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# Optimizing Allocations with Partial Escape Analysis

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# Escape Analysis

- Escape Analysis:  
Analyzes where references to new objects flow
- Looks for “escapes”
  - Method call parameters
  - Static fields
  - Return value
  - Throws
  - ...

```
class Foo {  
  
    static Object staticField;  
  
    static void nonInlinedMethod(Object x) { ... }  
  
    static Object example() {  
        ★ Object a = new Foo();  
        ★ Object b = new Foo();  
        ★ Object c = new Foo();  
  
        ➔ staticField = a;  
  
        ➔ nonInlinedMethod(b);  
  
        ➔ return c;  
    }  
}
```

# Escape Analysis - Optimization Opportunities

- Allocated object is scope/method local
  - Scalar Replacement: replace fields with local variables
- Allocated object is thread local
  - Lock Removal: no other thread can see the object, no locking required
  - Stack Allocation: automatic stack management, destroyed on return
- Allocated object escapes
  - Escapes to other threads/methods, no optimizations possible

# Escape Analysis - Example

```
public static Car getCached(int hp, String name) {
    ★ Car car = new Car(hp, name, null);
    Car cacheEntry = null;
    for (int i = 0; i < cache.length; i++) {
        if (car.hp == cache[i].hp &&
            car.name == cache[i].name) {
            cacheEntry = cache[i];
            break;
        }
    }
    if (cacheEntry != null) {
        return cacheEntry;
    } else {
        return null;
    }
}
```

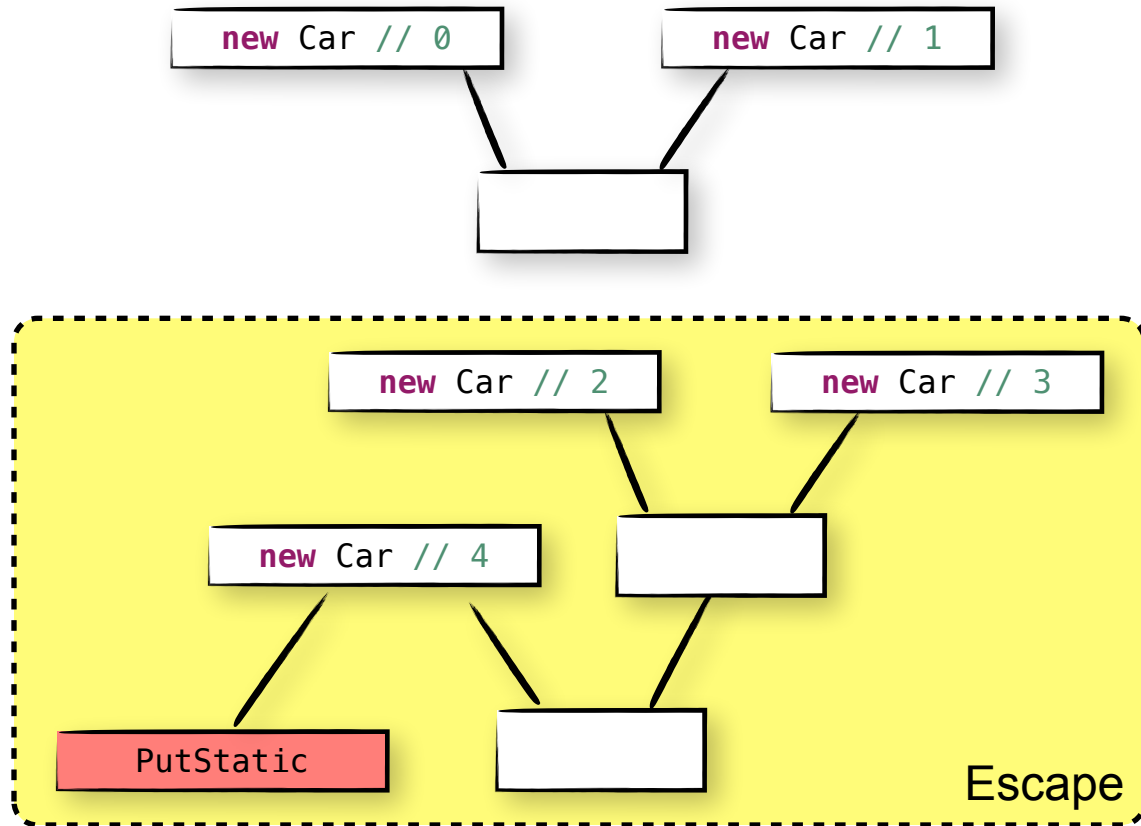
# Escape Analysis - Example

```
public static Car getCached(int hp, String name) {
    Car cacheEntry = null;
    for (int i = 0; i < cache.length; i++) {
        if (hp == cache[i].hp &&
            name == cache[i].name) {
            cacheEntry = cache[i];
            break;
        }
    }
    if (cacheEntry != null) {
        return cacheEntry;
    } else {
        return null;
    }
}
```

- **new** Car(...) does not escape
- Allocation is removed
- Field loads replaced with values

# Escape Analysis - e.g. Equi-Escape Sets

```
Car a, b, c;  
if (...) {  
    a = new Car(...) // 0  
} else {  
    a = new Car(...) // 1  
}  
if (...) {  
    b = new Car(...) // 2  
} else {  
    b = new Car(...) // 3  
}  
if (...) {  
    tmp = new Car(...) // 4  
    staticField = tmp;  
    c = tmp;  
} else {  
    c = b;  
}
```



Thomas Kotzmann and Hanspeter Mössenböck. 2005. Escape analysis in the context of dynamic compilation and deoptimization. In *Proceedings of the 1st ACM/USENIX international conference on Virtual execution environments (VEE '05)*.



# Partial Escape Analysis

```
public static Car getCached(int hp, String name) {  
    ★ Car car = new Car(hp, name, null);  
    Car cacheEntry = null;  
    for (int i = 0; i < cache.length; i++) {  
        if (car.hp == cache[i].hp &&  
            car.name == cache[i].name) {  
            cacheEntry = cache[i];  
            break;  
        }  
    }  
    if (cacheEntry != null) {  
        return cacheEntry;  
    } else {  
        ➡ addToCache(car);  
        ➡ return car;  
    }  
}
```

# Partial Escape Analysis

```
public static Car getCached(int hp, String name) {
    Car cacheEntry = null;
    for (int i = 0; i < cache.length; i++) {
        if (hp == cache[i].hp &&
            name == cache[i].name) {
            cacheEntry = cache[i];
            break;
        }
    }
    if (cacheEntry != null) {
        return cacheEntry;
    } else {
        Car car = new Car(hp, name, null);
        addToCache(car);
        return car;
    }
}
```

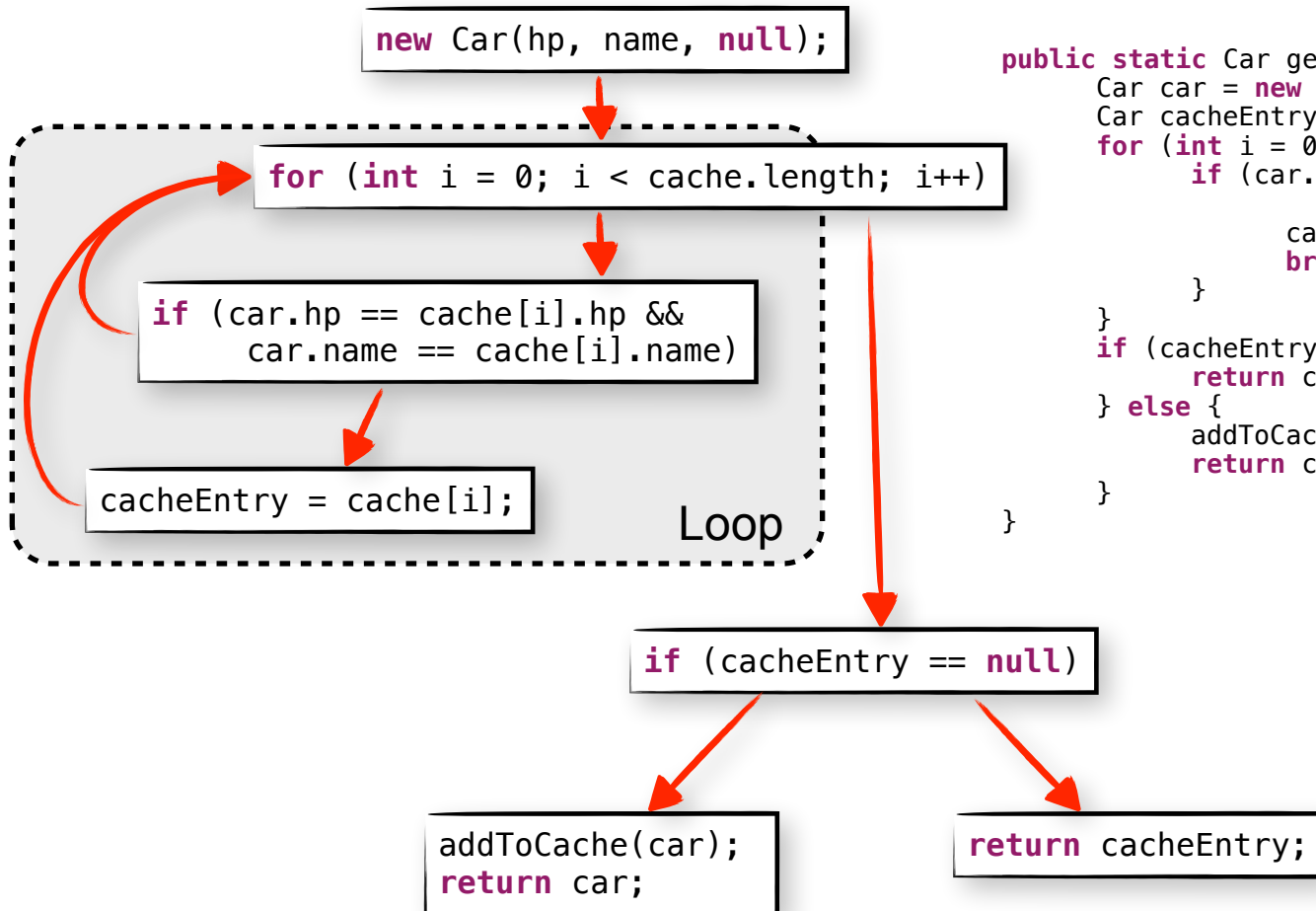
probability: ?%

- **new** Car(...) escapes at:
  - addToCache(car);
  - **return** car;
- Might be a very unlikely path
- No allocation in frequent path

# Partial Escape Analysis

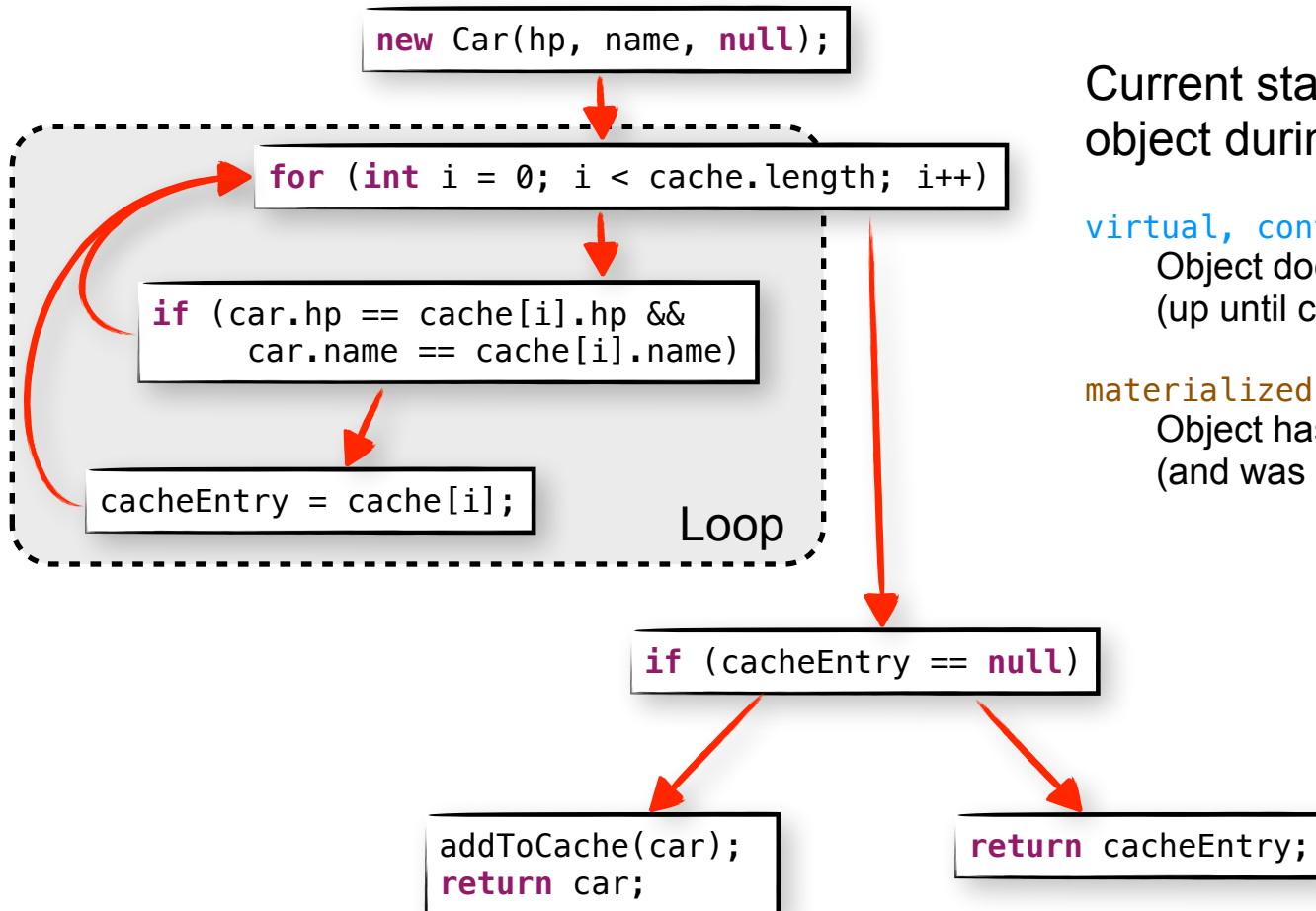
- Escape Analysis (EA): either remove allocation or not
- Partial Escape Analysis (PEA): push allocations into infrequent paths
  - Which often allows removal of other object allocations
- PEA is (inherently) control-flow sensitive
  - Analysis performs iteration over CFG

# Partial Escape Analysis - Iteration



```
public static Car getCached(int hp, String name) {
    Car car = new Car hp, name, null;
    Car cacheEntry = null;
    for (int i = 0; i < cache.length; i++) {
        if (car.hp == cache[i].hp &&
            car.name == cache[i].name) {
            cacheEntry = cache[i];
            break;
        }
    }
    if (cacheEntry != null) {
        return cacheEntry;
    } else {
        addToCache(car);
        return car;
    }
}
```

# Partial Escape Analysis - Iteration

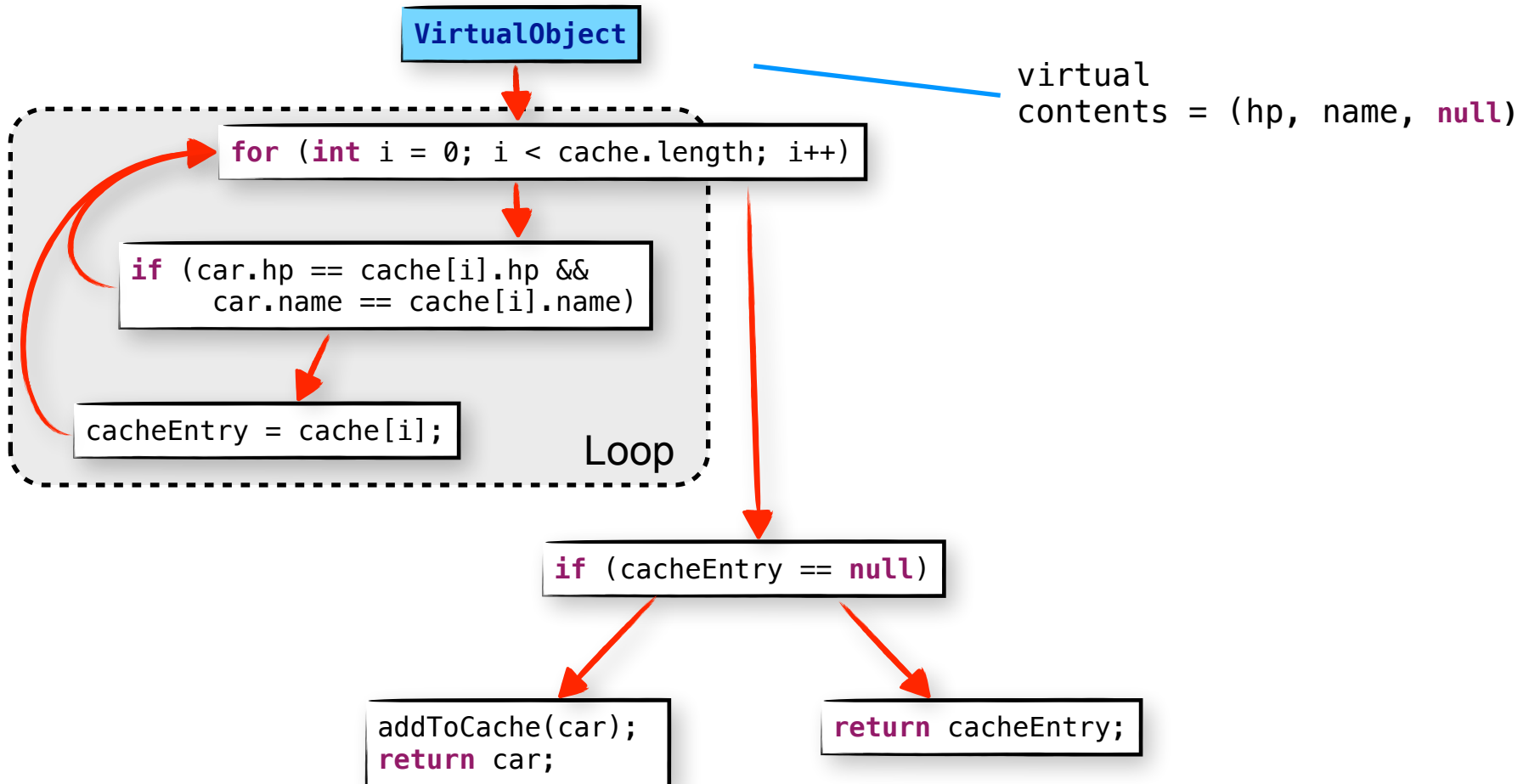


Current state of Escape Analyzed object during CFG iteration:

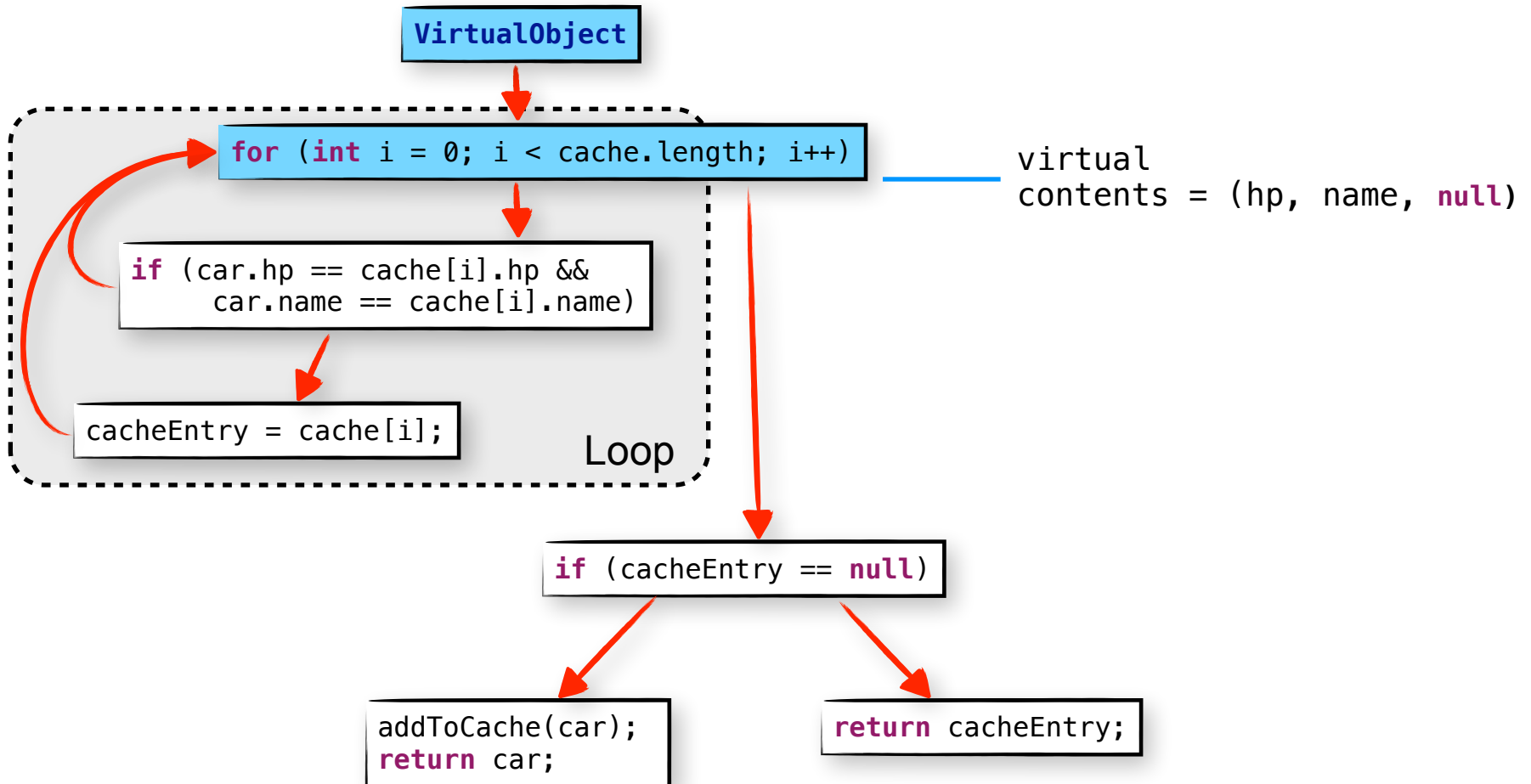
`virtual, contents = (...)`  
Object does not escape  
(up until current point)

`materialized`  
Object has escaped  
(and was allocated)

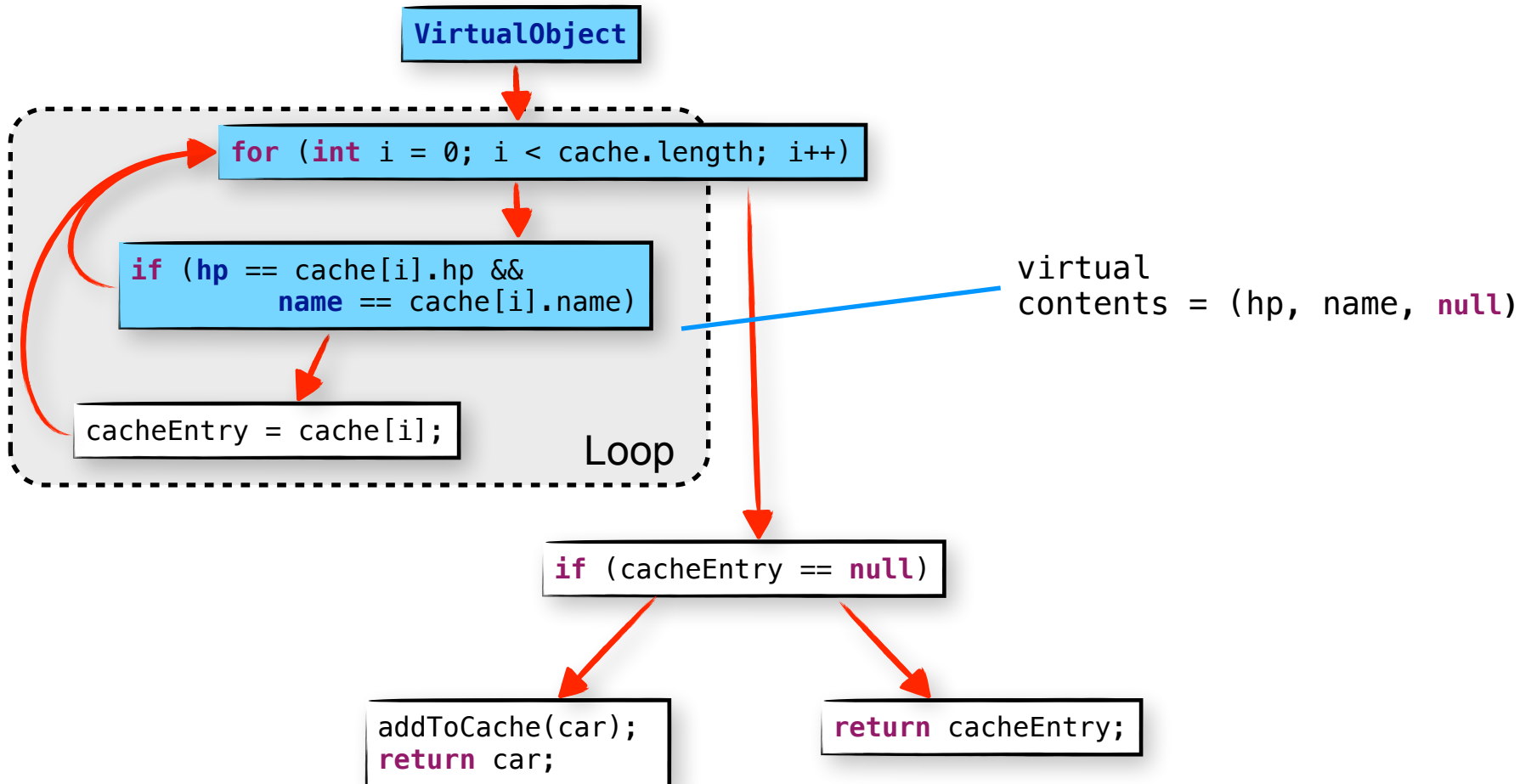
# Partial Escape Analysis - Iteration



# Partial Escape Analysis - Iteration

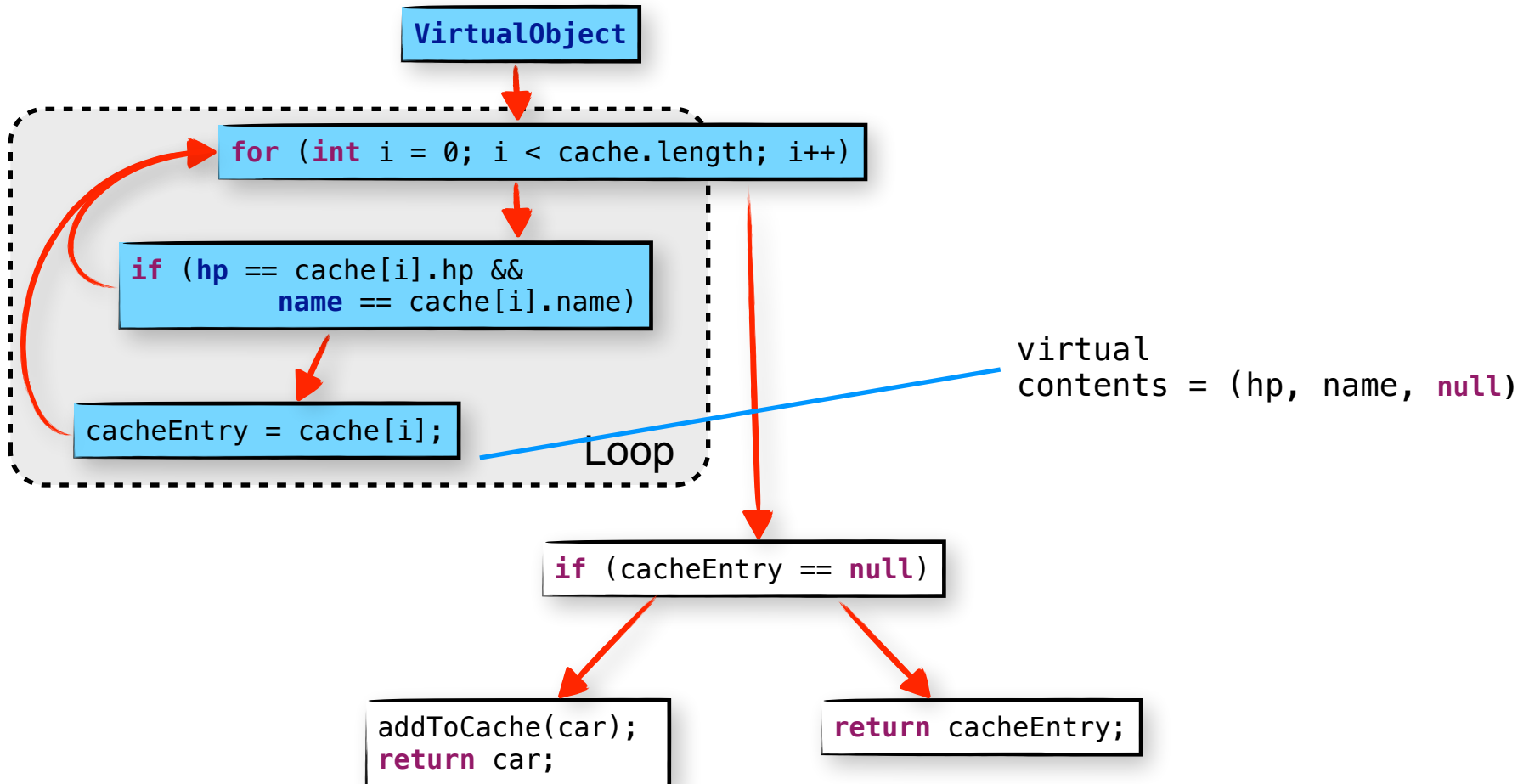


# Partial Escape Analysis - Iteration

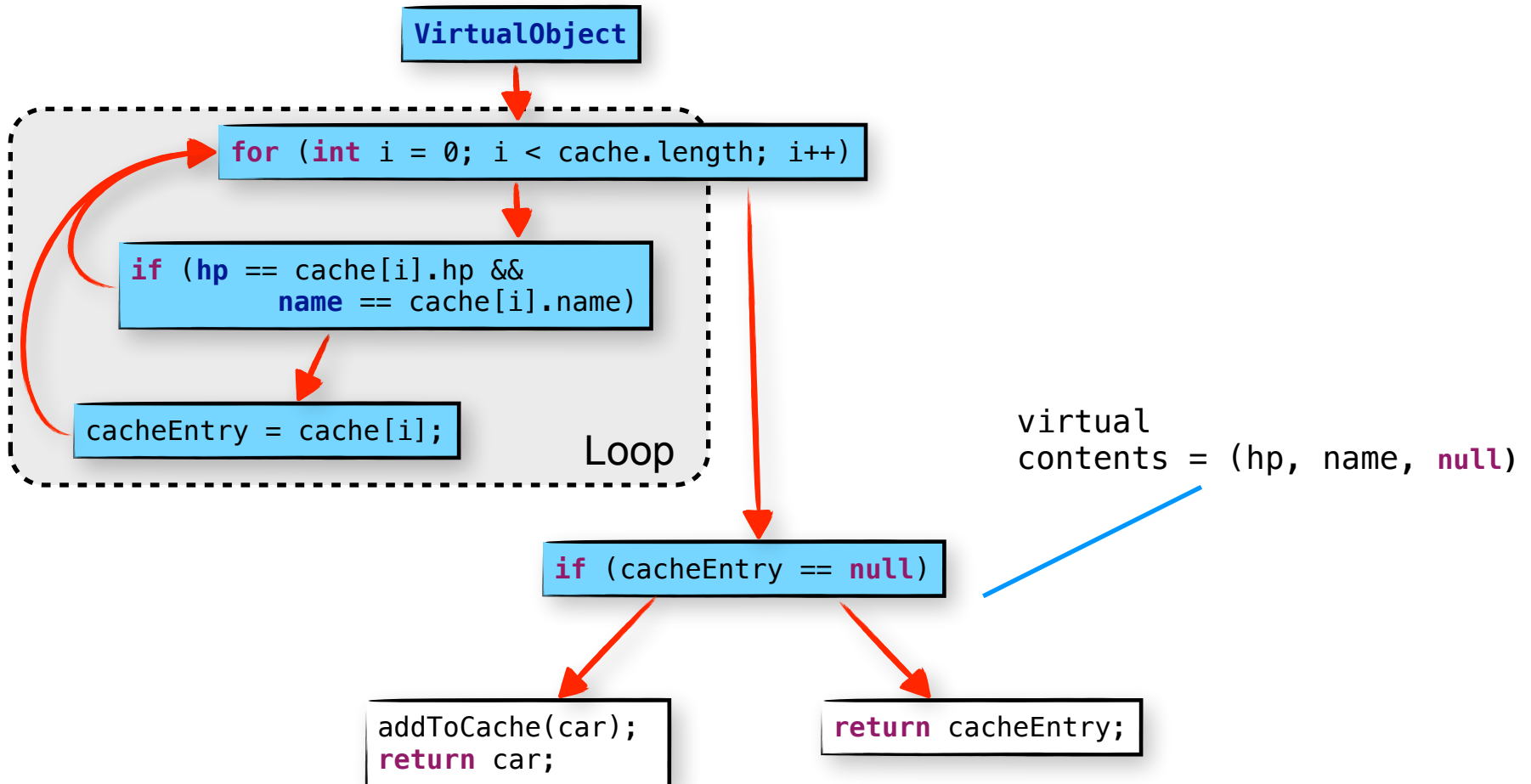




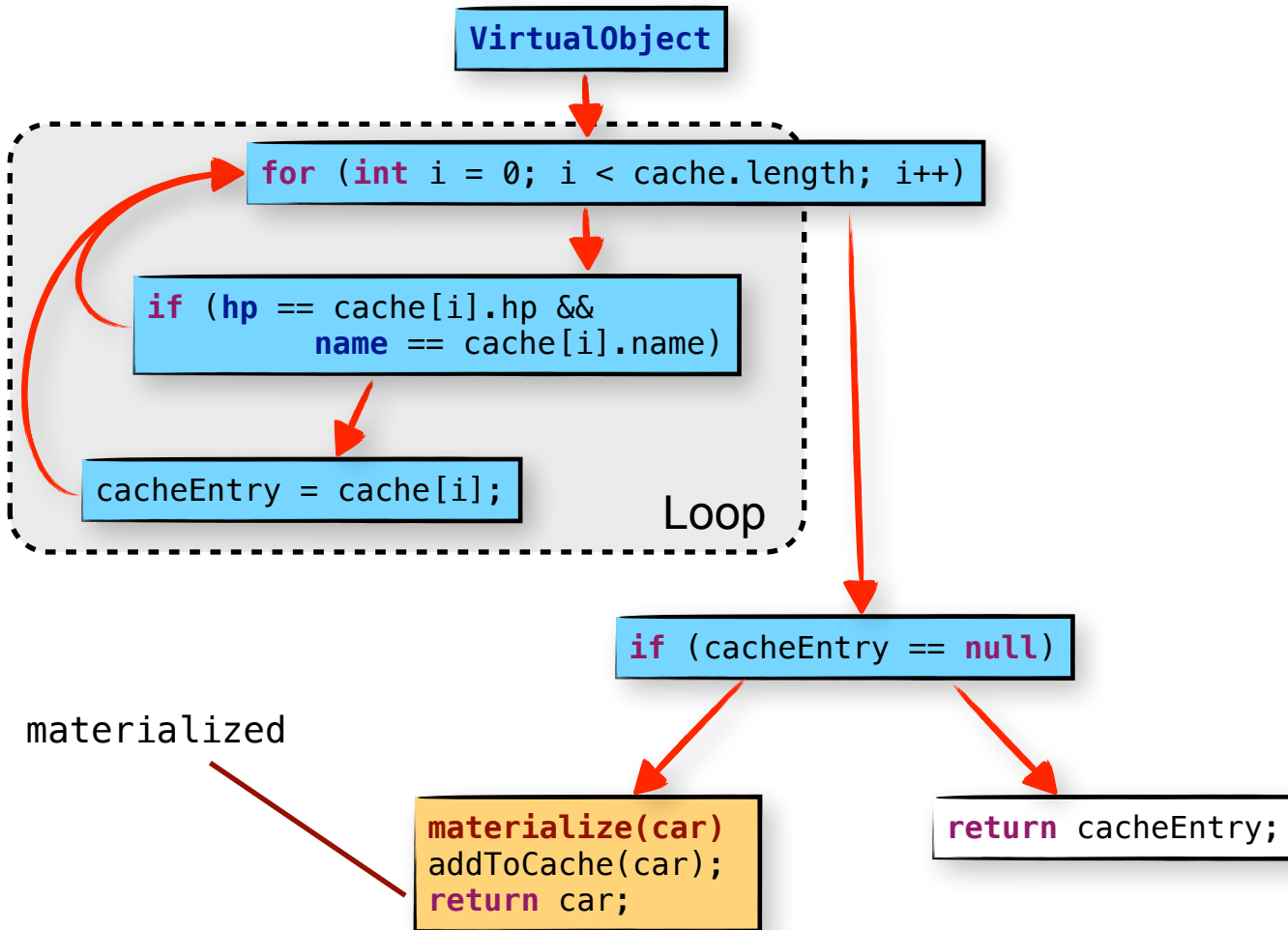
# Partial Escape Analysis - Iteration



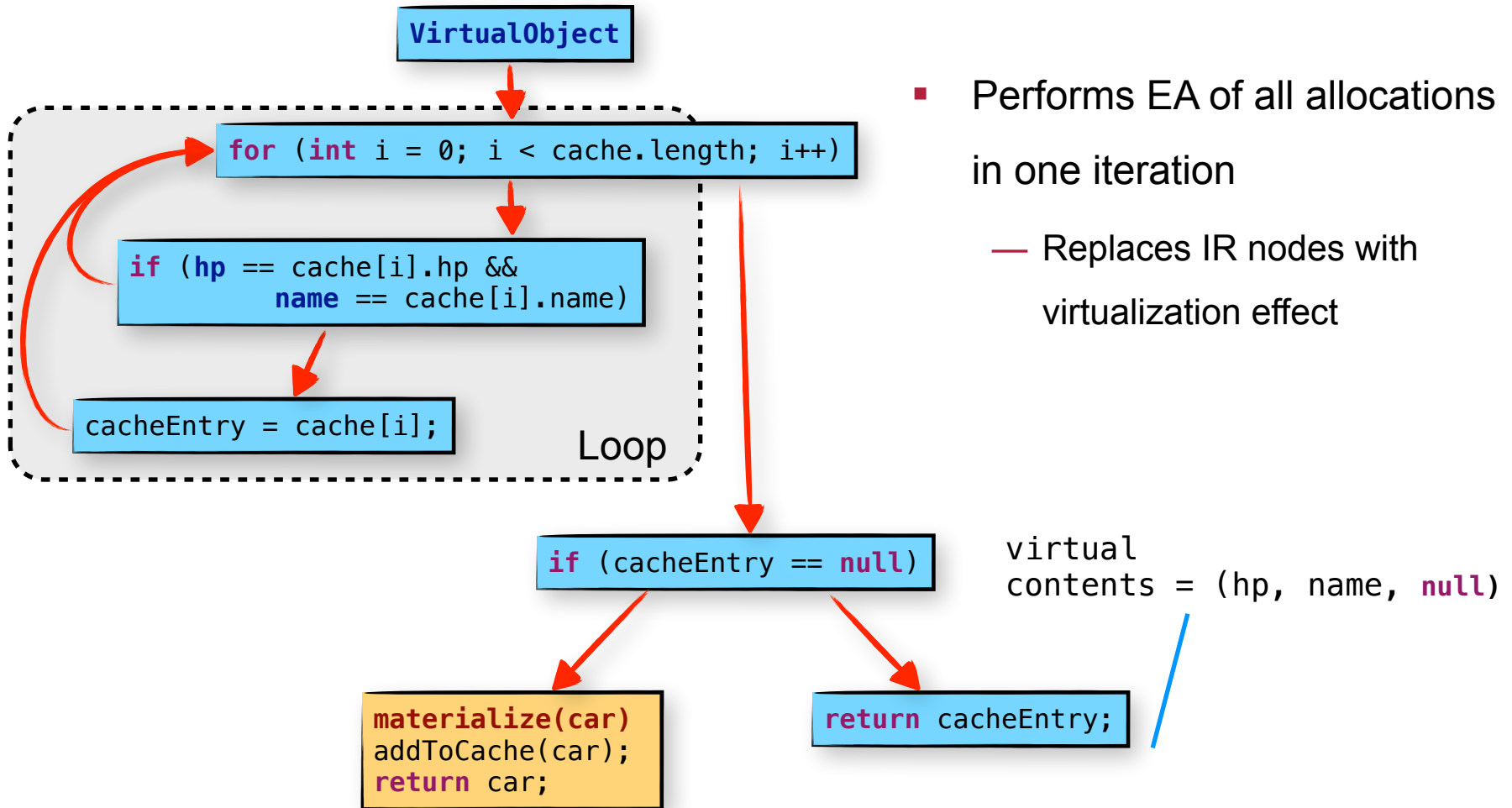
# Partial Escape Analysis - Iteration



# Partial Escape Analysis - Iteration



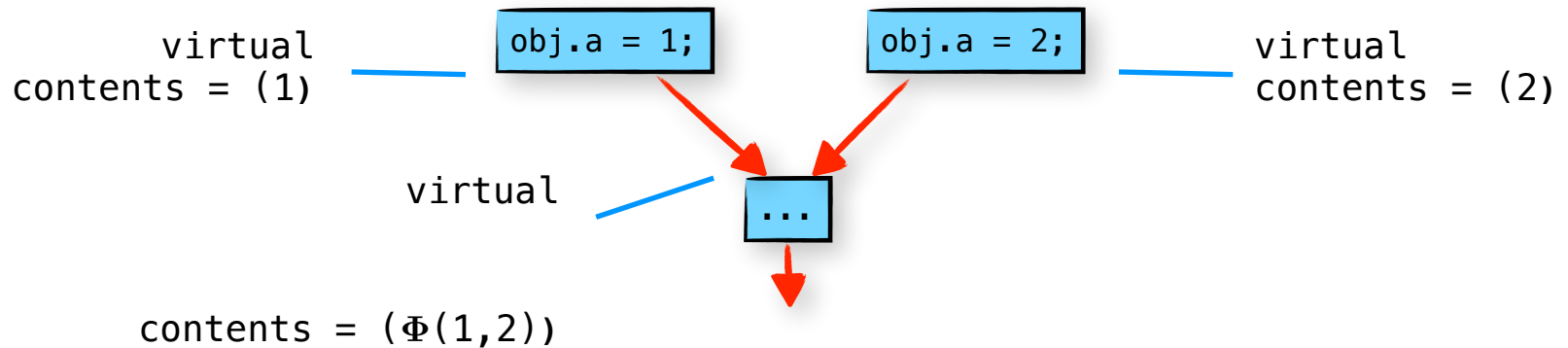
# Partial Escape Analysis - Iteration



- Performs EA of all allocations in one iteration
  - Replaces IR nodes with virtualization effect

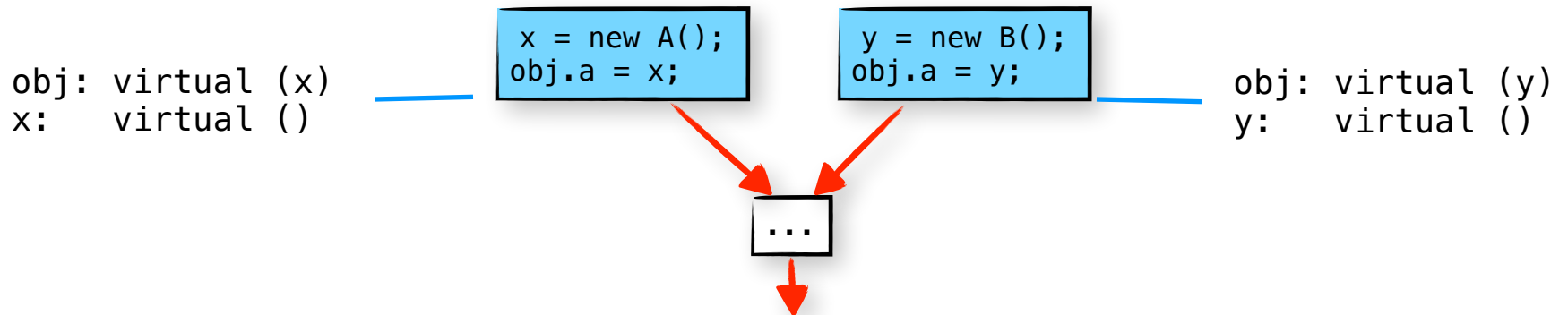
# Partial Escape Analysis - Iteration

- Control Flow Merge
  - New Phi function



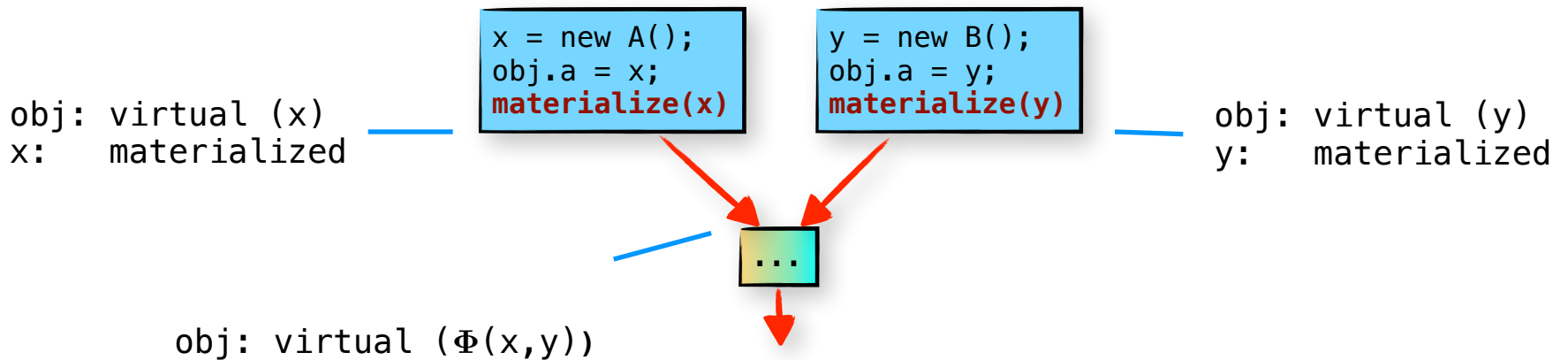
# Partial Escape Analysis - Iteration

- Control Flow Merge
  - Merge of virtualized objects



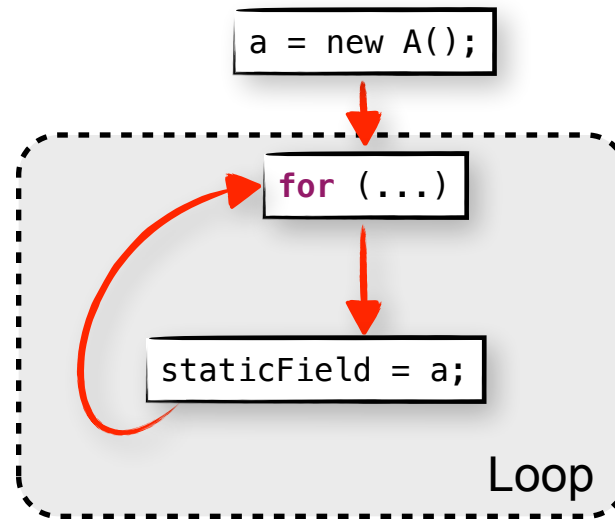
# Partial Escape Analysis - Iteration

- Control Flow Merge
  - Merge of virtualized objects



# Partial Escape Analysis - Iteration

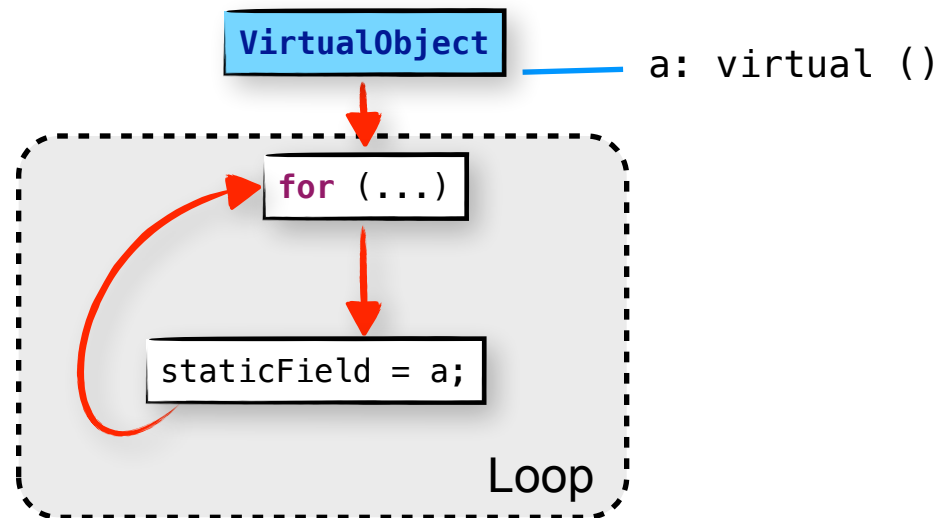
- Loops
  - Requires backtracking





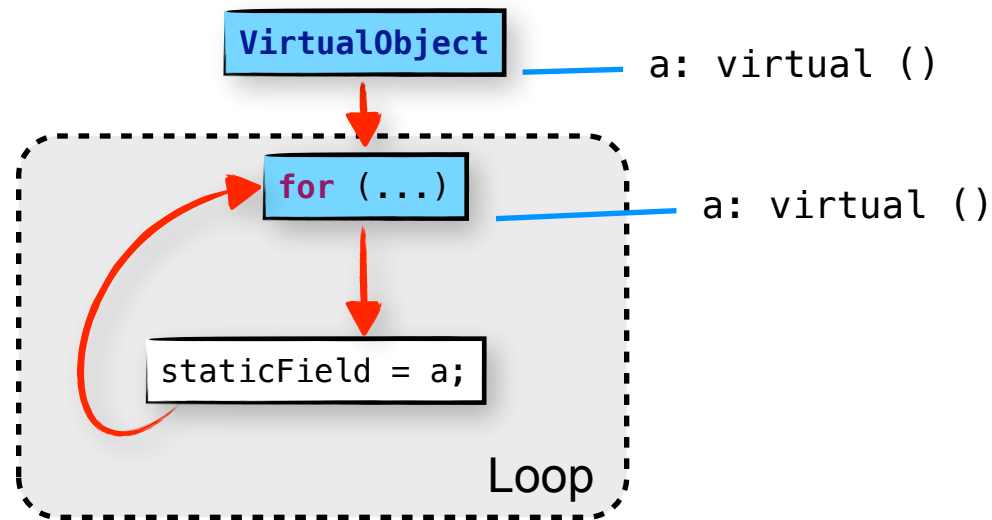
# Partial Escape Analysis - Iteration

- Loops
  - Requires backtracking



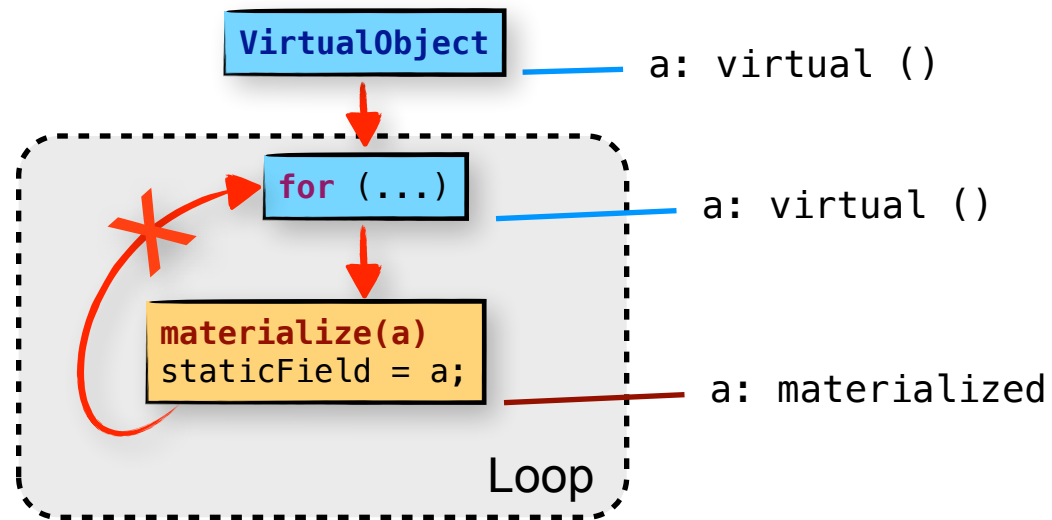
# Partial Escape Analysis - Iteration

- Loops
  - Requires backtracking



# Partial Escape Analysis - Iteration

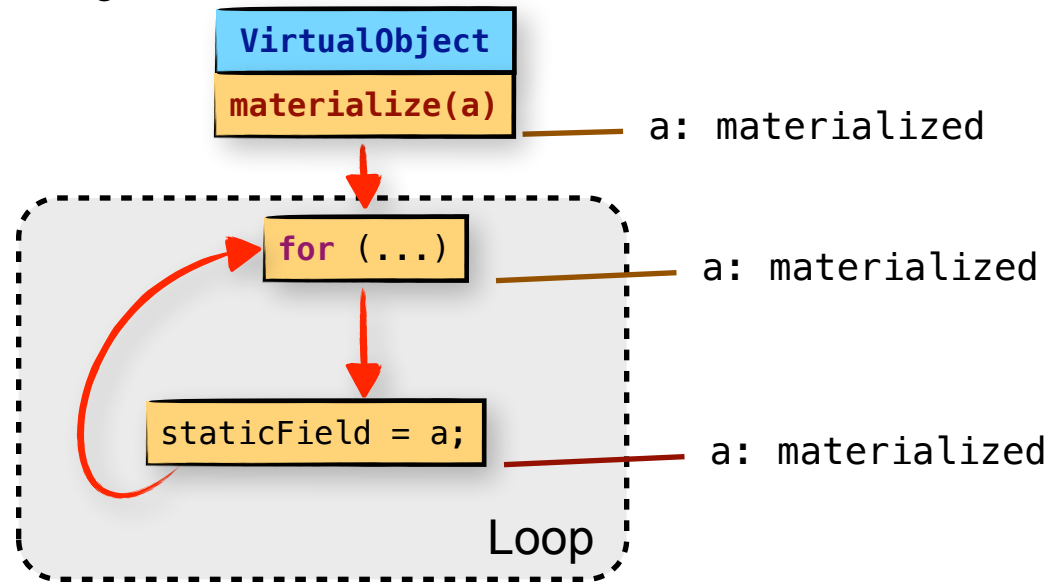
- Loops
  - Requires backtracking



# Partial Escape Analysis - Iteration

- Loops

- Requires backtracking



# Example - DaCapo sunflow

```
public Color getIrradiance(ShadingState state, Color diffRefl) {
    float b = (float) Math.PI * c / diffRefl.getMax();
    ★ Color irr = Color.black();
    Point3 p = state.getPoint();
    Vector3 n = state.getNormal();
    int set = (int) (state.getRandom(0, 1, 1) * numSets);
    for (PointLight pl : virtualLights[set]) {
        ★ Ray r = new Ray(p, pl.p);
        float dotN1D = -(r.dx * pl.n.x + r.dy * pl.n.y + r.dz * pl.n.z);
        float dotND = r.dx * n.x + r.dy * n.y + r.dz * n.z;
        if (dotN1D > 0 && dotND > 0) {
            float r2 = r.getMax() * r.getMax();
            ➡ Color opacity = state.traceShadow(r);
            ★ Color power = Color.blend(pl.power, Color.BLACK, opacity);
            float g = (dotND * dotN1D) / r2;
            irr.madd(0.25f * Math.min(g, b), power);
        }
    }
    ➡ return irr;
}
```

count: ~130

probability: 56%

## Partial Escape Analysis:

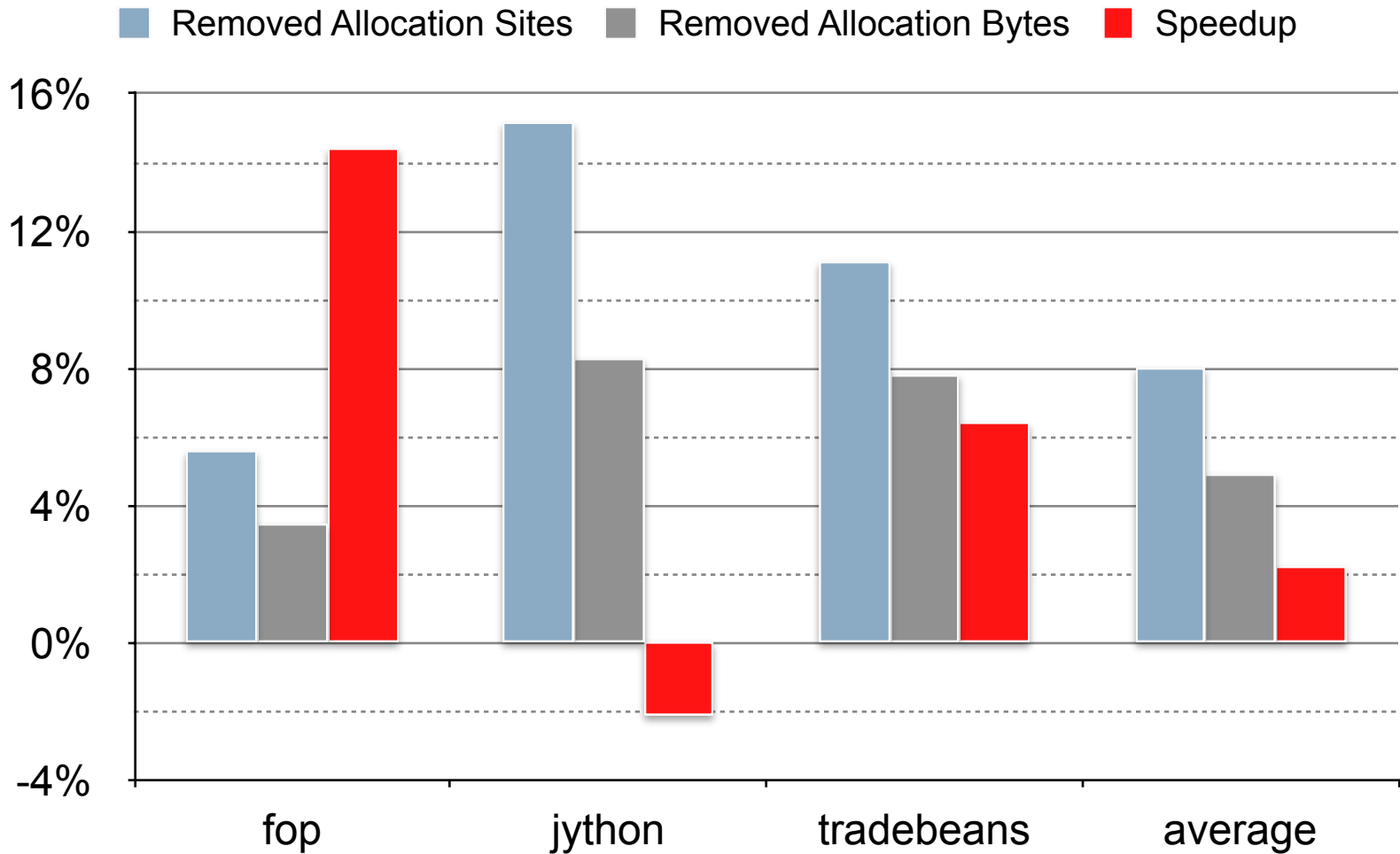
- ... removed 33% of allocation sites
- ... removed 64% of dynamic allocations (EA: 36%)
- ... reduced size of method by 18%

# Evaluation

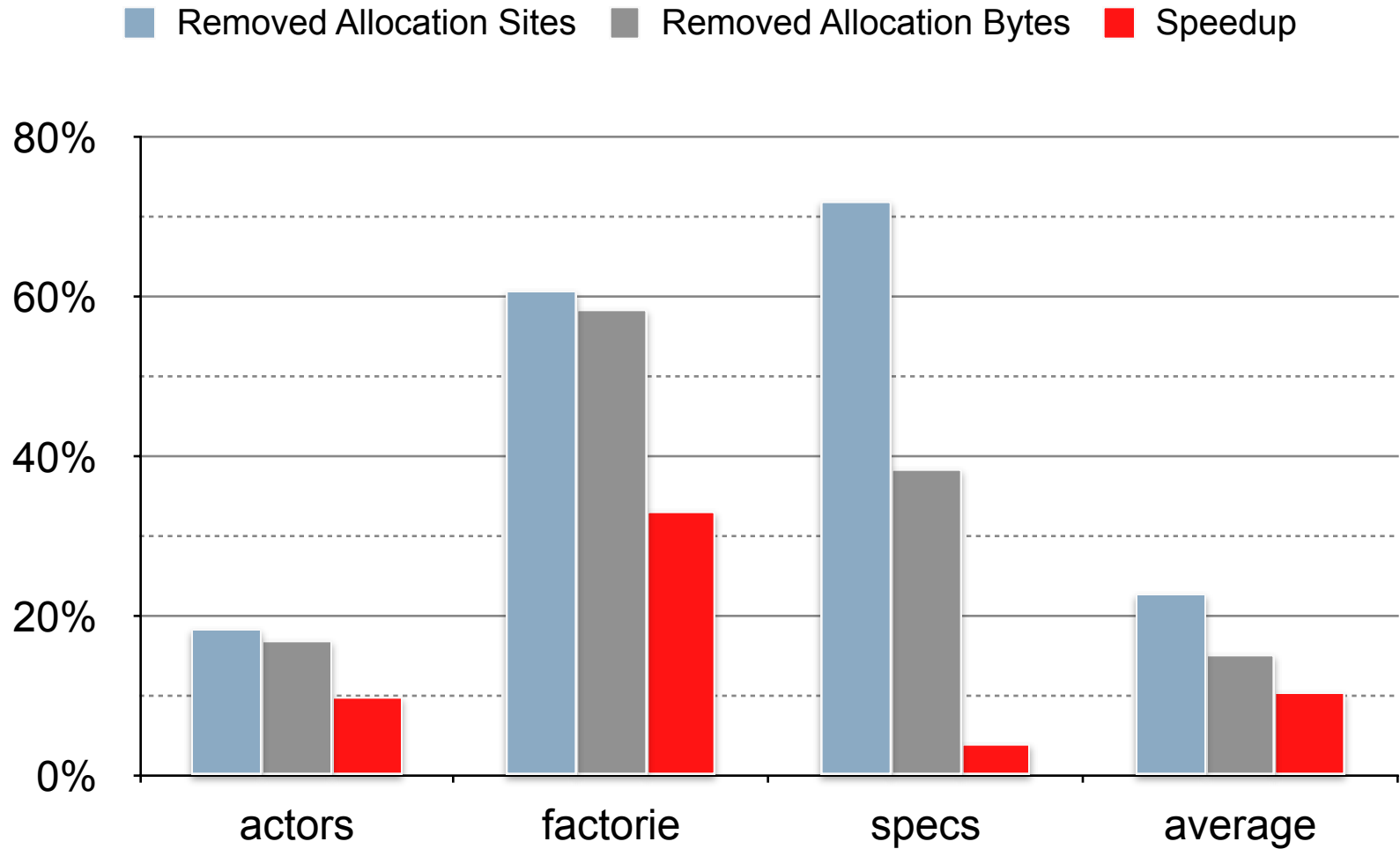
- Effects of Partial Escape Analysis:
  - Fewer allocations: less code
  - Fewer allocations: less GC work, less work for allocations
  - Fewer lock / unlock operations
  - Scalar Replacement: remove accesses
  - Coalescing allocations
  - Values not flowing through objects: easier for compiler
  - Clever handling of Boxing/Unboxing operations
- Impact on Compilation Time in Graal: 3.5 - 4%
  - Half of this is spent on scheduling

# Evaluation - DaCapo

Xeon E5-2690, 2GB heap

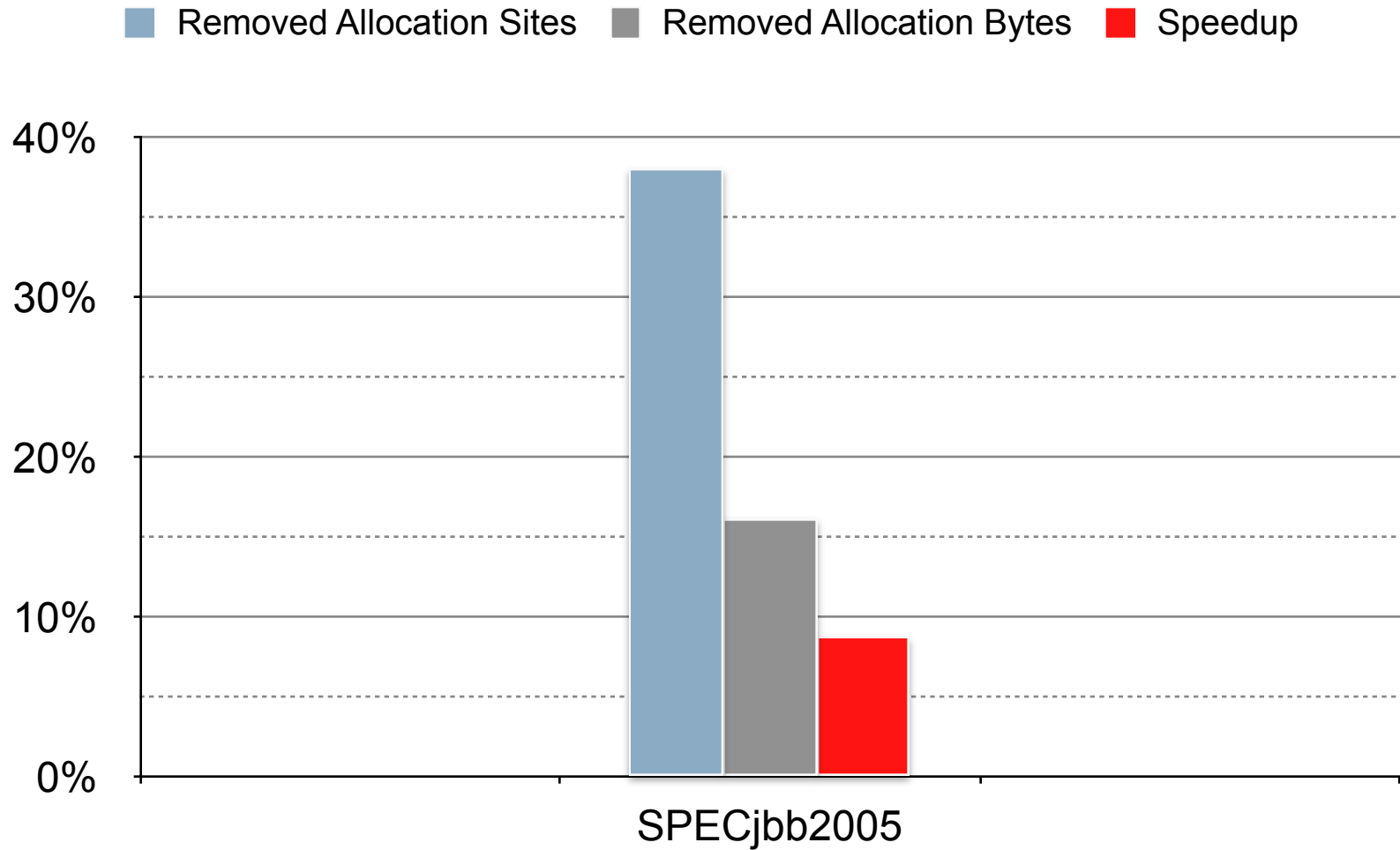


# Evaluation - Scala DaCapo

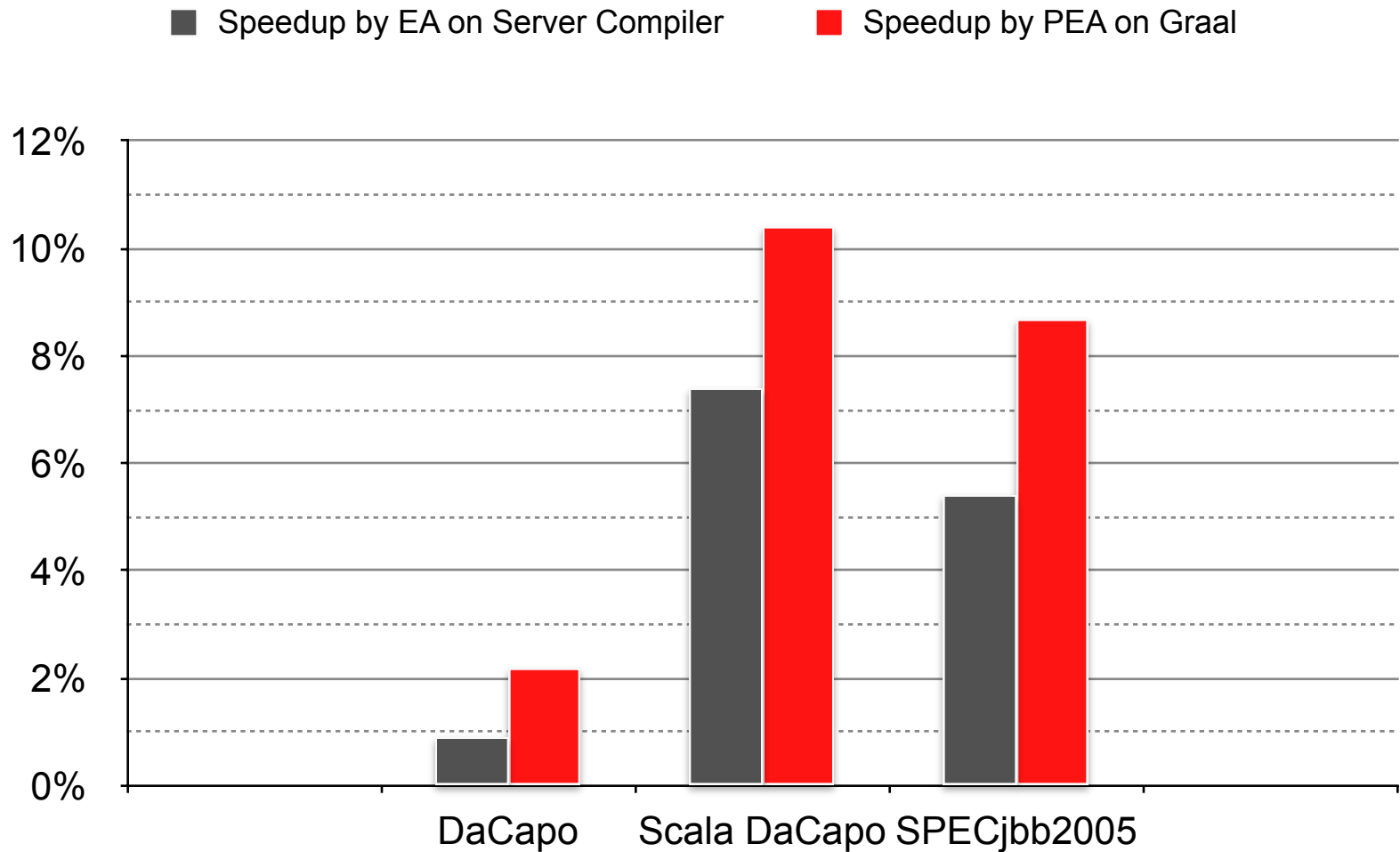




# Evaluation - SPECjbb2005



# Evaluation - Comparison to Server Compiler



# Acknowledgements

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# Q&A

Partial Escape Analysis and Scalar Replacement for Java [CGO 2014]

<http://ssw.jku.at/Research/Papers/Stadler14PhD/>

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