Interpreters and virtual machines

Advanced Compiler Construction
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Interpreters

Interpreters

An **interpreter** is a program that executes another program, which could be represented as:

- raw text (source code), or
- a tree (AST of the program), or
- a linear sequence of instructions.

Pros of interpreters:

- no need to compile to native code,
- simplify the implementation of programming languages,
- often fast enough on modern CPUs.

Text-based interpreters

Text-based interpreters directly interpret the textual source of the program.

Seldom used, except for trivial languages where every expression is evaluated at most once (no loops/functions).

Plausible example: a calculator, evaluating arithmetic expressions while parsing them.

Tree-based interpreters

Tree-based interpreters walk over the abstract syntax tree of the program to interpret it.
Better than string-based interpreters since parsing and analysis is done only once.
Plausible example: a graphing program, which repeatedly evaluates a function supplied by the user to plot it.
(Also, all the interpreters included in the L_3 compiler are tree-based.)

Virtual machines

Virtual machines

Virtual machines resemble real processors, but are implemented in software.
They take as input a sequence of instructions, and often also abstract the system by:

- managing memory,
- managing threads,
- managing I/O,
- etc.

Used in the implementation of many important languages, e.g. SmallTalk, Lisp, Forth, Pascal, Java, C#, etc.

Why virtual machines?

Since the compiler has to generate code for some machine, why prefer a virtual over a real one?

- for portability: compiled VM code can be run on many actual machines,
- for simplicity: a VM is usually more high-level than a real machine, which simplifies the task of the compiler,
- for simplicity (2): a VM is easier to monitor and profile, which eases debugging.

Virtual machines drawbacks

Virtual machines have one drawback: performance.
Why?

- interpretation overhead (fetching/decoding, etc.).

Mitigations:

- compile the (hot parts) of the program being interpreted,
- adapt optimization on program behavior.

Kinds of virtual machines

Two broad kinds of virtual machines:

- **stack-based VMs** use a stack to store intermediate results, variables, etc.
- **register-based VMs** use a limited set of registers for that, like a real CPU.

What's best?

- for compiler writers: stack-based is easier (no register allocation),
- for performance: register-based *can* be better.

Most widely-used virtual machines today are stack-based (e.g. the JVM, .NET's CLR, etc.) but a few recent ones are register-based (e.g. Lua 5.0).

Virtual machine input

Virtual machines take as input a program expressed as a sequence of instructions:

- each instruction is identified by its **opcode** (**op**eration **code**), a simple number,
- when opcodes are one byte, they are often called **byte codes**,
- additional arguments (e.g. target of jump) appear after the opcode in the stream.

VM implementation

Virtual machines are implemented in much the same way as a real processor:

1. the next instruction to execute is fetched from memory and decoded,
2. the operands are fetched, the result computed, and the state updated,
3. the process is repeated.

VM implementation

Which language are used to implement VMs?
Today, often C or C++ as these languages are:

- fast,
- at the right abstraction level,
- relatively portable.

Moreover, GCC and clang have an extension that can be used to speed-up interpreters.

Implementing a VM in C

```
typedef enum {
  add, /* … */
} instruction_t;

void interpret() {
  static instruction_t program[] = { add /* … */ };
  instruction_t* pc = program;
  int* sp = …; /* stack pointer */
  for (;;) {
    switch (*pc++) {
    case add:
      sp[1] += sp[0];
      sp++;
      break;
      /* … other instructions */
    }
  }
}
```

Optimizing VMs

The basic, `switch`-based implementation of a virtual machine just presented can be made faster using several techniques:

- threaded code,
- top of stack caching,
- super-instructions,
- JIT compilation.

Threaded code

Threaded code

In a `switch`-based interpreter, two jumps per instruction:

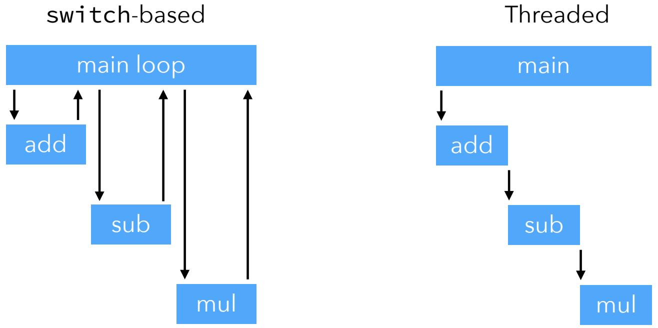
- one to the branch handling the current instruction,
- one from there back to the main loop.

The second one should be avoided, by jumping directly to the code handling the next instruction.

This is the idea of **threaded code**.

Switch *vs* threaded

Program: `add sub mul`



`switch`-based

main loop

add

sub

mul

Threaded

main

add

sub

mul

Implementing threaded code

Two main variants of threading:

1. **indirect threading**, where instructions index an array containing pointers to the code handling them,
2. **direct threading**, where instructions are pointers to the code handling them.

Pros and cons:

- direct threading has one less indirection,
- direct threading is expensive on 64 bits architectures (one opcode = 64 bits).

Threaded code in C

Threaded code represents instructions using code pointers.

How can this be done in C?

- in standard (ANSI) C, with function pointers (requires tail-call elimination),
- with GCC or clang, with label pointers (does not require tail-call elimination).

Direct threading in ANSI C

Direct threading in ANSI C:
- one function per VM instruction,
- the program is a sequence of function pointers,
- each function ends with code to handle the next instruction.

Easy but requires tail-call elimination!

Direct threading in ANSI C

```
typedef void (*instruction_t)(void*, int*);

static void add(void* pc0, int* sp) {
  instruction_t* pc = pc0;
  sp[1] += sp[0];
  sp += 1;
  pc += 1;
  (*pc)(pc, sp); /* handle next instruction */
}

/* … other instructions */

static instruction_t program[] = { add, /* … */ };

void interpret() {
  int* sp = …;
  instruction_t* pc = program;
  (*pc)(pc, sp); /* handle first instruction */
}
```

Direct threading in ANSI C

Major problem of direct threading in ANSI C:
- stack overflow in the absence of tail call elimination.

With compilers that do not do TCE, the only option is to use trampolines (or similar), which is very slow!

Conclusion: direct threading in ANSI C is only realistic with a compiler that eliminates tail calls.

Direct threading with GCC

Direct threading with GCC or clang:
- one *block* per VM instruction,
- the program is a sequence of *block* pointers,
- each function ends with code to handle the next instruction.

This requires a non-standard extension called *labels as values* (basically, label pointers).

Direct threading with GCC

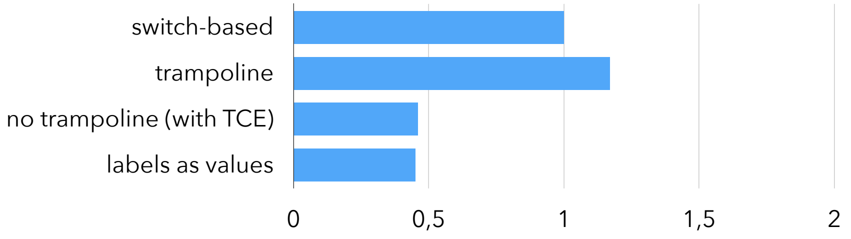
```
void interpret() {
  void* program[] = { &&l_add, /* … */ };

  int* sp = …;
  void** pc = program;
  goto **pc; /* jump to first instruction */


 l_add:
   sp[1] += sp[0];
   ++sp;
   goto **(++pc); /* jump to next instruction */

 /* … other instructions */
}
```

label as value

computed goto

Threading benchmark

Benchmark: 500'000'000 iterations of a loop
Processor: 2.0 GHz Intel Core i5
Compiler: clang 13.1.6
Optimization settings: −O3



Top-of-stack caching

Top-of-stack caching

In a stack-based VM, the stack is typically represented as an array in memory, accessed by almost all instructions.

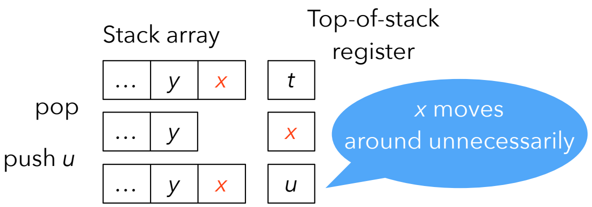
Idea:
store topmost element(s) in registers.

However:
storing a fixed number of topmost elements is not a good idea!

Therefore:
store a variable number of topmost elements, e.g. at most one.

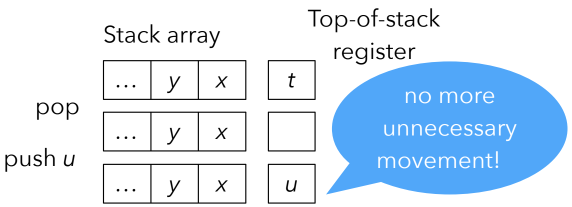
Top-of-stack caching

The top element is always cached:



Top-of-stack caching

Either 0 or 1 top-of-stack element is cached:



Top-of-stack caching

Beware: caching a variable number of stack elements means that every instruction must have one implementation per **cache state** (number of stack elements currently cached)
E.g., when caching at most one stack element, the `add` instruction needs the following two implementations:

State 0: no elements in reg.

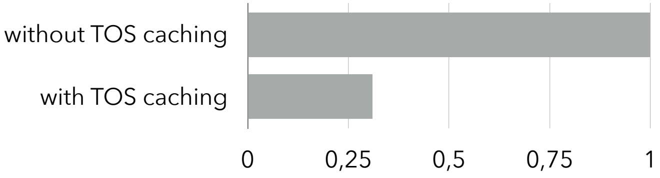
```
add_0:
  tos = sp[0]+sp[1];
  sp += 2;
  // go to state 1
```

State 1: top-of-stack in reg.

```
add_1:
  tos += sp[0];
  sp += 1;
  // stay in state 1
```

Benchmark

Benchmark: sum first 200'000'000 integers
Processor: 2.0 GHz Intel Core i5
Compiler: clang 13.1.6
Optimization settings: `-O3`



Super-instructions

Static super-instructions

Observation:
instruction dispatch is expensive in a VM.
Conclusion:
group several instructions into **super-instructions**.
Idea:

- use profiling to determine which sequences should be transformed into super-instructions,
- modify the the instruction set of the VM accordingly.

E.g., if `mul`, `add` appears often in sequence, combine the two in a single `madd` (multiply and add) super-instruction.

Dynamic super-instructions

Super-instructions can also be generated at run time, to adapt to the program being run.
This is the idea of **dynamic super-instructions**.
Pushed to its limits: generate one super-instruction per basic-block.

L_3VM

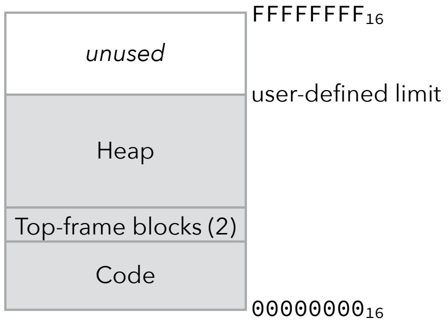
L$_3$VM

L$_3$VM is the VM of the L$_3$ project. Main characteristics:

- it is a 32 bits VM:
  - (untagged) integers are 32 bits,
  - pointers are 32 bits,
  - instructions are 32 bits,
- it is register-based (with an unconventional notion of register),
- it is simple: only 32 instructions.

Memory

A single 32-bit address space is used to store code and heap.
Code is stored starting at address 0, the rest is used for the heap and the top-frame blocks.
(Note: L$_3$VM addresses are not the same as those of the host).



FFFFFFFF$_{16}$

unused

user-defined limit

Heap

Top-frame blocks (2)

Code

00000000$_{16}$

Registers

Strictly speaking, L$_3$VM has only two registers:

- the **program counter** (PC), containing the address of the instruction being executed,
- the **frame pointer** (FP), containing the address of the activation frame of the current function.

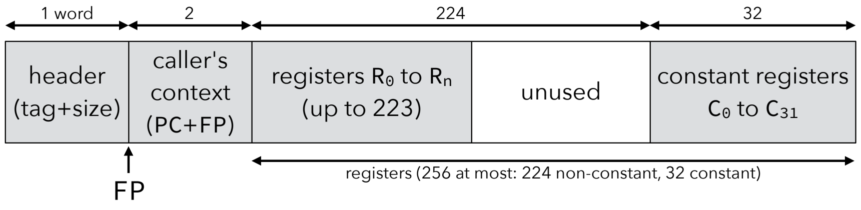
The frame of the current function always resides in one of the two **top-frame blocks**, so FP always points to one of them. Most of that block's slots contain the values manipulated by instructions and are therefore referred to as "registers".

Top-frame blocks

One of the two top-frame blocks contains the frame of the current function.
The other contains either:

- nothing, or
- (some of) the arguments of a function about to be called, or
- the frame of the caller.

Both are laid out in memory as follows:



1 word	2	224		32
header (tag+size)	caller's context (PC+FP)	registers R_0 to R_n (up to 223)	unused	constant registers C_0 to C_{31}

FP

registers (256 at most: 224 non-constant, 32 constant)

Non-tail call and return

When a function (the caller) wants to call another function (the callee), it:
- frees the other top-frame block to use it as the callee's frame – see later,
- stores the callee's arguments in the first register slots of its frame,
- does the actual call, which:
  - saves the PC/FP of the caller in slots 0/1 of callee's frame,
  - makes the PC point to the callee's first instruction,
  - makes the FP point to the callee's frame.

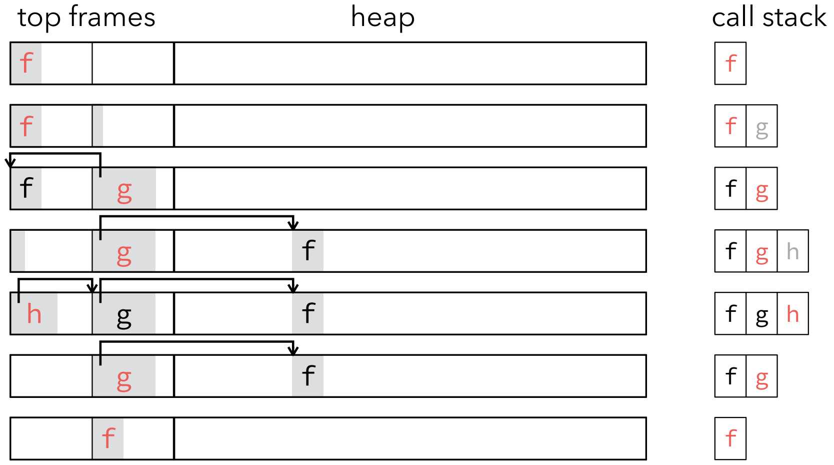
When a function wants to return, it:
- ensures that the frame of the caller is in one of the top-frame blocks,
- makes the PC point to the saved return address,
- makes the FP point to the caller's frame.

Top-frame eviction

If a function wants to call another function and the other top-frame block contains the frame of its own caller, then:
- it saves the caller's frame into a heap-allocated block,
- it adjusts its own pointer to it so that it refers to that block.

The other top-frame block is then free to be used to store the callee's frame.
Consequently, during a return, the frame of the caller might have to be copied back from the heap to one of the top-frame blocks.

Non-tail calls and returns

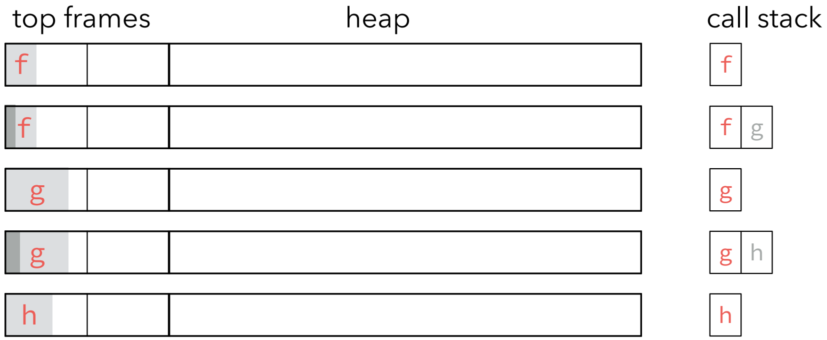


Tail call

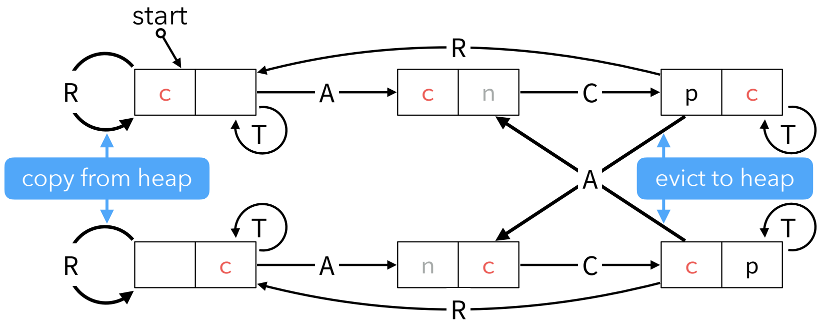
When a function (the caller) wants to tail-call another function (the callee), it:
- stores the callee's arguments in the first register slots of its *own* frame,
- jumps to the callee's first instruction.

(As an optimization, if the callee directly follows the caller, the jump can be omitted.)

Tail calls



Transitions



A – argument push
R – return

C – non-tail call
T – tail call

p, c, n – previous,
current, next frame

Arithmetic instructions (1)

`ADD` *Ra Rb Rc*	*Ra* ← *Rb* + *Rc*
`SUB` *Ra Rb Rc*	*Ra* ← *Rb* – *Rc*
`MUL` *Ra Rb Rc*	*Ra* ← *Rb* × *Rc*
`DIV` *Ra Rb Rc*	*Ra* ← *Rb*/*Rc*
`MOD` *Ra Rb Rc*	*Ra* ← *Rb* % *Rc*

Ra, *Rb*, *Rc*: registers
PC implicitly augmented by 4 by each instruction

Arithmetic instructions (2)

`LSL` *Ra Rb Rc*	*Ra* ← *Rb* << *Rc*
`LSR` *Ra Rb Rc*	*Ra* ← *Rb* >> *Rc*
`AND` *Ra Rb Rc*	*Ra* ← *Rb* & *Rc*
`OR` *Ra Rb Rc*	*Ra* ← *Rb* | *Rc*
`XOR` *Ra Rb Rc*	*Ra* ← *Rb* ^ *Rc*

Ra, *Rb*, *Rc*: registers
PC implicitly augmented by 4 by each instruction

Control instructions

`JLT` *Ra Rb* D^{11}	if *Ra* < *Rb* then PC ← PC + 4·D^{11}
`JLE` *Ra Rb* D^{11}	if *Ra* ≤ *Rb* then PC ← PC + 4·D^{11}
`JEQ` *Ra Rb* D^{11}	if *Ra* = *Rb* then PC ← PC + 4·D^{11}
`JNE` *Ra Rb* D^{11}	if *Ra* ≠ *Rb* then PC ← PC + 4·D^{11}
`JUMP_I` *Ra*	PC ← *Ra*
`JUMP_D` D^{27}	PC ← PC + 4·D^{27}

Ra, *Rb*, *Rc*: registers,
D^k: *k*-bit signed displacement

Call/return instructions

return register

`CALL_I` *Ra Rb*	FP'[0] ← PC + 4, FP'[1] ← FP, PC ← *Rb*, FP ← FP'
`CALL_D` *Ra* D^{27}	*like* `CALL_I`, *except that* PC ← PC + 4·D^{27}
`RET` *Ra*	r ← *Ra*, PC ← FP[0], FP ← FP[1], R_{RET} ← r
`HALT` *Ra*	halt execution with the value of *Ra*

+ copy frame from heap if necessary

Ra: register,
R_{RET}: return register of matching `CALL` instruction
D^k: *k*-bit signed displacement,
r: temporary value

Frame and IO instructions

`ARGS` *Ra Rb Rc*	append *Ra*, *Rb* and *Rc* to the other top-frame block
`FRAME` U^8	resize current top-frame block to 2+U^8
`IO 0` *Ra*	*Ra* ← byte read from console, zero-extended to 32 bits
`IO 1` *Ra*	write least-significant byte of *Ra* to console

+ evict frame to heap if necessary

Ra, *Rb*, *Rc*: registers,
U^k: *k*-bit unsigned constants
PC implicitly augmented by 4 by each instruction

Register instructions

`LDLO` *Ra* S^{19}	*Ra* ← S^{19}
`LDHI` *Ra* U^{16}	*Ra* ← (U^{16} << 16) | (*Ra* & FFFF_{16})
`MOVE` *Ra Rb*	*Ra* ← *Rb*

Ra, *Rb*: registers,
S^k: *k*-bit signed constant,
U^k: *k*-bit unsigned constants
PC implicitly augmented by 4 by each instruction

Block instructions

`BALO` *Ra Rb Rc*	*Ra* ← new block of size *Rb* and tag *Rc*
`BSIZ` *Ra Rb*	*Ra* ← size of block *Rb*
`BTAG` *Ra Rb*	*Ra* ← tag of block *Rb*
`BGET` *Ra Rb Rc*	*Ra* ← element at index *Rc* of block *Rb*
`BSET` *Ra Rb Rc*	element at index *Rc* of block *Rb* ← *Ra*

Ra, *Rb*, *Rc*: registers,
PC implicitly augmented by 4 by each instruction

Example

The factorial in (hand-coded) L_3VM assembly:

```
        ;; R₀  contains argument
fact:   FRAME 2
        JNE R₀ C₀ else
        RET C₁
else:   SUB R₁ R₀ C₁
        ARGS R₁ C₀ C₀
        CALL_D R₁ fact
        MUL R₀ R₀ R₁
        RET R₀
```