



# Miniboxing

Fast Generics on the JVM

**ScalaDays**, 18th of June 2014

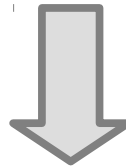


Vlad Ureche  
gh/twitter:@VladUreche

**class C[T](t: T)**

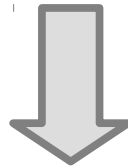
**class C[T](t: T)**

scalac / javac



**class C[T](t: T)**

scalac / javac



**class C(t: Object)**

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scalac / javac

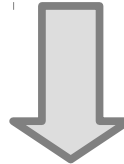


The process is called **erasure**,  
and it replaces type parameters  
by their upper bound

**class C(t: Object)**

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scalac / javac



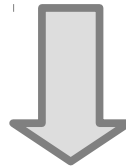
The process is called **erasure**, and it replaces type parameters by their upper bound

# class C(t: Object)

Requires boxed primitive types (java.lang.Integer, ...)

# class C[T](t: T)

scalac / javac



The process is called **erasure**, and it replaces type parameters by their upper bound

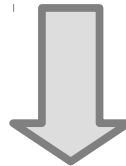
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Requires boxed primitive types (java.lang.Integer, ...)

You don't see it: **scala.Int** can be either **int** or **j.l.Integer**.  
Scalac does the work for you!

# class C[T](t: T)

scalac / javac



The process is called **erasure**, and it replaces type parameters by their upper bound

# class C(t: Object)

Requires boxed primitive types (java.lang.Integer, ...)

You don't see it: **scala.Int** can be either **int** or **j.l.Integer**.  
Scalac does the work for you!

Yet boxing degrades performance

- heap allocations / GC cycles ...
- indirect reads, broken locality



**class C[T](t: T)**



**@specialized**

**class C[T](t: T)**



**@miniboxed**

**What is**



**?**

**@miniboxed =**

**@miniboxed = @specialized**

**@miniboxed = @specialized**  
- the limitations

**@miniboxed = @specialized**

- the limitations
- bytecode bloat



opens the way to  
**@miniboxed**  
Scala collections

**@miniboxed = @specialized**

- the limitations
- bytecode bloat



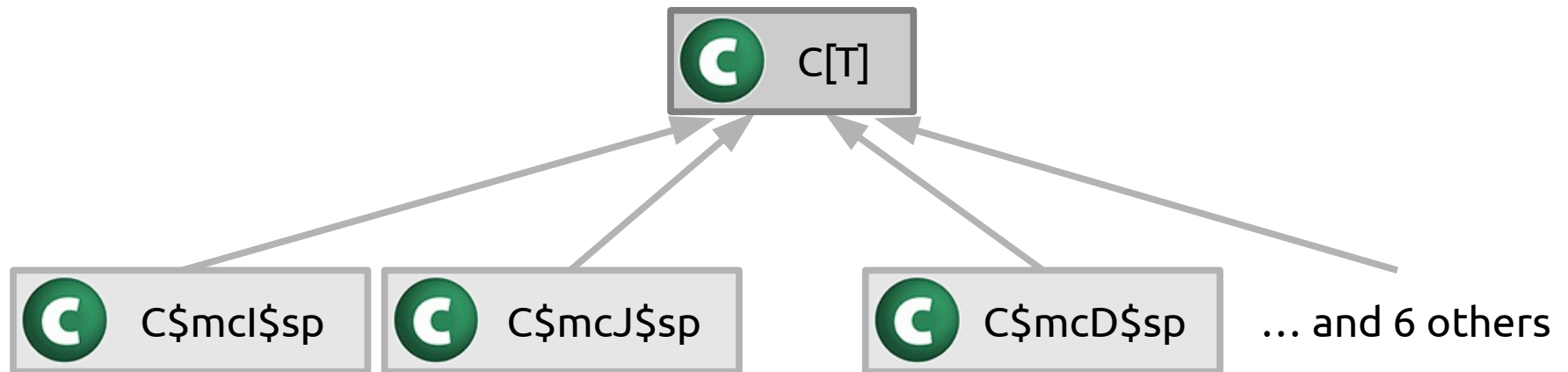
**@specialized**

**class C[@specialized T](t: T)**

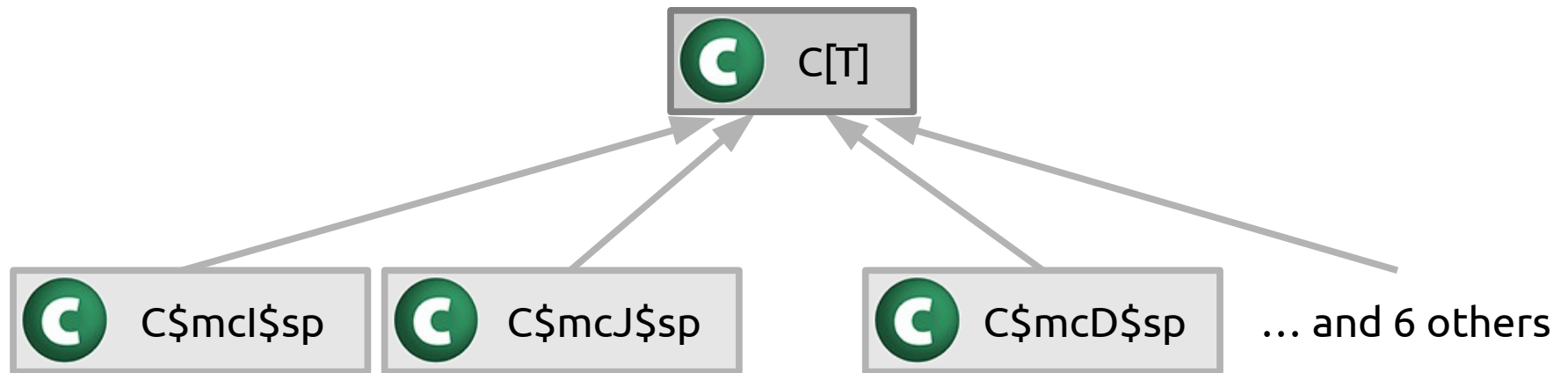
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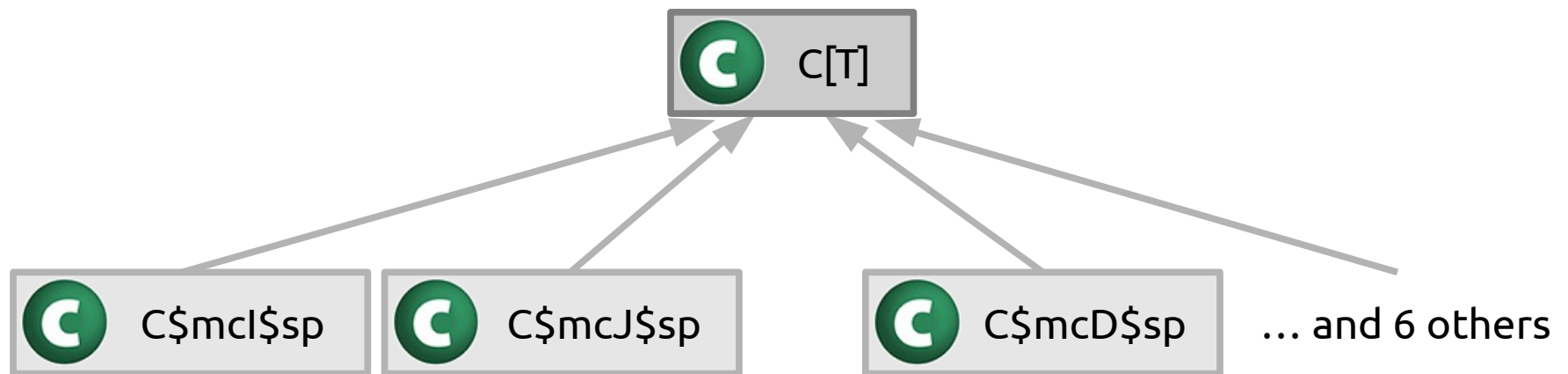


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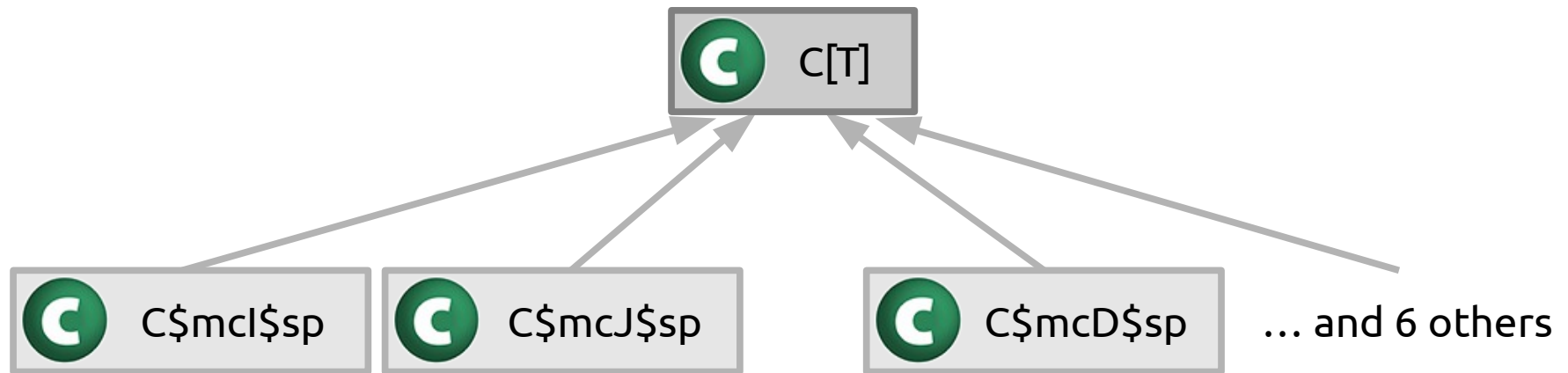
new C[Int](4)

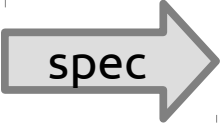
# class C[@specialized T](t: T)



new C[Int](4)  new C\$mcl\$sp(4)

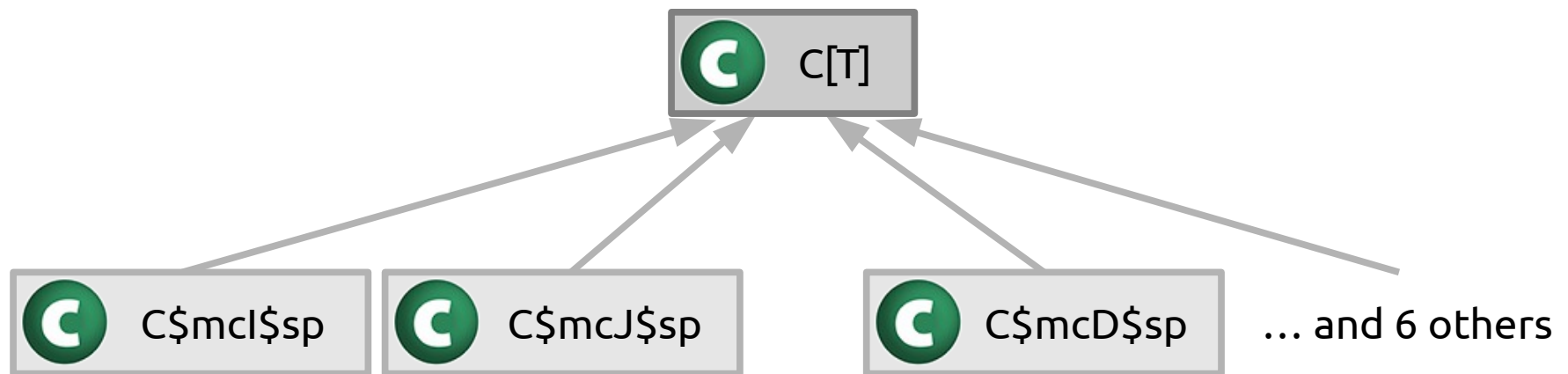
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`new C[Int](4)`  `new C$mcl$sp(4)`

Adapted to integers (**t\$mcl\$sp: int**)

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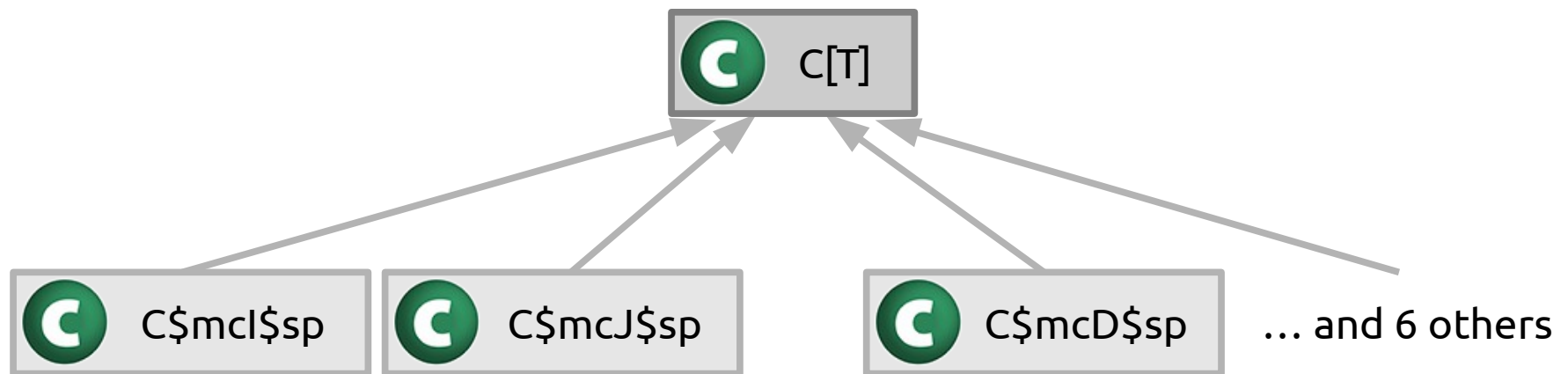
`new C[Int](4)`  `new C$mcl$sp(4)`

Adapted to integers (**t\$mcl\$sp: int**)

`new C("abc")`



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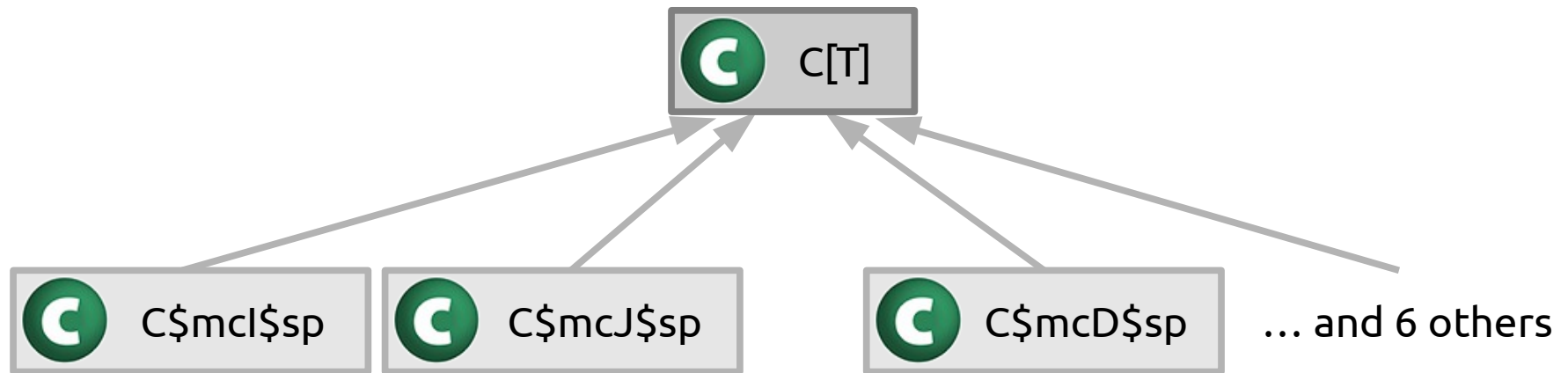


new C[Int](4)  new C\$mcl\$sp(4)

Adapted to integers (t\$mcl\$sp: int)

new C("abc")  new C[String]("abc")

# class C[@specialized T](t: T)



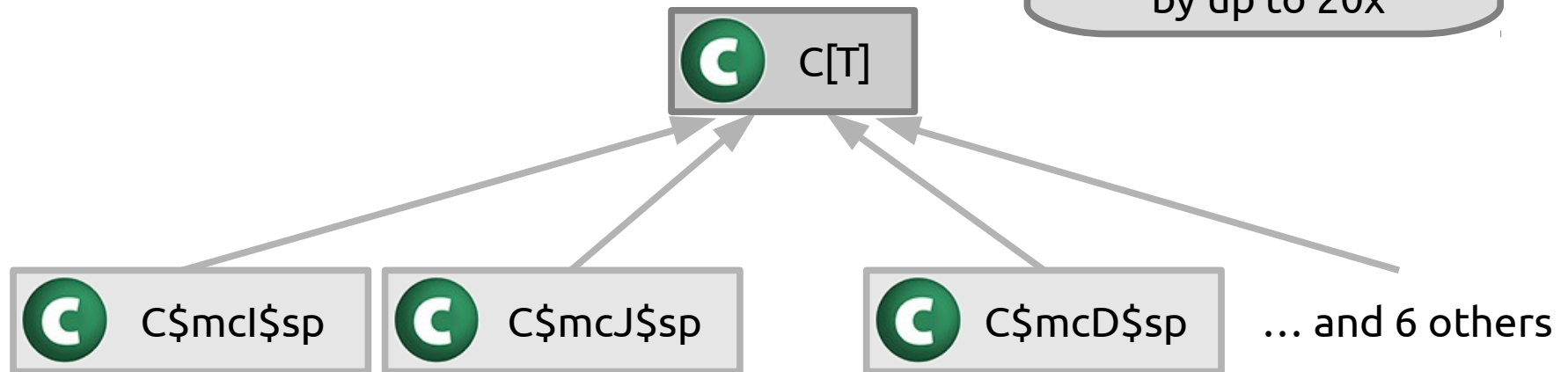
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Adapted to integers (t\$mcl\$sp: int)

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# class C[@specialized T](t: T)

Can speed up  
certain code patterns  
by up to 20x



new C[Int](4)  new C\$mcl\$sp(4)

Adapted to integers (t\$mcl\$sp: int)

new C("abc")  new C[String]("abc")

**@miniboxed** = @specialized

- the limitations
- bytecode bloat

**@miniboxed** = @specialized

- 
- duplicate fields
  - broken inheritance

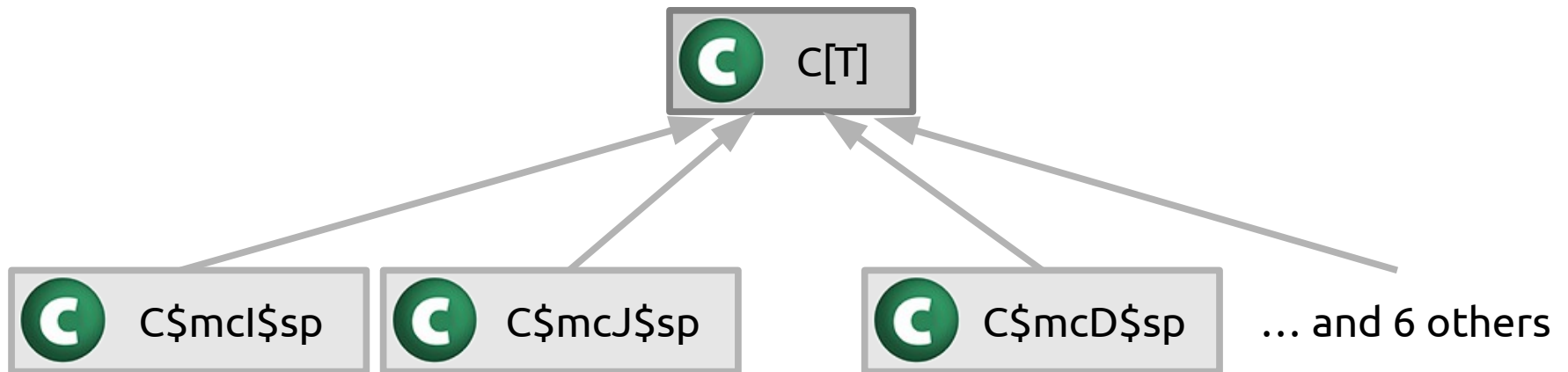
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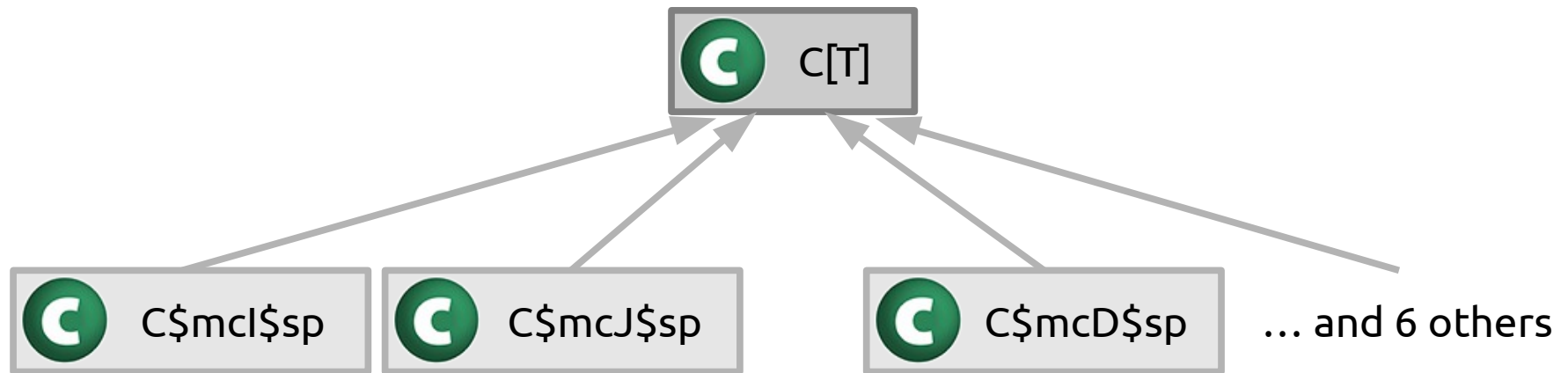


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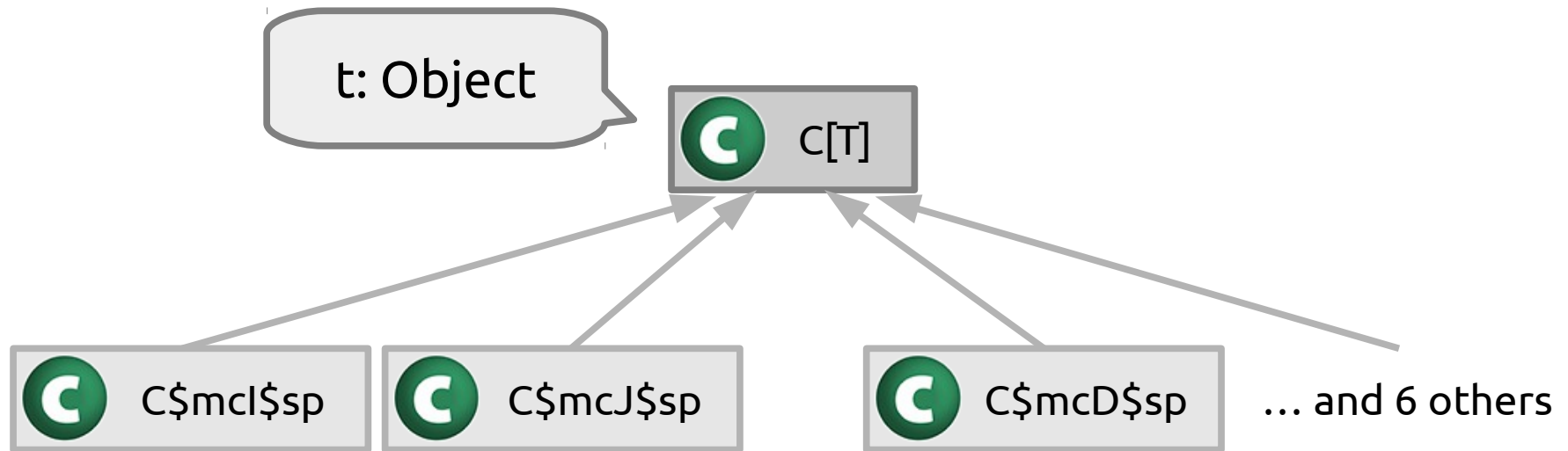


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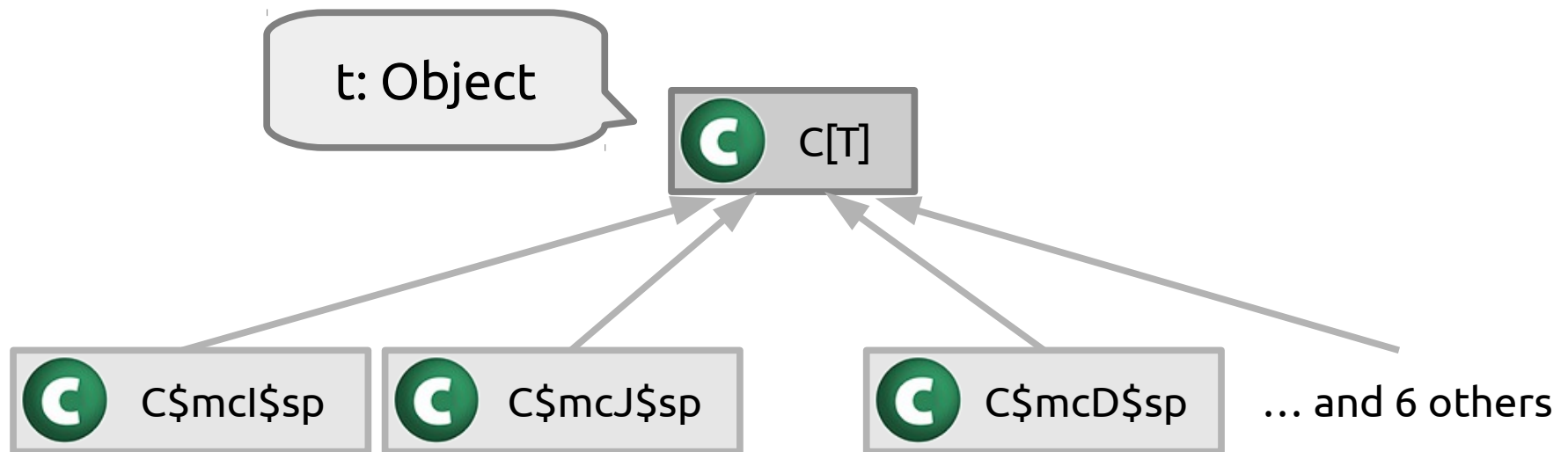
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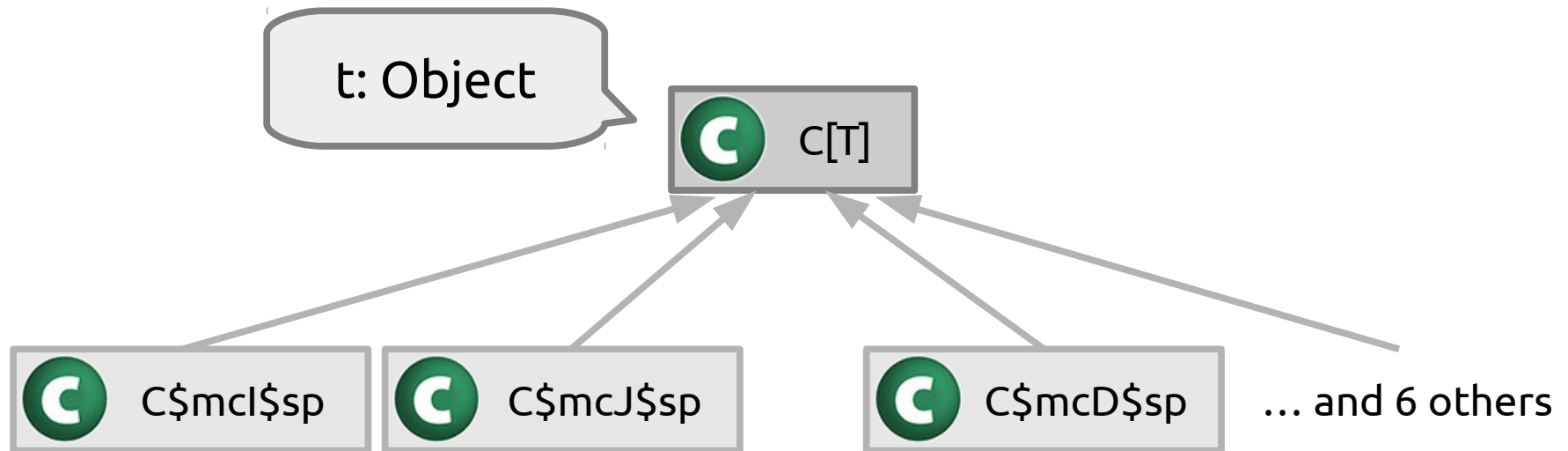
# class C[@specialized T](t: T)



new C("abc")  new C[String]("abc")  
new C[Int](4)  new C\$mcl\$sp(4)

# class C[@specialized T](t: T)

t: Object



t\$mcl\$sp: int

new C("abc")

spec

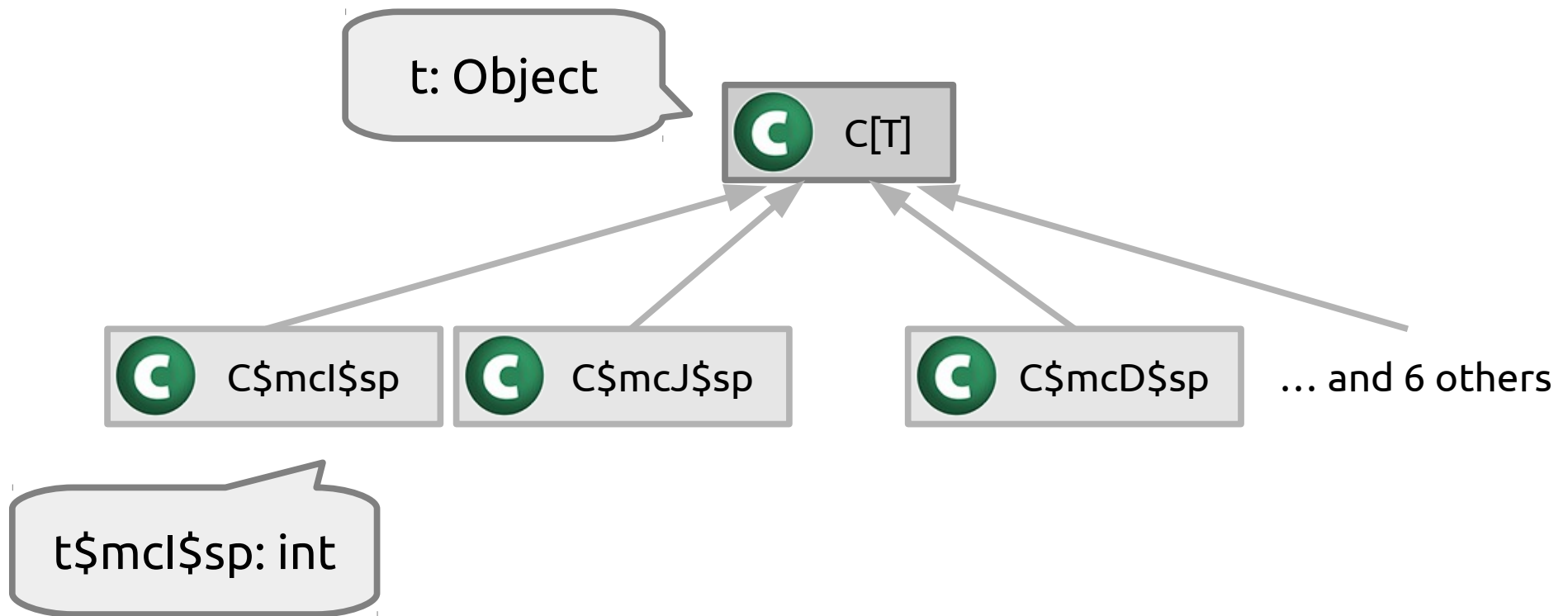
new C[String]("abc")

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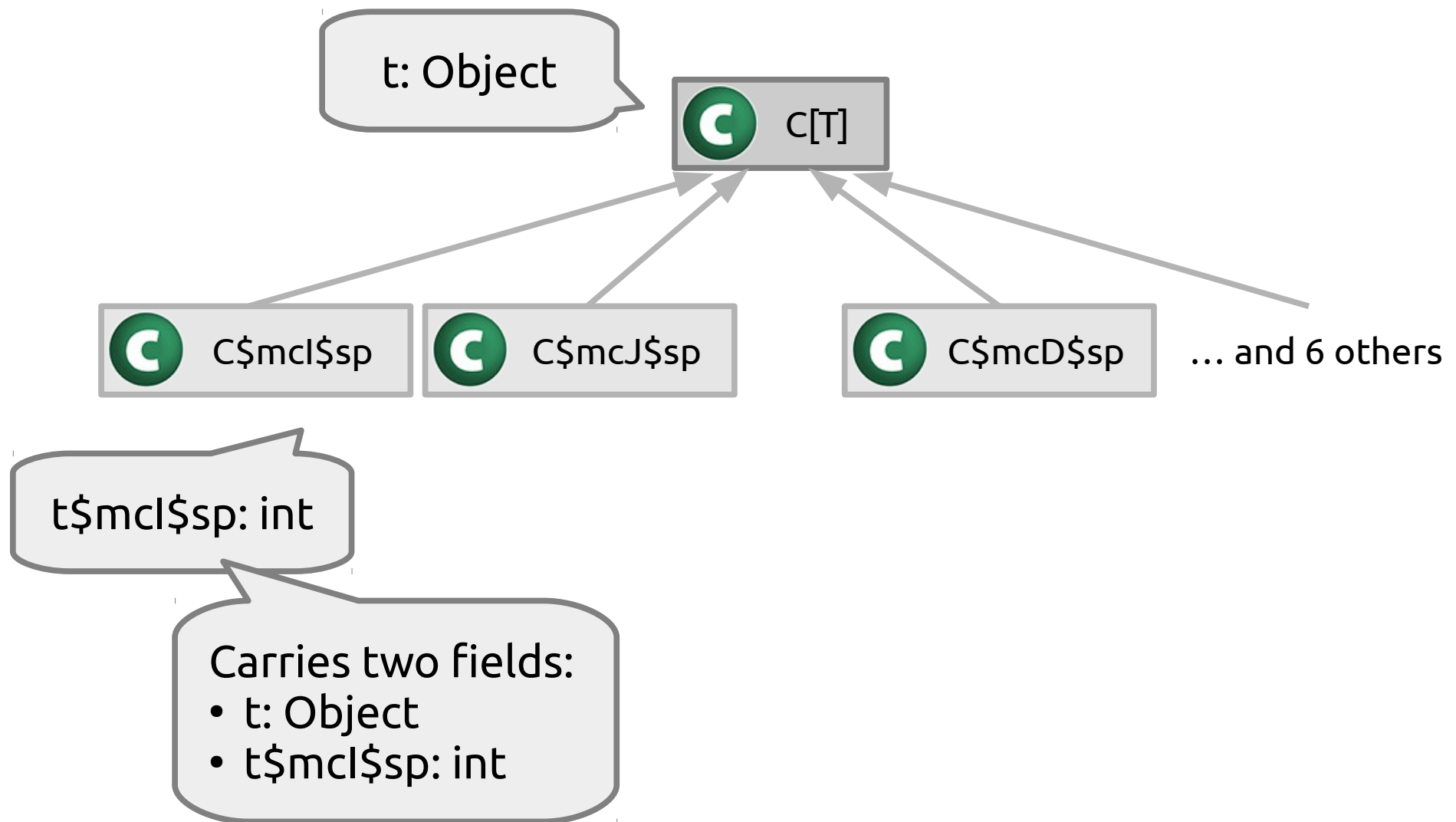
spec

new C\$mcl\$sp(4)

# class C[@specialized T](t: T)



# class C[@specialized T](t: T)



# class C[@specialized T](t: T)

t: Object



C\$mcI\$sp

C\$mcJ\$sp

C\$mcD\$sp

... and 6 others

t\$mcI\$sp: int

Carries two fields:

- t: Object
- t\$mcI\$sp: int

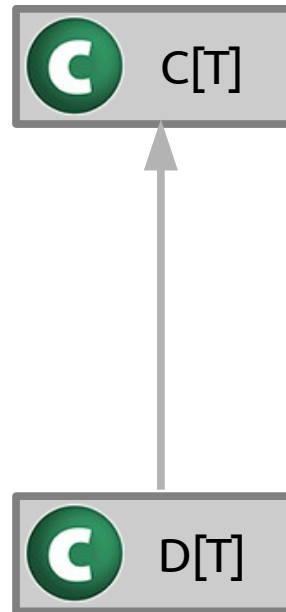
That's bad:  
duplicate fields

**SI-3585**

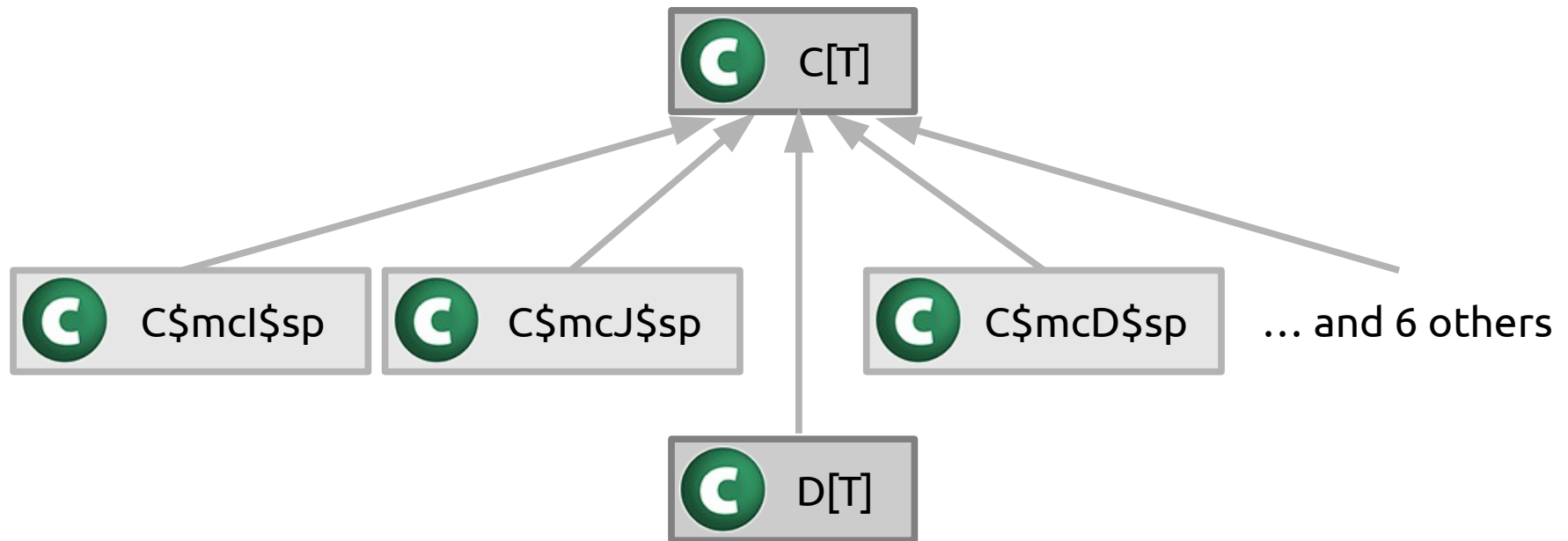
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class D[@specialized T](t: T)  
    extends C[T]
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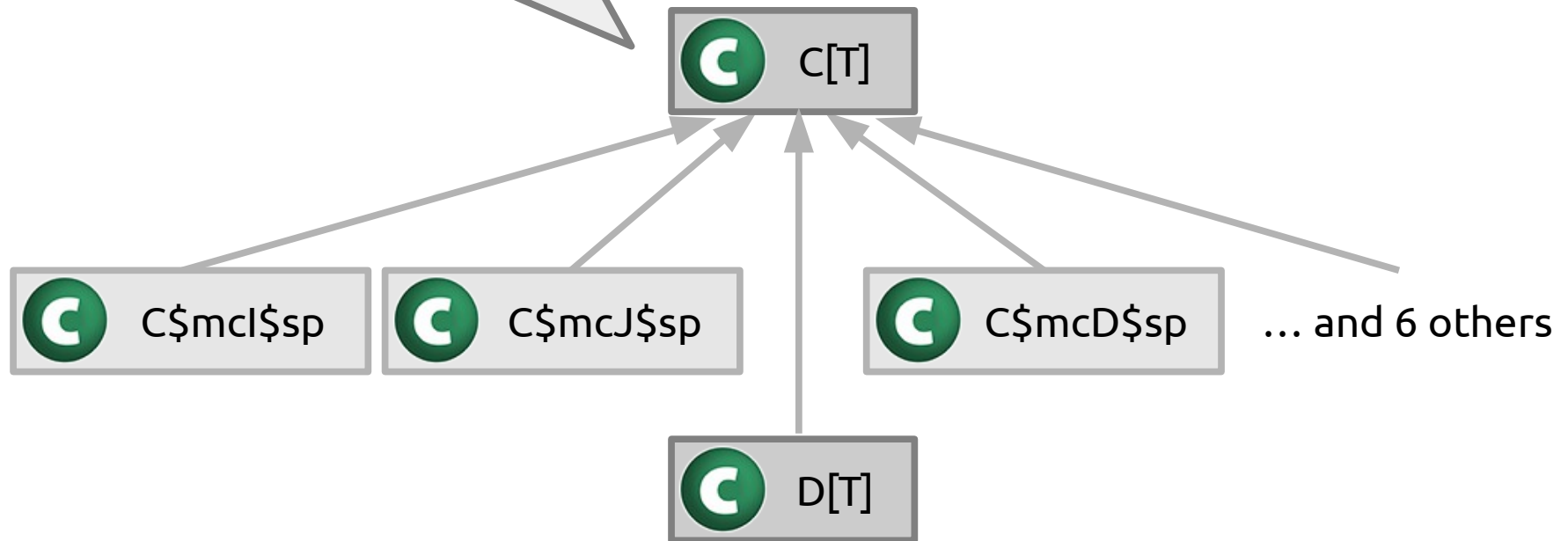


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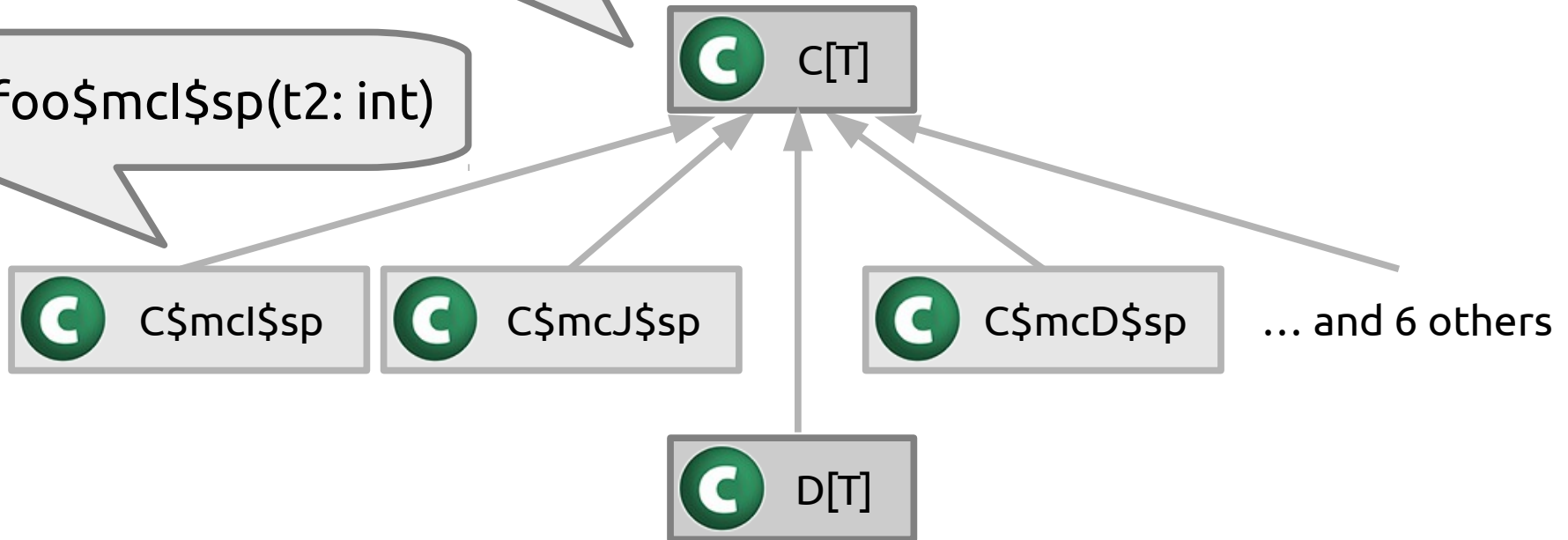
def foo(t2: T)



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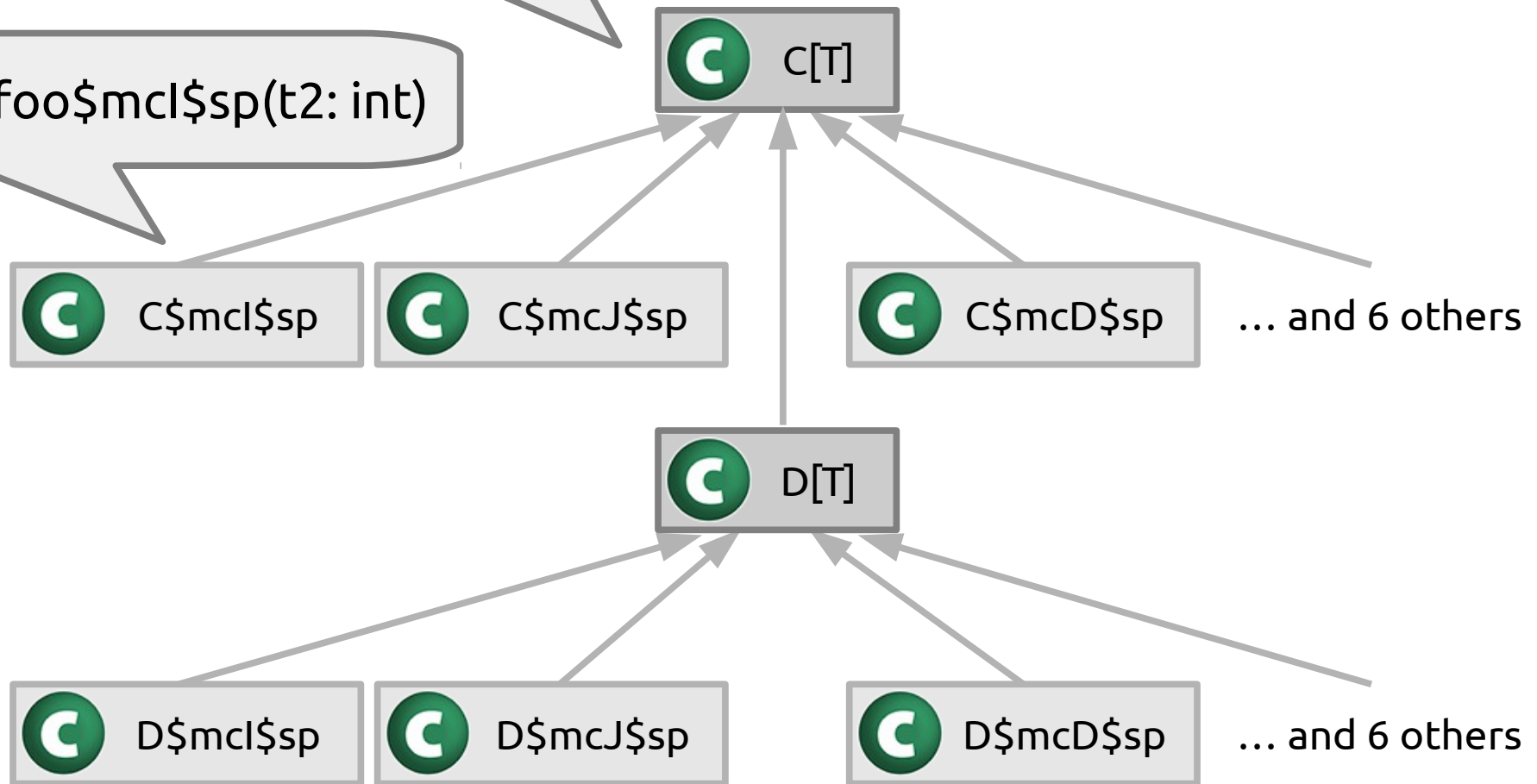
def foo\$mcl\$sp(t2: int)



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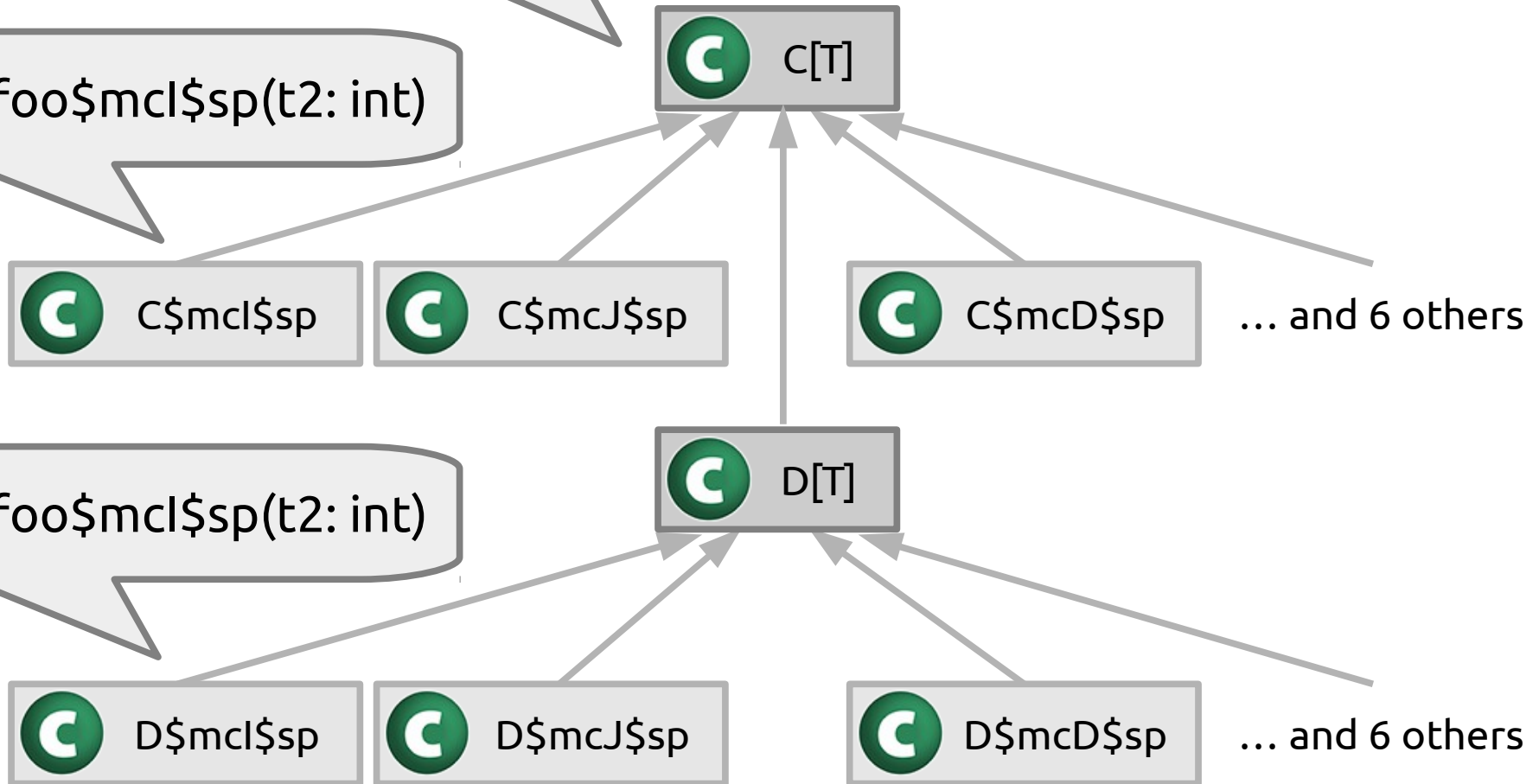
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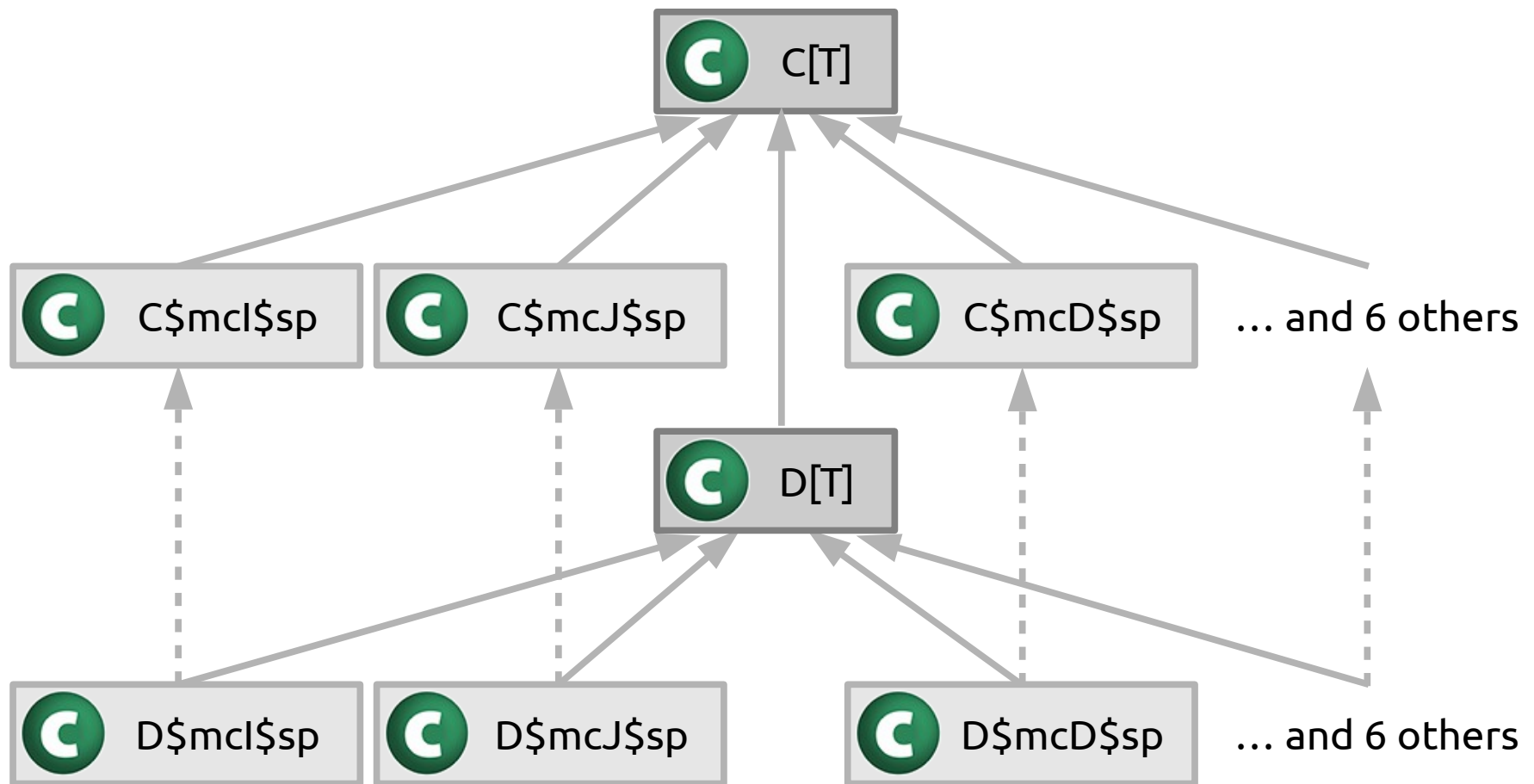
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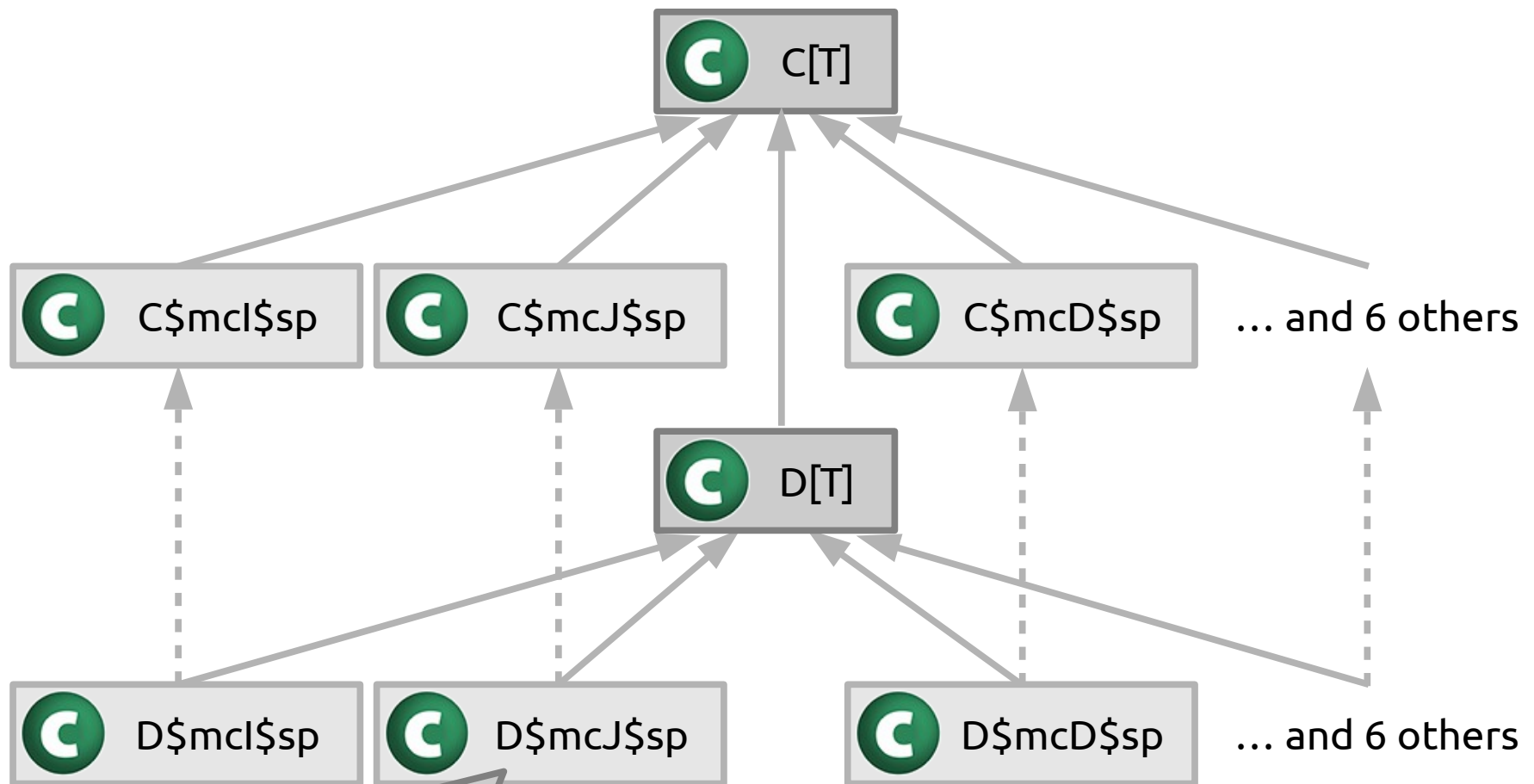
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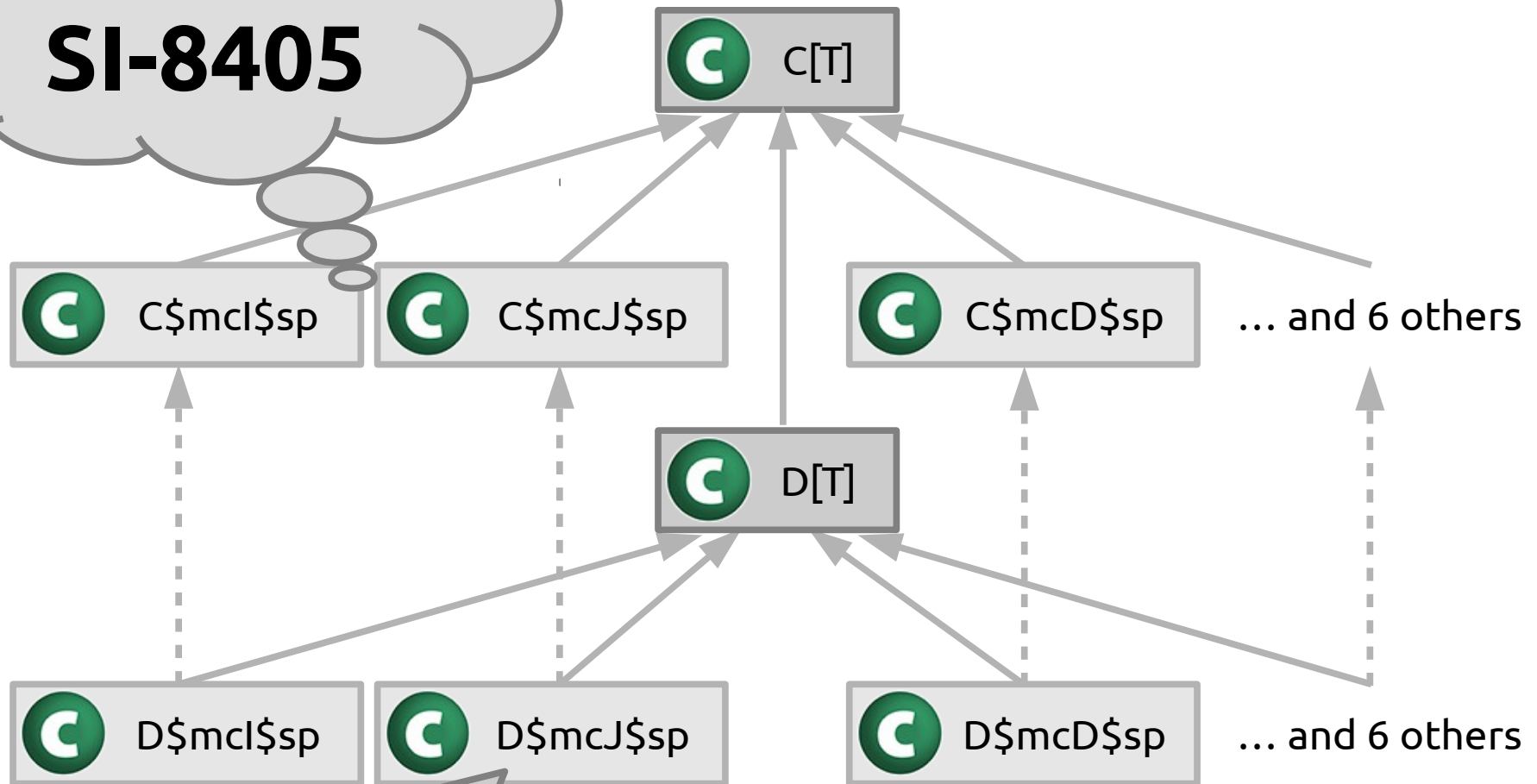
JVM: Single inheritance!



# class D[@specialized T](t: T) extends C[T]

Specialized class  
inheritance doesn't work:

**SI-8405**



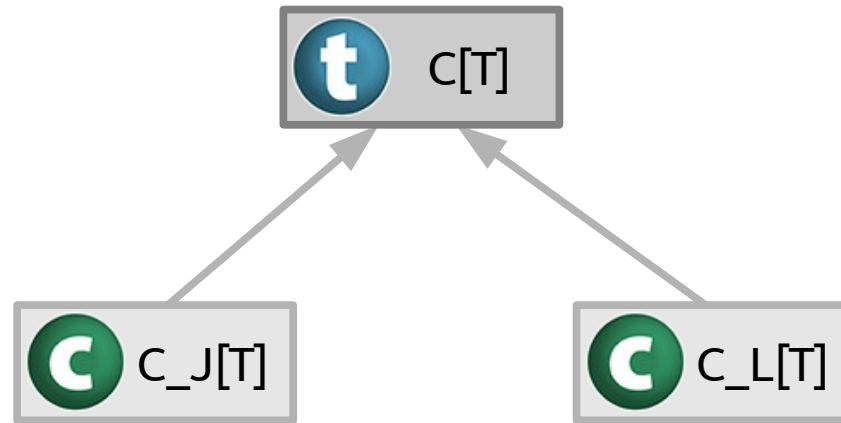
JVM: Single inheritance!

**@miniboxing**

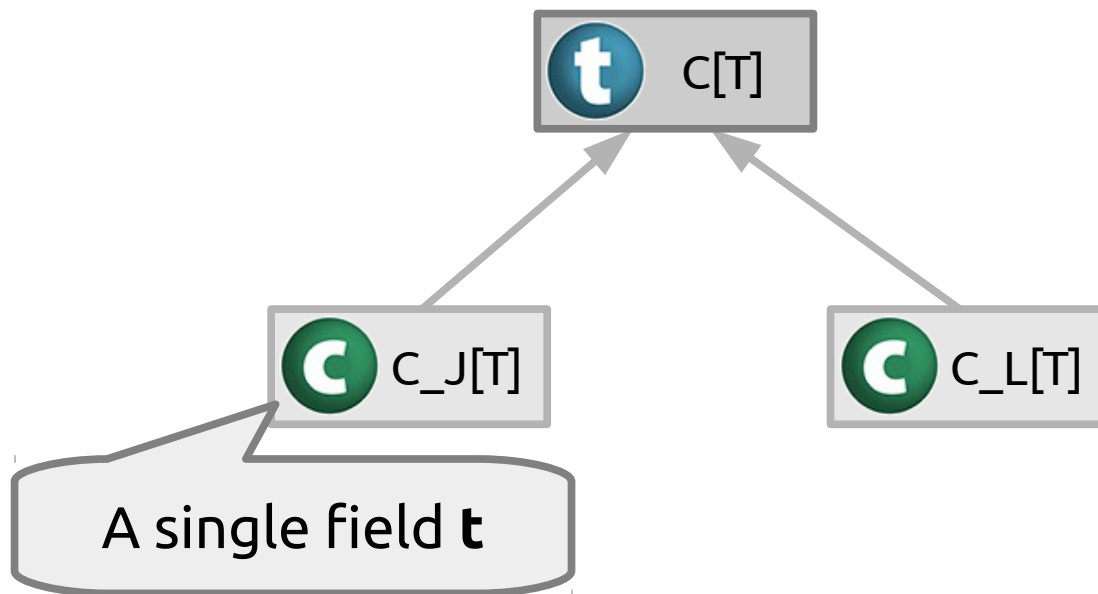
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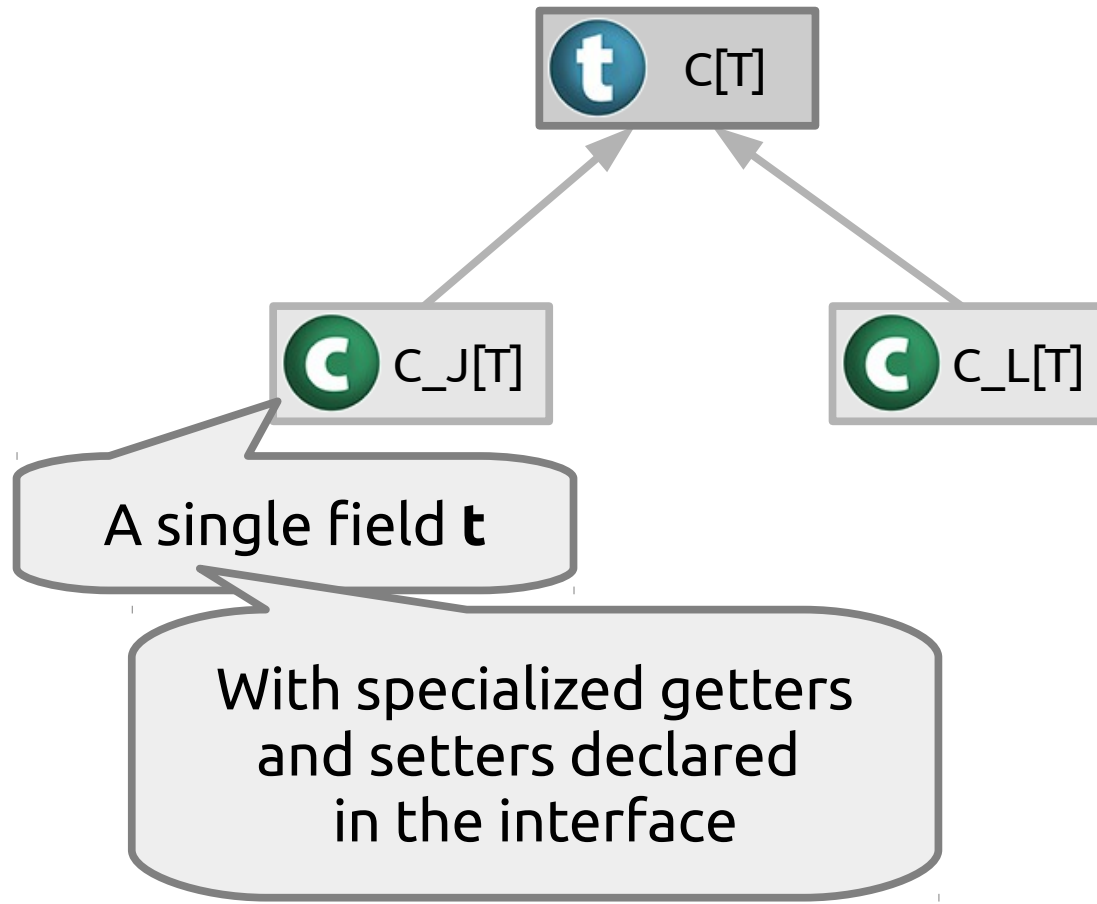
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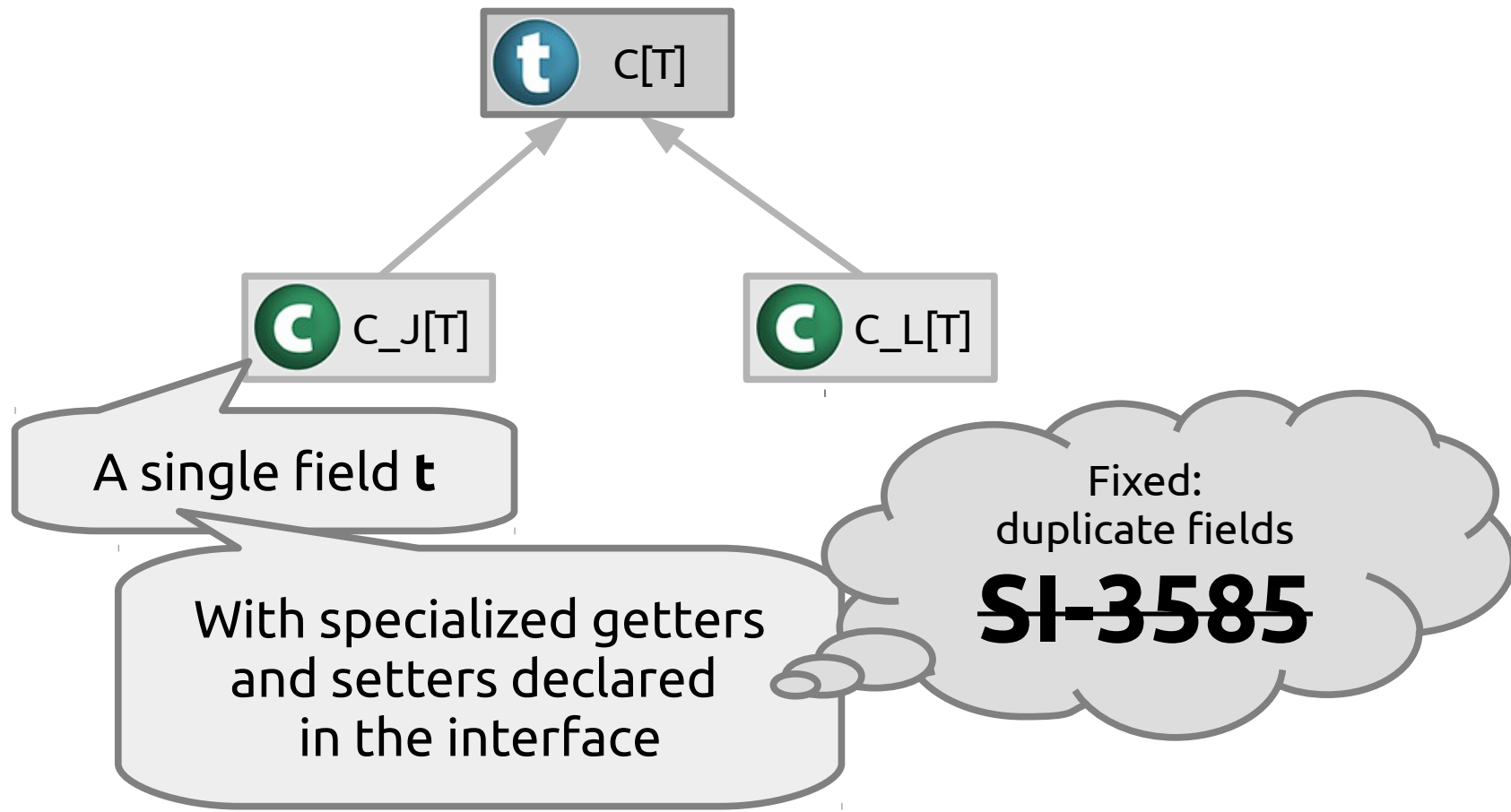
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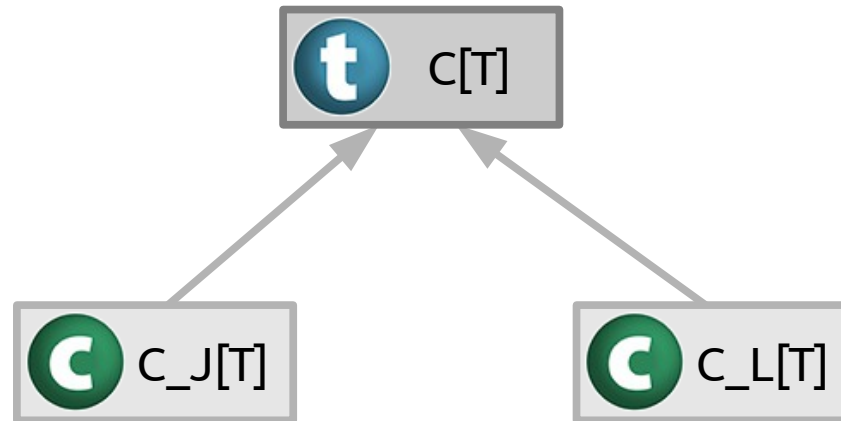
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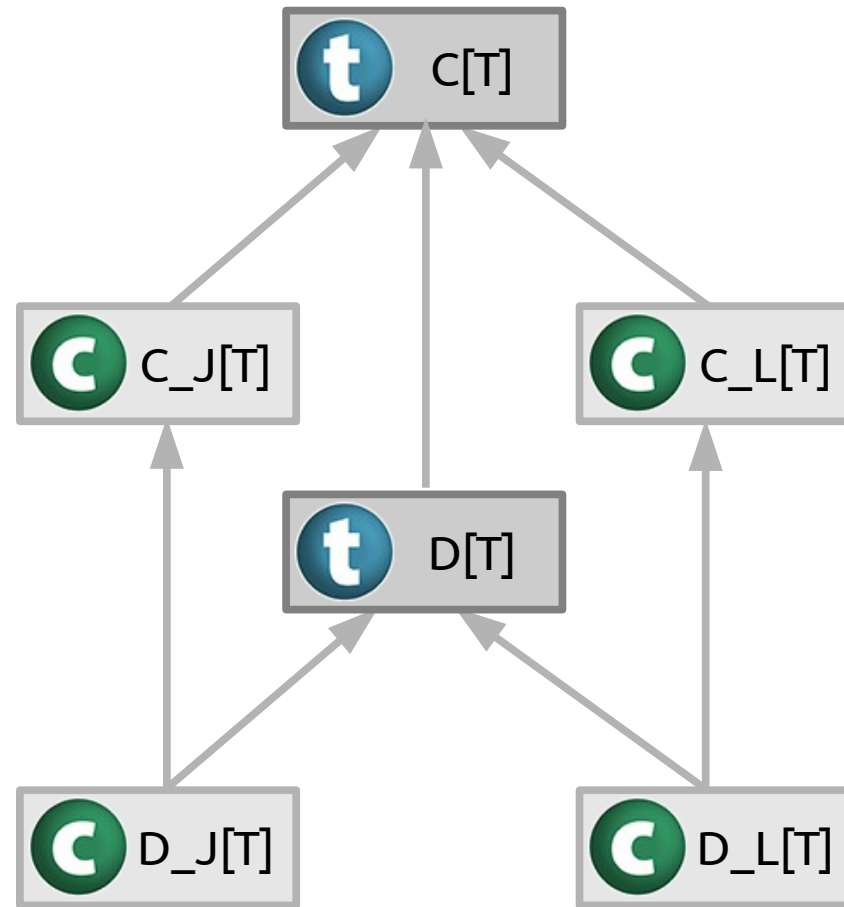
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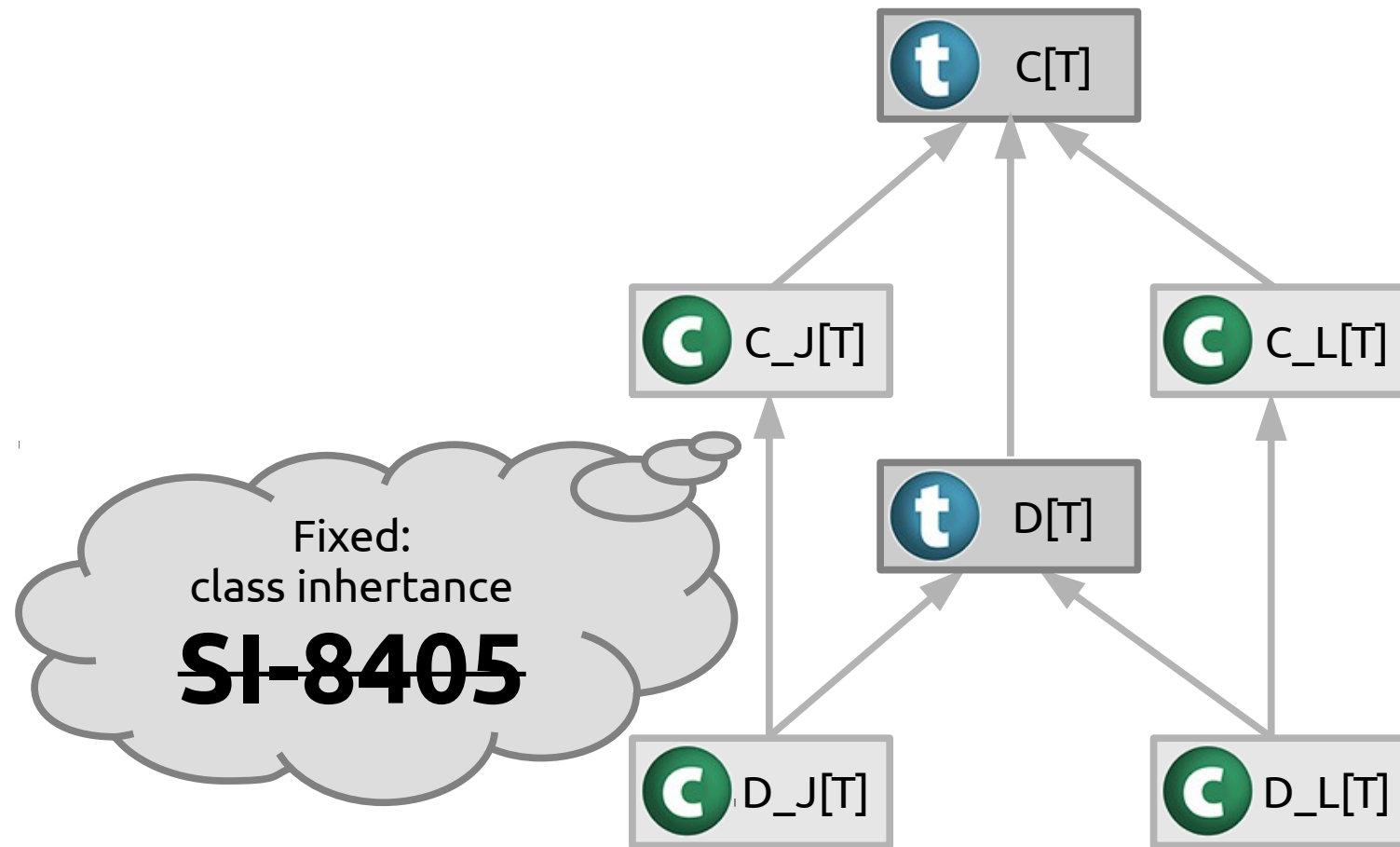
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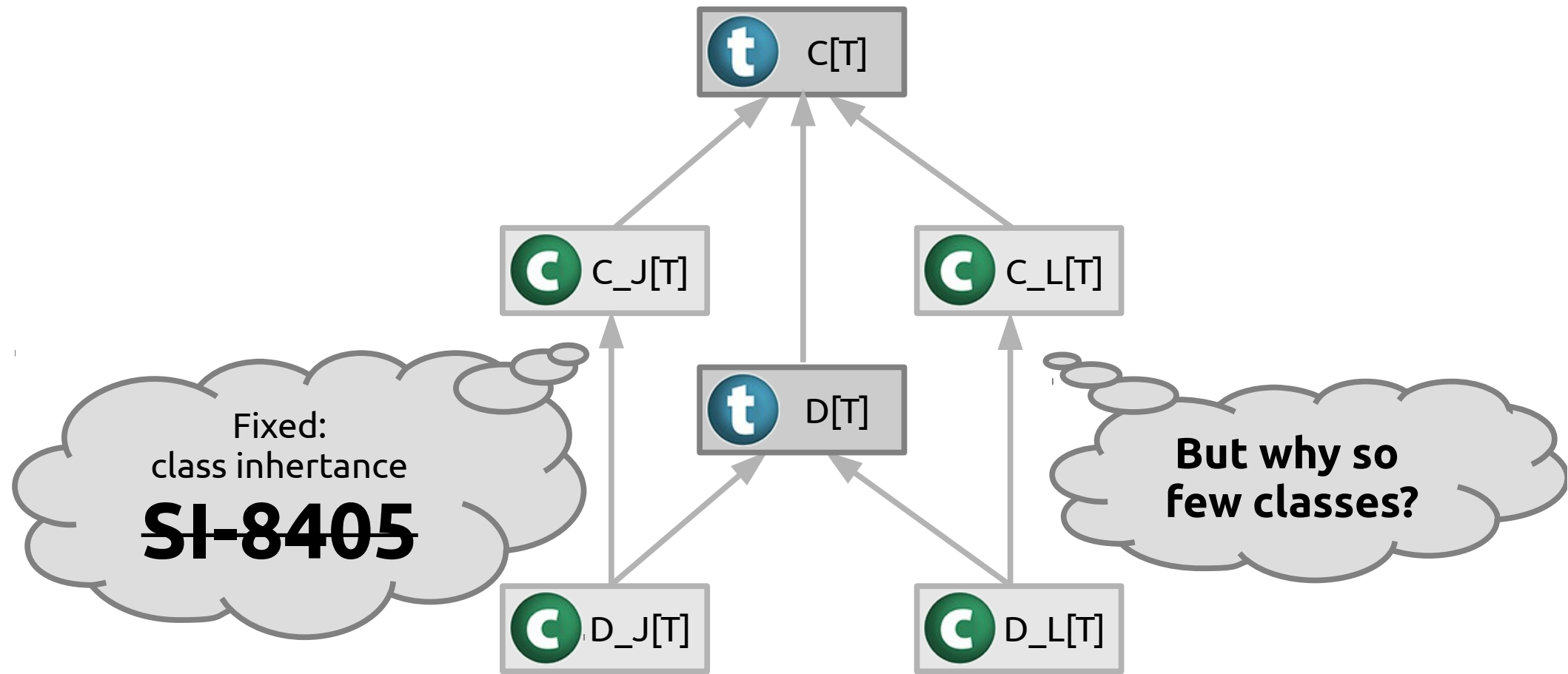
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**@miniboxed** = @specialized


- the limitations
- bytecode bloat

# Where's the bytecode bloat?

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trait Function2[-T1, -T2, +R]
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- **upfront bytecode (not on-demand)**
- too much for the Scala library


Still want to distribute it  
via maven, not **via torrents**

**But...**

we can do better

# But...

## we can do better



One day in 2012  
Miguel Garcia walked  
into my office and  
said: *"From a low-level  
perspective, there  
are only values and  
pointers. Maybe you  
can use that!"*

# But...

## we can do better

One day in 2012 Miguel Garcia walked into my office and said: *“From a low-level perspective, there are only values and pointers. Maybe you can use that!”*

LONG

DOUBLE

INT

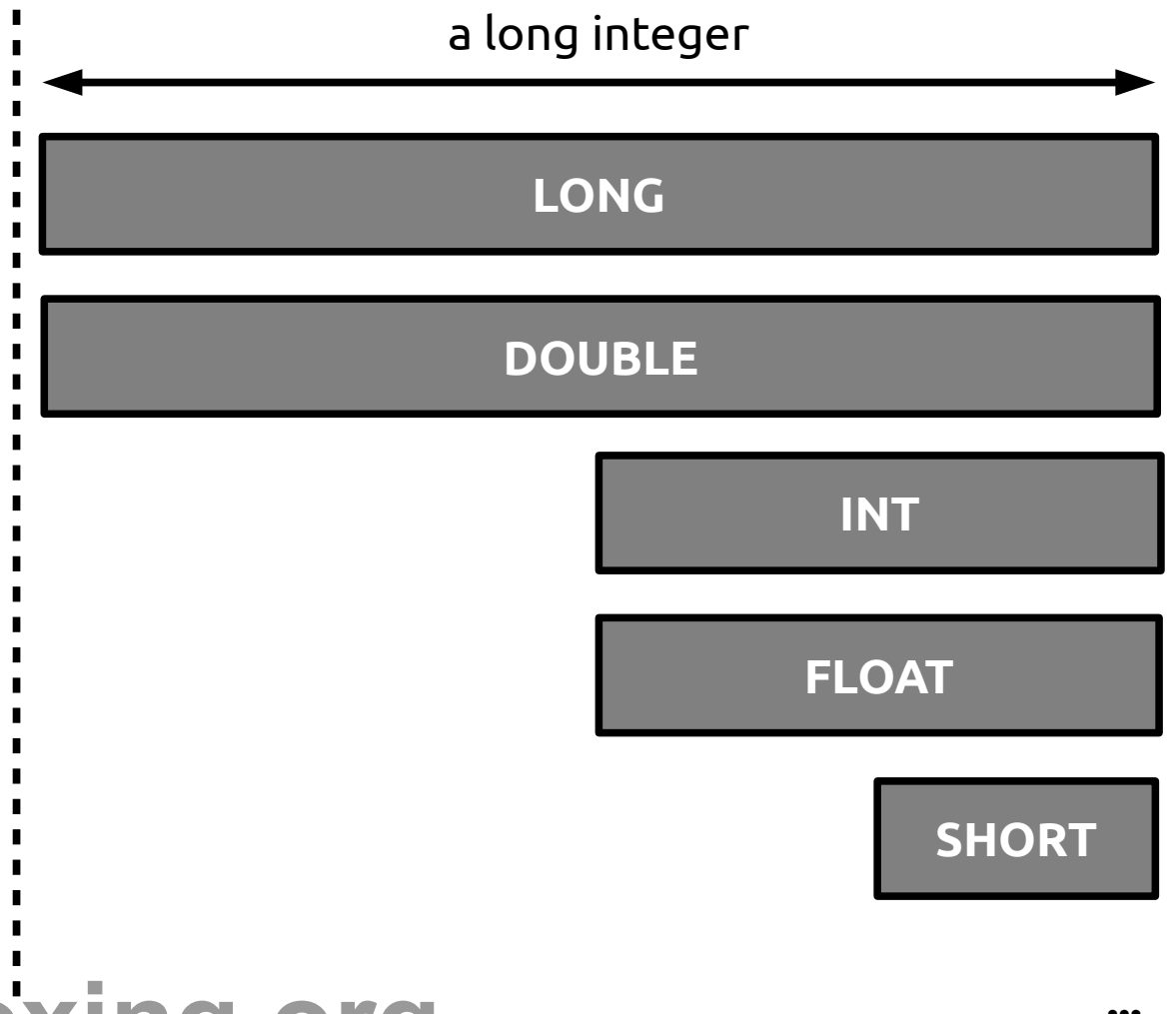
FLOAT

SHORT

# But...

## we can do better

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# And then the





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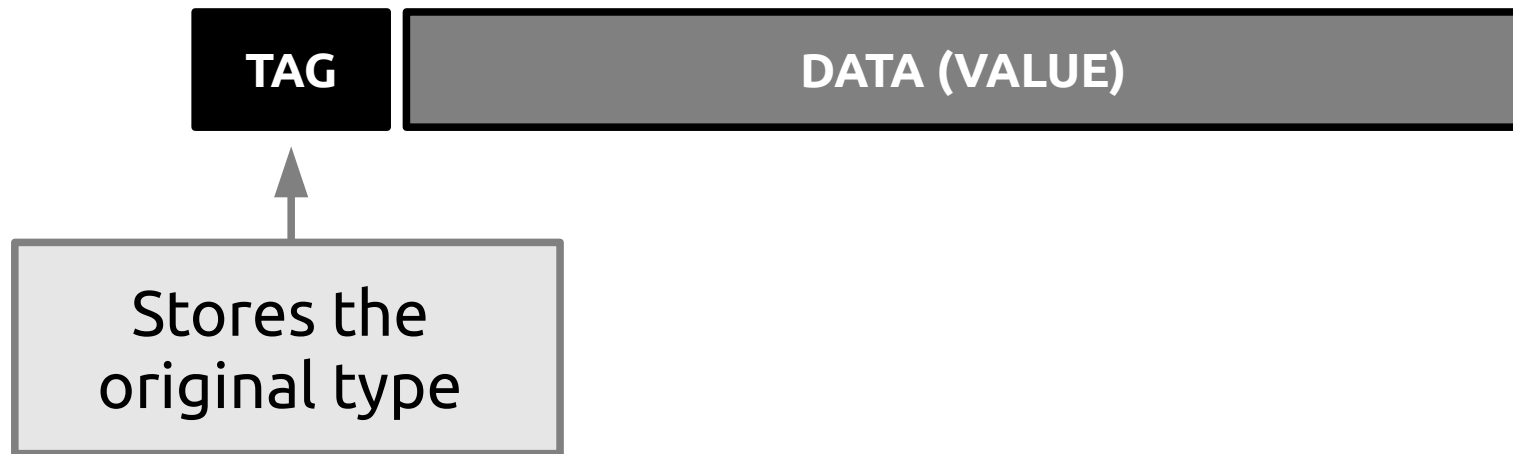
it started from the **tagged union**



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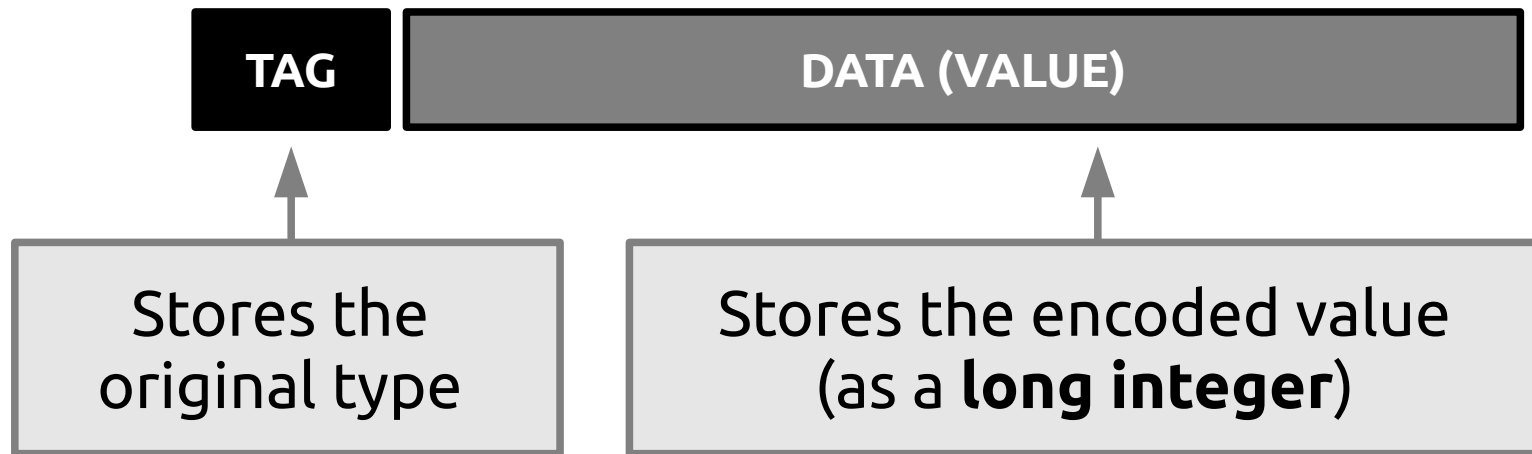
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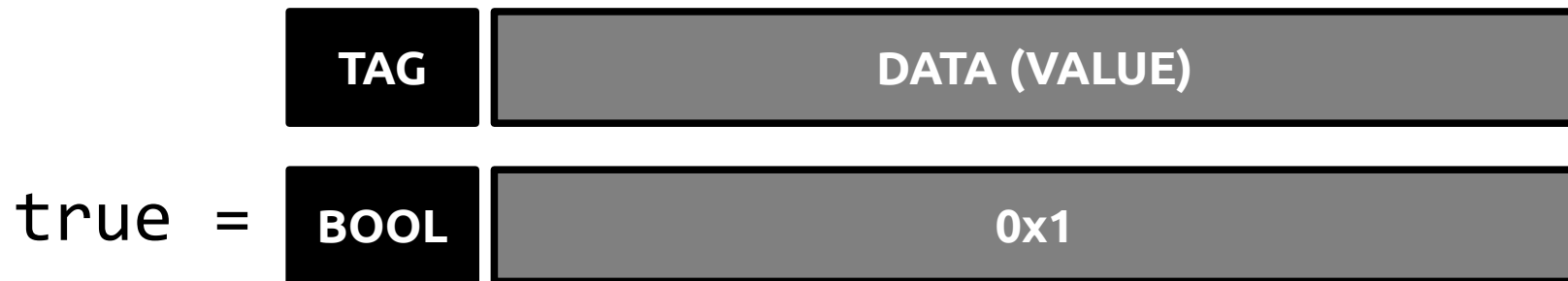
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	TAG	DATA (VALUE)
true =	BOOL	0x1
42 =	INT	0x2A

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	TAG	DATA (VALUE)
true =	BOOL	0x1
42 =	INT	0x2A
5.0f =	FLOAT	bit representation

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- somewhat similar to a boxed object



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- but not in the heap memory

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- direct access to the value

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Same benefits as for  
unboxed values

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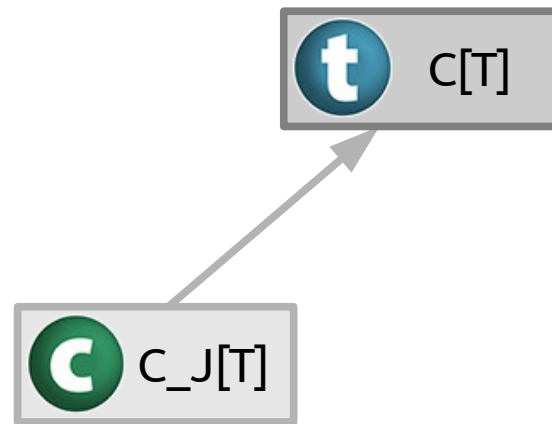
we can reduce the number of variants



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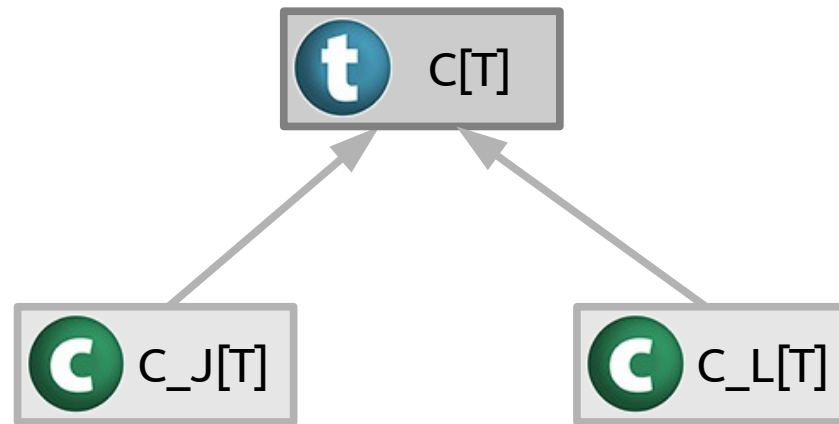
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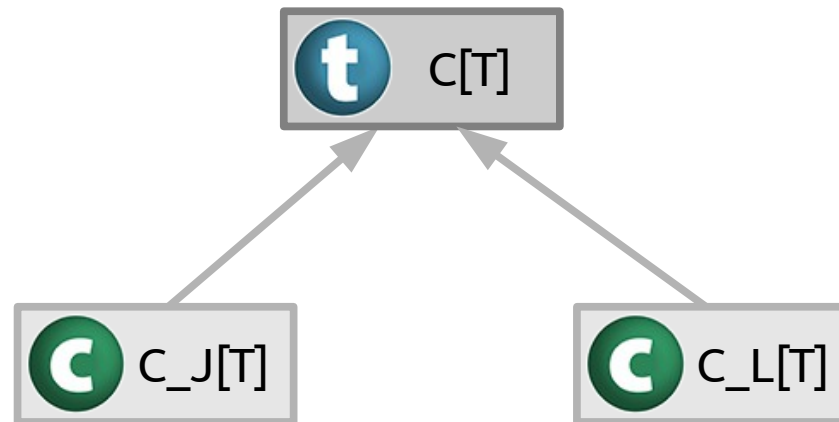
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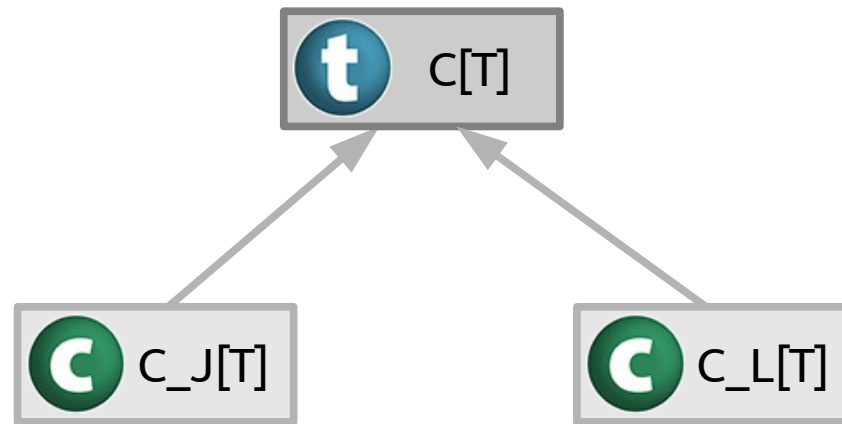


*"From a low-level  
perspective, there  
are only values and  
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# And then the idea was born



we can reduce the number of variants



Let's take an example

*"From a low-level perspective, there are only values and pointers."*



# Let's take an example



```
def choice[@miniboxed T](t1: T,  
                          t2: T): T =  
  if (util.Random.nextBoolean())  
    t1  
  else  
    t2
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```

We'll have a version for  
primitive types

# Let's take an example



```
def choice_J[T](t1: ...,  
                t2: ...): ... =  
  if (util.Random.nextBoolean())  
    t1  
  else  
    t2
```

# Let's take an example



```
def choice_J[T](t1: ...,  
                t2: ...): ... =  
  if (util.Random.nextBoolean())  
    t1  
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```

But what's the signature?

# Let's take an example



```
def choice_J[T](t1: (Tag, Value),  
                t2: (Tag, Value)): (Tag, Value) =  
  if (util.Random.nextBoolean())  
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# Let's take an example



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def choice_J[T](t1: (Tag, Value),  
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This is naive tagged union

# Let's take an example



That's wasteful: we carry  
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And we even return it,  
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And we even return it,  
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Insight: we're in a statically  
typed language, **use that!**

# Let's take an example



```
def choice_J[T](T_Tag: Tag, t1: Value,  
                t2: Value): Value =  
  if (util.Random.nextBoolean())  
    t1  
  else  
    t2
```

# Let's take an example



T\_Tag corresponds to  
the type parameter

```
def choice_J[T](T_Tag: Tag, t1: Value,  
                t2: Value): Value =  
  if (util.Random.nextBoolean())  
    t1  
  else  
    t2
```

# Let's take an example



Sort of a class tag

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```

Encoded as **Long**

# Let's take an example



```
def choice_J[T](T_Tag: Byte, t1: Long,  
                t2: Long): Long=  
  if (util.Random.nextBoolean())  
    t1  
  else  
    t2
```

# So, back to the bytecode issue



```
trait Function2[-T1, -T2, +R]
```

- with specialization this produces  **$10^3$  traits**



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- with specialization this produces  **$10^3$  traits**
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- so we expect it will be usable on the library

But before we wrap this up

**@miniboxed** = @specialized

- the limitations
- bytecode bloat

**@miniboxed** = @specialized

before the benchmarks:  
some internals

- the limitations
- bytecode bloat

this is where it  
**gets complicated**

this is where it  
**gets complicated**



time for the  
hardhats

# Let's revisit the example



```
def choice[@miniboxed T](t1: T,  
                          t2: T): T =  
  if (nextBoolean() && t1.hashCode != 13)  
    t1  
  else  
    t2
```



# Let's revisit the example



```
def choice_J[T](T_Tag: Tag, t1: Long,  
                t2: Long): Long =  
  if (nextBoolean() && t1.hashCode != 13)  
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  else  
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# Let's revisit the example



```
t1.hashCode
```

# Let's revisit the example



```
t1.hashCode
```

- how to translate this?

# Let's revisit the example



```
t1.hashCode
```

- how to translate this?
- when t1 is miniboxed?

# Let's revisit the example



```
scala> true.hashCode  
res0: Int = 1231
```

```
scala> false.hashCode  
res1: Int = 1237
```

# Let's revisit the example



```
scala> true.hashCode  
res0: Int = 1231
```

```
scala> false.hashCode  
res1: Int = 1237
```

So calling hashCode on the Long won't work

# Let's revisit the example



```
minibox2box[T](T_Tag, t).hashCode
```



# Let's revisit the example



```
minibox2box[T](T_Tag, t).hashCode
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- conversions: `minibox2box`, `box2minibox`

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  - box the value back

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```
minibox2box[T](T_Tag, t).hashCode
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- conversions: `minibox2box`, `box2minibox`
- hash code
  - box the value back
  - execute the `hashCode` method

# Performance-wise



**Performance-wise**  
this is okay



# Performance-wise

this is okay

- conversions



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- conversions
  - between minboxed and unboxed integer types
    - free on x64



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- conversions
  - between minboxed and unboxed integer types
    - free on x64
  - between minboxed and floating point types
    - low overhead (not free\*)
  - between minboxed and boxed values
    - avoided by @miniboxed!

**the last example**  
before the benchmarks

# The last example before the benchmarks



```
def list[@miniboxed T](t1: T,  
                        t2: T): List[T] =  
    List[T](t1, t2)
```

# The last example

## before the benchmarks



```
def list[@miniboxed T](t1: T,  
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  List[T](t1, t2)
```



```
List.apply[T](t1, t2)
```

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def list[@miniboxed T](t1: T,  
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```
def list_J[T](T_Tag: Byte, t1: Long,  
              t2: Long): ... =  
  List[T].apply(t1, t2)
```

# The last example before the benchmarks



```
def list[@miniboxed T](t1: T,  
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```

How to transform List[T]?



# The last example before the benchmarks



```
List[T]
```

what is List[T] when T is miniboxed?

# The last example before the benchmarks



`List[T]`

what is `List[T]` when `T` is miniboxed?

– for specialization:

$[T \leftarrow \text{Int}] \text{List}[T] \Rightarrow \text{List}[\text{Int}]$

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# The last example before the benchmarks



`List[T]`

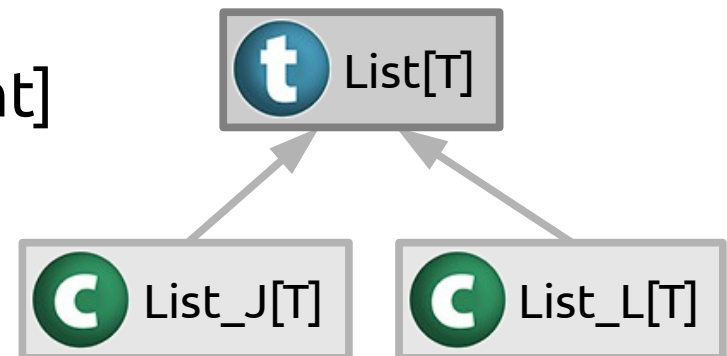
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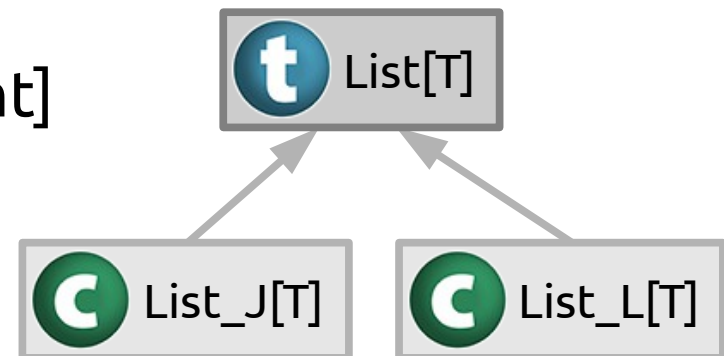
- for specialization:

$[T \leftarrow \text{Int}] \text{List}[T] \Rightarrow \text{List}[\text{Int}]$

- for miniboxing:

still **`List[T]`**

But `List[T]` is an interface,  
we can still have an adapted  
implementation class (`List_J`)



# The last example before the benchmarks



```
def list_J[T](T_Tag: Byte, t1: Long,  
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              t2: Long): List[T] =  
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```

expected: T  
found: Long



# The last example before the benchmarks



```
def list_J[T](T_Tag: Byte, t1: Long,  
              t2: Long): List[T] =  
  List.apply[T](minibox2box[T](T_Tag, t1),  
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```
def list_J[T](T_Tag: Byte, t1: Long,  
              t2: Long): List[T] =  
  List.apply_J[T](T_Tag, t1, t2)
```

**It turns out there's  
more here**



# It turns out there's more here



- essentially a very general mechanism

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- and Eugene (xeno-by) gave it a shot

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<https://github.com/miniboxing/value-plugin>

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<https://github.com/miniboxing/value-plugin>

But I won't go into the theory, that's another talk

# Benchmarks

# Linked List

# Benchmarks

## on the Scala library

- work with Aymeric Genet (github: @MelodyLucid)
- mock-up of Scala linked list
  - Function1 / Function2 / Tuple2
  - Traversable / TraversableLike
  - Iterator / Iterable / IterableLike
  - LinearSeqOptimized
  - Builder / CanBuildFrom

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All the things you hate about the library are there!

# Benchmarks

## on the Scala library

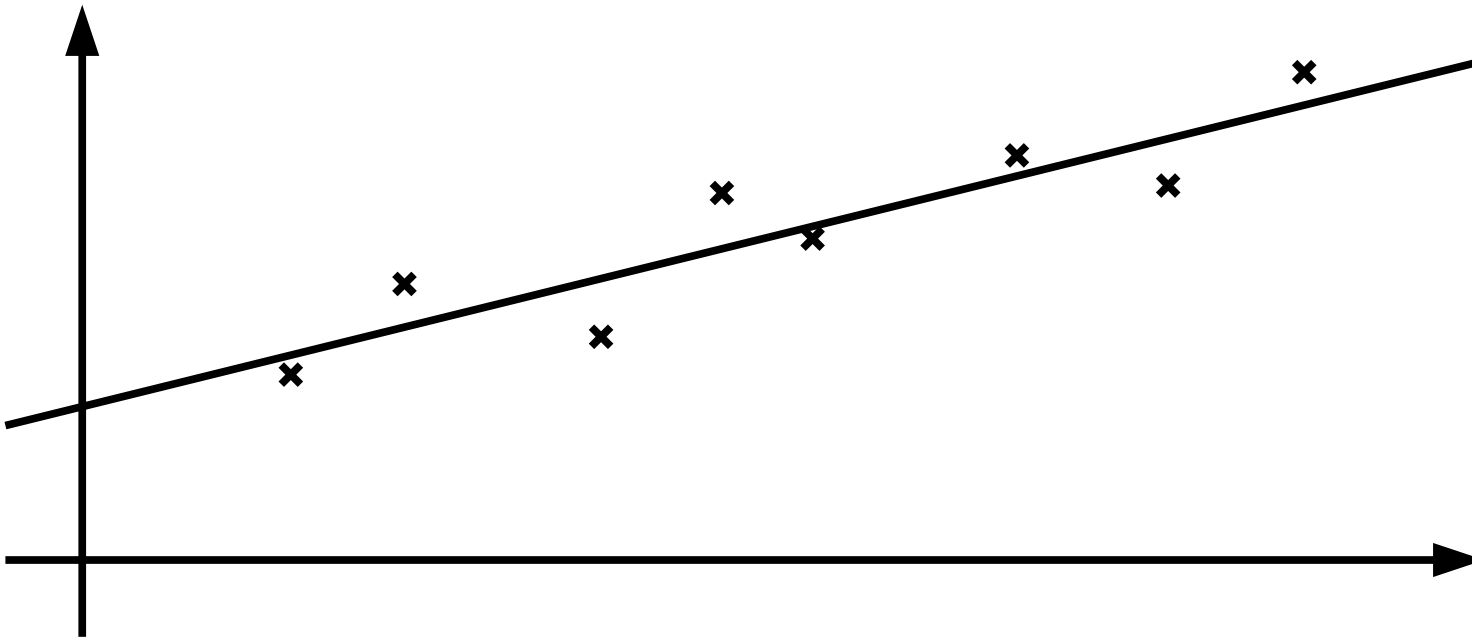
- benchmark: Least Squares Method



# Benchmarks

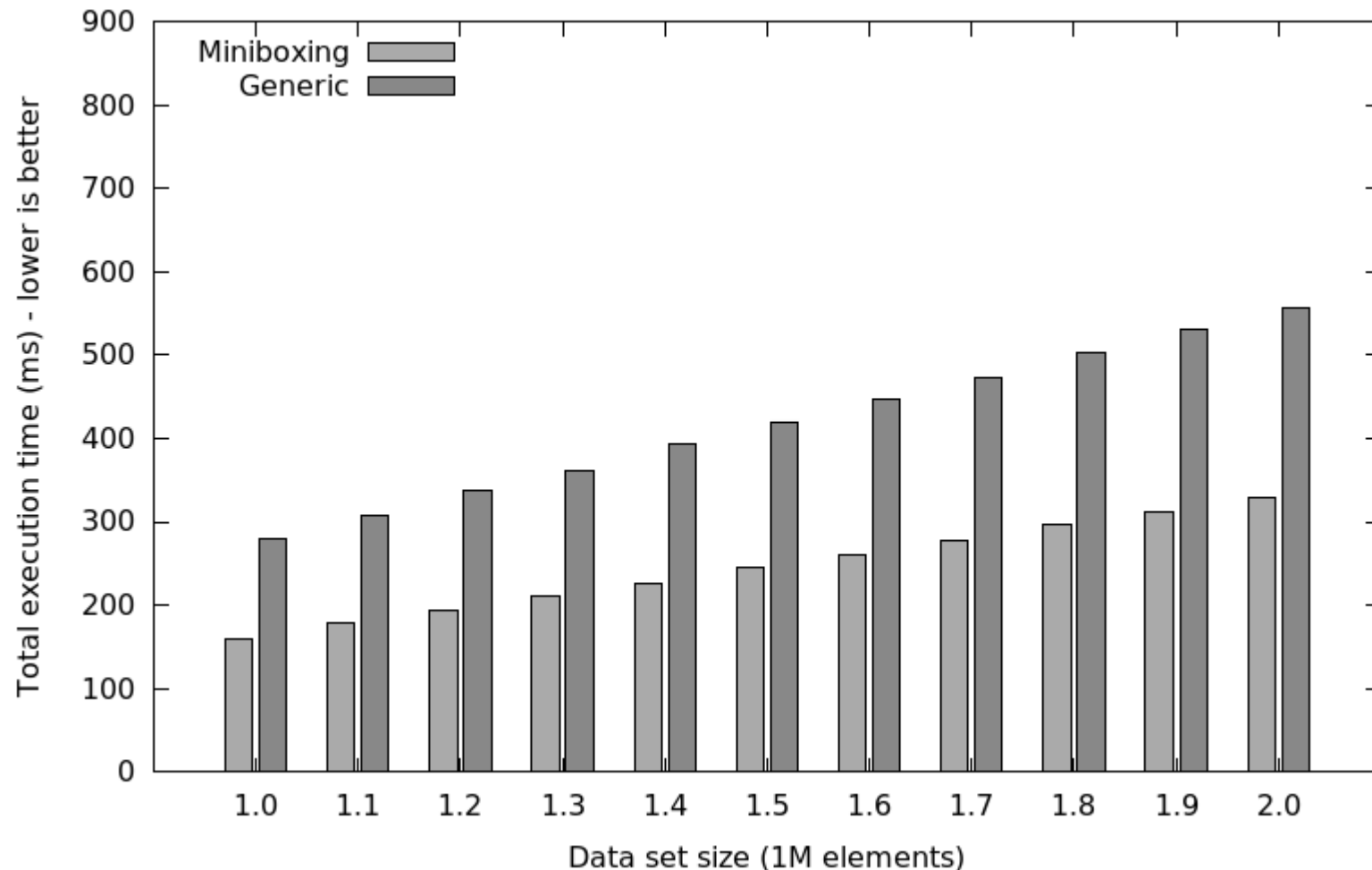
## on the Scala library

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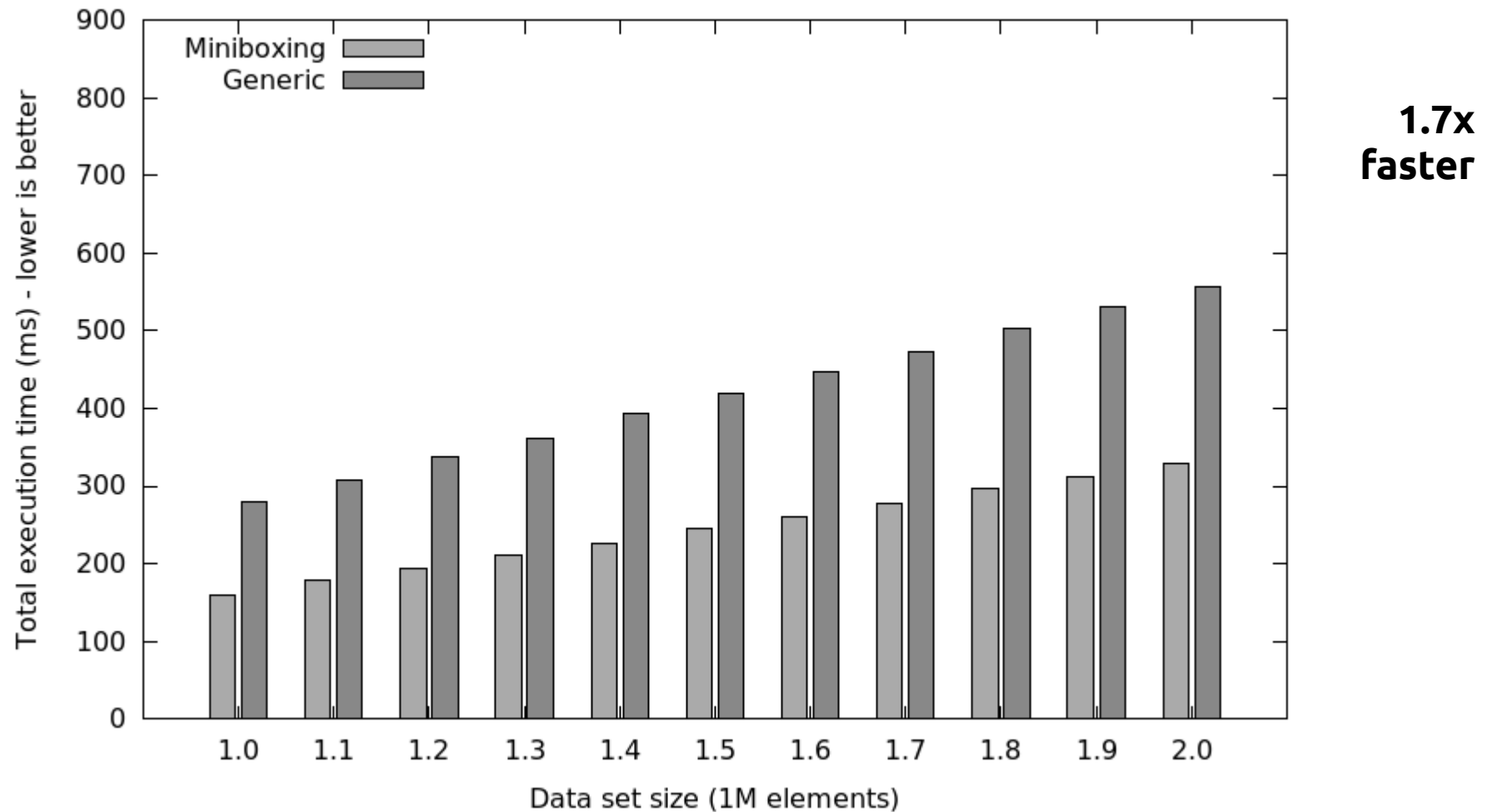
# Benchmarks

on the Scala library (inf. heap)



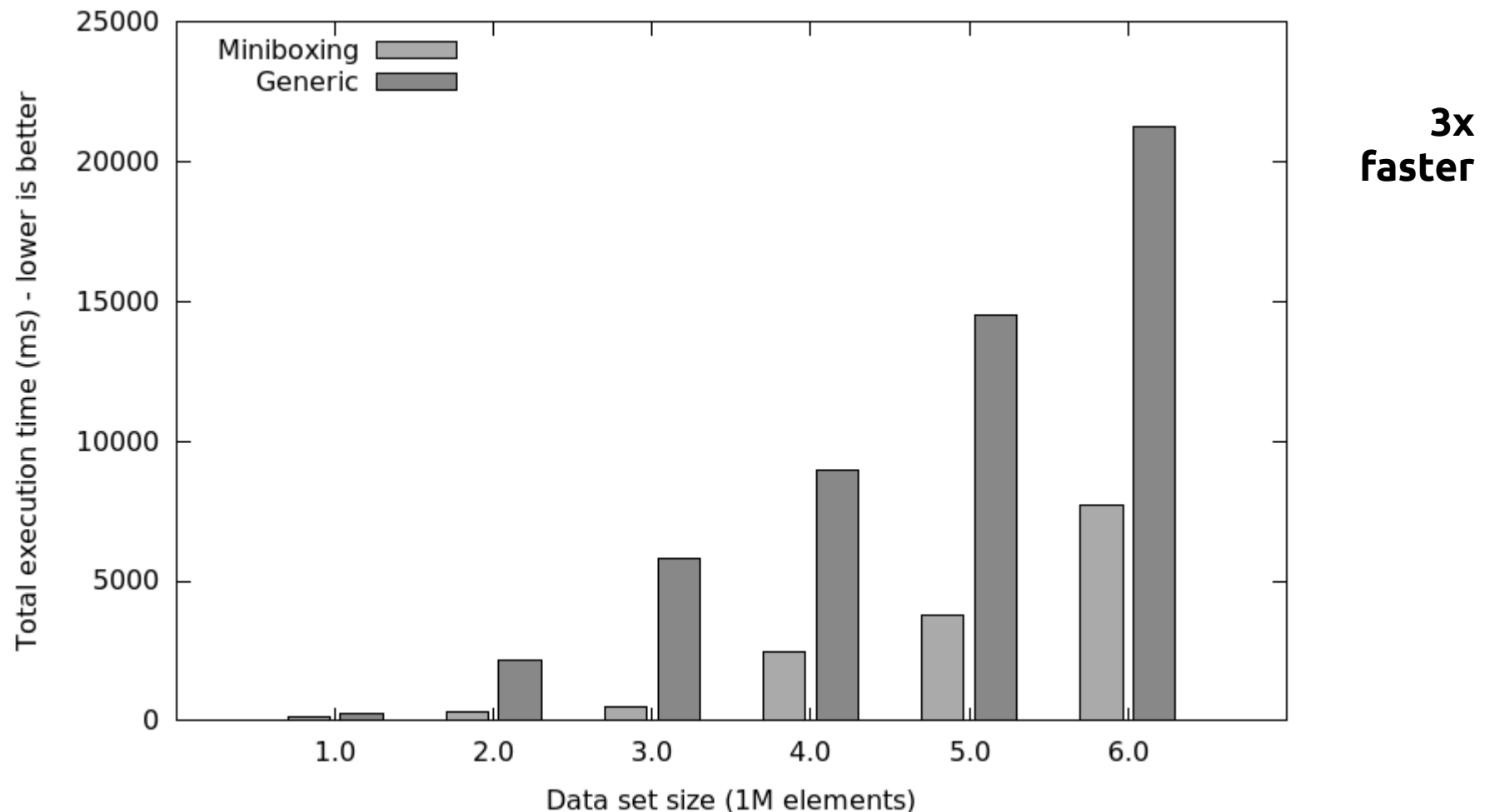
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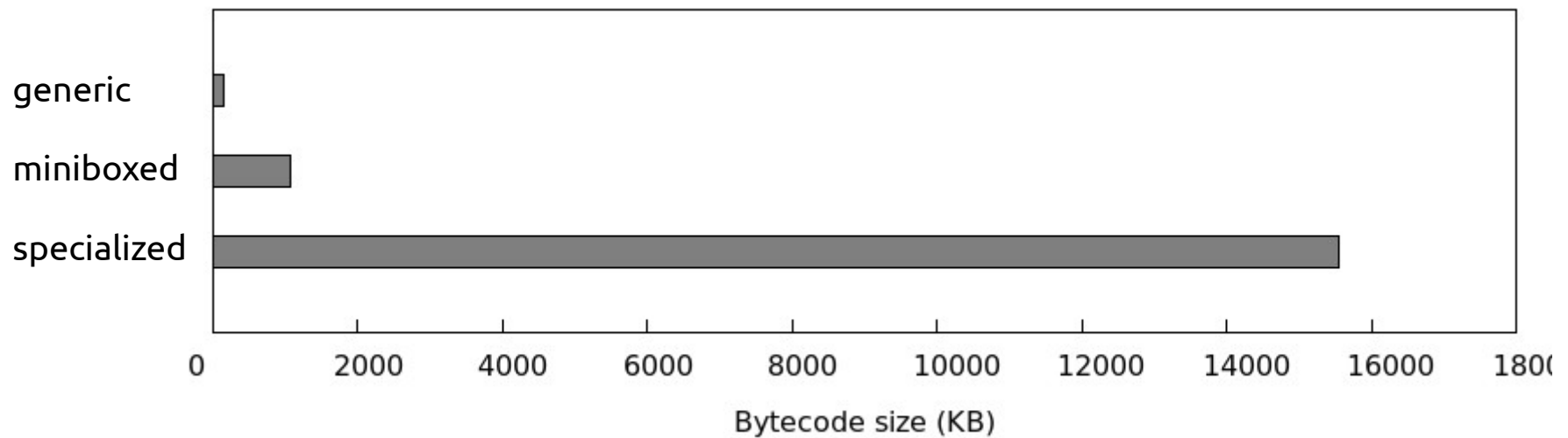
# Benchmarks

on the Scala library (with GC)



# Benchmarks

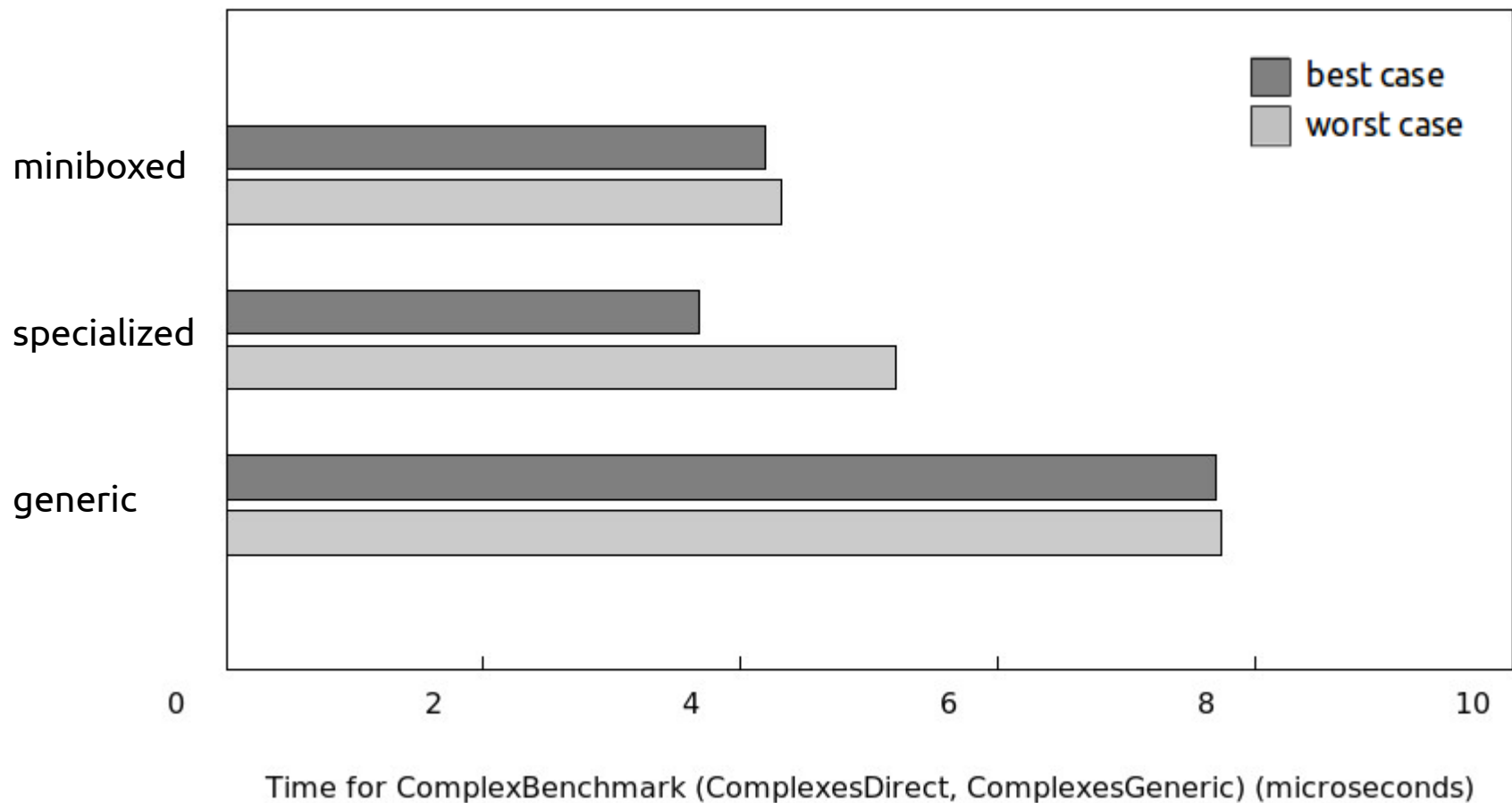
## on the Scala library (bytecode)



**non/spire**

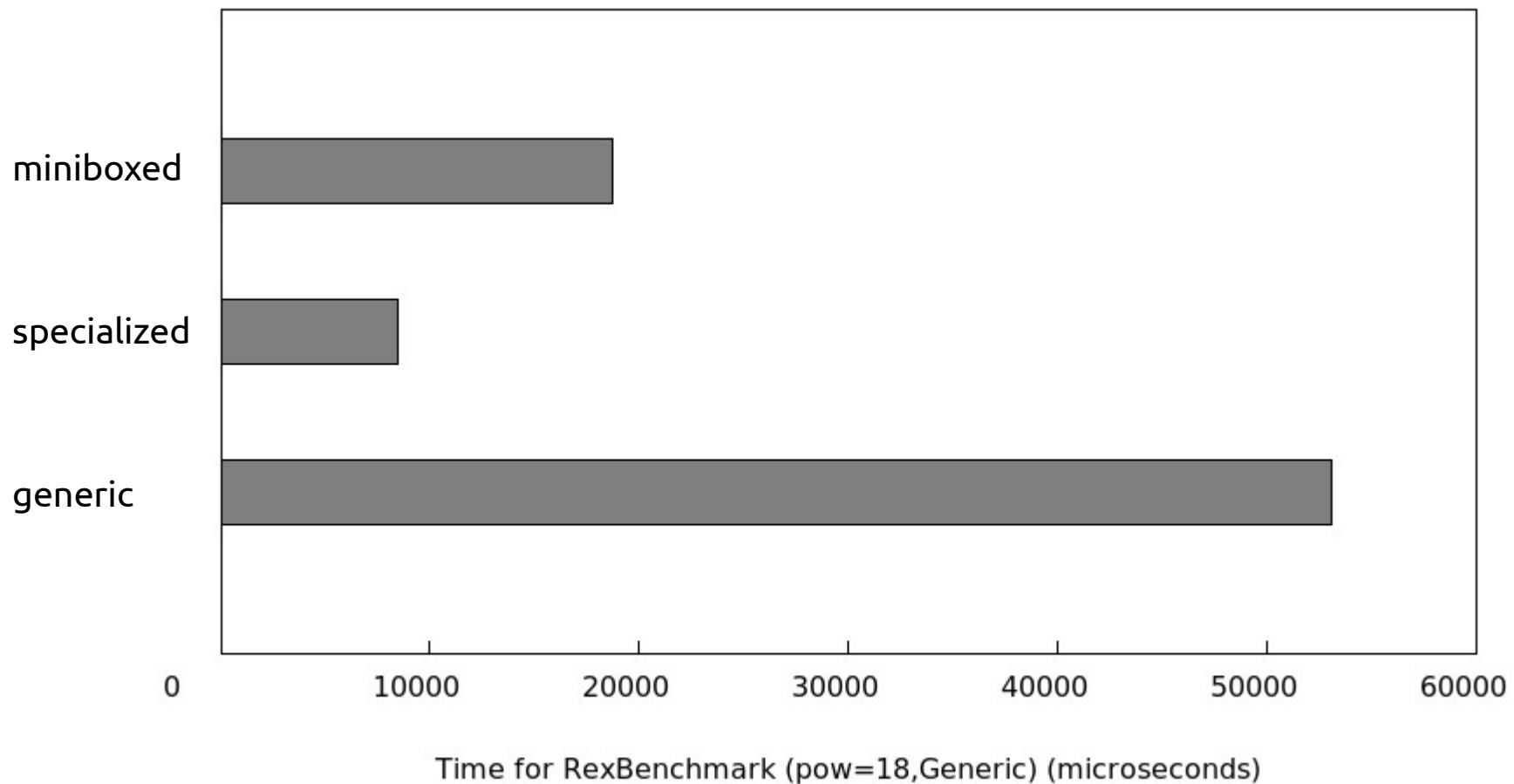
# Benchmarks

## on the Spire library (Complex)



# Benchmarks

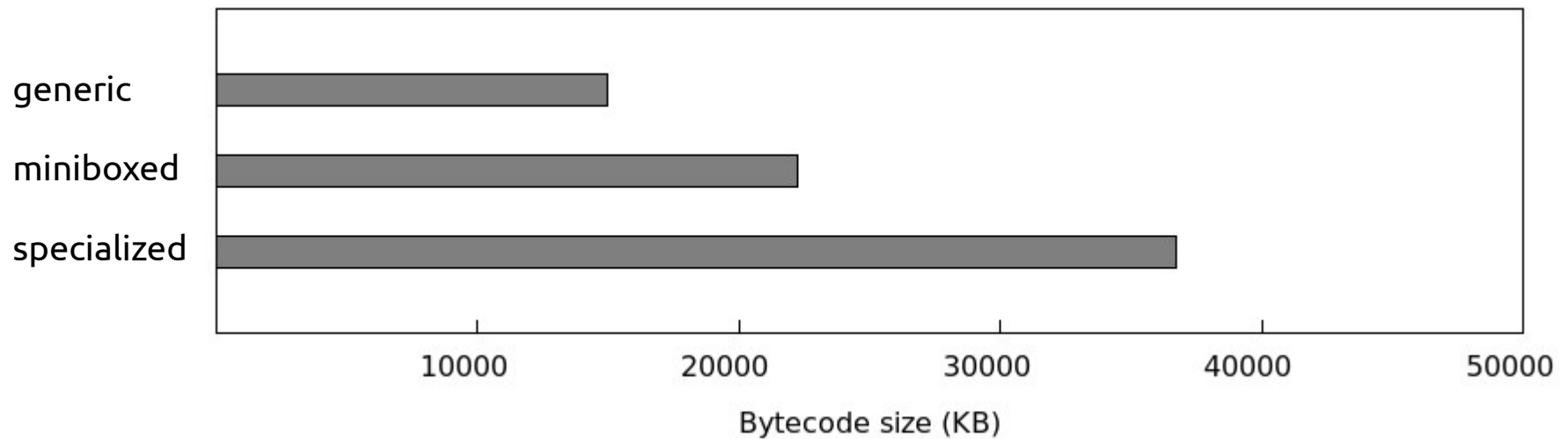
## on the Spire library (RexBench)





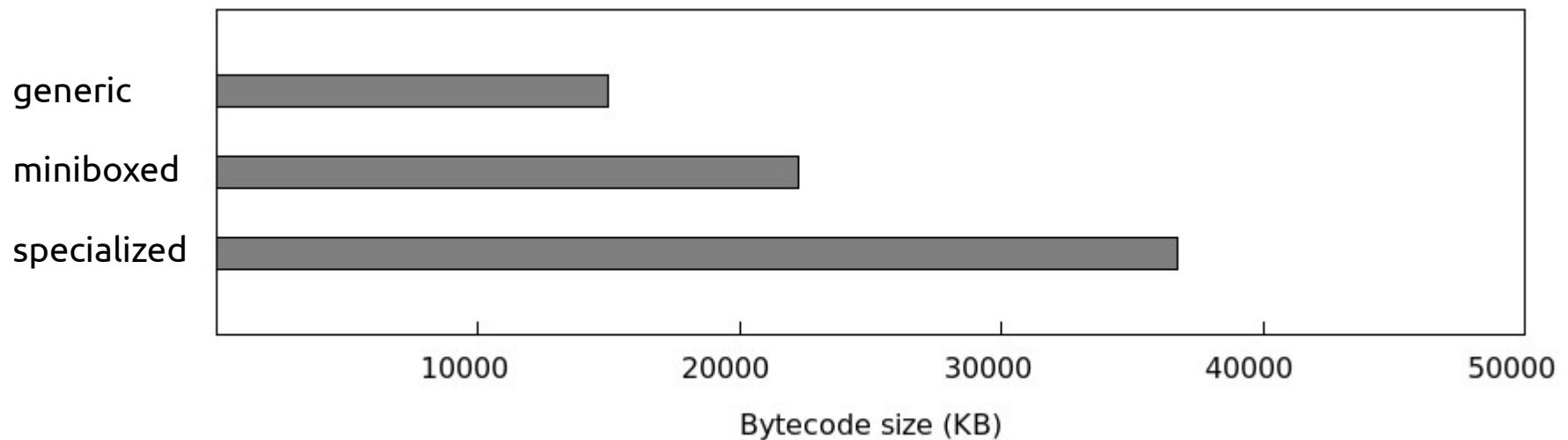
# Benchmarks

## on the Spire library (bytecode)



# Benchmarks

## on the Spire library (bytecode)



Spire is optimized for specialization

# Credits

- Cristian Talau - developed the initial prototype, as a semester project
- Eugene Burmako - the value class plugin based on the LDL transformation
- Aymeric Genet - developing collection-like benchmarks for the miniboxing plugin
- Martin Odersky, for his patient guidance
- Iulian Dragos, for his work on specialization and many explanations
- Miguel Garcia, for his original insights that spawned the miniboxing idea
- Michel Schinz, for his wonderful comments and enlightening ACC course
- Andrew Myers and Roland Ducournau for the discussions we had and the feedback provided
- Heather Miller for the eye-opening discussions we had
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- Adriaan Moors, for the miniboxing name which stuck :))
- Thierry Coppey, Vera Salvisberg and George Nithin, who patiently listened to many presentations and provided valuable feedback
- Grzegorz Kossakowski, for the many brainstorming sessions on specialization
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- Hubert Plociniczak for the type notation in the LDL paper
- Denys Shabalin, Dmitry Petrashko for their patient reviews of the LDL paper

**@miniboxed = @specialized**

- the limitations
- bytecode bloat



for Scala collections!

**visit [scala-miniboxing.org](http://scala-miniboxing.org)!**