

# Pycket

## A Tracing JIT For a Functional Language

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APLS

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## Problem: Racket is slow on generic code

Generic code:

```
(define (dot v1 v2)
  (for/sum ([e1 v1] [e2 v2])
    (* e1 e2)))
```

```
(time (dot v1 v2)) ;; 3864 ms
```

Hand optimized:

```
(define (dot-fast v1 v2)
  (define len (flvector-length v1))
  (unless (= len (flvector-length v2))
    (error 'fail))
  (let loop ([n 0] [sum 0.0])
    (if (unsafe-fx= len n) sum
        (loop (unsafe-fx+ n 1)
              (unsafe-fl+ sum (unsafe-fl* (unsafe-flvector-ref v1 n)
                                           (unsafe-flvector-ref v2 n)))))))
```

```
(time (dot-fast v1 v2)) ;; 268 ms
```

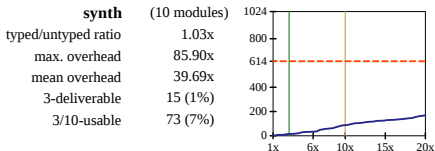
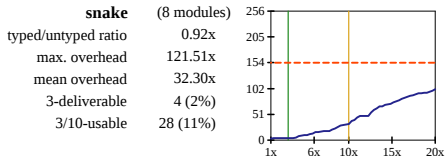
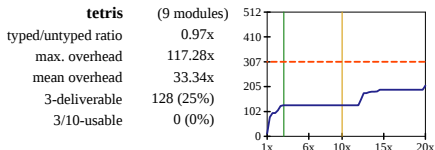
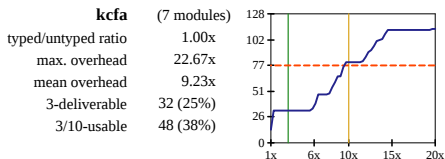
## Problem: Racket is slow on contracts

```
(define/contract (dot-safe v1 v2)
  ((vectorof flonum?) (vectorof flonum?) . -> . flonum?)
  (for/sum ([e1 v1] [e2 v2]) (* e1 e2)))

(time (dot-safe v1 v2)) ;; 8888 ms
```

# Problem: Racket is slow wrt. gradual typing

*Is Sound Gradual Typing Dead?* Takikawa et al. POPL 2016

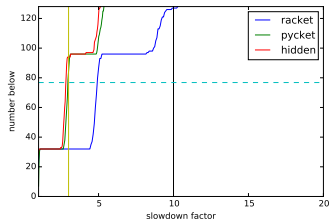


Pycket is a tracing JIT compiler which reduces the need for manual specialization and reduces contract overhead.

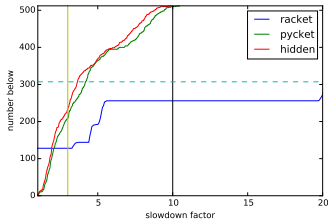
```
(time (dot v1 v2))           ;; 74 ms  
(time (dot-fast v1 v2))    ;; 74 ms   (268 ms on Racket)  
(time (dot-safe v1 v2))    ;; 95 ms
```

# Pycket tames overhead from gradual typing

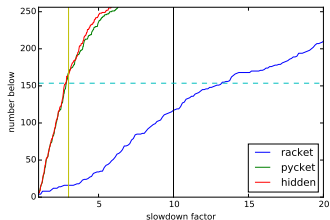
kcfa



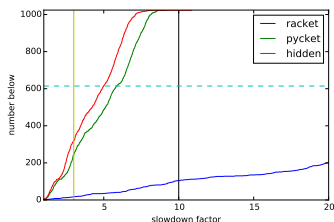
tetris



snake



synth



**Idea:** Apply dynamic language JIT compiler to Racket

**Take:** Racket



+

**Apply:** RPython Project

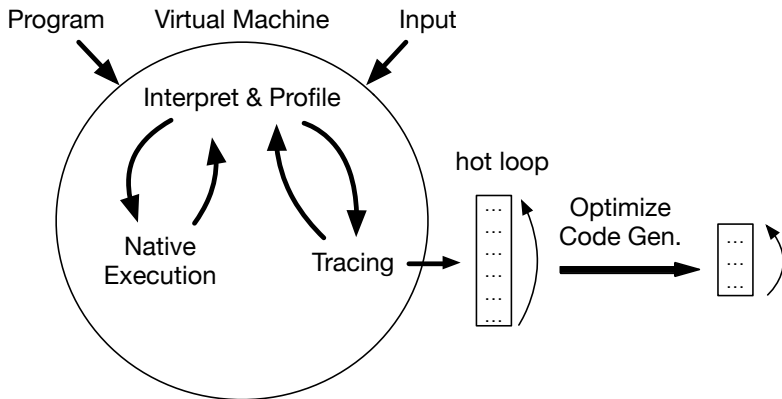


**pypy**

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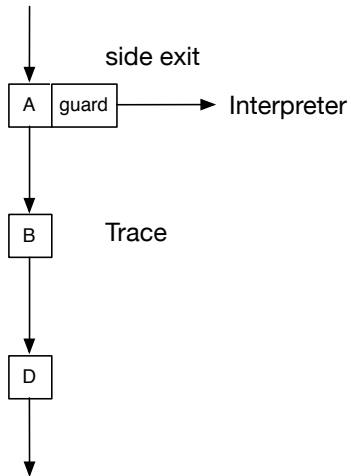
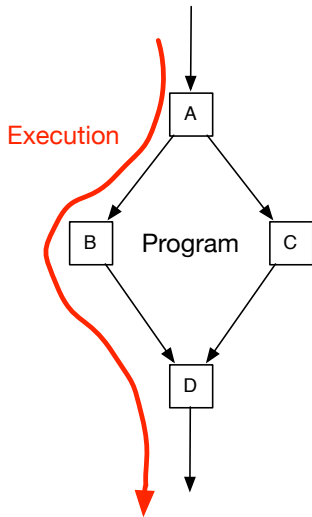
**Pycket**

# Background: Tracing JIT Compilation

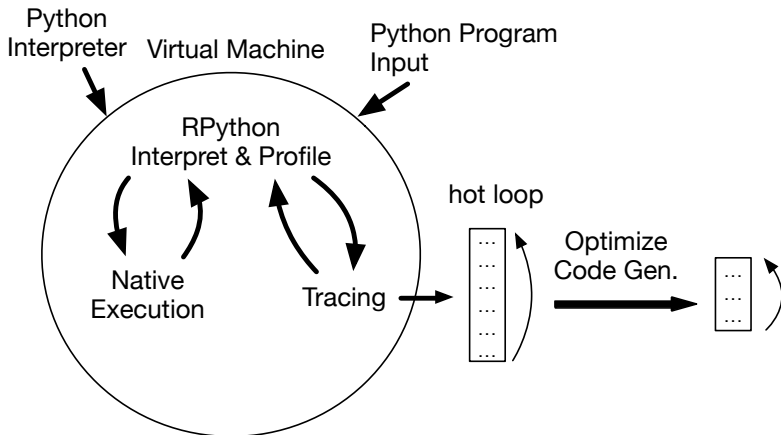




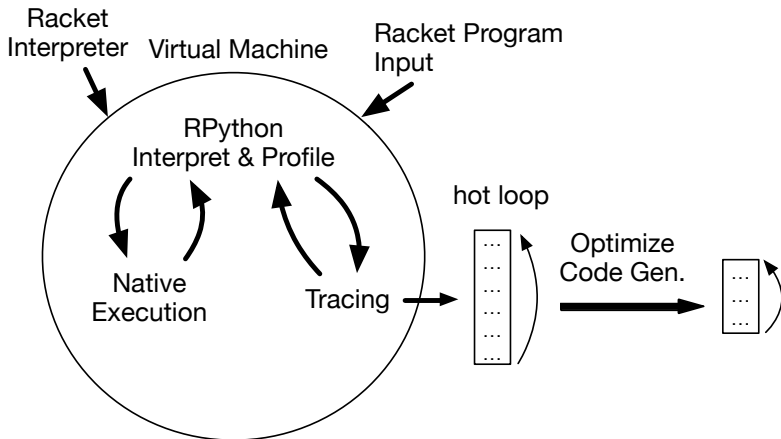
# Background: Tracing JIT Compilation



# Background: The PyPy Meta-Tracing JIT



# The Pycket Meta-Tracing JIT



# Our Racket Interpreter: The CEK Machine

$e ::= x \mid \lambda x. e \mid (e\ e) \mid \text{letcc } x. e \mid e@e$

$\kappa ::= [] \mid \text{arg}(e, \rho)::\kappa \mid \text{fun}(v, \rho)::\kappa \mid \text{ccarg}(e, \rho)::\kappa \mid \text{cc}(\kappa)::\kappa$

$v ::= \lambda x. e \mid \kappa$

$$\langle x, \rho, \kappa \rangle \longmapsto \langle \rho(x), \rho, \kappa \rangle$$

$$\langle (e_1\ e_2), \rho, \kappa \rangle \longmapsto \langle e_1, \rho, \text{arg}(e_2, \rho)::\kappa \rangle$$

$$\langle v_1, \rho, \text{arg}(e_2, \rho')::\kappa \rangle \longmapsto \langle e_2, \rho', \text{fun}(v_1, \rho)::\kappa \rangle$$

$$\langle v_2, \rho, \text{fun}(\lambda x. e, \rho')::\kappa \rangle \longmapsto \langle e, \rho'[x \mapsto v_2], \kappa \rangle$$

$$\langle \text{letcc } x. e, \rho, \kappa \rangle \longmapsto \langle e, \rho[x \mapsto \kappa], \kappa \rangle$$

$$\langle (e_1@e_2), \rho, \kappa \rangle \longmapsto \langle e_1, \rho, \text{ccarg}(e_2, \rho)::\kappa \rangle$$

$$\langle \kappa_1, \rho, \text{ccarg}(e_2, \rho')::\kappa \rangle \longmapsto \langle e_2, \rho', \text{cc}(\kappa_1) :: \kappa \rangle$$

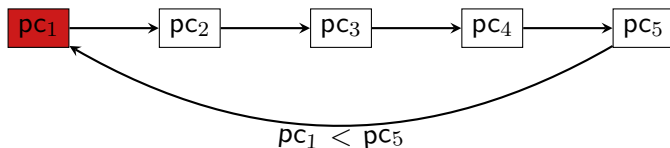
$$\langle v_2, \rho, \text{cc}(\kappa_1)::\kappa \rangle \longmapsto \langle v_2, \rho, \kappa_1 \rangle$$

# Challenges particular to Racket

- ▶ Detect loops for trace compilation in a higher-order language without explicit loop constructs
- ▶ Reduce the need for manual specialization
- ▶ Reduce the overhead imposed by contracts

## Loop finding: cyclic paths

Record cycles in control flow



Default RPython strategy

# Tracing cycles in the control flow is insufficient

The CEK machine has no notion of a program counter,  
can try to use AST nodes instead.

```
1      (define (my-add a b) (+ a b))
2      (define (loop a b)
3        (my-add a b)
4        (my-add a b)
5        (loop a b))
```

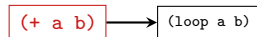
Begin tracing at a **hot** node and continue until that node is reached again

(+ a b)

# Tracing cycles in the control flow is insufficient

```
1      (define (my-add a b) (+ a b))  
2      (define (loop a b)  
3          (my-add a b)  
4          (my-add a b)  
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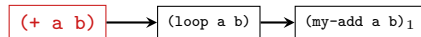




# Tracing cycles in the control flow is insufficient

```
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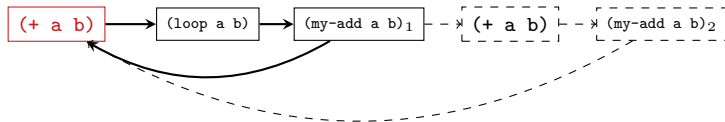
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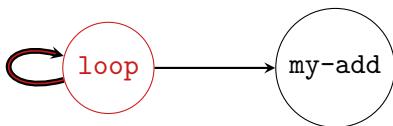
# Tracing cycles in the control flow is insufficient

```
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```

Begin tracing at a **hot** node and continue until that node is reached again

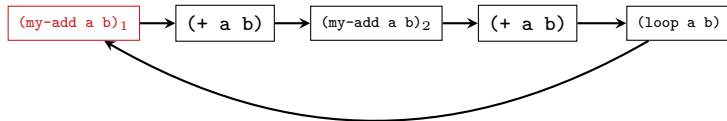


# The Callgraph



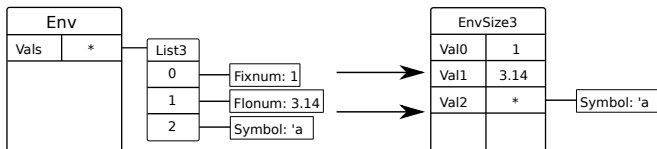
**Newer definition:** A *loop* is a cycle in the program's call graph.

1. Build the callgraph during execution
2. Mark functions in a cycle as a loop



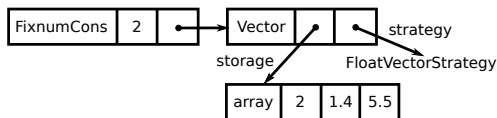
# Data Structure Specialization

Unbox small, fixed-size arrays of Racket values



# Specialized Mutable Objects

Optimistically specialize the representation of homogeneous containers



When a mutating operation invalidates the current strategy, the storage is rewritten — this is fortunately infrequent

[Bolz et al., OOPSLA 2013]

# Pycket: What Works?

- ▶ File IO

```
(open-input-file "list.txt")  
(open-output-file "brain.dat")
```

- ▶ Numeric tower

```
number? complex? real? rational? integer? ...
```

- ▶ Contracts

```
(define-contract ...)
```

- ▶ Typed Racket

```
#lang typed/racket
```

- ▶ Primitive Functions ( $\sim 900/1400$ )

# Pycket: What Doesn't Work?

- ▶ FFI
- ▶ Scribble  
`#lang scribble/base`
- ▶ DrRacket
- ▶ Web  
`#lang web-server/insta`
- ▶ Threads  
`(thread ( () ...))`
- ▶ Lesser used primitives

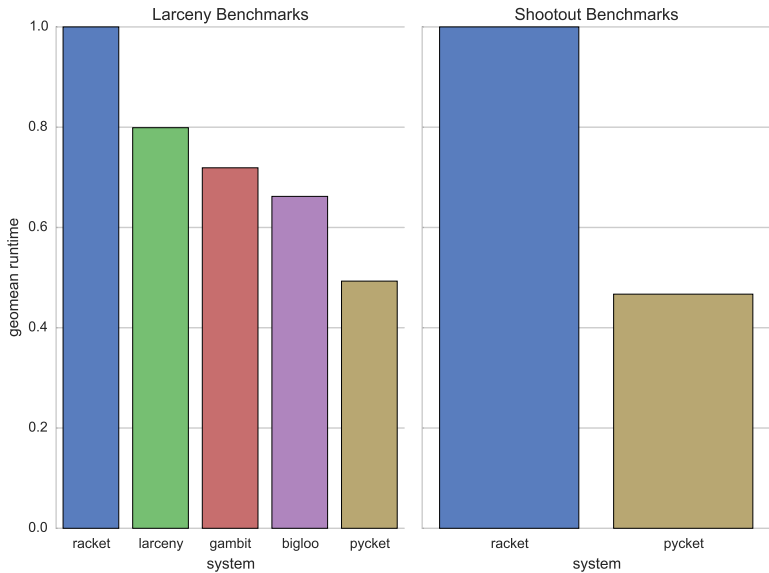
# Performance Caveats

| Fast                 | Slow                               |
|----------------------|------------------------------------|
| Tight loops          | Branchy/irregular control flow     |
| Numeric Computations | Code not easily expressed as loops |
|                      | Interpreters                       |
|                      | Short-running programs             |

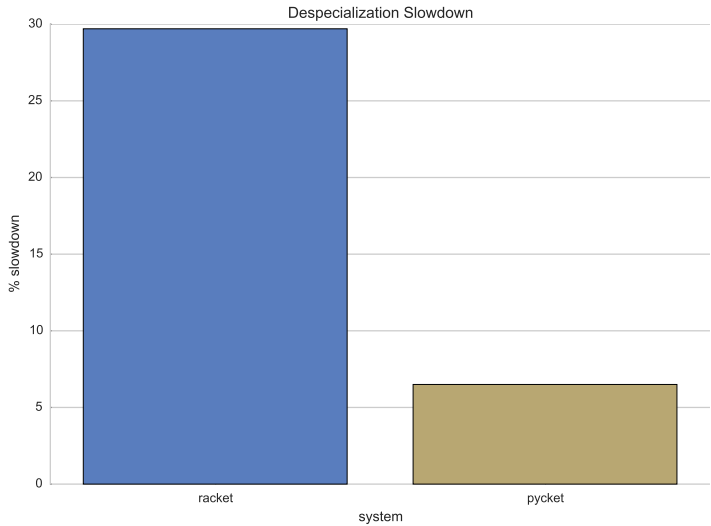


# Benchmarks

# Overall Performance



# Specialization



# Contracts and Chaperones

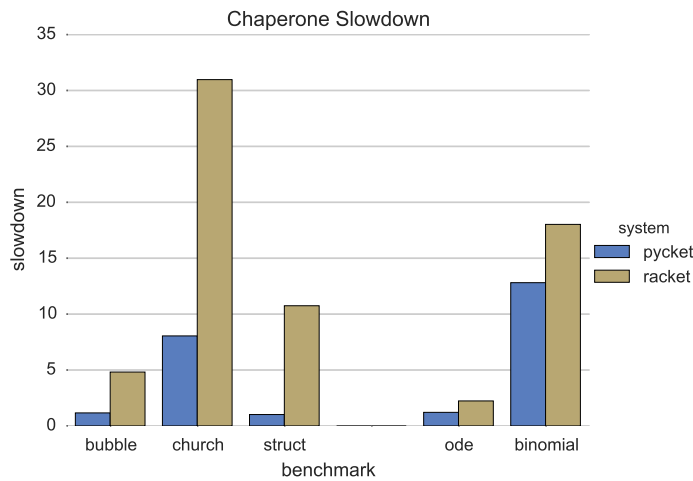
```
(define (dot v1 v2)
  (for/sum ([e1 v1] [e2 v2]) (* e1 e2)))

(define/contract (dotc v1 v2)
  ((vectorof flonum?) (vectorof flonum?) . -> . flonum?)
  (for/sum ([e1 v1] [e2 v2]) (* e1 e2)))
```

- ▶ Pycket supports Racket's implementation of higher-order software contracts via *impersonators* and *chaperones*
- ▶ Used to support Type Racket's implementation of gradual typing
- ▶ Overhead = Enforcement Cost + Extra Indirection

[Strickland, Tobin-Hochstadt, Fidler, Flatt 2012]

# Benchmarks: Contracts



# Future Improvements

- ▶ Improve chaperone/impersonator performance and space usage
- ▶ Explore interaction between ahead-of-time and just-in-time optimizations
- ▶ Green threads and inter-thread optimizations
- ▶ Improve performance on complicated control flow
- ▶ Support more of Racket

# Thank You

- ▶ Dynamic language JIT compilation is a viable implementation strategy for functional languages
- ▶ Novel loop detection method for trace compilation of a higher-order language
- ▶ Significant reduction in contract overhead
- ▶ Significant reduction in the need for manual specialization

<https://github.com/samth/pycket>