



by Sunho Kim





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Windows COFF JITLink example

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Tips on using JITLink in COFF

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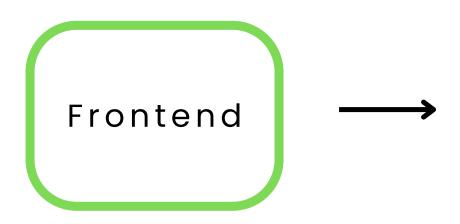
Motivation

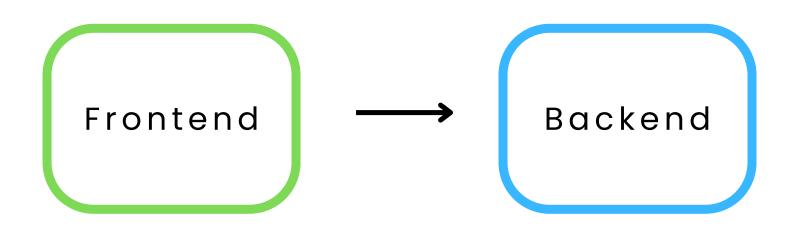
Windows COFF JITLink example

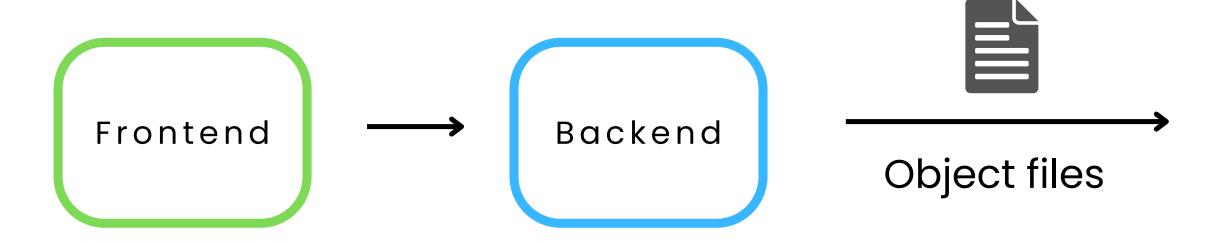
Windows COFF JITLink plugin example

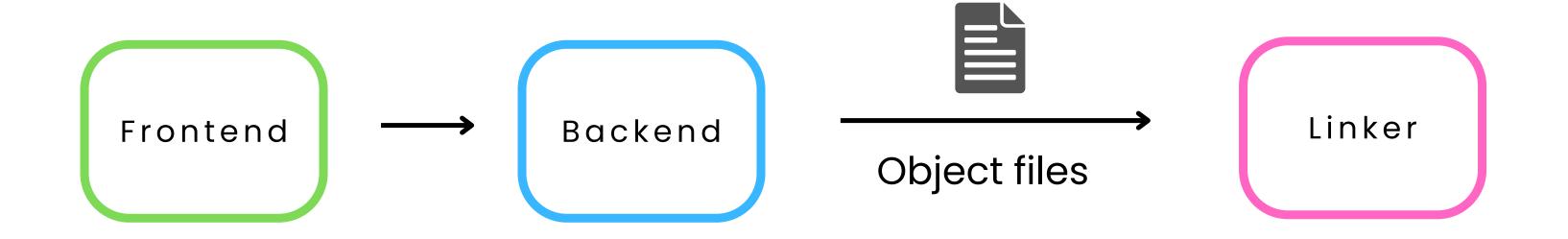
Tips on using JITLink in COFF

clang-repl demo

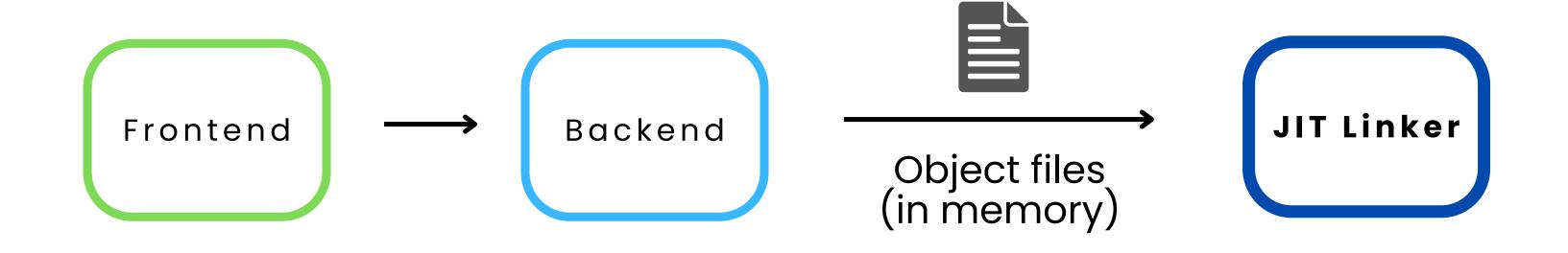




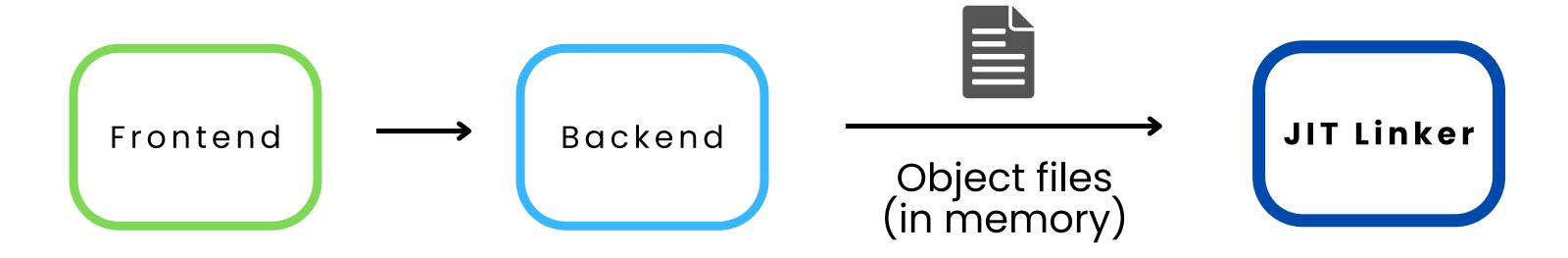




JIT execution pipeline in LLVM



JIT execution pipeline in LLVM



- Share a huge portion of pipeline with AOT
- Fewer breakage by LLVM internal code changes

Old JIT linker: RuntimeDyld

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New JIT linker: JITLink

Small code model aware memory allocator

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- Small code model aware memory allocator
- Runtime features fully supported including static initializers and thread local storage

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- Generic linker object abstraction LinkGraph
- Easy to fully implement native object file features

• Capable of linking object files generated by MSVC

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- Incremental linking works by default

LLVM IR executor

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Start by implementing LLVM IR executor and add advanced JIT usages on top of it

LLVM IR executor

https://gist.github.com/sunho/12f14f61309323bfd88832f94056e68d

Setup code template

LLVM IR executor

LLJIT::loadOrcRuntime function can be used to load orc runtime into JIT session.

orc_rt-x86_64.lib file is inside compiler-rt build

LLVM IR executor

LLVM IR executor

After ORC runtime is loaded, many features just work including:

• sin, cos functions from vc runtime library

LLVM IR executor

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- std::map, std::mutex, std::cout, and more
- c++ exception support
- Structured Exception Handling (SEH) support

LLVM IR executor

Loading static library built by MSVC into JIT session

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```
auto G = ExitOnErr(StaticLibraryDefinitionGenerator::Load(
    J->getObjLinkingLayer(), "StaticLib1.lib")

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J->getMainJITDylib().addGenerator(std::move(G));
```

LLVM IR executor

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Notice

object files generated by native compiler successfully linked

LLVM IR executor

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Notice

- object files generated by native compiler successfully linked
- native static initializers inside static library worked out of shelf

Background

Background

Overview of JITLink

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- JITLink converts object file into generic linker object representation LinkGraph
 - ELFLinkGraphBuilder, COFFLinkGraphBuilder, MachOLinkGraphBuilder

Background

- Different formats of object files: ELF, MachO, COFF
- Different architecture of binary code: x86_64, aarch64, risc-v, ppc
- JITLink converts object file into generic linker object representation LinkGraph
 - ELFLinkGraphBuilder, COFFLinkGraphBuilder, MachOLinkGraphBuilder
- Then, it performs generic **memory allocation, symbol resolution** as described in **LinkGraph** and perform architecture-specific **relocations** as needed

Overview of LinkGraph

Block (Code)

```
mov rdi, l
mov rsi, message
jmp printf
```

Block (Data)

"Hello, world"

Overview of LinkGraph

Block (Code)

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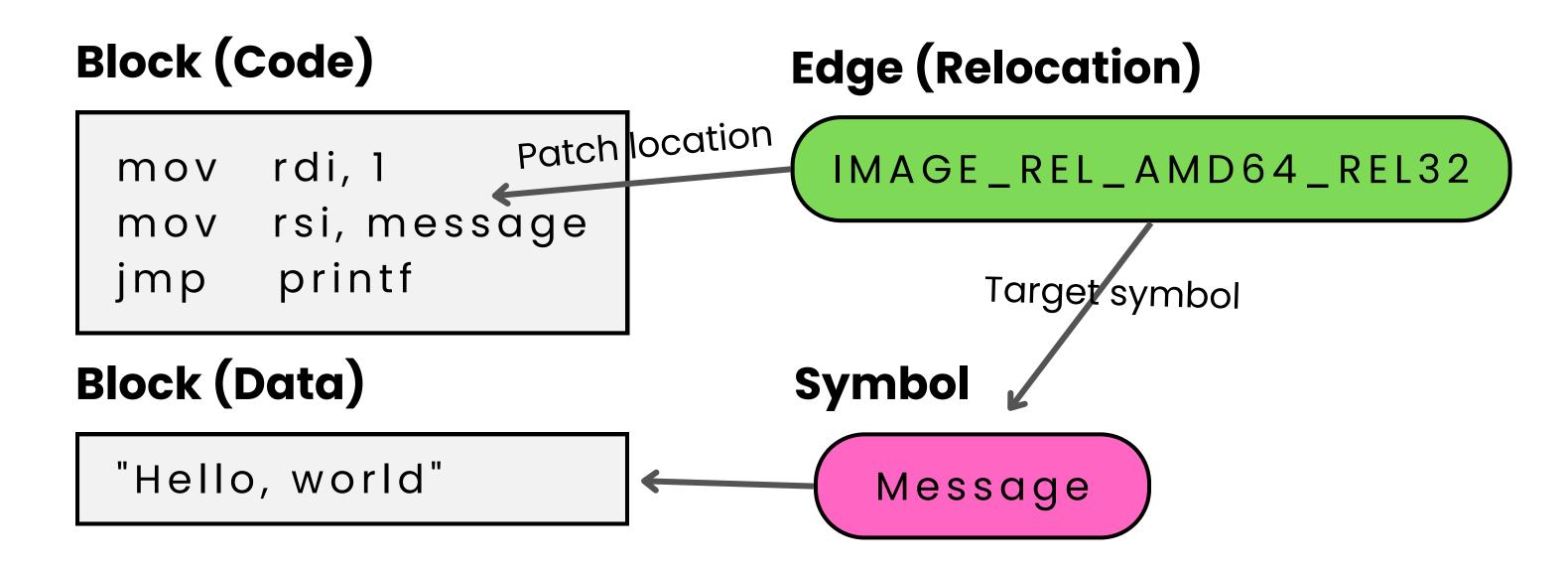
Block (Data)

"Hello, world"

Symbol

Message

Overview of LinkGraph



Basic plugin

```
class ExamplePlugin : public ObjectLinkingLayer::Plugin {
    public:
       void modifyPassConfig(MaterializationResponsibility &MR,
 3
                             jitlink::LinkGraph &G,
 4
                             jitlink::PassConfiguration &Config) override {
 5
         Config.PrePrunePasses.push_back([&](jitlink::LinkGraph &G) {
 6
           G.dump(llvm::outs());
           return Error::success();
 8
        });
 9
10
```

Basic plugin

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class ExamplePlugin : public ObjectLinkingLayer::Plugin {
    public:
      void modifyPassConfig(MaterializationResponsibility &MR,
 3
                           jitlink::LinkGraph &G,
 4
    Callback gets called in specific linking phase {
 5
        Config.PrePrunePasses.push_back([&](jitlink::LinkGraph &G) {
 6
          G.dump(llvm::outs());
          return Error::success();
        });
 9
10
                           allocate
          dead
                                                resolve
                                                                    apply
                         block mem
           strip
                                                symbols
                                                                  relocation
PrePrune
                                  PostAllocation
                                                                           PostFixup
                 PostPrune
                                                          PreFixup
```

Unwind frame visualizer plugin

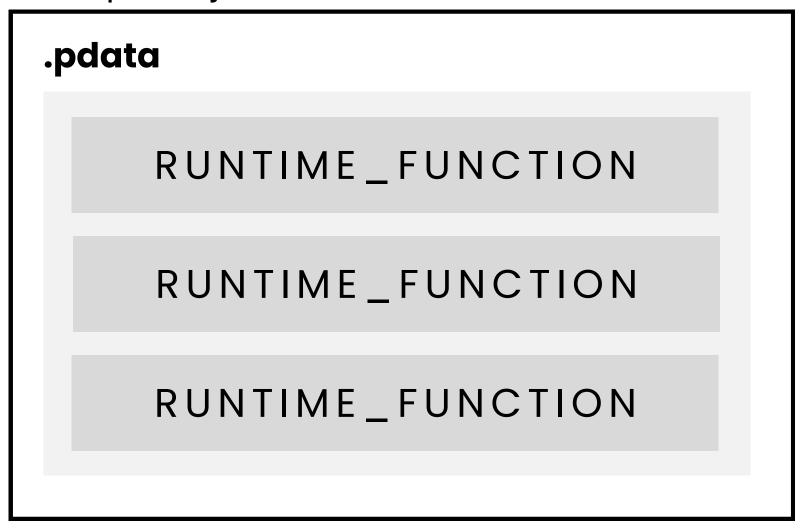
Unwind frame visualizer plugin

 Print the summary of unwind frame of each function contained inside object file

Unwind frame visualizer plugin

Windows unwind frame

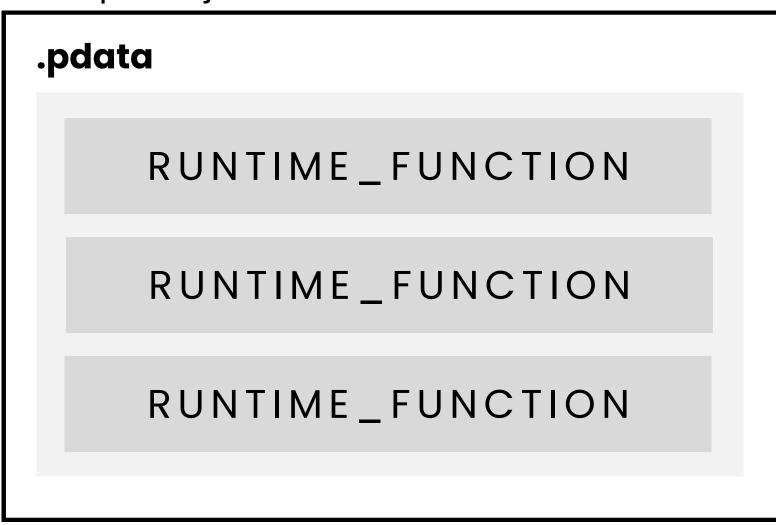
example.obj



Unwind frame visualizer plugin

Windows unwind frame

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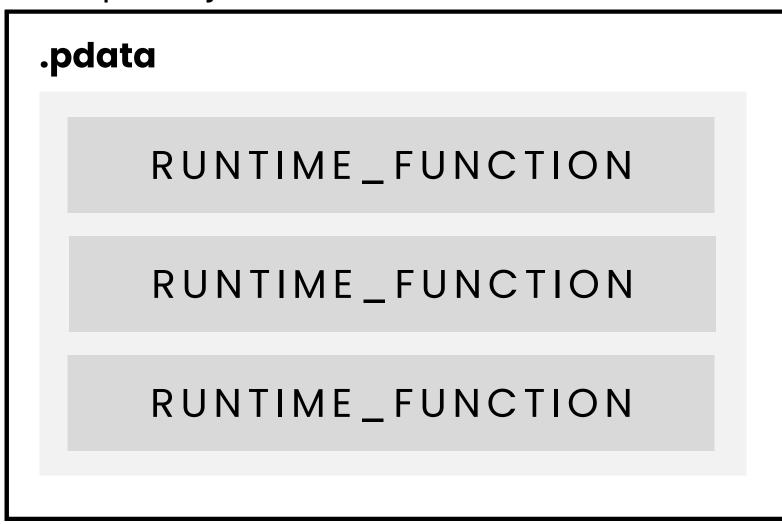


 Each RUNTIME_FUNCTION has code range of function and unwind info

Unwind frame visualizer plugin

Windows unwind frame

example.obj

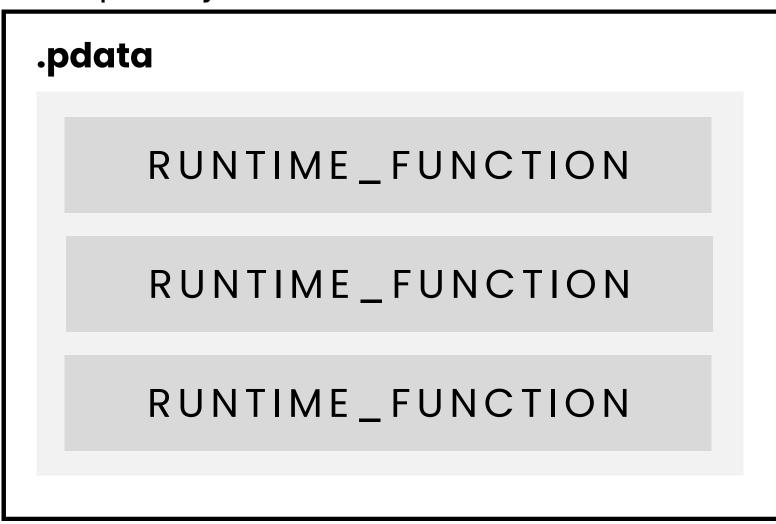


- Each RUNTIME_FUNCTION has code range of function and unwind info
- RUNTIME_FUNCTIONs emitted to .pdata section

Unwind frame visualizer plugin

Windows unwind frame

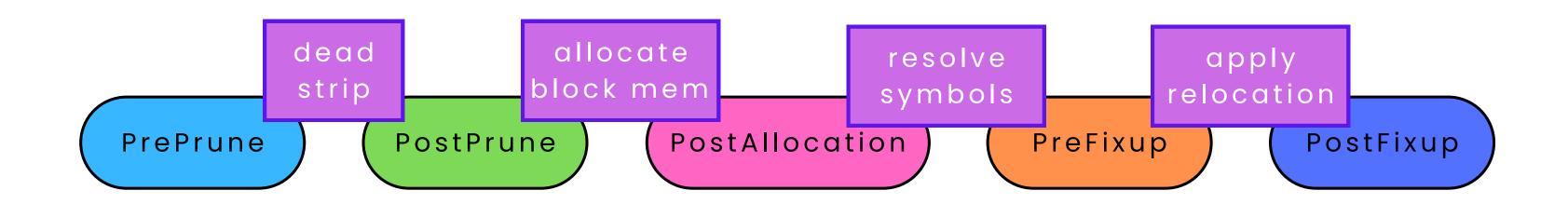
example.obj



- Each RUNTIME_FUNCTION has code range of function and unwind info
- RUNTIME_FUNCTIONs emitted to .pdata section
- JITLink plugin system allows access to this .pdata section

Unwind frame visualizer plugin

Coding time



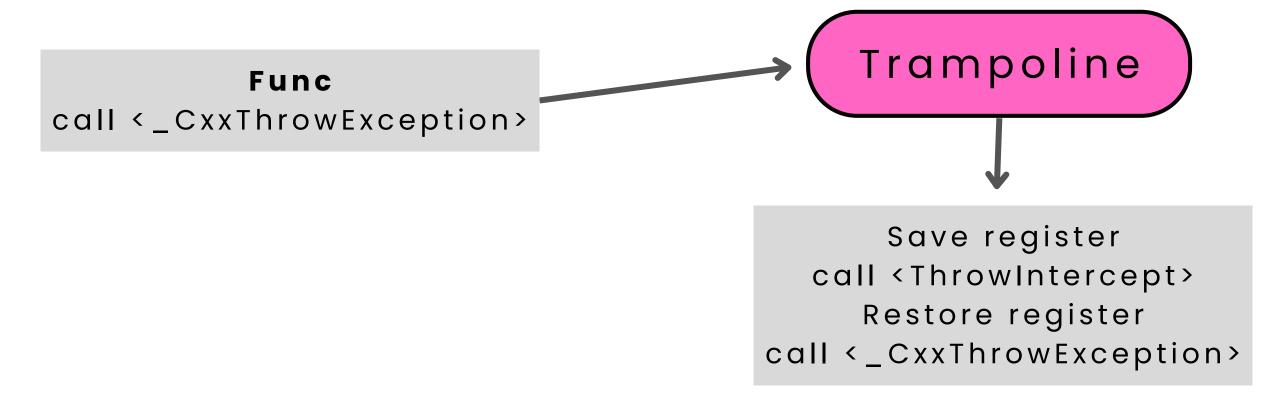
Exception instrumentation plugin

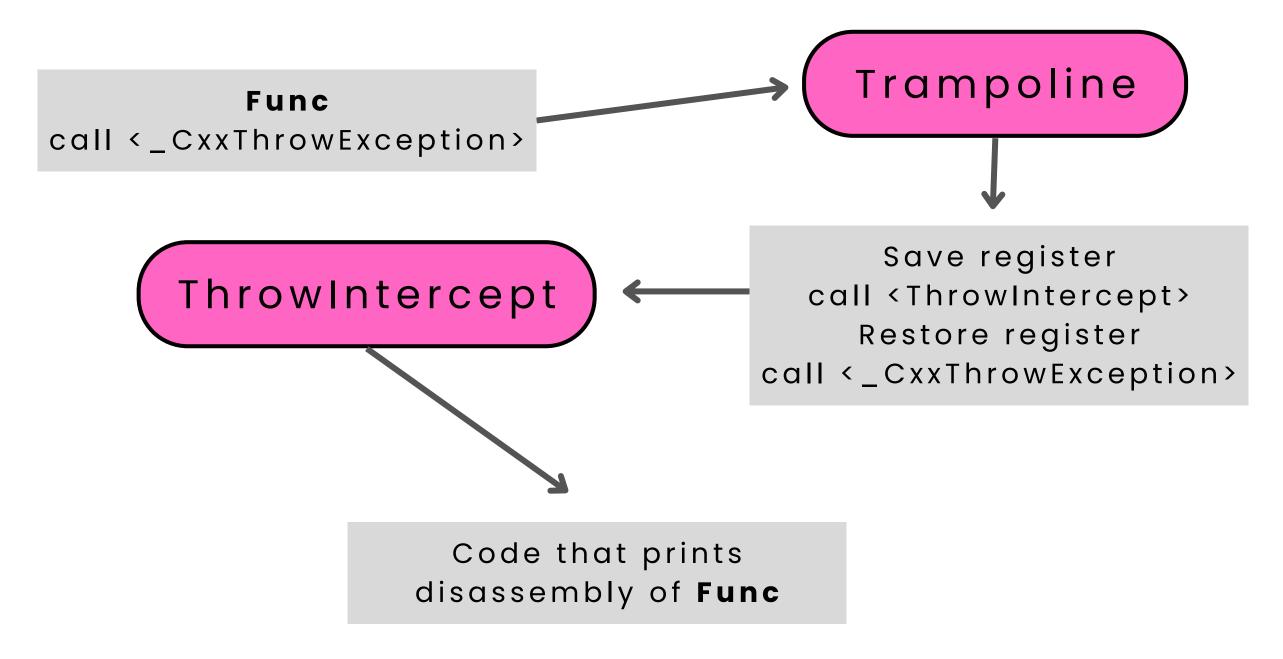
Exception instrumentation plugin

Show disassembly of function that just raised exception









```
std::vector<jitlink::Edge> Edges;
std::vector<char> CodeBuf;

// Write x86 assembly code to CodeBuf
WriteSaveRegsCode(CodeBuf);
WriteCallFuncCode(CodeBuf);
```

Exception instrumentation plugin

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CodeBuf (content bytes of block)

```
0: pushq
             %rbp
   1: mo∨q
             %rsp, %rbp
   4: subq
             $512, %rsp
             %rcx, -16(%rbp)
   b: movq
             %rdx, -24(%rbp)
   f: mova
             %rsi, -32(%rbp)
   13: movq
             %rdi, -40(%rbp)
   17: mo∨q
8
   6f: e8 00 00 00 callq <ThrowIntercept>
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Exception instrumentation plugin

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Exception instrumentation plugin

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     // Write x86 assembly code to CodeBuf
     WriteSaveRegsCode(CodeBuf);
     WriteCallFuncCode(CodeBuf);
     // Add relocation edge to ThrowIntercept
     auto ThrowInterceptSymbol =
         &G.addExternalSymbol("ThrowIntercept", 0, jitlink::Linkage::Strong);
10
     Edges.push_back(jitlink::Edge(jitlink::x86_64::PCRel32, CodeBuf.size() - 4,
12
                                   *ThrowInterceptSymbol, 0));
```

CodeBuf (content bytes of block)

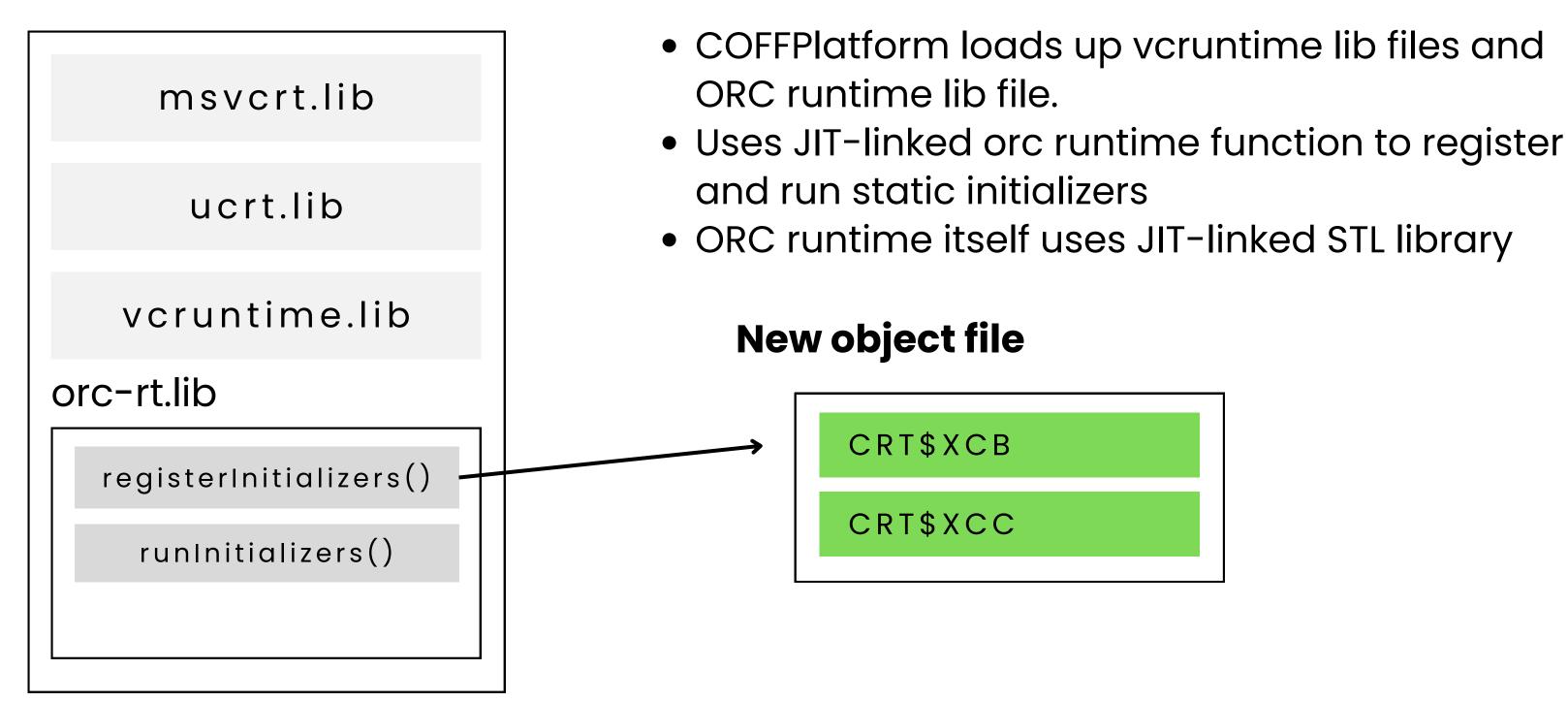
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jitlink::x86_64::PCRel32
                                            ThrowIntercept
         Edge
                                                 Symbol
```

Exception instrumentation plugin

Coding time

ORC Runtime at startup

MainJD



ORC Runtime at startup

Tips

- Care is needed to make sure ORC and vc runtime library files are available
 - by default, vc runtime libraries automatically detected from VC toolchain directories (can fail)
- Customizing vc runtime loading can be done by COFFVCRuntimeBootstrapper class
- It is still possible to use in-process vc runtime symbols, but need to export required symbols manually by using linker directive
 - #pragma comment(linker, "/export:??_7type_info@@6B@")

JITDYLIB: Emulated DYLIB inside JIT session

Challenges with COFF small code model

- Compilers assume that all symbols within the same executable or dylib are allocated close together
- It is not possible to "patch" instructions to use GOT pointer on demand when the required displacement exceeds 2Gb
- COFF x86 relocation points to the middle of instruction bytes
 - x86 encoding is not possible to be read backwards to know the start of instruction (for instructions of interest because of presence of RAX prefix)
 - -> can't patch this part

JITDYLIB: Emulated DYLIB inside JIT session

JITDYLib

JITLink memory
manager enforces the
distance from
ImageBase to not
exceed larger amount

0x1000

0x1001

0x1053

ImageBase

"Some bytes"

HelloWorld

mov rdi, 1 mov rsi, message jmp printf

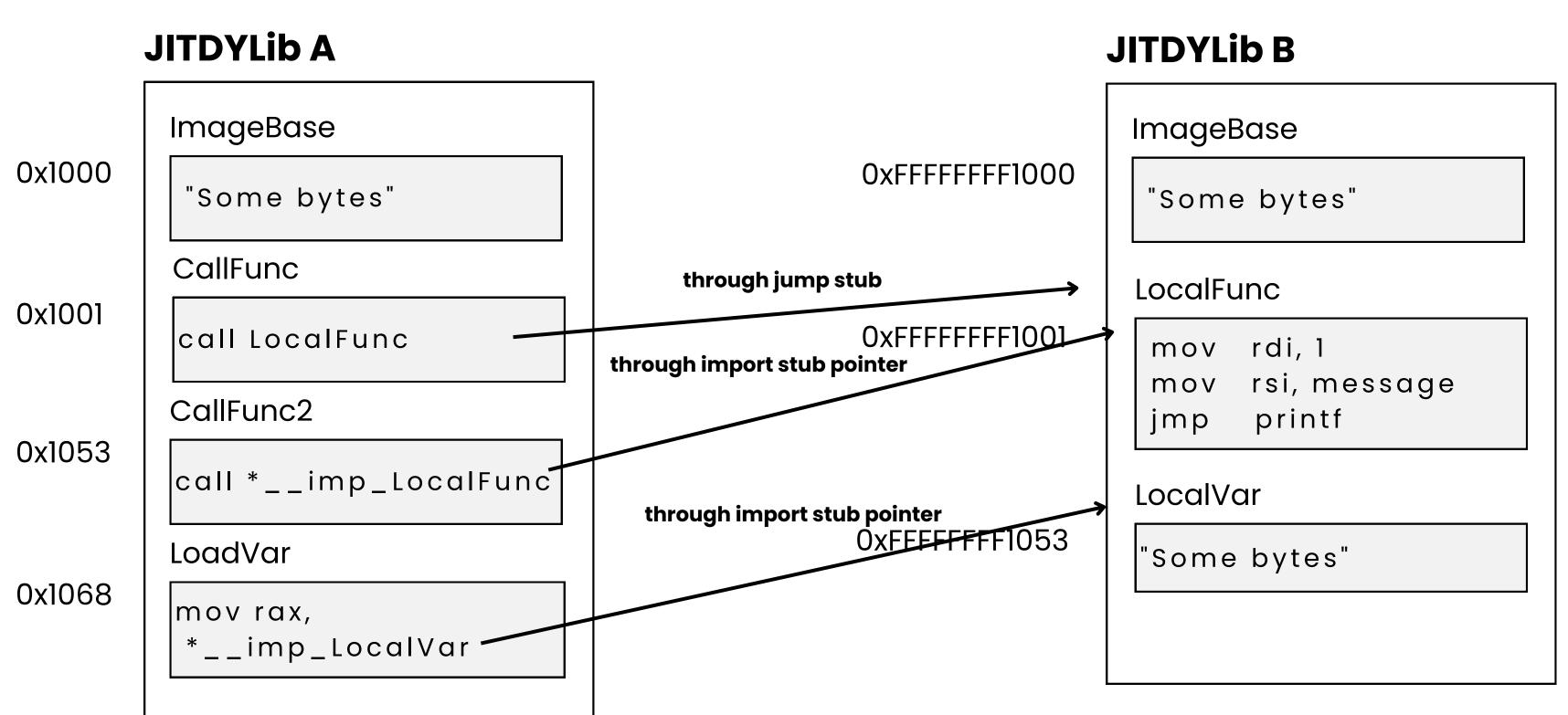
HelloWorld2

mov rdi, 1 mov rsi, message jmp printf

- Emulated dylib inside JIT session
- dlopen and dlclose JITDYLib inside JITted code

code linked by JITLink added

JITDYLIB: Emulated DYLIB inside JIT session



JITDYLIB: Emulated DYLIB inside JIT session

Tips

- Call function of another JITDYLib through usual call or dllimport attribute (__imp_)
- Access data of another JITDYLib only through dllimport attirbute (__imp_)
- Same practices are required in AOT world too but less clear in JIT world

CLANG-REPL DEMO

• Everything is in-tree in LLVM including clang-repl executable

THANKS