

# JCOD Optimizing Technology

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# Java To Native Compilation for Embedded Systems

- Improve performance by order of magnitude
- The only practical approach in embedded systems is to have compiler outside the device as a compiler hardly fits into devices such as a mobile phone, a set top box or a printer...
- *Flash compiler*: the device is already in the hands of the customer, who wants to download new applications, typically stored in flash

# Java Compilation on the market today

- Very good performance improvement
  - ▶ 25 times faster for TurboJ on Caffeine
- Significant code expansion
  - ▶ requires up to 8 times more memory
- Linked with RTOS dependent and VM dependent code
  - ▶ application port is not free...

# Optimizing Optimization

- Real-world applications are not CPU only, they do I/O's and involve garbage collection
- Consider an application spending
  - ▶ 80 in CPU, 10 in I/Os, 10 in other things such as garbage collection
  - ▶ A high performance compiler that would go 40 times faster would reduce to
    - $2 + 10 + 10 = 22$  that is, performance gain 78%
  - ▶ A less optimizing compiler 8 times faster will reduce to
    - $10 + 10 + 10 = 30$  that is, performance gain 70 %

# Optimizing the trade-off

## ■ But for much better cost !

- ▶ Assuming memory cost represents 20 out of 100
- ▶ With compiler requiring 4 times more memory
  - Device cost is  $80 + (4 * 20) = 160$
  - 78 % better performance for 60% cost increase
- ▶ With JCOD type of technology
  - Device cost is  $80 + (1.75 * 20) = 115$
  - 70 % better performance for 15% cost increase

# New Approach: JCOD Optimization

- Download application after device is shipped
- Ease application portability
- Ease application deployment
- Minimize memory cost
  - ▶ do not compile everything
  - ▶ generate small code

# JCOD principles

- Do not compile everything
  - ▶ Profile the application
    - at run time or before hand
  - ▶ Smart compiler to generate small code
- Ease application deployment
  - ▶ Use the .class file to store native code
- Ease application portability
  - ▶ Provide VM independence, RTOS independence
  - ▶ Independence between compiler version and VM version

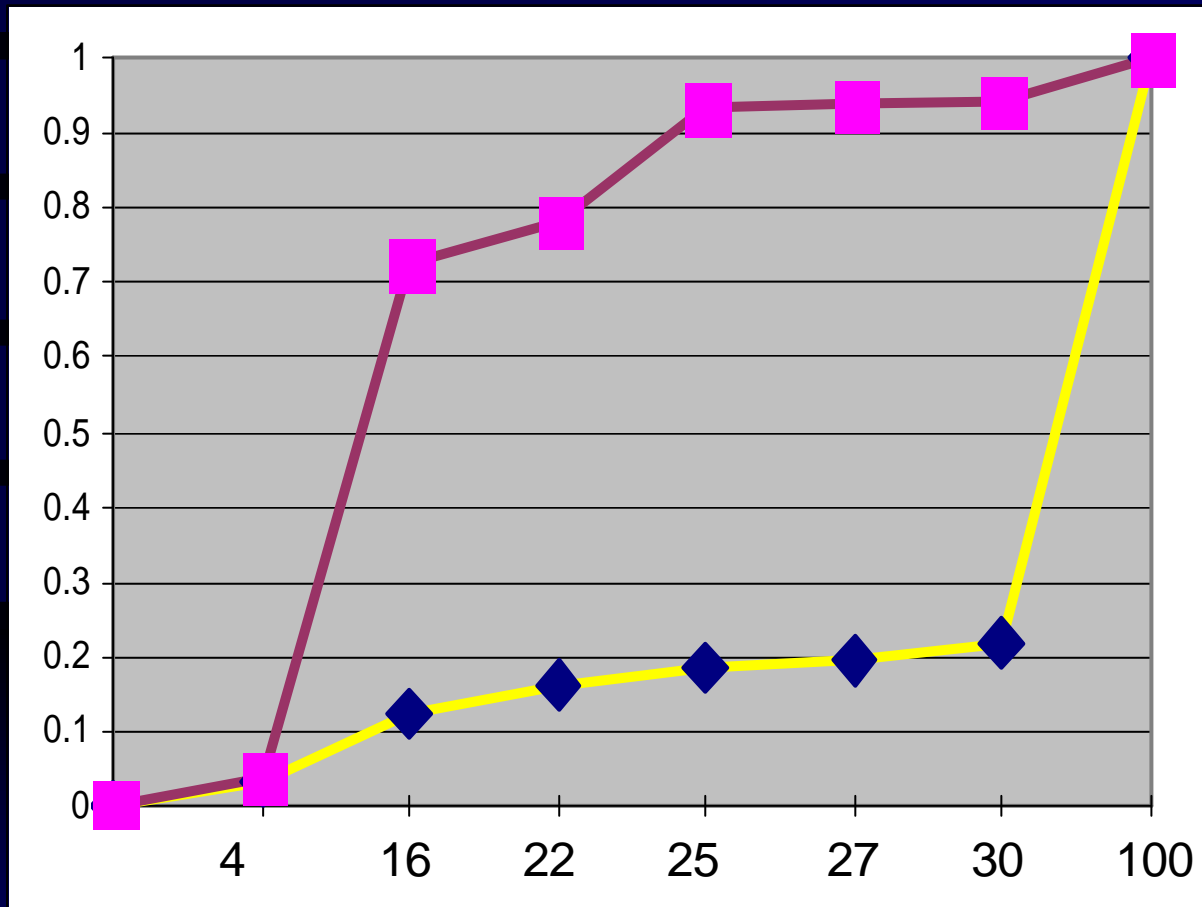
# Early Results

- On SH processor (16 bits instructions) without float support

% of app. Compiled	% of memory expansion	Performance increase
0	0%	0%
4.0%	12%	37%
16.0%	45%	560%
22.0%	58%	630%
25.0%	67%	730%
27.0%	70%	733%
30.0%	80%	733%
100.0%	264%	790%



# Normalized Chart



Performance

Memory

# Dynamic Profiling

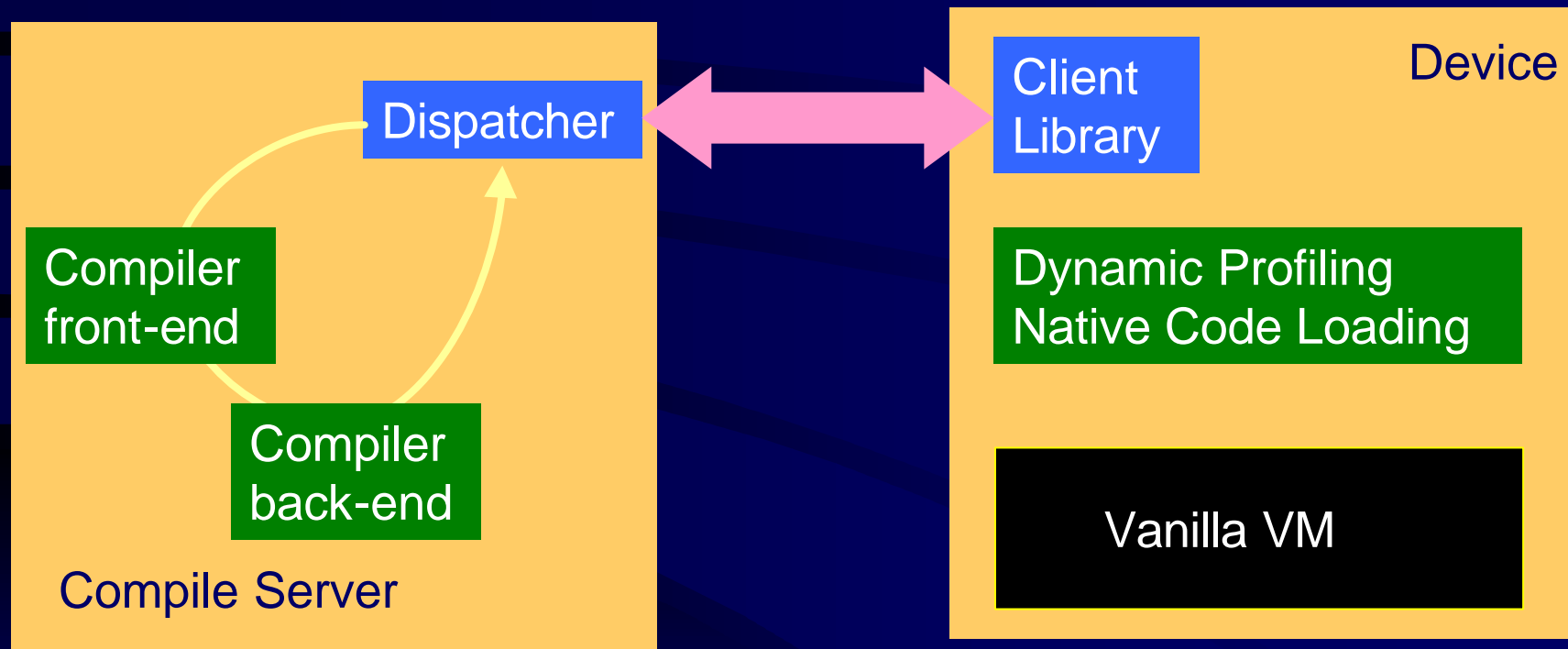
- Run the application
- Compute for every methods (or only some) a method cost
  - ▶ Method cost based on loop cost and method calls cost
- Compile only methods with a very high method cost

# Application Deployment

## ■ Two modes:

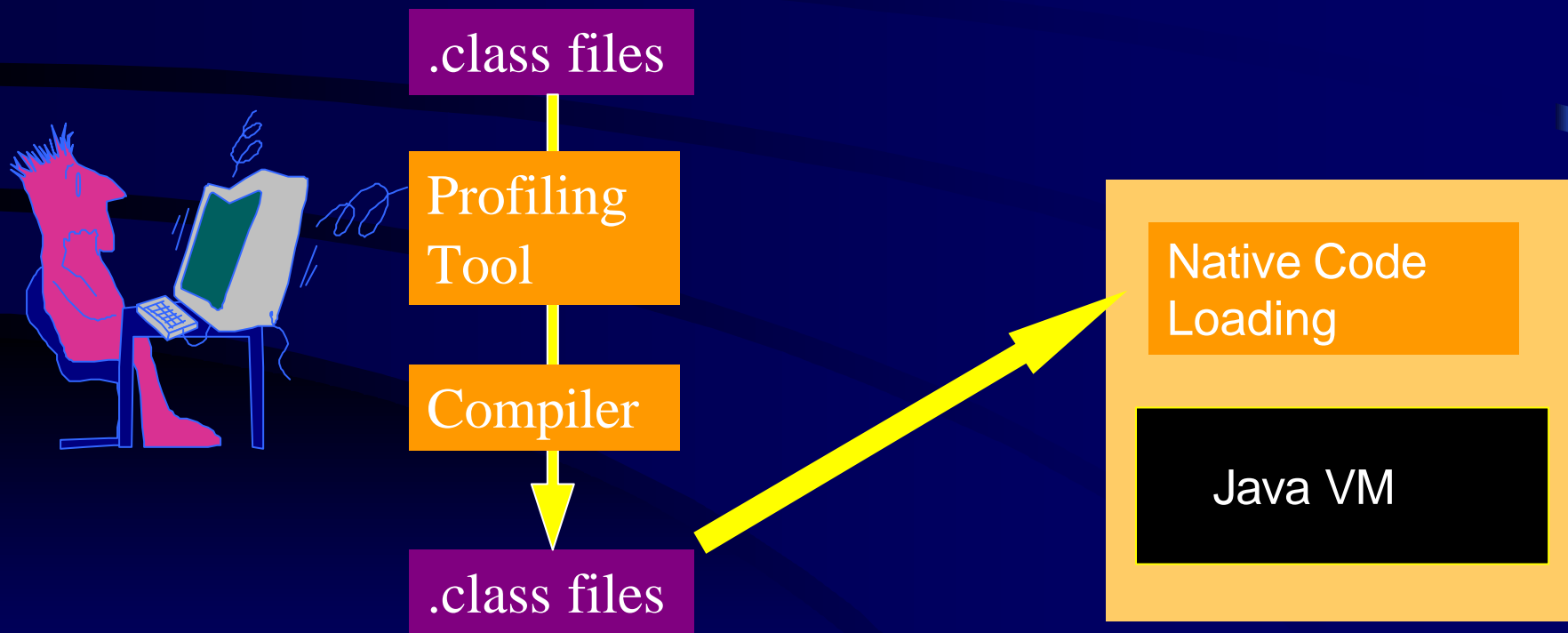
- ▶ Mostly connected appliances: Dynamic Mode
  - Use a network compile server that is available
- ▶ Occasionally connected devices: Static Mode
  - Do not use compile server. Compile in advance

# Dynamic Mode



# Static Mode

- User or Developer runs profiling tool to determine what to compile



# Target Independence

- Define an object code format which is
  - ▶ independent from the RTOS
  - ▶ independent from the VM
- Idea:
  - ▶ an object format with late binding
  - ▶ the compiler generates processor dependent code stored back into the class file



.class file



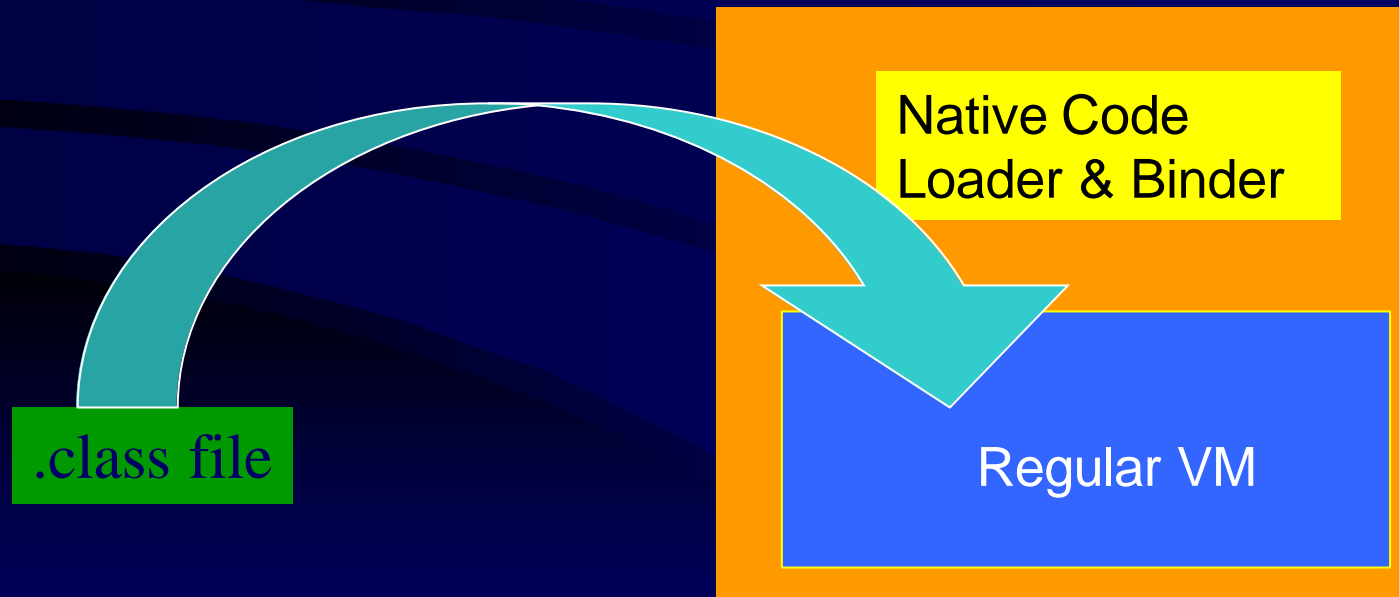
Flash compiler



new .class file

# Target Independence

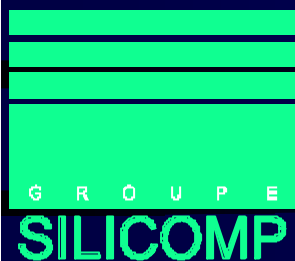
- The code generated by the compiler is RTOS independent and VM independent and loaded by an extended native loader



# Flash Compiler Technology Advantages

- Optimize memory/performance trade-off
  - ▶ 10 times faster for twice as much memory is feasible
- Same delivery mechanism as vanilla Java: class file
  - ▶ Decision to compile can be postponed up to the last moment (users can compile, not only software vendors) including the VM itself
- Applications run on any VM, just faster with those supporting compiled code loader
  - Users or Developers don't have to worry upon VM or RTOS dependence





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