



# How difficult is to get a JIT right?

[guillermo.polito@inria.fr](mailto:guillermo.polito@inria.fr)

Guillermo Polito - ESUG'24



# Quick About Me: Guille

[guillermo.polito@inria.fr](mailto:guillermo.polito@inria.fr)  
@guillep



- Pronounced *gise* (guichet in FR, ~ghisheh in EN?)
- **Now:** Researcher at Inria - Lille
- Pharo Contributor since ~2010
- **Keywords:** compilers, testing, test generation
- **Interests:** tooling, benchmarking, 日本語, board games, batman, concurrency

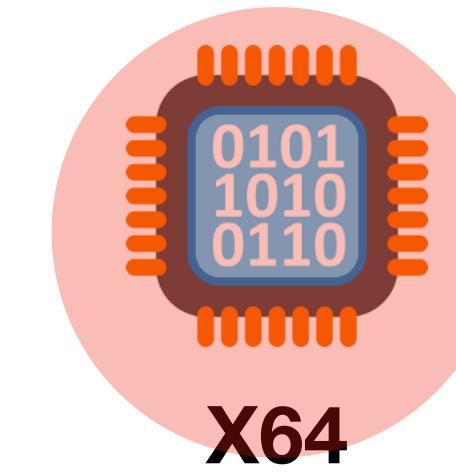
If any of that interests you, come talk to me!



# Debugging Assembly Code



**IA32**



**X64**



**AARCH64**

Address	ASM	Bytes	Name	Machine Alias	Smalltalk Alias	Value
16r10000000	mov esi, dwor#[16r8B' '16r		eip			'16r1002000'
16r10000004	mov ecx, esi #[16r89' '16r		eax			'16r1001FB8'
16r10000006	test esi, 1 #[16rF7' '16r		ebx			'16r7FFFFDA'
16r1000000C	je 12 #[16r74' '16r		ecx			'16rFFFFFFDE'
16r1000000E	sub ecx, 1 #[16r83' '16r		edx			'16rFFFFFFDE'
16r10000011	add ecx, edx #[16r3' '16rC		esp			'16rF001FF4'
16r10000013	jo 5 #[16r70' '16r		ebp			'16rF002000'
16r10000015	mov edx, ecx #[16r89' '16r		esi			'16rFFFFFFEE'
16r10000017	ret 4 #[16rC2' '16r		edi			'16r0'
16r1000001A	int3 #[16rCC']					
16r1000001B	add byte ptr [e#[16r0' '16r0'					
16r1000001D	add byte ptr [e#[16r0' '16r0'					
16r1000001F	add byte ptr [e#[16r0' '16r0'					
16r10000021	add byte ptr [e#[16r0' '16r0'					
16r10000023	add byte ptr [e#[16r0' '16r0'					
16r10000025	add byte ptr [e#[16r0' '16r0'					
16r10000027	add byte ptr [e#[16r0' '16r0'					
16r10000029	add byte ptr [e#[16r0' '16r0'					
16r1000002B	add byte ptr [e#[16r0' '16r0'					
16r1000002D	add byte ptr [e#[16r0' '16r0'					
16r1000002F	add byte ptr [e#[16r0' '16r0'					
16r10000031	add byte ptr [e#[16r0' '16r0'					
16r10000033	add byte ptr [e#[16r0' '16r0'					
16r10000035	add byte ptr [e#[16r0' '16r0'					
16r10000037	add byte ptr [e#[16r0' '16r0'					

Address	ASM	Bytes	Name	Machine Alias	Smalltalk Alias	Value
16r10000000	mov rdi, qword#[16r48' '16r		rip			'16r1002000'
16r10000005	mov rcx, rdi #[16r48' '16r		rax			'16r1001FB0'
16r10000008	test dil, 1 #[16r48' '16r		rbx	baseRegister		'16r7FFFFFFF'
16r1000000C	je 15 #[16r74' '16r		rcx	classRegister		'16rFFFFFFF1'
16r1000000E	sub rcx, 1 #[16r48' '16r		rdx	receiverRegist		'16rFFFFFFF1'
16r10000012	add rcx, rdx #[16r48' '16r		rsp			'16rF001FE8'
16r10000015	jo 6 #[16r70' '16r		rbp	framePointer		'16rF002000'
16r10000017	mov rdx, rcx #[16r48' '16r		r8			'16r0'
16r1000001A	ret 8 #[16rC2' '16r		r9	sendNumberC		'16r0'
16r1000001D	int3 #[16rCC']		r10			'16r0'
16r1000001E	add byte ptr [r#[16r0' '16r0'		r11			'16r0'
16r10000020	pop rbx #[16r5B']		r12			'16r0'
16r10000021	ret #[16rC3']		rsi			'16r0'
16r10000022	int3 #[16rCC']		rdi			'16rFFFFFFF1'
16r10000023	int3 #[16rCC']					
16r10000024	int3 #[16rCC']					
16r10000025	int3 #[16rCC']					
16r10000026	int3 #[16rCC']					
16r10000027	int3 #[16rCC']					
16r10000028	add byte ptr [r#[16r0' '16r0'					
16r1000002A	add byte ptr [r#[16r0' '16r0'					
16r1000002C	add byte ptr [r#[16r0' '16r0'					
16r1000002E	add byte ptr [r#[16r0' '16r0'					
16r10000030	add byte ptr [r#[16r0' '16r0'					
16r10000032	add byte ptr [r#[16r0' '16r0'					

Address	ASM	Bytes	Name	Machine Alias	Smalltalk Alias	Value
16r300000000	ldr x3, [x28]	#['16r83' '16r	lr			'16r1002000'
16r300000004	mov x22, x3 #[16rF6' '16r		pc			'16r1002000'
16r300000008	tst x3, #0x1 #[16r7F' '16r		sp			'16r1001FC0'
16r30000000C	b.eq #28 #[16rE0' '16r		fp			'16r2800020'
16r300000010	subs x22, x22, #[16rD6' '16r		x28			'16r280001F
16r300000014	adds x22, x23, #[16rF6' '16r		x0			'16r0'
16r300000018	b.vs #16 #[16r86' '16r		x1			'16r7FFFFFFF'
16r30000001C	mov x23, x22 #[16rF7' '16r		x2			'16r0'
16r300000020	add x28, x28, #[16r9C' '16r		x3			'16rFFFFFFF'
16r300000024	ret #[16rC0' '16r		x4			'16r0'
16r300000028	brk #0 #[16r0' '16r0'		x5			'16r0'
16r30000002C	nop #[16r1F' '16r		x6			'16r0'
16r300000030	.inst undefined #[16rF0' '16r		x7			'16r0'
16r300000034	udf #0 #[16r0' '16r0'		x8			'16r0'
16r300000038	.inst undefined #[16rF8' '16r		x9			'16r0'
16r30000003C	udf #0 #[16r0' '16r0'		x10			'16r0'
16r300000040	udf #0 #[16r0' '16r0'		x11			'16r0'
16r300000044	udf #0 #[16r0' '16r0'		x12			'16r0'
16r300000048	udf #0 #[16r0' '16r0'		x16			'16r1001FF8'
16r30000004C	udf #0 #[16r0' '16r0'		x19			'16r0'
16r300000050	udf #0 #[16r0' '16r0'		x20			'16r0'
16r300000054	udf #0 #[16r0' '16r0'		x21			'16r0'
16r300000058	udf #0 #[16r0' '16r0'		x22	classRegister		'16rFFFFFFF'
16r30000005C	udf #0 #[16r0' '16r0'		x23	receiverRegis		'16rFFFFFFF'
16r300000060	udf #0 #[16r0' '16r0'		x24	baseRegister		'16r7FFFFFFF'

# Debugging Assembly Code

## Without looking at it

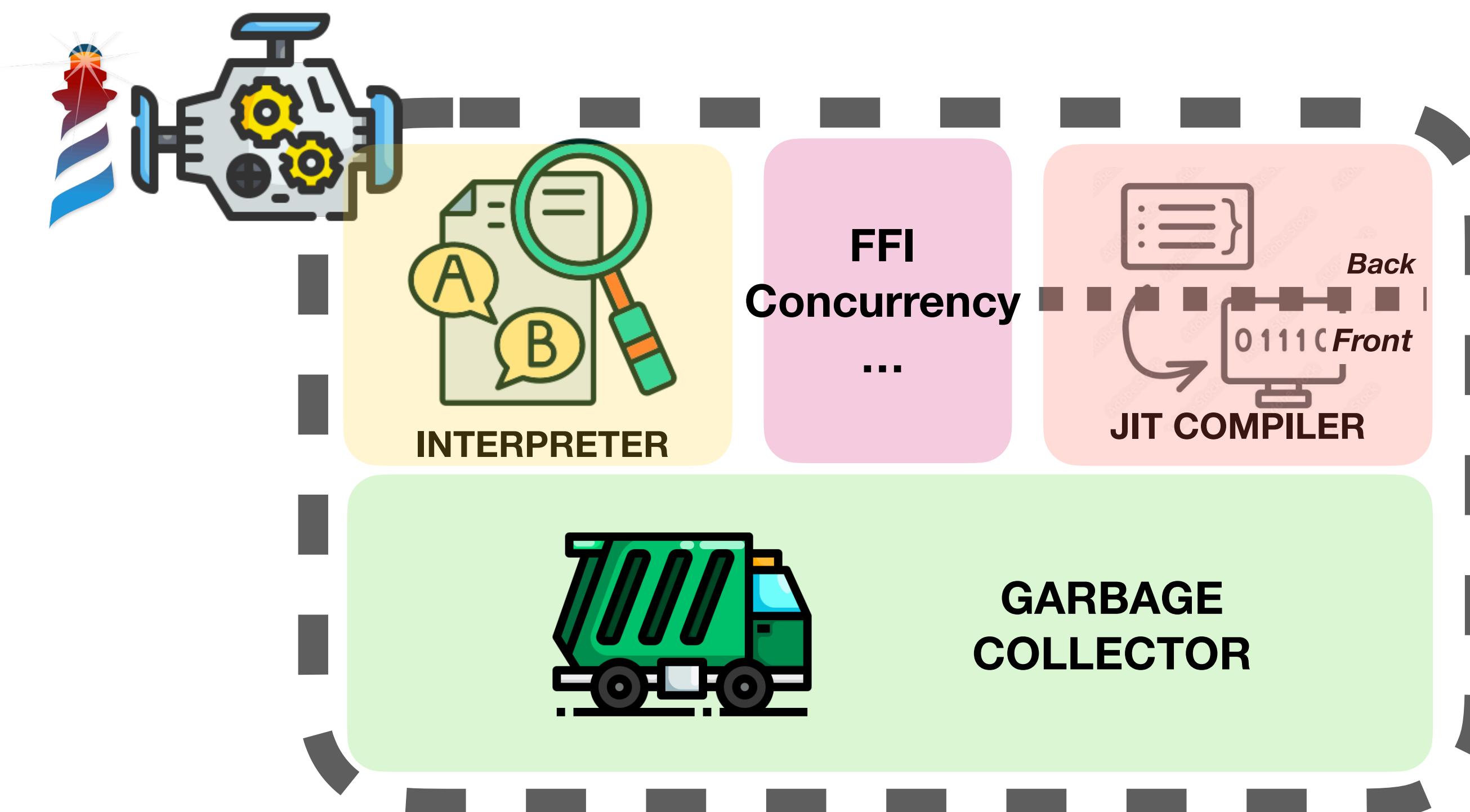


The image features a central cartoon character, Homer Simpson, looking concerned. On either side of the character are two circular icons. The left icon, labeled 'IA32', contains a microchip with binary code '0101 1010 0110'. The right icon, labeled 'ARCH64', also contains a microchip with the same binary code. Below the character are two tables of assembly code and register information.

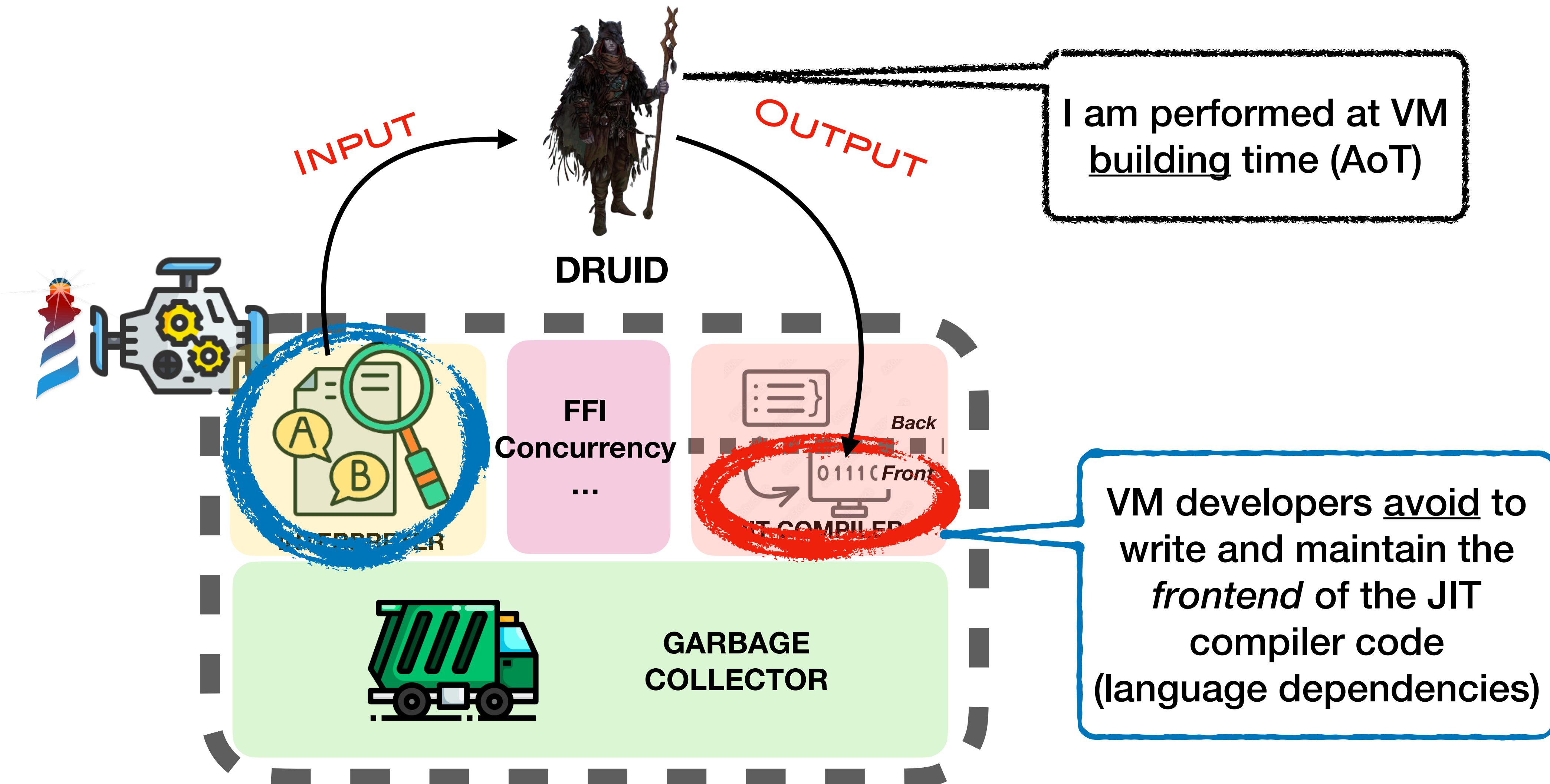
Address	ASM	Bytes	Name
16r10000000	mov esi, dwor#['16r8B' '16r'		eip
16r10000004	mov ecx, esi #['16r89' '16r]		eax
16r10000006	test esi, 1 #'[16rF7' '16r]		ebx
16r1000000C	je 12 #'[16r74' '16r]		ecx
16r1000000E	sub ecx, 1 #'[16r83' '16r]		edx
16r10000011	add ecx, edx #'[16r3' '16r]		esp
16r10000013	jo 5 #'[16r70' '16r]		ebp
16r10000015	mov edx, ecx #'[16r89' '16r]		esi
16r10000017	ret 4 #'[16rC2' '16r]		edi
16r1000001A	int3 #'[16rCC']		
16r1000001B	add byte ptr [e#'16r0' '16r0'		
16r1000001D	add byte ptr [e#'16r0' '16r0'		
16r1000001F	add byte ptr [e#'16r0' '16r0'		
16r10000021	add byte ptr [e#'16r0' '16r0'		
16r10000023	add byte ptr [e#'16r0' '16r0'		
16r10000025	add byte ptr [e#'16r0' '16r0'		
16r10000027	add byte ptr [e#'16r0' '16r0'		
16r10000029	add byte ptr [e#'16r0' '16r0'		
16r1000002B	add byte ptr [e#'16r0' '16r0'		
16r1000002D	add byte ptr [e#'16r0' '16r0'		
16r1000002F	add byte ptr [e#'16r0' '16r0'		
16r10000031	add byte ptr [e#'16r0' '16r0'		
16r10000033	add byte ptr [e#'16r0' '16r0'		
16r10000035	add byte ptr [e#'16r0' '16r0'		
16r10000037	add byte ptr [e#'16r0' '16r0'		

Address	ASM	Bytes	Name	Machine Alias	Smalltalk Alias	Value
16r1000002E	add byte ptr [r #['16r0' '16r0'					
16r10000030	add byte ptr [r #['16r0' '16r0'					
16r10000032	add byte ptr [r #['16r0' '16r0'					
16r300000036	udf #0	#[_16r0' '16r0'	x22	classRegister	'16rFFFFFFF	
16r30000005C	udf #0	#['16r0' '16r0'	x23	receiverRegis	'16rFFFFFFF	
16r300000060	udf #0	#['16r0' '16r0'	x24	baseRegister	'16r7FFFFFF	

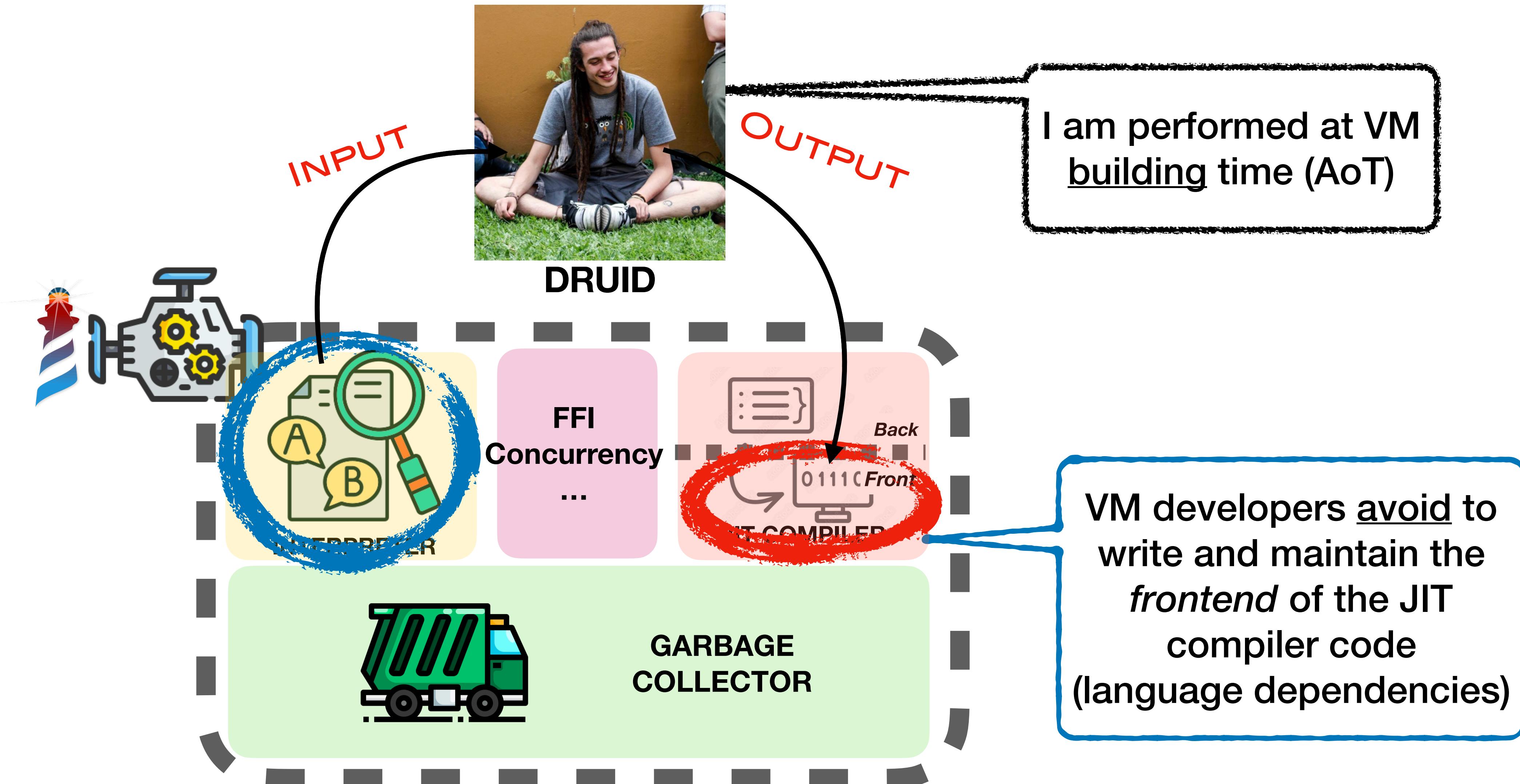
# The Pharo VM



# Context: Druid JIT compiler generation



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# Druid by example: the addition primitive

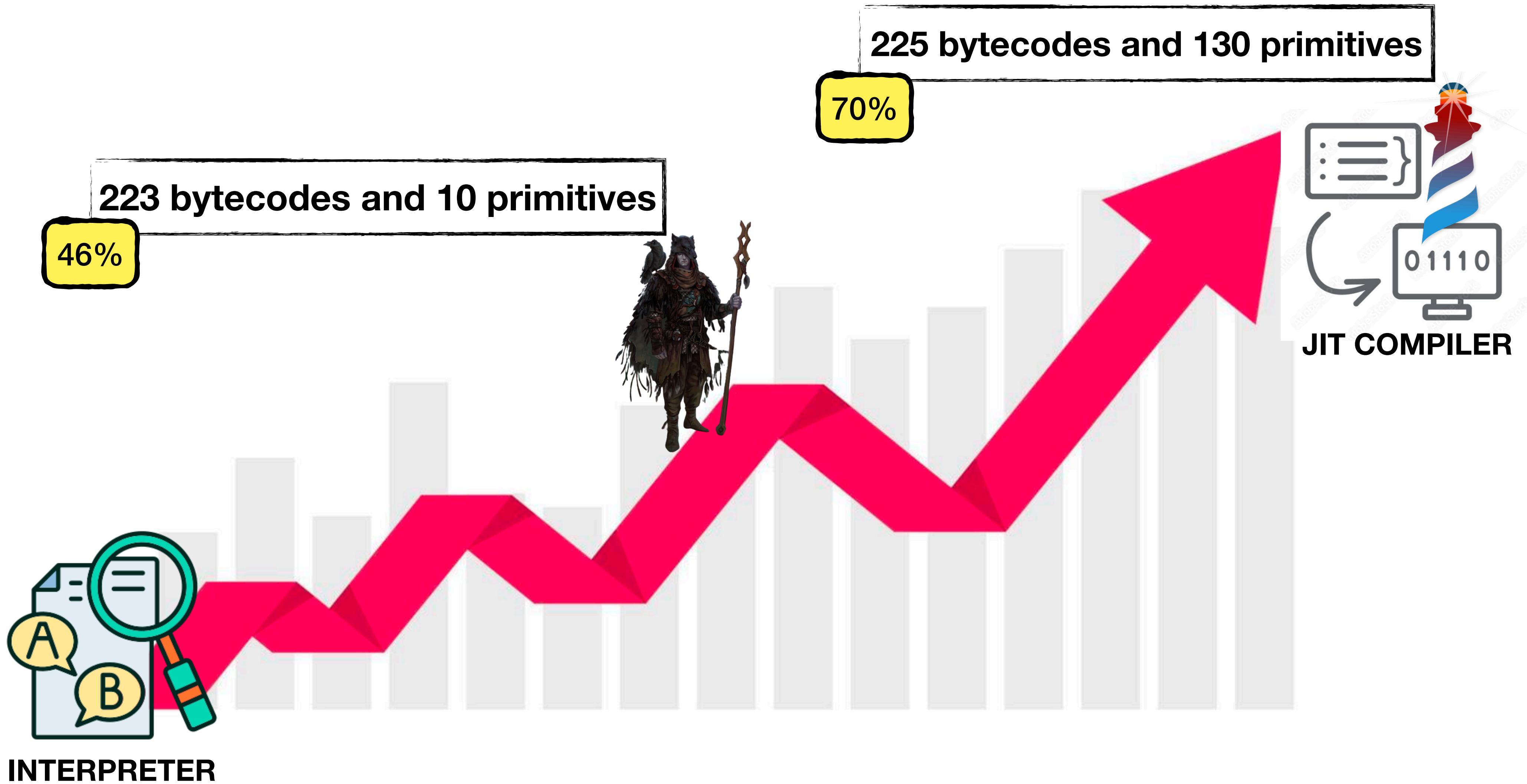
## Interpreter

```
1 primitiveAdd
2   <numberOfArguments: 1>
3   <customisedReceiverFor: #smallInteger>
4
5   | maybeSmallInteger maybeSmallInteger2 result |
6
7   maybeSmallInteger := self stackValue: 0.
8   maybeSmallInteger2 := self stackValue: 1.
9
10  (objectMemory isIntegerObject: maybeSmallInteger)
11    ifFalse: [ ^ self primitiveFail ].
12  (objectMemory isIntegerObject: maybeSmallInteger2)
13    ifFalse: [ ^ self primitiveFail ].
14
15  "Check for overflow"
16  result := self
17    sumSmallInteger: maybeSmallInteger
18    withSmallInteger: maybeSmallInteger2
19    ifOverflow: [ ^ self primitiveFail ].
20
21  self pop: 2 thenPush: result
```

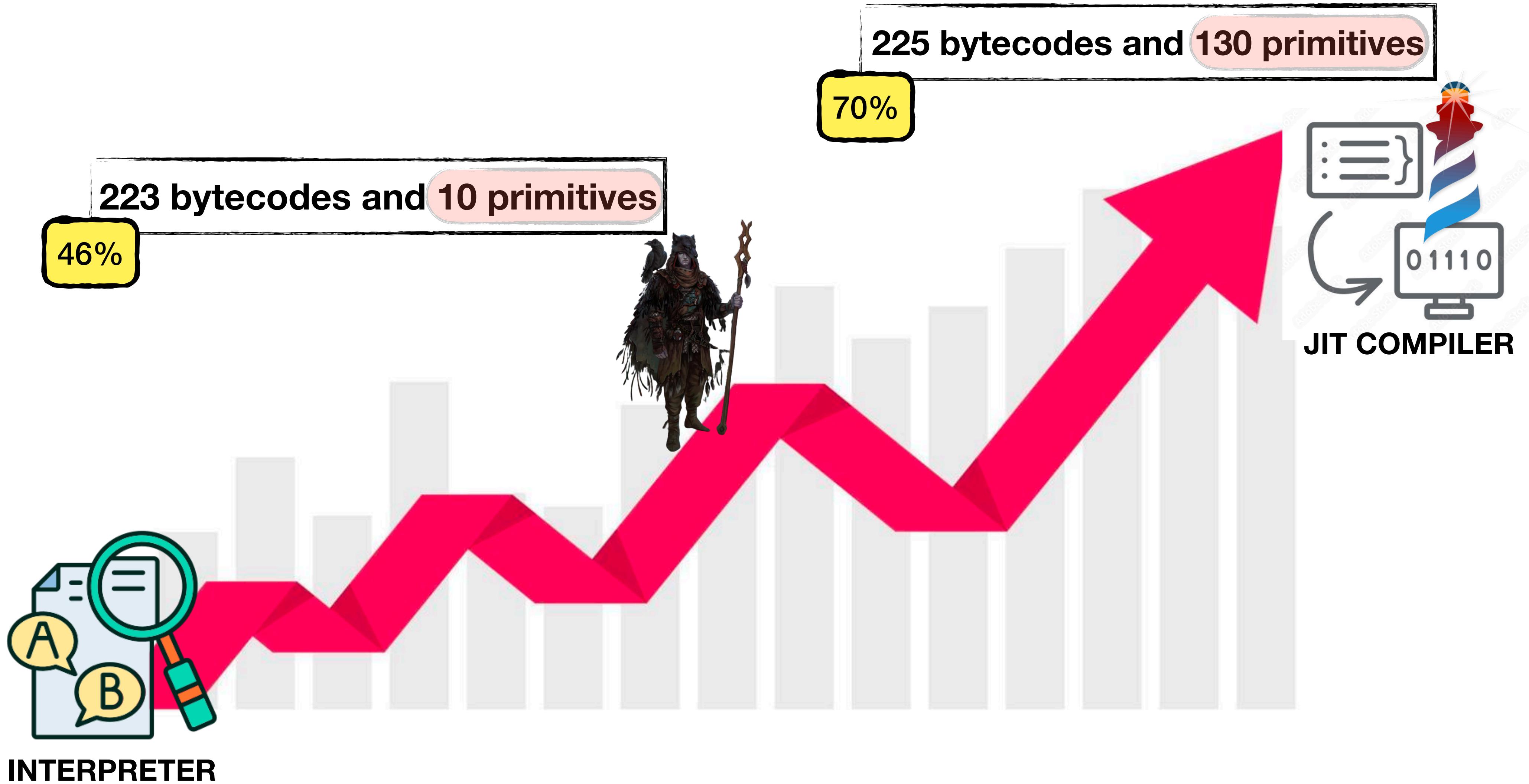
## JIT Compiler

```
1 genPrimitiveAdd
2   | jumpNotSI jumpOvfl |
3   <var: #jumpNotSI type: #'AbstractInstruction *>
4   <var: #jumpOvfl type: #'AbstractInstruction *>
5   cogit mclassIsSmallInteger ifFalse:
6     [^UnimplementedPrimitive].
7
8   cogit genLoadArgAtDepth: 0 into: Arg0Reg.
9   cogit MoveR: Arg0Reg R: ClassReg.
10  jumpNotSI := self
11    genJumpNotSmallInteger: Arg0Reg scratchReg: TempReg.
12
13  self genRemoveSmallIntegerTagsInScratchReg: ClassReg.
14  cogit AddR: ReceiverResultReg R: ClassReg.
15  jumpOvfl := cogit JumpOverflow: 0.
16
17  cogit MoveR: ClassReg R: ReceiverResultReg.
18  cogit genPrimReturn.
19
20  jumpOvfl jmpTarget: (jumpNotSI jmpTarget: cogit Label).
21  ^CompletePrimitive
```

# A Couple of Months Ago



# A Couple of Months Ago



# Generated JIT-Compiler

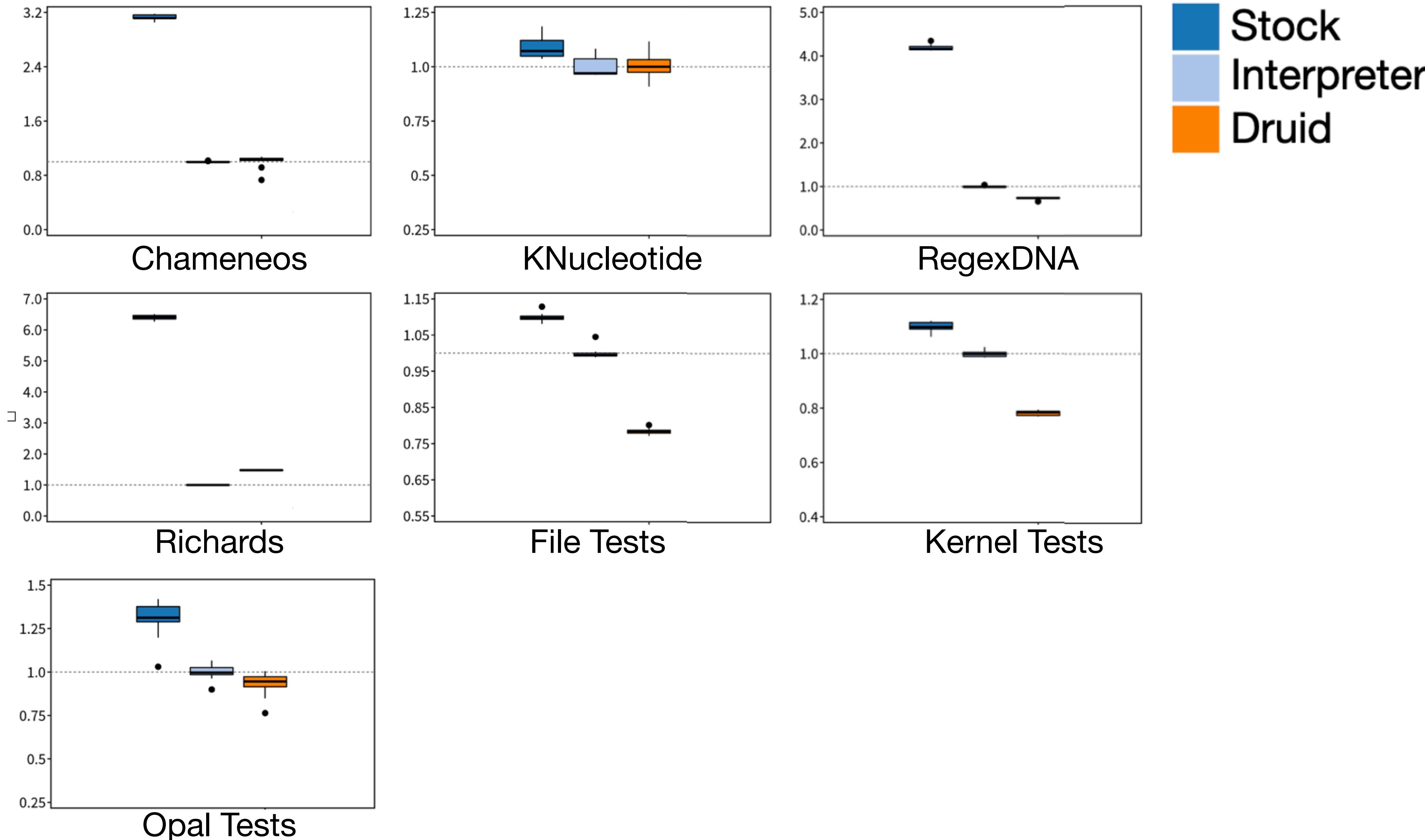
```
VariableNotDeclaredTest>>#testDescription [1453/1464]
WeakMessageSendTest>>#testCollectArguments [1454/1464]
WeakMessageSendTest(ClassTestCase)>>#testCoverage [1455/1464]
WeakMessageSendTest(ClassTestCase)>>#testMethodsOfTheClassShouldNotBeRepeatedInItsSuperclasses [1456/1464]
WeakMessageSendTest(ClassTestCase)>>#testNew [1457/1464]
WeakMessageSendTest>>#testNoArguments [1458/1464]
WeakMessageSendTest>>#testOneArgument [1459/1464]
WeakMessageSendTest>>#testOneArgumentWithGC [1460/1464]
WeakMessageSendTest>>#testReceiverWithGC [1461/1464]
WeakMessageSendTest(ClassTestCase)>>#testTraitExplicitRequirementMethodsMustBeImplementedInTheClassOrInASuperclass [1462/1464]
WeakMessageSendTest>>#testTwoArguments [1463/1464]
WeakMessageSendTest(ClassTestCase)>>#testUnCategorizedMethods [1464/1464]
Finished running 1464 Tests
1890 run, 1890 passes, 0 failures, 0 errors.
+ test-bench-droid
```



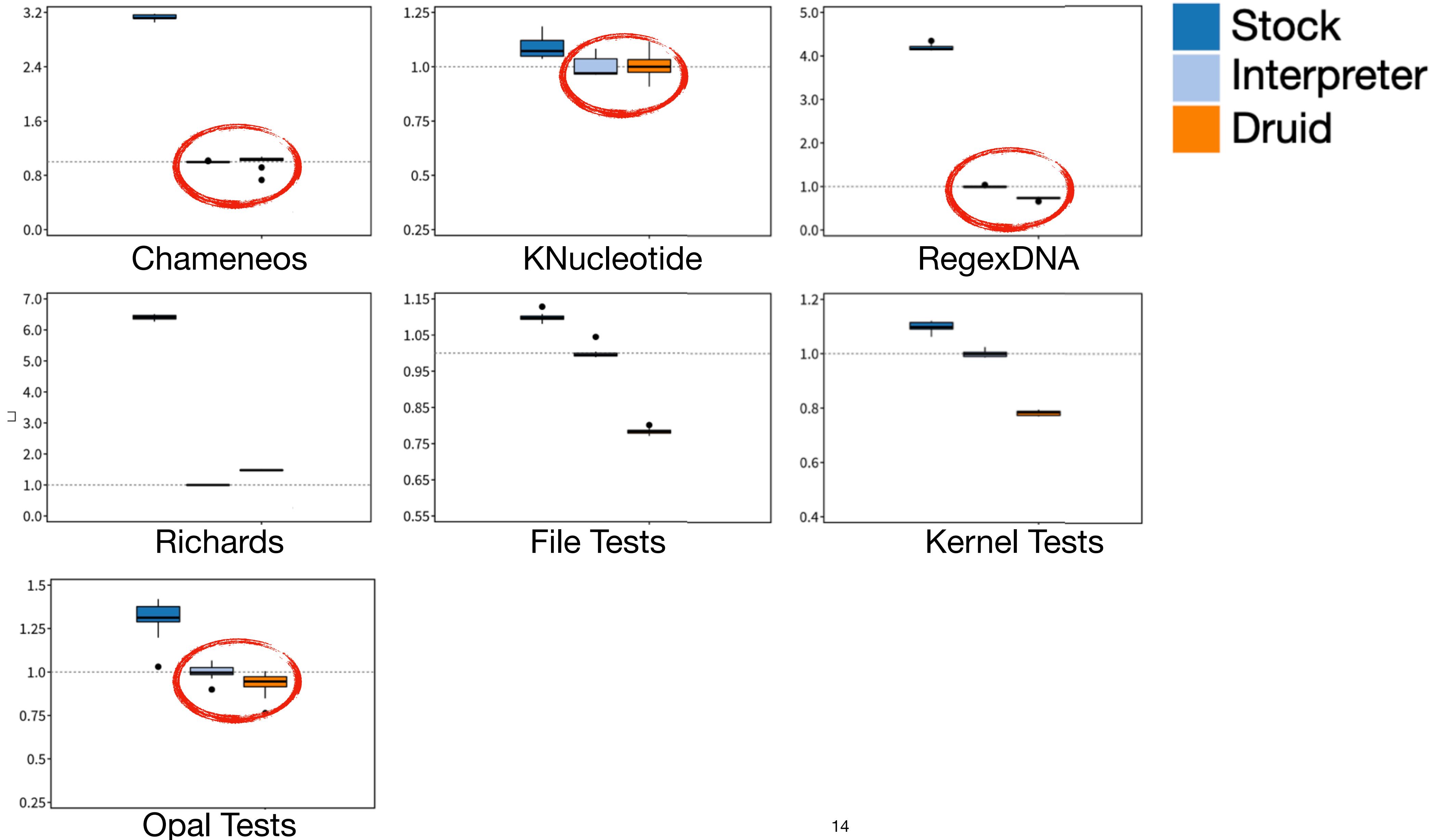
# Generated JIT-Compiler

LOC per compiled primitive / bytecode	
Name	LOC
genBytecodePrim(29)	12
genDuplicateTopBytecode	30
genExtABytecode	13
genExtJumpIfFalse	78
genExtJumpIfTrue	78
genExtNonBytecode	13
...	
genReturnTopFromBlock	33
genReturnTopFromMethod	33
genSendLiteralSelectorBytecode(48)	12
genShortConditionalJump(16)	73
genShortUnconditionalJump(8)	12
genStoreAndPopTemporaryVariableBytecode(8)	37
Total	10895
Average	48.8

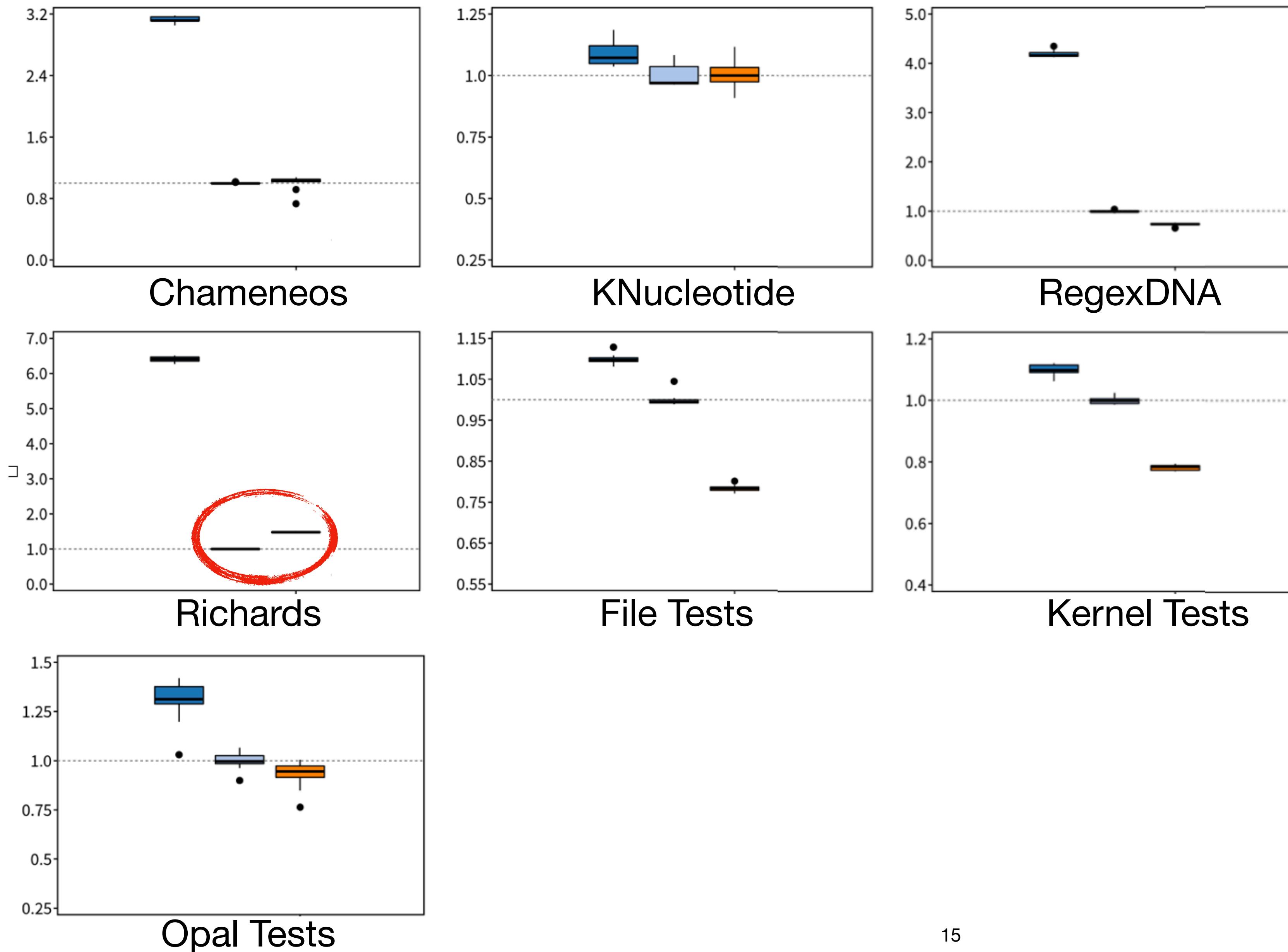
# Some Initial benchmarks



# À la par with the interpreter

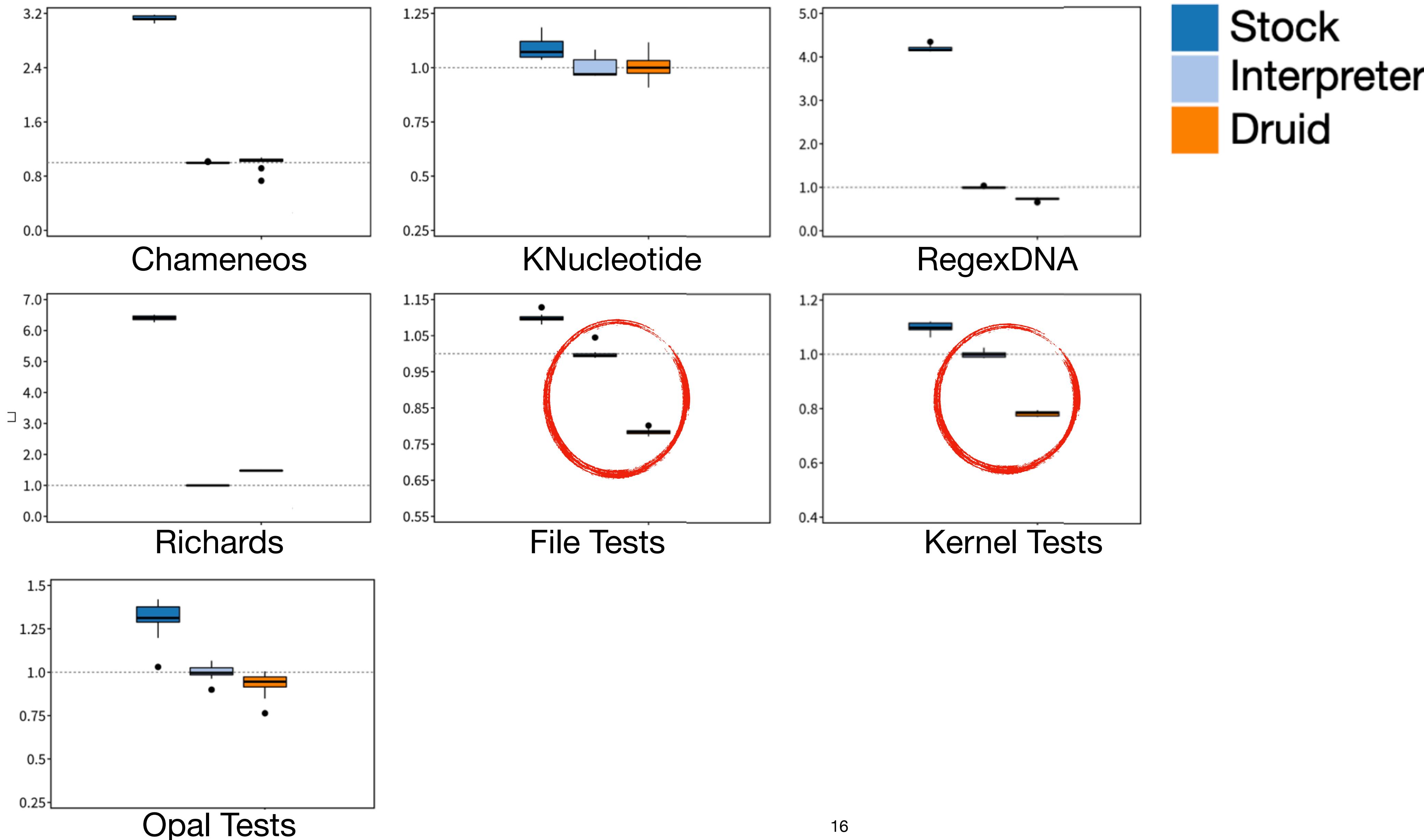


# Slightly faster?

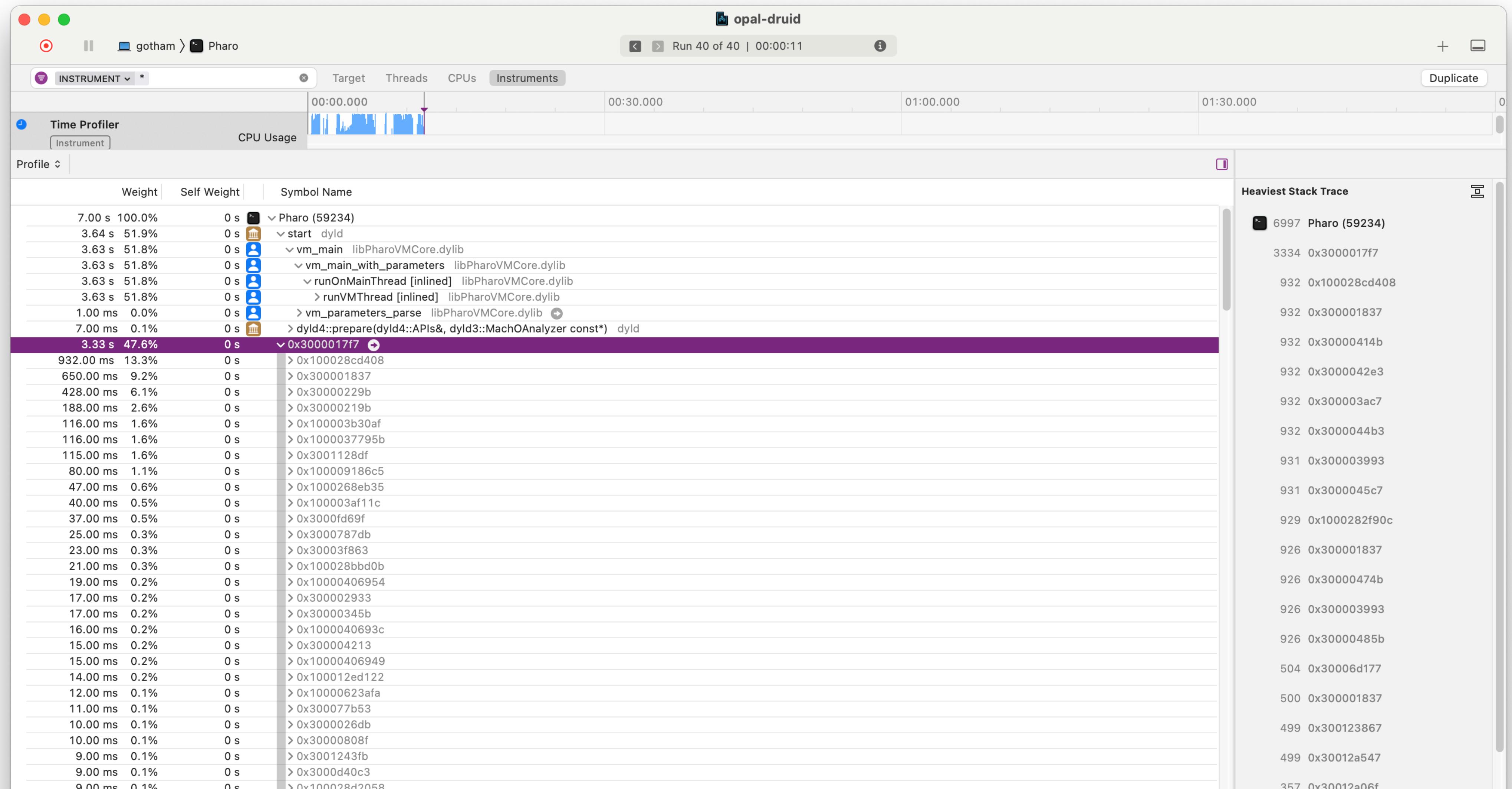


Stock  
Interpreter  
Druid

# And much slower too!



# Where does the time go?



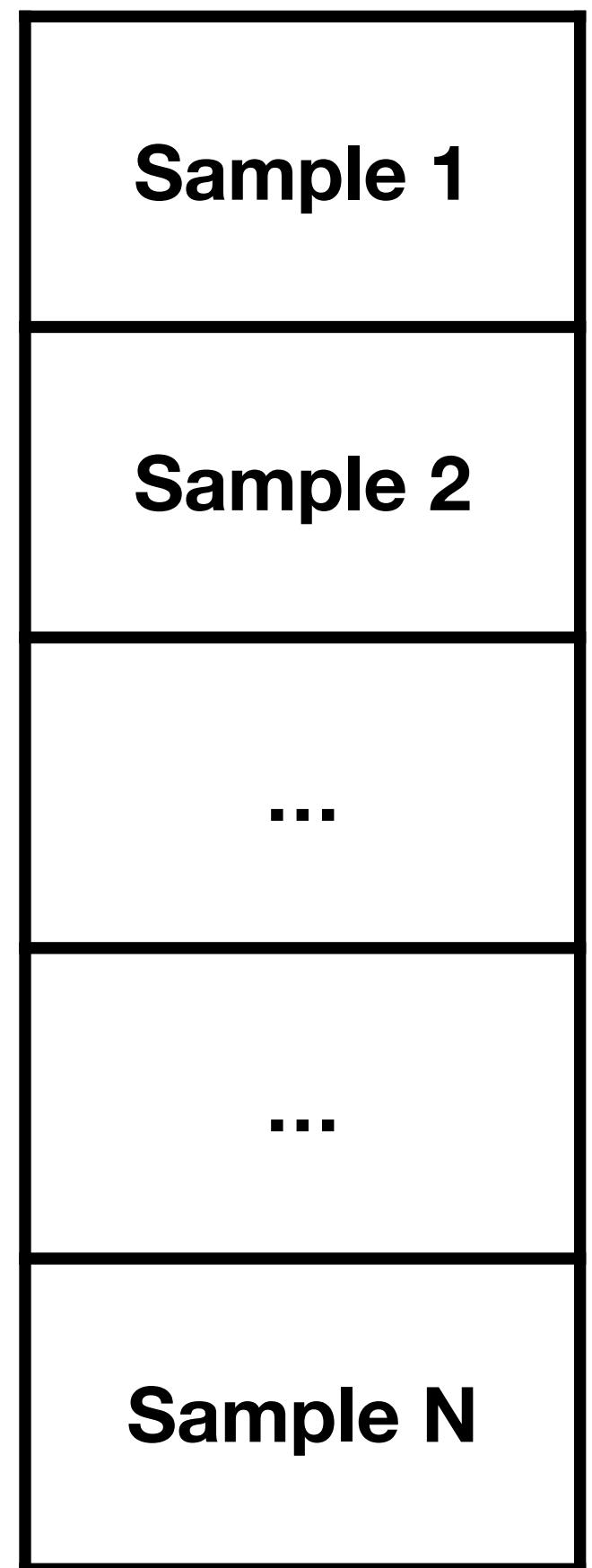
# Analysing Instruments Profiles



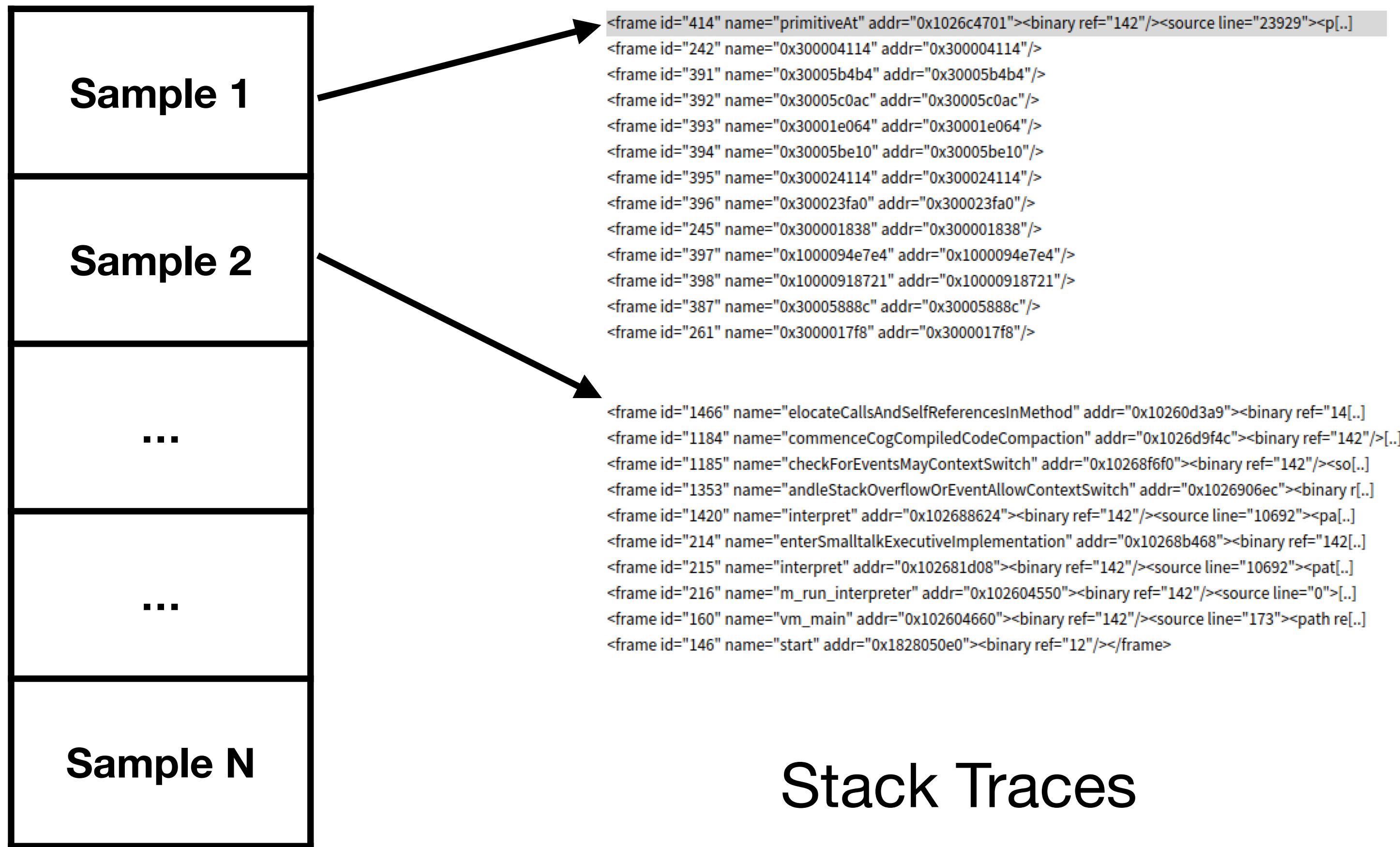
\$ xctrace export



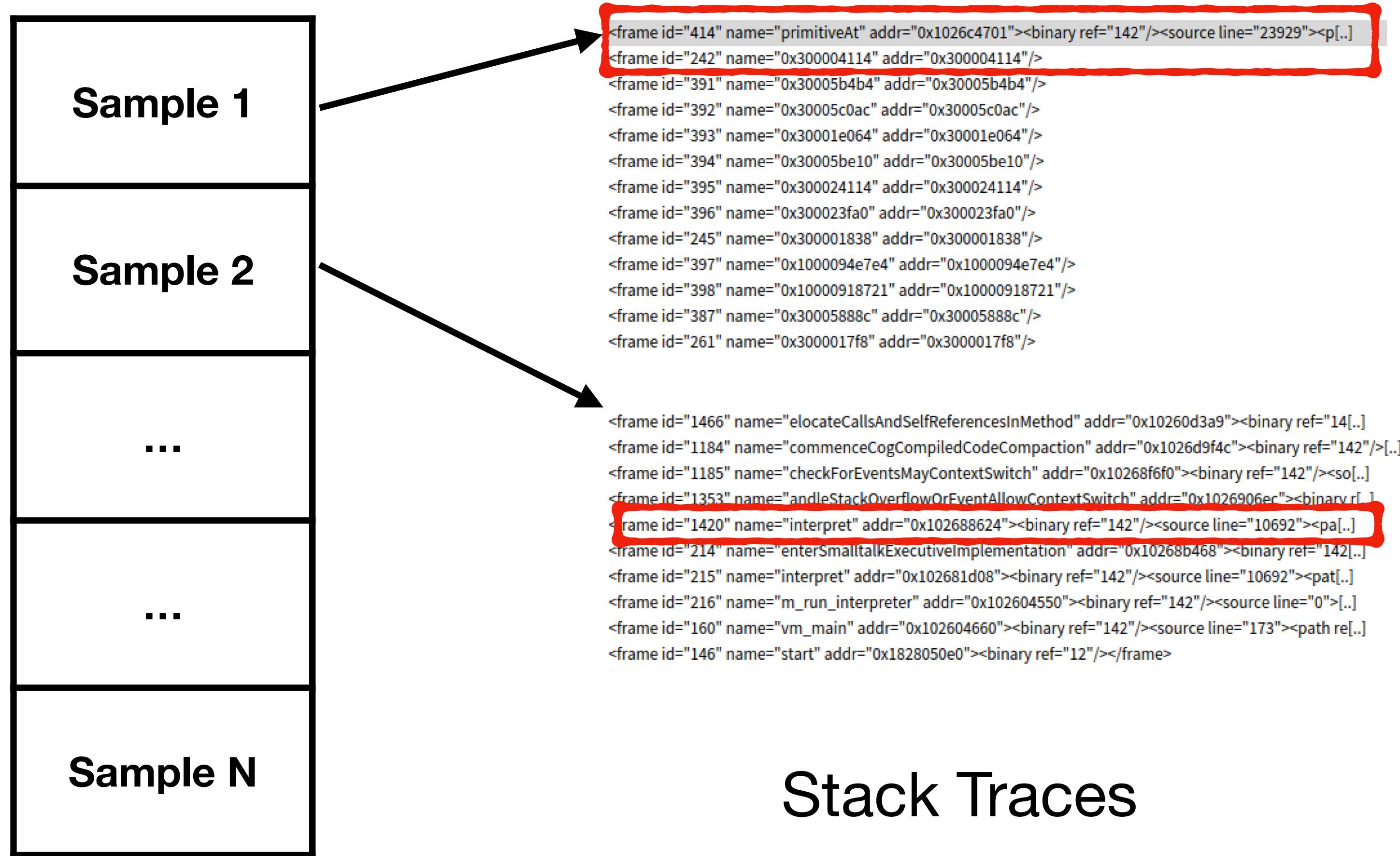
# Analyzing Samples



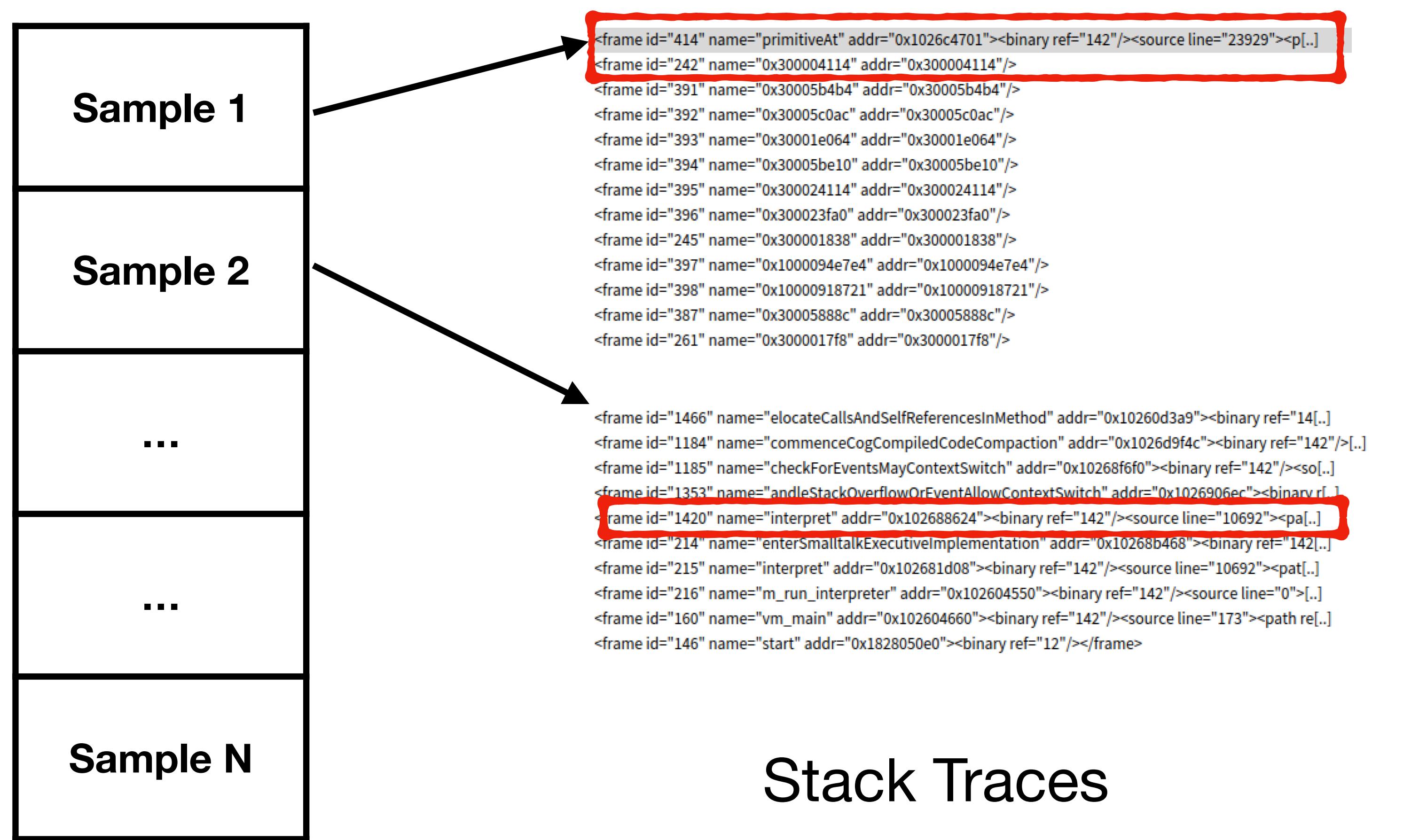
# Analyzing Samples



# Analyzing Samples



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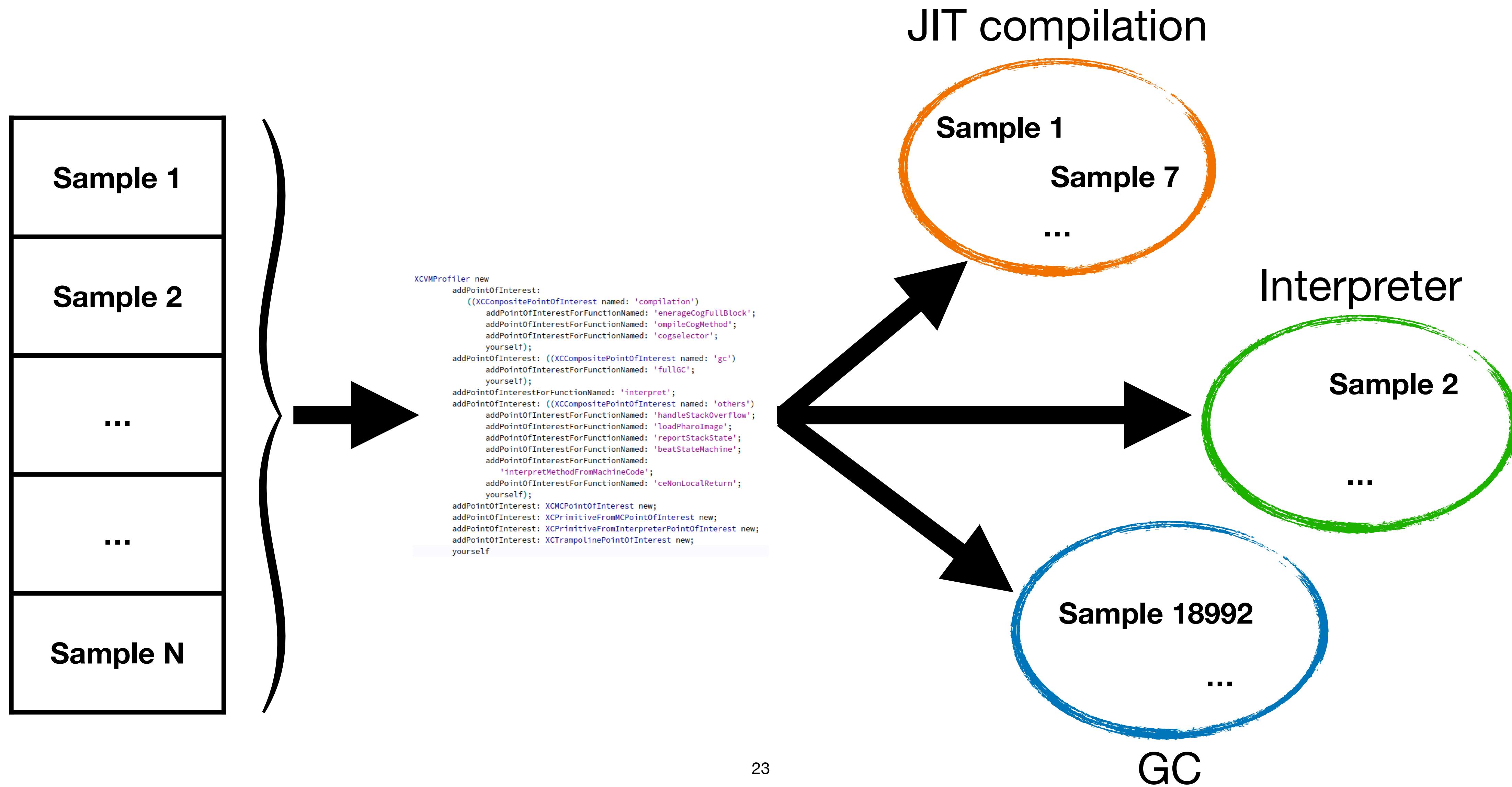


Primitive from  
Machine Code

Interpreter

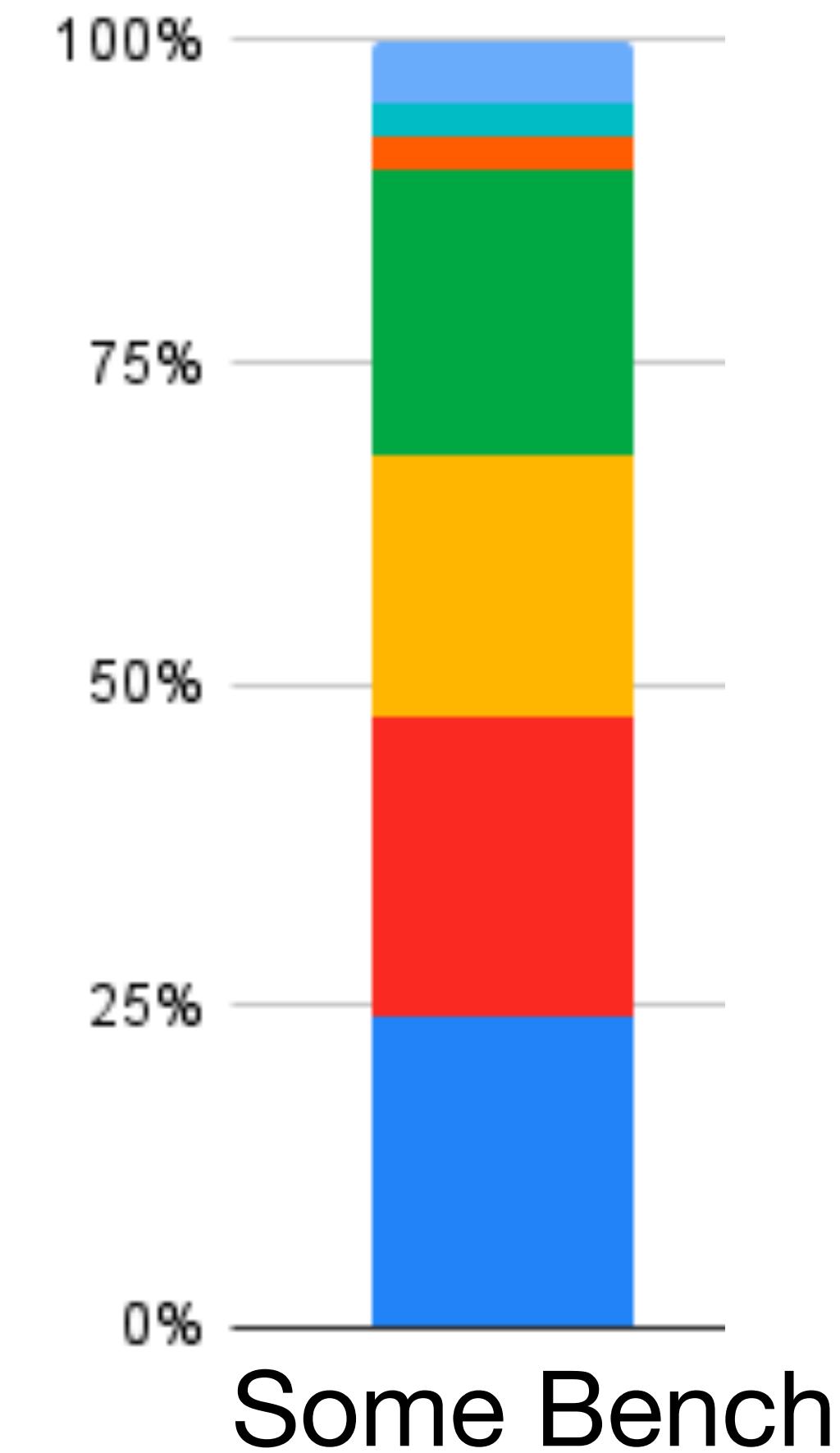
Stack Traces

# Group Traces Using Heuristics



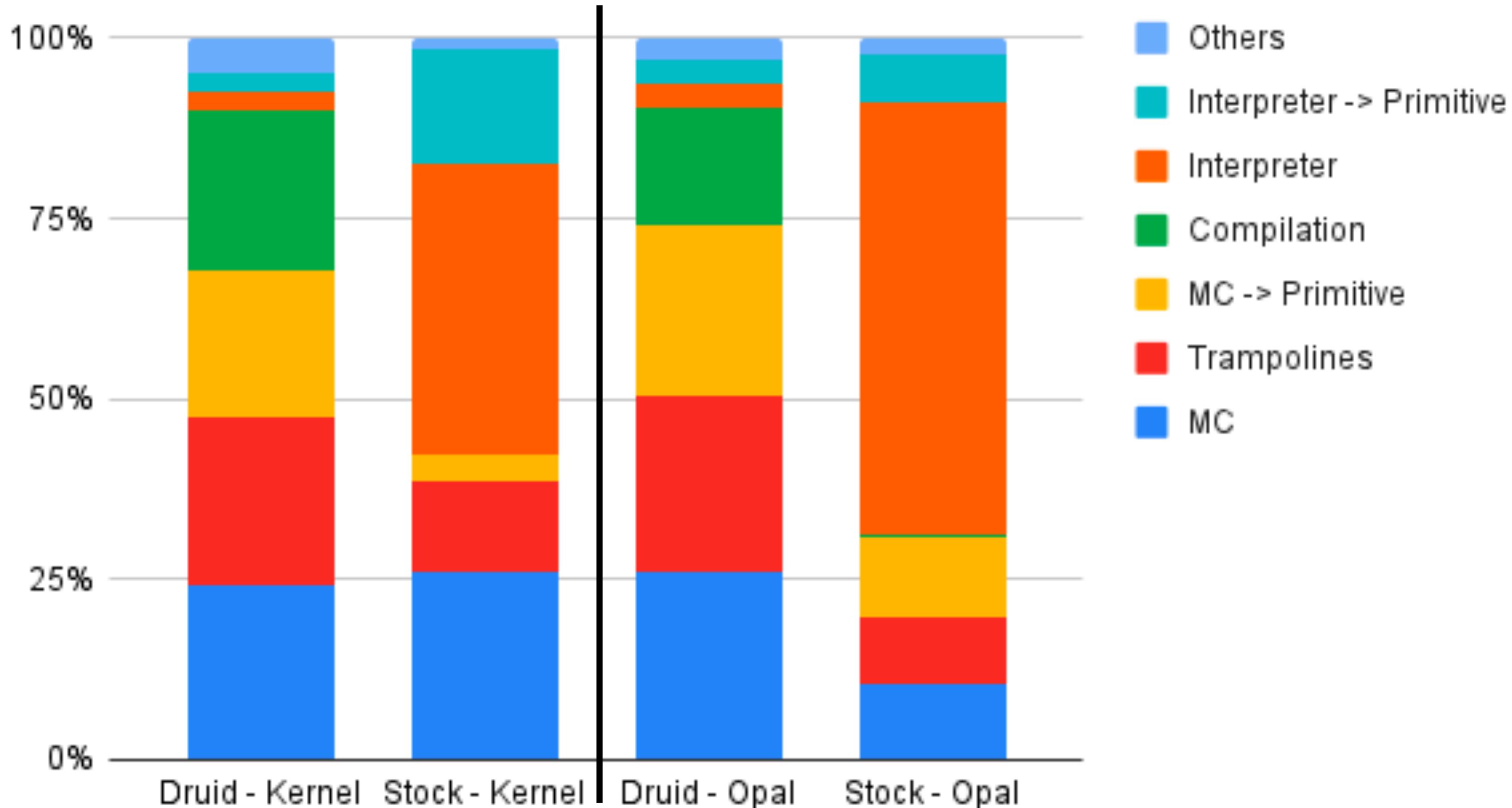
# High-level VM Profile

- Time spent in
  - Interpreter
  - JIT compilation
  - JIT compiled code
  - GC
  - Primitives
  - ...



# Scenario 1: Cross-JIT Profiling

Druid - Kernel, Stock - Kernel, Druid - Opal y Stock - Opal

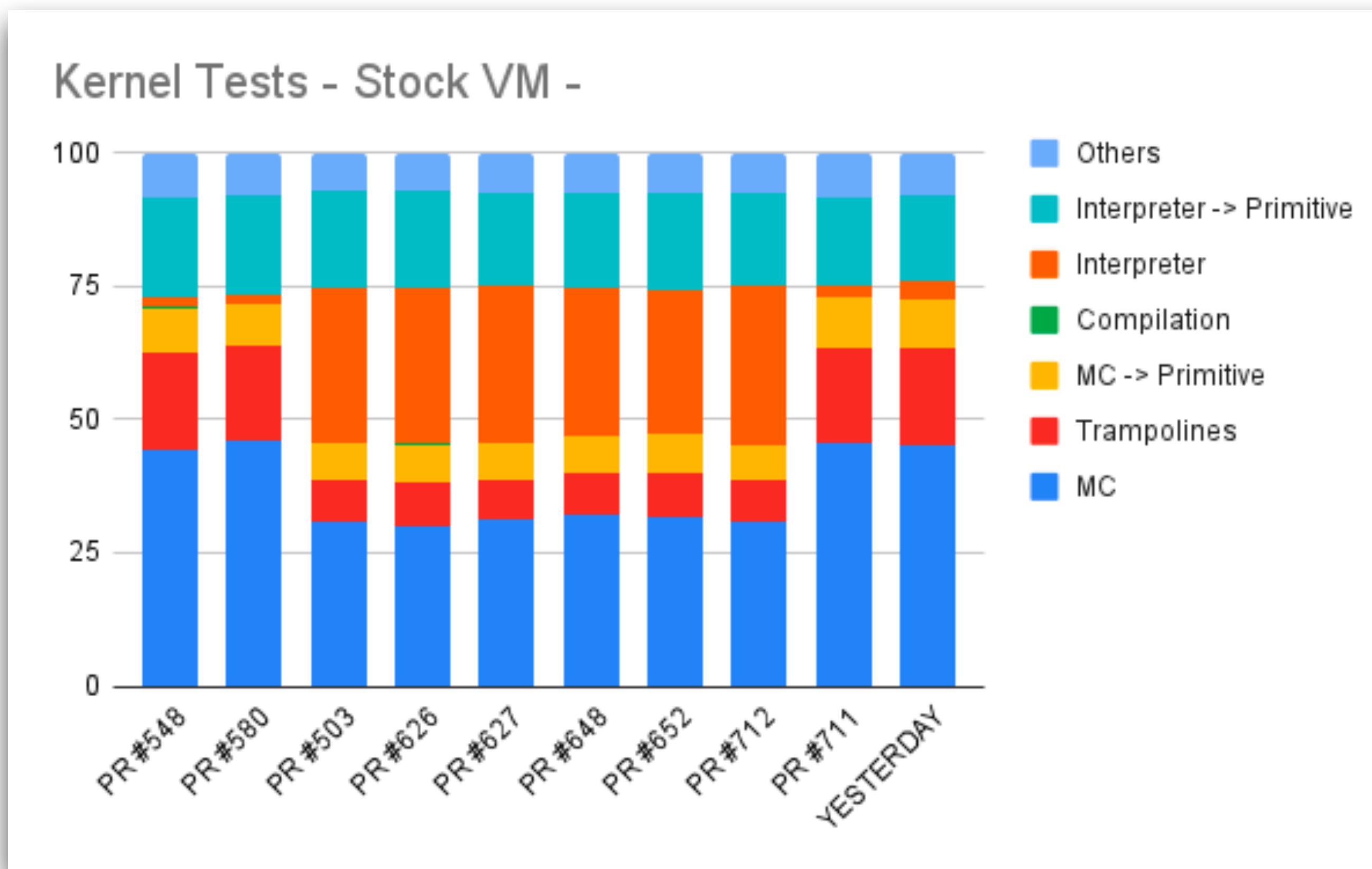


# Hot Paths and Our Partial JIT Implementation

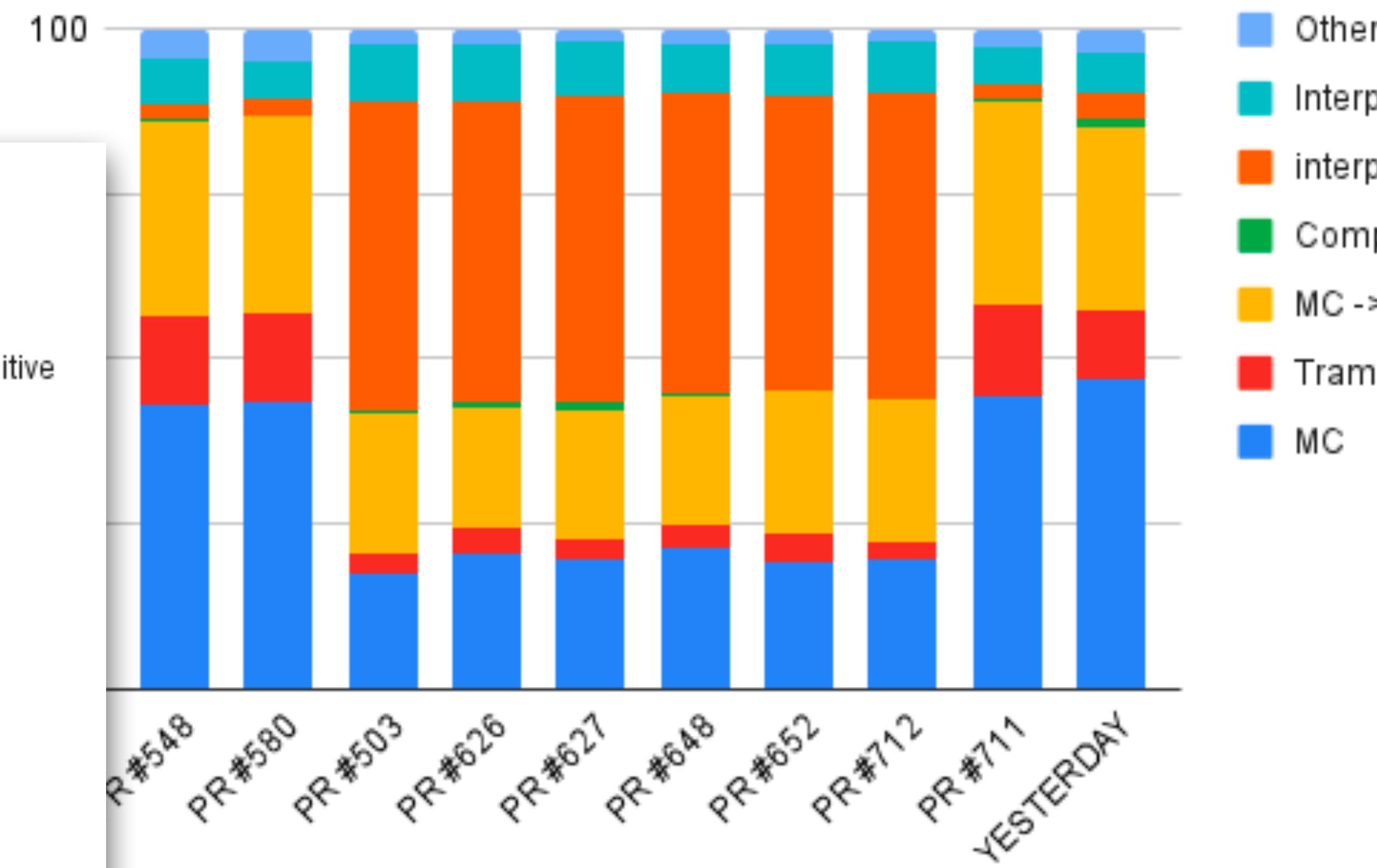
- Cogit is *all or nothing compiler*
- Hot path is not compiled!

```
value: firstArg
    "Activate the receiver, creating a closure activation (MethodContext)
     whose closure is the receiver and whose caller is the sender of this
     message. Supply the argument and copied values to the activation
     as its argument and copied temps. Primitive. Essential."
<primitive: 207>
| newContext |
numArgs ~= 1 ifTrue:
    [self numArgsError: 1].
false
ifTrue: "Old code to simulate the closure value primitive on VMs that lack
        [newContext := self asContextWithSender: thisContext sender.
        newContext at: 1 put: firstArg.
        thisContext privSender: newContext]
iffFalse: [self primitiveFailed]
```

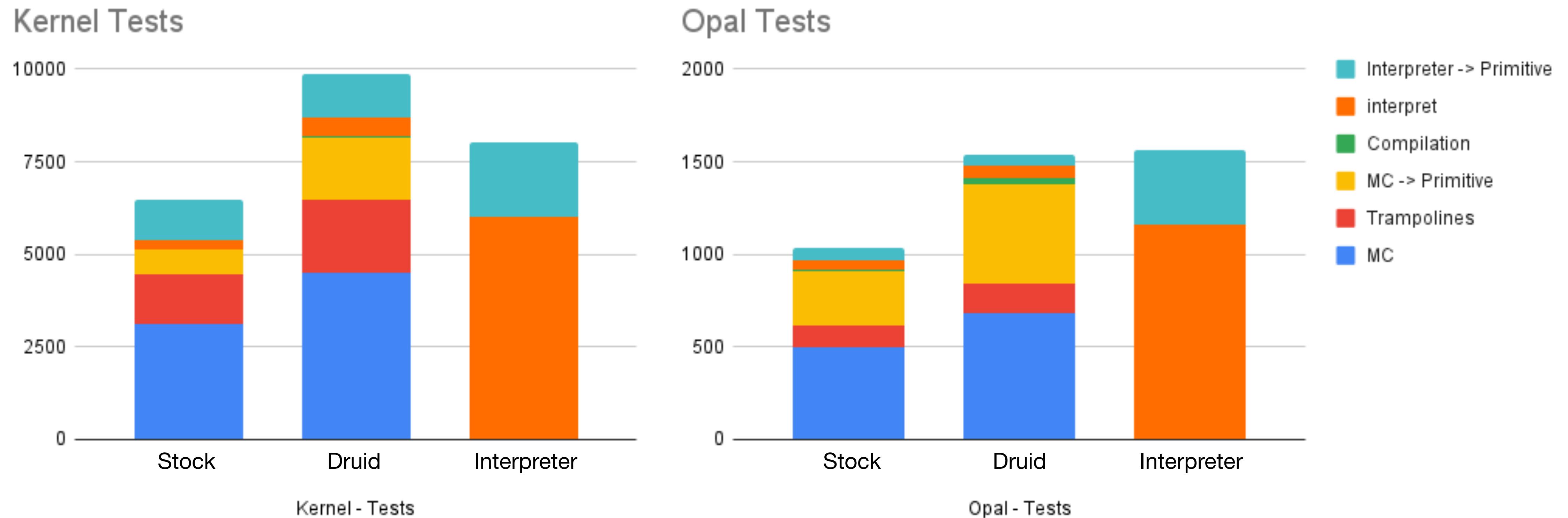
# Scenario 2: Cross-Version Profiling



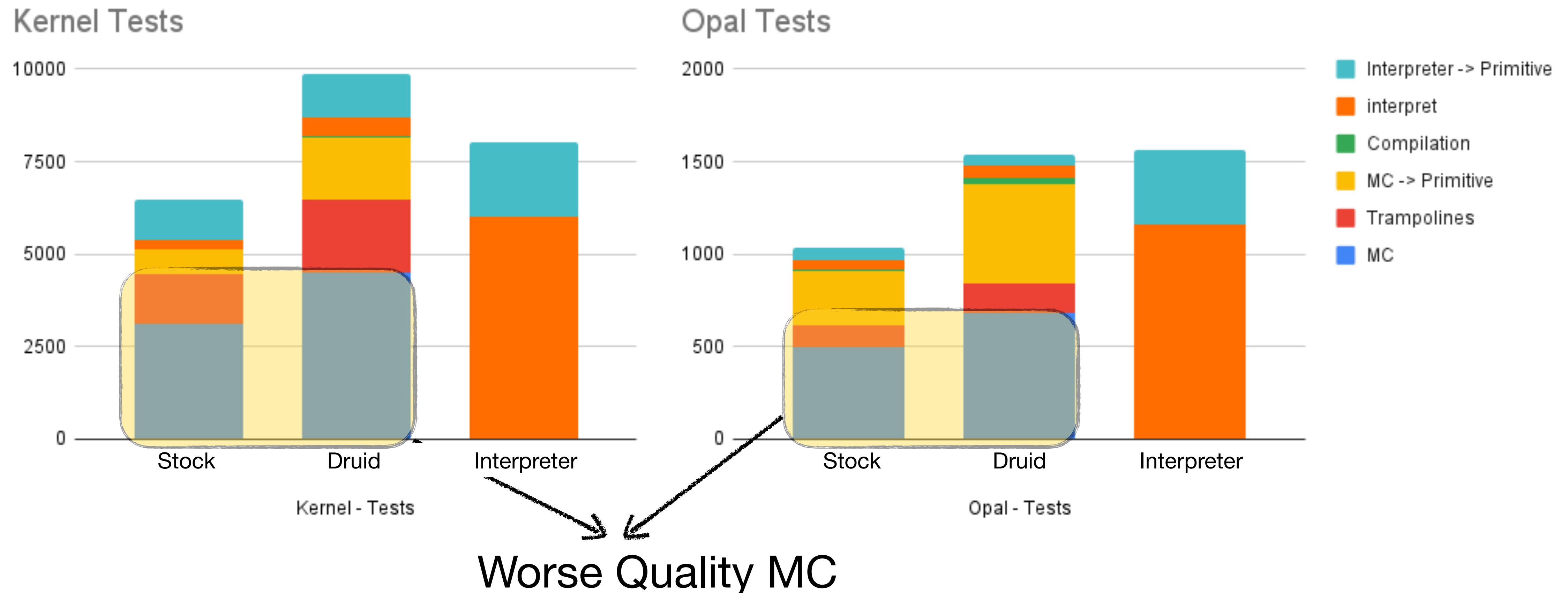
Opal Tests - Stock VM - Druid branch



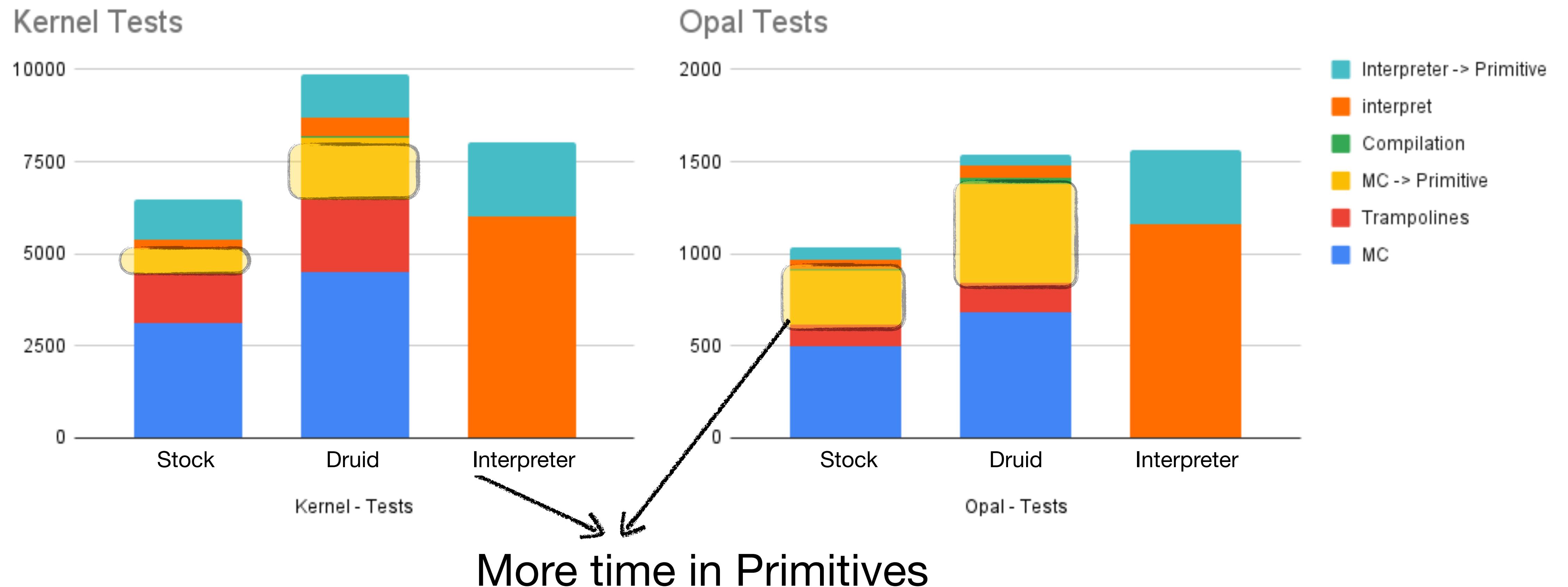
# Differential Profiling + Absolute Values



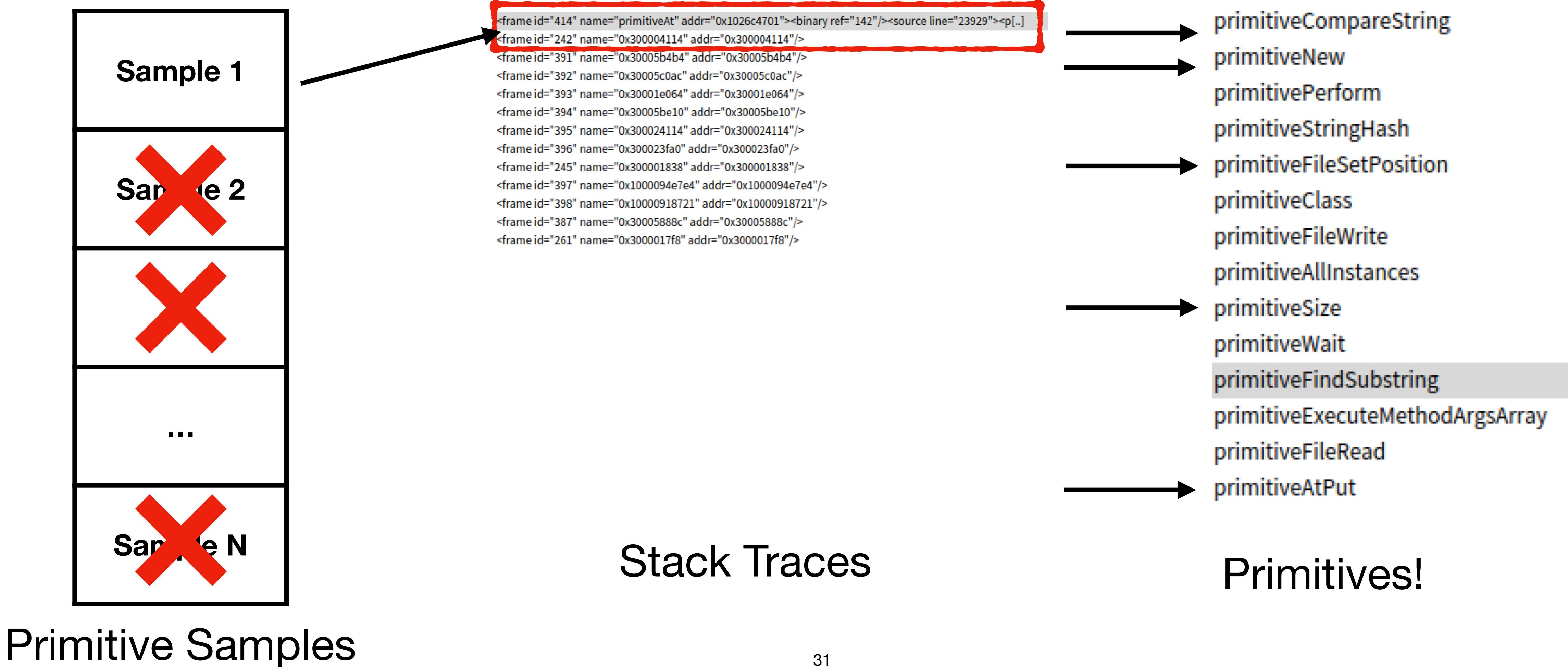
# Differential Profiling + Absolute Values



# Differential Profiling

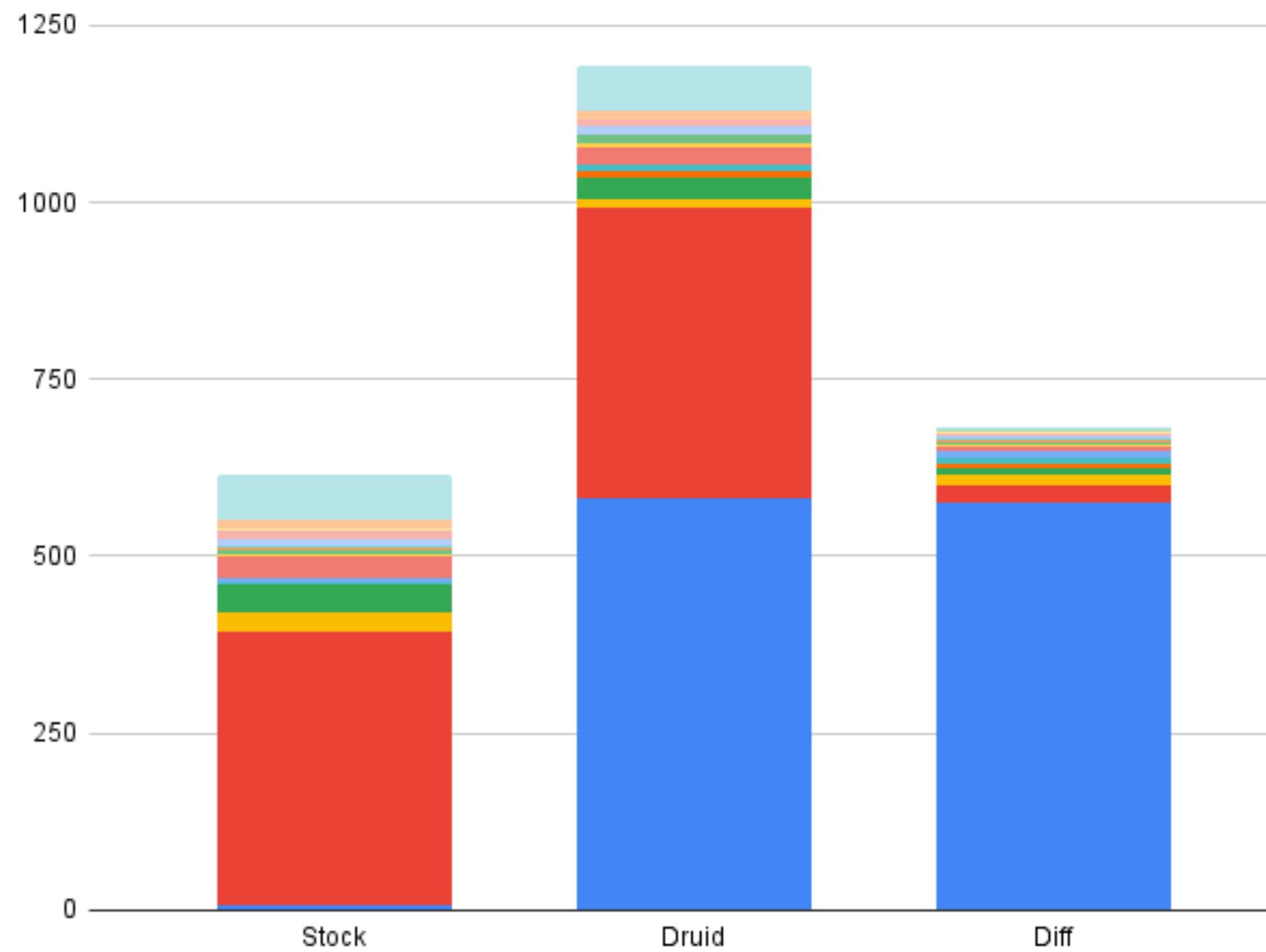


# Drill-down in MC -> Primitives

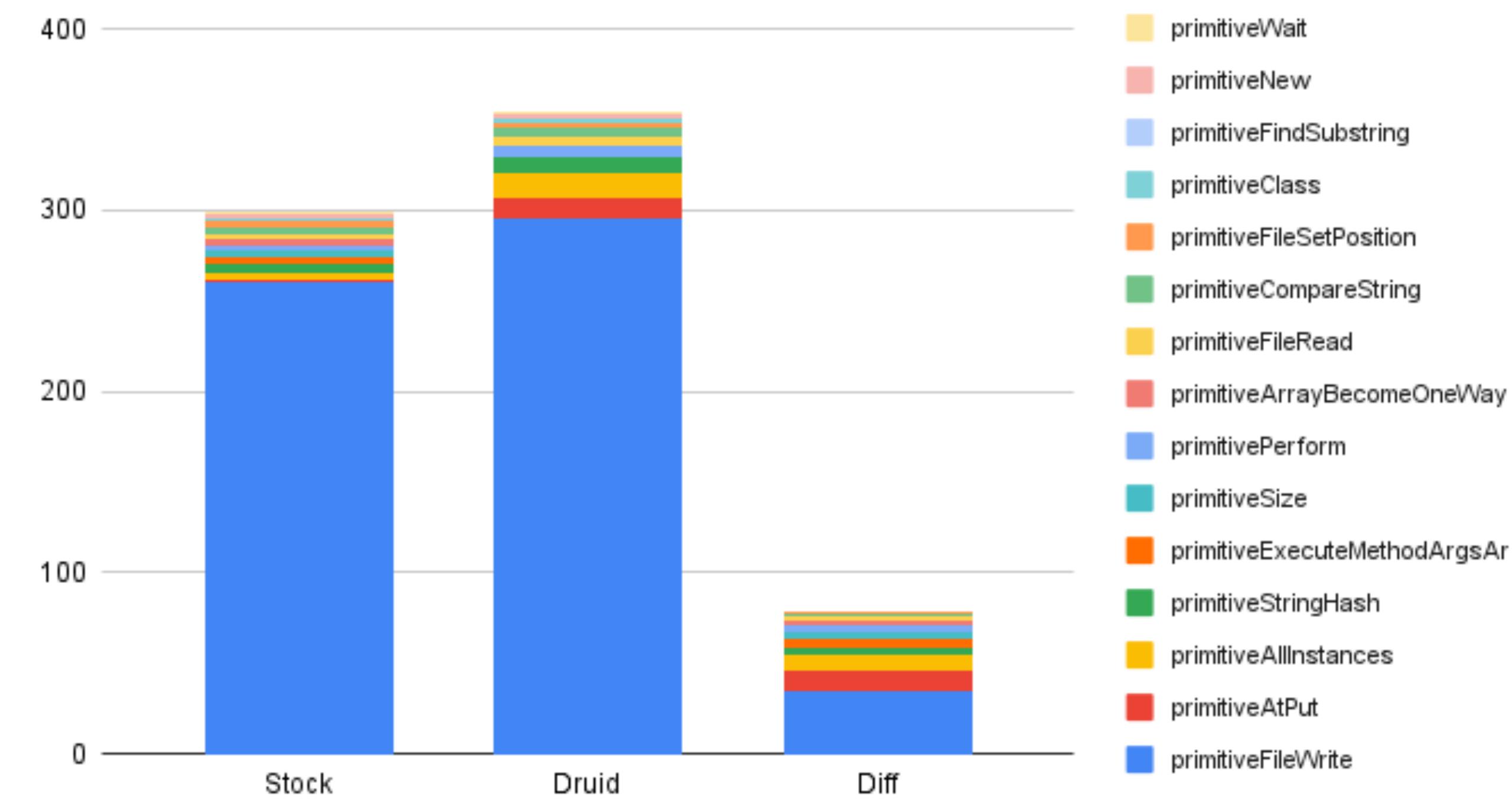


# Differential MC->Primitive Profiling

Kernel tests -- Time spent in MC -> Primitive

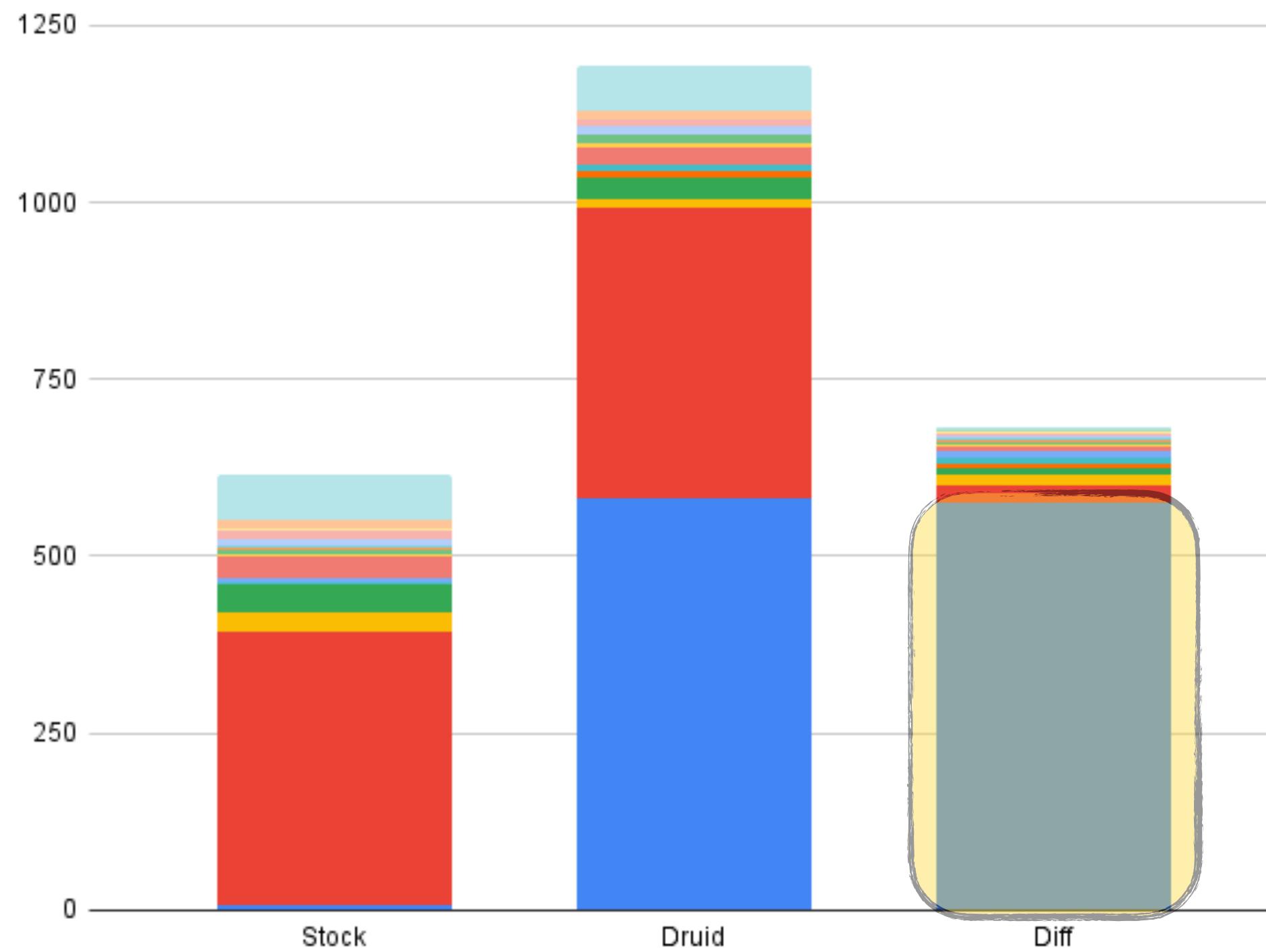


Opal tests -- Time spent in MC -> Primitive

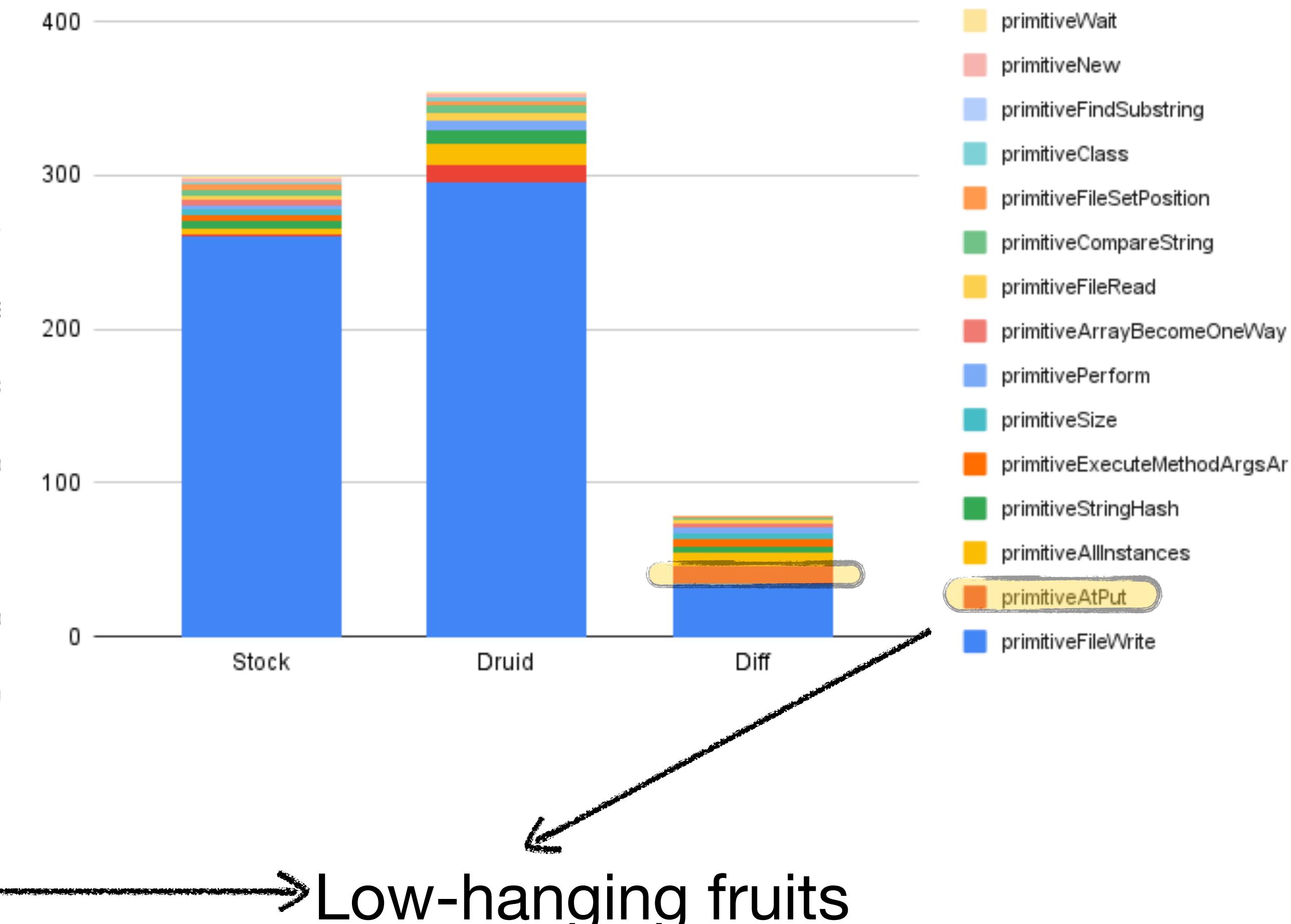


# Differential MC->Primitive Profiling

Kernel tests -- Time spent in MC -> Primitive

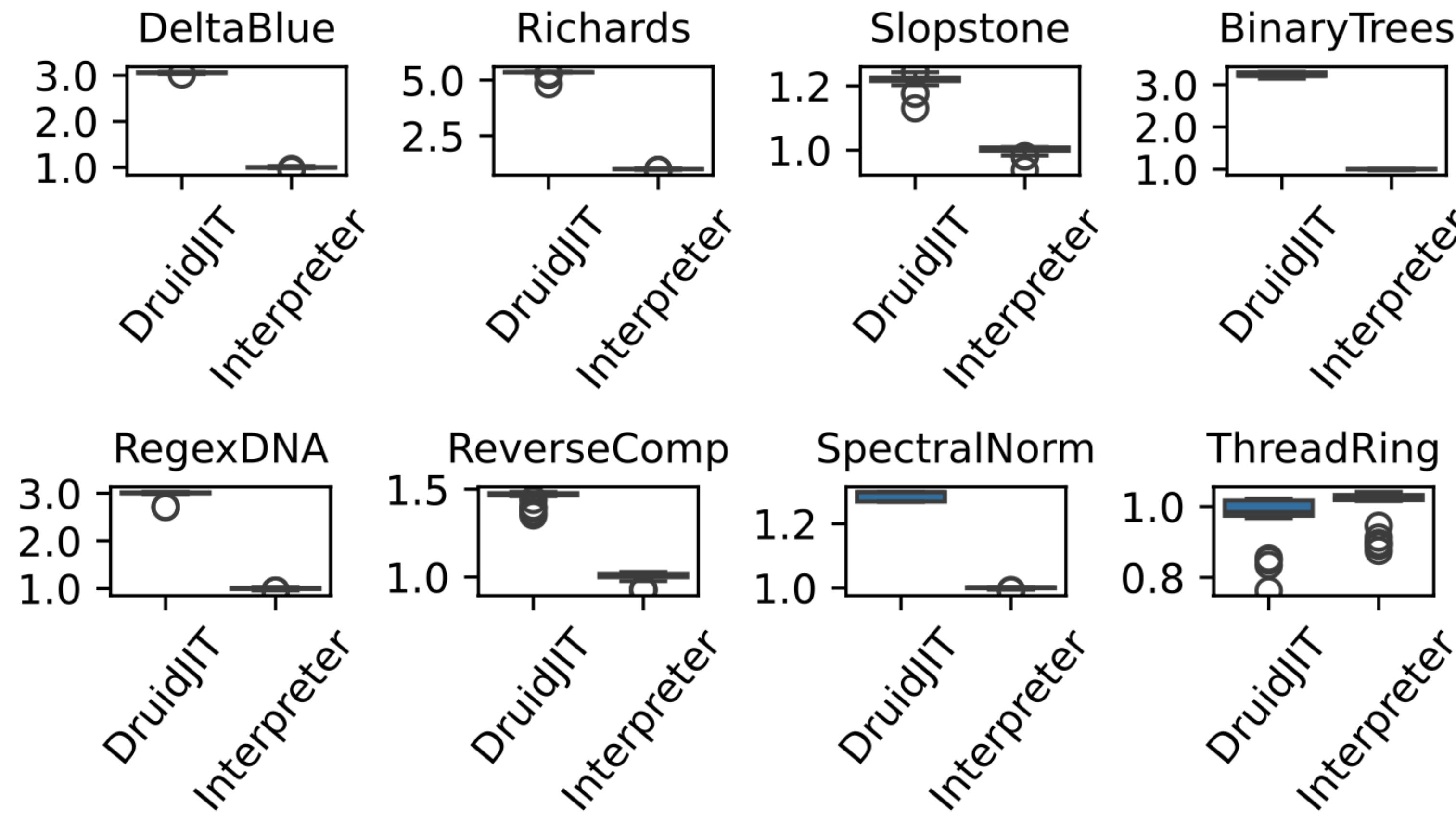


Opal tests -- Time spent in MC -> Primitive



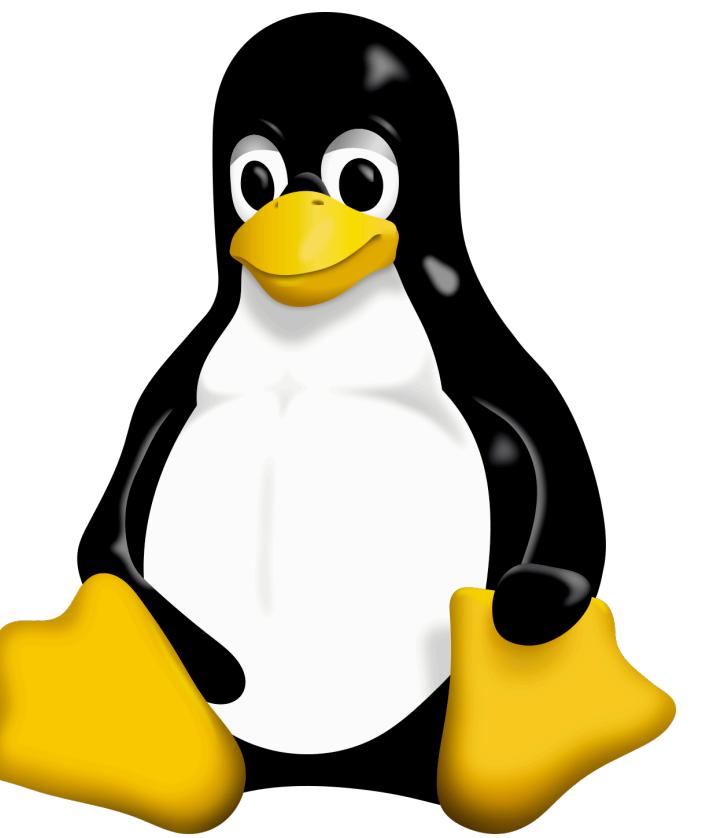
# After Some Bit of “well-placed” Work :)

- **2x faster!**  
than interpreter on avg
- Almost there:
  - ~0.7x manual JIT
  - Missing
    - static type predictions
    - peephole optimizations on conditionals



# What's next?

- **Linux integration:**
  - Perf support
  - *Matéo Boury*
- **Tracking Pharo's performance:**
  - Performance dashboards
  - Benchmark Generation
  - daily, monthly, yearly



# Takeaways

- Integrate with tools that do their job well (Instruments, Perf)
- Simple custom tools help debugging *complex VM scenarios*
- Tests first for good behavior
- Bench first for good performance!