IBM's Mixed-Mode Interpreter

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MMI Releases

- ► First appeared in JDK 1.1
 - Windows NT/98 JDK 1.1.7
 - OS/390 JDK 1.1.8
 - OS/2 JDK 1.1.8
- ► Java 2
 - Improved portability
 - Greater maintainability
 - Supported Platforms
 - AIX, Windows NT/98, OS/390, OS/2, Linux

What is the Mixed-Mode Interpreter?

"The mixed-mode interpreter (MMI) is a new, high-speed profiling interpreter which completely replaces the existing interpreter within the Java Virtual Machine (JVM). It is separate but complementary to the JIT."



Why "Mixed-Mode"?

- ► C/Assembler Interpreter
 - All methods interpreted as bytecodes
- ► With JIT
 - <clinit> interpreted
 - All other methods compiled on first use
- ► MMI and JIT
 - Truly mixed-mode of execution
 - JIT-insensitive methods are interpreted
 - Hot methods compiled



Why Do we Need MMI?

- ► The Start-up Time Problem
 - Each Technology Improvement
 - C interpreter, Assembler, JIT 1.0, JIT 2,0, JIT 3.0, JIT 3.5, etc.
 - Performance increases
 - Start-up time longer and longer

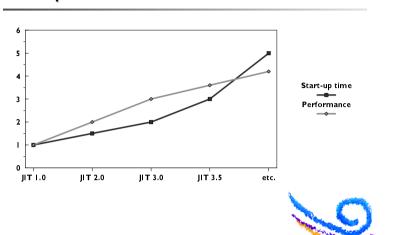


Reducing Start-up Time

- ► Pre-compile bytecodes to native code
 - native code already available at start-up
 - Fat Classes
 - pre-compiled bytecodes contained within class file
 - JIT caching
 - native code cached to disk as JVM runs
- ► Selective Compilation
 - select the best sub-set of methods to compile
 - delays method compilation at start-up



Start-up time versus Performance



Selective Compilation

- ► Select Methods Based on Usage
 - Profile Count
 - Decremented on each invocation
 - Compile method when count reaches zero
 - MMI uses initial value of 500
 - Problems
 - What do you do with methods that contain loops?
 - Method invocation count weights these methods too low



Loop Detection

- ► When MMI encounters a bytecode of the form
 - \blacksquare opc if xx
 - opc_if_icmpxx
- ► Checks if it is a loop backedge by comparing with specific bytecode pattern
- ► Modifies profile count depending on
 - computed loop count
 - distance of backward branch



Loop Detection (Cont)

- ► MMI Loop Thresholds
 - Count < 3 => Profile count unchanged
 - Count < 50 => Profile count decreased
 - Count < 200 => Compile next Invocation

 - Problem:
 - Methods with loops which never exit
 - Symantec benchmark
 - Scanning of last 20 bytecodes



Loop Detection Example

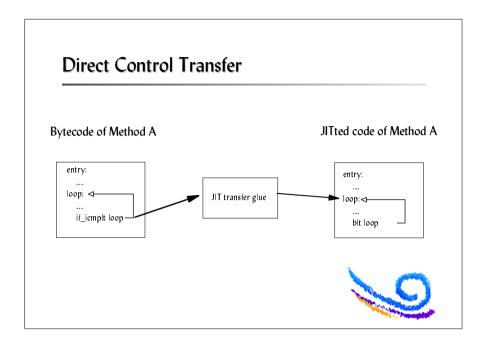
```
Bytecodes

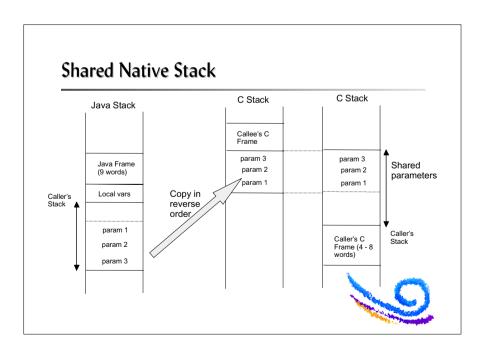
...
loop:
...
for(i = 0; i < 1000; i++) {
...
liload_I
sipush 1000
if_icmplt loop
...

Predict iteration count = 1000
```

Long-Running Loops

- ► JIT Compilation with Transfer Point
 - JIT compiler produces two entry points:
 - Method entry
 - Loop backedge
 - Glue code to compute compiler-generated local variables at transfer point
- ► Direct Control Transfer
 - MMI re-creates stack frame for JIT and jumps to glue code





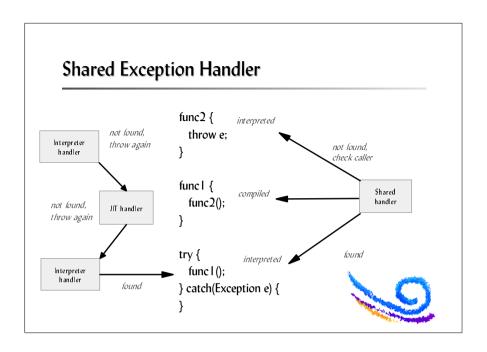
Implications of Mixed-Mode Execution

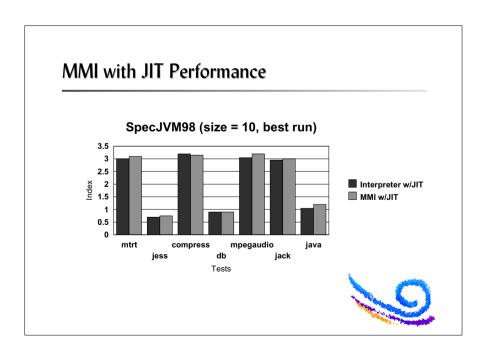
- ► Transfer Between Modes Must be Low-Cost
 - Interpreter and JIT uses different stacks
 - Interpreter uses "JavaStack"
 - JIT uses native stack
 - MMI must share stacks
- ► Low-Cost Exceptions
 - Interpreter and JIT use different exception handlers
 - Rethrowing of exceptions at boundary
 - MMI must share exception handlers
- ► High-Speed

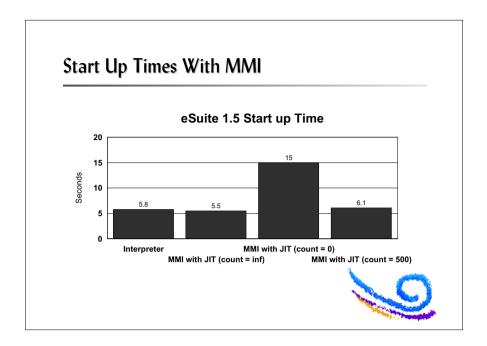


- ► Hand-written assembler
 - PowerPC approx 14,000 lines
 - Intel approx 18,000 lines
- ► Architecture tuning
 - PowerPC
 - Bytecode prefetch
 - 'Free' bytecode decode
 - Intel
 - Instruction cache balancing









Conclusions

- ► MMI is extremely effective at reducing start-up times
 - MMI avoids JITting all methods
 - MMI delays compilation at load-time
- ► MMI improves performance
 - MMI is twice as fast as existing interpreter
 - MMI works as an efficient profiler to find JIT sensitive code
 - MMI generates execution profile that enables JIT to apply more effective optimisations