# Thread Dump - Intelligence Report

File: *dump.txt*

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**Congratulations!! No problems detected in your thread dump**

### Thread Count Summary

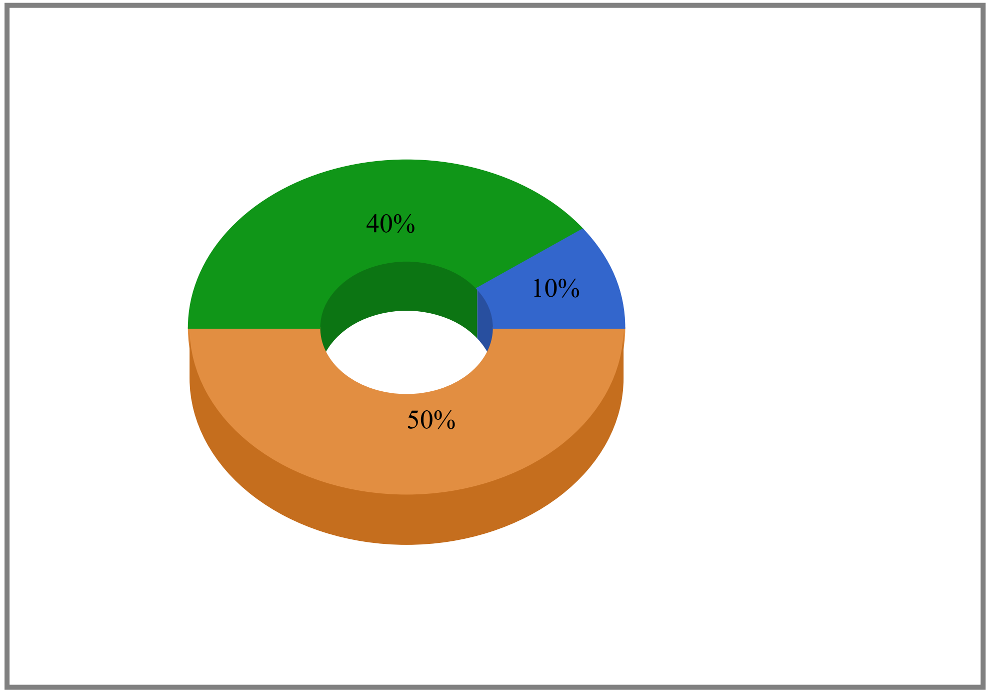
(To learn about different thread states through real-life example, check out this video tutorial )

22
threads
RUNNABLE
View Details
13
threads
WAITING
View Details
4
threads
TIMED_WAITING
View Details

Total Threads count: **39**

### Thread Group

(Threads with similar names are grouped in this section)



| Legends | Thread Group | Count |
|---|---|---|
| 🟠 | http-nio-8090-exec | 10 |
| 🟢 | GC task thread | 8 |
| 🔵 | http-nio-8090-ClientPoller | 2 |

## Daemon vs non-Daemon

(daemon and non-daemon(i.e. user) threads count is shown in this section)

25

daemon threads
View Details
4

non-daemon threads
View Details

### Threads with identical stack trace

(Threads with identical stack traces are grouped here. If too many threads have identical stack trace then it might be a concern, to learn more visit RSI Pattern)

| Thread Count | Identical Stack trace |
|---|---|
| 10 RUNNABLE threads | stacktrace<br>To see full stack trace click here. |
| 10 WAITING threads | java.lang.Thread.State: WAITING (parking)<br>at sun.misc.Unsafe.park(Native Method)<br>- parking to wait for <0x00000000deb93898> (a java.util.concurrent.locks.AbstractQueuedSynchronizer$ConditionObject)<br>at java.util.concurrent.locks.LockSupport.park(LockSupport.java:175)<br>at java.util.concurrent.locks.AbstractQueuedSynchronizer$ConditionObject.await(AbstractQueuedSynchronizer.java:2039)<br>...<br>To see full stack trace click here. |
| 8 RUNNABLE threads | java.lang.Thread.State: RUNNABLE<br>Locked ownable synchronizers:<br>- None |

| | |
|---|---|
| 2 RUNNABLE threads | To see full stack trace click here.<br>java.lang.Thread.State: RUNNABLE<br>at sun.nio.ch.WindowsSelectorImpl$SubSelector.poll0(Native Method)<br>at sun.nio.ch.WindowsSelectorImpl$SubSelector.poll(WindowsSelectorImpl.java:296)<br>at sun.nio.ch.WindowsSelectorImpl$SubSelector.access$400(WindowsSelectorImpl.java:278)<br>at sun.nio.ch.WindowsSelectorImpl.doSelect(WindowsSelectorImpl.java:159)<br>... |
| 1 TIMED_WAITING threads | To see full stack trace click here.<br>java.lang.Thread.State: TIMED_WAITING (sleeping)<br>at java.lang.Thread.sleep(Native Method)<br>at org.apache.catalina.core.StandardServer.await(StandardServer.java:427)<br>at<br>org.springframework.boot.context.embedded.tomcat.TomcatEmbeddedServletContainer$1.run(TomcatEmbeddedServletContainer.java:177)<br>Locked ownable synchronizers:<br>... |
| 1 TIMED_WAITING threads | To see full stack trace click here.<br>java.lang.Thread.State: TIMED_WAITING (on object monitor)<br>at java.lang.Object.wait(Native Method)<br>at java.util.TimerThread.mainLoop(Timer.java:552)<br>- locked <0x0000000082cfdd48> (a java.util.TaskQueue)<br>at java.util.TimerThread.run(Timer.java:505)<br>... |
| 1 RUNNABLE threads | To see full stack trace click here.<br>java.lang.Thread.State: RUNNABLE<br>at sun.nio.ch.ServerSocketChannelImpl.accept0(Native Method)<br>at sun.nio.ch.ServerSocketChannelImpl.accept(ServerSocketChannelImpl.java:422)<br>at sun.nio.ch.ServerSocketChannelImpl.accept(ServerSocketChannelImpl.java:250)<br>- locked <0x00000000deb2ef20> (a java.lang.Object)<br>... |
| 1 WAITING threads | To see full stack trace click here.<br>java.lang.Thread.State: WAITING (on object monitor)<br>at java.lang.Object.wait(Native Method)<br>at java.lang.ref.ReferenceQueue.remove(ReferenceQueue.java:143)<br>- locked <0x0000000081e0c9c0> (a java.lang.ref.ReferenceQueue$Lock)<br>at java.lang.ref.ReferenceQueue.remove(ReferenceQueue.java:164)<br>... |
| 1 RUNNABLE threads | To see full stack trace click here.<br>java.lang.Thread.State: RUNNABLE<br>at java.net.SocketInputStream.socketRead0(Native Method)<br>at java.net.SocketInputStream.socketRead(SocketInputStream.java:116)<br>at java.net.SocketInputStream.read(SocketInputStream.java:170)<br>at java.net.SocketInputStream.read(SocketInputStream.java:141) |

| | |
|---|---|
| | ...<br>To see full stack trace click here. |
| 1 WAITING threads | java.lang.Thread.State: WAITING (on object monitor)<br>at java.lang.Object.wait(Native Method)<br>at java.lang.Object.wait(Object.java:502)<br>at java.lang.ref.Reference$ReferenceHandler.run(Reference.java:157)<br>- locked <0x0000000081db7390> (a java.lang.ref.Reference$Lock)<br>...<br>To see full stack trace click here. |

### Most used methods

(Methods in which most threads are working are displayed here. If too many threads end up on the same method, it may be a concern, to learn more visit All roads lead to Rome pattern)

| Thread Count | Method | Percentage |
|---|---|---|
| 10 threads | sun.misc.Unsafe.park(Native Method).<br>To see stack trace click here. | 26% 26% |
| 3 threads | java.lang.Object.wait(Native Method).<br>To see stack trace click here. | 8% 8% |
| 3 threads | java.lang.Thread.sleep(Native Method).<br>To see stack trace click here. | 8% 8% |
| 3 threads | sun.nio.ch.WindowsSelectorImpl$SubSelector.poll0(Native Method).<br>To see stack trace click here. | 8% 8% |
| 1 threads | sun.nio.ch.ServerSocketChannelImpl.accept0(Native Method).<br>To see stack trace click here. | 3% 3% |
| 1 threads | java.net.SocketInputStream.socketRead0(Native Method).<br>To see stack trace click here. | 3% 3% |

### CPU consuming methods

(Methods that were consuming CPU cycles when thread dump was captured are given below, to learn more visit Athlete pattern)

| Thread count | CPU consuming method |
|---|---|
| 3 Threads | sun.nio.ch.WindowsSelectorImpl$SubSelector.poll0(Native Method).<br>To see full stacktrace click here |

### Blocking Threads - Transitive Graph

(Threads that block other threads are displayed here. Blocking threads makes application unresponsive, to learn more visit Traffic Jam pattern)

No transitive blocks found

### GC Threads

(Displays garbage collection threads count. To learn more visit Scavengers pattern)

8
GC threads
View Details
GC thread count is normal

### Complex DeadLocks

(Learn more about Complex Deadlock)

No Complex Deadlocks found

### Dead Lock

(Learn more about Deadlock)

No Deadlock found

### Finalizer Thread

(If finalizer thread is BLOCKED or WAITING for a prolonged period, it can result in OutOfMemoryError, to learn more visit Leprechaun Trap pattern)

No problem with Finalizer Thread.

### Bottom up Call Stack Tree

(All threads stack trace is combined in to one single tree)

Show Top Down call stack

- (21) root
  - (15) java.lang.Thread.run(Thread.java:745)
    - (10) org.apache.tomcat.util.threads.TaskThread$WrappingRunnable.run(TaskThread.java:61)
    - (2) org.apache.tomcat.util.net.NioEndpoint$Poller.run(NioEndpoint.java:793)
    - (1) org.apache.coyote.AbstractProtocol$AsyncTimeout.run(AbstractProtocol.java:1211)
    - (1) org.apache.tomcat.util.net.NioEndpoint$Acceptor.run(NioEndpoint.java:455)
    - (1) org.apache.catalina.core.ContainerBase$ContainerBackgroundProcessor.run(ContainerBase.java:1355)
  - (1) org.apache.tomcat.util.net.NioBlockingSelector$BlockPoller.run(NioBlockingSelector.java:339)
    - (1) sun.nio.ch.SelectorImpl.select(SelectorImpl.java:97)
  - (1) java.util.TimerThread.run(Timer.java:505)
    - (1) java.util.TimerThread.mainLoop(Timer.java:552)

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├── (1) org.springframework.boot.context.embedded.tomcat.TomcatEmbeddedServletContainer$1.run(TomcatEmbeddedServletContainer.java:177)
│   └── (1) org.apache.catalina.core.StandardServer.await(StandardServer.java:427)
├── (1) com.intellij.rt.execution.application.AppMainV2$1.run(AppMainV2.java:64)
│   └── (1) java.io.BufferedReader.readLine(BufferedReader.java:389)
├── (1) java.lang.ref.Finalizer$FinalizerThread.run(Finalizer.java:209)
│   └── (1) java.lang.ref.ReferenceQueue.remove(ReferenceQueue.java:164)
└── (1) java.lang.ref.Reference$ReferenceHandler.run(Reference.java:157)
    └── (1) java.lang.Object.wait(Object.java:502)
```