lld

Friday, April 13, 2012

The LLVM Linker

- □ A system linker
 - Produce final libraries and executables, no other tools or runtime required
 - Understands platform ABI

- □ A system linker
- Modular and embeddable
 - Designed as a set of libraries
 - As with all LLVM/Clang tools, the main executable code is quite short.
 - Can be embedded into other tools such as custom language compilers.

- □ A system linker
- Modular and embeddable
- Portable (both host and target)
 - Currently tested on Mac, Linux, and Windows
 - Target specific code is isolated for both OS and CPU architecture

- □ A system linker
- Modular and embeddable
- Portable (both host and target)
- Compatible
 - Driver to support multiple styles (gnu-ld, ld64, link.exe)
 - Supports ELF, COFF (including MinGW), Mach-O, and LLVM IR
 - Support for a restricted subset of linker scripts is planned

- □ A system linker
- Modular and embeddable
- Portable (both host and target)
- Compatible
- Extensible
 - Both LLVM IR and atom graph passes can be added

Why a new linker?

Performance

- Linking is a speed bump in the way of fast iteration
- gold may be fast, but gnu-ld and link.exe are not, and gold is ELF only

Why a new linker?

- Performance
- Portability
 - gold and gnu-ld are UNIX-oriented, link.exe is Windows only, and Id64 is Darwin only.

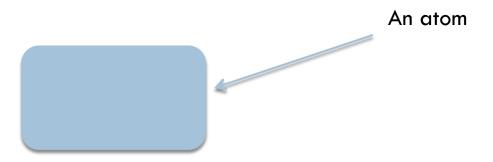
Why a new linker?

- Performance
- Portability
- Reliable cross linking
 - No single linker can currently be used to reliably cross link

Atom Model

- An atom is an indivisible chunk of code or data
- It has a set of attributes such as type, name, and scope
- It has a list of references to other atoms
- References represent relocations and other relationships such as grouping.

□ An atom is an indivisible chunk of code or data



It has a set of attributes such as type, name, and scope

name: main

type: code

scope: global

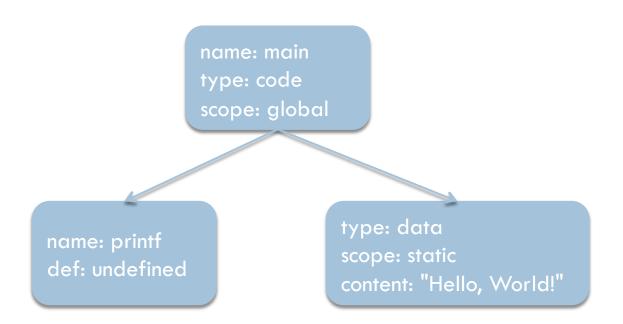
But not all atoms have names

type: data

scope: static

content: "Hello, World!"

□ It has a list of references to other atoms



References represent relocations and other relationships such as grouping.

name: main type: code scope: global offset: 24 offset: 12 type: R_X86_64_PC32 type: R_X86_64_32S addend: -4 type: data scope: static def: undefined content: "Hello, World!"

- Atom Model
- LLVM IR and atom graph passes
 - In addition to the standard LLVM passes, other passes can run at pre and post LLVM IR link phases
 - Ild passes can be run over the atom graph at different stages of the link
 - Branch island generation
 - Order file
 - C++ Open Multi-Methods...

- Atom Model
- LLVM IR and atom graph passes
- Uniform text, binary, and in memory representation
 - Ild supports a human-readable YAML input and output format to aid in testing and debugging

Uniform Representation

```
# RUN: Ild-core %s 2>&1 | FileCheck %s
# CHECK: duplicate symbol
atoms:
               foo
  - name:
               global
   scope:
               data
   type:
atoms:
               foo
  - name:
               global
   scope:
               code
   type:
```

- Atom Model
- LLVM IR and atom graph passes
- Uniform text, binary, and in memory representation
 - Ild supports a human readable YAML input and output format to aid in testing and debugging
 - Ild also adds a binary representation of the in memory atom model
 - The purpose of this is purely for speed
 - The goal is for LLVM to eventually produce these natively

- □ Atom Model
- LLVM IR and atom graph passes
- Uniform text, binary, and in memory representation
- C++11
 - Ild has been developed using C++11 from the beginning
 - Dogfooding Clang and libc++
 - Makes it easier to write faster code
 - □ C++11 atomics and memory model for multithreading

Project Status

- Atom graph and resolving work with YAML as input and output
- Ild native binary reading and writing
- COFF and Mach-O are already in progress
 - The Mach-O writer can produce a Hello World executable from multiple YAML files

Patches Welcome

- Open Projects
 - http://lld.llvm.org/open_projects.html

Questions?