



# HOTSPOT INTERNALS: SAFEPOINTS, NULLPOINTERS AND STACKOVERFLOWS

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<http://www.sunstategearbox.com.au/wp-content/uploads/2014/09/gearbox.jpg>

# SIGNALS

- Asynchronous notifications sent to a process/thread
- Originate from 1970s Bell Labs Unix - now POSIX
- Quite heavy-weight operations
- Interferes with other programming models (e.g. C++ exceptions, threads)
- Nevertheless reliable, cross-platform (POSIX), useful..
- On Windows there's a similar mechanism called Structured/Vectorized Exception Handling (SEH/VEH)

# SIGNALS

- Many programmers are scared by signals
- Ever saw SIGSEGV, SIGILL, SIGBUS,.. ?
- They are usually associated with crashes and core files
- But they can be useful :-)

# DEMO



# NULL-POINTER CHECKS - C/C++

```
struct NullCheck {  
    long x, y, z;  
    long l0001;  
};  
  
void getField(NullCheck* n1, NullCheck* n2, NullCheck* n3, NullCheck* n4) {  
    long tmp = n1->l0001;  
    n1->l0001 = n2->l0001;  
    n2->l0001 = n3->l0001;  
    n3->l0001 = n4->l0001;  
    n4->l0001 = tmp;  
}  
  
int main(int argc, char** argv) {  
    NullCheck* n = (NullCheck*)0;  
    getField(n, n, n, n);  
}
```

# NULL-POINTER CHECKS - C/C++

Unmanaged languages (e.g. C/C++) don't have Null-Pointer checks:

```
$ g++ NullCheck.cpp
$ ./a.out
Segmentation fault (core dumped)
$ objdump --disassemble --demangle
```

```
0000000000000000 <getField(NullCheck*, NullCheck*, NullCheck*, NullCheck*)>:
   0:   48 8b 47 18      mov     0x18(%rdi),%rax
   4:   4c 8b 46 18      mov     0x18(%rsi),%r8
   8:   4c 89 47 18      mov     %r8,0x18(%rdi)
  c:   48 8b 7a 18      mov     0x18(%rdx),%rdi
 10:   48 89 7e 18      mov     %rdi,0x18(%rsi)
 14:   48 8b 71 18      mov     0x18(%rcx),%rsi
 18:   48 89 72 18      mov     %rsi,0x18(%rdx)
1c:   48 89 41 18      mov     %rax,0x18(%rcx)
```



# NULL-POINTER CHECKS - HOTSPOT

Managed languages like Java guarantee Null-Pointer checks!

```
public class NullCheck {  
    long 10000, 10001, 10002, 10003, 10004, 10005, 10006, 10007, 10008, 10009;  
    //...  
    long 10510, 10511, 10512, 10513, 10514, 10515, 10516, 10517, 10518, 10519;  
  
    void getField_1(NullCheck n1, NullCheck n2, NullCheck n3, NullCheck n4) {  
        long tmp = n1.10001;  
        n1.10001 = n2.10001;  
        n2.10001 = n3.10001;  
        n3.10001 = n4.10001;  
        n4.10001 = tmp;  
    }  
}
```

# NULL-POINTER CHECKS - HOTSPOT

Managed languages like Java guarantee Null-Pointer checks!

```
public class NullCheck {  
    long 10000, 10001, 10002, 10003, 10004, 10005, 10006, 10007, 10008, 10009;  
    //...  
    long 10510, 10511, 10512, 10513, 10514, 10515, 10516, 10517, 10518, 10519;  
  
    void getField_2(NullCheck n1, NullCheck n2, NullCheck n3, NullCheck n4) {  
        long tmp = n1.10512;  
        n1.10512 = n2.10512;  
        n2.10512 = n3.10512;  
        n3.10512 = n4.10512;  
        n4.10512 = tmp;  
    }  
}
```



# NULL-POINTER CHECKS - HOTSPOT

```
void getField_2(NullCheck n1, NullCheck n2, NullCheck n3, NullCheck n4) {  
  0x00007fe7a0b6f74c: test    %rsi,%rsi  
  0x00007fe7a0b6f74f: je      0x00007fe7a0b6f7a4  
  0x00007fe7a0b6f751: test    %rdx,%rdx  
  0x00007fe7a0b6f754: je      0x00007fe7a0b6f7b5  
  0x00007fe7a0b6f756: mov     0x1010(%rdx),%r10  
  0x00007fe7a0b6f75d: mov     0x1010(%rsi),%r11  
  0x00007fe7a0b6f764: mov     %r10,0x1010(%rsi)  
  0x00007fe7a0b6f76b: test    %rcx,%rcx  
  0x00007fe7a0b6f76e: je      0x00007fe7a0b6f7c5  
  0x00007fe7a0b6f770: mov     0x1010(%rcx),%r10  
  0x00007fe7a0b6f777: mov     %r10,0x1010(%rdx)  
  0x00007fe7a0b6f77e: test    %r8,%r8  
  0x00007fe7a0b6f781: je      0x00007fe7a0b6f7d5  
  0x00007fe7a0b6f783: mov     0x1010(%r8),%r10  
  0x00007fe7a0b6f78a: mov     %r10,0x1010(%rcx)  
  0x00007fe7a0b6f791: mov     %r11,0x1010(%r8)  
}
```

# NULL-POINTER CHECKS - HOTSPOT

```
void getField_1(NullCheck n1, NullCheck n2, NullCheck n3, NullCheck n4) {
```

```
0x00007facf0b6fcc: mov     0x18(%rsi),%r10  
0x00007facf0b6fcd0: mov     0x18(%rdx),%r11  
0x00007facf0b6fcd4: mov     %r11,0x18(%rsi)
```

```
0x00007facf0b6fcd8: mov     0x18(%rcx),%r11  
0x00007facf0b6fcdc: mov     %r11,0x18(%rdx)
```

```
0x00007facf0b6fce0: mov     0x18(%r8),%r11  
0x00007facf0b6fce4: mov     %r11,0x18(%rcx)  
0x00007facf0b6fce8: mov     %r10,0x18(%r8)
```

NULL-POINTER CHECKS - HOTSPOT

DEMO



# NULL-POINTER CHECKS & COMPRESSED OOPS

- On 64-bit platforms pointers are 8-byte aligned
  - The three least-significant bits are redundant (i.e. zero)
- We can actually encode 32G within 32-bit..
  - ..by shifting right/left for encoding/decoding
- If (Java-heap < 4G && max\_heap\_Addr < 4G) ==> *Unscaled mode*
  - No encoding/decoding - oops fit into 32 bit
- If (Java-heap < 32G && max\_heap\_Addr < 32G) ==> *Zero-Based mode*
  - Shifting for encoding/decoding
- If (Java-heap < 32G) ==> *Heap-Based mode*
  - Shifting plus base subtraction/addition for encoding/decoding
- See <https://wiki.openjdk.java.net/display/HotSpot/CompressedOops>

# NULL-POINTER CHECKS & COMPRESSED OOPS

```
public class NullCheck_CompOops {  
    long 10001;  
    NullCheck_CompOops nc;  
  
    void getField_1(NullCheck_CompOops n1, NullCheck_CompOops n2) {  
        long tmp = n1.nc.10001;  
        n1.10001 = n2.10001;  
        n2.10001 = tmp;  
    }  
}
```



NULL-POINTER CHECKS & COMPRESSED OOPS

DEMO



# NULL-POINTER CHECKS - SUMMARY

- Null-pointer checks are done implicitly (if possible):
  - Not on all platforms (i.e. AIX can read from 0x0000)
  - Not all field offsets (usually within ``getconf PAGESIZE``)
- If there are too many NPE (controlled by `PerBytecodeTrapLimit`)
  - Methods are made "not-entrant" and..
  - ..recompiled with explicit checks instead
- Work together with Compressed Oops

# But where's the benchmark?

<https://github.com/shipilev/article-compress-me/blob/master/src/main/java/net/shipilev/ImplicitNullChecks.java>

# SAFEPOINTS

*“A point during program execution at which all GC roots are known and all heap object contents are consistent.”*

HotSpot Glossary of Terms

- HotSpot uses a *cooperative* suspension model
- All threads need to come to a safepoint quickly if required
  - Running interpreted: change interpreter dispatch table
  - Running JIT-compiled: read global safepoint polling page
  - Running in native (JNI): no need to stop
    - native code accesses oops through handles
    - block when returning from JNI or when calling to Java

SAFEPOINTS

DEMO





ARRAY-OUT-OF-BOUNDS CHECKS

DEMO

