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MaxSim: A Simulation Platform for Managed Applications

Open-source: https://github.com/beehive-lab/MaxSim

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Overview

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- What simulation platform for managed applications is needed and why?
- VM Selection Justification: Maxine VM
- Simulator Selection Justification: ZSim
- MaxSim: Overview and Features
- Use Cases: Characterization, Profiling, and HW/SW Co-design
- Conclusion

What simulation platform for managed applications is needed and why?

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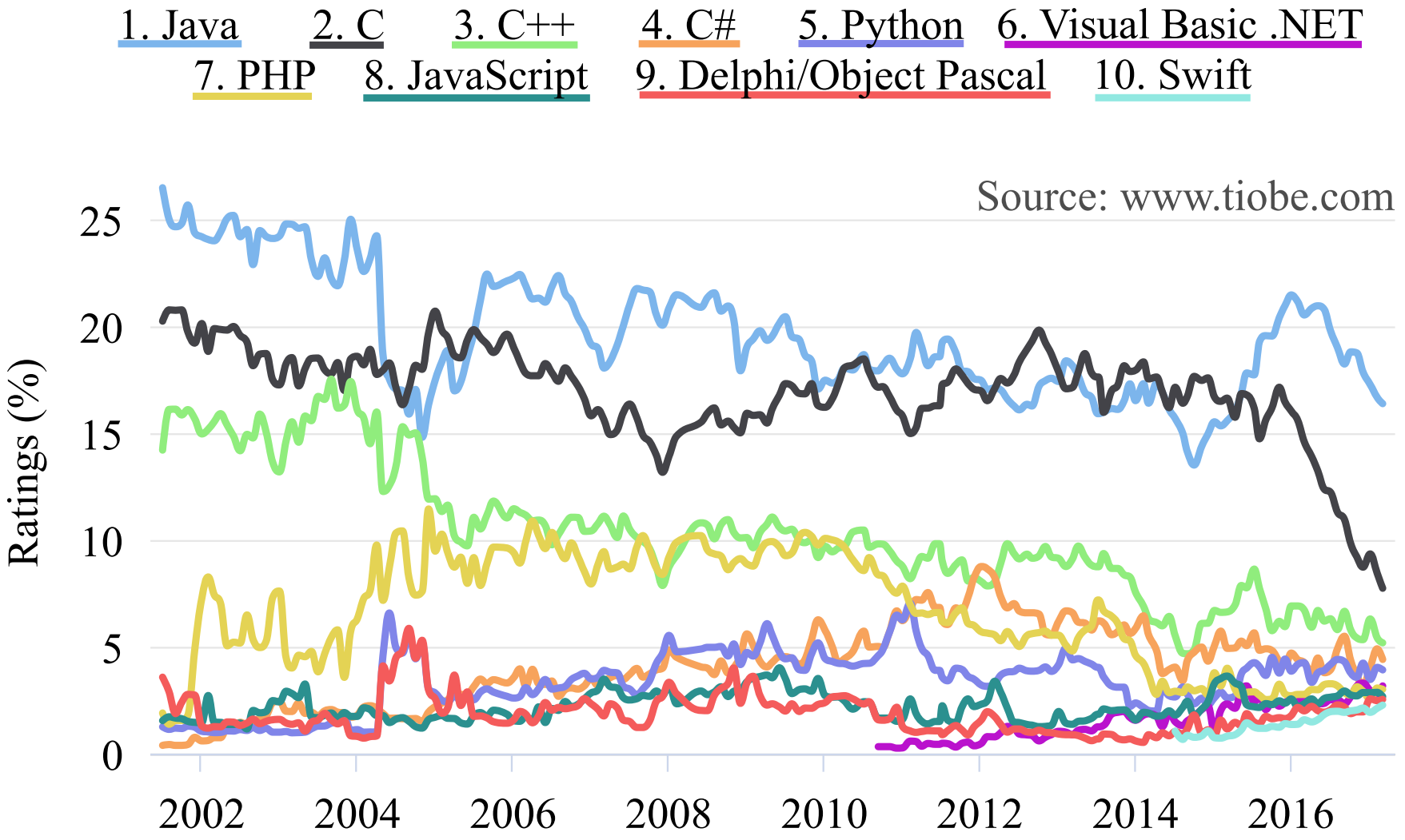
TIOBE Programming Community Index (March 2017)



What simulation platform for managed applications is needed and why?

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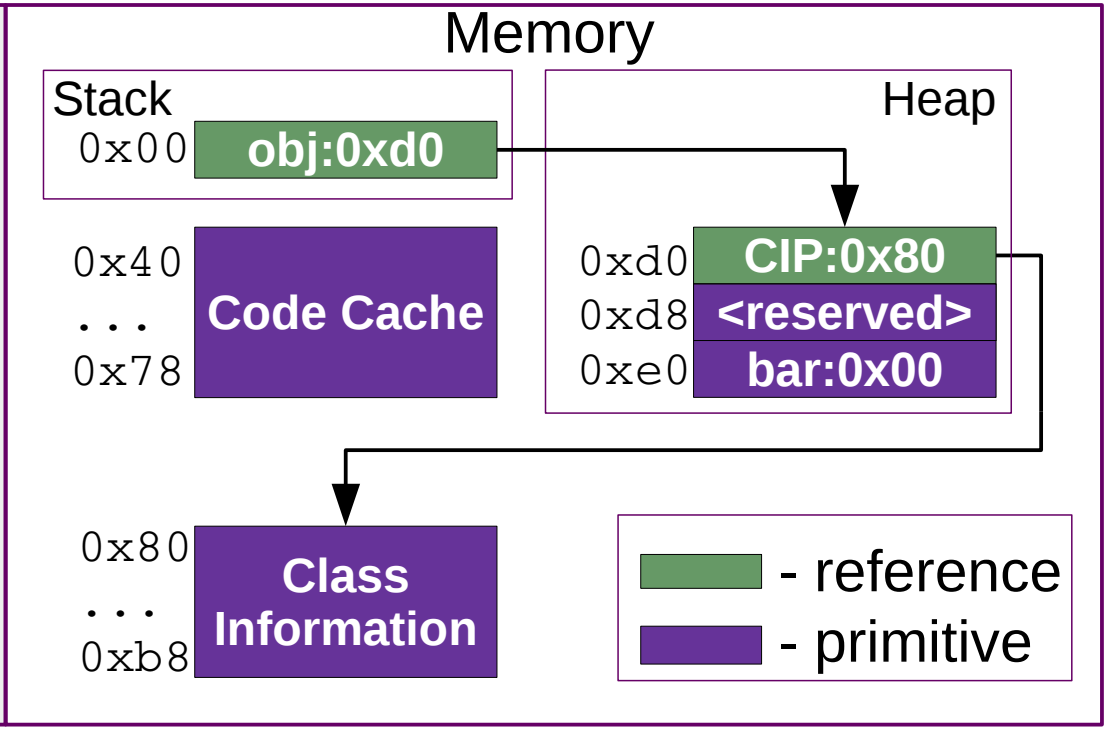
Specific Characteristics of Managed Applications

```
// Example of a class.
class Foo {
  public long bar;
}

// Source code example.
{
  // Allocation site.
  Object obj = new Foo();
  ...
  // GC can happen.
  ...
  // Type introspection.
  if (obj instanceof Foo) {
    ...
  }
}
```



- Distributed in the verifiable bytecode format
- Automatic memory management
- JIT compilation and interpretation
- Object orientation and associated metadata

What simulation platform for managed applications is needed and why?

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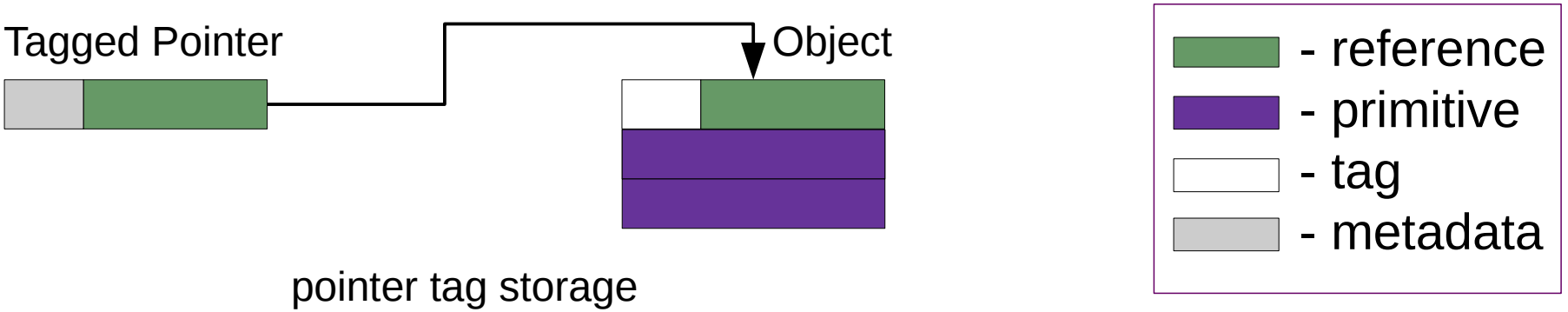
Support for Tagged Pointers

- An option for object metadata storage



- Support in commodity 64-bit architectures
  - AArch64: [tag:8b | pointer:48b]
  - SPARC M7: [tag:8b | pointer:48b] - [tag:32b | pointer:32b]
  - x86-64: [signExtension | pointer:(48b|57b)]

What simulation platform for managed applications is needed and why?

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Design Goals

- Productivity for research
  - VM modularity and support of other languages
  - High simulation speed (DaCapo benchmarks in one day on a single PC)
- Awareness of the VM in the simulator
- Advanced features
  - Support of tagged 64-bit pointers
  - Ability to experiment with different object layouts
  - Ability to perform power and energy modeling

VM Selection Justification: Maxine VM

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Maxine VM[1]: A Platform for Research in VM Technology

- Mostly written in Java, with a substrate written in C
- Modular design: schemes for object layouts, object references, heap and GC, thread synchronization, etc.
- Compilers: T1X (O0), C1X (O1), Graal (O2)
  - Graal supports other languages via Truffle (JavaScript, R, Ruby, others)
- Target ISAs: x86-64, ARMv7
- Class library: JDK 7

[1] Wimmer *et al.,* “Maxine: An approachable virtual machine for, and in, Java”, TACO, 2013

VM Selection Justification: Maxine VM

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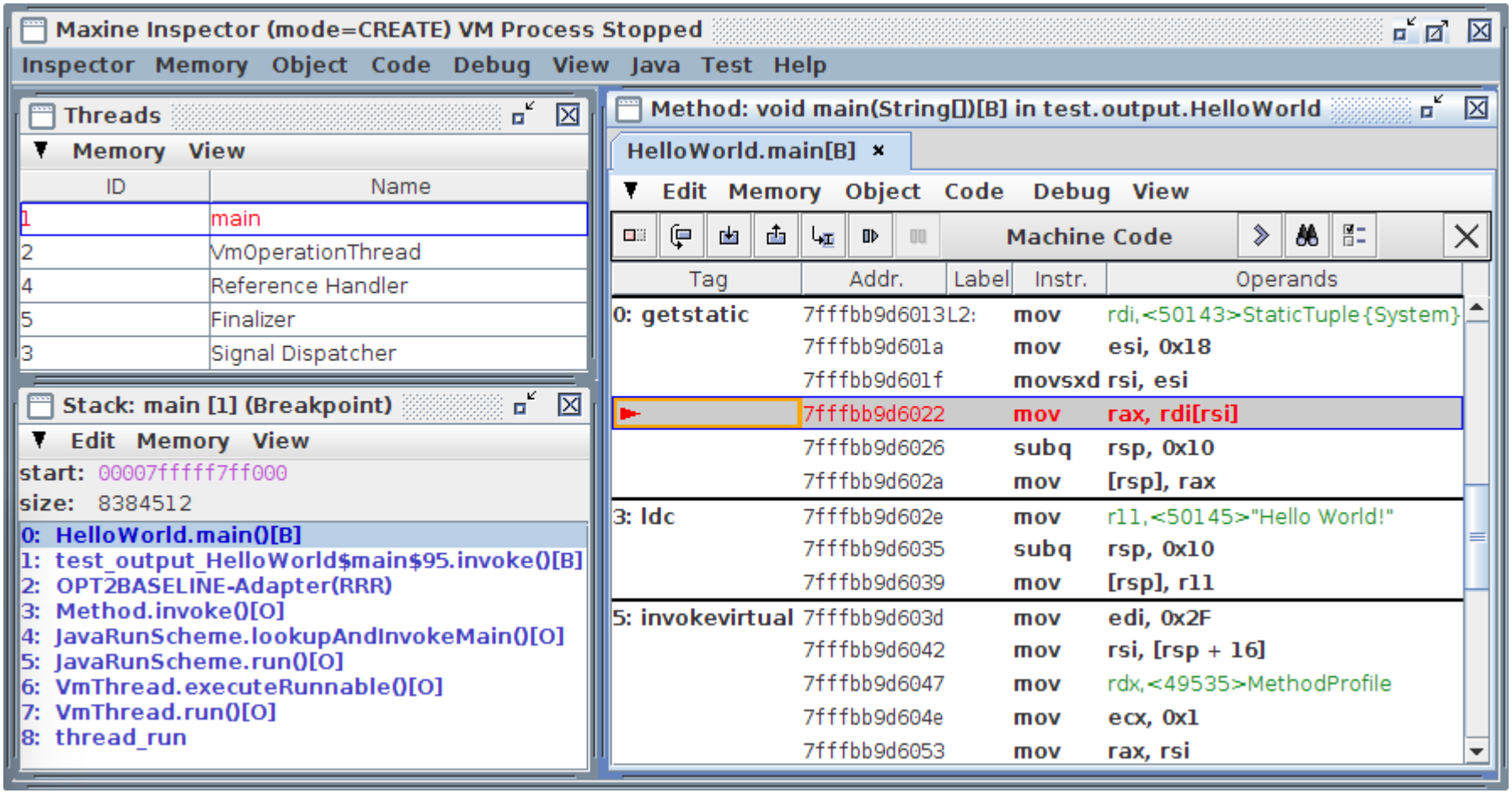
Maxine Inspector: Integrated Debugging Support



VM Selection Justification: Maxine VM

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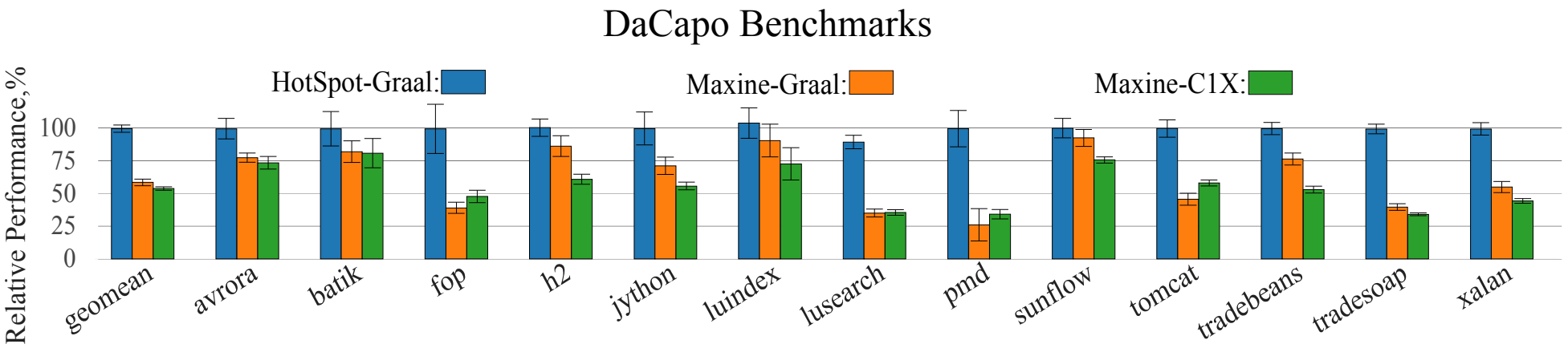
Maxine VM: Performance Comparison Against Hotspot VM



- Maxine VM performance is ~59% of the highly optimized Hotspot VM
- Graal (O2) compiler delivers 8% better performance than C1X (O1)

Simulator Selection Justification: ZSim

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ZSim[1]: Fast and Accurate Microarchitectural Simulation

- x86-64 execution-driven timing simulator based on Pin
- Bound-weave technique for scalable simulation
- Lightweight user-level virtualization
- Comparison with open simulators supporting managed applications

Simulator	Engine	Full-System	Simulation Speed
gem5	Emulation	yes	~100-300 KIPS
Sniper *	DBT	no	~1-3 MIPS
ZSim	DBT	no	~7-20 MIPS

[1] Sanchez *et al.* "ZSim: Fast and Accurate Microarchitectural Simulation of Thousand-Core Systems", ISCA, 2013

* Sniper can simulate DaCapo benchmarks on 32-bit Jikes RVM only.

Simulator Selection Justification: ZSim

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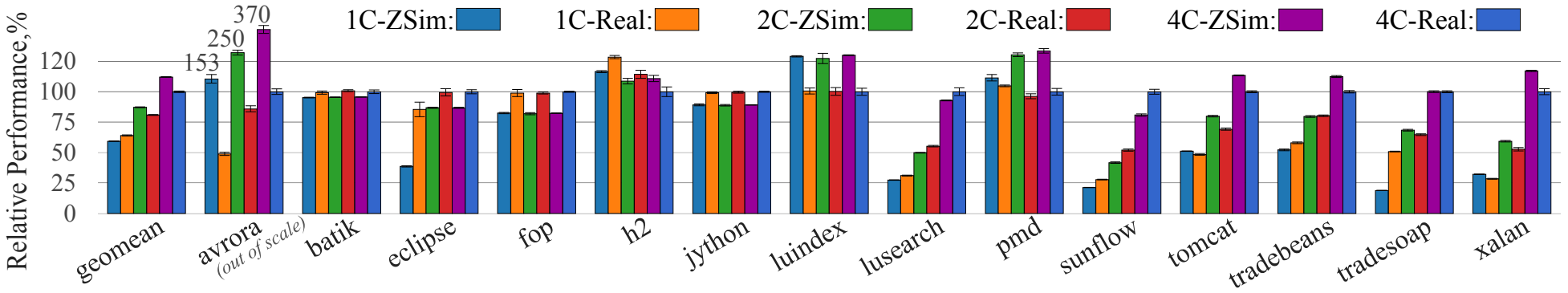
ZSim Validation: DaCapo on Maxine VM



- 100% pass rate and ~10% geomean simulation error at ~12 MIPS
- Inconsistencies:
  - eclipse, tradesoap (1C-*): Round Robin vs CFS scheduling
  - avrora: spends more than 50% of execution in the kernel

MaxSim: Overview and Features

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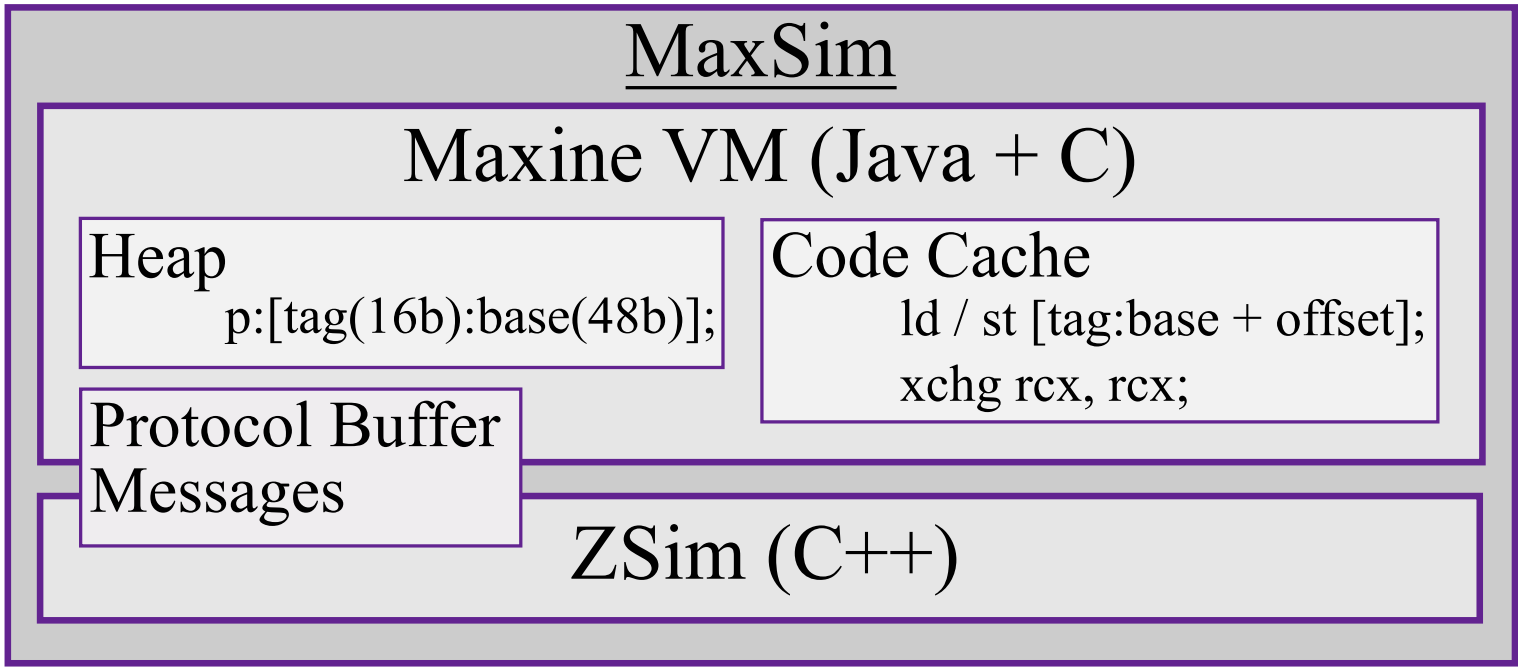
Maxine-ZSim Integration Scheme



- Protocol Buffer Messages
  - Interface definition
  - Configuration
  - Profile serialization
- Magic NOPs
  - Simulation control
  - VM awareness
  - Sending/receiving protocol buffer messages
- Tagged Pointers
  - VM awareness
  - Profiling

MaxSim: Overview and Features

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VM Awareness in the Simulator

- VM memory regions
  - Stack
  - TLS
  - Heap
  - Code cache
  - Native code
  - Others
- VM operations
  - Garbage collection
  - Object allocation
- Object binding
  - To its class
  - To its allocation site

MaxSim: Overview and Features

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Pointer Tagging

- Two types of pointer tagging are supported
  - Class ID tagging
  - Allocation site ID tagging

```
// Example of a class.
class Foo {
  public long bar;
}

// Source code example.
{
  // Allocation site.
  Foo obj = new Foo();
  obj.bar = 42;
}
```

- Tagging/untagging of all pointers at arbitrary places of execution
  - Enables simulation fast-forwarding

- After tagging the following properties are preserved:
  - Pointers to the same object are tagged with the same tag
  - Tags are immutable between an allocation and a garbage collection
  - Objects are accessed using `[tag:base + offset]` addressing mode

MaxSim: Overview and Features

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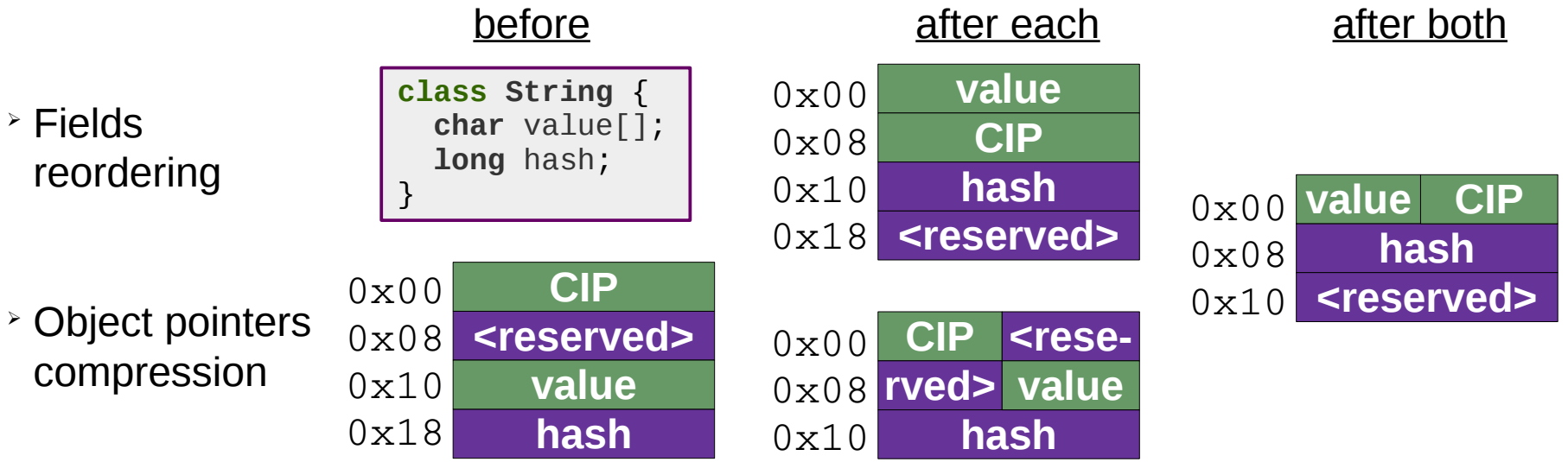
Address Space Morphing

- Motivation: easy experimentation with object layouts without adding extra complexity or breaking modularity of Maxine VM

- Supports two object layout transformations



- Makes use of two properties of MaxSim
  - Flexibility of Maxine VM to expand object fields
  - Ability of ZSim to remap memory addresses

MaxSim: Overview and Features

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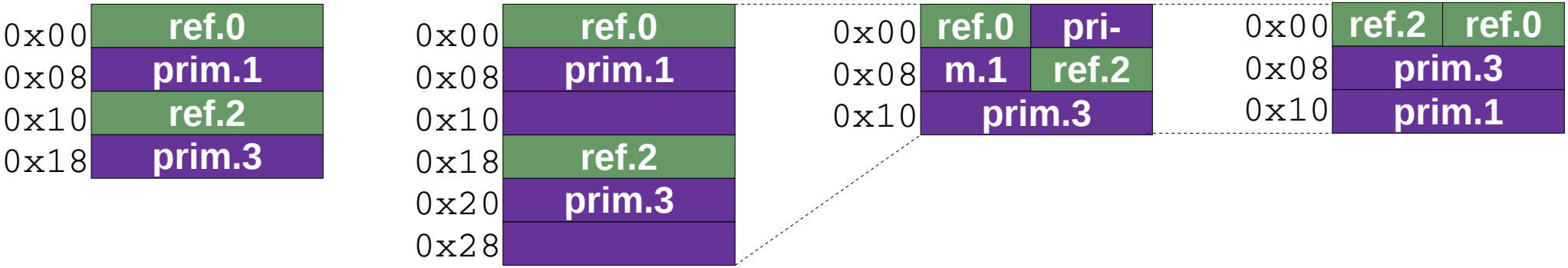
Stages of Address Space Morphing

$f_e(1,2)$ - expansion in Maxine VM → $f_c(2)$ - contraction in ZSim → $f_r(m_c)$ - reordering in ZSim

Layout



Addressing

$[b_o+o_o]$ $[f_e(b_o)+f_e(o_o)]$ $[b_e/2+o_e/2]$ $[b_c+m_c(o_c)]$

Fields Reordering Map

m_o
0x00→0x08
0x08→0x18
0x10→0x00
0x18→0x10

m_e
0x00→0x08
0x08→0x20
0x18→0x00
0x20→0x10

m_c
0x00→0x04
0x04→0x10
0x0C→0x00
0x18→0x08

- reference
- primitive

MaxSim: Overview and Features

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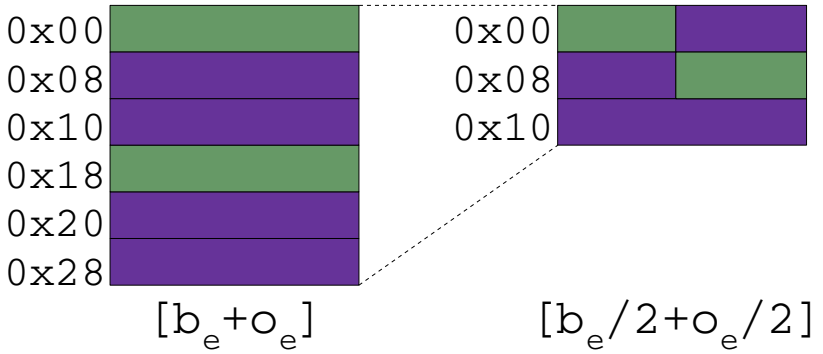
Address Space Morphing: Special Cases and Validation

- Simulation filtering of copying and initialization

```
// Loop used for initialization.
void setWords(Pointer p, int n) {
  ZSIM_MAGIC_NOP(BEGIN_LOOP_FILTERING);
  for (int i = 0; i < n; i++) {
    p.writeWord(i, 0);
  }
  ZSIM_MAGIC_NOP(END_LOOP_FILTERING);
}
```

$f_c(2)$ – contraction in ZSim



- Special cases for fast simulation
  - Array of primitives and code cache objects are handled differently
- Validation
  - References and primitives were expanded twice in Maxine VM and contracted twice in ZSim
  - Less than 1% difference in comparison with the original layout

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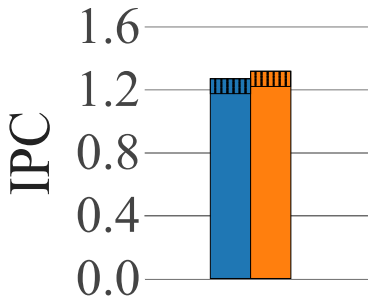
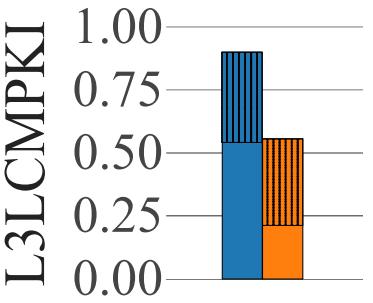
DaCapo Tomcat Characterization

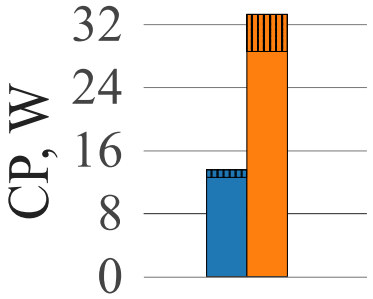
1 Core 2MB LLC: 4 Cores 8MB LLC: GC part:



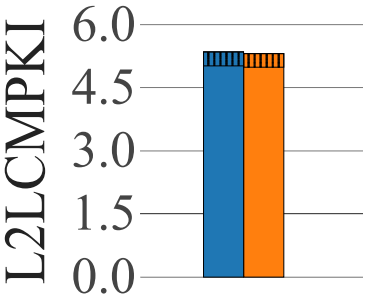
Instructions per Clock



L3 Load Cache Misses per Kilo Instruction



Consumed Power



L2 Load Cache Misses per Kilo Instruction

MaxSim: Use Cases

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Analysis of L2 Cache Misses via Profiling

MaxSim output of class profiling information

```
char[]([C)(i:43 mf:57163720 (s:56(200337) ... r2m:722499 w2m:158200 r3m:108784 w3m:7723):
    ...
    (o:16 f:.35 r:18602074 w:759093 r2m:596449 w2m:62251 r3m:80211 w3m:161)
    ...
```

Maxsim output of cache miss site profiling information

```
...
[java.lang.String.equals(Object)+108(k:I bci:23)](m:539629 i:43 ol:16 oh:16)
...
```

String.class bytecode

bci	Instr.	Line
20	*getfield*	980
23	*arraylength*	980
24	*istore_3*	980

String.java source code

```
974  public boolean equals(Object anObject) {
975    if (this == anObject) {
976      return true;
977    }
978    if (anObject instanceof String) {
979      String anotherString = (String) anObject;
980      int n = value.length;
981      if (n != anotherString.value.length)
982        return false;
983      ...
```

MaxSim: Use Cases

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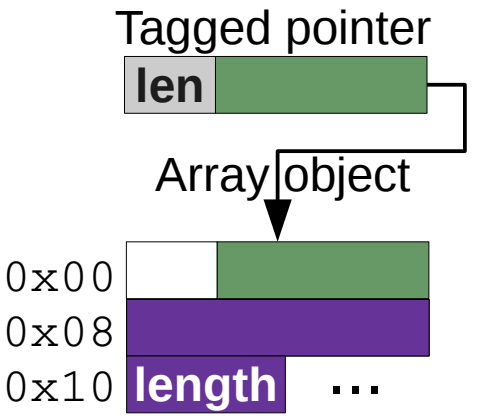
Storing Array Length in a Pointer Tag

- Having 16-bit-tagged pointers it is possible to store a range of array lengths [0;0xFFFE], when 0XFFFF is Not an Array Length (NaAL) indicator

- Array length retrieval in software



Source code

```
inline int retrieveArrayLength(Pointer_t objectPointer)
{
    TAG_t tag = extractTAG(objectPointer);
    if (tag != NaAL) {
        return (int) tag;
    }
    return * ((int *) (objectPointer + 0x10));
}
```

x86-64 assembler

```
// objectAddress in   %rdi
    movq    %rdi,     %rax
    shrq    $48,      %rax
    cmpq    $65535,   %rax
    jne     .L1
    movq    16(%rdi), %rax
.L1:
// array length in    %rax
```

- Dynamic execution height of 4.5 instructions of 19 bytes
- Originally 1 instruction of 4 bytes

MaxSim: Use Cases

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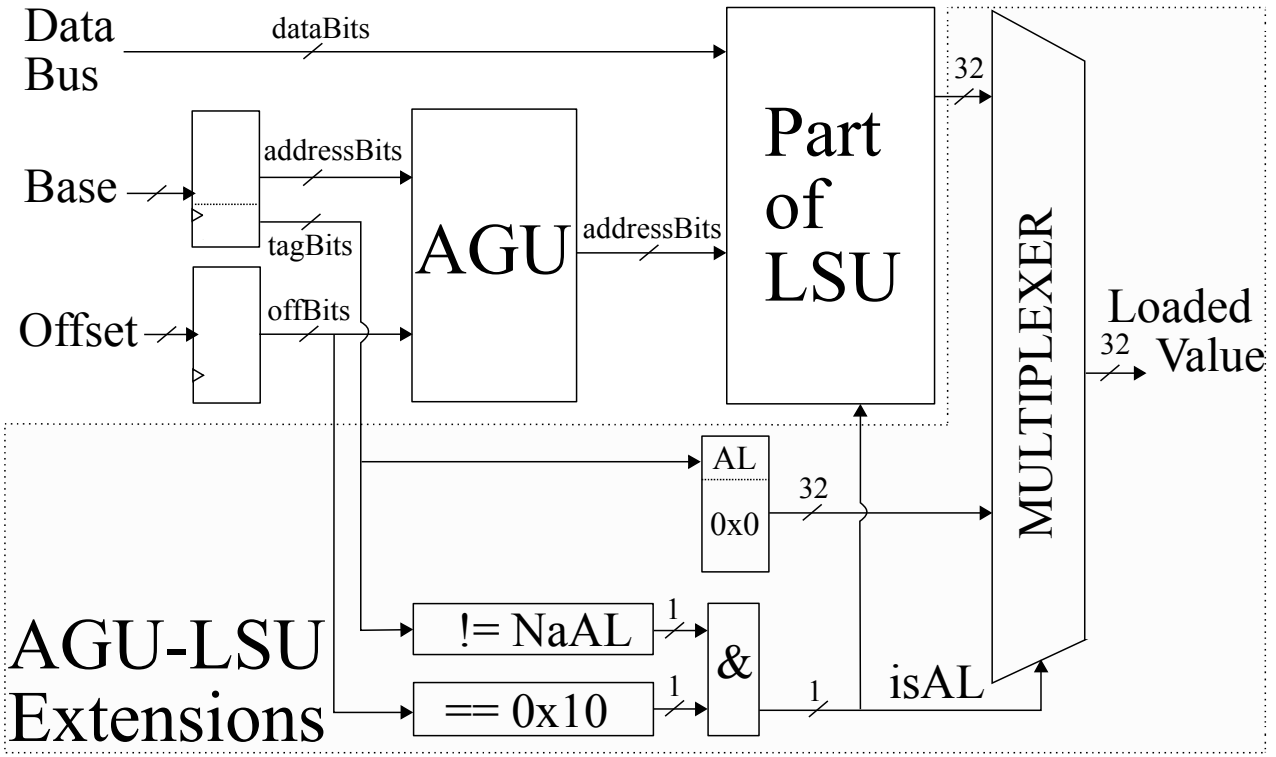
HW-Assisted Array Length Retrieval from Tagged Pointers



- Array length retrieval in one instruction

```
inline int retrieveArrayLength(Address_t objectAddress) {
    return * (( CIP_t *) (objectAddress + 0x10));
}
```

```
// objectAddress in %rdi
movq    16(%rdi), %rax
// array length in %rax
```

MaxSim: Use Cases

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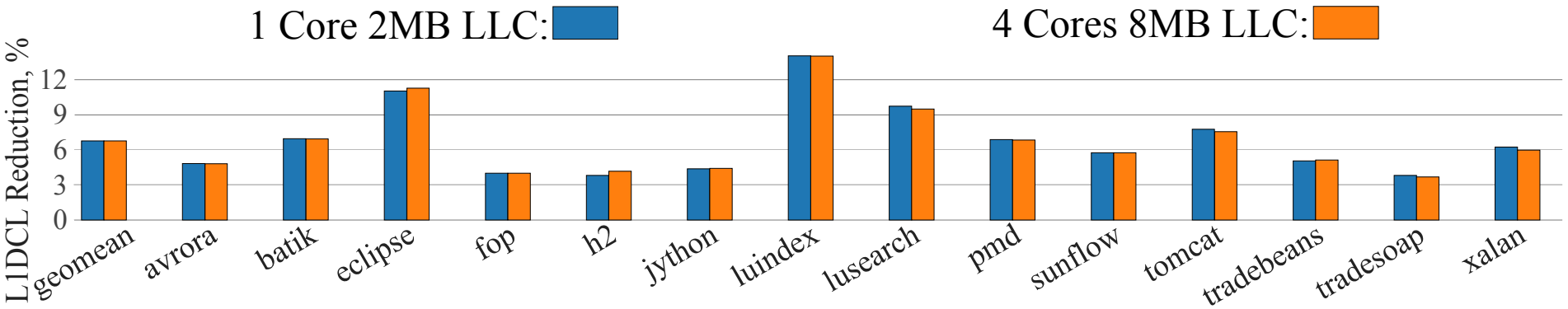
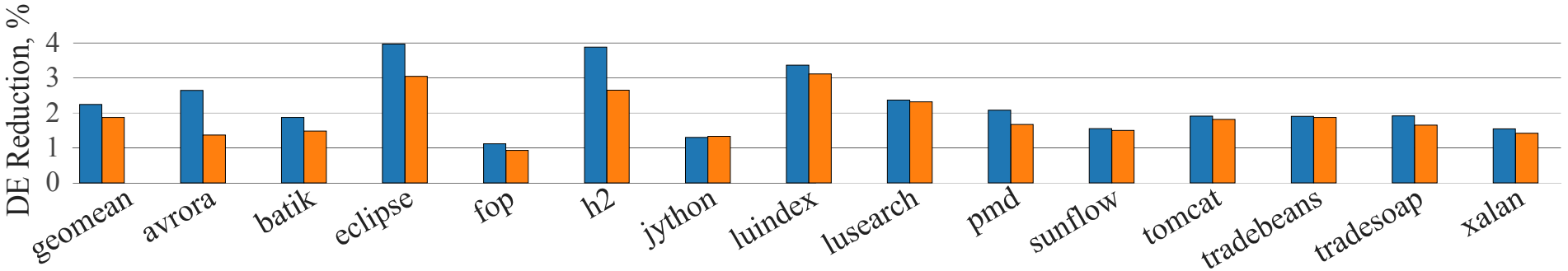
Evaluation of HW-Assisted Array Length Retrieval



L1 Data Cache Loads Reduction (~6% in geomean) on DaCapo Benchmarks



Dynamic Energy Reduction (~2% in geomean) on DaCapo Benchmarks

Conclusion

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- Novel simulation platform for managed applications
  - Based of the state-of-the art VM and simulator
  - Awareness of the VM in the simulator
  - Simulation of 16-bit tagged pointers on x86-64
  - Low-overhead memory access profiling
  - Address-space morphing technique
- Use cases
  - Workload characterization and profiling
  - HW/SW co-design and exploration of architectural specialization for managed applications
  - Easy experimentation with object layout transformations
- Open-source platform is available at:

  https://github.com/beehive-lab/MaxSim