

Yak: A High-Performance Big-Data-Friendly Garbage Collector



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University of California, Irvine

Shan Lu

University of Chicago

Onur Mutlu

ETH Zürich

BIG DATA



BIG DATA

Naiad

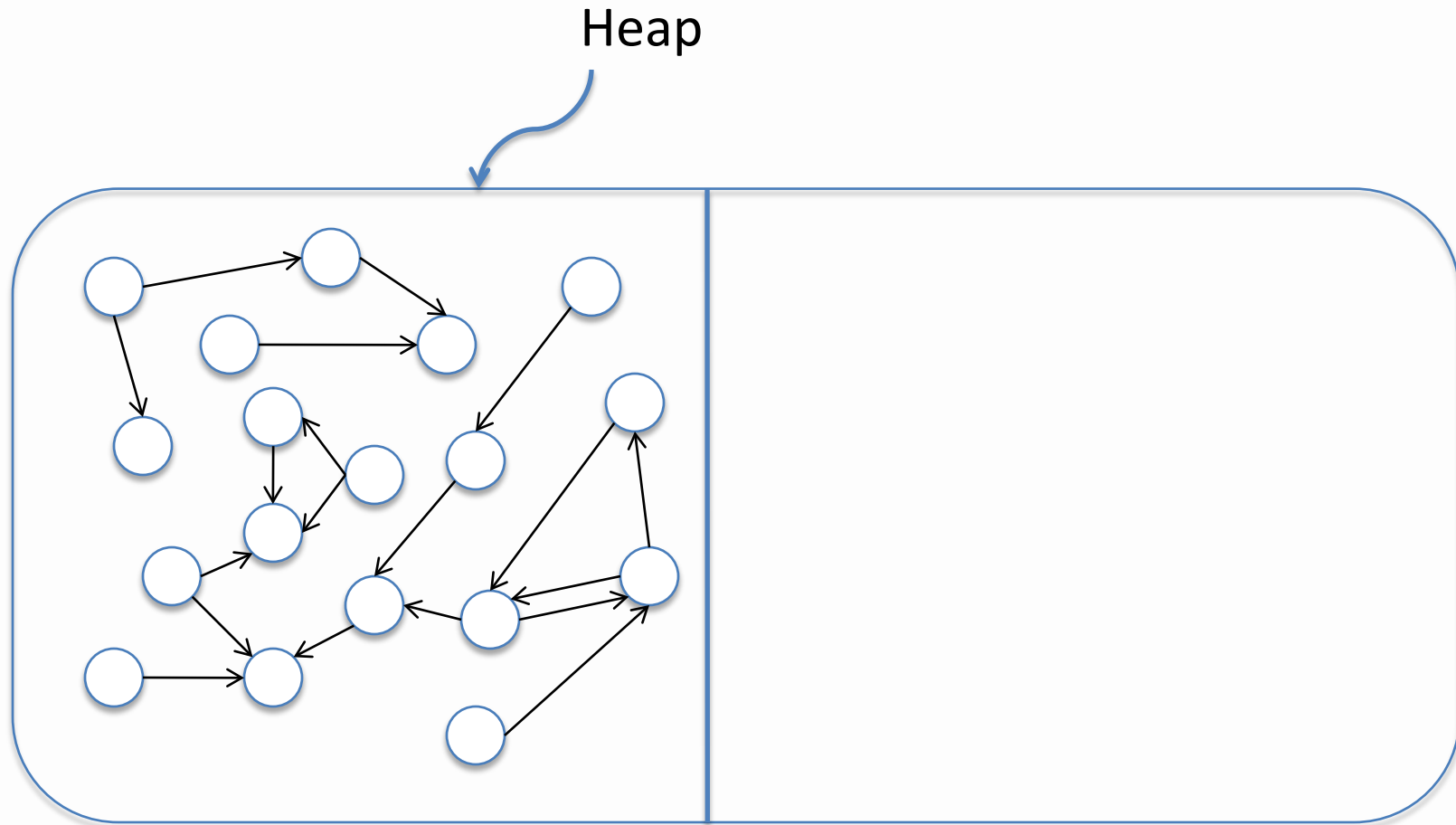


Dryad

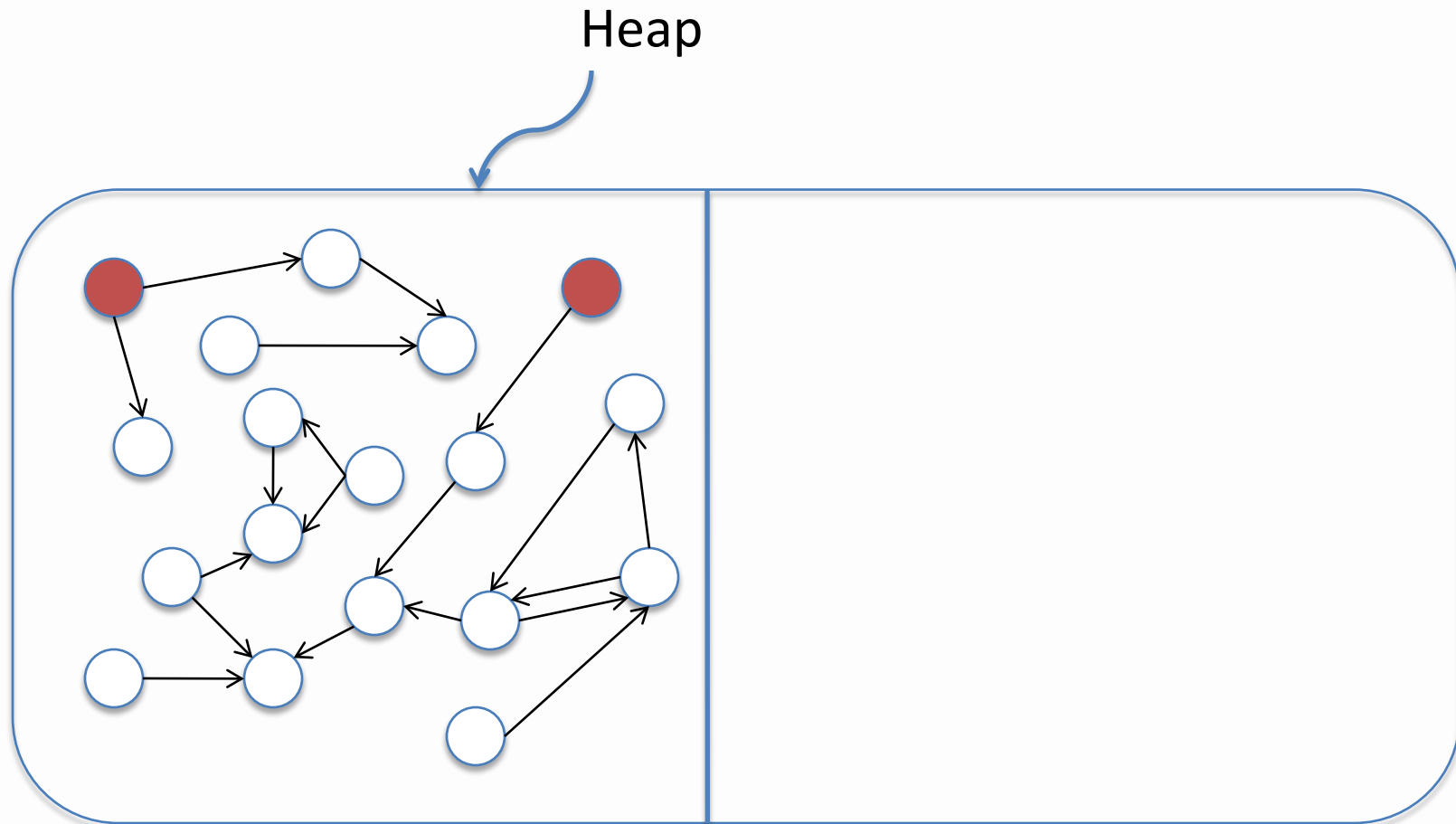




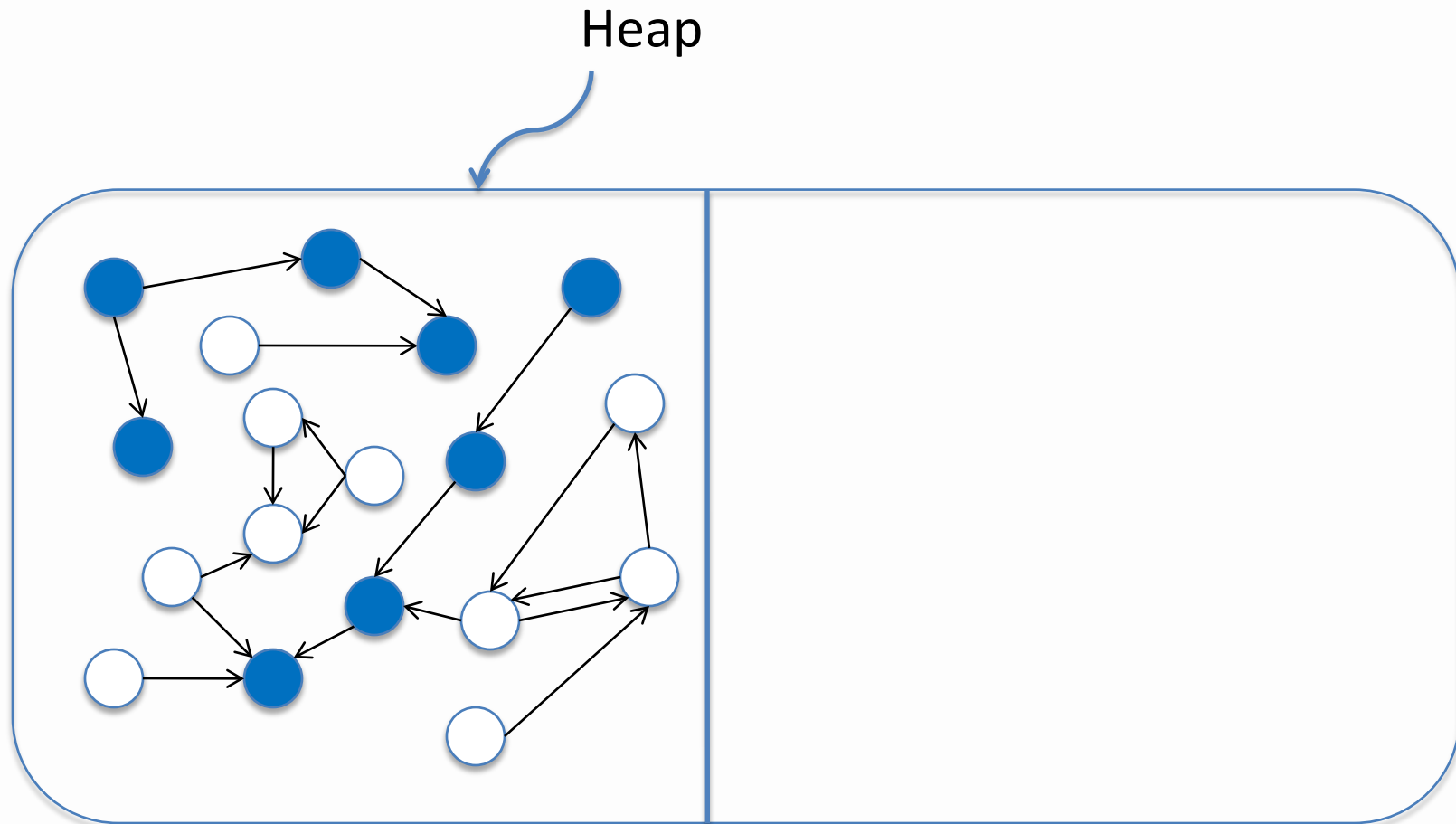
Background: GC



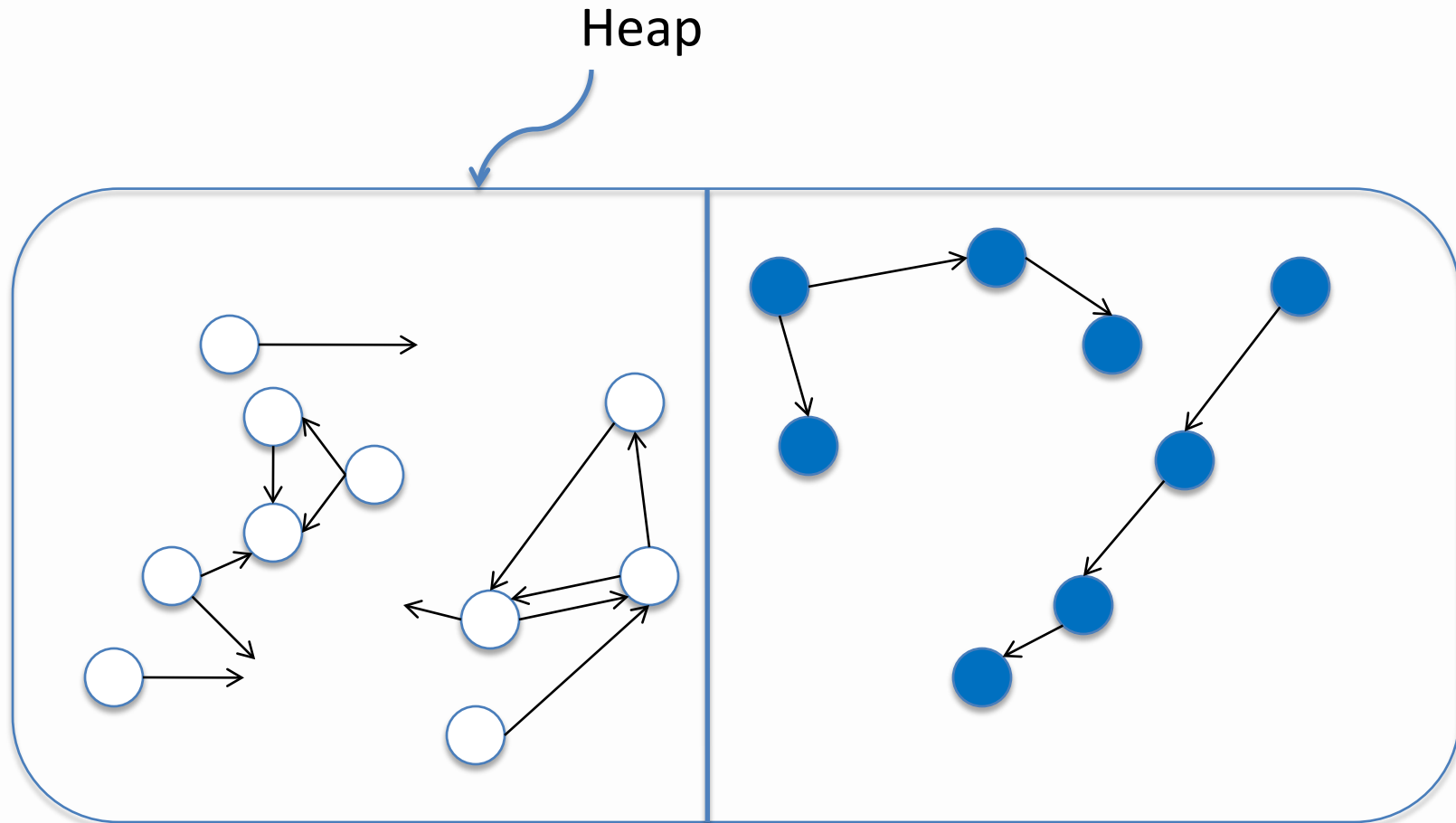
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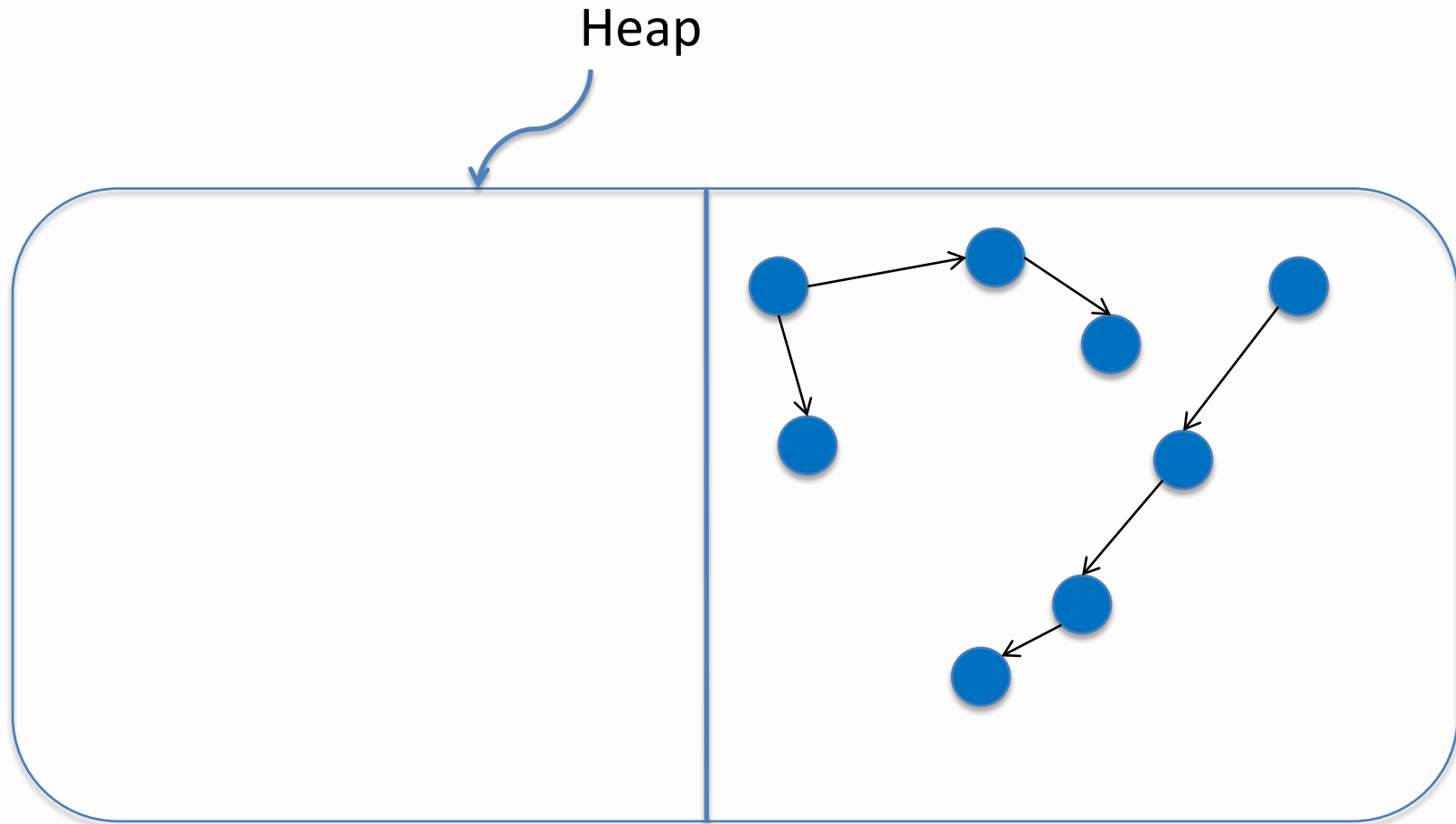
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Scalability



JVM crashes
due to OutOfMemory
error at early stage

[Fang et al., SOSP'15]



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Management cost



GC time accounts for
up to **50%** of the
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[Bu et al., ISMM'13]



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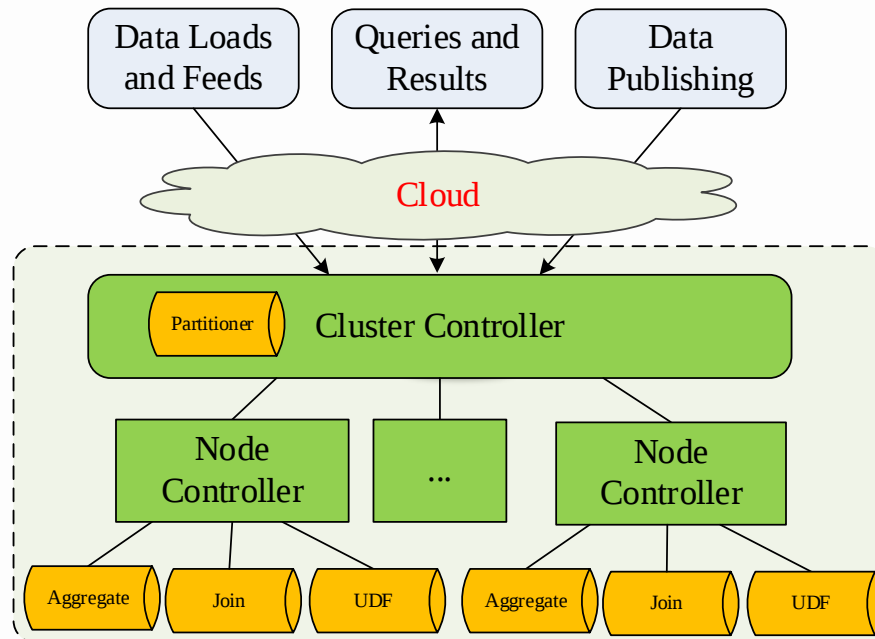
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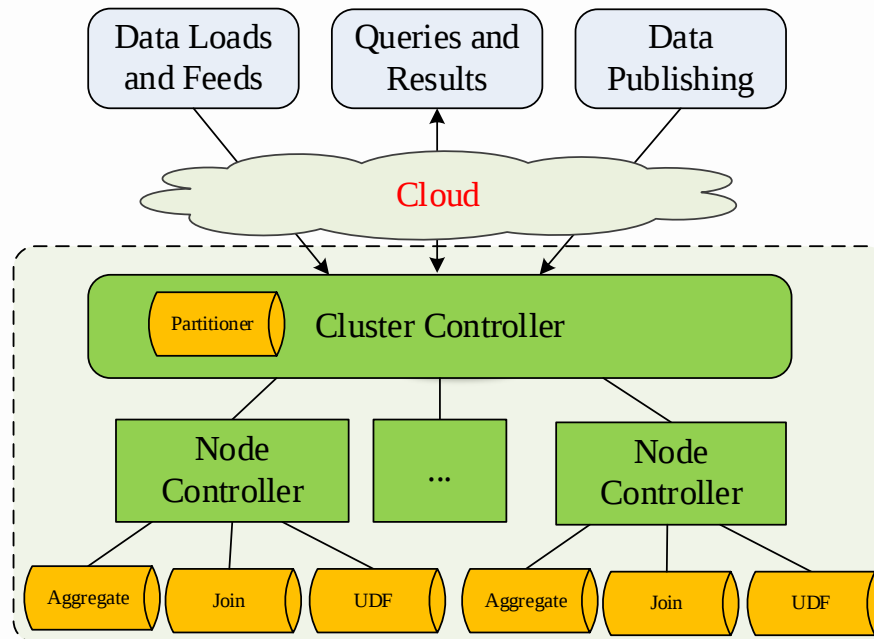
**High cost of the managed runtime is a
fundamental problem!**

Two Paths, Two Hypotheses

Two Paths, Two Hypotheses



Two Paths, Two Hypotheses

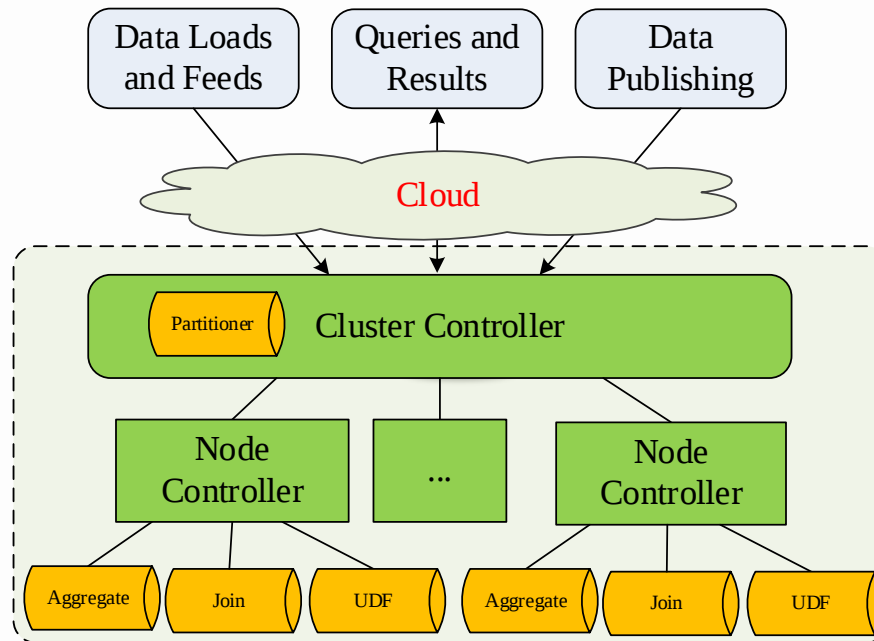


Control path



Data path

Two Paths, Two Hypotheses

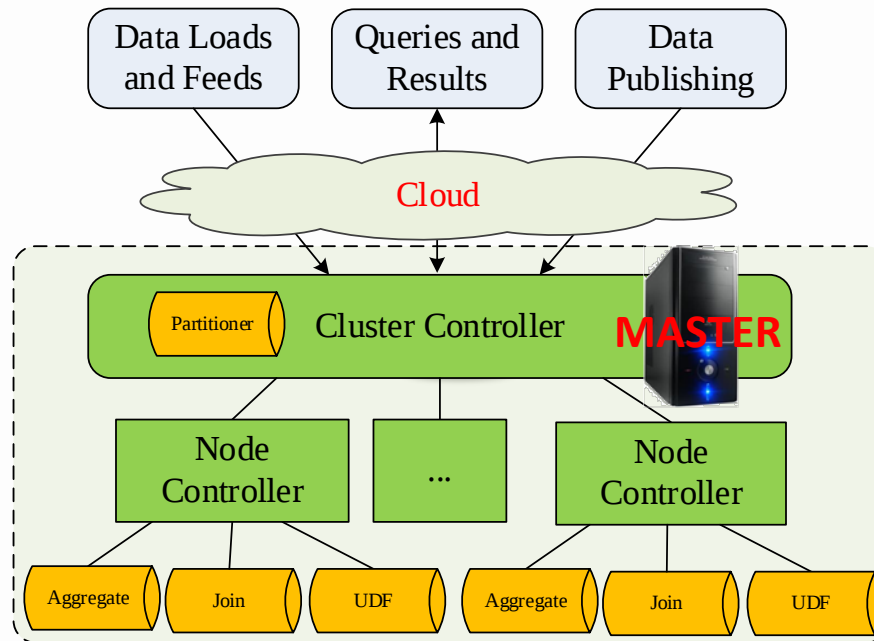


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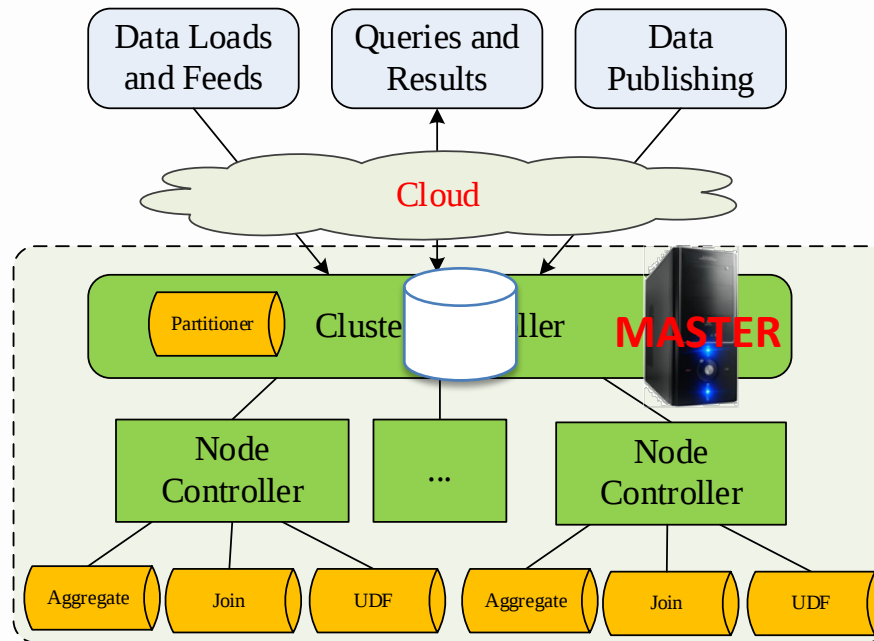


Control path



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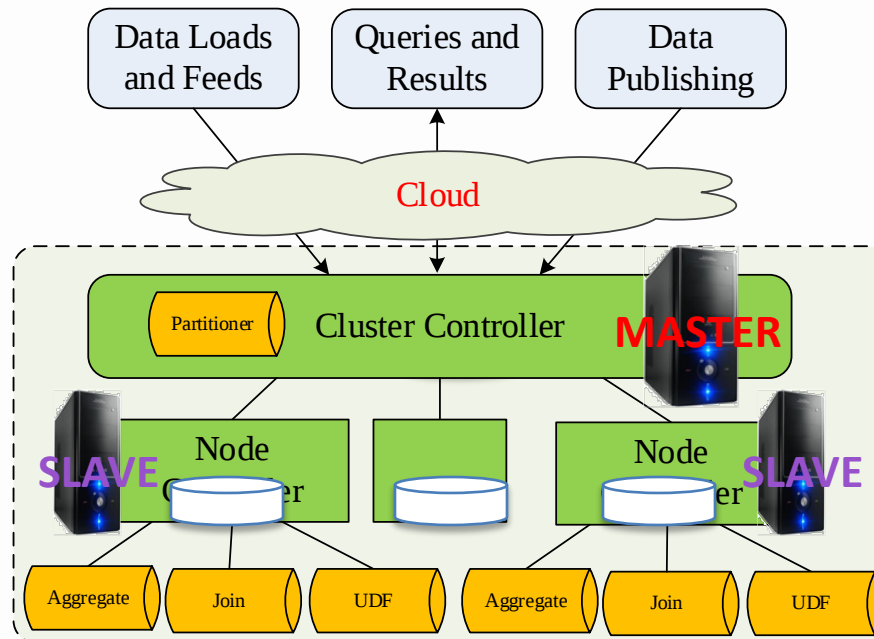


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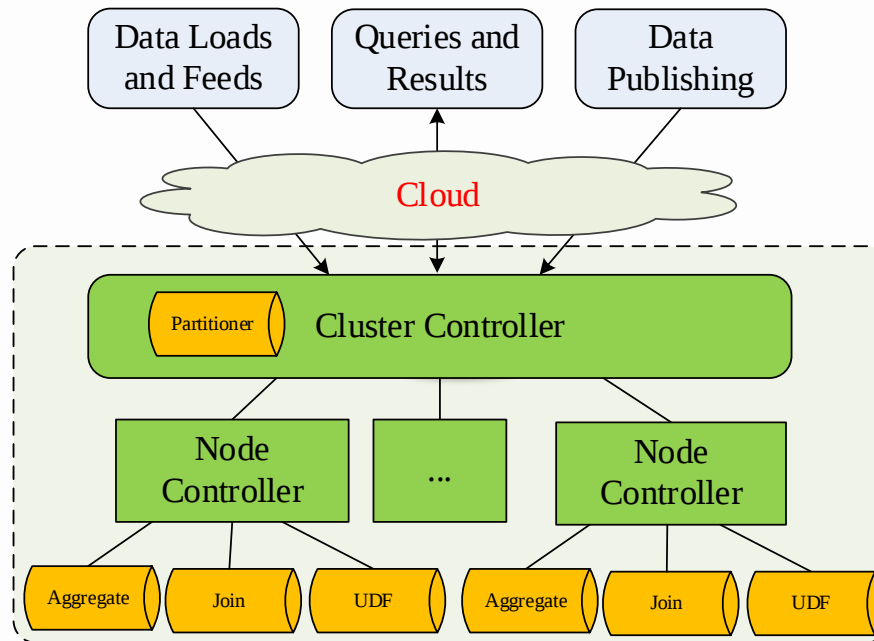


Control path



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Two Paths, Two Hypotheses



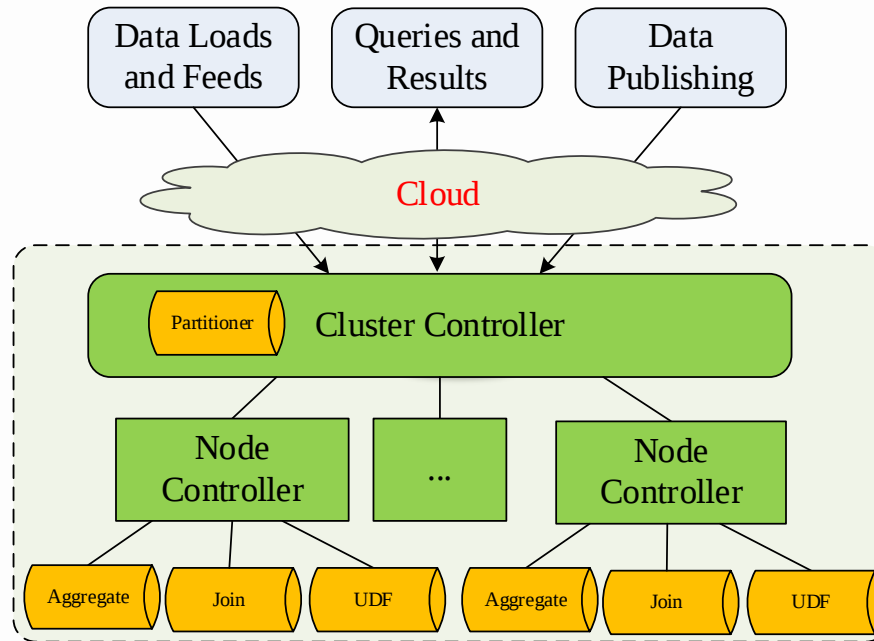
Control path



Data path

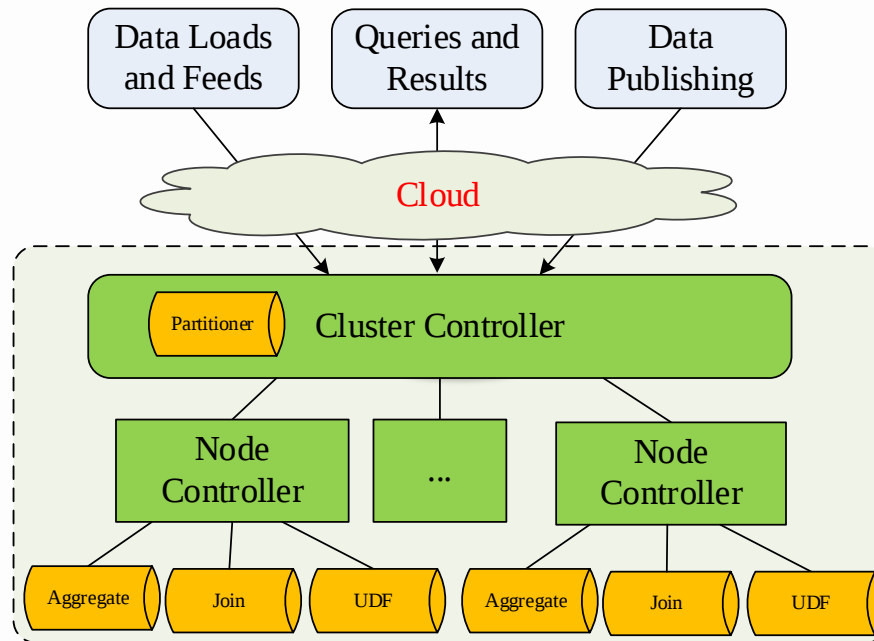
Generational Hypothesis

Two Paths, Two Hypotheses



Generational
Hypothesis

Two Paths, Two Hypotheses



 Control path

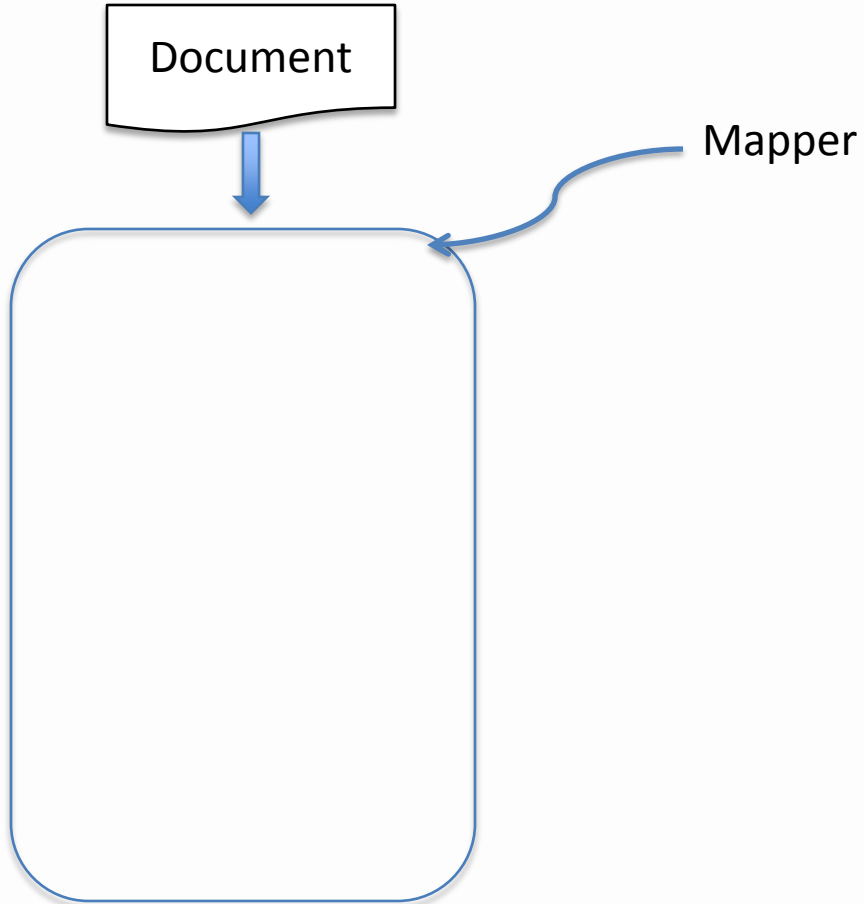
 Data path

Generational
Hypothesis

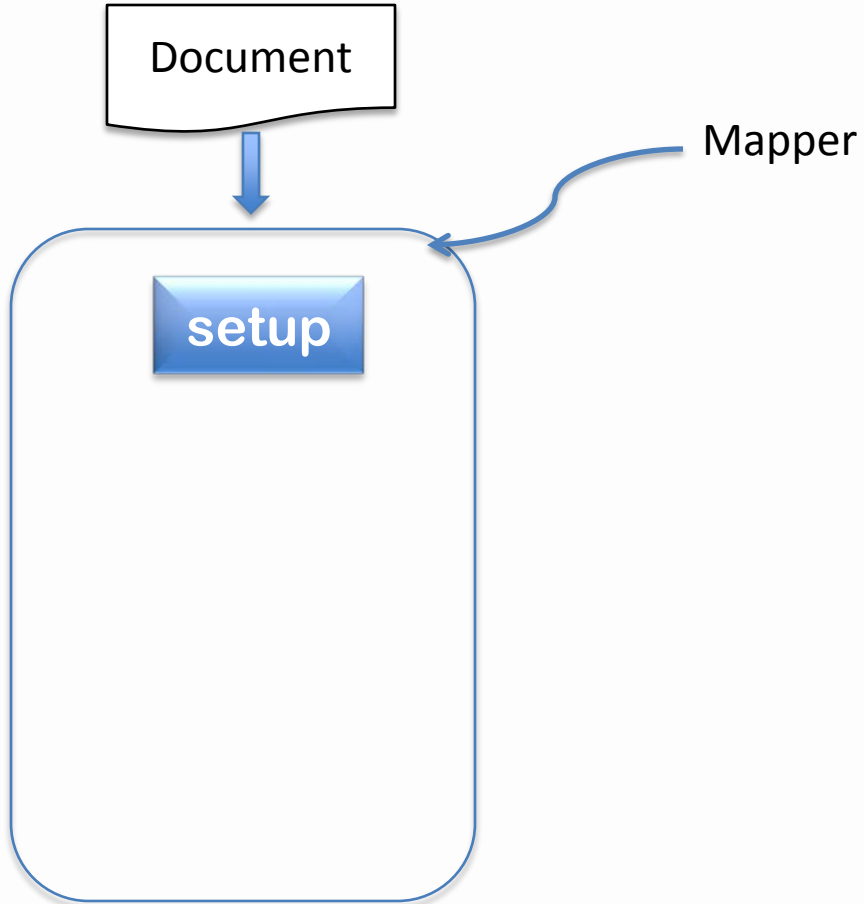
Epochal
Hypothesis

WordCount

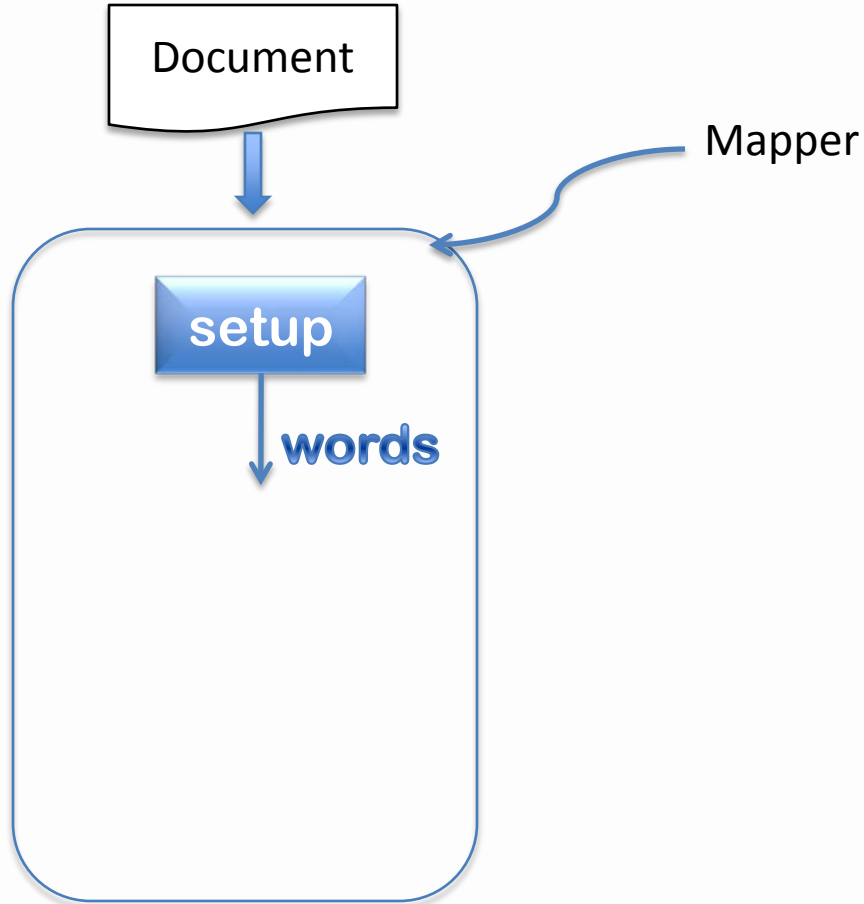
WordCount



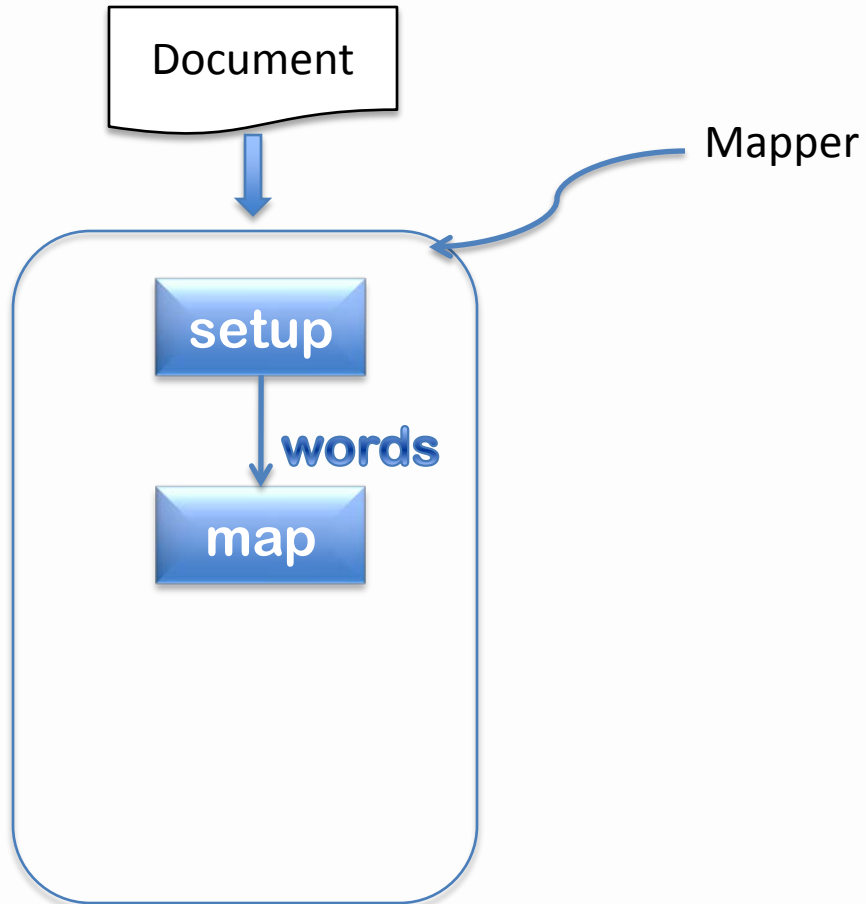
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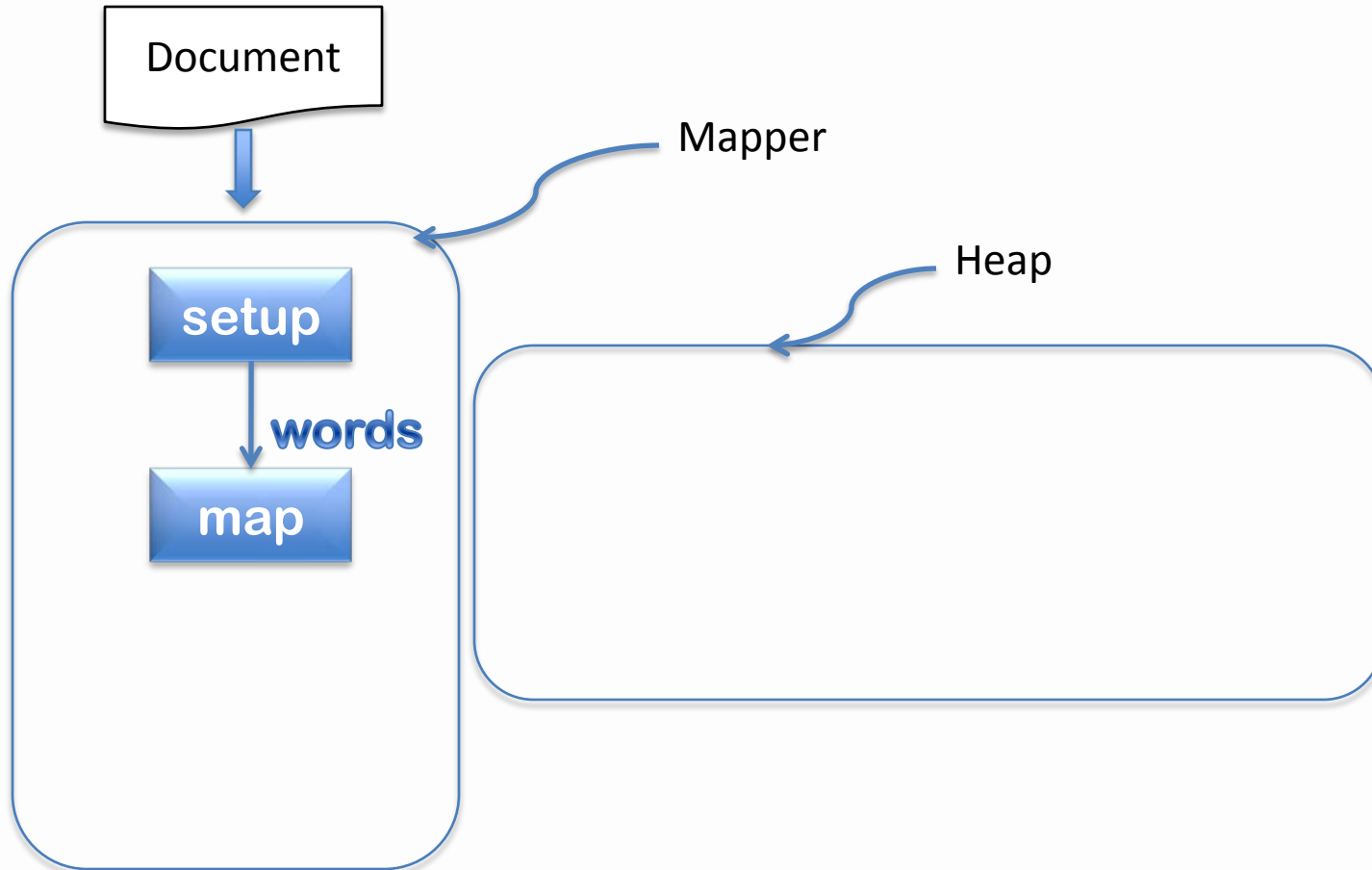
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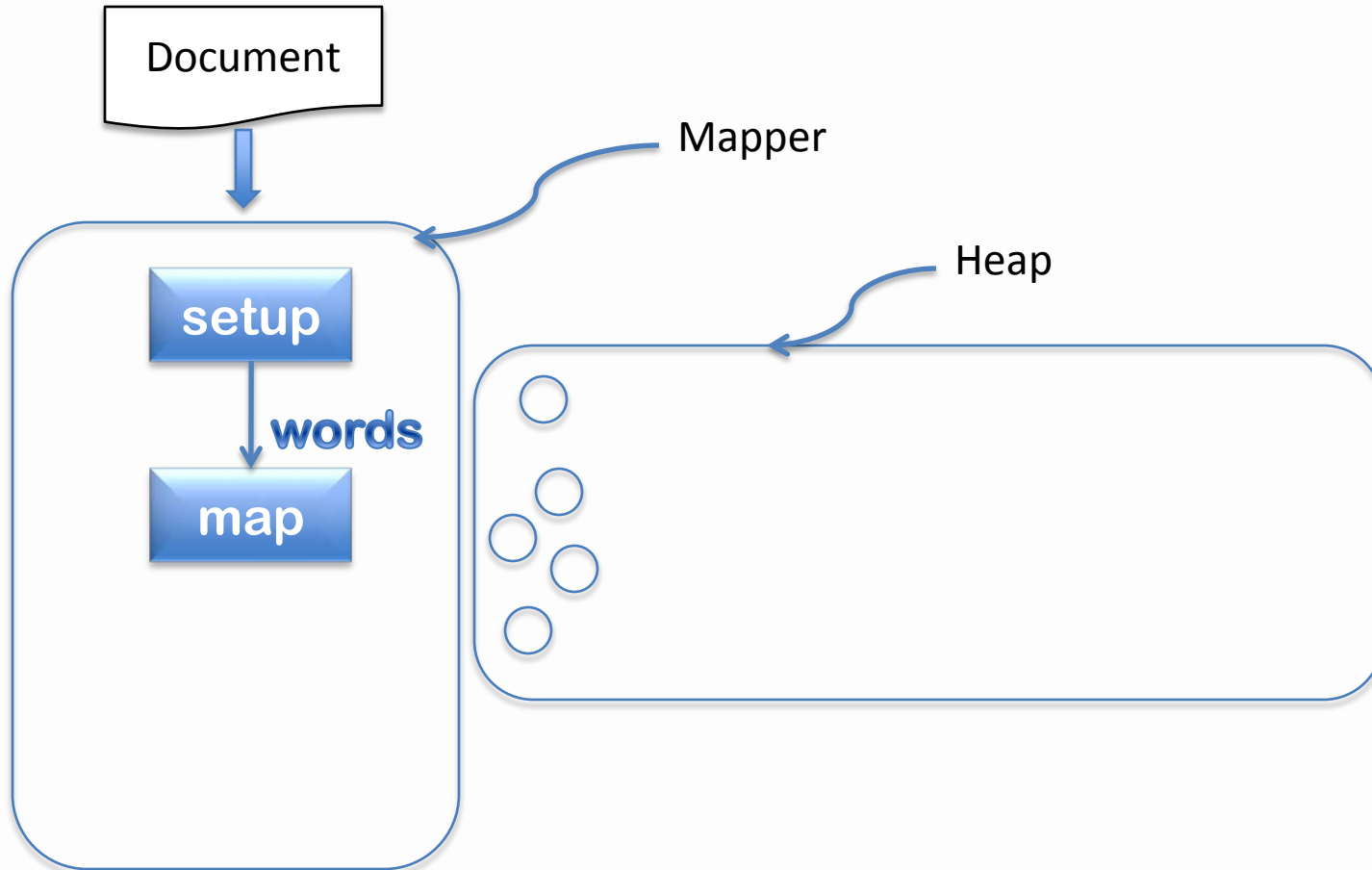
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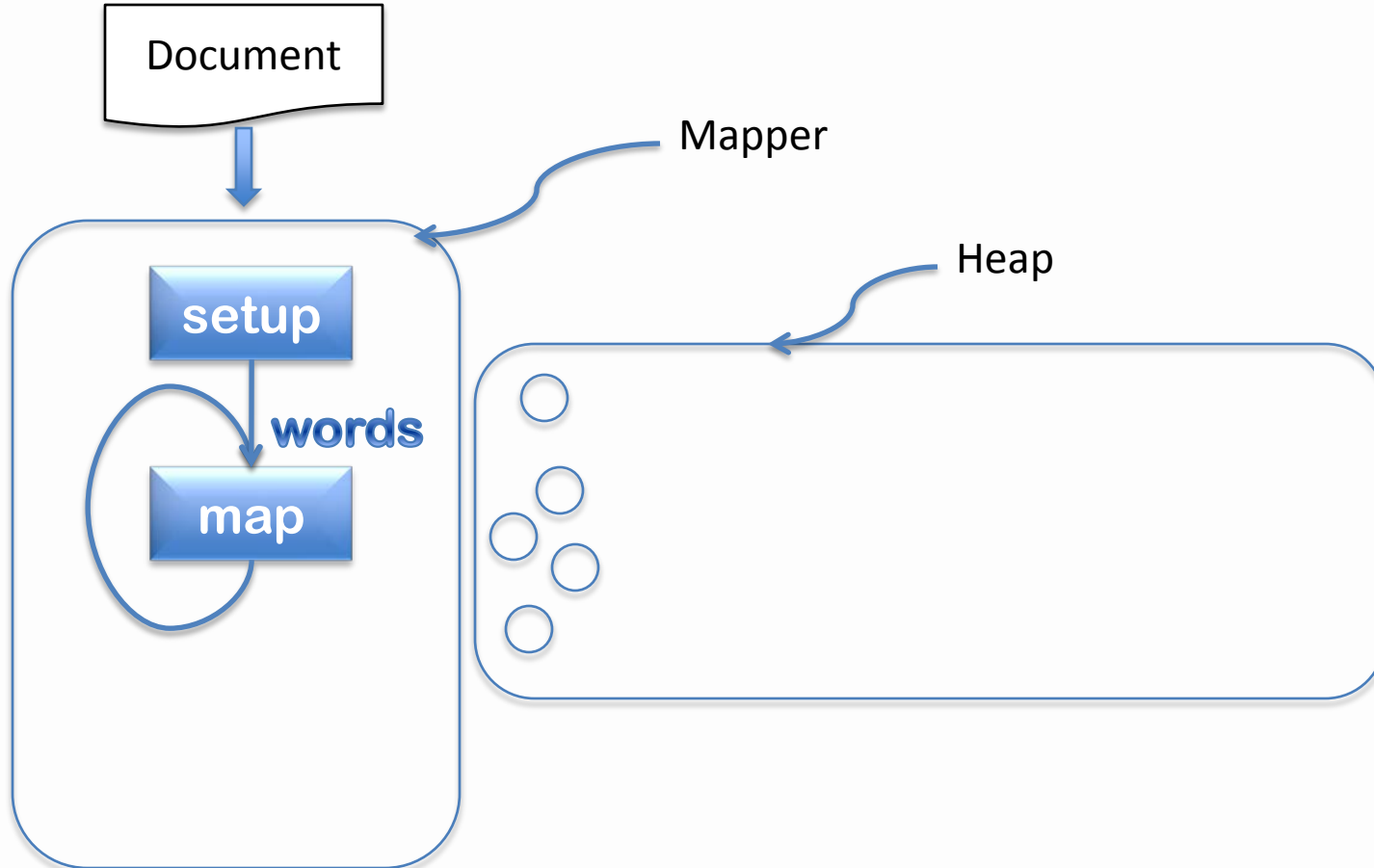
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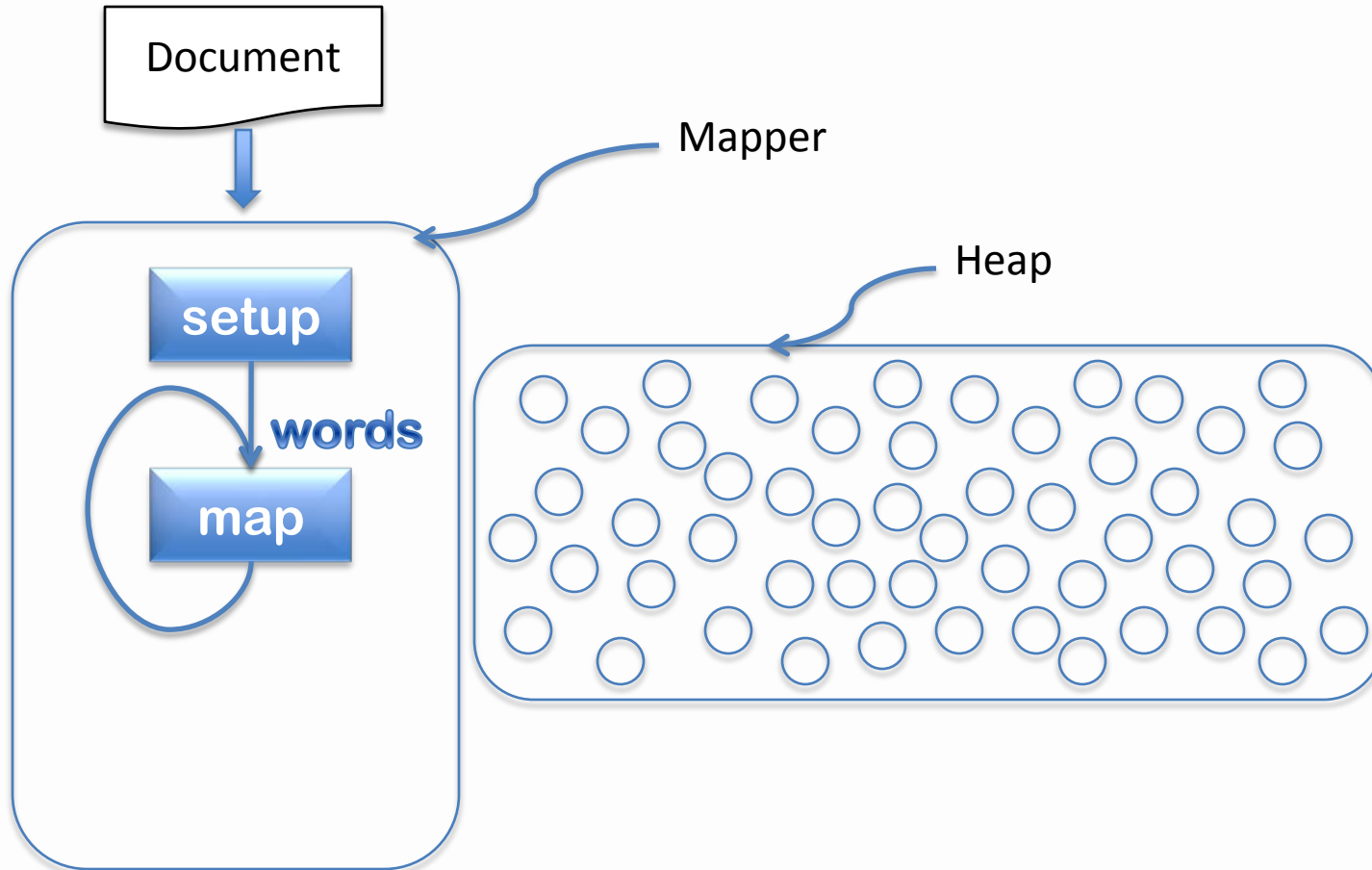
WordCount



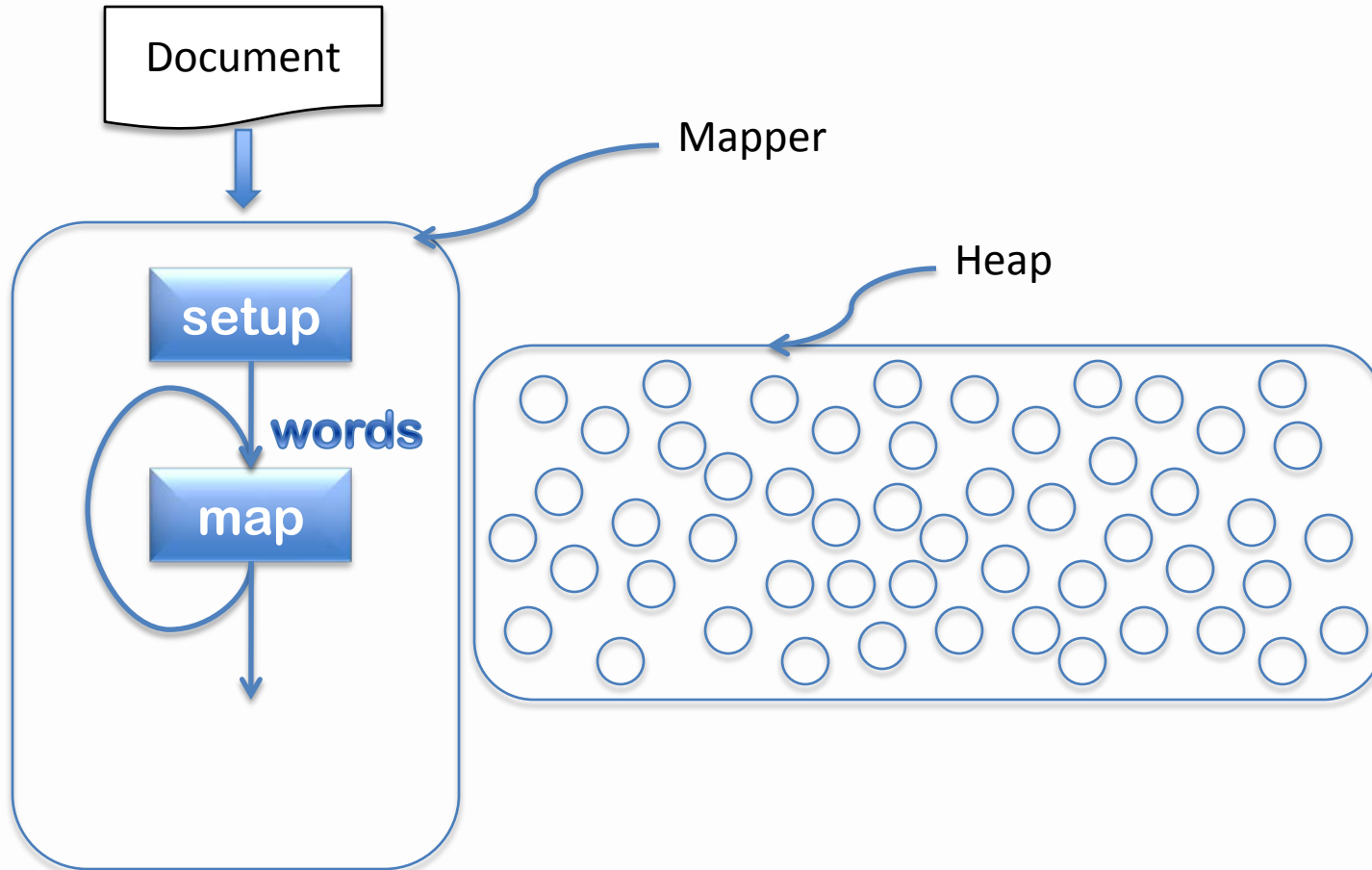
WordCount



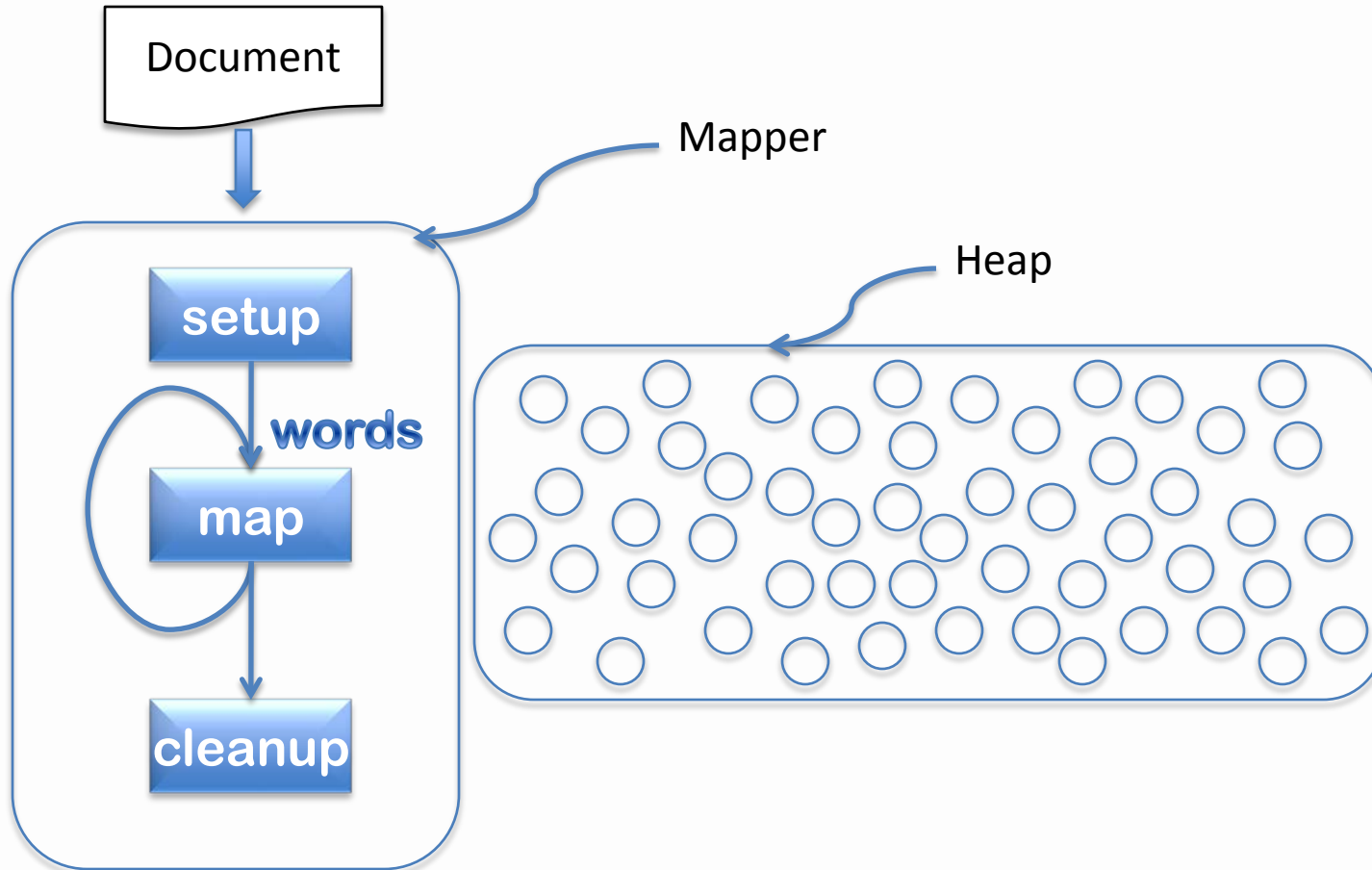
WordCount



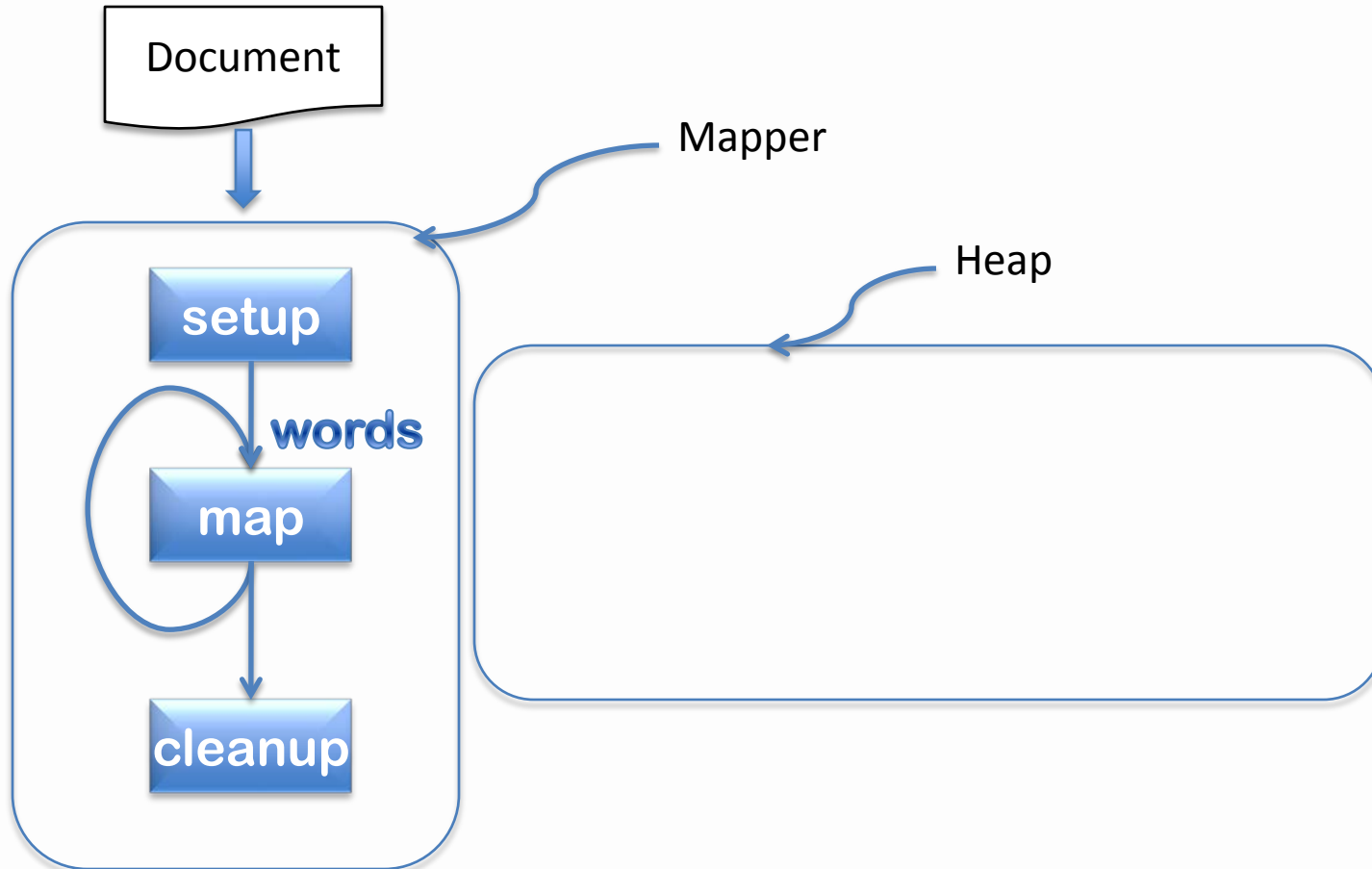
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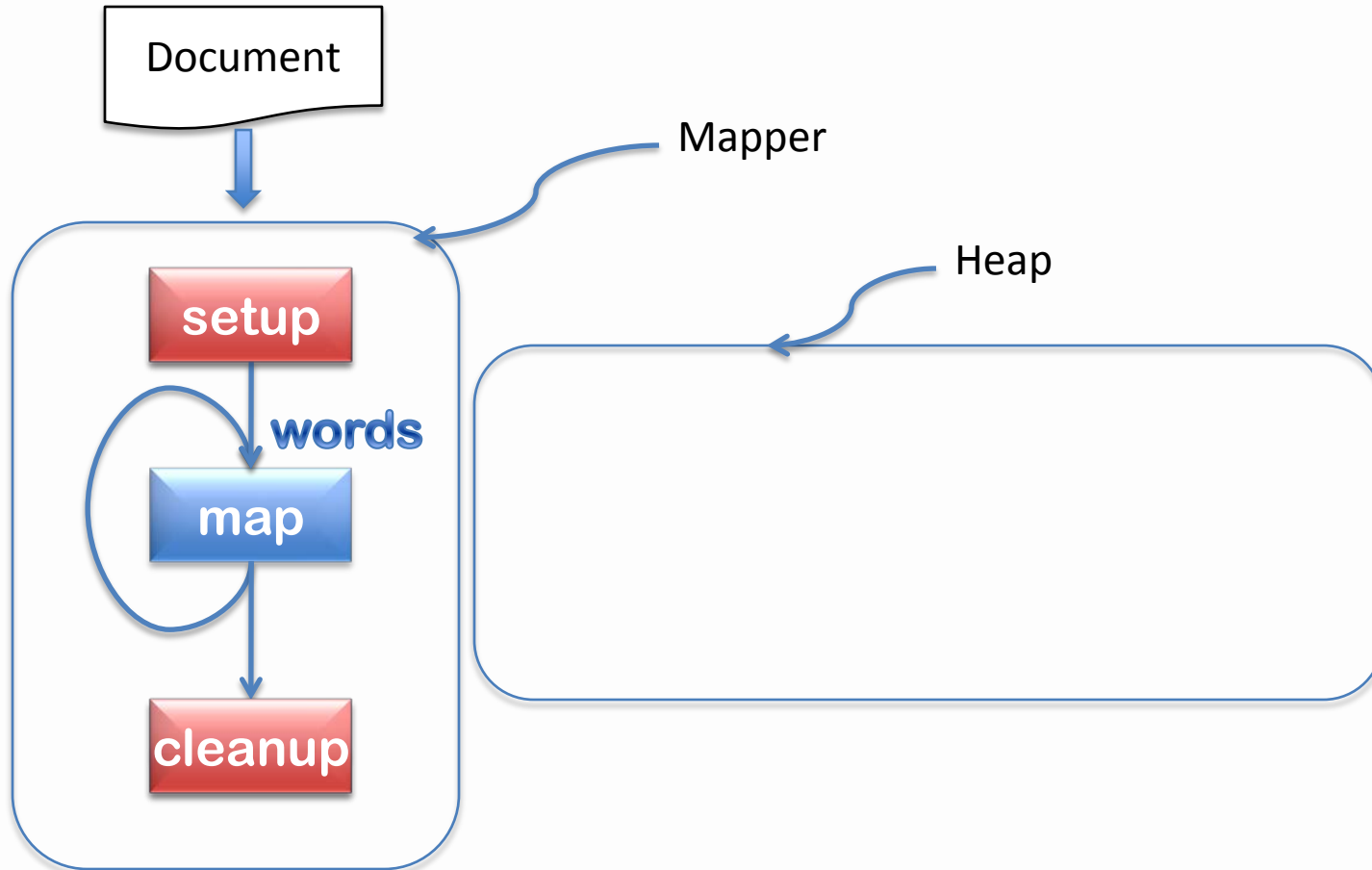
WordCount



WordCount

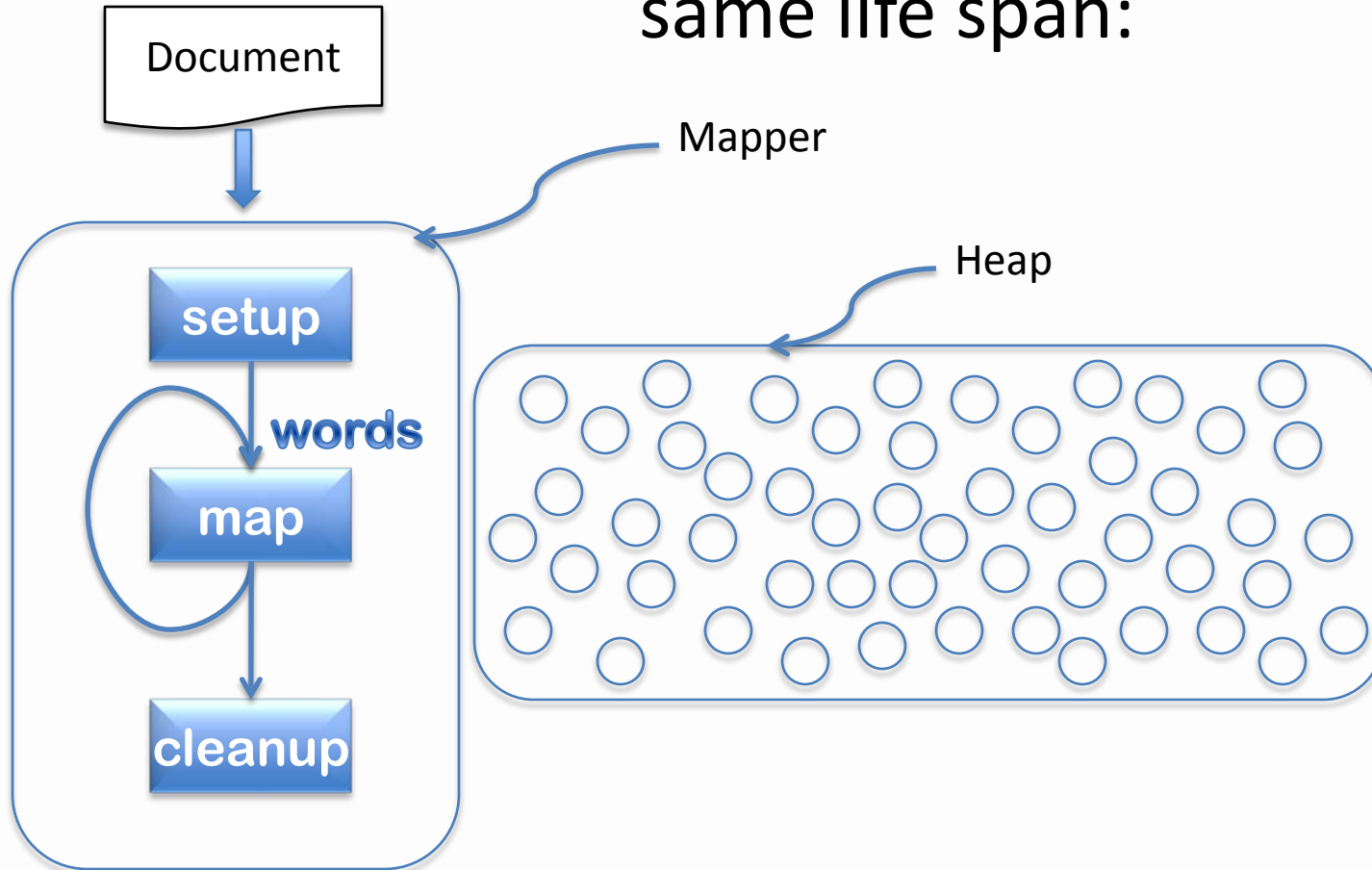


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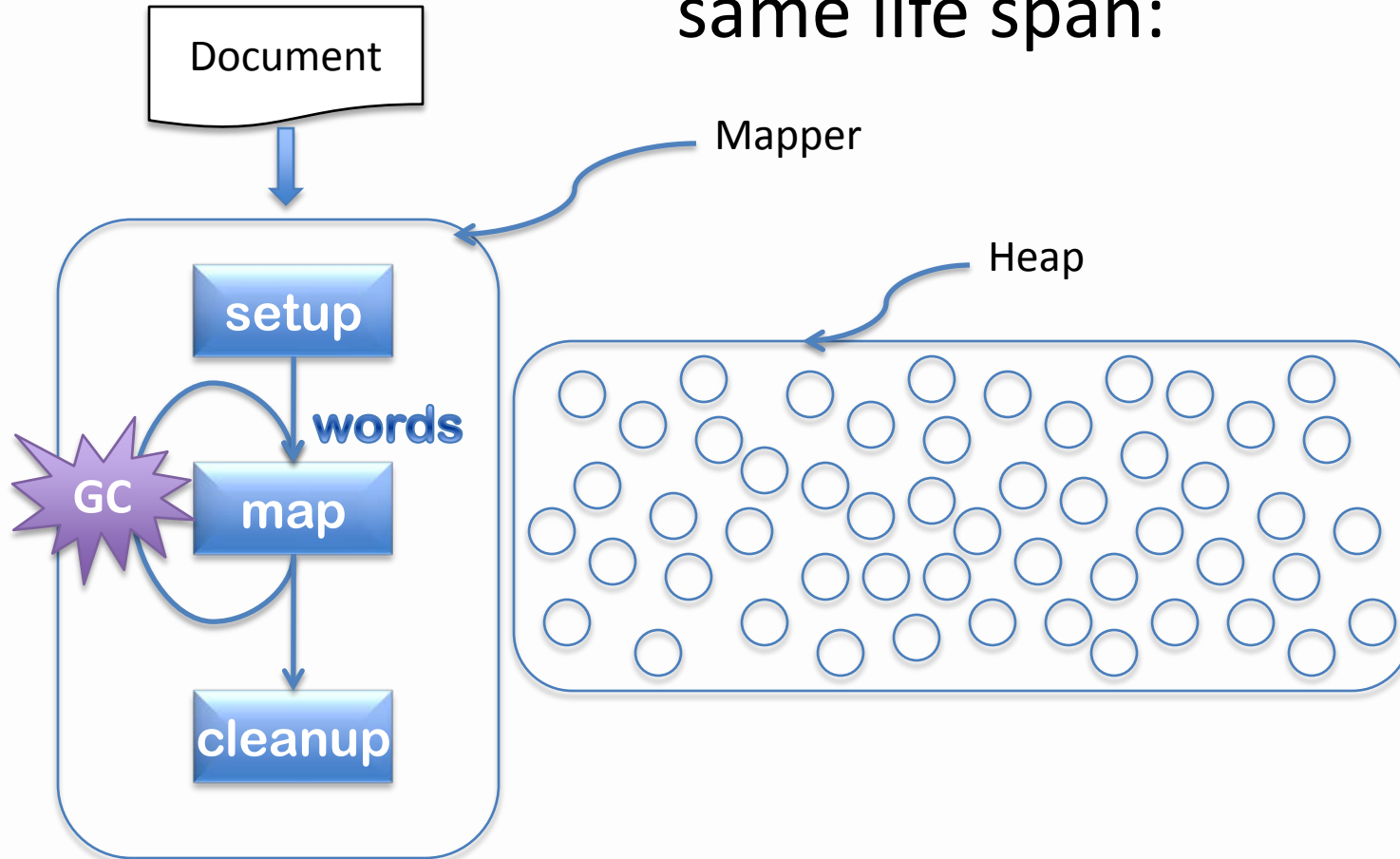
WordCount

- Many data objects have the same life span:



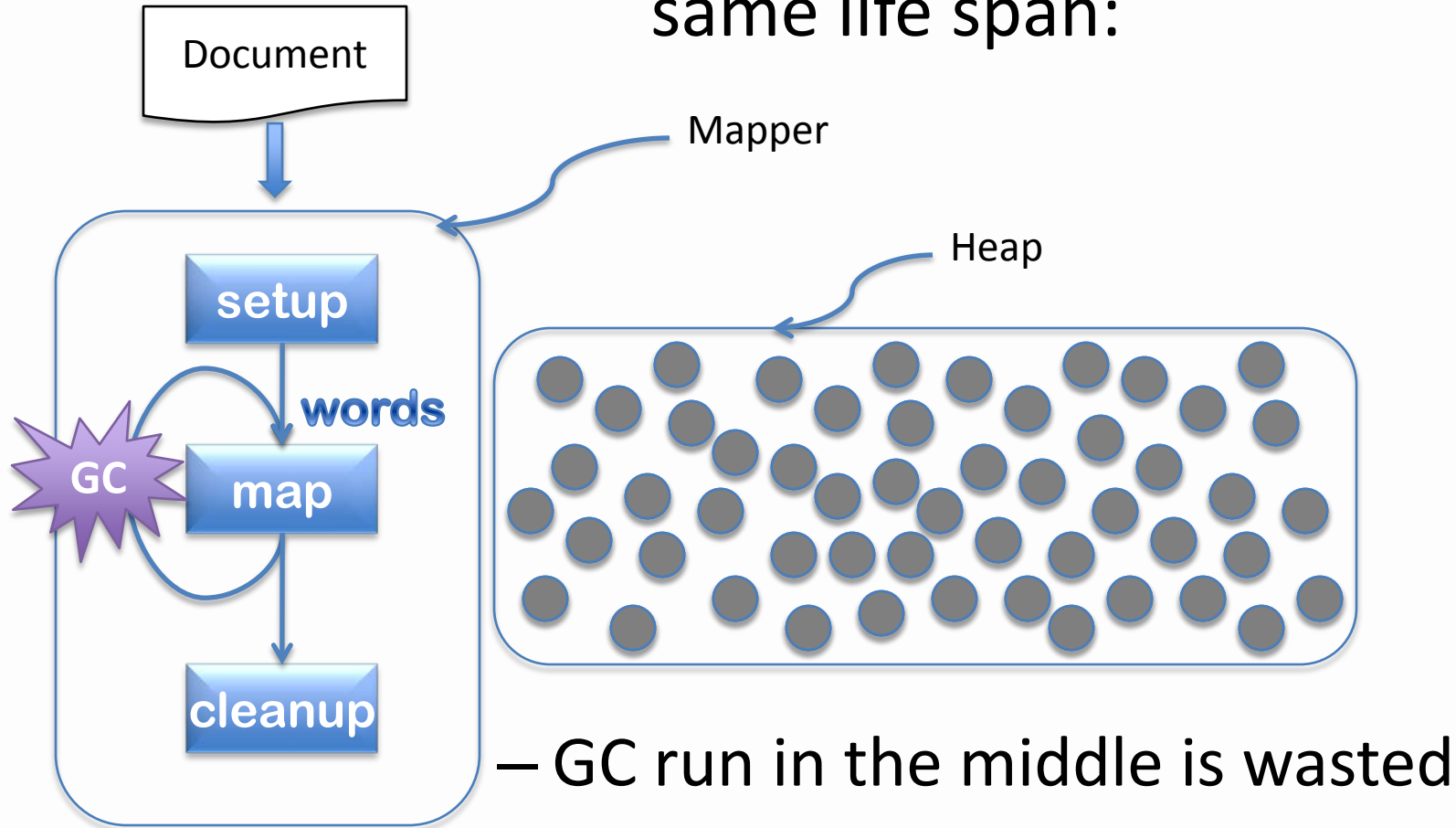
WordCount

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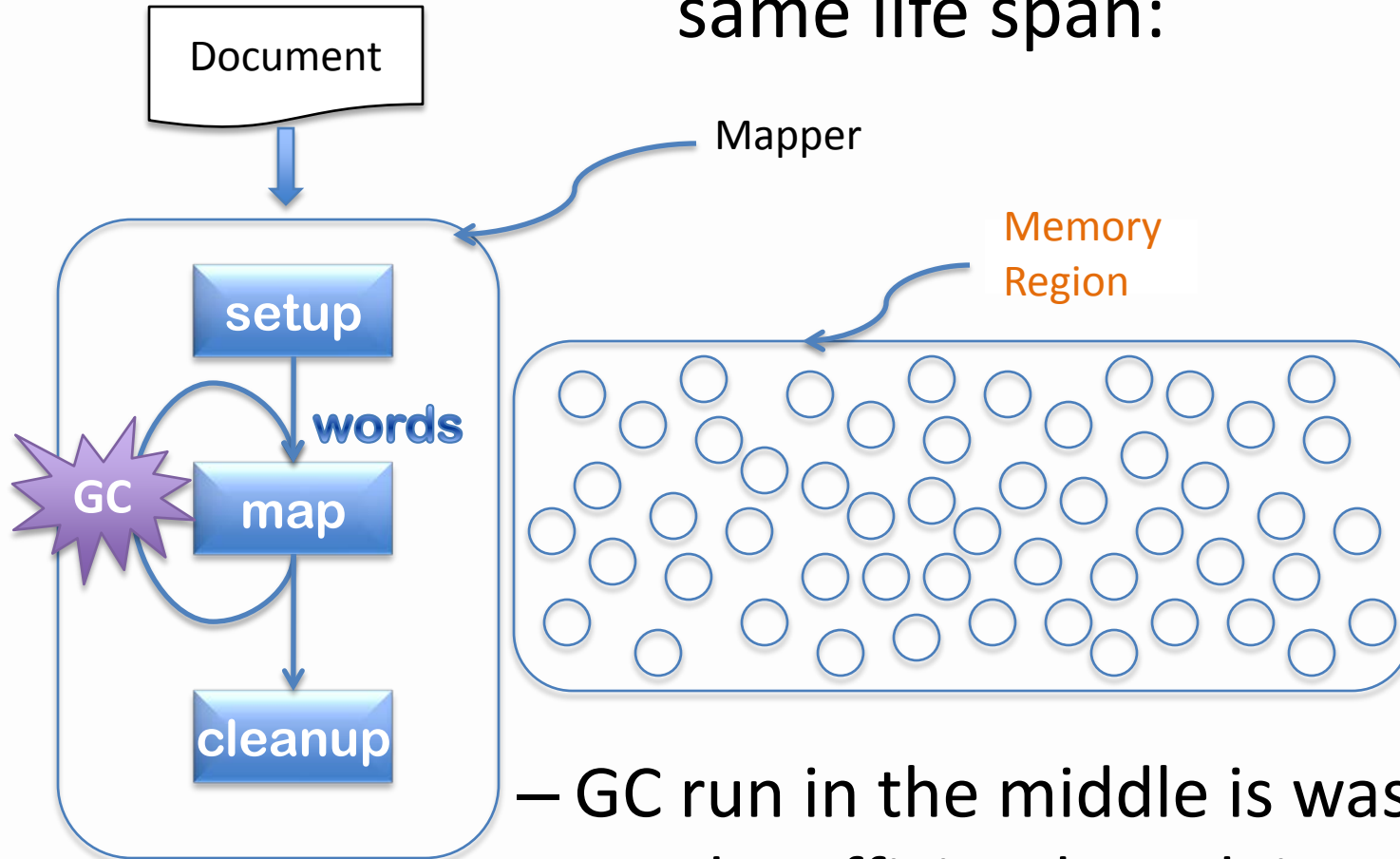
WordCount

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WordCount

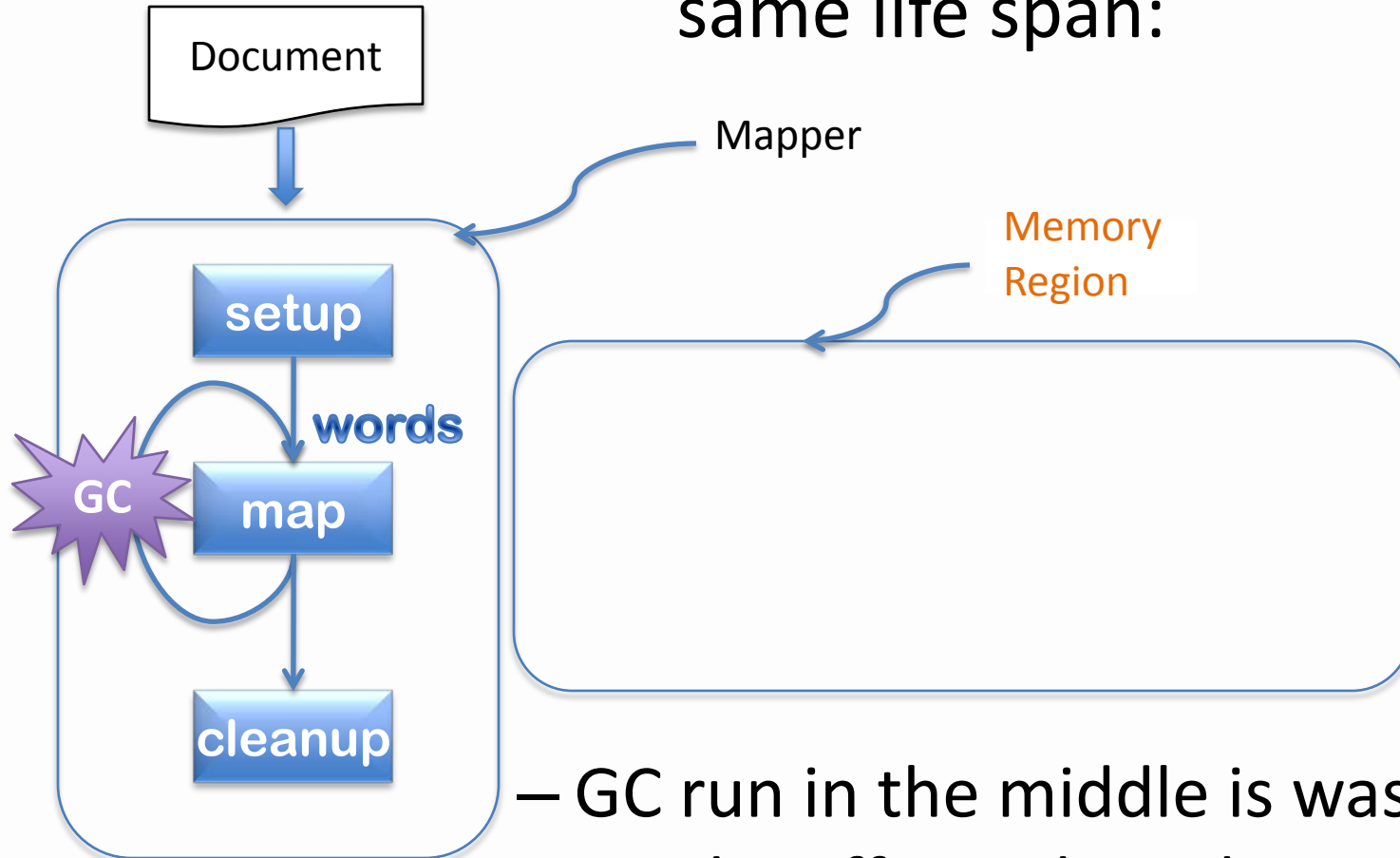
- Many data objects have the same life span:



- GC run in the middle is wasted
- Can be efficiently reclaimed together

WordCount

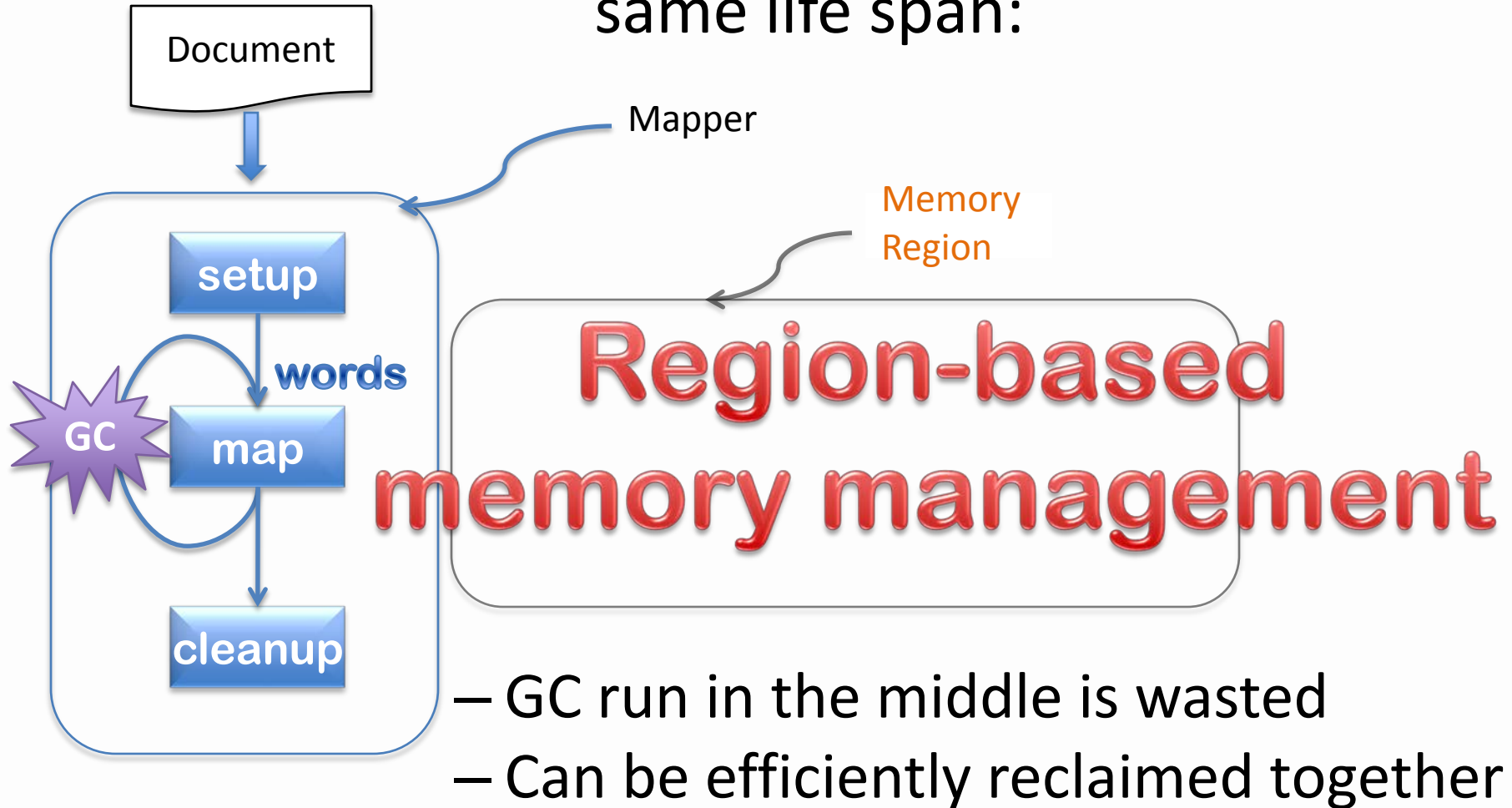
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WordCount

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Region-based Memory Management

- Sophisticated static analysis won't work for data-intensive systems

Region-based Memory Management

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- What about control path?

Region-based Memory Management

- Sophisticated static analysis won't work for data-intensive systems
- What about control path?

generational
GC



region-based
memory
management

Yak Approach

Heap

Yak Approach

Control Space

Data Space

Yak Approach

Control Space

Generational GC

Data Space

Yak Approach

Control Space

Generational GC

Data Space

**Region-based
Memory Management**

Yak Approach

Control Space

Generational GC

Data Space

**Region-based
Memory Management**

Reduced memory management cost

Yak Approach

Control Space

Generational GC

Data Space

**Region-based
Memory Management**

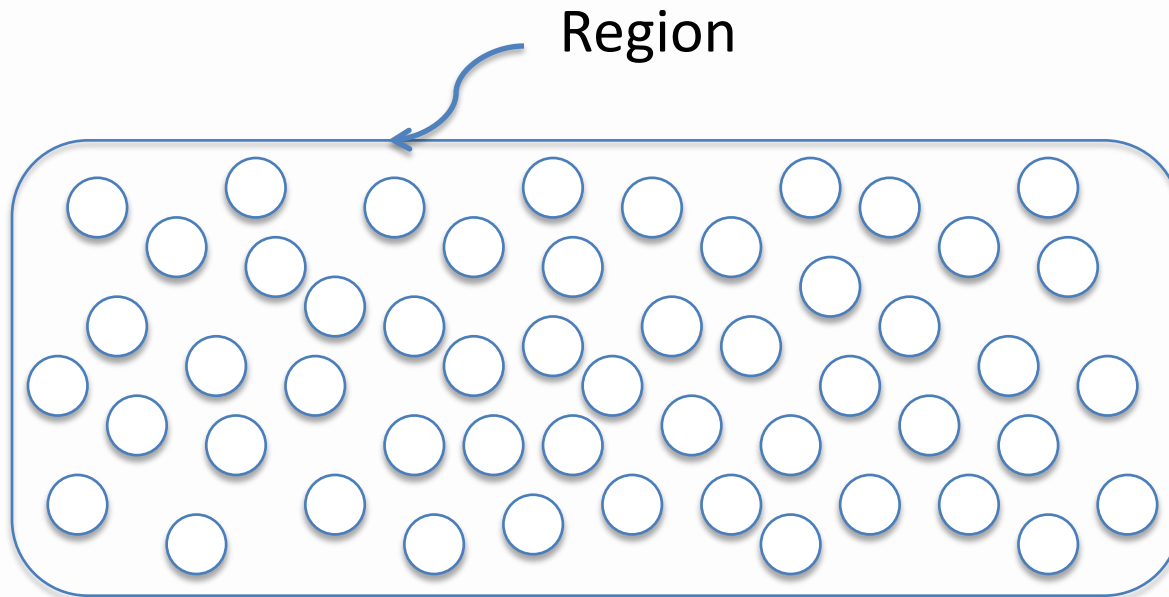
Reduced memory management cost



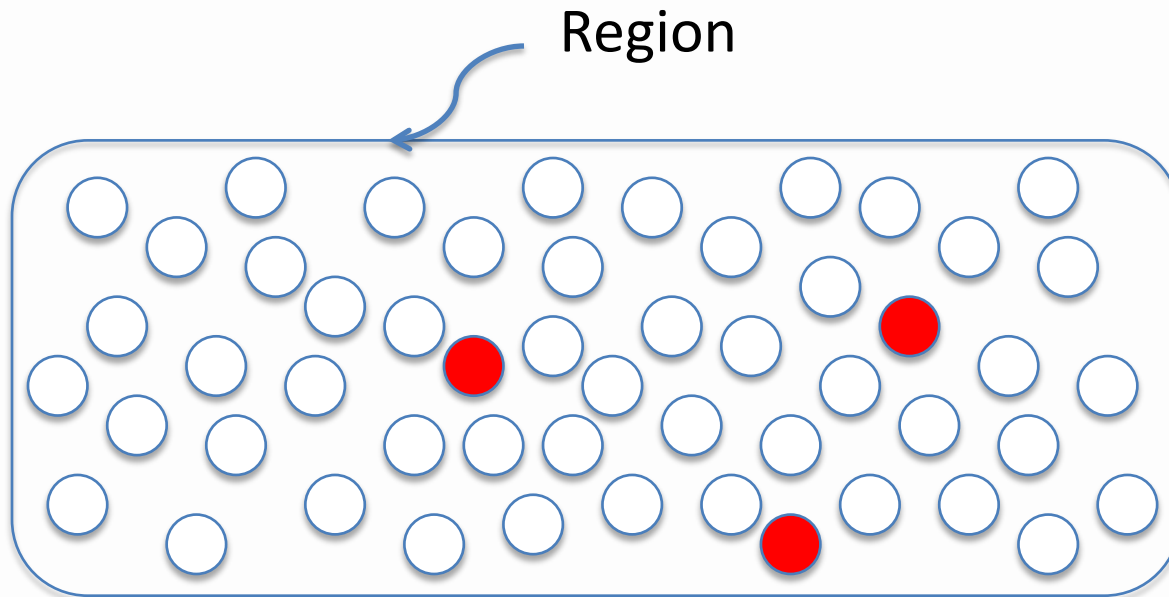
annotate epoch boundary:

- `epoch_start()`
- `epoch_end()`

Correctness



Correctness



Correctness

- User-based approach solution:
 - Facade [Nguyen et al., ASPLOS'15]

Correctness

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annotation & refactoring

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Developers



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Developers  Yak



Yak: An Automatic Solution

- **Yak**: the first hybrid GC

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- **Yak**: the first hybrid GC
 - Implemented in OpenJDK 8
 - Modified the interpreter, two JIT compilers, the heap layout, the Parallel Scavenge GC
 - NO code refactoring needed;
 - correctness guaranteed by the system

Yak: An Automatic Solution

- **Yak**: the first hybrid GC
 - Implemented in OpenJDK 8
 - Modified the interpreter, two JIT compilers, the heap layout, the Parallel Scavenge GC
 - **NO code refactoring needed;**
correctness guaranteed by the system
 - On average, vs. default production GC (PS):
 - Reduce **33%** execution time
 - Reduce **78%** GC time

Challenges

- How to create regions?
- How to reclaim regions **correctly**?

How to Create Regions?

- A region starts at a call to **epoch-start** and ends at a call to **epoch-end**
 - The location of epochs affects *performance* but not *correctness*
- Regions are thread-local
- Regions can be nested

How to Create Regions?

```
void main() {
```

```
} //end of main
```

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CS,*

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How to Create Regions?

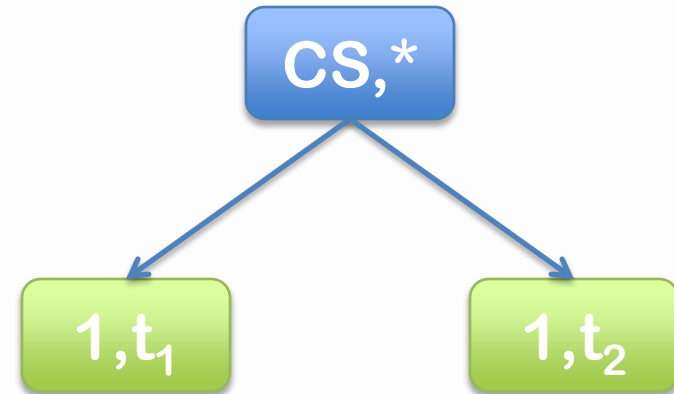
```
void main() {
```

```
epoch_start();  
for(    ) {
```

epoch #1

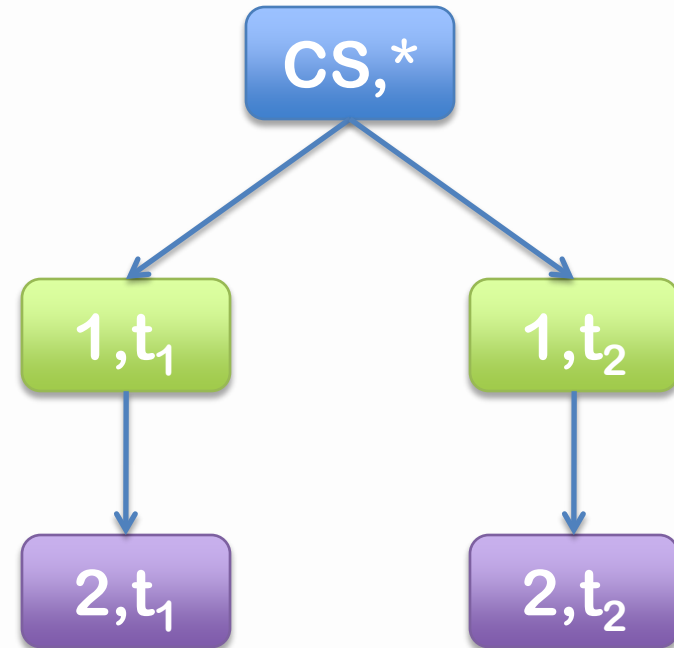
```
}  
epoch_end();
```

```
} //end of main
```



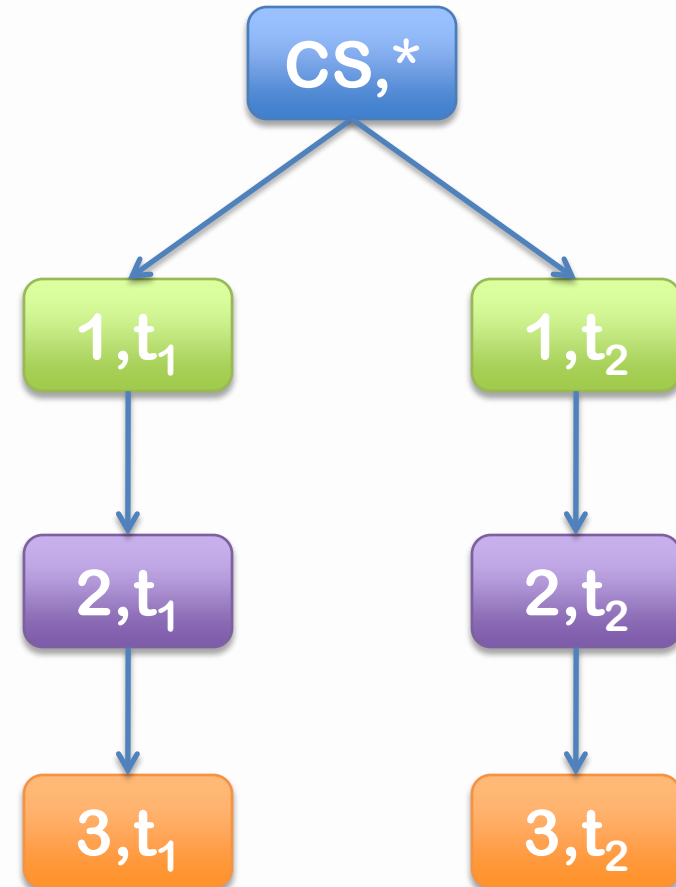
How to Create Regions?

```
void main() {  
    epoch_start(); epoch #1  
    for( ) {  
        epoch_start(); epoch #2  
        for( ) {  
            }  
        epoch_end();  
    }  
    epoch_end();  
} //end of main
```



How to Create Regions?

```
void main() {  
    epoch_start(); epoch #1  
    for( ) {  
        epoch_start(); epoch #2  
        for( ) {  
            epoch_start(); epoch #3  
            for( ) {  
            }  
            epoch_end();  
        }  
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    }  
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```



Region Semilattice

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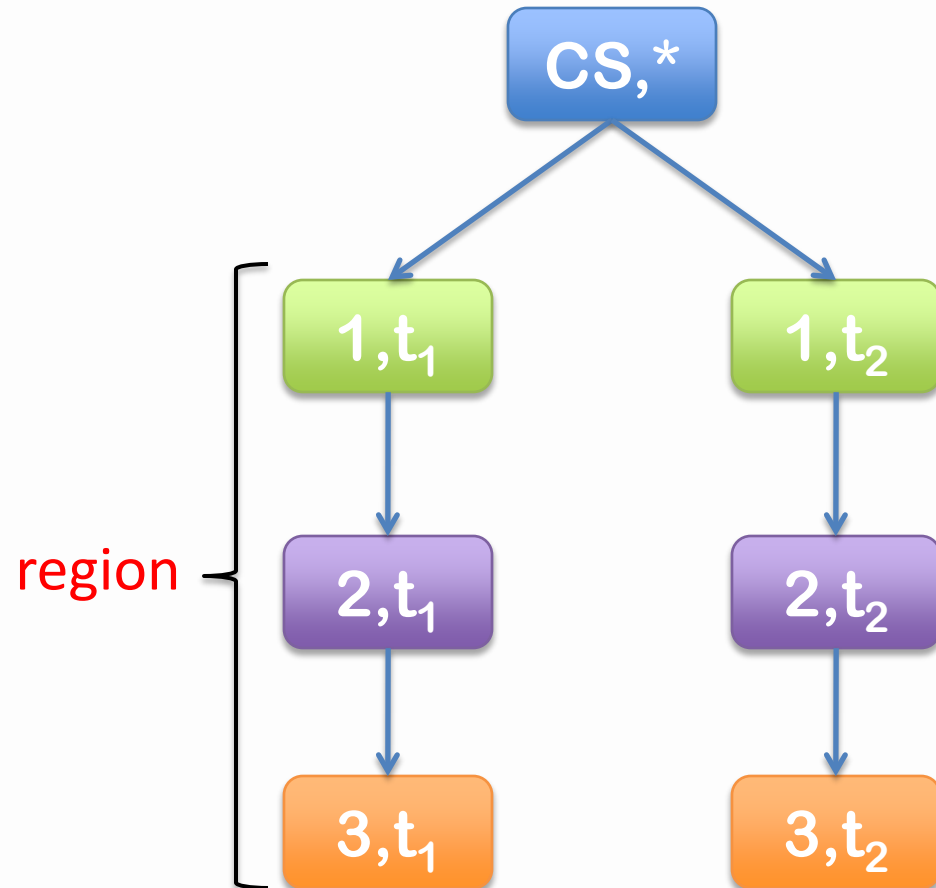
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epoch_start(); epoch #2  
for( ) {
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for( ) {  
  
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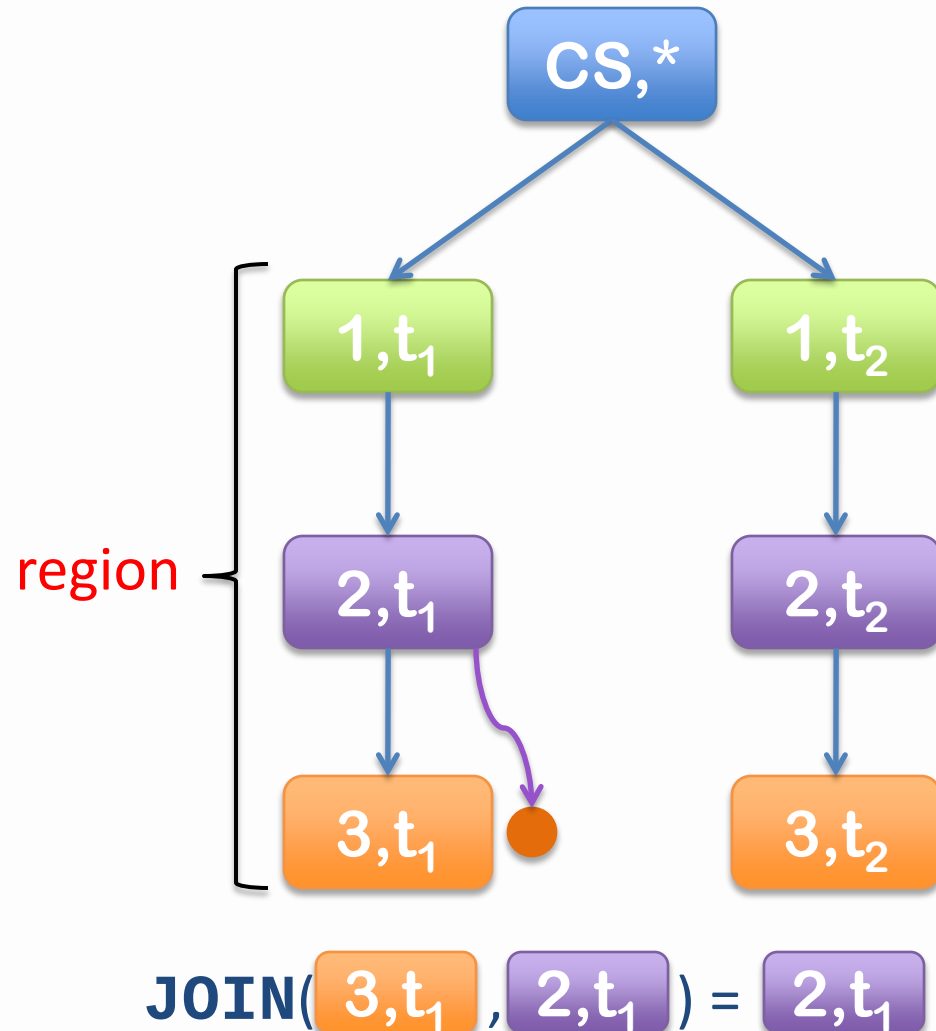
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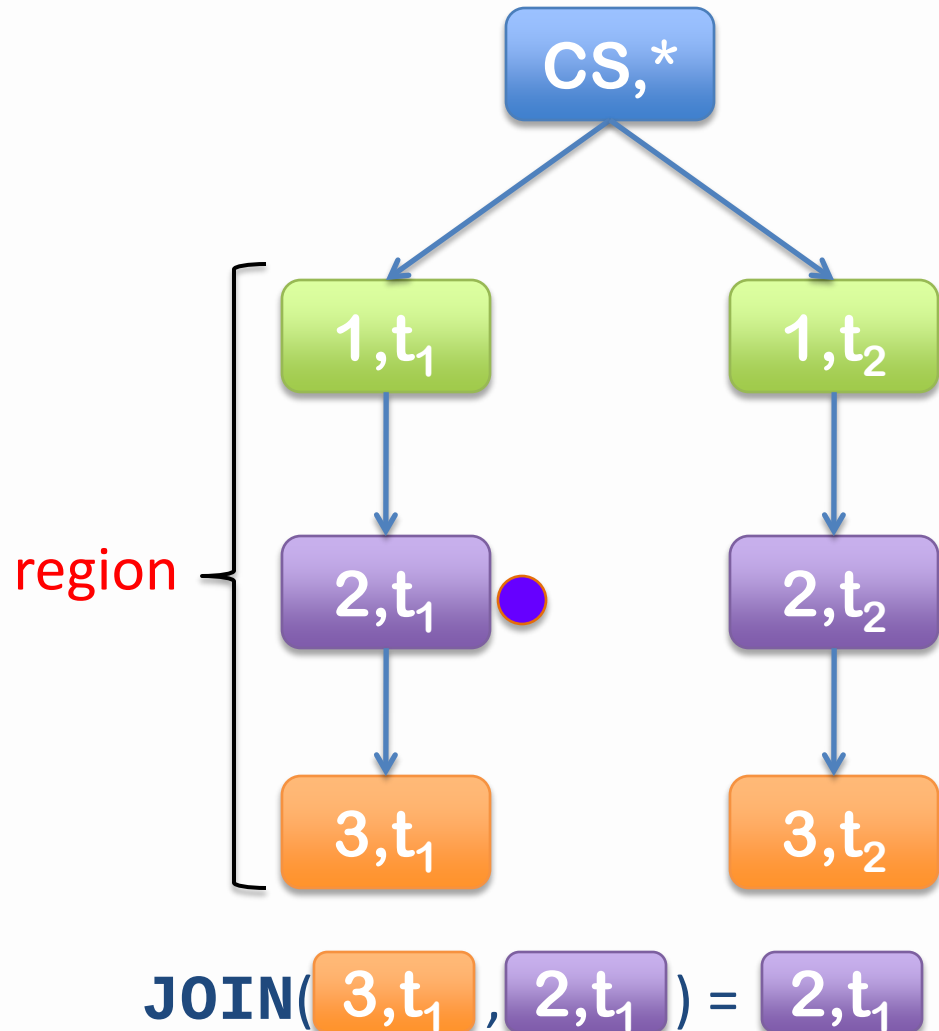
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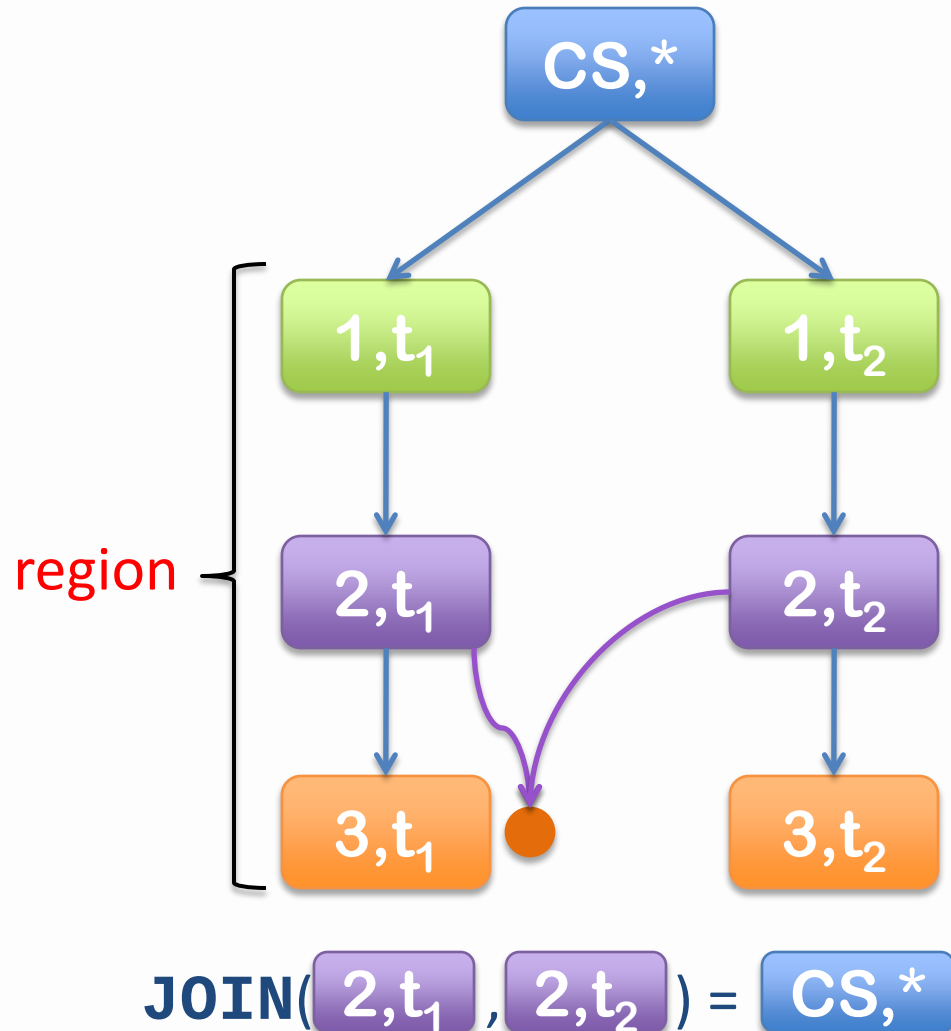
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Region Semilattice

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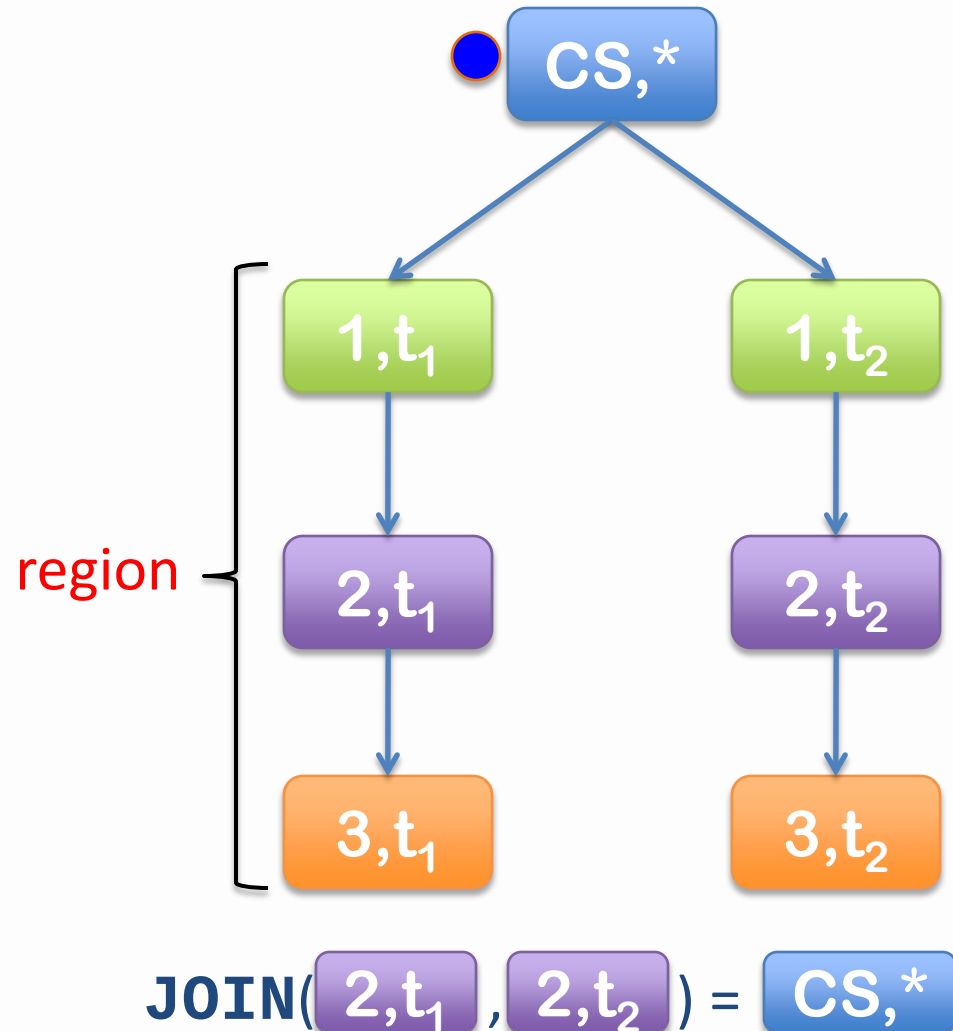
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How to Reclaim Regions Correctly?

Object Promotion Algorithm

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Object Promotion Algorithm

Two key tasks:

- **What:** Identify escaping objects:

How to Reclaim Regions **Correctly**?

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Tracking of cross-region/space references in write barrier

- A **fast path** for intra-region references
- Inter-region references are recorded in the **remember sets** of their destination regions

How to Reclaim Regions Correctly?

Object Promotion Algorithm

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How to Reclaim Regions **Correctly**?

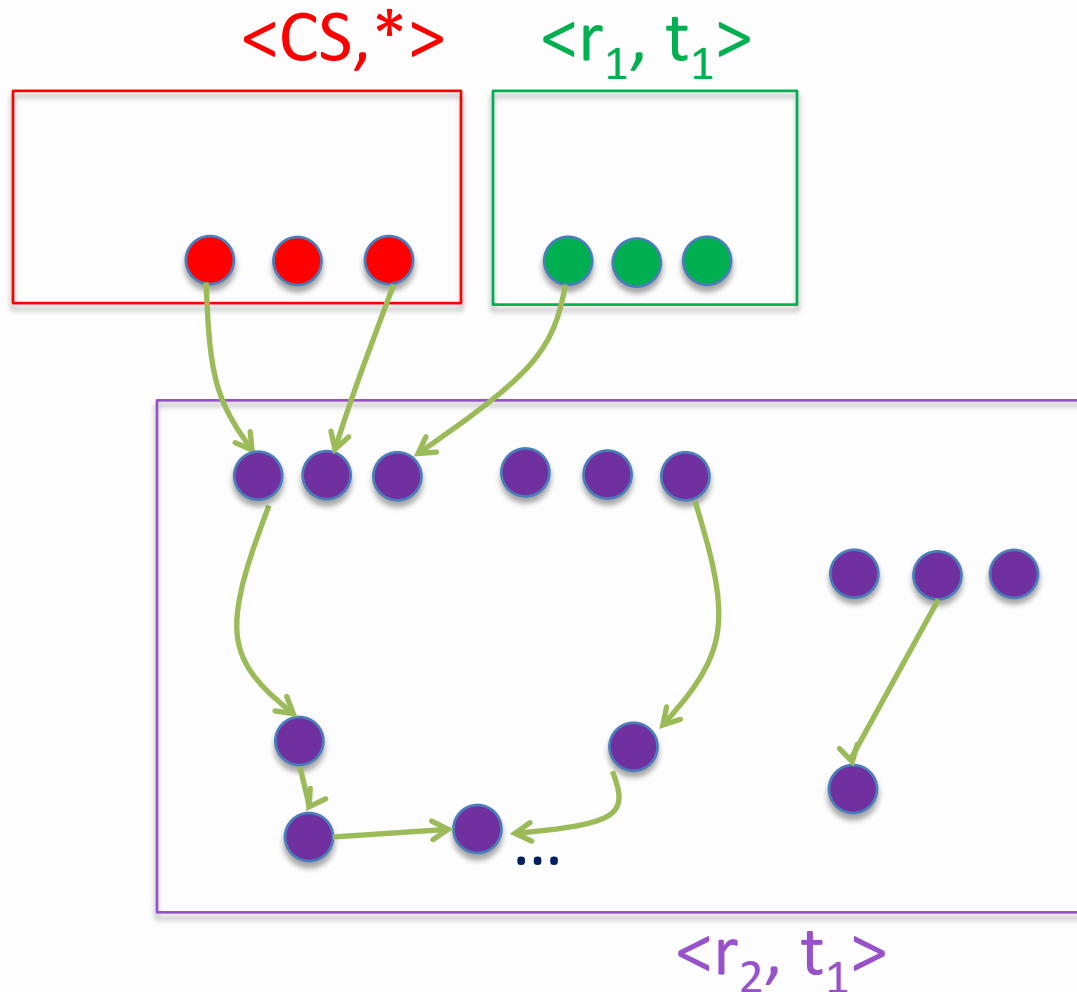
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 - A **fast path** for intra-region references
 - Inter-region references are recorded in the **remember sets** of their destination regions
- **Where:** Decide the relocation destination:
 - Query region semilattice

Region Deallocation

epoch_end()



Region Deallocation

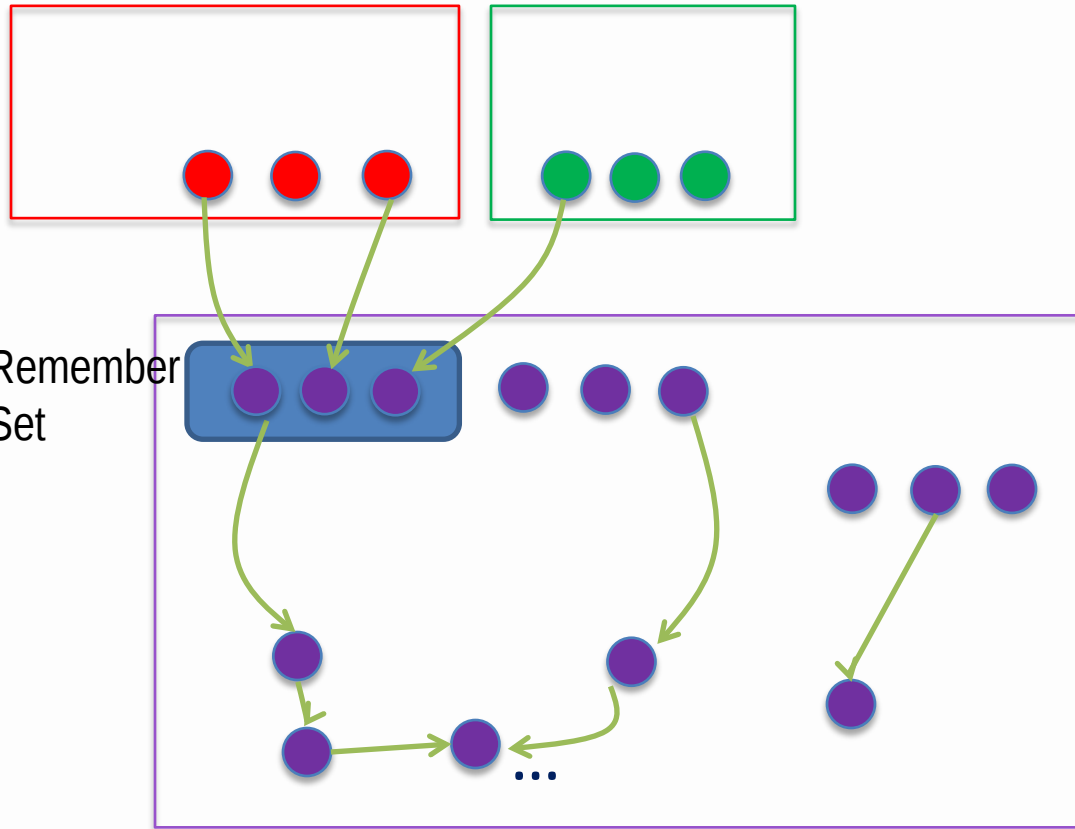
epoch_end()

$\langle CS, * \rangle$

$\langle r_1, t_1 \rangle$

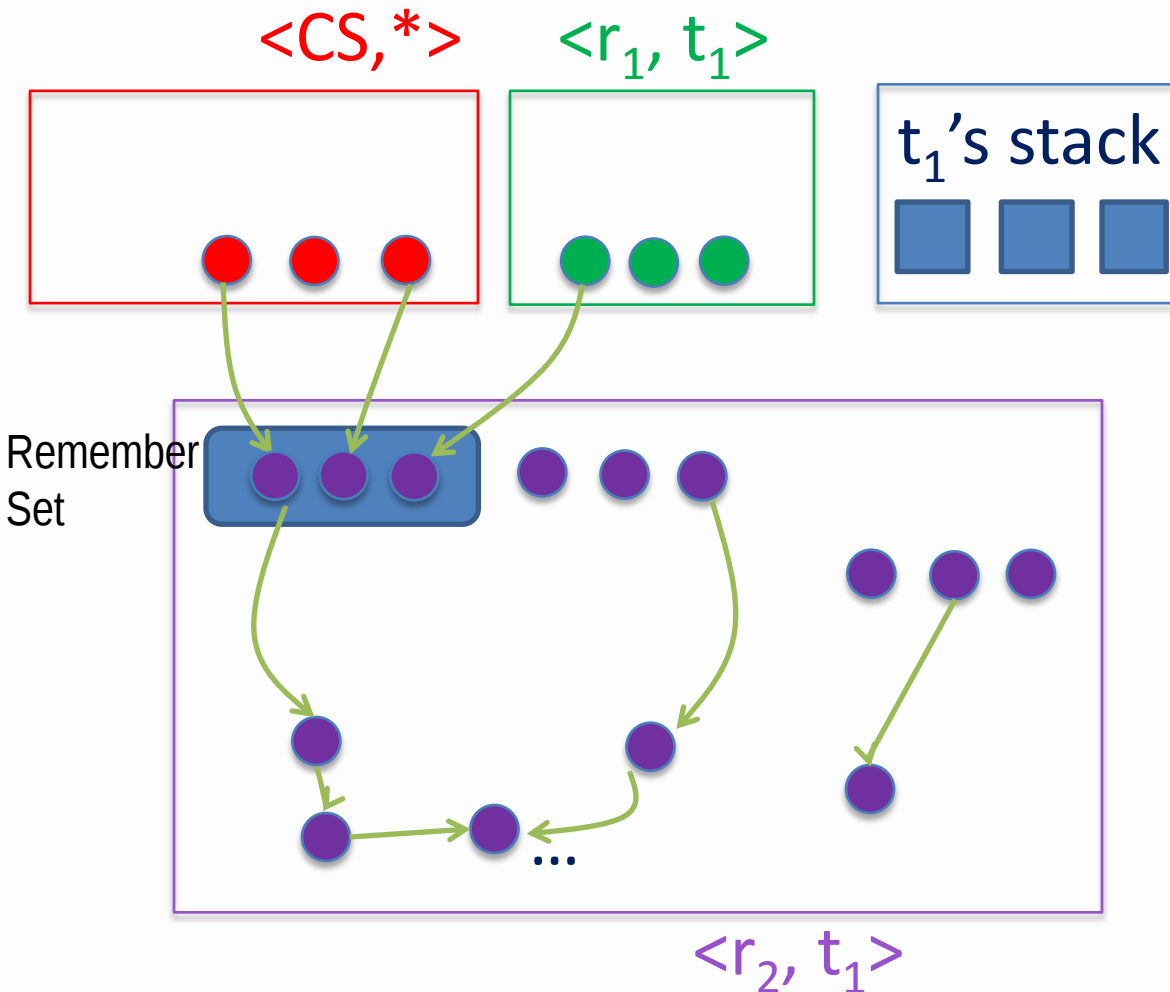
Remember
Set

$\langle r_2, t_1 \rangle$



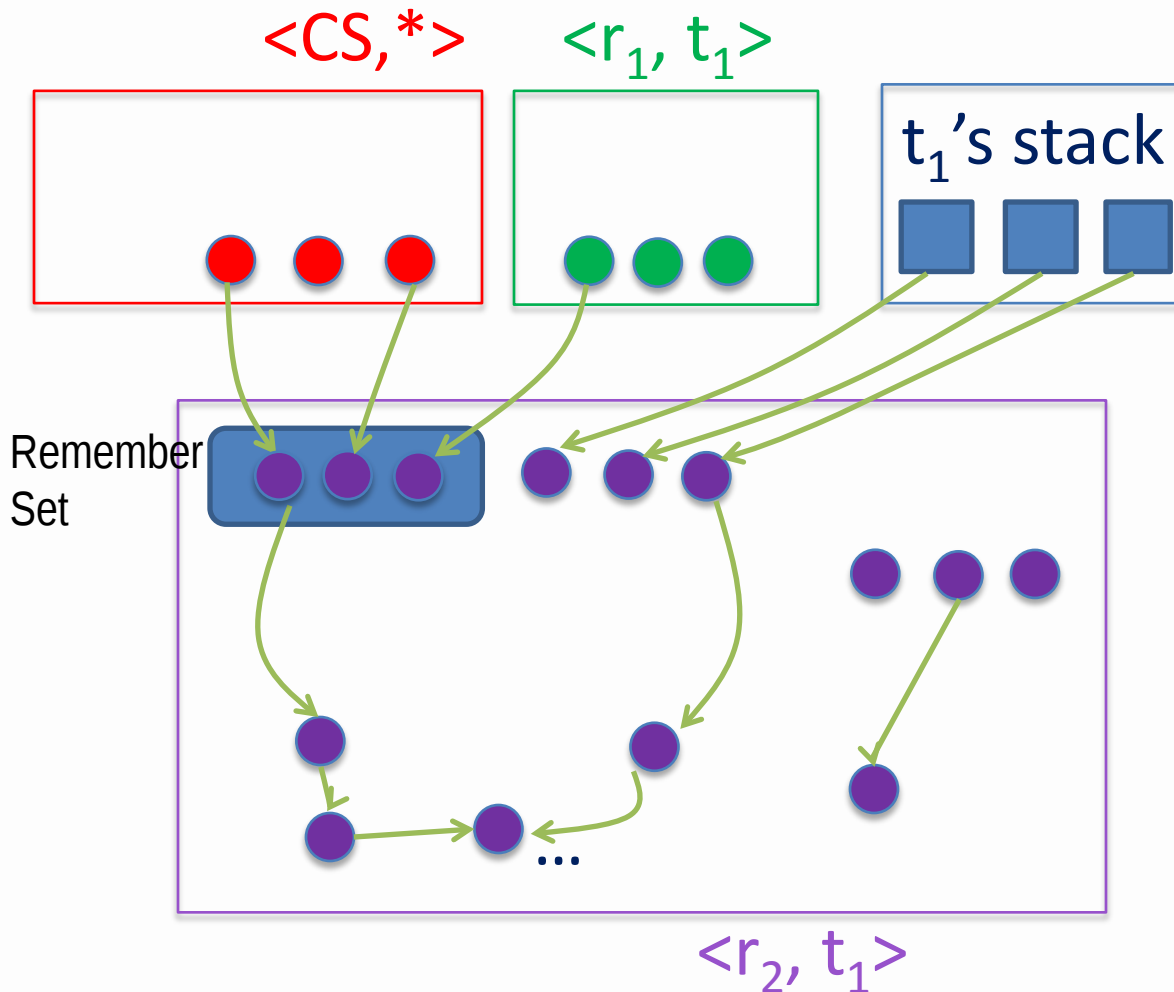
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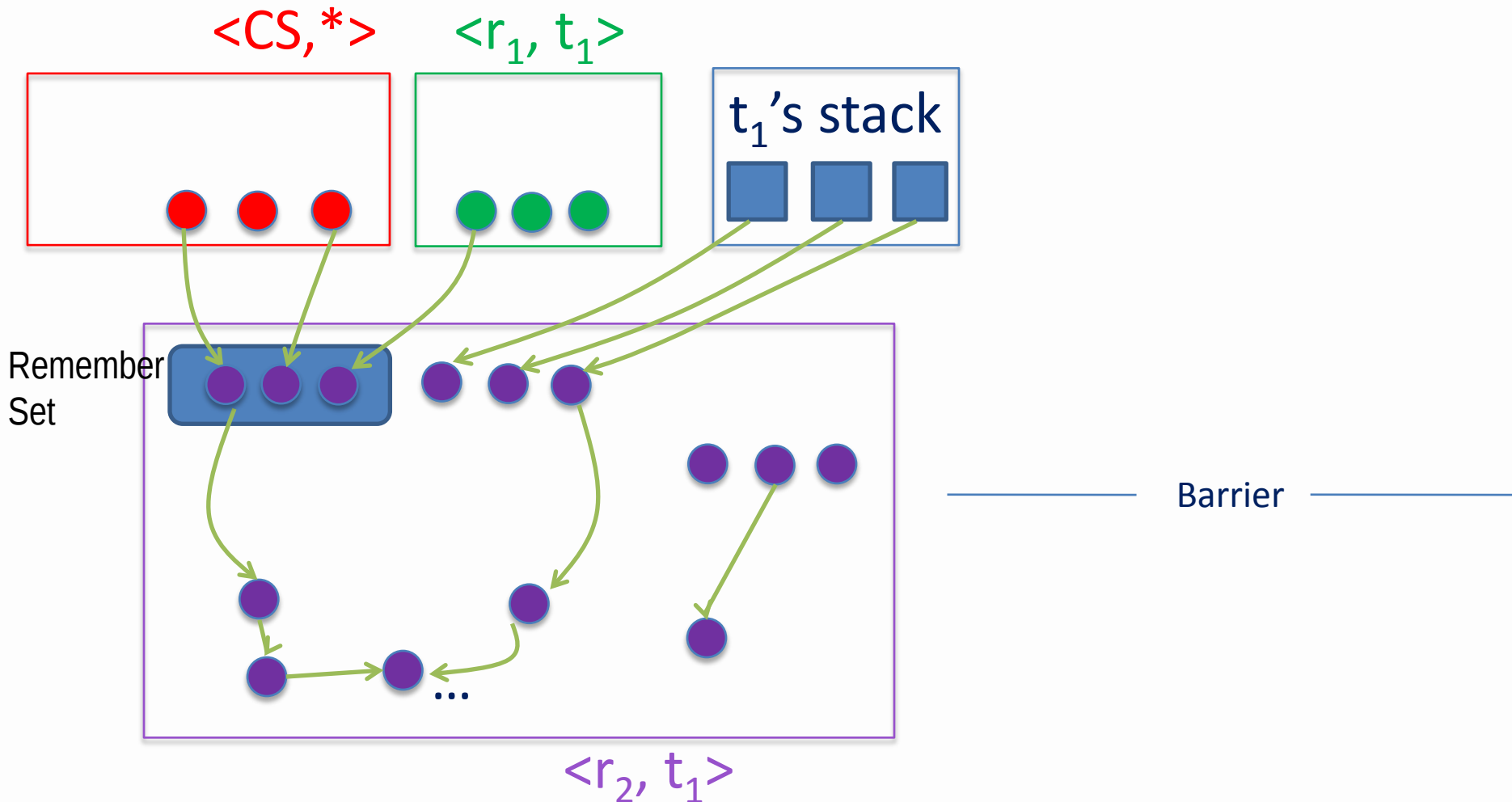
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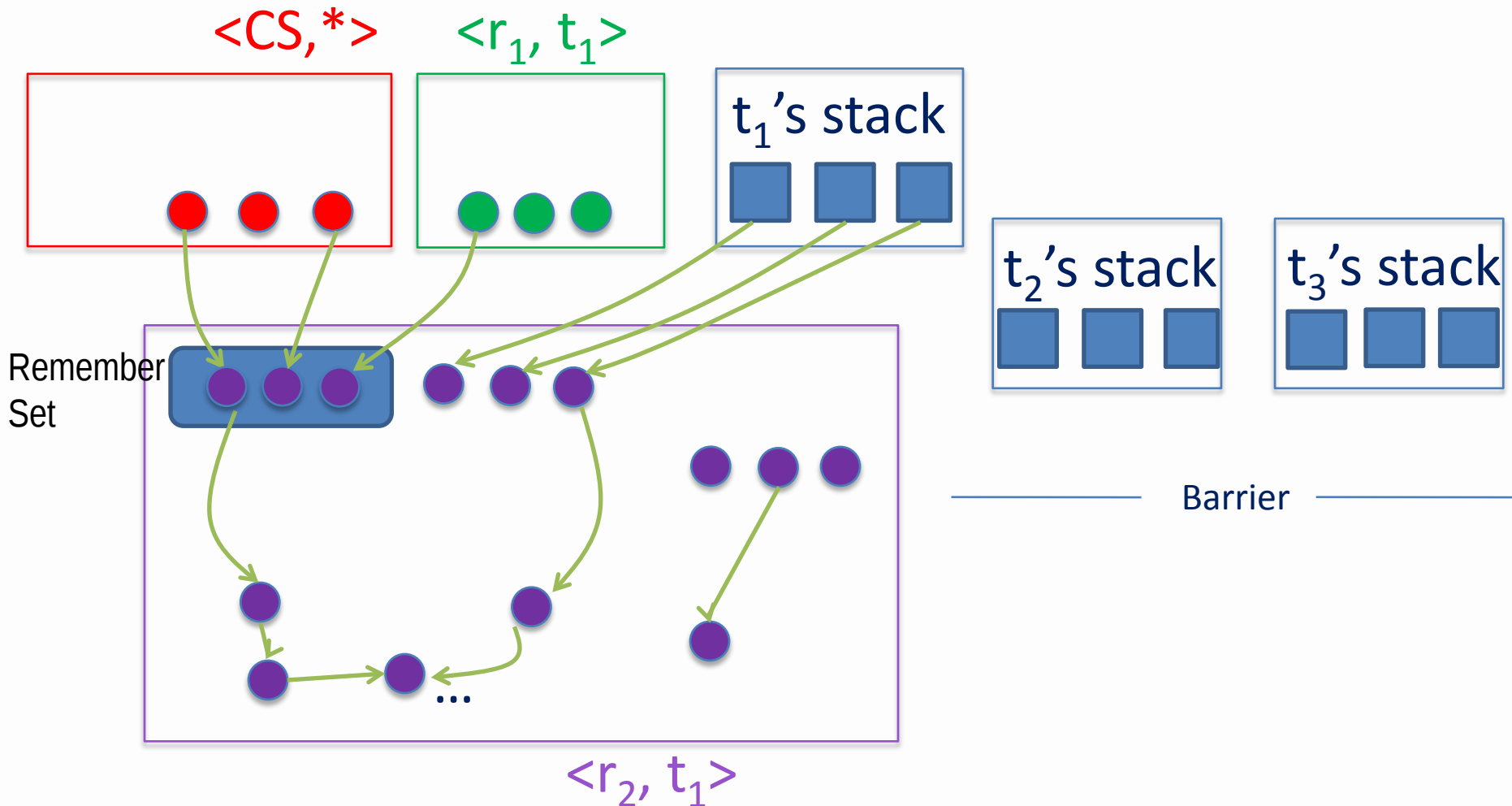
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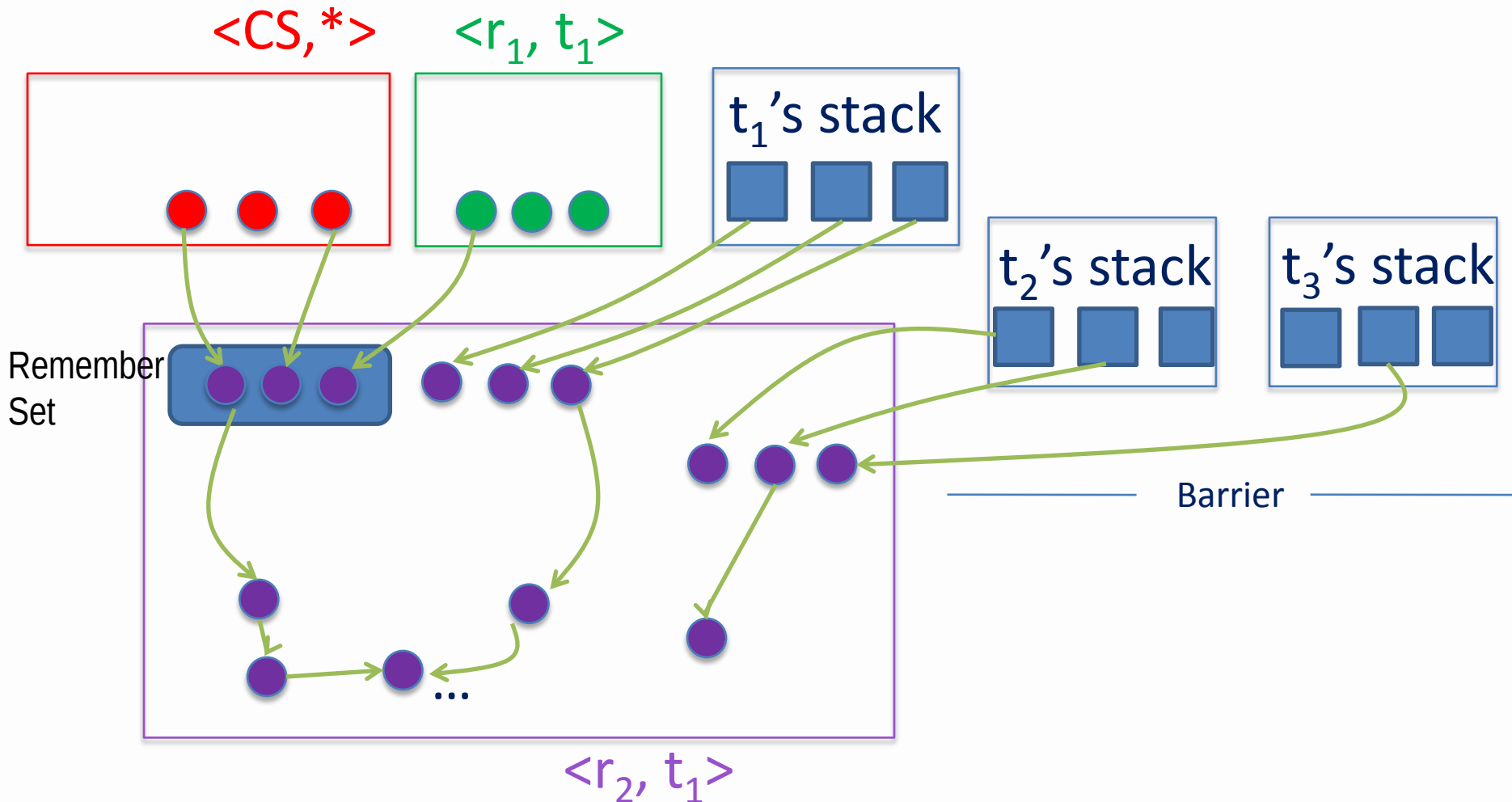
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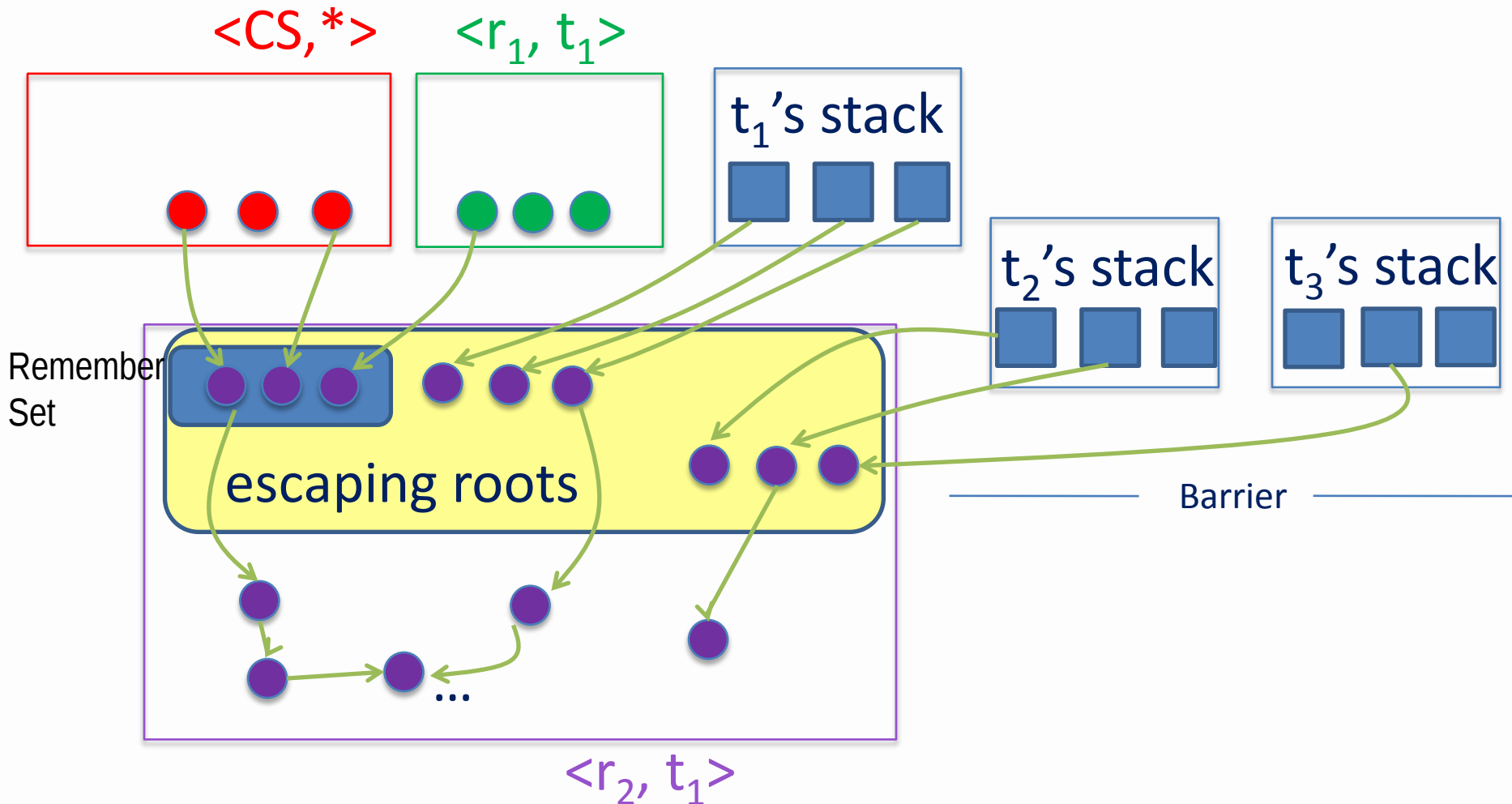
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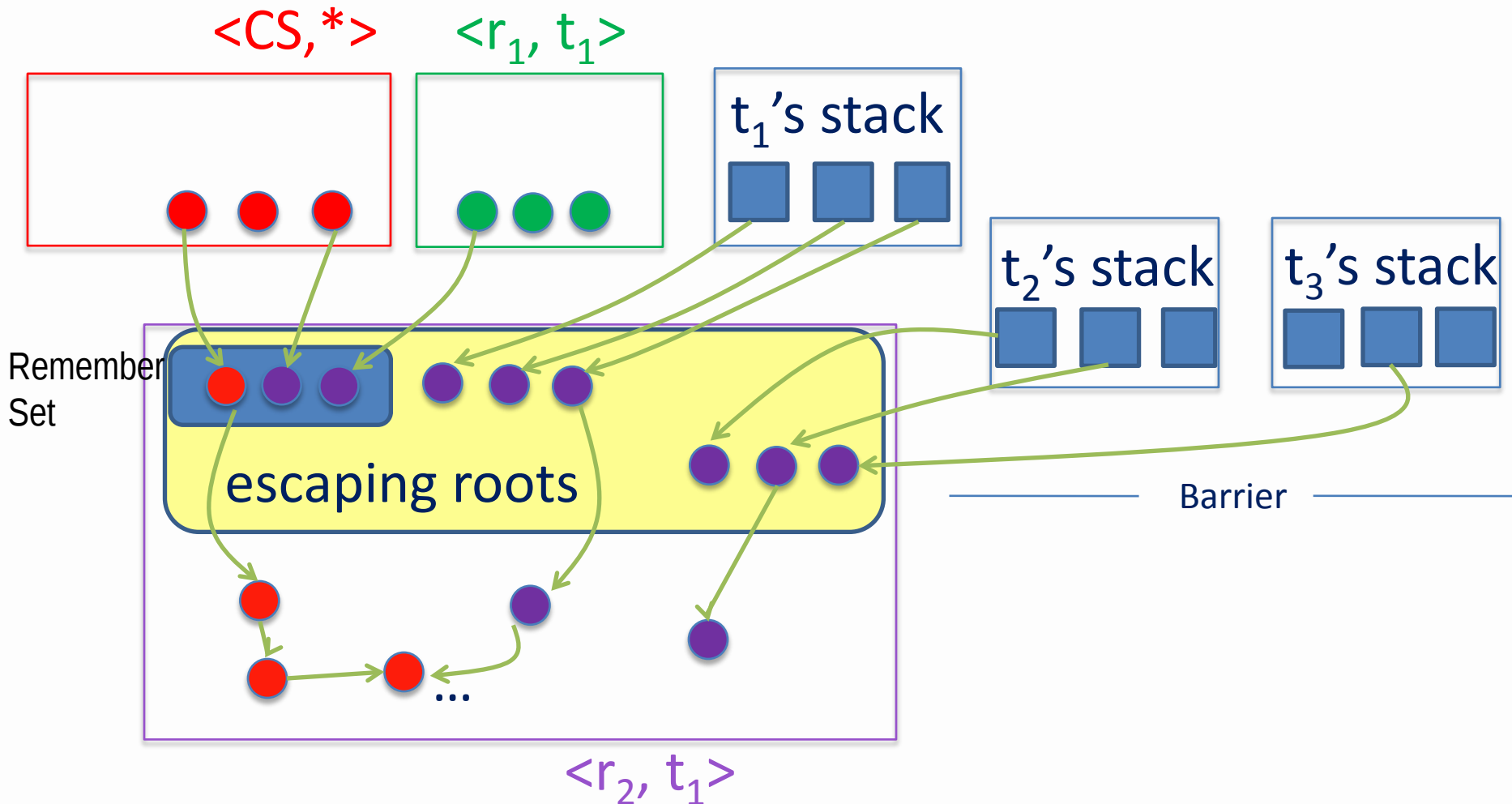
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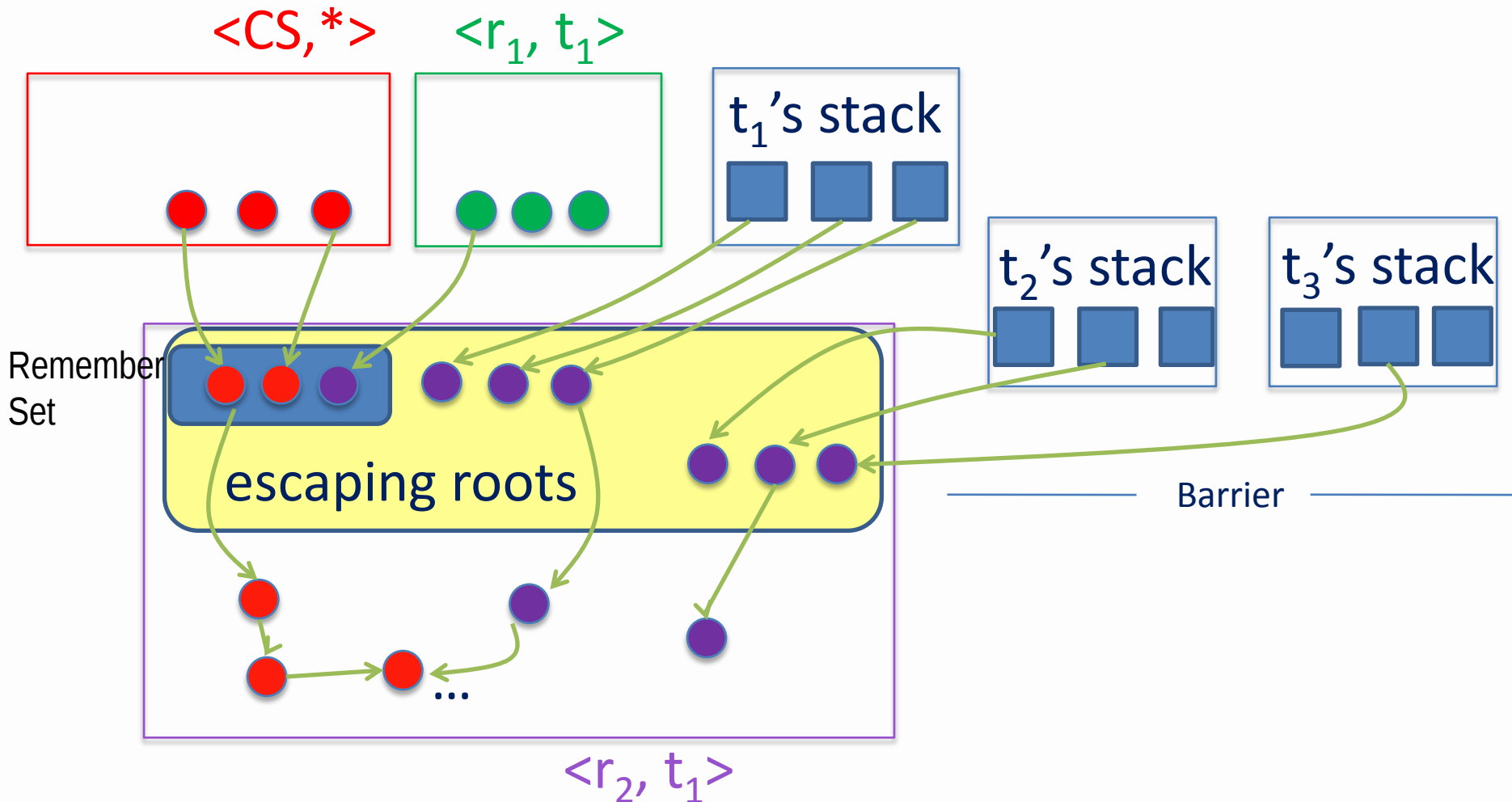
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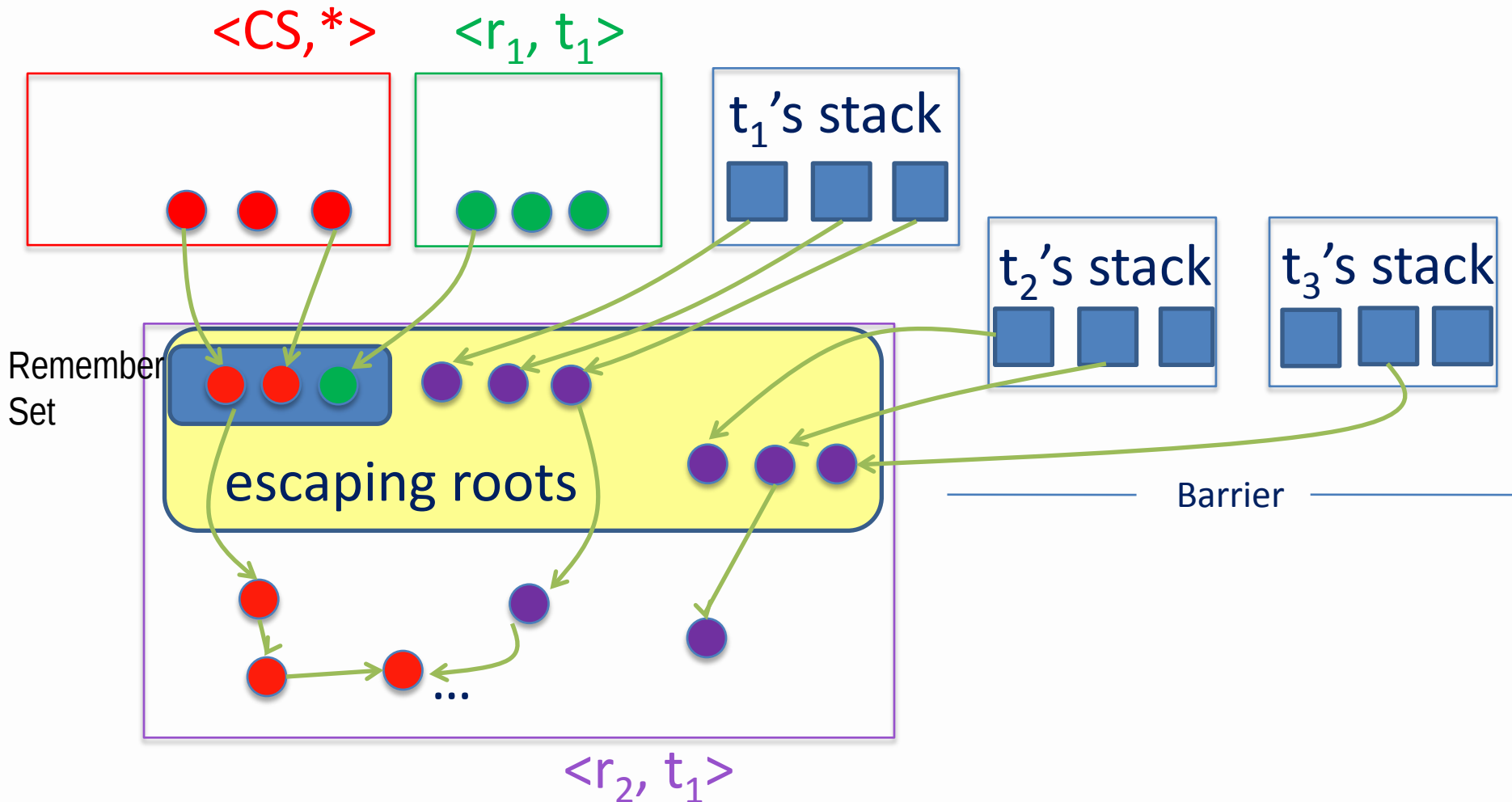
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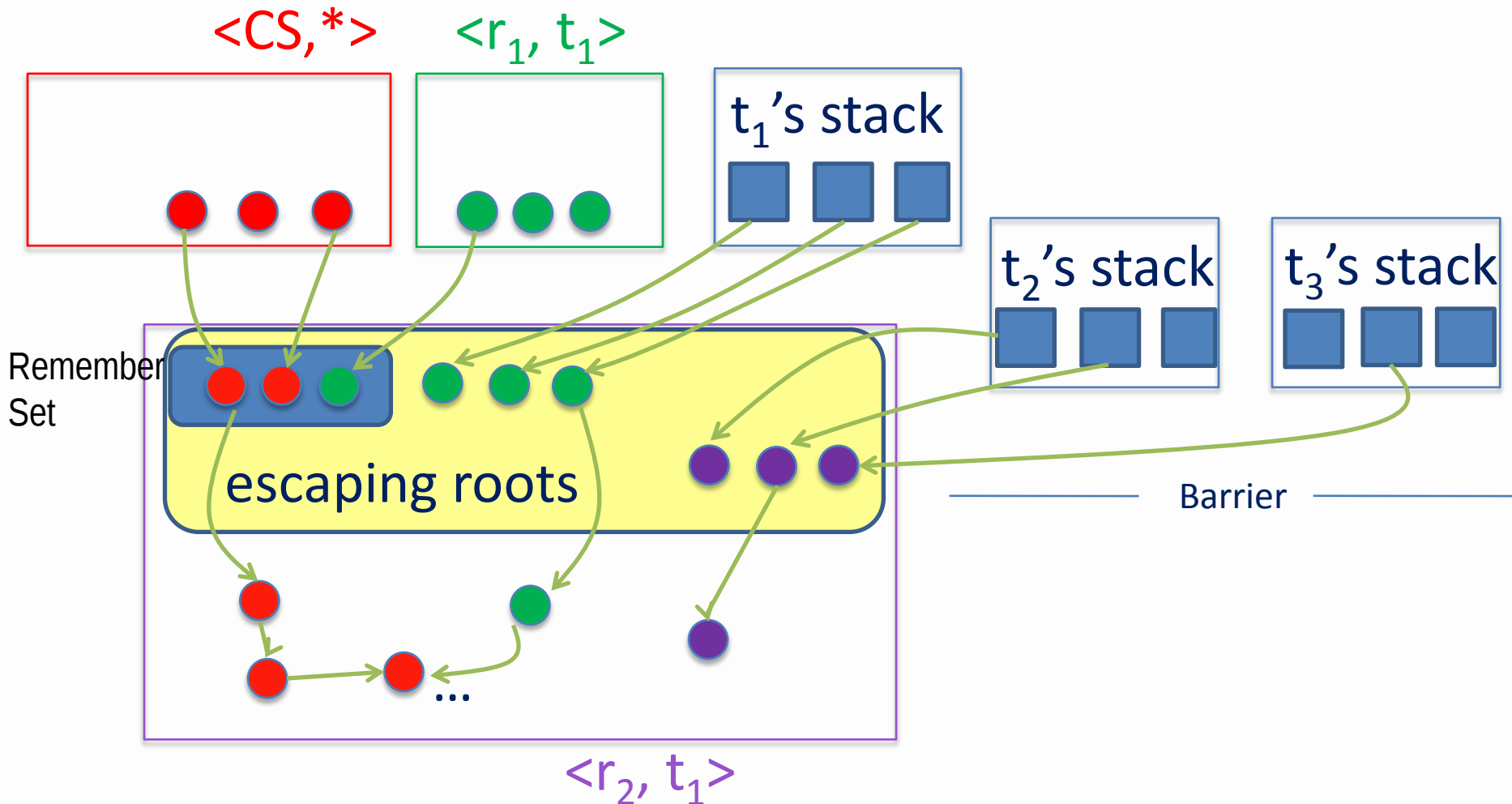
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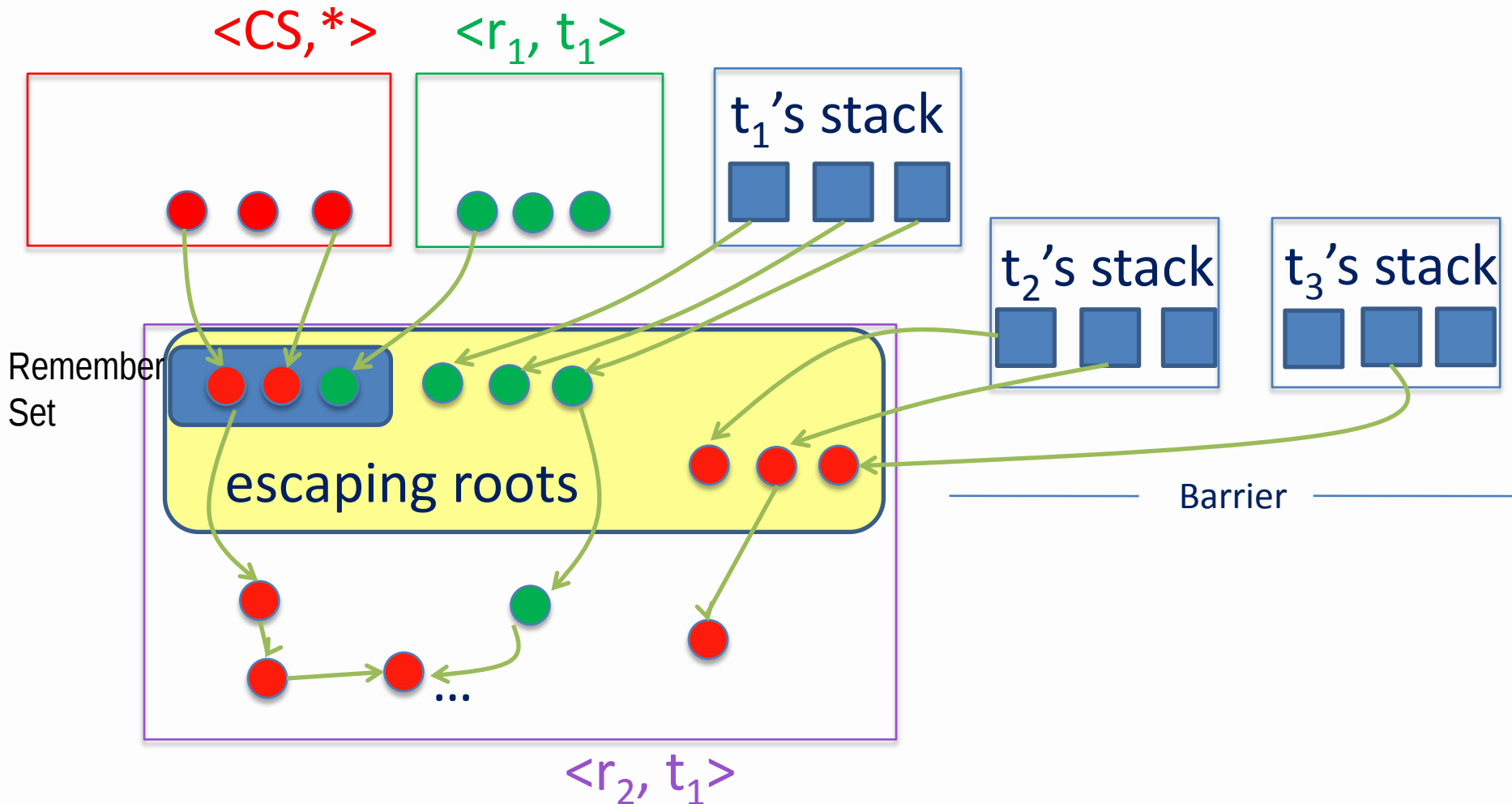
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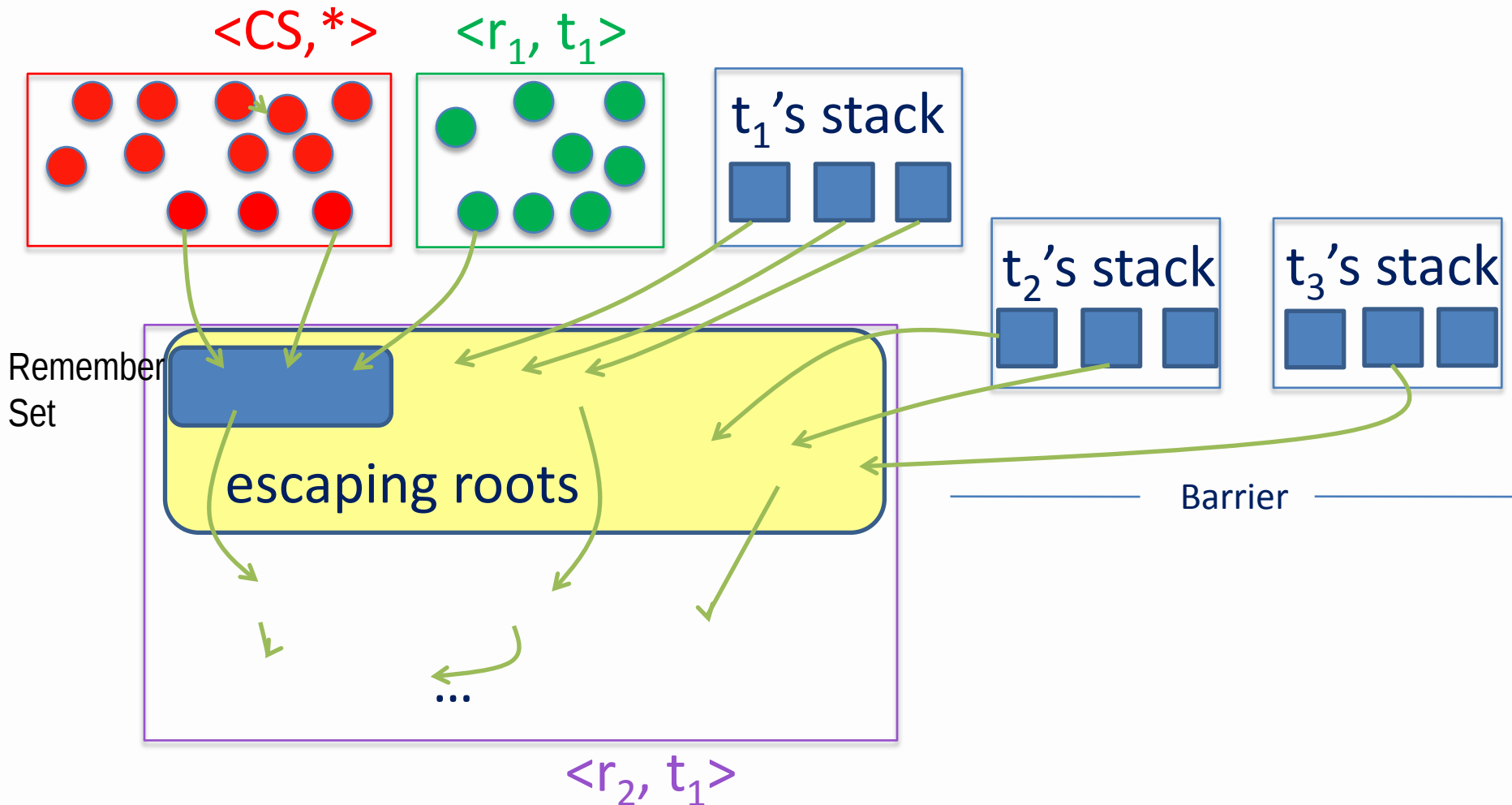
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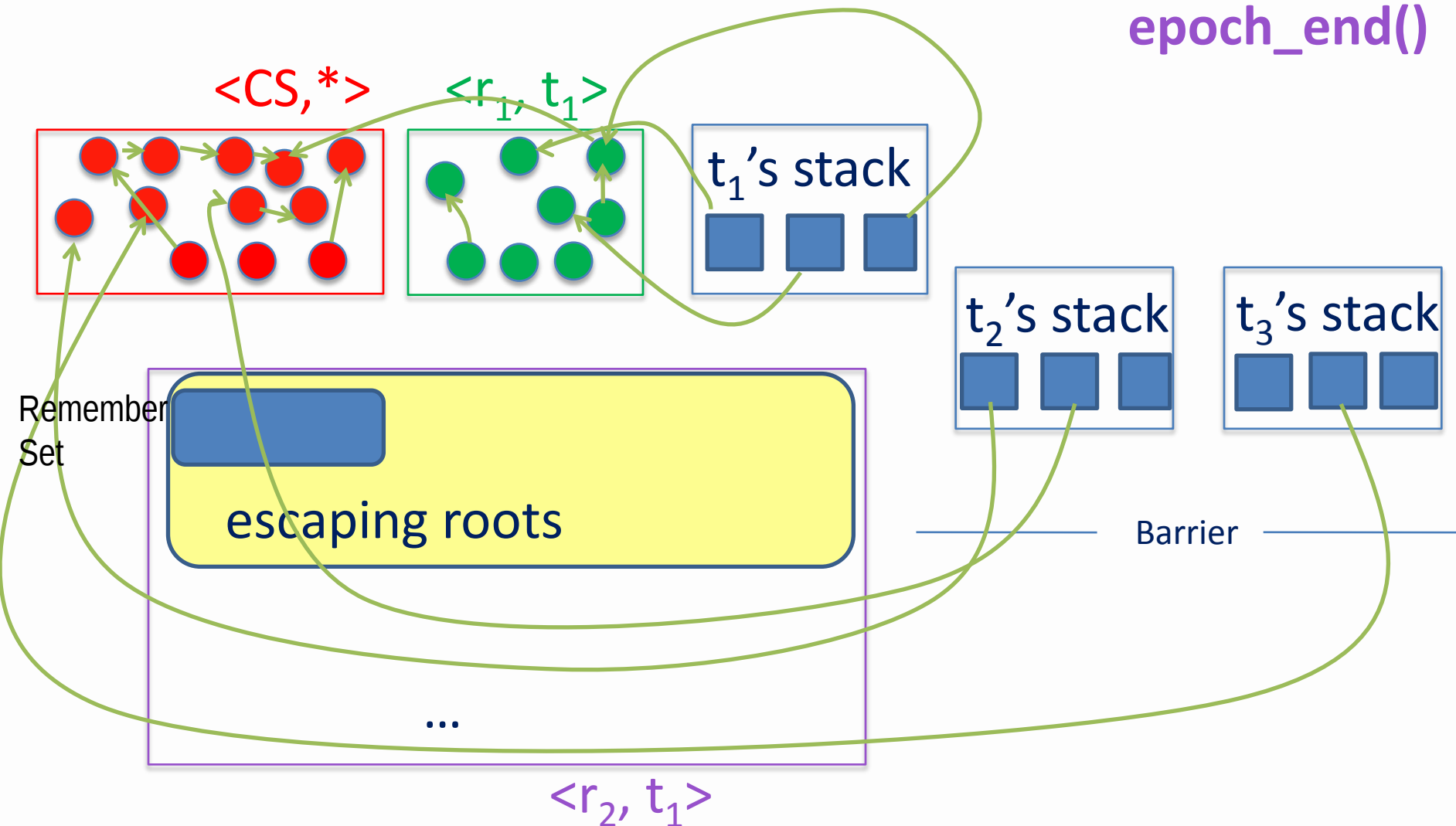
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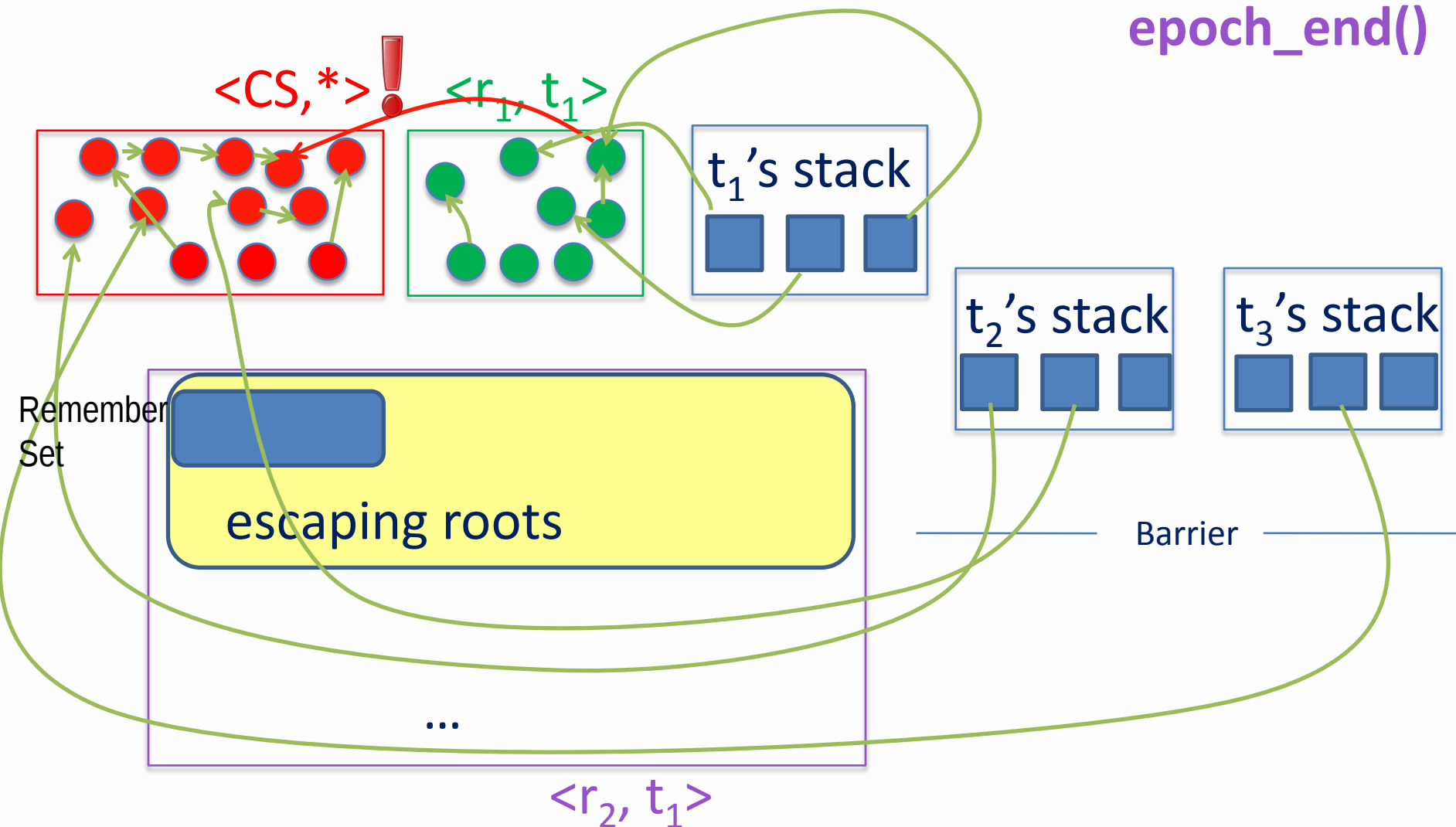


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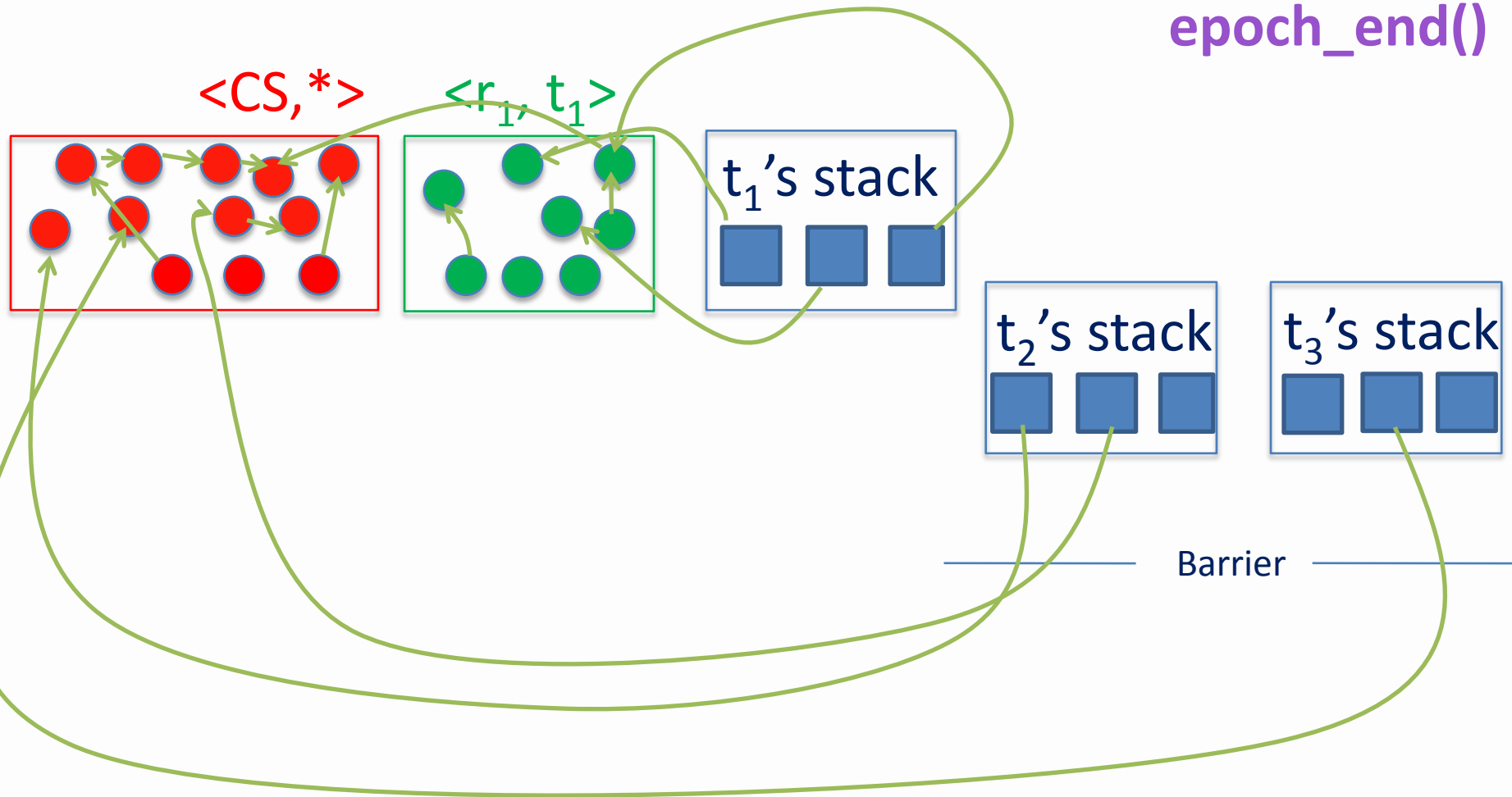


Region Deallocation



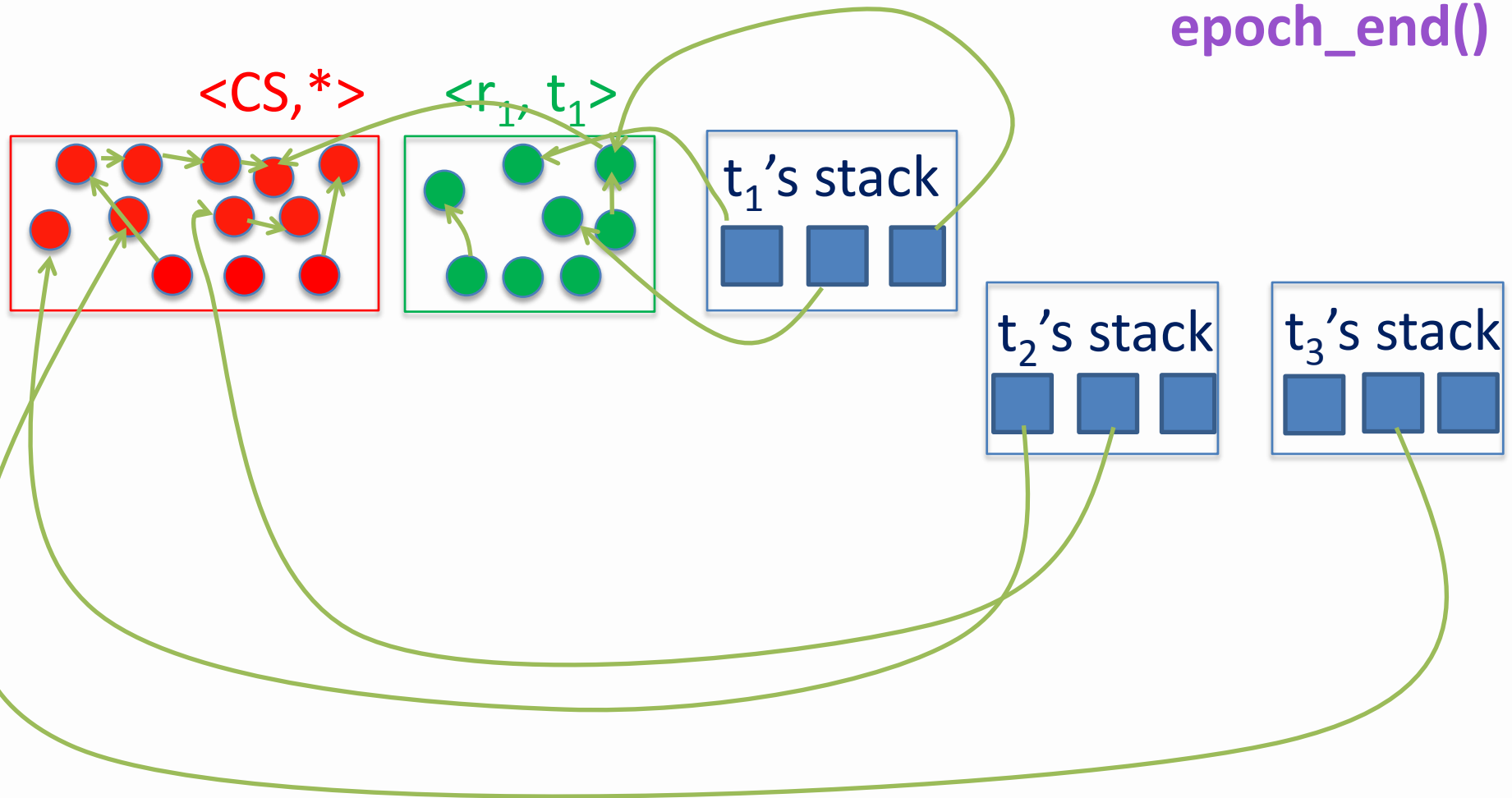
Region Deallocation

epoch_end()



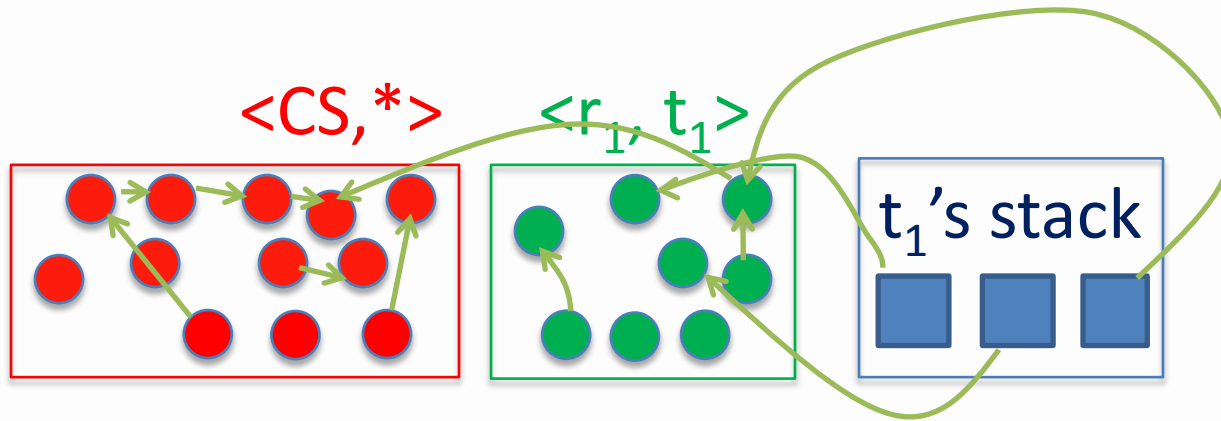
Region Deallocation

epoch_end()

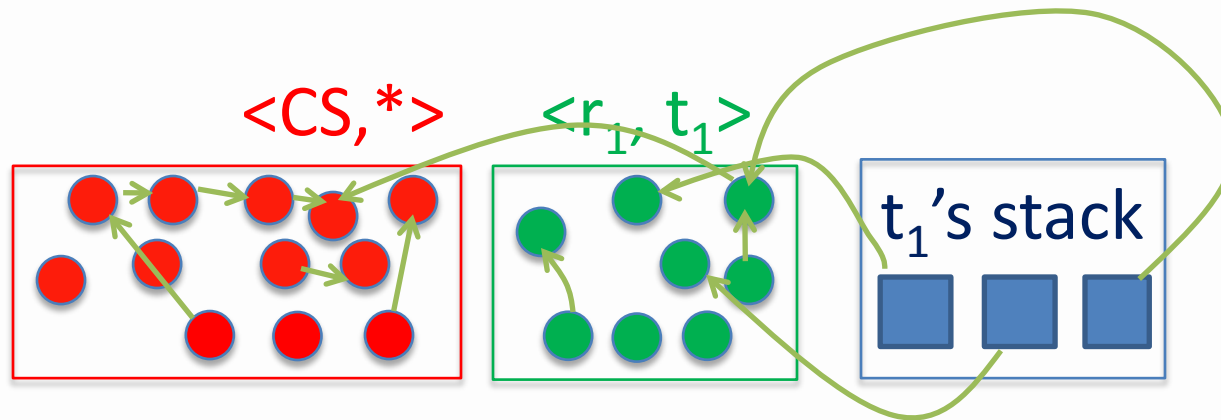


Region Deallocation

epoch_end()



Region Deallocation

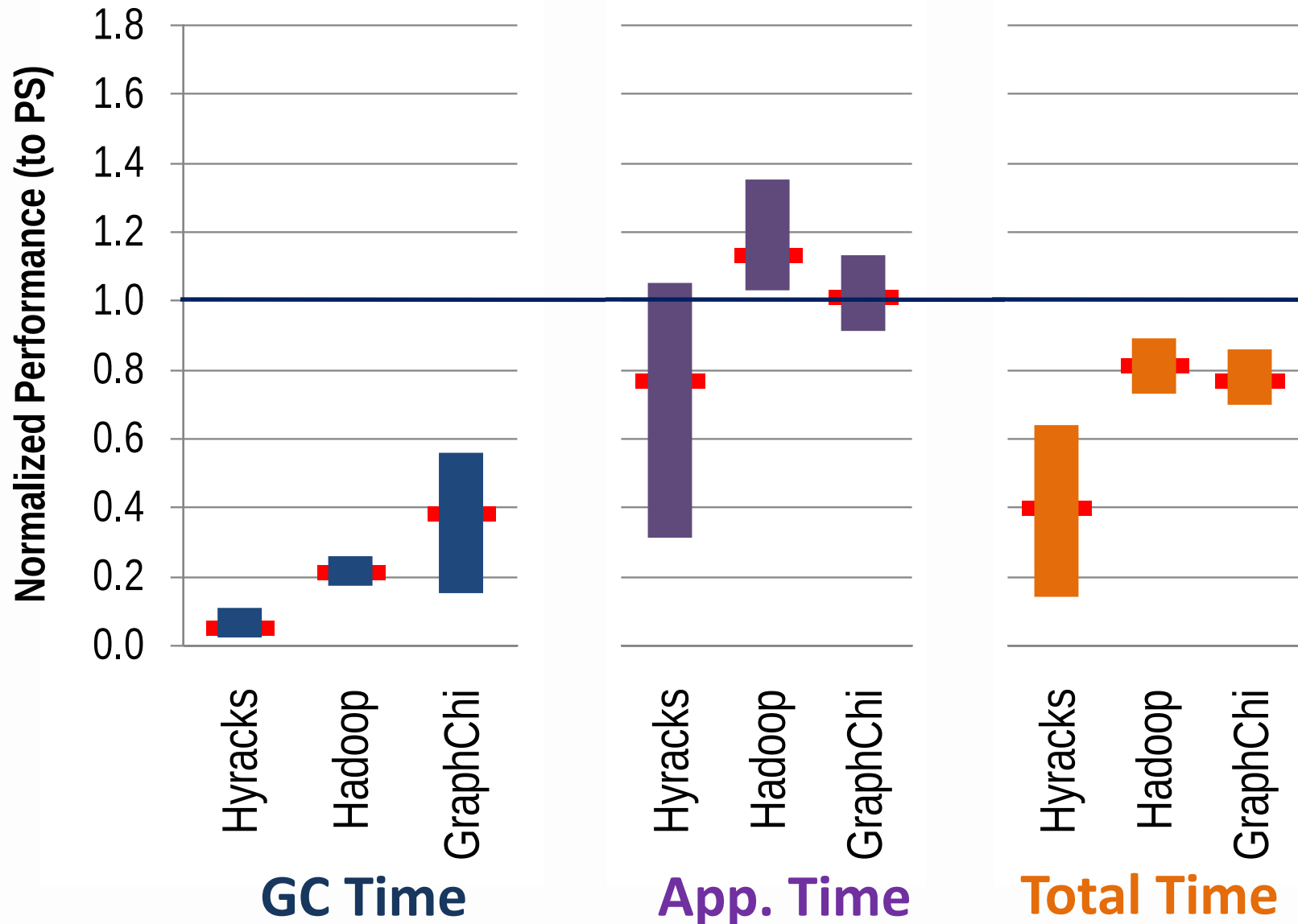


Evaluations

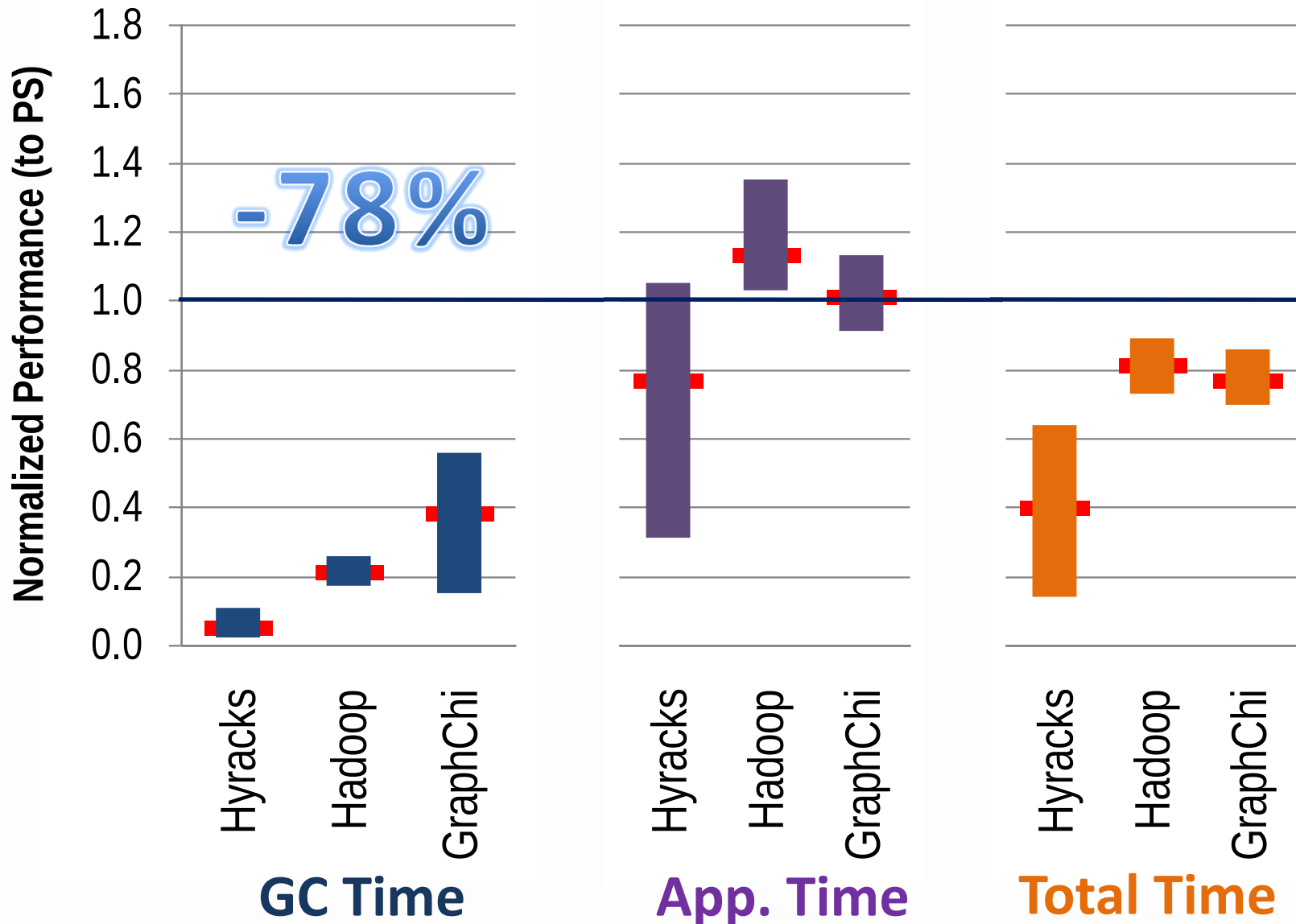
3 real-world systems, 9 applications:

- **Hadoop**
 - Popular distributed MapReduce implementation
- **Hyracks** [Borkar et al., ICDE'11]
 - Data-parallel platform to run data-intensive jobs on a cluster of shared-nothing machines
- **GraphChi** [Kyrola et al., OSDI'12]
 - High-performance graph analytical framework for a single machine

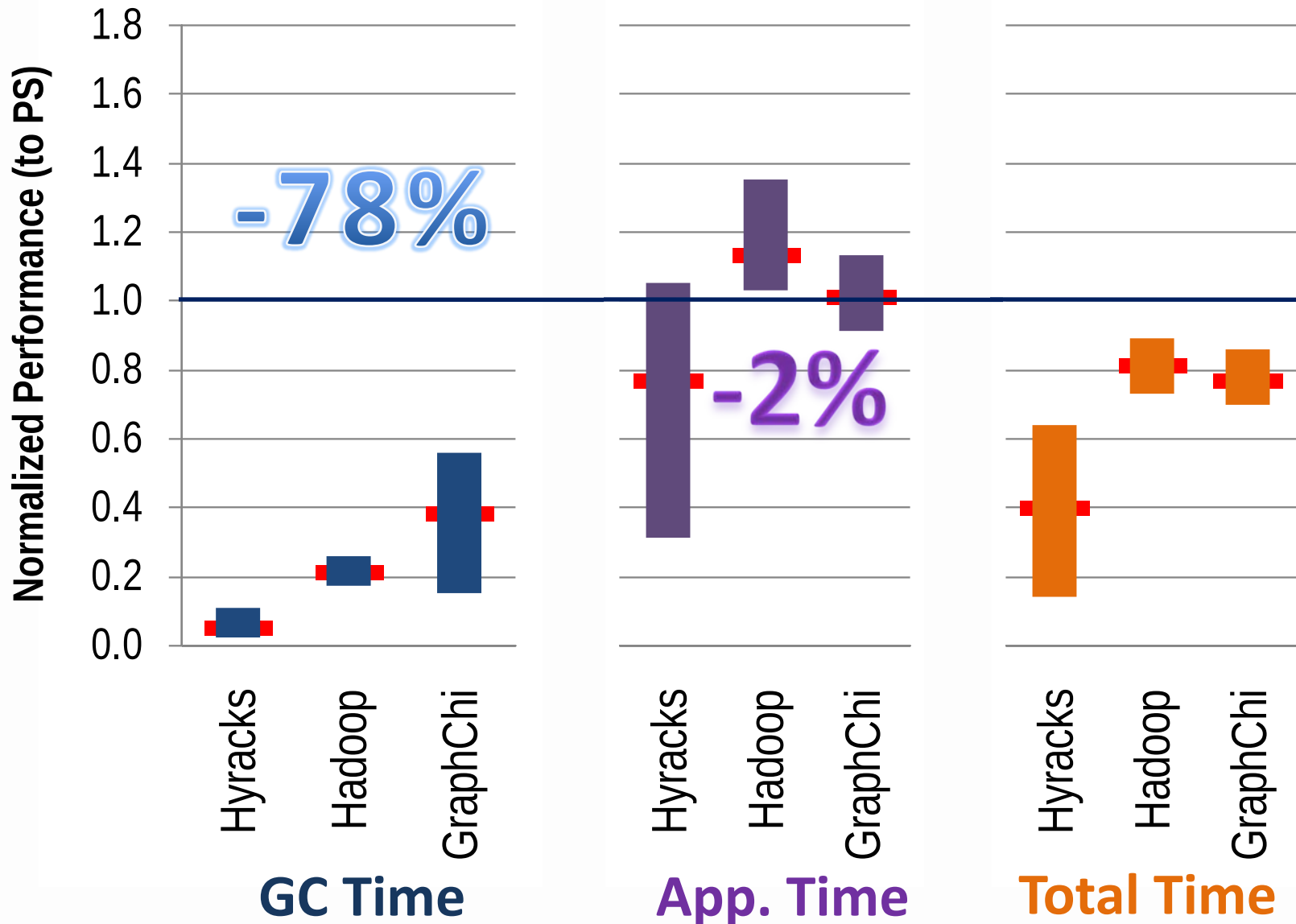
Improvement Summary



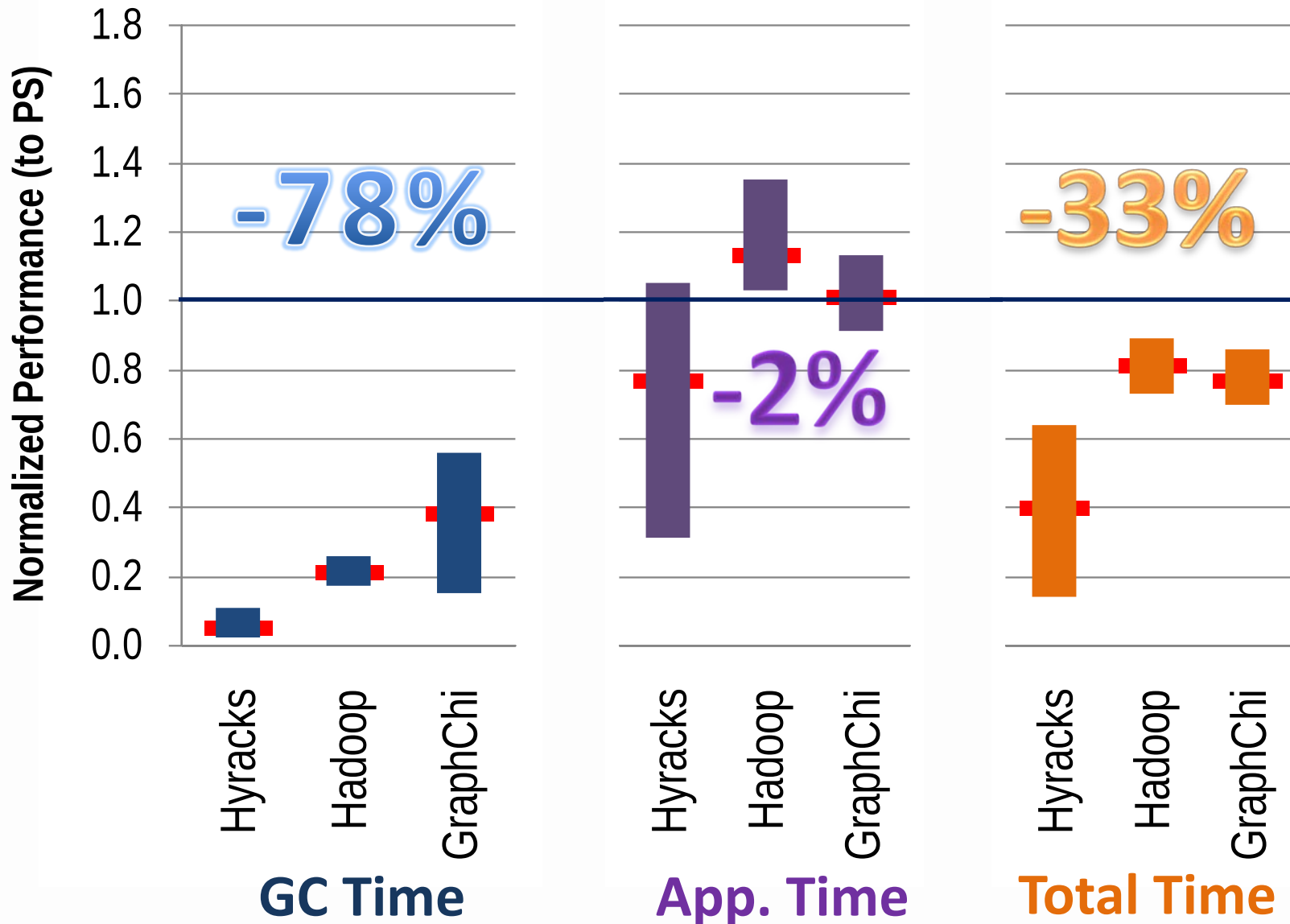
Improvement Summary



Improvement Summary



Improvement Summary



More Data in the Paper

- Statistics on Yak's heap
- Overhead breakdown
 - Write barrier cost
 - Extra space cost

Conclusion

- *Goal:* Reduce memory management cost in Big Data systems
- *Solution:* **Yak**, the first hybrid GC
 - **33%** execution time savings
 - 78%** GC time reduction
 - Requires almost *zero* user effort

Thank You!

