

Garbage Collection Fundamentals

Algorithmen und Applikationen

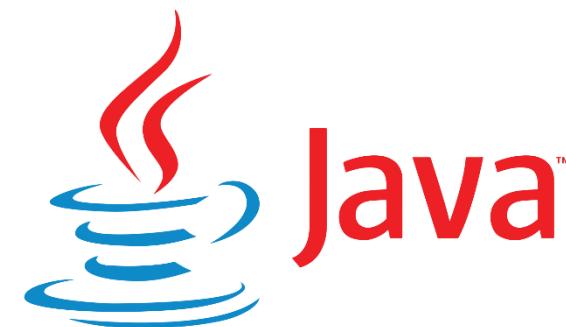
Michael Aleithe

Agenda

- Einführung
- Algorithmen
- Messung der GC
- GC-Tuning und Beispiele



so much garbage ...



so much garbage ...

```
6 |     Object object1 = new Object();  
7 |     Object object2 = new Object();  
8 |     Object object3 = new Object();
```

... Garbage Collection (GC) @ Java

ORACLE  Java Documentation

[Oracle Technology Network](#) [Software Downloads](#) [Documentation](#)

[Java Platform, Standard Edition HotSpot Virtual Machine Garbage Collection Tuning Guide](#)
[Next](#)

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Title and Copyright Information

Preface

- Audience
- Documentation Accessibility
- Related Documents
- Conventions

1 Introduction

2 Ergonomics

Garbage Collector, Heap, and Runtime Compiler Default Selections

- Behavior-Based Tuning
 - Maximum Pause Time Goal
 - Throughput Goal
 - Footprint Goal
- Tuning Strategy



... but not only in Java!

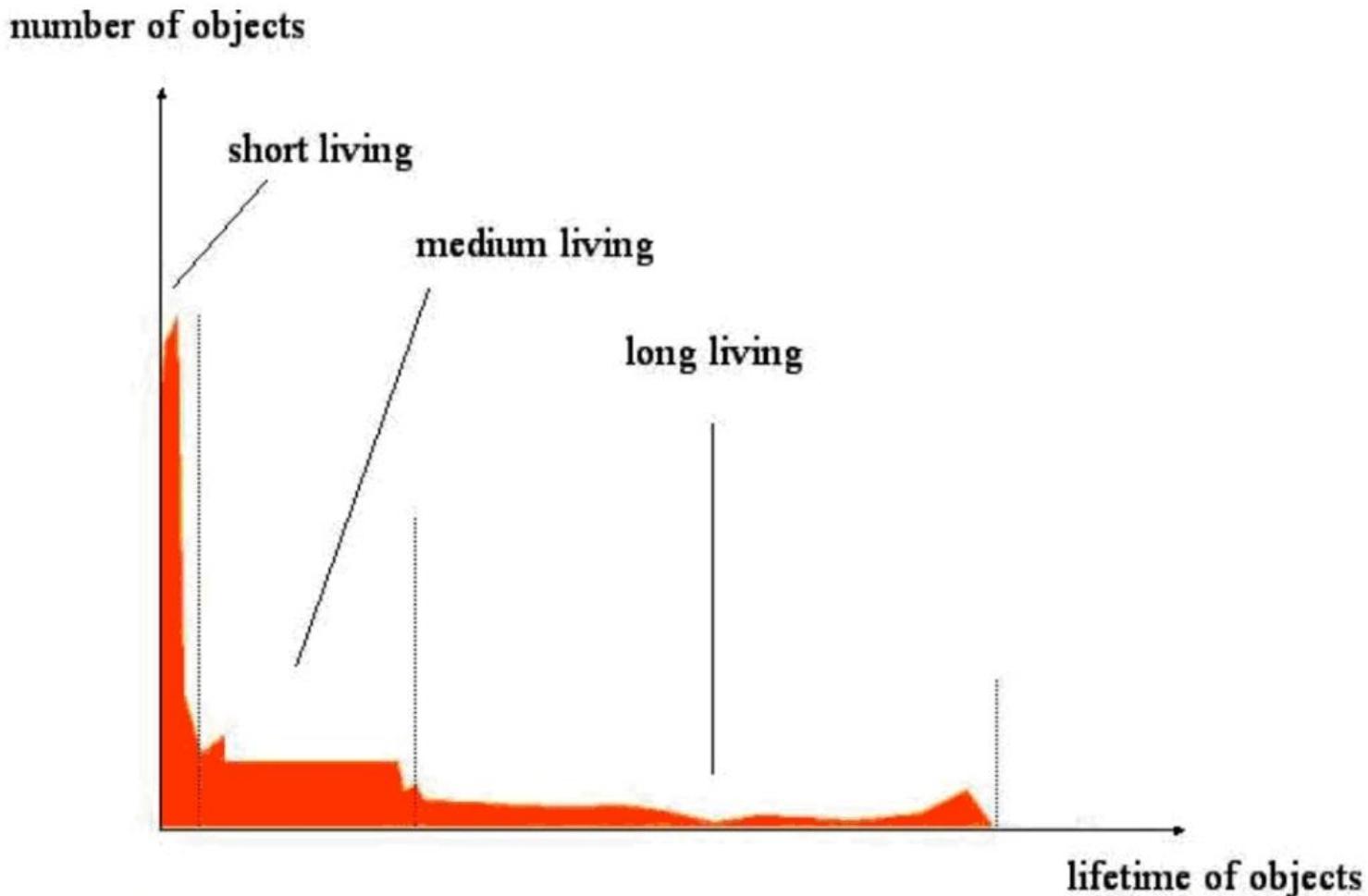


C#



.net

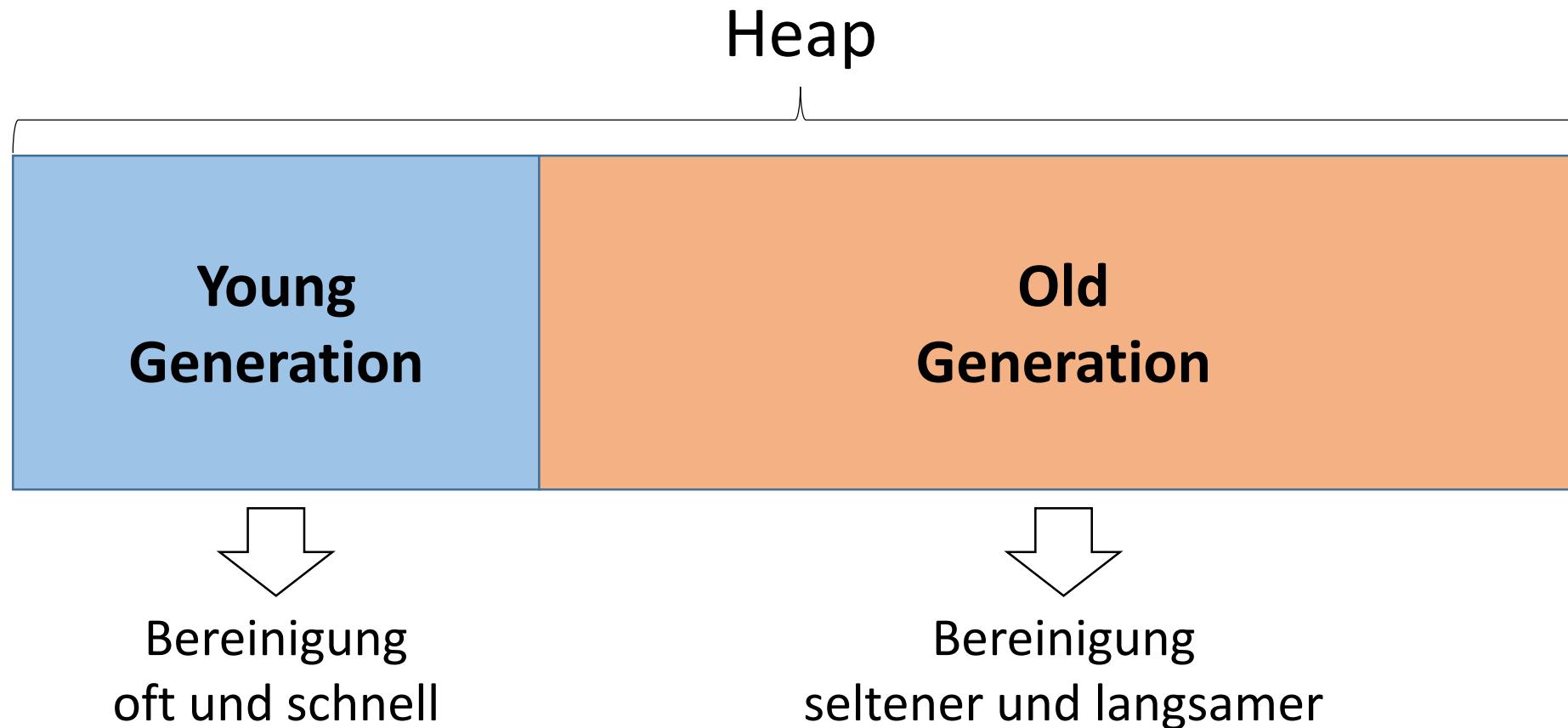
Generational GC



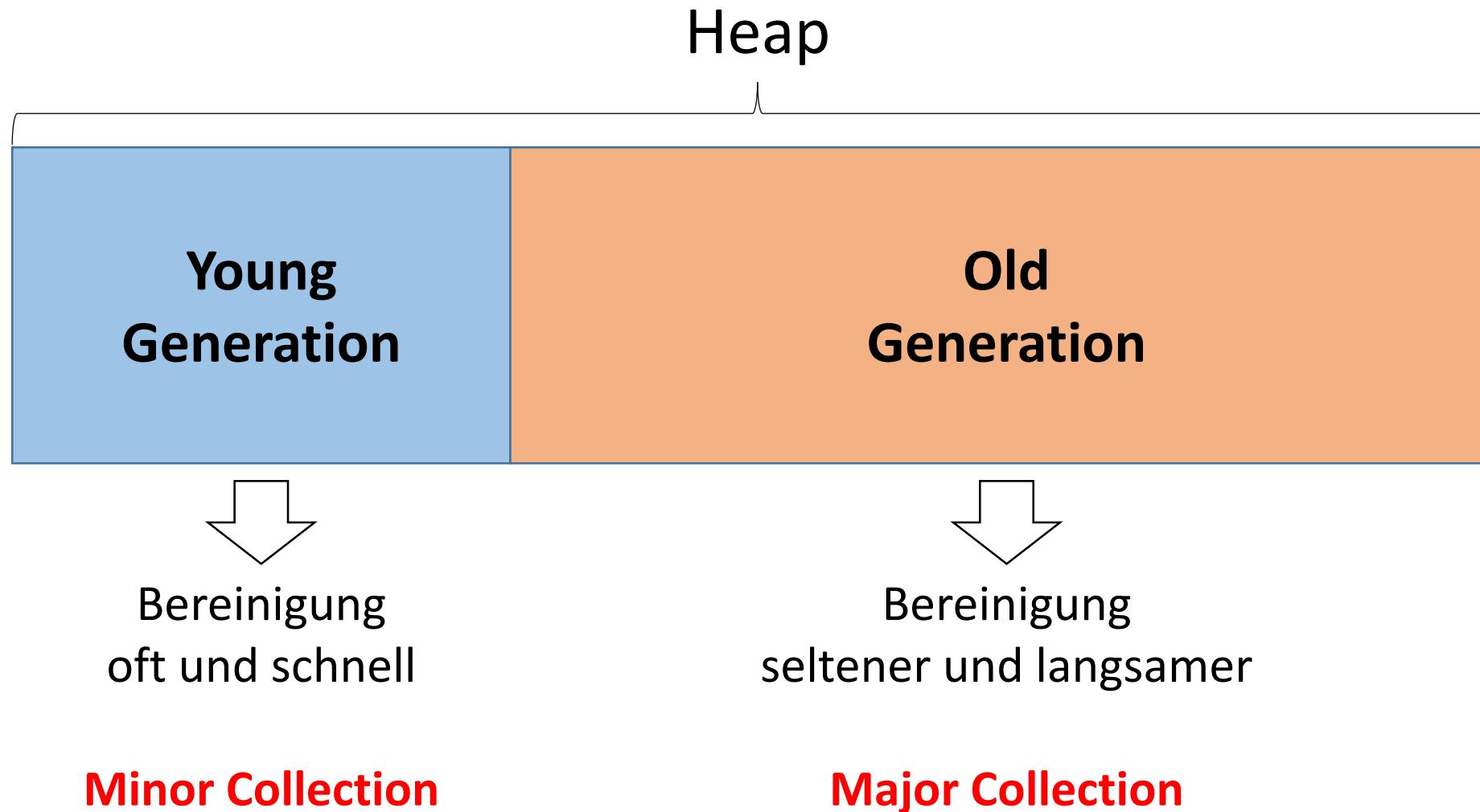
...verschiedene Speicherbereiche



Aufbau des Heap-Speicher



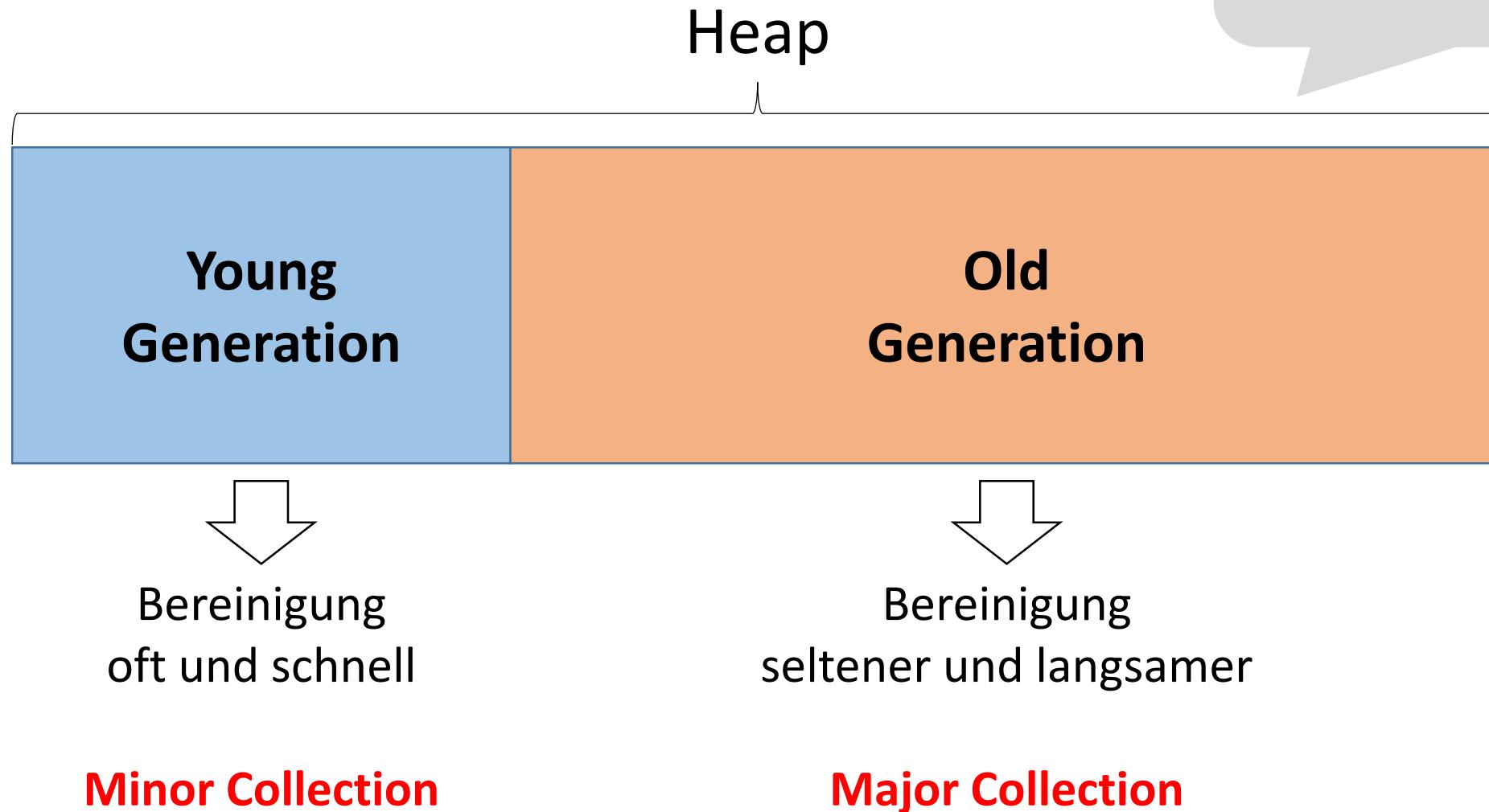
Aufbau des Heap-Speicher



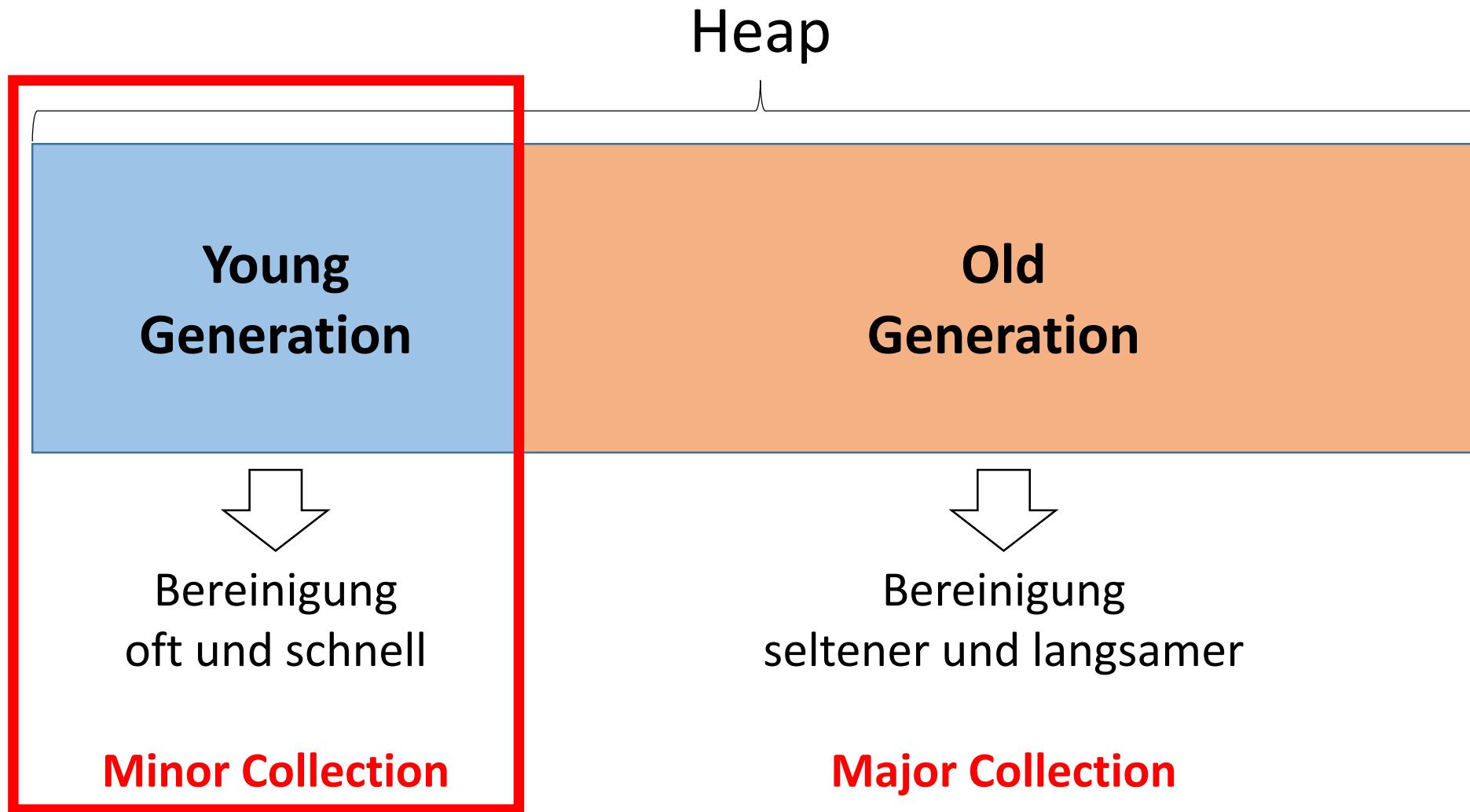
Aufbau des Heap-Speicher

*

- *deprecated*
- *verständlicher*
- *analog zu den Erweiterungen*

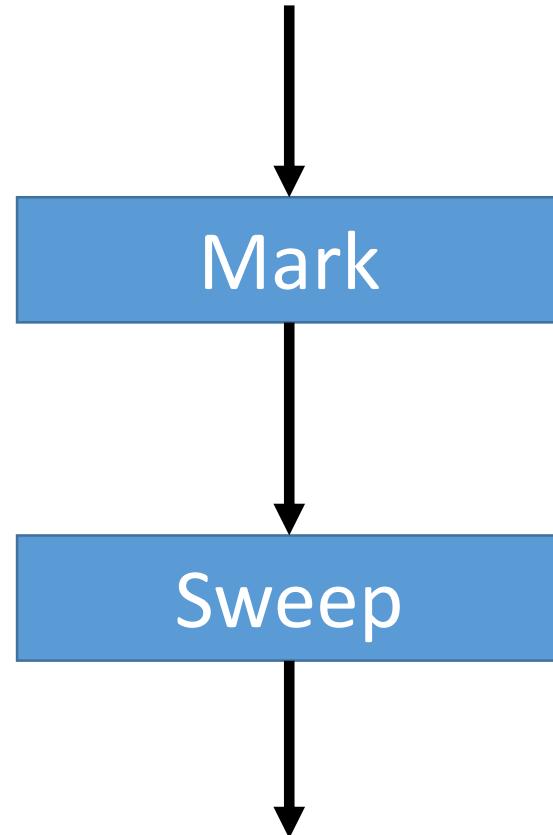


Aufbau des Heap-Speicher



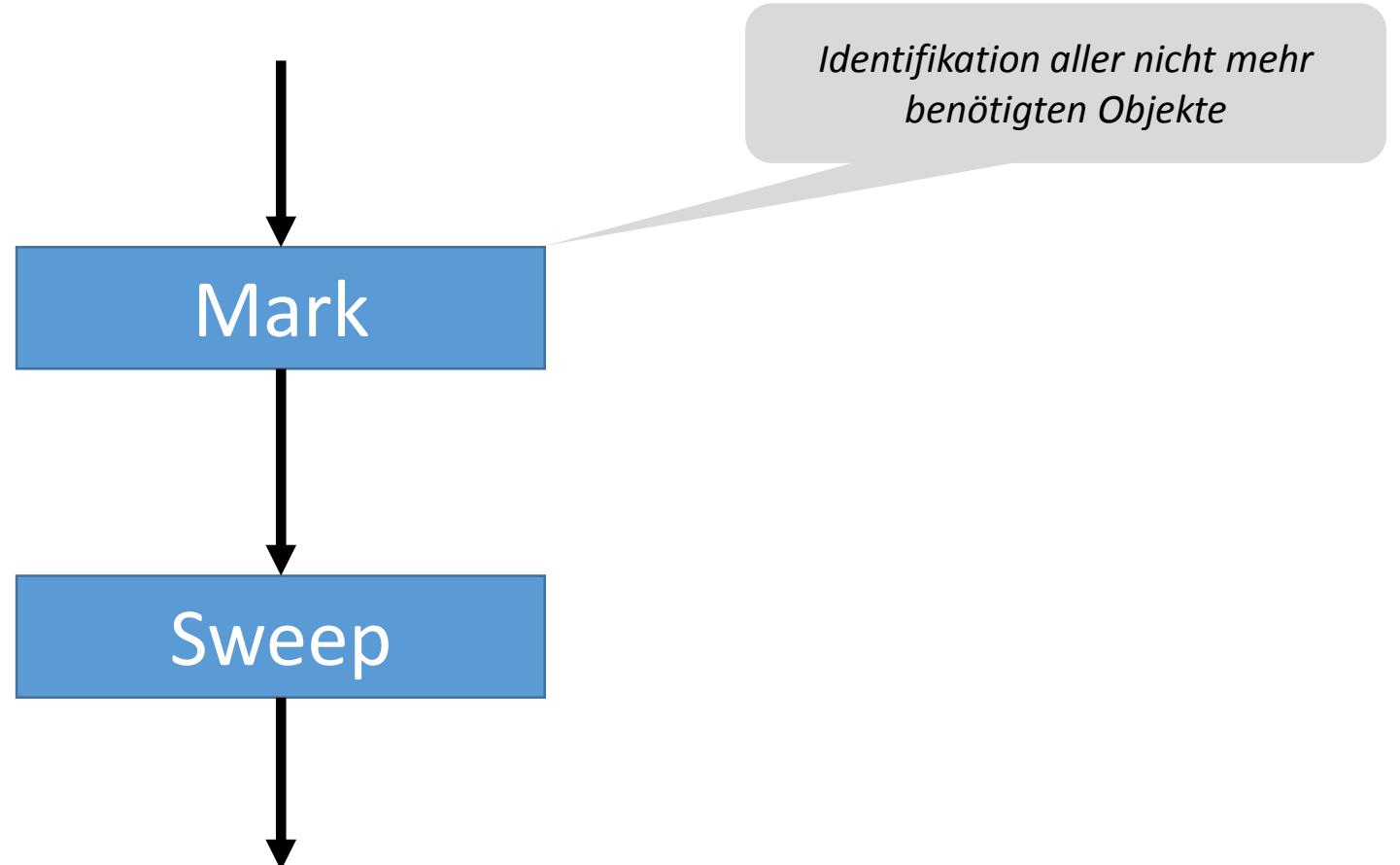
Algorithmen der Young Generation

- **Mark and Sweep**



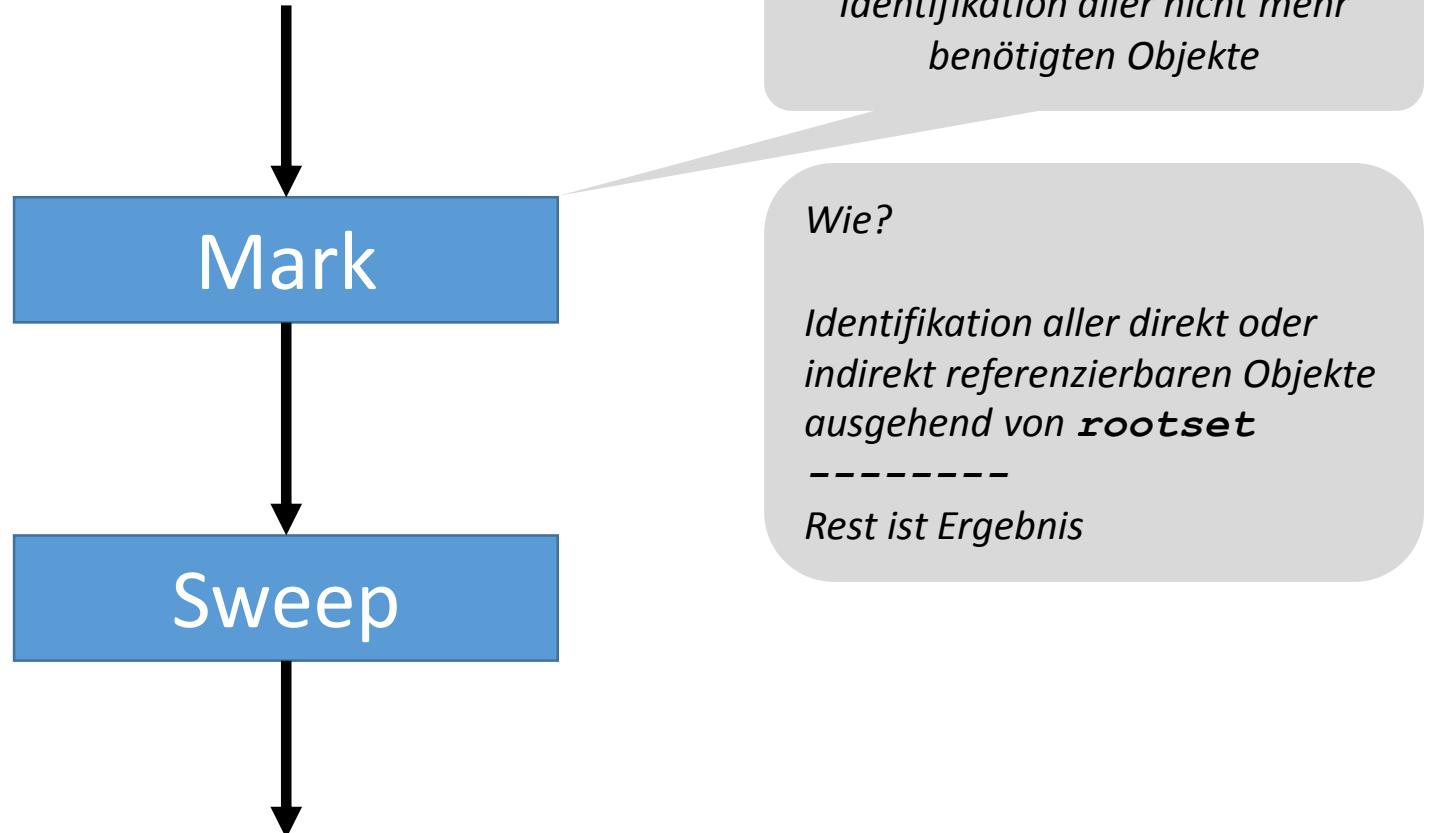
Algorithmen der Young Generation

- **Mark and Sweep**



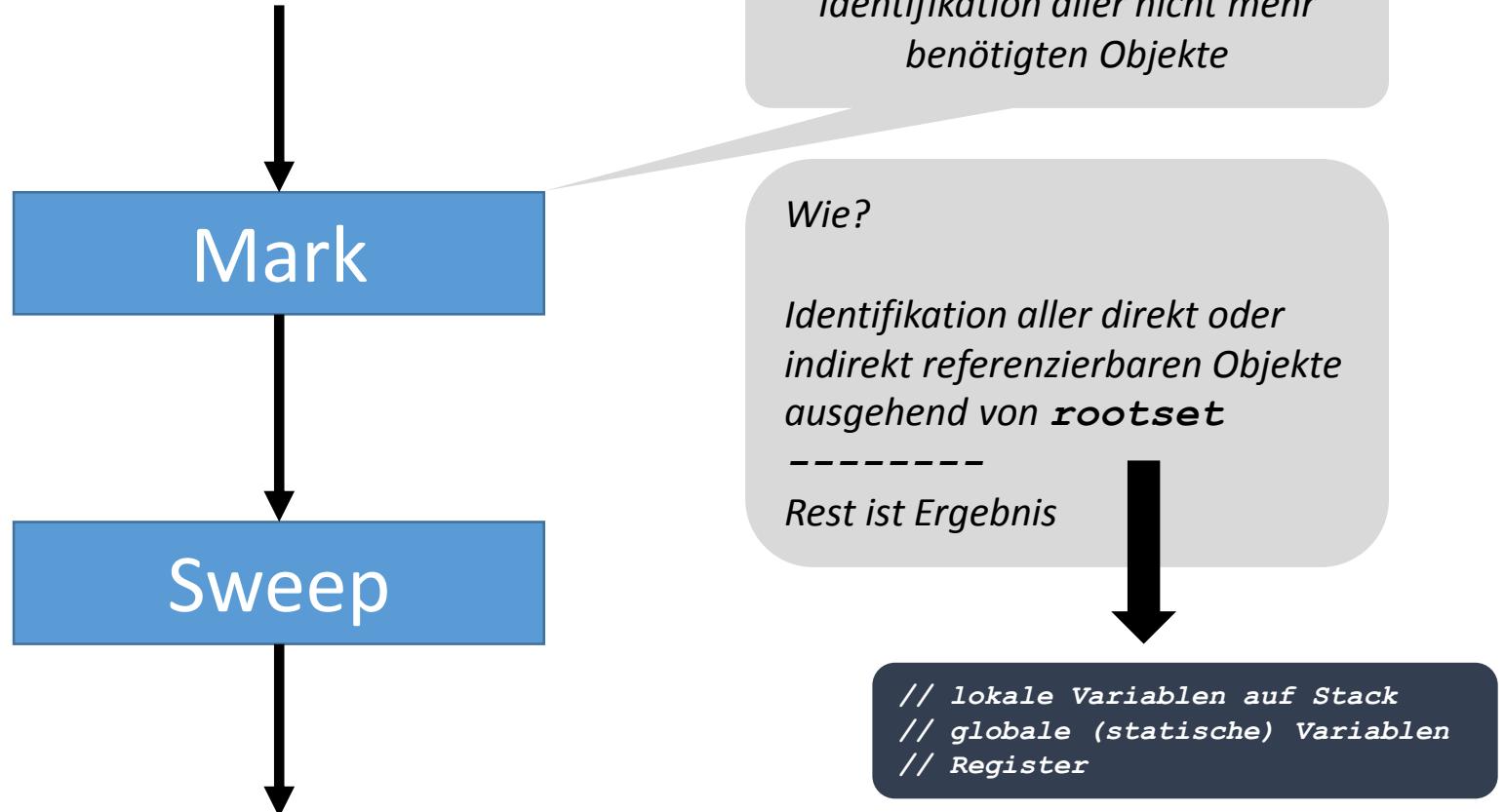
Algorithmen der Young Generation

- **Mark and Sweep**



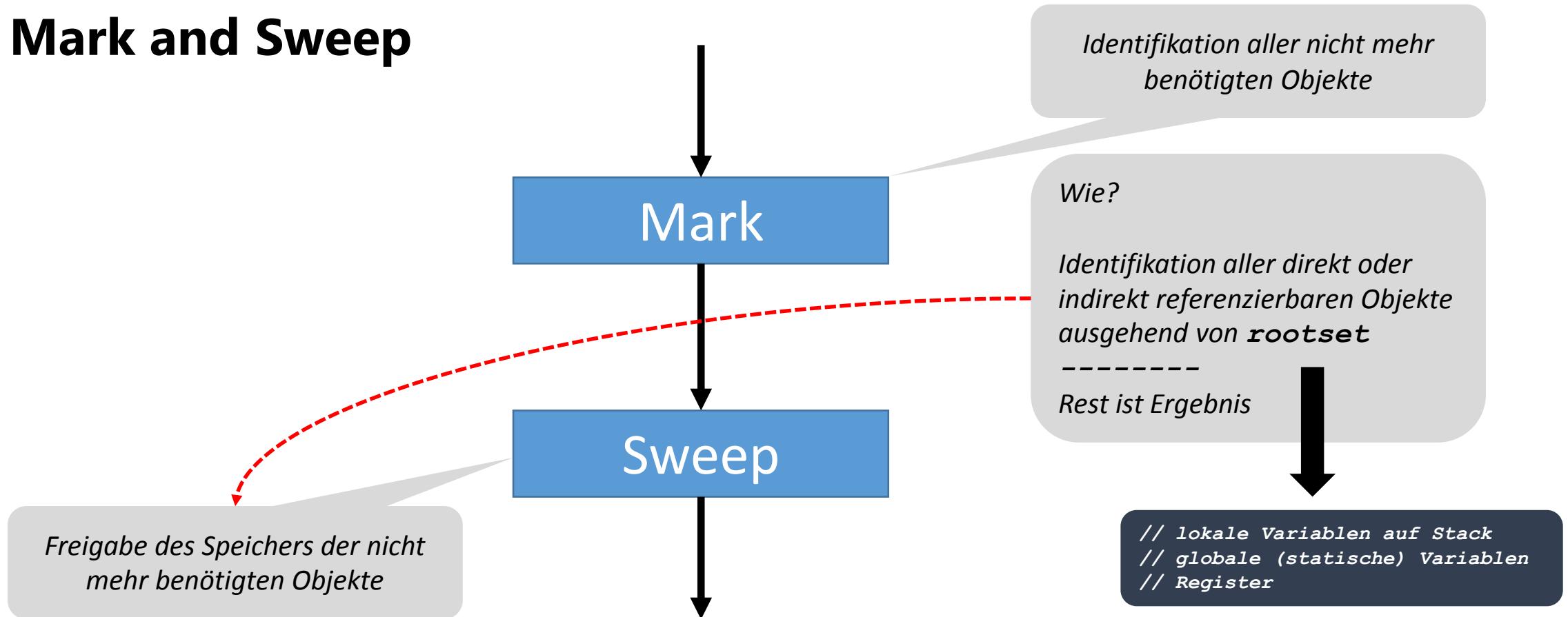
Algorithmen der Young Generation

- **Mark and Sweep**



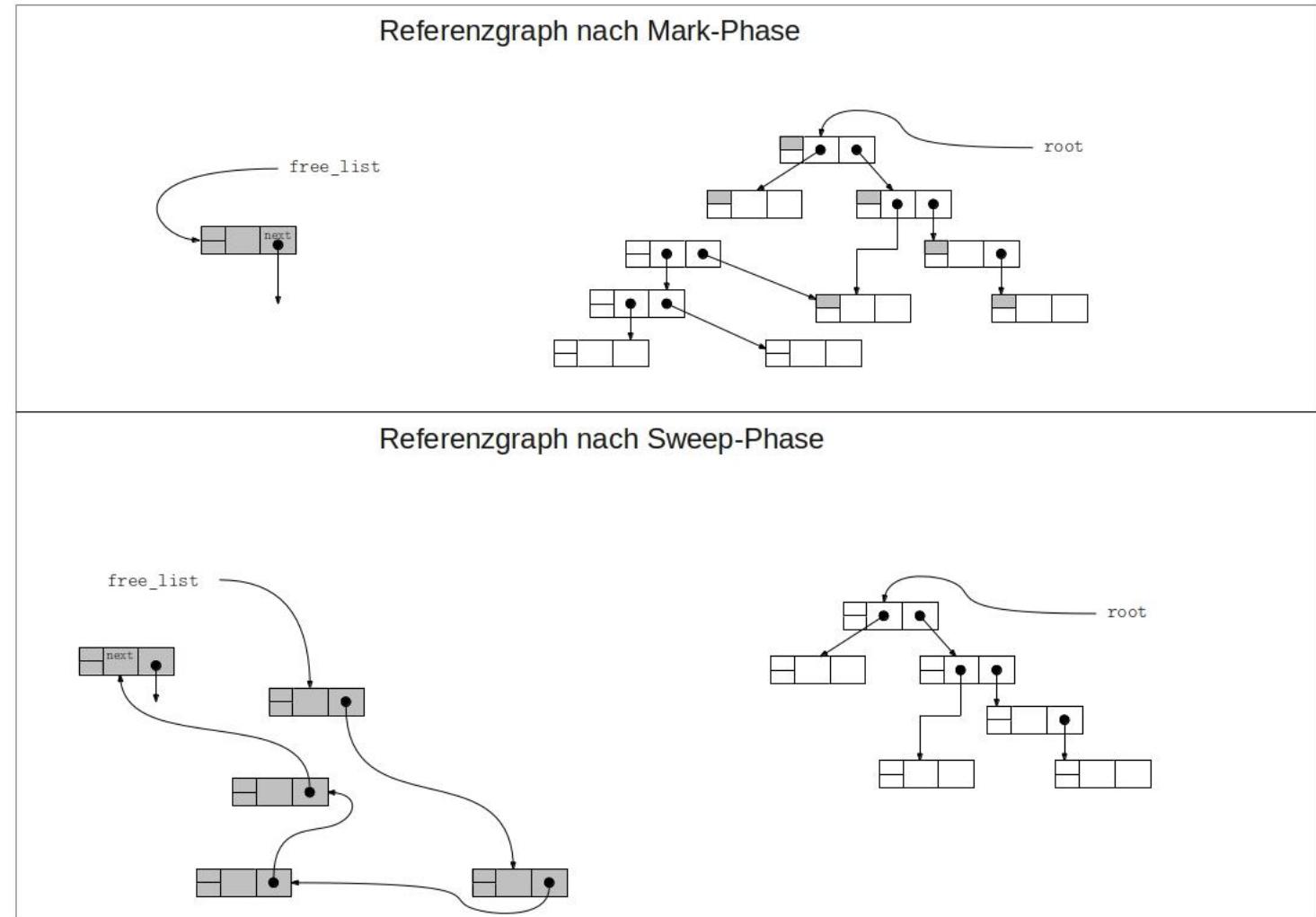
Algorithmen der Young Generation

- **Mark and Sweep**



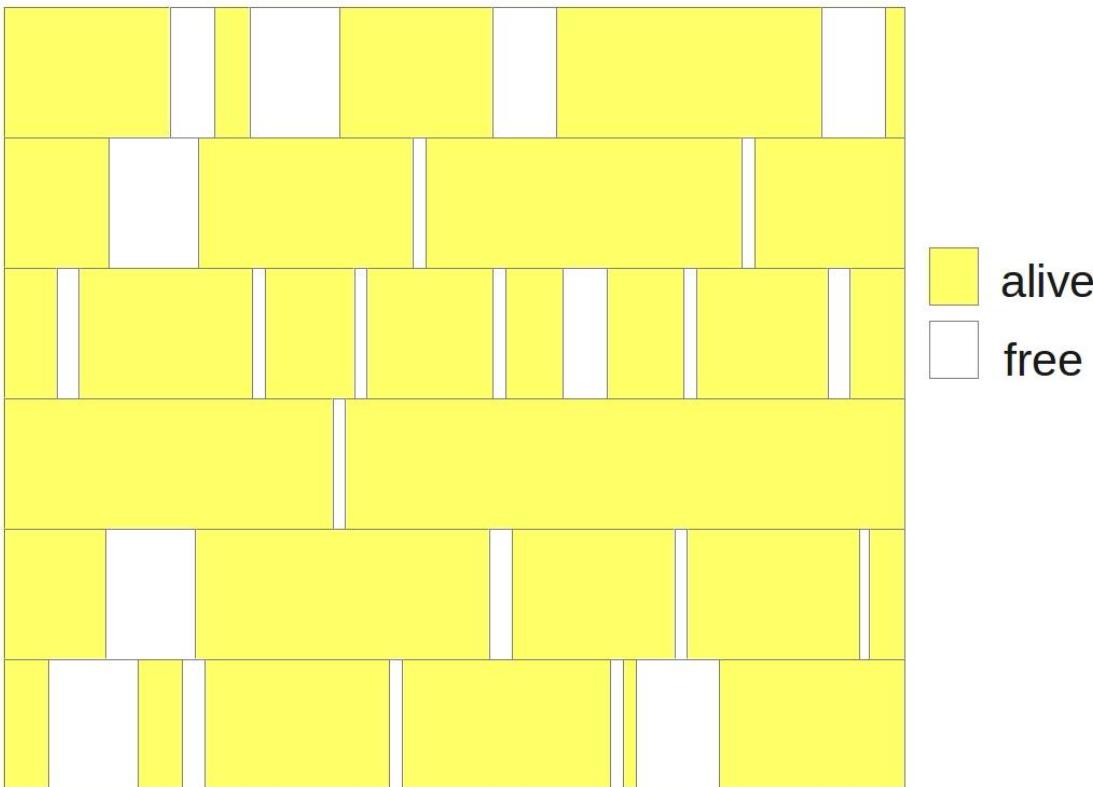
Algorithmen der Young Generation

- **Mark and Sweep**



Algorithmen der Young Generation

- **Mark and Sweep**

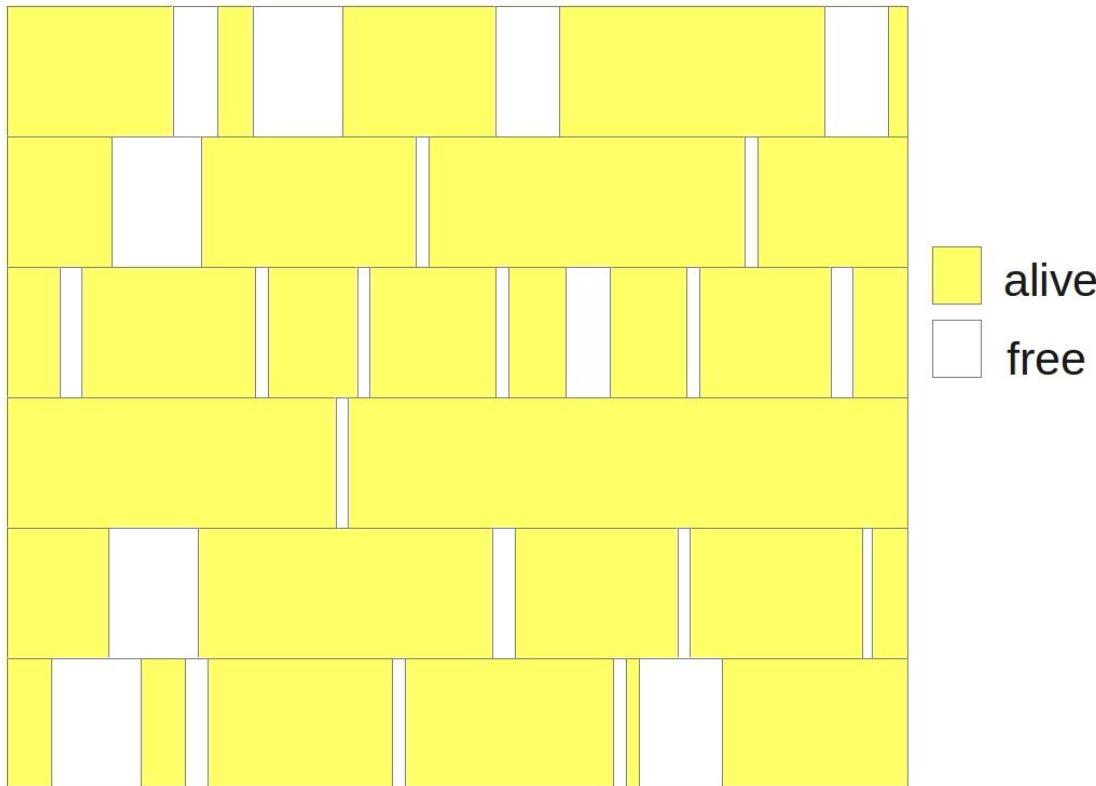


Algorithmen der Young Generation

- **Mark and Sweep**

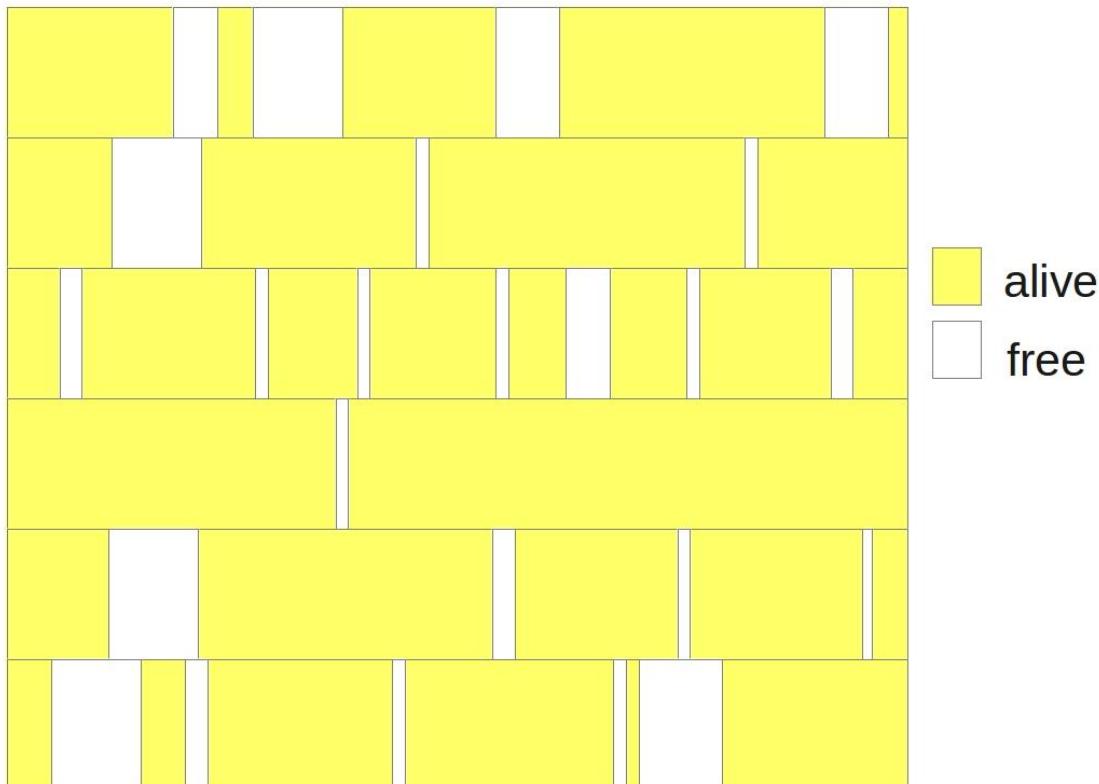
PROBLEM

fragmentierter Heap



Algorithmen der Young Generation

- **Mark and Sweep**



PROBLEM

fragmentierter Heap

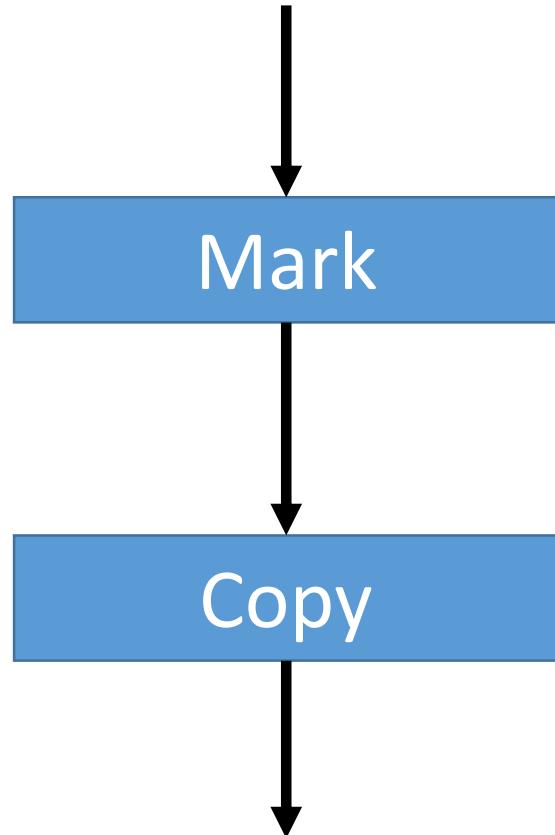


immer höherer Aufwand zur Bereitstellung von genügend zusammenhängenden Speicher für neue Objekte

Algorithmen der Young Generation

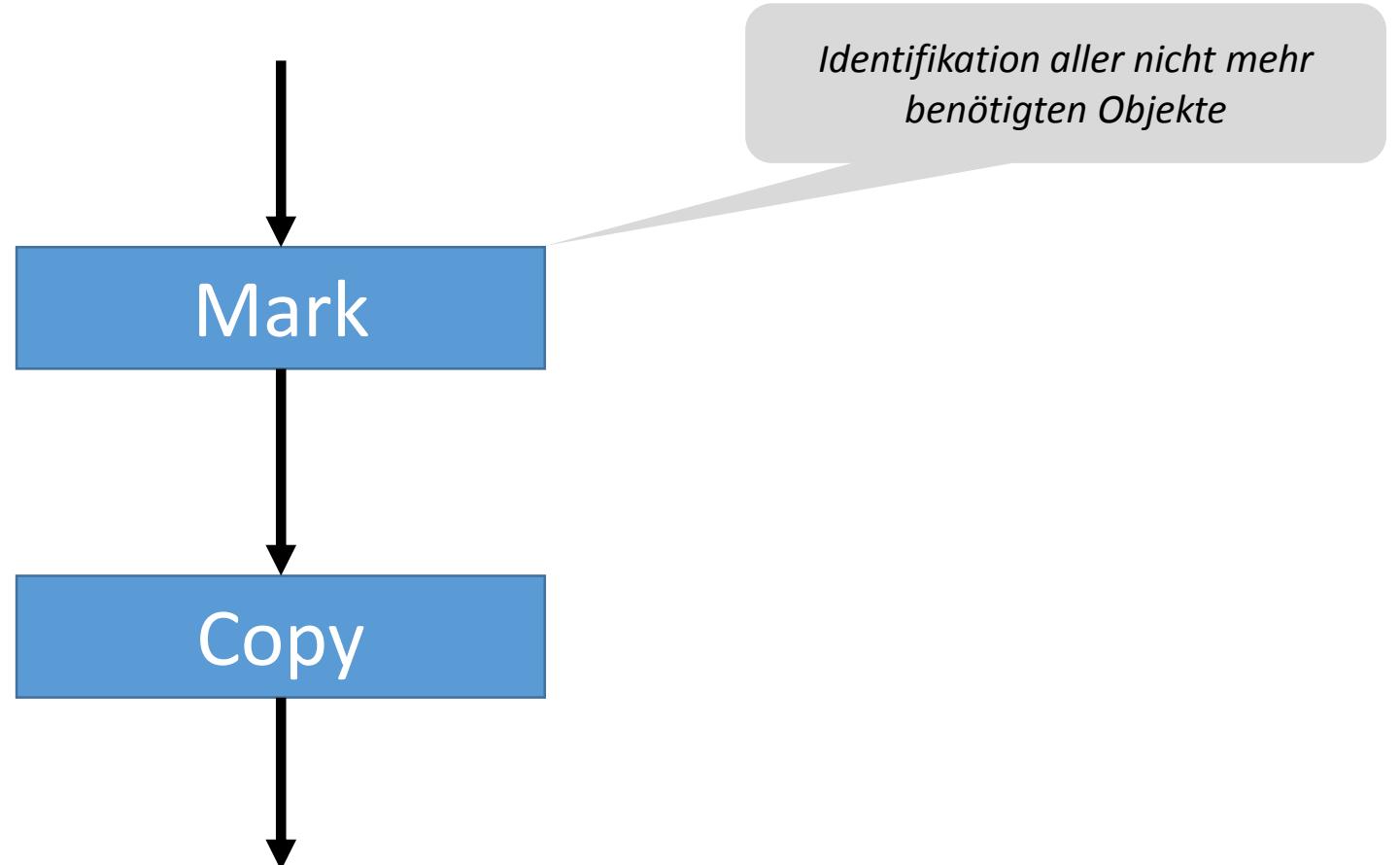
- **Mark and Copy**

(als Abhilfe)



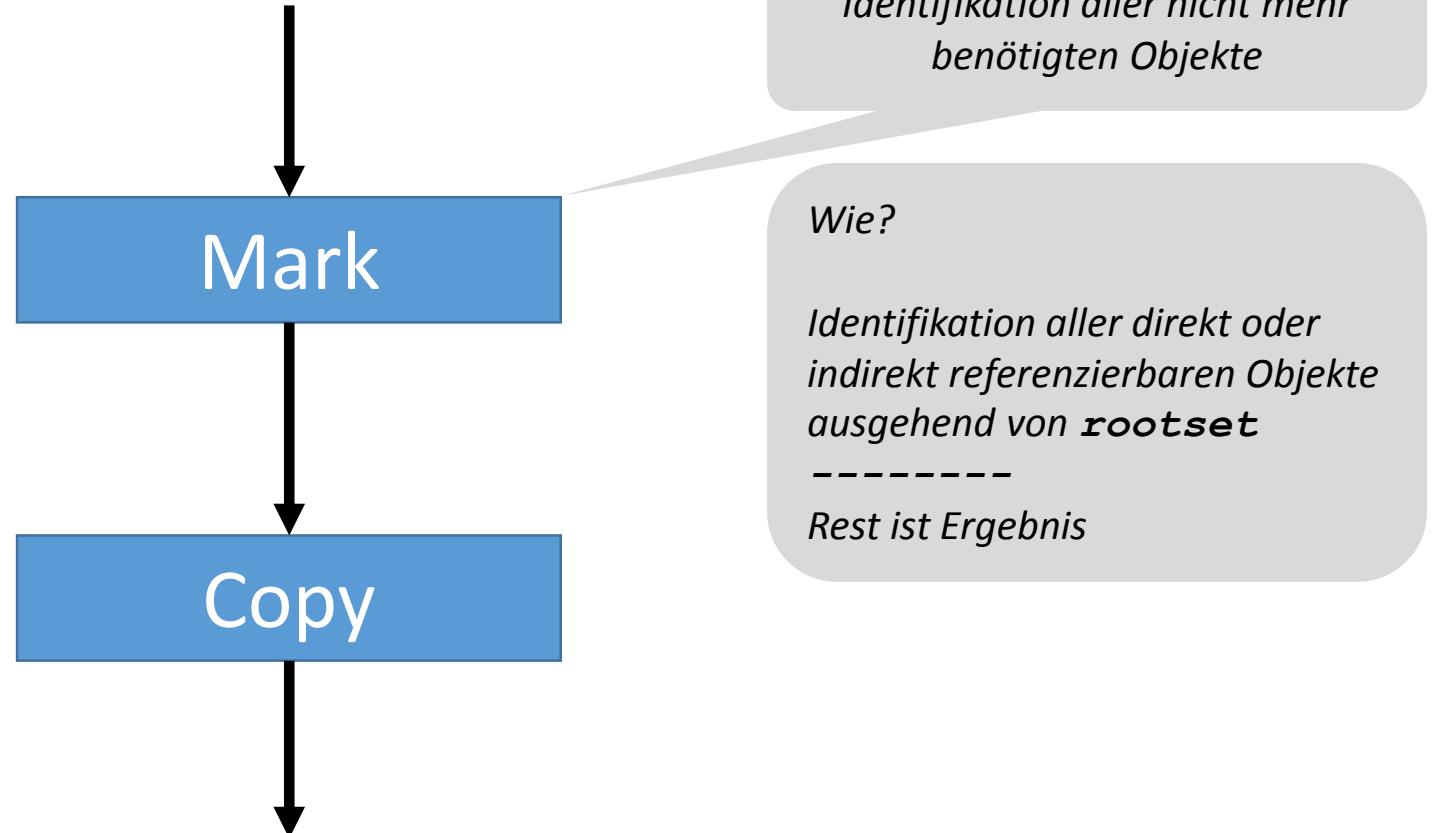
Algorithmen der Young Generation

- **Mark and Copy**



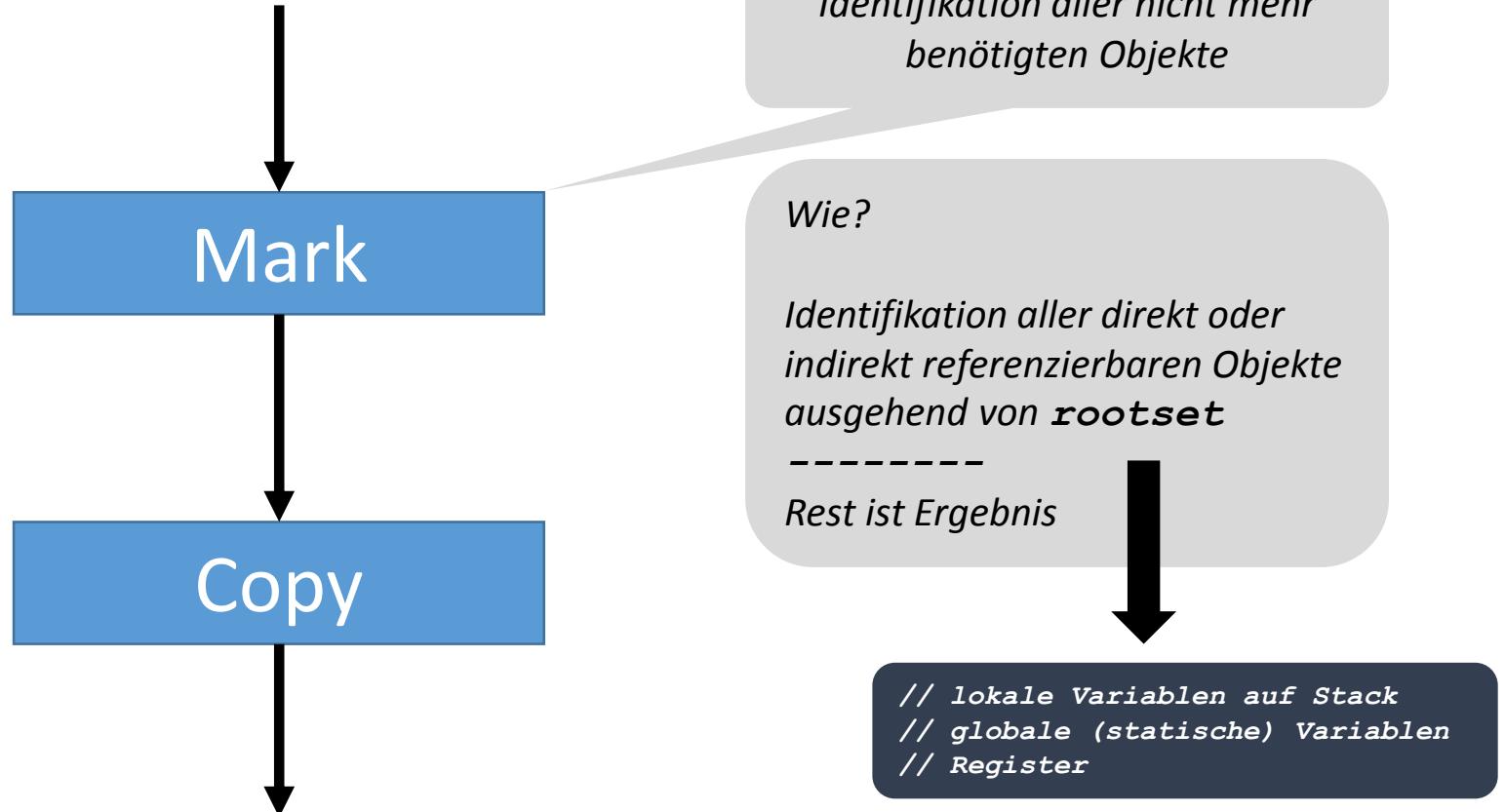
Algorithmen der Young Generation

- **Mark and Copy**



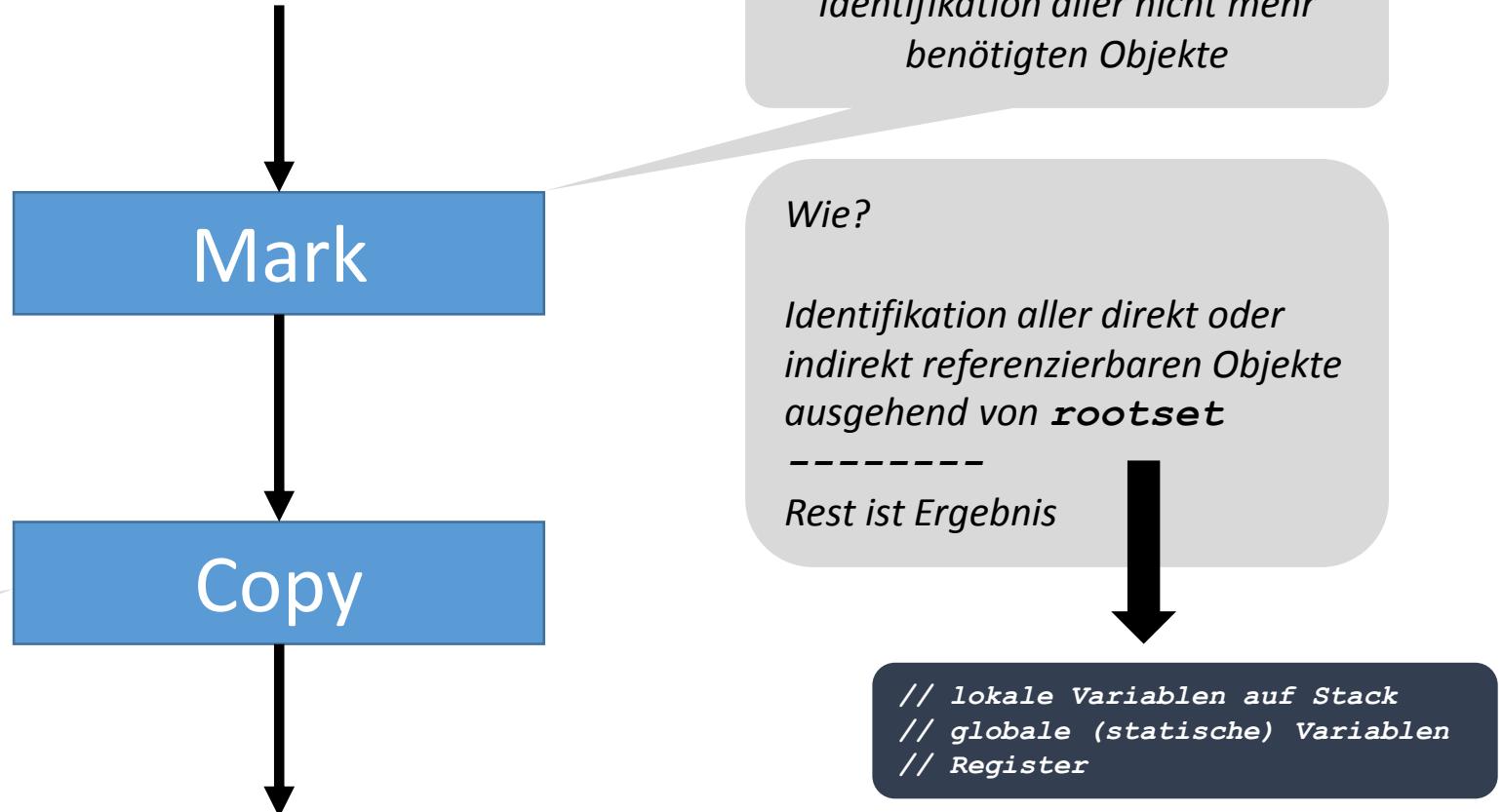
Algorithmen der Young Generation

- **Mark and Copy**



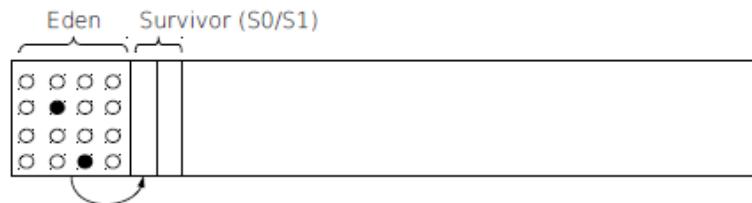
Algorithmen der Young Generation

- **Mark and Copy**

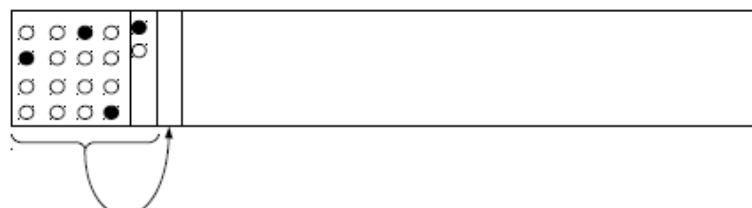


Algorithmen der Young Generation

- **Mark and Copy**



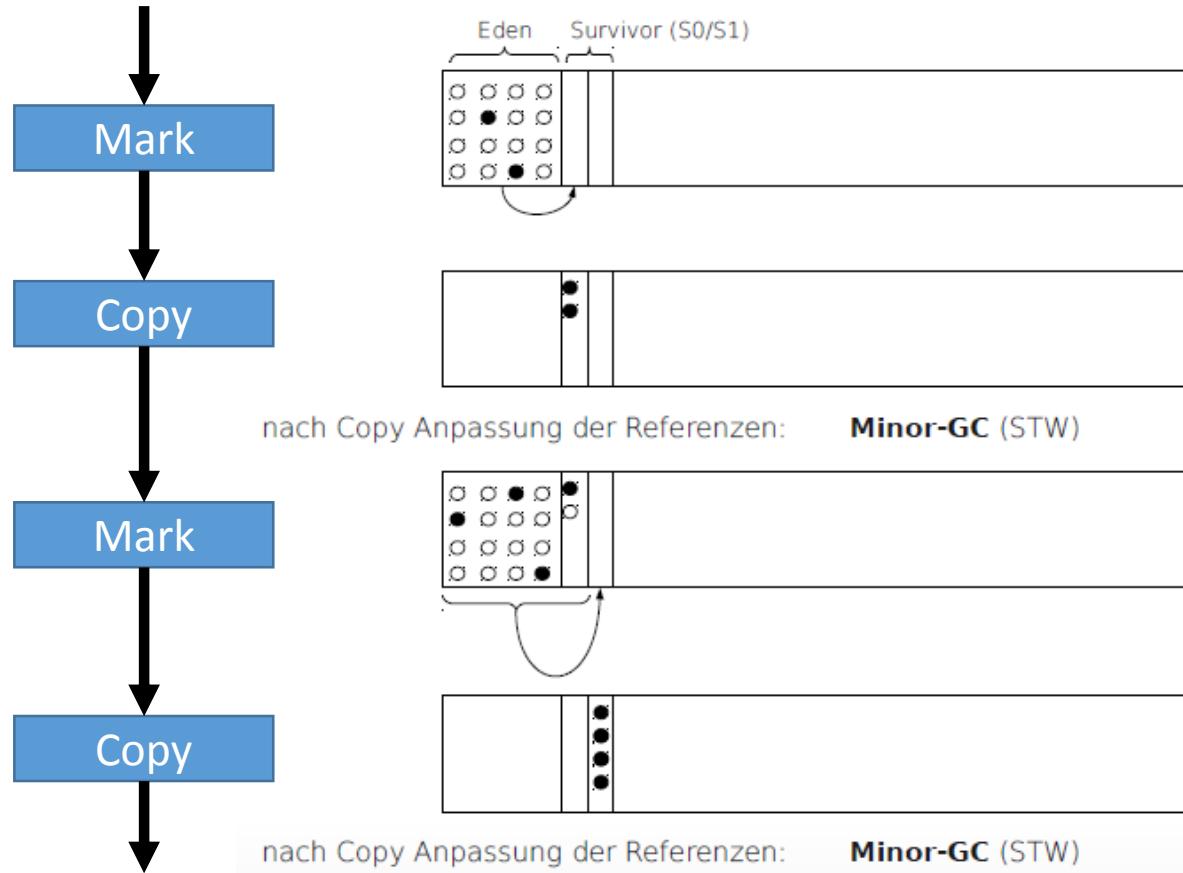
nach Copy Anpassung der Referenzen: **Minor-GC (STW)**



nach Copy Anpassung der Referenzen: **Minor-GC (STW)**

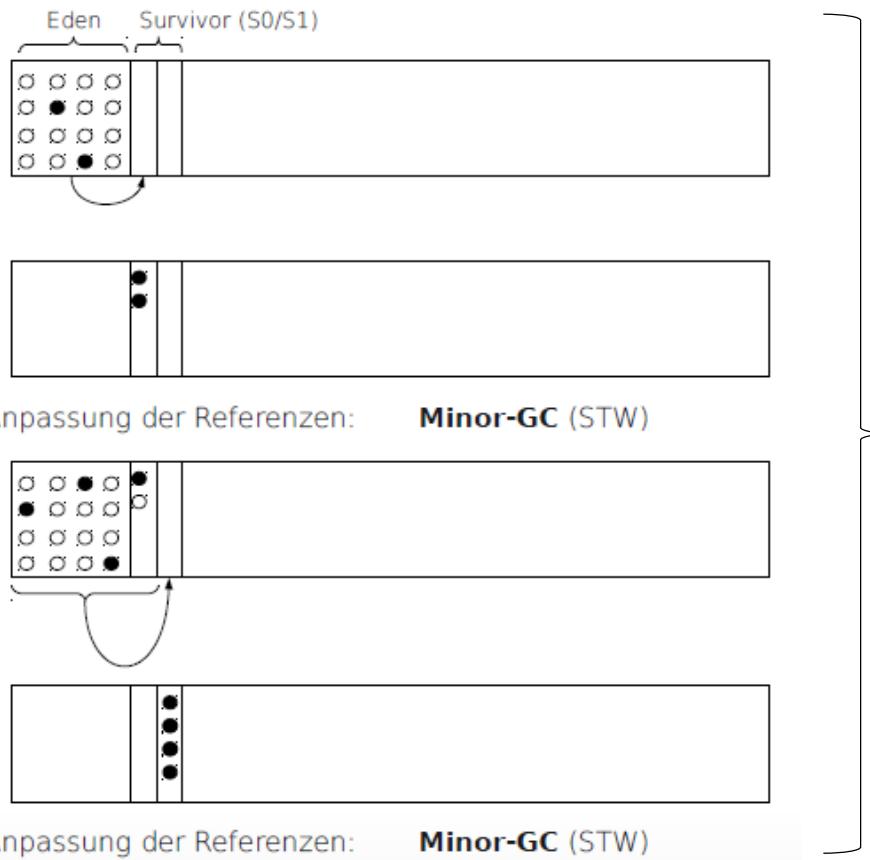
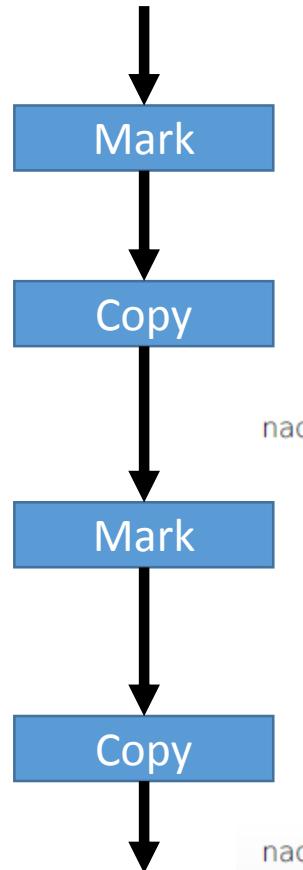
Algorithmen der Young Generation

- **Mark and Copy**



Algorithmen der Young Generation

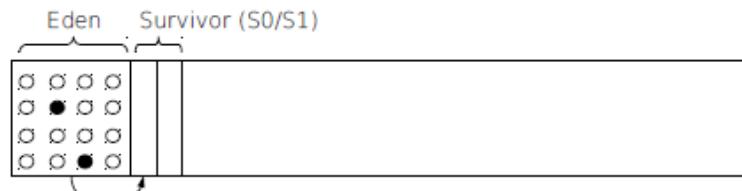
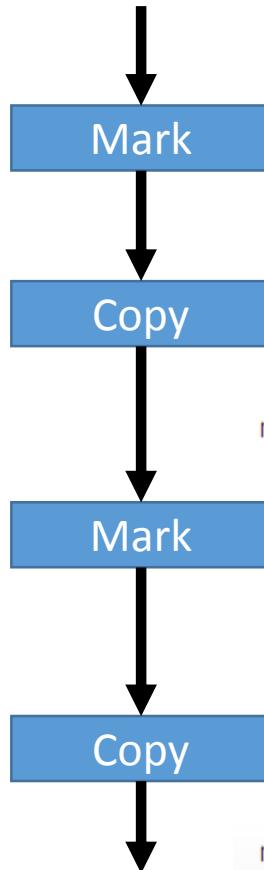
- **Mark and Copy**



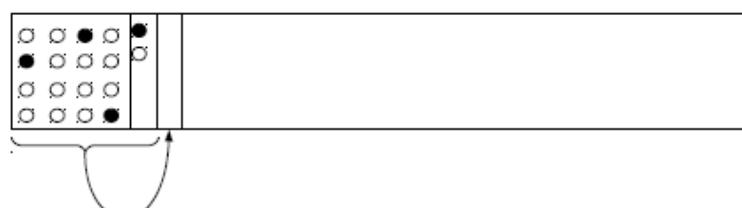
Scavenging

Algorithmen der Young Generation

- **Mark and Copy**



Minor-GC (STW)



Minor-GC (STW)

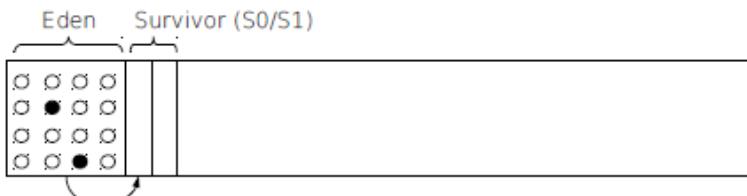
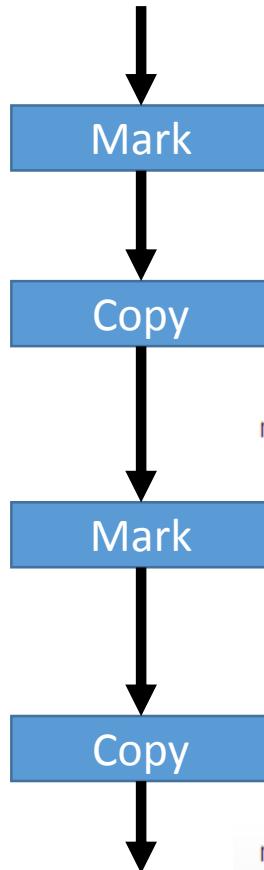
Fragmentierung behoben

ABER:

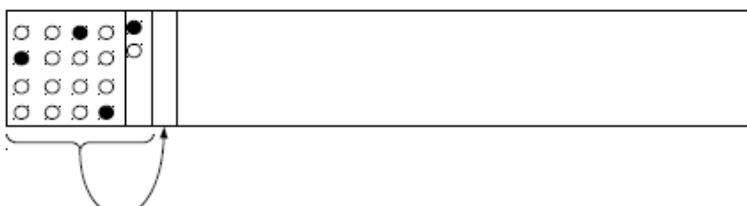
Scavenging

Algorithmen der Young Generation

- **Mark and Copy**



nach Copy Anpassung der Referenzen: **Minor-GC (STW)**



nach Copy Anpassung der Referenzen: **Minor-GC (STW)**

**Fragmentierung
behoben**

ABER:

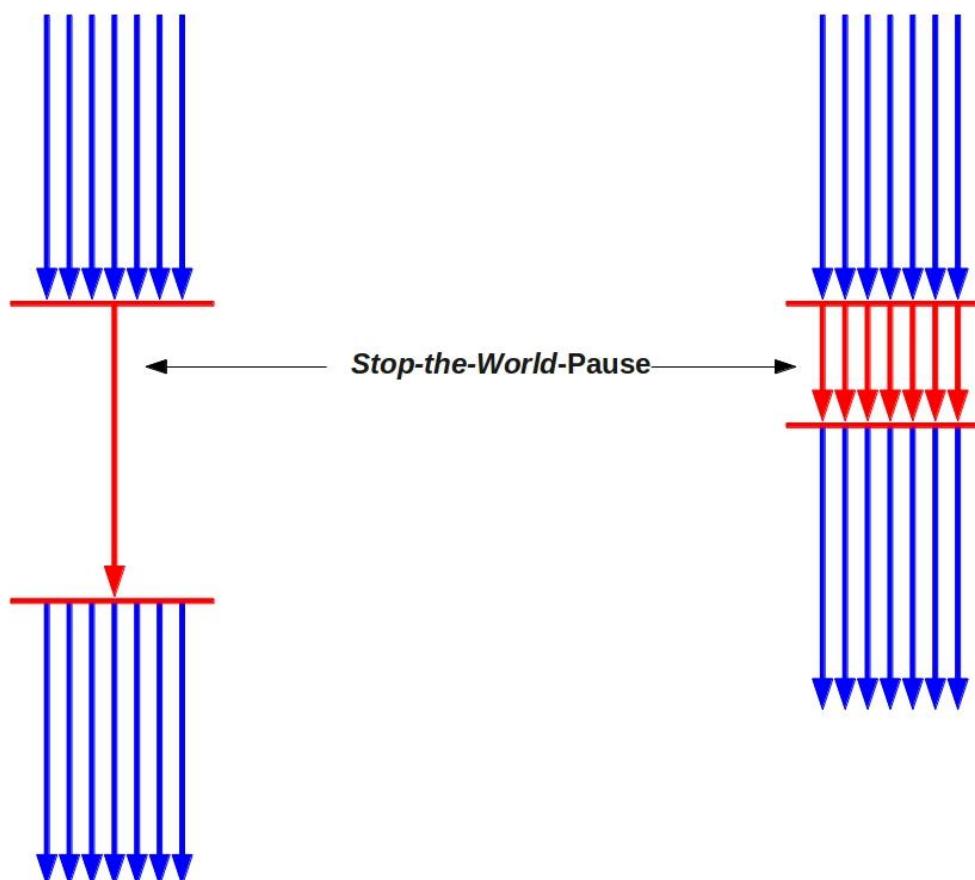
Stop-the-World (STW)

Scavenging

```
// Stop der Applikations-Threads  
// exklusiver Zugriff des GC  
// beim Copy
```

Algorithmen der Young Generation

- **Mark and Copy (Serial vs. Parallel)**



*Fragmentierung
behoben*

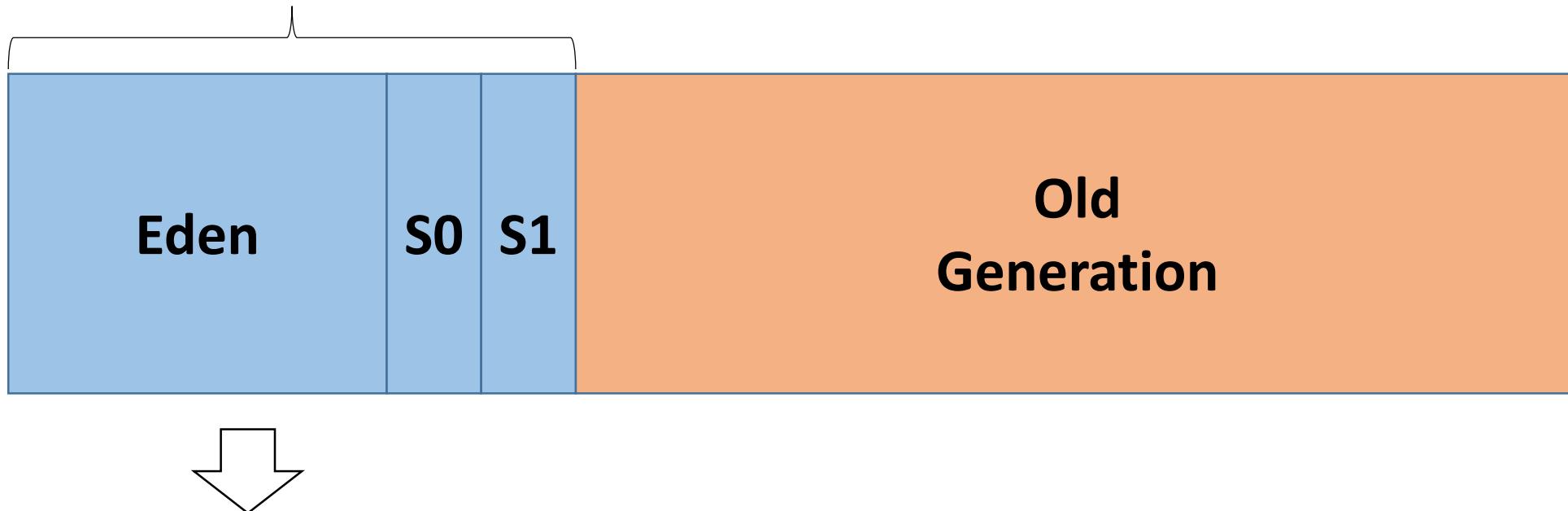
ABER:

Stop-the-World (STW)

```
// Stop der Applikations-Threads  
// exklusiver Zugriff des GC  
// beim Copy
```

kurze Gedankenpause

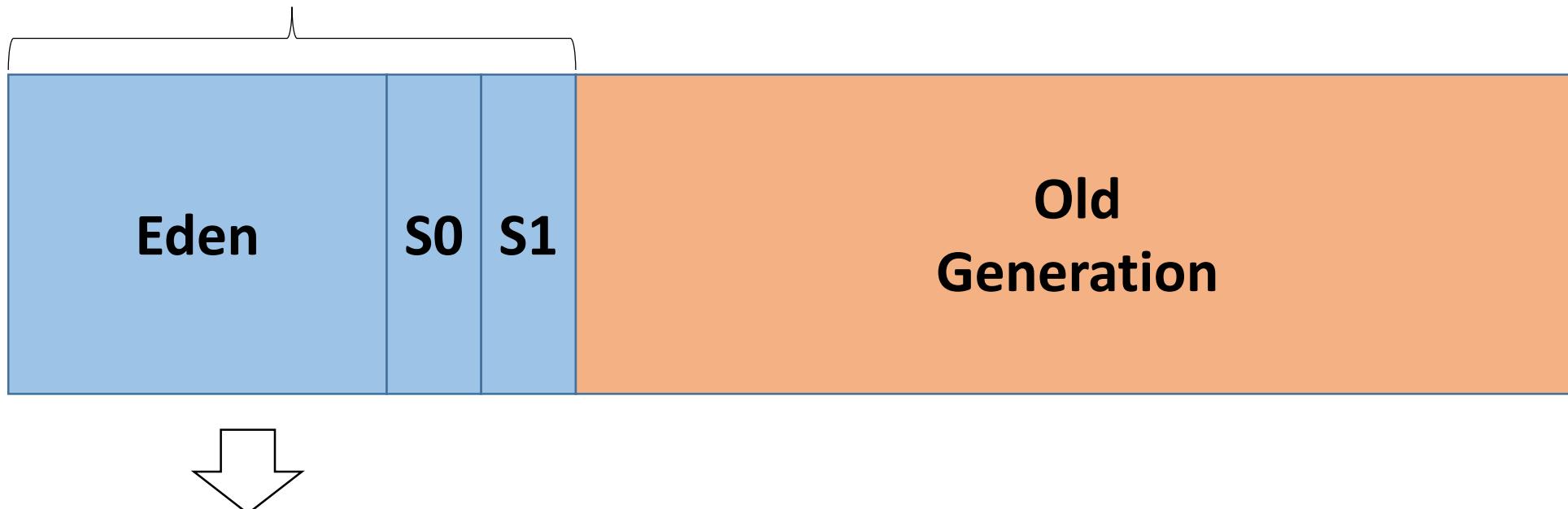
Young Generation



- *Mark and Sweep*
- *Serial/Parallel Mark and Copy*

kurze Gedankenpause

Young Generation

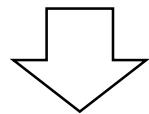
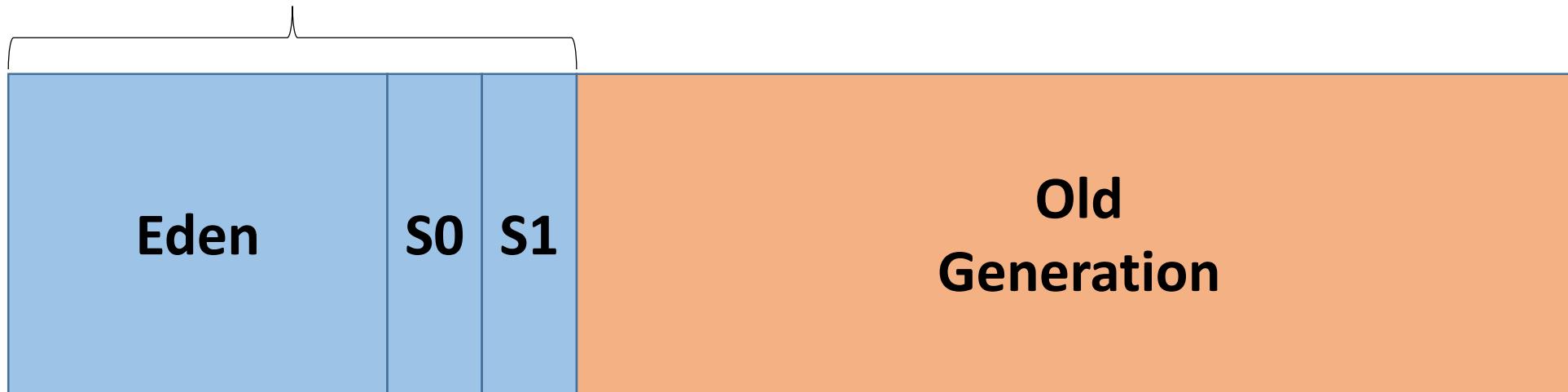


- *Mark and Sweep*
- *Serial/Parallel Mark and Copy*

Fragmentierung

kurze Gedankenpause

Young Generation



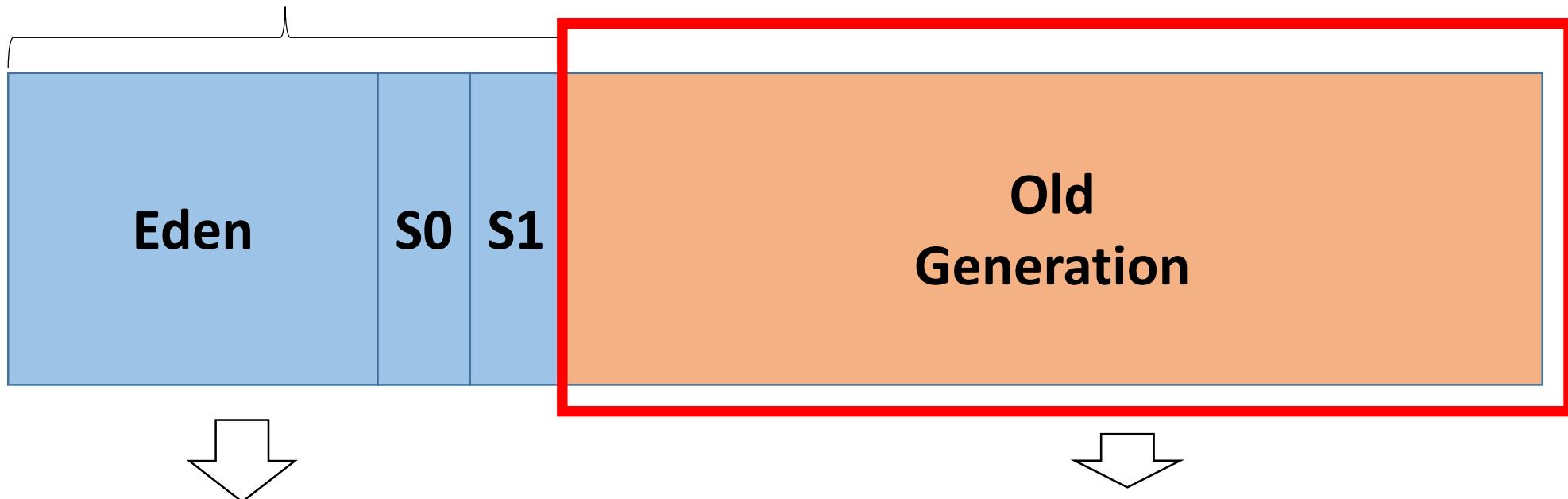
- *Mark and Sweep*
- *Serial/Parallel Mark and Copy*

Fragmentierung

Stop-the-World (STW)

Algorithmen der Old Generation

Young Generation



- *Mark and Sweep*
- *Serial/Parallel Mark and Copy*

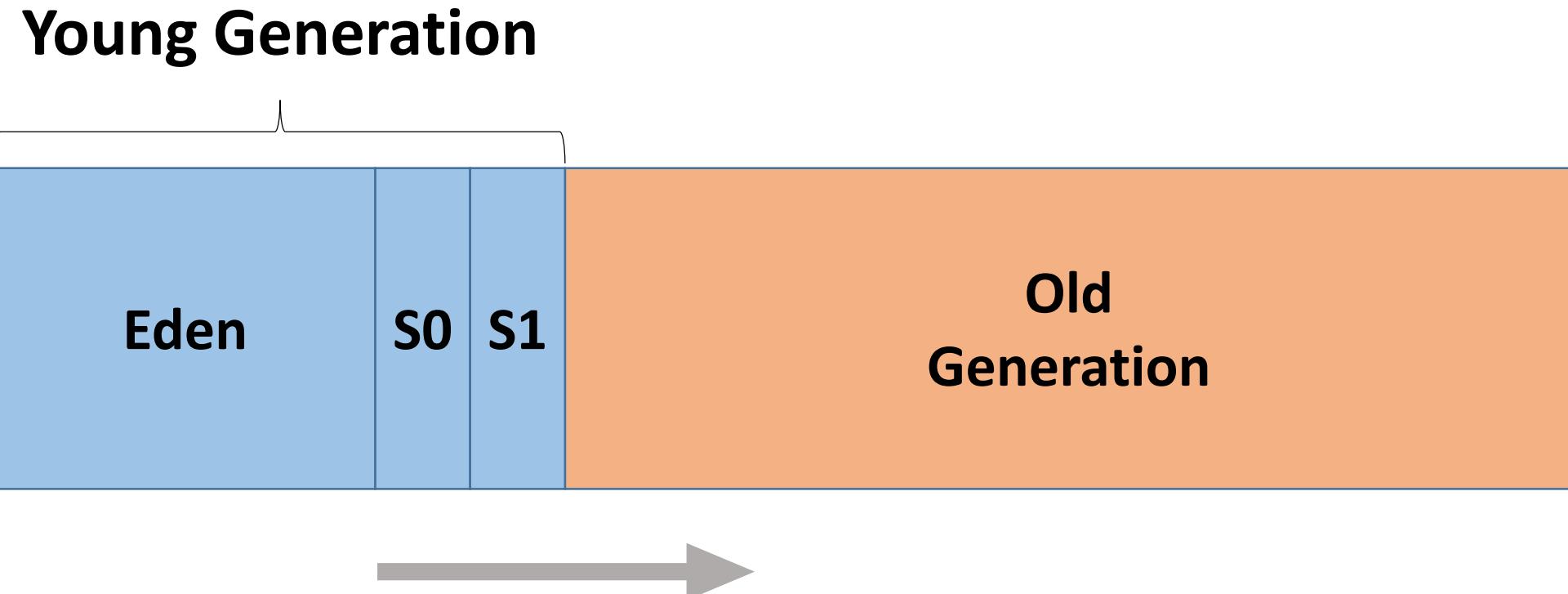
Fragmentierung

Stop-the-World (STW)

Bereinigung
seltener und langsamer

Major Collection

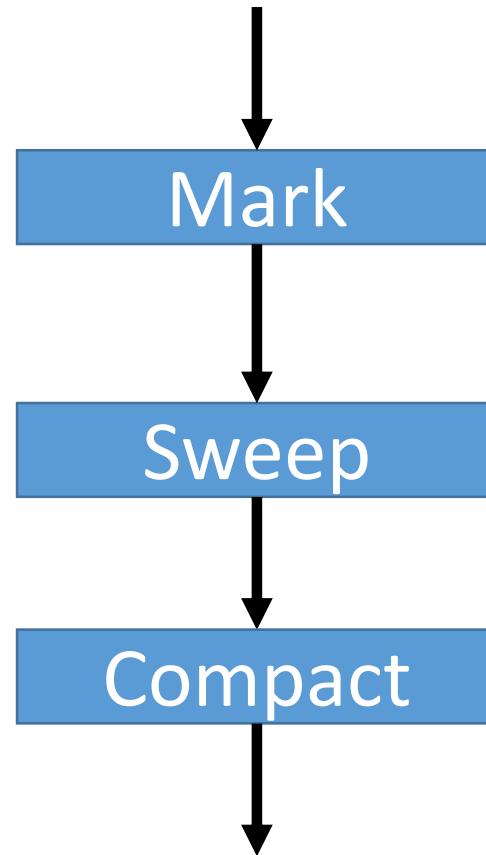
Algorithmen der Old Generation



Promotion

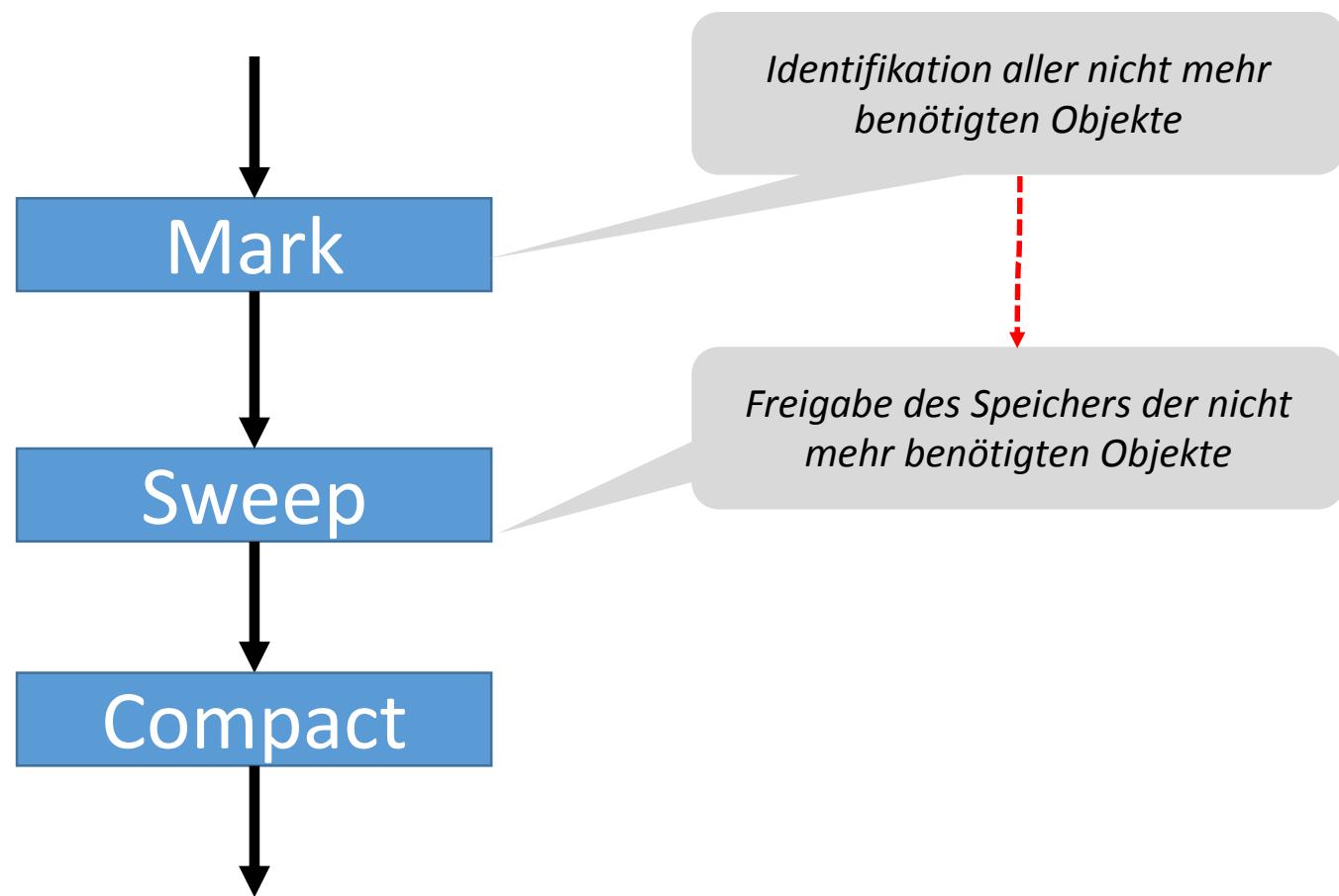
Algorithmen der Old Generation

- **Mark and Compact**



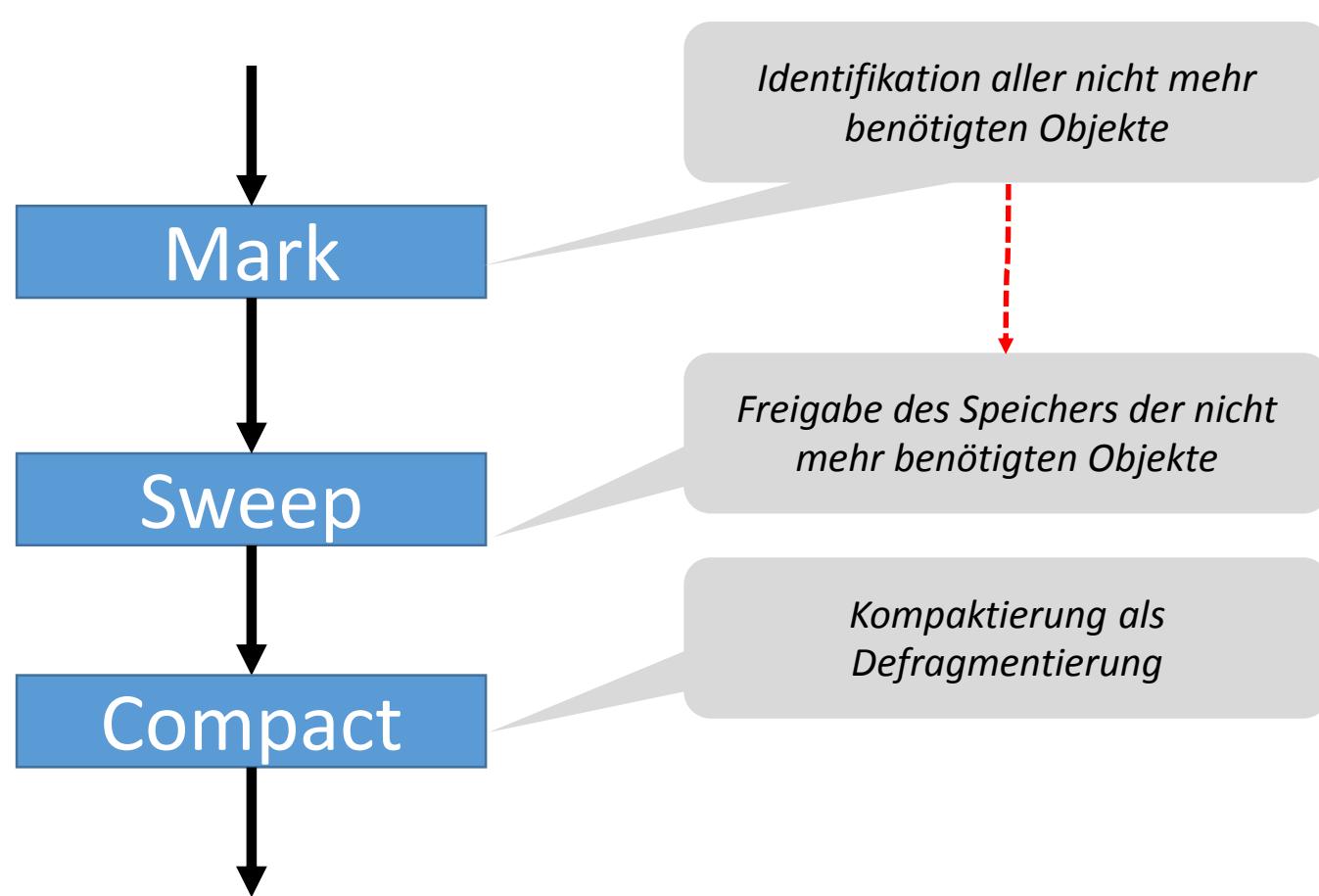
Algorithmen der Old Generation

- **Mark and Compact**



Algorithmen der Old Generation

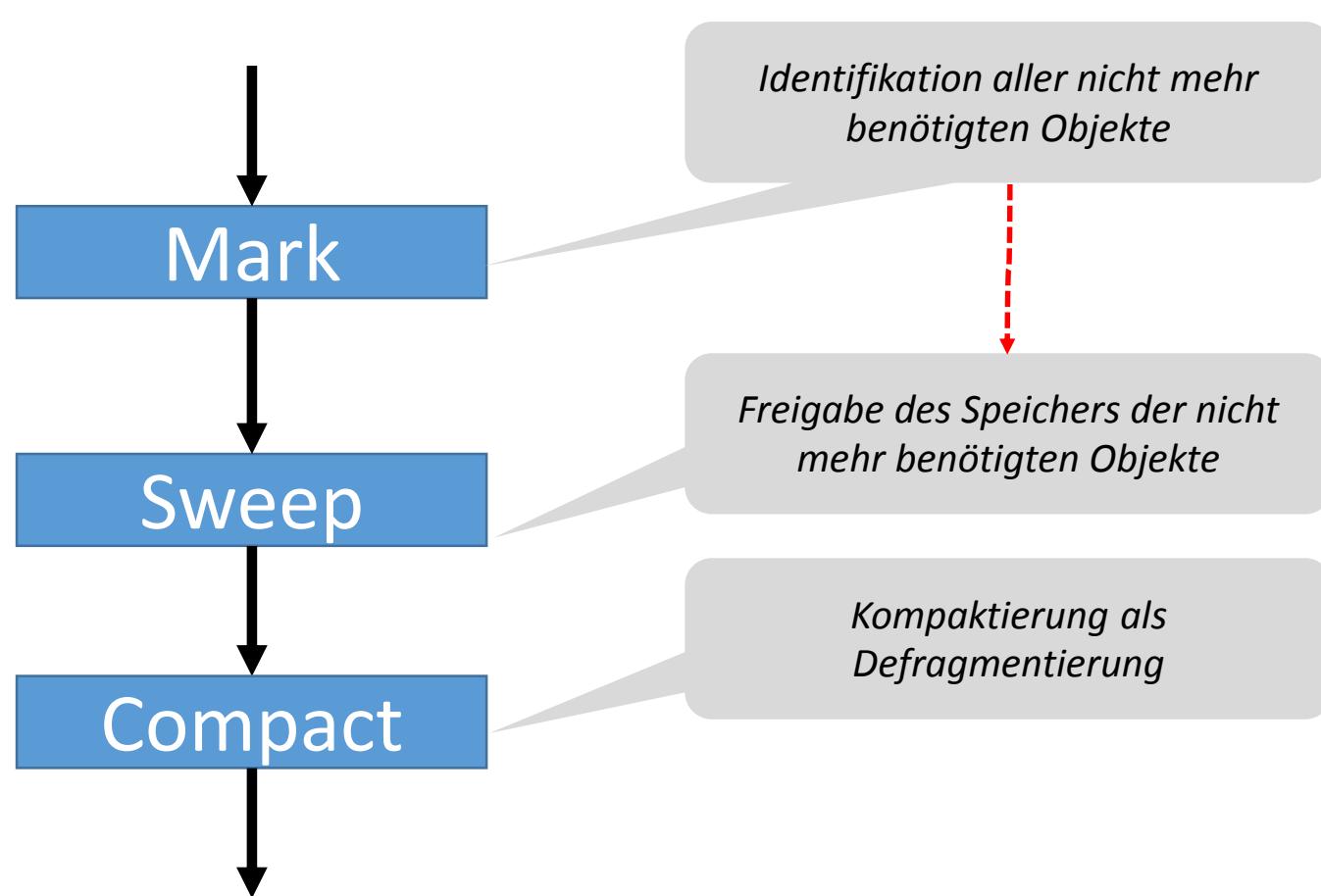
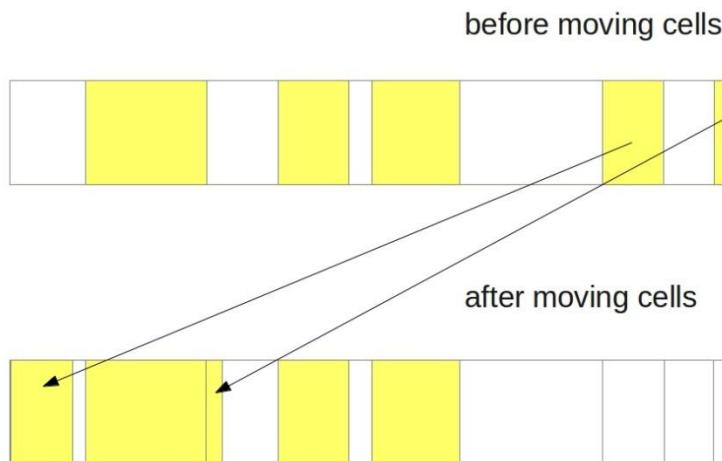
- **Mark and Compact**



Algorithmen der Old Generation

- **Mark and Compact**

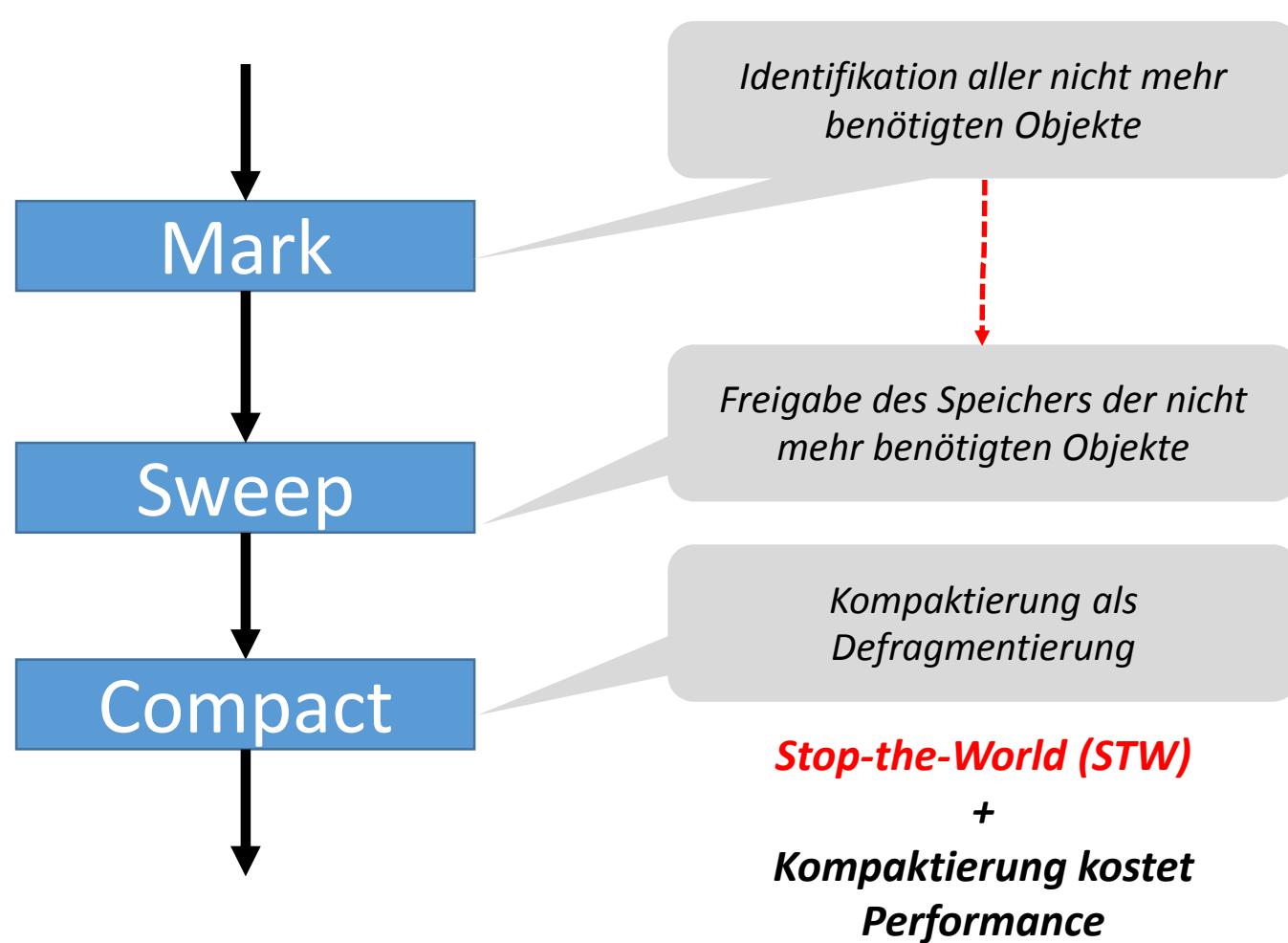
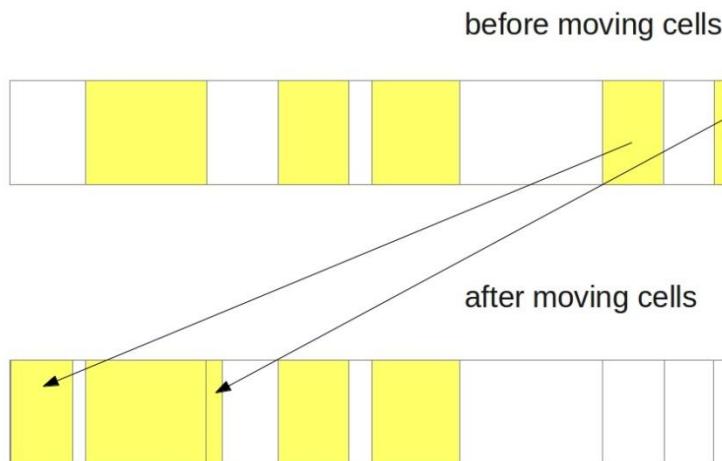
 alive
 dead



Algorithmen der Old Generation

- **Mark and Compact**

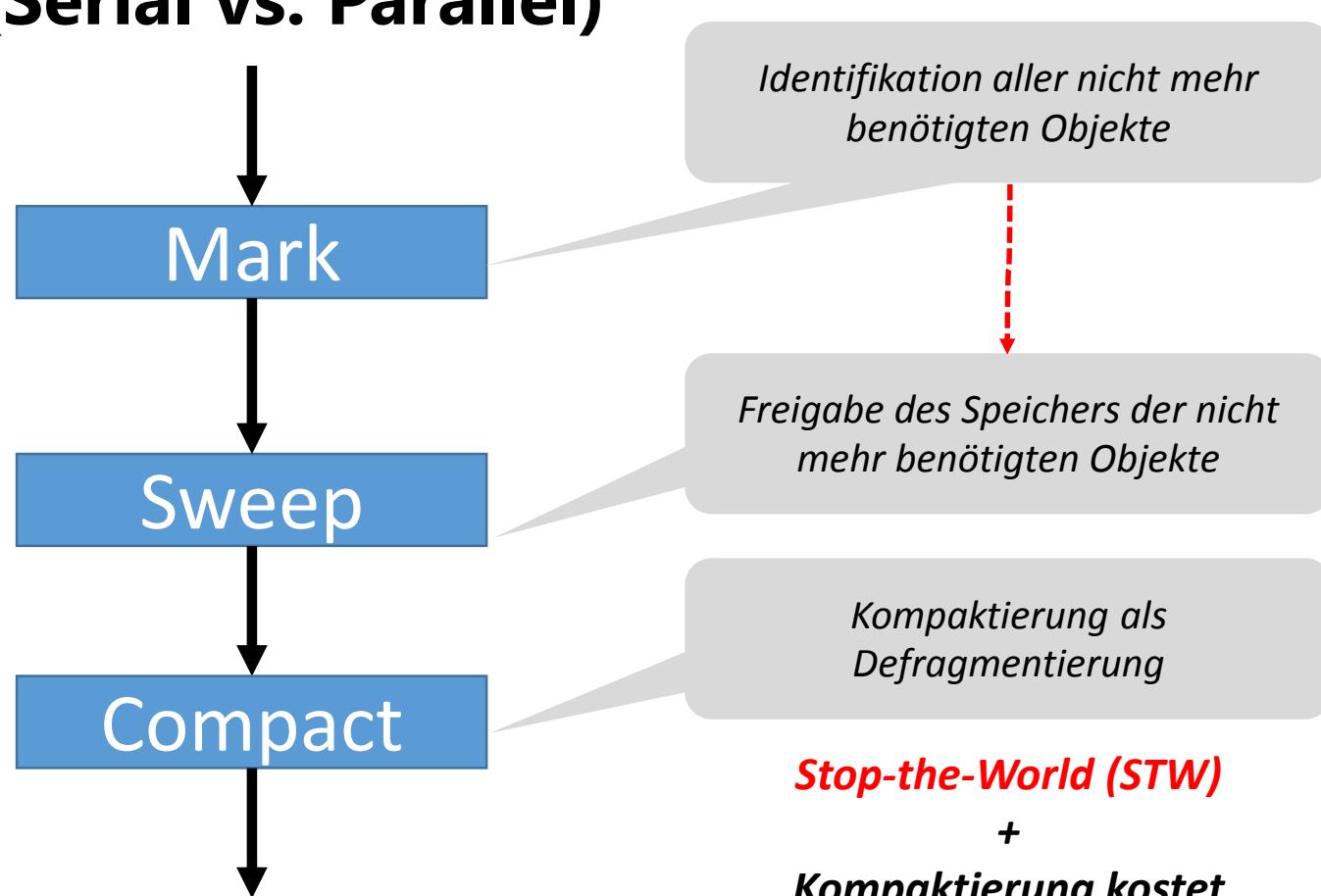
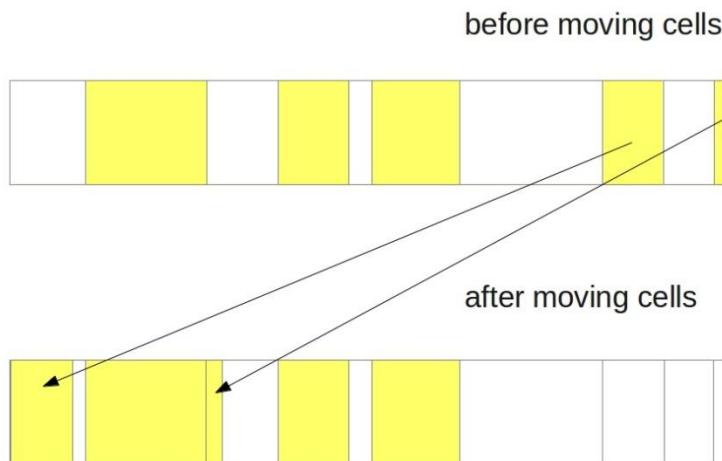
 alive
 dead



Algorithmen der Old Generation

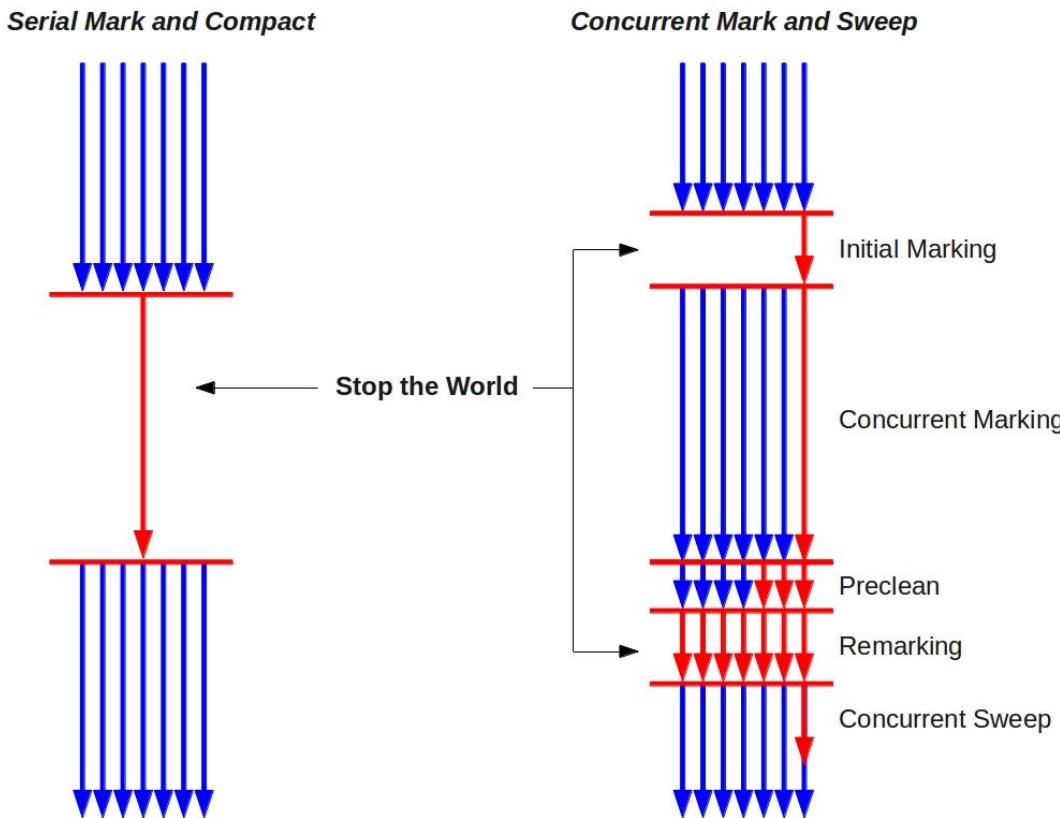
- **Mark and Compact (Serial vs. Parallel)**

alive
dead



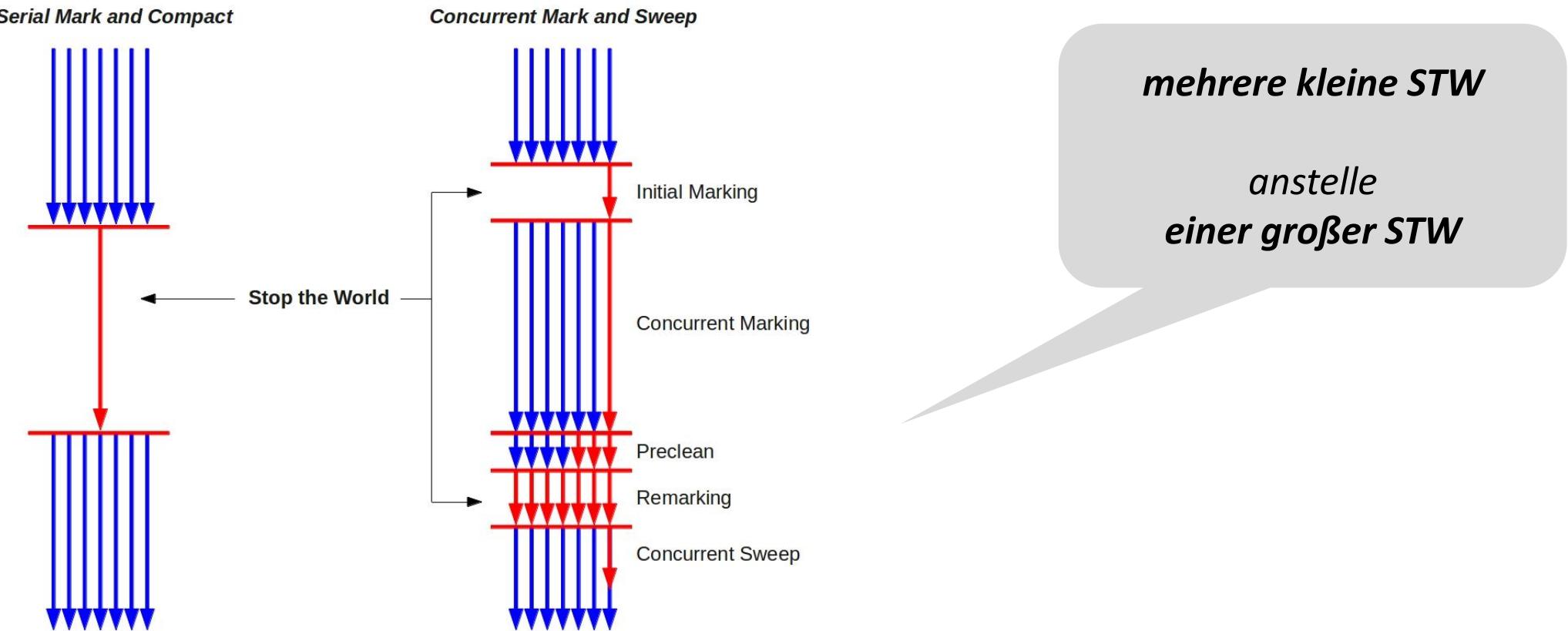
Algorithmen der Old Generation

- **Concurrent Mark and Sweep (CMS)**



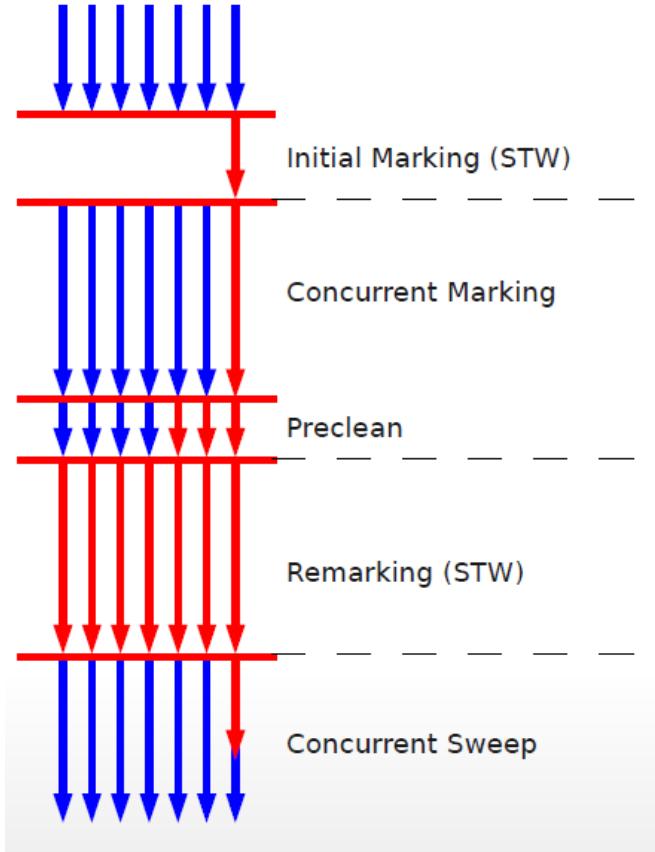
Algorithmen der Old Generation

- **Concurrent Mark and Sweep (CMS)**



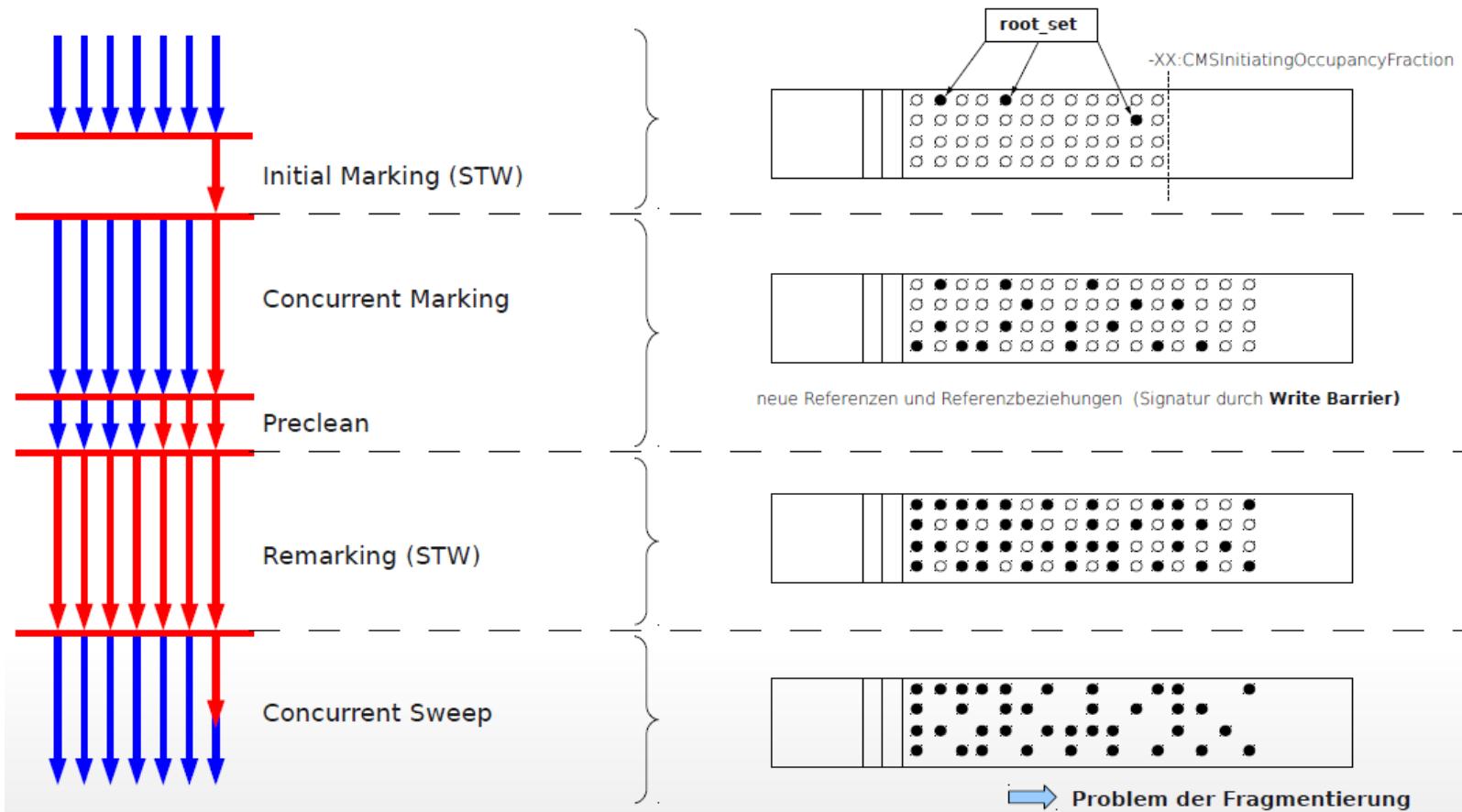
Algorithmen der Old Generation

- **Concurrent Mark and Sweep (CMS)**



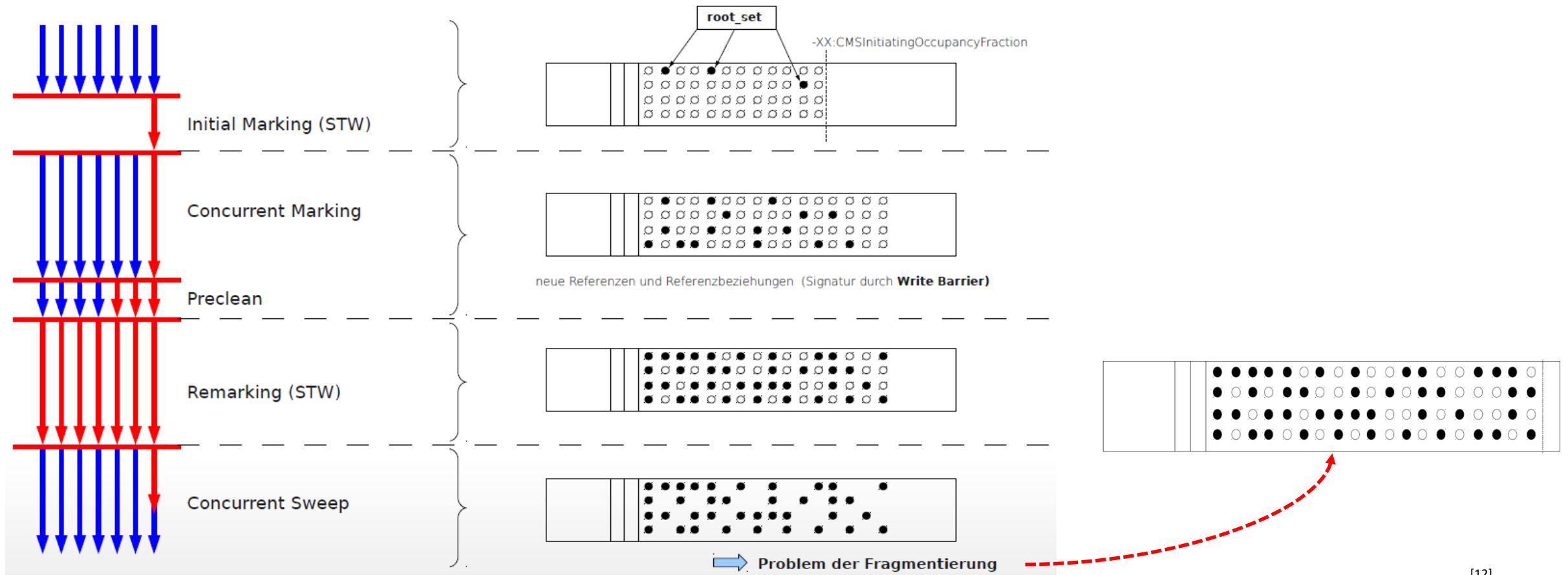
Algorithmen der Old Generation

- **Concurrent Mark and Sweep (CMS)**



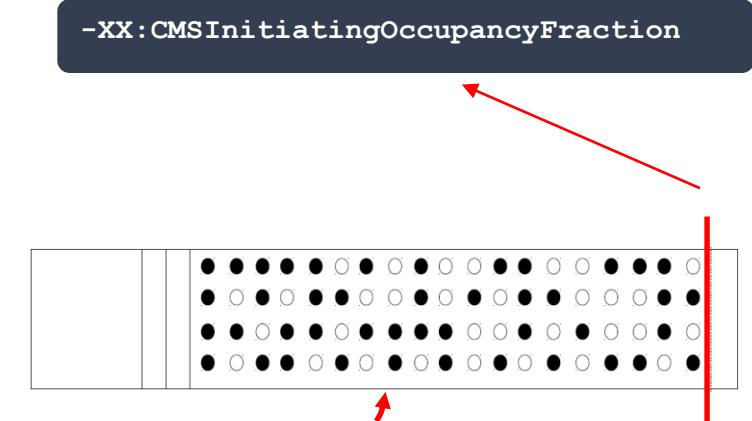
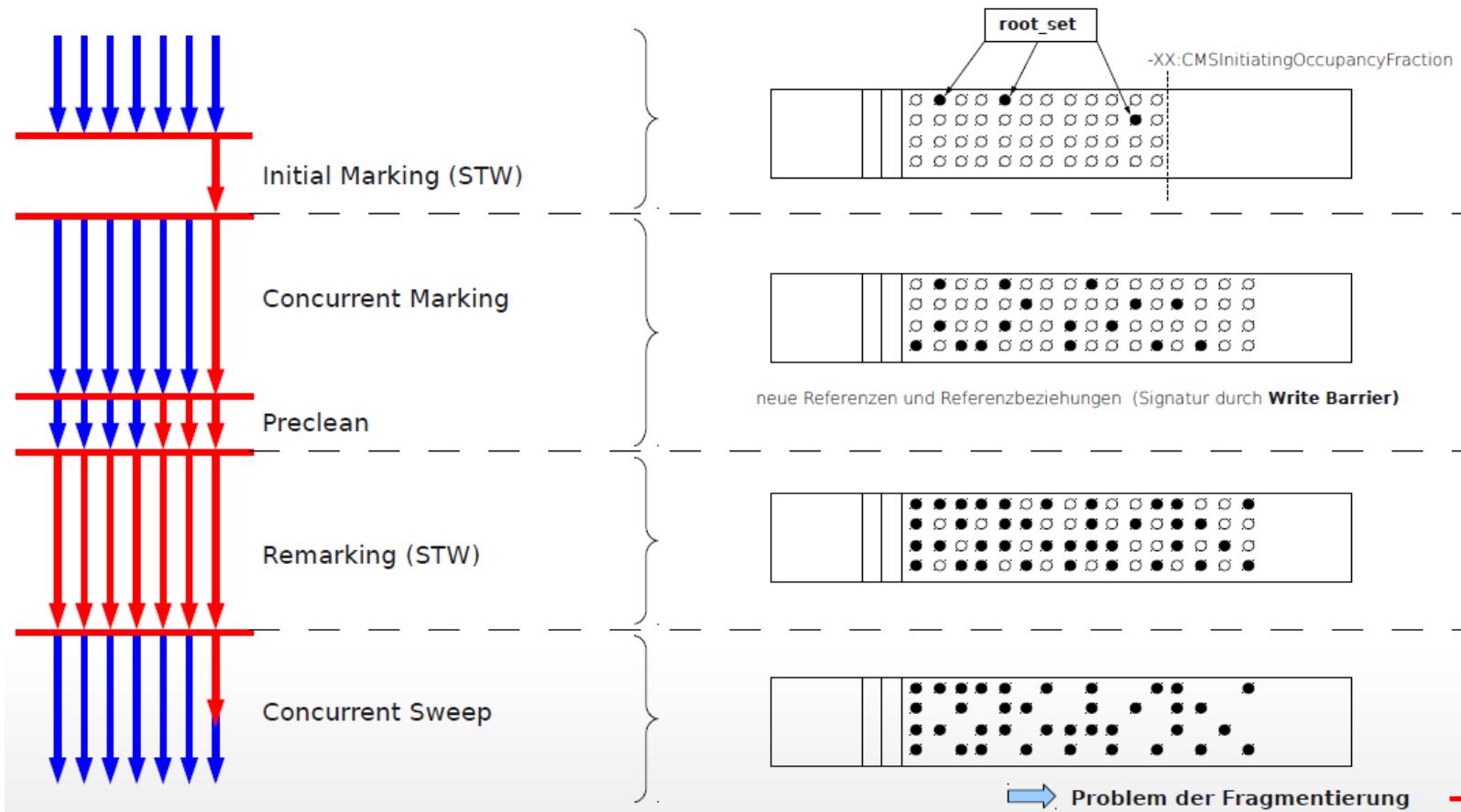
Algorithmen der Old Generation

- **Concurrent Mark and Sweep (CMS)**



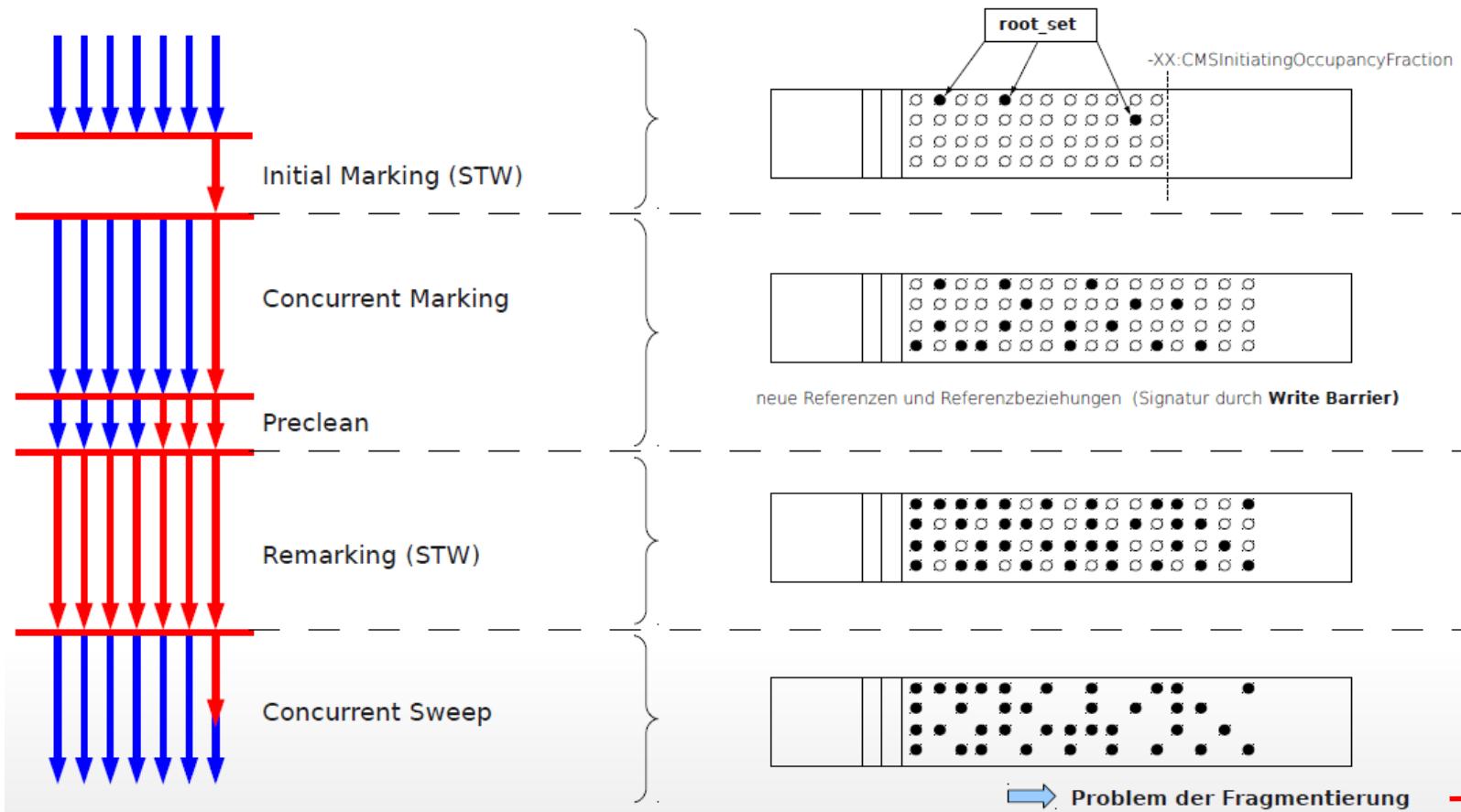
Algorithmen der Old Generation

- **Concurrent Mark and Sweep (CMS)**



Algorithmen der Old Generation

- **Concurrent Mark and Sweep (CMS)**



Serial Mark and Compact

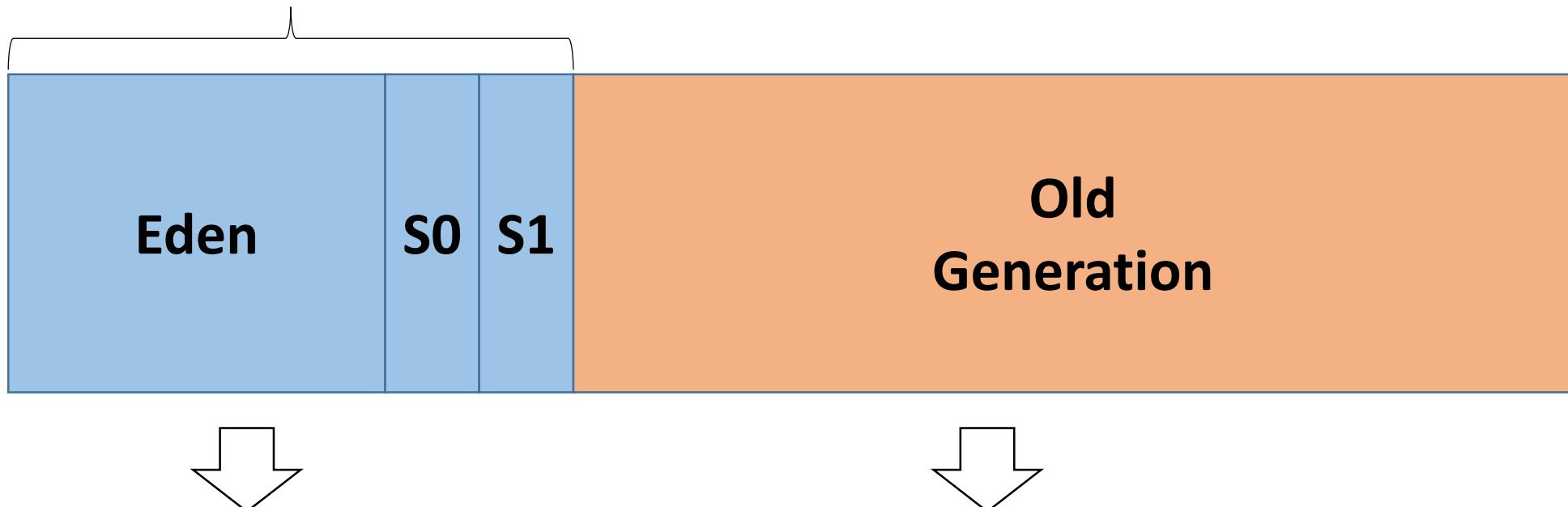
Full GC

sehr lange STW !!!

-XX:CMSInitiatingOccupancyFraction

kurze Gedankenpause

Young Generation



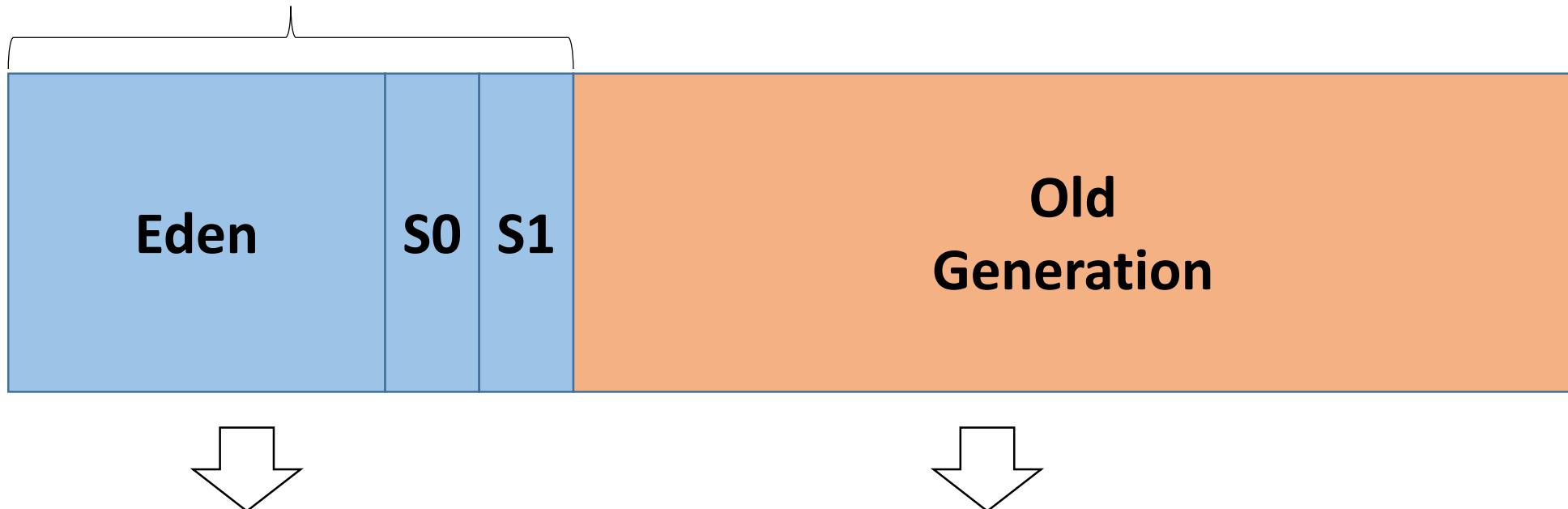
- *Mark and Sweep*
- *Serial/Parallel Mark and Copy*

- *Serial/Parallel Mark and Compact*
- *Concurrent Mark and Sweep (CMS)*

kurze Gedankenpause

Young Generation

`-XX:-UseConcMarkSweepGC`



- *Mark and Sweep*
- *Serial/Parallel Mark and Copy*

- *Serial/Parallel Mark and Compact*
- *Concurrent Mark and Sweep (CMS)*

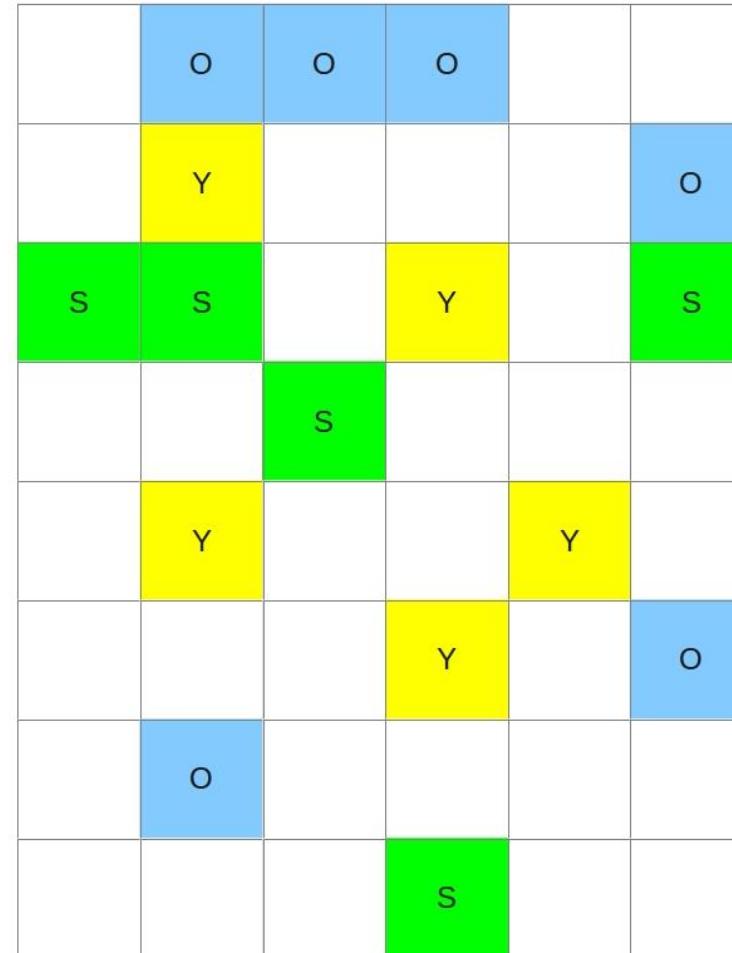
Garbage First (G1)



Garbage First (G1)

*dynamische
Heap-Architektur*

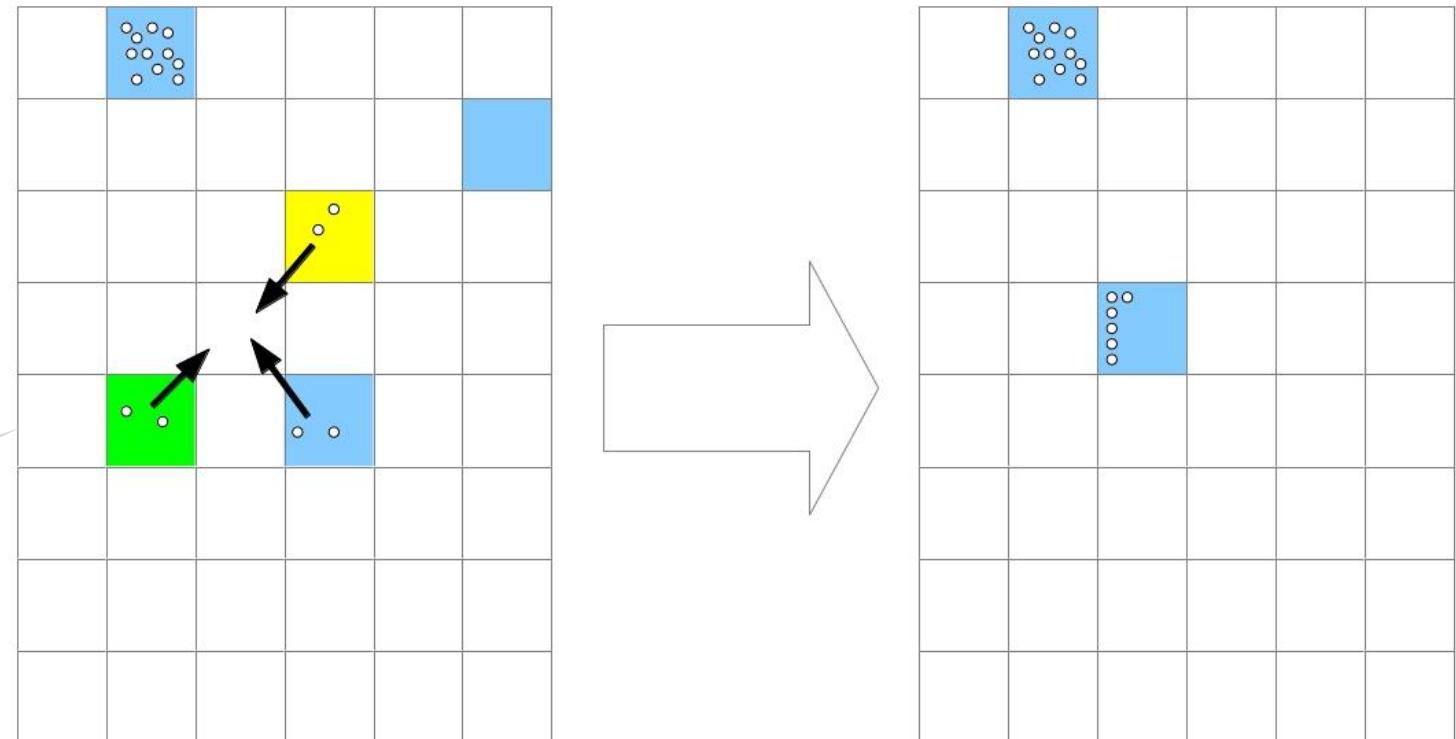
*Rollen der regions werden
dynamisch zugeordnet*



	Free Region
O	Old Region
S	Survivor Region
Y	Young Region

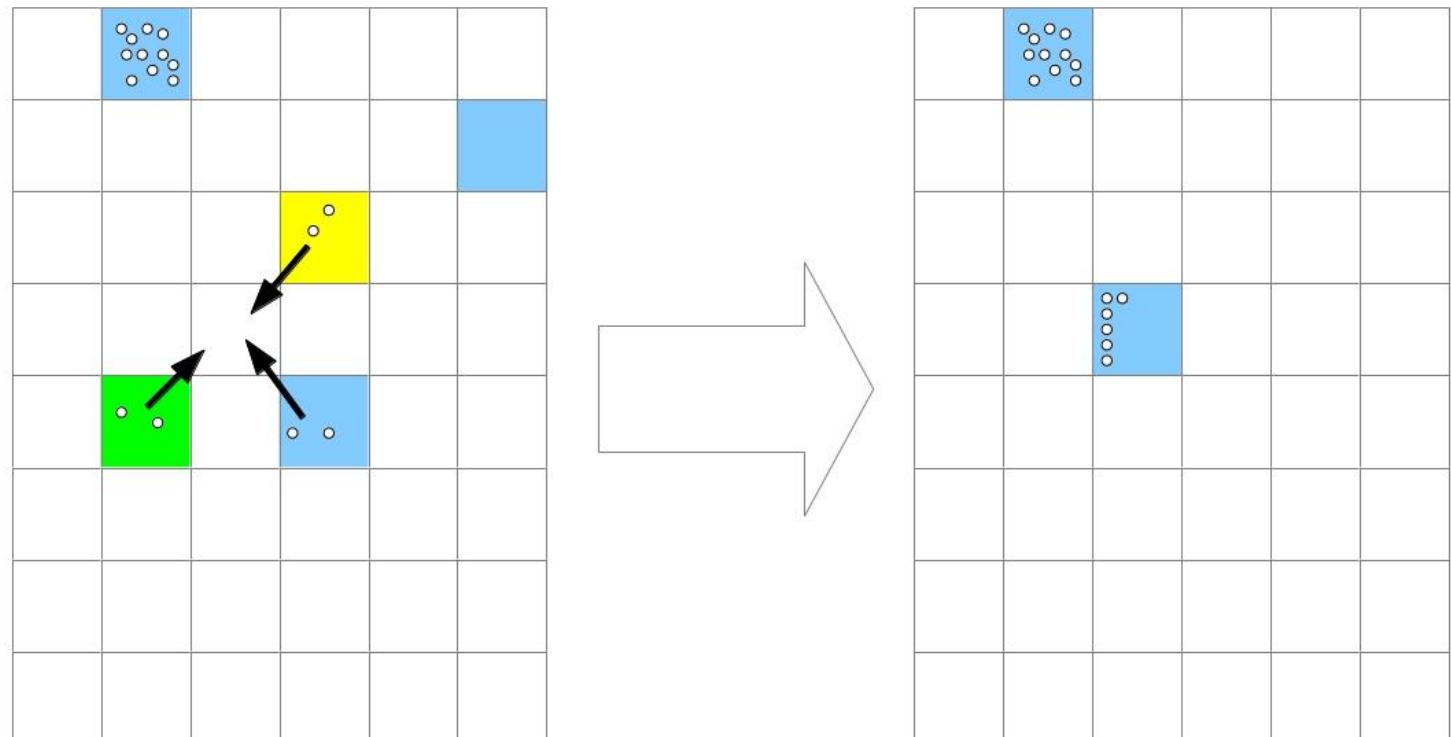
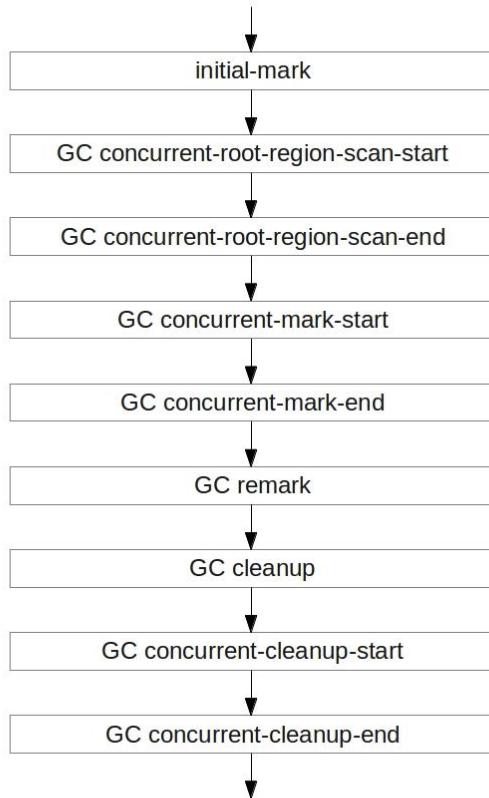
Garbage First (G1)

*Größe der regions wird
dynamisch bestimmt*



O	Free Region
S	Old Region
Y	Survivor Region
	Young Region

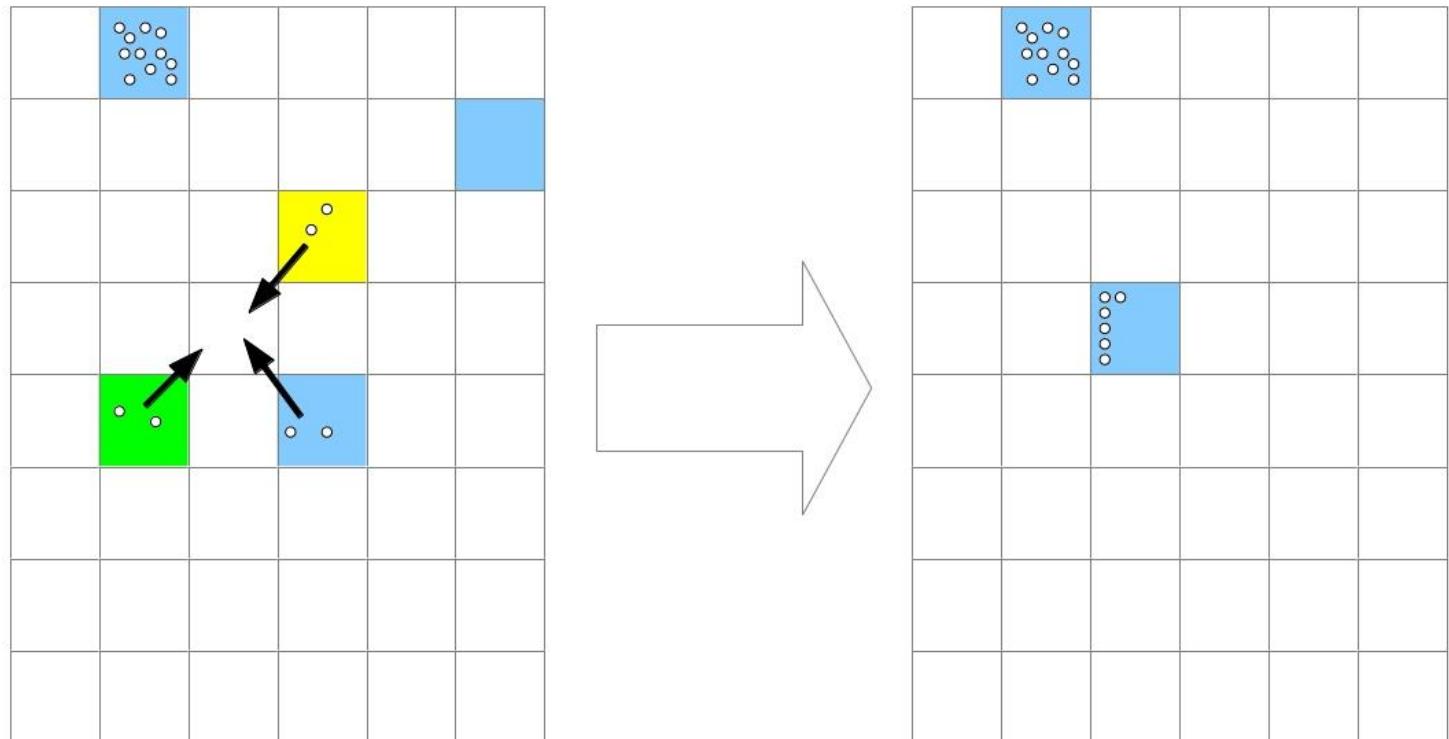
Garbage First (G1)



O	Free Region
S	Old Region
Y	Survivor Region
	Young Region

Garbage First (G1)

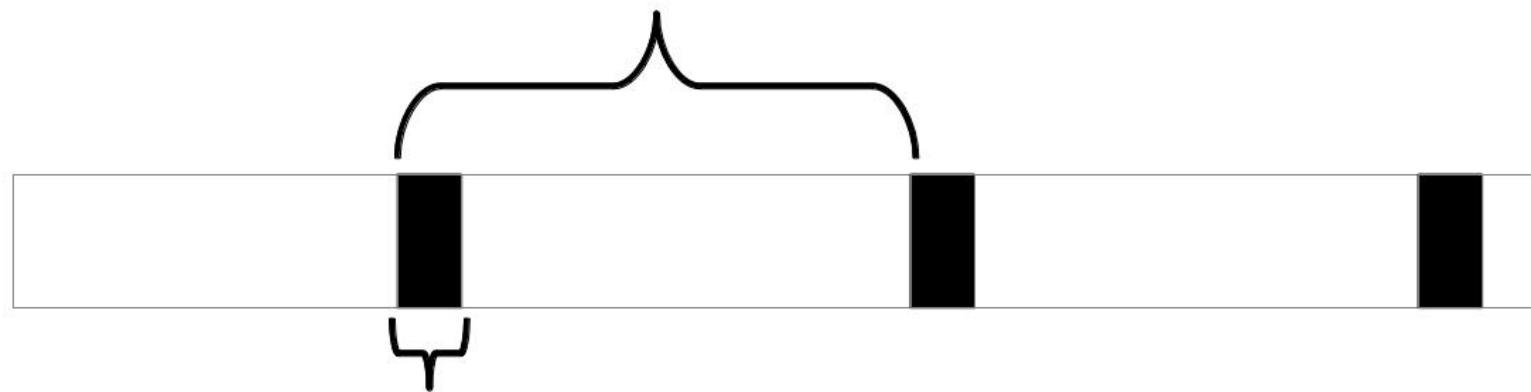
keine Fragmentierung
ABER:
Stop-the-World (STW)



O	Free Region
S	Old Region
Y	Survivor Region
	Young Region

G1 - Laufzeitvorgaben

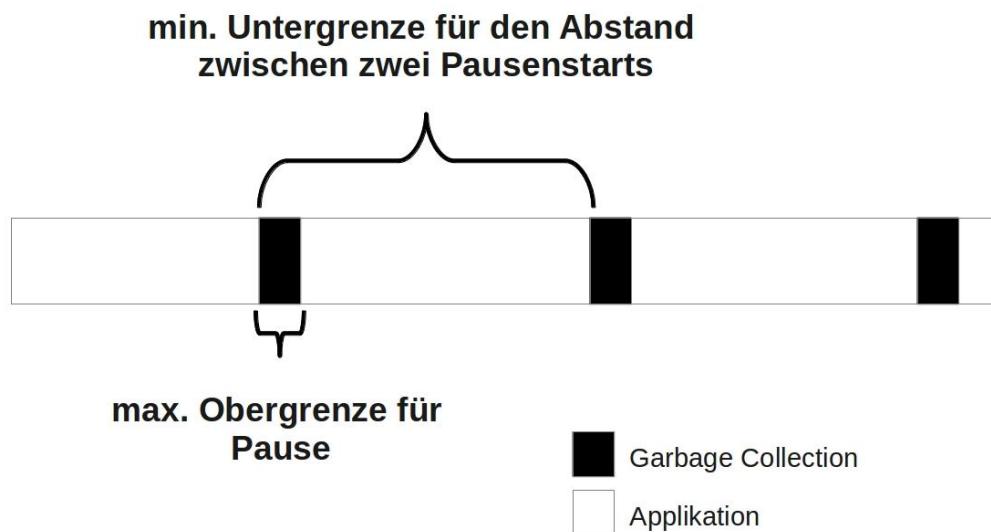
**min. Untergrenze für den Abstand
zwischen zwei Pausenstarts**



**max. Obergrenze für
Pause**

- Garbage Collection
- Applikation

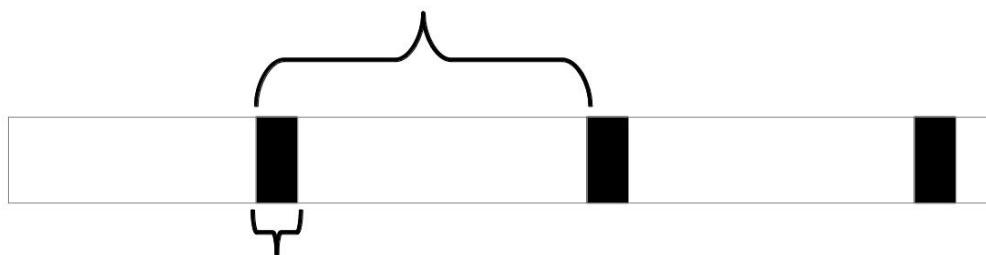
kurze Gedankenpause



kurze Gedankenpause

-XX:GCPauseTimeInterval

min. Untergrenze für den Abstand
zwischen zwei Pausenstarts

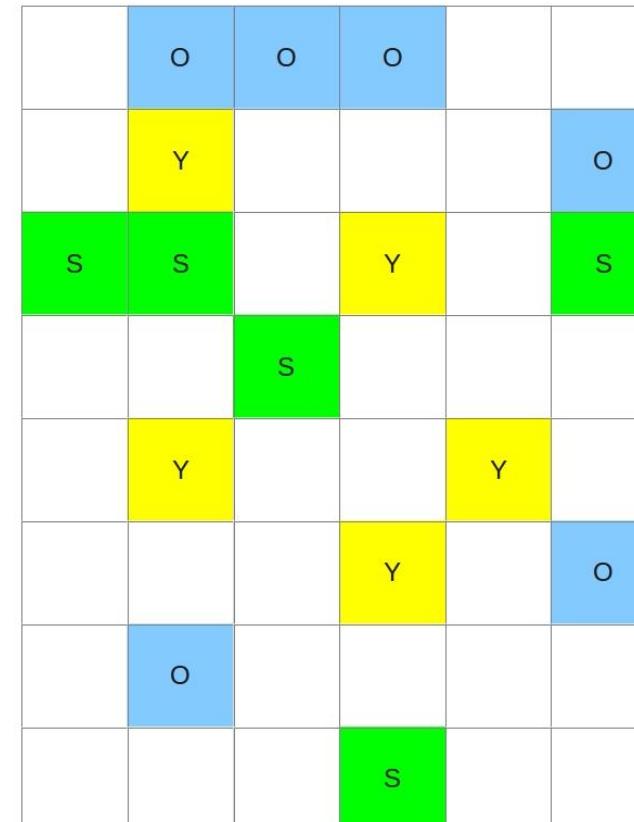


max. Obergrenze für
Pause

■ Garbage Collection
□ Application

-XX:MaxGCPauseMillis

-XX:+UseG1GC



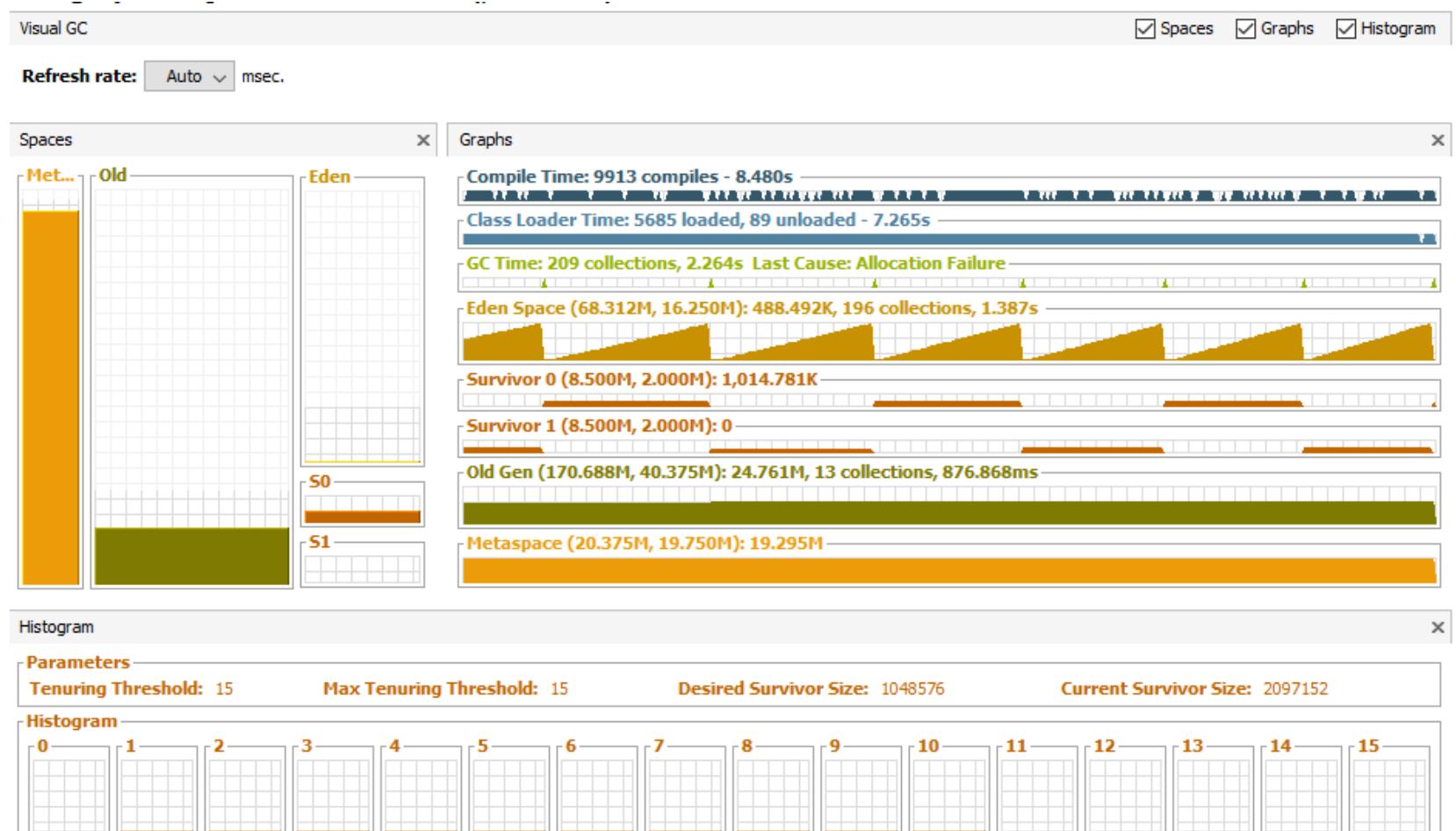
Free Region
Old Region
Survivor Region
Young Region

Measuring GC (1)

- jstat

Measuring GC (1)

- visualgc



Measuring GC (2)

```
-verbose:gc  
-XX:+PrintGCDetails  
-XX:+PrintGCApplicationStoppedTime  
  
...
```

```
Total time for which application threads were stopped: 0.1659340 seconds  
2013-05-23T07:02:57.200+0000: 506.744: [GC [1 CMS-initial-mark: 530071K(695072K)]  
565475K(1013632K), 0.0598180 secs] [Times: user=0.06 sys=0.00, real=0.16 secs]  
Total time for which application threads were stopped: 0.0555530 seconds  
2013-05-23T07:02:57.260+0000: 506.803: [CMS-concurrent-mark-start]  
2013-05-23T07:02:57.486+0000: 507.026: [CMS-concurrent-mark: 0.226/0.226 secs] [Times:  
user=0.51 sys=0.00, real=0.22 secs]  
2013-05-23T07:02:57.486+0000: 507.026: [CMS-concurrent-p-scan-clean-start]  
2013-05-23T07:02:57.486+0000: 507.032: [CMS-concurrent-p-scan-clean: 0.003/0.003 secs] [Times:  
user=0.01 sys=0.00, real=0.01 secs]  
2013-05-23T07:02:57.486+0000: 507.032: [CMS-concurrent-abortable-p-scan-clean-start]  
Total time for which application threads were stopped: 0.0003080 seconds  
    CMS: abort p-scan due to time 2013-05-23T07:02:03.032+0000: 512.575: [CMS-concurrent-  
abort-table-p-scan-clean: 4.741/5.543 secs] [Times: user=5.14 sys=0.00, real=5.54 secs]  
2013-05-23T07:02:03.032+0000: 512.576: [GC [VG occupancy: 68678 K (314560 K)] 512.576: [Rescan  
(parallel) , 0.0678450 secs] 512.644: [weak refs processing, 0.2648180 secs] 512.639: [scmb  
steing table, 0.0003660 secs] [1 CMS-compact: 530071K(695072K)] 558748K(1013632K), 0.3620640  
secs] [Times: user=0.83 sys=0.00, real=0.87 secs]  
Total time for which application threads were stopped: 0.2635980 seconds  
2013-05-23T07:02:03.032+0000: 512.636: [CMS-concurrent-sweep-start]  
2013-05-23T07:02:03.048+0000: 513.331: [CMS-concurrent-sweep: 0.452/0.452 secs] [Times:  
user=0.45 sys=0.00, real=0.45 secs]
```

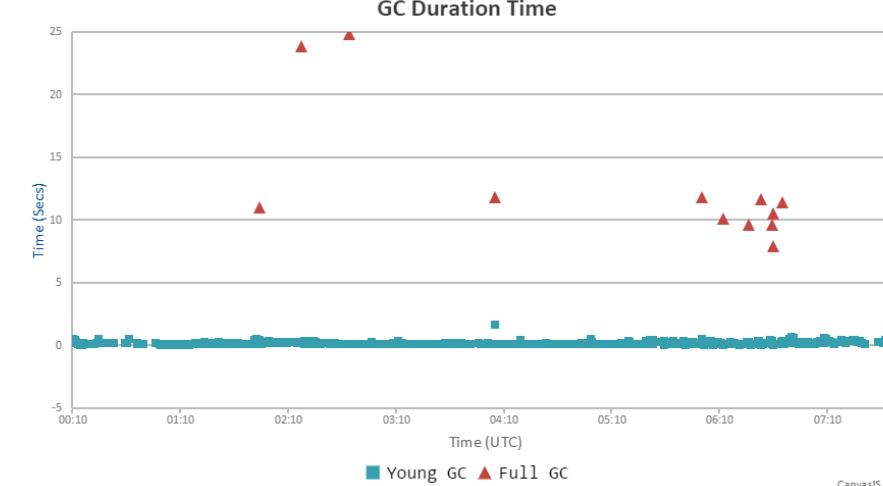
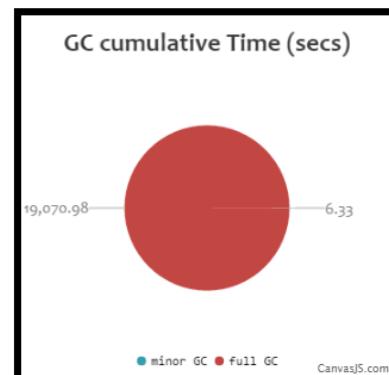
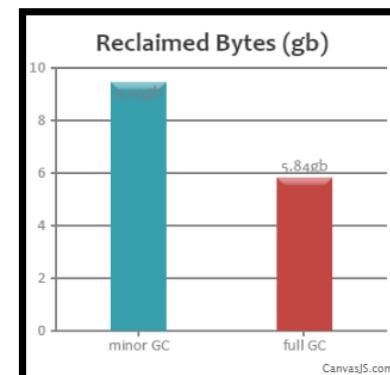
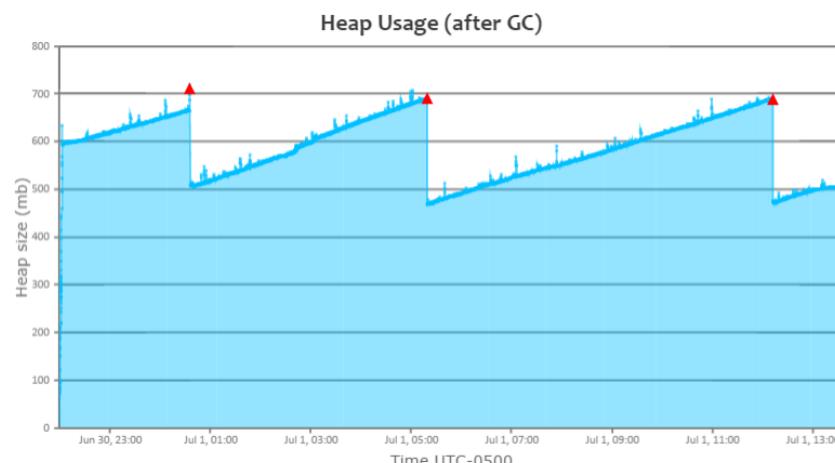
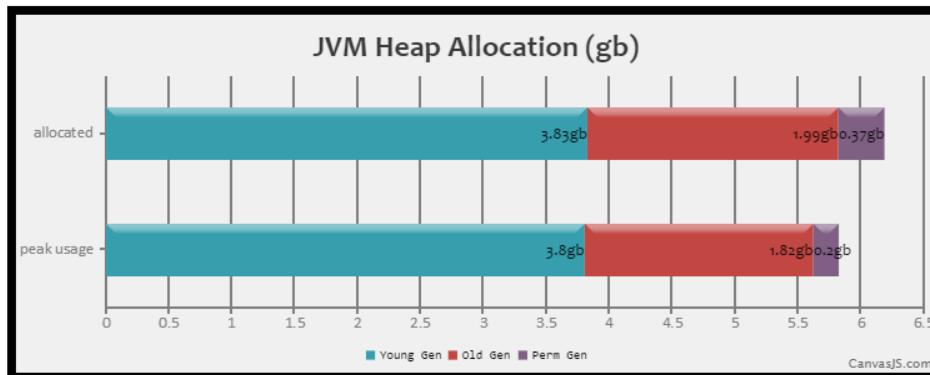
Measuring GC (2)

- [https://gceeasy.io/](https://gceasy.io/)

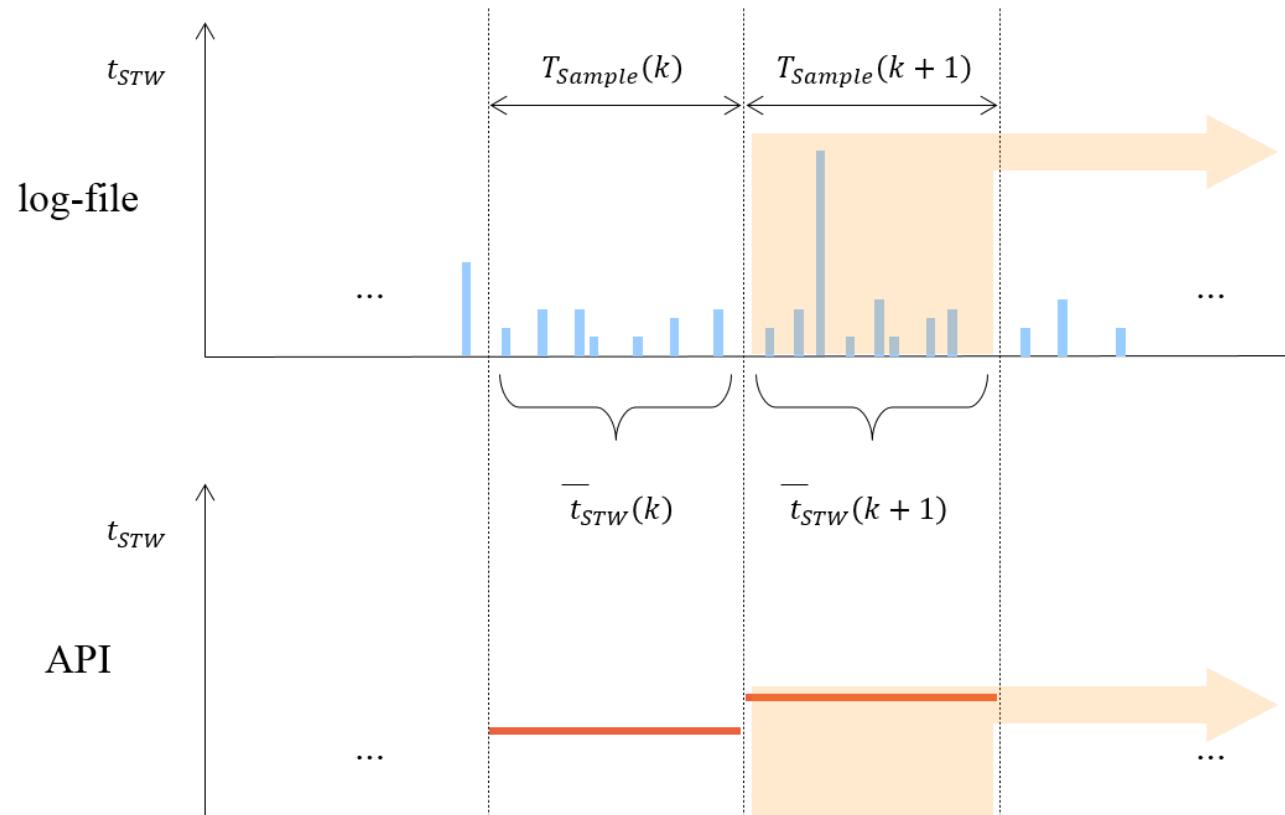


Measuring GC (2)

- <https://gceeasy.io/>



@Medium: Be Precise in Measuring GC

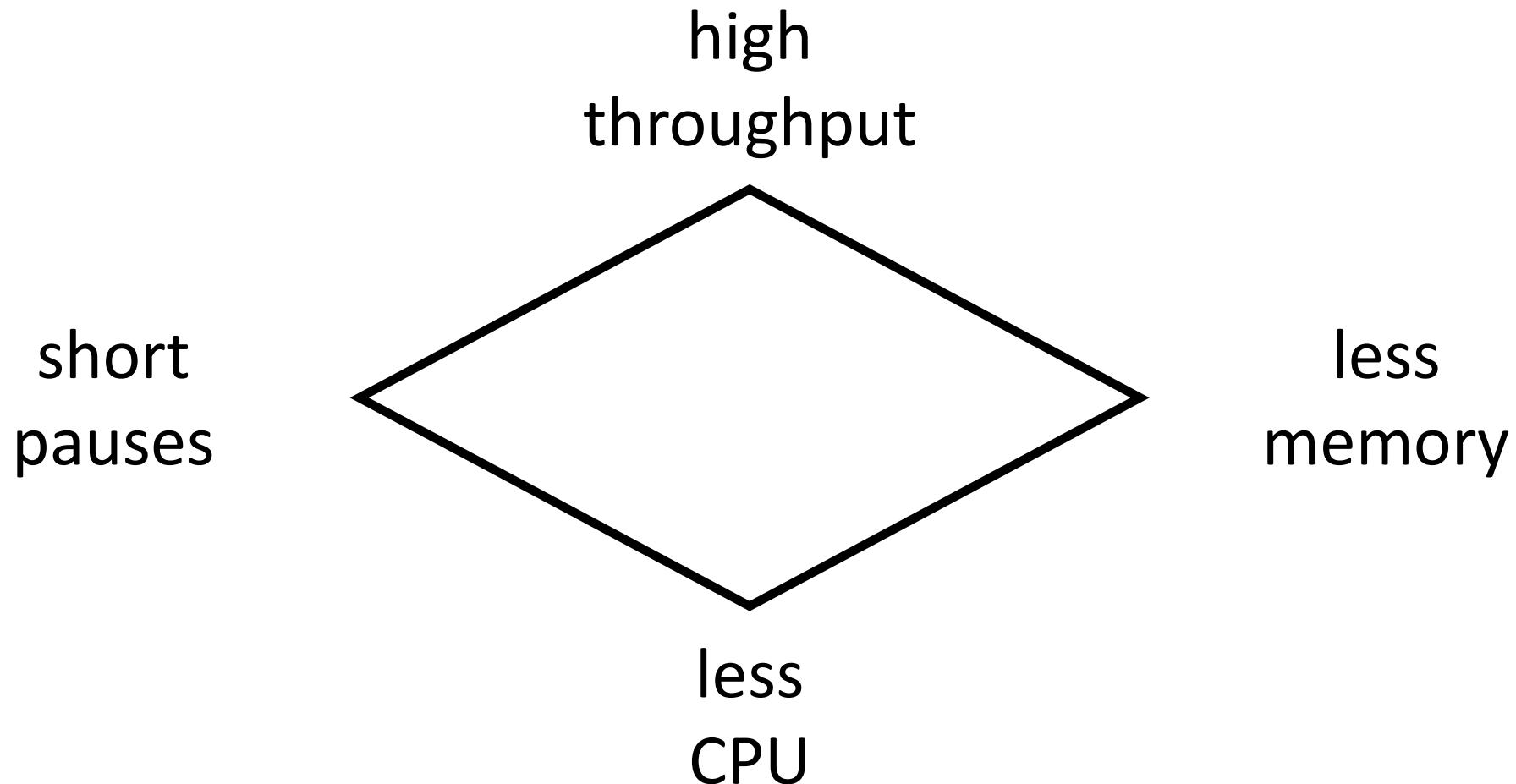


average:

$$\bar{t}_{STW}(k) = \frac{1}{n(k)} \cdot \sum_{i=1}^{n(k)} t_{STW}(i_k)$$

$$\frac{getCollectionTime(k+1) - getCollectionTime(k)}{getCollectionCount(k+1) - getCollectionCount(k)}$$

Tuning the GC

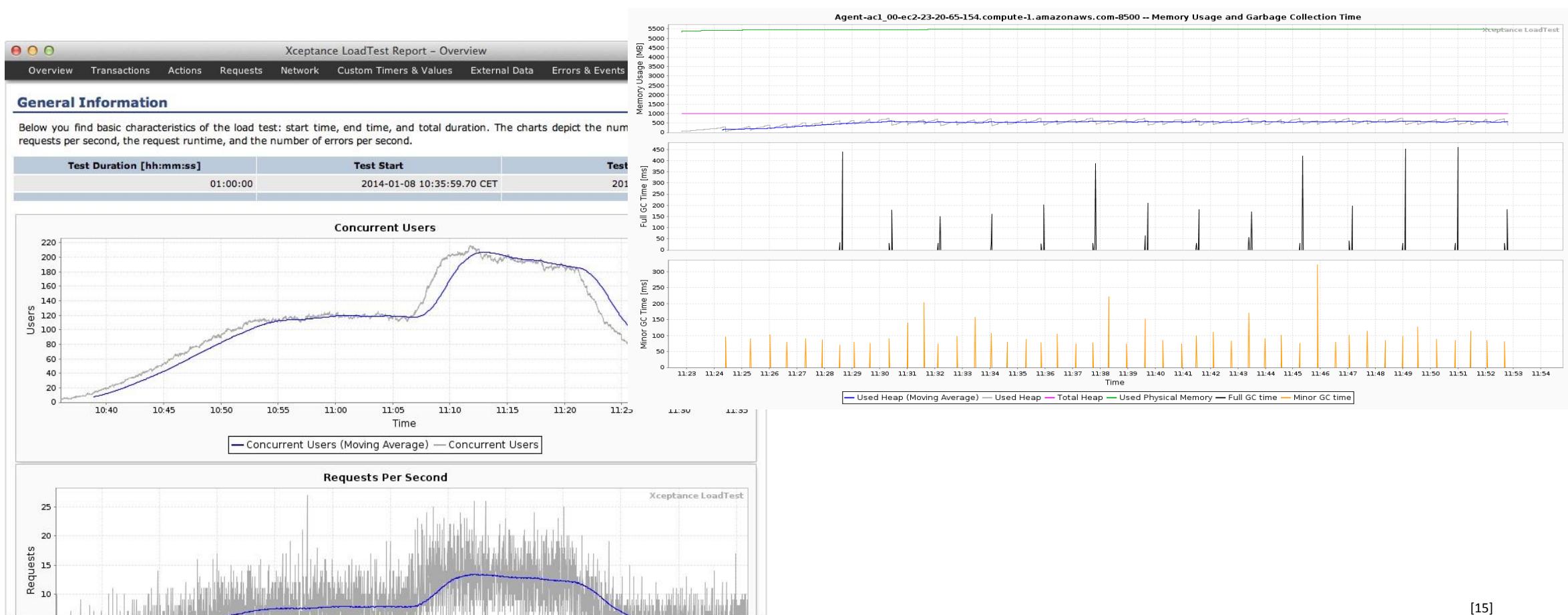


... and how do I do that in practice?

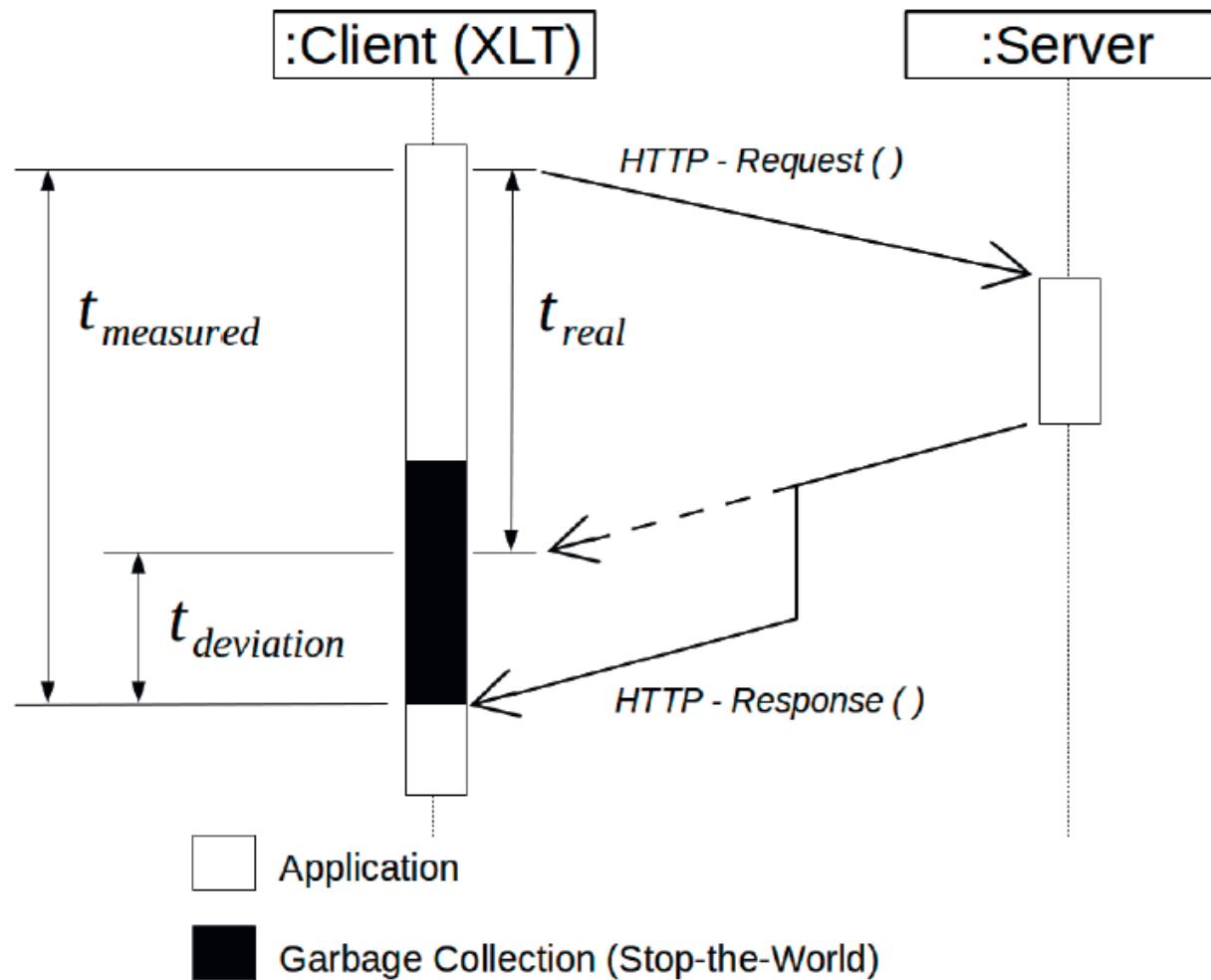


GC in Practice (1)

- Load- and Performance testing with XLT



Load- and Performance-Testing with XLT

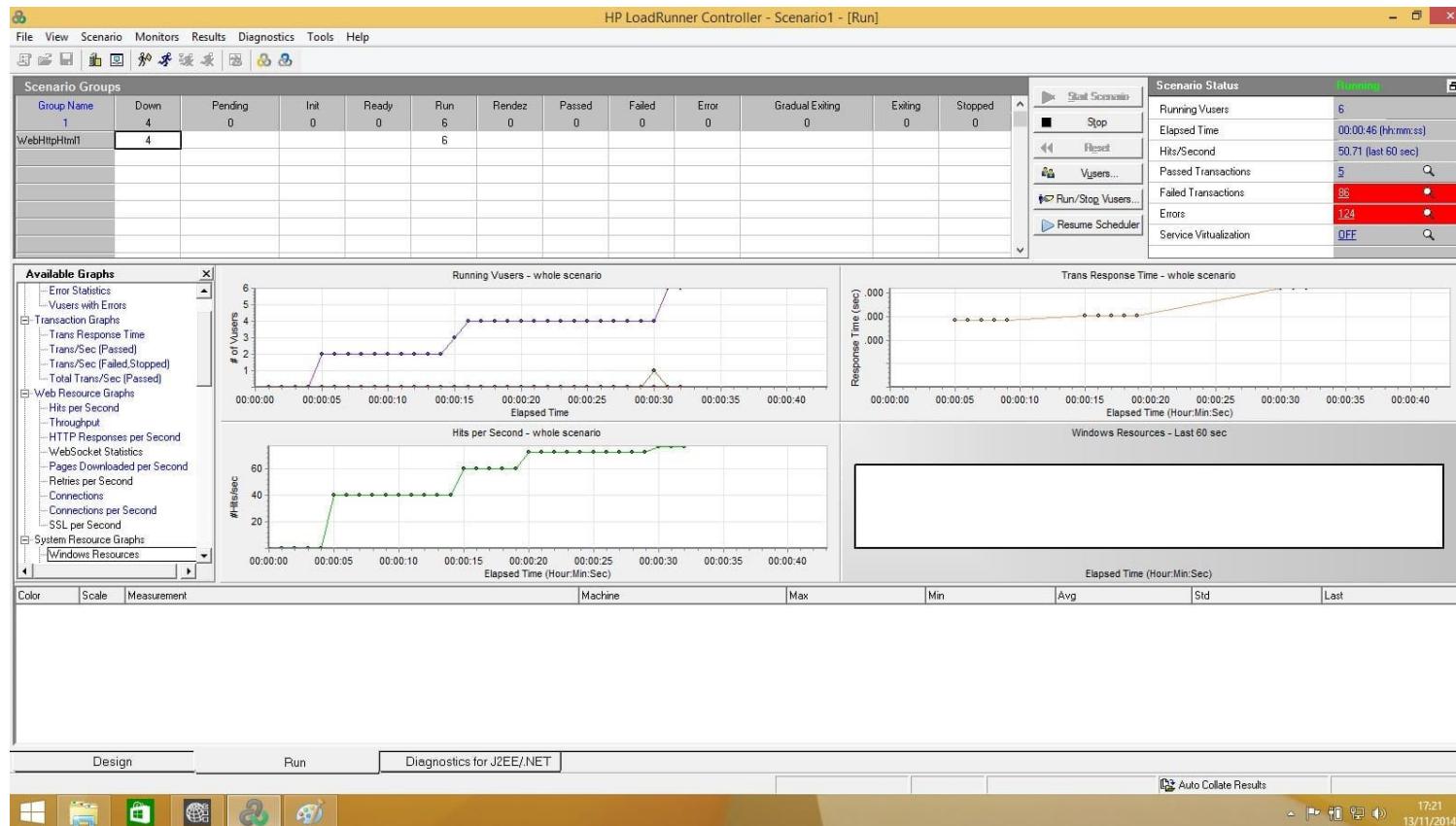


Minimizing GC-Latencies on XLT

Test	Maximum Latencies in Seconds		Reduction in Percentage
	Default	Tuned	
Test 1	0.68	0.55	19.1%
Test 2	0.71	0.45	36.6%
Test 3	0.60	0.49	18.4%
Test 4	0.56	0.49	12.5%
Test 5	0.40	0.26	35.0%

GC in Practice (2)

- Performance-Analysis in telematics (SOAP-Interfaces)



**Optimizing GC-throughput
(HP-Loadrunner)**

GC in Practice (3)

- Software Systems in Finance (Azul Zing JVM)
- C4 – Garbage Collector



GC in Practice (4) – Panama Papers



GC in Practice (4) – Panama Papers

Size of data

2.6TB



Span of data

1977-2015

No. of documents

11,500,000



No. of companies

214,488



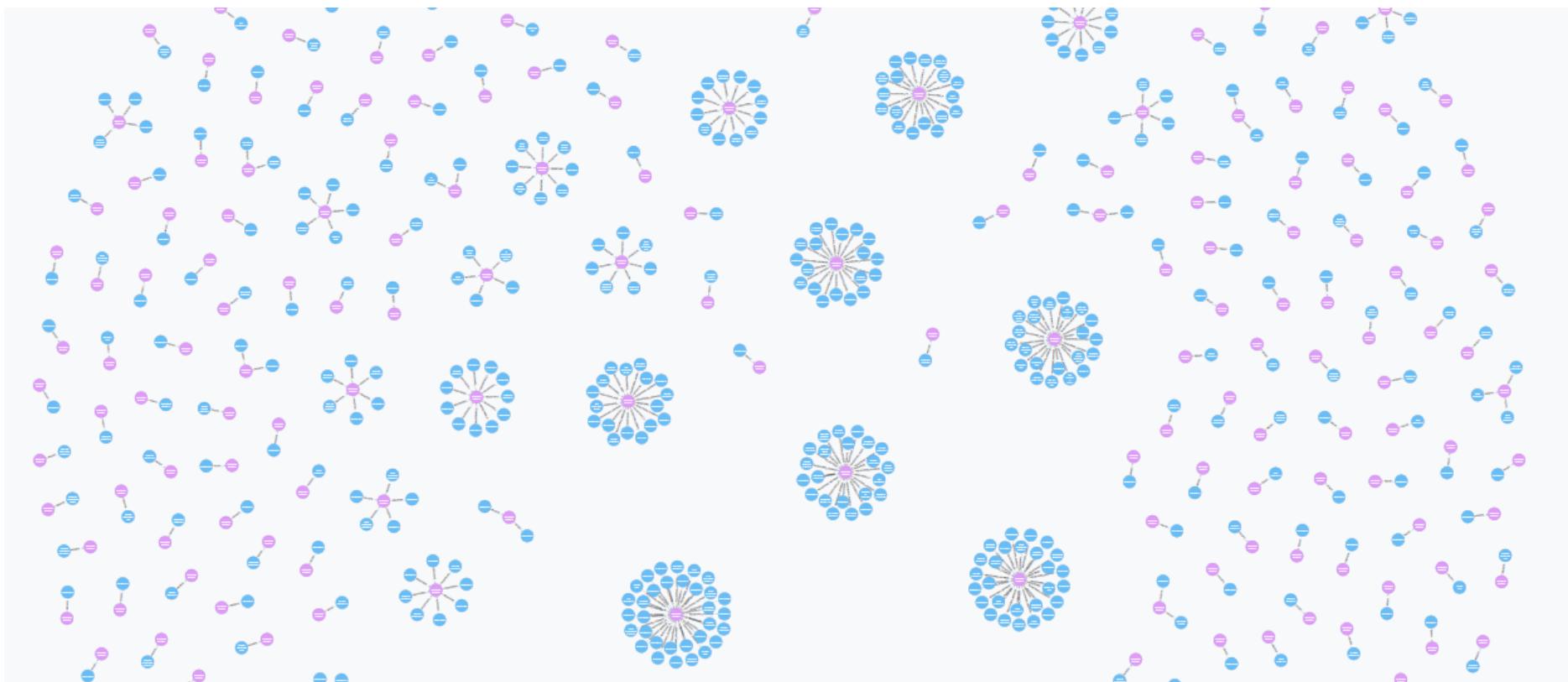
No. of clients

14,153



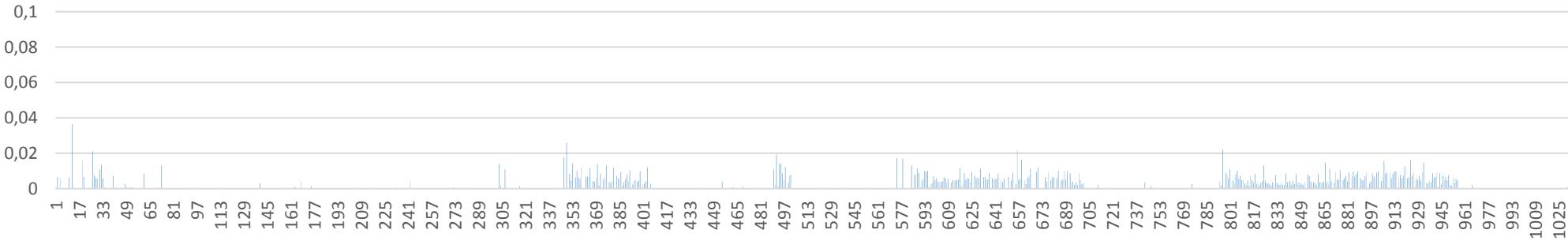
... analyzing on Neo4J

```
MATCH (a:Entity)-[r:REGISTERED_ADDRESS]-(b:Address) RETURN a,r,b LIMIT 1000
```

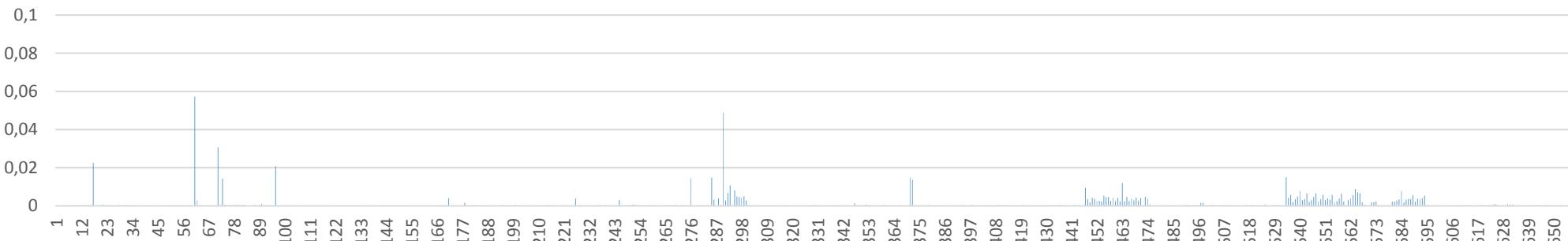


... analyzing on Neo4J (G1 vs. CMS)

G1

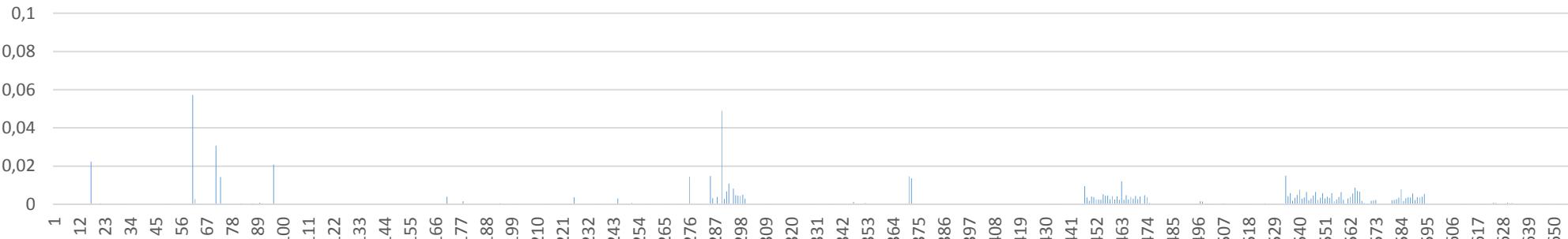


CMS (512M)

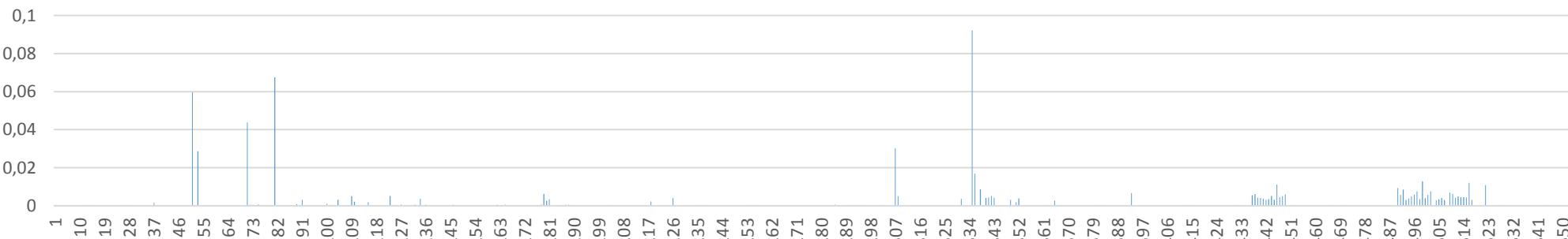


... analyzing on Neo4J (CMS)

CMS (512M)

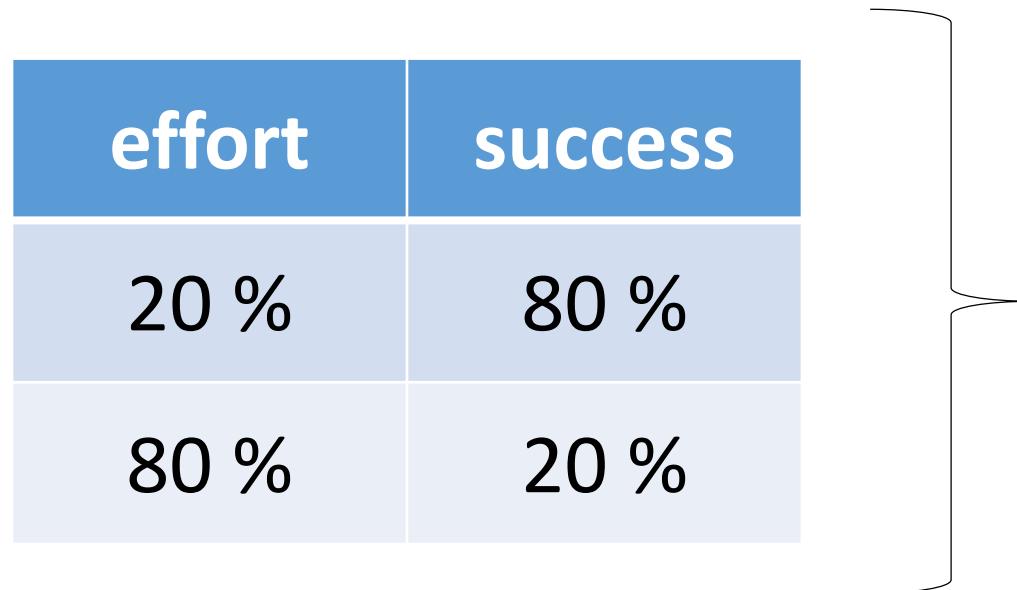


CMS (1G)



Lessons Learned

- Macro-Tuning vs. Micro-Tuning



Pareto-Principle

Questions?



Sources

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