



# Effective Software

Course 3: Virtual machine, byte-code, (de-)compilers, disassembler, profiling

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# Introduction – Virtual Machine

## » Virtual machine execution model

- source code
- compiled VM byte-code
- hybrid run-time environment (platform dependent VM impl.)
  - interpreted byte-code
  - compiled assembly-code (native CPU code)
  - automated platform capability optimizations (e.g. use of SIMD)

## » byte-code vs. assembly-code

- (+) platform independence (portable) – architecture (RISC/CISC, bits), OS
- (+) reflection – observe, modify own structure at run-time
- (+) small size
- (-) slower execution – interpreted mode, compilation latencies

# Introduction - JAVA

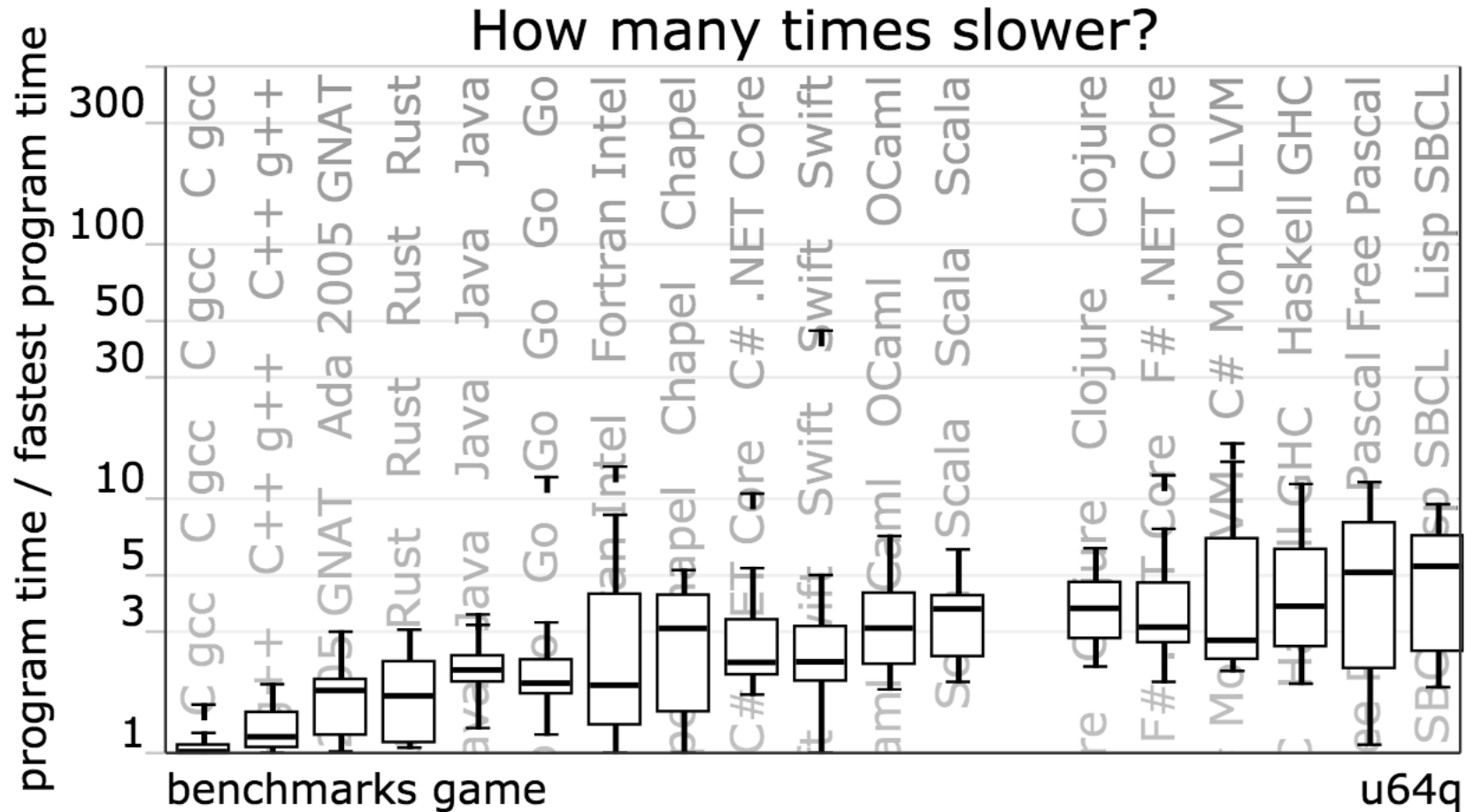
- » first release 1996 by Sun Microsystems (later Oracle)
- » many different implementations (GNU, IBM, etc.)
  
- » language changes and improvements
  - **1.4** (2002) – assert, NIO
  - **5.0** (2004) – generics, annotations, auto-boxing, enum, concurrency utils, varargs, foreach, profiling API
  - **6** (2005) – basic java script support, performance and GC improvements (G1, compressed pointers), compiler API
  - **7** (2011) – invokedynamic, switch strings, auto-closeable, GPU pipeline API
  - **8** (2014) – lambda, streams, improved java script support (base on invokedynamic), removed permgen (metaspace/native mem. is used)
  - **9** (2017 ?) – *Ahead-of-Time Compilation (non-tiered vs. tiered AOT)*  
*non-tiered AOT provide predictable performance*

# Execution Time Comparison

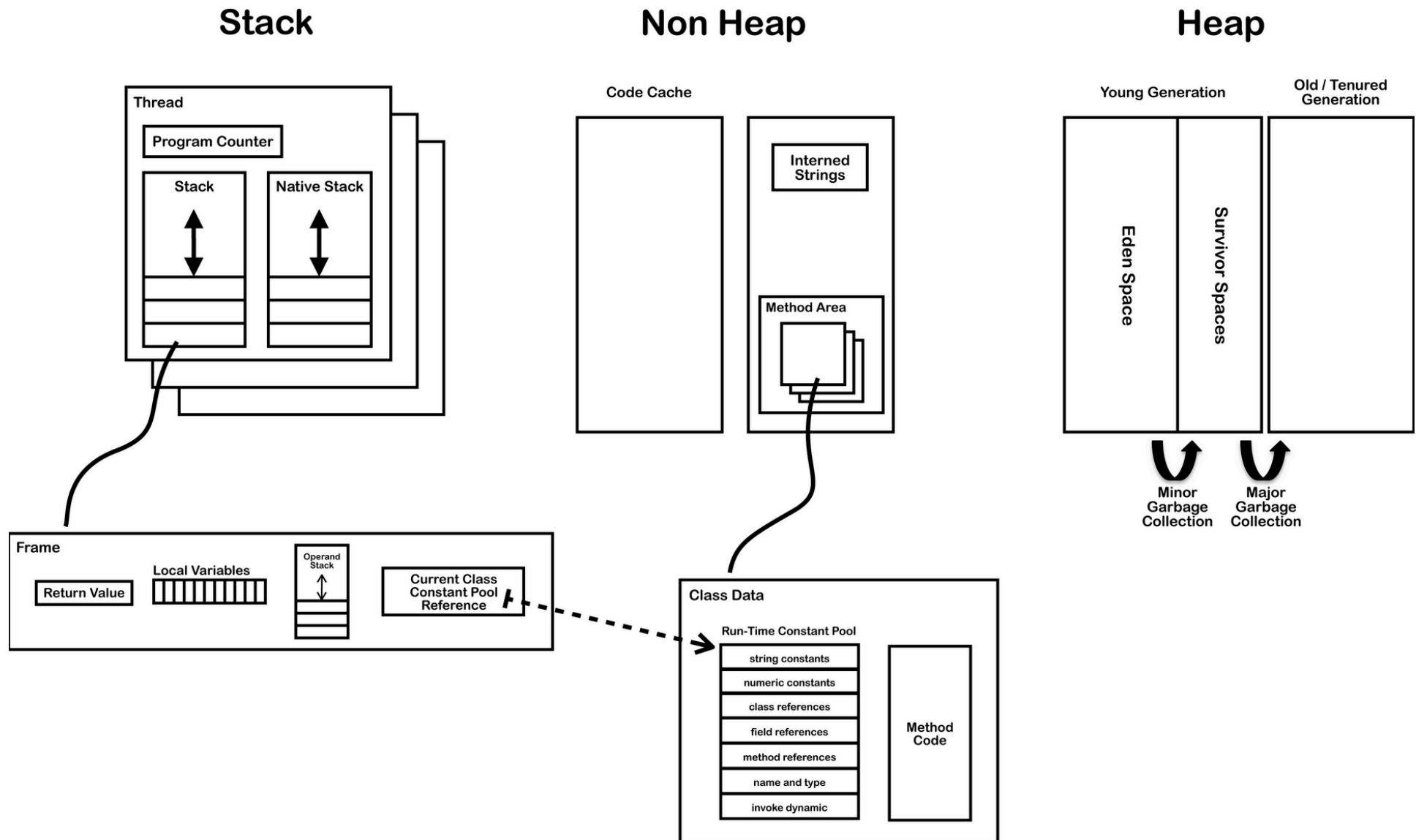
» The Computer Language Benchmarks Game

(<http://benchmarksgame.alioth.debian.org/>)

- 10 different algs. (e.g. DNA manipulation)



# JAVA Virtual Machine – Memory Layout



# JAVA Virtual Machine – Method Area

- » method area shared among all threads
  - » class definitions
    - » run-time constant pool
    - » field and method data
    - » byte-code for methods and constructors
    - » initialization methods (**<clinit>**, **<init>**)
- » native method stacks
  - » implementation of native methods

# JAVA Virtual Machine - Frame

## » **frame**

» each thread has stack with frames (outside of heap, fixed length)

StackOverflowError vs. OutOfMemoryError

» frame is **created** each time method is invoked (**destroyed** after return)

» frame **size** determined at compile-time (in class file)

» **variables** (long, double in two)

» {this} – *instance call only!*

» {method parameters}

» {local variables}

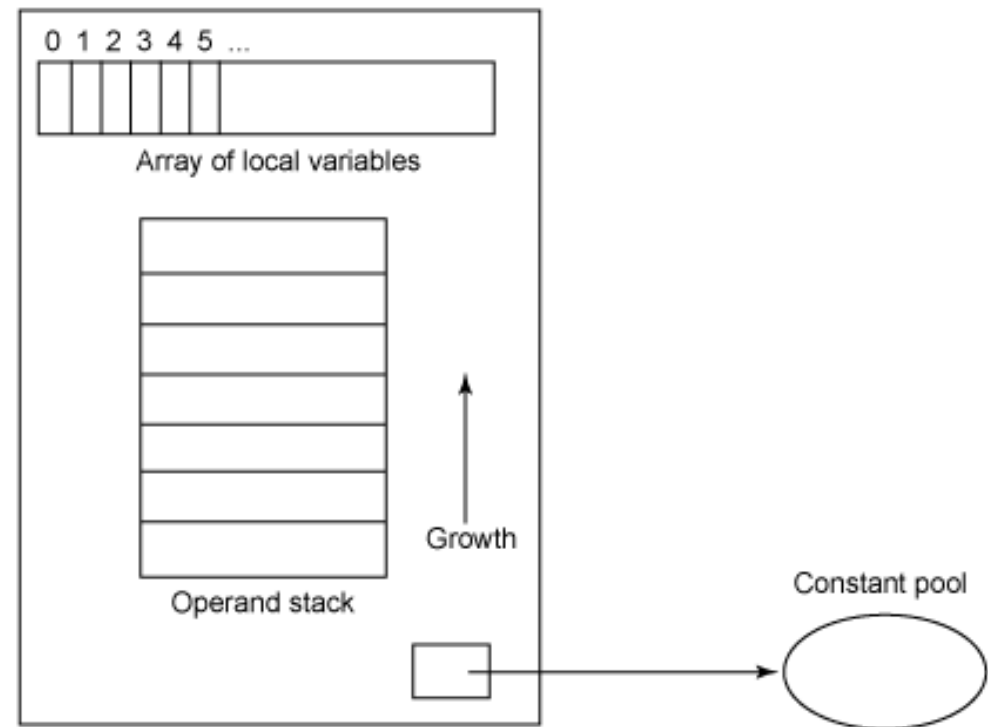
» **operand stack** (any type)

» LIFO

» **reference to run-time**

constant pool (class def)

» method + class is associated



# JAVA Virtual Machine – Stack-oriented Bytecode

» **stack-oriented** - stack machine model for passing parameters and output

$$(2 + 3) \times 11 + 1$$

<b>Input</b>	2	3	add	11	mul	1	add
<b>Stack</b>		3		11		1	
	2	2	5	5	55	55	56



# JAVA Virtual Machine – Opcodes

- » **opcode** (1 byte + various parameters):
  - » load and store (aload\_0, istore, aconst\_null, ...)
  - » arithmetic and logic (ladd, fcmpl, ...)
  - » type conversion (i2b, d2i, ...)
  - » object manipulation (new, putfield, getfield, ...)
  - » stack management (swap, dup2, ...)
  - » control transfer (ifeq, goto, ...)
  - » method invocation (invokespecial, areturn, ...) – frame manipulation
  - » exceptions and monitor concurrency (athrow, monitorenter, ...)
- » prefix/suffix – i, l, s, b, c, f, d and a (reference)
- » variables as registers – e.g. istore\_1 (variable 0 is **this** for instance method)

mov	%rax,%r8	VS.	iconst_0	
shl	\$0x5,%eax		istore_3	
sub	%r8d,%eax		iload_3	
add	%ecx,%eax		bipush	100
inc	%edx			

# JAVA Virtual Machine

- » used to implement also other languages than JAVA
  - » Erlang -> Erjang
  - » JavaScript -> Rhino
  - » Python -> Jython
  - » Ruby -> Jruby
  - » Scala, Clojure – functional programming
  - » others
- » byte-code is **verified** before executed:
  - » branches (jumps) are always to valid locations – only within method
  - » any instruction operates on a fixed stack location (helps JIT for registers)
  - » data is always initialized and references are always type-safe
  - » access to private, package is controlled

## JAVA Virtual Machine – Example 1 – Source Code

```
public class Employee<Type> {  
    private Type data;  
    public int id;  
  
    public Employee(Type data, int id) {  
        update(data, id);  
    }  
  
    private void update(Type data, int id) {  
        this.data = data;  
        this.id = id;  
    }  
  
    public Type employeeData() {  
        return data;  
    }  
}
```

# JAVA Virtual Machine – Class File Structure

```
ClassFile {
    u4          magic;
    u2          minor_version;
    u2          major_version;
    u2          constant_pool_count;
    cp_info     constant_pool[constant_pool_count - 1];
    u2          access_flags;
    u2          this_class;
    u2          super_class;
    u2          interfaces_count;
    u2          interfaces[interfaces_count];
    u2          fields_count;
    field_info  fields[fields_count];
    u2          methods_count;
    method_info methods[methods_count];
    u2          attributes_count;
    attribute_info attributes[attributes_count];
}
```

# JAVA Virtual Machine – Example 1 – Class File

```
00000000 ca fe ba be 00 00 00 34 00 20 0a 00 06 00 19 0a |.....4. ....|
00000010 00 05 00 1a 09 00 05 00 1b 09 00 05 00 1c 07 00 |.....|
00000020 1d 07 00 1e 01 00 04 64 61 74 61 01 00 12 4c 6a |.....data...Lj|
00000030 61 76 61 2f 6c 61 6e 67 2f 4f 62 6a 65 63 74 3b |ava/lang/Object;|
00000040 01 00 09 53 69 67 6e 61 74 75 72 65 01 00 06 54 |...Signature...T|
00000050 54 79 70 65 3b 01 00 02 69 64 01 00 01 49 01 00 |lType;...id...I..|
00000060 06 3c 69 6e 69 74 3e 01 00 16 28 4c 6a 61 76 61 |l.<init>...(Ljava|
00000070 2f 6c 61 6e 67 2f 4f 62 6a 65 63 74 3b 49 29 56 |/lang/Object;I)V|
00000080 01 00 04 43 6f 64 65 01 00 0f 4c 69 6e 65 4e 75 |...Code...LineNul|
00000090 6d 62 65 72 54 61 62 6c 65 01 00 0a 28 54 54 79 |mberTable...(TTyp|
000000a0 70 65 3b 49 29 56 01 00 06 75 70 64 61 74 65 01 |lpe;I)V...update.l|
000000b0 00 0c 65 6d 70 6c 6f 79 65 65 44 61 74 61 01 00 |...employeeData..|
000000c0 14 28 29 4c 6a 61 76 61 2f 6c 61 6e 67 2f 4f 62 |l.)Ljava/lang/Ob|
000000d0 6a 65 63 74 3b 01 00 08 28 29 54 54 79 70 65 3b |lject;...()TType;l|
000000e0 01 00 2b 3c 54 79 70 65 3a 4c 6a 61 76 61 2f 6c |...<Type:Ljava/l|
000000f0 61 6e 67 2f 4f 62 6a 65 63 74 3b 3e 4c 6a 61 76 |lang/Object;>Ljav|
00000100 61 2f 6c 61 6e 67 2f 4f 62 6a 65 63 74 3b 01 00 |a/lang/Object;..|
00000110 0a 53 6f 75 72 63 65 46 69 6c 65 01 00 0d 45 6d |l.SourceFile...Em|
00000120 70 6c 6f 79 65 65 2e 6a 61 76 61 0c 00 0d 00 1f |lployee.java....|
00000130 0c 00 12 00 0e 0c 00 07 00 08 0c 00 0b 00 0c 01 |.....|
00000140 00 11 65 6d 70 6c 6f 79 65 65 2f 45 6d 70 6c 6f |...employee/Empl|
00000150 79 65 65 01 00 10 6a 61 76 61 2f 6c 61 6e 67 2f |lyee...java/lang/l|
00000160 4f 62 6a 65 63 74 01 00 03 28 29 56 00 21 00 05 |lObject...()V.!..|
00000170 00 06 00 00 00 02 00 02 00 07 00 08 00 01 00 09 |.....|
00000180 00 00 00 02 00 0a 00 01 00 0b 00 0c 00 00 00 03 |.....|
00000190 00 01 00 0d 00 0e 00 02 00 0f 00 00 00 2b 00 03 |.....+...|
000001a0 00 03 00 00 00 0b 2a b7 00 01 2a 2b 1c b7 00 02 |.....*...*+...|
000001b0 b1 00 00 00 01 00 10 00 00 00 0e 00 03 00 00 00 |.....|
000001c0 07 00 04 00 08 00 0a 00 09 00 09 00 00 00 02 00 |.....|
000001d0 11 00 02 00 12 00 0e 00 02 00 0f 00 00 00 2b 00 |.....+...|
000001e0 02 00 03 00 00 00 0b 2a 2b b5 00 03 2a 1c b5 00 |.....*+...*...|
000001f0 04 b1 00 00 00 01 00 10 00 00 00 0e 00 03 00 00 |.....|
00000200 00 0c 00 05 00 0d 00 0a 00 0e 00 09 00 00 00 02 |.....|
00000210 00 11 00 01 00 13 00 14 00 02 00 0f 00 00 00 1d |.....|
00000220 00 01 00 01 00 00 00 05 2a b4 00 03 b0 00 00 00 |.....*.....|
00000230 01 00 10 00 00 00 06 00 01 00 00 00 11 00 09 00 |.....|
00000240 00 00 02 00 15 00 02 00 09 00 00 00 02 00 16 00 |.....|
00000250 17 00 00 00 02 00 18 |.....|
```

# JAVA Virtual Machine – Example 1 – Disassembled Constants

## » javap – JAVA disassembler included in JDK

```
public class employee.Employee<Type extends java.lang.Object> extends java.lang.Object
  minor version: 0
  major version: 52
  flags: ACC_PUBLIC, ACC_SUPER
Constant pool:
 #1 = Methodref      #6.#25      // java/lang/Object.<init>():()V
 #2 = Methodref      #5.#26      // employee/Employee.update:(Ljava/lang/Object;I)V
 #3 = Fieldref       #5.#27      // employee/Employee.data:Ljava/lang/Object;
 #4 = Fieldref       #5.#28      // employee/Employee.id:I
 #5 = Class           #29         // employee/Employee
 #6 = Class           #30         // java/lang/Object
 #7 = Utf8           data
 #8 = Utf8           Ljava/lang/Object;
 #9 = Utf8           Signature
#10 = Utf8           TType;
#11 = Utf8           id
#12 = Utf8           I
#13 = Utf8           <init>
#14 = Utf8           (Ljava/lang/Object;I)V
#15 = Utf8           Code
#16 = Utf8           LineNumberTable
#17 = Utf8           (TType;I)V
#18 = Utf8           update
#19 = Utf8           employeeData
#20 = Utf8           ()Ljava/lang/Object;
#21 = Utf8           ()TType;
#22 = Utf8           <Type:Ljava/lang/Object;>Ljava/lang/Object;
#23 = Utf8           SourceFile
#24 = Utf8           Employee.java
#25 = NameAndType    #13:#31      // "<init>":()V
#26 = NameAndType    #18:#14      // update:(Ljava/lang/Object;I)V
#27 = NameAndType    #7:#8        // data:Ljava/lang/Object;
#28 = NameAndType    #11:#12     // id:I
#29 = Utf8           employee/Employee
#30 = Utf8           java/lang/Object
#31 = Utf8           ()V
{
  Signature: #22      // <Type:Ljava/lang/Object;>Ljava/lang/Object;
```

# JAVA Virtual Machine – Example 1 – Disassembled Fields

```
{
  private Type data;
    descriptor: Ljava/lang/Object;
    flags: ACC_PRIVATE
    Signature: #10                // TType;

  public int id;
    descriptor: I
    flags: ACC_PUBLIC
```

# JAVA Virtual Machine – Example 1 – Disassembled Method

```
public Type employeeData();
descriptor: ()Ljava/lang/Object;
flags: ACC_PUBLIC
Code:
```

```
stack=1, locals=1, args_size=1
```

```
0: aload_0
```

```
1: getfield      #3          // Field data:Ljava/lang/Object;
```

```
4: areturn
```

```
LineNumberTable:
```

```
line 17: 0
```

```
Signature: #21          // ()TType;
```



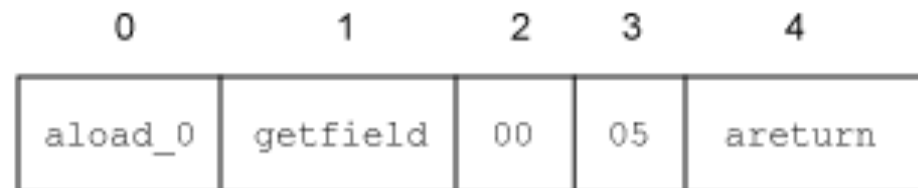
```
public Type employeeData() {
    return data;
}
```

## » getfield

- takes 1 ref from stack
- build an index into runtime pool of class instance by reference **this**

## » areturn

- takes 1 ref from stack
- push onto the stack of calling method





# JAVA Virtual Machine – Example 1 – Disassembled Constructor

```
public employee.Employee(Type, int);
descriptor: (Ljava/lang/Object;I)V
flags: ACC_PUBLIC
Code:
```

```
stack=3, locals=3, args_size=3
```

```
0: aload_0
1: invokespecial #1           // Method java/lang/Object.<init>():V
4: aload_0
5: aload_1
6: iload_2
7: invokespecial #2           // Method update:(Ljava/lang/Object;I)V
10: return
```

```
LineNumberTable:
```

```
line 7: 0
line 8: 4
line 9: 10
```

```
Signature: #17
```

```
private void update(Type, int);
descriptor: (Ljava/lang/Object;I)V
flags: ACC_PRIVATE
Code:
```

```
stack=2, locals=3, args_size=3
```

```
0: aload_0
1: aload_1
2: putfield #3           // Field data:Ljava/lang/Object;
5: aload_0
6: iload_2
7: putfield #4           // Field id:I
10: return
```

```
LineNumberTable:
```

```
line 12: 0
line 13: 5
line 14: 10
```

```
Signature: #17
```

```
// (TType;I)V
```

```
// (TType;I)V
```



```
public Employee(Type data, int id) {
    update(data,id);
}

private void update(Type data, int id) {
    this.data = data;
    this.id = id;
}
```

# JAVA Virtual Machine – Example 1 – Decompiler

» **procyon** – open-source JAVA decompiler, support JAVA 8

```
//  
// Decompiled by Procyon v0.5.30  
//  
  
package employee;  
  
public class Employee<Type>  
{  
    private Type data;  
    public int id;  
  
    public Employee(final Type type, final int n) {  
        this.update(type, n);  
    }  
  
    private void update(final Type data, final int id) {  
        this.data = data;  
        this.id = id;  
    }  
  
    public Type employeeData() {  
        return this.data;  
    }  
}  
  
public class Employee<Type> {  
    private Type data;  
    public int id;  
  
    public Employee(Type data, int id) {  
        update(data, id);  
    }  
  
    private void update(Type data, int id) {  
        this.data = data;  
        this.id = id;  
    }  
  
    public Type employeeData() {  
        return data;  
    }  
}
```

# JAVA Virtual Machine – Example 2 – Switch Source Code

```
private static Integer daysInMonth(int month, int year)
{
    int retVal;
    switch (month)
    {
        case 1:
        case 3:
        case 5:
        case 7:
        case 8:
        case 10:
        case 12:
            retVal=31;
            break;
        case 2:
            retVal = (year % 4 == 0 && (year % 100 != 0 || year % 400 == 0)) ? 29 : 28;
            break;
        case 4:
        case 6:
        case 9:
        case 11:
            retVal = 30;
            break;
        default:
            throw new IllegalArgumentException("Unknown month: " + month);
    }
    return new Integer(retVal);
}

private static int compute() {
    int month = 4;
    int year = 2000;
    int o=0;
    for (int i=0; i<1_000_000; i++) {
        o+=daysInMonth(month, year);
    }
    return o;
}
```

# JAVA Virtual Machine – Example 2 – Switch Bytecode

```
private static java.lang.Integer daysInMonth(int, int);
descriptor: (II)Ljava/lang/Integer;
flags: ACC_PRIVATE, ACC_STATIC
Code:
  stack=4, locals=3, args_size=2
    0: iload_0
    1: tableswitch { // 1 to 12
        1: 64
        2: 70
        3: 64
        4: 102
        5: 64
        6: 102
        7: 64
        8: 64
        9: 102
        10: 64
        11: 102
        12: 64
        default: 108
    }
    64: bipush      31
    66: istore_2
    67: goto        135
    70: iload_1
    71: iconst_4
    72: irem
    73: ifne      96
    76: iload_1
    77: bipush      100
    79: irem
    80: ifne      91
    83: iload_1
    84: sipush     400
    87: irem
    88: ifne      96
    91: bipush      29
    93: goto        98
    96: bipush      28
    98: istore_2
    99: goto        135
   102: bipush      30
   104: istore_2
   105: goto        135
```

```
int retVal;
switch (month)
{
  case 1:
  case 3:
  case 5:
  case 7:
  case 8:
  case 10:
  case 12:
    retVal=31;
    break;
  case 2:
    retVal = (year % 4 == 0 &&
              (year % 100 != 0 ||
               year % 400 == 0)) ?
              29 : 28;
    break;
  case 4:
  case 6:
  case 9:
  case 11:
    retVal = 30;
    break;
  default:
    throw new IllegalArgumentException(
      "Unknown month: " + month);
}
return new Integer(retVal);
```

# JAVA Virtual Machine – Example 2 – Switch Bytecode

```

108: new      #2 // class java/lang/IllegalArgumentException
111: dup
112: new      #3 // class java/lang/StringBuilder
115: dup
116: invokespecial #4 // Method java/lang/StringBuilder."<init>":()V
119: ldc      #5 // String Unknown month:
121: invokevirtual #6 // Method java/lang/StringBuilder.append:(Ljava/lang/String;)Ljava/lang/StringBuilder;
124: iload_0
125: invokevirtual #7 // Method java/lang/StringBuilder.append:(I)Ljava/lang/StringBuilder;
128: invokevirtual #8 // Method java/lang/StringBuilder.toString:()Ljava/lang/String;
131: invokespecial #9 // Method java/lang/IllegalArgumentException."<init>":(Ljava/lang/String;)V
134: athrow
135: new      #10 // class java/lang/Integer
138: dup
139: iload_2
140: invokespecial #11 // Method java/lang/Integer."<init>":(I)V
143: areturn
LineNumberTable:
  line 7: 0
  line 16: 64
  line 17: 67
  line 19: 70
  line 20: 99
  line 25: 102
  line 26: 105
  line 28: 108
  line 30: 135
StackMapTable: number_of_entries = 8
  frame_type = 251 /* same_frame_extended */
    offset_delta = 64
  frame_type = 5 /* same */
  frame_type = 20 /* same */
  frame_type = 4 /* same */
  frame_type = 65 /* same_locals_1_stack_item */
    stack = [ int ]
  frame_type = 3 /* same */
  frame_type = 5 /* same */
  frame_type = 252 /* append */
    offset_delta = 26
    locals = [ int ]

```

```

default:
  throw new IllegalArgumentException(
    "Unknown month: " + month);
}
return new Integer(retVal);

```

# JAVA Virtual Machine – Example 2 – Cycle Bytecode

```
private static int compute();  
descriptor: ()I  
flags: ACC_PRIVATE, ACC_STATIC  
Code:
```

```
stack=3, locals=4, args_size=0
```

```
0: iconst_4  
1: istore_0  
2: sipush    2000  
5: istore_1  
6: iconst_0  
7: istore_2  
8: iconst_0  
9: istore_3
```

```
10: iload_3  
11: ldc      #12          // int 1000000  
13: if_icmpge 33  
16: iload_2  
17: iload_0  
18: iload_1  
19: invokestatic #13      // Method daysInMonth:(II)Ljava/lang/Integer;  
22: invokevirtual #14     // Method java/lang/Integer.intValue:()I  
25: iadd  
26: istore_2  
27: iinc     3, 1  
30: goto    10
```

```
33: iload_2  
34: ireturn
```

```
LineNumberTable:
```

```
line 34: 0  
line 35: 2  
line 36: 6  
line 37: 8  
line 38: 16  
line 37: 27  
line 40: 33
```

```
StackMapTable: number_of_entries = 2
```

```
frame_type = 255 /* full_frame */  
offset_delta = 10  
locals = [ int, int, int, int ]  
stack = []  
frame_type = 250 /* chop */  
offset_delta = 22
```

```
private static int compute() {  
    int month = 4;  
    int year = 2000;  
    int o=0;  
    for (int i=0; i<1_000_000; i++) {  
        o+=daysInMonth(month, year);  
    }  
    return o;  
}
```

# JAVA Virtual Machine – Source Code Compilation

- » **source code compilation** (Source->Bytecode)
  - » bytecode is not better than your source code
    - » invariants in loop are not removed
  - » no optimizations like
    - » loop unrolling
    - » algebraic simplification
    - » strength reduction
  
- » optional external **obfuscator** bytecode optimizations - **ProGuard**
  - shrinker – **compact code**, remove dead code
  - optimizer
    - modify access pattern (private, static, final)
    - **inline** bytecode
  - obfuscator – renaming, layout changes
  - preverifier – ensure class loading

**Test yourself**

# JAVA Virtual Machine – Bytecode Compilation

- » **Just-in-time (JIT)**
  - » converts bytecode into assembly code in run-time
  - » look OpenJDK sources for very detailed information
  
- » **adaptive optimization** (tiered compilation)
  - » balance trade-off between JIT and interpreting instructions
  - » monitors frequently executed parts “hot spots” including data on caller-callee relationship for virtual method invocation
  - » makes dynamic re-compilation based on current execution profile
  - » inline expansion to remove context switching
  - » optimize branches
  - » can make risky assumption (e.g. skip code) ->
    - » unwind to valid state
    - » deoptimize previously JITed code even if code is already executed



# JAVA Virtual Machine – JIT Compilation

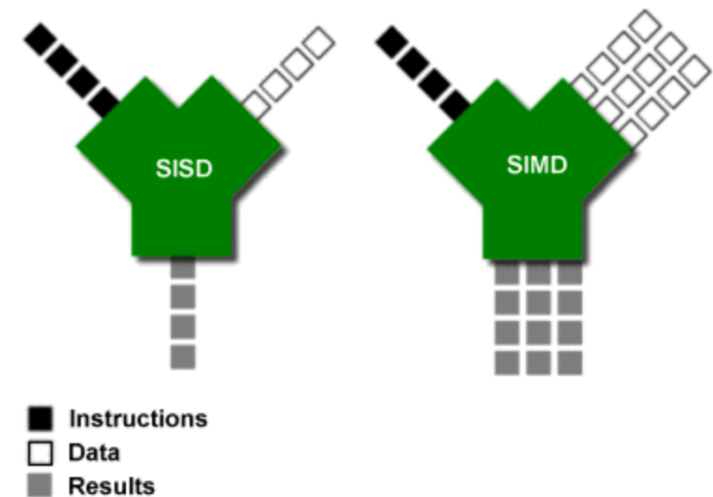
- » Just-in-time (JIT) – usually asynchronous (3 C1, 7 C2 threads for 32 cores)
  - » **C1** (client) – much faster than C2
    - » simplified inlining, using CPU registry
    - » window-based optimization over small set of instructions
    - » intrinsic functions with vector operations (Math, arraycopy, ...)
  - » **C2** (server,d64) – high-end fully optimizing compiler
    - » dead code elimination, loop unrolling, loop invariant hoisting, common sub-expression elimination, constant propagation
    - » full inlining, full deoptimization (back to level 0)
    - » escape analysis, null check elimination,
    - » pattern-based loop vectorization and super word packing (**SIMD**)
  - » **tiered compilation** – hybrid adapting (since JVM 7, default in JVM8)
  - » on-stack replacement (OSR) – optimization during execution
    - » start at bytecode jump targets (goto, if\_)

```
CompLevel_none           = 0,           // Interpreter
CompLevel_simple         = 1,           // C1
CompLevel_limited_profile = 2,           // C1, invocation & backedge counters
CompLevel_full_profile   = 3,           // C1, invocation & backedge counters + mdo
CompLevel_full_optimization = 4,        // C2
```

# Assembly Code

» reasons to study **assembly code** (both C/C++ and Java)

- educational reasons
  - predict efficient coding techniques
- debugging and verification
  - how well the code looks like
- optimize code
  - for speed
    - avoid poorly compiled patterns
    - data fits into cache
    - predictable branches or no branches
    - use vector programming if possible (**SIMD**)
      - » 256bit registers with AVX2 since Sandy Bridge
      - » 512bit AVX-512 since Knight Landing (Xeon Phi)
  - for size
    - primarily code cache efficiency



# JAVA Virtual Machine – Example 2 – Tiered Compilation

## » -XX:+PrintCompilation (-XX:+PrintInlining)

```
67 1 3 java.lang.String::hashCode (55 bytes)
68 2 3 java.lang.String::charAt (29 bytes)
69 3 3 java.lang.String::length (6 bytes)
74 4 3 java.lang.String::indexOf (70 bytes)
74 5 n 0 java.lang.System::arraycopy (native) (static)
74 6 3 java.lang.String::equals (81 bytes)
75 8 3 java.lang.Object::<init> (1 bytes)
75 9 3 java.lang.Math::min (11 bytes)
75 7 3 java.lang.AbstractStringBuilder::ensureCapacityInternal (16 bytes)
75 10 3 java.lang.AbstractStringBuilder::append (50 bytes)
76 11 3 java.lang.String::getChars (62 bytes)
81 12 1 java.lang.ref.Reference::get (5 bytes)
81 13 3 java.lang.StringBuilder::append (8 bytes)
82 14 3 java.lang.String::indexOf (7 bytes)
83 16 3 java.lang.Number::<init> (5 bytes)
83 19 1 java.lang.Object::<init> (1 bytes)
84 8 3 java.lang.Object::<init> (1 bytes) made not entrant
84 18 3 SwitchTest::daysInMonth (144 bytes)
84 17 3 java.lang.Integer::<init> (10 bytes)
84 15 1 java.lang.Integer::intValue (5 bytes)
84 20 4 SwitchTest::daysInMonth (144 bytes)
86 18 3 SwitchTest::daysInMonth (144 bytes) made not entrant
88 21 % 3 SwitchTest::compute @ 10 (35 bytes)
88 22 3 SwitchTest::compute (35 bytes)
89 23 % 4 SwitchTest::compute @ 10 (35 bytes)
91 21 % 3 SwitchTest::compute @ -2 (35 bytes) made not entrant
91 23 % 4 SwitchTest::compute @ -2 (35 bytes) made not entrant
92 24 % 4 SwitchTest::compute @ 10 (35 bytes)
94 25 4 SwitchTest::compute (35 bytes)
95 22 3 SwitchTest::compute (35 bytes) made not entrant
```

# JVM – Example 2 – daysInMonth Assembly Code – Tier 3

- » -XX:+UnlockDiagnosticVMOptions -XX:+PrintAssembly
- » all examples are in JVM 8 64-bit Server, Intel Haswell CPU

**tier 3 - C1 with invocation & backedge counters + MethodDataOop counter**  
because: count="256" iicount="256" hot\_count="256"

**stack initialization, invocation counter in MDO (0xDC) + trigger C2**

```
127 17 b 3 SwitchTest::daysInMonth (144 bytes)
Decoding compiled method 0x0000000108a95190:
Code:
[Entry Point]
[Verified Entry Point]
[Constants]
# {method} {0x000000012169d568} 'daysInMonth' '(II)Ljava/lang/Integer;' in 'SwitchTest'
# parm0: rsi = int
# parm1: rdx = int
# [sp+0x90] (sp of caller)
0x0000000108a95380: mov %eax,-0x14000(%rsp)
0x0000000108a95387: push %rbp
0x0000000108a95388: sub $0x80,%rsp
0x0000000108a9538f: mov %rdx,%rdi
0x0000000108a95392: movabs $0x12169db40,%rax ; {metadata(method data for {method} {0x000000012169d568} 'daysInMonth' '(II)Ljava/lang/Integer;' in 'SwitchTest')}
0x0000000108a9539c: mov 0xdc(%rax),%edx
0x0000000108a953a2: add $0x8,%edx
0x0000000108a953a5: mov %edx,0xdc(%rax)
0x0000000108a953ab: movabs $0x12169d568,%rax ; {metadata({method} {0x000000012169d568} 'daysInMonth' '(II)Ljava/lang/Integer;' in 'SwitchTest')}
0x0000000108a953b5: and $0x1ff8,%edx
0x0000000108a953bb: cmp $0x0,%edx
0x0000000108a953be: je 0x0000000108a95996 ;*iload_0
; - SwitchTest::daysInMonth@0 (line 7)
```

**month, year**

**stacking banging technique, stack allocation, saving registers**

**0x1ff8 >> 3 = 1024 invocations trigger tier 4 (C2)**

## JVM – Example 2 – daysInMonth Assembly Code – Tier 3

```
0x0000000108a953c4: cmp    $0x1,%esi
0x0000000108a953c7: je     0x0000000108a95597
0x0000000108a953cd: cmp    $0x2,%esi
0x0000000108a953d0: je     0x0000000108a95435
0x0000000108a953d6: cmp    $0x3,%esi
0x0000000108a953d9: je     0x0000000108a95597
0x0000000108a953df: cmp    $0x4,%esi
0x0000000108a953e2: je     0x0000000108a9557d
0x0000000108a953e8: cmp    $0x5,%esi
0x0000000108a953eb: je     0x0000000108a95597
0x0000000108a953f1: cmp    $0x6,%esi
0x0000000108a953f4: je     0x0000000108a9557d
0x0000000108a953fa: cmp    $0x7,%esi
0x0000000108a953fd: je     0x0000000108a95597
0x0000000108a95403: cmp    $0x8,%esi
0x0000000108a95406: je     0x0000000108a95597
0x0000000108a9540c: cmp    $0x9,%esi
0x0000000108a9540f: je     0x0000000108a9557d
0x0000000108a95415: cmp    $0xa,%esi
0x0000000108a95418: je     0x0000000108a95597
0x0000000108a9541e: cmp    $0xb,%esi
0x0000000108a95421: je     0x0000000108a9557d
0x0000000108a95427: cmp    $0xc,%esi
0x0000000108a9542a: je     0x0000000108a95597
0x0000000108a95430: jmpq  0x0000000108a956d0 ;*tableswitch
                                ; - SwitchTest::daysInMonth@1 (line 7)
```

**ESI is month input**

**default jump**

# JVM – Example 2 – daysInMonth Assembly Code – Tier 3

target for month=4, **backedge counter** tracking in MDO (0x290):

```

0x00000000108a9557d: movabs $0x12169db40,%rdx ; {metadata(method data for {method} {0x0000000012169d568} 'daysInMonth' '(II)Ljava/lang/Integer;' in 'SwitchTest')}}
0x00000000108a95587: incl 0x290(%rdx)
0x00000000108a9558d: mov $0x1e,%ebx
0x00000000108a95592: jmpq 0x00000000108a955ac ;*goto
                                ; - SwitchTest::daysInMonth@105 (line 26)
    
```

**EBX=30 is retVal**

jump target, **inlined TLAB** allocation of Integer object:

```

0x00000000108a955ac: movabs $0x7c0011320,%rdx ; {metadata('java/lang/Integer')}
0x00000000108a955b6: mov 0x60(%r15),%rax
0x00000000108a955ba: lea 0x10(%rax),%rdi
0x00000000108a955be: cmp 0x70(%r15),%rdi
0x00000000108a955c2: ja 0x00000000108a959bc
0x00000000108a955c8: mov %rdi,0x60(%r15)
0x00000000108a955cc: mov 0xa8(%rdx),%rcx
0x00000000108a955d3: mov %rcx,(%rax)
0x00000000108a955d6: mov %rdx,%rcx
0x00000000108a955d9: shr $0x3,%rcx
0x00000000108a955dd: mov %ecx,0x8(%rax)
0x00000000108a955e0: xor %rcx,%rcx
0x00000000108a955e3: mov %ecx,0xc(%rax)
0x00000000108a955e6: xor %rcx,%rcx ;*new ; - SwitchTest::daysInMonth@135 (line 30)
    
```

**0x10 Integer instance size**

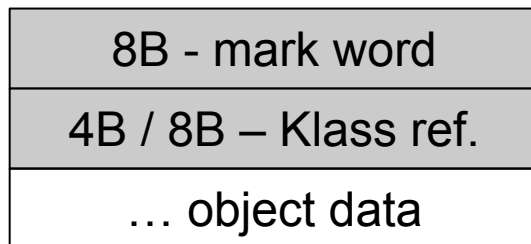
**no space in TLAB -> new TLAB + external allocation with header init return after the inlined allocation**

**object initialization, header filed with prototype mark**

**RAX Integer instance address**

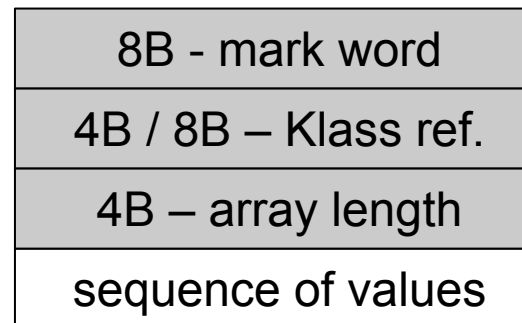
Object structure (64-bit JVM):

- header 12 or 16 Bytes
- object data super class first, type grouped



Array object structure (64-bit JVM):

- header 16 or 20 Bytes
- sequence of array values





# JVM – Example 2 – daysInMonth Assembly Code – Tier 3

**inlined** Integer constructor with supers, invocation counts in MDOs (0xDC)

Integer::<init>, Number::<init>, Object::<init>

- currently in tier 3 (C1 counters in MDO)

```
0x0000000108a955e9: mov    %rax,%rdx
0x0000000108a955ec: movabs $0x12169db40,%rsi ; {metadata(method data for {method} {0x000000012169d568} 'daysInMonth' '(II)Ljava/lang/Integer;' in 'SwitchTest')}
0x0000000108a955f6: addq   $0x1,0x358(%rsi)
0x0000000108a955fe: movabs $0x1214df850,%rdx ; {metadata(method data for {method} {0x0000000121341738} '<init>' '(I)V' in 'java/lang/Integer')}
0x0000000108a95608: mov    0xdc(%rdx),%esi
0x0000000108a9560e: add    $0x8,%esi
0x0000000108a95611: mov    %esi,0xdc(%rdx)
0x0000000108a95617: movabs $0x121341738,%rdx ; {metadata({method} {0x0000000121341738} '<init>' '(I)V' in 'java/lang/Integer')}
0x0000000108a95621: and    $0x7ffff8,%esi
0x0000000108a95627: cmp    $0x0,%esi
0x0000000108a9562a: je     0x0000000108a959c9
0x0000000108a95630: mov    %rax,%rdx
0x0000000108a95633: movabs $0x1214df850,%rsi ; {metadata(method data for {method} {0x0000000121341738} '<init>' '(I)V' in 'java/lang/Integer')}
0x0000000108a9563d: addq   $0x1,0x108(%rsi)
0x0000000108a95645: movabs $0x1214df720,%rdx ; {metadata(method data for {method} {0x000000012133a9d8} '<init>' '(O)V' in 'java/lang/Number')}
0x0000000108a9564f: mov    0xdc(%rdx),%esi
0x0000000108a95655: add    $0x8,%esi
0x0000000108a95658: mov    %esi,0xdc(%rdx)
0x0000000108a9565e: movabs $0x12133a9d8,%rdx ; {metadata({method} {0x000000012133a9d8} '<init>' '(O)V' in 'java/lang/Number')}
0x0000000108a95668: and    $0x7ffff8,%esi
0x0000000108a9566e: cmp    $0x0,%esi
0x0000000108a95671: je     0x0000000108a959e0
0x0000000108a95677: mov    %rax,%rdx
0x0000000108a9567a: movabs $0x1214df720,%rsi ; {metadata(method data for {method} {0x000000012133a9d8} '<init>' '(O)V' in 'java/lang/Number')}
0x0000000108a95684: addq   $0x1,0x108(%rsi)
0x0000000108a9568c: movabs $0x12140ddf8,%rdx ; {metadata(method data for {method} {0x000000012129d480} '<init>' '(O)V' in 'java/lang/Object')}
0x0000000108a95696: mov    0xdc(%rdx),%esi
0x0000000108a9569c: add    $0x8,%esi
0x0000000108a9569f: mov    %esi,0xdc(%rdx)
0x0000000108a956a5: movabs $0x12129d480,%rdx ; {metadata({method} {0x000000012129d480} '<init>' '(O)V' in 'java/lang/Object')}
0x0000000108a956af: and    $0x7ffff8,%esi
0x0000000108a956b5: cmp    $0x0,%esi
0x0000000108a956b8: je     0x0000000108a959f7
0x0000000108a956be: mov    %ebx,0xc(%rax) ;*putfield value
                                ; - java.lang.Integer::<init>@6 (line 850)
                                ; - SwitchTest::daysInMonth@140 (line 30)
```

**invocation cnt of Integer::<init> in daysInMonth for inline**

**invocation cnt in Integer::<init> + trigger its C2**

**invocation cnt of Number::<init> in Int::<init> for inline**

**invocation cnt in Number::<init> + trigger its C2**

**invocation cnt of Object::<init> in Numb::<init> for inline**

**invocation cnt in Object::<init> + trigger its C2**

**RAX.value = EBX (retVal)**

## JVM – Example 2 – daysInMonth Assembly Code – Tier 3

final cleanup and return, RAX contains return value (pointer to Integer instance)

```
0x000000108a956c1: add    $0x80,%rsp
0x000000108a956c8: pop    %rbp
0x000000108a956c9: test  %eax,-0x214c5cf(%rip)    # 0x000000106949100
                                ; {poll_return}
0x000000108a956cf: retq   ;*areturn
                                ; - SwitchTest::daysInMonth@143 (line 30)
```

stack deallocation, reload register  
safepoint polling check

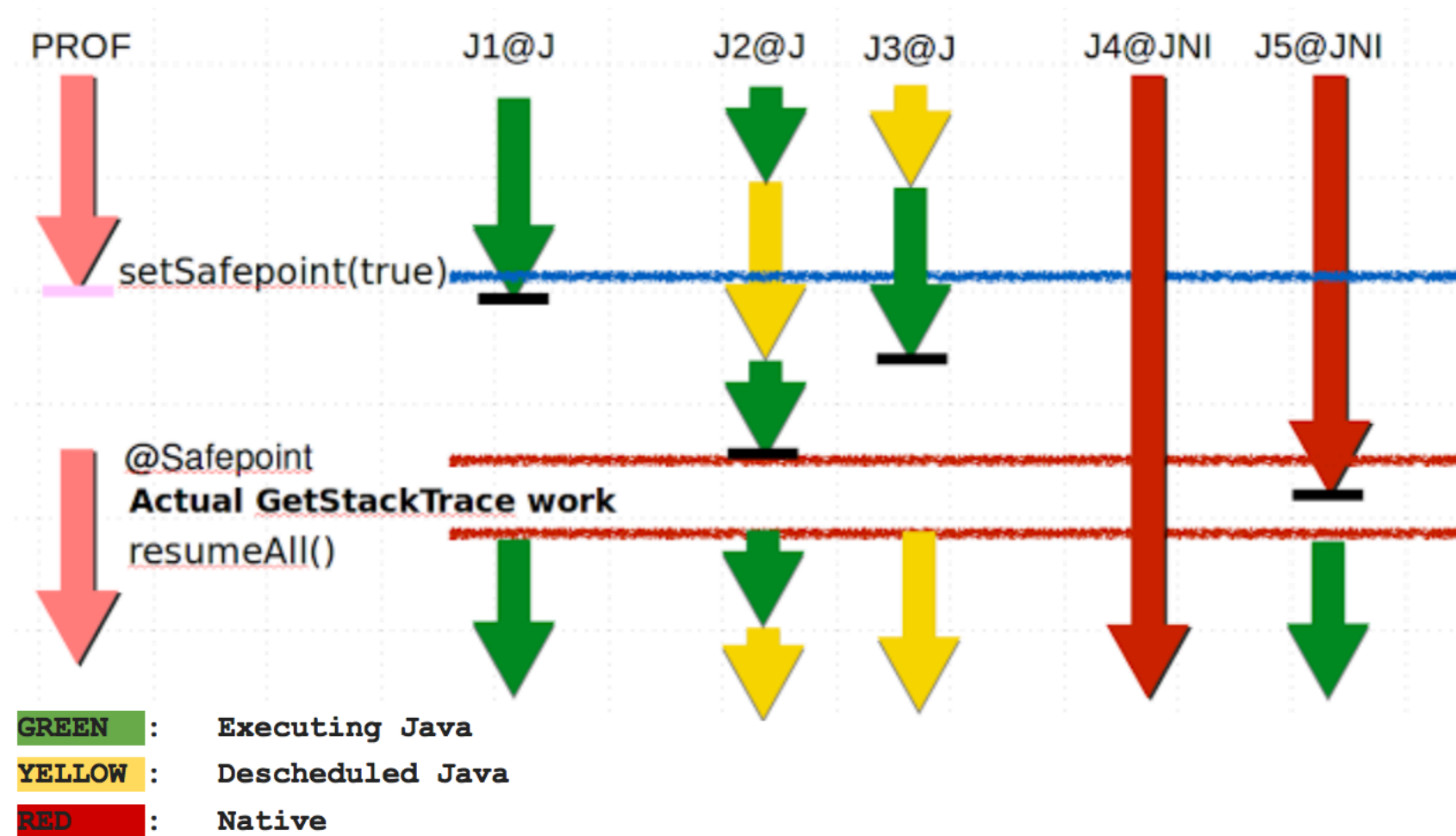
- » **safepoint** – Oops in perfectly described state by OopMap (GCmaps)
  - threads are suspended, Oop safely manipulated externally and resumed after
  - interpreted mode – between any 2 byte codes
  - C1/C2 compiled – end of all methods (not in-lined), non-counted loop back edge
  - parked, blocked on IO, monitor or lock
  - while running JNI (do not need thread suspension)
  - **global safepoint (all threads)** – stop the world
    - GC, print threads, thread dumps, heap dump, get all stack trace
    - enableBiasedLocking, RevokeBias
    - class redefinition (e.g. instrumentation), debug
  - **local safepoint (just executing thread)**
    - de-optimization, enable/revoke bias locking, OCR



# JVM – Time To Safe Point (TTSP)

-XX:+PrintSafepointStatistics -XX:+PrintGCApplicationStoppedTime -XX:PrintSafepointStatisticsCount=1

## GetStackTrace overheads:



# JVM – Example 2 – daysInMonth Assembly Code – Tier 4

tier 4 – C2 – no profile counters

because: count="5376" iicount="5376" hot\_count="5376"

stack initialization, use lookup table jump for table switch

```
[Entry Point]
[Verified Entry Point]
# {method} {0x000000012169d568} 'daysInMonth' '(II)Ljava/lang/Integer;' in 'SwitchTest'
# parm0:  rsi      = int
# parm1:  rdx      = int
#          [sp+0x20] (sp of caller)
0x0000000108a97020: mov    %eax,-0x14000(%rsp) ; {no_reloc}
0x0000000108a97027: push  %rbp
0x0000000108a97028: sub   $0x10,%rsp          ;*synchronization entry
                                ; - SwitchTest::daysInMonth@-1 (line 7)

0x0000000108a9702c: mov    %esi,%r11d
0x0000000108a9702f: dec   %r11d
0x0000000108a97032: cmp   $0xc,%r11d
0x0000000108a97036: jae   0x0000000108a9704a
0x0000000108a97038: movslq %esi,%r10
0x0000000108a9703b: movabs $0x108a96fc0,%r11 ; {section_word}
0x0000000108a97045: jmpq  *-0x8(%r11,%r10,8) ;*tableswitch
                                ; - SwitchTest::daysInMonth@1 (line 7)

135 18 b 4 SwitchTest::daysInMonth (144 bytes)
Decoding compiled method 0x0000000108a96e50:
Code:
[Constants]
0x0000000108a96fc0 (offset: 0): 0x08a97083 0x0000000108a97083
0x0000000108a96fc4 (offset: 4): 0x00000001
0x0000000108a96fc8 (offset: 8): 0x08a9706c 0x0000000108a9706c
0x0000000108a96fcc (offset: 12): 0x00000001
0x0000000108a96fd0 (offset: 16): 0x08a97083 0x0000000108a97083
0x0000000108a96fd4 (offset: 20): 0x00000001
0x0000000108a96fd8 (offset: 24): 0x08a9708a 0x0000000108a9708a
0x0000000108a96fdc (offset: 28): 0x00000001
0x0000000108a96fe0 (offset: 32): 0x08a97083 0x0000000108a97083
0x0000000108a96fe4 (offset: 36): 0x00000001
0x0000000108a96fe8 (offset: 40): 0x08a9708a 0x0000000108a9708a
0x0000000108a96fec (offset: 44): 0x00000001
0x0000000108a96ff0 (offset: 48): 0x08a97083 0x0000000108a97083
0x0000000108a96ff4 (offset: 52): 0x00000001
0x0000000108a96ff8 (offset: 56): 0x08a97083 0x0000000108a97083
0x0000000108a96ffc (offset: 60): 0x00000001
0x0000000108a97000 (offset: 64): 0x08a9708a 0x0000000108a9708a
0x0000000108a97004 (offset: 68): 0x00000001
0x0000000108a97008 (offset: 72): 0x08a97083 0x0000000108a97083
0x0000000108a9700c (offset: 76): 0x00000001
0x0000000108a97010 (offset: 80): 0x08a9708a 0x0000000108a9708a
0x0000000108a97014 (offset: 84): 0x00000001
0x0000000108a97018 (offset: 88): 0x08a97083 0x0000000108a97083
0x0000000108a9701c (offset: 92): 0x00000001
```

# JVM – Example 2 – daysInMonth Assembly Code – Tier 4

target for month=4

Integer.<init>, Number.<init>, Object.<init> - iicount="5376" -> **Inline (hot)**  
**inlined TLAB allocation, inlined constructors, no nulling, caching optimization**

```
0x0000000108a9708a: mov     $0x1e,%ebp          ;*goto EBP=30 is retVal
                                   ; - SwitchTest::daysInMonth@105 (line 26)

0x0000000108a9708f: mov     0x60(%r15),%rax
0x0000000108a97093: mov     %rax,%r10
0x0000000108a97096: add     $0x10,%r10
0x0000000108a9709a: cmp     0x70(%r15),%r10
0x0000000108a9709e: jae     0x0000000108a97124
0x0000000108a970a4: mov     %r10,0x60(%r15)
0x0000000108a970a8: prefetchnta 0xc0(%r10)
0x0000000108a970b0: mov     $0xf8002264,%r10d ; {metadata('java/lang/Integer')}
0x0000000108a970b6: shl     $0x3,%r10
0x0000000108a970ba: mov     0xa8(%r10),%r10
0x0000000108a970c1: mov     %r10,(%rax)
0x0000000108a970c4: movl    $0xf8002264,0x8(%rax) ;*new compressed OOP to Integer class
                                   ; - SwitchTest::daysInMonth@135 (line 30)
                                   ; {metadata('java/lang/Integer')}
0x0000000108a970cb: mov     %ebp,0xc(%rax)      ;*synchronization entry RAX.value = EBX (retVal)
                                   ; - SwitchTest::daysInMonth@-1 (line 7)

0x0000000108a970ce: add     $0x10,%rsp
0x0000000108a970d2: pop     %rbp
0x0000000108a970d3: test    %eax,-0x214e0d9(%rip) # 0x0000000106949000
                                   ; {poll_return}
0x0000000108a970d9: retq

TLAB Integer object allocation, ref in RAX
MarkWord fetch from class and then store
final cleanup
RAX contains return value (pointer to Integer instance)
```

6<sup>th</sup> March 2017

## JVM – Example 2 – daysInMonth Assembly Code – Tier 4

target for default

class IllegalArgumentException no profile -> uncommon -> reinterpret

remap inputs, return back to reinterpreter

```
0x00000000108a9704a: mov    %esi,%ebp
0x00000000108a9704c: mov    $0x2,%esi
0x00000000108a97051: xchg  %ax,%ax
0x00000000108a97053: callq 0x0000000010898b1a0 ; OopMap{off=56}
                                ;*new ; - SwitchTest::daysInMonth@108 (line 28)
                                ; {runtime_call}
0x00000000108a97058: callq 0x00000000107e7e33c ;*new
                                ; - SwitchTest::daysInMonth@108 (line 28)
                                ; {runtime_call}
```

then discard tier 3 version

```
138 17      3      SwitchTest::daysInMonth (144 bytes)  made not entrant
```

# JVM – Example 2 – compute Assembly Code – Tier 4 OSR

OSR @10 – On Stack Replacement at bytecode 10

**tier 4 – C2** (before there was tier 3 OSR @10 because 60416 loops and tier 3)  
because: `backedge_count="101376" hot_count="101376"`

147 21 % b 4 SwitchTest::compute @ 10 (35 bytes)

copy 4 locals, no stack from tier3 OSR @10 to regs

```
StackMapTable: number_of_entries = 2
  frame_type = 255 /* full_frame */
  offset_delta = 10
  locals = [ int, int, int, int ]
  stack = []
  frame_type = 250 /* chop */
  offset_delta = 22
```

```
private static int compute() {
  int month = 4;
  int year = 2000;
  int o=0;
  for (int i=0; i<1_000_000; i++) {
    o+=daysInMonth(month, year);
  }
  return o;
}
```

```
0x0000000108a98370: mov    %eax,-0x14000(%rsp)
0x0000000108a98377: push  %rbp
0x0000000108a98378: sub   $0x20,%rsp
0x0000000108a9837c: mov   (%rsi),%ebx
0x0000000108a9837e: mov   0x18(%rsi),%ebp
0x0000000108a98381: mov   0x10(%rsi),%r13d
0x0000000108a98385: mov   0x8(%rsi),%r14d
0x0000000108a98389: mov   %rsi,%rdi
```

**RSI compiled stack of tier 3 OSR @10**

```
0:  iconst_4
1:  istore_0
2:  sipush      2000
5:  istore_1
6:  iconst_0
7:  istore_2
8:  iconst_0
9:  istore_3
10: iload_3
11: ldc        #12
13: if_icmpge  33
16: iload_2
17: iload_0
18: iload_1
19: invokestatic #13
22: invokevirtual #14
25: iadd
26: istore_2
27: iinc       3, 1
30: goto      10
33: iload_2
34: ireturn
```

# JVM – Example 2 – compute Assembly Code – Tier 4 OSR

loop criteria

```
for (int i=0; i<1_000_000; i++) {  
    o+=daysInMonth(month, year);  
}
```

```
0x0000000108a98423: cmp    $0xf4240,%ebx    EBX is local I; 0xF4240 = 1_000_000  
0x0000000108a98429: jge    0x0000000108a98450 ;*if_icmpge  
                                ; - SwitchTest::compute@13 (line 37)  
  
0x0000000108a9842b: inc    %ebx            ;*iinc  
                                ; - SwitchTest::compute@27 (line 37)
```

then there is **inlined** tier 4 daysOfMonth (lookup jump) because the call is **hot** ending with addition into accumulator o

```
0x0000000108a9841a: add    %r8d,%r14d      ; OopMap{off=189}  
                                ;*goto  
                                ; - SwitchTest::compute@30 (line 37)
```

reinterpret on end of cycle jump (unstable if\_ bytecode), save 3 locals to stack

```
0x0000000108a98450: mov    $0xffffffff65,%esi  
0x0000000108a98455: mov    %r13d,(%rsp)  
0x0000000108a98459: mov    %r14d,0x4(%rsp)  
0x0000000108a9845e: mov    %ebx,0xc(%rsp)  
0x0000000108a98462: nop  
0x0000000108a98463: callq 0x000000010898b1a0 ; OopMap{off=264}  
                                ;*if_icmpge  
                                ; - SwitchTest::compute@13 (line 37)  
                                ; {runtime_call}  
0x0000000108a98468: callq 0x0000000107e7e33c ; {runtime_call}
```

↳ stackMapTable: number\_of\_entries = 2  
frame\_type = 255 /\* full\_frame \*/  
offset\_delta = 10  
locals = [ int, int, int, int ]  
stack = []  
frame\_type = 250 /\* chop \*/  
offset\_delta = 22



# JVM – Example 2 – compute Assembly Code – Tier 4

## tier 4 – C2

because: count="2" backedge\_count="150528"

use combination of **full inline, dead code elimination, object escape, loop invariant hoisting, strength reduction**

```
157 23 b 4 SwitchTest::compute (35 bytes)
Decoding compiled method 0x0000000108a97f90:
Code:
[Entry Point]
[Verified Entry Point]
[Constants]
# {method} {0x000000012169d638} 'compute' '()I' in 'SwitchTest'
# [sp+0x20] (sp of caller)
0x0000000108a980c0: sub $0x18,%rsp
0x0000000108a980c7: mov %rbp,0x10(%rsp) ;*synchronization entry
; - SwitchTest::compute@-1 (line 34)

0x0000000108a980cc: mov $0x1c9c380,%eax 30_000_000
0x0000000108a980d1: add $0x10,%rsp
0x0000000108a980d5: pop %rbp
0x0000000108a980d6: test %eax,-0x214f0dc(%rip) # 0x0000000106949000
; {poll_return}
0x0000000108a980dc: retq RAX contains return value (primitive int)
```

# Java Virtual Machine – Performance 32 vs 64-bit

- » **requires warm-up to utilize benefits of C2 (or C1)**
- » compilers cannot do all magic -> **write better algorithms**
- » **32-bit vs 64 bits JVMs**
  - 32-bit (max ~3GB heap)
    - smaller memory footprint
    - slower long & double operations
  - 64-bit max ~3GB heap
    - faster performance for long&double
    - slight increase of memory footprint
  - 64-bit max 32GB heap
    - compressed OOPs are slower for references
  - 64-bit >32GB heap
    - fastest
    - wasting a lot of memory (48GB ~32GB with compressed OOPs)



# Java Virtual Machine – CPU and Memory Profiling

## » **jvisualvm**

- JVM monitoring, troubleshooting and profiling tool
- included in all JDKs
- profiled **thread limit 32**

## » **profiling**

- CPU – time spent in methods
- memory – usage, allocations

## » **modes**

- sampling
  - periodic sampling of stacks of running threads to estimate slowest
  - no invocation counts, no 100% accuracy (various sampling errors)
  - no bytecode (& assembly code) modifications
  - 1-2% impact to standard performance
- tracing (instrumentation)
  - **instrumented bytecode -> affected performance -> affected compiler optimizations**

# JVM – Example 2 – CPU Tracing of daysOfMonth

## assembly code of tier 4 – C2 (before there was very complex tier 3)

### inlined daysInMonth rootMethodEntry tracking

```
# {method} {0x00000012489e838} 'daysInMonth' '(II)Ljava/lang/Integer;' in 'SwitchTest'
# parm0:   rsi      = int
# parm1:   rdx      = int
#         [sp+0x70] (sp of caller)
0x00000010c08aa80: mov    %eax,-0x14000(%rsp) ; {no_reloc}
0x00000010c08aa87: push  %rbp
0x00000010c08aa88: sub   $0x60,%rsp          ;*synchronization entry
                                ; - SwitchTest::daysInMonth@-1 (line 7)

0x00000010c08aa8c: mov    %edx,0x4(%rsp)
0x00000010c08aa90: mov    %esi,(%rsp)
0x00000010c08aa93: movabs $0x76c73a180,%r10 ; {oop(a 'java/lang/Class' = 'org/netbeans/lib/profiler/server/ProfilerRuntimeCPU')}
0x00000010c08aa9d: movzbl 0x82(%r10),%r11d ;*getstatic recursiveInstrumentationDisabled
                                ; - org.netbeans.lib.profiler.server.ProfilerRuntimeCPUFullInstr::rootMethodEntry@0 (line 189)
                                ; - SwitchTest::daysInMonth@3 (line 7)

0x00000010c08aaa5: test  %r11d,%r11d
0x00000010c08aaa8: jne   0x00000010c08b075 ;*ifeq
                                ; - org.netbeans.lib.profiler.server.ProfilerRuntimeCPUFullInstr::rootMethodEntry@3 (line 189)
                                ; - SwitchTest::daysInMonth@3 (line 7)

0x00000010c08aaae: movabs $0x76c73e220,%r10 ; {oop(a 'java/lang/Class' = 'org/netbeans/lib/profiler/server/ThreadInfo')}
0x00000010c08aab8: mov   0x78(%r10),%r8d ;*getstatic lastThreadInfo
                                ; - org.netbeans.lib.profiler.server.ThreadInfo::getThreadInfo@4 (line 244)
                                ; - org.netbeans.lib.profiler.server.ProfilerRuntimeCPUFullInstr::rootMethodEntry@7 (line 193)
                                ; - SwitchTest::daysInMonth@3 (line 7)

0x00000010c08aabc: mov   0x40(%r12,%r8,8),%ebp ;*getfield thread
                                ; - org.netbeans.lib.profiler.server.ThreadInfo::getThreadInfo@9 (line 246)
                                ; - org.netbeans.lib.profiler.server.ProfilerRuntimeCPUFullInstr::rootMethodEntry@7 (line 193)
```

**749 Bytes of assembly code for each rootMethodEntry**

# JVM – Example 2 – CPU Tracing of daysOfMonth

additional **rootMethodEntry** and **rootMethodExit** trackings for  
Integer::**<init>** and Number::**<init>**

inlined **rootMethodExit** after Integer instance.value = retVal

```
0x000000010c08b73a: mov    0x8(%rsp),%r11
0x000000010c08b73f: mov    %r10d,0xc(%r11) ;*synchronization entry
                                ; - org.netbeans.lib.profiler.server.ProfilerRuntimeCPUFullInstr::methodExit@-1 (line 147)
                                ; - java.lang.Integer::<init>@20 (line 851)
                                ; - SwitchTest::daysInMonth@148 (line 30)

0x000000010c08b743: movabs $0x76c73a180,%r10 ; {oop(a 'java/lang/Class' = 'org/netbeans/lib/profiler/server/ProfilerRuntimeCPU')}
0x000000010c08b74d: movzbl 0x82(%r10),%ebp ;*getstatic recursiveInstrumentationDisabled
                                ; - org.netbeans.lib.profiler.server.ProfilerRuntimeCPUFullInstr::methodExit@0 (line 147)
                                ; - java.lang.Integer::<init>@20 (line 851)
                                ; - SwitchTest::daysInMonth@148 (line 30)

0x000000010c08b755: test   %ebp,%ebp
0x000000010c08b757: jne   0x000000010c08bdd1 ;*ifeq
                                ; - org.netbeans.lib.profiler.server.ProfilerRuntimeCPUFullInstr::methodExit@3 (line 147)
                                ; - java.lang.Integer::<init>@20 (line 851)
                                ; - SwitchTest::daysInMonth@148 (line 30)

0x000000010c08b75d: movabs $0x76c73e220,%r10 ; {oop(a 'java/lang/Class' = 'org/netbeans/lib/profiler/server/ThreadInfo')}
0x000000010c08b767: mov    0x78(%r10),%ecx ;*getstatic lastThreadInfo
                                ; - org.netbeans.lib.profiler.server.ThreadInfo::getThreadInfo@4 (line 244)
                                ; - org.netbeans.lib.profiler.server.ProfilerRuntimeCPUFullInstr::methodExit@7 (line 151)
                                ; - java.lang.Integer::<init>@20 (line 851)
                                ; - SwitchTest::daysInMonth@148 (line 30)

0x000000010c08b76b: mov    0x40(%r12,%rcx,8),%ebp ;*invokestatic currentThread
                                ; - org.netbeans.lib.profiler.server.ThreadInfo::getThreadInfo@0 (line 243)
                                ; - org.netbeans.lib.profiler.server.ProfilerRuntimeCPUFullInstr::rootMethodEntry@7 (line 19)
```

**313 Bytes of assembly code for each rootMethodEntry**

# JVM – Example 2 – CPU Tracing Outcome

Java VisualVM

Applications x Start Page x SwitchTest (pid 84116) x SwitchTest (pid 84774) x SwitchTest (pid 84916) x

Overview Monitor Threads Sampler Profiler Buffer Pools Visual GC Tracer [snapshot] 09:39:39 x

## SwitchTest (pid 84916)

Profiler Snapshot

View: Methods

Call Tree - Method	Total Time [%]	Total Time	Invocations
RMI TCP Connection(idle)		83,120 ms (100%)	1
RMI TCP Connection(idle)		38,035 ms (100%)	1
main		8,444 ms (100%)	1
SwitchTest.compute ()		8,444 ms (100%)	100
SwitchTest.daysInMonth (int, int)		5,059 ms (59.9%)	10000000
java.lang.Integer.<init> (int)		2,808 ms (33.3%)	10000000
Self time		1,750 ms (20.7%)	10000000
java.lang.Number.<init> ()		1,058 ms (12.5%)	10000000
Self time		2,251 ms (26.7%)	10000000
Self time		3,384 ms (40.1%)	100
SwitchTest.waitForAnyInputLine ()		0.000 ms (0%)	1

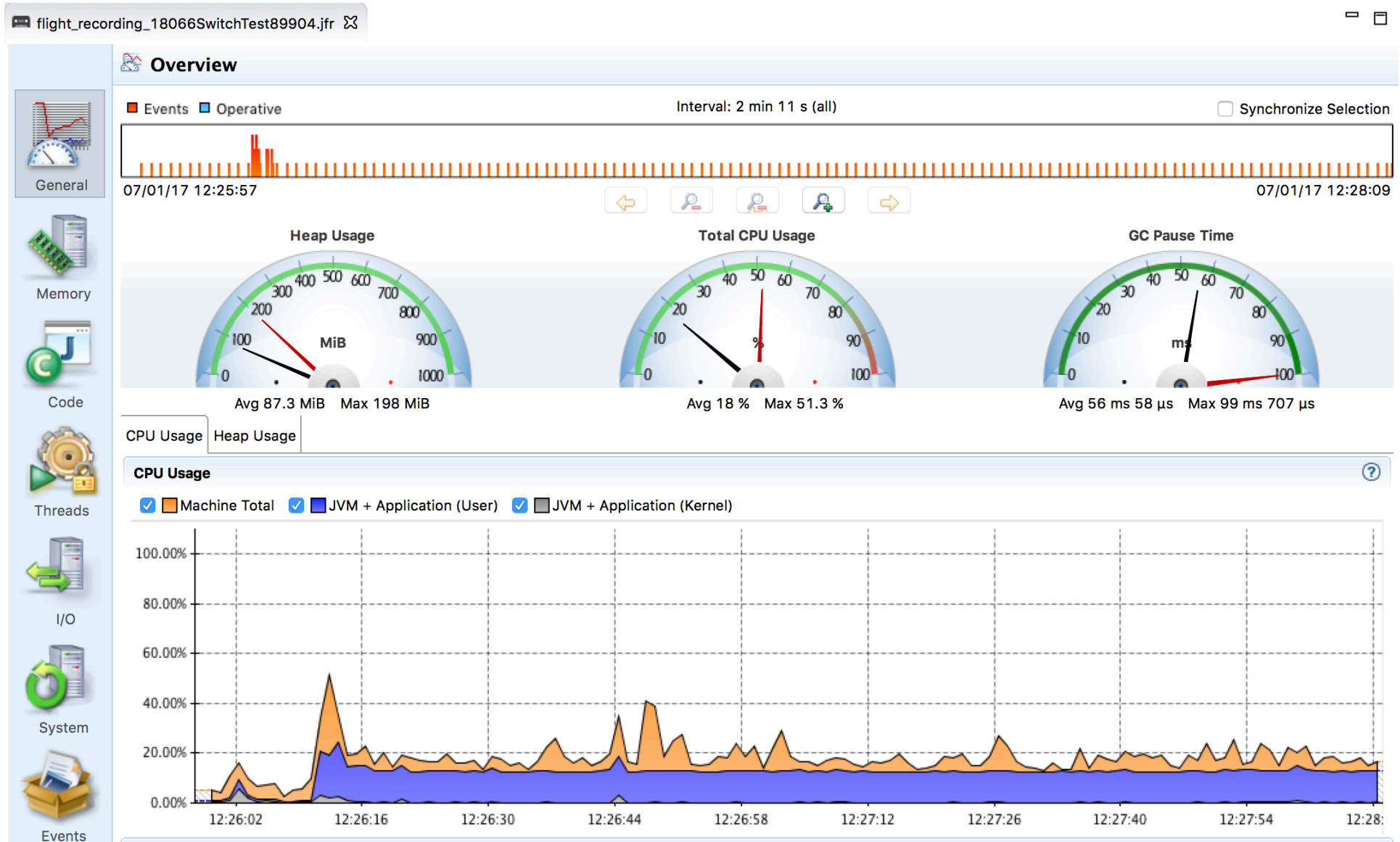
Method Name Filter (Contains)

## JVM – Example 2 – Profiling Performance

- » CPU tracing of **compute** results into **much slower code**
  - no object escape from `daysInMonth` call
  - no invariant hoisting
  - no strength reduction (full loop remains there)
  
- » object allocation is similar with **traceObjAlloc** injected calls
  
- » **recommended approach**
  - do sampling first
  - identify performance bottlenecks (where most time is spent)
    - it could be outside of JVM (e.g. latency of external DB, file system)
  - focus with tracing just to identified parts

# JVM – Java Mission Control

**jmc** – JRockit JVM, included in commercial JDKs, sampling in Flight recorder



# Approach to Performance Testing

- » test real application – ideally the way it is used
  - microbenchmarks – measure very small units
    - warm-up – to measure real code, not compilers itself, biased locks
      - keep in mind caching
    - beware of compilers – use results, reordering of operations
    - synchronization – multi-threaded benchmarks
    - vary pre-calculated right parameters affecting complexity – different optimization in reality
  - macrobenchmarks – measure application input/output
    - least performing component affects the whole application
  - mesobenchmarks – isolating performance at modular level
- » understand throughput, elapsed and response time
  - outliers can occur – e.g. GC
  - use existing generators than writing own

# Approach to Performance Testing

- » understand variability – changes over time
  - internal state
  - background effects – load, network
  - probabilistic analysis – works with uncertainty
- » test early, test often – ideally part of development cycle
  - ideally some properly repeated mesobenchmarking
  - automate tests – scripted
  - proper test coverage of functionality and inputs
  - test on target system – different code on different systems