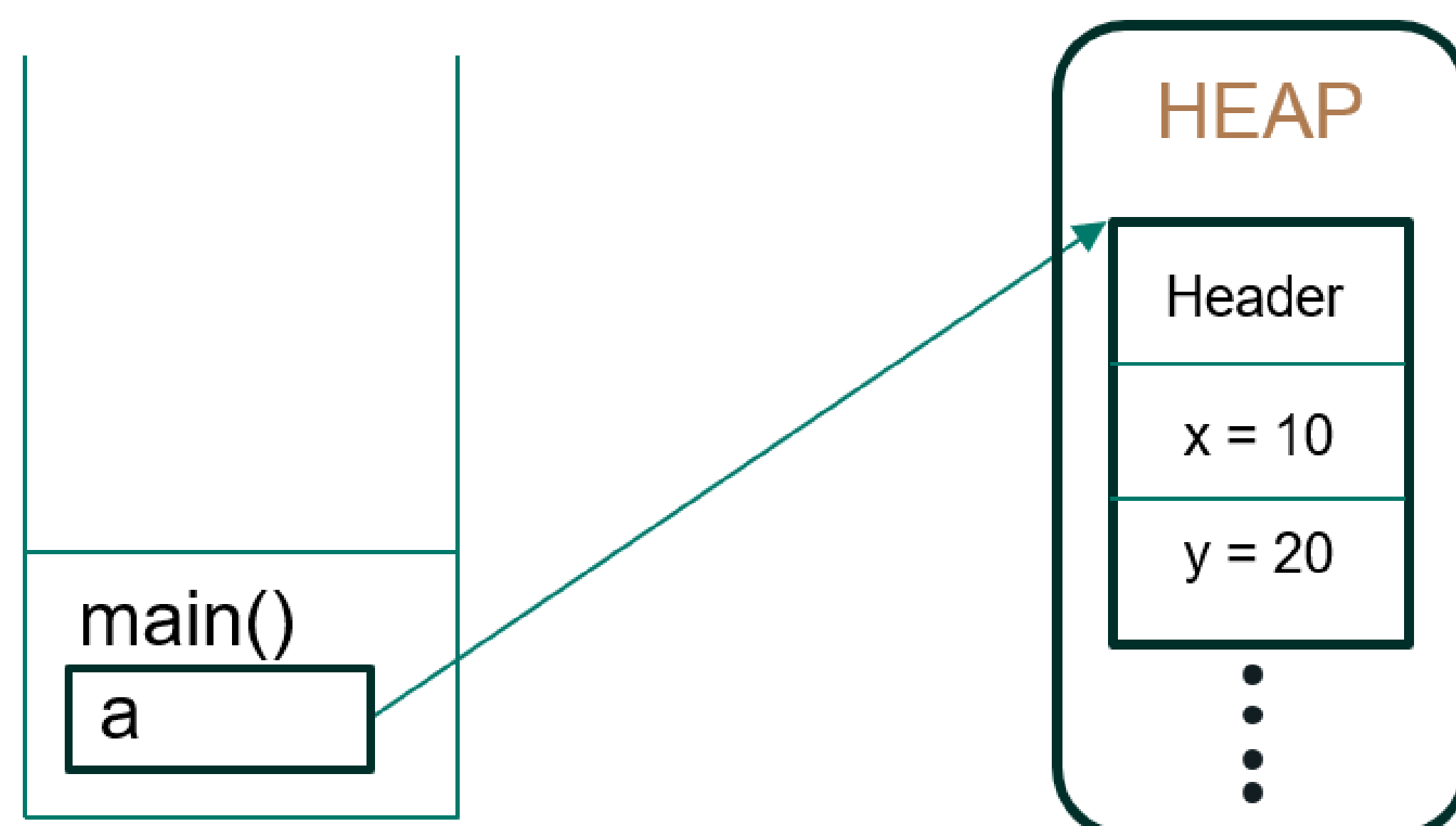
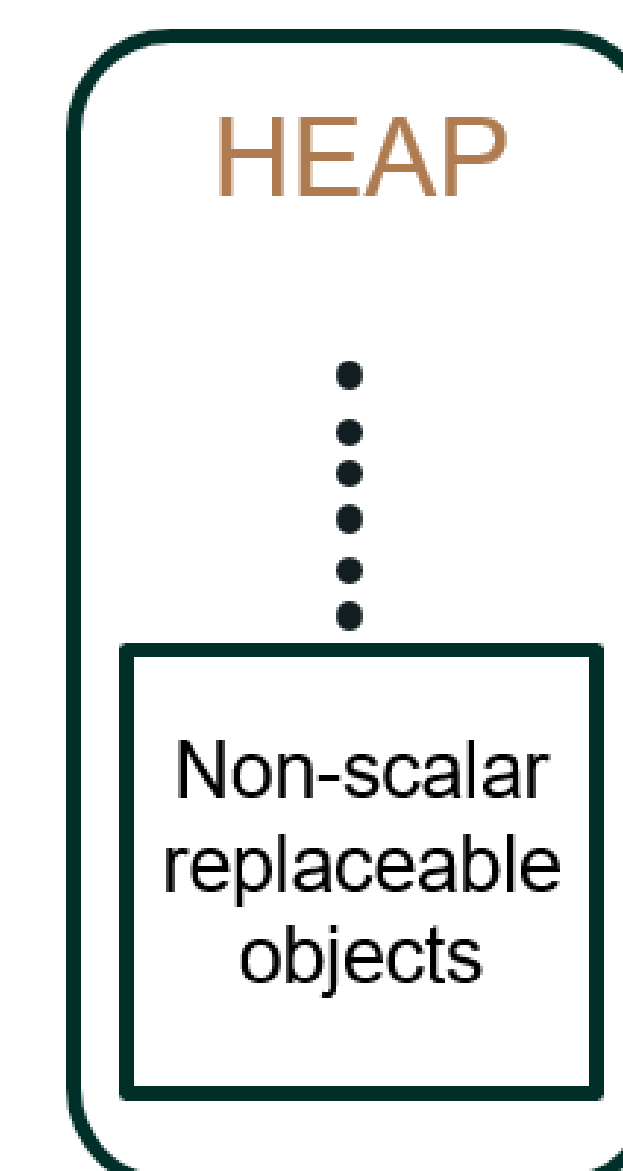
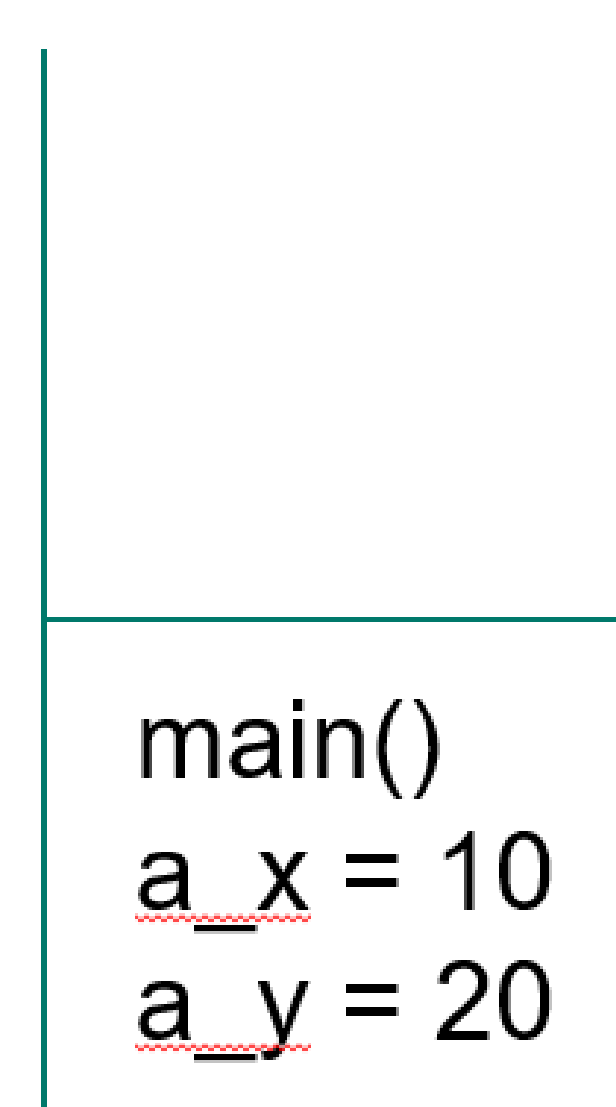


1. Introduction

- Objects in Java are allocated on the heap, and primitive data-types are allocated on stack.
- Heap allocation is considerably slower, is more complex than stack allocation and may also result in allocations scattered all over memory.
- Accessing heap requires dereferencing pointers which is a costly operation.



SCALAR
REPLACEMENT



2. Objective

- Destroy objects and replace them with their members on the stack.
- scalar replacement is an optimization that can decompose an object into its individual components on the stack, most importantly the instance fields of the object.

3. Example

```
main() {
    Obj a;
    a.x = 5;
    a.y = 2;
    bar(a);
}

bar(Obj a) {
    print(a.x);
}
```

```
main() {
    int a_x = 5;
    int a_y = 2;
    bar(a_x, a_y);
}

bar(int a_x, int a_y) {
    print(a_x);
}
```

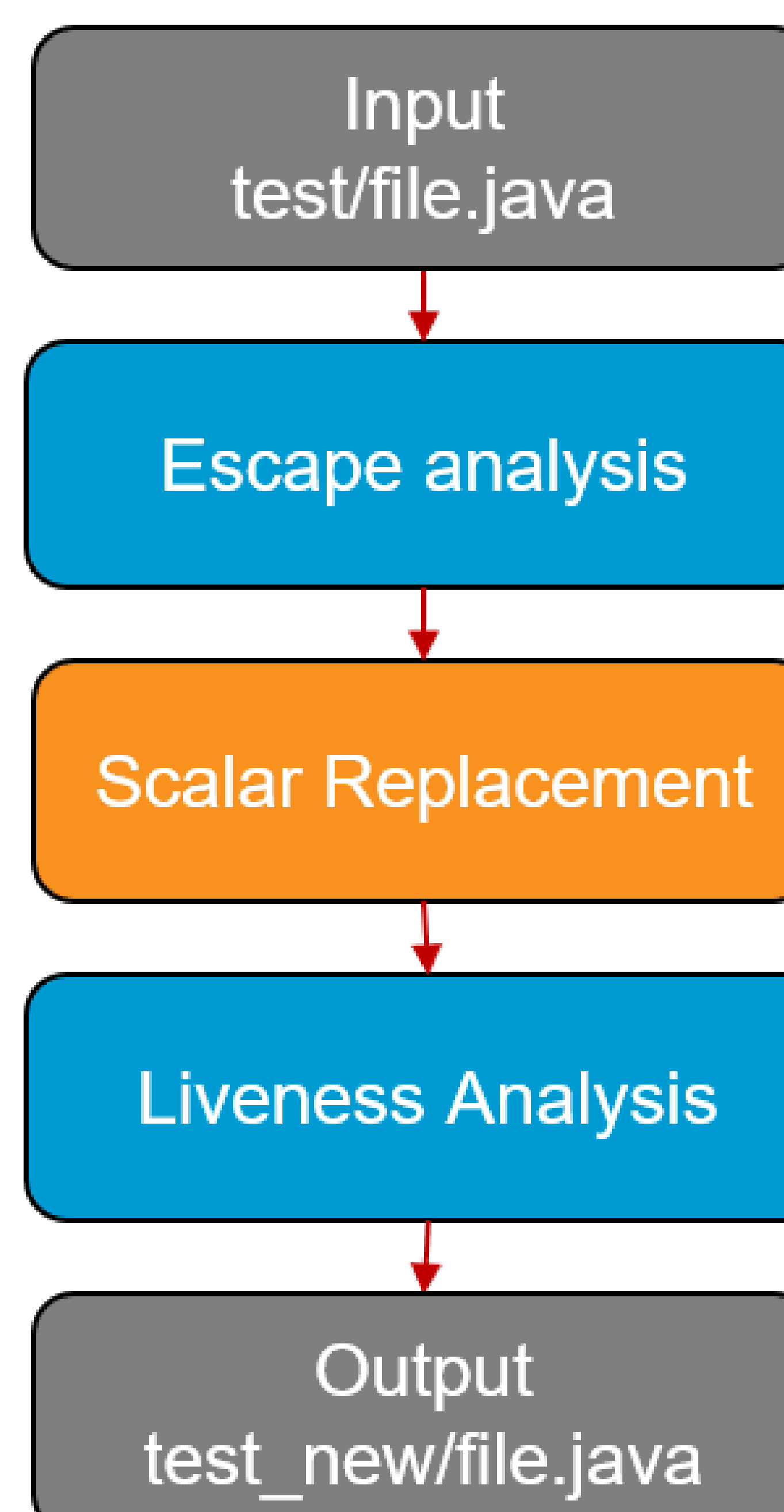
```
main() {
    int a_x = 5;
    int a_y = 2;
    bar(a_x);
}

bar(int a_x) {
    print(a_x);
}
```

4. Scalar Replacement

Statement	Condition	Output
$A \ a = \text{new } A();$	\underline{a} points to a replaceable object	$\text{int } a_f;$ $\text{int } a_g;$ $\text{int } a_B_f;$
$a.f$	\underline{a} points to a replaceable object	a_f
$a == b$	It can be determined statically that \underline{a} and \underline{b} can point only to completely different object.	$false$
$((B)a).f$	\underline{a} points to a replaceable object	a_B_f
$a = b$	\underline{a} points to a replaceable object	$a_f = b_f;$ $a_g = b_g;$ $a_B_f = b_B_f;$
$a \text{ instanceof } B$	\underline{a} points only to objects which are instances of \underline{B}	$true$

5. Methodology



Escape analysis is performed first, followed by scalar replacement of decomposable objects, then liveness analysis is performed for the fields of object.

source-to source:-
It is easier to implement because we have access to ASTs. Moreover changes are visible. We use JavaParser to access ASTs.