GCC as a Research Tool

Diego Novillo dnovillo@google.com

Google

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GCC for research? Really?



- Old
 - Hard to learn
 - Messy internals
 - Fast moving target
- However
 - Industrial strength
 - Widely deployed and used
 - Actively supported

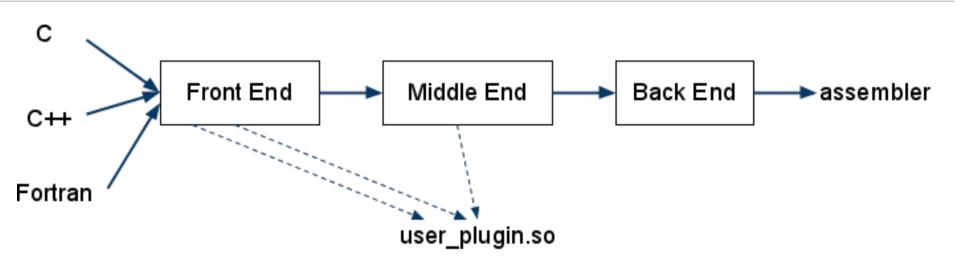
Where is GCC today?



- Feature rich
 - High and low level optimizations
 - Solid support for most popular architectures
- Growing set of features
 - Loadable modules
 - High-level loop optimizations
 - Transactional memory
 - Debugging optimized code
 - Whole program optimization

Plugins





- Interact with the parser
- Add new optimization passes
- Examine intermediate representation
- Implement custom analyses and checks
- Coding guidelines
- Semantic analysis on special code (e.g. locking analysis)

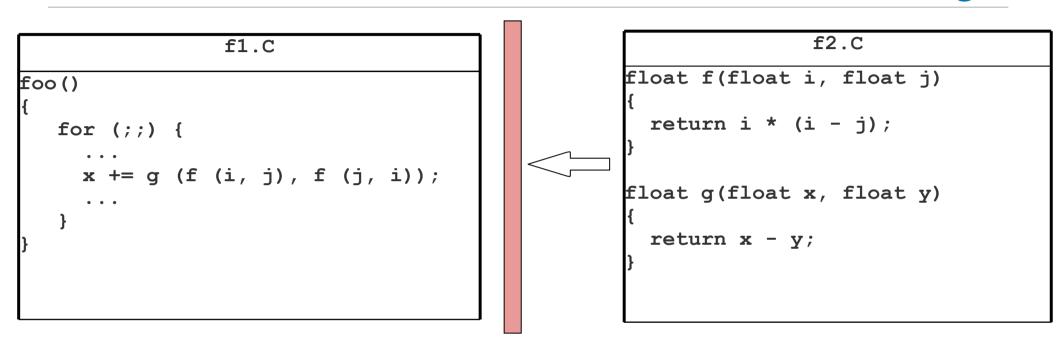
Plug-in Support



- Extensibility mechanism to allow 3rd party tools
- Wrap some internal APIs for external use
- Allow loading of external shared modules
- Versioning scheme prevents mismatching
- Useful for
 - Static analysis
 - Experimenting with new transformations

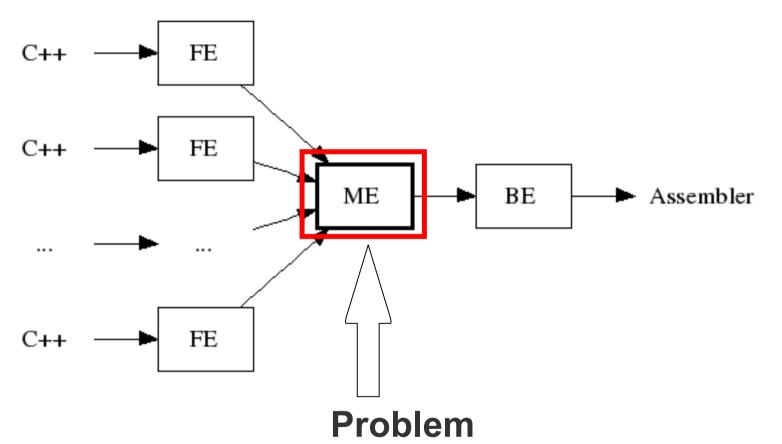
Optimizing Very Large Programs

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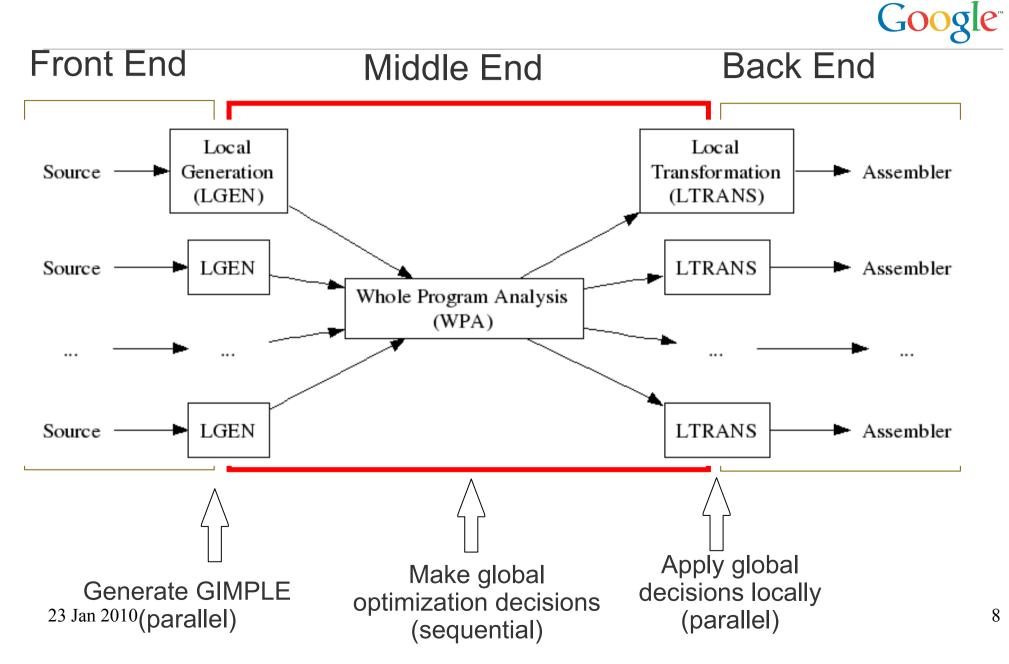
- Optimizations are limited by the amount of code that the compiler can see at once
- Current technology only works across one file at a time
- Compiler must be able to work across file boundaries

Optimizing Very Large Programs Google



Thousands of files, millions of functions, tens of gigabytes Massive memory/computation complexity for a single machine

WHOPR Architecture



Lightweight IPO



LIPO Key Idea:

- Move IPA at end of training phase in FDO, into the binary
- Augment profiles, add IPA analysis results
- During optimization build, use IPA data, read in additional modules, enable inlining, indirect call promotion, etc.

Benefits:

- No more writing of compiler IR to disk, less resources
- Eliminate monolithic link-type IPO
- Reuses existing intra-module IPO
- Minimize code re-generation
- Easier debugging, easier debug info generation

Where should GCC go?



- Infrastructure improvements
 - Increased modularization
 - Attract new developers
 - Improve maintenance
- Stability
 - Many new features
 - Need to smooth out rough edges

Incremental Compilation



- Speed up edit-compile-debug cycle
- Speeds up ordinary compiles by compiling a given header file "once"
- Incremental changes fed to compiler daemon
- Incremental linking as well
- Side effects
 - Refactoring
 - Cross-referencing
 - Compile-while-you-type (e.g., Eclipse)

Dynamic Optimization Pipeline

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- Phase ordering not optimal for every case
- Current static ordering difficult to change
- Allow external re-ordering
 - Ultimate control
 - Allow experimenting with different orderings
 - Define -On based on common orderings
- Problems
 - Probability of finding bugs increases
 - Enormous search space