

LTO: History and work to be done

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- ▶ Are we going back and forth?!?
- ▶ Yes!
- ▶ Probably the correct choice at every point in time.

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- ▶ Combine with opt and we already had LTO!

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- ▶ Native codegen added to gcclld in September 2003).
- ▶ gcclld is renamed llvm-ld in r16305 September 2004.

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- ▶ Hacks everywhere.

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- ▶ Build systems are already using them!
- ▶ They know all there is to know about LTO, except llvm IR.

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- ▶ bfd (ld) gets plugin support in October 2010.
- ▶ We can now do LTO by setting CFLAGS, CXXFLAGS and LDFLAGS!

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 - ▶ ...
- ▶ We need a toolchain toolkit!

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- ▶ `lib/Object` added in r119107 November 2010.
- ▶ `lld` added in r146598 December 2011 (was named `lold`).

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 - ▶ In archives, IR files go in the same symbol table.
 - ▶ Implement the same semantics and options as the native tools.
 - ▶ Should still be able to do LTO by setting CFLAGS, CXXFLAGS and LDFLAGS.

Recent developments

Decided to start with llvm-ar and make it generic.

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- ▶ Removed lib/Archive.
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- ▶ And they include native object formats!
- ▶ Pretty much done by July 2013.
- ▶ Then I “only” needed to add IR support to lib/Object.

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- ▶ Move completed in Jan 2014.

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- ▶ An ObjectFile is a SymbolicFile.
- ▶ Finally implemented IRObjFile in February 2014.

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- ▶ But DataLayout is an ImmutablePass.
- ▶ And llvm-ar has no pass manager :-(
▶ Split DataLayout into DataLayoutPass and DataLayout.
- ▶ Split finished in February 2014.
- ▶ The symbol tables are now correct and include IR files!

Work to be done

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- ▶ Hopefully no yaks.

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- ▶ lib/IR doesn't know what it is being used for.
- ▶ lib/IR parses the entire file.
- ▶ Using a lazy module helps, but still reads metadata.

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- ▶ llvm-ar would never even create a Module.
- ▶ Code that needs more info can create a Module and query.
 - ▶ llvm-nm: Not performance critical.
 - ▶ LTO: Can delay creating a Module in some cases.

How linkers view LTO

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- ▶ libLTO creates a MachO file.

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 - ▶ Free to be just the api used by ld64 again.

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