CSE P 501 – Compilers

Inlining and Devirtualization
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References

- Adaptive Online Context-Sensitive Inlining
  Hazelwood and Grove, ICG 2003

- A Study of Devirtualization Techniques for a Java JIT Compiler
  Ishizaki, et al, OOPSLA 2000

- Slides by Vijay Menon, CSE 501, Sp09
Inlining

```c
long res;

void foo(long x) {
    res = 2 * x;
}

void bar() {
    foo(5);
}
```

```c
long res;

void foo(long x) {
    res = 2 * x;
}

void bar() {
    res = 2 * 5;
}
```

```c
long res;

void foo(long x) {
    res = 2 * x;
}

void bar() {
    res = 10;
}
```
Benefits

- Reduction on function invocation overhead
  - No marshalling / unmarshalling parameters and return values
  - Better instruction cache locality
- Expanded optimization opportunities
  - CSE, constant propagation, unreachable code elimination, ...
  - Poor man’s interprocedural optimization
Costs

- Code size
  - Typically expands overall program size
  - Can hurt instruction cache
- Compilation time
  - Larger methods can lead to more expensive compilation, more complex control flow
Language / runtime aspects

- What is the cost of a function call?
  - C: cheap, Java: moderate, Python: expensive

- Are targets resolved at compile time or run time?
  - C: compile time; Java, Python: run time

- Is the whole program available for analysis?

- Is profile information available?
When to inline?

- Jikes RVM (with Hazelwood/Grove adaptations):
  - Call Instruction Sequence (CIS) = # of instructions to make call
    - Tiny (function size < 2x call size): Always inline
    - Small (2-5x): Inline subject to space constraints
    - Medium (5-25x): Inline if hot (subject to space constraints)
    - Large: Never inline
Gathering profile info

- Counter-based: Instrument edges in CFG
  - Entry + loop back edges
  - Enough edges (enough to get good results without excessive overhead)
  - Expensive - typically removed in optimized code
- Call stack sampling
  - Periodically walk stack
  - Interrupt-based or instrumentation-based
Object-oriented languages

- OO encourages lots of small methods
  - getters, setters, ...
  - Inlining is a requirement for performance
    - High call overhead wrt total execution
    - Limited scope for compiler optimizations without it
- For Java, if you're going to anything, do this!
  - But ... virtual methods are a challenge
Virtual methods

```
class A {
    int foo() { return 0; }
    int bar() { return 1; }
}

class B extends A {
    int foo() { return 2; }
}

void baz(A x) {
    y = x.foo();
    z = x.bar();
}
```

- In general, we cannot determine the target until runtime.
- Some languages (e.g., Java) allow *dynamic class loading*: all subclasses of A may not be visible until runtime.
Virtual tables

- Object layout in a JVM:

```
+-----------------+-----------------+
|      x          |     A::bar()    |
|-----------------+-----------------|
|  virtual table  |   foo entry     |
| lock word       |     B::foo()    |
| field1          |   bar entry     |
| ...             |                 |
| fieldN          |                 |
+-----------------+-----------------+
```
Virtual method dispatch

Source:
\[
y = x.\text{foo}();
\]
\[
z = x.\text{bar}();
\]
\[
t_1 = \text{ldvtable x}
\]
\[
t_2 = \text{ldvirtfunaddr t1, A::foo}
\]
\[
t_3 = \text{call [t2] (x)}
\]
\[
t_4 = \text{ldvtable x}
\]
\[
t_5 = \text{ldvirtfunaddr t4, A::bar}
\]
\[
t_6 = \text{call [t4] (x)}
\]

- \(x\) is the receiver object.
- For a receiver object with a runtime type of B, \(t_2\) will refer to B::foo.
Devirtualization

- Goal: virtual calls to static calls in compiler
- Benefits: enables inlining, lowers call overhead, better branch prediction on calls
- Often optimistic:
  - Make guess at compile time
  - Test guess at run time
  - Fall back to virtual call if necessary
Guarded devirtualization

```
[t1 = ldvtable x -]
t7 = getvtable B - class B
if t1 == t7
  t3 = call B::foo(x)
else
  t2 = ldvirtfunaddr t1, A::foo
  t3 = call [t2] (x)
...
```

- Guess receiver type is B (based on profile or other information)
- Call to B::foo is statically known - can be inlined
- But guard inhibits optimization
Guarded by method test

```plaintext
[ t1 = ldvtable x
 t2 = ldvirtfunaddr t1
 t7 = getfunaddr B::foo
 if t2 == t7
 t3 = call B::foo(x)
 else
 t2 = ldvirtfunaddr t1, A::foo
 t3 = call [t2] (x)
 ...]
```

- Guess that method is B::foo outside guard
- More robust, but more overhead
- Harder to optimize redundant guards
How to guess receiver?

- Profile information
  - Record call site targets and/or frequently executed methods at runtime
- Class hierarchy analysis
  - Walk class hierarchy at compile time
- Type analysis
  - Intra/interprocedural data flow analysis
Class hierarchy analysis

- Walk class hierarchy at compilation time
  - If only one implementation of a method (i.e., in the base class), devirtualize to that target
- Not guaranteed in the presence of class loading
  - Still need runtime test / fallback
Flow sensitive type analysis

- Perform a forward dataflow analysis propagating type information.
- At each use site, compute the possible set of types.
- At call sites, use type information of receiver to narrow targets.
Alternatives to guarding

- Guarding impose overheads
  - run-time test on every call, merge points impede optimization

- Often “know” only one target is invoked
  - call site is *monomorphic*

- Alternative: compile without guards
  - recover as assumption is violated (e.g., class load)
  - cheaper runtime test vs more costly recovery
Recompilation approach

- Optimistically assume current class hierarchy will never change wrt a call
- Devirtualize and/or inline call sites without guard
- On violating class load, recompile caller method
  - Recompiled code installed before new class
  - New invocations will call de-optimized code
  - What about current invocations?
Preexistence analysis

- Idea: if the receiver object pre-existed the caller method invocation, then the call site is only affected by a class load in future invocations.
- If new class C is loaded during execution of baz, x cannot have type C:

```java
void baz(A x) {
    ...
    // C loaded here
    x.bar();
}
```
Code-patching

- Pre-generate fallback virtual call out of line
- On invalidating class load, overwrite direct call / inlined code with a jump to the fallback code
  - Must be thread-safe!
  - On x86, single write within a cache line is atomic
- No recompilation necessary
Patching

t3 = 2 // B::foo
next:
    ...  goto fallback
    
    fallback:
        t2 = ldui_tfunaddr t1, A::foo
        t3 = call [t2] (x)
        goto next

goto fallback