



On Performance of Delegation in Java.

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Delegation

- One of the key mechanisms of object-orientation
- Heavily utilized in approaches for dynamic software upgrade
- Imposes performance penalties in terms of delayed execution
- But how big are these penalties ?


- Generation of classes, whose instances are connected to each other, forming a delegation chain

```

class Ci {
    private Ci+1 next;
    public String calli1(t11p11 ... tj1pj1) {
        if(next != null) {
            double x = Math.sin(a) * ...
            return next.calli+1y(v1y, ..., vky);
        } else return „end“;
    }
    ...
    public String callik(t1kp1k ... tqkpqk) { ... }
    ...
}

```

workload



- Client, measuring the time **max** times (10.000) in order to take warm-up phase into consideration

```
class TestJIT {
    public static void main(String[] args) {
        //prepare
        for(int i = 0; i < max; i++) {
            long start = System.nanoTime();
            //invoke first method in chain
            long stop = System.nanoTime();
            //write result
        }
    }
}
```

- Generated client, measuring manually inlined methods

```
class TestManual {
    public void execute() {
        //insert all calculations
        long xi = Math.sin(ai) *
            Math.tan(bi) + Math.hypot(ci,di);
    }
    public static void main(String[] args) {
        TestManual test = new TestManual();
        for(int i = 0; i < max; i++) {
            long start = System.nanoTime();
            test.execute();
            long stop = System.nanoTime();
            //write results
        }
    }
}
```

2 comparable **machines** used:

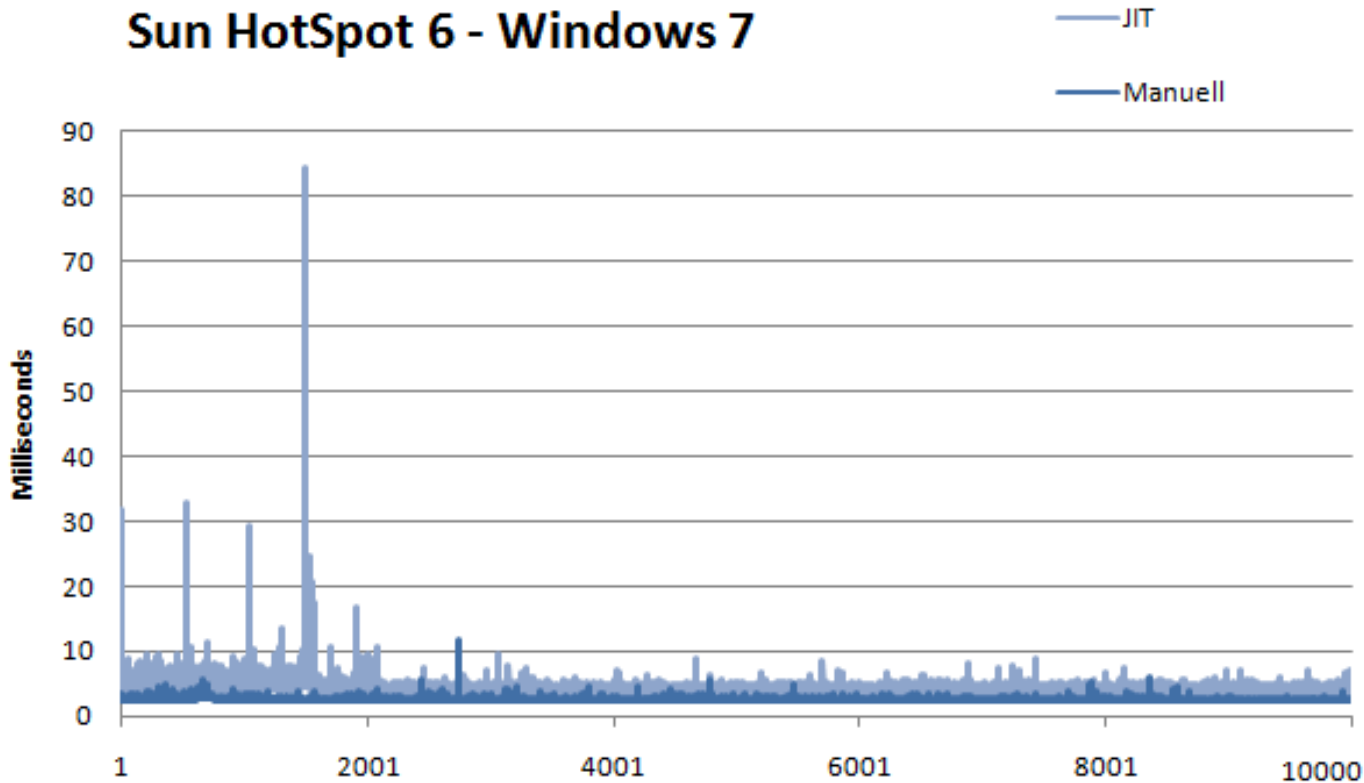
- Windows 7 and Linux (2.6.28) on
 - Intel Core 2 Duo T7700, 2.4GHz, 3GB RAM, 32bit
- Mac OS X on
 - MacBook Pro, Intel Core 2 Duo, 2.66GHz, 4GB RAM, 64bit

10 different **JVMs** observed:

- Sun HotSpot 5 + 6 for Windows 7 + Linux
- JRockit MC 3.1.0 for Java 5 + 6 for Windows 7 + Linux
- Apple HotSpot 5 + 6 for Mac OS X

Penalties are calculated using running average values.

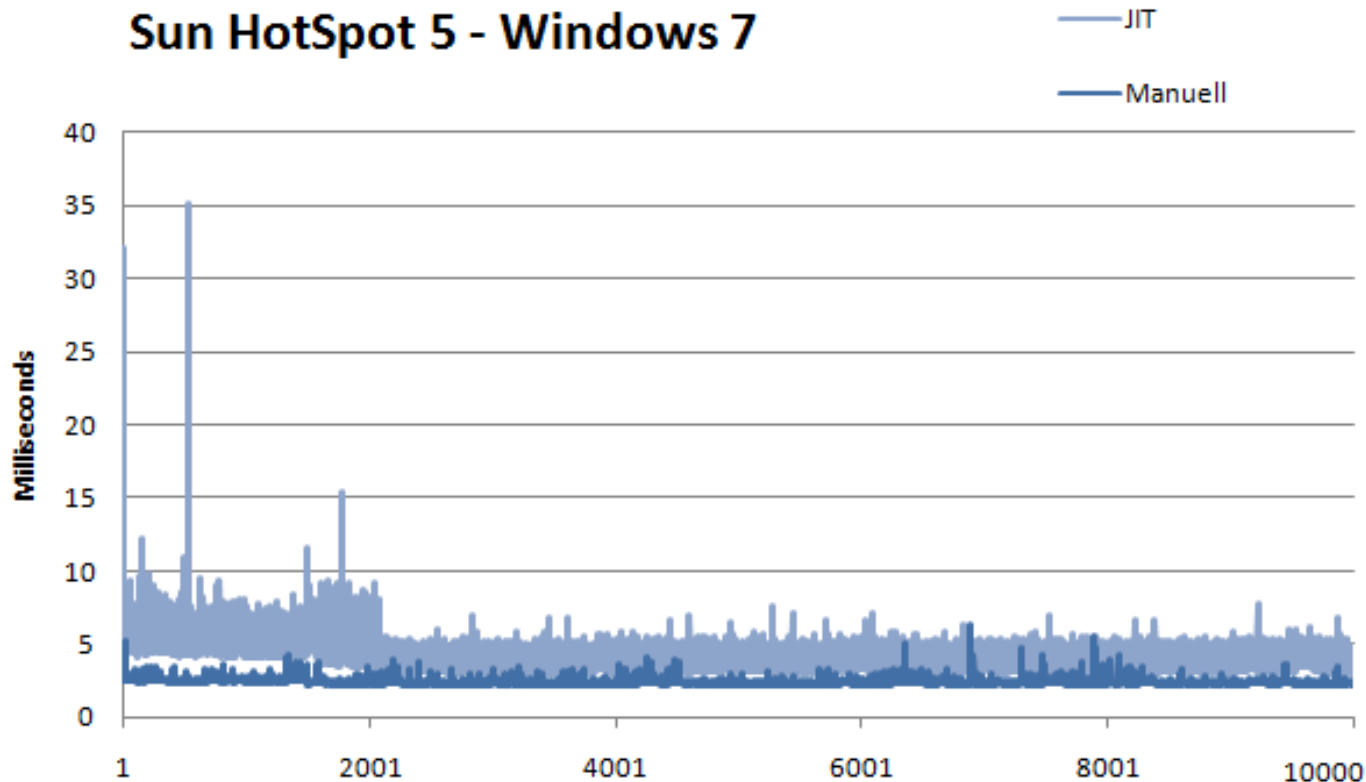
Sun HotSpot 6 - Windows 7



Penalty
50%

But:
2x Workload:
32%
2,5x Workload:
12%

Sun HotSpot 5 - Windows 7



Penalty

46%

But:

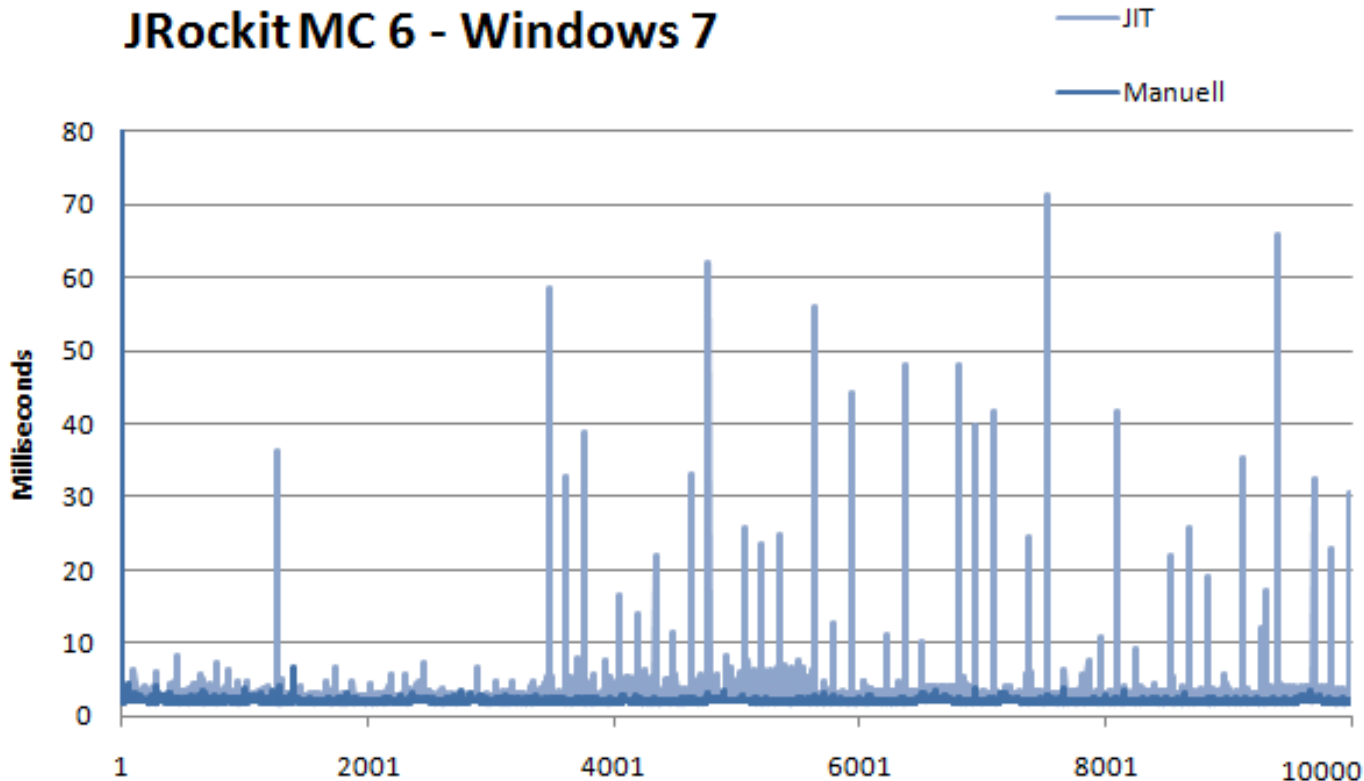
2x Workload:

14%

2,5x Workload:

14%

JRokit MC 6 - Windows 7



Penalty

43%

But:

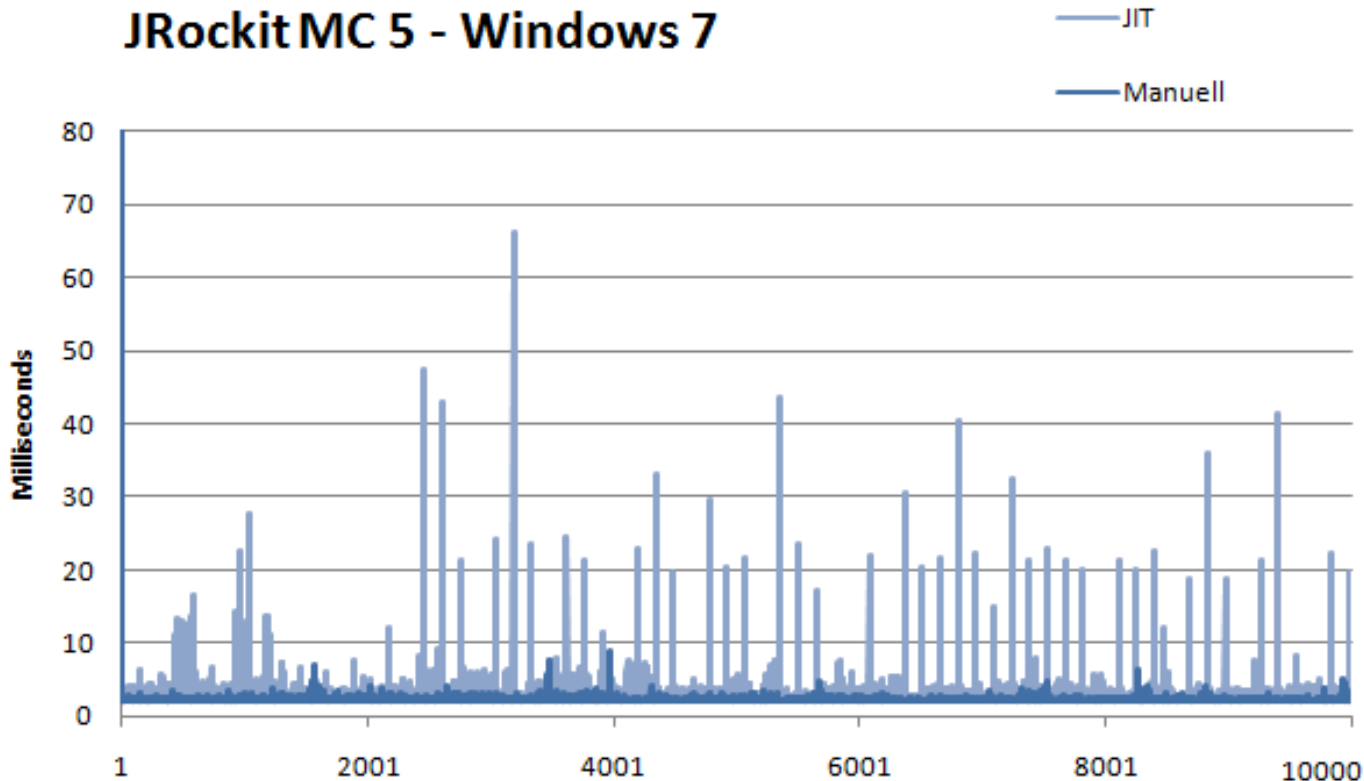
2x Workload:

31%

2,5x Workload:

2%

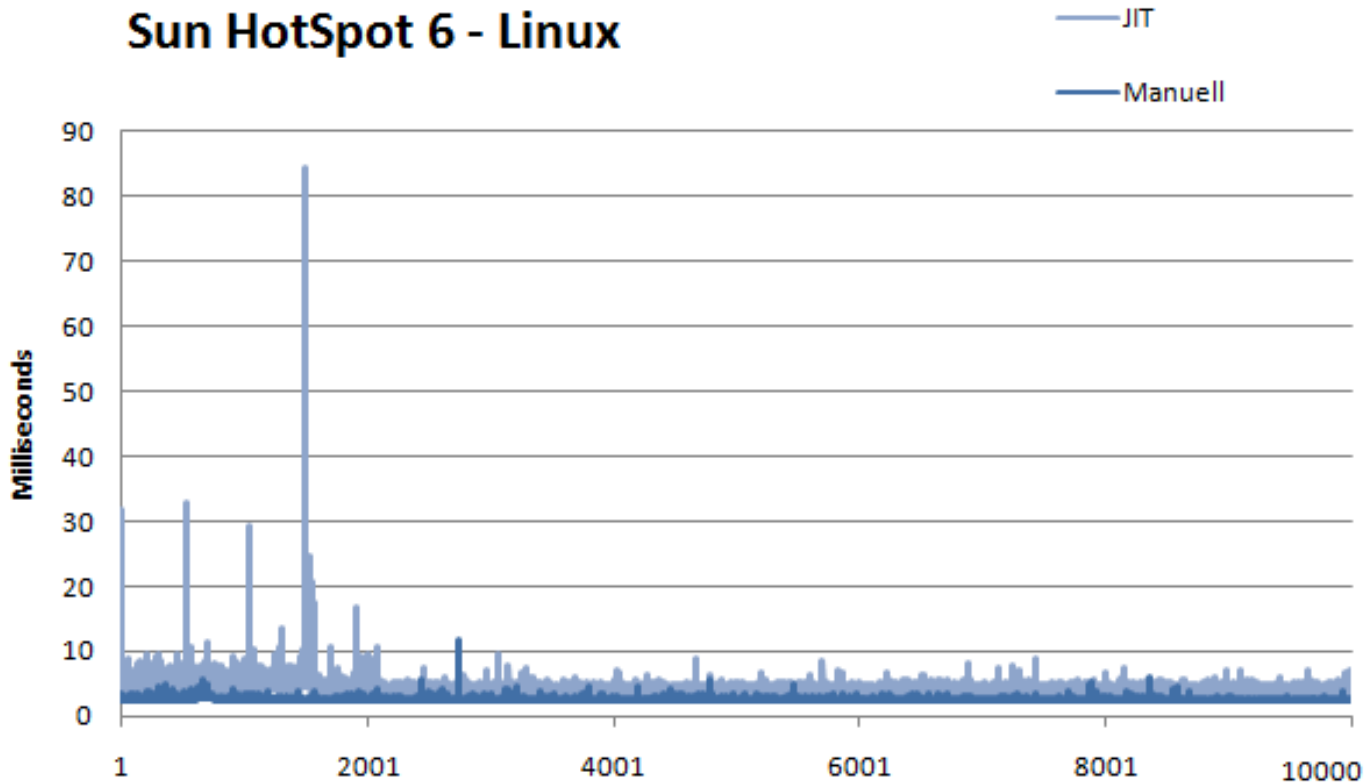
JRockit MC 5 - Windows 7



Penalty
39%

But:
2x Workload:
20%
2,5x Workload:
13%

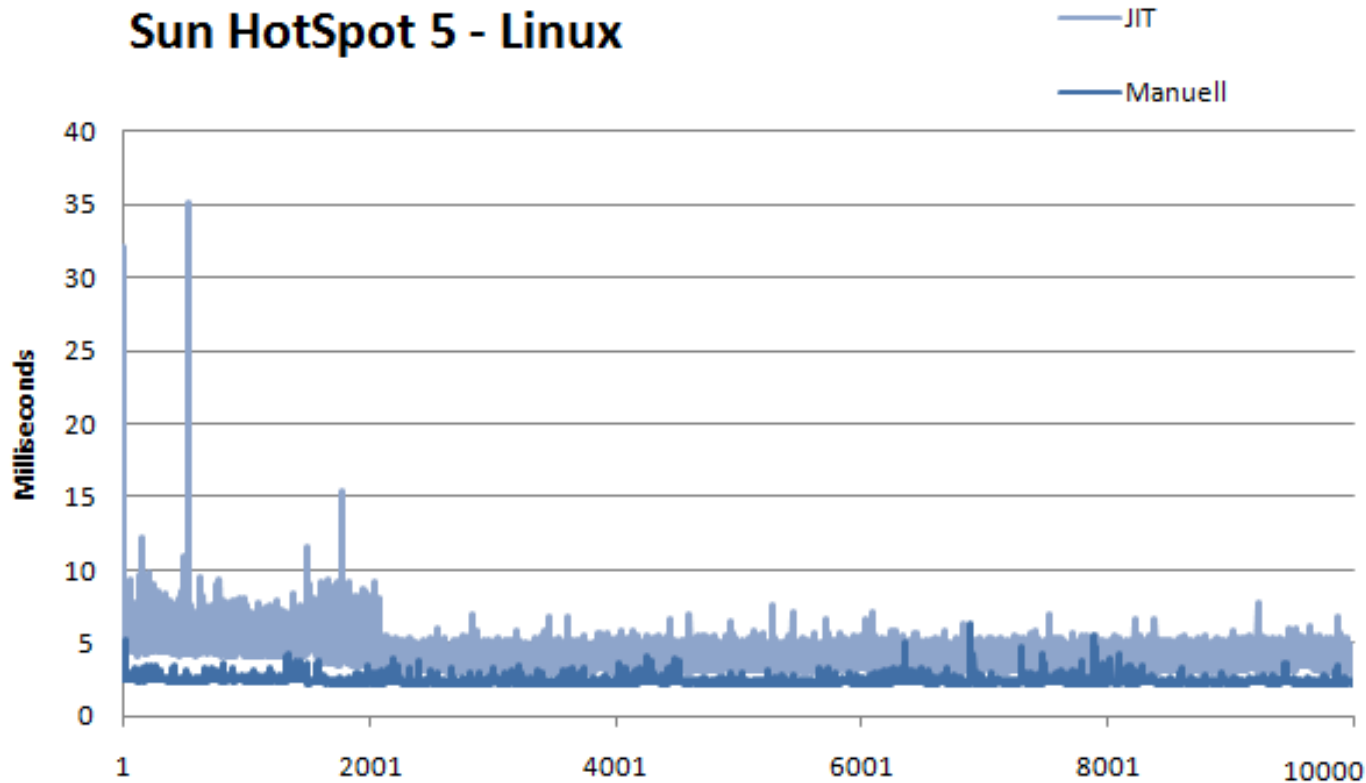
Sun HotSpot 6 - Linux



Penalty
37%

But:
2x Workload:
22%
2,5x Workload:
24%

Sun HotSpot 5 - Linux



Penalty

8%

But:

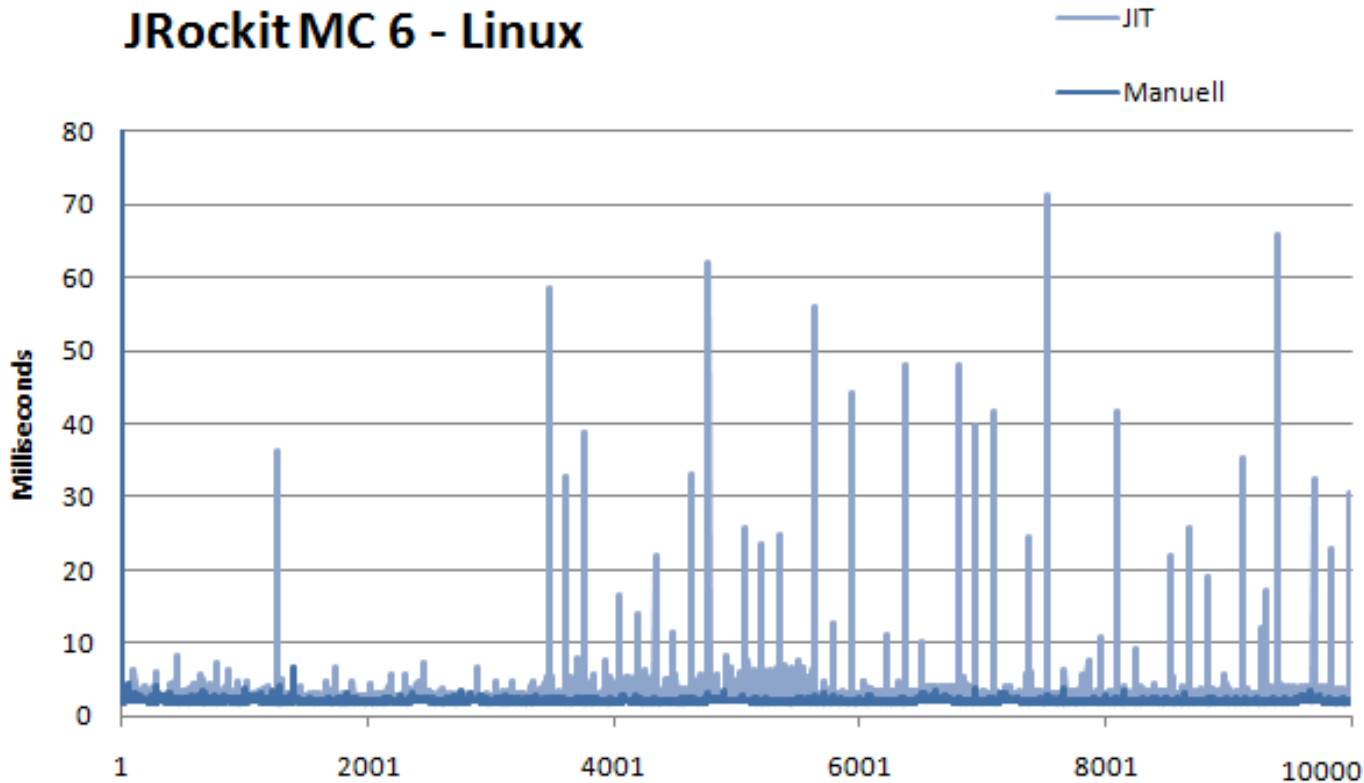
2x Workload:

0%

2,5x Workload:

-8% !

JRockit MC 6 - Linux



Penalty

14%

But:

2x Workload:

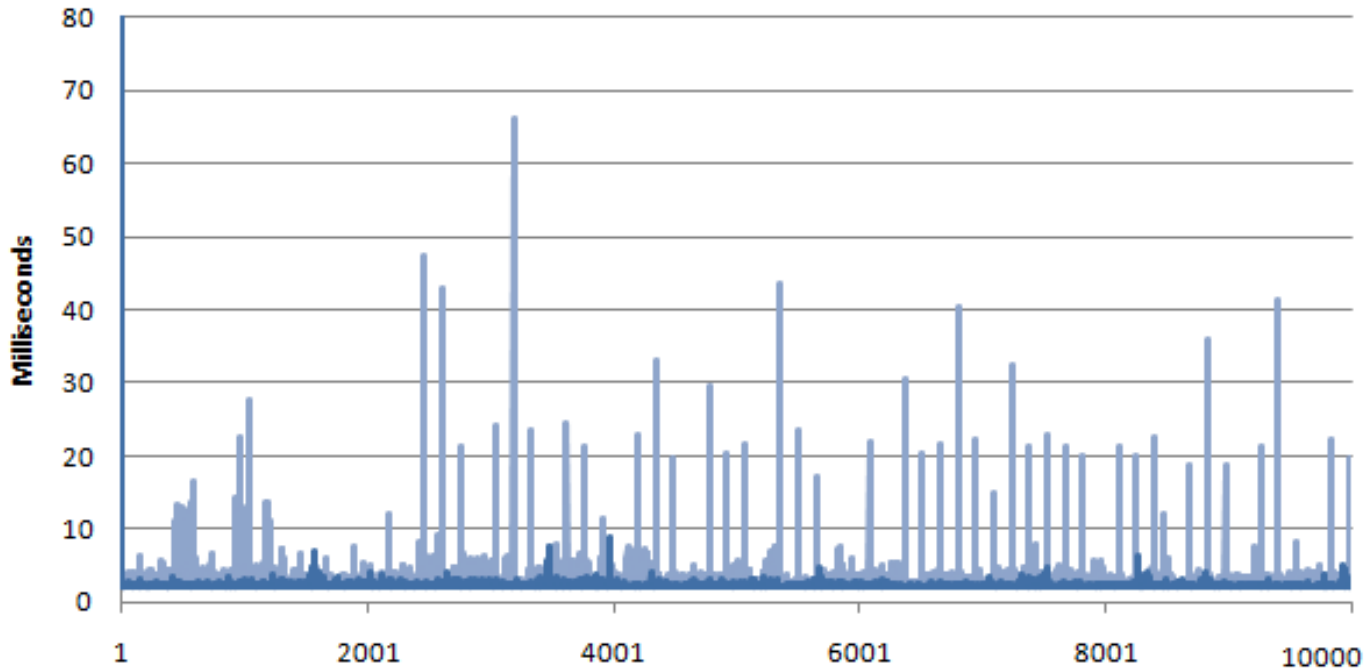
6%

2,5x Workload:

8%

JRockit MC 5 - Linux

JIT
Manuell



Penalty

14%

But:

2x Workload:

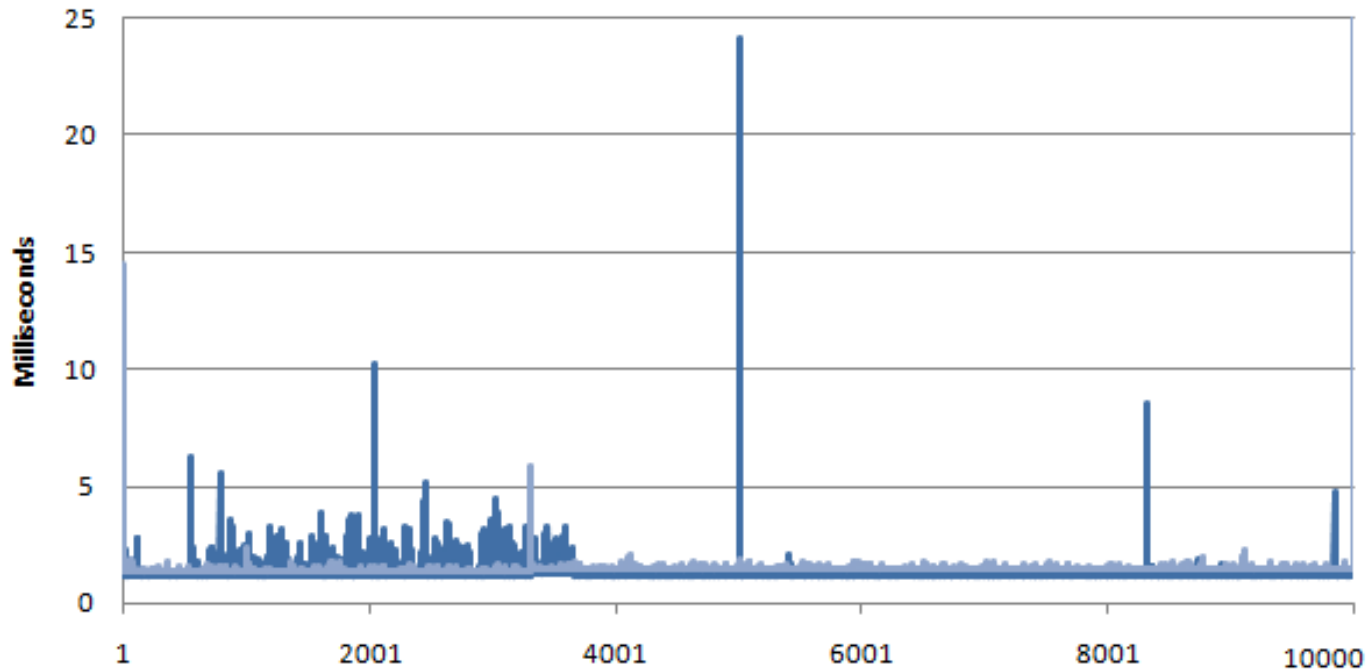
13%

2,5x Workload:

7%

Apple HotSpot 6 - Mac OS X

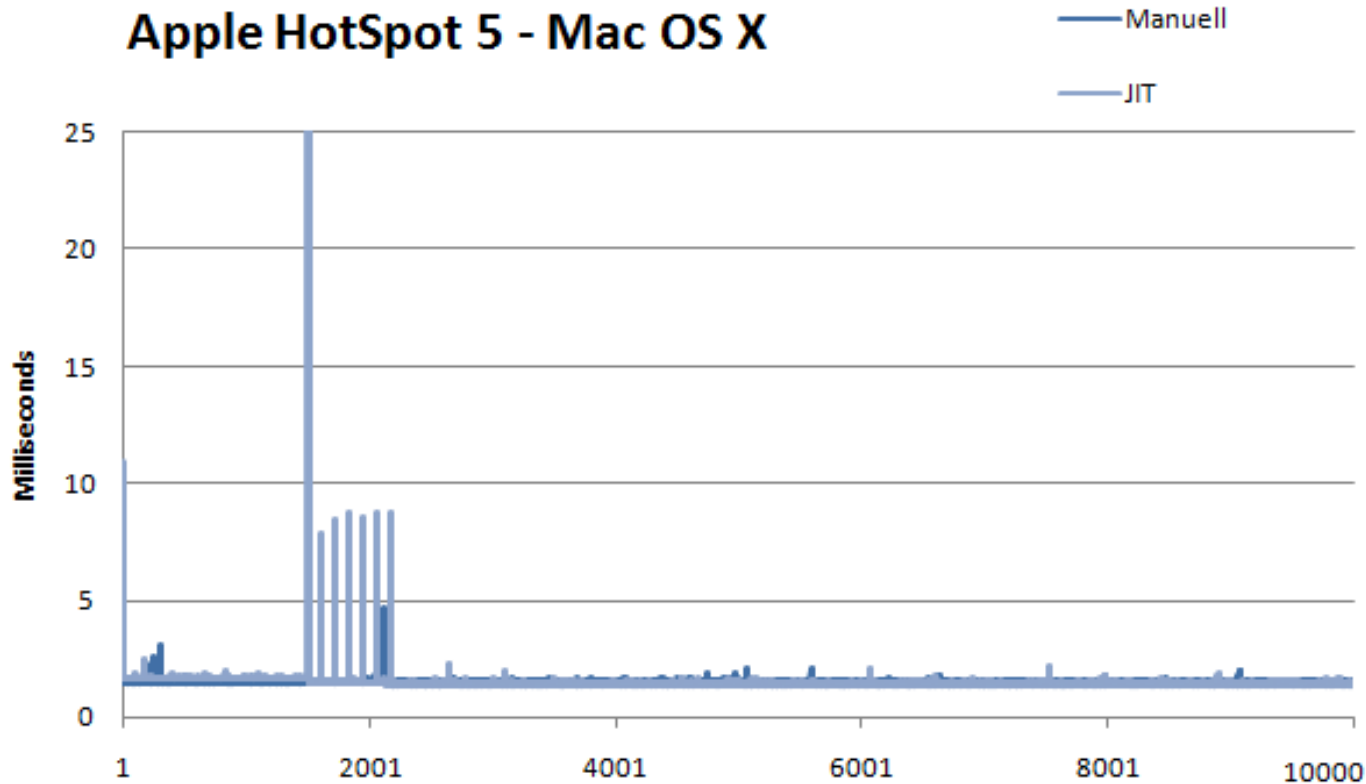
— Manuell
— JIT



Penalty
15%

But:
2x Workload:
7%
2,5x Workload:
6%

Apple HotSpot 5 - Mac OS X



Penalty

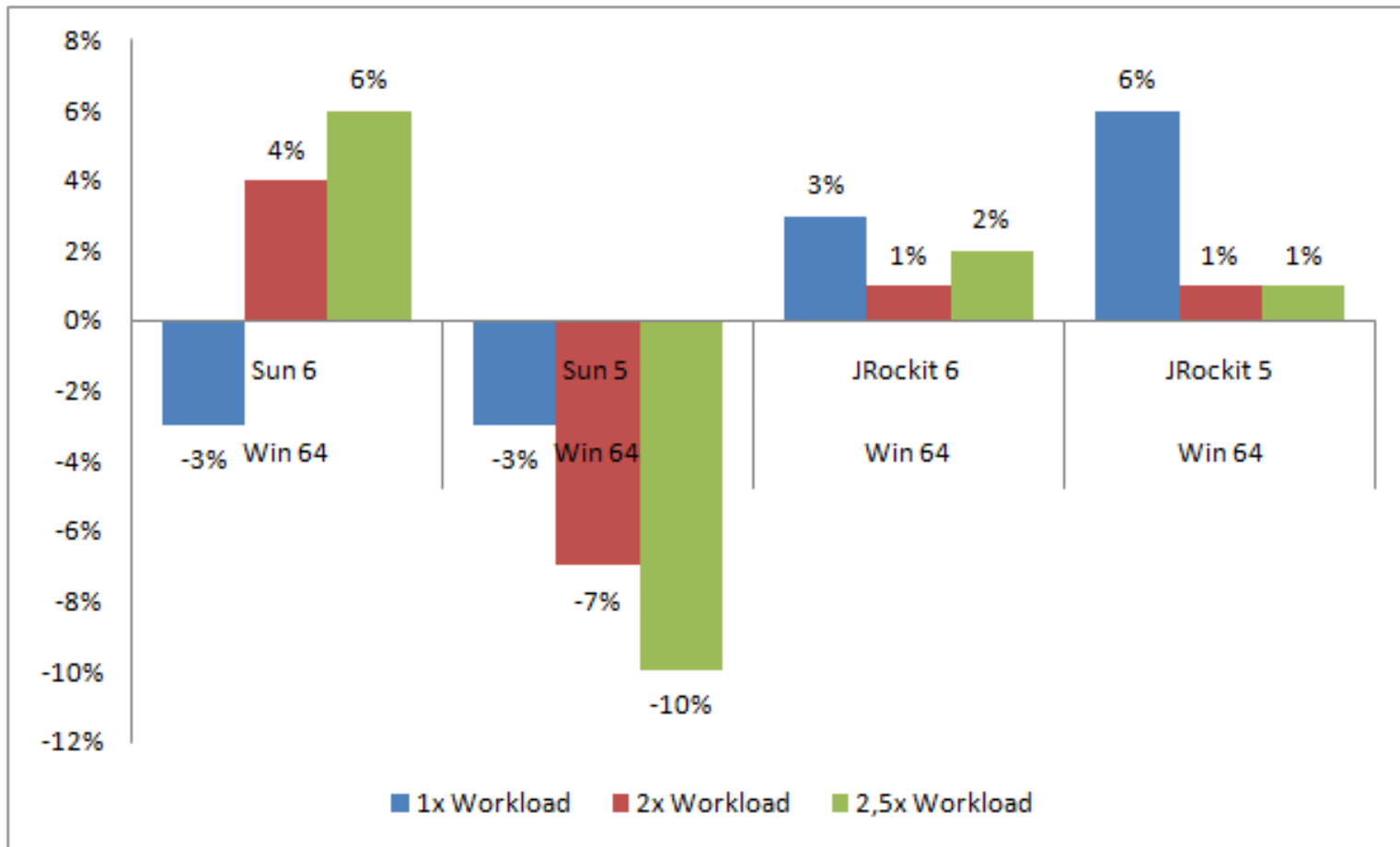
0%

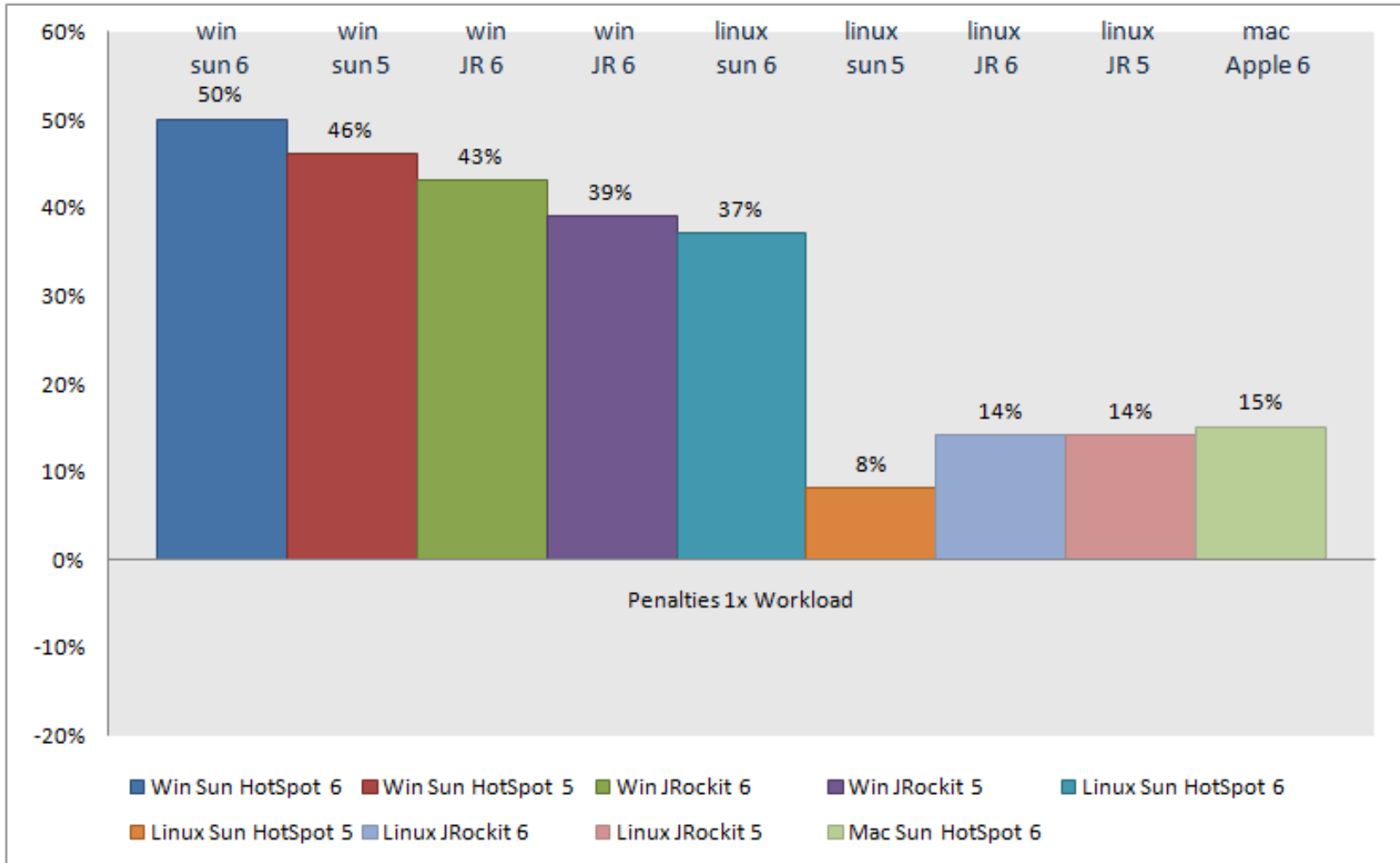
Possible Reason:

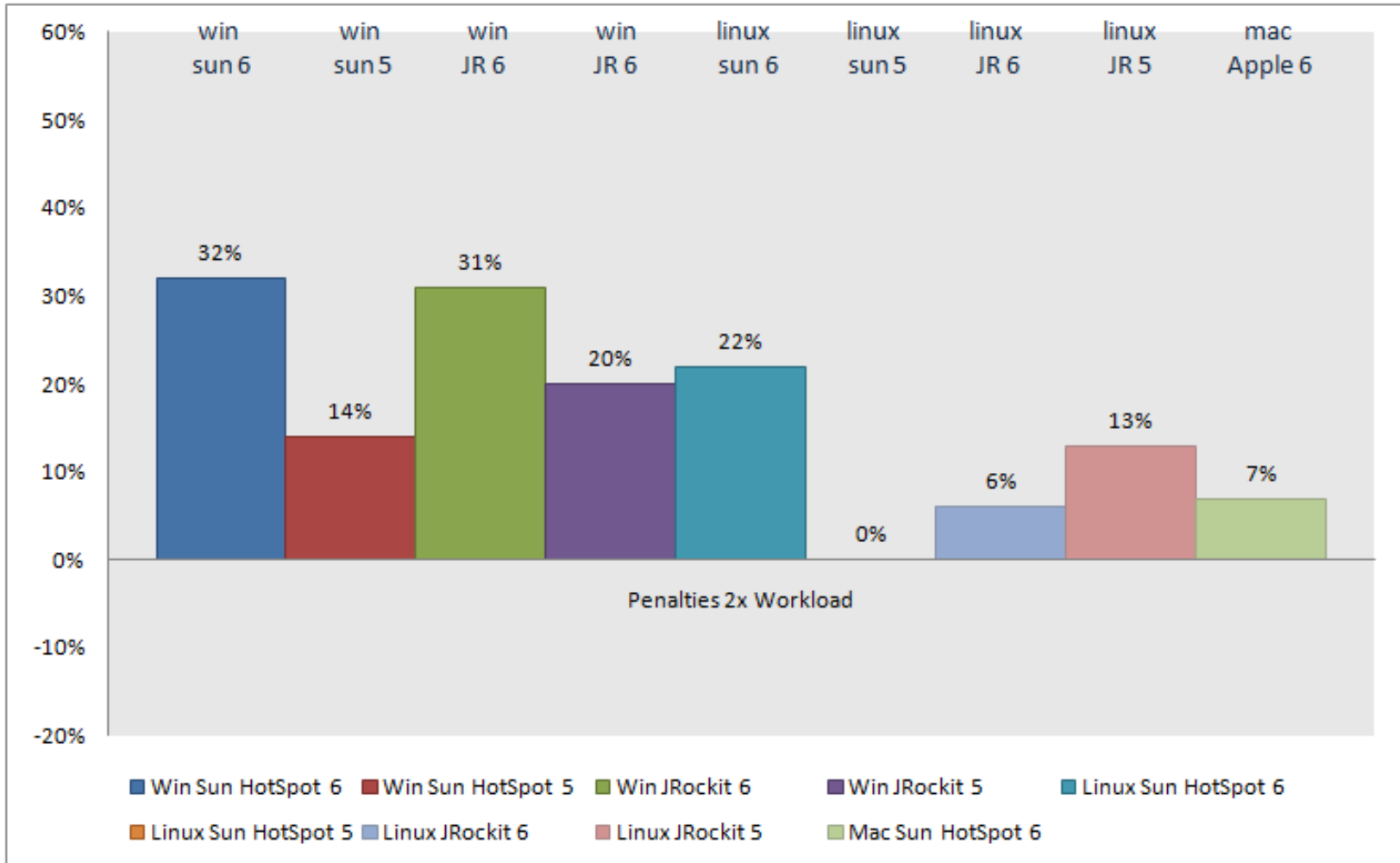
Highly optimized for architecture.

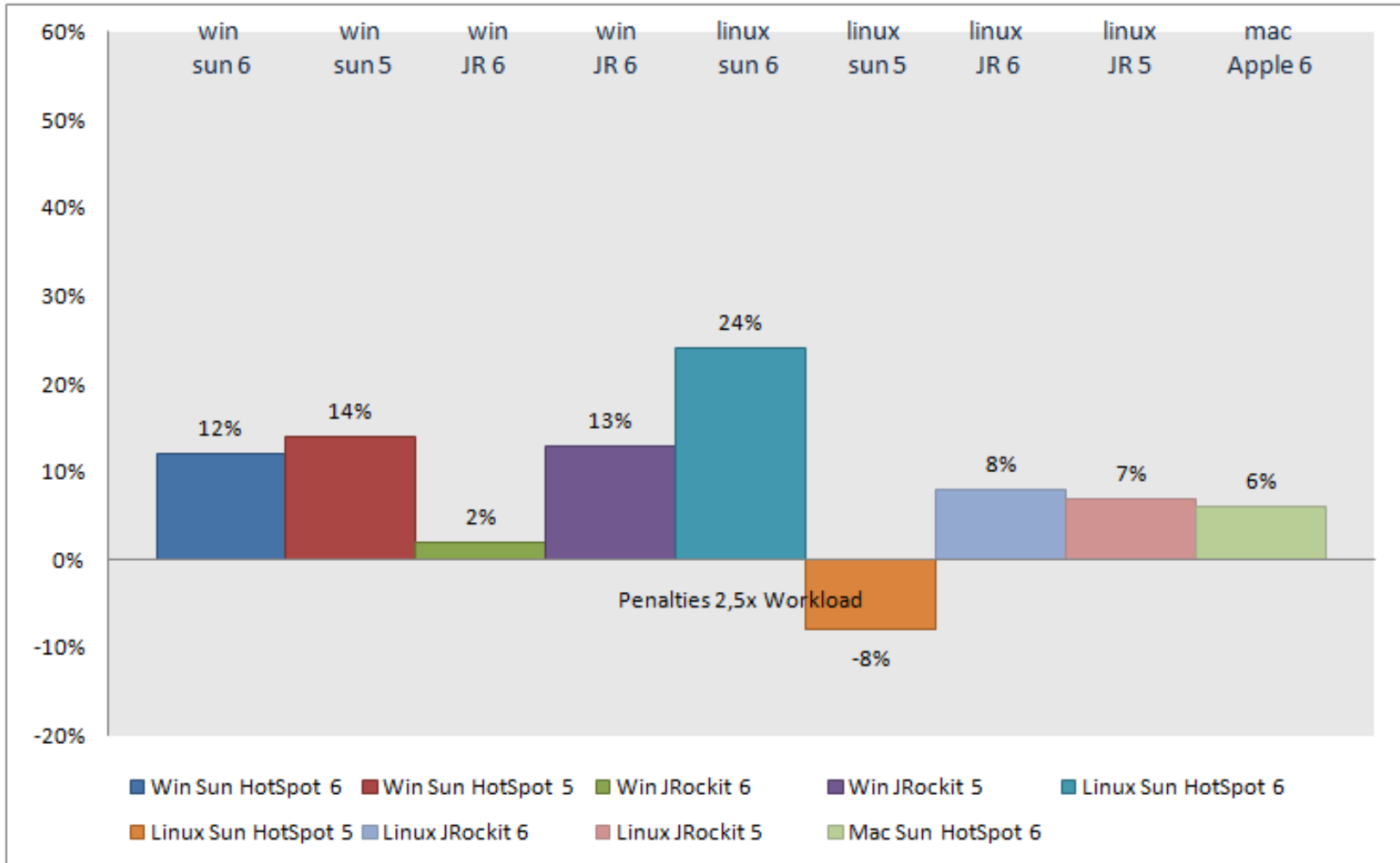
- Big difference between 32bit and **64bit** versions of the VMs
- Much better performance in 64bit VMs
- Sometimes Delegation is even faster, than manually inlined code

64bit Results for Windows 7, varying workload









- Valuable penalties (up to 50%)
- The more workload, the lower the penalty!
- 64bit JVMs give much better performance, than 32bit JVMs
(at most **6%** penalty !)

