

Late Data Layout: Unifying Data Representation Transformations (OOPSLA'14)

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1 Data Representation Problem

Data takes various representations when interacting with different language features. For example, the value 5 in:

Source Code

```
val a: Int = 5
val b: Any = 5
```

is compiled to two different representations:

Low-level Bytecode

Scala abstracts over the boxed and unboxed representations by exposing a single Int type. This simplifies the language but complicates the compiler, which must:

- [choose the representation] of each value and
- introduce coercions such as boxing and unboxing

We will further explore how this is implemented in a compiler.

Other language features abstract over data representations as well, requiring similar transformations:

- value classes: inline C-like structures vs boxed objects
- miniboxing: long integer encoding vs boxed values
- staging: immediate [5] vs next-stage values [2 + 3]

2 Syntax-Driven Transformation

Int \rightarrow int The unboxed representation is more efficient, so values are unboxed on a case by case basis, if possible.

Int → Integer After unboxing occurs, all remaining values of type Int can be converted to Integer, since the semantics of Int correspond to the runtime behavior of Integer.

Source Code

```
val c: Int = ... // e.g.: List[Int](1,2,3).head
val d: Int = c
println(d.toString)
```

When unboxing a value, such as c or d, coercions are introduced to maintain representation consistency:

Transformed Code (Step 1: unboxing c)

Transformed Code (Step 2: unboxing d)

```
val c: int = unbox(...)
val d: int = unbox(box(c)) // unboxing the rhs of d
println(box(d).toString) // boxing all references
```

Syntax-driven transformations produce redundant coercions, which slow down execution, for example in the definition of d.

For simple cases, peephole optimizations can eliminate the redundant coercions. Yet, as shown in the paper, they do not scale to more complex cases. A better approach is necessary.

3 Type-Driven LDL Transformation

Instead of using syntax-based rules, Late Data Layout (LDL) injects representation information in the types. It then inserts coercions when types (and thus representations) don't match:

Step 1 Inject annotations that track the representation:

Inject phase

```
val c: @unboxed Int = ...
val d: @unboxed Int = c
println(d.toString)
```

Step 2 Coerce only when representations do not match:

Coerce phase

```
// expected @unboxed Int, found Int ⇒ add coercion:
val c: @unboxed Int = unbox(...)
// expected @unboxed Int, found @unboxed Int ⇒ ok:
val d: @unboxed Int = c
// expected Int, found @unboxed Int ⇒ add coercion:
print(box(d).toString)
```

The expected type propagation (part of local type inference) allows tracking the required representation of each expression, enabling the introduction of coercions only where necessary.

Step 3 Commit to the final representation, by replacing annotated types by their target representations:

Commit phase

```
val c: int = unbox(...)
val d: int = c // optimal!
println(box(d).toString)
```

The Late Data Layout transformation has three properties:

- consistency, guaranteed by the type system
- [selectivity], thanks to individual value annotation
- optimality, by virtue of expected type propagation

4 Benchmarks

Performance gains | For the three Scala plugins we developed:

- value class inlining transformation, up to 2x
- miniboxing generics, speedups of up to to 22x
- staging FFT calculations, speedups of up to 59x

Development time The LDL transformation took 2 months to develop for the miniboxing plugin, and was subsequently used to implement the other two plugins from scratch:

- value class plugin: 2 developer-weeks of coding
- staging plugin: 1 developer-week of coding

(5) Resources

- Official website: scala-ldl.org
- OOPSLA'14 paper: doi>10.1145/2660193.2660197