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When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)
Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

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For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

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1.6 tail 068b729 + P

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tomb - support for clean goroutine termination in Go.

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1.7 xmlsec 1.2.27

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xmlsec-nss library

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xmlsec-mscrypto library

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References

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* AOL
http://www.aleksey.com/pipermail/xmlsec/attachments/20030729/0e25648e/attachment.htm

* Cordys R&D BV

* Cryptocom LTD

1.8 sqlite 3.35.3

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1.9 llvm 8.0.1

1.9.1 Available under license:

; RUN: llc < %s -mtriple=s390x-linux-gnu -mcpu=zEC12 -verify-machineinstrs | FileCheck %s
;
; Test that early if conversion produces LOCR with operands of the right
; register classes.

define void @autogen_SD4739(i8*) {
; CHECK-NOT: Expected a GR32Bit register, but got a GRX32Bit register
BB:
  %L34 = load i8, i8* %0
  %Cmp56 = icmp sgt i8 undef, %L34
  br label %CF246

CF246:                                            ; preds = %CF246, %BB
  %Sl163 = select i1 %Cmp56, i8 %L34, i8 undef
  br i1 undef, label %CF246, label %CF248
define void @add256(<16 x i32>* %a, <16 x i32>* %b, <16 x i32>* %c) "min-legal-vector-width"="256" {
 ; CHECK-LABEL: add256:
 ; CHECK:       # %bb.0:
 ; CHECK-NEXT:  vmovdqa (%rdi), %ymm0
 ; CHECK-NEXT:  vmovdqa 32(%rdi), %ymm1
 ; CHECK-NEXT:  vpaddd (%rsi), %ymm0, %ymm0
 ; CHECK-NEXT:  vpaddd 32(%rsi), %ymm1, %ymm1
 ; CHECK-NEXT:  vmovdqa %ymm1, 32(%rdx)
 ; CHECK-NEXT:  vmovdqa %ymm0, (%rdx)
 ; CHECK-NEXT:  vzeroupper
 ; CHECK-NEXT:  retq
 %d = load <16 x i32>, <16 x i32>* %a
 %e = load <16 x i32>, <16 x i32>* %b
 %f = add <16 x i32> %d, %e
 store <16 x i32> %f, <16 x i32>* %c
 ret void
}

define void @add512(<16 x i32>* %a, <16 x i32>* %b, <16 x i32>* %c) "min-legal-vector-width"="512" {
 ; CHECK-LABEL: add512:
 ; CHECK:       # %bb.0:
 ; CHECK-NEXT:  vmovdqa64 (%rdi), %zmm0
 ; CHECK-NEXT:  vpaddd (%rsi), %zmm0, %zmm0
 ; CHECK-NEXT:  vpaddd 32(%rsi), %zmm1, %zmm1
 ; CHECK-NEXT:  vmovdqa64 %zmm1, 32(%rdx)
 ; CHECK-NEXT:  vmovdqa %zmm0, (%rdx)
 ; CHECK-NEXT:  vzeroupper
 ; CHECK-NEXT:  retq
 %d = load <16 x i32>, <16 x i32>* %a
 %e = load <16 x i32>, <16 x i32>* %b
 %f = add <16 x i32> %d, %e
 store <16 x i32> %f, <16 x i32>* %c
 ret void
}

define void @avg_v64f8_256(<64 x i8>* %a, <64 x i8>* %b) "min-legal-vector-width"="256" {
 ; CHECK-LABEL: avg_v64f8_256:
 ; CHECK:       # %bb.0:
 ; CHECK-NEXT:  vmovdqa (%rsi), %ymm0

store <64 x i8> %8, <64 x i8>* undef, align 4
ret void
}

define void @pmaddwd_32_256(<32 x i16>* %APtr, <32 x i16>* %BPtr, <16 x i32>* %CPtr) "min-legal-vector-width"="256" {
  ; CHECK-LABEL: pmaddwd_32_256:
  ; CHECK:    # %bb.0:
  ; CHECK-NEXT: vmovdqa (%rdi), %ymm0
  ; CHECK-NEXT: vmovdqa 32(%rdi), %ymm1
  ; CHECK-NEXT: vpmaddwd (%rsi), %ymm0, %ymm0
  ; CHECK-NEXT: vpmaddwd 32(%rsi), %ymm1, %ymm1
  ; CHECK-NEXT: vmovdqa %ymm1, 32(%rdx)
  ; CHECK-NEXT: vmovdqa %ymm0, (%rdx)
  ; CHECK-NEXT: vzeroupper
  ; CHECK-NEXT: retq
  %A = load <32 x i16>, <32 x i16>* %APtr
  %B = load <32 x i16>, <32 x i16>* %BPtr
  %a = sext <32 x i16> %A to <32 x i32>
  %b = sext <32 x i16> %B to <32 x i32>
  %m = mul nsw <32 x i32> %a, %b
  %odd = shufflevector <32 x i32> %m, <32 x i32> undef, <16 x i32> <i32 0, i32 2, i32 4, i32 6, i32 8, i32 10, i32 12, i32 14, i32 16, i32 18, i32 20, i32 22, i32 24, i32 26, i32 28, i32 30>
  %even = shufflevector <32 x i32> %m, <32 x i32> undef, <16 x i32> <i32 1, i32 3, i32 5, i32 7, i32 9, i32 11, i32 13, i32 15, i32 17, i32 19, i32 21, i32 23, i32 25, i32 27, i32 29, i32 31>
  %ret = add <16 x i32> %odd, %even
  store <16 x i32> %ret, <16 x i32>* %CPtr
ret void
}

define void @pmaddwd_32_512(<32 x i16>* %APtr, <32 x i16>* %BPtr, <16 x i32>* %CPtr) "min-legal-vector-width"="512" {
  ; CHECK-LABEL: pmaddwd_32_512:
  ; CHECK:    # %bb.0:
  ; CHECK-NEXT: vmovdqa64 (%rdi), %zmm0
  ; CHECK-NEXT: vmaddwd (%rsi), %zmm0, %zmm0
  ; CHECK-NEXT: vmovdqa64 %zmm0, (%rdx)
  ; CHECK-NEXT: vzeroupper
  ; CHECK-NEXT: retq
  %A = load <32 x i16>, <32 x i16>* %APtr
  %B = load <32 x i16>, <32 x i16>* %BPtr
  %a = sext <32 x i16> %A to <32 x i32>
  %b = sext <32 x i16> %B to <32 x i32>
  %m = mul nsw <32 x i32> %a, %b
  %odd = shufflevector <32 x i32> %m, <32 x i32> undef, <16 x i32> <i32 0, i32 2, i32 4, i32 6, i32 8, i32 10, i32 12, i32 14, i32 16, i32 18, i32 20, i32 22, i32 24, i32 26, i32 28, i32 30>
  %even = shufflevector <32 x i32> %m, <32 x i32> undef, <16 x i32> <i32 1, i32 3, i32 5, i32 7, i32 9, i32 11, i32 13, i32 15, i32 17, i32 19, i32 21, i32 23, i32 25, i32 27, i32 29, i32 31>
define void @psubus_64i8_max_256(<64 x i8>* %xptr, <64 x i8>* %yptr, <64 x i8>* %zptr) "min-legal-vector-width"="256" {
    ; CHECK-LABEL: psubus_64i8_max_256:
    ; CHECK:       # %bb.0:
    ; CHECK-NEXT:   vmovdqa (%rdi), %ymm0
    ; CHECK-NEXT:   vmovdqa 32(%rdi), %ymm1
    ; CHECK-NEXT:   vpsubusb (%rsi), %ymm0, %ymm0
    ; CHECK-NEXT:   vpsubusb 32(%rsi), %ymm1, %ymm1
    ; CHECK-NEXT:   vmovdqa %ymm1, 32(%rdx)
    ; CHECK-NEXT:   vmovdqa %ymm0, (%rdx)
    ; CHECK-NEXT:   vzeroupper
    ; CHECK-NEXT:   retq
    %x = load <64 x i8>, <64 x i8>* %xptr
    %y = load <64 x i8>, <64 x i8>* %yptr
    %cmp = icmp ult <64 x i8> %x, %y
    %max = select <64 x i1> %cmp, <64 x i8> %y, <64 x i8> %x
    %res = sub <64 x i8> %max, %y
    store <64 x i8> %res, <64 x i8>* %zptr
    ret void
}

define void @psubus_64i8_max_512(<64 x i8>* %xptr, <64 x i8>* %yptr, <64 x i8>* %zptr) "min-legal-vector-width"="512" {
    ; CHECK-LABEL: psubus_64i8_max_512:
    ; CHECK:       # %bb.0:
    ; CHECK-NEXT:   vmovdqa64 (%rdi), %zmm0
    ; CHECK-NEXT:   vpsubusb (%rsi), %zmm0, %zmm0
    ; CHECK-NEXT:   vmovdqa64 %zmm0, (%rdx)
    ; CHECK-NEXT:   vzeroupper
    ; CHECK-NEXT:   retq
    %x = load <64 x i8>, <64 x i8>* %xptr
    %y = load <64 x i8>, <64 x i8>* %yptr
    %cmp = icmp ult <64 x i8> %x, %y
    %max = select <64 x i1> %cmp, <64 x i8> %y, <64 x i8> %x
    %res = sub <64 x i8> %max, %y
    store <64 x i8> %res, <64 x i8>* %zptr
    ret void
}

define i32 @_Z9test_charPcS_i_256(i8* nocapture readonly, i8* nocapture readonly, i32) "min-legal-vector-width"="256" {
    ; CHECK-LABEL: __Z9test_charPcS_i_256:
    ; CHECK:       # %bb.0: # %entry
; CHECK-NEXT:    movl %edx, %eax
; CHECK-NEXT:    vpxor %xmm0, %xmm0, %xmm0
; CHECK-NEXT:    xorl %ecx, %ecx
; CHECK-NEXT:    vpxor %xmm1, %xmm1, %xmm1
; CHECK-NEXT:    vpxor %xmm2, %xmm2, %xmm2
; CHECK-NEXT:    .p2align 4, 0x90
; CHECK-NEXT:  .LBB8_1: # %vector.body
; CHECK-NEXT:    # =>This Inner Loop Header: Depth=1
; CHECK-NEXT:    vpmovsxbw (%rdi,%rcx), %ymm3
; CHECK-NEXT:    vpmovsxbw 16(%rdi,%rcx), %ymm4
; CHECK-NEXT:    vpmovsxbw (%rsi,%rcx), %ymm5
; CHECK-NEXT:    vpmaddwd %ymm3, %ymm5, %ymm3
; CHECK-NEXT:    vpaddd %ymm1, %ymm3, %ymm1
; CHECK-NEXT:    vpmaddwd %ymm4, %ymm3, %ymm3
; CHECK-NEXT:    vpaddd %ymm2, %ymm3, %ymm2
; CHECK-NEXT:  # %bb.2: # %middle.block
; CHECK-NEXT:    vpaddd %ymm0, %ymm1, %ymm1
; CHECK-NEXT:    vpaddd %ymm0, %ymm2, %ymm0
; CHECK-NEXT:    vpaddd %ymm0, %ymm1, %ymm0
; CHECK-NEXT:    vextracti128 $1, %ymm0, %xmm1
; CHECK-NEXT:    vpaddd %ymm1, %ymm0, %ymm0
; CHECK-NEXT:    vpshufd {{.*#+}} xmm1 = xmm0[2,3,0,1]
; CHECK-NEXT:    vpaddd %ymm1, %ymm0, %ymm0
; CHECK-NEXT:    vpshufd {{.*#+}} xmm1 = xmm0[1,1,2,3]
; CHECK-NEXT:    vpaddd %xmm1, %xmm0, %eax
; CHECK-NEXT:    vzeroupper
; CHECK-NEXT:    retq

entry:
%3 = zext i32 %2 to i64
br label %vector.body

vector.body:
%index = phi i64 [ %index.next, %vector.body ], [ 0, %entry ]
%vec.phi = phi <32 x i32> [ %11, %vector.body ], [ zeroinitializer, %entry ]
%4 = getelementptr inbounds i8, i8* %0, i64 %index
%5 = bitcast i8* %4 to <32 x i8>*
%wide.load = load <32 x i8>, <32 x i8>* %5, align 1
%6 = sext <32 x i8> %wide.load to <32 x i32>
%7 = getelementptr inbounds i8, i8* %1, i64 %index
%8 = bitcast i8* %7 to <32 x i8>*
%wide.load14 = load <32 x i8>, <32 x i8>* %8, align 1
%9 = sext <32 x i8> %wide.load14 to <32 x i32>
%10 = mul nsw <32 x i32> %9, %6
%11 = add nsw <32 x i32> %10, %vec_phi
%index.next = add i64 %index, 32
%12 = icmp eq i64 %index.next, %3
br i1 %12, label %middle.block, label %vector.body

middle.block:
%rdx.shuf1 = shufflevector <32 x i32> %11, <32 x i32> undef, <32 x i32> %i32 16, i32 17, i32 18, i32 19, i32 20, i32 21, i32 22, i32 23, i32 24, i32 25, i32 26, i32 27, i32 28, i32 29, i32 30, i32 31, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undefined

define i32 @_Z9test_charPcS_i_512(i8* nocapture readonly, i8* nocapture readonly, i32) "min-legal-vector-width"="512" {
; CHECK-LABEL: _Z9test_charPcS_i_512:
; CHECK: # %bb.0: # %entry
; CHECK-NEXT: movl %edx, %eax
; CHECK-NEXT: vpxor %xmm0, %xmm0, %xmm0
; CHECK-NEXT: xorl %ecx, %ecx
; CHECK-NEXT: vpxor %xmm1, %xmm1, %xmm1
; CHECK-NEXT: p2align 4, 0x90
; CHECK-NEXT: LBB9_1: # %vector.body
; CHECK-NEXT: #=>This Inner Loop Header: Depth=1
; CHECK-NEXT: vpmovsxbw (%rdi, %rcx), %zmm2
; CHECK-NEXT: vpmovsxbw (%rsi, %rcx), %zmm3
}
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
%bin.rdx = add <32 x i32> %bin.rdx1, %rdx.shuf
%rdx.shuf15 = shufflevector <32 x i32> %bin.rdx, <32 x i32> undef, <32 x i32> <i32 4, i32 5, i32 6, i32 7, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
%bin.rdx32 = add <32 x i32> %bin.rdx, %rdx.shuf15
%rdx.shuf17 = shufflevector <32 x i32> %bin.rdx32, <32 x i32> undef, <32 x i32> <i32 2, i32 3, i32 4, i32 5, i32 6, i32 7, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
%bin.rdx18 = add <32 x i32> %bin.rdx32, %rdx.shuf17
%rdx.shuf19 = shufflevector <32 x i32> %bin.rdx18, <32 x i32> <i32 1, i32 2, i32 3, i32 4, i32 5, i32 6, i32 7, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
%bin.rdx20 = add <32 x i32> %bin.rdx18, %rdx.shuf19
%13 = extractelement <32 x i32> %bin.rdx20, i32 0
ret i32 %13
}

@a = global [1024 x i8] zeroinitializer, align 16
@b = global [1024 x i8] zeroinitializer, align 16
define i32 @sad_16i8_256() "min-legal-vector-width"="256" { ; CHECK-LABEL: sad_16i8_256:
; CHECK: %bb.0: # %entry
; CHECK-NEXT: vpxor %xmm0, %xmm0, %xmm0
; CHECK-NEXT: movq $1024, %rax # imm = 0xFC00
; CHECK-NEXT: vpxor %xmm1, %xmm1, %xmm1
; CHECK-NEXT: .p2align 4, 0x90
; CHECK-NEXT: .LBB10_1: # %vector.body
; CHECK-NEXT: # =>This Inner Loop Header: Depth=1
; CHECK-NEXT: vmovdqu a+1024(%rax), %ymm2
; CHECK-NEXT: vpsadbw b+1024(%rax), %ymm2, %ymm2
; CHECK-NEXT: vpaddd %ymm1, %ymm2, %ymm1
; CHECK-NEXT: addq $4, %rax
; CHECK-NEXT: jne .LBB10_1
; CHECK-NEXT: vpaddd %ymm0, %ymm1, %ymm0
; CHECK-NEXT: vextracti128 %ymm1 = %ymm0[2,3,0,1]
; CHECK-NEXT: vpaddd %ymm1, %ymm0, %ymm0
; CHECK-NEXT: vpsadbw b+1024(%rax), %ymm3, %ymm2
; CHECK-NEXT: vpaddd %ymm3, %ymm2, %ymm3
; CHECK-NEXT: addq $4, %rax
; CHECK-NEXT: jne .LBB10_1
; CHECK-NEXT: vpaddd %ymm0, %ymm1, %ymm0
; CHECK-NEXT: vextracti128 %ymm1 = %ymm0[1,1,2,3]
vector.body:
  %index = phi i64 [ 0, %entry ], [ %index.next, %vector.body ]
  %vec.phi = phi <16 x i32> [ zeroinitializer, %entry ], [ %10, %vector.body ]
  %0 = getelementptr inbounds [1024 x i8], [1024 x i8]* @a, i64 0, i64 %index
  %1 = bitcast i8* %0 to <16 x i8>*
  %wide.load = load <16 x i8>, <16 x i8>* %1, align 4
  %2 = zext <16 x i8> %wide.load to <16 x i32>
  %3 = getelementptr inbounds [1024 x i8], [1024 x i8]* @b, i64 0, i64 %index
  %4 = bitcast i8* %3 to <16 x i8>*
  %wide.load1 = load <16 x i8>, <16 x i8>* %4, align 4
  %5 = zext <16 x i8> %wide.load1 to <16 x i32>
  %6 = sub nsw <16 x i32> %2, %5
  %7 = icmp sgt <16 x i32> %6, <i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1>
  %8 = sub nsw <16 x i32> zeroinitializer, %6
  %9 = select <16 x i1> %7, <16 x i32> %6, <16 x i32> %8
  %10 = add nsw <16 x i32> %9, %vec.phi
  %index.next = add i64 %index, 4
  br i1 %11, label %middle.block, label %vector.body

middle.block:
  %.lcssa = phi <16 x i32> [ %10, %vector.body ]
  %rdx.shuf = shufflevector <16 x i32> %.lcssa, <16 x i32> undef, <16 x i32> <i32 8, i32 9, i32 10, i32 11, i32 12, i32 13, i32 14, i32 15, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
  %bin.rdx = add <16 x i32> %.lcssa, %rdx.shuf
  %rdx.shuf2 = shufflevector <16 x i32> %bin.rdx, <16 x i32> undef, <16 x i32> <i32 4, i32 5, i32 6, i32 7, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
  %bin.rdx2 = add <16 x i32> %bin.rdx, %rdx.shuf2
  %rdx.shuf3 = shufflevector <16 x i32> %bin.rdx2, <16 x i32> undef, <16 x i32> <i32 2, i32 3, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
  %bin.rdx3 = add <16 x i32> %bin.rdx2, %rdx.shuf3
  %rdx.shuf4 = shufflevector <16 x i32> %bin.rdx3, <16 x i32> undef, <16 x i32> <i32 1, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
  %bin.rdx4 = add <16 x i32> %bin.rdx3, %rdx.shuf4
  %12 = extractelement <16 x i32> %bin.rdx4, i32 0
  ret i32 %12
}
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define void @sbto16f32_256(<16 x i16> %a, <16 x float>* %res) "min-legal-vector-width"="256" {
    ; CHECK-LABEL: sbto16f32_256:
    ; CHECK:       # %bb.0:
    ; CHECK-NEXT:   vpmovw2m %ymm0, %k0
    ; CHECK-NEXT:   kshiftrw $8, %k0, %k1
    ; CHECK-NEXT:   vpmovm2d %k0, %ymm0
    ; CHECK-NEXT:   vcvtdq2ps %ymm0, %ymm0
    ; CHECK-NEXT:   vmovaps %ymm0, (%rdi)
    ; CHECK-NEXT:   vmovaps %ymm0, 32(%rdi)
    ; CHECK-NEXT:   vzeroupper
    ; CHECK-NEXT:   retq
    %mask = icmp slt <16 x i16> %a, zeroinitializer
    %1 = sitofp <16 x i1> %mask to <16 x float>
    store <16 x float> %1, <16 x float>* %res
    ret void
}

define void @sbto16f32_512(<16 x i16> %a, <16 x float>* %res) "min-legal-vector-width"="512" {
    ; CHECK-LABEL: sbto16f32_512:
    ; CHECK:       # %bb.0:
    ; CHECK-NEXT:   vpmovw2m %ymm0, %k0
    ; CHECK-NEXT:   vpmovm2d %k0, %ymm0
    ; CHECK-NEXT:   vcvtdq2ps %ymm0, %ymm0
    ; CHECK-NEXT:   vpmovm2d %k0, %ymm1
    ; CHECK-NEXT:   vcvtdq2ps %ymm1, %ymm1
    ; CHECK-NEXT:   vmovaps %ymm1, (%rdi)
    ; CHECK-NEXT:   vmovaps %ymm0, 32(%rdi)
    ; CHECK-NEXT:   vzeroupper
    ; CHECK-NEXT:   retq
    %mask = icmp slt <16 x i16> %a, zeroinitializer
    %1 = sitofp <16 x i1> %mask to <16 x float>
    store <16 x float> %1, <16 x float>* %res
    ret void
}
%mask = icmp slt <16 x i16> %a, zeroinitializer
%1 = sitofp <16 x i1> %mask to <16 x float>
store <16 x float> %1, <16 x float>* %res
ret void
}

define void @sbto16f64_256(<16 x i16> %a, <16 x double>* %res)  "min-legal-vector-width"="256" {
 ; CHECK-LABEL: sbto16f64_256:
 ; CHECK:       # %bb.0:
 ; CHECK-NEXT:  vpmovw2m %ymm0, %k0
 ; CHECK-NEXT:  kshiftrw $8, %k0, %k1
 ; CHECK-NEXT:  vpmovm2d %k1, %ymm0
 ; CHECK-NEXT:  vcvtdq2pd %xmm0, %ymm1
 ; CHECK-NEXT:  vextracti128 $1, %ymm0, %xmm0
 ; CHECK-NEXT:  vcvtdq2pd %xmm0, %ymm0
 ; CHECK-NEXT:  vpmovm2d %k0, %ymm2
 ; CHECK-NEXT:  vcvtdq2pd %xmm2, %ymm3
 ; CHECK-NEXT:  vextracti128 $1, %ymm2, %xmm2
 ; CHECK-NEXT:  vcvtdq2pd %xmm2, %ymm2
 ; CHECK-NEXT:  vmovaps %ymm2, 32(%rdi)
 ; CHECK-NEXT:  vmovaps %ymm3, (%rdi)
 ; CHECK-NEXT:  vmovaps %ymm0, 96(%rdi)
 ; CHECK-NEXT:  vmovaps %ymm1, 64(%rdi)
 ; CHECK-NEXT:  vzeroupper
 ; CHECK-NEXT:  retq
%mask = icmp slt <16 x i16> %a, zeroinitializer
%1 = sitofp <16 x i1> %mask to <16 x float>
store <16 x float> %1, <16 x float>* %res
ret void
}

define void @sbto16f64_512(<16 x i16> %a, <16 x double>* %res)  "min-legal-vector-width"="512" {
 ; CHECK-LABEL: sbto16f64_512:
 ; CHECK:       # %bb.0:
 ; CHECK-NEXT:  vpmovw2m %ymm0, %k0
 ; CHECK-NEXT:  vpmovm2d %k0, %zmm0
 ; CHECK-NEXT:  vcvtdq2pd %ymm0, %zmm1
 ; CHECK-NEXT:  vextracti64x4 $1, %zmm0, %ymm0
 ; CHECK-NEXT:  vcvtdq2pd %ymm0, %zmm0
 ; CHECK-NEXT:  vmovaps %zmm0, 64(%rdi)
 ; CHECK-NEXT:  vmovaps %zmm1, (%rdi)
 ; CHECK-NEXT:  vzeroupper
 ; CHECK-NEXT:  retq
%mask = icmp slt <16 x i16> %a, zeroinitializer
%1 = sitofp <16 x i1> %mask to <16 x float>
store <16 x float> %1, <16 x float>* %res
ret void
}
define void @ubto16f32_256(<16 x i16> %a, <16 x float>* %res) "min-legal-vector-width"="256" {
 ; CHECK-LABEL: ubto16f32_256:
 ; CHECK: # %bb.0:
 ; CHECK-NEXT: vpmovw2m %ymm0, %k0
 ; CHECK-NEXT: kshiftrw $8, %k0, %k1
 ; CHECK-NEXT: vpmovm2d %k1, %ymm0
 ; CHECK-NEXT: vpsrld $31, %ymm0, %ymm0
 ; CHECK-NEXT: vcvtdq2ps %ymm0, %ymm0
 ; CHECK-NEXT: vpmovm2d %k0, %ymm1
 ; CHECK-NEXT: vpsrld $31, %ymm1, %ymm1
 ; CHECK-NEXT: vcvtdq2ps %ymm1, %ymm1
 ; CHECK-NEXT: vmovaps %ymm1, (%rdi)
 ; CHECK-NEXT: vmovaps %ymm0, 32(%rdi)
 ; CHECK-NEXT: vzeroupper
 ; CHECK-NEXT: retq
 %mask = icmp slt <16 x i16> %a, zeroinitializer
 %1 = uitofp <16 x i1> %mask to <16 x float>
 store <16 x float> %1, <16 x float>* %res
 ret void
}

define void @ubto16f32_512(<16 x i16> %a, <16 x float>* %res) "min-legal-vector-width"="512" {
 ; CHECK-LABEL: ubto16f32_512:
 ; CHECK: # %bb.0:
 ; CHECK-NEXT: vpmovw2m %zmm0, %k0
 ; CHECK-NEXT: vpmovm2d %k0, %zmm0
 ; CHECK-NEXT: vpsrld $31, %zmm0, %zmm0
 ; CHECK-NEXT: vcvtqd2ps %zmm0, %zmm0
 ; CHECK-NEXT: vmovaps %zmm0, (%rdi)
 ; CHECK-NEXT: vzeroupper
 ; CHECK-NEXT: retq
 %mask = icmp slt <16 x i16> %a, zeroinitializer
 %1 = uitofp <16 x i1> %mask to <16 x float>
 store <16 x float> %1, <16 x float>* %res
 ret void
}

define void @ubto16f64_256(<16 x i16> %a, <16 x double>* %res) "min-legal-vector-width"="256" {
 ; CHECK-LABEL: ubto16f64_256:
 ; CHECK: # %bb.0:
 ; CHECK-NEXT: vpmovw2m %ymm0, %k0
 ; CHECK-NEXT: kshiftrw $8, %k0, %k1
 ; CHECK-NEXT: vpmovm2d %k1, %ymm0
 ; CHECK-NEXT: vpsrld $31, %ymm0, %ymm0
 ; CHECK-NEXT: vcvtq2pd %xmm0, %ymm0
 ; CHECK-NEXT: vcvtq2pd %xmm0, %ymm1
 ; CHECK-NEXT: vextracti128 $1, %ymm0, %xmm0
 ; CHECK-NEXT: vcvtq2pd %xmm0, %ymm0

define void @ubto16f64_512(<16 x i16> %a, <16 x double>* %res) "min-legal-vector-width"="512" {  
  %mask = icmp slt <16 x i16> %a, zeroinitializer  
  %1 = uitofp <16 x i1> %mask to <16 x double>  
  store <16 x double> %1, <16 x double>* %res  
  ret void  
}  

define <16 x i16> @test_16f32toub_256(<16 x float>* %ptr, <16 x i16> %passthru) "min-legal-vector-width"="256" {  
  %mask = icmp slt <16 x i16> %a, zeroinitializer  
  %1 = uitofp <16 x i1> %mask to <16 x double>  
  store <16 x double> %1, <16 x double>* %res  
  ret void  
}
define <16 x i16> @test_16f32toub_512(<16 x float>* %ptr, <16 x i16> %passthru) "min-legal-vector-width"="512" {
    ; CHECK-LABEL: test_16f32toub_512:
    ; CHECK:       # %bb.0:
    ; CHECK-NEXT:    vcvttps2dq (%rdi), %zmm1
    ; CHECK-NEXT:    vpslld $31, %zmm1, %zmm1
    ; CHECK-NEXT:    vpmovd2m %zmm1, %k1
    ; CHECK-NEXT:    vmovdqu16 %ymm0, %ymm0 {%k1} {z}
    ; CHECK-NEXT:    retq
    %a = load <16 x float>, <16 x float>* %ptr
    %mask = fptoui <16 x float> %a to <16 x i1>
    %select = select <16 x i1> %mask, <16 x i16> %passthru, <16 x i16> zeroinitializer
    ret <16 x i16> %select
}

define <16 x i16> @test_16f32tosb_256(<16 x float>* %ptr, <16 x i16> %passthru) "min-legal-vector-width"="256" {
    ; CHECK-LABEL: test_16f32tosb_256:
    ; CHECK:       # %bb.0:
    ; CHECK-NEXT:    vcvttps2dq (%rdi), %ymm1
    ; CHECK-NEXT:    vpmovd2m %ymm1, %k0
    ; CHECK-NEXT:    vcvttps2dq 32(%rdi), %ymm1
    ; CHECK-NEXT:    vpmovd2m %ymm1, %k1
    ; CHECK-NEXT:    kunpckbw %k0, %k1, %k1
    ; CHECK-NEXT:    vmovdqu16 %ymm0, %ymm0 {%k1} {z}
    ; CHECK-NEXT:    retq
    %a = load <16 x float>, <16 x float>* %ptr
    %mask = fptosi <16 x float> %a to <16 x i1>
    %select = select <16 x i1> %mask, <16 x i16> %passthru, <16 x i16> zeroinitializer
    ret <16 x i16> %select
}

define <16 x i16> @test_16f32tosb_512(<16 x float>* %ptr, <16 x i16> %passthru) "min-legal-vector-width"="512" {
    ; CHECK-LABEL: test_16f32tosb_512:
    ; CHECK:       # %bb.0:
    ; CHECK-NEXT:    vcvttps2dq (%rdi), %zmm1
    ; CHECK-NEXT:    vpmovd2m %zmm1, %k1
    ; CHECK-NEXT:    vmovdqu16 %ymm0, %ymm0 {%k1} {z}
    ; CHECK-NEXT:    retq
    %a = load <16 x float>, <16 x float>* %ptr
    %mask = fptosi <16 x float> %a to <16 x i1>
    %select = select <16 x i1> %mask, <16 x i16> %passthru, <16 x i16> zeroinitializer
    ret <16 x i16> %select
}
%\texttt{mask} = \texttt{fptosi <16 x float> \%a to <16 x i1>}
%\texttt{select} = \texttt{select <16 x i1> \%mask, <16 x i16> \%passthru, <16 x i16> \%zeroinitializer}
ret <16 x i16> \%select


define void @mul256(<64 x i8>* \%a, <64 x i8>* \%b, <64 x i8>* \%c) "min-legal-vector-width"="256" {  
  ; CHECK-LABEL: mul256:  
  ; CHECK:  
  # %bb.0:  
  ; CHECK-NEXT:  
  vmovdqa (%rdi), %ymm0  
  ; CHECK-NEXT:  
  vmovdqa 32(%rdi), %ymm1  
  ; CHECK-NEXT:  
  vmovdqa (%rsi), %ymm2  
  ; CHECK-NEXT:  
  vmovdqa 32(%rsi), %ymm3  
  ; CHECK-NEXT:  
  vpunpckhbw {{.*#+}} ymm4 = ymm2[8],ymm0[8],ymm2[9],ymm0[9],ymm2[10],ymm0[10],ymm2[11],ymm0[11],ymm2[12],ymm0[12],ymm2[13],ymm0[13],ymm2[14],ymm0[14],ymm2[15],ymm0[15],ymm2[24],ymm0[24],ymm2[25],ymm0[25],ymm2[26],ymm0[26],ymm2[27],ymm0[27],ymm2[28],ymm0[28],ymm2[29],ymm0[29],ymm2[30],ymm0[30],ymm2[31],ymm0[31]  
  ; CHECK-NEXT:  
  vpunpckhbw {{.*#+}} ymm5 = ymm0[8,9,9,10,10,11,11,12,12,13,13,14,14,15,15,24,24,25,25,26,26,27,27,28,28,29,29,30,30,31,31]  
  ; CHECK-NEXT:  
  vpmullw %ymm4, %ymm5, %ymm4  
  ; CHECK-NEXT:  
  ; CHECK-NEXT:  
  vpand %ymm5, %ymm4, %ymm4  
  ; CHECK-NEXT:  
  vpunpcklwb {{.*#+}} ymm2 = ymm2[0],ymm0[0],ymm2[1],ymm0[1],ymm2[2],ymm0[2],ymm2[3],ymm0[3],ymm2[4],ymm0[4],ymm2[5],ymm0[5],ymm2[6],ymm0[6],ymm2[7],ymm0[7],ymm2[16],ymm0[16],ymm2[17],ymm0[17],ymm2[18],ymm0[18],ymm2[19],ymm0[19],ymm2[20],ymm0[20],ymm2[21],ymm0[21],ymm2[22],ymm0[22],ymm2[23],ymm0[23]  
  ; CHECK-NEXT:  
  vpunpckhbw {{.*#+}} ymm5 = ymm0[0,0,1,1,2,2,3,3,4,4,5,5,6,6,7,7,16,16,17,17,18,18,19,19,20,20,21,21,22,22,23,23]  
  ; CHECK-NEXT:  
  vpmullw %ymm2, %ymm0, %ymm0  
  ; CHECK-NEXT:  
  vpand %ymm5, %ymm0, %ymm0  
  ; CHECK-NEXT:  
  vpunpckuswb {{.*#+}} ymm4, %ymm0, %ymm0  
  ; CHECK-NEXT:  
  vpunpckhbw {{.*#+}} ymm3 = ymm3[8],ymm0[8],ymm3[9],ymm0[9],ymm3[10],ymm0[10],ymm3[11],ymm0[11],ymm3[12],ymm0[12],ymm3[13],ymm0[13],ymm3[14],ymm0[14],ymm3[15],ymm0[15],ymm3[24],ymm0[24],ymm3[25],ymm0[25],ymm3[26],ymm0[26],ymm3[27],ymm0[27],ymm3[28],ymm0[28],ymm3[29],ymm0[29],ymm3[30],ymm0[30],ymm3[31],ymm0[31]  
  ; CHECK-NEXT:  
  vpunpckhbw {{.*#+}} ymm4 = ymm1[8],ymm0[8],ymm1[9],ymm0[9],ymm1[10],ymm0[10],ymm1[11],ymm0[11],ymm1[12],ymm0[12],ymm1[13],ymm0[13],ymm1[14],ymm0[14],ymm1[15],ymm0[15],ymm1[24],ymm0[24],ymm1[25],ymm0[25],ymm1[26],ymm0[26],ymm1[27],ymm0[27],ymm1[28],ymm0[28],ymm1[29],ymm0[29],ymm1[30],ymm0[30],ymm1[31],ymm0[31]  
  ; CHECK-NEXT:  
  vpmullw %ymm2, %ymm4, %ymm4  
  ; CHECK-NEXT:  
  vpand %ymm5, %ymm2, %ymm2  
  ; CHECK-NEXT:  
  vpunpcklwb {{.*#+}} ymm3 = ymm3[0],ymm0[0],ymm3[1],ymm0[1],ymm3[2],ymm0[2],ymm3[3],ymm0[3],ymm3[4],ymm0[4],ymm3[5],ymm0[5],ymm3[6],ymm0[6],ymm3[7],ymm0[7],ymm3[16],ymm0[16],ymm3[17],ymm0[17],ymm3[18],ymm0[18],ymm3[19],ymm0[19],ymm3[20],ymm0[20],ymm3[21],ymm0[21],ymm3[22],ymm0[22],ymm3[23],ymm0[23]  

define void @mul512(<64 x i8>* %a, <64 x i8>* %b, <64 x i8>* %c) "min-legal-vector-width"="512" {
    ; CHECK-LABEL: mul512:
    ; CHECK:       # %bb.0:
    ; CHECK-NEXT:    vmovdqa64 (%rdi), %zmm0
    ; CHECK-NEXT:    vmovdqa64 (%rsi), %zmm1
    ; CHECK-NEXT:    vpunpckhbw {{.*#+}} zmm2 =
    ; CHECK-NEXT:    vmovdqa64 (%rdx)
    ; CHECK-NEXT:    vzeroupper
    ; CHECK-NEXT:    retq
    %d = load <64 x i8>, <64 x i8>* %a
    %e = load <64 x i8>, <64 x i8>* %b
    %f = mul <64 x i8> %d, %e
    store <64 x i8> %f, <64 x i8>* %c
    ret void
}
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Developed by:

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   University of Illinois at Urbana-Champaign

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<thead>
<tr>
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; NOTE: Assertions have been autogenerated by utils/update_analyze_test_checks.py
; RUN: opt < %s -cost-model -analyze -mtriple=x86_64-apple-macosx10.8.0 -mattr=+avx2 | FileCheck %s --check-prefixes=CHECK,VEC256,AVX
; RUN: opt < %s -cost-model -analyze -mtriple=x86_64-apple-macosx10.8.0 -mattr=+avx512vl,+avx512bw,+avx512dq,+prefer-256-bit | FileCheck %s --check-prefixes=CHECK,VEC256,SKX256
; RUN: opt < %s -cost-model -analyze -mtriple=x86_64-apple-macosx10.8.0 -mattr=+avx512vl,+avx512bw,+avx512dq,-prefer-256-bit | FileCheck %s --check-prefixes=CHECK,VEC512

define void @zext256() "min-legal-vector-width"="256" {
define void @zext256() "min-legal-vector-width"="512" {
  ; AVX-LABEL: 'zext512'
  ; AVX-NEXT: Cost Model: Found an estimated cost of 7 for instruction: %A = zext <8 x i16> undef to <8 x i64>
  ; AVX-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %B = zext <8 x i32> undef to <8 x i64>
  ; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %C = zext <16 x i8> undef to <16 x i32>
  ; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %D = zext <16 x i16> undef to <16 x i32>
  ; AVX-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %E = zext <32 x i8> undef to <32 x i16>
  ; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void

  ; SKX256-LABEL: 'zext512'
  ; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %A = zext <8 x i16> undef to <8 x i64>
  ; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = zext <8 x i32> undef to <8 x i64>
  ; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = zext <16 x i8> undef to <16 x i32>
  ; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = zext <16 x i16> undef to <16 x i32>
  ; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %E = zext <32 x i8> undef to <32 x i16>
  ; SKX256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void

  ; VEC512-LABEL: 'zext256'
  ; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %A = zext <8 x i16> undef to <8 x i64>
  ; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = zext <8 x i32> undef to <8 x i64>
  ; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = zext <16 x i8> undef to <16 x i32>
  ; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = zext <16 x i16> undef to <16 x i32>
  ; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %E = zext <32 x i8> undef to <32 x i16>
  ; VEC512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void

  ; VEC256-LABEL: 'zext256'
  ; VEC256-NEXT: Cost Model: Found an estimated cost of 7 for instruction: %A = zext <8 x i16> undef to <8 x i64>
  ; VEC256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %B = zext <8 x i32> undef to <8 x i64>
  ; VEC256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %C = zext <16 x i8> undef to <16 x i32>
  ; VEC256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %D = zext <16 x i16> undef to <16 x i32>
  ; VEC256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %E = zext <32 x i8> undef to <32 x i16>
  ; VEC256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void

  ; %A = zext <8 x i16> undef to <8 x i64>
  %B = zext <8 x i32> undef to <8 x i64>
  %C = zext <16 x i8> undef to <16 x i32>
  %D = zext <16 x i16> undef to <16 x i32>
  %E = zext <32 x i8> undef to <32 x i16>
ret void
}
i64>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = zext <16 x i8> undef to <16 x i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = zext <16 x i16> undef to <16 x i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %E = zext <32 x i8> undef to <32 x i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; VEC512-LABEL: 'zext512'
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %A = zext <8 x i16> undef to <8 x i64>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = zext <8 x i32> undef to <8 x i64>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = zext <16 x i8> undef to <16 x i32>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = zext <16 x i16> undef to <16 x i32>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %E = zext <32 x i8> undef to <32 x i16>
; VEC512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
define void @sext256() "min-legal-vector-width"="256" {
; VEC256-LABEL: 'sext256'
; VEC256-NEXT: Cost Model: Found an estimated cost of 7 for instruction: %A = sext <8 x i8> undef to <8 x i64>
; VEC256-NEXT: Cost Model: Found an estimated cost of 7 for instruction: %B = sext <8 x i16> undef to <8 x i64>
; VEC256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %C = sext <8 x i32> undef to <8 x i64>
; VEC256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %D = sext <16 x i8> undef to <16 x i32>
; VEC256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %E = sext <16 x i16> undef to <16 x i32>
; VEC256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %F = sext <32 x i8> undef to <32 x i16>
; VEC256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; VEC512-LABEL: 'sext512'
; VEC512-NEXT: Cost Model: Found an estimated cost of 24 for instruction: %A = sext <8 x i8> undef to <8 x i64>

---

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%A = sext <8 x i8> undef to <8 x i64>
%B = sext <8 x i16> undef to <8 x i64>
%C = sext <8 x i32> undef to <8 x i64>
%D = sext <16 x i8> undef to <16 x i32>
%E = sext <16 x i16> undef to <16 x i32>
%F = sext <32 x i8> undef to <32 x i16>
ret void
}

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; RUN: llc -march=hexagon < %s
; REQUIRES: asserts

; The two loads based on %struct.0, loading two different data types cause LSR to assume type "void" for the memory type. This would then cause an assert in isLegalAddressingMode. Make sure we no longer crash.

target triple = "hexagon"

%struct.0 = type { i8*, i8, %union.anon.0 }
%union.anon.0 = type { i8* }

define hidden fastcc void @fred() unnamed_addr #0 {
  entry:
    br i1 undef, label %while.end, label %while.body.lr.ph
  %while.body.lr.ph:
    ; preds = %entry
    br label %while.body
  %while.body:
    ; preds = %exit.2, %while.body.lr.ph
    %lsr.iv = phi %struct.0* [ %cgep22, %exit.2 ], [ undef, %while.body.lr.ph ]
}
switch i32 undef, label %exit [ 
  i32 1, label %sw.bb.i 
  i32 2, label %sw.bb3.i 
]

sw.bb.i: ; preds = %while.body
  unreachable

sw.bb3.i: ; preds = %while.body
  unreachable

exit: ; preds = %while.body
switch i32 undef, label %exit.2 [ 
  i32 1, label %sw.bb.i17 
  i32 2, label %sw.bb3.i20 
]

sw.bb.i17: ; preds = %exit
  %0 = bitcast %struct.0* %lsr.iv to i32*
  %1 = load i32, i32* %0, align 4
  unreachable

sw.bb3.i20: ; preds = %exit
  %2 = bitcast %struct.0* %lsr.iv to i8**
  %3 = load i8*, i8** %2, align 4
  unreachable

exit.2: ; preds = %exit
  %cgep22 = getelementptr %struct.0, %struct.0* %lsr.iv, i32 1
  br label %while.body

while.end: ; preds = %entry
  ret void
}

attributes #0 = { nounwind optsize "target-cpu"="hexagonv55" }
; RUN: llc -mtriple=aarch64-apple-ios %s -o - | FileCheck %s

define <16 x double> @test_sitofp_fixed(<16 x i32> %in) {
  ; CHECK-LABEL: test_sitofp_fixed:
  ; First, extend each i32 to i64
  ; CHECK-DAG: sshll2.2d [[BLOCK0_HI:v[0-9]+]], v0, #0
  ; CHECK-DAG: sshll2.2d [[BLOCK1_HI:v[0-9]+]], v1, #0
  ; CHECK-DAG: sshll2.2d [[BLOCK2_HI:v[0-9]+]], v2, #0
  ; CHECK-DAG: sshll2.2d [[BLOCK3_HI:v[0-9]+]], v3, #0
  ; CHECK-DAG: sshll2.2d [[BLOCK0_LO:v[0-9]+]], v0, #0
  ; CHECK-DAG: sshll2.2d [[BLOCK1_LO:v[0-9]+]], v1, #0
; Next, convert each to double.
; CHECK-DAG: scvtf.2d v0, [[BLOCK0_LO]]
; CHECK-DAG: scvtf.2d v1, [[BLOCK0_HI]]
; CHECK-DAG: scvtf.2d v2, [[BLOCK1_LO]]
; CHECK-DAG: scvtf.2d v3, [[BLOCK1_HI]]
; CHECK-DAG: scvtf.2d v4, [[BLOCK2_LO]]
; CHECK-DAG: scvtf.2d v5, [[BLOCK2_HI]]
; CHECK-DAG: scvtf.2d v6, [[BLOCK3_LO]]
; CHECK-DAG: scvtf.2d v7, [[BLOCK3_HI]]

; CHECK: ret
%flt = sitofp <16 x i32> %in to <16 x double>
%res = fdiv <16 x double> %flt, <double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0>
ret <16 x double> %res
}

; This one is small enough to satisfy isSimple, but still illegally large.
define <4 x double> @test_sitofp_fixed_shortish(<4 x i64> %in) {
; CHECK-LABEL: test_sitofp_fixed_shortish:

; CHECK-DAG: scvtf.2d v0, v0
; CHECK-DAG: scvtf.2d v1, v1

; CHECK: ret
%flt = sitofp <4 x i64> %in to <4 x double>
%res = fdiv <4 x double> %flt, <double 64.0, double 64.0, double 64.0, double 64.0>
ret <4 x double> %res
}

; RUN: opt %s -inline -S | FileCheck %s

define internal void @innerSmall() "min-legal-vector-width"="128" {
ret void
}

define internal void @innerLarge() "min-legal-vector-width"="512" {
ret void
}

define internal void @innerNoAttribute() {
ret void
}

; We should not add an attribute during inlining. No attribute means unknown.
; Inlining doesn't change the fact that we don't know anything about this
; function.
define void @outerNoAttribute() {
call void @innerLarge()
ret void
}
define void @outerConflictingAttributeSmall() "min-legal-vector-width"="128" {
call void @innerLarge()
ret void
}
define void @outerConflictingAttributeLarge() "min-legal-vector-width"="512" {
call void @innerSmall()
ret void
}

; We should remove the attribute after inlining since the callee's
; vector width requirements are unknown.
define void @outerAttribute() "min-legal-vector-width"="128" {
call void @innerNoAttribute()
ret void
}

; CHECK: define void @outerNoAttribute() {
; CHECK: define void @outerConflictingAttributeSmall() #0
; CHECK: define void @outerConflictingAttributeLarge() #0
; CHECK: define void @outerAttribute() {
; CHECK: attributes #0 = { "min-legal-vector-width"="512" }
; RUN: opt -consthoist -S -o - %s | FileCheck %s
target triple = "thumbv6m-none--musleabi"

; Check that for i8 type, the maximum legal offset is 31.
; Also check that an constant used as value to be stored rather than
; pointer in a store instruction is hoisted.
; CHECK: foo_i8
; CHECK-DAG:  %[[C1:const[0-9]??]] = bitcast i32 805874720 to i32
; CHECK-DAG:  %[[C2:const[0-9]??]] = bitcast i32 805874688 to i32
; CHECK-DAG:  %[[C3:const[0-9]??]] = bitcast i32 805873720 to i32
; CHECK-DAG:  %[[C4:const[0-9]??]] = bitcast i32 805873688 to i32
; CHECK:  %0 = inttoptr i32 %[[C2]] to i8*
; CHECK-NEXT:  %1 = load volatile i8, i8* %0
; CHECK-NEXT:  %[[M1:const_mat[0-9]??]] = add i32 %[[C2]], 4
; CHECK-NEXT:  %2 = inttoptr i32 %[[M1]] to i8*
; CHECK-NEXT:  %3 = load volatile i8, i8* %2
; CHECK-NEXT:  %[[M2:const_mat[0-9]??]] = add i32 %[[C2]], 31
; CHECK-NEXT:  %4 = inttoptr i32 %[[M2]] to i8*
define void @foo_i8() {
  entry:
  %0 = load volatile i8, i8* inttoptr (i32 805874688 to i8*)
  %1 = load volatile i8, i8* inttoptr (i32 805874692 to i8*)
  %2 = load volatile i8, i8* inttoptr (i32 805874719 to i8*)
  %3 = load volatile i8, i8* inttoptr (i32 805874720 to i8*)
  %4 = load volatile i8, i8* inttoptr (i32 805874727 to i8*)
  store i8 %4, i8* inttoptr(i32 805873688 to i8*)
  store i8 %3, i8* inttoptr(i32 805873719 to i8*)
  store i8 %2, i8* inttoptr(i32 805873720 to i8*)
  store i8 %1, i8* inttoptr(i32 805873727 to i8*)
  store i8* inttoptr(i32 805874800 to i8*), i8** @goo
  ret void
}

@goo = global i8* undef

; Check that for i16 type, the maximum legal offset is 62.
; CHECK: foo_i16
; CHECK-DAG: %[[C1:const[0-9]??]] = bitcast i32 805874752 to i32
; CHECK-DAG: %[[C2:const[0-9]??]] = bitcast i32 805874688 to i32
; CHECK: %0 = inttoptr i32 %[[C2]] to i16*
; CHECK-NEXT: %1 = load volatile i16, i16* %0, align 2
; CHECK-NEXT: %[[M1:const_mat[0-9]??]] = add i32 %[[C2]], 4
; CHECK-NEXT: %2 = inttoptr i32 %[[M1]] to i16*
; CHECK-NEXT: %3 = load volatile i16, i16* %2, align 2
; CHECK-NEXT: %[[M2:const_mat[0-9]??]] = add i32 %[[C2]], 32
; CHECK-NEXT: %4 = inttoptr i32 %[[M2]] to i16*
define void @foo_i16() {
  entry:
  %0 = load volatile i16, i16* inttoptr (i32 805874688 to i16*), align 2
  %1 = load volatile i16, i16* inttoptr (i32 805874692 to i16*), align 2
  %2 = load volatile i16, i16* inttoptr (i32 805874720 to i16*), align 2
  %3 = load volatile i16, i16* inttoptr (i32 805874750 to i16*), align 2
  %4 = load volatile i16, i16* inttoptr (i32 805874752 to i16*), align 2
  %5 = load volatile i16, i16* inttoptr (i32 805874774 to i16*), align 2
  ret void
}

define void @foo_i32() {
  entry:
  %0 = load volatile i32, i32* inttoptr (i32 805874688 to i32*), align 4
  %1 = load volatile i32, i32* inttoptr (i32 805874692 to i32*), align 4
  %2 = load volatile i32, i32* inttoptr (i32 805874812 to i32*), align 4
  %3 = load volatile i32, i32* inttoptr (i32 805874816 to i32*), align 4
  %4 = load volatile i32, i32* inttoptr (i32 805874818 to i32*), align 4
  %5 = load volatile i32, i32* inttoptr (i32 805874820 to i32*), align 4
  %6 = load volatile i32, i32* inttoptr (i32 805874824 to i32*), align 4
  %7 = load volatile i32, i32* inttoptr (i32 805874828 to i32*), align 4
  %8 = load volatile i32, i32* inttoptr (i32 805874830 to i32*), align 4
  %9 = load volatile i32, i32* inttoptr (i32 805874832 to i32*), align 4
  %10 = load volatile i32, i32* inttoptr (i32 805874834 to i32*), align 4
  %11 = load volatile i32, i32* inttoptr (i32 805874836 to i32*), align 4
  ret void
}
%4 = load volatile i32, i32* inttoptr (i32 805874824 to i32*), align 4
%5 = load volatile i32, i32* inttoptr (i32 805874828 to i332*), align 4
ret void
}

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Developed by:

LLVM Team

University of Illinois at Urbana-Champaign

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<tbody>
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</tr>
<tr>
<td>OpenBSD regex</td>
<td>llvm/lib/Support/regex</td>
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<tr>
<td>pyyaml tests</td>
<td>llvm/test/YAMLParser</td>
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<tr>
<td>ARM contributions</td>
<td>llvm/lib/Target/ARM/LICENSE.TXT</td>
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<td>llvm/lib/Support/MD5.cpp llvm/include/llvm/Support/MD5.h</td>
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declare fp128 @llvm.fabs.f128(fp128)
declare fp128 @llvm.copysign.f128(fp128, fp128)

define fp128 @TestSelect(fp128 %a, fp128 %b) {
    %cmp = fcmp ogt fp128 %a, %b
    %sub = fsub fp128 %a, %b
    %res = select i1 %cmp, fp128 %sub, fp128 0xL00000000000000000000000000000000
    ret fp128 %res
    ; CHECK-LABEL: TestSelect:
    ; CHECK movaps 16(%rsp), %xmm1
    ; CHECK-NEXT callq __subtf3
    ; CHECK-NEXT testl %ebx, %ebx
    ; CHECK-NEXT jg .LBB0_2
    ; CHECK-NEXT # %bb.1:
    ; CHECK-NEXT movaps .LCPI0_0(%rip), %xmm0
define fp128 @TestFabs(fp128 %a) {
  %res = call fp128 @llvm.fabs.f128(fp128 %a)
  ret fp128 %res
}

define fp128 @TestCopysign(fp128 %a, fp128 %b) {
  %res = call fp128 @llvm.copysign.f128(fp128 %a, fp128 %b)
  ret fp128 %res
}

define fp128 @TestFneg(fp128 %a) {
  %mul = fmul fp128 %a, %a
  %res = fsub fp128 0xL00000000000000008000000000000000, %mul
  ret fp128 %res
}

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THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND,
Klib is a standalone and lightweight C library distributed under [MIT/X11 license][1]. Most components are independent of external libraries, except the standard C library, and independent of each other. To use a component of this library, you only need to copy a couple of files to your source code tree without worrying about library dependencies.

Klib strives for efficiency and a small memory footprint. Some components, such as khash.h, kbtree.h, ksort.h and kvec.h, are among the most efficient implementations of similar algorithms or data structures in all programming languages, in terms of both speed and memory use.

A new documentation is available [here](http://attractivechaos.github.io/klib/) which includes most information in this README file.

#### Common components

* [khash.h][khash]: generic [hash table][2] with open addressing.
* [kbtree.h][kbtree]: generic search tree based on [B-tree][3].
* [kavl.h][kavl]: generic intrusive [AVL tree][wiki-avl].
* [ksort.h][ksort]: generic sort, including [introsort][4], [merge sort][5], [heap sort][6], [comb sort][7], [Knuth shuffle][8] and the [k-small][9] algorithm.
* [kseq.h][kseq]: generic stream buffer and a [FASTA][10]/[FASTQ][11] format parser.
* kvec.h: generic dynamic array.
* klist.h: generic single-linked list and [memory pool][12].
* kstring.{h,c}: basic string library.
* kmath.{h,c}: numerical routines including [MT19937-64][13] [pseudorandom generator][14], basic [nonlinear programming][15] and a few special math functions.
* [ketopt.h][ketopt]: portable command-line argument parser with getopt\_long-like API.

#### Components for more specific use cases
* ksa.c: constructing [suffix arrays][16] for strings with multiple sentinels, based on a revised [SAIS algorithm][17].

* knetfile.{h,c}: random access to remote files on HTTP or FTP.

* kopen.c: smart stream opening.

* khnx.{h,c}: [Newick tree format][20] parser.

## <a name="methodology"></a>Methodology

For the implementation of generic [containers][21], klib extensively uses C macros. To use these data structures, we usually need to instantiate methods by expanding a long macro. This makes the source code look unusual or even ugly and adds difficulty to debugging. Unfortunately, for efficient generic programming in C that lacks [template][22], using macros is the only solution. Only with macros, we can write a generic container which, once instantiated, compete with a type-specific container in efficiency. Some generic libraries in C, such as [Glib][23], use the `void*` type to implement containers. These implementations are usually slower and use more memory than klib (see [this benchmark][31]).

To effectively use klib, it is important to understand how it achieves generic programming. We will use the hash table library as an example:

```c
#include "khash.h"
KHASH_MAP_INIT_INT(m32, char)       // instantiate structs and methods
int main() {
    int ret, is_missing;
    khint_t k;
    khash_t(m32) *h = kh_init(m32); // allocate a hash table
    k = kh_put(m32, h, 5, &ret);     // insert a key to the hash table
    if (!ret) kh_del(m32, h, k);
    kh_value(h, k) = 10;             // set the value
    k = kh_get(m32, h, 10);          // query the hash table
    is_missing = (k == kh_end(h));   // test if the key is present
    k = kh_get(m32, h, 5);
    kh_del(m32, h, k);               // remove a key-value pair
    for (k = kh_begin(h); k != kh_end(h); ++k)  // traverse
        if (kh_exist(h, k))          // test if a bucket contains data
            kh_value(h, k) = 1;
    kh_destroy(m32, h);              // deallocate the hash table
    return 0;
}
```

In this example, the second line instantiates a hash table with `unsigned` as the key type and `char` as the value type. `m32` names such a type of hash table. All types and functions associated with this name are macros, which will be explained later. Macro `kh_init()` initiates a hash table and `kh_destroy()`
frees it. `kh_put()` inserts a key and returns the iterator (or the position) in the hash table. `kh_get()` and `kh_del()` get a key and delete an element, respectively. Macro `kh_exist()` tests if an iterator (or a position) is filled with data.

An immediate question is this piece of code does not look like a valid C program (e.g. lacking semicolon, assignment to an _apparent_ function call and _apparent_ undefined `m32` `variable`). To understand why the code is correct, let's go a bit further into the source code of `khash.h`, whose skeleton looks like:

```c
#define KHASH_INIT(name, SCOPE, key_t, val_t, is_map, _hashf, _hasheq) 
  typedef struct { 
    int n_buckets, size, n_occupied, upper_bound; 
    unsigned *flags; 
    key_t *keys; 
    val_t *vals; 
  } kh_##name##_t; 
SCOPE inline kh_##name##_t *init_##name() { 
  return (kh_##name##_t*)calloc(1, sizeof(kh_##name##_t)); 
} 
SCOPE inline int get_##name(kh_##name##_t *h, key_t k) 
... 
SCOPE inline void destroy_##name(kh_##name##_t *h) { 
  if (h) { 
    free(h->keys); free(h->flags); free(h->vals); free(h); 
  } 
} 

#define _int_hf(key) (unsigned)(key) 
#define _int_heq(a, b) (a == b) 
#define khash_t(name) kh_##name##_t 
#define kh_value(h, k) ((h)->vals[k]) 
#define kh_begin(h, k) 0 
#define kh_end(h) ((h)->n_buckets) 
#define kh_init(name) init_##name() 
#define kh_get(name, h, k) get_##name(h, k) 
#define kh_destroy(name, h) destroy_##name(h) 
...
#define KHASH_MAP_INIT_INT(name, val_t) 
  KHASH_INIT(name, static, unsigned, val_t, is_map, _int_hf, _int_heq)
```

`KHASH_INIT()` is a huge macro defining all the structs and methods. When this macro is called, all the code inside it will be inserted by the [C preprocess][37] to the place where it is called. If the macro is called multiple times, multiple copies of the code will be inserted. To avoid naming conflict of hash tables with different key-value types, the library uses [token concatenation][36], which is a preprocessor feature whereby we can substitute
part of a symbol based on the parameter of the macro. In the end, the C
preprocessor will generate the following code and feed it to the compiler
(macro `kh_exist(h,k)` is a little complex and not expanded for simplicity):

typedef struct {
    int n_buckets, size, n_occupied, upper_bound;
    unsigned *flags;
    unsigned *keys;
    char *vals;
} kh_m32_t;
static inline kh_m32_t *init_m32() {
    return (kh_m32_t*)calloc(1, sizeof(kh_m32_t));
}
static inline int get_m32(kh_m32_t *h, unsigned k)
...
static inline void destroy_m32(kh_m32_t *h) {
    if (h) {
        free(h->keys); free(h->flags); free(h->vals); free(h);
    }
}

int main() {
    int ret, is_missing;
    khint_t k;
    kh_m32_t *h = init_m32();
    k = put_m32(h, 5, &ret);
    if (!ret) del_m32(h, k);
    h->vals[k] = 10;
    k = get_m32(h, 10);
    is_missing = (k == h->n_buckets);
    k = get_m32(h, 5);
    del_m32(h, k);
    for (k = 0; k != h->n_buckets; ++k)
        if (kh_exist(h, k)) h->vals[k] = 1;
    destroy_m32(h);
    return 0;
}

This is the C program we know.

From this example, we can see that macros and the C preprocessor plays a key
role in klib. Klib is fast partly because the compiler knows the key-value
type at the compile time and is able to optimize the code to the same level
as type-specific code. A generic library written with `void*` will not get such
performance boost.

Massively inserting code upon instantiation may remind us of C++’s slow
compiling speed and huge binary size when STL/boost is in use. Klib is much
better in this respect due to its small code size and component independency. Inserting several hundreds lines of code won't make compiling obviously slower.

## Resources

* Library documentation, if present, is available in the header files. Examples can be found in the [test/][24] directory.
* **Obsolete** documentation of the hash table library can be found at [SourceForge][25]. This README is partly adapted from the old documentation.
* [Blog post][26] describing the hash table library.
* [Blog post][27] on why using `void*` for generic programming may be inefficient.
* [Blog post][28] on the generic stream buffer.
* [Blog post][29] evaluating the performance of `kvec.h`.
* [Blog post][30] arguing B-tree may be a better data structure than a binary search tree.
* [Blog post][31] evaluating the performance of `khash.h` and `kbtree.h` among many other implementations.
* [An older version][33] of the benchmark is also available.
* [Blog post][34] benchmarking internal sorting algorithms and implementations.
* [Blog post][32] on the k-small algorithm.
* [Blog post][35] on the Hooke-Jeeve's algorithm for nonlinear programming.

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[24]: https://github.com/attractivechaos/klib/tree/master/test
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[35]: http://attractivechaos.wordpress.com/2008/08/24/derivative-free-optimization-dfo/
[36]: http://en.wikipedia.org/wiki/C_preprocessor#Token_concatenation

[kbtree]: http://attractivechaos.github.io/klib/#KBtree%3A%20generic%20ordered%20map:%5B%5BKKBtree%3A%20generic%20ordered%20map%5D%5D
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[kavl]: http://attractivechaos.github.io/klib/#KAVL%3A%20generic%20intrusive%20AVL%20tree
[ketopt]: http://attractivechaos.github.io/klib/#Ketopt%3A%20parsing%20command-line%20arguments

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