

## Ruby trunk - Feature #12225

### Remove inline assemblers and always enables USE\_MACHINE\_REGS

03/28/2016 08:20 AM - naruse (Yui NARUSE)

<b>Status:</b>	Rejected
<b>Priority:</b>	Normal
<b>Assignee:</b>	
<b>Target version:</b>	
<b>Description</b>	
<p>Current vm_exec.c stores pc an explicitly declared register to get PC. Since recent CPUs and compilers are very smart, we expect they optimizes their use of registers.</p>	
<p>With following patch the benchmark becomes following:</p>	
<pre>diff --git a/vm_exec.c b/vm_exec.c index 5e4ff94..6f7c1ad 100644 --- a/vm_exec.c +++ b/vm_exec.c @@ -15,23 +15,6 @@  static void vm_analysis_insn(int insn);  #endif  -#if VMDEBUG &gt; 0 -#define DECL_SC_REG(type, r, reg) register type reg_##r - -#elif defined(__GNUC__) &amp;&amp; defined(__x86_64__) -#define DECL_SC_REG(type, r, reg) register type reg_##r __asm__("r" reg) - -#elif defined(__GNUC__) &amp;&amp; defined(__i386__) -#define DECL_SC_REG(type, r, reg) register type reg_##r __asm__("e" reg) - -#elif defined(__GNUC__) &amp;&amp; defined(__powerpc64__) -#define DECL_SC_REG(type, r, reg) register type reg_##r __asm__("r" reg) - -#else -#define DECL_SC_REG(type, r, reg) register type reg_##r -#endif -/* #define DECL_SC_REG(r, reg) VALUE reg_##r */ -  #if VM_DEBUG_STACKOVERFLOW  NORETURN(static void vm_stack_overflow_for_insn(void));  static void @@ -49,41 +32,12 @@ vm_exec_core(rb_thread_t *th, VALUE initial)  {   #if OPT_STACK_CACHING -#if 0 -#elif __GNUC__ &amp;&amp; __x86_64__ &amp;&amp; !defined(__native_client__) - DECL_SC_REG(VALUE, a, "12"); - DECL_SC_REG(VALUE, b, "13"); -#else  register VALUE reg_a;  register VALUE reg_b;  #endif -#endif  -#if defined(__GNUC__) &amp;&amp; defined(__i386__) - DECL_SC_REG(const VALUE *, pc, "di"); - DECL_SC_REG(rb_control_frame_t *, cfp, "si"); -#define USE_MACHINE_REGS 1 - -#elif defined(__GNUC__) &amp;&amp; defined(__x86_64__) - DECL_SC_REG(const VALUE *, pc, "14");</pre>	

```

-# if defined(__native_client__)
-   DECL_SC_REG(rb_control_frame_t *, cfp, "13");
-# else
-   DECL_SC_REG(rb_control_frame_t *, cfp, "15");
-# endif
-#define USE_MACHINE_REGS 1
-
-#elif defined(__GNUC__) && defined(__powerpc64__)
-   DECL_SC_REG(const VALUE *, pc, "14");
-   DECL_SC_REG(rb_control_frame_t *, cfp, "15");
-#define USE_MACHINE_REGS 1
-
-#else
-   register rb_control_frame_t *reg_cfp;
-   const VALUE *reg_pc;
-#endif
-
-#if USE_MACHINE_REGS
-
-#undef RESTORE_REGS
-#define RESTORE_REGS() \
@@ -98,7 +52,6 @@ vm_exec_core(rb_thread_t *th, VALUE initial)
-#define GET_PC() (reg_pc)
-#undef SET_PC
-#define SET_PC(x) (reg_cfp->pc = REG_PC = (x))
-#endif
-
-#if OPT_TOKEN_THREADED_CODE || OPT_DIRECT_THREADED_CODE
-#include "vmtc.inc"
-
Speedup ratio: compare with the result of `ruby 2.4.0dev (2016-03-27 trunk 54303) [x86_64-linux]'
(greater is better)
name      built-ruby
loop_whileloop      1.016
vml_attr_ivar*      0.991
vml_attr_ivar_set*      0.976
vml_block*          1.013
vml_const*          0.924
vml_ensure*         0.978
vml_float_simple*   1.006
vml_gc_short_lived* 1.011
vml_gc_short_with_complex_long* 1.036
vml_gc_short_with_long* 1.064
vml_gc_short_with_symbol* 0.997
vml_gc_wb_ary*      1.005
vml_gc_wb_ary_promoted* 1.000
vml_gc_wb_obj*      0.977
vml_gc_wb_obj_promoted* 1.029
vml_ivar*           1.054
vml_ivar_set*       0.961
vml_length*         1.019
vml_lvar_init*      0.962
vml_lvar_set*       0.991
vml_neq*            0.976
vml_not*            0.903
vml_rescue*         0.983
vml_simplereturn*   1.005
vml_swap*           1.000
vml_yield*          0.979

additional example micro benchmark

BEFORE gcc 4.8:
Performance counter stats for './miniruby -e@v=42; n=100_000_000;while n>0; x=x|x; x=x|x;n-=1;end
':

      7218.124555 task-clock (msec)      #    0.998 CPUs utilized

```

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123 context-switches # 0.017 K/sec
2 cpu-migrations # 0.000 K/sec
906 page-faults # 0.126 K/sec
21374094581 cycles # 2.961 GHz
4469895839 stalled-cycles-frontend # 20.91% frontend cycles idle
<not supported> stalled-cycles-backend
55226298374 instructions # 2.58 insns per cycle
# 0.08 stalled cycles per insn
7805291103 branches # 1081.346 M/sec
200172514 branch-misses # 2.56% of all branches

```

7.230608341 seconds time elapsed

BEFORE gcc version 5.3.0 20151204 (Ubuntu 5.3.0-3ubuntu1~14.04):

Performance counter stats for './miniruby -e@v=42; n=100\_000\_000;while n>0; x=x|x; x=x|x;n-=1;end':

```

8054.736236 task-clock (msec) # 0.998 CPUs utilized
128 context-switches # 0.016 K/sec
2 cpu-migrations # 0.000 K/sec
895 page-faults # 0.111 K/sec
23776261112 cycles # 2.952 GHz
7078686240 stalled-cycles-frontend # 29.77% frontend cycles idle
<not supported> stalled-cycles-backend
53126508523 instructions # 2.23 insns per cycle
# 0.13 stalled cycles per insn
7505454893 branches # 931.806 M/sec
201181233 branch-misses # 2.68% of all branches

```

8.074872624 seconds time elapsed

AFTER gcc version 4.8.5 (Ubuntu 4.8.5-2ubuntu1~14.04.1):

Performance counter stats for './miniruby -e@v=42; n=100\_000\_000;while n>0; x=x|x; x=x|x;n-=1;end':

```

7267.867318 task-clock (msec) # 0.997 CPUs utilized
169 context-switches # 0.023 K/sec
1 cpu-migrations # 0.000 K/sec
899 page-faults # 0.124 K/sec
21563673390 cycles # 2.967 GHz
4952119471 stalled-cycles-frontend # 22.97% frontend cycles idle
<not supported> stalled-cycles-backend
53226715304 instructions # 2.47 insns per cycle
# 0.09 stalled cycles per insn
7805365852 branches # 1073.955 M/sec
200218594 branch-misses # 2.57% of all branches

```

7.286793973 seconds time elapsed

AFTER gcc version 5.3.0 20151204 (Ubuntu 5.3.0-3ubuntu1~14.04):

Performance counter stats for './miniruby -e@v=42; n=100\_000\_000;while n>0; x=x|x; x=x|x;n-=1;end':

```

7146.899779 task-clock (msec) # 0.998 CPUs utilized
166 context-switches # 0.023 K/sec
2 cpu-migrations # 0.000 K/sec
899 page-faults # 0.126 K/sec
21188099959 cycles # 2.965 GHz
4839187155 stalled-cycles-frontend # 22.84% frontend cycles idle
<not supported> stalled-cycles-backend
52525802838 instructions # 2.48 insns per cycle
# 0.09 stalled cycles per insn
7505329721 branches # 1050.152 M/sec
200175714 branch-misses # 2.67% of all branches

```

## History

### #1 - 04/01/2016 10:04 AM - usa (Usaku NAKAMURA)

mswin64 result:

Speedup ratio: compare with the result of `ruby 2.4.0dev (2016-04-01 trunk 54468) [x64-mswin64\_100]' (greater is better)

name	built-ruby
loop_whileloop	0.880
vml_attr_ivar*	0.995
vml_attr_ivar_set*	0.991
vml_block*	0.899
vml_const*	0.890
vml_ensure*	0.881
vml_float_simple*	1.044
vml_gc_short_lived*	0.950
vml_gc_short_with_complex_long*	0.981
vml_gc_short_with_long*	0.972
vml_gc_short_with_symbol*	0.976
vml_gc_wb_ary*	1.002
vml_gc_wb_ary_promoted*	0.984
vml_gc_wb_obj*	1.031
vml_gc_wb_obj_promoted*	0.955
vml_ivar*	0.971
vml_ivar_set*	1.008
vml_length*	0.881
vml_lvar_init*	0.967
vml_lvar_set*	0.859
vml_neq*	0.899
vml_not*	0.901
vml_rescue*	0.970
vml_simplereturn*	0.945
vml_swap*	0.806
vml_yield*	1.020

### #2 - 04/01/2016 10:49 AM - usa (Usaku NAKAMURA)

One more result of mswin64 (Visual C++ 2013):

Speedup ratio: compare with the result of `ruby 2.4.0dev (2016-04-01 trunk 54468) [x64-mswin64\_120]' (greater is better)

name	built-ruby
loop_whileloop	1.058
vml_attr_ivar*	1.027
vml_attr_ivar_set*	1.068
vml_block*	0.964
vml_const*	0.976
vml_ensure*	0.710
vml_float_simple*	1.011
vml_gc_short_lived*	0.991
vml_gc_short_with_complex_long*	0.958
vml_gc_short_with_long*	0.957
vml_gc_short_with_symbol*	0.971
vml_gc_wb_ary*	1.036
vml_gc_wb_ary_promoted*	0.940
vml_gc_wb_obj*	0.963
vml_gc_wb_obj_promoted*	1.101
vml_ivar*	0.945
vml_ivar_set*	0.980
vml_length*	0.921
vml_lvar_init*	1.025
vml_lvar_set*	1.154
vml_neq*	0.907
vml_not*	0.856
vml_rescue*	0.689
vml_simplereturn*	0.986
vml_swap*	1.081
vml_yield*	1.002

### #3 - 04/04/2016 05:21 AM - naruse (Yui NARUSE)

- Status changed from Open to Rejected

Usaku NAKAMURA wrote:

One more result of mswin64 (Visual C++ 2013):

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Thank you for benchmark.

Hmm Visual C++'s optimization is not well developed at 2013 (and [Ruby doesn't support VC2015...](#)