

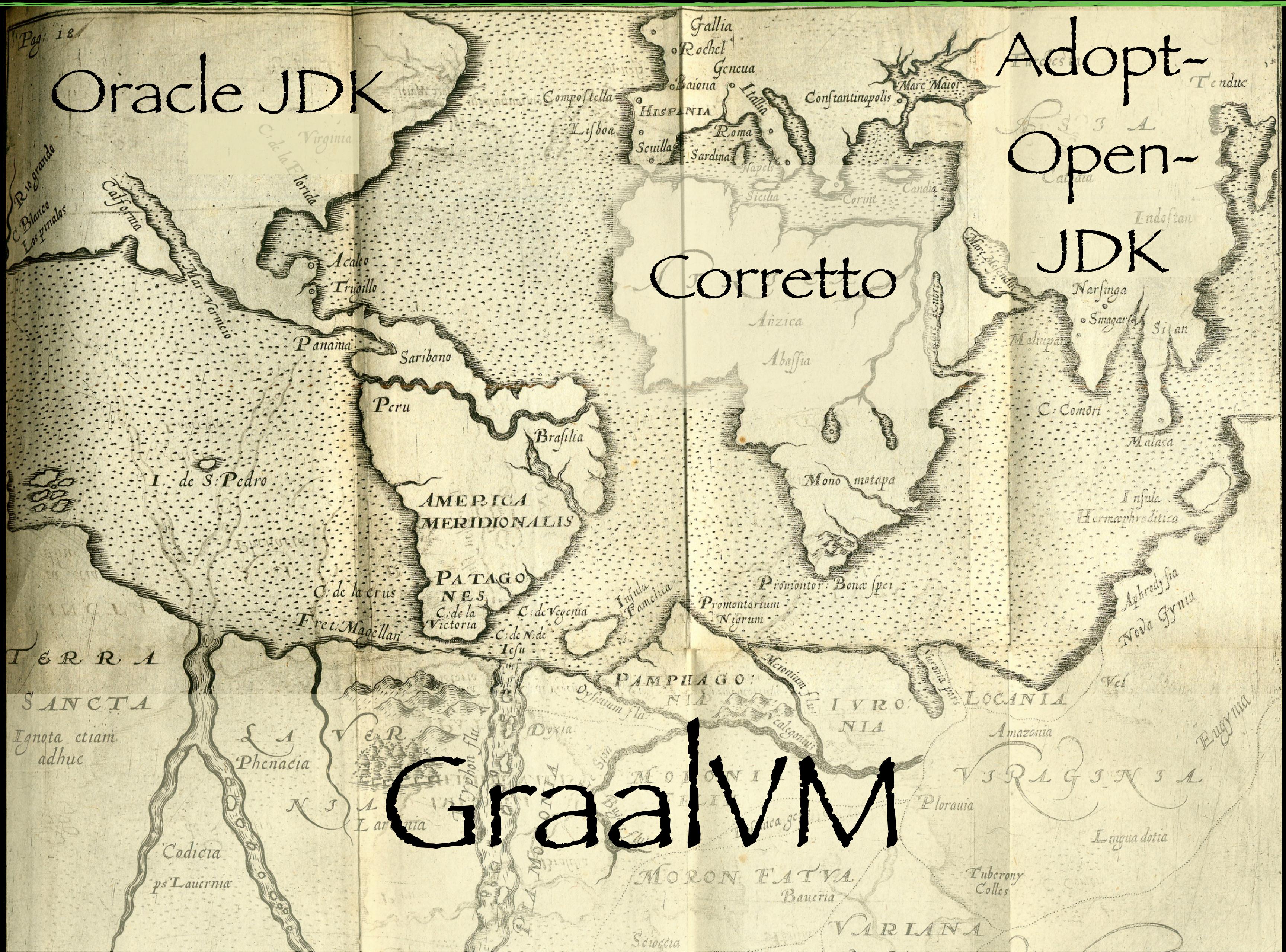
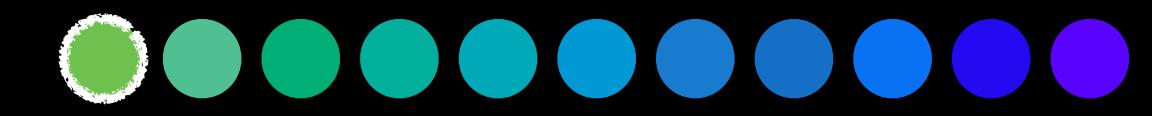
# GraalVM

Stephan Rauh

December 2020

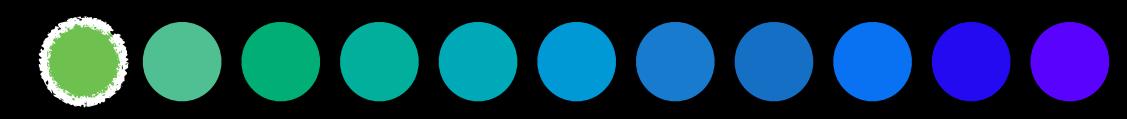


# What is GraalVM?

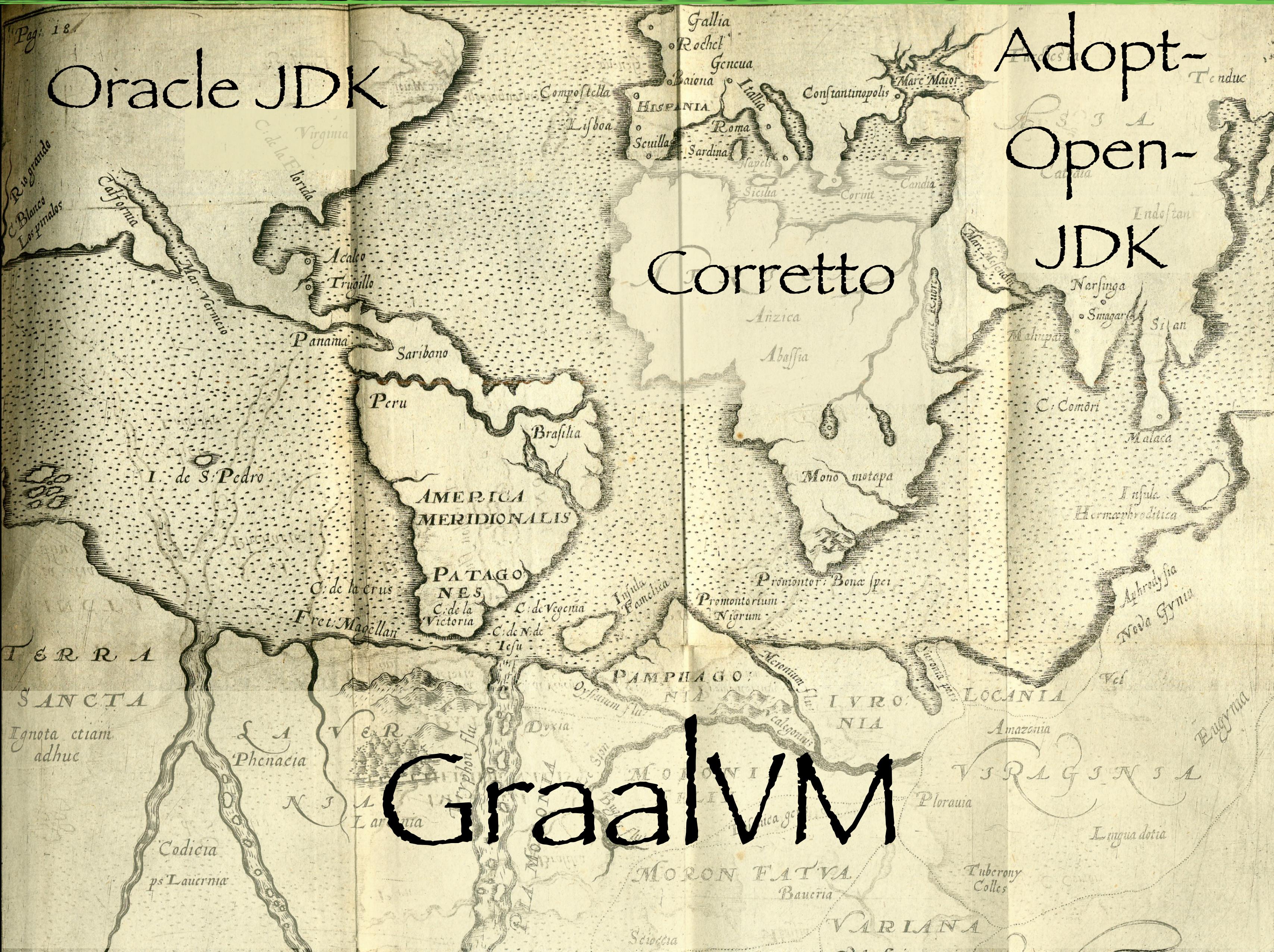


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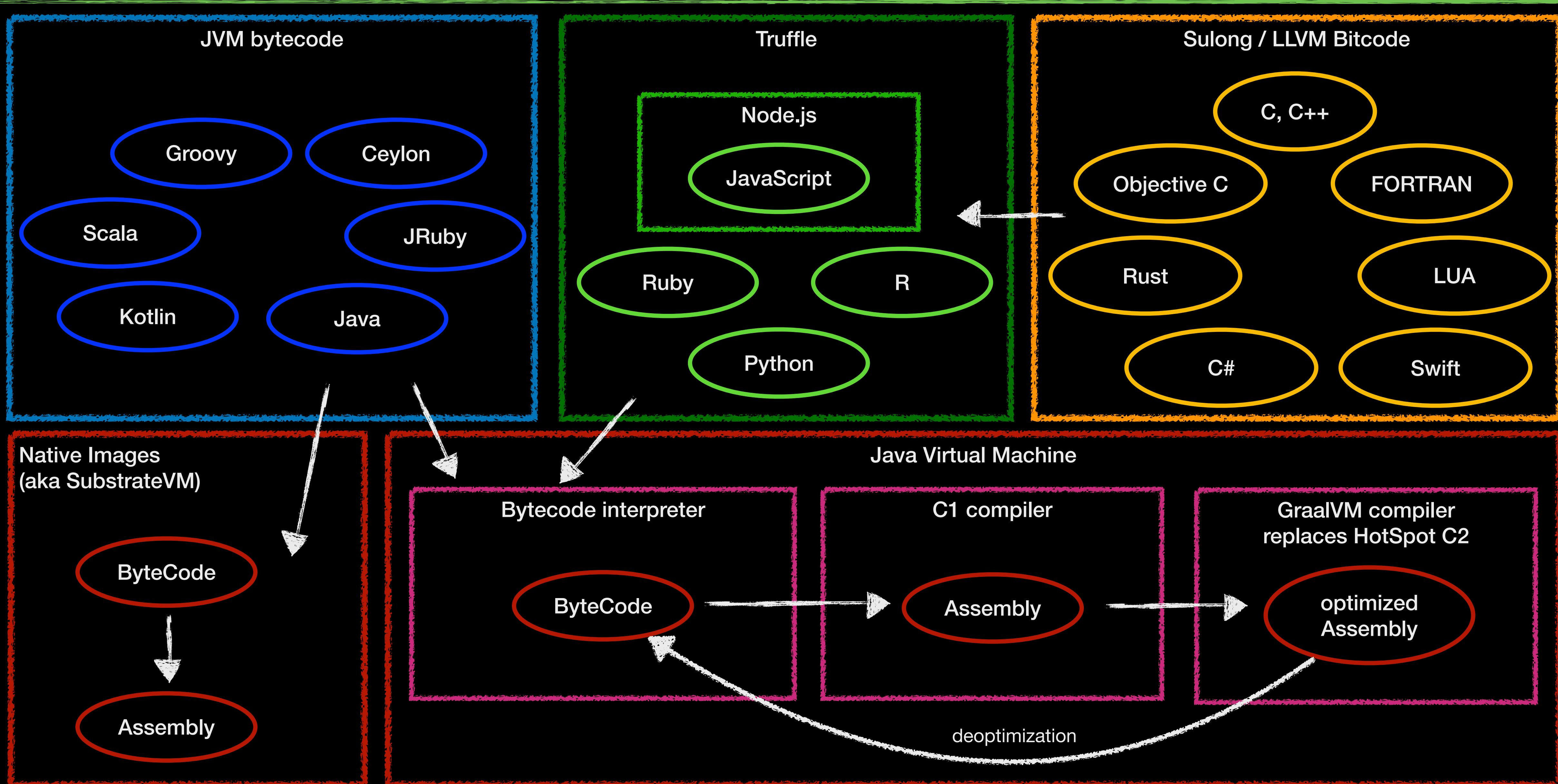
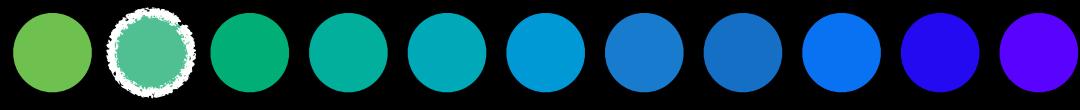
# What is GraalVM?



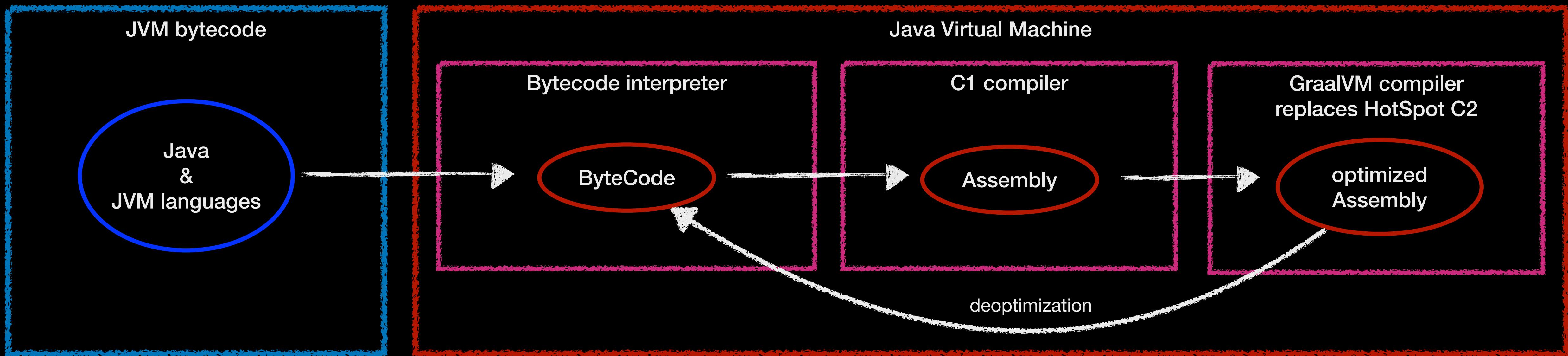
- All-new compiler
- Polyglot programming
- AOT compiler
- LLVM runtime
- Web Assembly



# GraalVM at a Glance

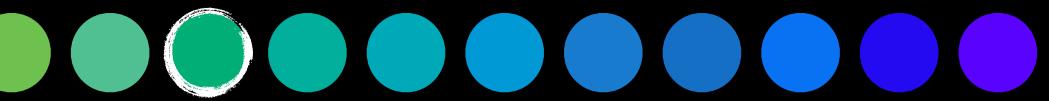


# All-New Compiler



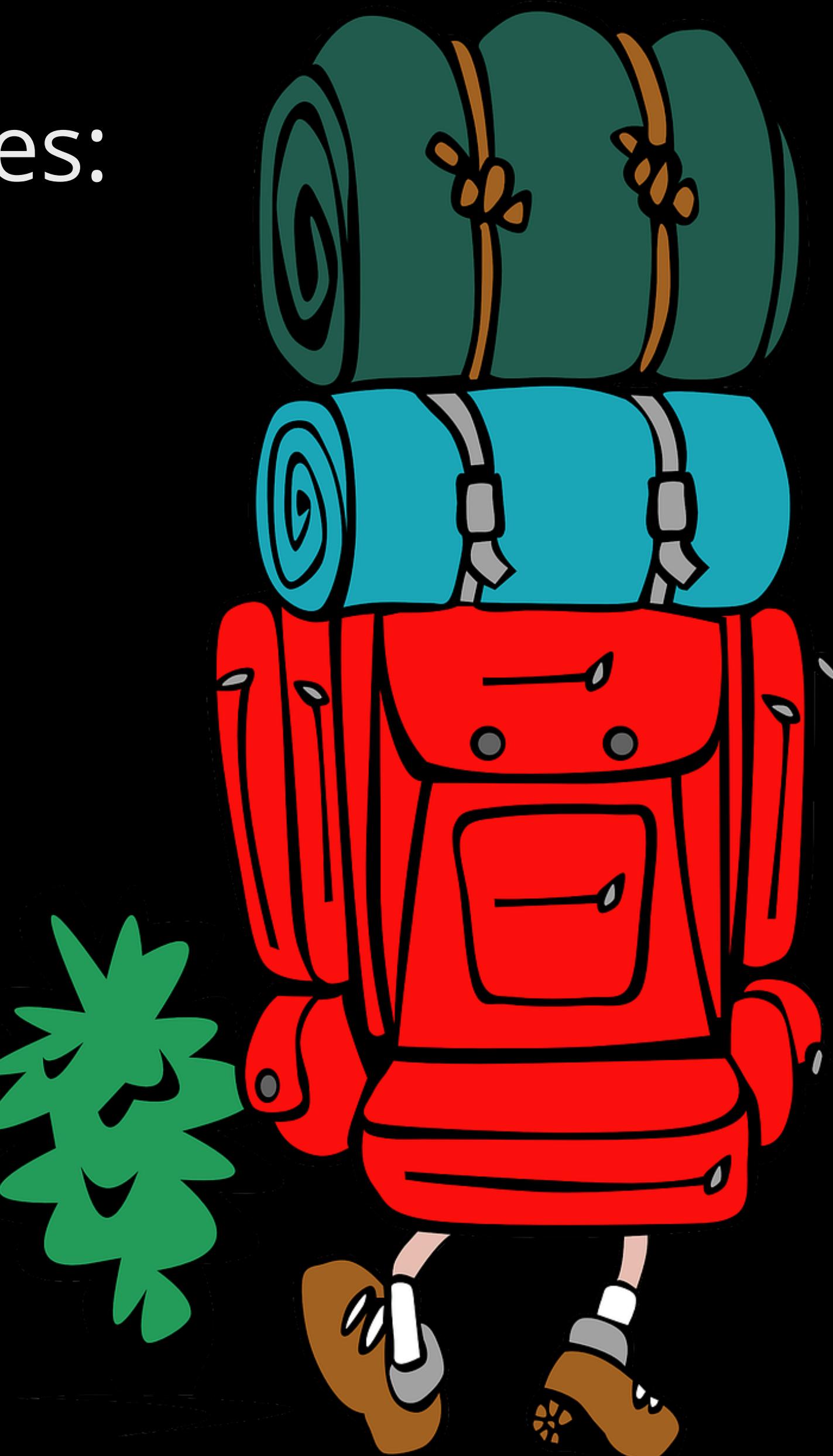
- New compiler, written in Java
- Plug-in replacement to the OpenJDK compiler
- Getting rid of the weight of 20+ years of development
- Support new programming paradigms from day one

# New & Updated Programming Paradigms



Just a few changes of the last couple of decades:

- Functional programming
  - Replacing for loops by chains of Lambdas
- Test automation
  - Megamorphism only during tests
- Dawn of the application servers
- Rise of Kotlin and Scala (among others)



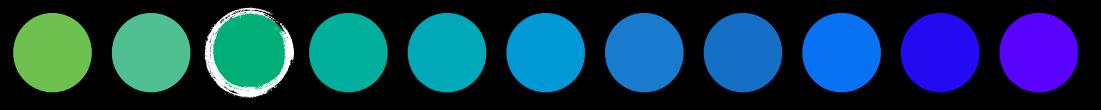
# New Optimizations for a New Compiler



- Aggressive inlining
- Partial Escape Analysis
- Data Flow Analysis
- Inter-Procedural Optimization
- Eliminating the price of megamorphism
- Functional programming (almost) for free
- and 60+ more



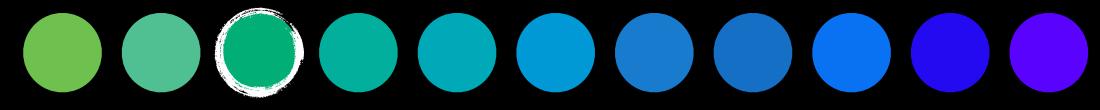
# Partial Escape Analysis



- Todo: code example
- Ideas:
  - Lock elision
  - eliminating global variables
  - eliminating variables altogether



# Loop Unrolling



```
var result = 0;  
for (int i = 0; i < 5; i++) {  
    result += i;  
}
```

is equivalent to

```
var result = 0;  
result += 0;  
result += 1;  
result += 2;  
result += 3;  
result += 4;
```



but the latter is a lot faster!

# Broken Loop Unrolling

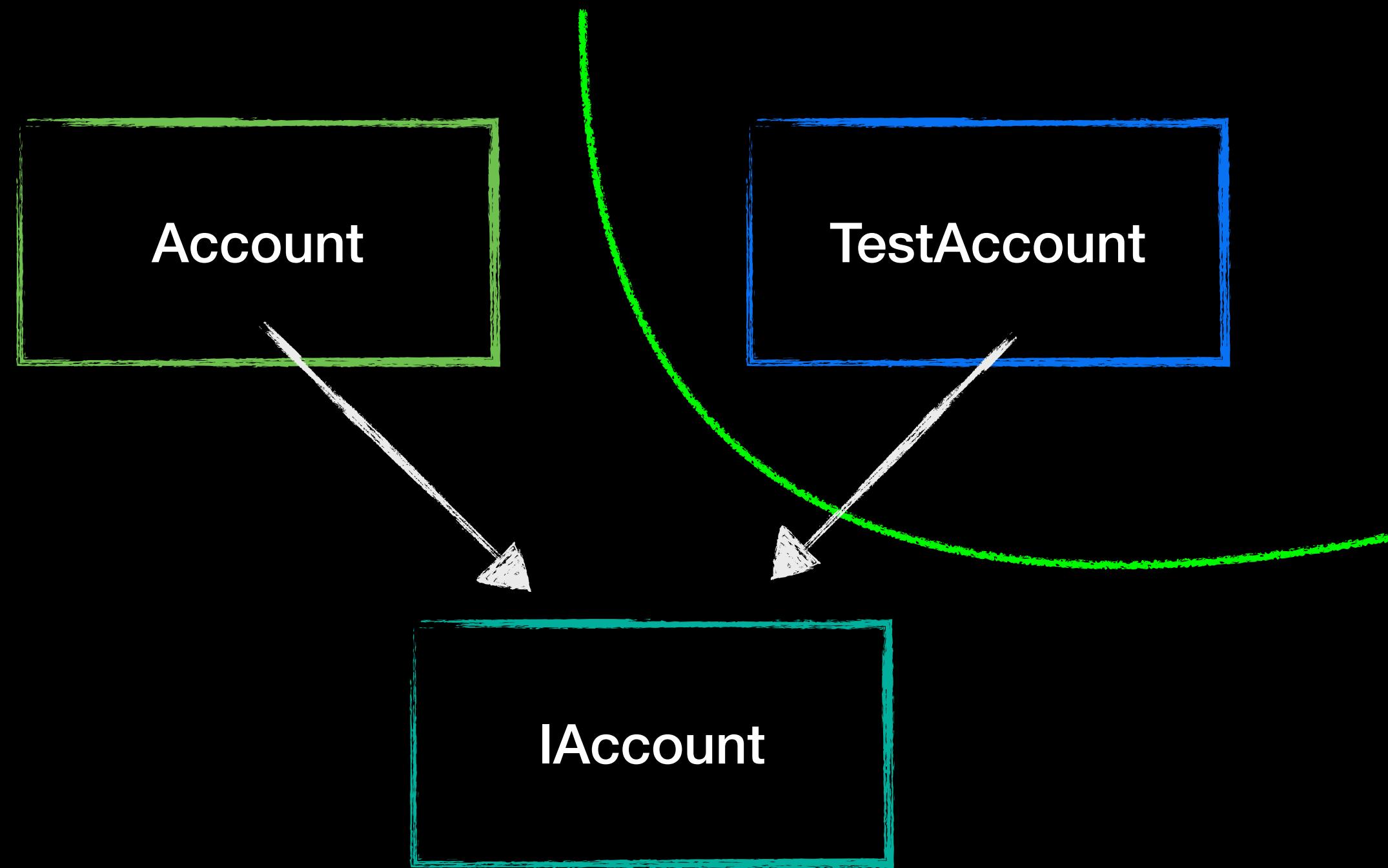


```
var result =  
    IntStream.range(1, 5)  
        .reduce(0,  
            (x, y) -> x + y);
```

can't be unrolled (yet)

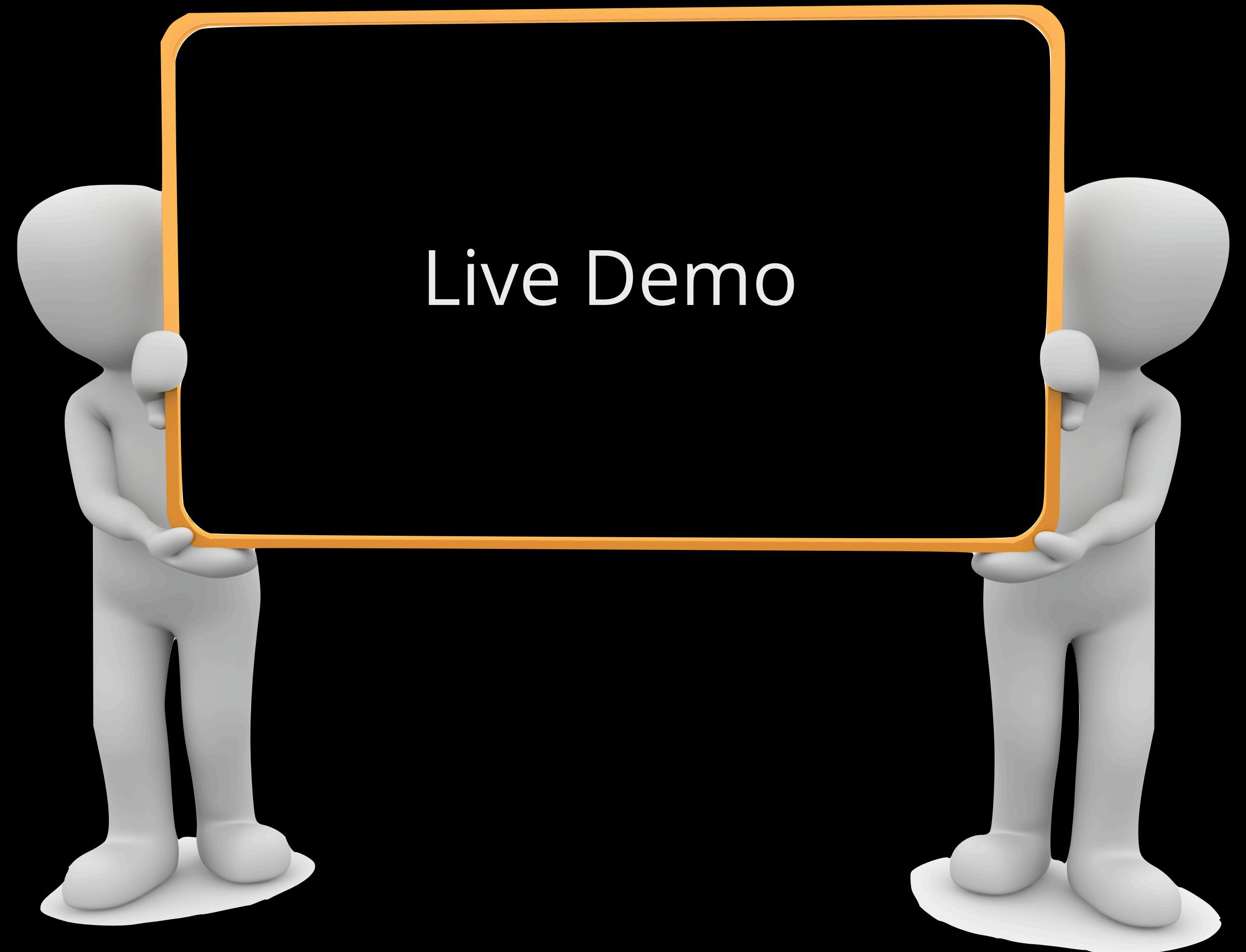
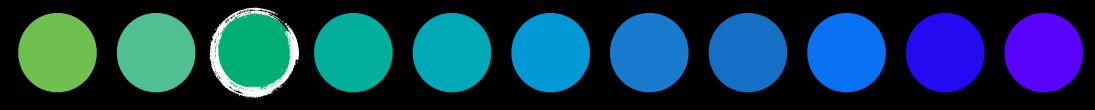


# Speculative Optimization

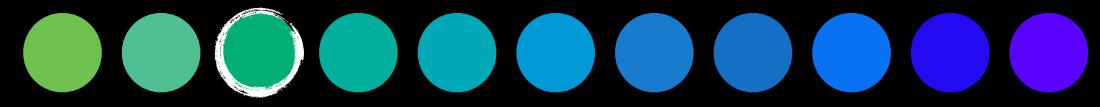


- InvokeVirtual is expensive
- But why bother? You ain't gonna use it!

# Speculative Optimization



# Speculative Optimization



```
class Counter1 implements Counter {  
    private int x;  
    public int inc() {  
        return x++;  
    } }
```

```
class Counter2 implements Counter {  
    private int x;  
    public int inc() {  
        return x++;  
    } }
```

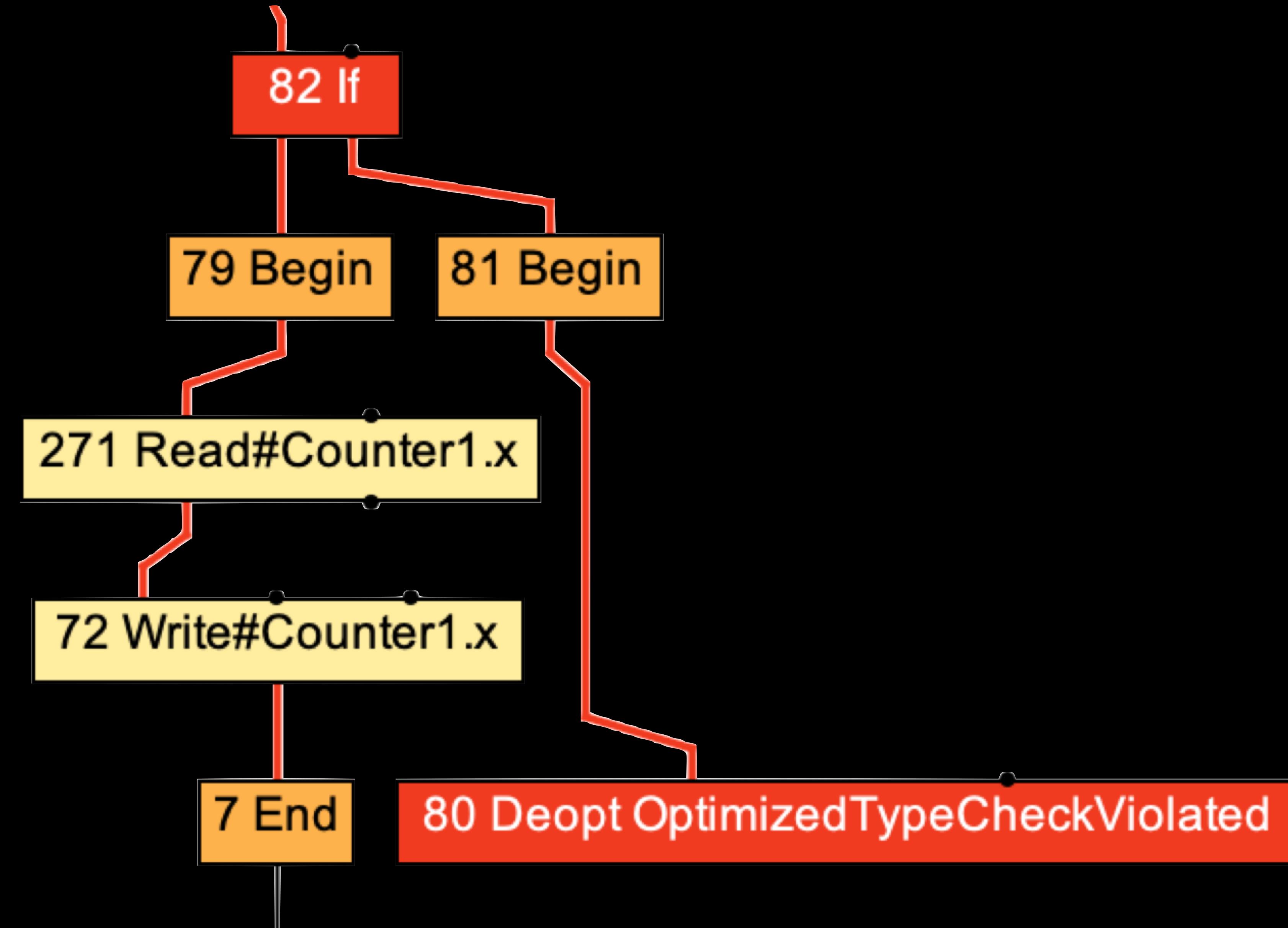
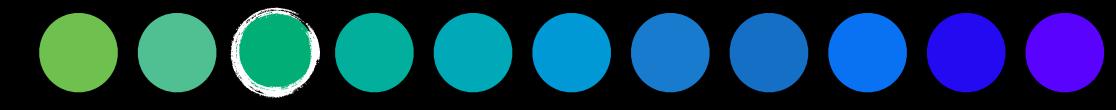
```
class Counter3 implements Counter {  
    private int x;  
    public int inc() {  
        return x++;  
    } }
```

```
interface Counter {  
    int inc();  
}
```

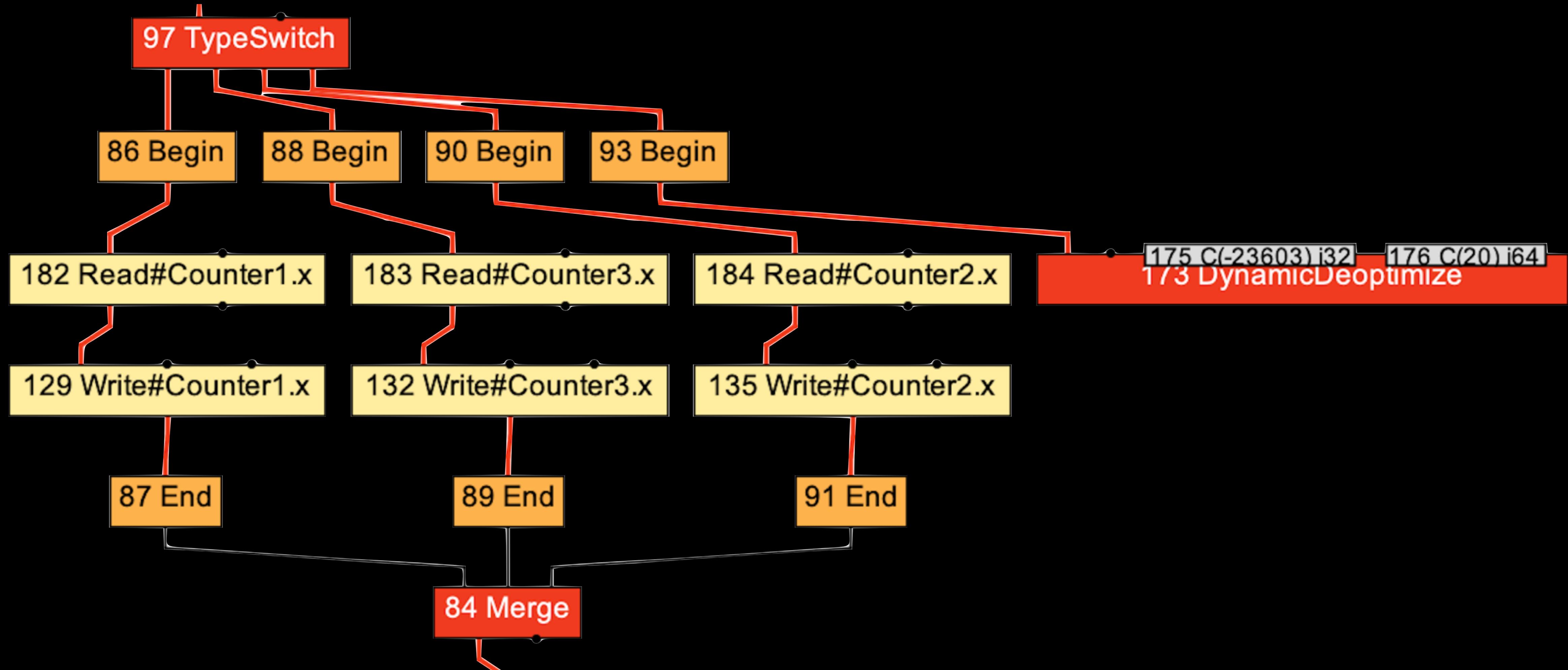
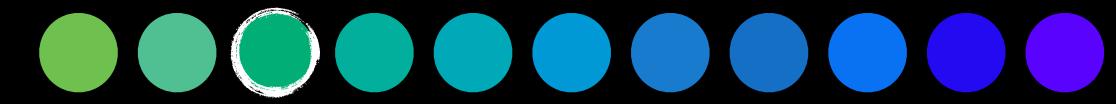
```
measure(new Counter1());  
measure(new Counter2());  
measure(new Counter3());
```

```
public void measure(Counter c) {  
    c.inc();  
}
```

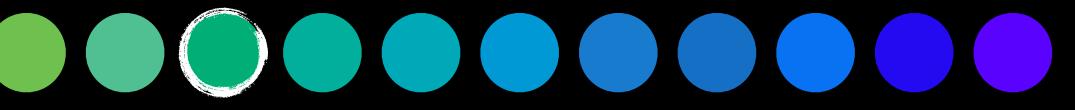
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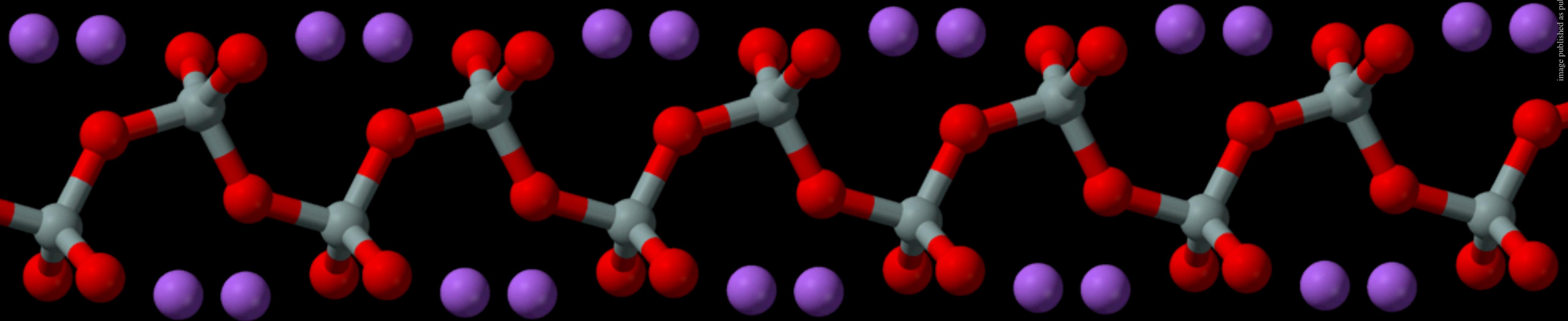
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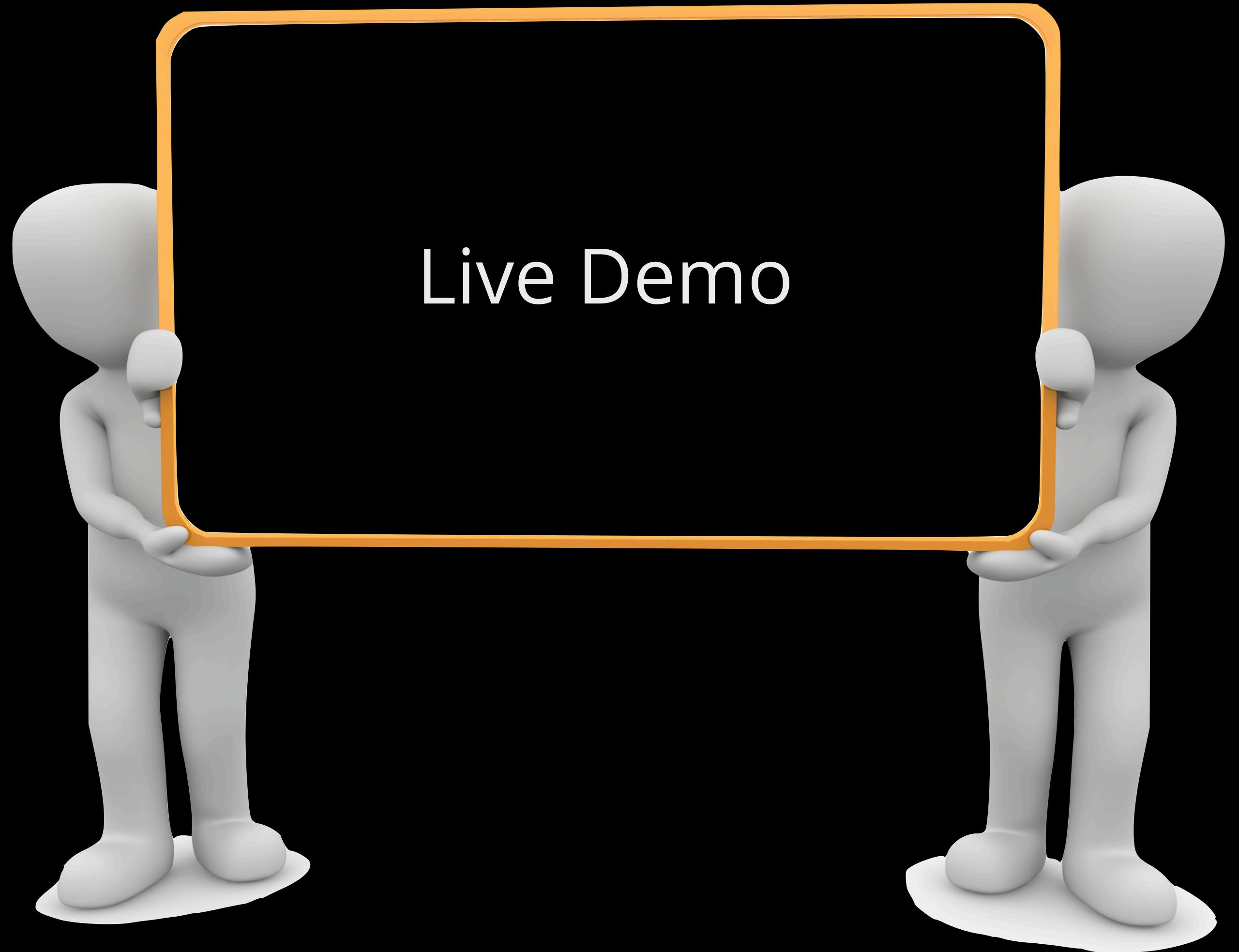
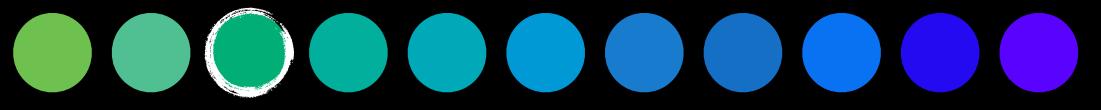
# Unchaining Chains of Lambdas



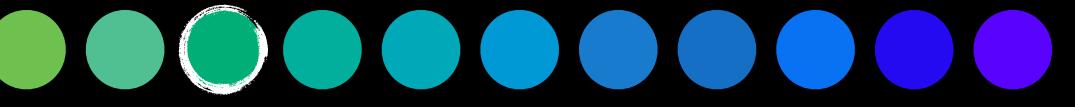
```
File[] files = Arrays.stream(  
    Optional.ofNullable(this.file.listFiles())  
    .orElse(new File[0]))  
    .sorted(Comparator.comparing(File::isDirectory).reversed()  
    .thenComparing(File::getName))  
    .toArray(File[]::new);
```



# Unchaining Chains of Lambdas



# Type-Based Optimization



// https://medium.com/graalvm/stream-api-performance-with-graalvm-be6cf7fbb52

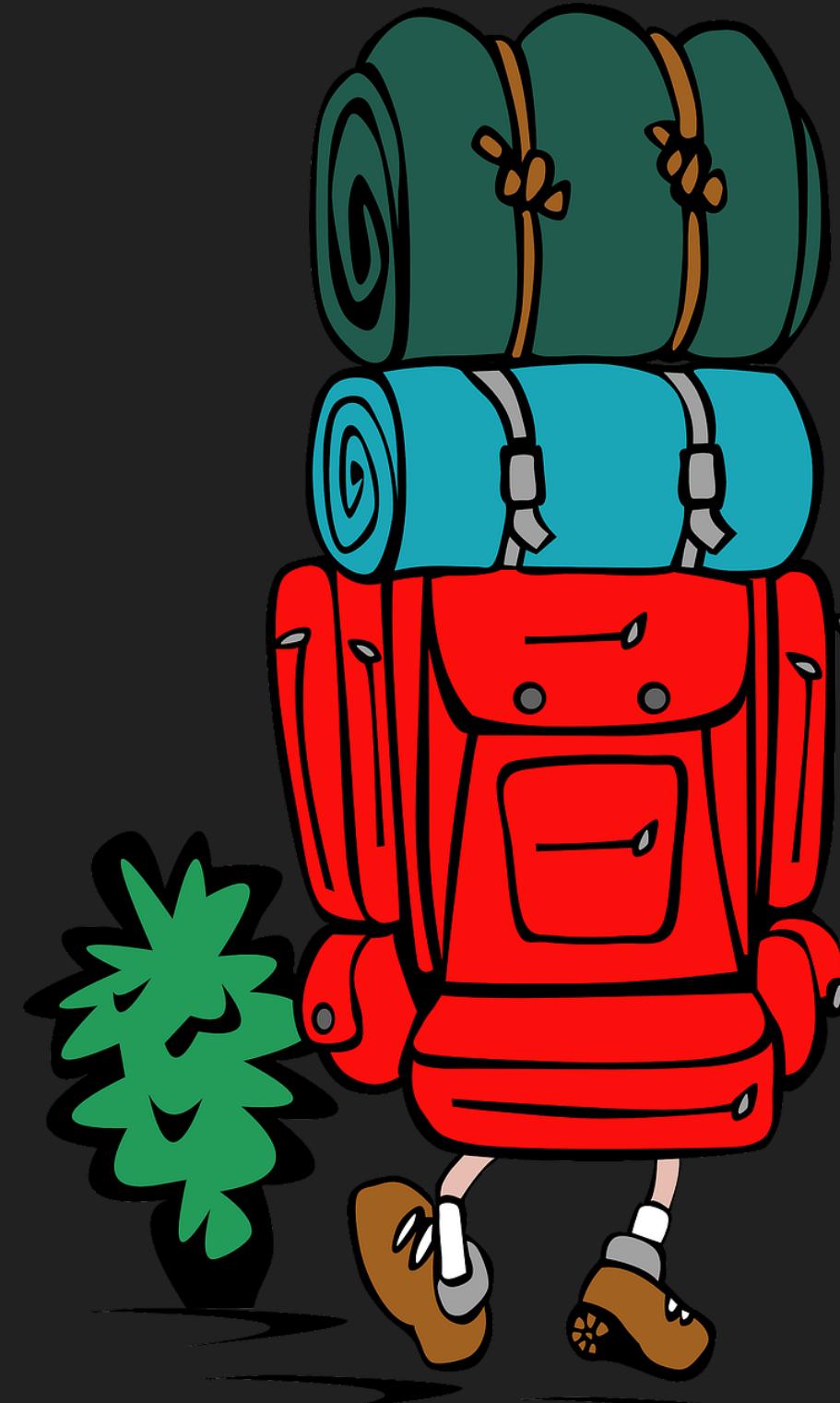
```
public double averageAge(Person[] people) {
    return Arrays.stream(people)
        .filter(p -> p.age >= 18 && p.age <= 21)
        .mapToInt(p -> p.age)
        .average()
        .getAsDouble();
}
```

```
class Person {
    public final int age;
}
```

```
/** this is an excerpt of a JVM class */
public class OptionalDouble {
    public double getAsDouble() {
        if (!isPresent) {
            throw new NoSuchElementException("No value present");
        }
        return value;
    }
}
```



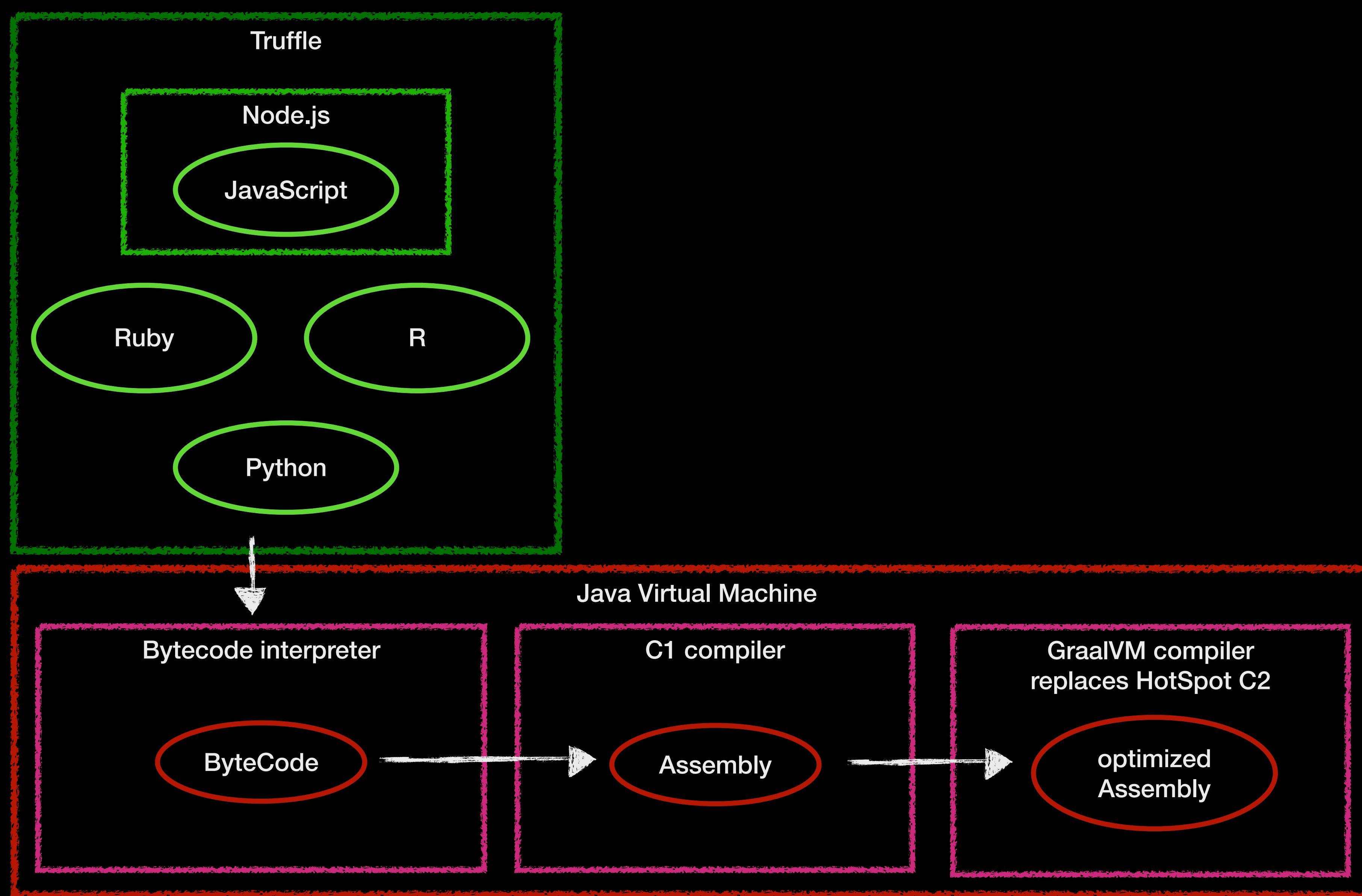
# Does it Pay to Use the New Compiler?



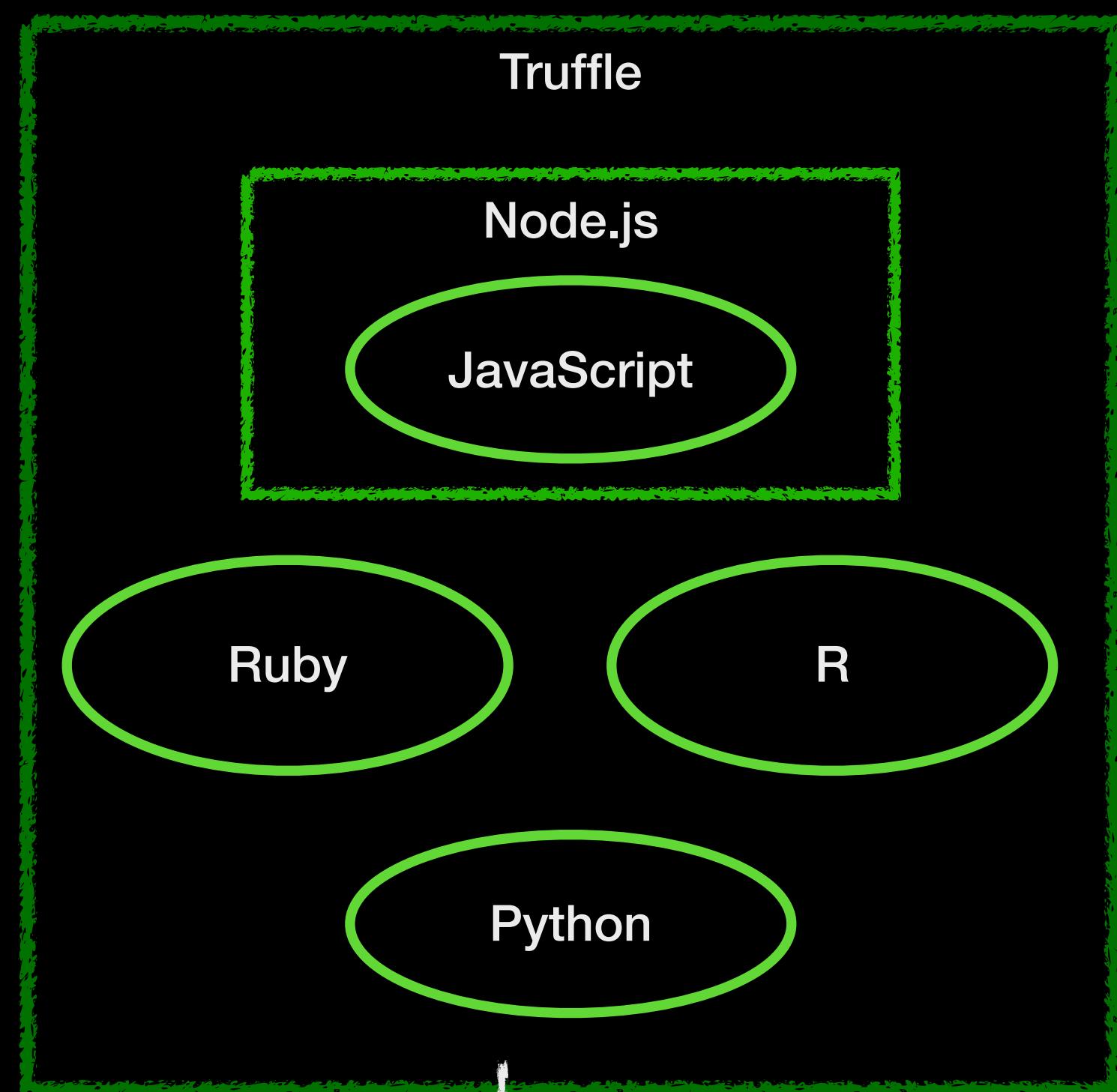
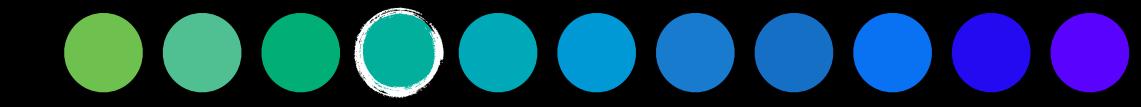
- GraalVM tends to cope better with modern language patterns than OpenJDK
- GraalVM often runs non-Java JVM languages faster
- It's easier to add improvements to GraalVM than to OpenJDK
  - there's more to come!
  - and you can contribute, too!



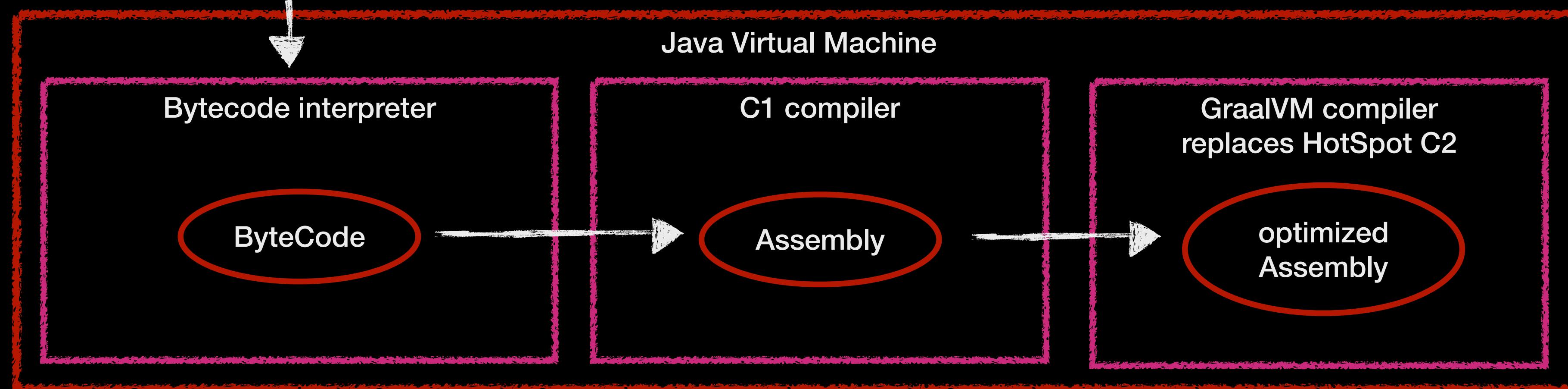
# Polyglot Programming with Truffle



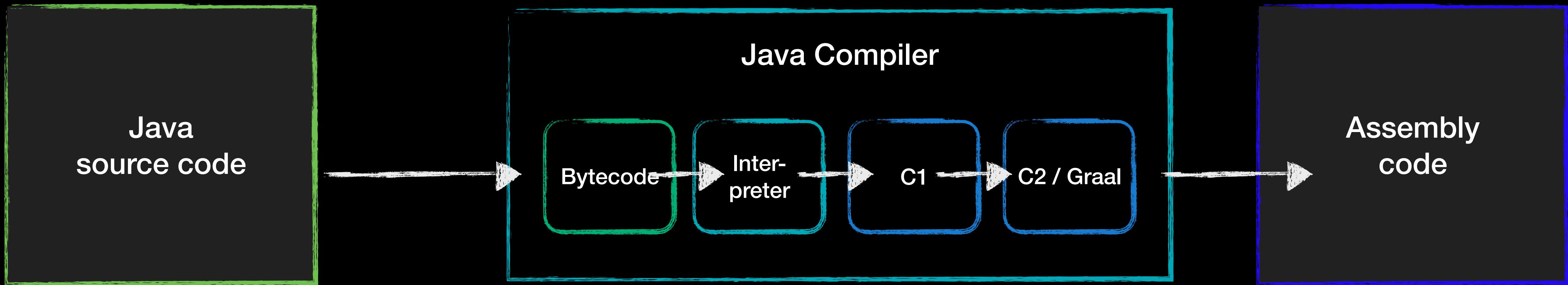
# Polyglot Programming with Truffle



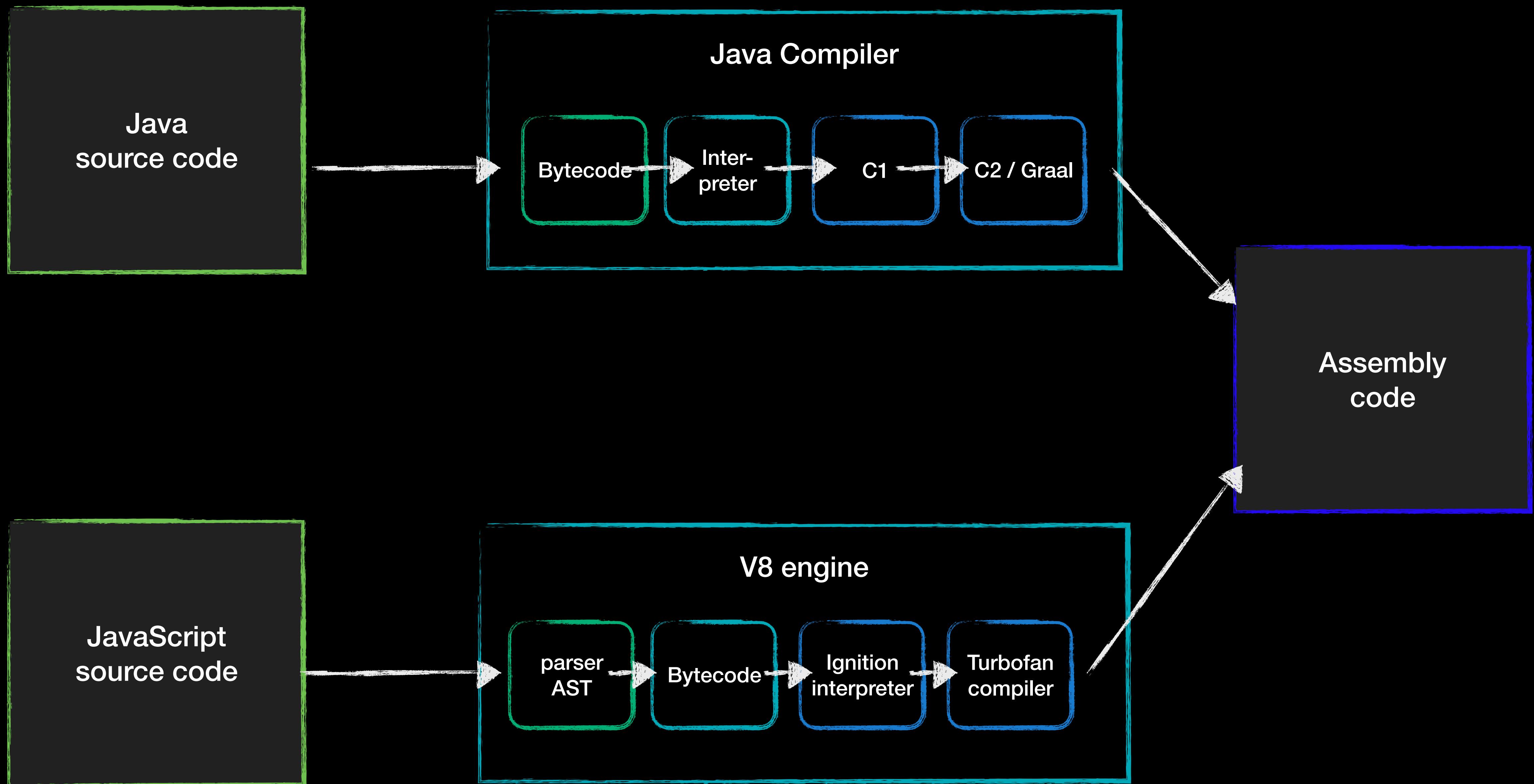
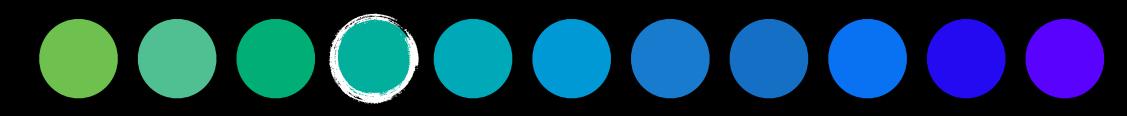
- GraalVM ships with four languages
- You can easily build your own language
  - interesting for academic purposes
  - potential source of future innovation



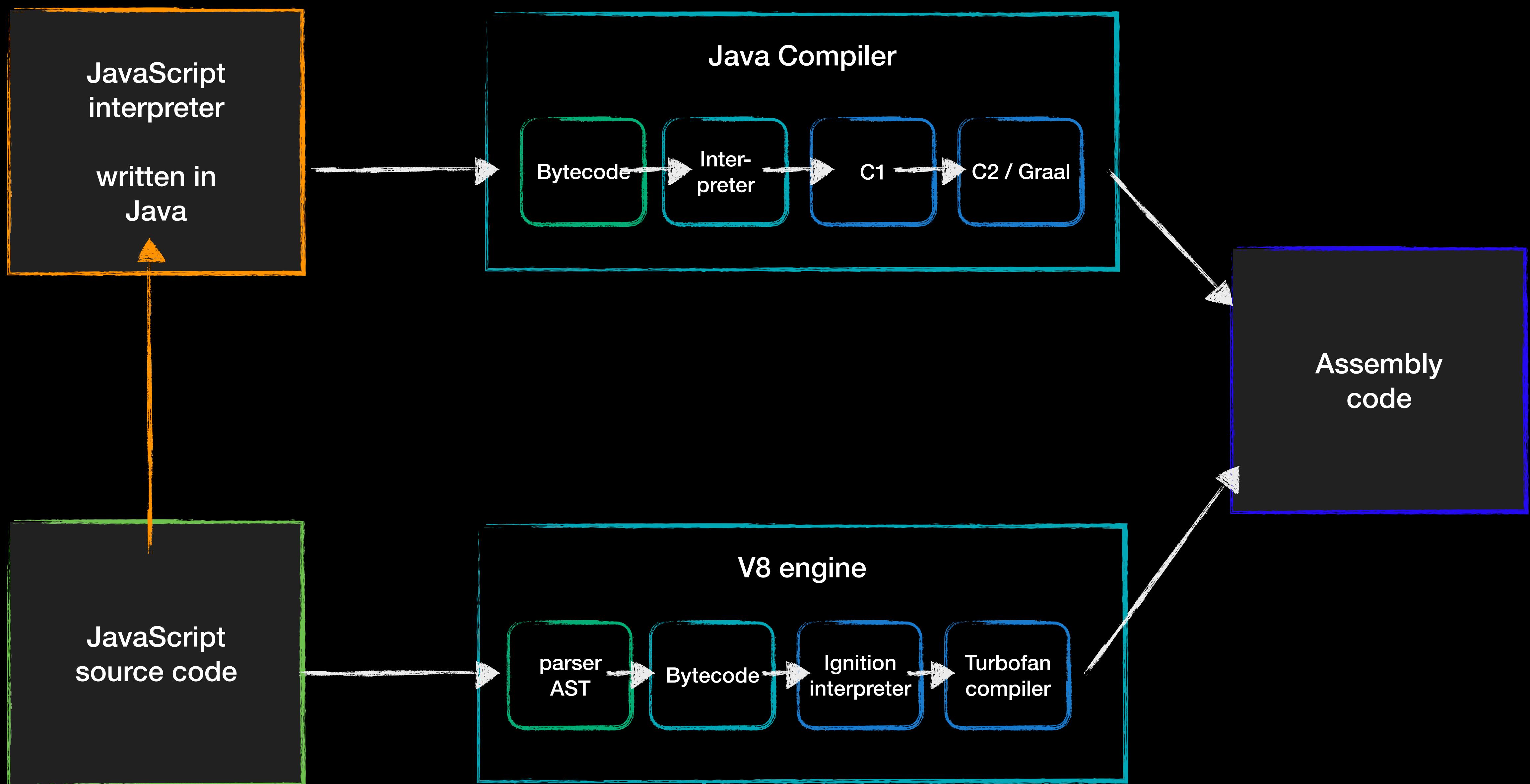
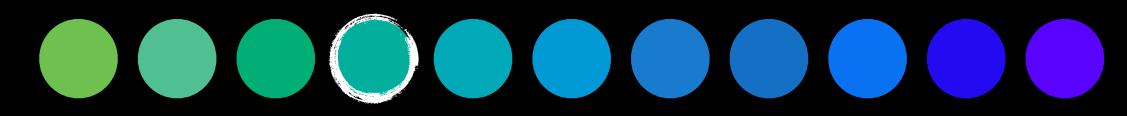
# Futamura Projection (How Truffle Works)



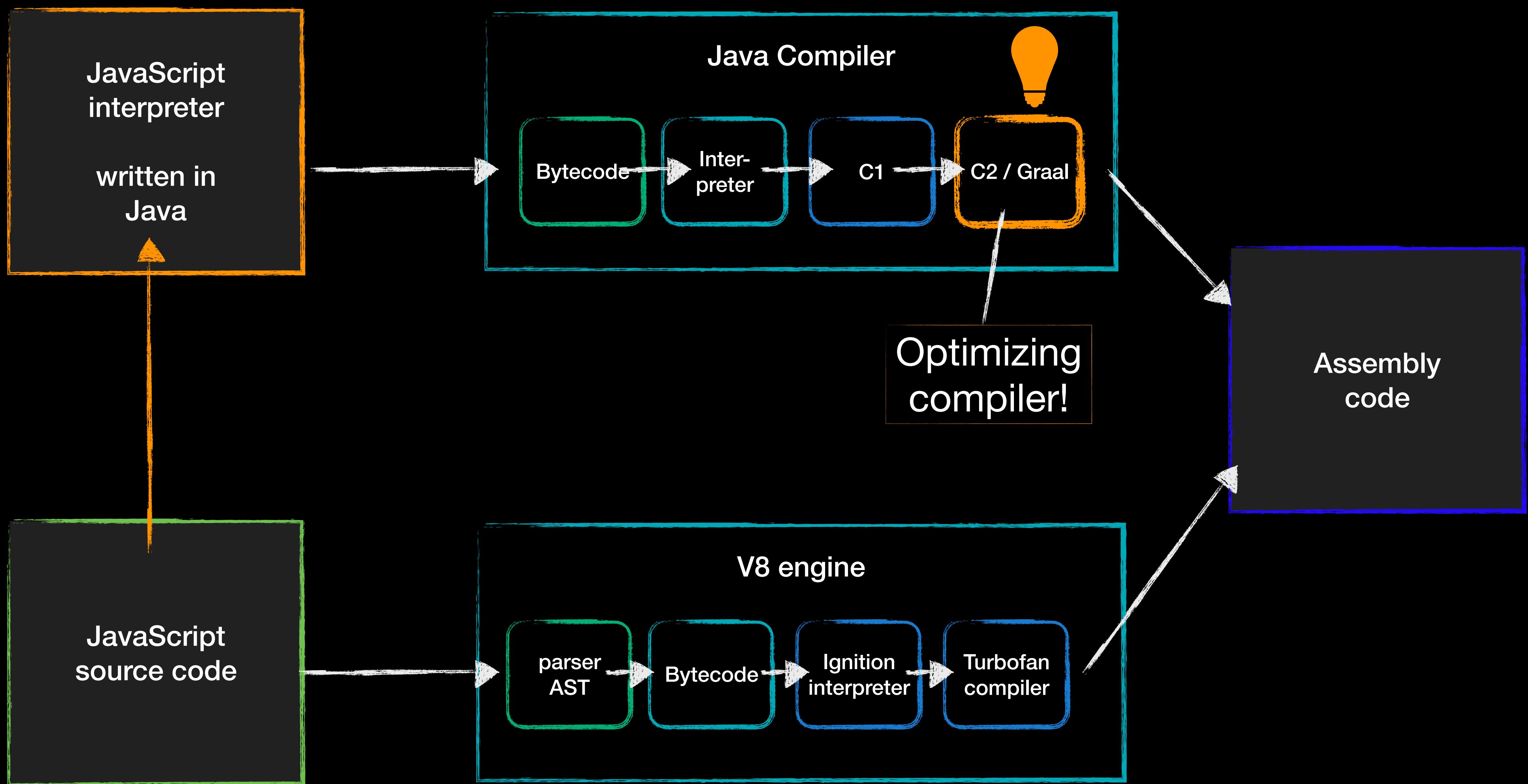
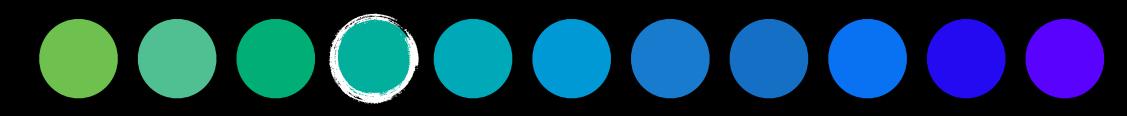
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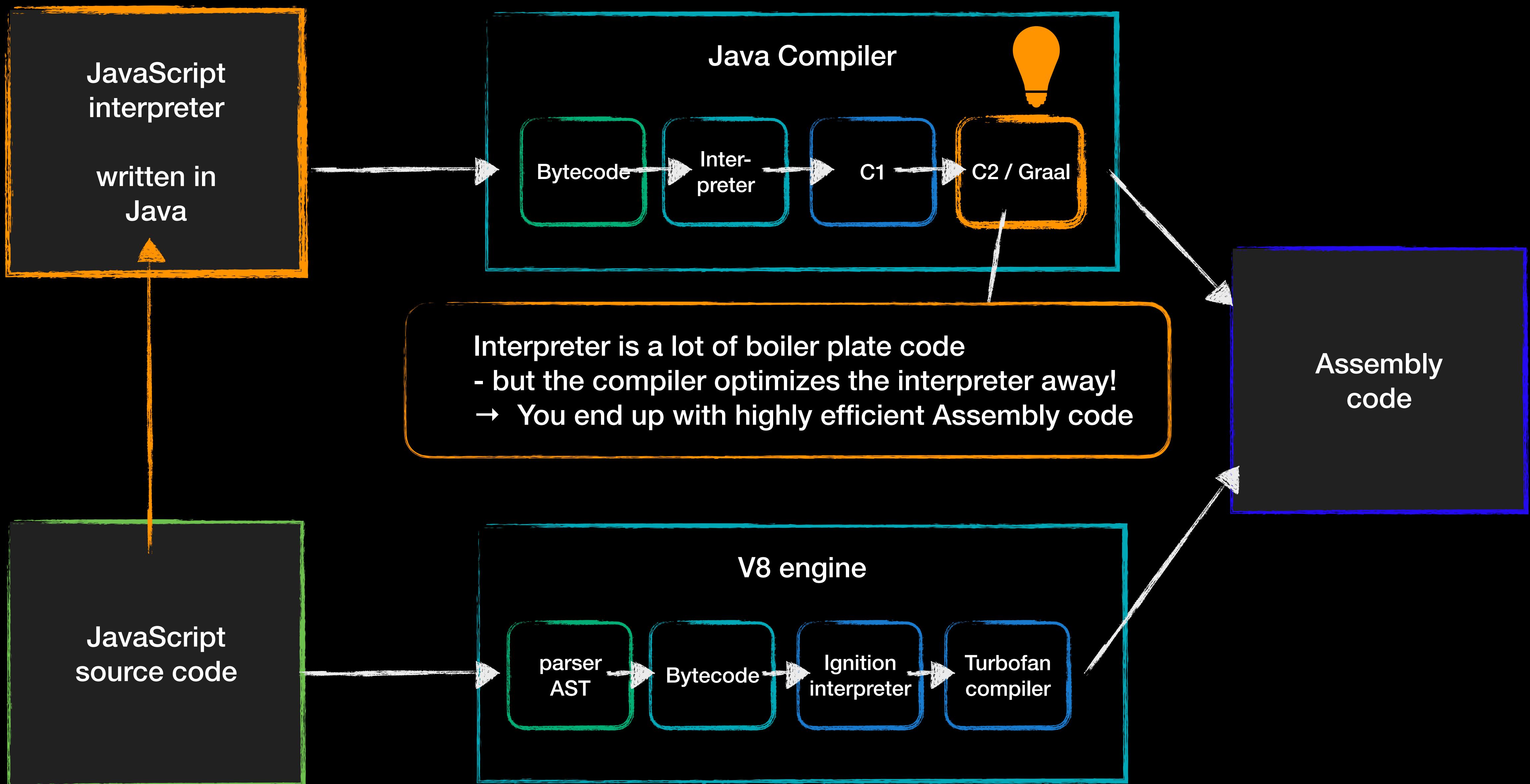
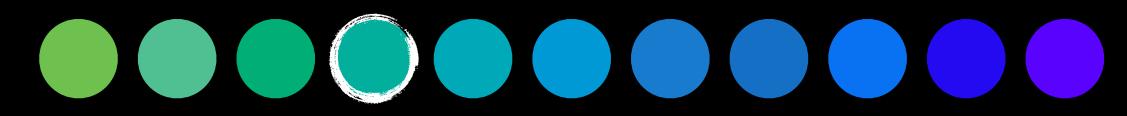
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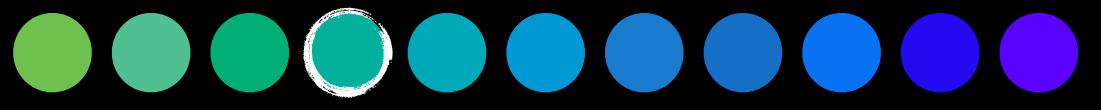
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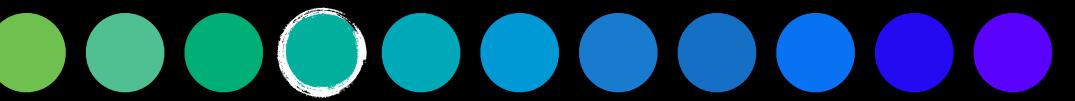


# Polyglot Programming with Truffle



- JavaScript:
  - way faster than Nashorn and Rhino
  - severe cold start penalty
- Node.js
  - supported
  - even runs the Angular CLI!
  - but suffers from cold start penalty

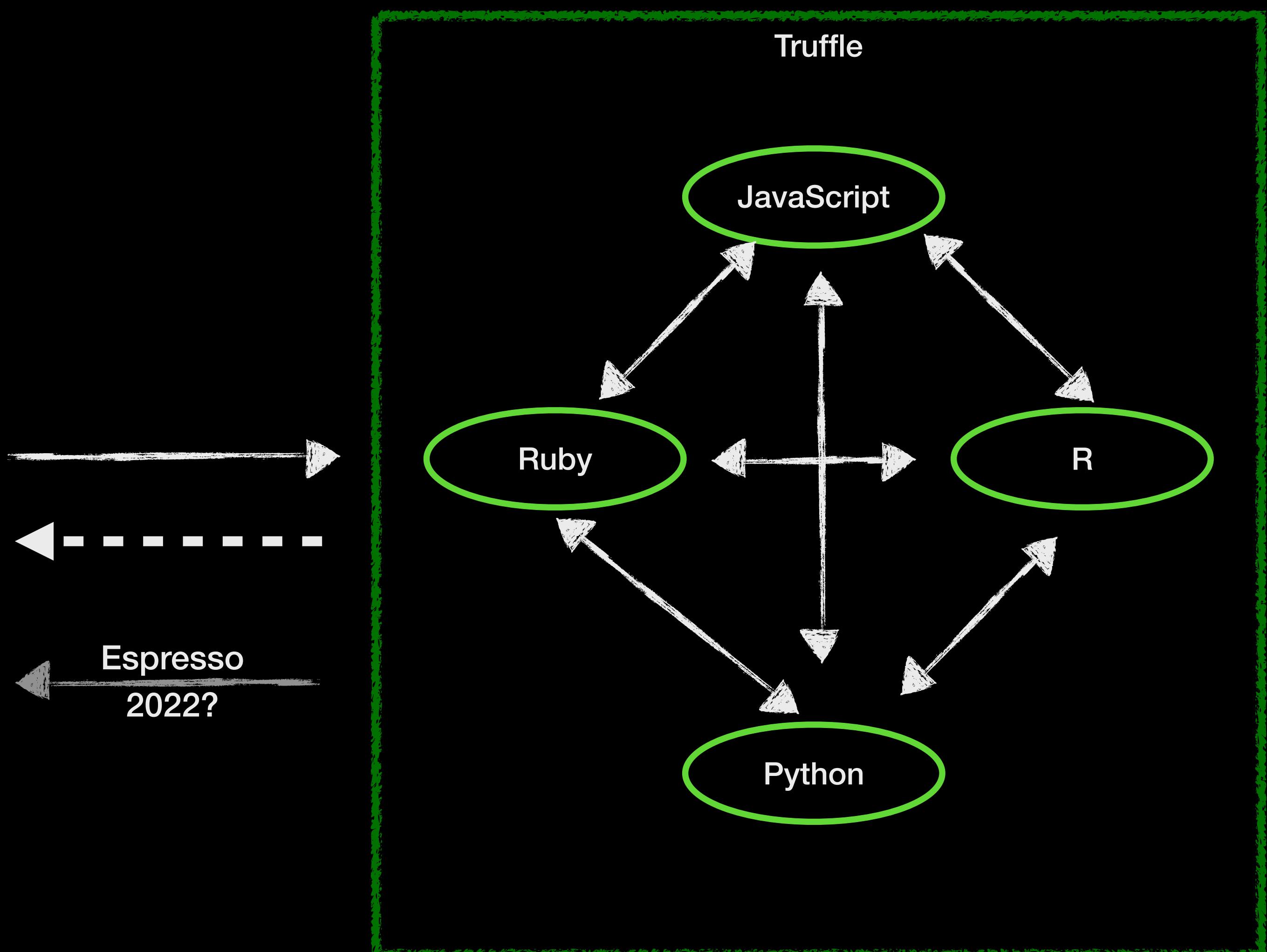
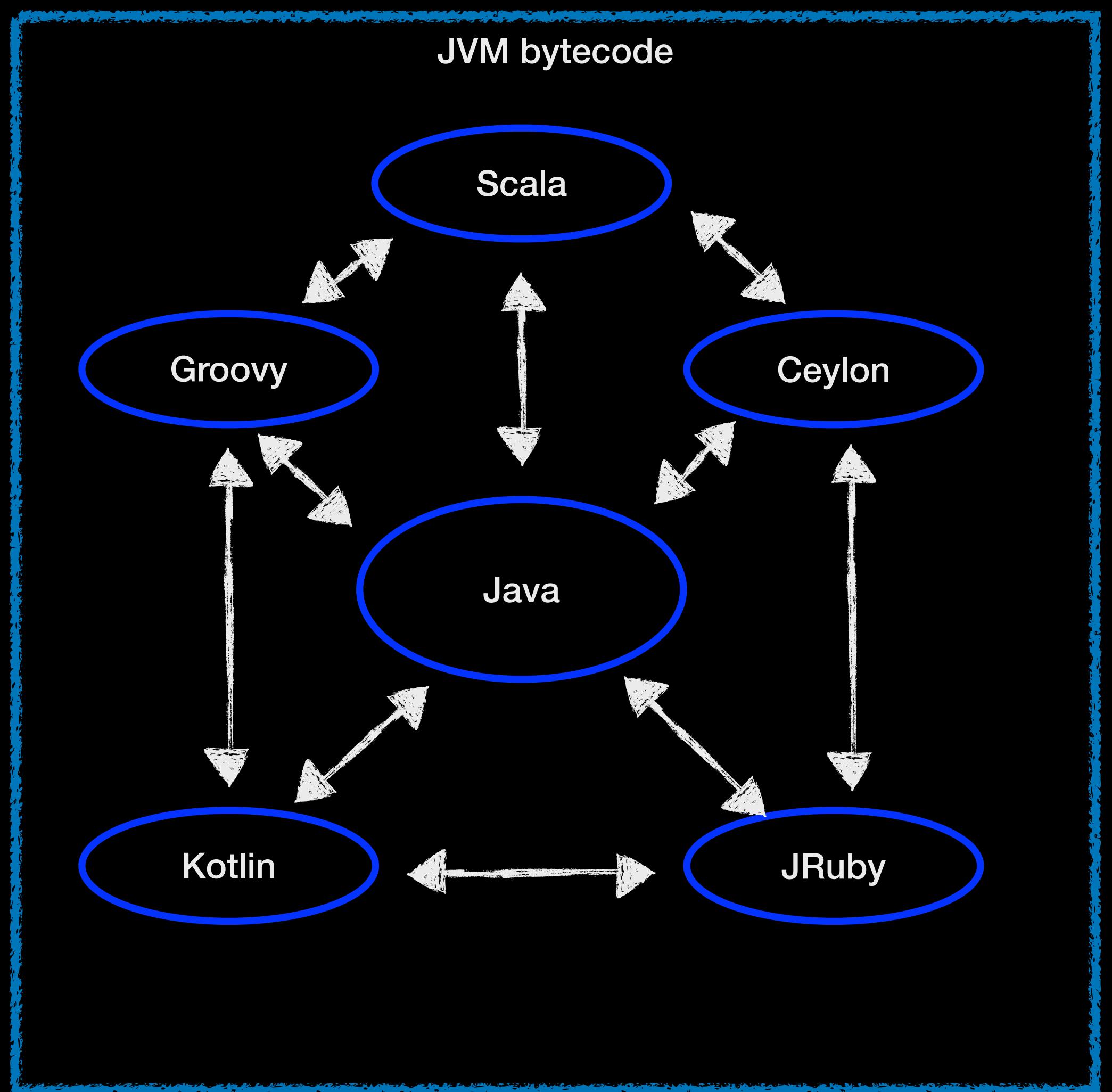
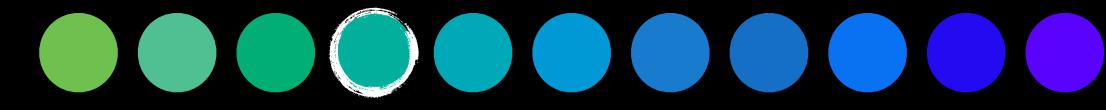
# Polyglot Programming with Truffle



- Ruby:
  - very good peak performance
  - interesting alternative to the native Ruby interpreters
  - Give it a try!



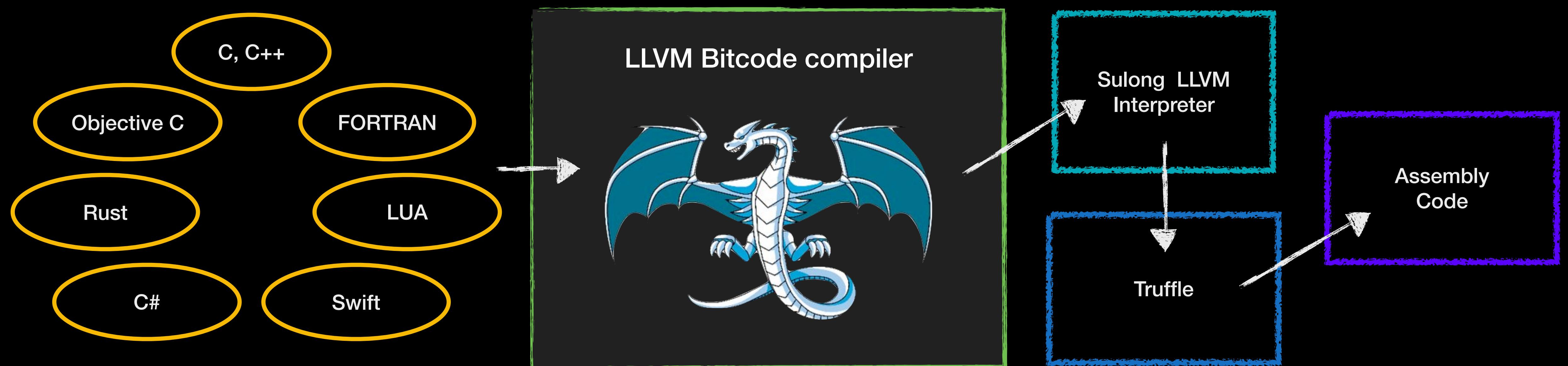
# Is it Truly Polyglot?



→ Truffle API

← - - - - - register Java code with Truffle (i.e. language-specific API)

# LLVM - Project Sulong



# Native Images (aka AOT, aka SubstrateVM)

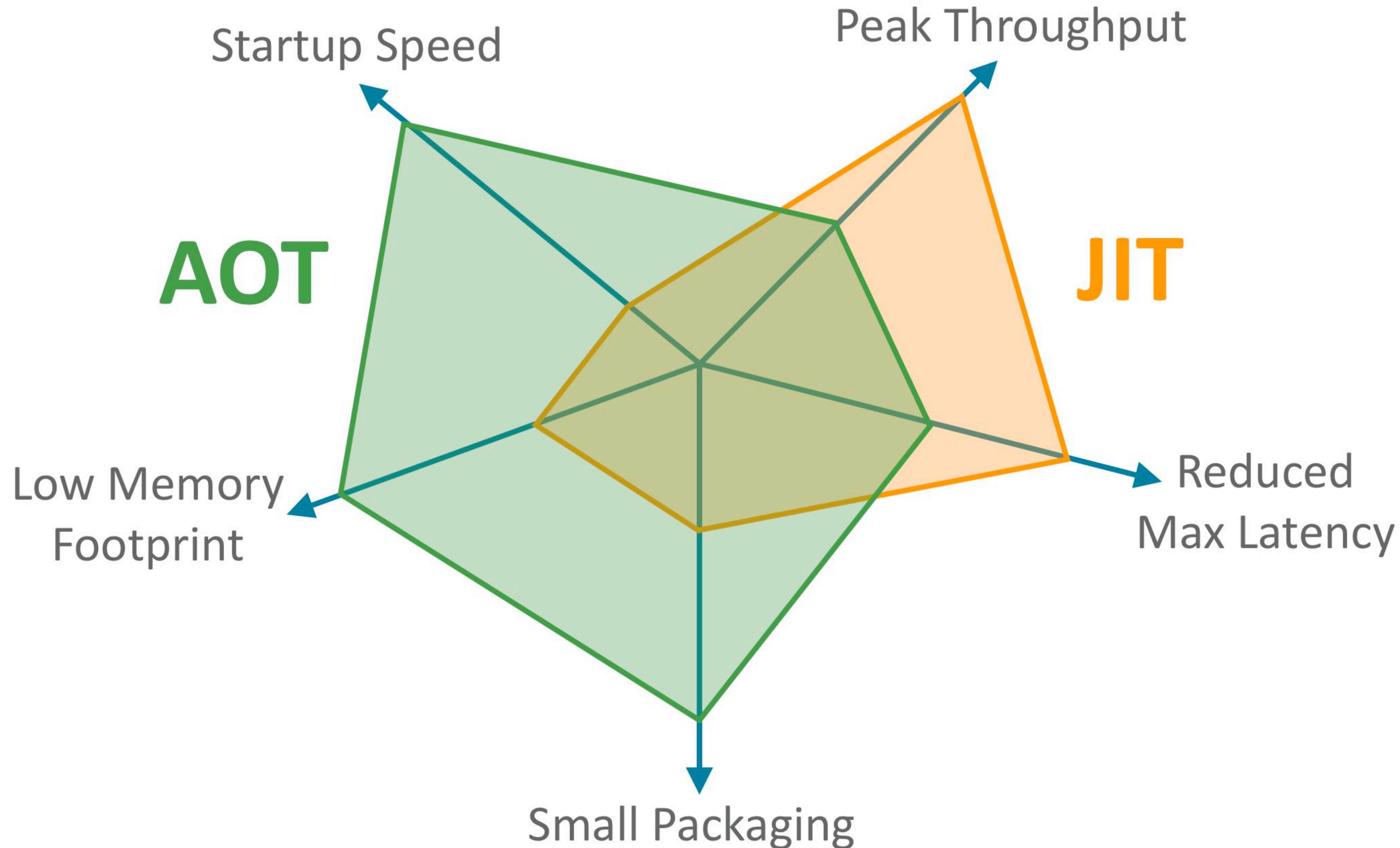
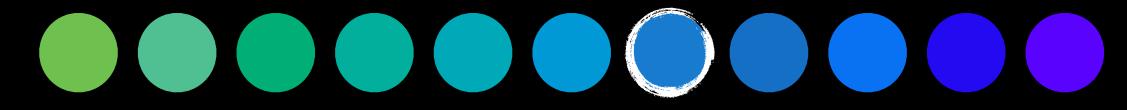


- GraalVM ships with an ahead-of-time (AOT) compiler
- Many predecessors, such as Jikes
- AOT compiler were long since dead

What's changed?



# Native Images (aka AOT, aka SubstrateVM)



# Using Java in AWS Lambda Functions



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- Traditionally Java suffers from a slow start
- Great progress recently
- but still, node.js starts way faster
- GraalVM AOT to the rescue!

# Reflection and AOT



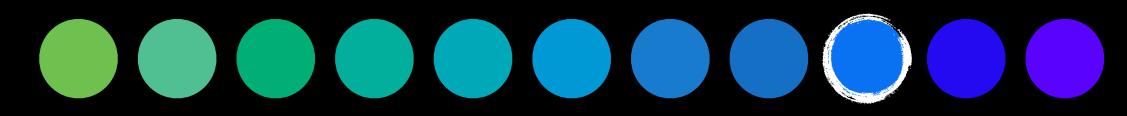
AOT eliminates  
info about  
classes & methods

- reflection is broken
- configure  
a configuration file  
for reflection

"Closed world  
assumption"



# Reflection and AOT

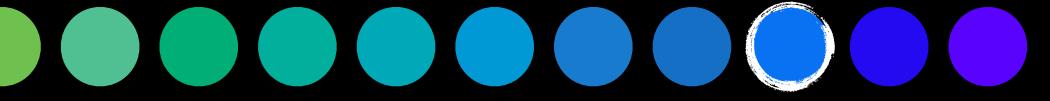


"Closed world assumption"

Inflexible? Think twice!



# Android, iOS, and Embedded Devices

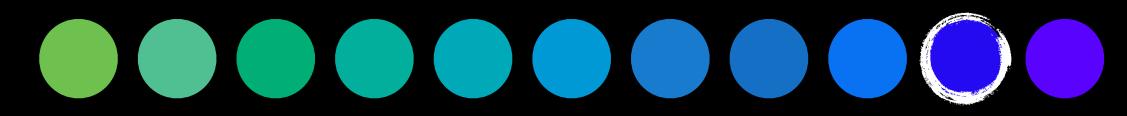


AOT makes many things possible:

- Mobile apps start fast
- no need to bundle the JRE
- JavaFX on Android and iOS w/out the pain
- Java on embedded devices
  - predictable speed, low memory footprint
- Utilities like [babashka](#)



# Enterprise Edition vs. Community Edition



Community  
Edition

Enterprise  
Edition

Open  
Source

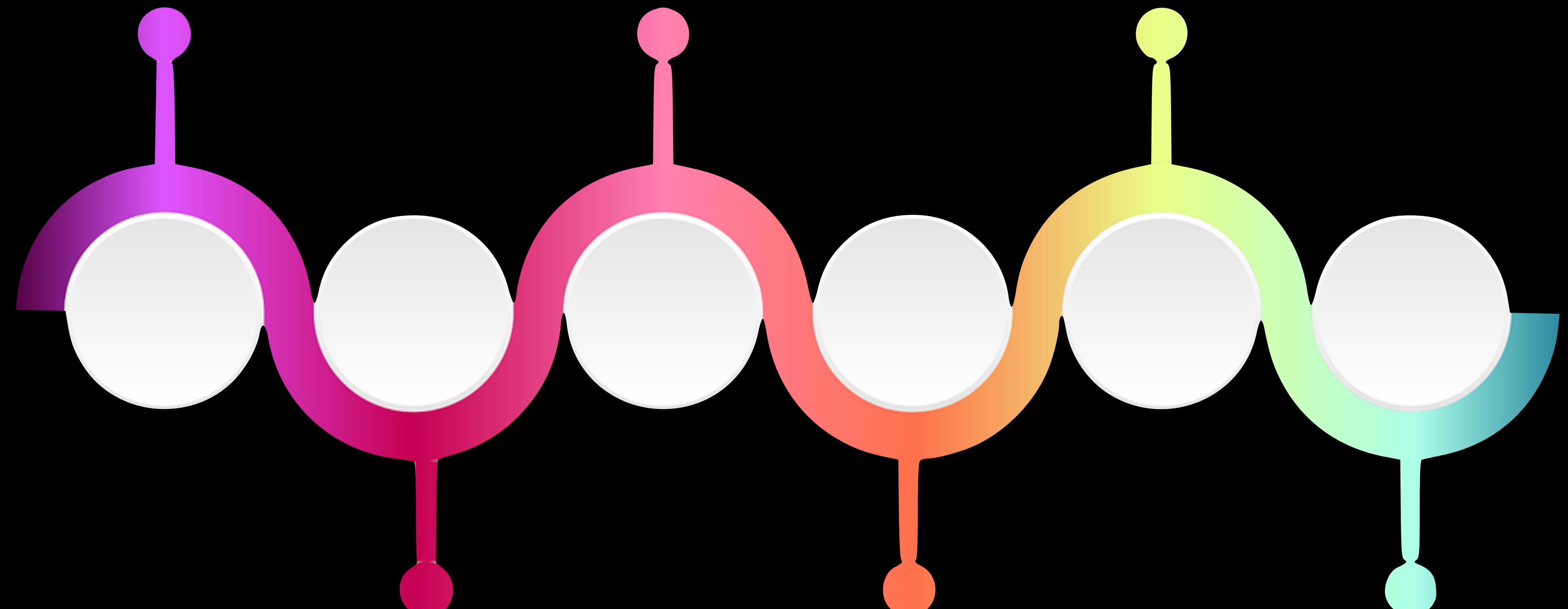
you can  
contribute

available  
for free

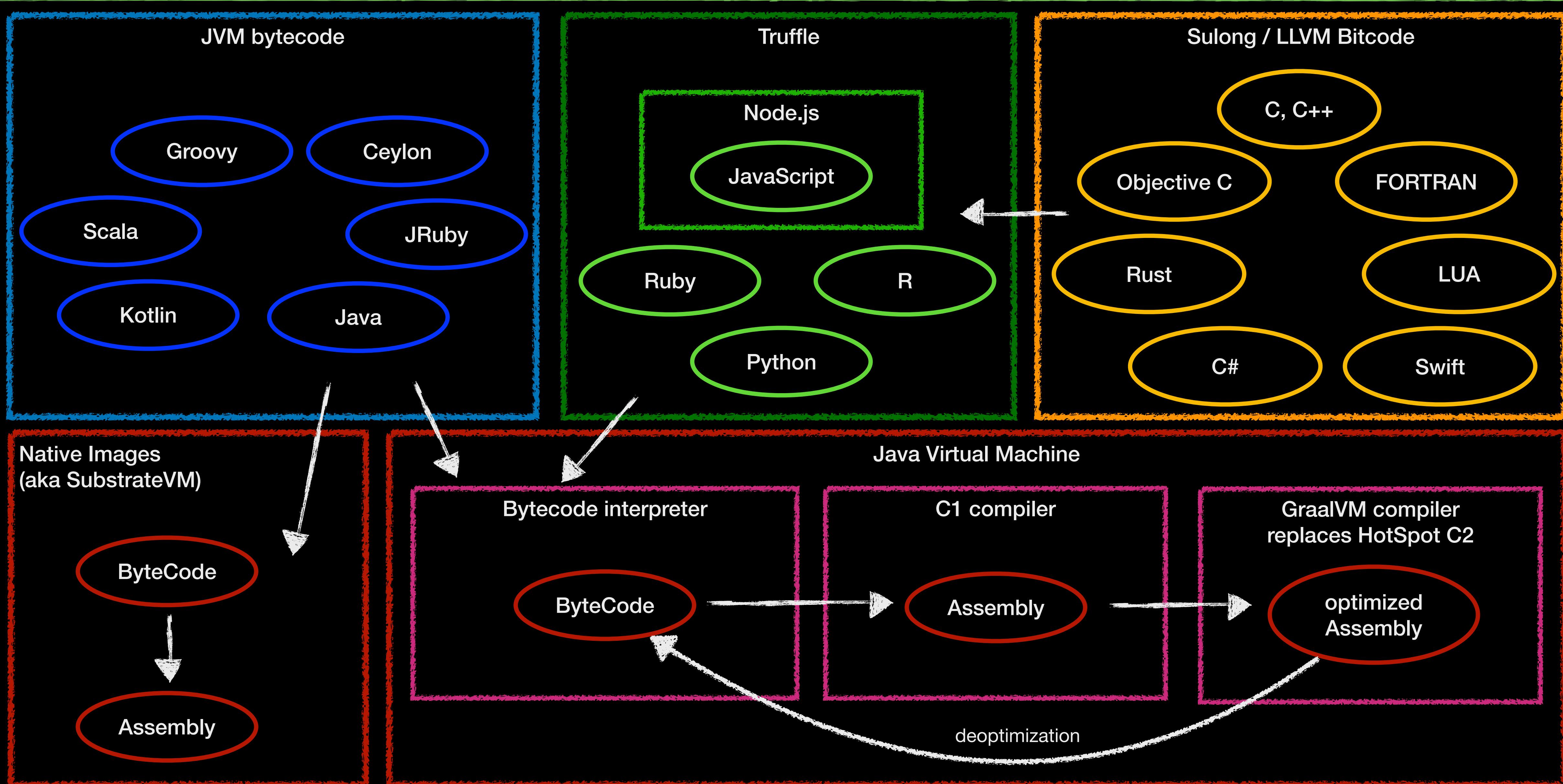
faster

added  
security

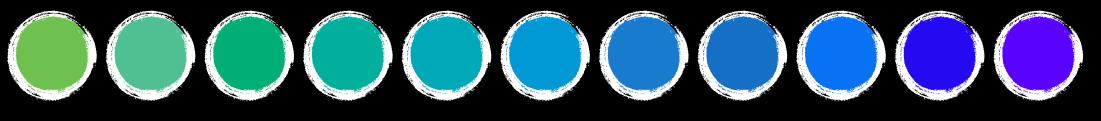
read the  
license carefully!



# Wrapping it Up



# Any Questions?



Don't hesitate to reach out to me!

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