

Static Basic Block Versioning

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How to safely remove runtime
checks in dynamic languages?

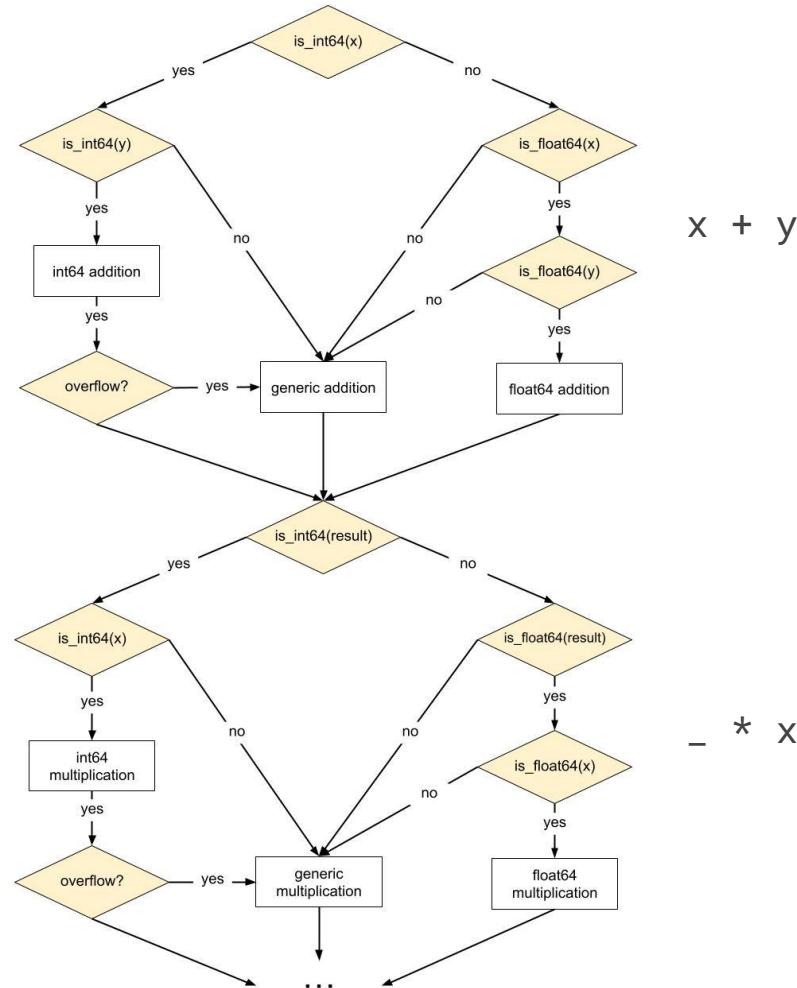
Propagation of Type Information

Example:

$$(x + y) * x$$

Branches: **gain** information

Join point: **lose** information



Propagation of Type Information

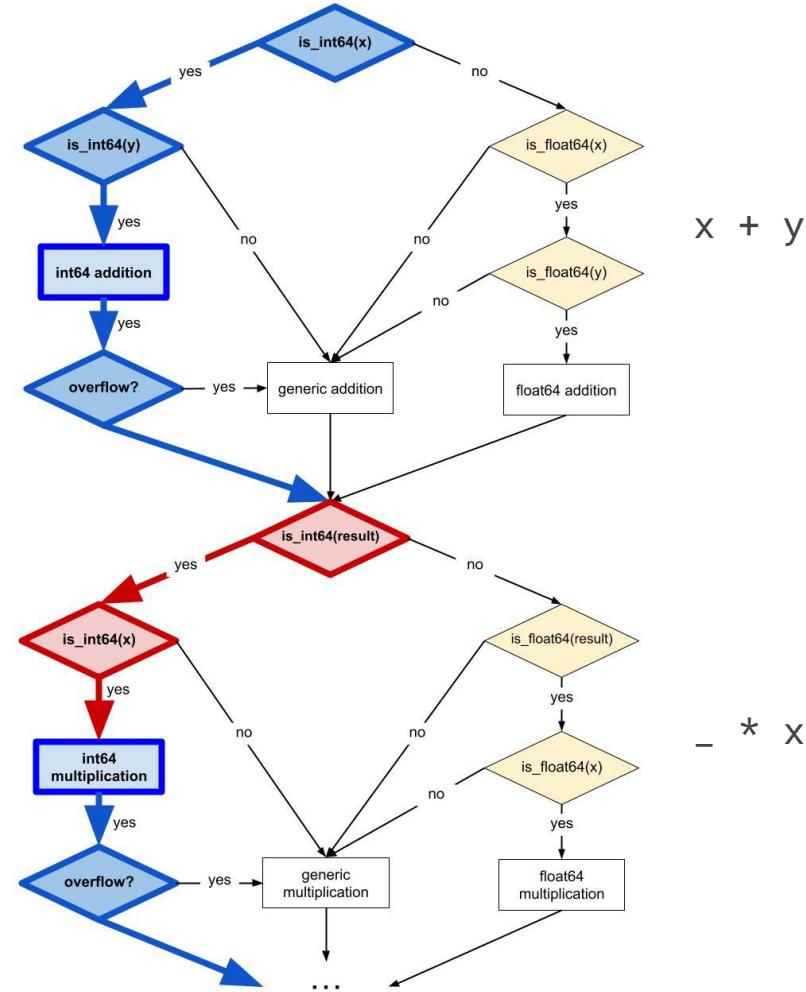
Example:

$$(x + y) * x$$

Integer addition
fast path
**Redundant tests
in red**

Branches: **gain** information

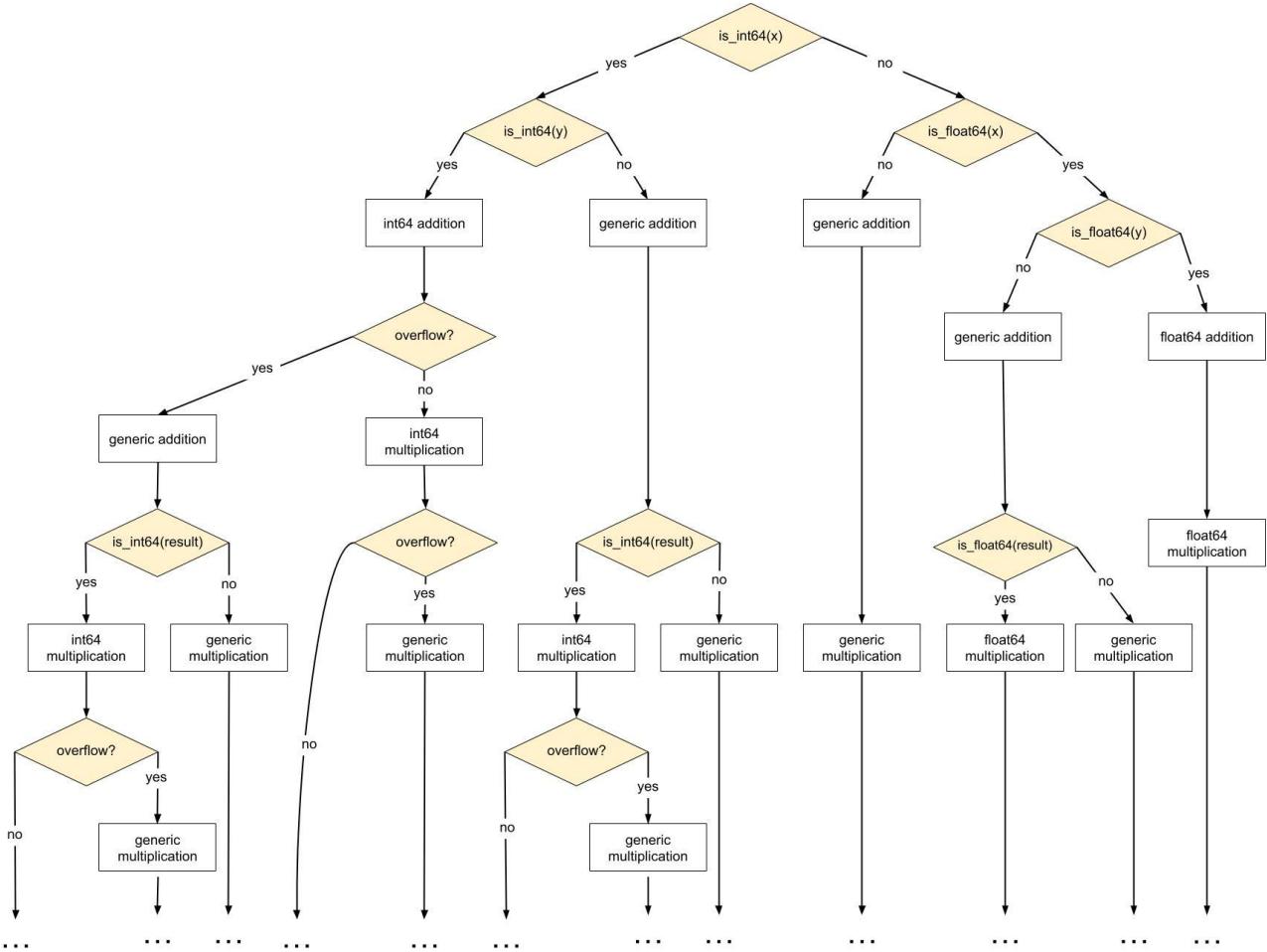
Join point: **lose** information



Duplicate!

Duplicating join points

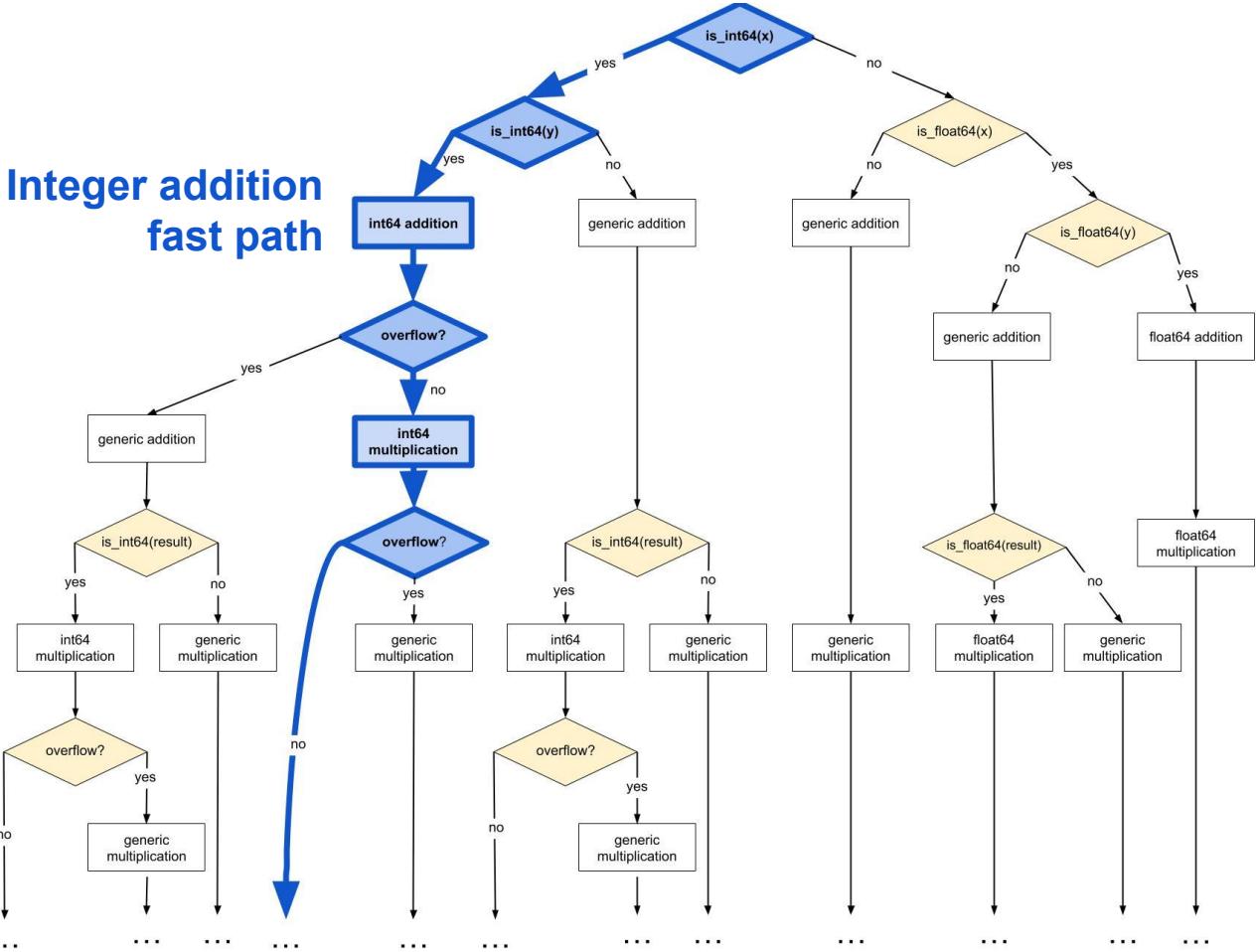
prevents loss...



Duplicate!

Duplicating join points prevents loss...

but causes **bloat**.

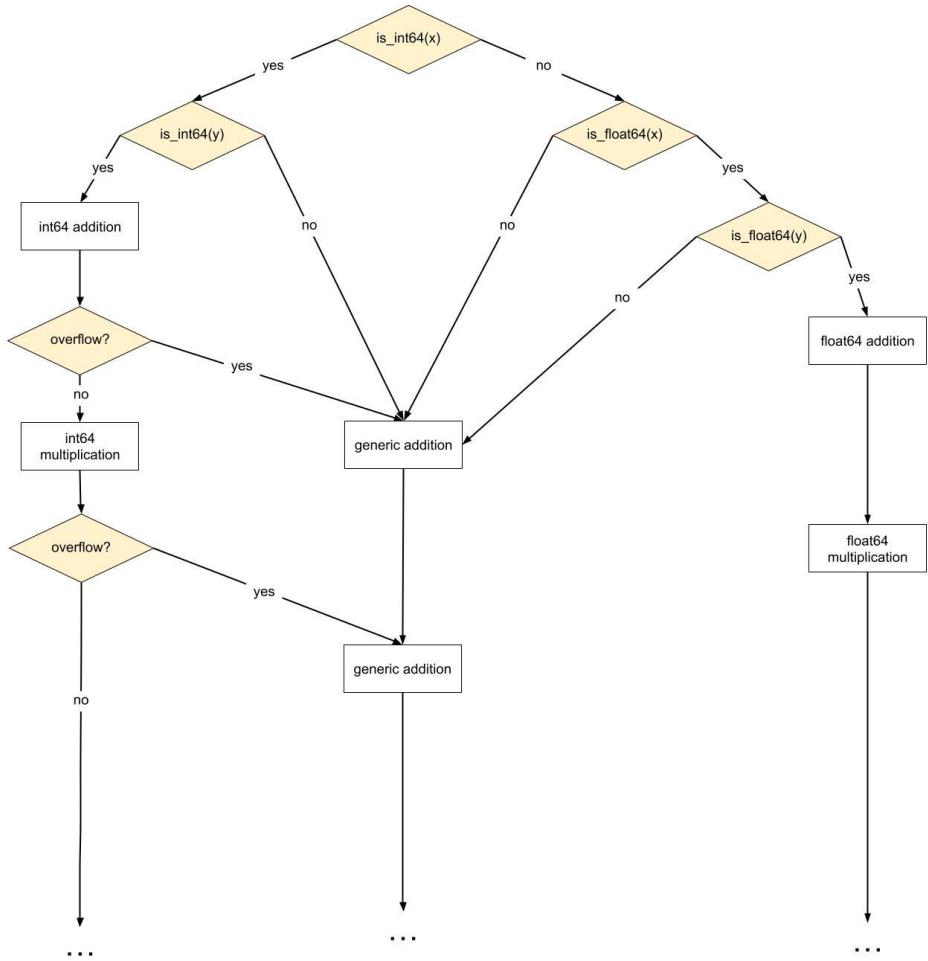


Duplicate a little...

Set a limit.

Only duplicate *useful* versions.

But which versions?

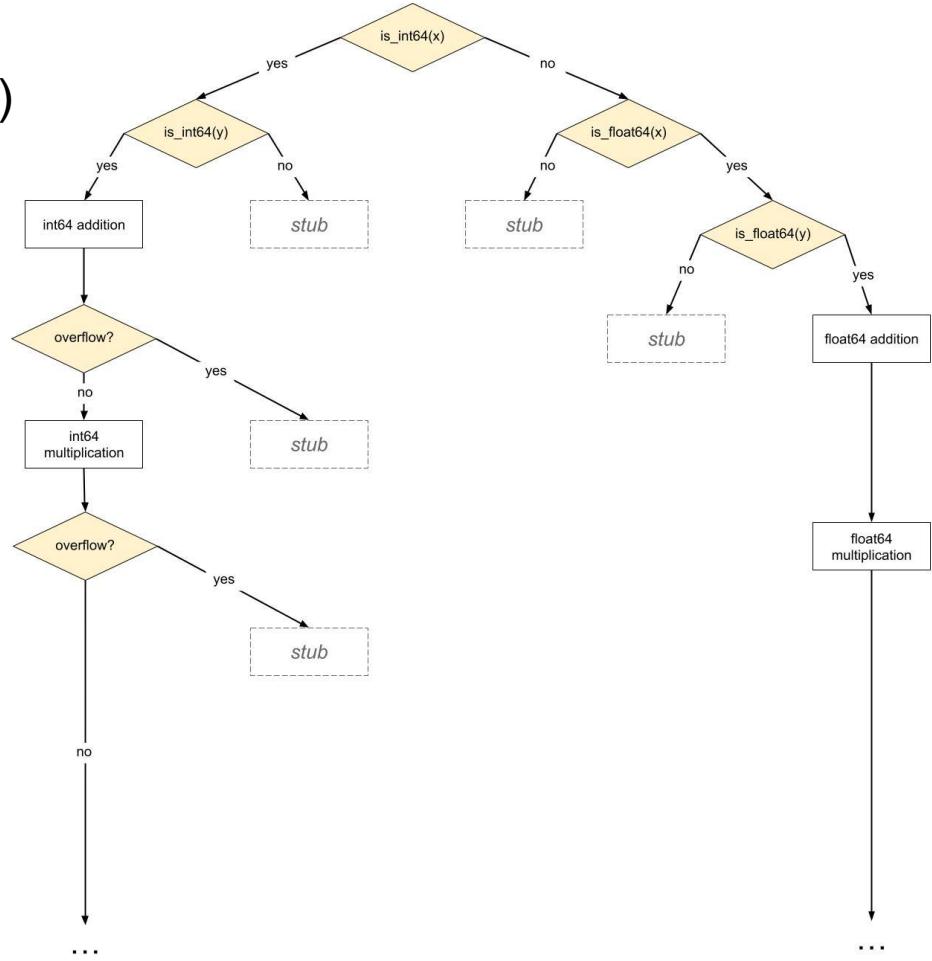


Lazy Basic Block Versioning (Just-in-Time)

Use runtime context to choose.

Generic version when limit is reached.

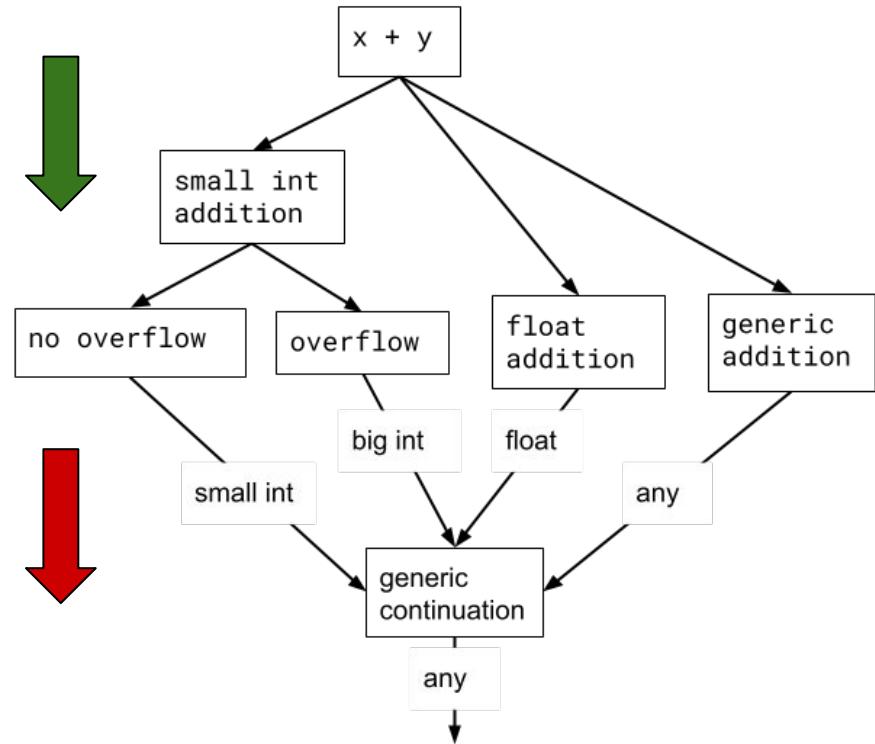
But what if we can't use a JIT?



Propagation of Type Information

Branches: **gain** information

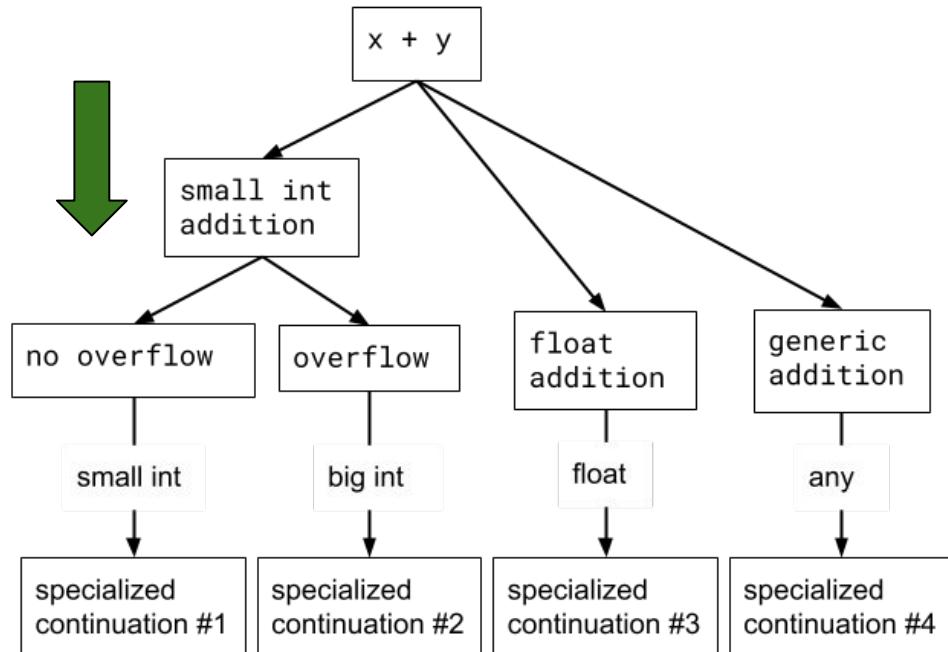
Join point: **lose** information



Duplicate!

Duplicating join points prevents loss

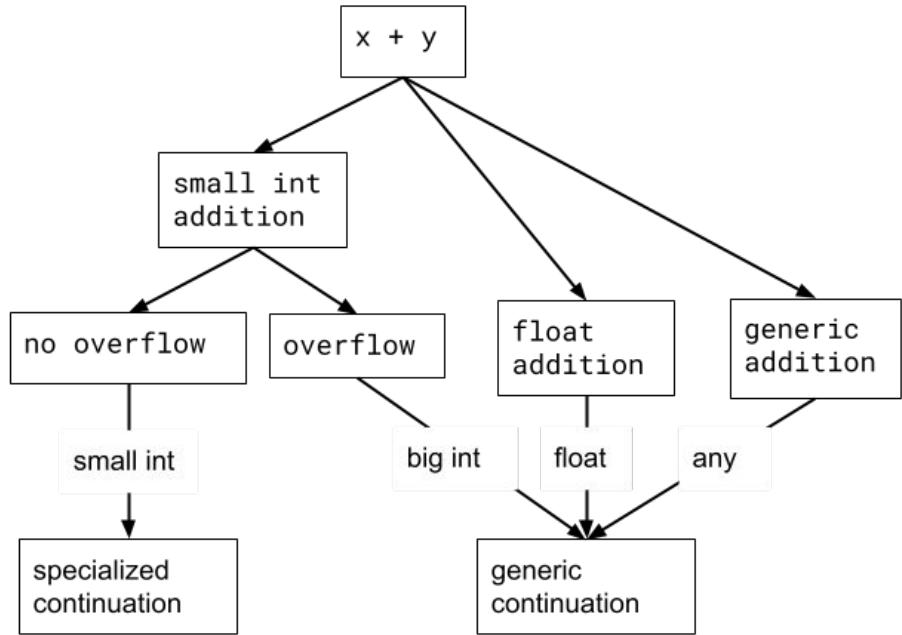
... but causes **bloat**.



Duplicate a little...

Set a version limit.

But which versions?

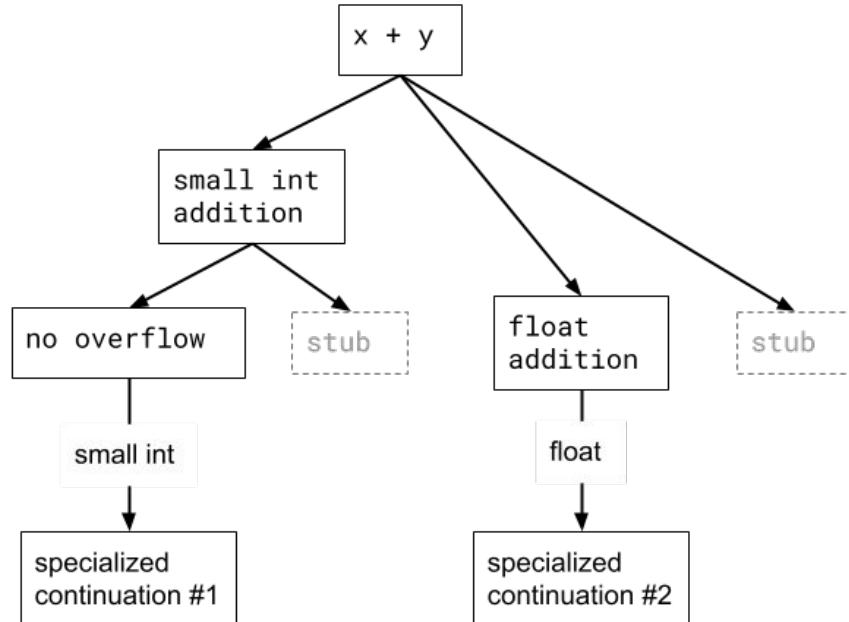


Lazy Basic Block Versioning (Just-in-Time)

Use runtime context to choose.

Generic version when limit is exceeded.

But what if we can't use a JIT?



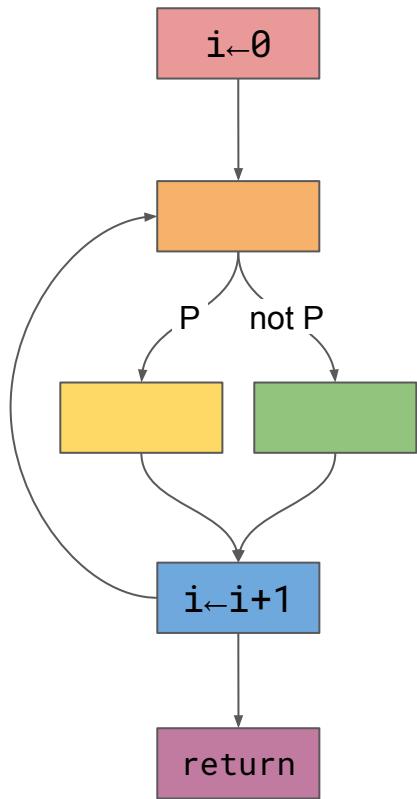
Static Basic Block Versioning

An **ahead-of-time** variant of Basic Block Versioning

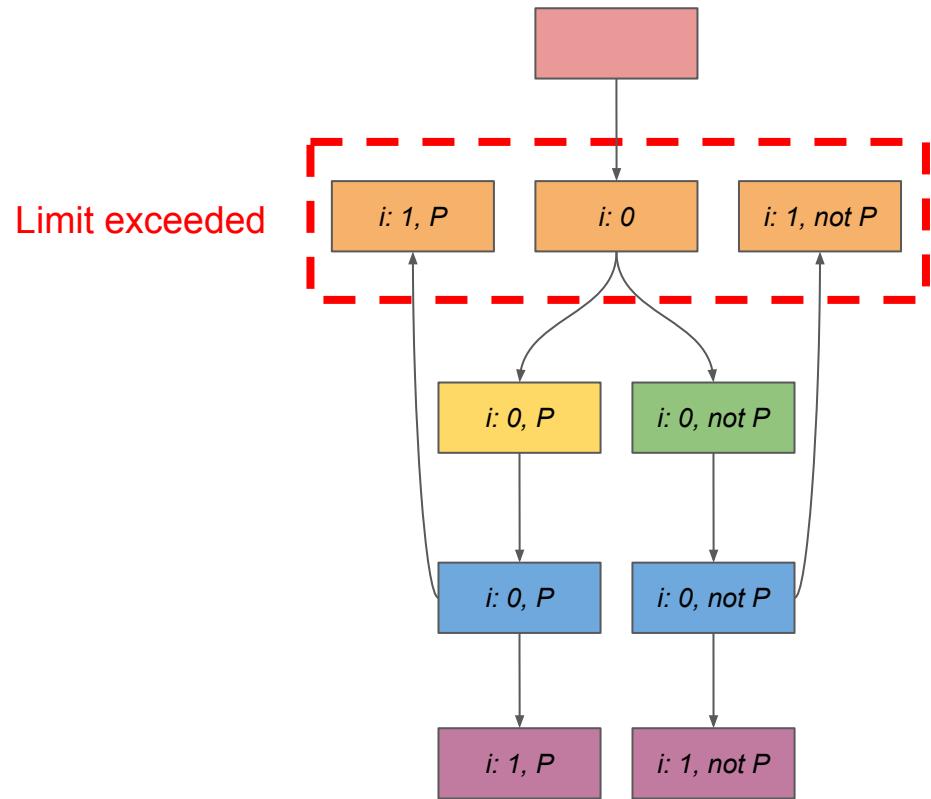
Overview

1. Set a **version limit**;
2. **Traverse** the Control Flow Graph and accumulate information from checks;
3. Greedily create a new version of a basic block for **each distinct context**;
4. **Merge versions** together when the limit is exceeded;
5. **Repeat** until fixed point.

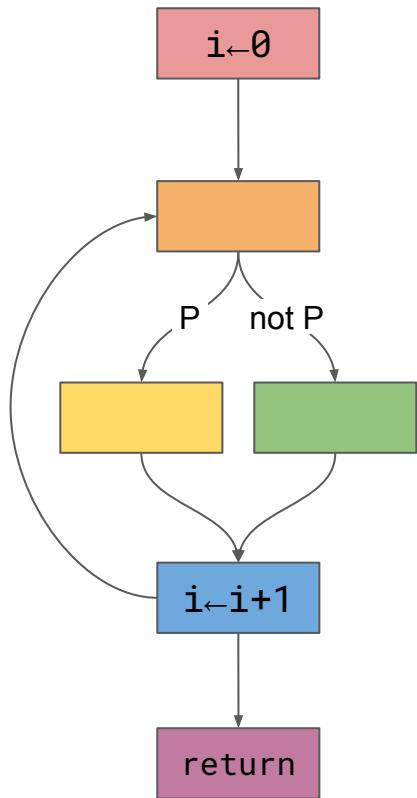
Control Flow Graph



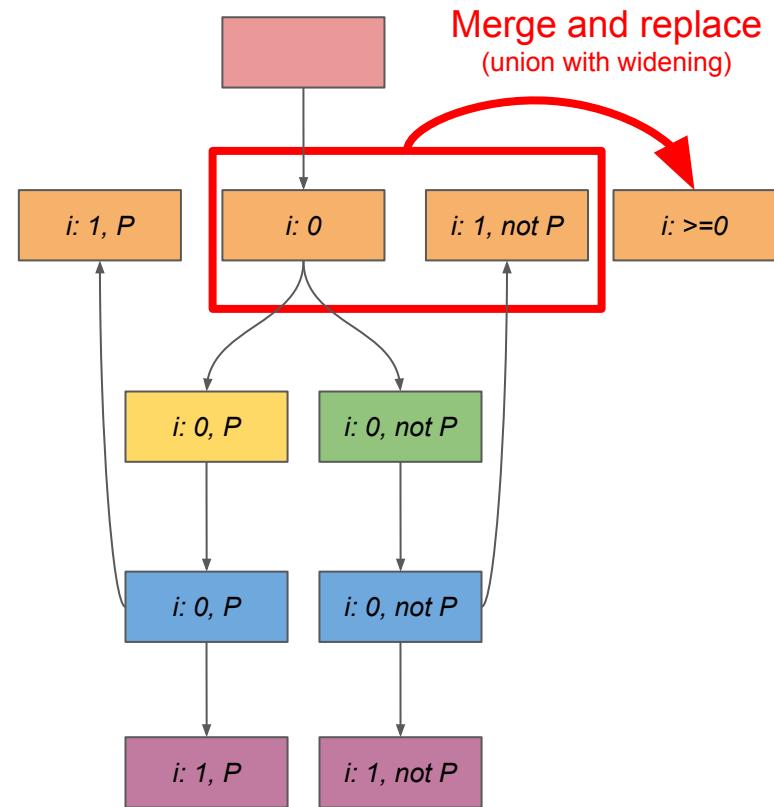
Specialized Control Flow Graph
Version Limit = 2



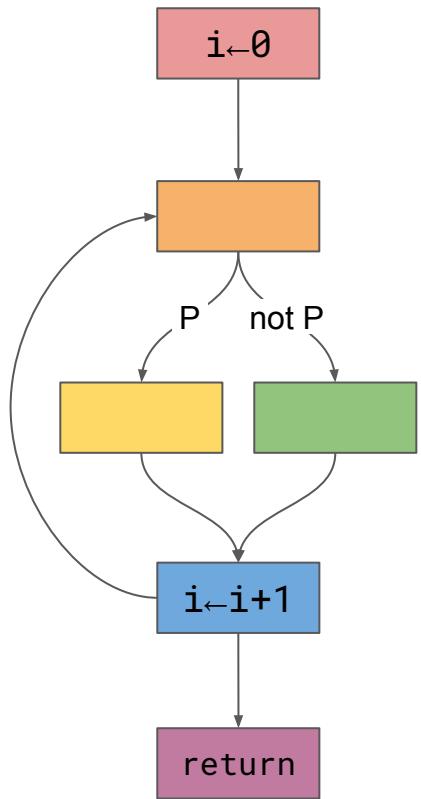
Control Flow Graph



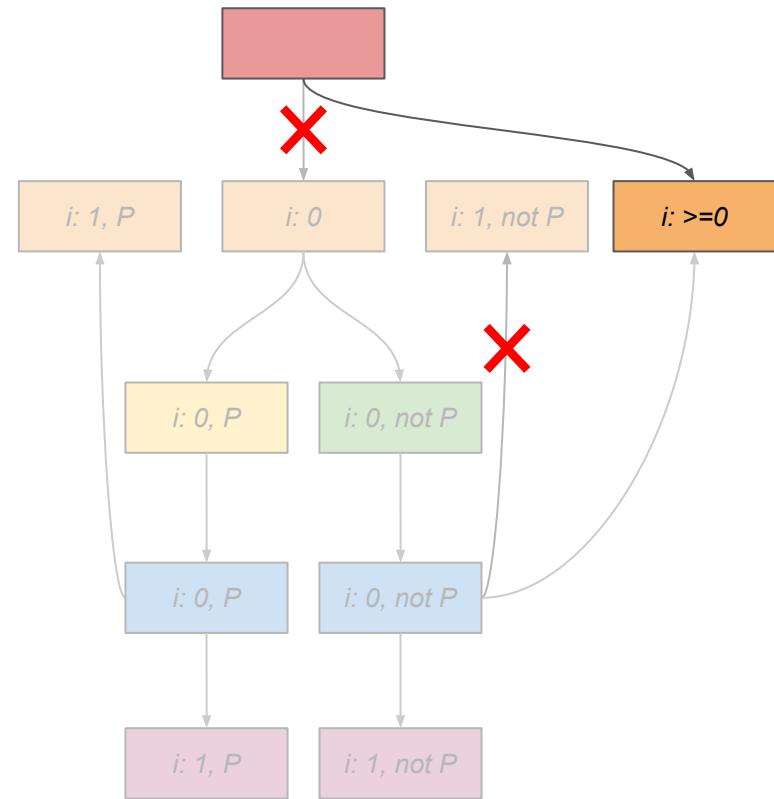
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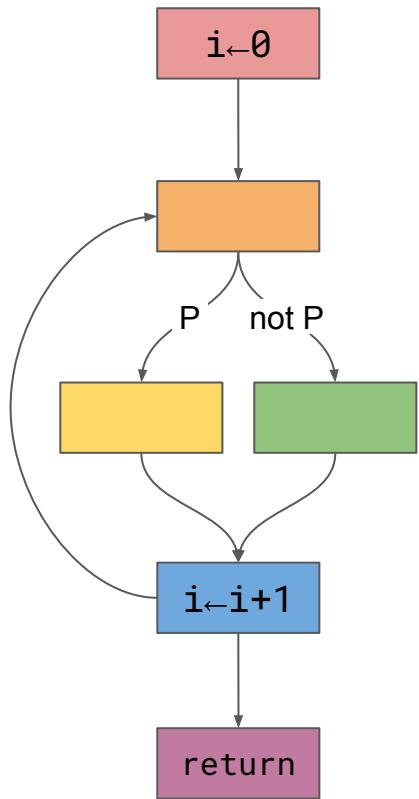
Control Flow Graph



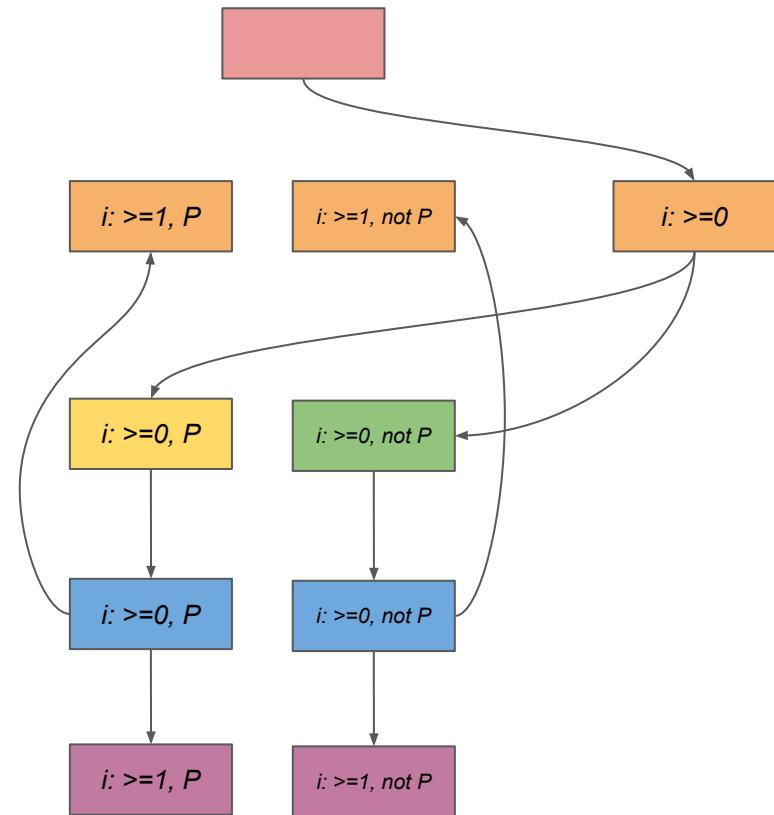
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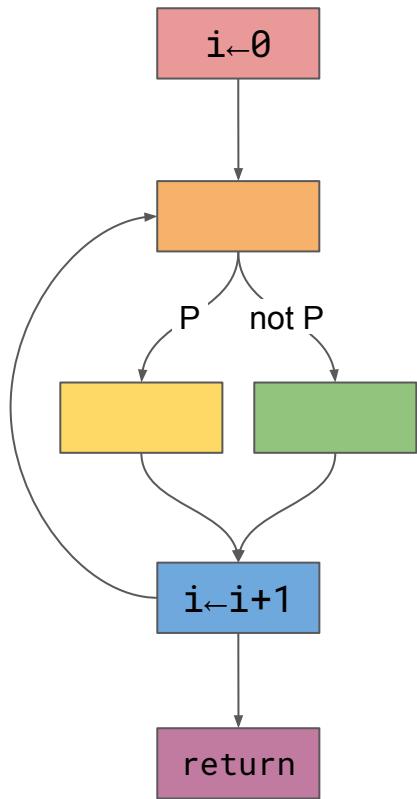
Control Flow Graph



Specialized Control Flow Graph
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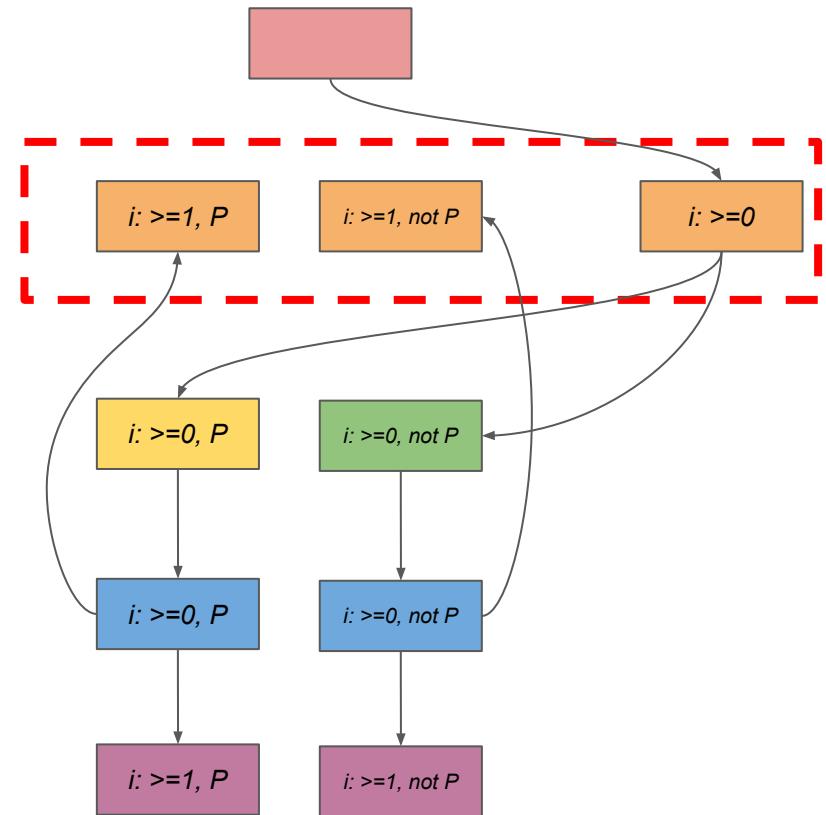


Control Flow Graph

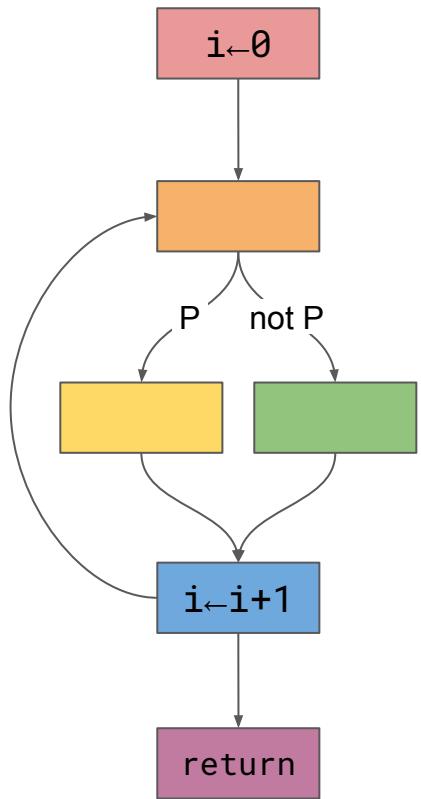


Limit exceeded

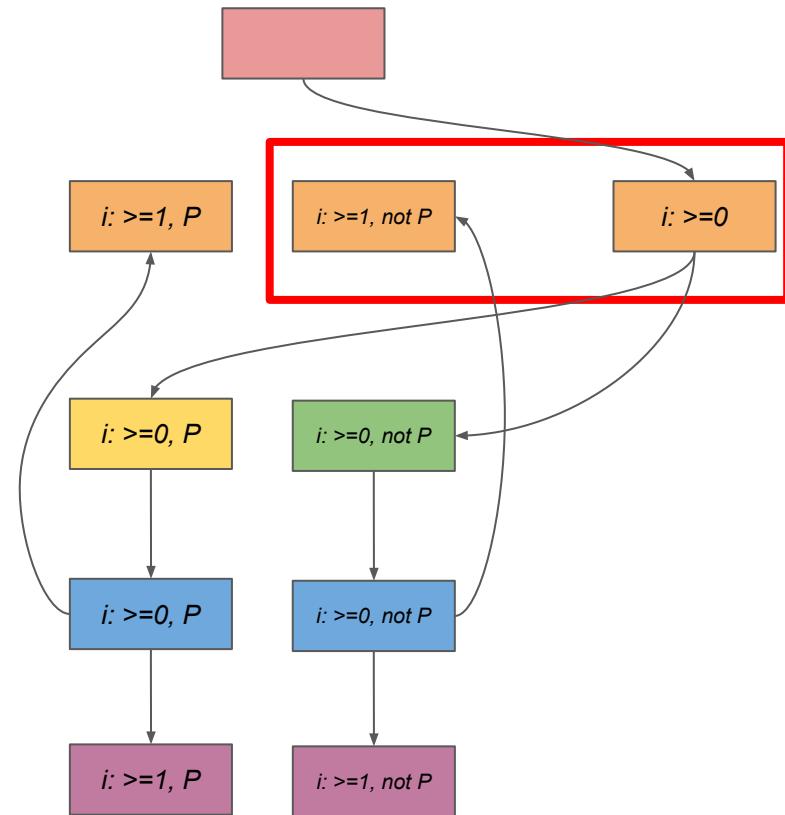
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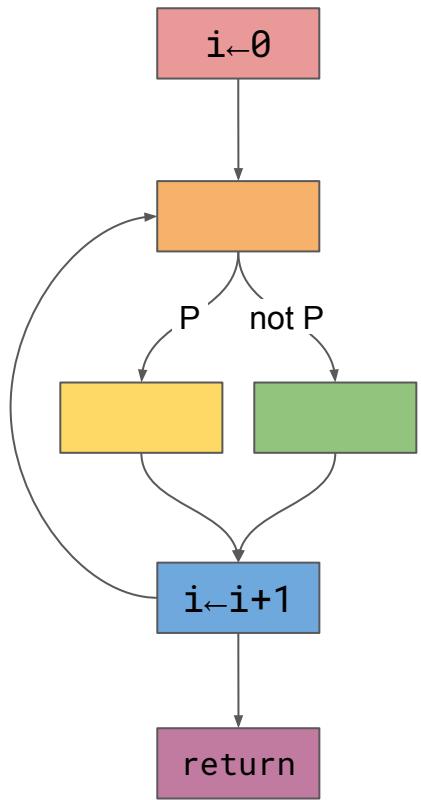
Control Flow Graph



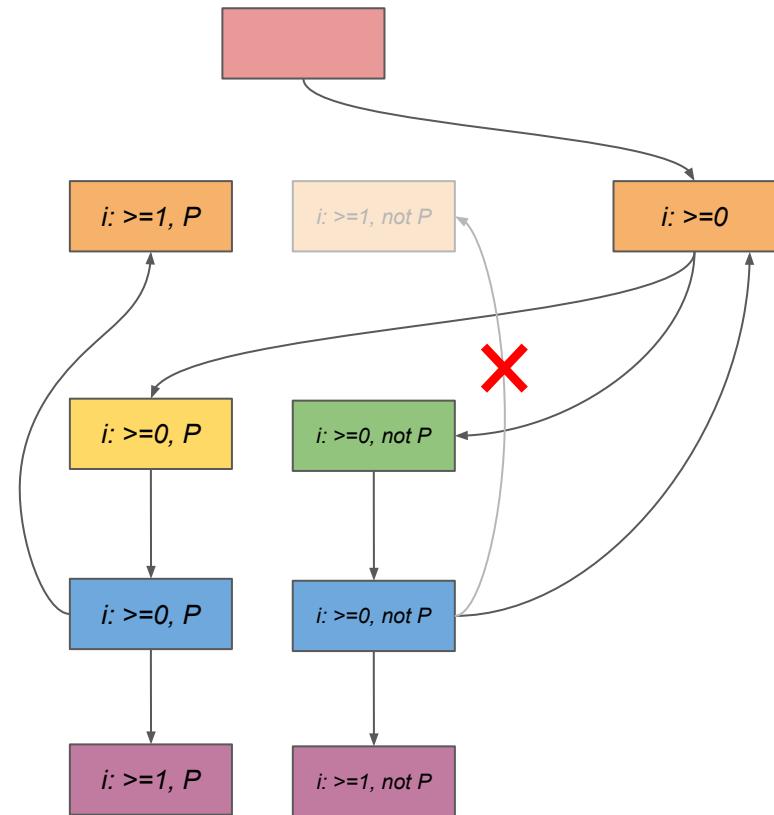
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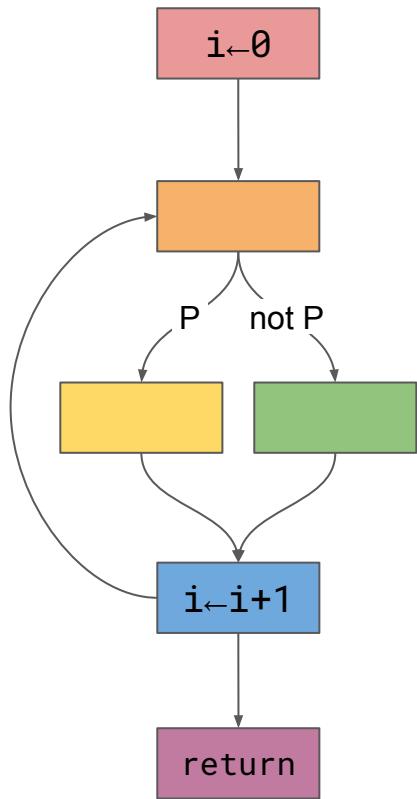
Control Flow Graph



Specialized Control Flow Graph
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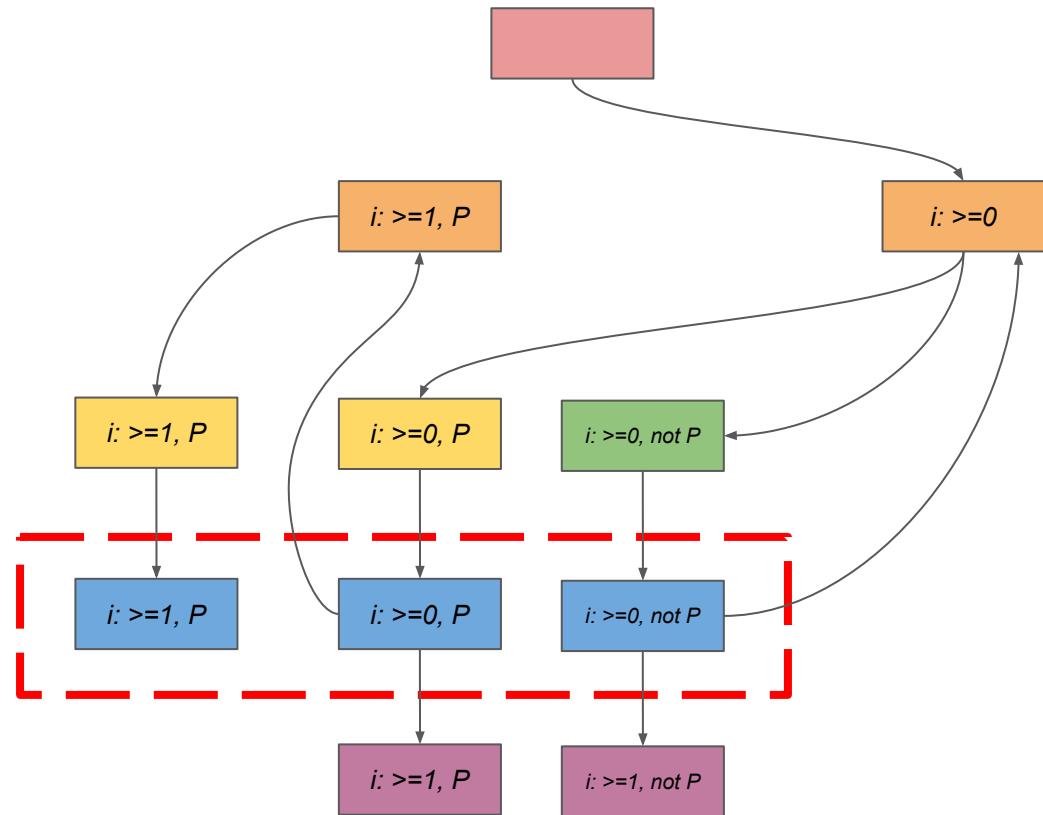


Control Flow Graph

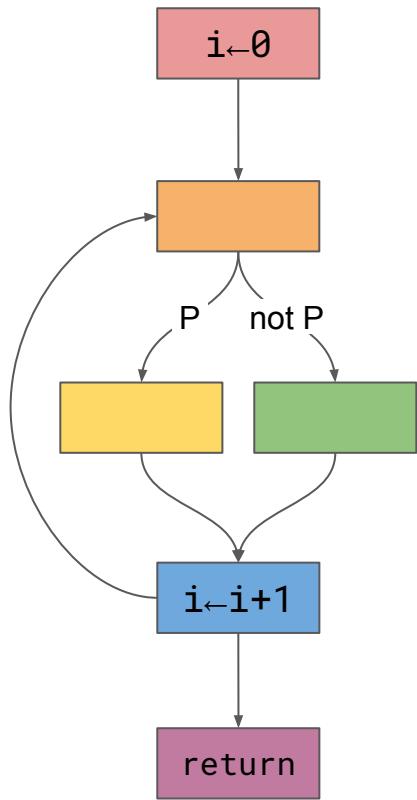


Limit exceeded

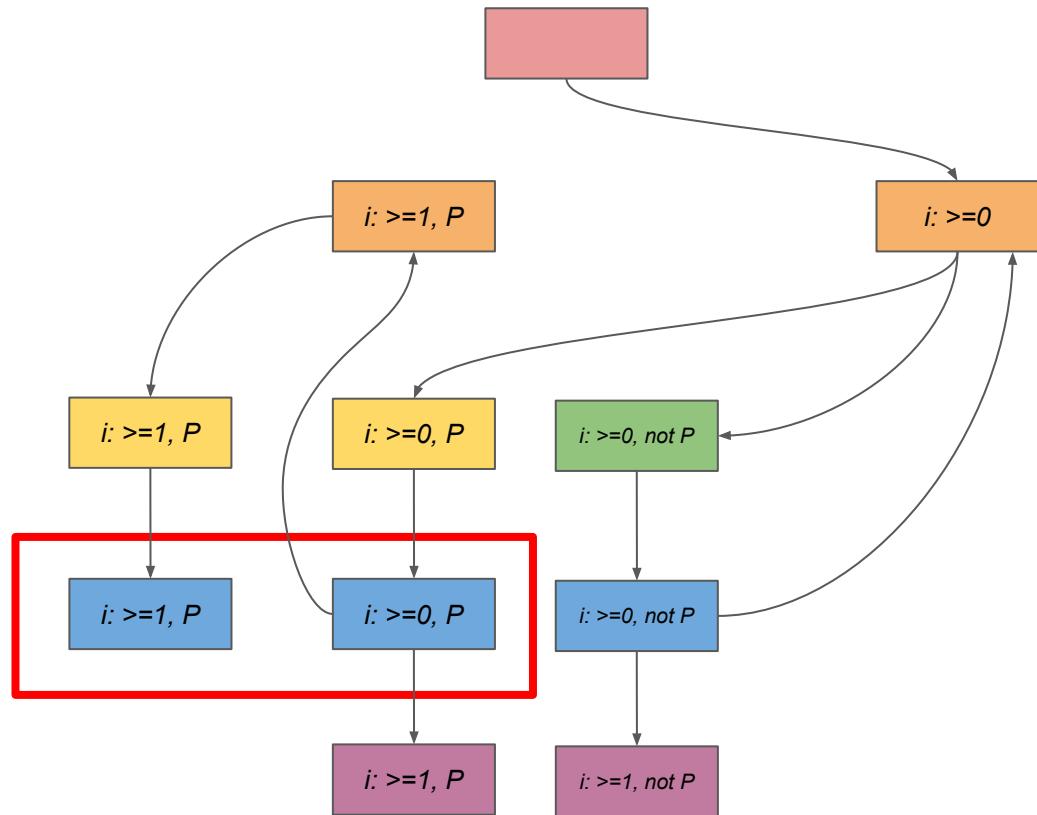
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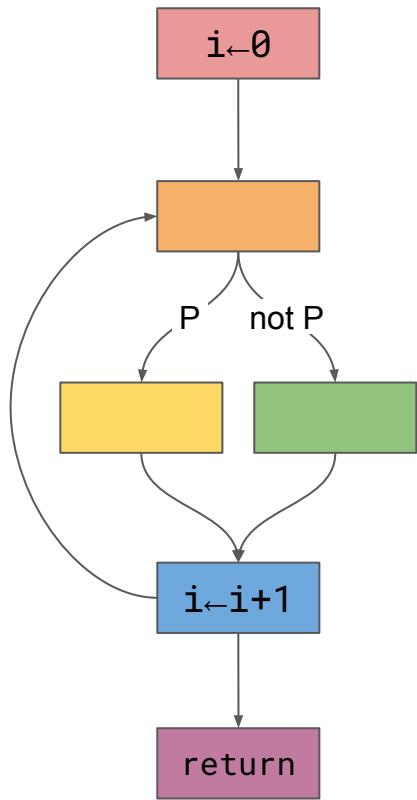
Control Flow Graph



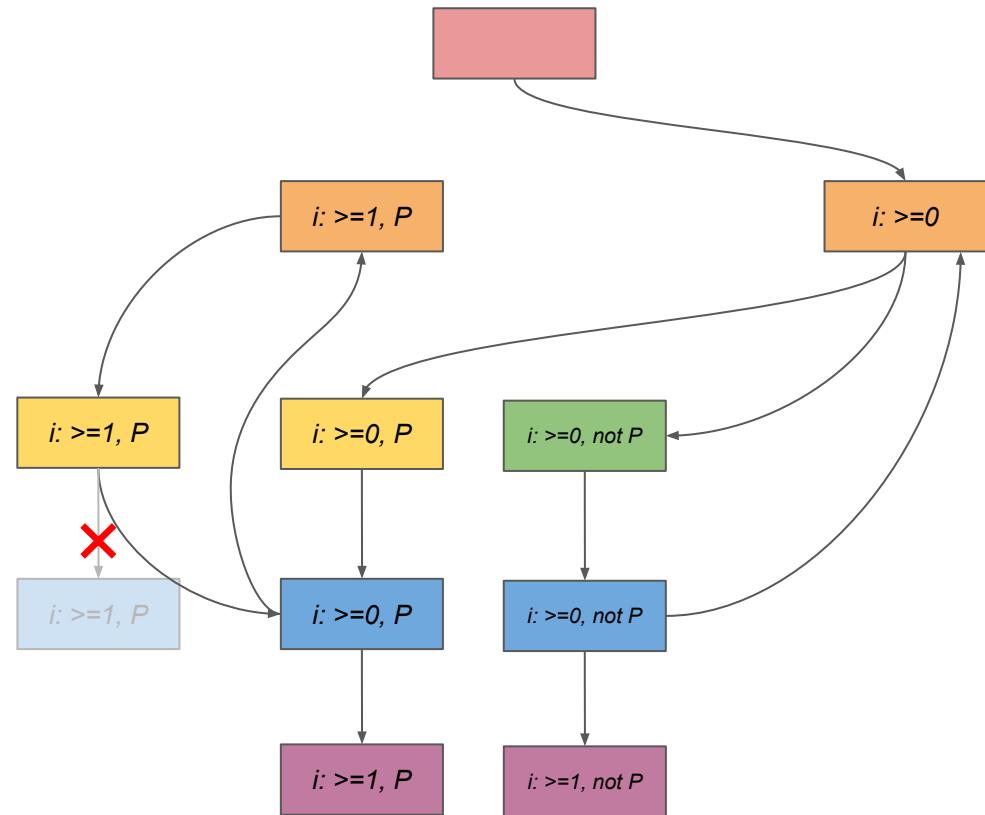
Specialized Control Flow Graph Version Limit = 2



Control Flow Graph



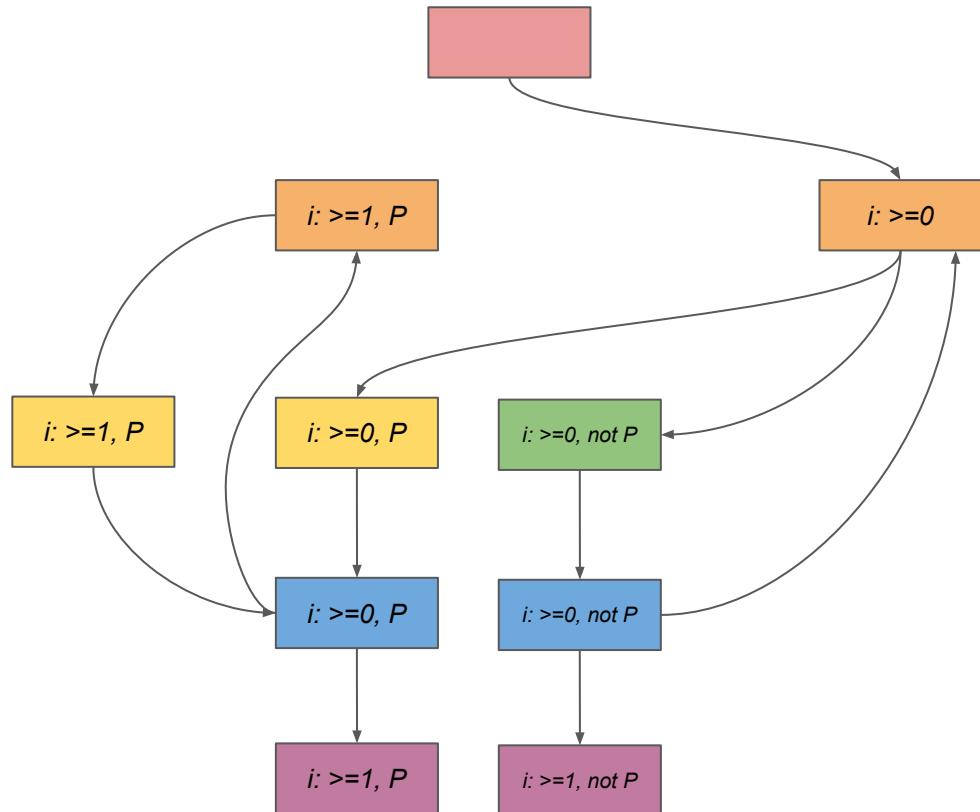
Specialized Control Flow Graph
Version Limit = 2



Desirable properties

- P never tested inside left loop;
- No generic version;
- At most two versions of each block.

Specialized Control Flow Graph
Version Limit = 2



Experimental results

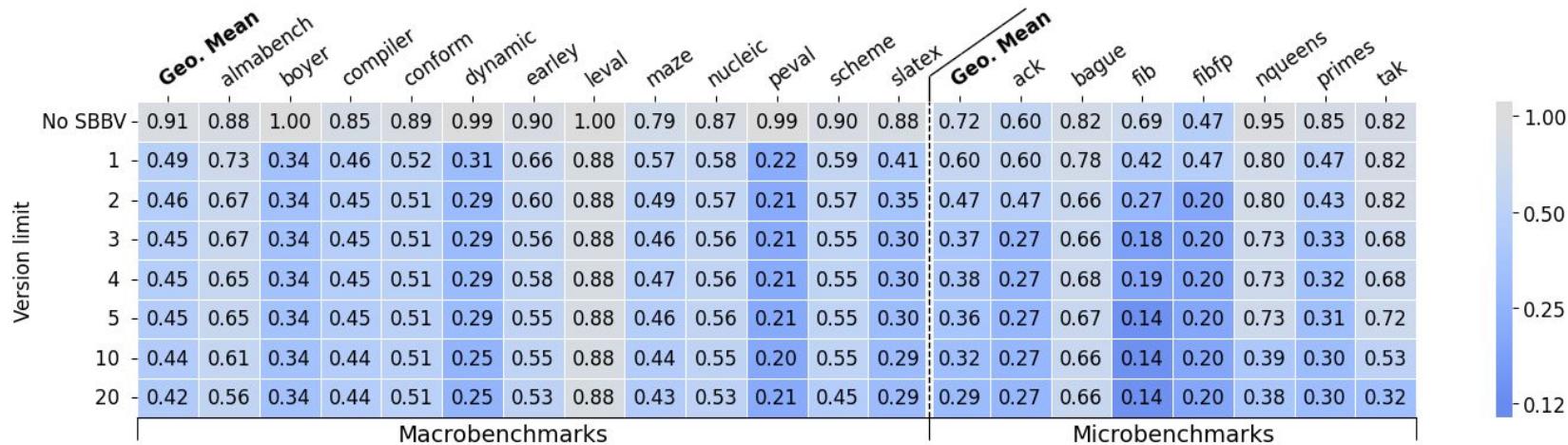
Experimental setup

Integration in **Bigloo** and **Gambit** which are among the fastest Scheme compilers

We measured how version limit affects:

- Runtime checks
- Execution time
- Program size
- Compilation time

Run time checks (Gambit)



Key takeaways

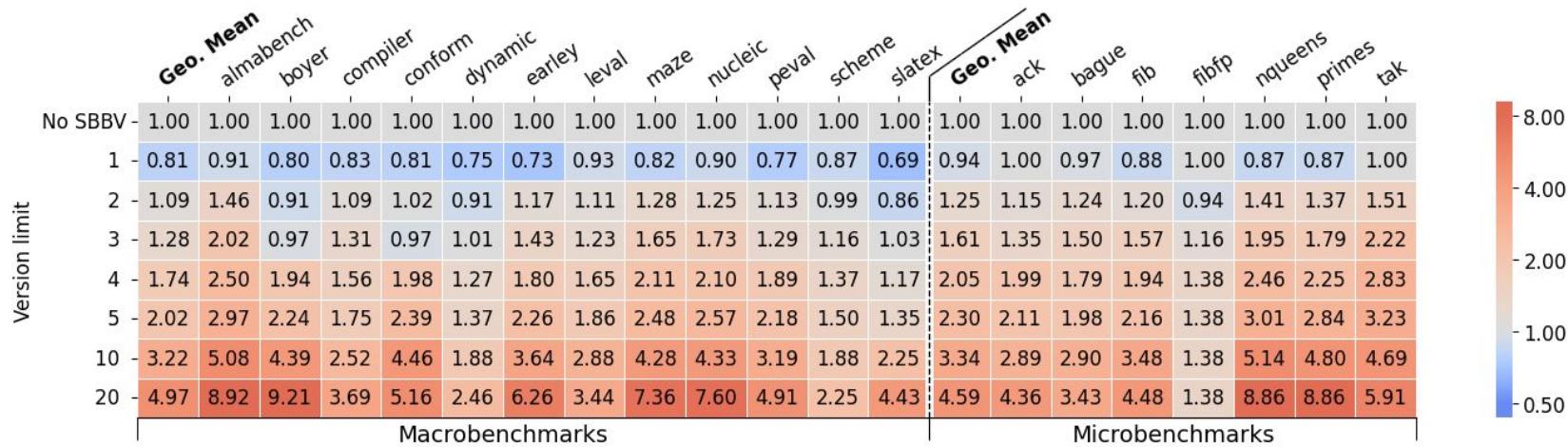
Higher limit decreases runtime checks

Diminishing return after 3 versions

Runtime checks

- Type checks
- Arithmetic comparison
- Overflow
- Array boundary

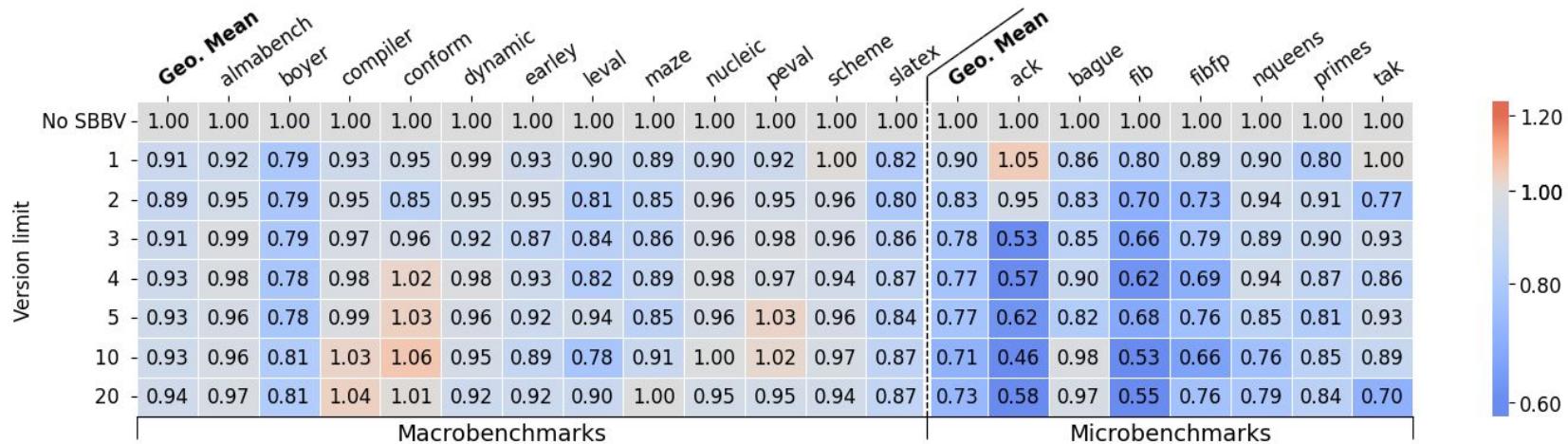
Program size (Gambit)



Key takeaways

Program can be smaller for low version limits because
SBBV implicitly applies dead code elimination

Execution time (Gambit)

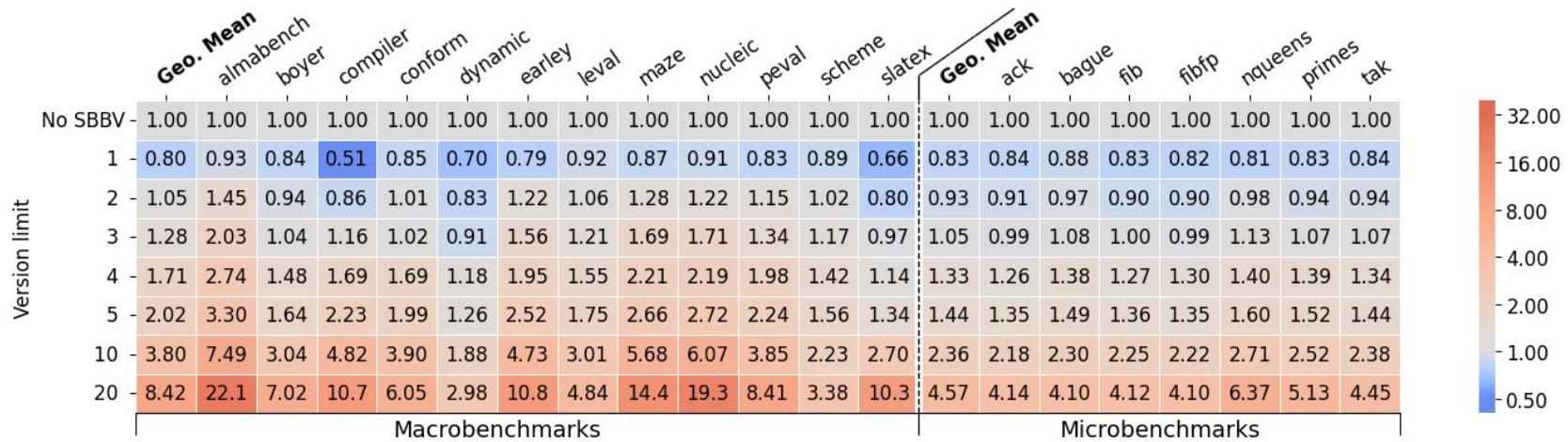


Key takeaways

Tradeoff between size and removed checks

Best with limit of 2 version: ~ 10% faster

Compilation time (Gambit)



Key takeaways

With limit of 2 versions: only 5% slower on average

Correlation with program size (due to gcc in our case)

Conclusion

- An **ahead-of-time** variant of Basic Block Versioning;
- Simple;
- Tested in two mature compilers;
- 10% speedup on average;
- More gain expected for languages with more costly checks (Python, JavaScript).