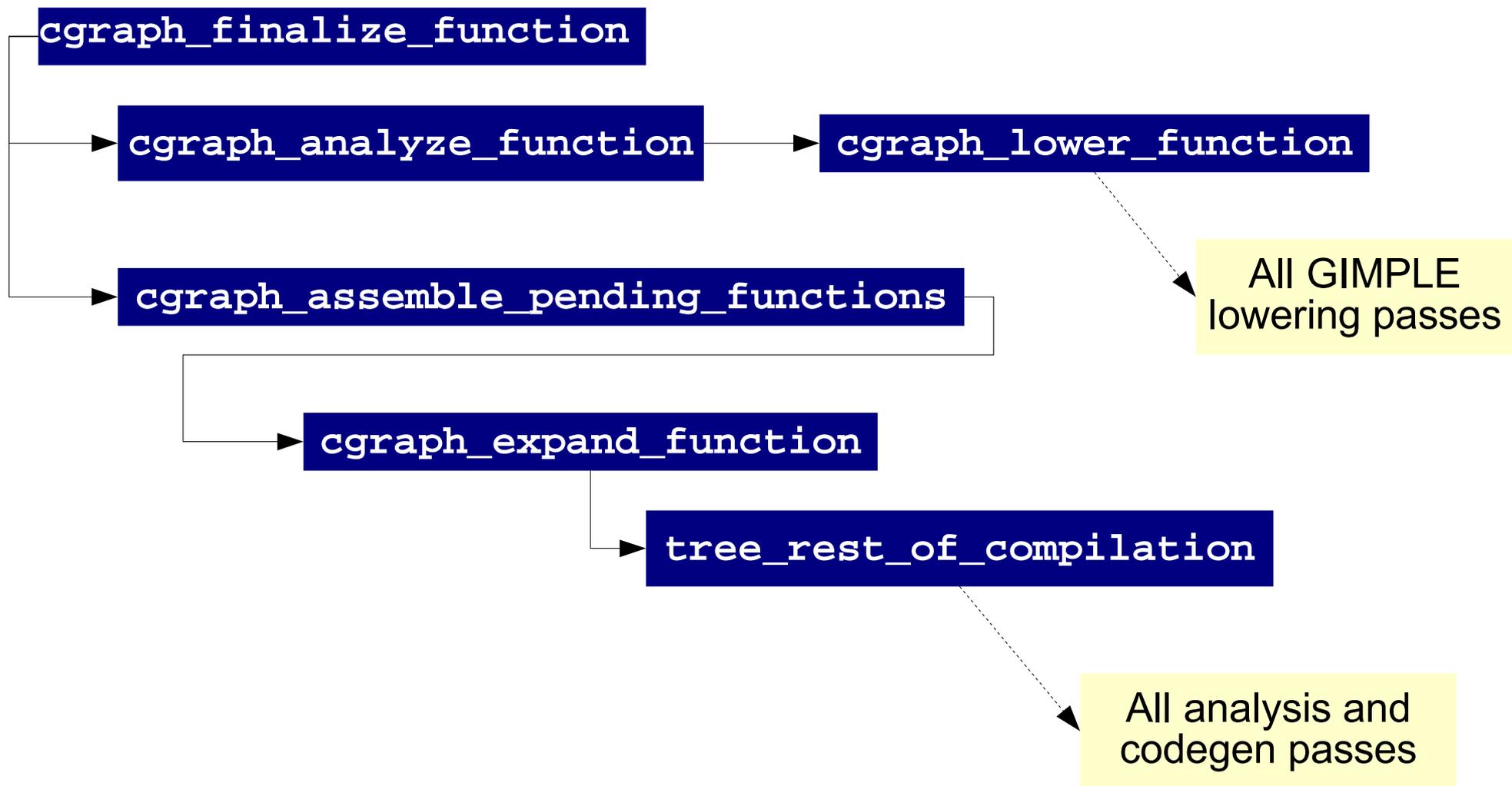
- Operate on GIMPLE
- Around 100 passes
 - Vectorization
 - Various loop optimizations
 - Traditional scalar optimizations: CCP, DCE, DSE, FRE, PRE, VRP, SRA, jump threading, forward propagation
 - Field-sensitive, points-to alias analysis
 - Pointer checking instrumentation for C/C++
 - Interprocedural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

- Around 70 passes
- Operate closer to the target
 - Register allocation
 - Scheduling
 - Software pipelining
 - Common subexpression elimination
 - Instruction recombination
 - Mode switching reduction
 - Peephole optimizations
 - Machine specific reorganization

Simplified compilation flow (O0)



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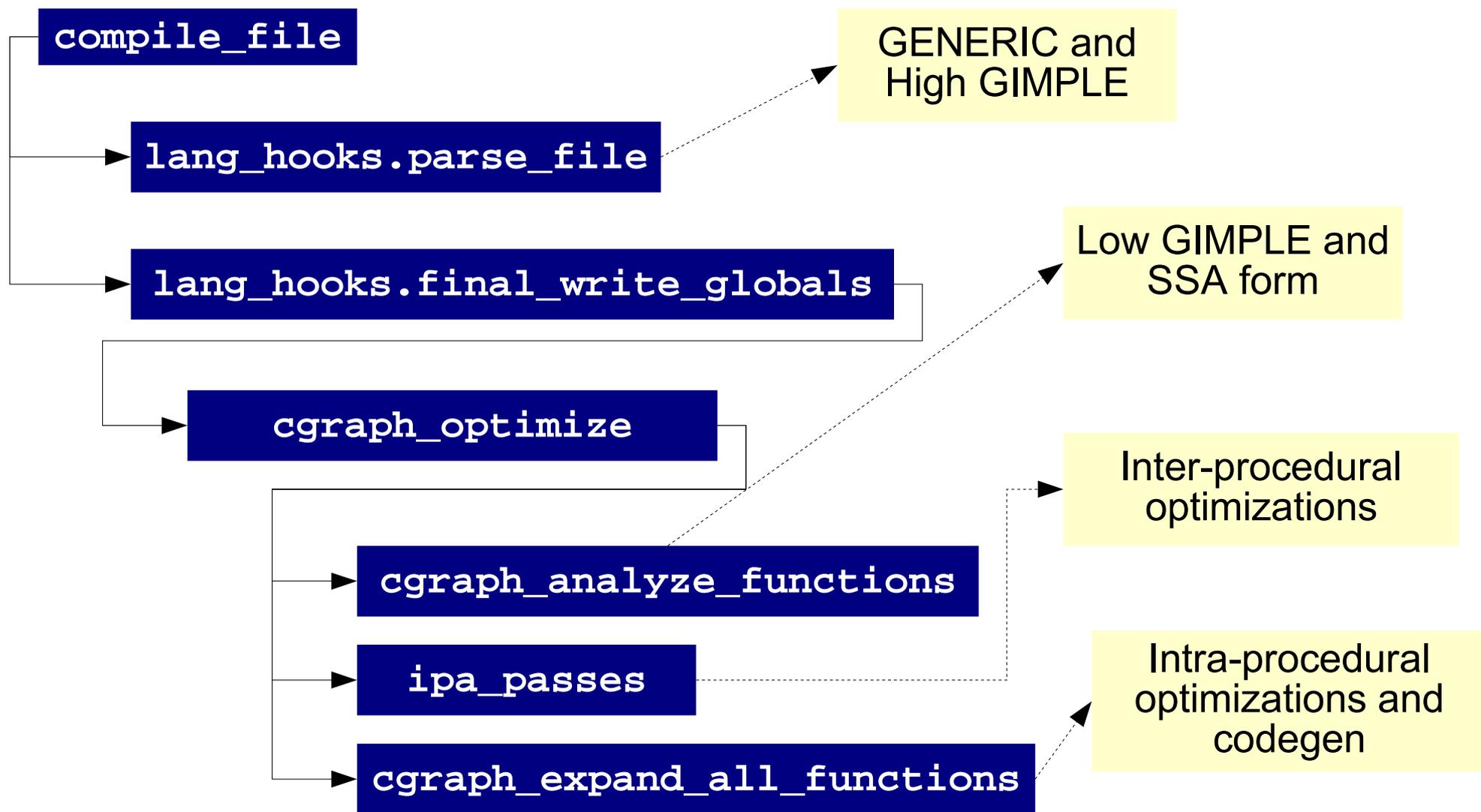
- Drives compilation process
- Initializes the compiler:
 - Timers in `timevar.def`
 - Machine modes for all target data types
 - Back end data (`backend_init`): RTL, hash tables, pools, target-specific initialization, etc.
- Calls `compile_file()`
- Finishes off with call to `finalize()` to shut everything down.

- Initializes cgraph and gcov data
- Calls `lang_hooks.parse_file (c_common_parse_file)`
 - Parses the entire file
 - Calls `finish_function` after parsing each function body (`c_parser_declaration_or_undef`)
 - Function bodies are registered in call graph (or emitted)
- Calls `lang_hooks.decls.final_write_globals (c_write_global_declarations)`
 - Emits all symbols and functions with file and external scope
 - Calls `cgraph_optimize`

- Message arguments and return value as per ABI
- Calls `c_genericize`
 - Converts to GENERIC
 - C goes straight to GIMPLE
 - C++ goes straight to GIMPLE (for now)
- Calls `cgraph_finalize_function`
 - Only on non-nested functions
 - If function is nested, it only creates a new call graph node

- Calls `lower_nested_functions`
- At `-O0`:
 - Calls `cgraph_analyze_function`
 - Lowers GIMPLE, EH, OpenMP, mudflap and builds CFG (`all_lowering_passes`)
 - Expands OpenMP, builds profile data (`pass_early_local_passes`)
 - Calls `cgraph_assemble_pending_functions` → `cgraph_expand_function` → `tree_rest_of_compilation`
 - Expands into RTL (`pass_expand` in `all_passes`)
- At `-O1+` decides if node is intrinsically needed and/or reachable

Simplified compilation flow (O1+)



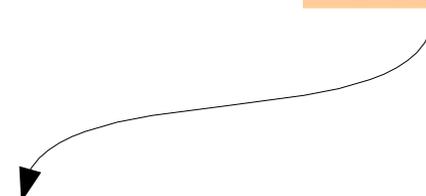
- At -O1 and up
 - Lowers GIMPLE, EH, OpenMP, mudflap and builds CFG (`all_lowering_passes`)
 - Determines if the call graph node is intrinsically needed
 - Determines if the call graph node is intrinsically reachable

- Called via `lang_hooks.final_write_globals`
- The whole file has been parsed and converted to **GENERIC**
- Emits all symbols in the global scope, ultimately calling `decl_rest_of_compilation` for each one
- Calls `cgraph_optimize` to get into ME/BE
- Emits debug information for all surviving globals

- Main driver for inter and intra procedural optimization
- Computes reachability and lowers every function body (`cgraph_analyze_functions`)
- Performs inter-procedural optimization (`ipa_passes`)
- Decides what functions to emit (`cgraph_mark_functions_to_output`)
- Performs intra-procedural optimization and final code generation (`cgraph_expand_all_functions`)

- Computes reachability for the whole call graph
- For every reachable node
 - Lowers GIMPLE, EH, OpenMP, mudflap and builds CFG (`all_lowering_passes`)
 - Creates callgraph edges at call sites
 - Expands OpenMP constructs
 - Builds SSA form
 - Early optimizations that do not require aliasing information (`pass_early_local_passes`)

To be fixed



- Sorts call graph in reverse topological order to output a function after its callees
- Calls `cgraph_expand_function` on each node
 - Performs all intra-procedural optimizations, RTL expansion and code generation via `tree_rest_of_compilation`
- Processes new functions added during optimization (`cgraph_process_new_functions`)