

PHPNG

PHP New Engine

Laruenice & Dmitry

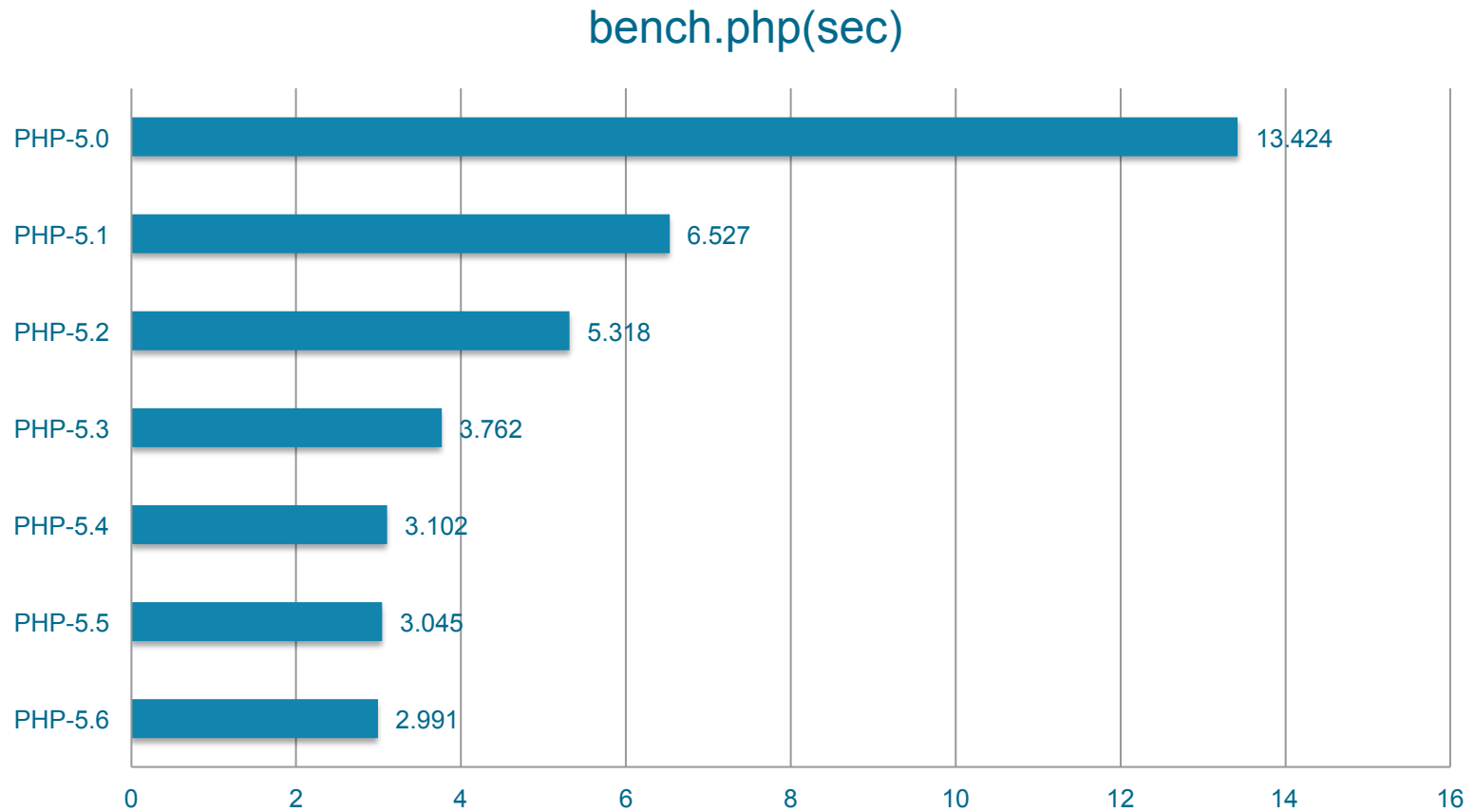
@laruenice

<http://www.laruenice.com/>

About Me

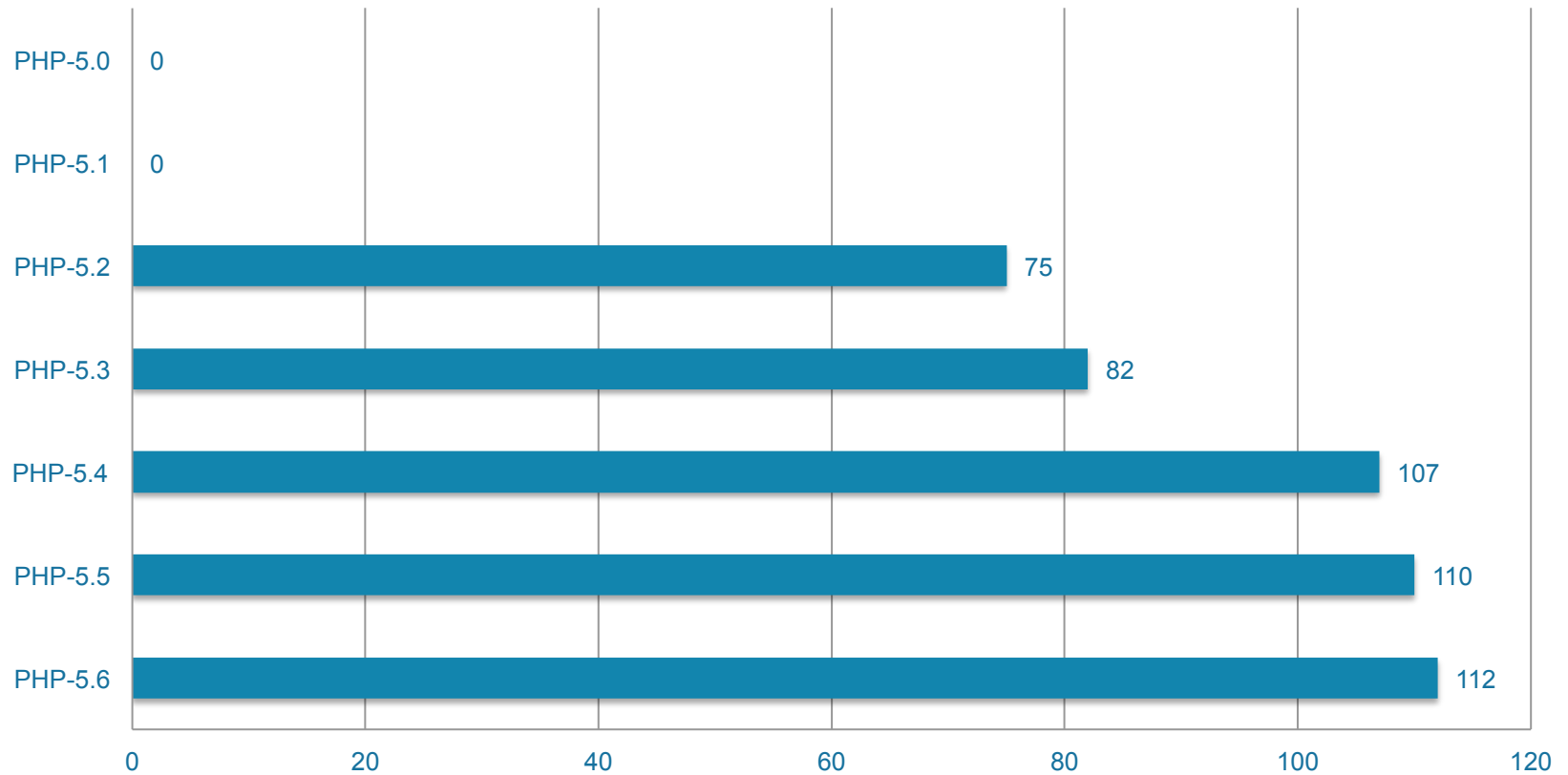
- 2008 PHP Intern at Yahoo!
- 2010 Author of Yaf
- 2011 PHP core developer
- 2011 Author of taint
- 2012 Author of Yar, Yac
- 2013 Zend consultant
- 2013 PHP llvm-jit (opcache)
- 2014 Works with Dmitry on PHPNG

PHP Performance Evaluation



PHP Performance Evaluation

Wordpress 3.6 home page qps



PHP Performance Evaluation

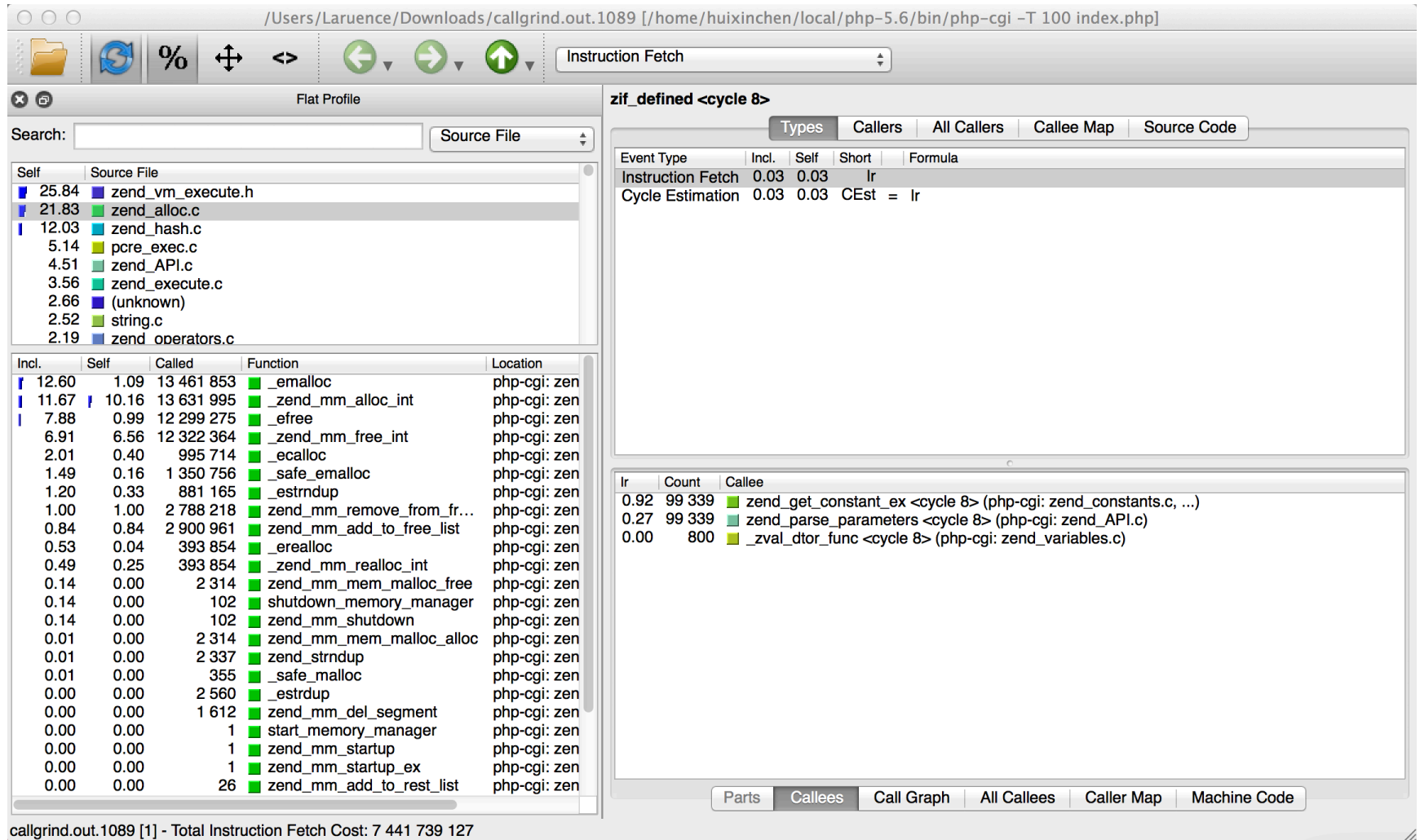
- ~5 times faster from 5.0 to 5.6 in bench
- ~2 times faster from 5.0 to 5.6 in real-life apps
- No big performance improvement after 5.4
- Zend VM is already highly optimized

Worked at darkness

- About 2 years were “wasted” on PoC of JIT for PHP-5.5
- We created a POC of JIT compiler based on LLVM
- ~8 times speedup on bench.php
- Negligible speedup on real-life apps (1% on Wordpress)

A	B	E	F
bench.php	PHP 5.5	PHP 5.5 + JIT(24 Aug)	hhvm
simple	0.142	0.005	0.008
simplecall	0.165	0.001	0.003
simpleucall	0.142	0.001	0.010
simpleudcall	0.151	0.001	0.010
mandel	0.389	0.020	0.068
mandel2	0.440	0.044	0.085
ackermann	0.164	0.048	0.013
ary(50000)	0.023	0.013	0.008
ary2(50000)	0.019	0.012	0.009
ar3(2000)	0.203	0.038	0.102
fibo(30)	0.468	0.017	0.026
hash1(50000)	0.041	0.024	0.036
hash2(500)	0.043	0.029	0.023
heapsort(20000)	0.122	0.040	0.045
matrix(20)	0.110	0.033	0.038
nestedloop(12)	0.236	0.008	0.015
sieve(30)	0.121	0.058	0.027
strcat(200000)	0.017	0.012	0.006
Total	2.996	0.404	0.532

Wordpress profiled



Wordpress profiled

- ~20% of the CPU time in memory manager
- ~10% doing hash tables
- ~30% in internal functions
- ~30% in VM

PHP New Generation

- It's a refactoring
- Main goal — achieve new performance level and make base for future improvements
- No new features for users (only internals)
- Keep 100% compatibility in PHP behavior
- May 2014 we opened the project

ZVAL

```
struct _zval_struct {
    union {
        long lval;
        double dval;
        struct {
            char *val;
            int len;
        } str;
        HashTable *ht;
        zend_object_value obj;
        zend_ast *ast;
    } value;
    zend_uint refcount__gc;
    zend_uchar type;
    zend_uchar is_ref__gc;
};
```

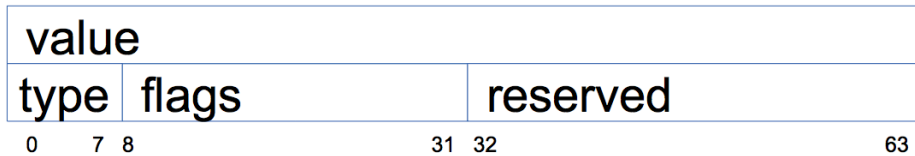
```
sizeof(zval) == 24
```

U2 -> Reserved

```
struct _zval_struct {
    union {
        long lval;
        double dval;
        zend_refcounted *counted;
        zend_string *str;
        zend_array *arr;
        zend_object *obj;
        zend_resource *res;
        zend_reference *ref;
        zend_ast_ref *ast;
        zval *zv;
        void *ptr;
        zend_class_entry *ce;
        zend_function *func;
    } value;
    union {
        struct {
            ZEND_ENDIAN_LOHI_4(
                zend_uchar type,
                zend_uchar type_flags,
                zend_uchar const_flags,
                zend_uchar reserved)
        } v;
        zend_uint type_info;
    } u1;
    union {
        zend_uint var_flags;
        zend_uint next;
        zend_uint str_offset;
        zend_uint cache_slot;
    } u2;
};
```

```
sizeof(zval) == 16
```

ZVAL



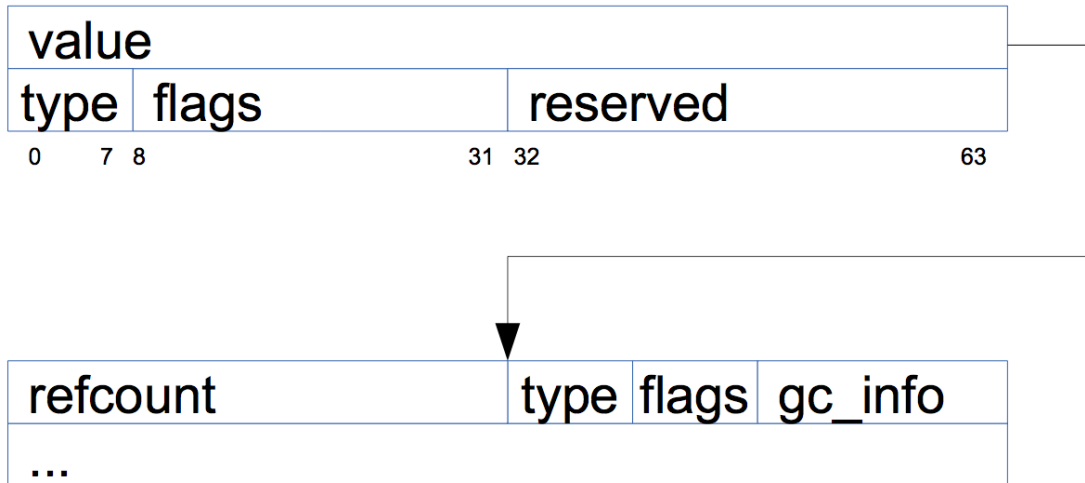
- IS_TYPE_CONSTANT
- IS_TYPE_REFCOUNTED
- IS_TYPE_COLLECTABLE
- IS_TYPE_COPYABLE
- IS_TYPE_IMMUTABLE

- IS_UNDEF
- IS_NULL
- IS_FALSE
- IS_TRUE
- IS_LONG
- IS_DOUBLE
- IS_STRING
- IS_ARRAY
- IS_OBJECT
- IS_RESOURCE
- IS_REFERENCE
- IS_INDIRECT
- IS_PTR

ZVAL

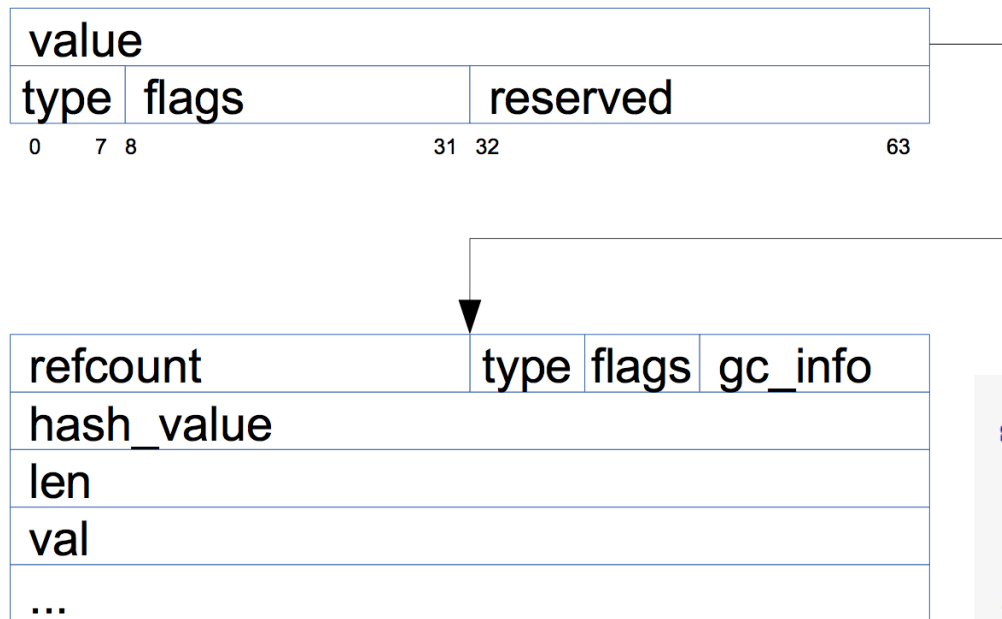
- No more:
 - MAKE_STD_ZVAL
 - zval **
 - temp_varaible
 - zend_literal
 - pListNext, pListLast

ZVAL REFCOUNTED



- IS_STRING
- IS_ARRAY
- IS_OBJECT
- IS_RESOURCE
- IS_REFERENCE

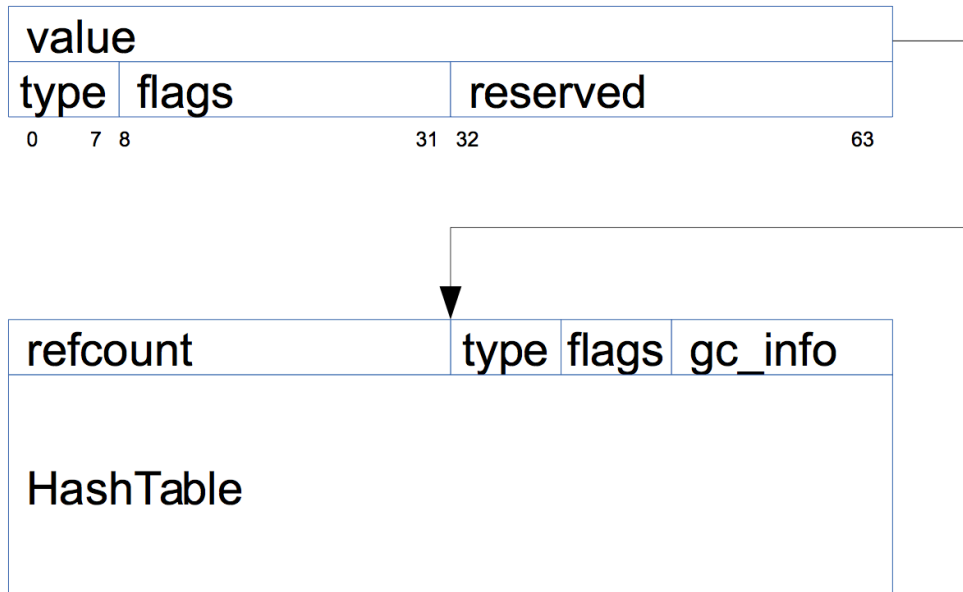
ZVAL IS_STRING



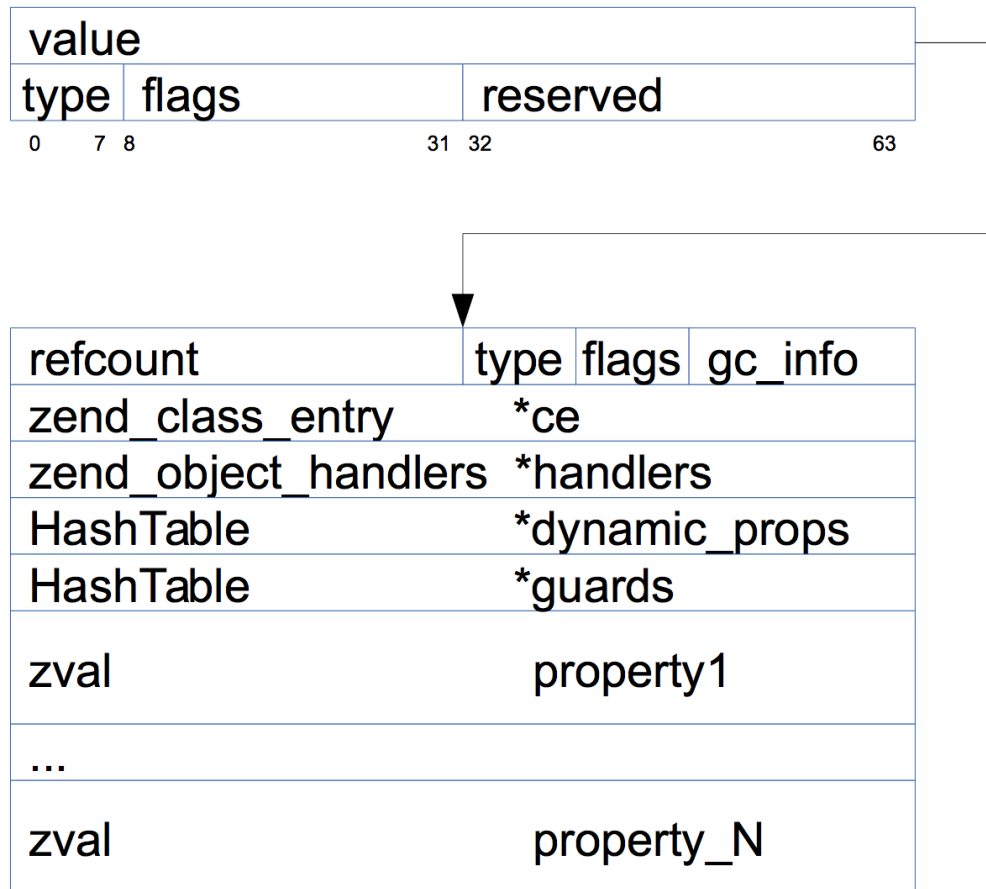
- IS_STR_PERSISTENT
- IS_STR_INTERNERD
- IS_STR_PERMANENT
- IS_STR_CONSTANT

```
struct _zend_string {  
    zend_refcounted    gc;  
    zend_ulong         h;  
    int                len;  
    char               val[1];  
};
```

ZVAL IS_ARRAY



ZVAL IS_OBJECT

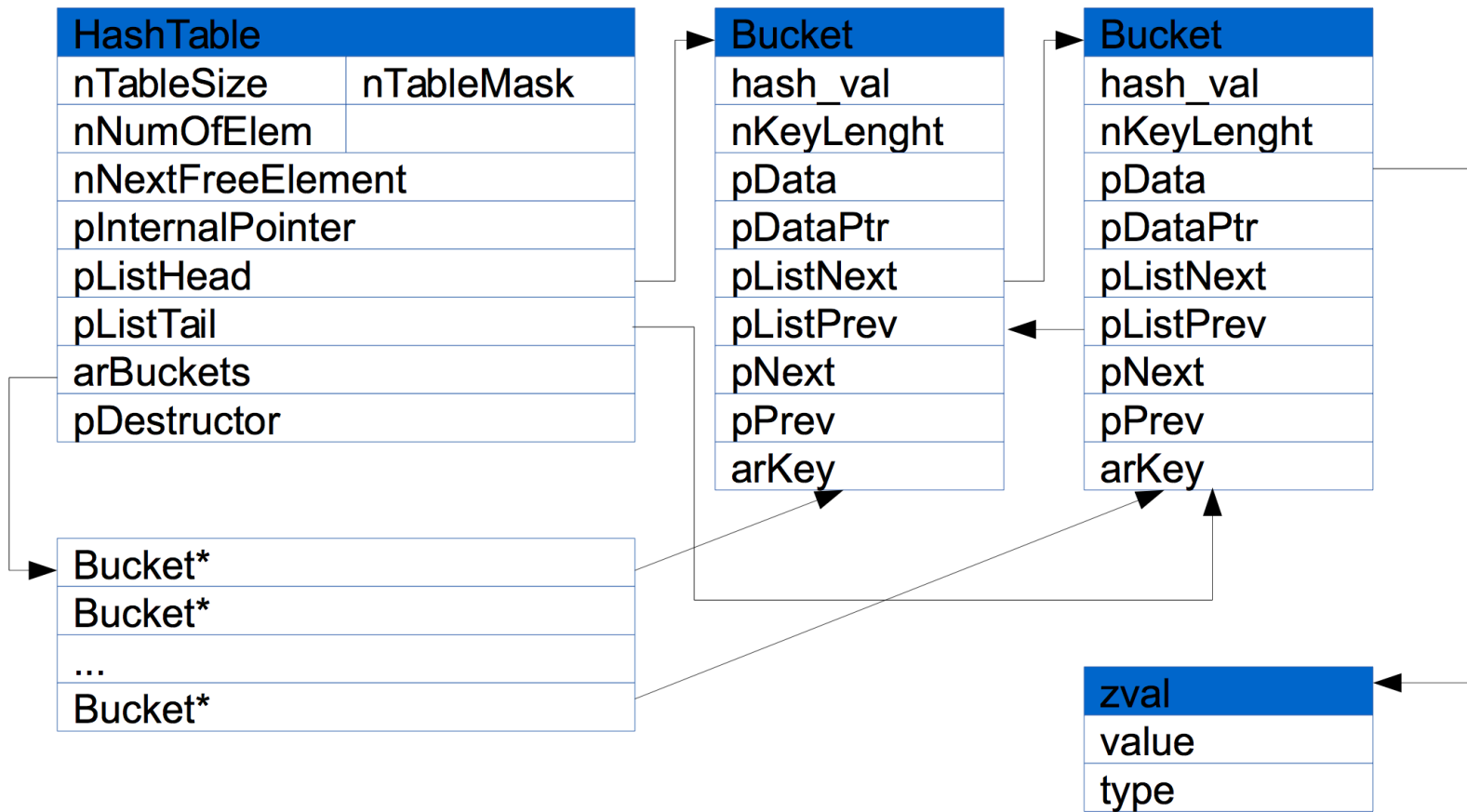


- IS_OBJ_DESTROYED
- IS_OBJ_FREED

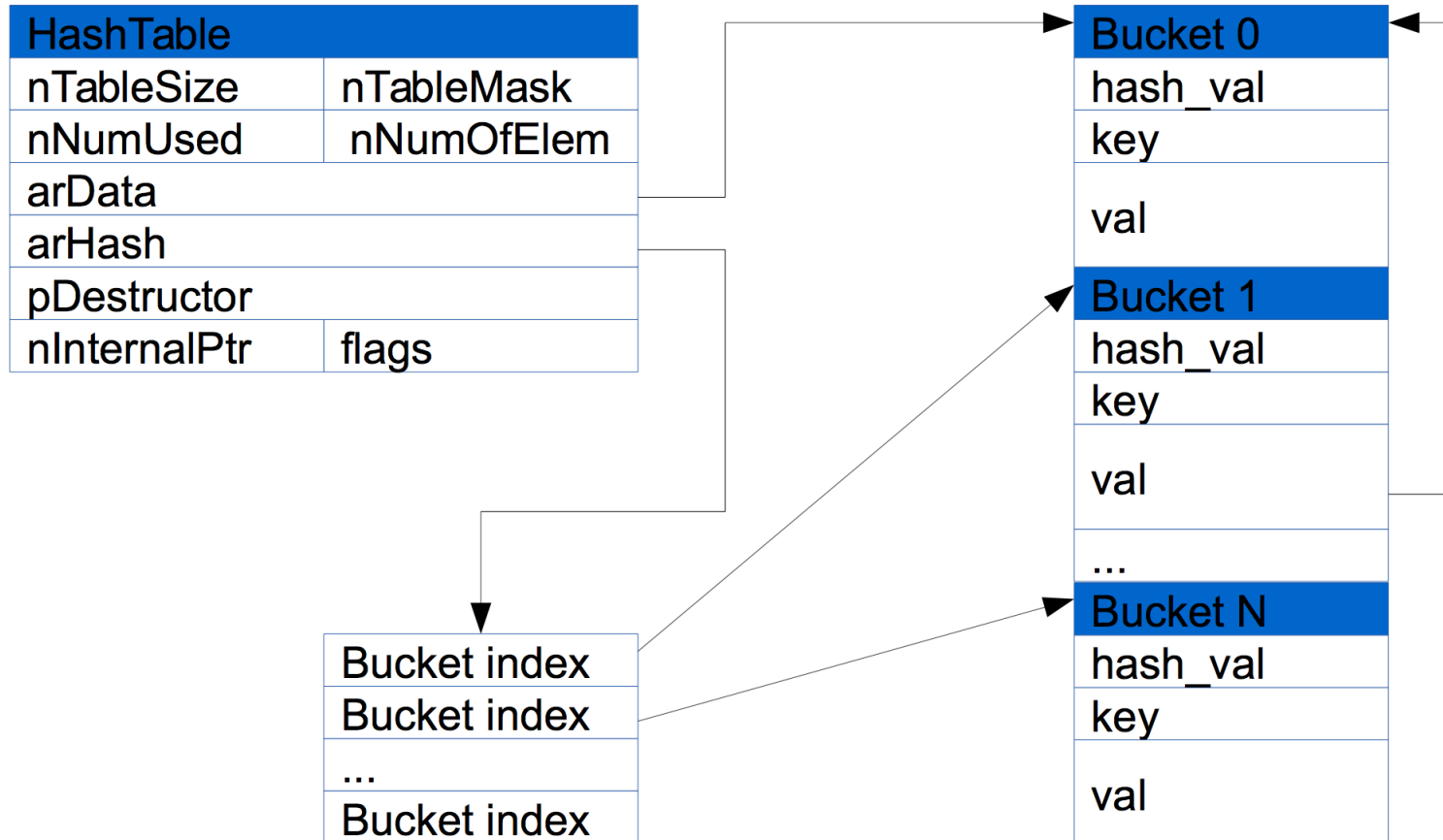
ZVAL IS_REFERENCE



HashTable – PHP5



HashTable – PHPNG



HashTable

- Values of arrays are zval by default
- HashTable size reduced from 72 to 56 bytes
- Bucket size reduced from 72 to 32 bytes
- Memory for all Buckets is allocated at once
- Bucket.key now is a pointer to zend_string
- Values of array elements are embedded into the Buckets
- Improved data locality => less CPU cache misses

Immutable array

```
$a = array();  
for ($i = 0; $i < 1000000; $i++) $a[$i] = array("hello");  
echo memory_get_usage(true);
```

	PHP	PHPNG
Memory Usage	428 MB	33 MB
Time	0.49 sec	0.06 sec

```
if (in_array($color, array("red", "yellow", "green"))) {  
    ...  
}
```

Fast Parameters Parsing APIs

- ~5% of the CPU time is spent in zend_parse_parameters()
- For some simple functions the overhead of zend_parse_parameters() is over 90%

```
if (zend_parse_parameters(ZEND_NUM_ARGS()  
    TSRMLS_CC, "za|b",  
    &value, &array, &strict) == FAILURE) {  
    return;  
}
```

```
ZEND_PARSE_PARAMETERS_START()  
    Z_PARAM_ZVAL(value)  
    Z_PARAM_ARRAY(array)  
    Z_PARAM_OPTIONAL  
    Z_PARAM_BOOL(strict)  
ZEND_PARSE_PARAMETERS_END();
```

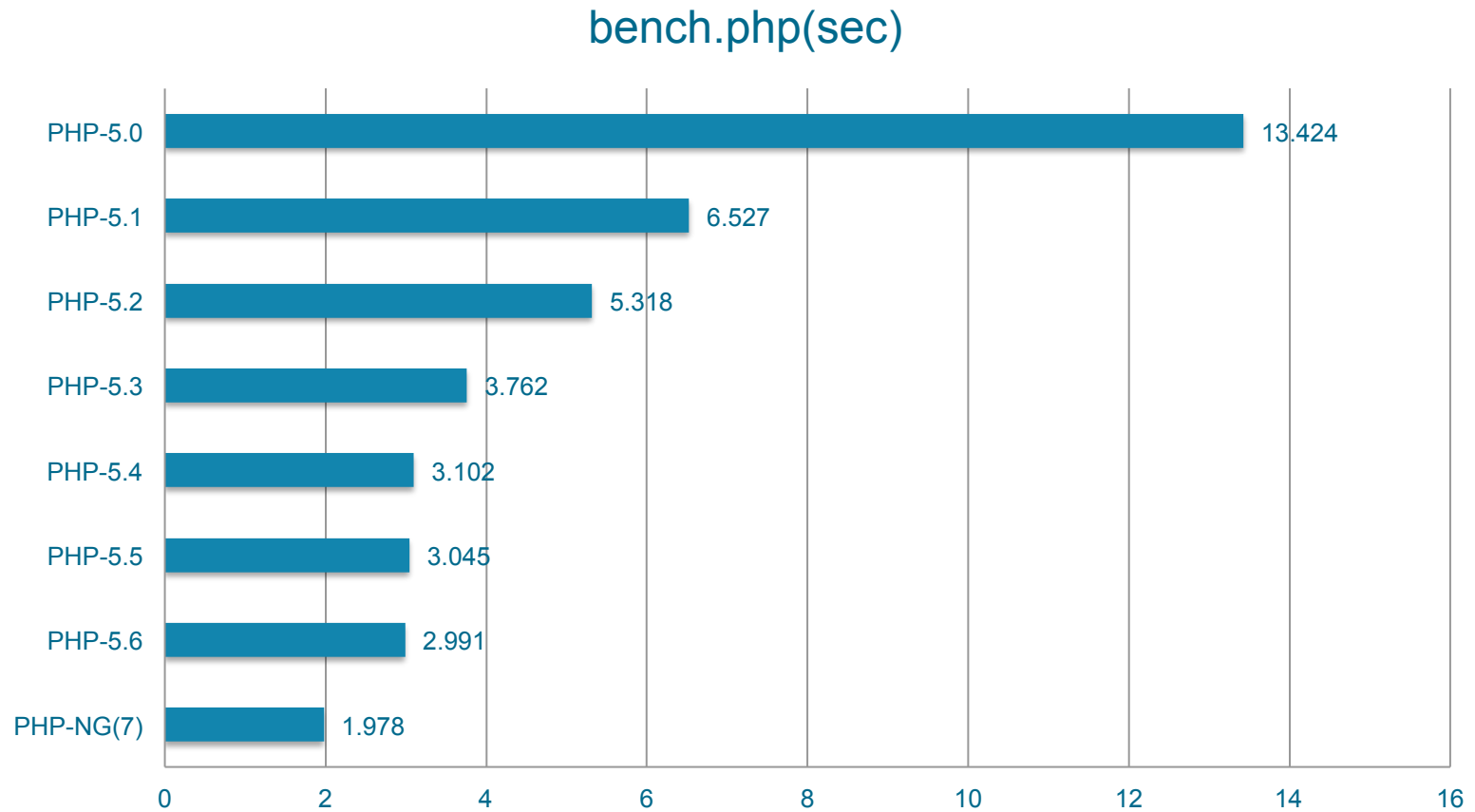
Inline Frequently used simple functions

- `call_user_function(_array) => ZEND_INIT_USER_CALL`
- `is_int/string/array/* etc => ZEND_TYPE_CHECK`
- `strlen => ZEND_STRLEN`
- `defined => ZEND+DEFINED`

Small Optimaztions

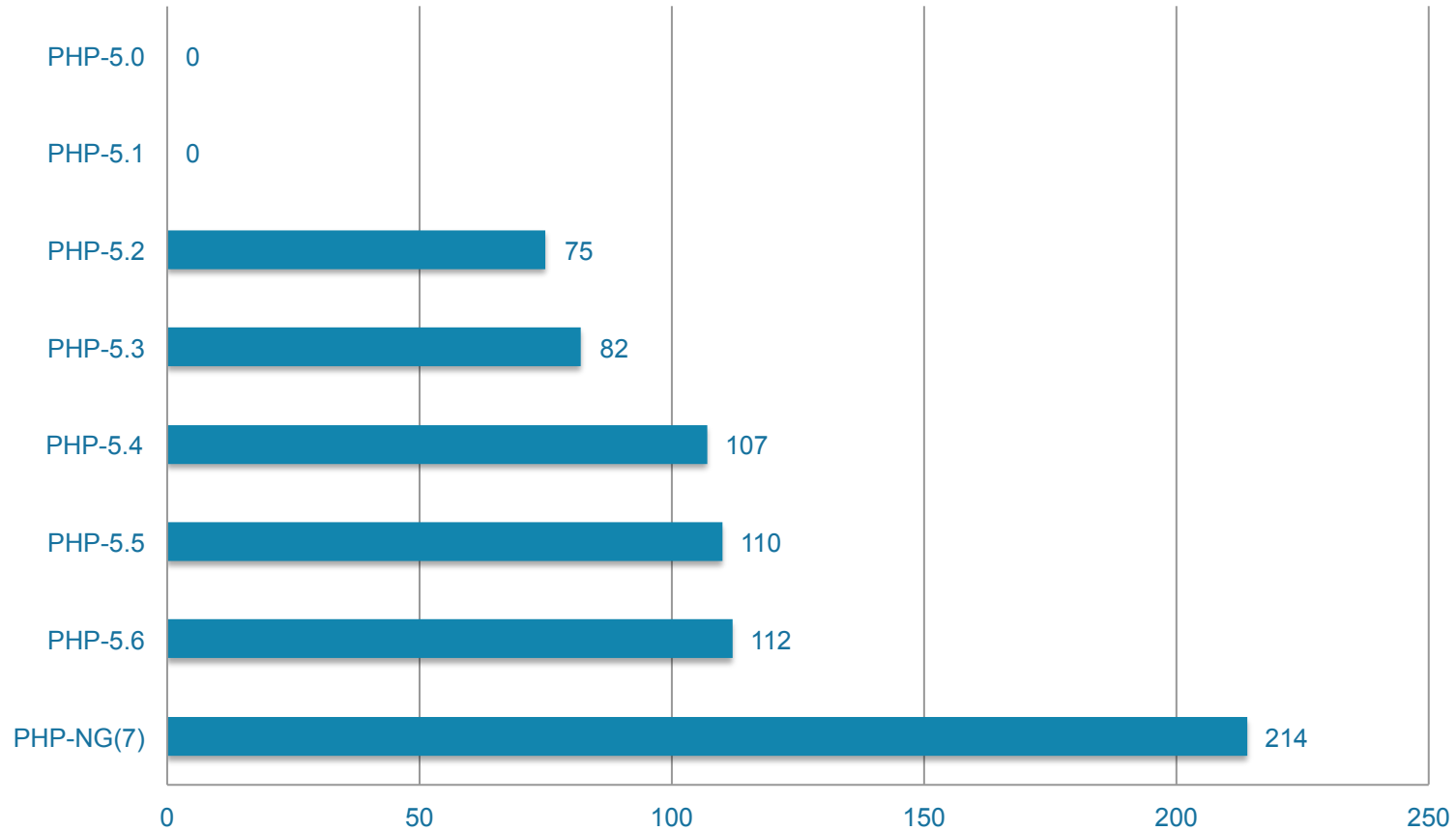
- New HashTable iteration AP
- Array duplication optimization
- Reference-counting instead of copying
- PCRE with JIT
-

PHPNG Performance

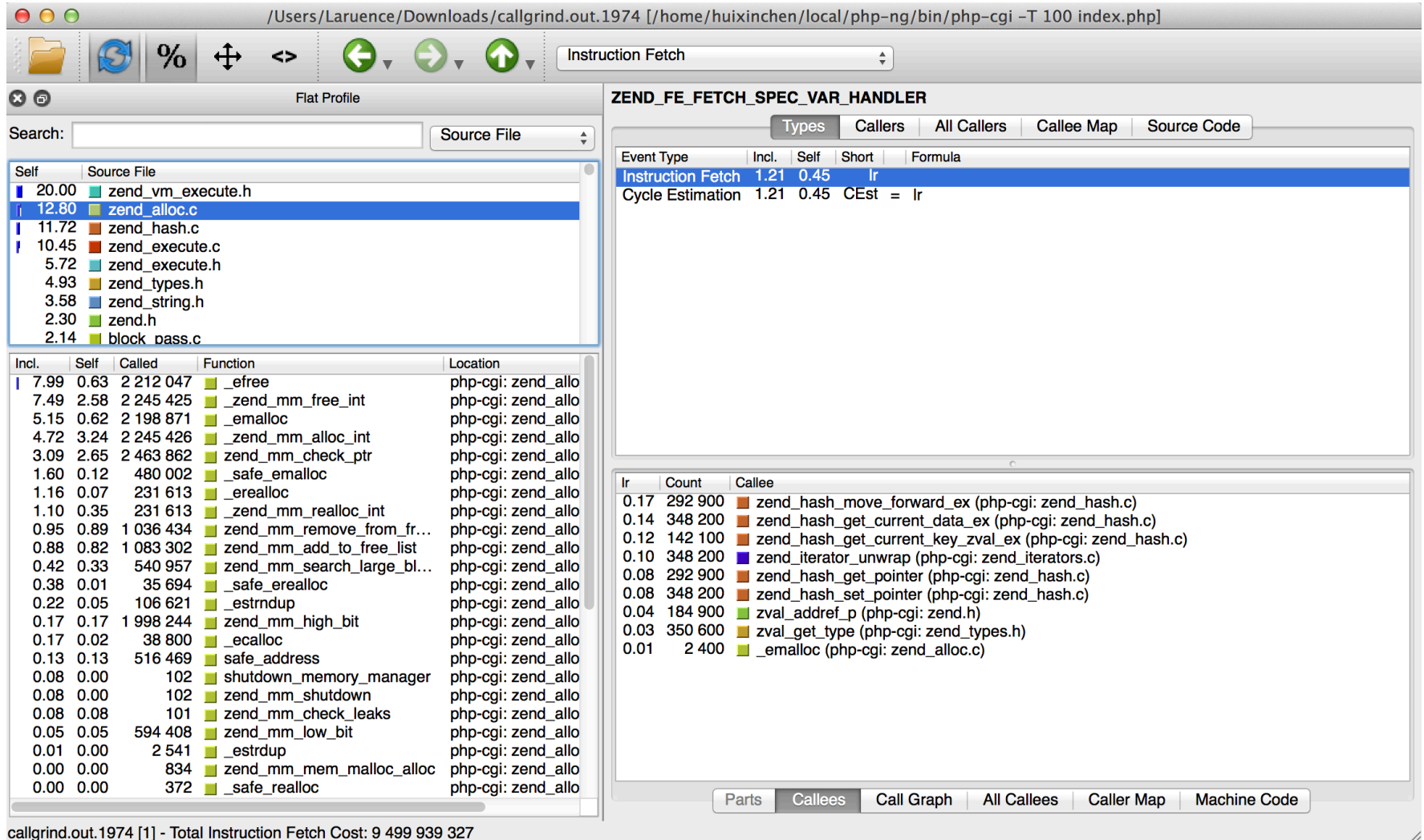


PHPNG Performance

Wordpress 3.0.1 home page qps

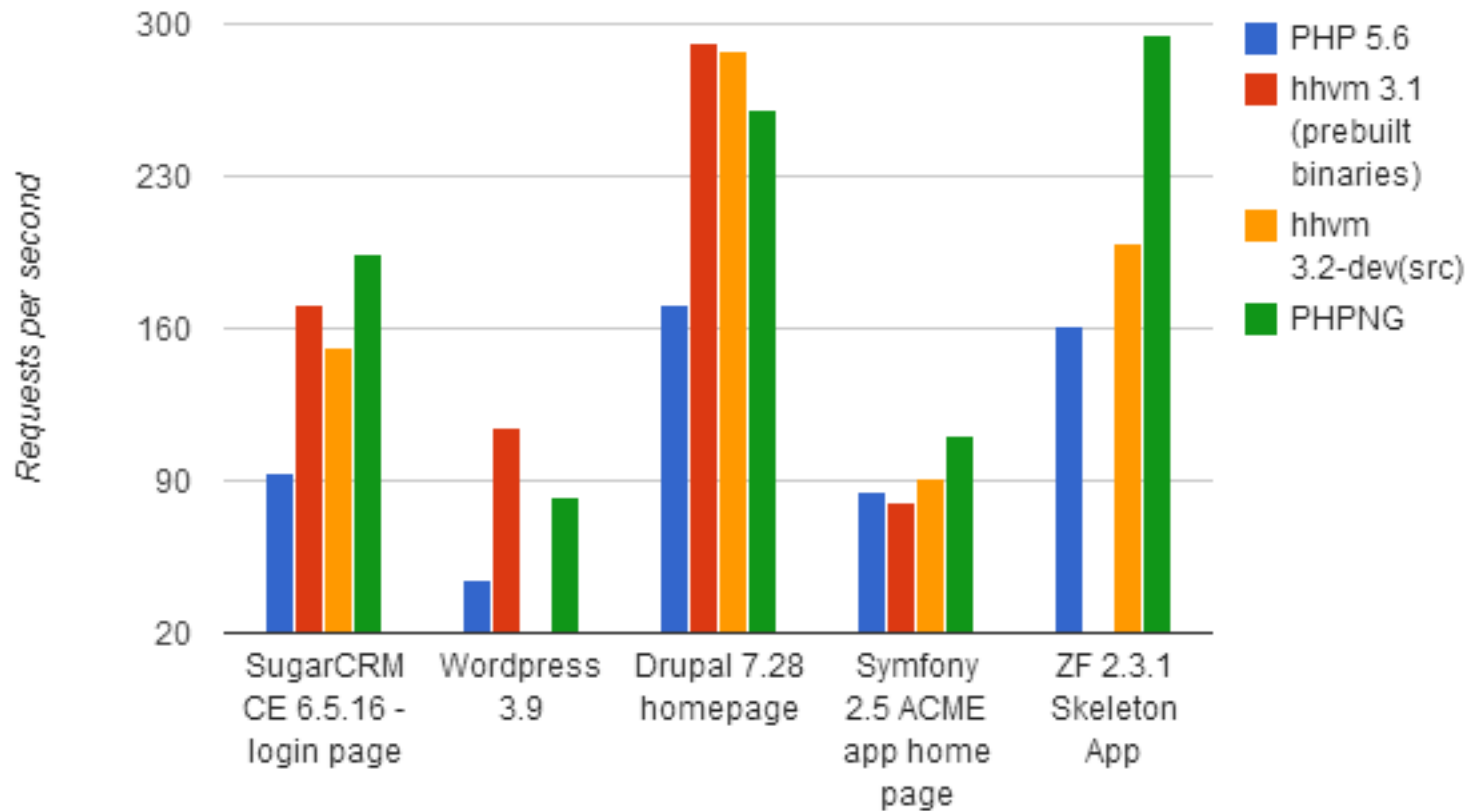


Wordpress profiled



PHPNG Performance

Real World Apps - Benchmarks



PHPNG Next

- Merge into main-stream PHP branch
- Solve few incompatibility problems
- Port more extensions
- Don't make new language features to break the performance
- Release PHP-Next (mid 2015)
- Restart JIT ?

Links

- `phpng:_Refactored_PHP_Engine_with_Big_Performance_Improvement:`
<http://news.php.net/php.internals/73888>
- PHPNG RFC: <https://wiki.php.net/phpng>
- PHPNG Implementation details: <https://wiki.php.net/phpng-int>
- Upgrading PHP extensions from PHP5 to PHPNG: <https://wiki.php.net/phpng-upgrading>
- Zeev Benchmarking PHPNG:
<http://zsuraski.blogspot.co.il/2014/07/benchmarking-phpng.html>

Q&A