



# APPROACHES TO OPTIMIZE V8 JAVASCRIPT ENGINE

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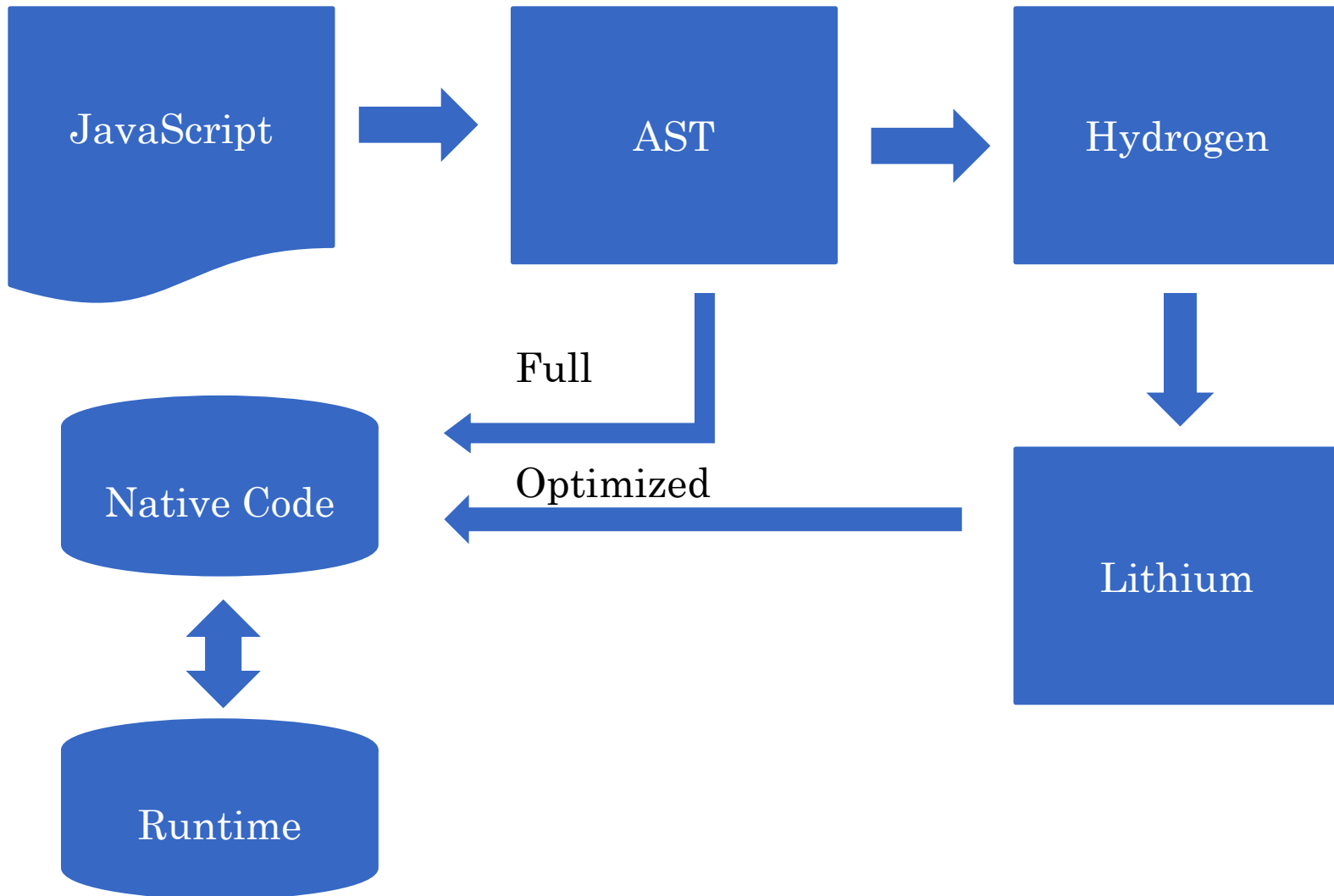
# AGENDA

- JavaScript engine optimization
- V8 engine architecture
- Approaches to speed up V8 engine
  - Optimized build
  - Runtime parameters tuning
  - Scalar optimizations
- Conclusion

# JAVASCRIPT ENGINE OPTIMIZATION

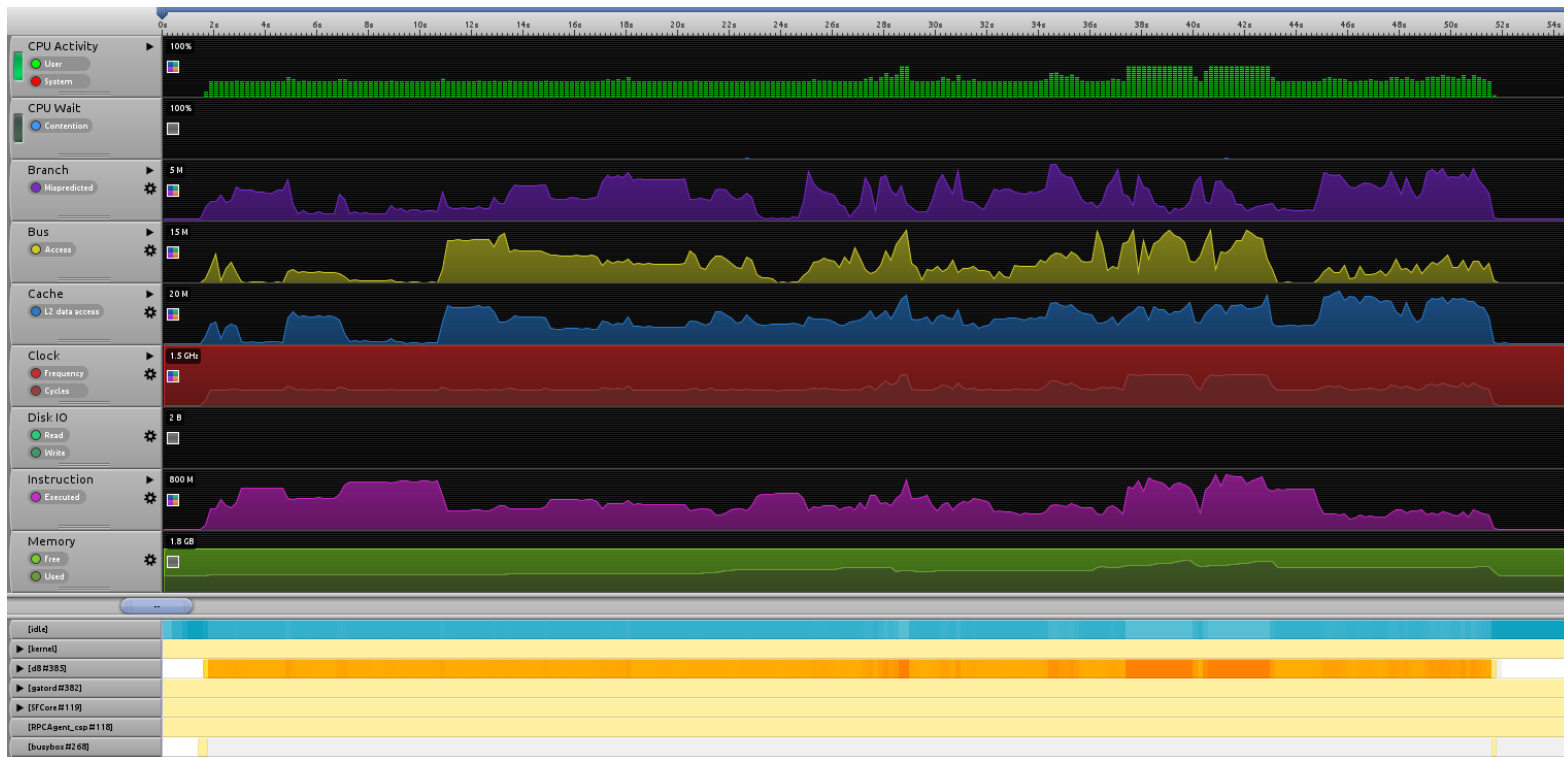
- Why optimization of JavaScript matters?
  - JavaScript is one of the most popular programming languages
  - Samsung produces millions of devices running JavaScript => better utilize the hardware
- **BUT:** JavaScript is dynamically typed prototype based object oriented interpreted language => complicated to optimize
- We were involved in optimizing open source V8 engine (part of Samsung stock browser for Android)
- About **10% total performance improvement** on major benchmark suites: Octane, Kraken, SunSpider => now runs on Samsung mobile devices

# V8 ENGINE ARCHITECTURE



# PROFILING V8 ENGINE

Profiling of the engine reveals almost uniform distribution of work without 'hot' regions



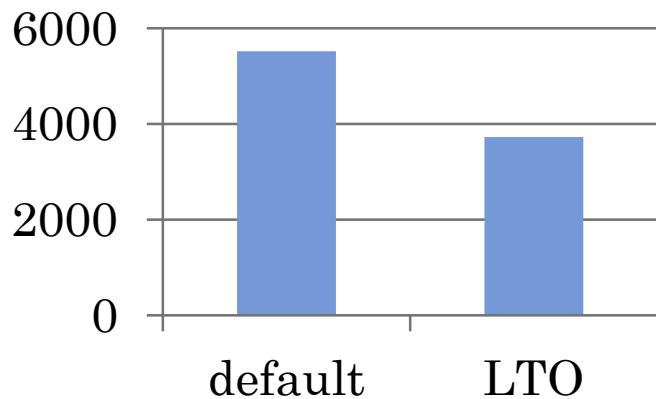
# APPROACHES TO SPEED UP V8 ENGINE

- We decided to focus on the following approaches
  - Optimized build of V8 engine itself
  - Tuning of V8 runtime options
  - Implementation of additional scalar optimizations

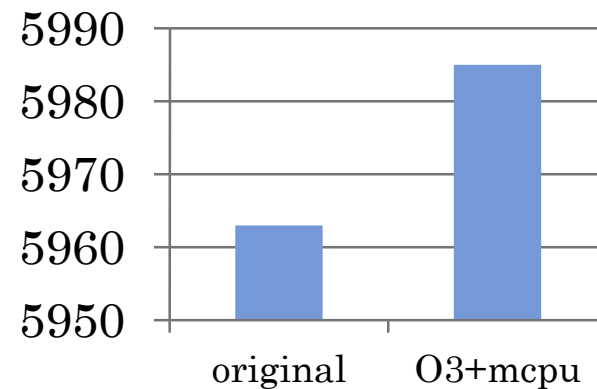
# SELECTION OF BUILD PARAMETERS

- Link-time optimization: **FAIL**
- Platform options tuning: **SUCCESS**
  - -O3 for highest optimization level
  - -mcpu=cortex-a15 for target CPU
- ...

## LTO: Octane

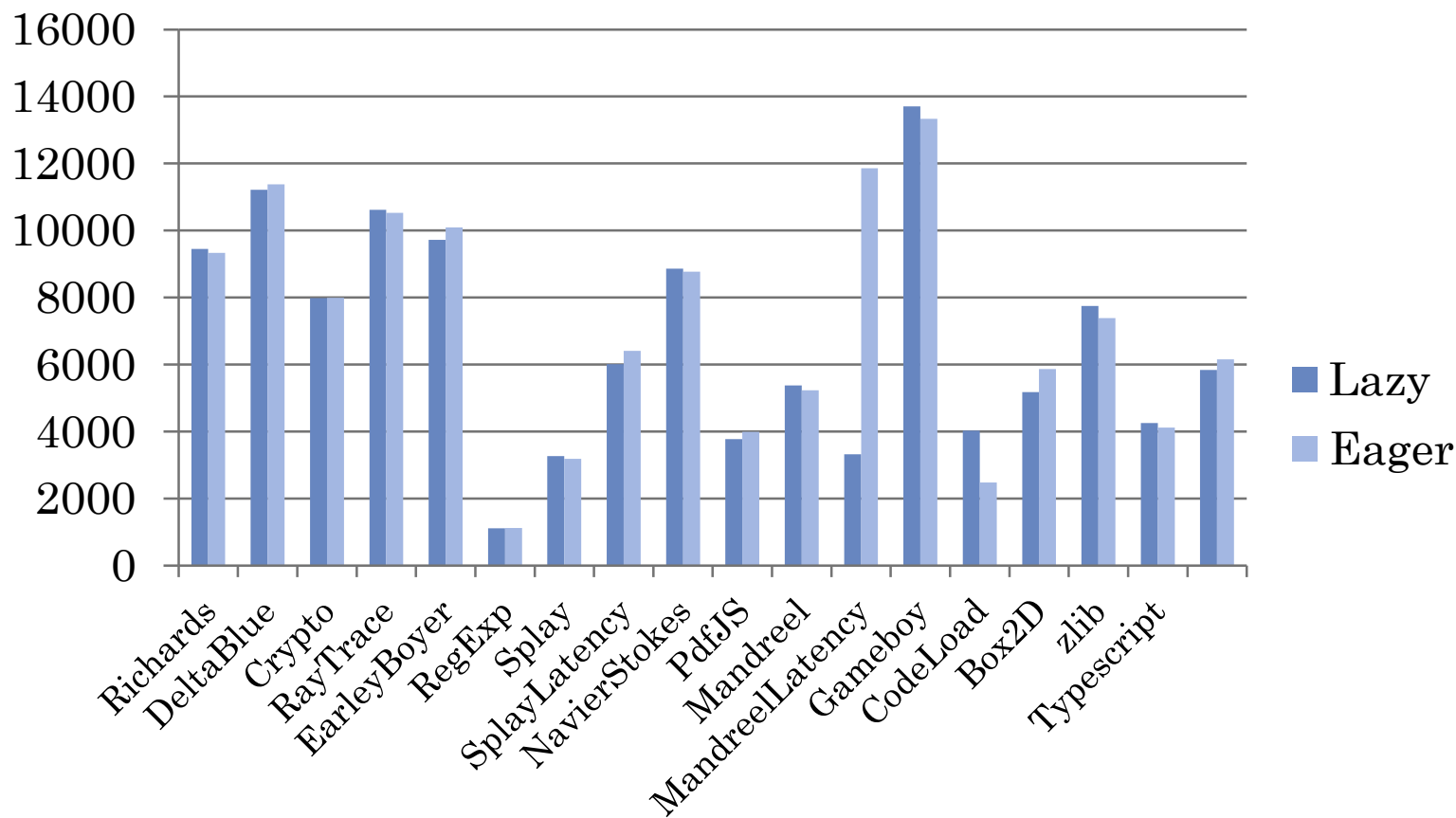


## O3: Octane



# RUNTIME PARAMETERS TUNING

Octane score: **↑5.4%**





# SCALAR OPTIMIZATIONS

- Algebraic Expression Simplification

- uses algebraic identities to simplify expressions:

$$x + 1 = x, y * 1 = y, z | 0 = z$$

- Common Subexpression Elimination

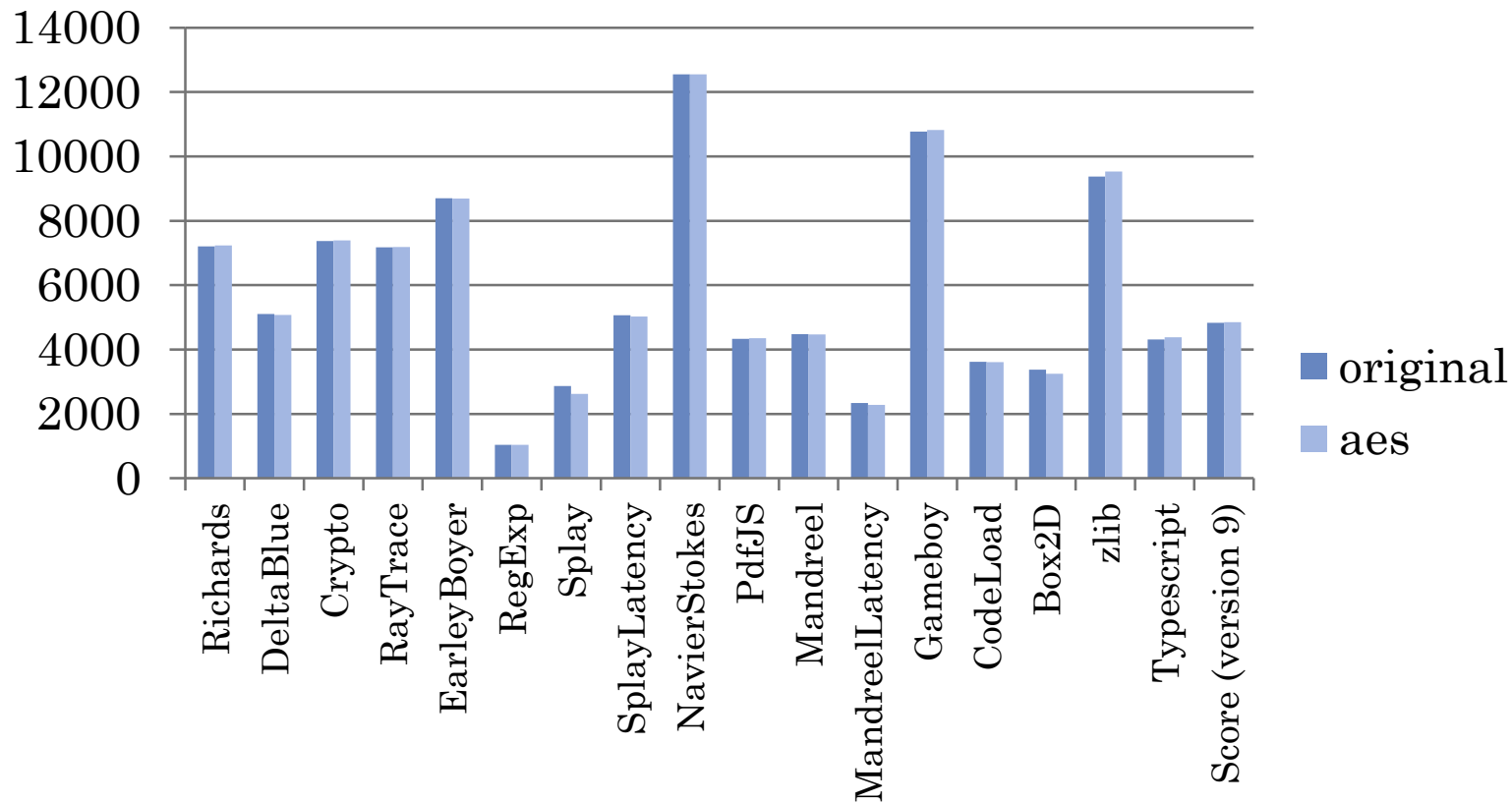
- path sensitive elimination of common subexpression

- Fast call frame

- use ARMv7 specific call frame

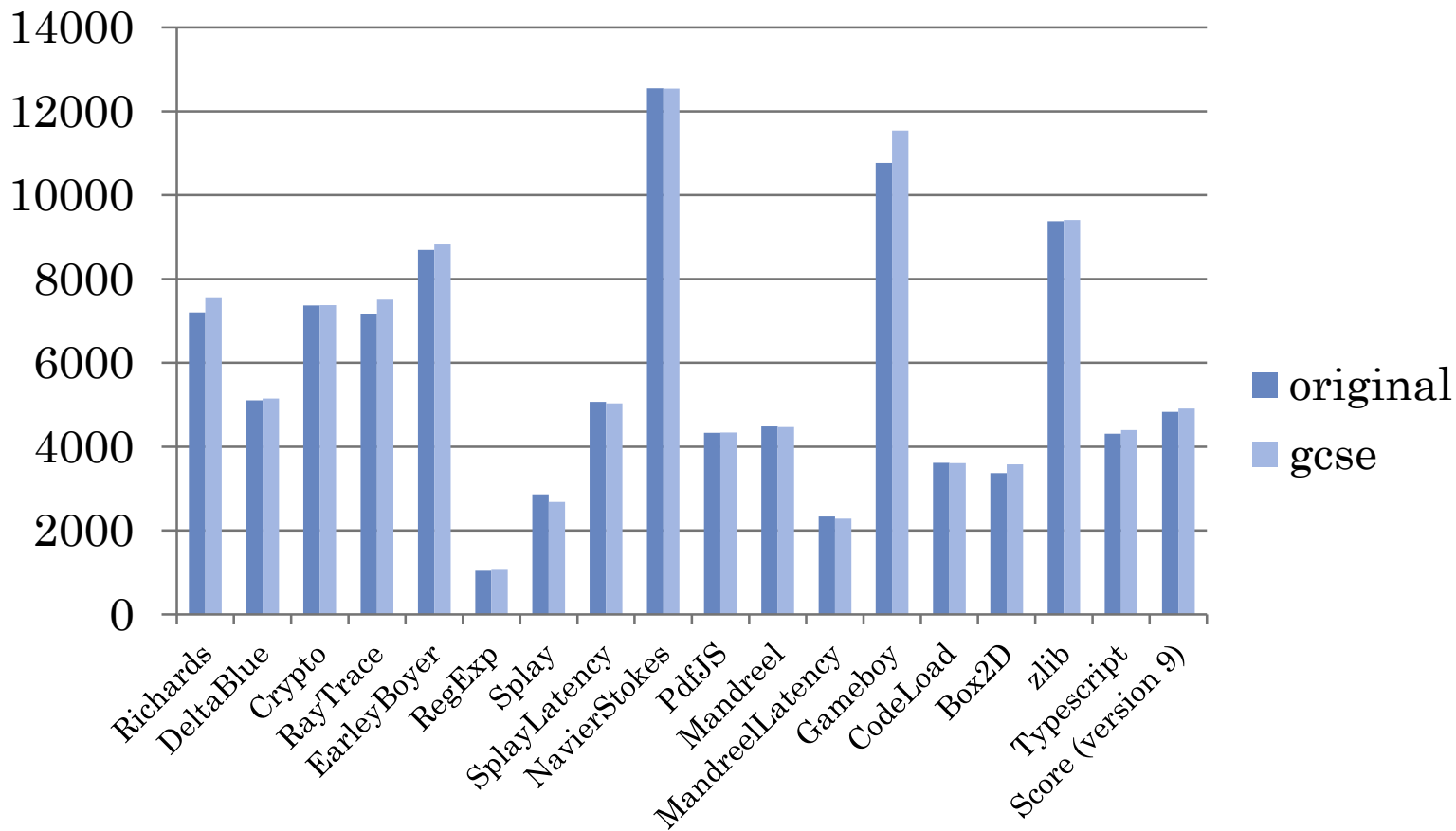
# ALGEBRAIC EXPRESSION SIMPLIFICATION

Octane score: **↑0.3%**



# COMMON SUBEXPRESSION ELIMINATION

Octane score: **↑1.8%**



# FAST CALL FRAME

Prologue:

func:

**stmdb sp!, {r4-r5, fp, lr}**

add fp, sp, #N

Epilogue:

mov sp, fp

**ldmia sp!, {r4-r5, fp, lr}**

bx lr

Prologue:

func:

**sub sp, sp, #16**

**stm sp, {r4,r5,fp, lr}**

add fp, sp, #N

Epilogue:

mov sp, fp

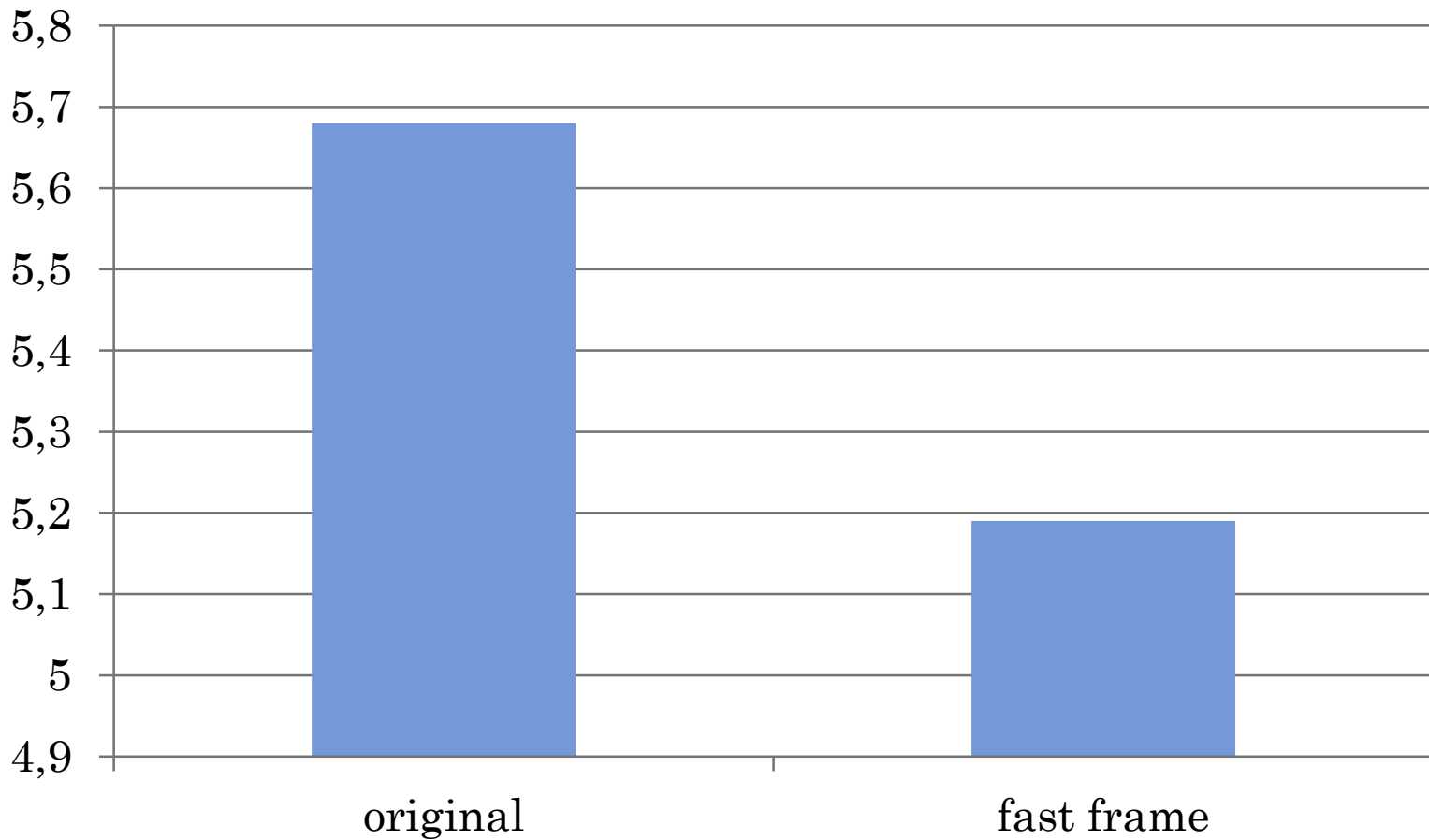
**ldm sp, {r4, r5, fp, lr}**

**add sp, sp, #16**

bx lr

# FAST CALL FRAME

2M calls:  $\uparrow 10\%$



## CONCLUSION

- Application of traditional scalar optimizations in JavaScript gives diminishing returns
- Successful application of optimized build gives us evidence that there is a space for optimizations in JavaScript engines

Thank you