

LDC: A Dragon on Mars

David Nadlinger (@klickverbot)

DConf 2013

LLVM-based **D** Compiler



LLVM

Looking just at the core:

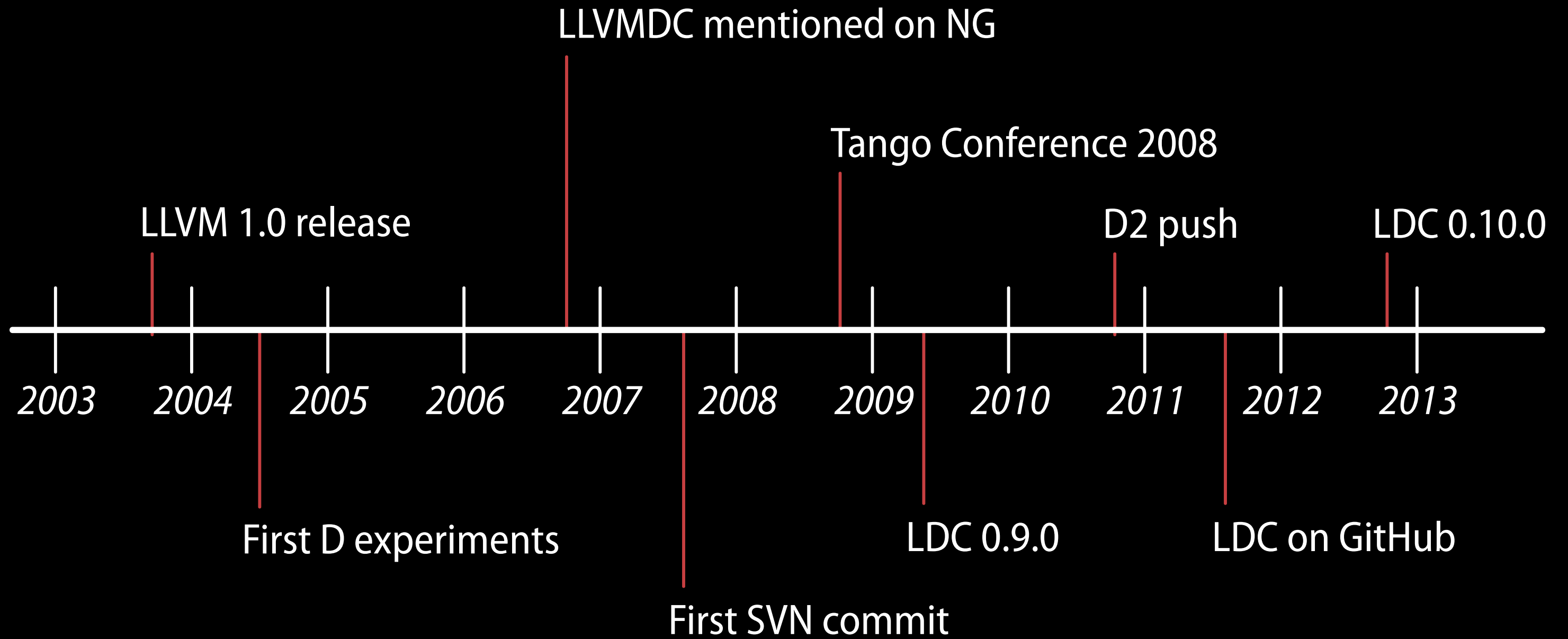
- »Compiler Infrastructure«
- x86, ARM, PPC, Mips, NVPTX, R600, ...
- Advanced optimizer
- Apple, Intel, NVidia, AMD, Google, ...
- Open Source! (BSD-like)



+



?



Status: Overview

- DMD 2.062
- Linux and OS X, x86/x86_64: Just works™
- Passes (almost) the full DMD/druntime/Phobos test suites

Status: Target Architectures

- x86/x86_64: Main target, solid support
- PPC64: Standard library compiles, does not pass all tests
- ARM: Painfully close to Hello World

Status: Target Operating Systems

- (GNU) Linux: Main development platform
- OS X: Stable (10.7+)
- Windows: x86/MinGW, x64/MSVC
- *BSD: Not regularly tested
- Android: Bionic specifics need work
- AIX, Haiku, ...

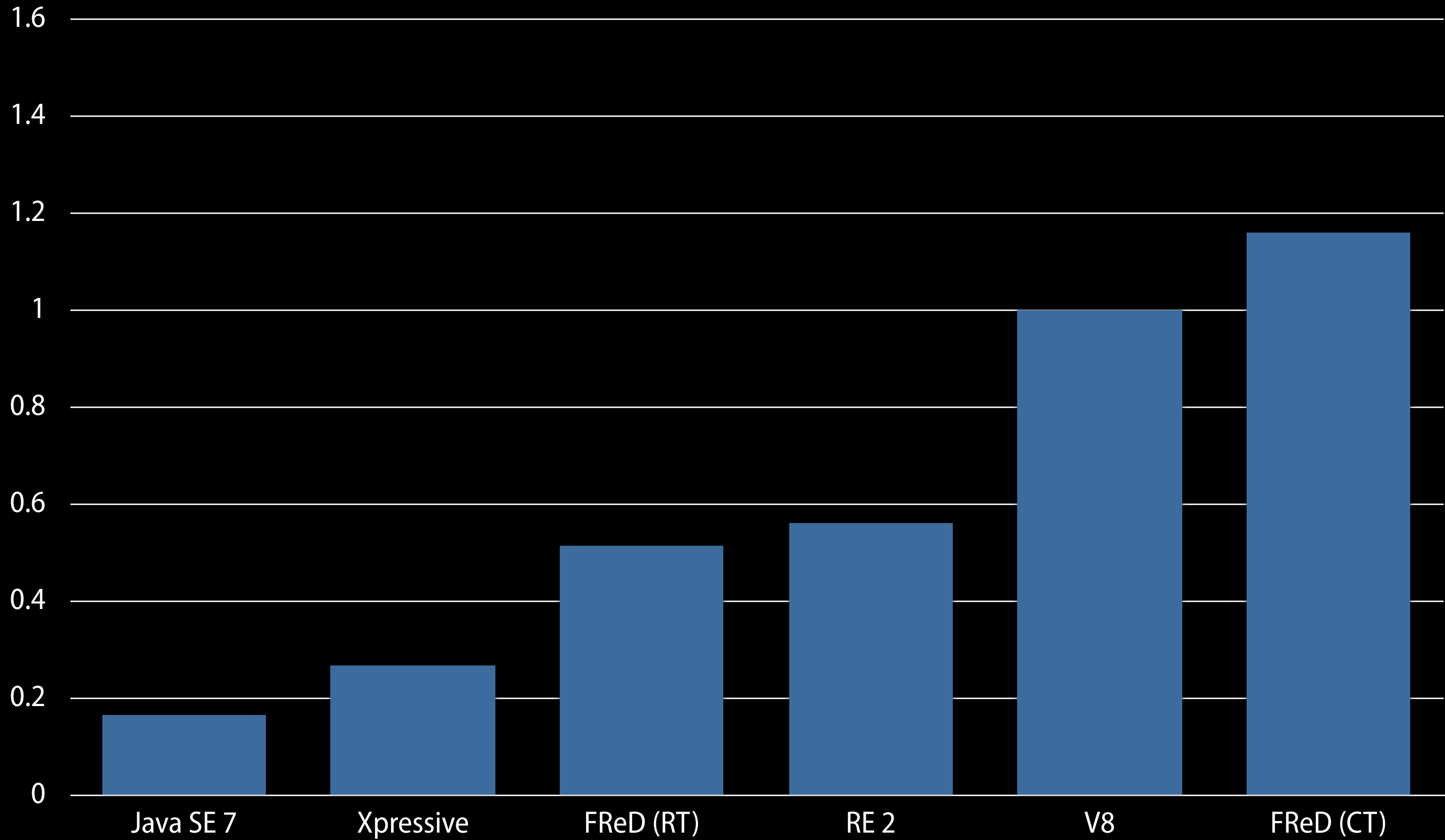
Status: Language support

- Exception chaining
- Inline assembler restrictions
- Multiple `extern(C)` declaration hacks
- LDC-specific pragmas/intrinsics
- SIMD

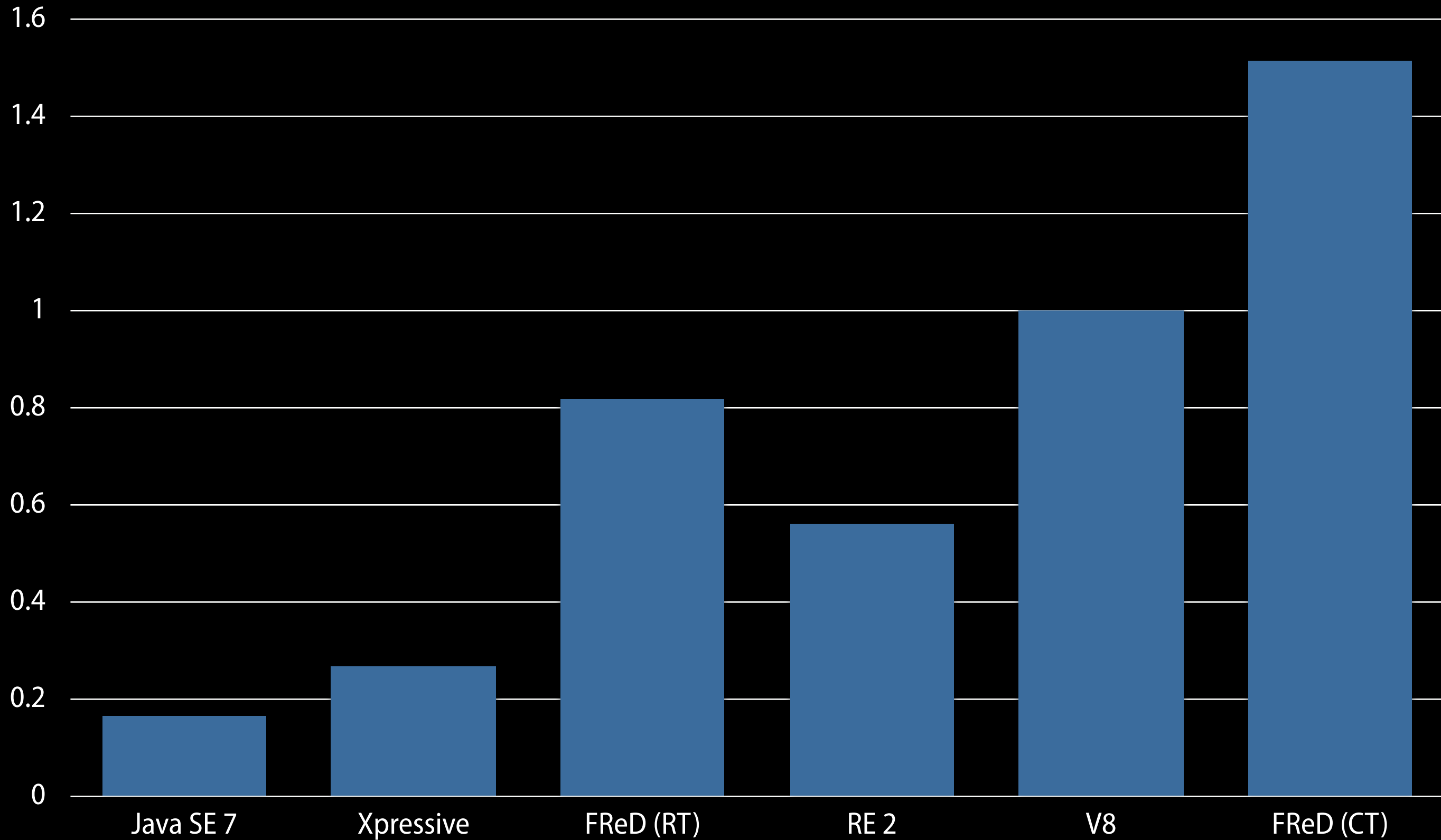
Status: DMD compatibility

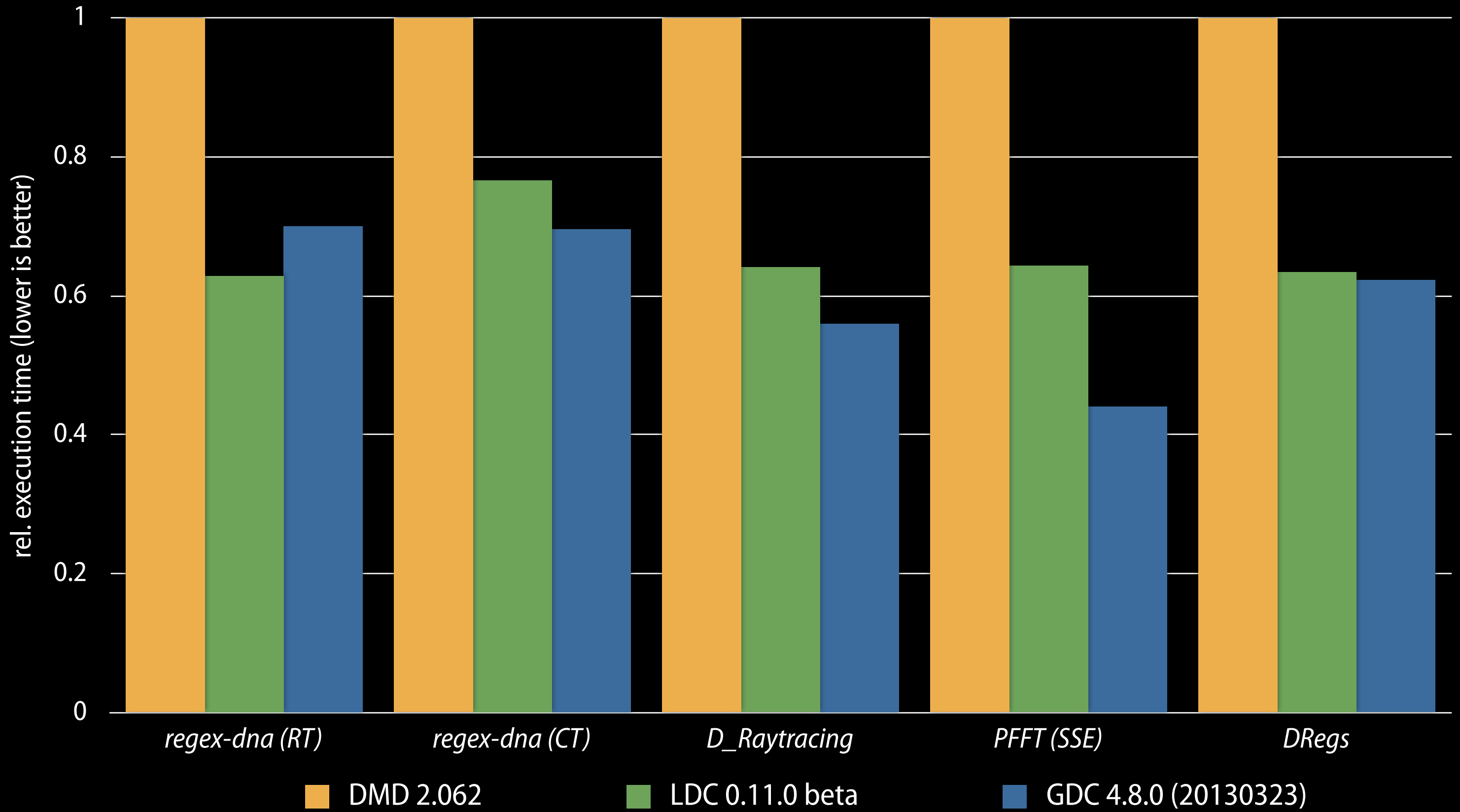
- `ldmd2`: Drop-in replacement for DMD
- Supports `-deps, ...` (RDMD)
- `-cov, -profile` not available
- Goal for ABI, etc.: As compatible as reasonably possible

regex-dna, The Computer Language Benchmarks Game

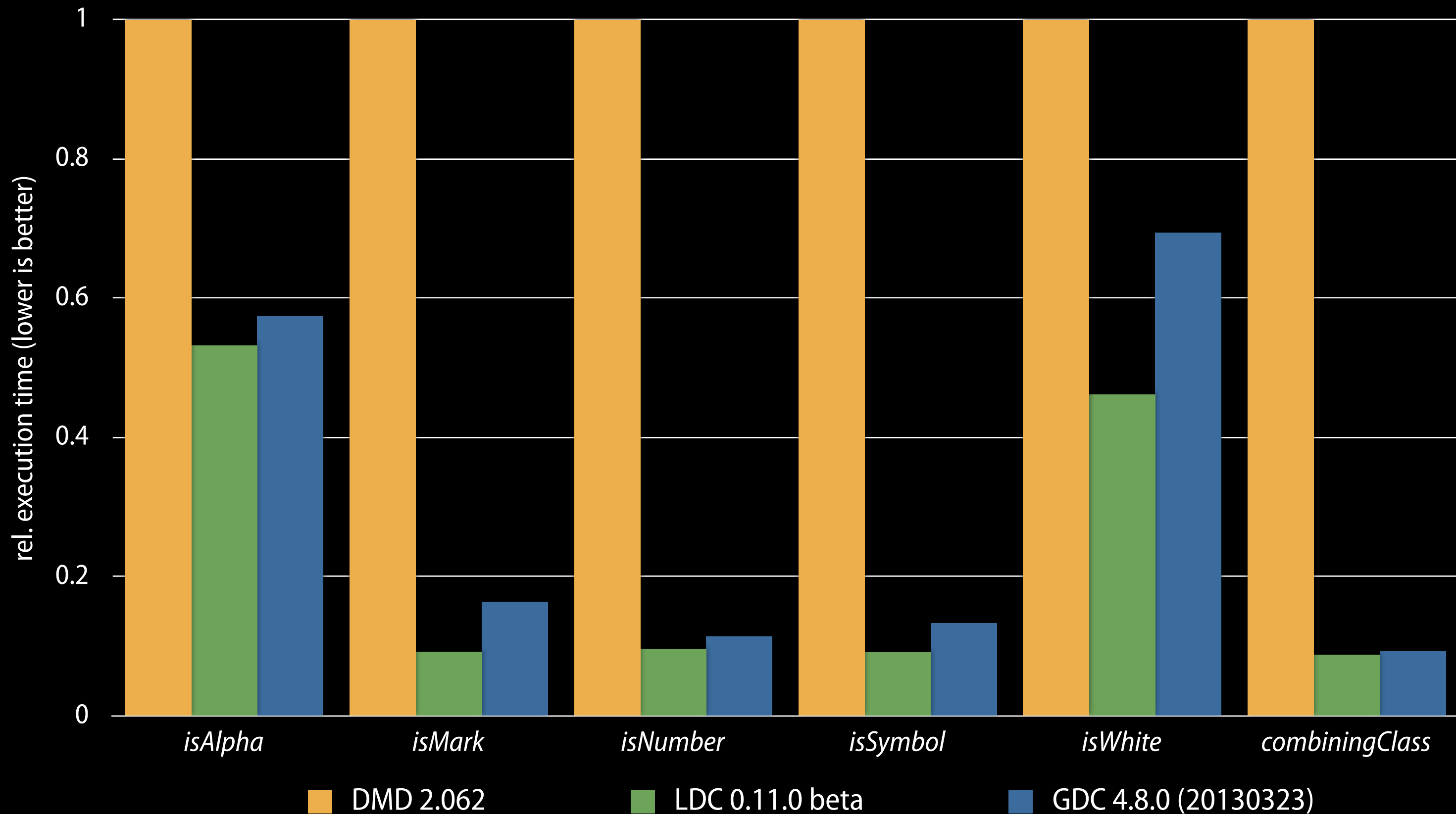


regex-dna, The Computer Language Benchmarks Game

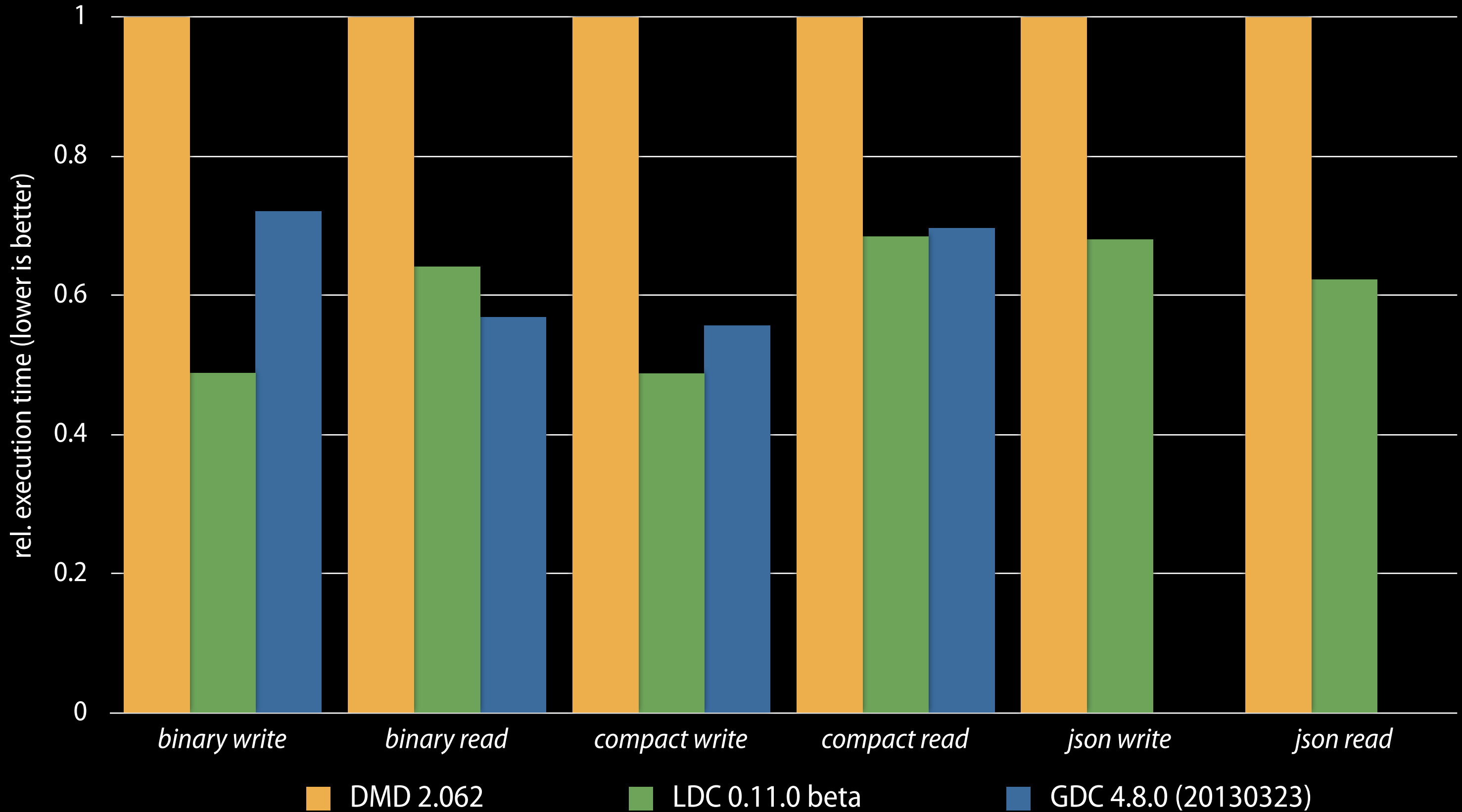




GSoC 2012 std.uni benchmark (dewiki-latest-all-titles-in-ns0)



Thrift serialization_benchmark



Hypothesis 1:
*Control is the unique offering
of systems languages.*

Hypothesis 1:

*Control is the unique offering
of systems languages.*

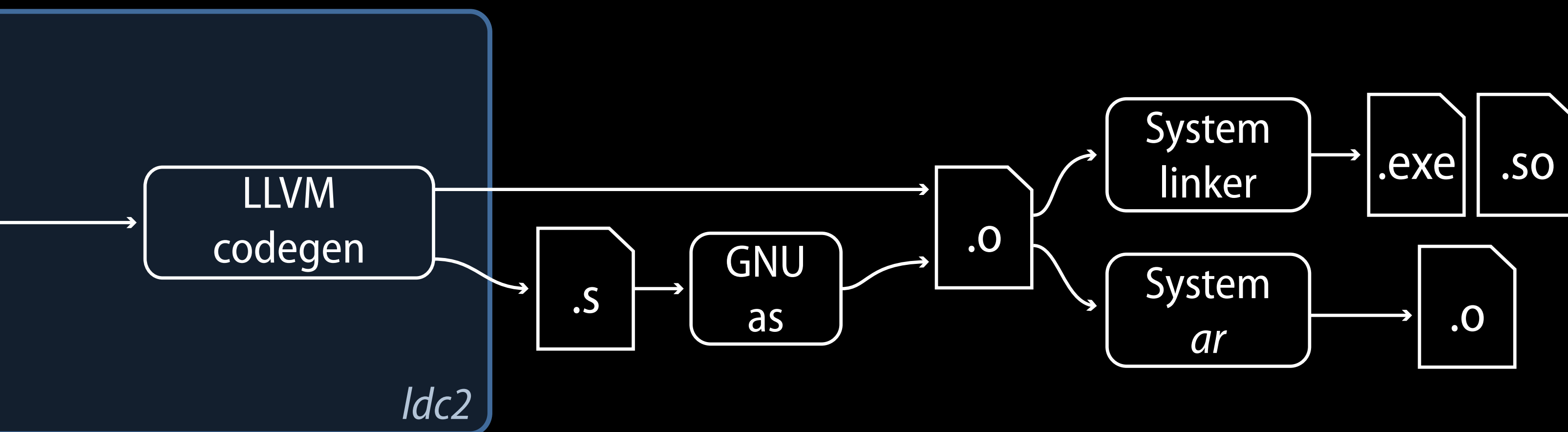
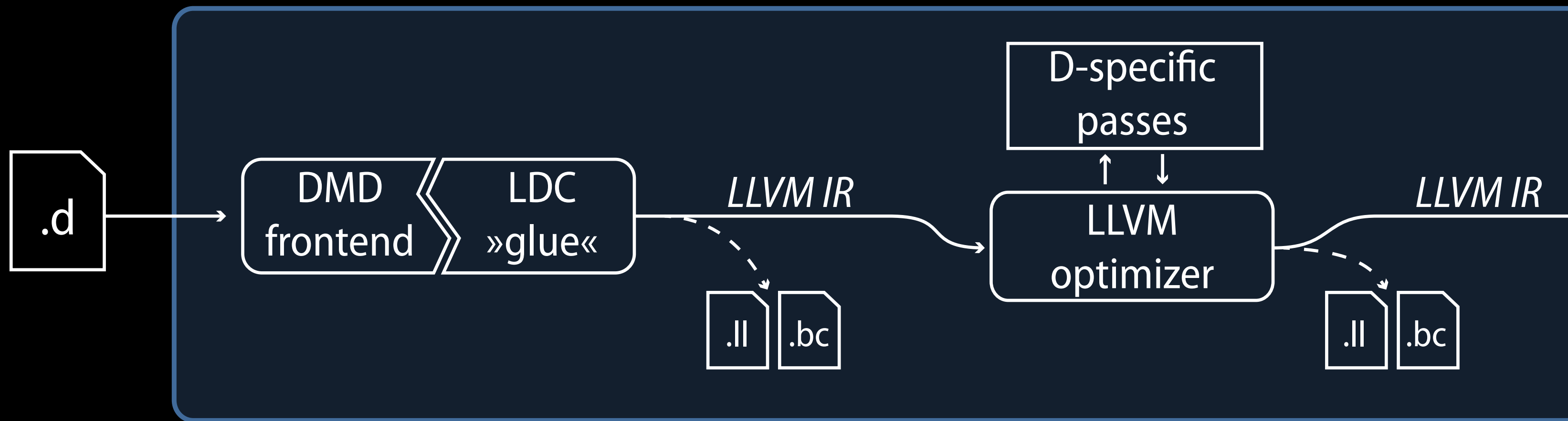
Hypothesis 2:

*Performance requirements drive
the demand for control.*

Hypothesis 1:
*Control is the unique offering
of systems languages.*

Hypothesis 2:
*Performance requirements drive
the demand for control.*

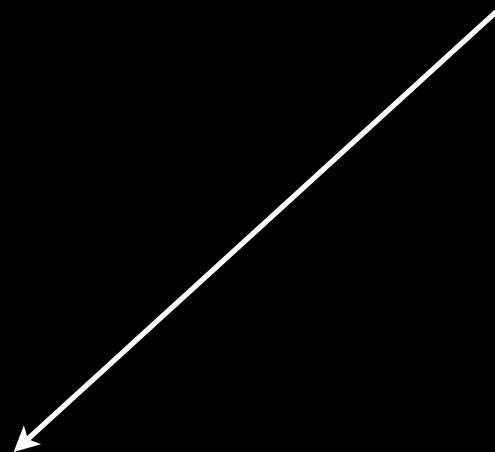
Hypothesis 3:
Zero-cost abstractions matter.



LLVM IR

```
module test;  
int add(int a, int b) {  
    return a + b;  
}
```

```
define i32 @_D4test3addFiiZi(  
    i32 %b_arg, i32 %a_arg  
) nounwind readnone {  
entry:  
    %tmp2 = add i32 %a_arg, %b_arg  
    ret i32 %tmp2  
}
```



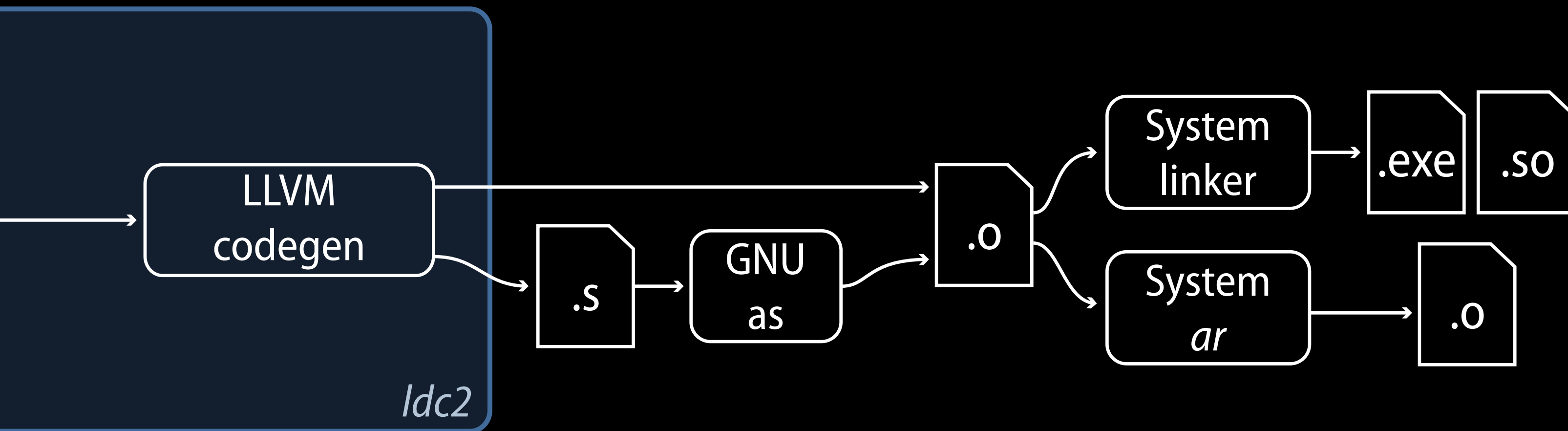
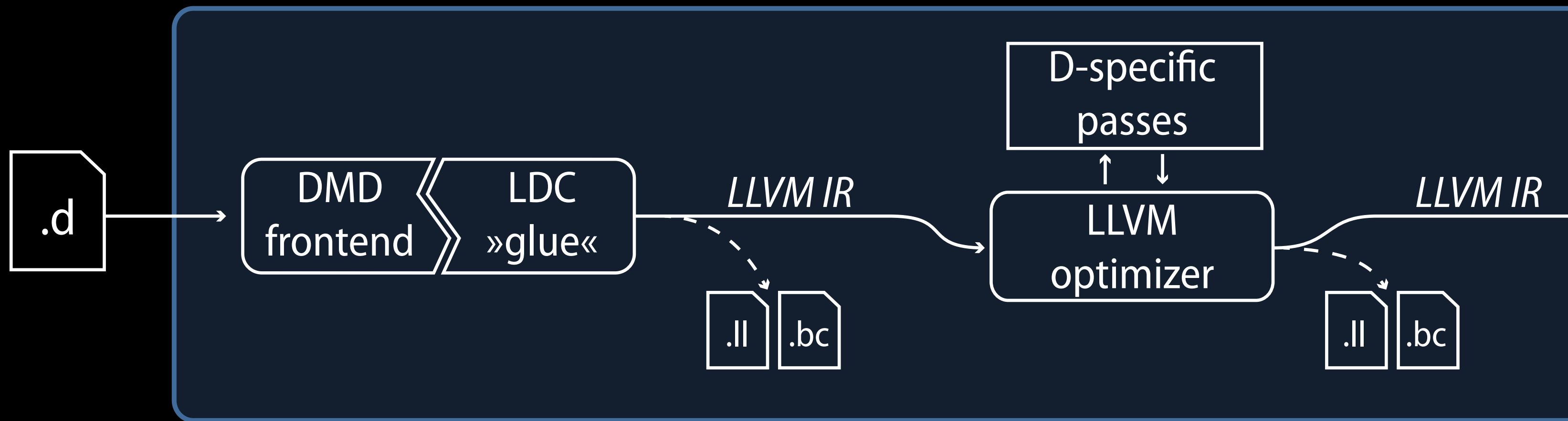
```
define i32 @_D4test3addFiiZi(  
    i32 %b_arg, i32 %a_arg) {  
entry:  
    %a = alloca i32  
    %b = alloca i32  
    store i32 %a_arg, i32* %a  
    store i32 %b_arg, i32* %b  
    %tmp = load i32* %a  
    %tmp1 = load i32* %b  
    %tmp2 = add i32 %tmp, %tmp1  
    ret i32 %tmp2  
}
```

LLVM IR

```
define i32 @_D4test3addFiiZi(  
    i32 %b_arg, i32 %a_arg  
) nounwind readnone {  
entry:  
    %tmp2 = add i32 %a_arg, %b_arg  
    ret i32 %tmp2  
}
```



```
_D4test3addFiiZi:  
    add EDI, ESI  
    mov EAX, EDI  
    ret
```



DMD frontend

- Copy in LDC tree, merged on per-release basis
- Inliner, etc. not used
- Minimize changes to »shared« DMD source

DMD frontend

- Lack of documentation
- Implicit invariants often hard to track down
- Layering violations
- “Impedance mismatch”: LLVM IR strictly typed

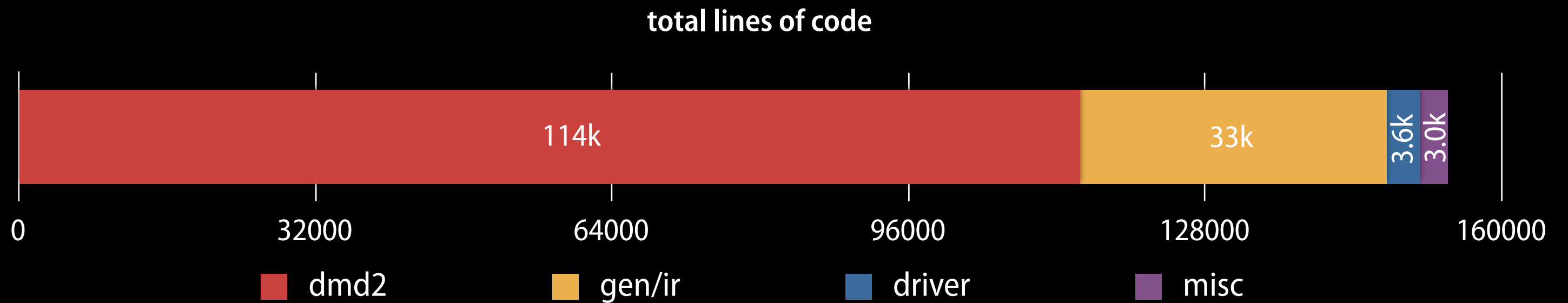
LLVM: Advantages

- Easy to approach
- Defensively written code
- Effective debugging facilities (graphs, dump(), bugpoint, ...)
- Modular, easy to extend
- Active, helpful community
- Patches easy to upstream

LLVM: Challenges

- LLVM IR is target dependent (varargs, struct ABI, ...)
- Liberal in C++ API changes
- No emulation for missing OS functionality
- Windows support not needed by big corporate clients

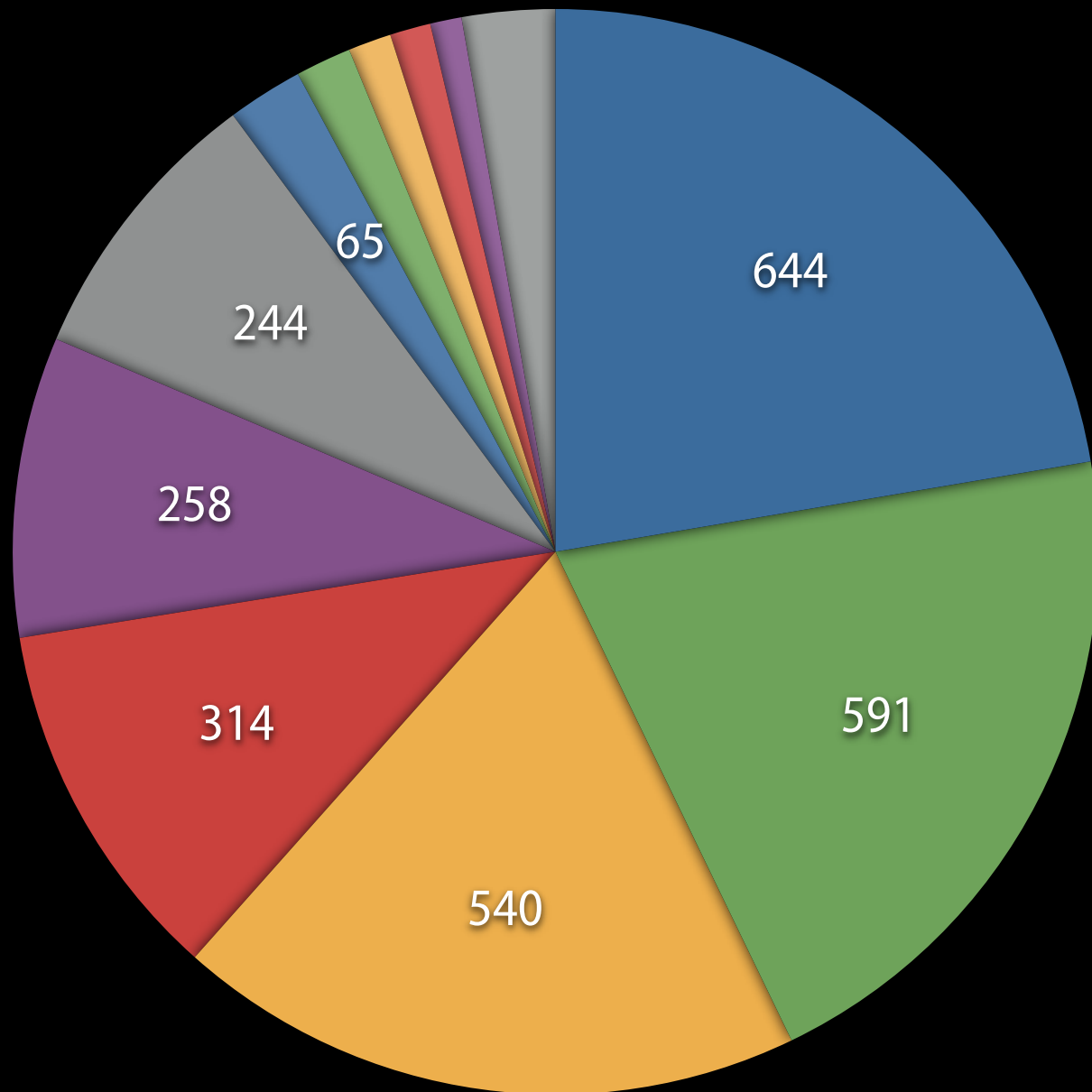
Source size



Runtime and Tests

- druntime, Phobos, dmd-testsuite are Git submodules
- Pro: consistent state; Contra: merging harder
- druntime/Phobos changes: atomic operations, intrinsics (math/bitops), platform support, x86_64 varargs

Committers



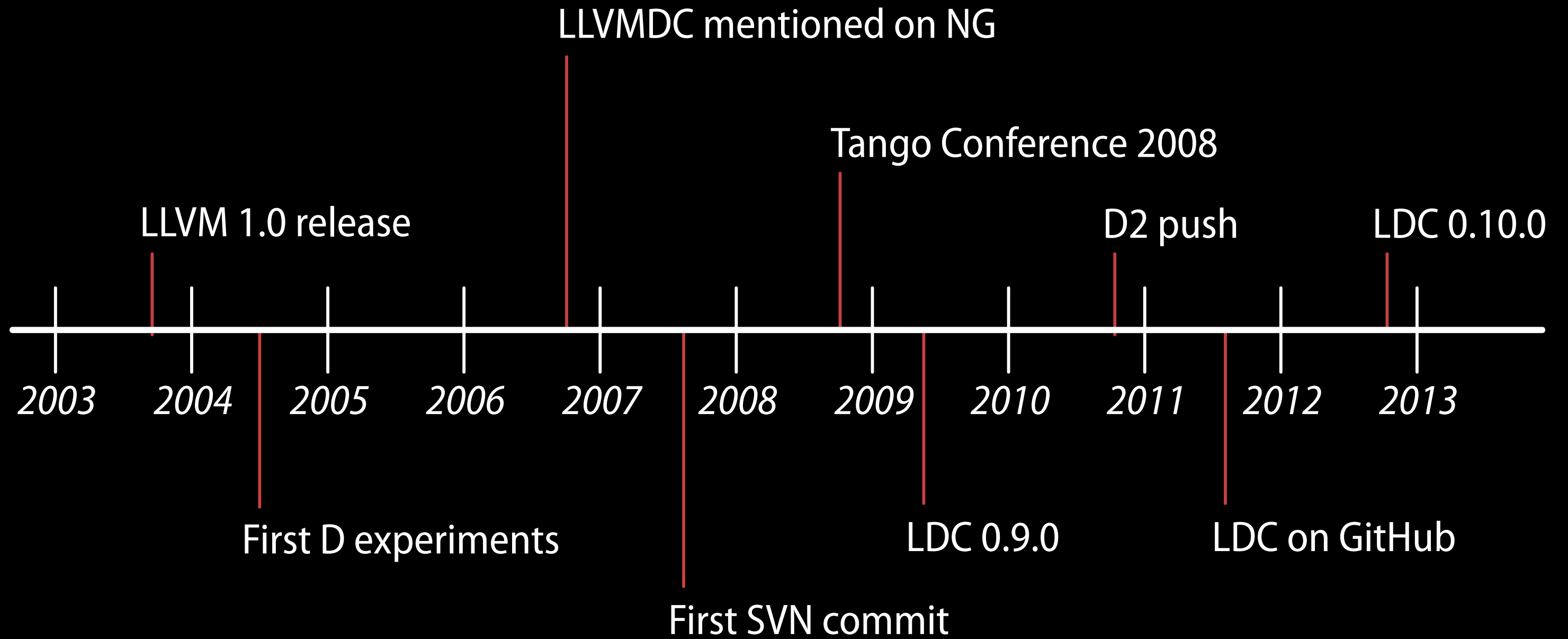
- Tomas Lindquist Olsen
- Christian Kamm
- David Nadlinger
- Alexey Prokhin
- Kai Nacke
- Frits van Bommel
- Kelly Wilson
- Moritz Warning
- Benjamin Kramer
- Robert Clipsham
- Leandro Lucarella
- ...

Development

- Source code, issue tracker: <http://github.com/ldc-developers>
- CI systems:
 - Travis (<http://travis-ci.org>, pull requests)
 - Lycus Foundation (<http://ci.lycus.org>, thanks Alex!)
- Forum/mailing list: <http://forum.dlang.org>
- Developer docs: <http://wiki.dlang.org/LDC>

Next steps

- Shared library support (DMD 2.063)
- Exception chaining
- x86_64 vararg ABI
- Minimize differences to DMD upstream source, translation to D (?)



Future directions

- Compiler performance work
- Leverage D attributes; further D-specific optimizations?
- Integration of LLVM-based tools
e.g.: AddressSanitizer/ThreadSanitizer
- Link-time optimization
- PNaCl/Emscripten/...
- Scripts for setting up cross toolchains

Summary

LDC ...

- ... is a D2 compiler.
- ... is »ready« on Linux/OS X, Windows coming.
- ... produces significantly faster code than DMD.
- ... provides many promising opportunities.
- ... is Open Source, and easy to hack on!

LDC needs your help!

You could...

- ... fix bugs: tracker on GitHub, has »junior jobs«
- ... champion new platforms (ARM!)
- ... package LDC for your favorite distro (*Debian!*)
- ...help keeping the wiki/docs up to date
- ...try LDC on your own projects (DustMite!)

Wish list

- ~~OS X and Win32/MinGW: Need a build slave ...~~ Thanks, Brad!
- *Idea:* D compiler performance tracker
- “Real-world” benchmarks

<http://wiki.dlang.org/LDC>

<http://forum.dlang.org>

<irc://irc.freenode.net/ldc>

David Nadlinger
<david@klickverbot.at>

Backup slides

Status: Performance

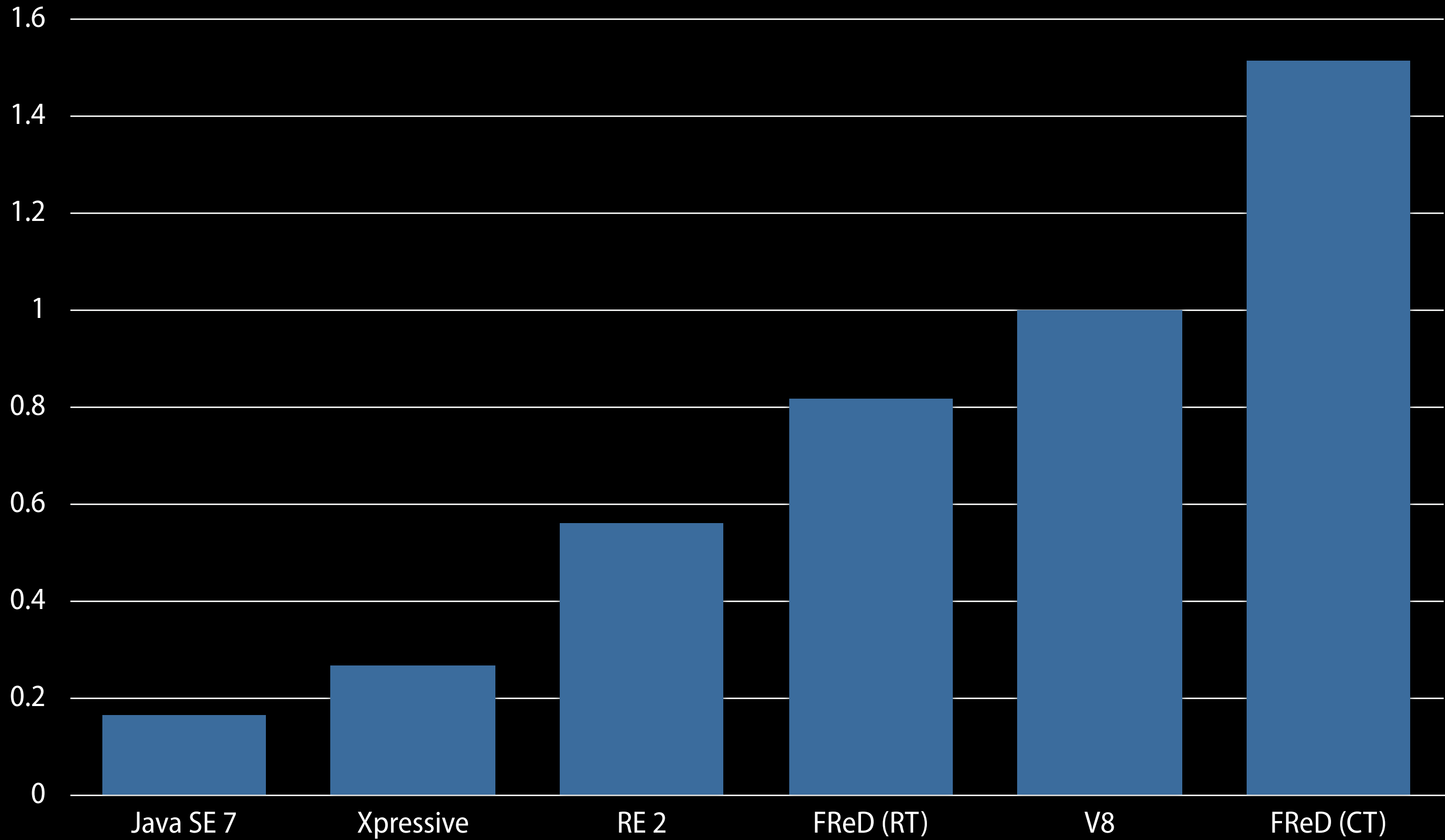
Optimized micro-benchmarks:

- Consistently ~30% faster than DMD
- On par with GDC

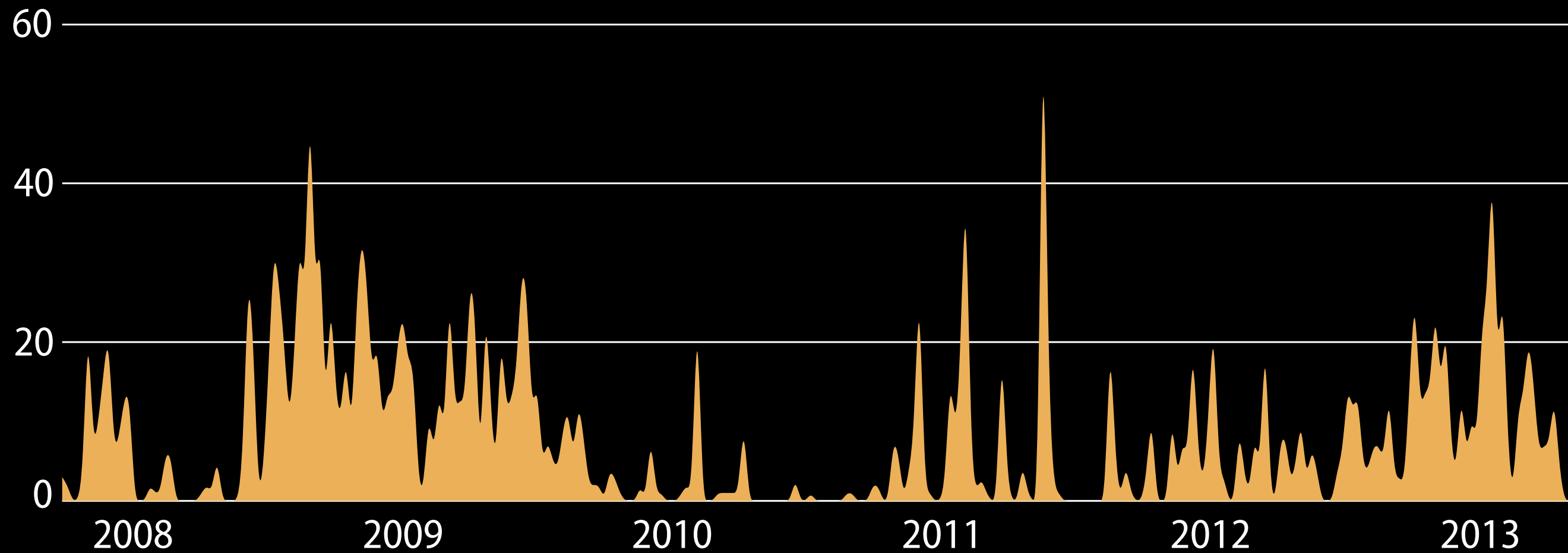
Further potential:

- D-specific optimizations
- Leverage attributes (scope, pure, ...)

regex-dna, The Computer Language Benchmarks Game



Commit activity



ABI compatibility

- Shared libraries!
- Documentation severely lacking
- GDC/LDC use default EH/... mechanisms
- Implications for packaging tools