

JIT Compiler Design

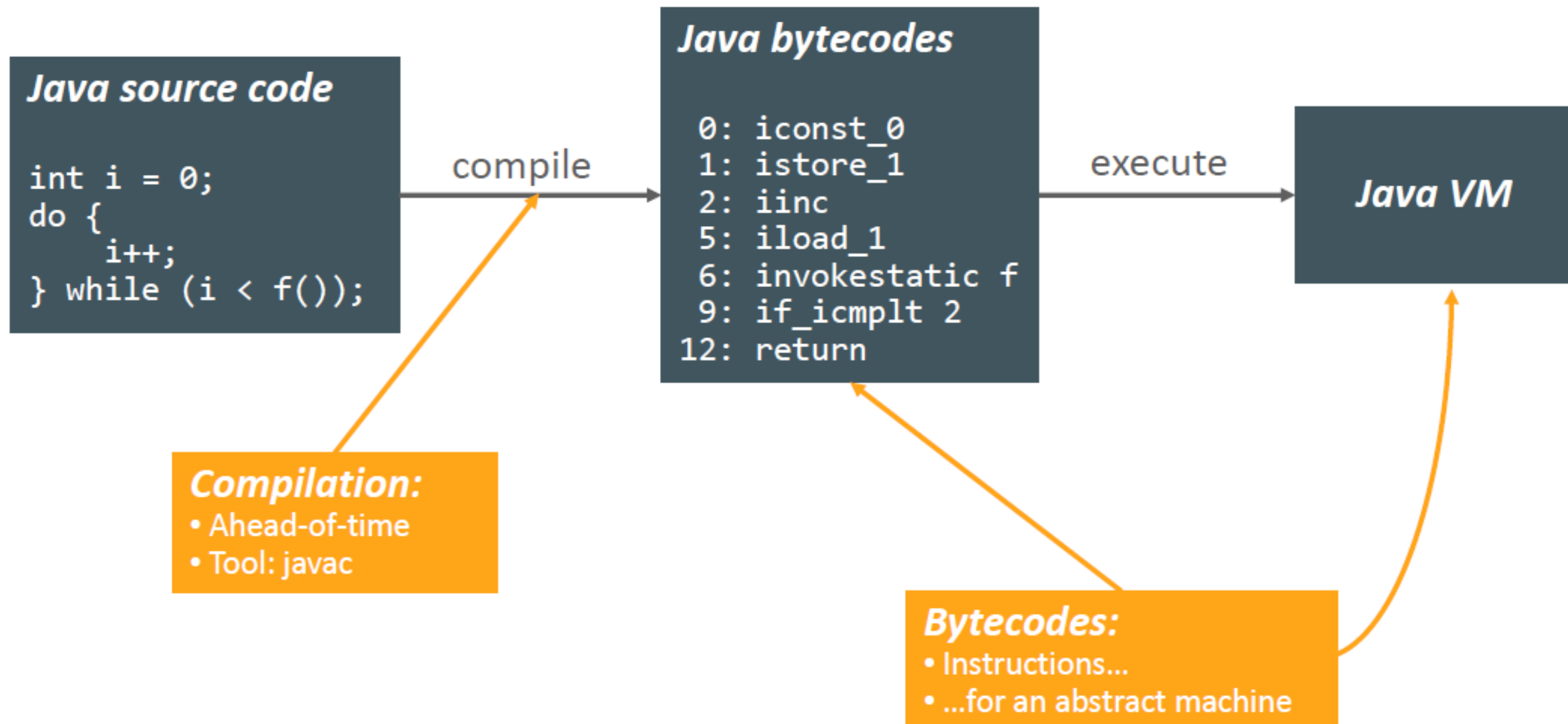
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EECS 768

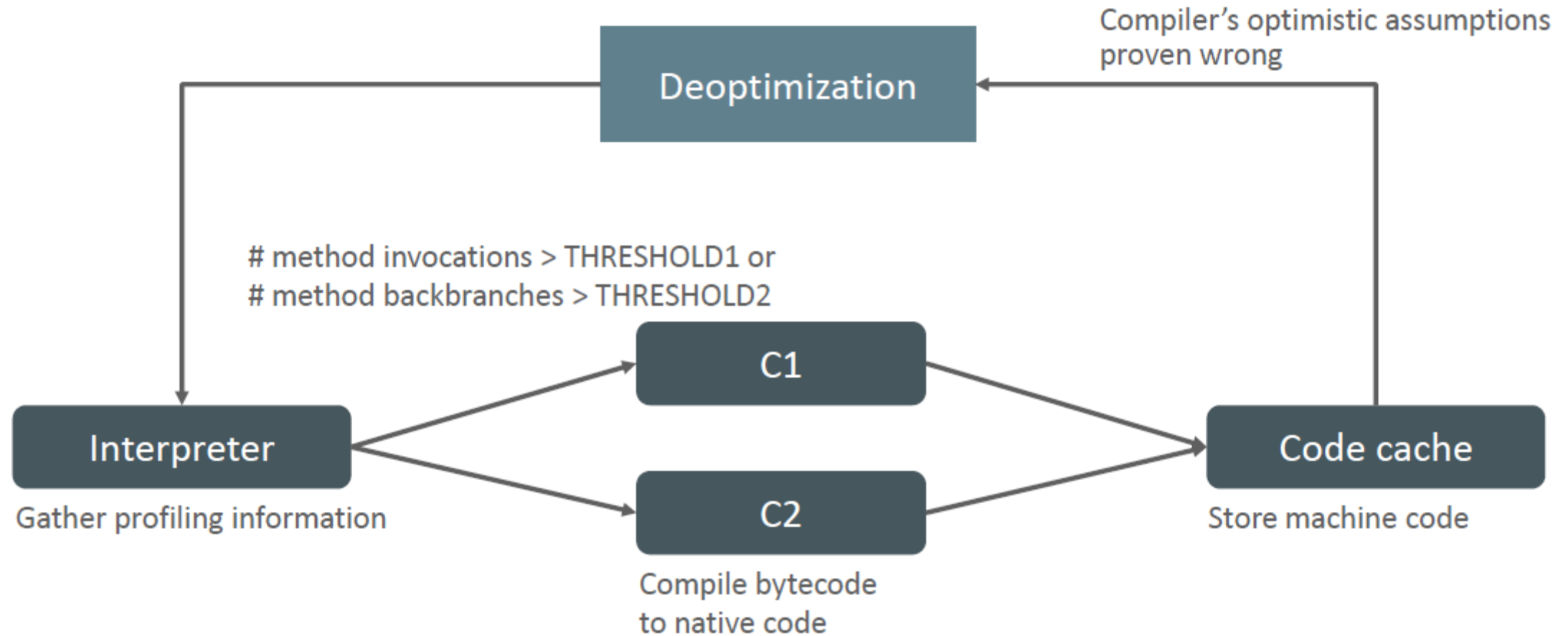
Agenda

- Introduction
- JIT Compilation
 - c1 compiler
 - c2 compiler
 - Tiered compilation
- C1 Compiler Design
 - HIR
 - LIR
 - Optimizations
 - Garbage Collection
 - Exception Handling
- C2 Overview

Stages of a Java method's lifetime

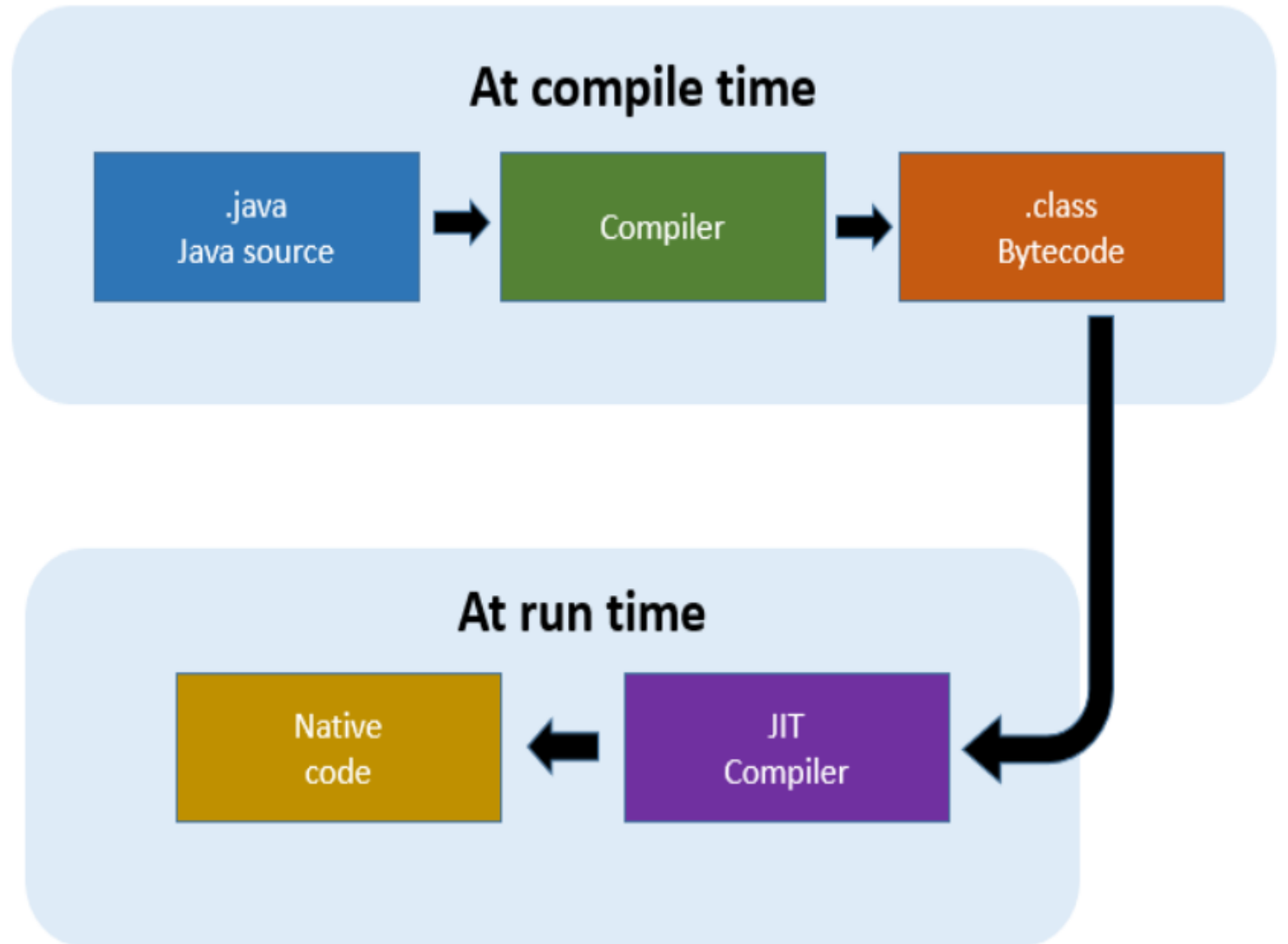


Stages of a method's lifetime (cont'd)



“Just-in-time”

- During Program Execution
- Time is needed to compile “**hot**” methods
- profiling at run time
- optimistic optimizations



Compilers in Hotspot

- **C1 compiler**

- Fast compilation
- Small footprint
- Code could be better

Client VM

- **C2 compiler**

- High resource demands
- High-performance code

Server VM

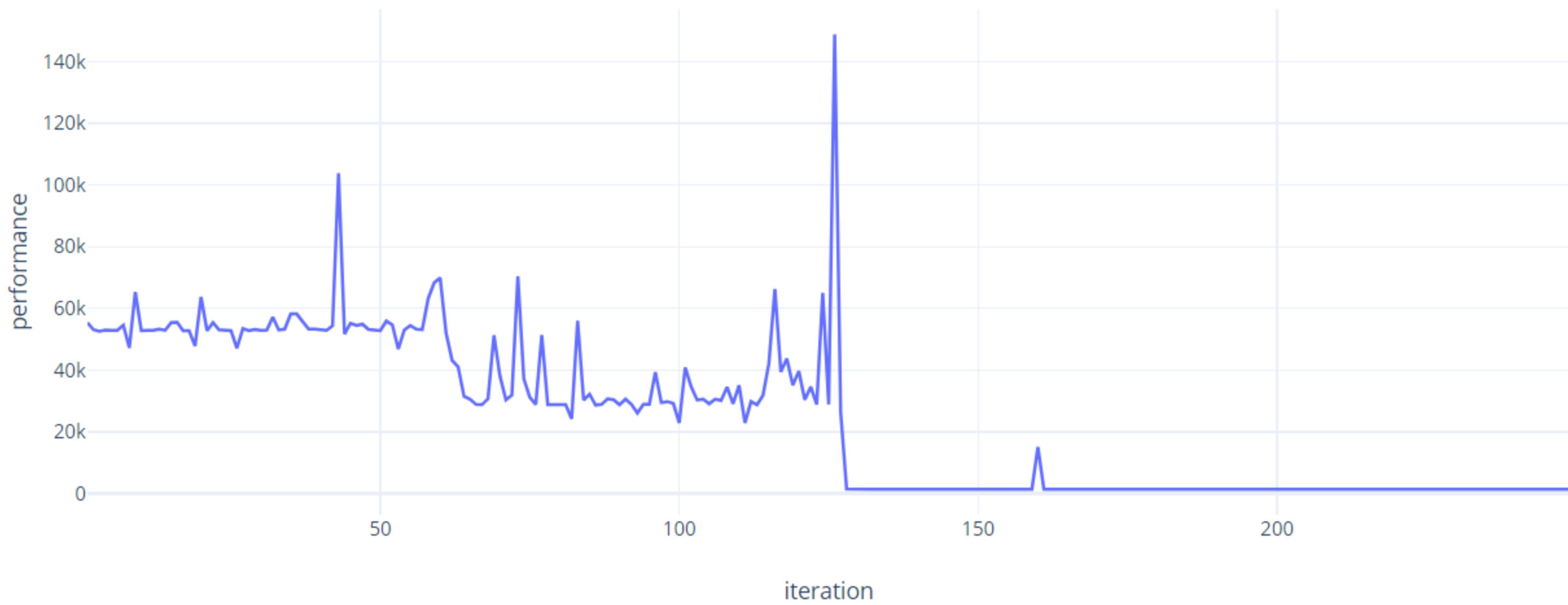
Tiered compilation

SimpleProgram.java

```
public class SimpleProgram {  
    static final int CHUNK_SIZE = 1_000;  
    public static void main(String[] args) {  
        for ( int i = 0; i < 250; ++i ) {  
            long startTime = System.nanoTime();  
            for ( int j = 0; j < CHUNK_SIZE; ++j ) {  
                new Object();  
            }  
            long endTime = System.nanoTime();  
            System.out.printf("%d\t%d%n", i, endTime - startTime);  
        }  
    }  
}
```

```
idhaya1990@DESKTOP-CKA1S5M:~/JDK/jdk9$ java SimpleProgram
```

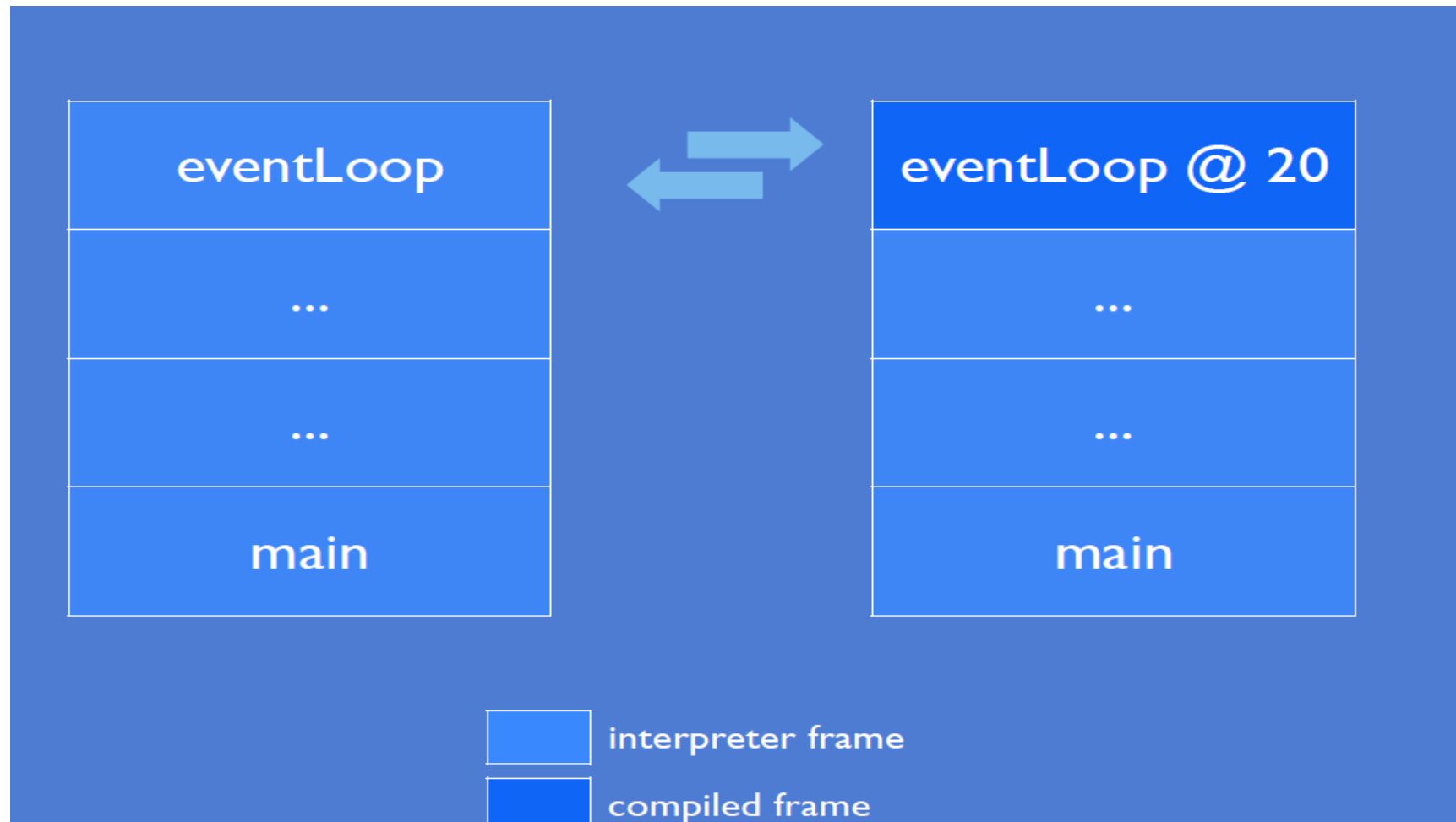

Log Scale



-XX:+PrintCompilation

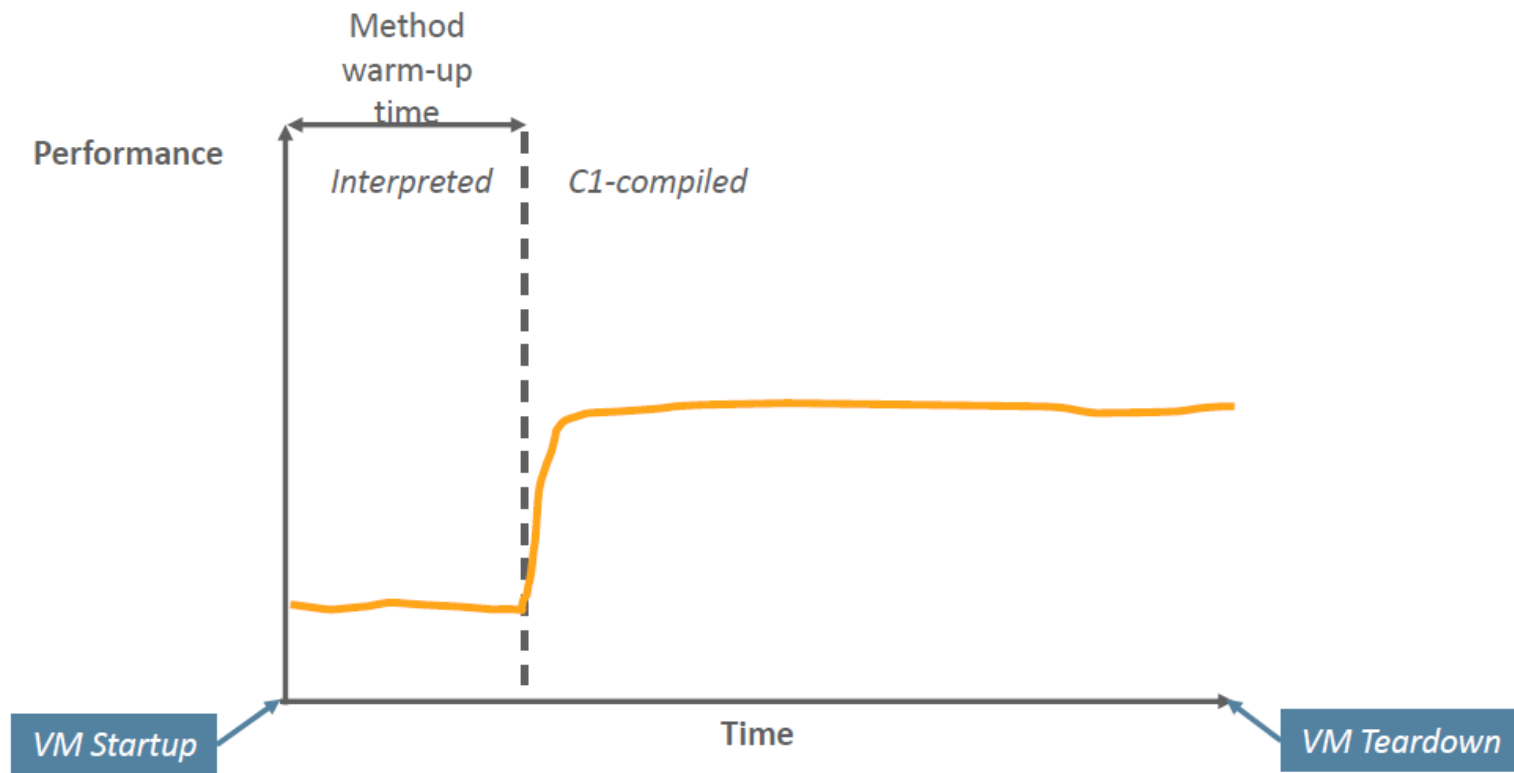
```
idhaya1990@DESKTOP-CKA1S5M: ~/JDK/jdk9$ ./build/linux-x86_64-normal-server-fastdebug/jdk/bin/java -XX:+PrintCompilation SimpleProg
474 3 3 java.lang.StringUTF16::getChar (60 bytes)
487 1 3 java.lang.String::charAt (25 bytes)
491 2 3 java.lang.StringLatin1::charAt (28 bytes)
511 4 3 java.lang.String::coder (15 bytes)
525 5 3 java.lang.String::equals (65 bytes)
534 6 3 java.util.jar.Attributes$Name::isValid (32 bytes)
536 7 3 java.util.jar.Attributes$Name::isAlpha (30 bytes)
537 8 3 java.lang.Object::<init> (1 bytes)
571 9 3 java.lang.StringLatin1::equals (36 bytes)
572 10 1 java.lang.reflect.Method::getName (5 bytes)
575 11 3 java.lang.String::length (11 bytes)
577 12 n 0 java.lang.invoke.MethodHandle::linkToStatic(LLLLLLL)L (native) (static)
591 13 3 java.lang.StringLatin1::hashCode (42 bytes)
601 14 3 java.lang.StringLatin1::canEncode (13 bytes)
603 15 n 0 java.lang.invoke.MethodHandle::linkToStatic(LLL)L (native) (static)
604 16 3 java.lang.String::isLatin1 (19 bytes)
612 19 n 0 java.lang.invoke.MethodHandle::invokeBasic(LLLLLLL)L (native)
613 17 3 java.lang.String::hashCode (49 bytes)
618 20 n 0 java.lang.invoke.MethodHandle::linkToSpecial(LLLLLLLLL)L (native) (static)
619 18 1 java.lang.Class::getClassLoader0 (5 bytes)
621 24 n 0 java.lang.Object::hashCode (native)
621 23 1 java.lang.Object::<init> (1 bytes)
622 25 n 0 java.lang.System::arraycopy (native) (static)
623 8 3 java.lang.Object::<init> (1 bytes) made not entrant
625 22 3 java.lang.Math::min (11 bytes)
630 26 4 java.lang.String::charAt (25 bytes)
635 21 1 java.lang.Enum::ordinal (5 bytes)
636 27 n 0 java.lang.invoke.MethodHandle::linkToStatic(LLLL)L (native) (static)
638 28 3 java.lang.StringLatin1::indexOf (61 bytes)
639 33 n 0 jdk.internal.misc.Unsafe::getObjectVolatile (native)
640 29 3 java.lang.AbstractStringBuilder::ensureCapacityInternal (39 bytes)
645 31 3 java.util.concurrent.ConcurrentHashMap::tabAt (22 bytes)
649 1 3 java.lang.String::charAt (25 bytes) made not entrant
650 36 n 0 java.lang.invoke.MethodHandle::linkToSpecial(LLL)L (native) (static)
651 34 3 java.lang.AbstractStringBuilder::isLatin1 (19 bytes)
652 37 n 0 java.lang.invoke.MethodHandle::invokeBasic(LL)L (native)
653 30 3 java.lang.String::<init> (15 bytes)
654 38 n 0 java.lang.invoke.MethodHandle::linkToSpecial(LLLL)L (native) (static)
656 32 3 jdk.internal.misc.Unsafe::getObjectAcquire (7 bytes)
661 42 3 jdk.internal.org.objectweb.asm.ClassWriter::get (49 bytes)
666 41 3 jdk.internal.org.objectweb.asm.Item::set (219 bytes)
668 35 3 java.util.Objects::requireNonNull (14 bytes)
669 39 1 java.lang.invoke.MethodType::returnType (5 bytes)
```

On-Stack-Replacement(OSR)



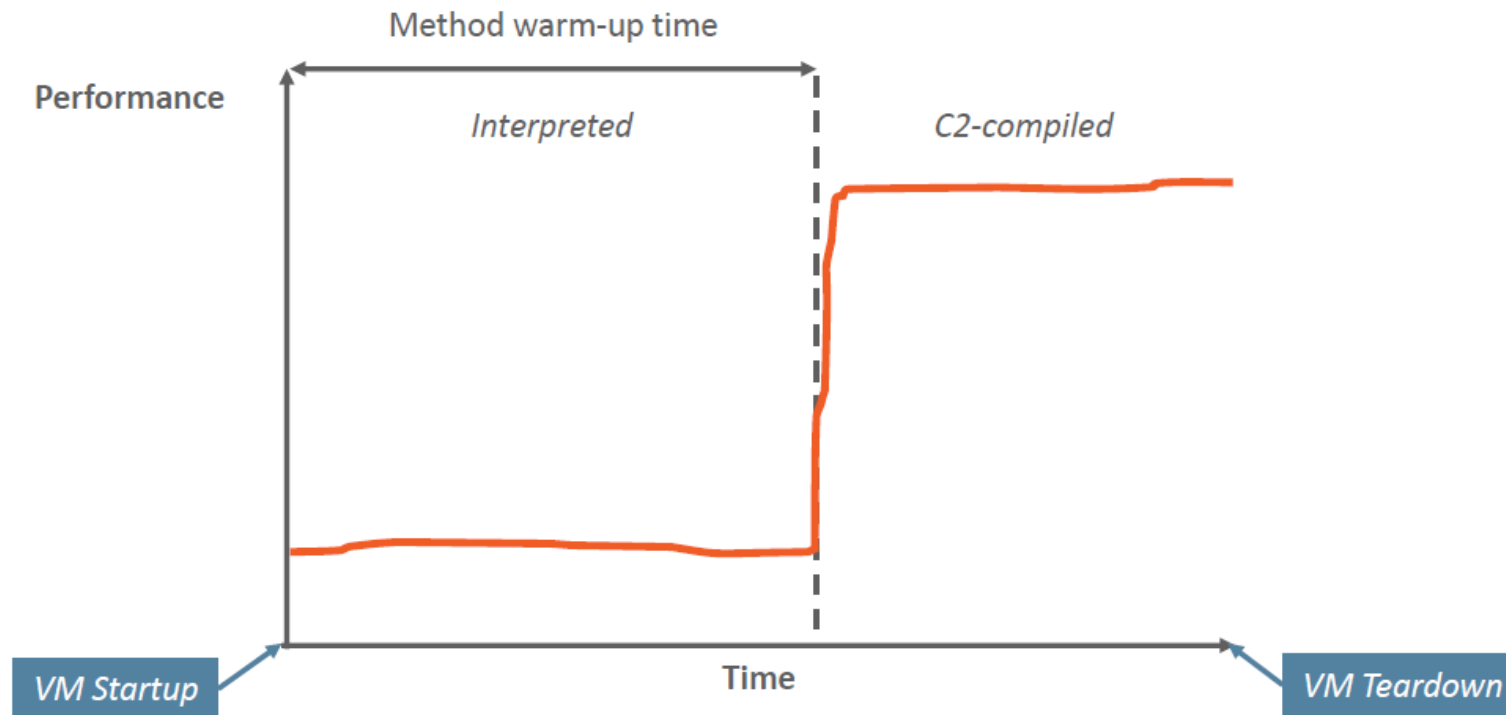
C1 Compiler

Client VM (C1 only)



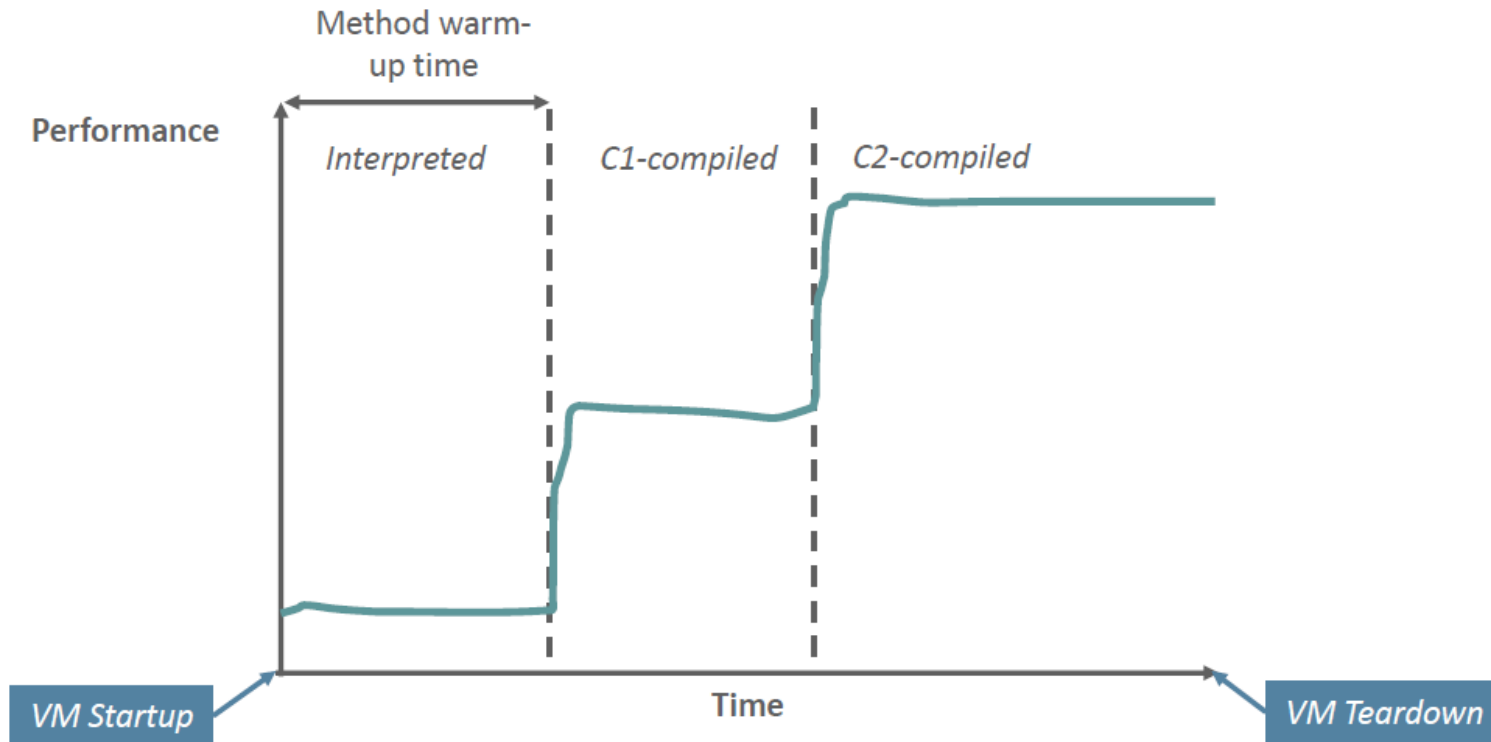
C2 Compiler

Server VM (C2 only)



Tiered Compilation

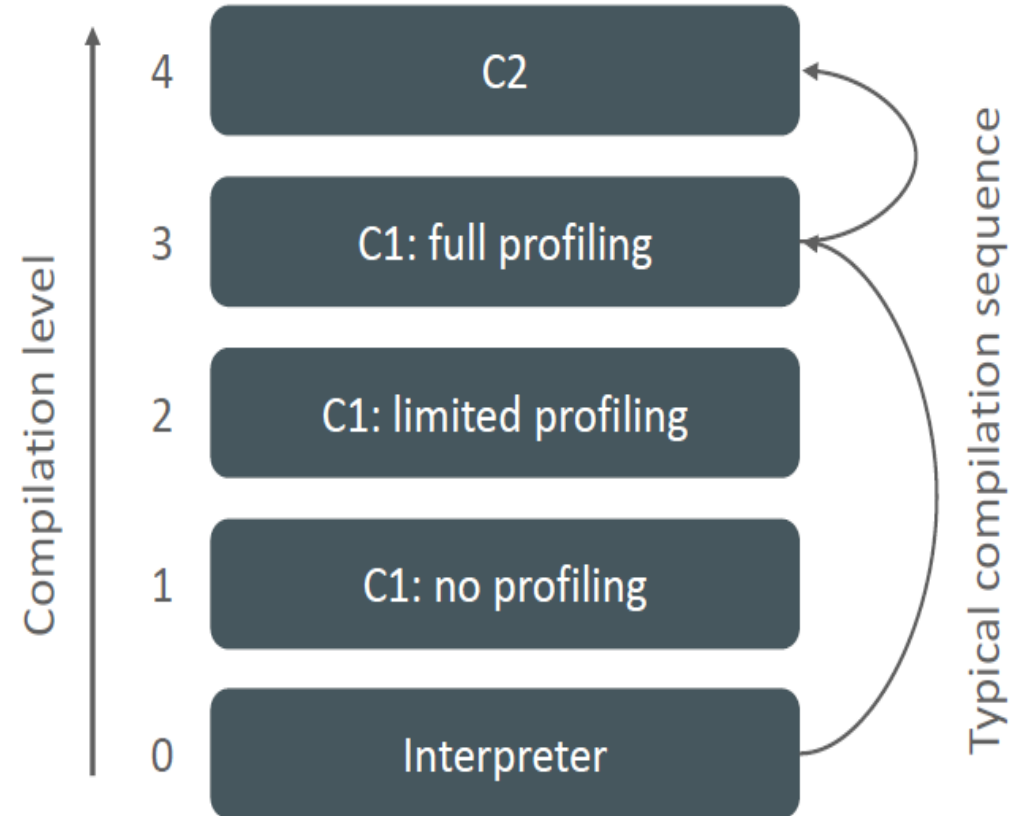
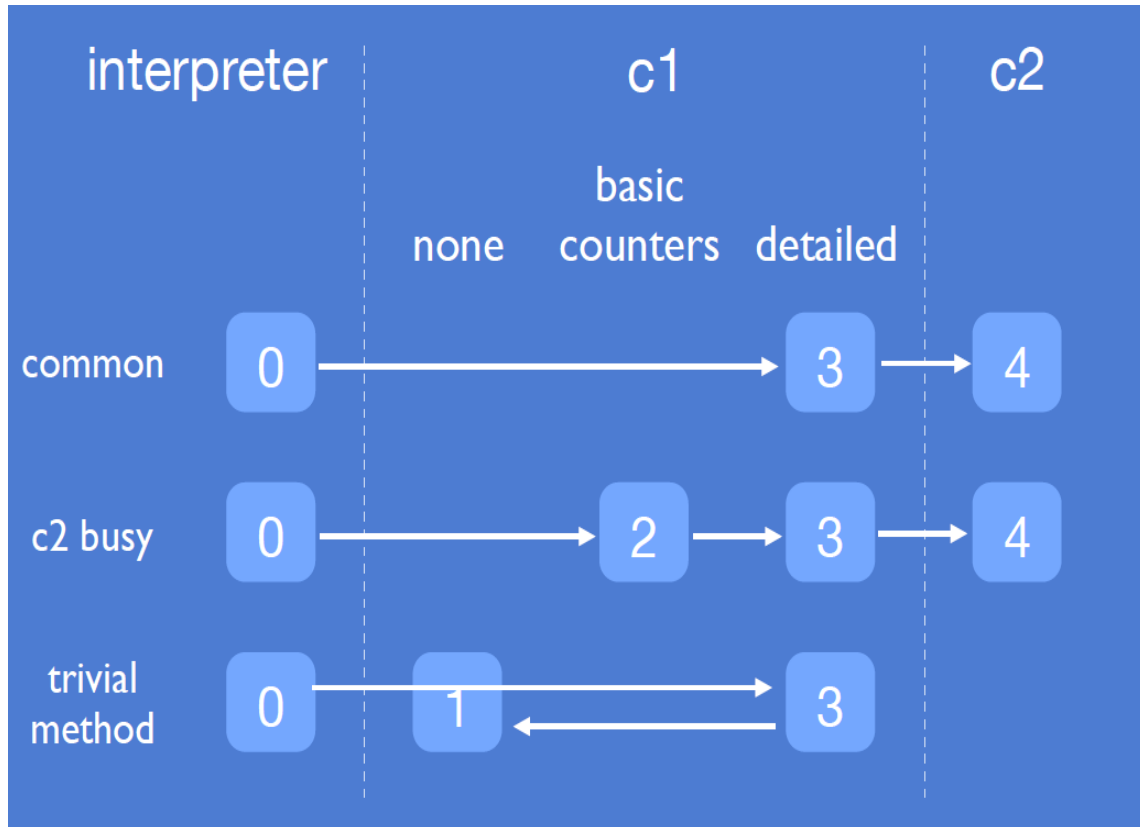
Tiered compilation



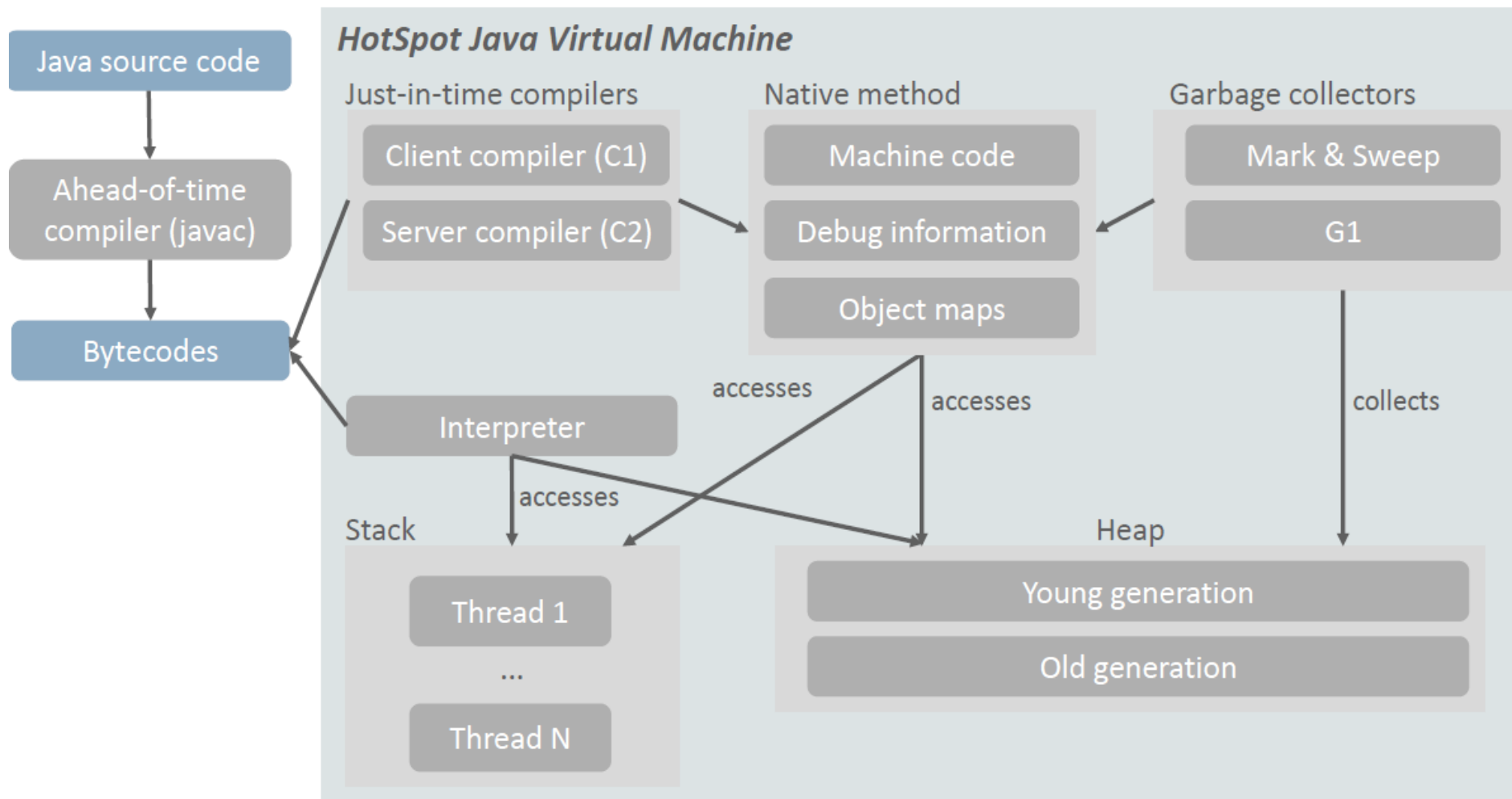
Tiered Compilation (Cont'd)

- **Combine the benefits of**
 - Interpreter: Fast startup
 - C1: Fast warmup
 - C2: High peak performance
- **Additional benefits**
 - More accurate profiling information
- **Drawbacks**
 - Complex implementation
 - Careful tuning of compilation thresholds needed

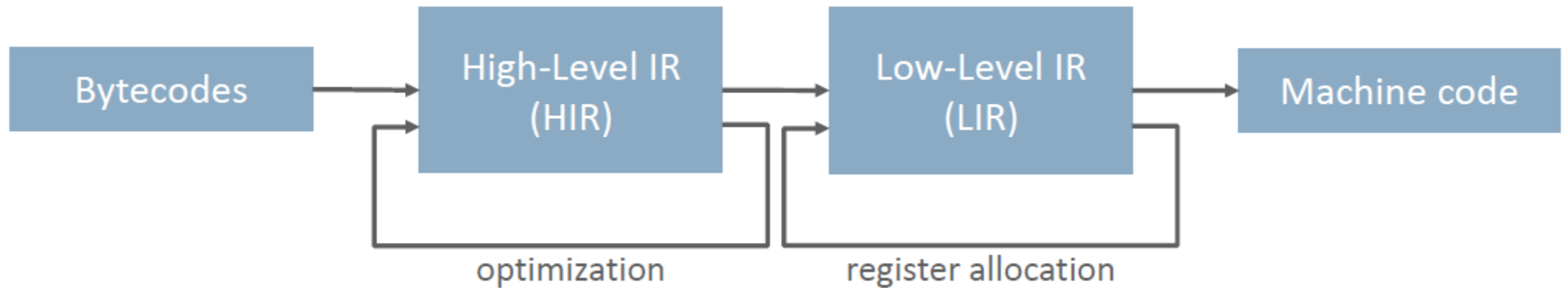
Tiered Compilation in detail



Architecture of Java HotSpot VM



Structure of Java HotSpot Client Compiler



High Level Intermediate Representation(HIR)

- **Platform independent**
- **SSA form**
 - One assignment for every variable
- **Requires two passes over the bytecodes**
 - *Pass 1*: Detect boundaries of basic blocks
Simple loop analysis
 - *Pass 2*: Create instructions by abstract interpretation of bytecodes
Link basic blocks to control flow graph
- **HIR instruction: represents an operation and its result**

Static Single Assignment Form

Java code

```
a = b + c  
a = a + 1
```

SSA form

```
a1 = b1 + c1  
a2 = a1 + 1
```

Java code

```
if (x == 1) {  
    a = 1  
} else {  
    a = 2  
}  
b = a + 1
```

SSA form

```
if (x1 == 1) {  
    a1 = 1  
} else {  
    a2 = 2  
}  
a3 = phi(a1, a2)  
b1 = a3 + 1
```

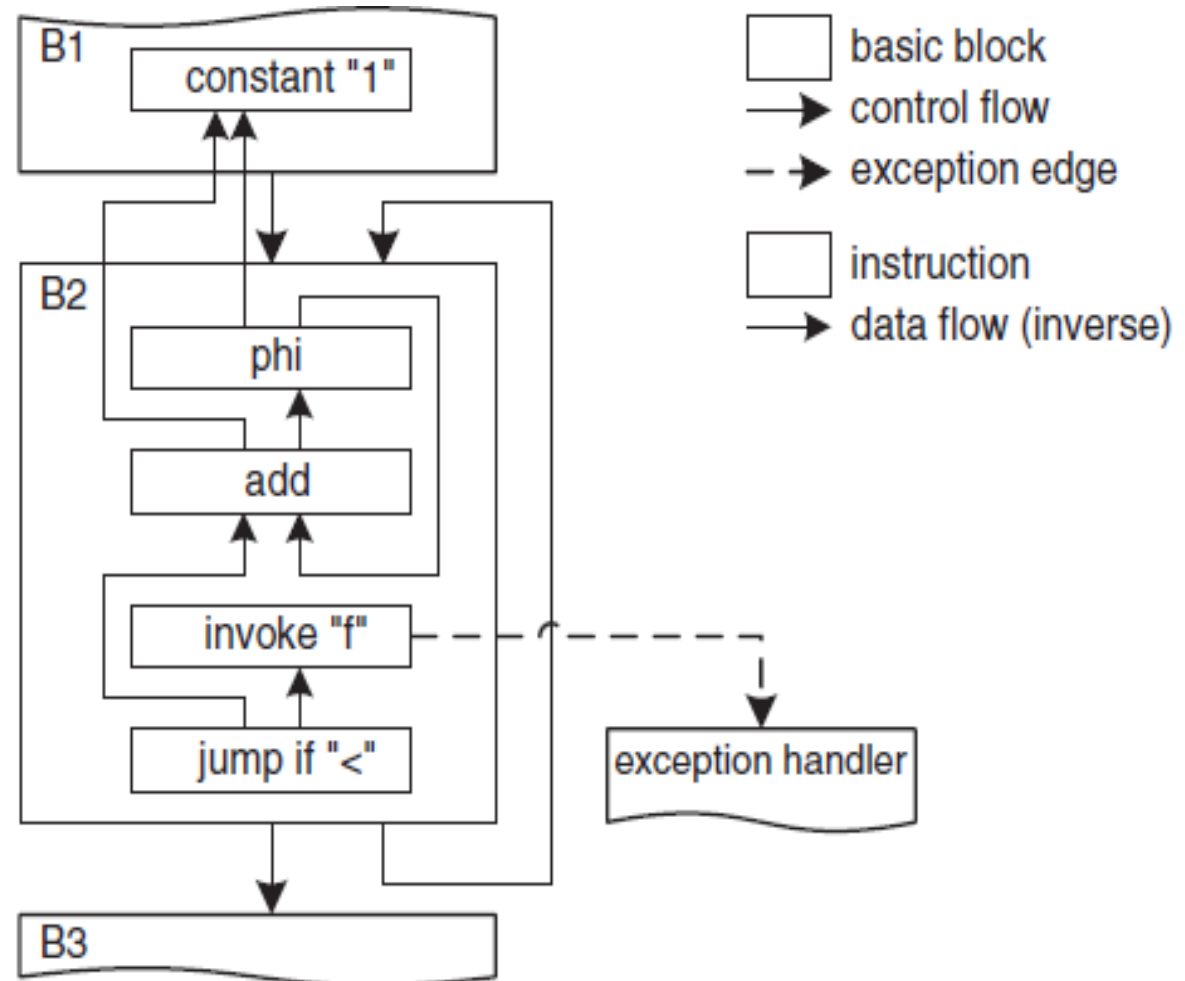
HIR Example with Control and data flow

Java code fragment:

```
int i = 1;  
do {  
    i++;  
} while (i < f())
```

Bytecodes:

```
10: iconst_1  
11: istore_0  
12: iinc 0, 1  
15: iload_0  
16: invokestatic f()  
19: if_icmplt 12
```



HIR Optimizations

- **Constant folding**
 - Simplify arithmetic instructions with constant operands
- **Local value numbering**
 - Eliminate common sub-expressions within a basic block
- **Method inlining**
 - Replace method call by a copy of the method body
- **Global value numbering**
 - Two instructions are equivalent if they perform the same operation on the same operands
- **Null-check elimination**

Low-Level Intermediate Representation (LIR)

- **Similar to machine code**
- **Does not use SSA forms**
 - Phi functions of HIR are resolved by register moves
- **Use explicit operands**
 - Virtual registers, physical registers, memory addresses, constants
- **Input to Linear Scan Register Allocator (LSRA)**
 - Maps virtual registers to physical registers

Machine Code

- Emit appropriate machine instruction(s) for every LIR instruction
- Generate object maps
- Generate debugging information

Garbage Collection

- Uses exact garbage collection technique
- Memory split into three generations

Young generation – For new object

Old generation – For long lived objects

Exception Handling

- **Instructions that throw an exception do not end a basic block**
- **Exception in machine code**
 - Runtime searches for exception handler

Deoptimization

- Stop the machine code
- Undo the compiled optimizations
- Continue execution of method from Interpreter

```
void foo() {  
    A p = create();  
    p.bar();  
}
```

```
A create() {  
    if (...) {  
        return new A();  
    } else {  
        return new B();  
    }  
}
```

```
class A {  
    void bar() { ... }  
}  
  
class B extends A {  
    void bar() { ... }  
}
```

C2 Compiler

- **Highly optimizing compiler**
- **SSA form**
- **IR: Program dependence graph “Sea of nodes”**
 - No basic blocks, instructions can “float” in the graph
 - Explicit control/data dependency
 - Allows many optimizations with little effort
 - Hard to understand and debug
- **Many optimizations during parsing**
- **Graph coloring register allocator**

References

- T. Kotzmann, C. Wimmer, H. Mössenböck, T. Rodriguez, K. Russell, and D. Cox. Design of the Java Hotspot client compiler for Java 6. ACM Transactions on Architecture and Code Optimization, 5:7:1–7:32, May 2008. ISSN 1544-3566
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- <https://aboullaite.me/understanding-jit-compiler-just-in-time-compiler/>

Questions?