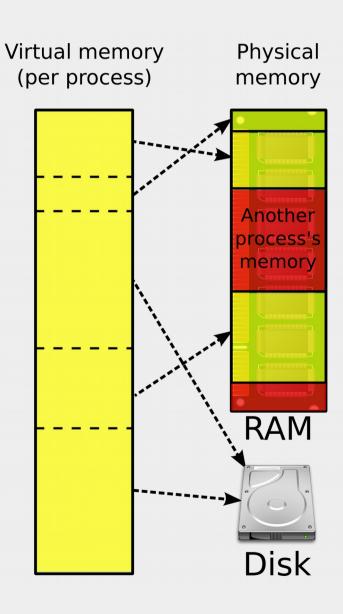
```
public void run() {
* Create | display( fInterpreter getHelloPrompt() );
   JVM Performance and display
                                       new InputStreamReader ( System. in );
   frame_set_while (!hasRequestedQuit) {
            line = stdin.readline():
   //Create and/note that "result" is passed as an "out" parameter
  JComponent hasRequestedQuit = fInterpreter parseInput( line, result );
                                 ent / hes must be lague class Console
  newContents display( result ); Sylva
   frame set Coresult clear() antents
   //Display the window
   frame p catch ( IOException ex )
   frame.set.System.err.println(ex); lass name>java.util.Grade
                                                                      tList [aText a)um{ent s
                                                                dspl
         finally {class java.util.GregorianCalendar
                                                                      = aText.iterator()
                                                                extIt
public static display (fBYE) ring [ args]
                                                                    hasNext() a) r{uments
                                                                    ter next() phater) the
   //Scheduleshutdown (stdin light dispatching threa
   //creating and showing this application's GU
                                                                     Module One
   iavax swing.SwingUtilities.invokeLater(new
                                                Introduction to the JVM
       /// PRIVATE ////
       private static final String fBYE =
       private Interpreter fInterpreter
       /**
 void pri*tDisplay some (text/sto stdouts)
    final String[] mvStrings = new String[2]
```



#### **Virtualization**

- · Has been around since the 1960s
- A layer of indirection
  - Between hardware and software
    - · Virtual devices and hardware
  - Between software and software
    - · Emulating operating systems or environments
    - · Exist in a wide variety of forms
- JVMs are a specific form of virtualization
  - The JVM involves both layers of indirection

# **Hardware Virtualization – Virtual Memory**



- Allows multiple processes to access the same physical memory
- Allows processes to have arbitrary amounts of memory independent of actual physical memory
- Managed by the operating system
- Uses "abstractions" of real hardware

#### **Hardware Emulation**

- Layer of indirection that makes some hardware look like other hardware
- Used to allow portability of:
  - Applications that interact directly with legacy hardware
  - · Applications between hardware architectures
- Or to create virtual hardware that doesn't exist
  - The JVM is an emulator for an "imaginary" machine

# Wang2200 Emulation



The Wang2200 was the leading office automation system in the 1980s, but the Wang discontinued the product leaving thousands of customers that could no longer run critical software.

Nikawa Inc. wrote a Wang2200 emulator that allowed customers to run all their office automation software on an PC.

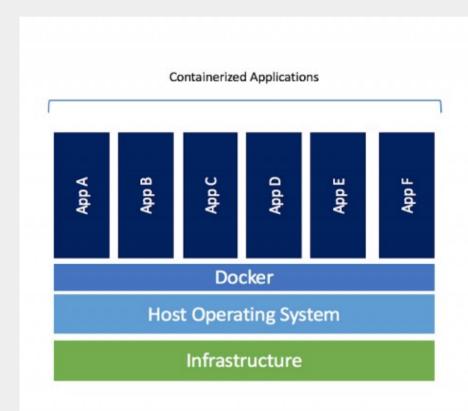
#### **Virtual Architecture**

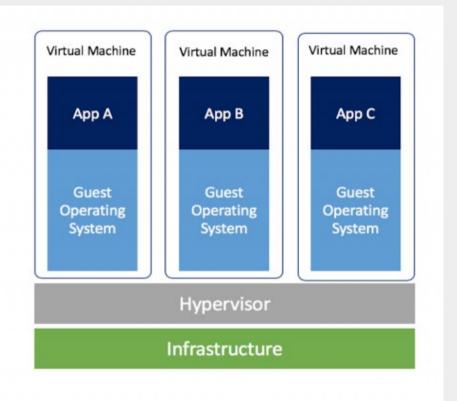
```
Hercules Version
                  : 3.07
                 raspberrypi
Host name
                  : Linux-3.1.9+ #84 Fri Apr 13 12:27:52 BST 2012
Host OS
Host Architecture : armv6l
Processors
                    UP
Chanl Subsys
                    0
Device number
                    0010
Subchannel
                    0004
                        HHH
                              The S/370, ESA/390 and z/Architecture
           H
                        HHH
                                            Enulator
           干
           HH
                        HHH
                                        CCC U U L
                                                      EEEE SSS
           HHH
                        HHH
                             EEEE RRR
           нинининининининин
                                               UL
                                                      EEE
                                                           SS
           нинининининин
           нининининининин
                             EEEE R R CCC UU LLLL EEEE SSS
           HHH
                        ННН
           HHH
                        HHH
           HHH
                        HHH
                                My PC thinks it's a MAINFRAME
           HHH
                        HHH
           Copyright (C) 1999-2010 Roger Bowler, Jan Jaeger, and others
```

#### **Virtual Machines and Containers**

- Modern VMs generally are used to allow multiple OS and environments to run on the same hardware
  - E.g. Linux, Win10, Win7 all can run on the same hardware
- Containers are stripped down VMs
  - They run as processes inside an OS
  - But still provide virtualization
  - Considered lightweight VMs

#### **Virtual Machines and Containers**



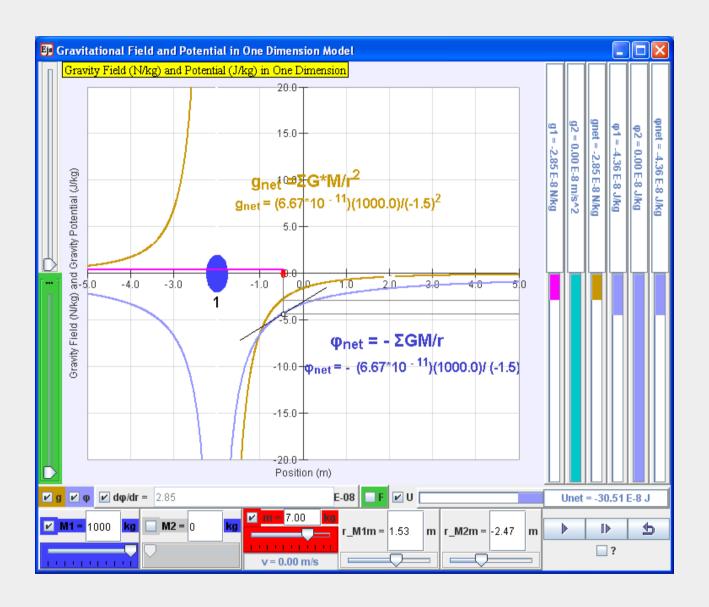




## **Origins of Java**

- · Java was originally designed to run in a browser
  - · Design principle: write once, run anywhere
  - Safety was essential execution of Java code had to be locked down
    - · This is the Java sandbox model
    - The JVM did not access the host OS or resources directly
    - The JVM only had restricted access
    - · Eg. could not write to the file system
- These requirements led to the the VM model
  - Borrowed the idea from other virtualization projects

## **Java Applet**



# **The Original Sun Model**

- Called the "Cathedral and Bazaar"
  - Java development was placed in a separate environment from SUN's main business
  - The specifications for the JVM and Java Language were made freely available
  - Anyone who wanted to could develop and distribute their own version of a JVM and/or Java
    - But SUN trademarked the name and only allowed it to be used by those products that adhered to the standard
    - Notable case: Sun sued MicroSoft for its Java version J++
    - Sun won and MicroSoft could not refer to J++ as "Java" -- it later became C#

## **The Java Community Process**

- SUN implemented a "Community Development Process"
  - The JCP would decide on the direction of Java development
  - · Made up of Java users and developers (individuals and organizations)
  - They took Java in a new direction
    - · As a way to connect web applications to existing legacy systems
    - Required the use of Java as a stand alone language
    - · And required the use of Java on the server side
  - This led to the development of Java Enterprise Architecture
    - Not of interest to us
    - But it did require more robust formulation of the JVM

# **The Java Community Process**

## For the *community*, by the *community*

- •The Java Community Process (JCP) is the open, inclusive process to develop and revise Java technology specifications (JSRs), reference implementations (RI), and technology compatibility kits (TCK).
- •The JCP program has over 1,000 corporate, individual and Java User Group (JUG) members, & 12,000 registered users.
- •More than 350 Java technology specifications are in development in the JCP program; ~two thirds have reached Final Release.
- -Java EE 7 Final Release 2013.
- -Java SE 8 Final Release 2014.
- -Java ME 8 Final Release 2014.



### The State of Java

- SUN was purchased by Oracle in 2010
  - · Created concerns about the open model of Java
  - OpenJDK is a GPL fork of Java and the JVM supported by Oracle
  - · Oracle is moving to a subscription model of Java
  - The future of Oracle Java is uncertain
- · However, there are many other JVMs available
  - · And the JVM is no longer just for Java
  - Other languages now use the JVM
    - · New languages like Scala, Kotlin
    - Ports of legacy languages like COBOL
    - · Used by modern Big Data apps like Hadoop and Spark

#### **For this Class**

- The Java Model has diverged
  - Java 8 is the most common version in use
  - Oracle started its own Java fork with Java 9
  - Most of the changes do not affect the JVM
  - To keep it simple, we will be using Java 8
- · Almost all of what we do is generic
  - · Should be applicable to most JVMs "out there"



# Java "Ecosystem"

- Distributed over three parts
- The Java production environment
  - · Where programs are written using the JDK tools and utilities
  - Multiple compilers available from different languages
  - All produce class files consisting of "byte code"
  - Byte code = assembler instructions for hypothetical JVM
- The JRE Java Runtime Environment
  - · OS and architecture specific
  - Consists of the JVM and class libraries

# Java "Ecosystem"

#### The Java Class libraries

- Standard Java libraries for a specific architecture
- · Class files need to be linked to library files

#### · The JVM

- · Class Loader links the class files with library files
- · Controls the execution of the loaded application
- Translates the byte code to platform specific instructions
- Just in Time compiler compiles code to improve performance
  - · We will look at this architecture in more detail later

# Java "Ecosystem"

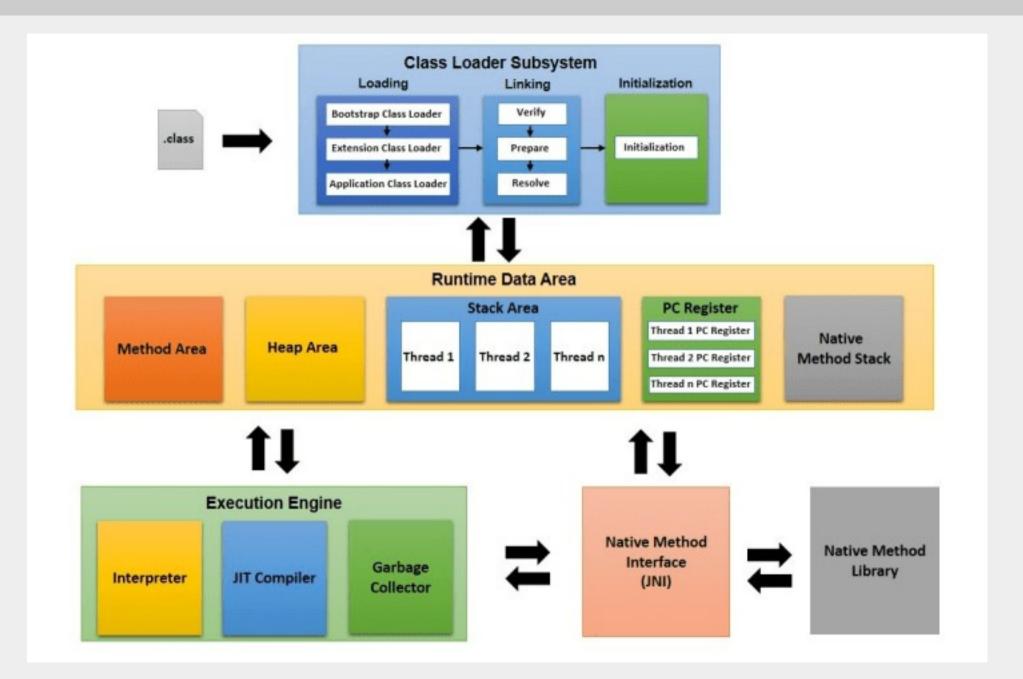
# **Development Environment Java Code** Scala Code **Java Compiler Scala Compiler Byte Code JRE Java Runtime Environment Class Loader Code Verifier Java Class Libraries** Java Interpreter **Jit Compiler Runtime Operating System Java Virtual Machine**



## **JVM Architecture**

- The JVM emulates standard OS architecture
- Memory is divided into heap and stack
  - Managed exclusively by the JVM
- Supports multi-threading
  - Maintains thread specific stacks and registers
- JVM can link with and call native methods and code
- Execution area handles translation of byte code to the runtime OS environment

## **JVM Architecture**





# Why Multiple JVMs?

- SUN/Oracle support a JVM specification
  - Describes how a JVM should operate
  - Does not describe how a JVM should be built
  - Spec describes the JVM interface, not its internals
  - · Anyone can build a JVM
- The standard reference implementation is the Oracle supported "HotSpot" JVM
  - Evolves with revisions of the Java versions
  - Most implementations are similar to the reference implementation

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