

Practical Java Memory Management

Memory Management in real life

FrOSCon 2014

23.8.2014

Christian Esken

About me

Christian Esken

Doing OpenSource since 1996 (KDE project)

Java Architect at **trivago**[®] (Hotel Metasearch)

main() Garbage collection in real life

Garbage Collection

Sometimes dirty and loud, but it has to be done.

Don't blame the garbage man!



main()

Whats the buzz?

1. #DEFINE

- ▶ What is a memory leak, anyhow?
- ▶ Types of memory / application taxonomy

2. ANALYZE()

- ▶ Calculating your memory requirements
- ▶ OpenSource Tools
- ▶ Finding Leaks

3. SOLVE{}

- ▶ Show techniques
- ▶ Dealing with the unavoidable ... help the JVM
- ▶ Creative solutions, some outside the JVM

Extra

- ▶ No lengthy discussions about GC tuning (-XX...)

#DEFINE

What is a memory leak, anyhow?

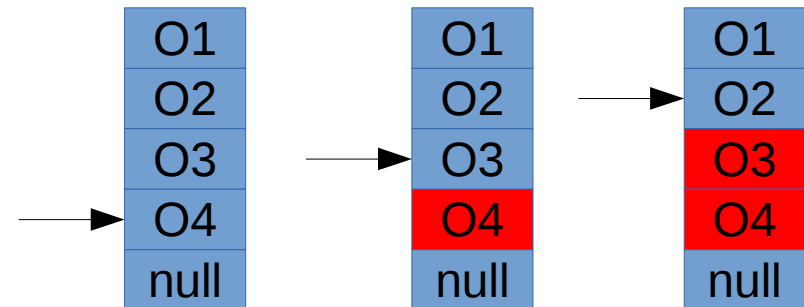
Object not reachable, but still allocated

- ▶ Classic leak in C, C++. Not possible in JVM

Object will never be referenced again by application code

- ▶ JEE: Classloader leak
- ▶ Stack implementation: pop() without null-ing reference

```
T pop()
{
  return stack[current--]; // leak
}
```



Adding to a Collection

- ▶ Add without removing
- ▶ Add rate exceeding remove rate

#DEFINE

How to create a memory leak: Part 1

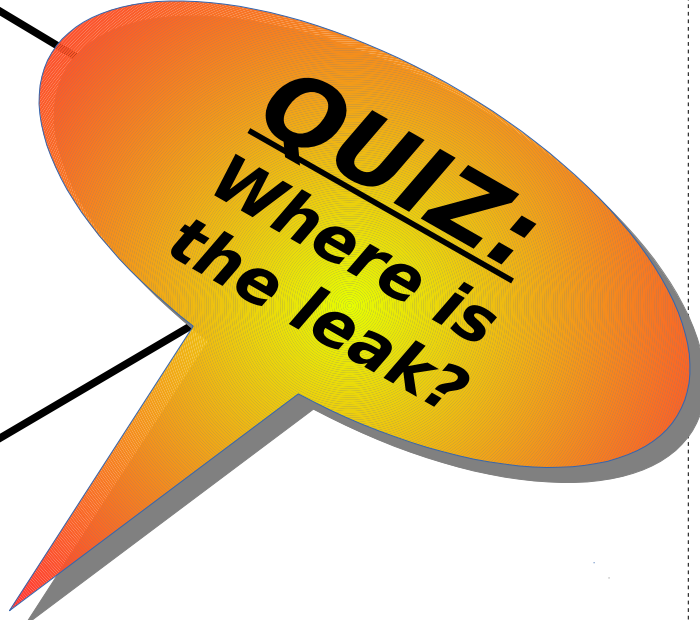
```
static Map map = new HashMap();
public static void main(String[] args)
{
    changeRoom("Bath", "original");
    changeRoom("Bath", "renovated");
    System.out.println(set.size()); // Output?
}
```

```
static void changeRoom(String key, String value)
{
    map.put(new Foo(key), value);
}
```

Lets add an equals() to Foo:

```
public boolean equals(Object other) {
    return key.equals(((Foo)other).key);
}
```

```
class Foo
{
    String key;
    Foo(String k) { key=k; }
}
```



QUIZ:
Where is
the leak?

#DEFINE

How to create a memory leak: Part 2

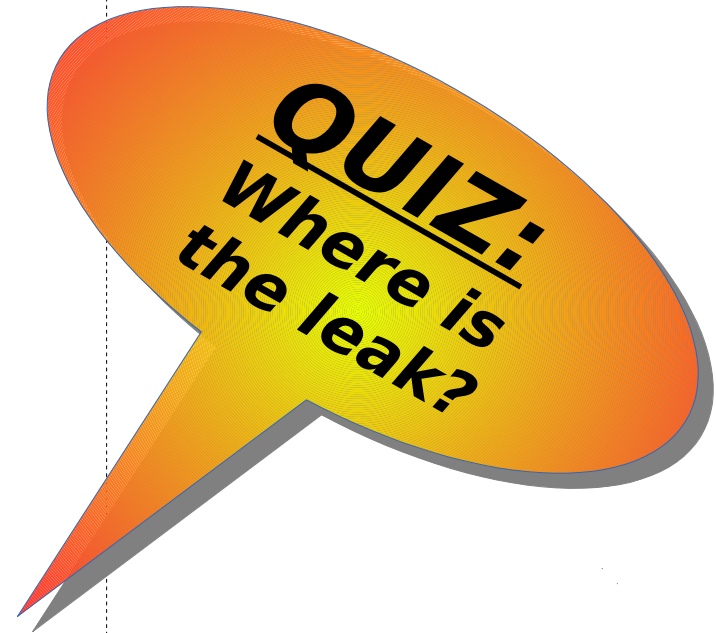
```
enum HousePart
{ Door, Window, Roof, Floor, Plumbing;

  Set<Callable> workers = new HashSet<>();

  void register (Callable w) { workers.add(w); }
  void unregister(Callable w) { workers.remove(w); }
}

abstract class Worker extends Callable
{
  String name;
  Worker(String n) { name = n; }

  void work(HousePart housePart)
  {
    housePart.register(worker);
    worker.call(); // do the work (abstract)
    housePart.unregister(worker);
  }
}
```



#DEFINE

How to create a memory leak: Part 2

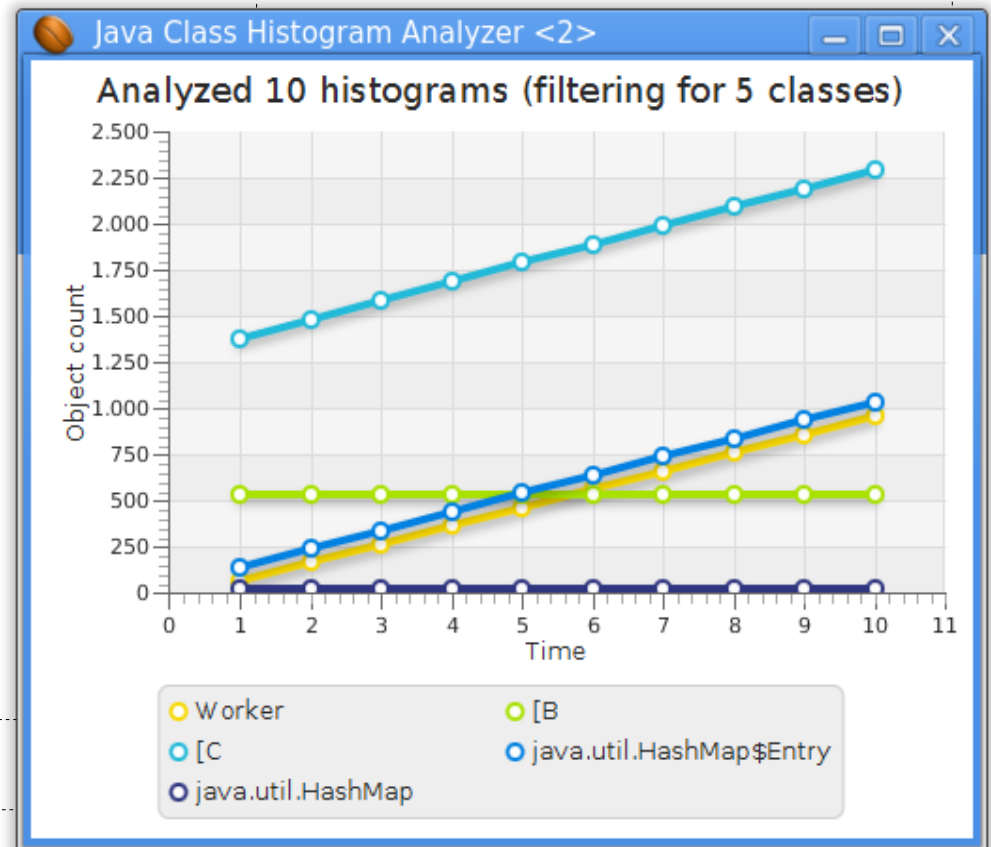
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}
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  }
}
```

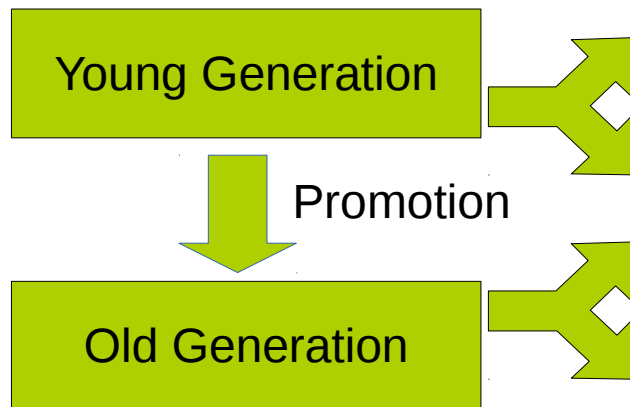


#DEFINE

Memory types: Only The Good Die Young

Java Heap

Example application: Webshop

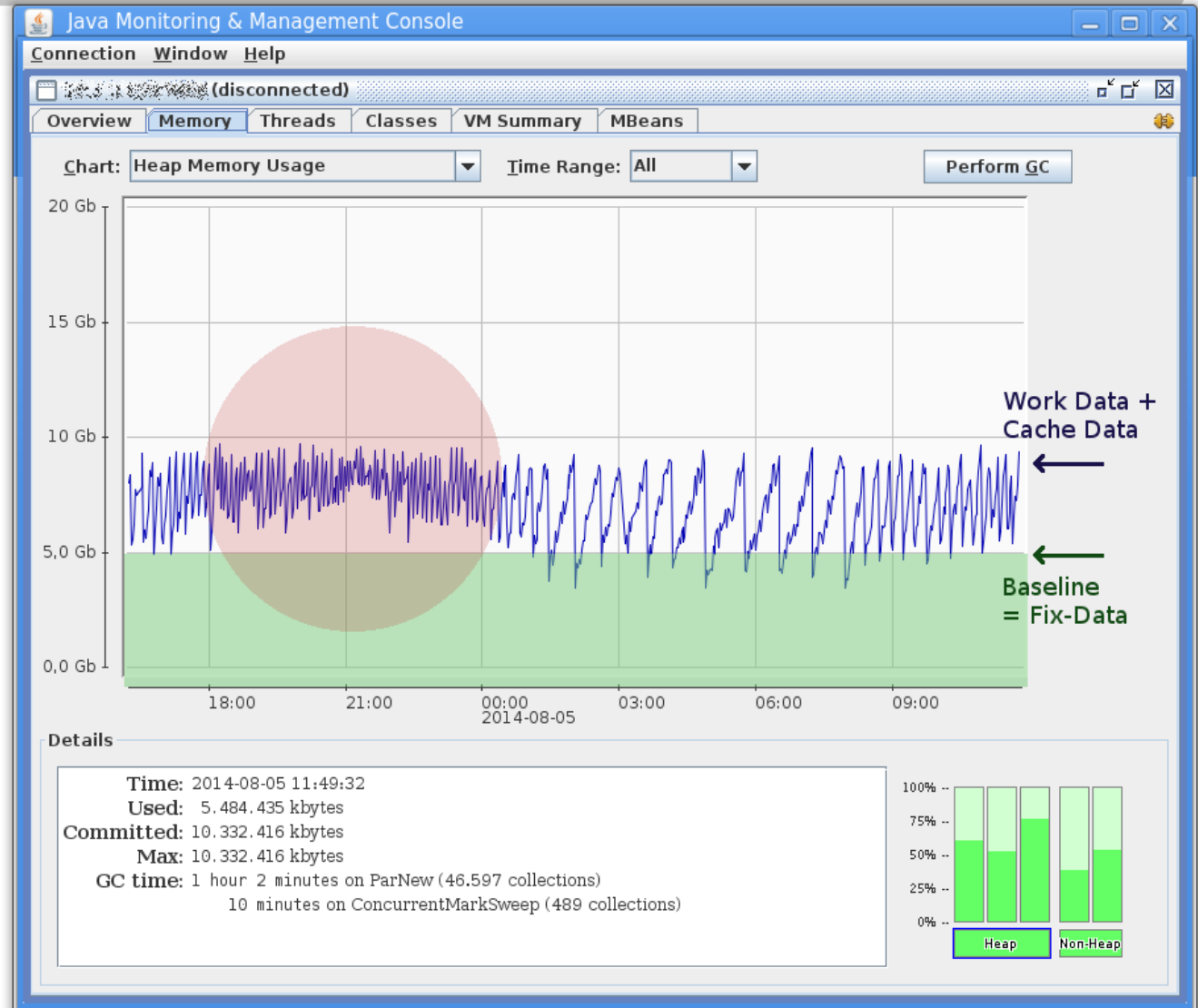


Type	Lifetime	Tuning
Request based data (Stack)	short	Often unnecessary. Objects die young.
Cache	medium	Cache tuning Optimize data structures
Articles with description	long	Optimize data structures

analyze() Calculating memory requirements

► Rough estimate:
jconsole
jvisualvm

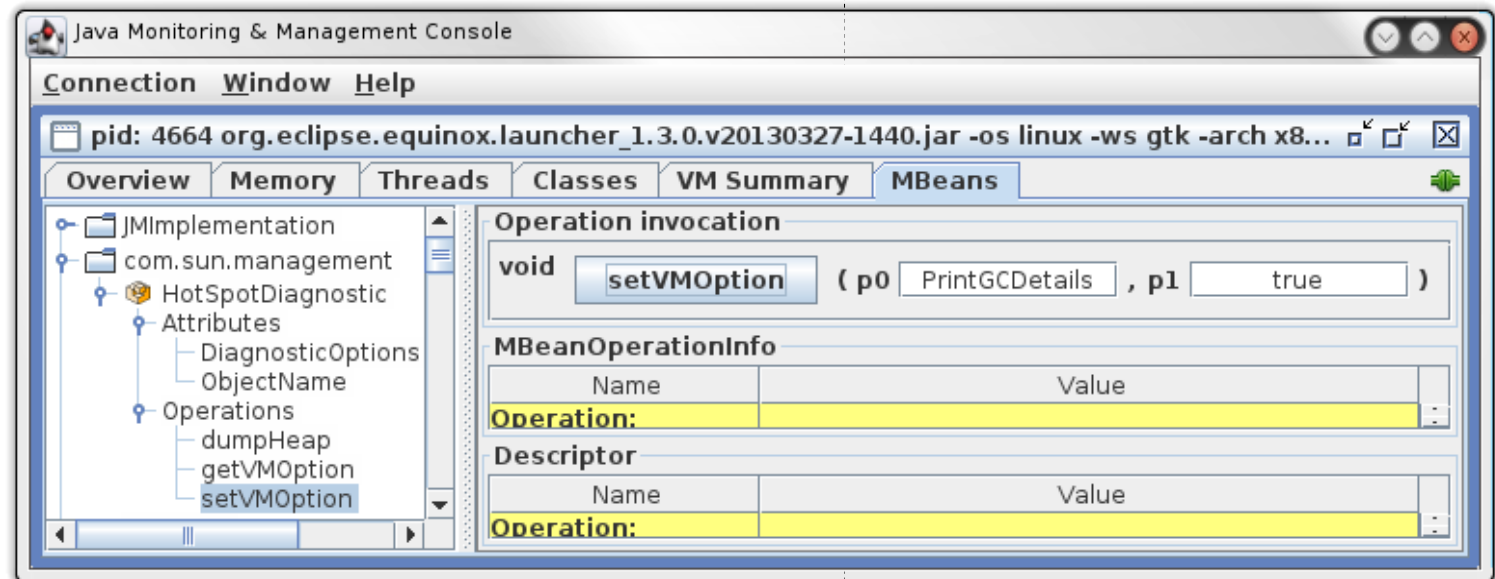
► Where exactly?
Measure Object graph
- *twitter solution:*
ObjectSizeCalculator
- *Agent-based solutions*



analyze() Enabling GC Logs

► Static

- XX:+PrintGCDetails
- XX:+PrintGCTimeStamps
- XX:+PrintGCApplicationStoppedTime



► Dynamic: MBeans

`jinfo -flag +PrintGCDetails <pid>`

analyze()

Understanding GC Logs

► Manual checks

Look for long stopped threads

Look for Full GC (stop the world!!!)

► GCViewer

A tool that reads GC logfiles

Does all the statistics Voodoo for you (stddev,...)

Has a very colorful GUI

analyze() Finding Leaks

- ▶ jhat / jmap :
OpenSource, but limited: GUI, Drilldown, ...
Alternative : Commerical Profilers (YourKit, Jprobe u.ä.)

- ▶ jcmd – Swiss Army Knife
Heap dump
Thread Dump
Class Histogram

- ▶ jcha – Java Class Histogram Analyzer
New tool ... public debut at FroSCon 2014
Based on jcmd output
Concentrates on leak analysis

analyze()

jcha - Java Class Histogram Analyzer - Live Demo

Run a cronjob to capture:

```
# jcmd <pid> GC.class_histogram  
> srv-<date-time>.classhist
```

Time-base capturing script:

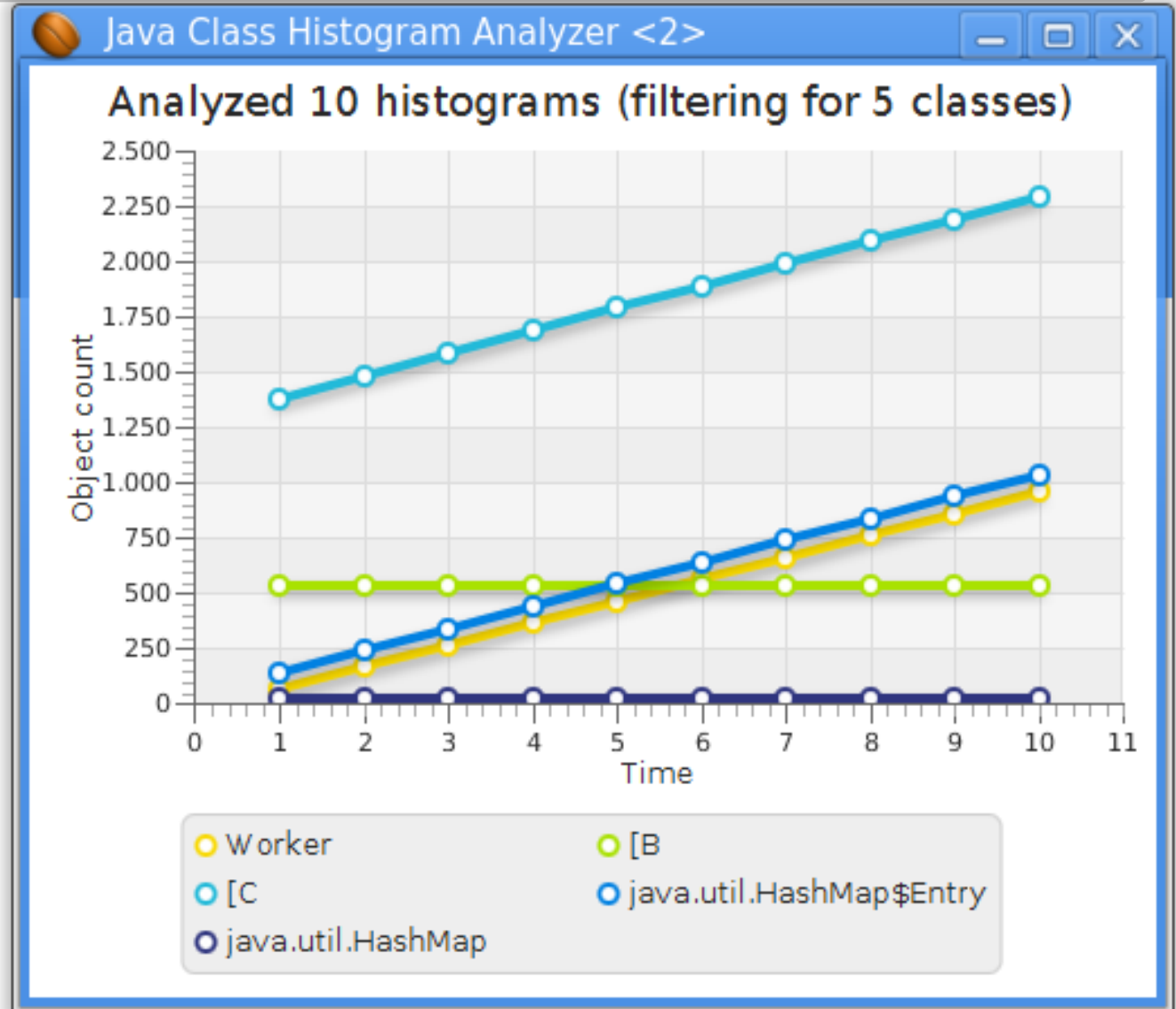
```
# jcha-capture <pid> fileprefix
```

Visualize histograms:

```
# jcha-gui *.jch
```

Console version:

```
# jcha *.jch
```



SOLVE{}

Help the Collector – but do not fight Windmills

Part 3: SOLVE{}

- ▶ Class design has impact
- ▶ Technology has impact
- ▶ Caching = Fighting Windmills



SOLVE{}

Class design has impact: Example „Object flattening“

```
class NonFlat {  
    ArrayList<Data> data;  
  
    NonFlat(int size) {  
        data = new ArrayList<>(size);  
        for (int i=0; i<size; i++)  
            data.add(new Data());  
    }  
}
```

```
class Data  
{  
    String foo = "a";  
    int bar;  
}
```

```
class Flat {  
    String foo[] ;  
    int bar[];  
  
    Flat(int size) {  
        foo = new String[size];  
        Arrays.fill(foo, "a");  
        bar = new int[size];  
    }  
}
```

size	Flat	Objects	NonFlat	Objects
	Bytes		Bytes	
1000	8104	5	28104	1.005
100.000	800104 (0,8MB)	5	2800104 (2,8MB)	100.005
10 Mio	80000104 (80 MB)	5	280000104 (280MB)	10.000.005 (10Mio)

SOLVE{}

Technology has impact: Stream your data ...

```
protected void doGet(HttpServletRequest req, HttpServletResponse resp)
{
    Object result = getResult(req); // 1 - Object
    String json = jsonMapper.writeValueAsString(result); // 2 - String
    byte[] resultAsByte = json.getBytes("UTF-8"); // 3- as byte[]
    response.setContentLength(resultAsByte.length);
    response.setContentType("application/json; charset=UTF-8");
    response.getOutputStream().write(resultAsByte);
}
```

```
protected void doGet(HttpServletRequest req, HttpServletResponse resp)
{
    Object result = getResult(req); // 1 - Object
    response.setContentType("application/json; charset=UTF-8");
    jsonMapper.writeValue(response.getOutputStream(), result);
}
```

SOLVE{}

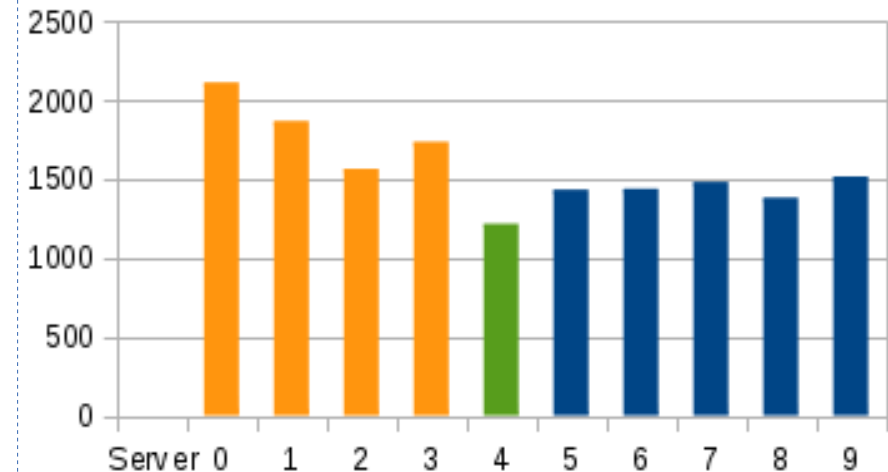
Stream your data ... results

Real-world application, processing lots of JSON:

- ▶ Streaming saved
-33% in Minor Garbage Collections
- ▶ Increasing Heap by 2GB saved
-20% in Minor Garbage Collections
- ▶ Combining both:
-50% in Minor Garbage Collections

Number of minor garbage collections

Yellow: 8GB Heap, Json-Lib
Green: 8GB Heap, Jackson (streaming)
Blue: 10GB Heap, Json-Lib



SOLVE{}

Creative or evil solutions and workarounds

If you cannot avoid GC stop-the-world:

- ▶ Not evil: Be stateless and run a cluster!
- ▶ Not evil: Fail-Fast. e.g. let the client switch quickly to another server
 - Async design, and low timeouts (answer quick, possibly with „ask later“)
 - No TCP backlog
 - Low number of connections

Example for Tomcat: `<Connector port="8080" backlog="0" maxThreads="40"/>`

- ▶ Evil: Run GC at „harmless“ times, or even restart complete JVM.
- ▶ Less evil: Monitor your servers, and restart if service quality goes down.

finally{}

What you should take out of this talk:

- ▶ Don't blame the Garbage Collector (at least not initially)
 - ▶ Reduce memory baseline and object count
 - ▶ Accept Major Collections if you cache data
- ▶ Do only minimal GC tuning (-Xmx, -Xms, Old:New-Ratio, Survivor space)

System.exit()

Christian Esken

Java Class Histogram Analyzer ► <https://github.com/trivago/jcha>

Slides and material ► <https://github.com/cesken>



Booth at FrOSCon 2014 ► Come, take a look, have a (tech) talk

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