



# JRuby 9000

Optimizing Above the JVM



# Me

- Charles Oliver Nutter (@headius)
- Red Hat
- Based in Minneapolis, Minnesota
- Ten years working on JRuby (uff da!)





# Ruby Challenges

- Dynamic dispatch for most things
- Dynamic possibly-mutating constants
- Fixnum to Bignum promotion
- Literals for arrays, hashes: `[a, b, c].sort[1]`
- Stack access via closures, bindings
- Rich inheritance model





```
module SayHello
  def say_hello
    "Hello, " + to_s
  end
end
```

```
class Foo
  include SayHello

  def initialize
    @my_data = {bar: 'baz', quux: 'widget'}
  end

  def to_s
    @my_data.map do |k, v|
      "#{k} = #{v}"
    end.join(', ')
  end
end
```

```
Foo.new.say_hello # => "Hello, bar = baz, quux = widget"
```





# More Challenges

- "Everything's an object"
- Tracing and debugging APIs
- Pervasive use of closures
- Mutable literal strings





# JRuby 9000

- Mixed mode runtime (now with tiers!)
- Lazy JIT to JVM bytecode
- `byte[]` strings and regular expressions
- Lots of native integration via FFI
- 9.0.5.0 is current





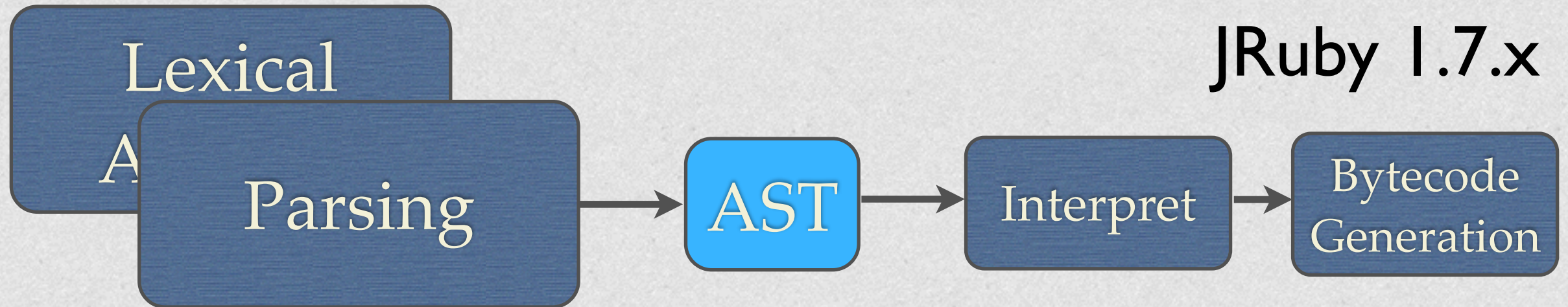
# New IR

- Optimizable intermediate representation
- AST to semantic IR
- Traditional compiler design
- Register machine
- SSA-ish where it's useful

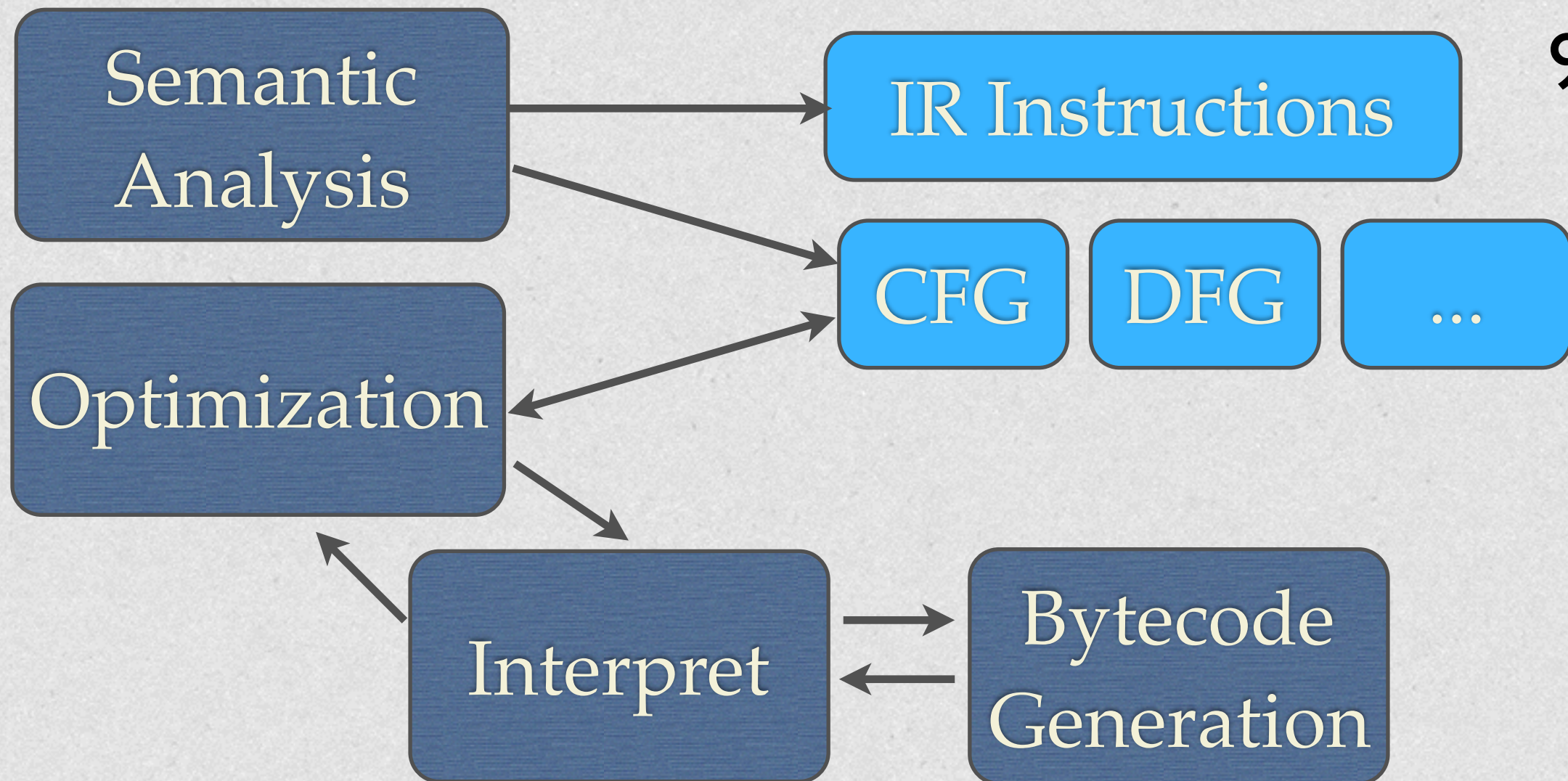




JRuby 1.7.x



9000+







Semantic  
Analysis

IR Instructions

Register-based

```
def foo(a, b)
  c = 1
  d = a + c
end
```



```
0 check_arity(2, 0, -1)
1 a = recv_pre_reqd_arg(0)
2 b = recv_pre_reqd_arg(1)
3 %block = recv_closure
4 thread_poll
5 line_num(1)
6 c = 1
7 line_num(2)
8 %v_0 = call(:+, a, [c])
9 d = copy(%v_0)
10 return(%v_0)
```

3 address format



# Optimization

-Xir.passes=LocalOptimizationPass,  
DeadCodeElimination



```
def foo(a, b)
  c = 1
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```



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# Tiers in the Rain

- Tier 1: Simple interpreter (no passes run)
- Tier 2: Full interpreter (static optimization)
- Tier 3: Full interpreter (profiled optz)
- Tier 4: JVM bytecode (static)
- Tier 5: JVM bytecode (profiled)
- Tiers 6+: Whatever JVM does from there





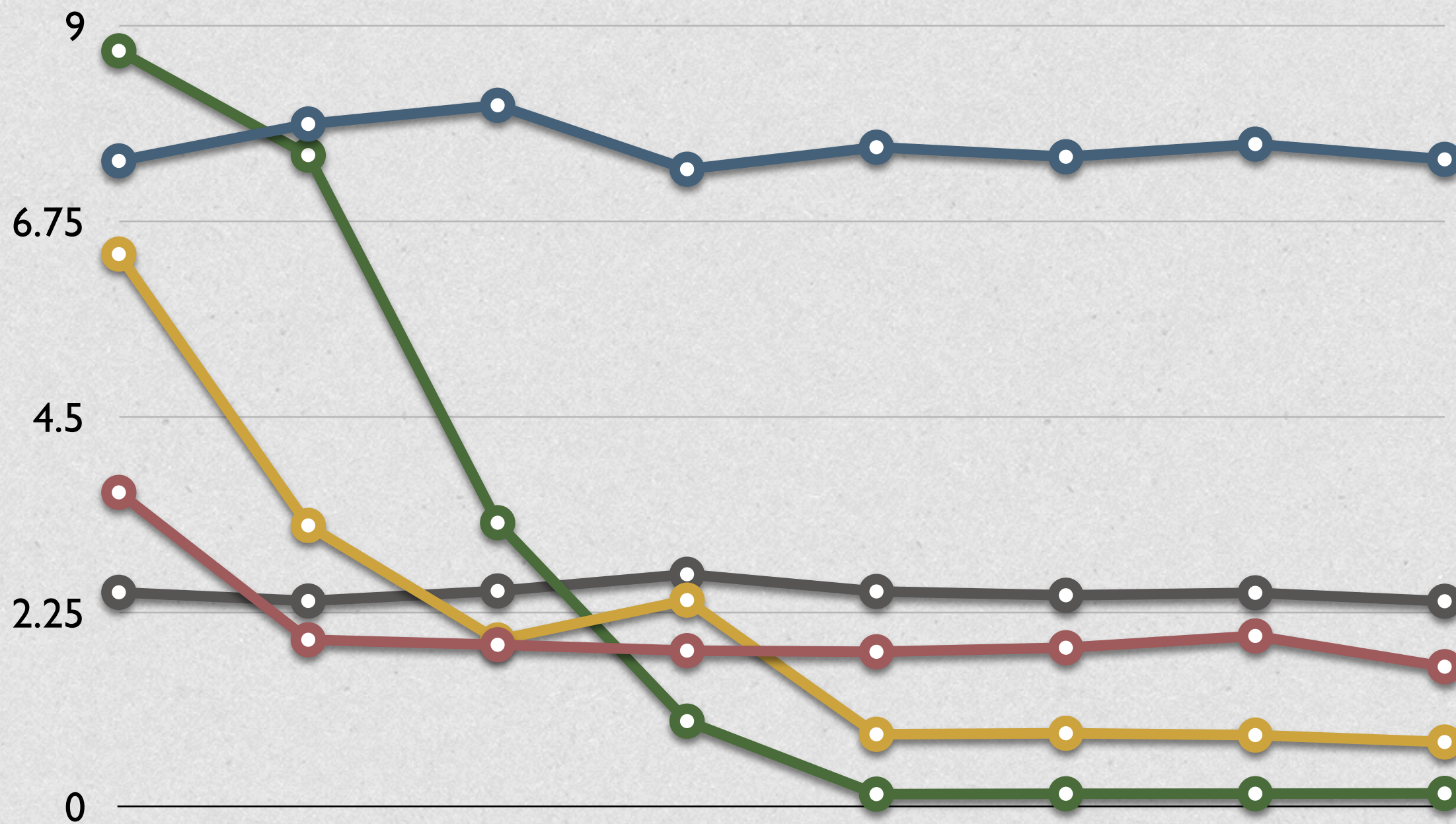
# Truffle?

- Write your AST + specializations
- AST rewrites as it runs
- Eventually emits Graal IR (i.e. not JVM)
- Very fast peak perf on benchmarks
- Poor startup, warmup, memory use
- Year(s) left until generally usable





Red/black tree benchmark



● JRuby int

● JRuby+Truffle

● JRuby no indy

● CRuby 2.3

● JRuby with indy





# Why Not Just JVM?

- JVM is great, but missing many things
- I'll mention some along the way





# Current Optimizations





# Block Jitting

- JRuby 1.7 only jitted methods
  - Not free-standing procs/lambdas
  - Not `define_method` blocks
- Easier to do now with 9000's IR
- Blocks JIT as of 9.0.4.0





# define\_method

```
define_method(:add) do |a, b|  
  a + b  
end
```

```
names.each do |name|  
  define_method(name) { send :do_#{name} }  
end
```

Convenient for metaprogramming,  
but blocks have more overhead than methods.





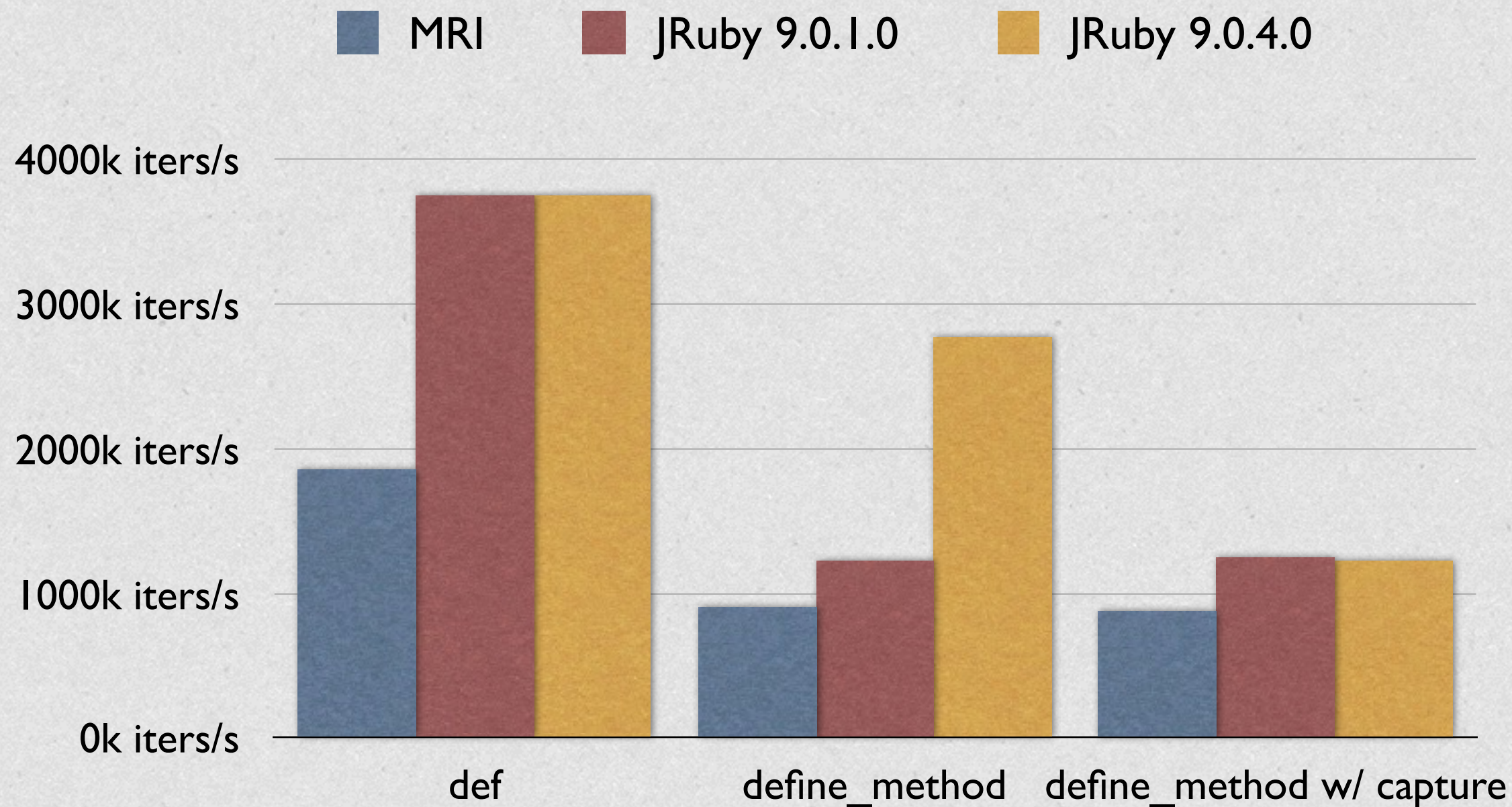
# Optimizing `define_method`

- Noncapturing
  - Treat as method in compiler
  - Ignore surrounding scope
- Capturing (future work)
  - Lift read-only variables as constant





# Getting Better!







# JVM?

- Missing feature: access to call frames
- No way to expose local variables
- Therefore, have to use heap
- Allocation, loss of locality





# Low-cost Exceptions

- Backtrace cost is VERY high on JVM
  - Lots of work to construct
- Exceptions frequently ignored
  - ...or used as flow control (shame!)
- If ignored, backtrace is not needed!





# Postfix Antipattern

`foo rescue nil`

Exception raised

Exception ignored

StandardError rescued

Result is simple expression, so exception is never visible.





# csv.rb Converters

```
Converters = { integer:  lambda { |f|  
                    Integer(f) rescue f  
                  },  
  float:      lambda { |f|  
                    Float(f)  rescue f  
                  },  
  ...
```

All trivial rescues, no traces needed.



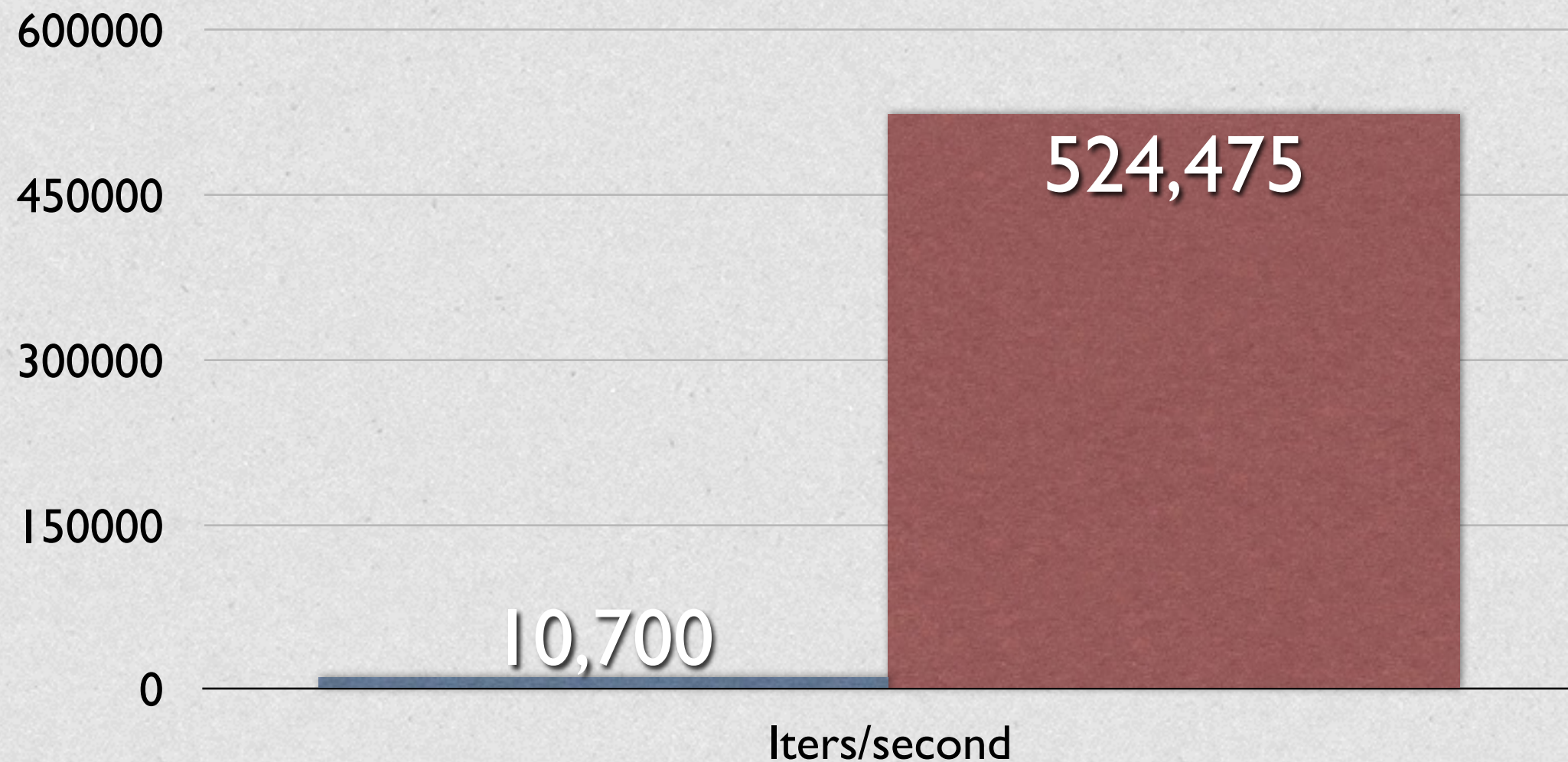


# Strategy

- Inspect rescue block
- If simple expression...
  - Thread-local requiresBacktrace = false
  - Backtrace generation short circuited
- Reset to true on exit or nontrivial rescue



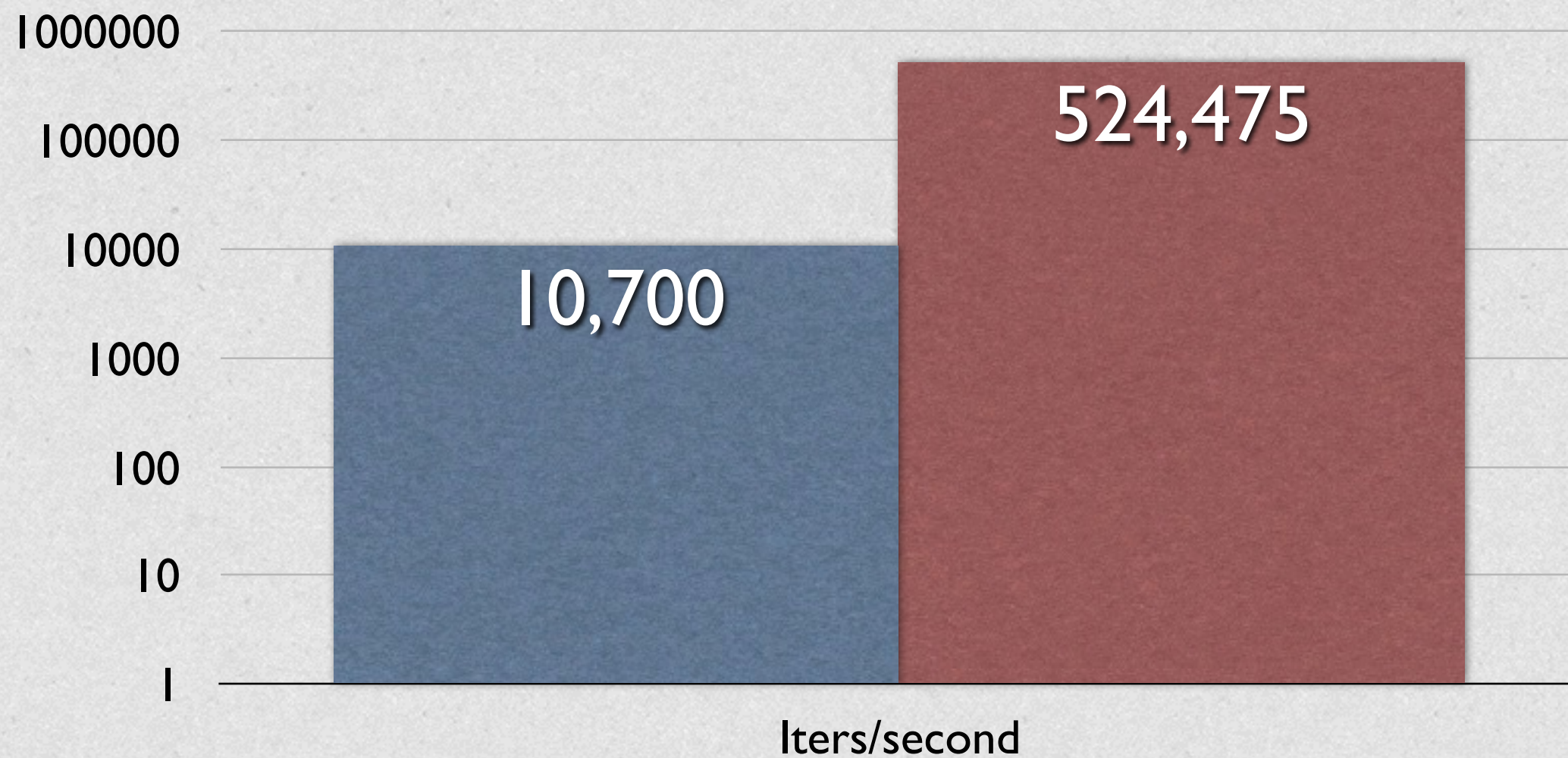
# Simple rescue Improvement







# Much Better!







# JVM?

- Horrific cost for stack traces
  - Only eliminated if inlined
  - Disabling is not really an option





# Work In Progress





# Object Shaping

- Ruby instance vars allocated dynamically
- JRuby currently grows an array
- We have code to specialize as fields
  - Working, tested
  - Probably next release





```
public class RubyObjectVar2 extends ReifiedRubyObject {
    private Object var0;
    private Object var1;
    private Object var2;

    public RubyObjectVar2(Ruby runtime, RubyClass metaClass) {
        super(runtime, metaClass);
    }

    @Override
    public Object getVariable(int i) {
        switch (i) {
            case 0: return var0;
            case 1: return var1;
            case 2: return var2;
            default: return super.getVariable(i);
        }
    }

    public Object getVariable0() {
        return var0;
    }

    ...

    public void setVariable0(Object value) {
        ensureInstanceVariablesSettable();
        var0 = value;
    }

    ...

}
```





# JVM?

- No way to truly generify fields
  - Valhalla will be useful here
- No way to grow an object





# Inlining

- 900 pound gorilla of optimization
  - shove method/closure back to callsite
  - specialize closure-receiving methods
  - eliminate call protocol
- We know Ruby better than the JVM





# JVM?

- JVM will inline for us, but...
  - only if we use invokedynamic
  - and the code isn't too big
  - and it's not polymorphic
  - and we're not a closure (lambdas too!)
  - and it feels like it





# Today's Inliner

```
def decrement_one(i)
  i - 1
end

i = 1_000_000
while i > 0
  i = decrement_one(i)
end
```



```
def decrement_one(i)
  i - 1
end

i = 1_000_000
while i < 0
  if guard_same? self
    i = i - 1
  else
    i = decrement_one(i)
  end
end
```





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  if guard_same? self
    i = i - 1
  else
    i = decrement_one(i)
  end
end
```





# Profiling

- You can't inline if you can't profile!
- For each call site record call info
  - Which method(s) called
  - How frequently
- Inline most frequently-called method





# Inlining a Closure

```
def small_loop(i) ← Like an Array#each
  k = 10
  while k > 0
    k = yield(k) ← May see many blocks
                  JVM will not inline this
  end
  i - 1
end
```

```
def big_loop(i)
  i = 100_000
  while true
    i = small_loop(i) { |j| j - 1 }
    return 0 if i < 0
  end
end
```

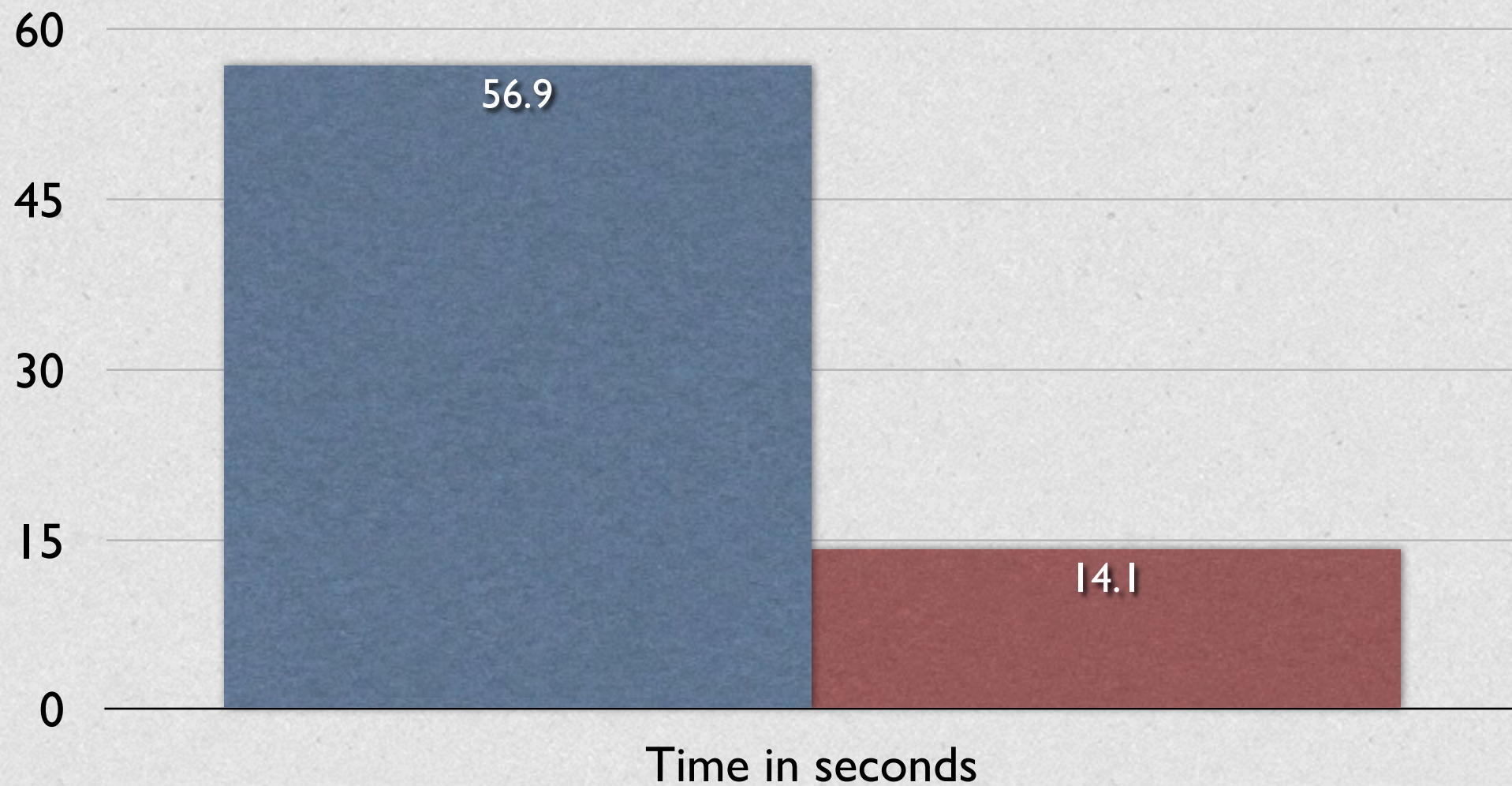
hot & monomorphic

```
900.times { |i| big_loop i }
```





# Inlining FTV!







# Profiling

- <2% overhead (to be reduced more)
- Working\* (interpreter AND JIT)
- Feeds directly into inlining
- Deopt coming soon

\* Fragile and buggy!





# Interpreter FTW!

- Deopt is much simpler with interpreter
  - Collect local vars, instruction index
  - Raise exception to interpreter, keep going
- Much cheaper than resuming bytecode





# Numeric Specialization

- "Unboxing"
- Ruby: everything's an object
  - Tagged pointer for Fixnum, Float
- JVM: references OR primitives
- Need to optimize numerics as primitive





# JVM?

- Escape analysis is inadequate (today)
- Hotspot will eliminate boxes if...
  - All code inlines
  - No (unfollowed?) branches in the code
- Dynamic calls have type guards
- Fixnum + Fixnum has overflow check





```
def looper(n)  
  i = 0  
  while i < n  
    do_something(i)  
    i += 1  
  end  
end
```

Specialize *n*, *i* to long

```
def looper(long n) → def looper(n)  
  long i = 0          i = 0  
  while i < n        while i < n  
    do_something(i)    do_something(i)  
    i += 1 → i += 1  
  end                end  
end                  end
```

Deopt to object version if *n* or *i* + 1 is not Fixnum





# Unboxing Today

- Working prototype
- No deopt
- No type guards
- No overflow check for Fixnum/Bignum



## Rendering

[illegible]

0.520000    0.020000    0.540000 ( 0.388744)





```
def iterate(x,y)
    cr = y-0.5
    ci = x
    zi = 0.0
    zr = 0.0
    i = 0
    bailout = 16.0
    max_iterations = 1000

    while true
        i += 1
        temp = zr * zi
        zr2 = zr * zr
        zi2 = zi * zi
        zr = zr2 - zi2 + cr
        zi = temp + temp + ci
        return i if (zi2 + zr2 > bailout)
        return 0 if (i > max_iterations)
    end
end
```





### basic\_block #3: \_LOOP\_BEGIN\_0:24

```
00:      line_num(lineNumber: 37)
01:      thread_poll(onBackEdge: true)
02:      %v_5 := call_1f(%t_i_24, fix<1>, fixNum: 1, callType: NORMAL, name: +, potentiallyRefined: false)
03:      %t_i_24 := copy(%v_5)
04:      line_num(lineNumber: 38)
05:      %v_6 := call_1o(%t_zr_23, %t_zi_22, callType: NORMAL, name: *, potentiallyRefined: false)
06:      %t_temp_27 := copy(%v_6)
07:      line_num(lineNumber: 39)
08:      %v_7 := call_1o(%t_zr_23, %t_zr_23, callType: NORMAL, name: *, potentiallyRefined: false)
09:      %t_zr2_28 := copy(%v_7)
10:      line_num(lineNumber: 40)
11:      %v_8 := call_1o(%t_zi_22, %t_zi_22, callType: NORMAL, name: *, potentiallyRefined: false)
12:      %t_zi2_29 := copy(%v_8)
13:      line_num(lineNumber: 41)
14:      %v_9 := call_1o(%t_zr2_28, %v_8, callType: NORMAL, name: -, potentiallyRefined: false)
15:      %v_10 := call_1o(%v_9, %t_cr_20, callType: NORMAL, name: +, potentiallyRefined: false)
16:      %t_zr_23 := copy(%v_10)
17:      line_num(lineNumber: 42)
18:      %v_11 := call_1o(%t_temp_27, %t_temp_27, callType: NORMAL, name: +, potentiallyRefined: false)
19:      %v_12 := call_1o(%v_11, %t_ci_21, callType: NORMAL, name: +, potentiallyRefined: false)
20:      %t_zi_22 := copy(%v_12)
21:      line_num(lineNumber: 43)
22:      %v_13 := call_1o(%t_zi2_29, %t_zr2_28, callType: NORMAL, name: +, potentiallyRefined: false)
23:      %v_14 := call_1o(%v_13, %t_bailout_25, callType: NORMAL, name: >, potentiallyRefined: false)
24:      b_false(ipc<LBL_19:53>, %v_14, jumpTarget: LBL_19:53, value: %v_14)
```

### basic\_block #5: LBL\_31:-1

```
00:      return(%t_i_24)
```





### basic\_block #3: \_LOOP\_BEGIN\_0:24

```
00:      line_num(lineNumber: 37)
01:      thread_poll(onBackEdge: true)
02:      %i_3 := iadd(%i_1, rawfix<1>)
03:      %i_1 := copy(%i_3)
04:      line_num(lineNumber: 38)
05:      %f_5 := fmul(%f_1, %f_0)
06:      %f_6 := copy(%f_5)
07:      line_num(lineNumber: 39)
08:      %f_7 := fmul(%f_1, %f_1)
09:      %f_8 := copy(%f_7)
10:      line_num(lineNumber: 40)
11:      %f_9 := fmul(%f_0, %f_0)
12:      %f_10 := copy(%f_9)
13:      line_num(lineNumber: 41)
14:      %f_11 := fsub(%f_8, %f_9)
15:      %f_12 := fadd(%f_11, %f_4)
16:      %f_1 := copy(%f_12)
17:      line_num(lineNumber: 42)
18:      %f_13 := fadd(%f_6, %f_6)
19:      %f_14 := fadd(%f_13, %f_3)
20:      %f_0 := copy(%f_14)
21:      line_num(lineNumber: 43)
22:      %f_15 := fadd(%f_10, %f_8)
23:      %b_1 := fgt(%f_15, %f_2)
24:      b_false(ipc<LBL_19:53>, %b_1, jumpTarget: LBL_19:53, value: %b_1)
```

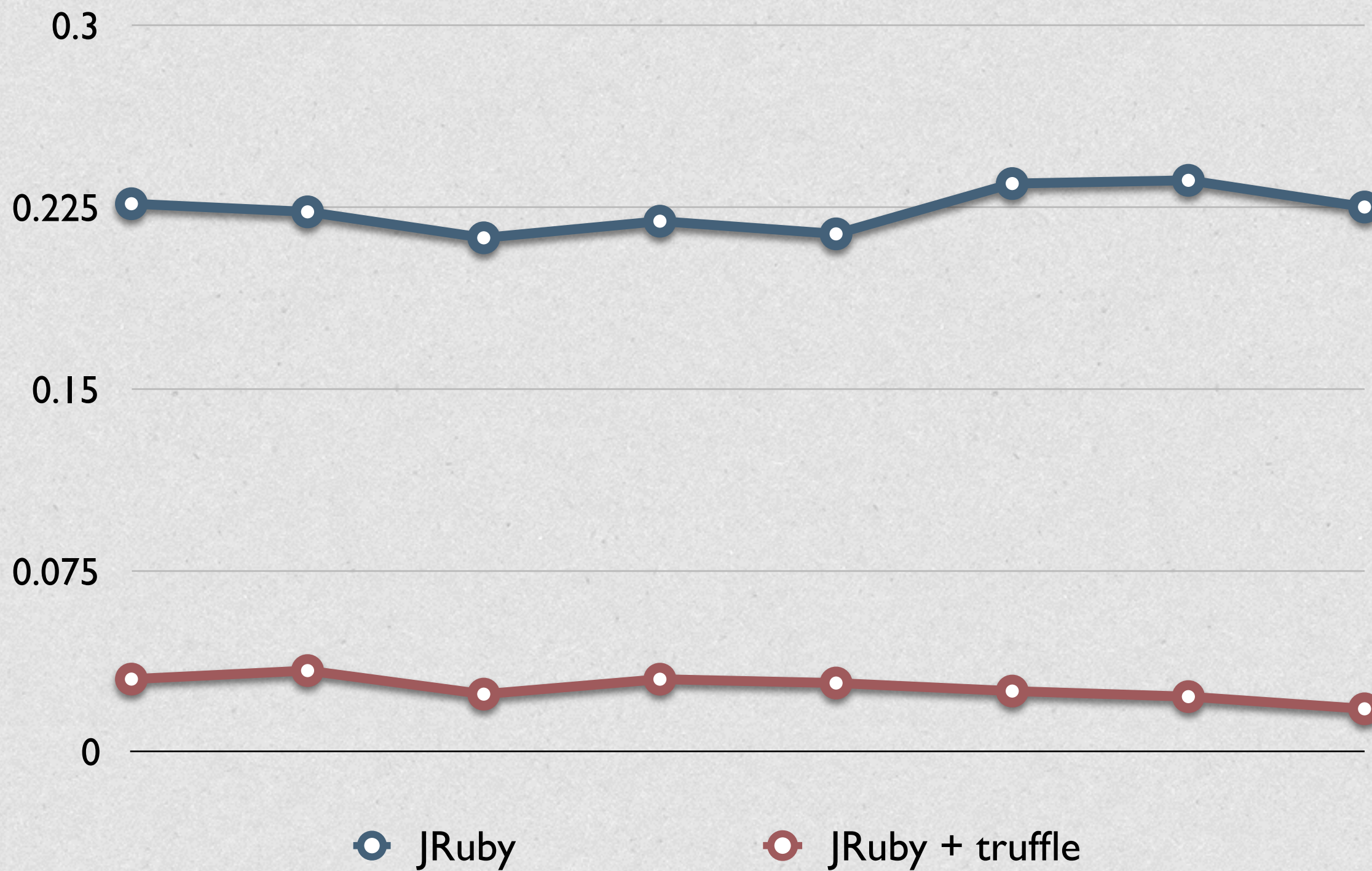
### basic\_block #5: LBL\_31:-1

```
00:      %t_i_24 := box_fixnum(%i_1)
01:      return(%t_i_24)
```





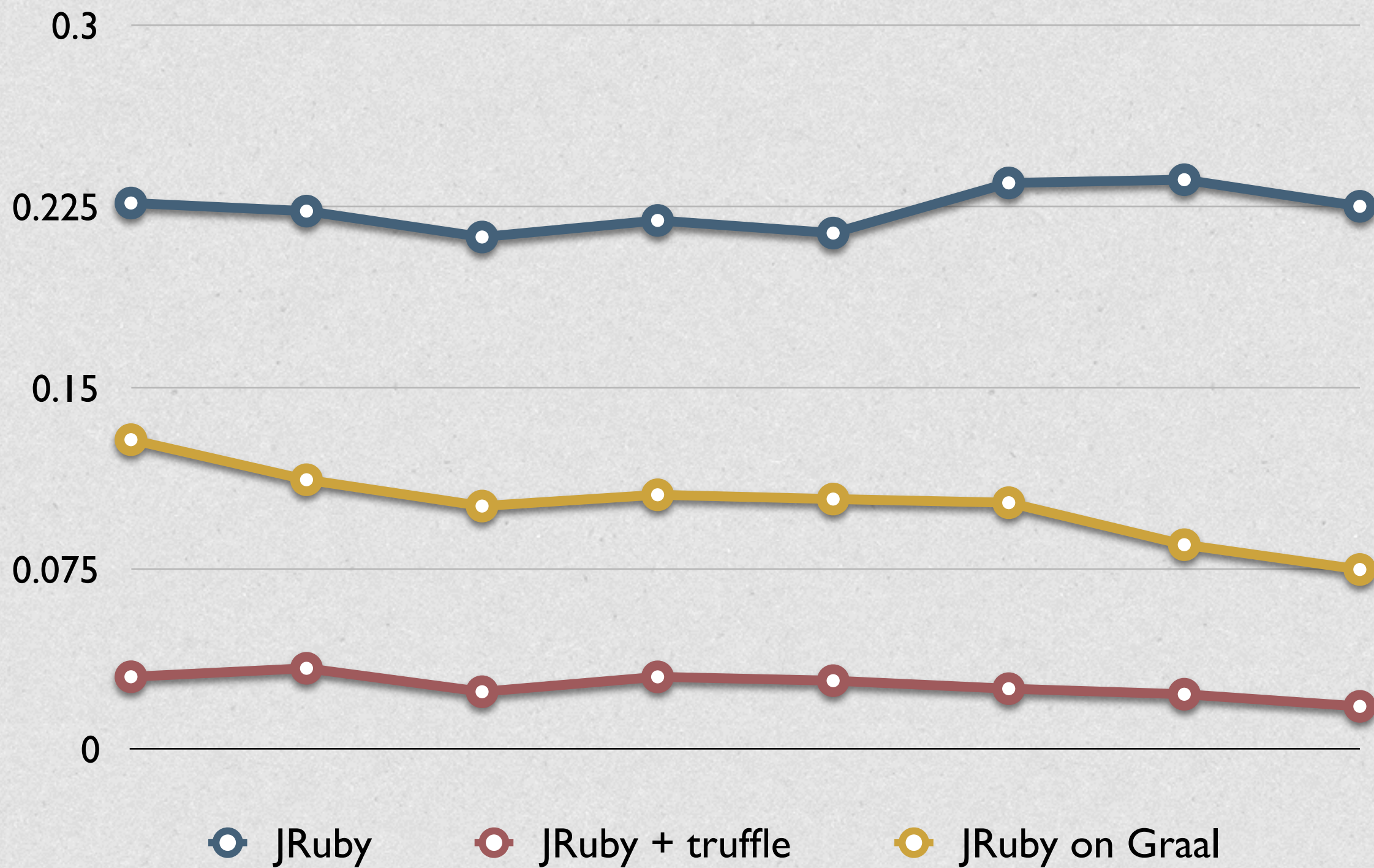
## Mandelbrot performance







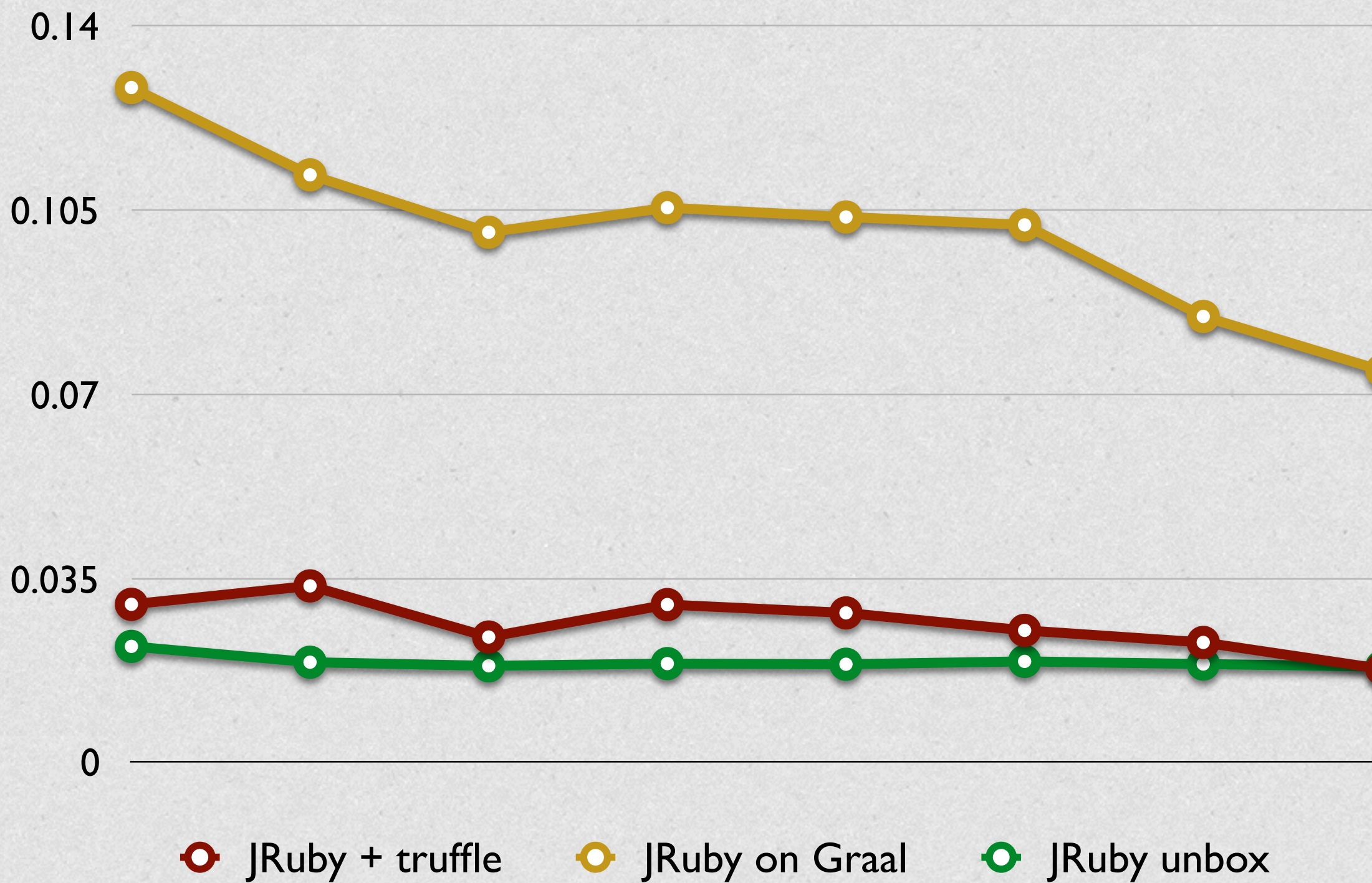
## Mandelbrot performance







Mandelbrot performance







# When?

- Object shape should be in 9.1
- Profiling, inlining mostly need testing
- Specialization needs guards, deopt
- Active work over next 6-12mo





# Summary

- JVM is great, but we need more
  - Partial EA, frame access, specialization
  - Gotta stay ahead of these youngsters!
- JRuby 9000 is a VM on top of a VM
- We believe we can match Truffle
  - (for a large range of optimizations)





# Thank You

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