Compiling Object Oriented Languages

Last time
– Loop transformations

Today
– Introduction to compiling object oriented languages
– What are the issues?

What is an Object-Oriented Programming Language?

Objects
– Encapsulate code and data

Inheritance
– Supports code reuse and software evolution (kind of)

Subtype polymorphism
– Can use a subclass wherever a parent class is expected

Dynamic binding (message sends)
– Binding of method name to code is done dynamically based on the dynamic type of the (receiver) object

Person

PrintName(Person p);

Student

Person p = new Person;
Student s = new Student;
PrintName(p);
PrintName(s);

Teacher

p.reprimand();
### Implementation: Inheritance of Instance Variables

**Goal**
- Lay out object for type-independent instance variable access

**Solution** (single inheritance)
- Prefixing: super-class fields are at beginning of object

**Example**

<table>
<thead>
<tr>
<th>Person</th>
<th>Student</th>
<th>Teacher</th>
</tr>
</thead>
<tbody>
<tr>
<td>Name</td>
<td>Name</td>
<td>Name</td>
</tr>
<tr>
<td>ID</td>
<td>ID</td>
<td>Salary</td>
</tr>
</tbody>
</table>

### Implementation: Dynamic Binding

**Problem**
- The appropriate method depends on the dynamic type of the object
e.g., `p.reprimand()`

**Solution**
- Create descriptor for each class (*not* object) encoding available methods
- Encode pointer to class descriptor in each object
- Lay out methods in class descriptor just like instance variables

**Usage summary**
- Load class descriptor pointer from object
- Load method address from descriptor
- Jump to method
Why are Object-Oriented Languages Slow?

Dynamism
– Code
– Data

Style
– Granularity (lots of small objects)
– Exploit dynamism

Other reasons
– High-level (modern) features such as safety
– Garbage collection

Dynamism: Code

Dynamic binding
– What code gets executed at a particular static message send?
– It depends, and it may change

Example
```java
class rectangle extends shape {
    int length() { ... }
    int width() { ... }
    int area() { return (length() * width()); }
}

class square extends rectangle {
    int size;
    int length() { return(size); }
    int width() { return(size); }
}
```

rect.area();

sq.area();
Cost of Dynamic Binding

Direct cost
– Overhead of performing dynamic method invocation

Indirect cost
– Inhibits static analysis of the code

Example

```java
class rectangle:shape {
    int length() { ... }
    int width() { ... }
    int area() { return (length() * width()); }
}
```

Want to inline and assign to registers, etc.

Dynamism: Data

Object instance types are not statically apparent
– Need to be able to manipulate uniformly
– Boxing: wrap up all data and reference it with a pointer

Example

```java
Integer n = new Integer(33);
```

n
pointer

(type descriptor
data (int))
Cost of Dynamism: Data

Direct cost
- Overhead of actually extracting data
- e.g., 2 loads versus 0 (if data already in a register)

Indirect cost
- More difficult to statically reason about data

Style

Sometimes programmers write C-style code in OO languages
- Easy: just “optimize” it away

Sometimes programmers actually exploit dynamism
- Hard: it can’t just be “optimized away”

Programmers create many small objects
- Thwarts local analysis
- Exacerbates dynamism problem
- Huge problem for pure OO languages

Programmers create many small methods
- Methods to encapsulate data
- e.g. Methods to get and set member fields
A Concrete Example: Java

High-level and modern
- Object-oriented (not pure, but more pure than C++)
  - Granularity of objects and methods can be large or small
- Mobile/portable (standard bytecode IL)
- Multithreaded (great for structuring distributed and UI programs)
- Garbage collected
- Dynamic class loading
- Reasonable exception system
- Rich standard libraries

Approaches to Implementing Java

Interpretation
- Extremely portable
  - Simple stack machine
  - Performance suffers
    - Interpretation overhead
    - Stack machine (no registers)

Direct compilation
- Compile the source or bytecodes to native code
- Sacrifices portability
- Can have very good performance
Why is Java Slow?

**Bytecode interpretation?**
- Not a good answer

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Why is Java Slow?

**Impediments to performance**
- Flexible array semantics
- Run-time checks (null pointers, array bounds, types)
- Precise exception semantics thwart optimization
- Dynamic class loading thwarts optimization
  - Even the class hierarchy is dynamic
- Multithreading introduces synchronization overhead
- Lots of memory references (poor cache performance)
  . . . and all the usual OO challenges
Consider matrix multiplication

```c
for (i=0; i<m; i++)
    for (j=0; j<p; j++)
        for (k=0; k<n; k++)
            C[i][j] += A[i][k] * B[k][j];
```

Costs
- 6 null pointer checks (with just 2 floating point operations!)
- 6 index checks

Can we optimize this code?
- Precise exception model
- Exception semantics inhibit removal or reordering
- No multidimensional arrays
- Rows may alias

More on Matrix Multiplication

Why can’t we just do this...?

```c
if (m <= C.size(0) && p <= C.size(1) &&
    m <= A.size(0) && n <= A.size(1) &&
    n <= B.size(0) && p <= B.size(1)) {
    for (i=0; i<m; i++)
        for (j=0; j<p; j++)
            for (k=0; k<n; k++)
                C[i][j] += A[i][k] * B[k][j];
} else {
    raise exception
}
```

No out-of-bounds checks, right?
Exceptions in Java

Exceptions in Java are precise
– The effects of all statements and expressions before a thrown exception must appear to have taken place, and
– The effects of all statements or expressions after a thrown exception must appear not to have taken place

Implications
– Must be very careful or clever when
  – Eliminating checks or
  – Reordering statements

Safe Regions [Moreira et al. TOPLAS 2000]

Idea
– Create two versions of a block of code
  – One is guaranteed not to except and is optimized accordingly
  – The other is used when the code might except

```java
if (m <= C.size(0) && p <= C.size(1) &&
    m <= A.size(0) && n <= A.size(1) &&
    n <= B.size(0) && p <= B.size(1)) {
    for (i=0; i<m; i++) // safe region
        for (j=0; j<p; j++)
            for (k=0; k<n; k++)
                C[i][j] += A[i][k] * B[k][j];
} else {
    for (i=0; i<m; i++) // unsafe region
        for (j=0; j<p; j++)
            for (k=0; k<n; k++)
                C[i][j] += A[i][k] * B[k][j];
}
Java Arrays and Loop Transformations

Java arrays
- No multidimensional arrays
  - Instead use arrays of arrays (can be ragged)
  - Requires one memory reference for each array dimension
  - Rows may alias with one another

Arrays are common in scientific applications
- Their use requires optimization for good performance
- Large body of work on loop transformations makes assumptions
  - Arrays stored in contiguous memory
  - No aliasing among array elements
  - (Arrays are not ragged)
Summary

Implementing OOP requires handling ...
- member variables and inheritance
- dynamic binding due to polymorphism

Some OOP features that lead to inefficient code
- dynamic code and data
- programming style (ie. use of dynamism and small function bodies)
- safety (ie. array bounds checks and precise exceptions)
- garbage collection

Many sources of inefficiency in Java
- The cost of a cleaner object-oriented language

Progress in improving Java efficiency
- Greatest performance boost comes from eliminating interpretation overhead
- Scientific application performance (ie. imitating multi-dim arrays)

Next Time

Today! Dr. Sanjay Rajapadhye speaking at BMAC

Wednesday 2:10-3:50 in HERE

Assignments
- Strongly recommend you turn in HW3

Lecture
- Optimizing dynamic binding
- Garbage collection