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Dynamic Code Evolution

for the

Java HotSpot™ Virtual Machine

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My Background

Array Bounds Check Elimination

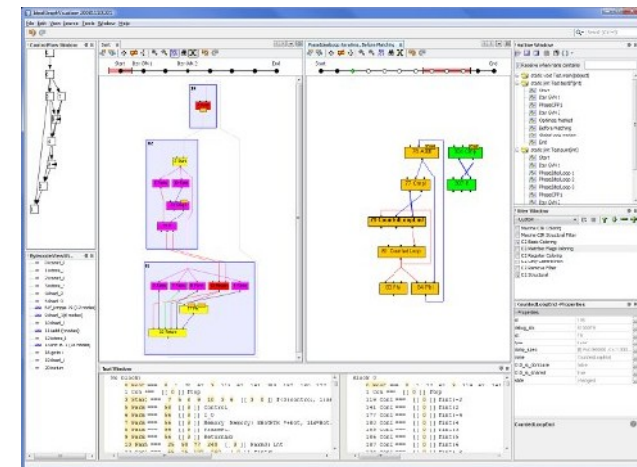
<http://wikis.sun.com/display/HotSpotInternals/Publications+JKU>

- for the HotSpot client compiler

Ideal Graph Visualizer

<http://www.kenai.com/projects/igv>

- focused on HotSpot server compiler graph
- visualization of evolving graph data structures

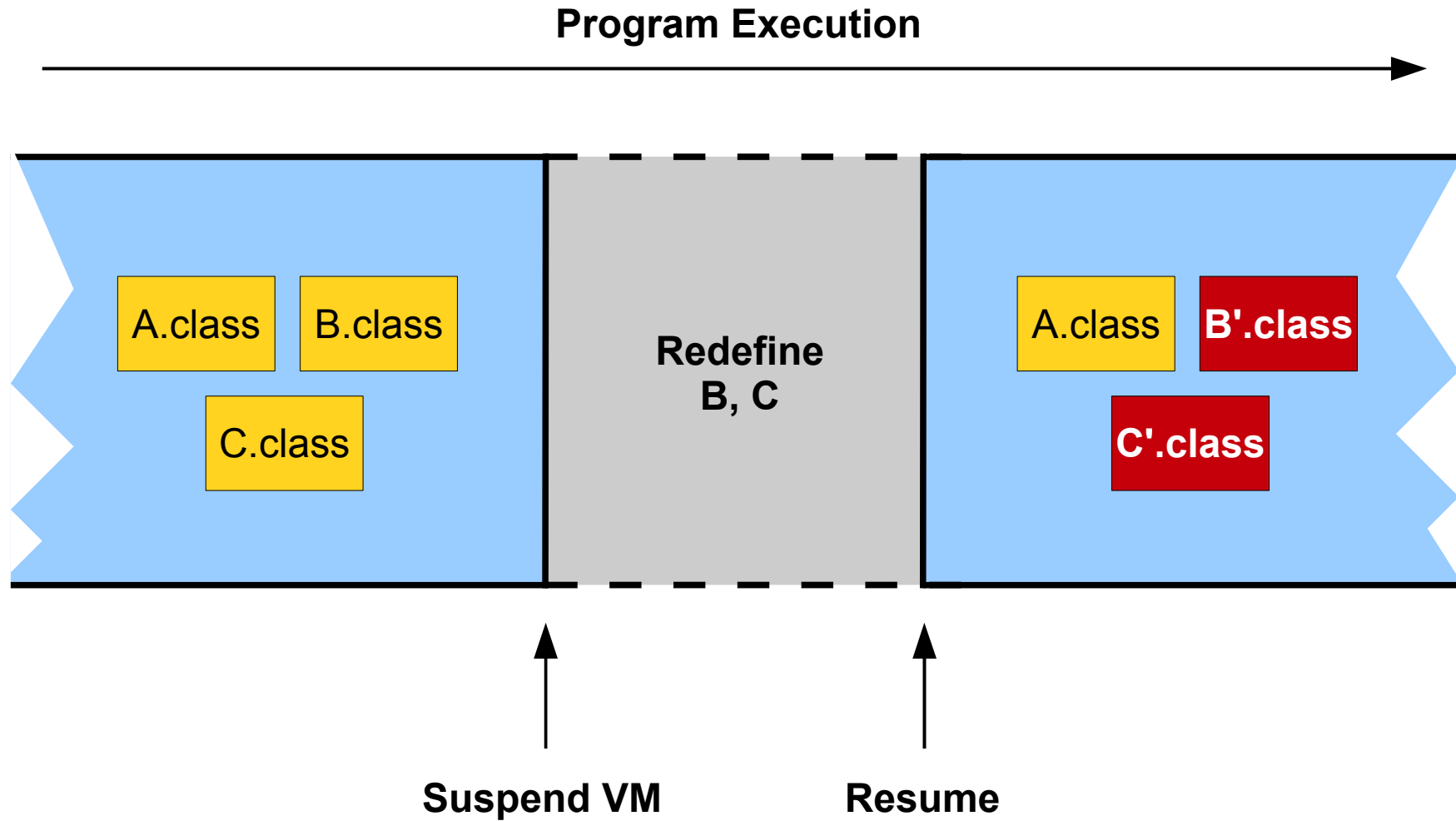


Maxine

<http://www.kenai.com/projects/maxine>

- meta-circular virtual machine written in Java
- recent focus: Porting the HotSpot client compiler to Java

Class Evolution



Debugging

Atomic changes of a set of classes

No restrictions on the type of changes

Update at specific point (e.g. at a break point)

No additional indirections (e.g. that produce strange stack traces)

Long-Living Server Applications

No performance penalty on normal execution

Find a „good“ update point

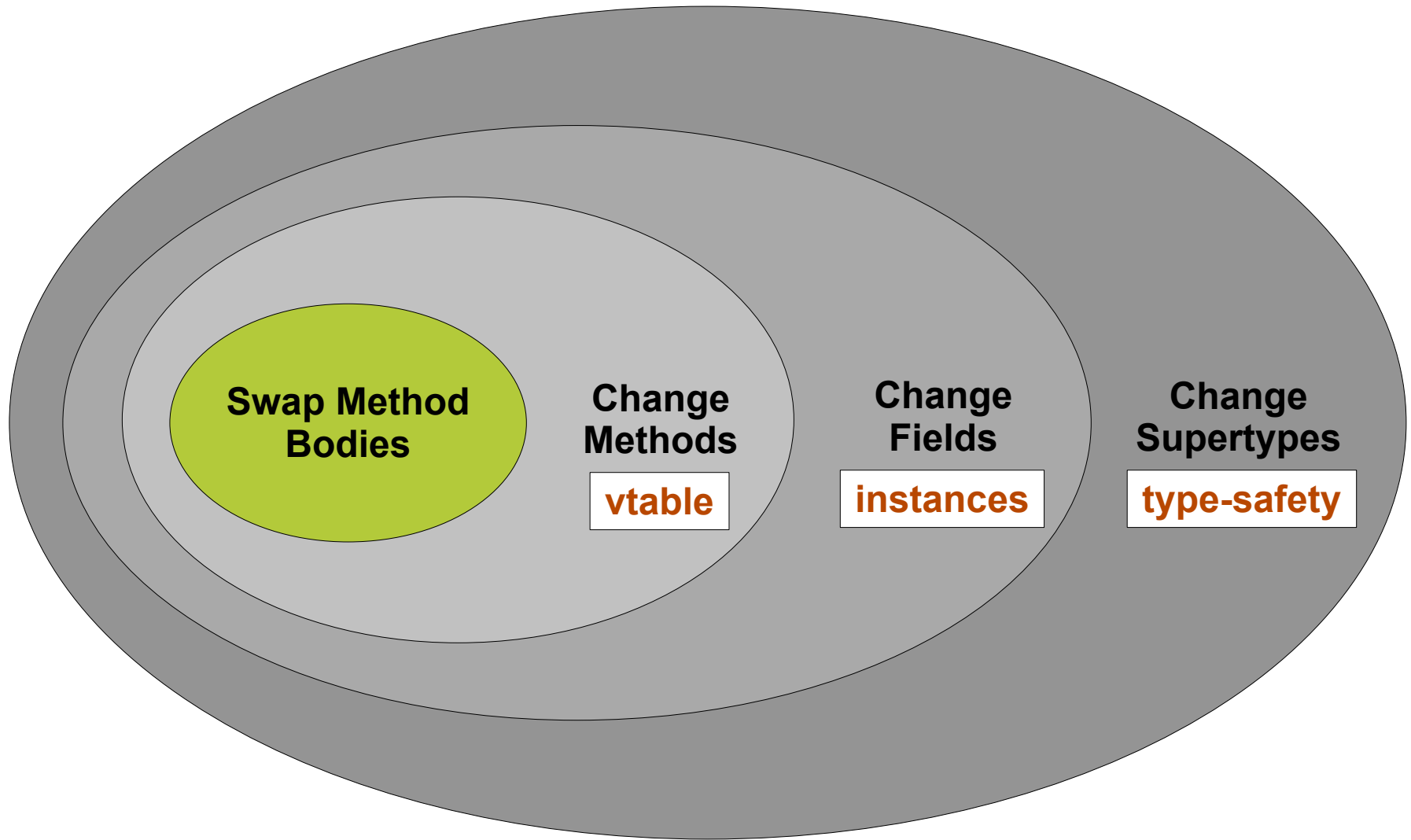
Stability and security issues

Scripting Languages

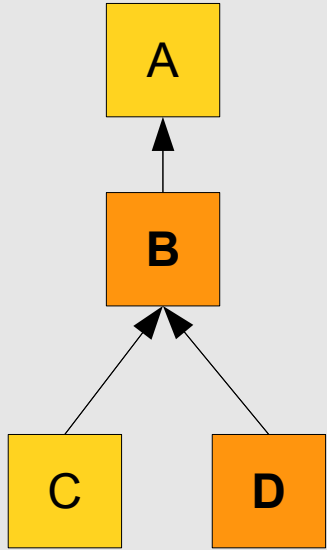
Fast, small, incremental changes

Focus on additions (new methods, new fields, ...)

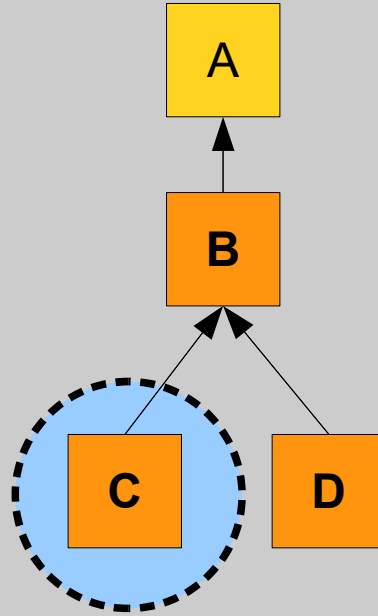
Levels



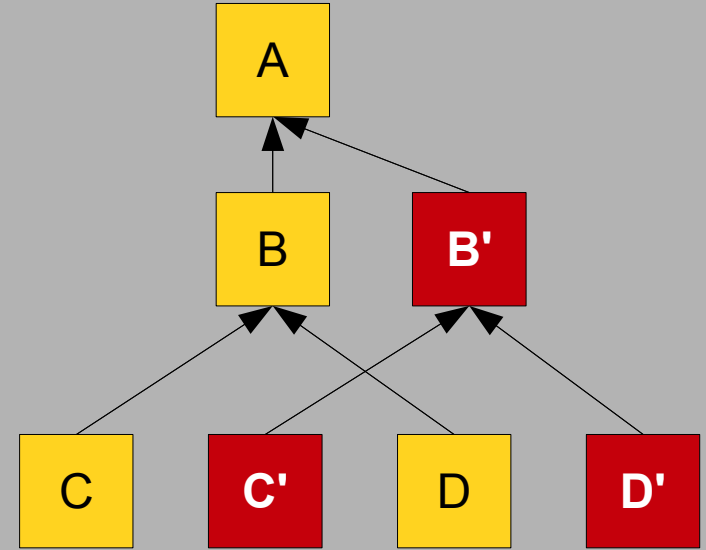
Redefine B, D



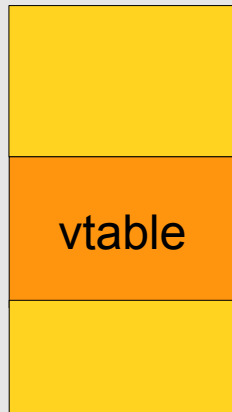
Find Affected Classes



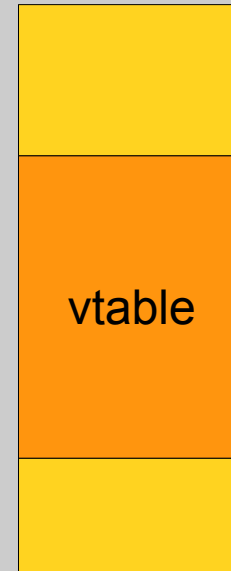
Build Side Universe



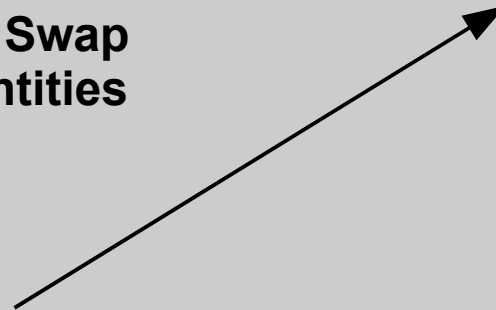
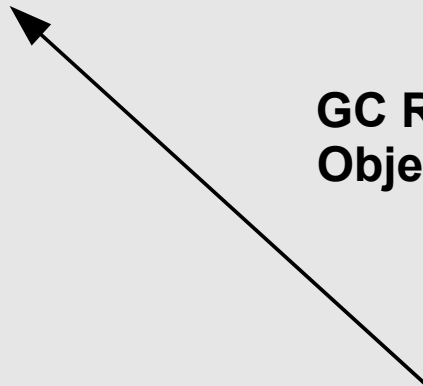
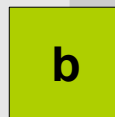
Old Class B



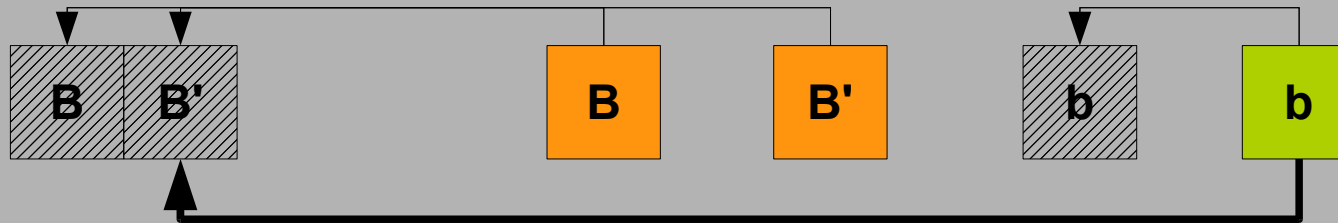
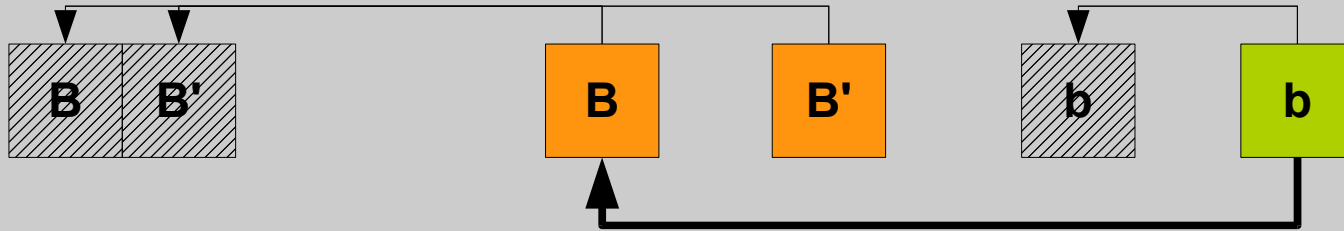
New Class B'



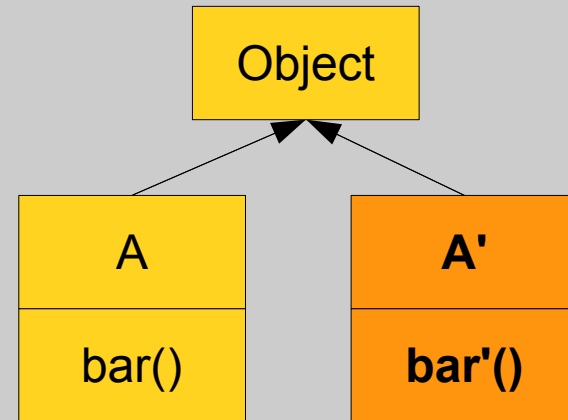
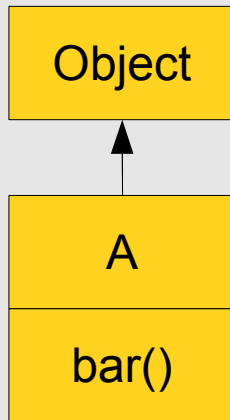
GC Run to Swap
Object Identities



Swap (B, B')




Changing Active Method



```
void foo() {  
    // <= REDEFINE  
    bar();  
    ...  
}
```

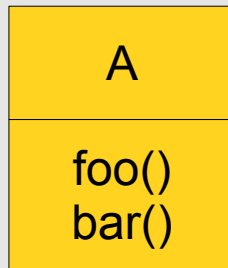
Deoptimization



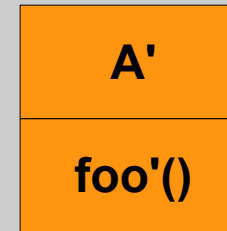
Update Constant
Pool Cache

```
void foo() {  
    // <= RESUME  
    bar'();  
    ...  
}
```

Removing a Method



```
int foo() {  
    // <= REDEFINE  
    return bar();  
}
```



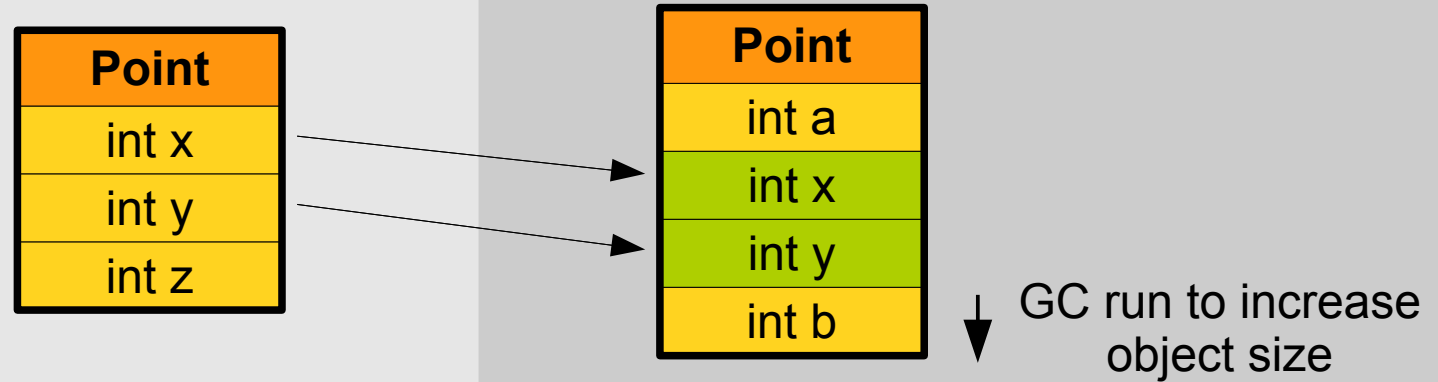
```
int foo'() {  
    return 5;  
}
```

**throws NoSuchMethodException
in foo()**

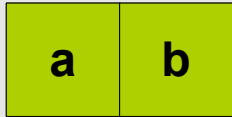
Possible alternative solutions:

- Continue executing „deleted“ methods
- Replace method invocation by a constant value
- Delay code evolution until invalid old code is no longer active

Instance Updates



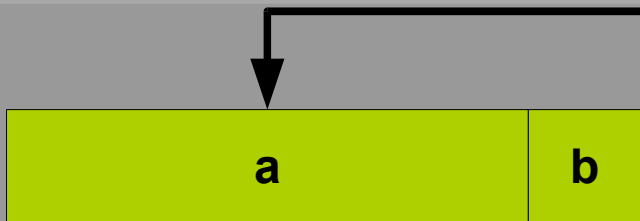
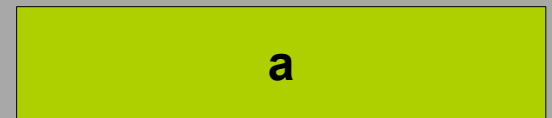
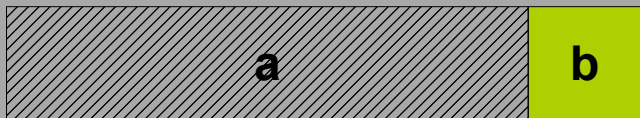
Future Plans: Connect with the NetBeans refactoring facilities



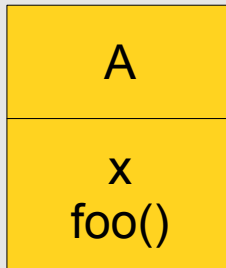
GC with increased object size



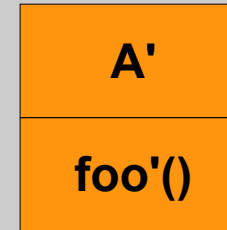
Side Buffer:



Removing a Field



```
int foo() {  
    // <= REDEFINE  
    return x;  
}
```



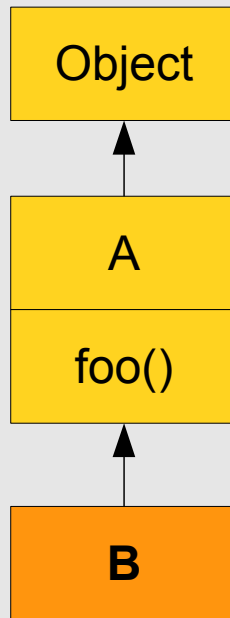
```
int foo'() {  
    return 5;  
}
```

**throws NoSuchFieldException
in foo()**

Possible alternative solutions:

- Keep the deleted field in „old“ objects
- Replace the field access by a constant value (e.g. 0)

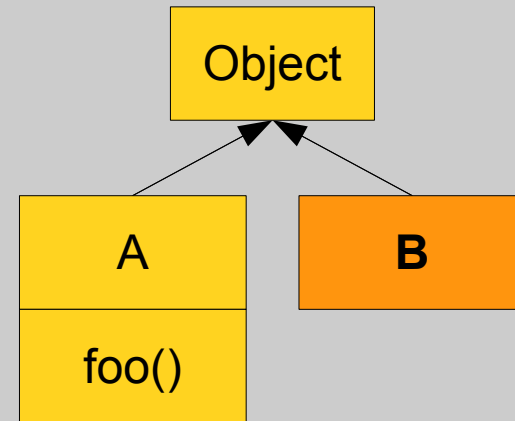
Supertype Change Problem



`A a = new B();`

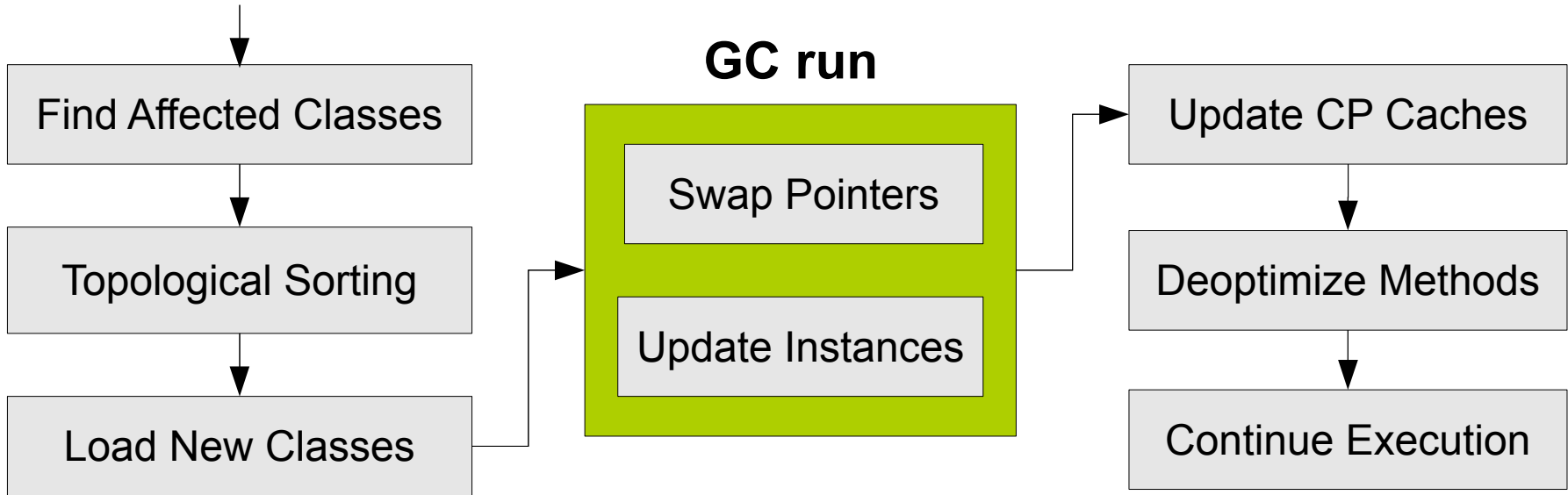
Possible solutions:

- Prohibit type narrowing through hotswapping if instances exist
- Replace type system violating object pointers with null



`a.foo(); // ?!`

Summary

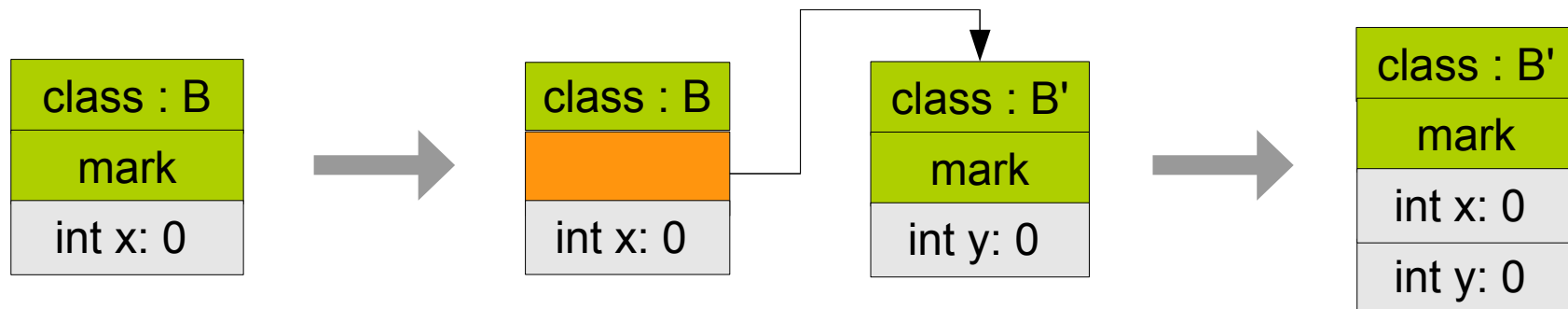


Arbitrary Changes Possible

No Additional Runtime Overhead

Performance

Remove need for GC run in case of „small“ updates (adding methods or fields)



Improved IDE Support

Connect with the NetBeans refactoring facilities

Security

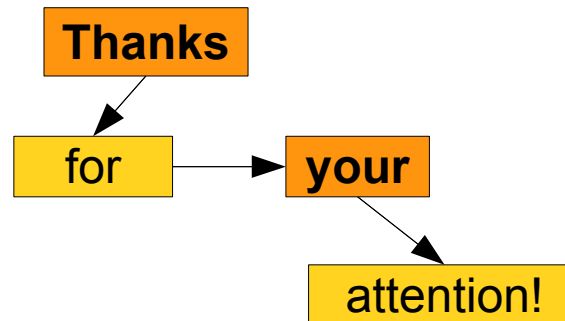
API for selecting „safe“ program execution points

Patch + detailed technical documentation available at

<http://wikis.sun.com/display/mlvm/HotSwap>

Feel free to post any questions to

mlvm-dev@openjdk.java.net or wuerthinger@ssw.jku.at



Q & A