

G++ Internals

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Plan of the talk

Source code

Compiler pipeline

Internal representations

Class analysis process

Class template representation

Template instantiation process

Questions

Source code

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Internal representations

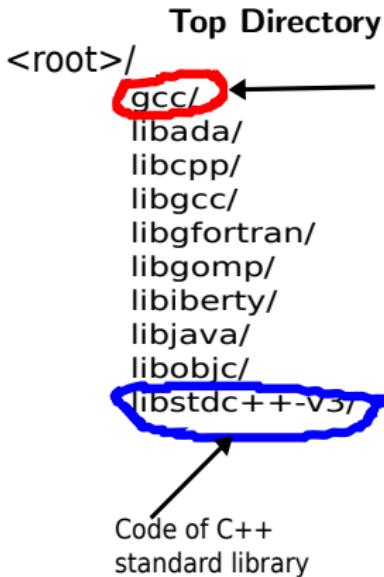
Class analysis process

Class template representation

Template instantiation process

Questions

Directories



Code of compilers are here

Directory gcc/

<root/gcc>/

- ada/
- cp/ 
- doc/
- fortran/
- java/
- objc/
- objcp/

Code of G++ is here

- ▶ GCC is more than 2,3 millions of LOC
- ▶ G++ specific lines of code is around 84 KLOC
- ▶ GCC full testsuite is around 720 KLOC
- ▶ G++ testsuite is around 90 KLOC

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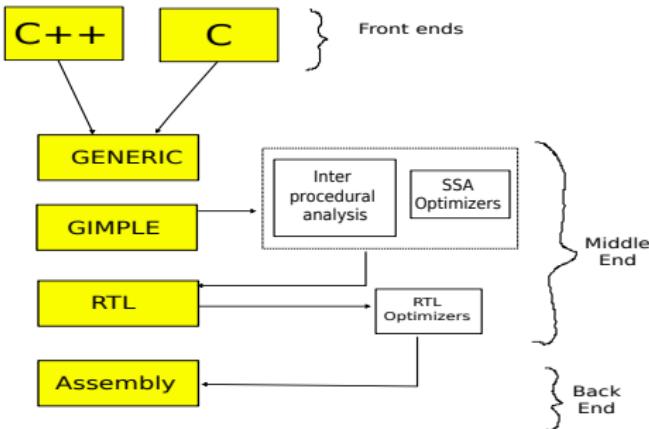
Class template representation

Template instantiation process

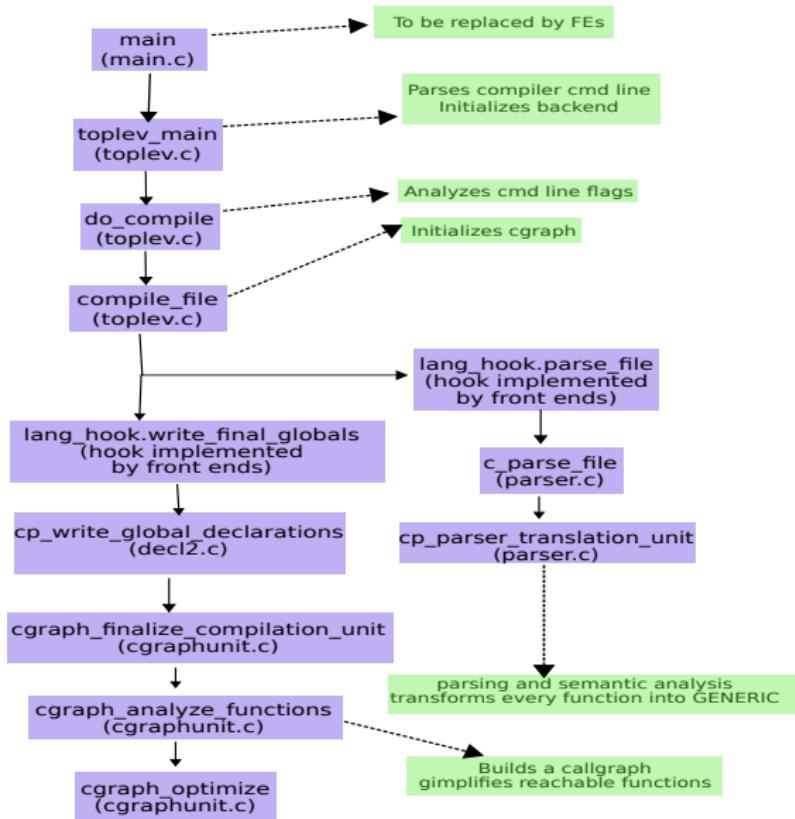
Questions

Pipeline overview

- ▶ Front-Ends
 - ▶ Have own representation
 - ▶ Emit GENERIC
- ▶ Middle-End works on GIMPLE
- ▶ Back-End works on RTL



Detailed compilation process



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GENERIC Representation

- ▶ Can represent a full translation unit
- ▶ Based on trees™
- ▶ A tree is a pointer type
- ▶ Can point to different kind of nodes
- ▶ Many macros available to manipulate trees

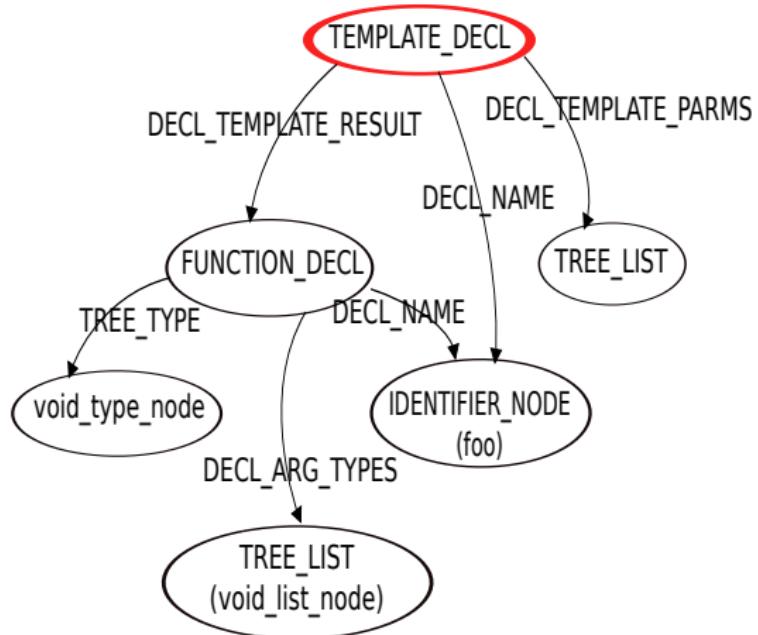
```
tree func = parse_function ();
if (TREE_CODE (func) == FUNCTION_DECL)
    printf ("It worked!\n");
else
    printf ("Grrr , it failed\n");
```

- ▶ GENERIC trees defined and documented in gcc/tree.def
- ▶ Accessor macros and utility functions in gcc/tree.h

- ▶ Based on trees
- ▶ Superset of GENERIC
- ▶ G++ trees defined and documented in `gcc/cp/cp-tree.def`
- ▶ Accessors macros and utility functions in `gcc/cp/cp-tree.h` and `gcc/cp/tree.c`

G++ Internal representation

```
template<class T>
void foo( void )
{
}
```



- ▶ Used by Middle-End
- ▶ 3 address representation

```
t1 = a + b;
```

- ▶ Restricted grammar to simplify job of optimizers
- ▶ No hidden or implicit side effect
- ▶ Local variables of scalar types treated as “registers” (real operands)
- ▶ Globals and non-scalar types treated as “memory” (virtual operand).

```
t1 = a [ 5 ];
t2 = *p1;
```

GIMPLE Representation

- ▶ Can be incrementally lowered (2 levels currently)
 - ▶ High GIMPLE: lexical scopes

```
if (t1 == 0)
    t2 = 5;
return 0;
```

- ▶ Low GIMPLE: no lexical scopes

```
if (t1 == 0) <L1 , L2>
L1:
t2 = 5;
goto L3;
L2:
L3:
return 0;
```

- ▶ Simplified control flow
 - ▶ Loops represented as gotos
 - ▶ No lexical scope (low 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
```

Outline

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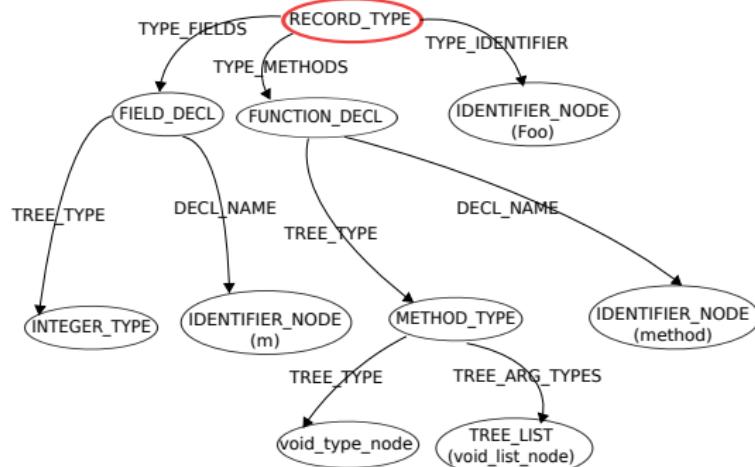
Class representation

```
struct Foo
{
    int m;

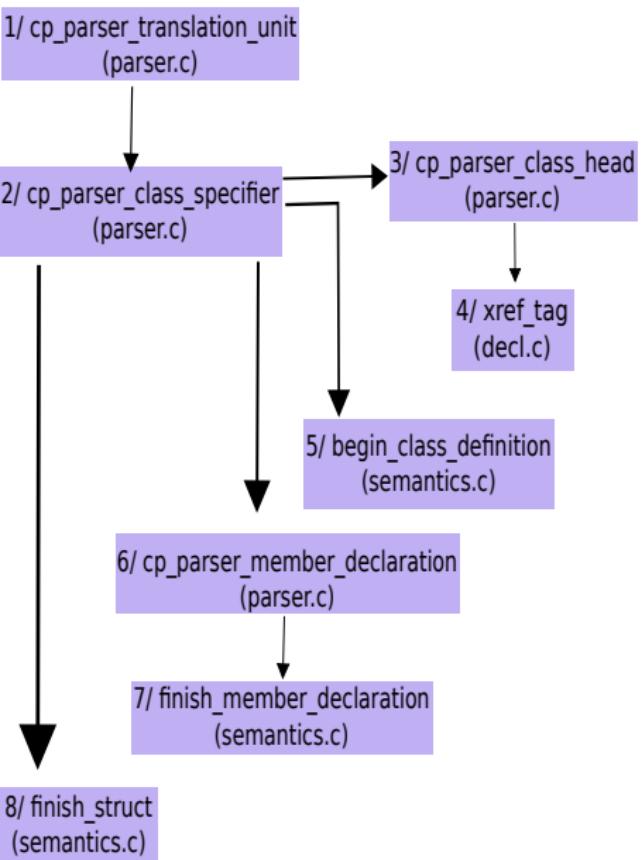
    void
    method()
    {
        char j;
    }
};
```

Code

Representation



Class analysis process



1. `cp_parser_translation_unit`
 - ▶ Parser entry point (recursive descent)
2. `cp_parser_class_specifier`
 - ▶ parses the entire class
3. `cp_parser_class_head`
 - ▶ Parses E.g: `class foo`
4. `xref_tag`: Declare the new type
 - ▶ Create (non-complete) type
 - ▶ Inserts it into symbols table
5. `begin_class_definition`
 - ▶ Setup new type definition
 - E.g: Open class scope
6. `cp_parser_member_declaration`
 - ▶ called to parse each class member
7. `finish_member_declaration`
 - ▶ Add parsed member to current class type
8. `finish_struct`
 - ▶ Layout the type
 - ▶ Emit type debug info



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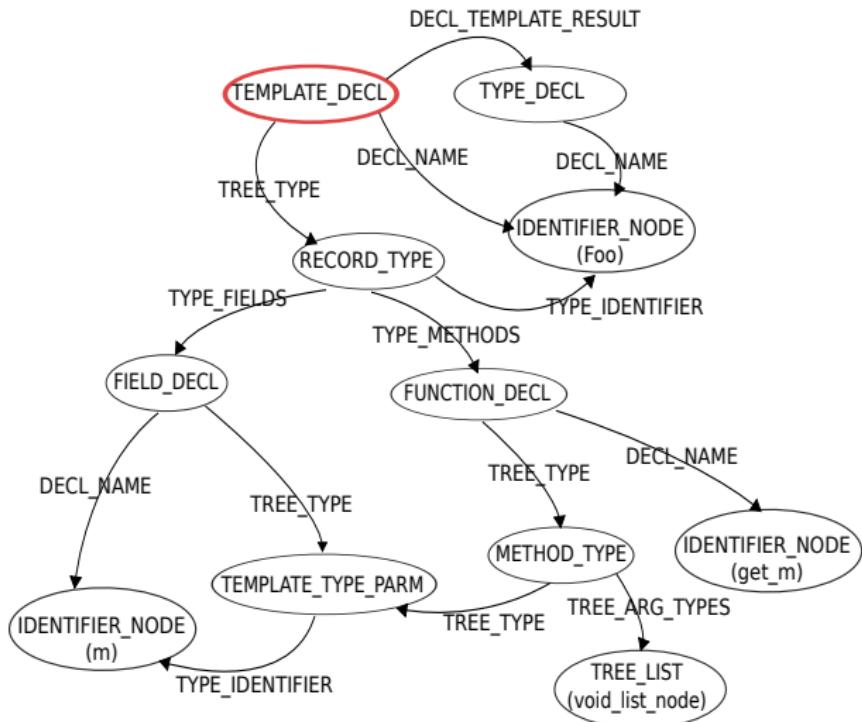
Template instantiation process

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class template representation

```
template<class T>
struct Foo
{
    T m;

    T
    get_m ()
    {
        return m;
    }
};
```



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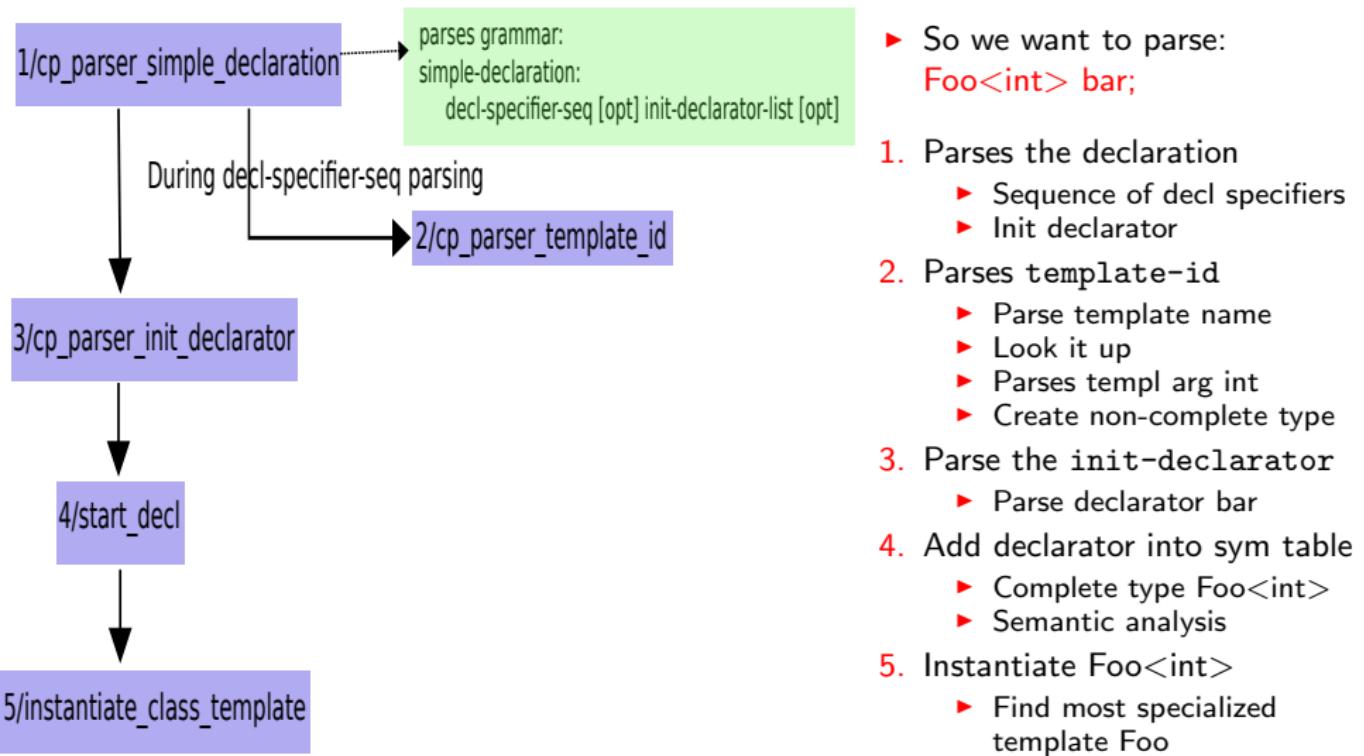
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Template instantiation process



- ▶ So we want to parse:
`Foo<int> bar;`
- 1. Parses the declaration
 - ▶ Sequence of decl specifiers
 - ▶ Init declarator
- 2. Parses template-id
 - ▶ Parse template name
 - ▶ Look it up
 - ▶ Parses templ arg int
 - ▶ Create non-complete type
- 3. Parse the init-declarator
 - ▶ Parse declarator bar
- 4. Add declarator into sym table
 - ▶ Complete type `Foo<int>`
 - ▶ Semantic analysis
- 5. Instantiate `Foo<int>`
 - ▶ Find most specialized template `Foo`
 - ▶ Substitute int into template parms
 - ▶ Semantic analysis



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- ▶ <irc://oftc.net#gcc>
- ▶ <git clone git://gcc.gnu.org/git/gcc>
- ▶ <http://gcc.gnu.org/onlinedocs/gccint/>
- ▶ <http://gcc.gnu.org>

Questions

Questions?

