Continuous Object Access Profiling and Optimizations to Overcome the Memory Wall and Bloat

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Many Wasteful Objects Hurt Performance.

- Object-oriented programs allocate many objects. [Zhao et al., 2009]
- Not only many, but also wasteful. [Mitchell et al. 2007]
  - Unused fields, duplicated objects, etc.

→ Called Memory Bloat.

😢 Increasing cache misses.
  😞 Making the Memory Wall higher.
😢 Increasing GC frequency and overhead.
Object Optimizations to Overcome Memory Bloat

- Allocation size truncation
  [Odaira et al., 2012]

- Object compression
  [Sartor et al., 2008]

- Equal-object merging
  [Marinov et al., 2003]

- Lazy allocation, filed reordering, and more.
Object Optimizations Need Object Access Profiling.

- **Allocation size truncation**
  - What is the largest accessed index?

- **Object compression**
  - Are the fields not likely to be accessed?

- **Equal-object merging**
  - Are the objects equal and likely immutable?
Definition: Object Access Profiling

- Which instructions access ...
- which fields of ...
- which objects ...
- allocated at which sites
  - ... or in which contexts.

```java
1: buffer = new char[16384];
```

Instruction 20 writes to the 99th element of a char array allocated at 1.

```java
20: buffer[99] = ...;
```
Goal: Lightweight Accurate Object Access Profiling

- Lightweight
  - To be used online continuously.

- Accurate
  - Not to miss optimization opportunities.
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However, accurate profiling is heavyweight!!

- Need to trade off accuracy for low overhead.

→ What kind of accuracy is really needed? (… and what can be compromised?)
Example of Memory Bloat: Over-allocated Buffers

- Programmers often allocate many large buffers.
  - E.g. StringBuffer, BufferedReader, etc. in Java.
- But access only the first few dozen elements.

Lucene search benchmark

```java
buffer = new char[16384];
Access buffer;
...
```

16K elements
Example of Memory Bloat: Over-allocated Buffers

- Programmers often allocate many large buffers.
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Lucene search benchmark

```java
buffer = new char[16384];
Access buffer;
...
```

Accessed  Not accessed

~100 elements
Example of Memory Bloat: Over-allocated Buffers

- Programmers often allocate many large buffers.
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- But access only the first few dozen elements.

Lucene search benchmark

```java
buffer = new char[16384];
Access buffer;
...
```

Accessed

Not accessed

The largest accessed index is 99.
Example (cont’d): Truncating Allocation Size

- Speculatively allocate smaller buffers.
  - Need a fallback path for speculation failure (See our paper).

Lucene search benchmark

```plaintext
buffer = new char[100];
Access buffer;
...
```

4x speed-up!
Must Track Object for Its Entire Lifetime.

- 99 turns out to be the largest accessed index only after the buffer dies.

```java
buffer = new char[16384]
Access buffer[0]
Access buffer[1]
...
Access buffer[99]
...
Access buffer[50]
...
Access buffer[30]
...
Reclaim buffer
```

Hmm…, the largest accessed index was 99.
But No Need to Track Every Object.

- Observation:
  Objects allocated at the same site (or context) tend to have the same access pattern.

```java
buffer = new char[16384];
Access buffer;
...
```
Prior Work is Heavyweight and/or Inaccurate.

- Pointer analysis in Just-In-Time (JIT) compilation
  - 😞 Accurate analysis is heavyweight.
  - 😞 Lightweight analysis is inaccurate (too conservative).

- Code instrumentation
  - 😞 Accurate profiling needs to instrument many accesses.
  - 😞 Lightweight instrumentation cannot track objects’ lifetimes.
Barrier Profiler: Accurate and Lightweight Profiler

- Memory-protection-based
  - Can track objects’ lifetimes.

```java
buffer = new char[16384];
if (sample(buffer))
    protect(buffer);
...
Access buffer[0]
Access buffer[1]
...
Access buffer[99]
...
Access buffer[50]
...
Access buffer[30]
...
Reclaim buffer
```
Barrier Profiler: Accurate and Lightweight Profiler

- Memory-protection-based
  - Can track objects’ lifetimes.

- Per-object protection
  - Barrier Pointers

```java
buffer = new char[16384];
if (sample(buffer))
    protect(buffer);
...
Access buffer[0] ✓
Access buffer[1] ✓
...
Access buffer[99] ✓
...
Access buffer[50] ✓
...
Access buffer[30] ✓
...
Reclaim buffer
```
Barrier Profiler: Accurate and Lightweight Profiler

- Memory-protection-based
  - Can track objects’ lifetimes.
- Per-object protection
  - Barrier Pointers
- Profile-directed overhead reduction
  - Sample objects adaptively.

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- Memory-protection-based
  - Can track objects’ lifetimes.
- Per-object protection
  - *Barrier Pointers*
- Profile-directed overhead reduction
  - Sample objects adaptively.
  - Can stop profiling an object.
- ✓ Lightweight
- ✓ Small errors in profiling

```c
buffer = new char[16384];
if (sample(buffer))
  protect(buffer);
...
Access buffer[0]
Access buffer[1]
...
Access buffer[99]
...
Access buffer[30]
... 
```

Stop profiling this object.

Reclaim buffer
**Barrier Profiler**: Accurate and Lightweight Profiler

- **Memory-protection-based**
  - Can track objects’ lifetimes.

- **Per-object protection**
  - *Barrier Pointers*

- **Profile-directed overhead reduction**
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buffer = new char[16384];
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Access buffer[0]
Access buffer[1]
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Access buffer[99]
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...
Access buffer[30]
...
Reclaim buffer
```
Simple Page Protection Does Not Work.

- How about directly protecting target objects?

  😞 Race condition
  - Thread A temporarily disables protection to access an object.
  - Thread B can access the object without an exception.

  😞 Too coarse-grained
Barrier Pointers to Enable Per-Object Protection

- Reserve a protected region outside of the heap.
  - The same size as the heap, for simplicity.
  - More virtual-memory efficient methods in our paper.
  - No need to assign real memory to the protected region.
Barrierization

- Convert all pointers to a target object to barrier pointers.
  - Add the constant offset.
- Barrier pointers point to the protected region.
- Done at object allocation time.
Barrier Pointers Enable Per-Object Profiling.

- Accesses via the barrier pointers cause exceptions.
  - Profiling in the exception handler.

😊 Accesses to the other objects cause no exception.

- Subtle issues explained in our paper:
  - Handling pointers to the middle of an object.
  - Executing atomic memory accesses.
Unbarrierization

- Restore the original pointer from the barrier pointer.
  - Subtract the constant offset.

😊 Can access the object without disabling protection.
😊 No race condition
Barrier Profiler Samples Objects at Allocation Time.

- Per $n$-MB allocation.
  - $n = 8$, by default, but it is adaptive.
Experiments


- Metrics
  - Accuracy
    - Smaller errors in profiles than Bursty Tracing (Details in our paper)
  - Performance overhead

- Simulated Bursty Tracing (access-sampling-based code instrumentation).
  - Accuracy estimated using offline perfect tracing.
  - Overhead calculated based on full-instrumentation overhead and sampling ratio (200:1).
Experimental Environment and Benchmarks

- Environment
  - 4-core 2-SMT 4.7-GHz POWER6, 32-GB main memory
  - Linux 2.6.18, 1 GB Java heap

- Benchmarks
  - Only allocation-intensive programs shown in this talk.
Performance Overhead

- Bursty Tracing: 9.2%, Barrier Profiler 1.3%
  - Without the profile-directed overhead reduction, the overhead of Barrier Profiler was 75.2%.
Online Object Optimizations Using Barrier Profiler

- Online compression of character arrays
  - 8.6% speed-up in SPECjbb2005.

- Online truncation of allocation sizes
  - 36% speed-up in “lusearch”, with 1 GB Java heap
  - 4x speed-up in “lusearch”, 6% speed-ups in “xalan”, with 2x minimum Java heap.
Conclusion

- **Barrier Profiler:**
  - accurate and lightweight object access profiler
    - Smaller errors in profiles than Bursty Tracing
    - 1.3% performance overhead on average

✓ Indispensable to continuous online profiling.

- **Online object optimizations using Barrier Profiler**
  - Online truncation of allocation sizes
  - Online compression of character arrays

✓ Enabled for the first time by Barrier Profiler.
Thank you!

- Questions?
Backup
Advanced Barrier Pointers

- Shift right/left for barrierization/unbarrierization.
  - Objects are 8-byte aligned.
- Protected region can be 1/8 of the Java heap.
Utilizing OS-protected Region

- Linux occupies the highest 1/4 of a virtual space.
  - Inaccessible from users.
- Set/clear the topmost 2 bits for barrierization/unbarrierization.

![Diagram showing virtual address space, Java heap, Linux OS region, original pointer, and barrier pointer with operations: shift right + set topmost 2 bits, clear topmost 2 bits + shift left.]
How to Evaluate Accuracy

- Profile all of the accesses to all of the allocated objects. (= Full trace)
  - Using the barrier pointer framework.
- Calculate the percentages of allocated bytes satisfying the following properties, at each allocation site.
  - Write-only objects
  - Immutable objects
  - Non-accessed bytes
- Compare the profilers’ results with the full trace, using the absolute differences of the calculated percentages.
- Simulated Bursty Tracing: estimate the accuracy by sampling 10,000 memory accesses after skipping 2,000,000 accesses in the full trace.
Online Adjustment of Allocation Sizes

- Focus on “growable array” programming pattern.
  - E.g. StringBuffer in Java.
  - Speculation failure check is already coded.

- Programmers use a new API to wrap the target allocation sites.
- Feedback the best size to each allocation site.
New API

```java
public final class System {
    public static char[] getCharArrayOfBestSize(int defaultSize) {
        return new char[defaultSize];
    }
    ...
}

public class BufferedReader {
    public BufferedReader(Reader in) {
        this.in = in;
        //this.cb = new char[8192]; // Original implementation
        this.cb = System.getCharArrayOfBestSize(8192);
        this.length = this.cb.length;
    }
    ...
}
```
Overhead Reduction Exploits *Boringness*.

- **Interesting properties:**
  - Properties of objects which object optimizations exploit.
  - E.g. Write-only, immutable, non-accessed, etc.

- **Boring objects:**
  - Objects that no longer satisfy interesting properties.
  - E.g. objects once read are no-longer write-only.

→ Stop profiling of such objects by unbarrierization.

- **Boring allocation sites:**
  - Sites that have allocated many boring objects.

→ Reduce sampling frequency at such sites.
Techniques for Overhead Reduction

- **Adaptive object sampling:**
  Reduce sampling frequency at the sites that have allocated many uninteresting objects.

- **Adaptive unbarrierization:**
  Stop profiling of objects that no longer satisfy interesting properties.
  - GC-time unbarrierization.
  - Execution-time temporary unbarrierization

```c
load reg1, [obj_reg, offset]
... 
... 
load reg2, [obj_reg, offset]
profile_access(object); if (object is not interesting && obj_reg is not used for pointer comparison)
  obj_reg = unbarrierize(obj_reg);
```
Accuray (Errors against Perfect Profiles)

- Barrier Profiler mostly resulted in smaller errors than Bursty Tracing.

![Graph showing accuracy comparison between Bursty Tracing and Barrier Profiler across different benchmarks.](image)

Errors in estimating the allocation percentage of write-only bytes

Lower is better