Java Concurrency in Practice

## **Advanced Topics**

# Chapter-16 The Java Memory Model

Upcode Software Engineer Team

#### **CONTENT**

- 1. What is memory model?
- 2. Why would I want one?
- 3. Safe publication
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- 5. Reference

## What is memory model (1/n)

Understanding Java Memory Model is an essential learning for serious Java developers who develop, deploy, monitor, test, and tune performance of a Java application.

Java Source Code
Java Compiler

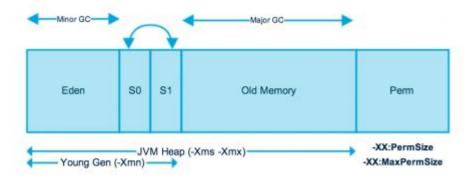
Java Bytecode

Java Compiler class file in Java Runtime Environment (JRE) Class Loader Subsystem Loading Linking Initialization Java API Runtime Data Area Classes Method Method **Execution Engine** Native Method Native Method Garbage Interpreter Interface (JNI) Libraries Operating System (Windows, Mac, Linux, Unix etc.) Hardware (Intel, AMD etc.)

IVM Architecture

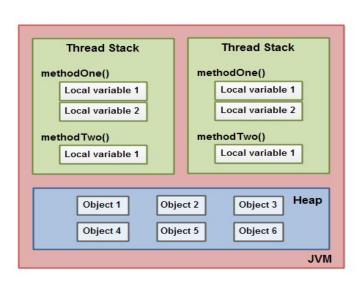
#### What is memory model (2/n)

- The Java Memory Model (JMM) defines the allowable behavior of multithreaded programs
- therefore describes when such reorderings are possible.
- It places execution-time constraints on the relationship between threads and main memory in order to achieve consistent and reliable Java applications.

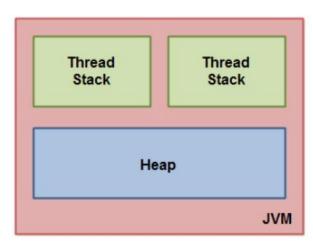


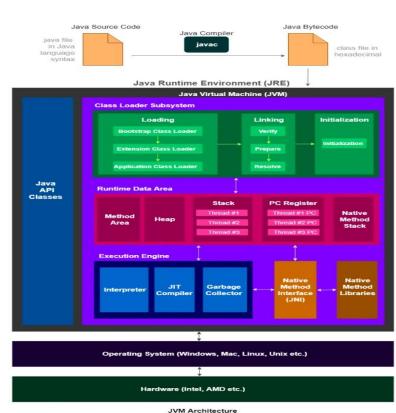
### What is memory model (3/n)

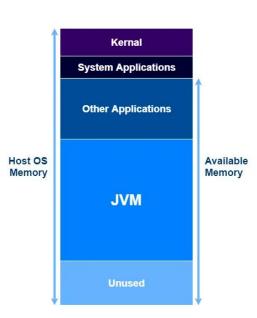
- You must have used some of the following **JVM memory configurations** when running resource-intensive Java programs.
- -XmsSetting initial Heap size
- -XmxSetting maximum Heap size
- -XX:NewSizeSetting new generation heap size
- -XX:MaxNewSizeSetting maximum New generation heap size
- -XX:MaxPermGenSetting maximum size of Permanent generation
- -XX:SurvivorRatioSetting new heap size ratios (e.g. if Young Gen size is 10m and memory switch is -XX:SurvivorRatio=2, then 5m will be reserved for Eden space and 2.5m each for both Survivor spaces, default value = 8)
- -XX:NewRatio providing ratio of Old/New Gen sizes (default value = 2)



## What is memory model





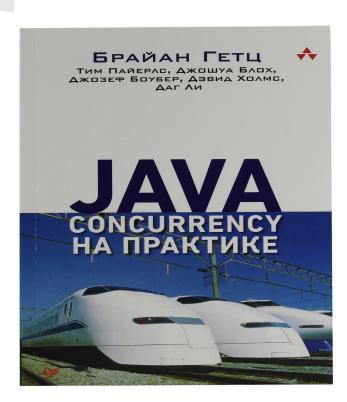


Host OS Memory and JVM (Image: PlatformEngineer.com)

## Summary

• the most common reasons to use threads is to exploit multiple processors, in

#### Resources



#### Reference

- 1. Java Concurrency book.
- 2. <a href="https://medium.com/platform-engineer/understanding-java-memory-model-1d">https://medium.com/platform-engineer/understanding-java-memory-model-1d</a>
  <a href="https://medium.com/platform-engineer/understanding-java-memory-model-1d">0863f6d973</a>
- 3. <a href="https://medium.com/@jojoooo/exploring-a-base-spring-boot-application-with-j">https://medium.com/@jojoooo/exploring-a-base-spring-boot-application-with-j</a> ava-21-virtual-thread-spring-security-flyway-c0fde13c1eca
- 4. https://jenkov.com/tutorials/java-concurrency/java-memory-model.html

#### Thank you!

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