



A bytecode set for adaptive

optimizations

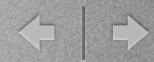
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Introduction

- The Cog VM is the standard VM for:
 - Pharo
 - Squeak
 - Newspeak



Introduction

Working runtime bytecode to bytecode optimizer for Cog's JIT

- The optimizer
 - depends the bytecode set quality
 - needs new bytecode instructions





Introduction

Design of a new bytecode set





Plan

- Context
- Challenges for a good bytecode set
- Current Issues
- New bytecode set
- Switching between bytecode sets



Context

Compiled methods are objects

Shared between the VM and the image





Memory representation of Compiled Method in 32 bits with the new Memory Manager Spur

Object header (8 bytes)

compiled method header (4 bytes)

literals (4 bytes per literal)

bytecodes (variable)

source pointer (variable, usually 4 bytes)





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Object header (8 bytes)

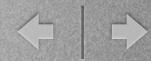
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literals (4 bytes per literal)

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source pointer (variable, usually 4 bytes)



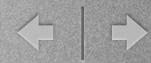


Bytecode set

Stack based

- Interpreted by the StackInterpreter
- Compiled to machine code by Cogit
- Generated by the in-image compiler





Challenges

Generic challenges

Challenges for the bytecode optimizer





Generic challenges

- Platform-independent
- Compact
- Easy to decode
- Backward compatibility

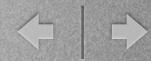




Optimizer challenges

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Optimizer

Thursday there's a talk about it.

- Inlining
- Primitive specialization



Optimizer challenges

- Inlined primitives / unsafe operations
- Large methods
- Access to non receiver instance variable
- Extendable





Current issues

- Large method unsupported
- Few available bytes
- Primitive encoding forbidding inlining
- DoubleExtendedDoAnything bytecode
- Immediate objects compaction
- Late addition of the closure bytecode

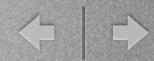




New bytecode set

- Extendable instructions (prefix)
- Inlined primitives / unsafe operations
- Extendable (available bytes)
- Maximum number of literals increased





New bytecode set

- Overall bytecode size smaller
- Immediate objects compaction
- Easier decoding
 - Sorted by number of bytes
 - Sorted by functionalities
- Closure decoding improved





Bytecode set switch

Offline converter: hard to debug

VM supporting two bytecode set

Bit in compiled method header





Conclusion

 Designed a bytecode set for runtime bytecode to bytecode optimizations

- Next step is to work on the optimizer
 - Come at my talk thursday about it





Questions







