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Deoptimizing Ruby

JRuby+Truffle and the antidote to JITs

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Oracle Labs



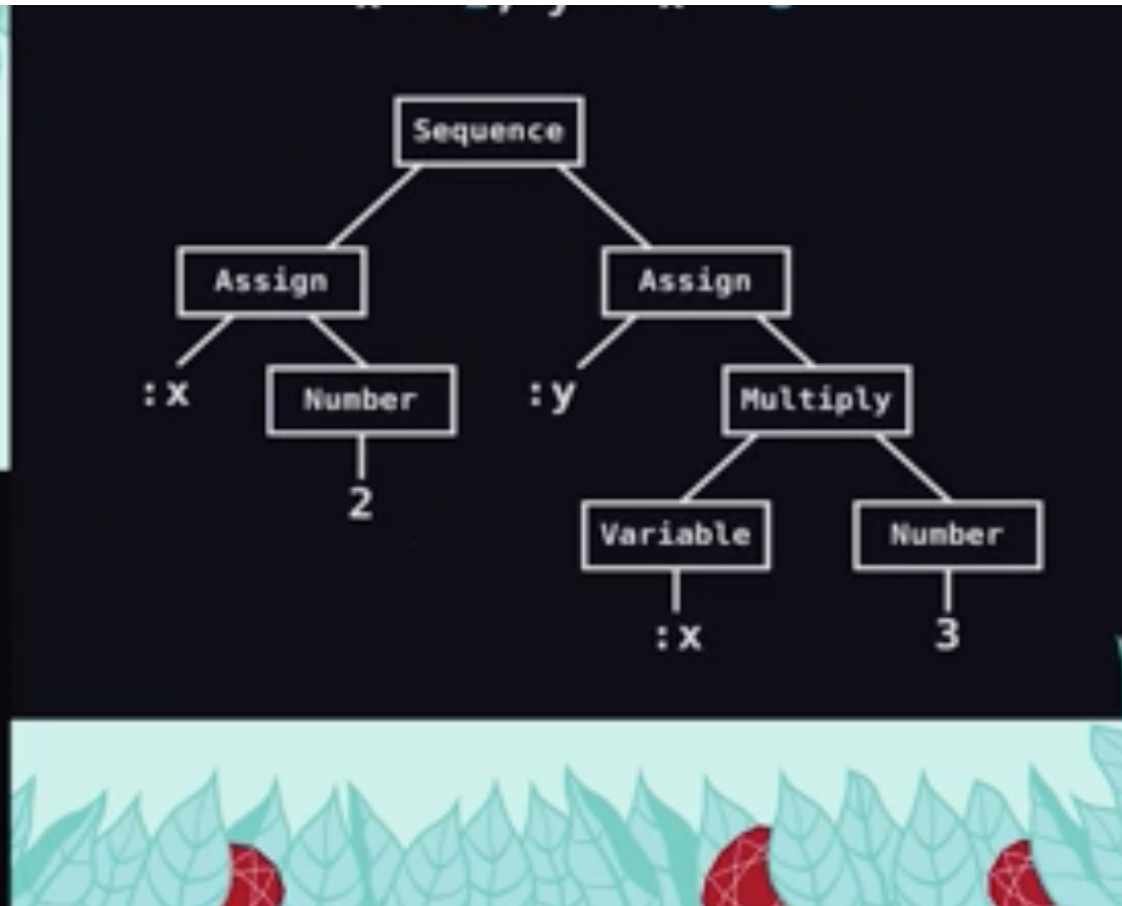
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chrisseaton.com/rubytruffle/deoptimizing

JRuby+Truffle

A new open source implementation of Ruby
by **Oracle Labs** with a **JIT** using **next-gen
JVM** technology and **partial evaluation**, now
part of **JRuby**



codon.com/compilers-for-free

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Why is Ruby hard to optimize?

Fixnum to Bignum promotion

Monkey patching methods

#binding

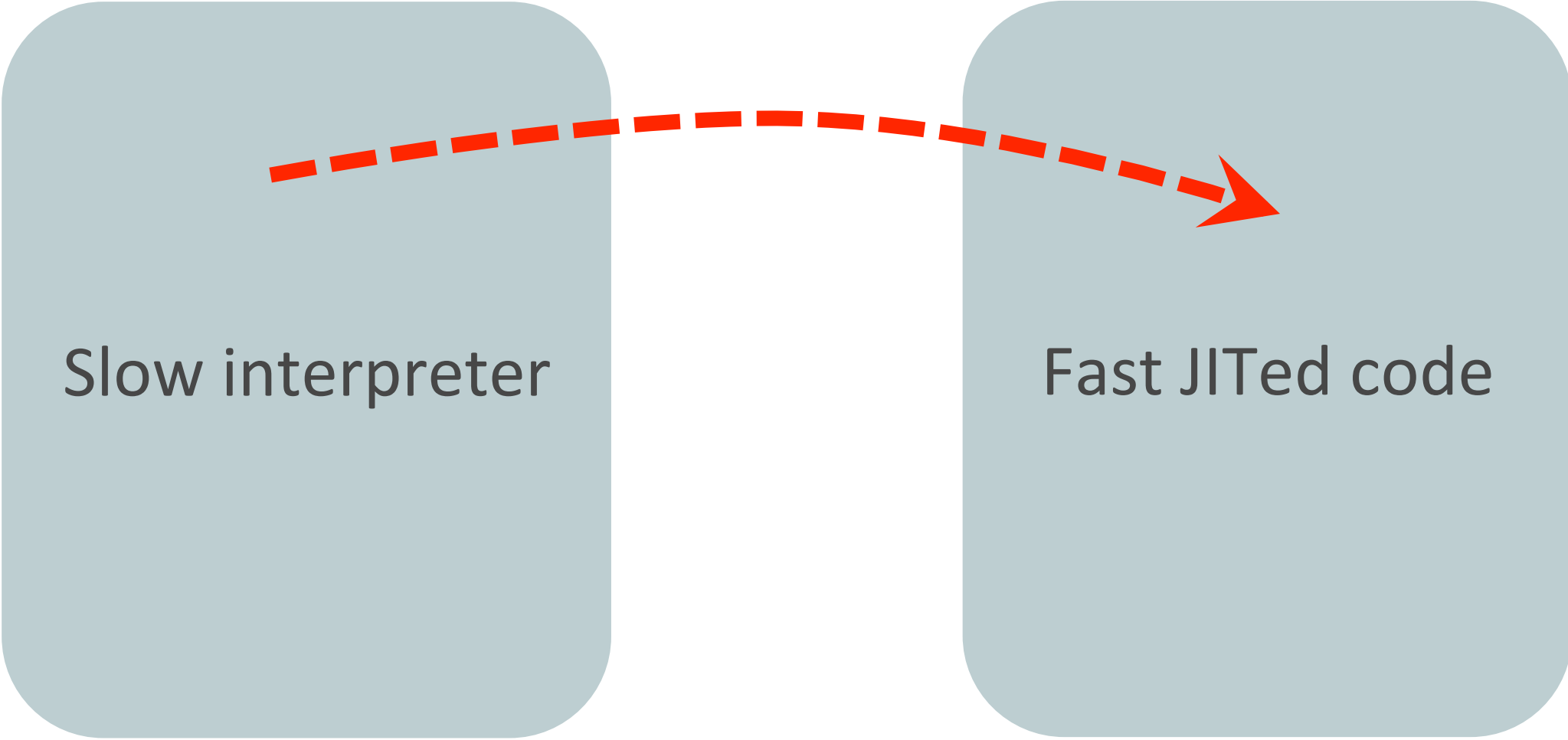
ObjectSpace

set_trace_func

Thread#raise

Deoptimization

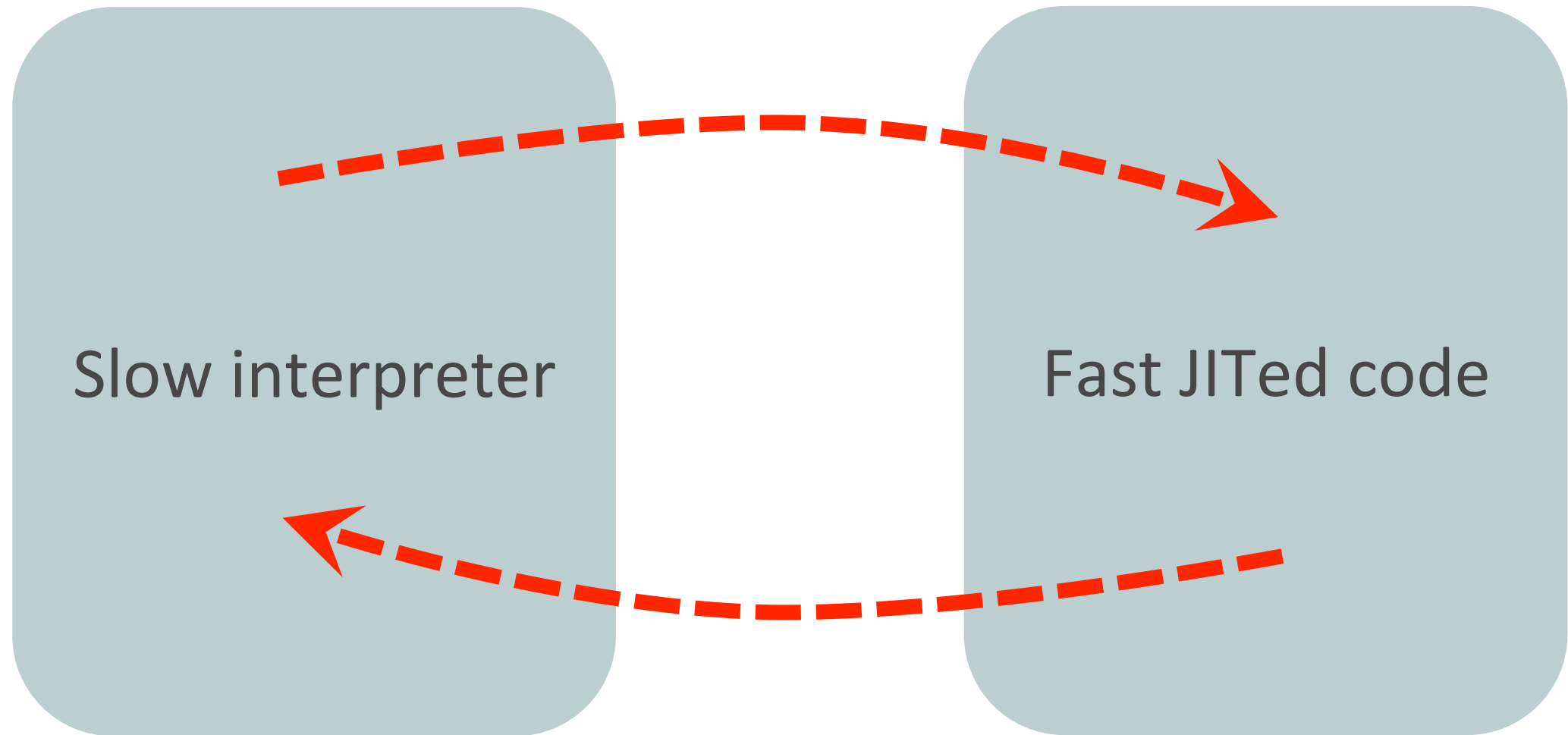
elegantly solves all these problems



A diagram illustrating the transition from a slow interpreter to fast JITed code. It features two light blue rounded rectangular boxes. The left box contains the text "Slow interpreter". The right box contains the text "Fast JITed code". A thick, dashed red arrow originates from the top right of the left box and points towards the top left of the right box, indicating a flow or transition from the interpreter to the JITed code.

Slow interpreter

Fast JITed code



Illustrating Deoptimization



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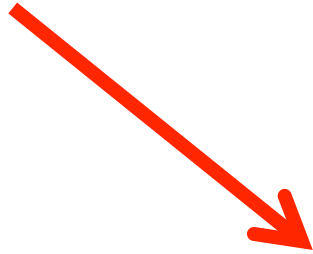


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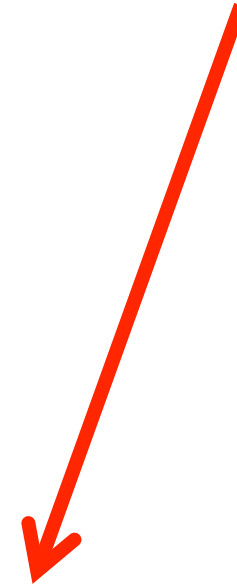


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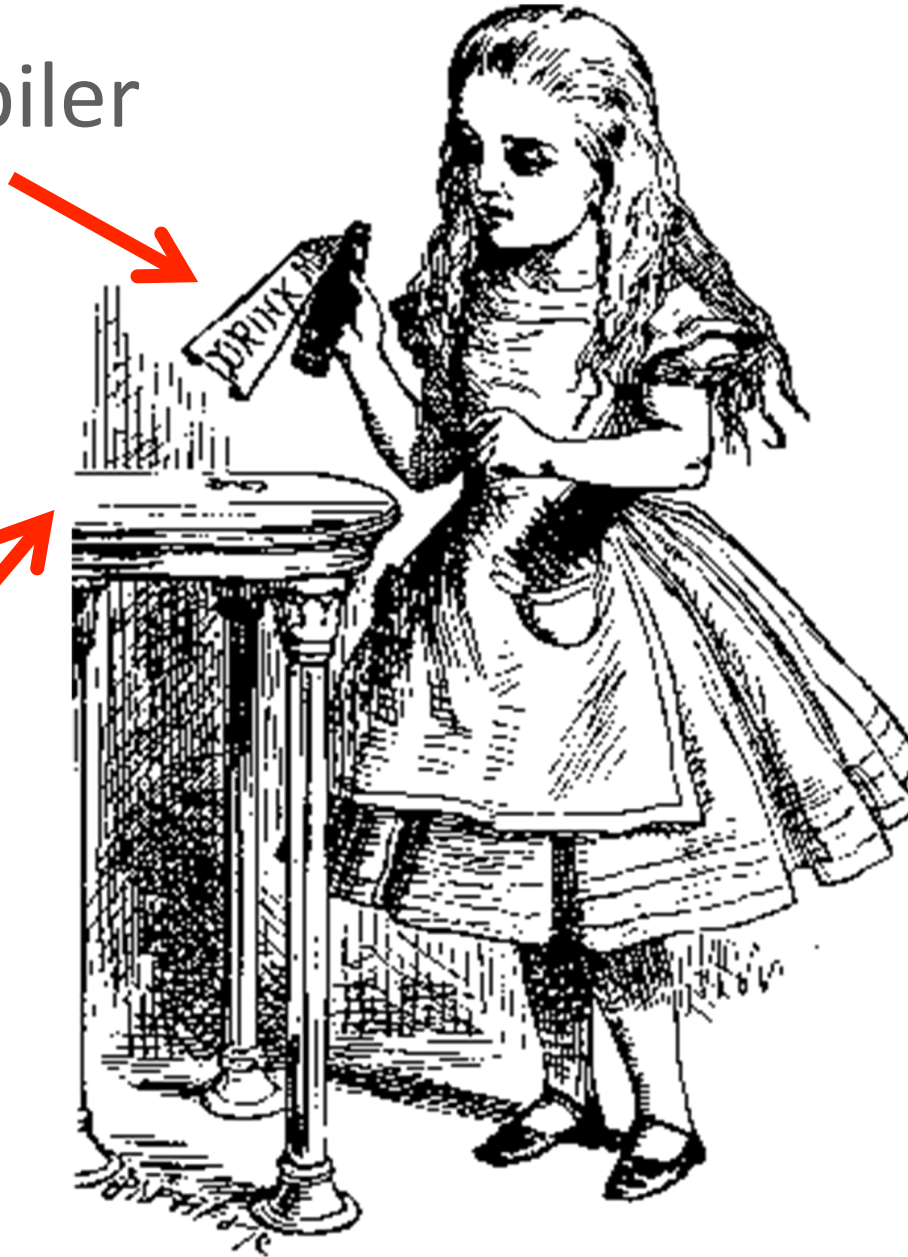
Ruby



Door to utopia
of high
performance



Just-in-time compiler



Left something
behind when we
compiled

John Tenniel illustrations public domain in the UK and US

Deoptimization
reverses the
effects of the
JIT



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What does deoptimization do for Ruby?

Fixnum to Bignum promotion

$a + b + c$

We'll assume we already
know these are Fixnums

```
t1 = Fixnum(a) + Fixnum(b)
if t1.overflowed?
  t1 = Bignum(a) + Bignum(b)
  t2 = Bignum(t1) + Bignum(c)
else
  t2 = Fixnum(t1) + Fixnum(c)
  if t2.overflowed?
    t2 = Bignum(t1) + Bignum(c)
  end
end
end
```

```
t1 = Fixnum(a) + Fixnum(b)  
deoptimize! if t1.overflowed?  
t2 = Fixnum(t1) + Fixnum(c)  
deoptimize! if t2.overflowed?
```

```
t1 = Fixnum(a) + Fixnum(b)
if t1.overflowed?
  t1 = Bignum(a) + Bignum(b)
  t2 = Bignum(t1) + Bignum(c)
else
  t2 = Fixnum(t1) + Fixnum(c)
  deoptimize! if t2.overflowed?
end
```

Monkey patching methods

```
my_object.my_method(x, y)
```

lookup my_method in my_object
call it with (x, y)

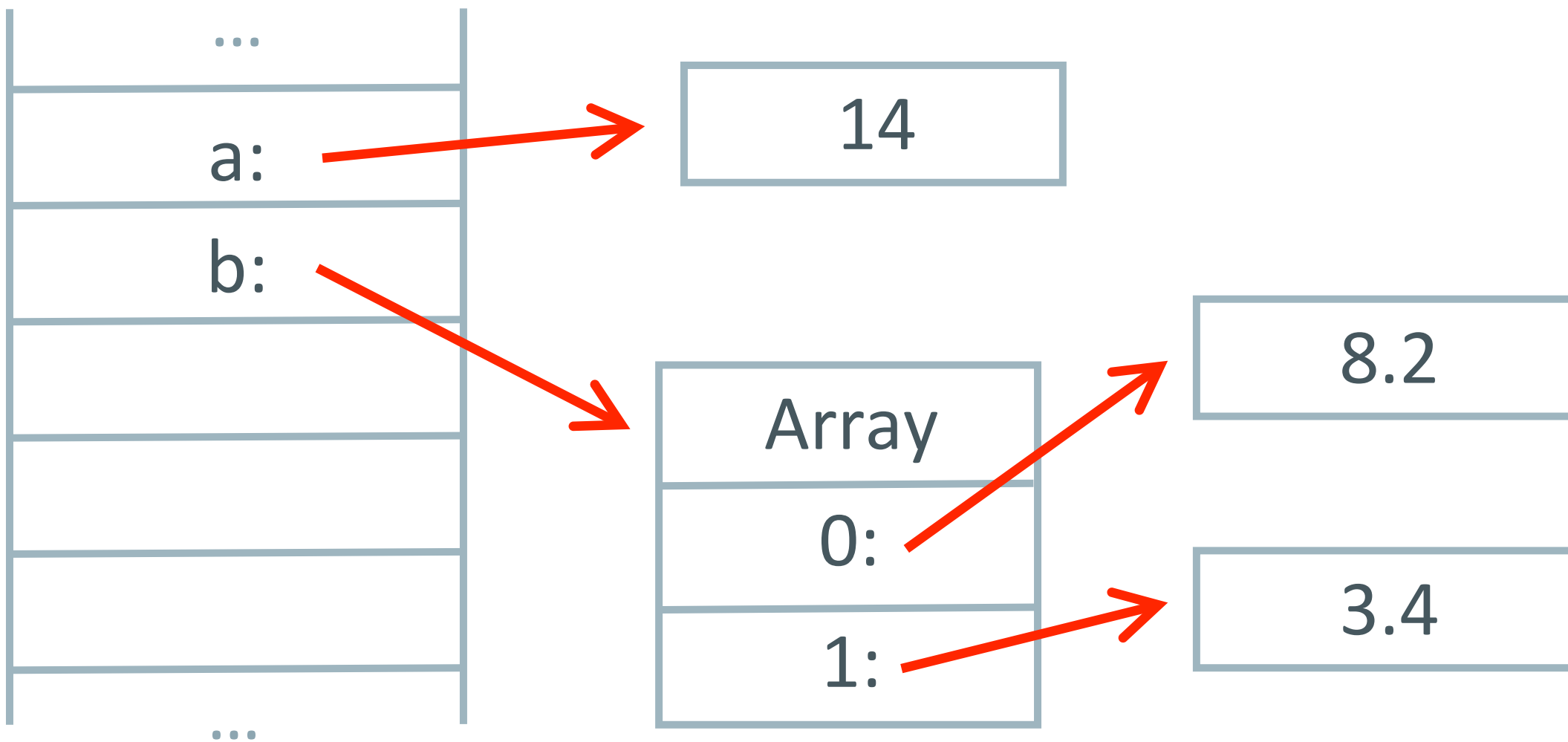
```
if my_object.changed?  
  lookup my_method in my_object  
  call it with (x, y)  
else  
  use cached my_method  
  call it with (x, y)  
end
```

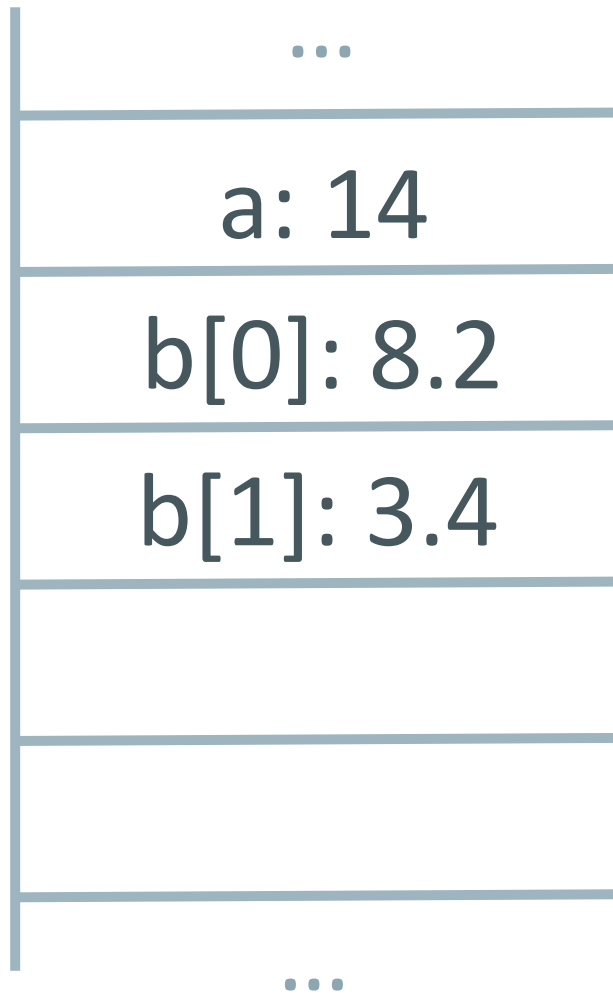
```
if my_object.changed?  
  deoptimize!  
else  
  use cached my_method  
  call it with (x, y)  
end
```

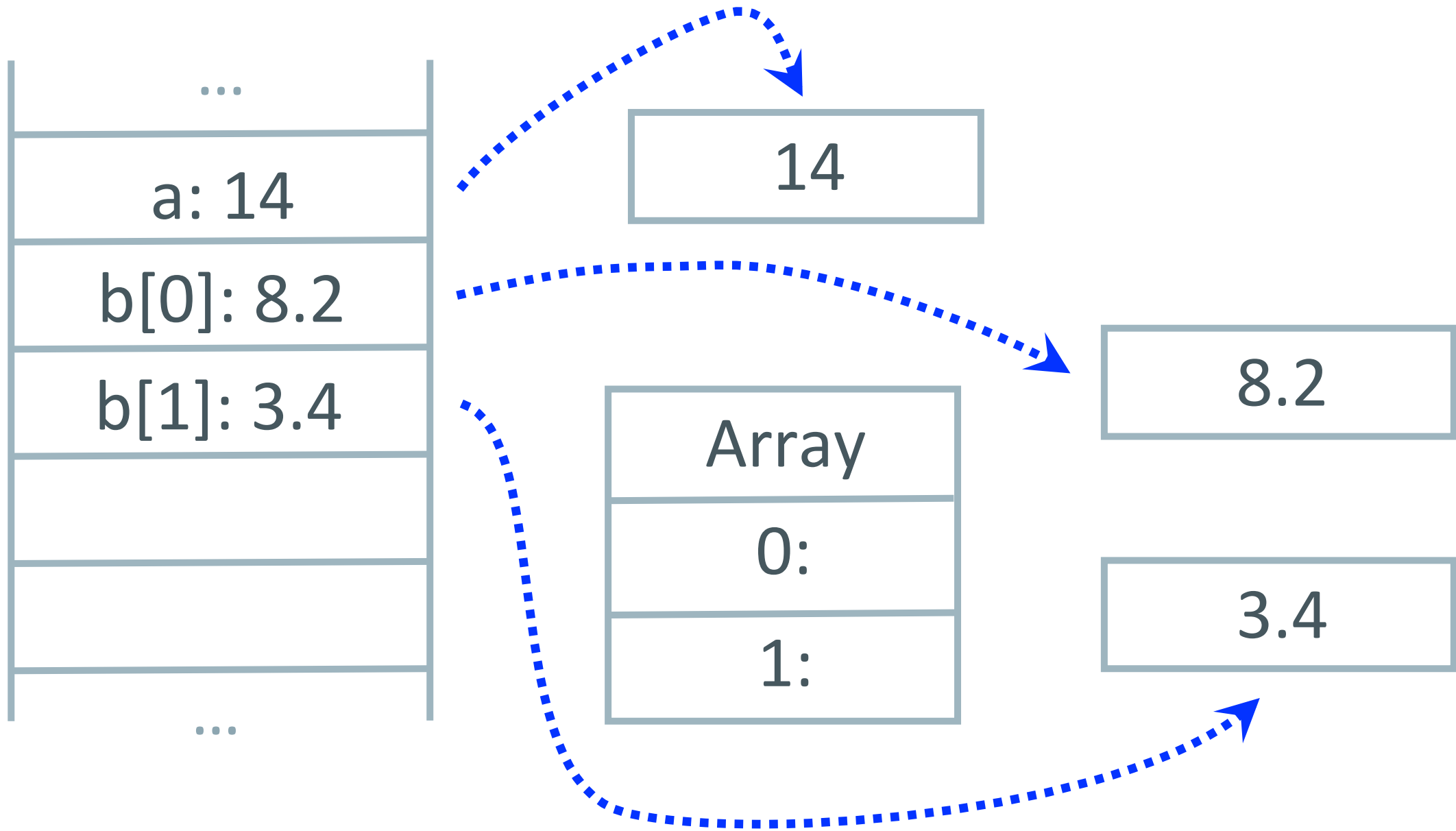
```
use cached my_method  
call it with (x, y)
```

#binding

```
a = 14  
b = [8.2, 3.4]
```







ObjectSpace

set_trace_func

How JRuby+Truffle Deoptimizes

1. Recreate the interpreter stack frame
2. Jump from the JITed code into the interpreter
3. Allow us to force threads to do this

```
loop do
  a = 14
  b = 2
  a + b
end
```

```
loop do
  a = 14
  b = 2
  a + b
  deoptimize! if should_deoptimize?
end
```

```
loop do
  a = 14
  b = 2
  a + b
  read the safepoint page
end
```

JRuby+Truffle Performance

86%

RubySpec language specs

rubyspec.org, Brian Shirai et al

Method invalidation #send #binding
Float
Threads
C extensions Frame-local variables Encodings
ObjectSpace
Regex
Thread#raise
#eval
Fixnum to Bignum promotion
set_trace_func
Proc#binding Closures
Constant invalidation
Concurrency
Debugging

Method invalidation

#send

#binding

Float

Threads

C extensions

Frame-local variables

Encodings

ObjectSpace

Regexp

Thread#raise

#eval

Fixnum to Bignum promotion

set_trace_func

Proc#binding

Closures

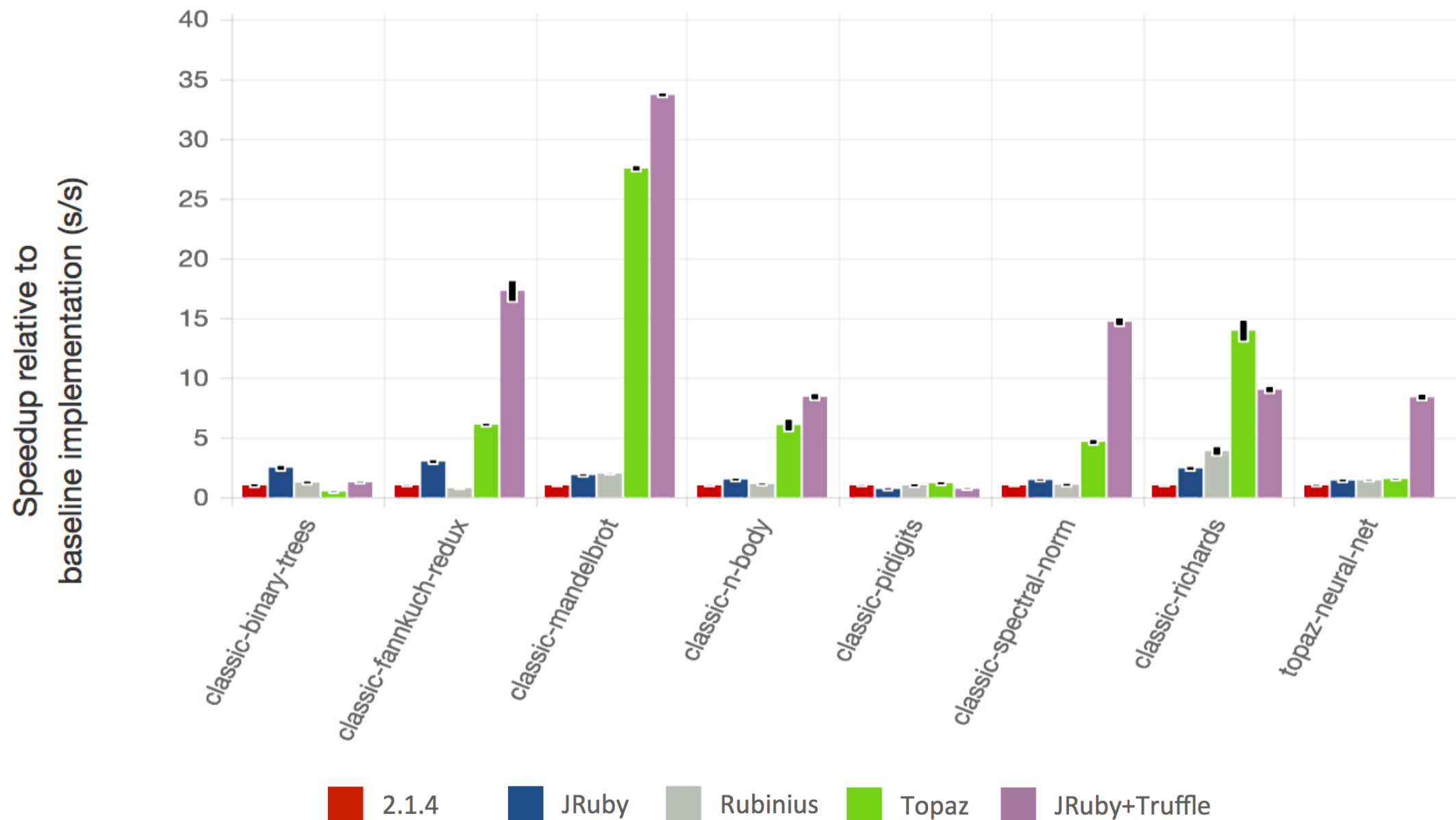
Constant invalidation

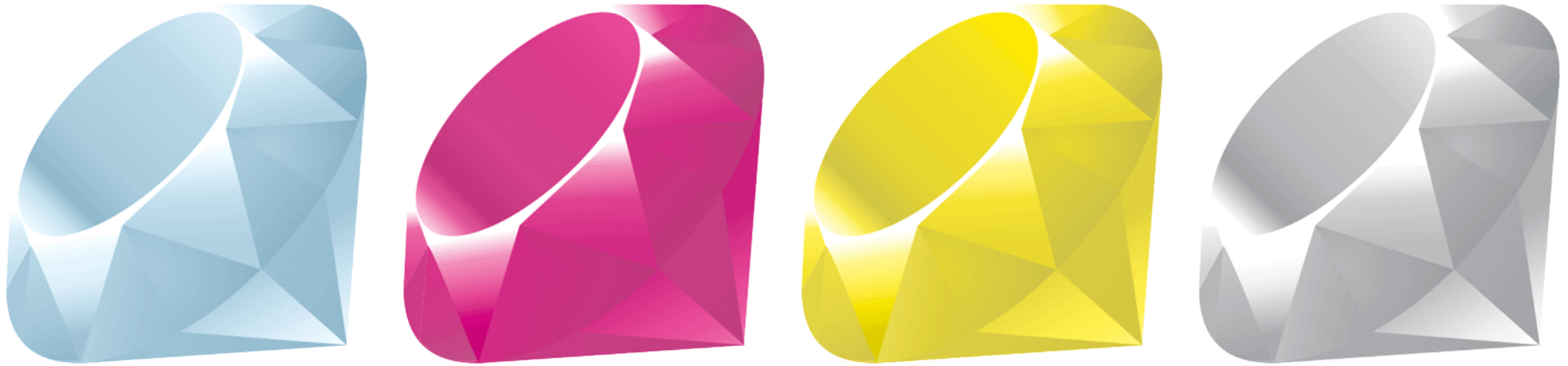
Concurrency

Debugging

No, we can't run Rails yet

but we're working towards it

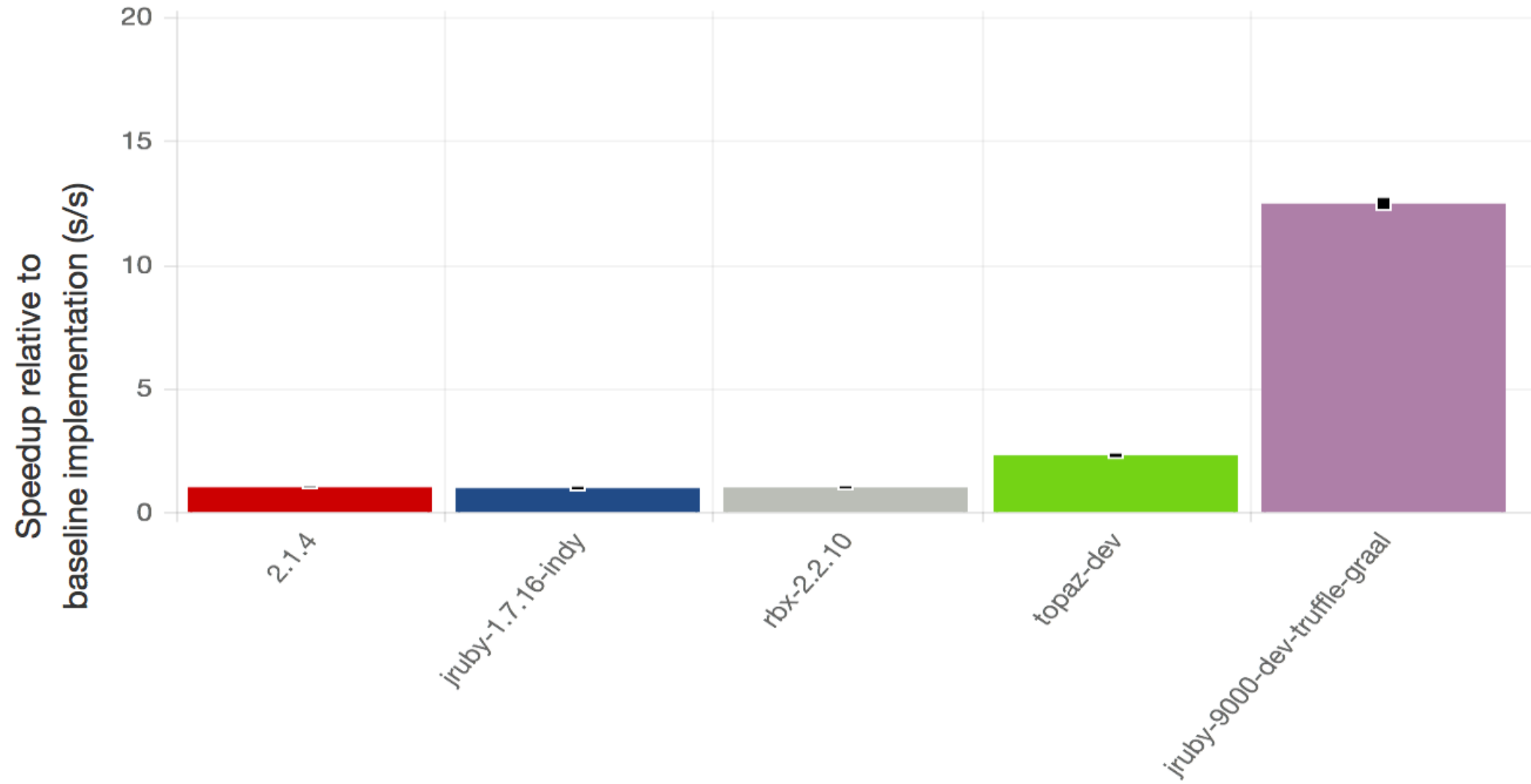




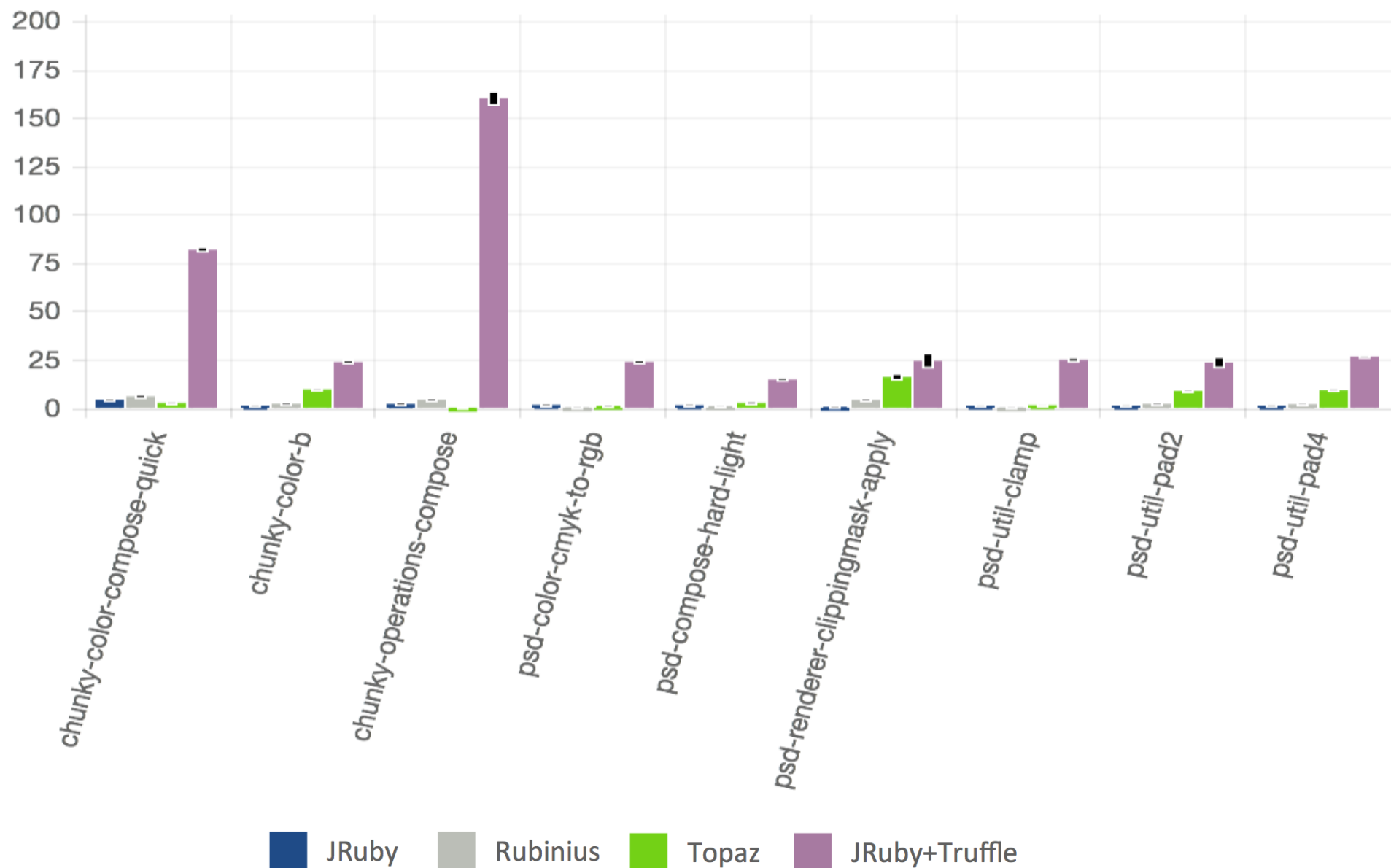
chunky_png and psd.rb

Willem van Bergen, Ryan LeFevre, Kelly Sutton, Layer Vault, Floorplanner et al

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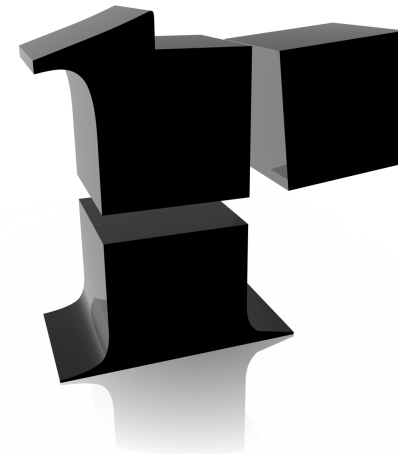


Speedup relative to
baseline implementation (s/s)

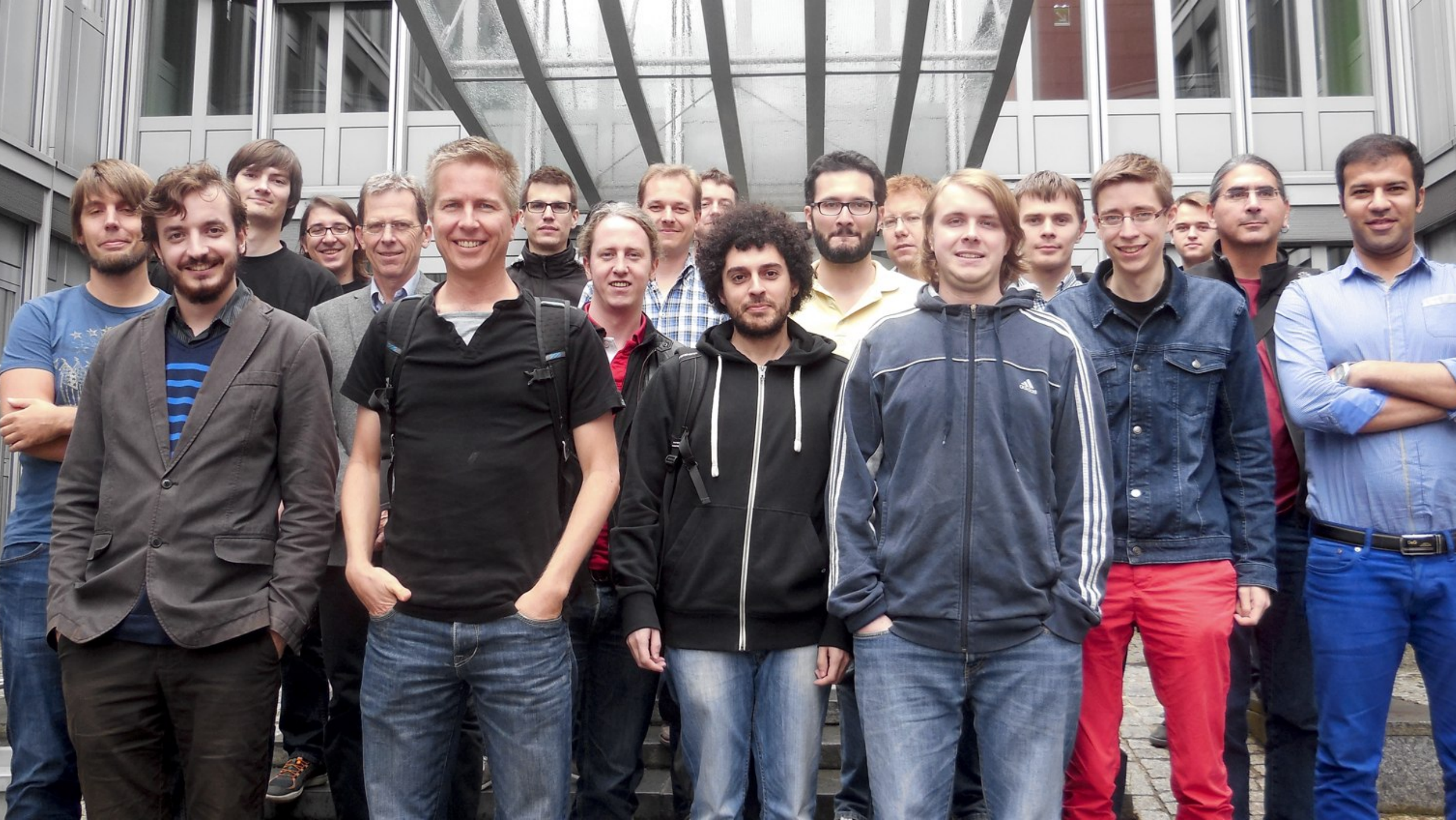


Conclusions

Building on other projects



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