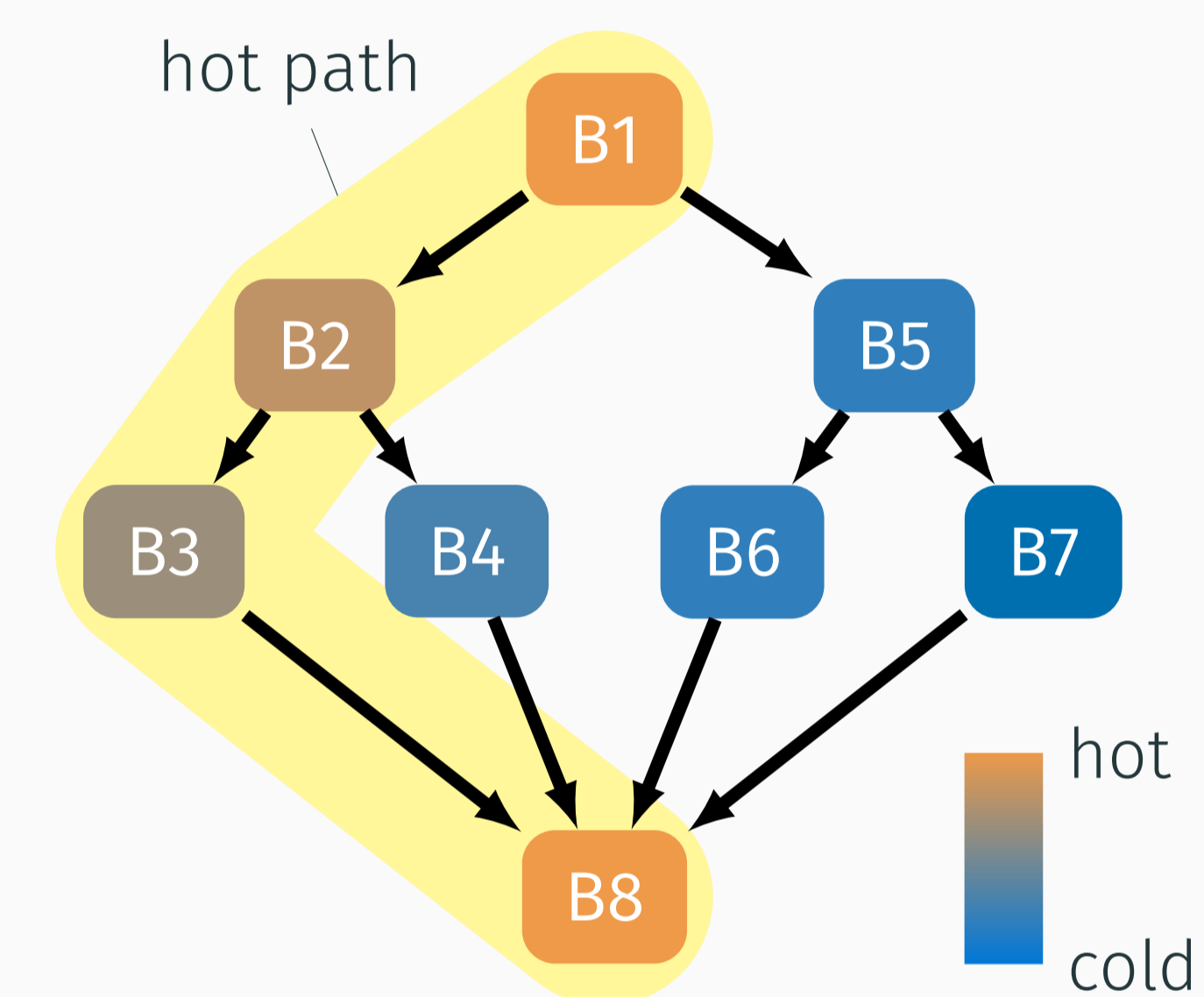


## Just-in-Time Register Allocation

- 🕒 Register allocation at **run time**
- 📄 Compilation units are potentially large
- 📊 Profiling information available!

## Problem with Global Approaches



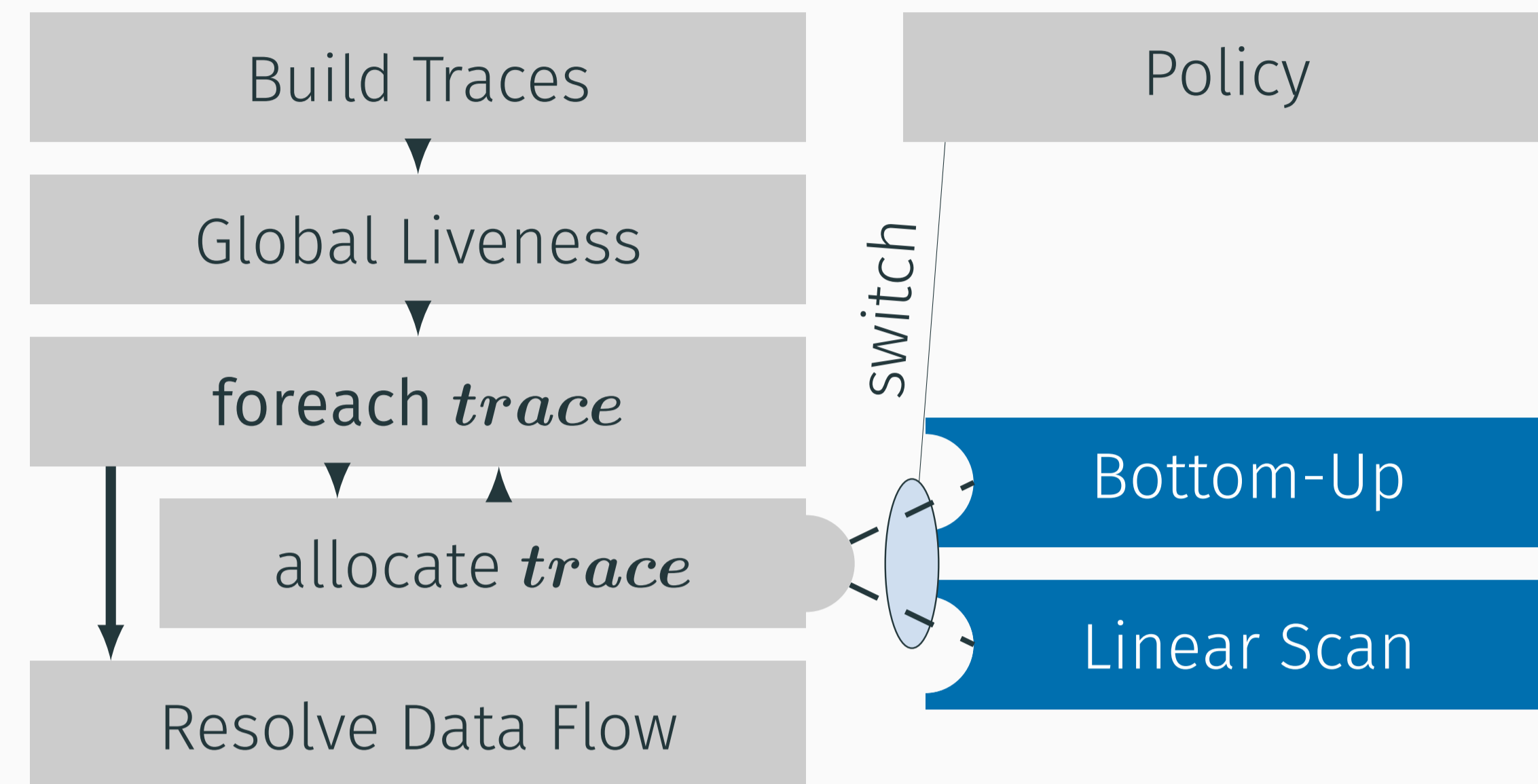
```

Result accessArray(
  Object[] o, int i) {
  Result r =
  new Result(); //B1
  if (o != null) { //B2
    if (i >= 0) { //B3
      r.val = o[i];
    } else { //B4
      r.ex = idxOOB(o, i);
    }
  } else { //B5
    if (shldDeopt()) { //B6
      r.frm = toInt(o, i);
    } else { //B7
      r.ex = npe();
    }
  }
  return r; //B8
}

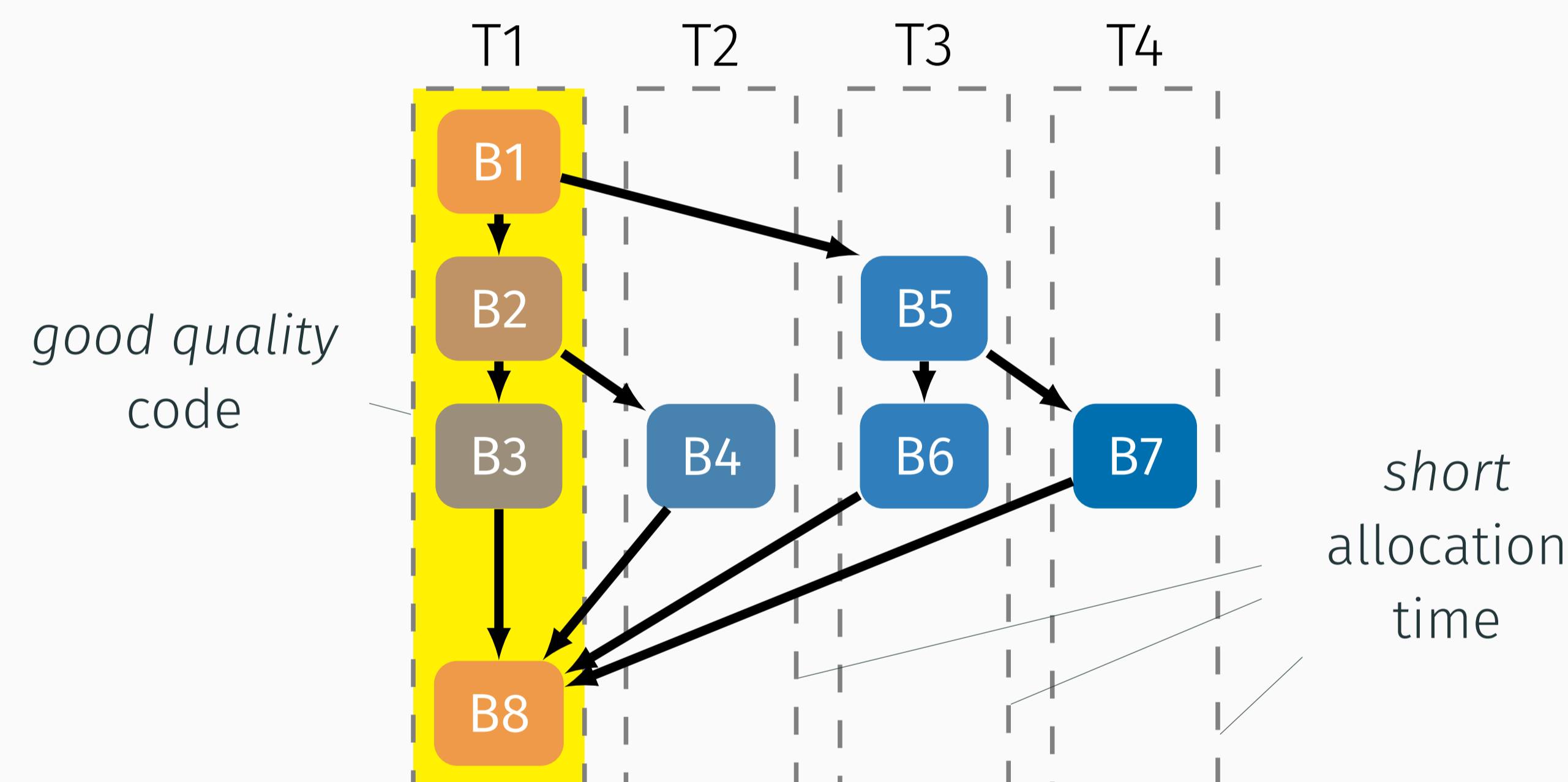
```

	hot	cold
global	50%	50%
goal 🏆	80%	20%

## Trace Register Allocation Framework



## Focus on the Hot Parts



## Global Scope not Adequate

- ⚖️ Not all parts are equally important
- 🔥 Cold parts can influence hot parts
- 📈 Compile time does not scale

## Advantages of Traces

- ⚙️ Easy to compute
- Single pass over basic blocks, based on profiling
- 📏 Simple structure
- Linear sequence of code, no lifetime holes

## Allocation Strategies

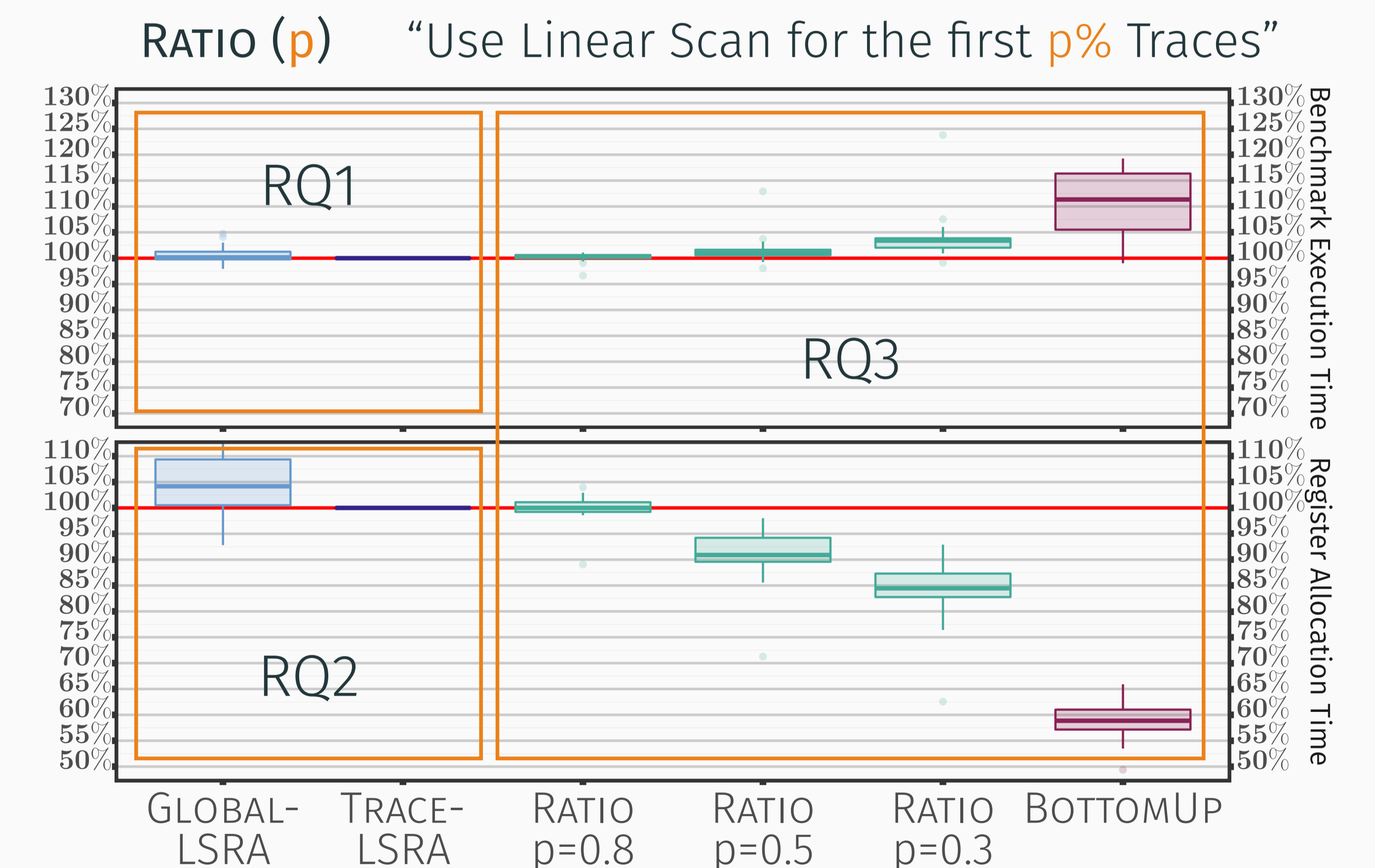
	code quality	compile time
Bottom-Up	👎	👍
Linear Scan	👍	👎

## Research Questions

Can the trace-based approach...

- RQ1:** ...reach the same code quality? (vs. state-of-the-art global allocator)
- RQ2:** ...be as fast as a global allocator? (for the same quality of allocation)
- RQ3:** ...enable fine-grained trade-offs? (compile-time vs. allocation quality)

## Results – Evaluation in GraalVM 🚀 🏆



DaCapo and Scala-Dacapo.  
Values relative to TRACELLSRA mean.  
↓ Lower is better.



Eisl, Josef, Matthias Grimmer, et al. (2016). "Trace-based Register Allocation in a JIT Compiler". *PPPJ '16*.  
Eisl, Josef, Stefan Marr, et al. (2017). "Trace Register Allocation Policies: Compile-time vs. Performance Trade-offs". *ManLang 2017*.