A Brief Introduction to LLVM

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What is LLVM?

- A compiler? (clang)
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  - A simple, typed IR (bitcode)
  - Program analysis / optimization libraries
  - Machine code generation libraries
  - Tools that compose the libraries to perform tasks
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- A set of formats, libraries, and tools.
  - A simple, typed IR (bitcode)
  - Program analysis / optimization libraries
  - Machine code generation libraries
  - Tools that compose the libraries to perform tasks
- Easy to add / remove / change functionality
How will you be using it?

- Compiling programs to bitcode:
  ```sh
clang -g -c -emit-llvm <sourcefile> -o <bitcode>.bc
  ```
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- Analyzing the bitcode:
  `opt -load <plugin>.so --<plugin> -analyze <bitcode>.bc`
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  clang -g -c -emit-llvm <sourcefile> -o <bitcode>.bc
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  opt -load <plugin>.so --<plugin> -analyze <bitcode>.bc
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- Writing your own tools:
  
  ```
  ./callcounter -static test.bc
  ```
How will you be using it?

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  ```
  clang -g -c -emit-llvm <sourcefile> -o <bitcode>.bc
  ```

- Analyzing the bitcode:
  ```
  opt -load <plugin>.so --<plugin> -analyze <bitcode>.bc
  ```

- Writing your own tools:
  ```
  ./callcounter -static test.bc
  ```

- Reporting properties of the program:
  ```
  Function Counts
  ===============
  b : 2
  a : 1
  printf : 3
  ```
What is LLVM Bitcode?

- A (relatively) simple intermediate representation (IR)
  - It captures the program dependence graph
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```c
#include<stdio.h>

void foo(unsigned e) {
    for (unsigned i = 0; i < e; ++i) {
        printf("Hello\n");
    }
}

int main(int argc, char **argv) {
    foo(argc);
    return 0;
}
```

```
@str = private constant [6 x i8] c"Hello\00"
define void @foo(i32) {
    %2 = icmp eq i32 %0, 0
    br i1 %2, label %3, label %4
}
define i32 @main(i32, i8** nocapture readnone) {
    tail call void @foo(i32 %0)
    ret i32 0
}
```

clang -c -S -emit-llvm -O1 -g0
What is LLVM Bitcode?

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  - It captures the program dependence graph

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void foo(unsigned e) {
  for (unsigned i = 0; i < e; ++i) {
    printf("Hello\n");
  }
}

int main(int argc, char **argv) {
  foo(argc);
  return 0;
}
```

```llvm
@str = private constant [6 x i8] c"Hello\00"

define void @foo(i32) {
  %2 = icmp eq i32 %0, 0
  br i1 %2, label %3, label %4

  ; <label>:3:
  ; preds = %4, %1
  ret void

  ; <label>:4:
  ; preds = %1, %4
  %5 = phi i32 [ %7, %4 ], [ 0, %1 ]
  %6 = tail call i32 @puts(i8* getelementptr ([6 x i8], [6 x i8]* @str, i64 0, i64 0))
  %7 = add nuw i32 %5, 1
  %8 = icmp eq i32 %7, %0
  br i1 %8, label %3, label %4
}

define i32 @main(i32, i8** nocapture readnone) {
  tail call void @foo(i32 %0)
  ret i32 0
}
```

```bash
clang -c -S -emit-llvm -O1 -g0
```
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void foo(unsigned e) {
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}

int main(int argc, char **argv) {
    foo(argc);
    return 0;
}
```

define void @foo(i32) {
    %2 = icmp eq i32 %0, 0
    br i1 %2, label %3, label %4
    ; <label>:3:                 ; preds = %4, %1
    ret void

    ; <label>:4:                 ; preds = %1, %4
    %5 = phi i32 [ %7, %4 ], [ %0, %1 ]
    %6 = tail call i32 @puts(i8* getelementptr ([6 x i8], [6 x i8]* @str, i64 0, i64 0))
    %7 = add nuw i32 %5, 1
    %8 = icmp eq i32 %7, %0
    br i1 %8, label %3, label %4
}

define i32 @main(i32, i8** nocapture readnone) {
    tail call void @foo(i32 %0)
    ret i32 0
}
```
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void foo(unsigned e) {
  for (unsigned i = 0; i < e; ++i) {
    printf("Hello\n");
  }
}

int main(int argc, char **argv) {
  foo(argc);
  return 0;
}
```

```llvm
@str = private constant [6 x i8] "Hello\00"

define void @foo(i32) {
  %2 = icmp eq i32 %0, 0
  br i1 %2, label %3, label %4
}

define i32 @main(i32, i8** nocapture readonly) {
  tail call void @foo(i32 %0)
  ret i32 0
}
```
What is LLVM Bitcode?

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#include<stdio.h>

void foo(unsigned e) {
    for (unsigned i = 0; i < e; ++i) {
        printf("Hello\n");
    }
}

int main(int argc, char **argv) {
    foo(argc);
    return 0;
}
```

```llvm
@str = private constant [6 x i8] c"Hello\00"

define void @foo(i32)
    %2 = icmp eq i32 %0, 0
    br i1 %2, label %3, label %4

; <label>:3:                 ; preds = %4, %1
    ret void

; <label>:4:                 ; preds = %1, %4
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    %6 = tail call i32 @puts(i8* getelementptr @str, i64 0, i64 0))
    %7 = add nuw i32 %5, 1
    %8 = icmp eq i32 %7, %0
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define i32 @main(i32, i8** nocapture readnone) {
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clang -c -S -emit-llvm -O1 -g0

Basic Blocks

labels & predecessors
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```

```llvm
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define void @foo(i32) {
    %2 = icmp eq i32 %0, 0
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    %5 = phi i32 [ %7, %4 ], [ %0, %1 ]
    %6 = tail call i32 @puts(i8* getelementptr
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    %7 = add nuw i32 %5, 1
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define i32 @main(i32, i8** nocapture readnone) {
    tail call void @foo(i32 %0)
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}
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}

int main(int argc, char **argv) {
    foo(argc);
    return 0;
}
```

```
@str = private constant [6 x i8] c"Hello\00"
define void @foo(i32) {
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@main(i32, i8** nocapture readnone) {
    tail call void @foo(i32 %0)
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}
```

```
clang -c -S -emit-llvm -O1 -g0
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Inspecting Bitcode

- LLVM libraries help examine the bitcode
  - Easy to examine and/or manipulate
  - Many helpers (e.g. CallBase, outs(), dyn_cast)
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  - Many helpers (e.g. CallBase, outs(), dyn_cast)

```cpp
Module& module = ...;
for (Function& fun : module) {
    for (BasicBlock& bb : fun) {
        for (Instruction& i : bb) {

Iterate over the:
- Functions in a Module
- BasicBlocks in a Function
- Instructions in a BasicBlock

...
Inspecting Bitcode

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  - Many helpers (e.g. CallBase, outs(), dyn_cast)

```cpp
Module& module = ...;
for (Function& fun : module) {
    for (BasicBlock& bb : fun) {
        for (Instruction& i : bb) {
            CallBase* cb = dyn_cast<CallBase>(&i);
            if (!cb) {
                continue;
            }
        }
    }
```

`dyn_cast()` efficiently checks the runtime types of LLVM IR components.
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                continue;
            }
        }
    }
}
```

dyn_cast() efficiently checks the runtime types of LLVM IR components.

CallBase provides a common interface for different type of function calls
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Module& module = ...;
for (Function& fun : module) {
  for (BasicBlock& bb : fun) {
    for (Instruction& i : bb) {
      CallBase* cb = dyn_cast<CallBase>(&i);
      if (!cb) {
        continue;
      }
      outs() << "Found a function call: " << i << "\n";
    }
  }
  outs() and other printing functions make inspecting components easy
}
...```
Inspecting Bitcode

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  - Many helpers (e.g. CallBase, outs(), dyn_cast)

```c
Module& module = ...;
for (Function& fun : module) {
    for (BasicBlock& bb : fun) {
        for (Instruction& i : bb) {
            CallBase* cb = dyn_cast<CallBase>(&i);
            if (!cb) {
                continue;
            }
            outs() << "Found a function call: " << i << "\n";
            Value* called = cb->getCalledOperand()->stripPointerCasts();
            if (Function* f = dyn_cast<Function>(called)) {
                outs() << "Direct call to function: " << f->getName() << "\n";
            }
        }
    }
}
```

Working within the API allows you to ask questions about code.
Inspecting Bitcode

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  - Easy to examine and/or manipulate
  - Many helpers (e.g. CallBase, outs(), dyn_cast)

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Module& module = ...;
for (Function& fun : module) {
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            }
        }
    }
}
```

Working within the API allows you to ask questions about code.
Static Single Assignment (SSA)

- Program dependence graphs help answer questions like:
  - Where was a variable defined?
  - Where is a particular value used?
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- Compilers today help provide this using SSA form
  - Each variable has a single definition, so resolving dependencies is easier
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```c
void foo()
{
    unsigned i = 0;
    while (i < 10) {
        i = i + 1;
    }
}
```
Static Single Assignment (SSA)

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  - Where is a particular value used?
- Compilers today help provide this using SSA form
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```c
void foo()
{
    unsigned i = 0;

    while (i < 10) {
        i = i + 1;
    }
}
```

What is the single definition of `i` at this point?
Static Single Assignment (SSA)

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- Phi instructions select which incoming value to use among options
  - Phi nodes must occur at the *beginning* of a basic block
Static Single Assignment (SSA)

- Phi instructions select which incoming value to use among options
  - Phi nodes must occur at the *beginning* of a basic block

```c
void foo() {
  unsigned i = 0;
  while (i < 10) {
    i = i + 1;
  }
}
```

```assembly
define void @foo() {
  br label %1
  ; <label>:1 ; preds = %1, %0
  %i.phi = phi i32 [ 0, %0 ], [ %2, %1 ]
  %2 = add i32 %i.phi, 1
  %exitcond = icmp eq i32 %2, 10
  br i1 %exitcond, label %3, label %1
  ; <label>:3 ; preds = %1
  ret void
}
```
Static Single Assignment (SSA)

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  - Phi nodes must occur at the **beginning** of a basic block
Static Single Assignment (SSA)

- Phi instructions select which incoming value to use among options
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Dependencies in General

- You can loop over the values an instruction uses

```cpp
for (Use& u : inst->operands()) {
    // inst uses the Value* u
}
```
You can loop over the values an instruction uses:

```c
for (Use& u : inst->operands()) {
    // inst uses the Value* u
}
```

Given `%a = %b + %c`:

```
[%b, %c]
```
Dependencies in General

- You can loop over the values an instruction uses

```cpp
for (Use& u : inst->operands()) {
    // inst uses the Value* u
}
```

- You can loop over the instructions that use a particular value

```cpp
Instruction* inst = ...;
for (User* user : inst->users())
    if (auto* i = dyn_cast<Instruction>(user)) {
        // inst is used by Instruction i
    }
```

Given \( %a = %b + %c \):

\[%b, %c\]
Dealing with Types

- LLVM IR is strongly typed
  - Every value has a type → `getType()`

- A value must be explicitly cast to a new type

```c
define i64 @trunc(i16 zeroext %a) {
  %1 = zext i16 %a to i64
  ret i64 %1
}
```
Dealing with Types

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```
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Dealing with Types

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- A value must be explicitly cast to a new type

```assembly
define i64 @trunc(i16 zeroext %a) {
  %1 = zext i16 %a to i64
  ret i64 %1
}
```

- Also types for pointers, arrays, structs, etc.
  - Strong typing means they take a bit more work
Dealing with Types: GEP

- We sometimes need to extract elements/fields from arrays/structs
  - Pointer arithmetic
  - Done using GetElementPointer (GEP)
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  - Pointer arithmetic
  - Done using GetElementPointer (GEP)

```assembly
%struct.rec = type { i32, i32 }
@buf = global %struct.rec* null

define void @foo() {
  %1 = load %struct.rec*, %struct.rec** @buf
  %2 = getelementptr %struct.rec, %struct.rec* %1, i64 5, i32 1
  store i32 7, %struct.rec* %2
  ret void
}
```

```c
struct rec {
  int x;
  int y;
};

struct rec *buf;

void foo() {
  buf[5].y = 7;
}
```
Dealing with Types: GEP

- We sometimes need to extract elements/fields from arrays/structs
  - Pointer arithmetic
  - Done using GetElementPointer (GEP)

```c
struct rec {
  int x;
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  %1 = load %struct.rec*, %struct.rec** @buf
  %2 = getelementptr %struct.rec, %struct.rec* %1, i64 5, i32 1
  store i32 7, i32* %2
  ret void
}
```
Dealing with Types: GEP

- We sometimes need to extract elements/fields from arrays/structs
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  store i32 7, i32* %2
  ret void
}
```

```c
struct rec {
    int x;
    int y;
};

struct rec *buf;

void foo() {
    buf[5].y = 7;
}
```
Where can you get more information?

- The online documentation is extensive:
  - LLVM Programmer’s Manual
  - LLVM Language Reference Manual
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  - LLVM Programmer’s Manual
  - LLVM Language Reference Manual

- The header files!
  - All in llvm-12.x.src/include/llvm/

  BasicBlock.h  InstrTypes.h
  DerivedTypes.h IRBuilder.h
  Function.h    Support/InstVisitor.h
  Instructions.h Type.h
Creating a Static Analysis
Making a new analysis

- Analyses are organized into individual passes
  - ModulePass
  - FunctionPass
  - LoopPass
  - ...

{ Derive from the appropriate base class to make a Pass }
Making a new analysis

- Analyses are organized into individual passes
  - ModulePass
  - FunctionPass
  - LoopPass
  - ...

3 Steps
1) Declare your pass
2) Register your pass
3) Define your pass

Derive from the appropriate base class to make a Pass
Making a new analysis

- Analyses are organized into individual passes
  - ModulePass
  - FunctionPass
  - LoopPass
  - ...

3 Steps
1) Declare your pass
2) Register your pass
3) Define your pass

Let's count the number of static direct calls to each function.
Making a ModulePass (1)

- Declare your ModulePass

```cpp
struct StaticCallCounter : public llvm::ModulePass {

    static char ID;

    DenseMap<Function*, uint64_t> counts;

    StaticCallCounter() : ModulePass(ID) {
    }

    bool runOnModule(Module& m) override;

    void print(raw_ostream& out, const Module* m) const override;

    void handleInstruction(CallBase& cb);
};
```
Making a ModulePass (1)

- Declare your ModulePass

```
struct StaticCallCounter : public llvm::ModulePass {

  static char ID;

  DenseMap<Function*, uint64_t> counts;

  StaticCallCounter() : ModulePass(ID) {
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  bool runOnModule(Module& m) override;

  void print(raw_ostream& out, const Module* m) const override;

  void handleInstruction(CallBase& cb);
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```
• Declare your ModulePass

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struct StaticCallCounter : public llvm::ModulePass {
    static char ID;

    DenseMap<Function*, uint64_t> counts;

    StaticCallCounter()
        : ModulePass(ID)
    {
    }

    bool runOnModule(Module& m) override;

    void print(raw_ostream& out, const Module* m) const override;

    void handleInstruction(CallBase& cb);
};
```
Making a ModulePass (2)

- **Register your ModulePass**
  - This allows it to even be dynamically loaded as a plugin
  - Depending on your use cases, it may not be necessary

```cpp
char StaticCallCounter::ID = 0;

RegisterPass<StaticCallCounter> SCCReg("callcounter", "Print the static count of direct calls");
```
Making a ModulePass (3)

- Define your ModulePass
  - Need to override `runOnModule()` and `print()`

```cpp
bool StaticCallCounter::runOnModule(Module& m) {
  for (auto& f : m)
    for (auto& bb : f)
      for (auto& i : bb)
        if (CallBase *cb = dyn_cast<CallBase>(&i)) {
          handleInstruction(CallSite{&i});
        }
    return false; // False because we didn't change the Module
}
```
Making a ModulePass (3)

- Define your ModulePass
  - Need to override `runOnModule()` and `print()`
void StaticCallCounter::handleInstruction(CallBase* cb) {
  // Check whether the called function is directly invoked
  auto called = cb.getCalledOperand()->stripPointerCasts();
  auto fun = dyn_cast<Function>(called);
  if (!fun) { return; }

  // Update the count for the particular call
  auto count = counts.find(fun);
  if (counts.end() == count) {
    count = counts.insert(std::make_pair(fun, 0)).first;
  }
  ++count->second;
}
Analysis continued...

```cpp
void StaticCallCounter::handleInstruction(CallBase* cb) {
    // Check whether the called function is directly invoked
    auto called = cb.getCalledOperand()->stripPointerCasts();
    auto fun = dyn_cast<Function>(called);
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    // Update the count for the particular call
    auto count = counts.find(fun);
    if (counts.end() == count) {
        count = counts.insert(std::make_pair(fun, 0)).first;
    }
    ++count->second;
}
```
Making a ModulePass (3)

- Analysis continued...

```cpp
void StaticCallCounter::handleInstruction(CallBase* cb) {
    // Check whether the called function is directly invoked
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    if (!fun) { return; }

    // Update the count for the particular call
    auto count = counts.find(fun);
    if (counts.end() == count) {
        count = counts.insert(std::make_pair(fun, 0)).first;
    }
    ++count->second;
}
```
Making a ModulePass (3)

- Printing out the results

```cpp
void CallCounterPass::print(raw_ostream& out, const Module* m) const {
    out << "Function Counts\n"
        << "==================\n"
        << "\n";
    for (auto& kvPair : counts) {
        auto* function = kvPair.first;
        uint64_t count = kvPair.second;
        out << function->getName() << " : " << count << "\n";
    }
}
```
Creating a Dynamic Analysis
Making a Dynamic Analysis

• We have counted the static direct calls to each function.
• How might we count all dynamic calls to each function?
Making a Dynamic Analysis

- We have counted the static direct calls to each function.
- How might we count all dynamic calls to each function?
- Need to modify the original program!
Making a Dynamic Analysis

- We have counted the static direct calls to each function.
- How might we count all dynamic calls to each function?
- Need to modify the original program!

**Steps:**
1) *Modify* the program using passes
2) *Compile* the modified version
3) *Run* the new program
Modifying the Original Program

- **Goal**: Count the dynamic calls to each function in an execution.
  - So how do we want to modify the program?

Keep a counter for each function!

**2 Choices:**
1) increment count for each function *as it starts*
2) increment count for each function *at its call site*

Does that even matter? Are there trade offs?
Modifying the Original Program

- **Goal**: Count the dynamic calls to each function in an execution.
  - So how do we want to modify the program?

  ```c
  void foo()
  
  bar();
  
  }
  ```

  ```c
  void foo()
  
  count[foo]++;
  
  bar();
  
  }
  ```

- We'll increment at the function entry.
  (the demo code shows both options)
Modifying the Original Program

- **Goal**: Count the dynamic calls to each function in an execution.
  - So how do we want to modify the program?

```c
void foo()
bar();
}
```

```c
void foo()
    count[1]++;  // New line
bar();
}
```

- We'll increment at the function entry.
  - *Using numeric IDs* for functions is sometimes easier
Modifying the Original Program

- **Goal**: Count the dynamic calls to each function in an execution.
  - So how do we want to modify the program?

```cpp
void foo()
    bar();
}
```

```cpp
void foo()
    countCall(1);
    bar();
}
```

- We'll increment at the function entry.
  - *Using numeric IDs* for functions is sometimes easier
  - *Inserting function calls* is easier than adding raw instructions
Modifying the Original Program

- **Goal**: Count the dynamic calls to each function in an execution.
  - So how do we want to modify the program?

```
void foo()
    bar();
}
```

```
void foo()
    countCall(1);
    bar();
}
```

- **We'll increment at the function entry.**
  - *Using numeric IDs* for functions is sometimes easier.
  - *Inserting function calls* is easier than adding raw instructions
    - Add new definitions to the original code
    - Link against an *instrumentation library*
Modifying the Original Program

- What might adding this call look like?

```cpp
void DynamicCallCounter::handleInstruction(CallBase& cb, Value* counter) {
  // Check whether the called function is directly invoked
  auto calledValue = cb.getCalledOperation()->stripPointerCasts();
  auto calledFunction = dyn_cast<Function>(calledValue);
  if (!calledFunction) {
    return;
  }

  // Insert a call to the counting function.
  IRBuilder<> builder(&cb);
  builder.CreateCall(counter, builder.getInt64(ids[calledFunction]));
}
```
Modifying the Original Program

- What might adding this call look like?

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    // Check whether the called function is directly invoked
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Modifying the Original Program

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}
```

In practice, it is more complex. You can find details in the demo code.
Using a Runtime Library

- Recall that the definition of `countCall()` needs to live somewhere:
  1) Add directly to the modified code
  2) Implemented separately & linked in via a library

What trade offs do you see?
Using a Runtime Library

- Recall that the definition of `countCall()` needs to live somewhere
  1) Add directly to the modified code
  2) Implemented separately & linked in via a library

- In practice, linking against a library is common, easy, & powerful
  - Regardless of the language being analyzed

```c
void countCalled(uint64_t id) {
    ++functionInfo[id];
}
```
Revisiting the Big Picture of Dynamic Analysis

Program/Module

Analysis Tool

Instrumentation Pass

Compilation

Runtime Library

Input

Modified Program

Results!
Revisiting the Big Picture of Dynamic Analysis

Step 1: Insert useful calls to a runtime library

Program/Module → Analysis Tool

Instrumentation Pass → Compilation

Compilation → Modified Program

Modified Program → Results!
Revisiting the Big Picture of Dynamic Analysis

Step 2: Compile & link against the runtime library.

Program/Module → Analysis Tool → Compilation → Modified Program → Results!

Runtime Library → Compilation
Revisiting the Big Picture of Dynamic Analysis

Step 3: Run the new program to produce your results.
Summary

- LLVM organizes groups of passes and tools into projects
- Easiest way to start is by using the demo on the course page
- For the most part, you can follow the directions online & in the project description