



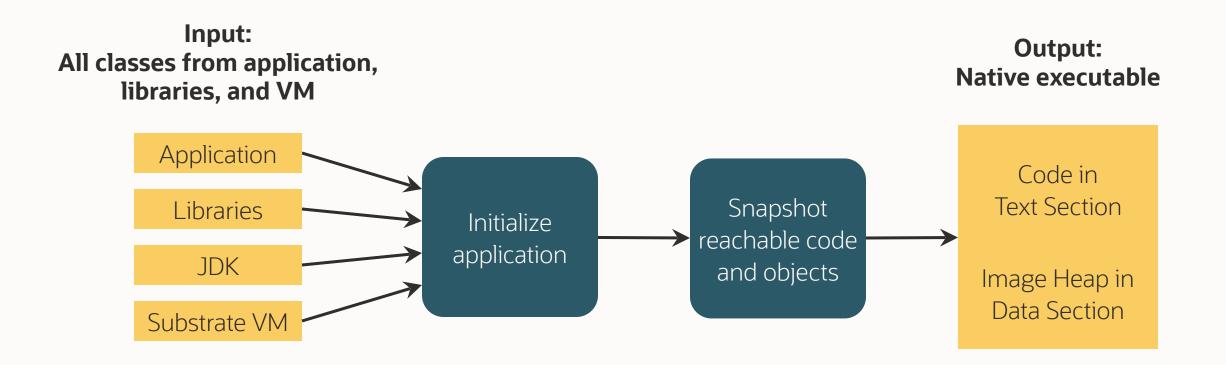
AOT

java MyMainClass native-image

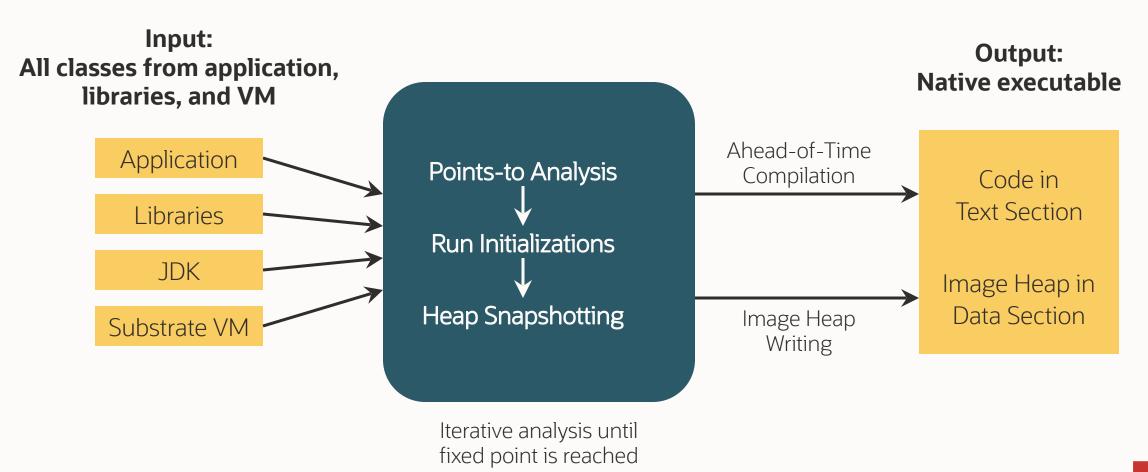
native-image MyMainClass
 ./mymainclass

GraalVM Native Image

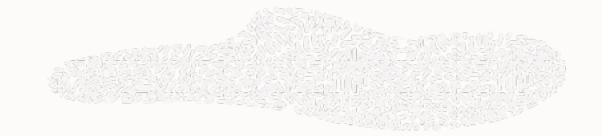
Native Image Build Process: the idea



Native Image Build Process



Executing on the JVM vs Native Image



Application code

Profling data

Compiler data structures

Code cache

JDK classes

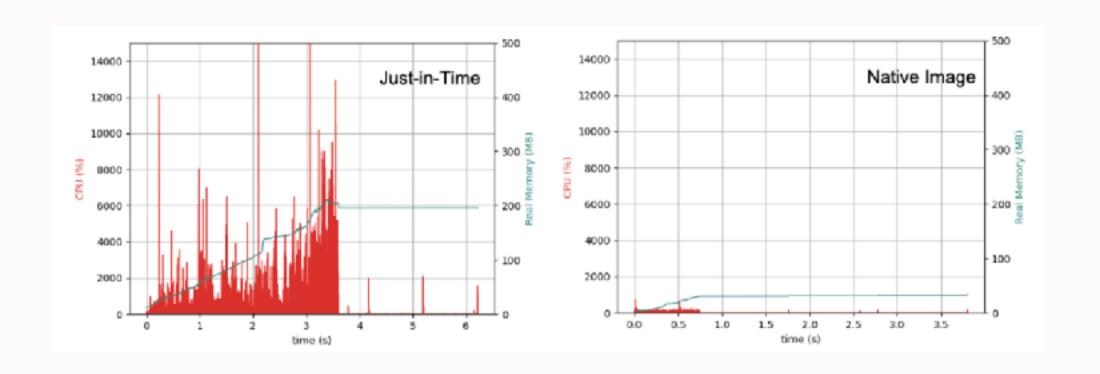
JVM



Slim VM implementation



CPU and memory usage of GraalVM Native Image applications

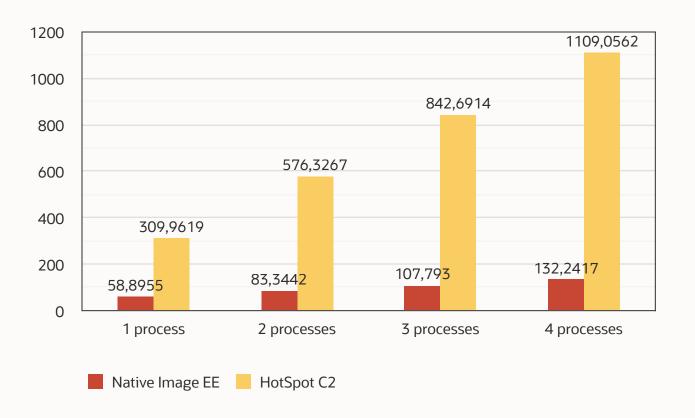




Example: horizontal scaling of microservices

Memory Usage in MB

Quarkus Apache Tika ODT in a "tiny" configuration and with the serial GC (1 CPU core per process, -Xms32m -Xmx128m) – JDK 11



Java HotSpot VM

4 VM instances = 4 times the memory

Native Image

- 4 VM instances = 2 times the memory
- Image heap shared between processes
- Machine code shared between processes

GraalVM >> Java Microservice frameworks



















Spring blog

All Posts M Engineering M Releases M News and Events M



Spring Boot 3.0 Goes GA

RELEASES | ANDY WILKINSON | NOVEMBER 24, 2022 | 63 COMMENTS

On behalf of the team, it is my very great pleasure to announce that Spring Boot 3.0 is now generally available and 3.0.0 can be found in Mayen Central.

This release is the culmination of 12 months work and over 5700 commits by 151 different individuals. A massive thank you to everyone that has contributed, and to all the early adopters that have been providing vital feedback on the milestones.

This is the first major revision of Spring Boot since 2.0 was released 4.5 years ago. It's also the first GA version of Spring Boot that provides support for Spring Framework 6.0 and GraalVM.

Highlights of the new release include:

- A Java 17 baseline.
- Support for generating native images with GraalVM, superseding the experimental Spring Native project

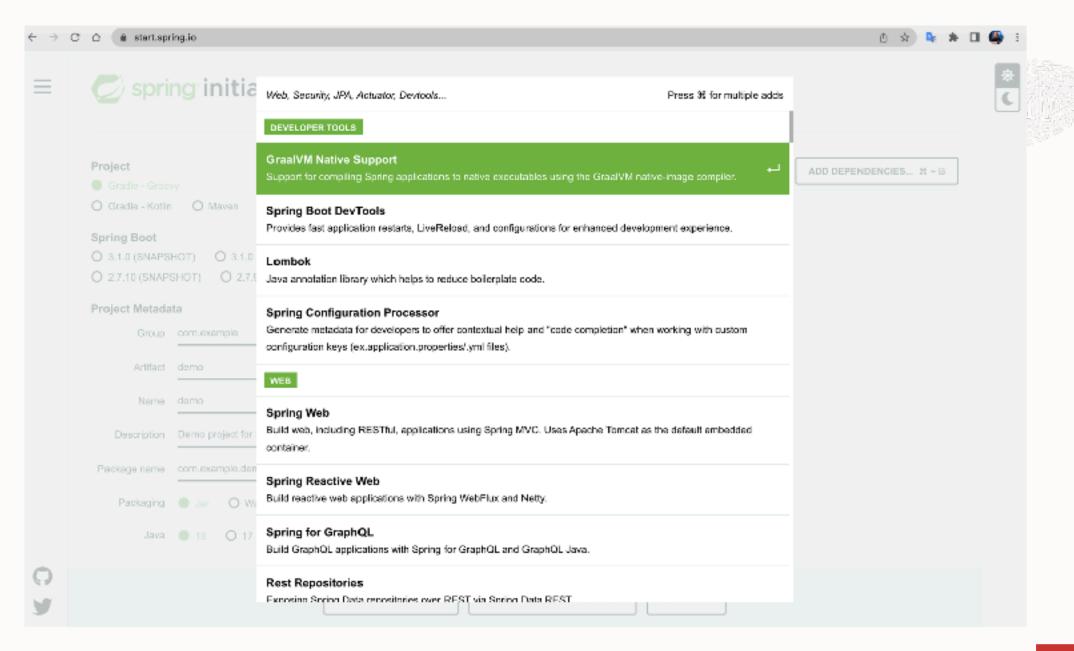


- Improved observability with Micrometer and Micrometer Tracing
- Support for Jakarta EE 10 with an EE 9 baseline

There's far too many features to list them all here in detail, so head over to the release notes page on our wiki to find out more. If you just want to get started, you can easily bootstrap a new project on start.spring.io. If you'd like to try out the GraalVM support, start.spring.io can help with that too.

Over the coming weeks we'll be publishing blog posts that cover some Spring Boot 3.0 features in detail.





AOT processing in Spring Boot 3.0 Native application :nativeCompile _ App compiled AOT is done Native binary Classes Classes Resources Resources :bootBuildImage **Optimized Container** AOT code (BuildPacks) (source + classes) :processAot Native binary AOT metadata :aotClasses (generated) Libraries metadata (reachability repo) **AOT** optimized app :bootJar Application Jar

spring





Spring's AOT processing

- The classpath is fixed and fully defined at build time
- The Spring @Profile annotation and profile-specific configuration is not supported

A Spring AOT processed application will typically generate:

- Java source code
- Bytecode (for dynamic proxies etc)
- GraalVM JSON hint files:
 - Resource hints (resource-config.json)
 - Reflection hints (reflect-config.json)
 - Serialization hints (serialization-config.json)
 - Java Proxy Hints (proxy-config.json)
 - JNI Hints (jni-config.json)

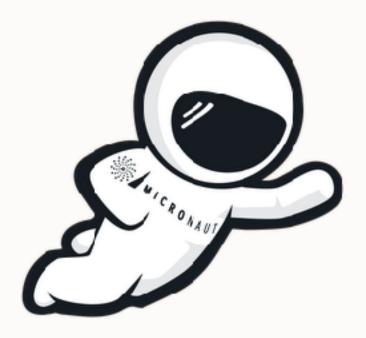


Spring Boot demo











Micronaut

A modern, JVM-based, full-stack framework for building modular, easily testable Microservice and Serverless applications.

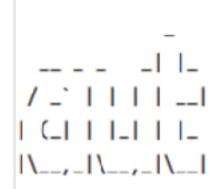
Features a Java annotation processor that hooks into your compiler and computes your framework infrastructure at compilation time eliminating reflection, runtime proxies and runtime code generation.

Website and documentation: micronaut.io





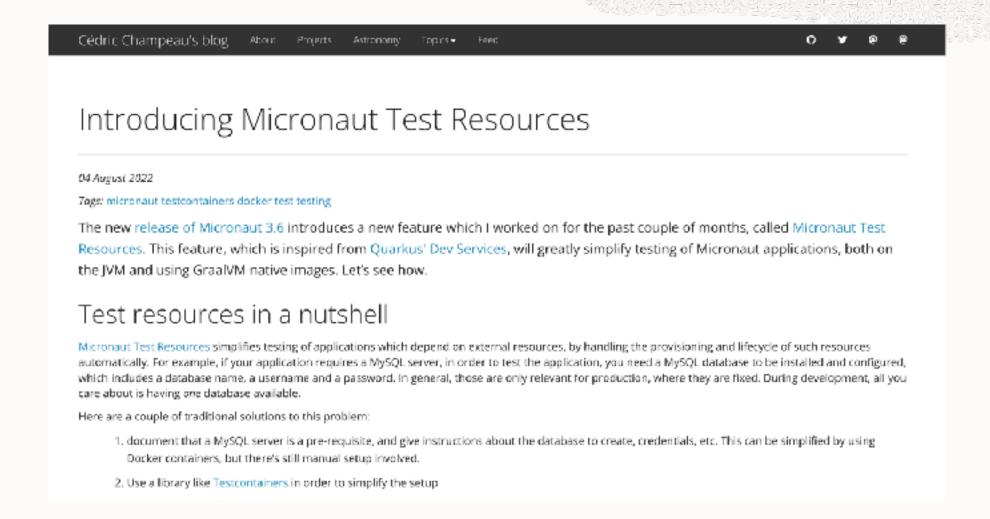
#Micronaut



icronaut.runtime.Micronaut - Startup completed in 6ms. Server
[3s]

2:55 PM · Sep 15, 2021

Testing Native Image applications: Micronaut Test Resources



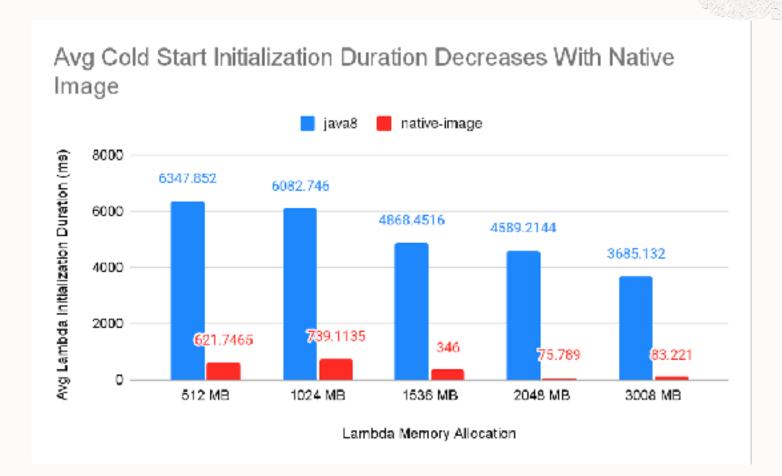


Micronaut demo





Native Image for serverless Java workloads



"The same function with 3008 MB of memory that took 3.6 seconds to start with the JVM, started in under 100 milliseconds once compiled to a native executable using GraalVM's native-image tool"

Disney Streaming: https://aws.amazon.com/blogs/opensource/improving-developer-productivity-at-disney-with-serverless-and-open-source/



Micronaut session @ Voxxed Days Zurich



Unleash the power of your applications with Micronaut and GraalVM

CONFERENCE (BEGINNER LEVEL)

Thursday from 14:20 - 15:05

Room 3

Login

In this talk, Micronaut committer Álvaro Sánchez-Mariscal, will demonstrate how you can quickly build optimised Microservices with Micronaut & GraalVM Native Image. Attendees will learn how the combination of GraalVM Native Image and Micronaut can lead to efficient, highly performant, and optimised applications that can be perfectly deployed to environments like Kubernetes or serverless platforms.

There will be a live coding demo of an application using Micronaut Data and GrapIVM.



ÁLVARO SÁNCHEZ-MARISCAL **
Oracle

Álvaro is a passionate developer and agile enthusiast with over 21 years of experience. He is now a Principal Member of Technical Staff at Oracle Labs, where he is a Micronaut committer, helping to maintain and evolve the open-source framework.





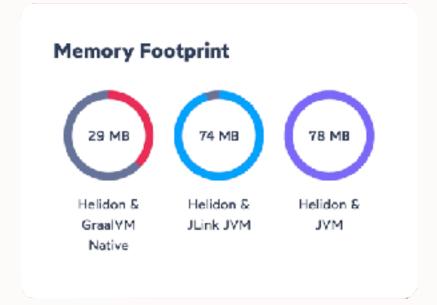


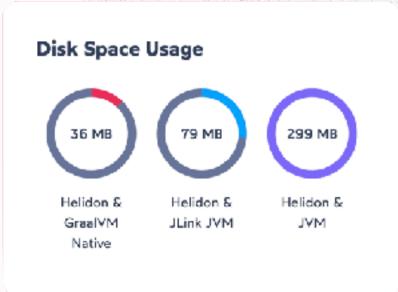
Helidon SE	Helidon MP
Gives full transparency and puts you in control	Built on top of the Helidon SE libraries and provides a platform that is familiar to enterprise Java developers
Microframework model with a very small footprint and limited functionality (~7 MB)	MicroProfile implementation; slightly larger footprint than SE (~13 MB)
Functional style, reactive, non-blocking	Declarative style with dependency injection
Transparent "no magic" development experience; pure java application development with no annotations and no dependency injections	Developer experience similar to that of Spring Boot, Jakarta EE and MicroProfile; layers on some Jakarta EE components (CDI, JAX-RS, JSON-P, JSON-B).

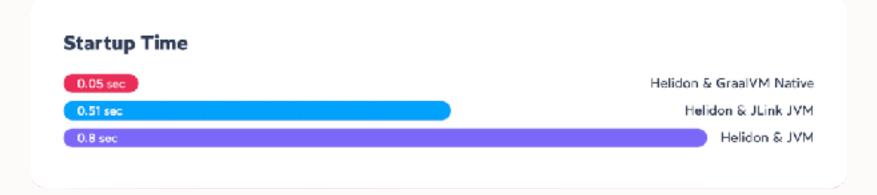
A RESTful service with Helidon SE and Helidon MP

```
@Path("hello")
public class HelloWorld {
    @GET
    public String hello() {
       return "Hello World";
    }
}
```

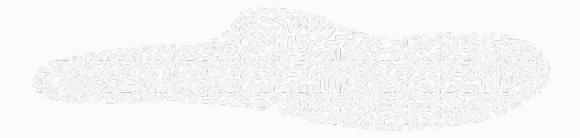
Helidon > GraalVM







Helidon demo









QUARKUS



Extensions

A Quarkiverse of extensions enhance your application just as project dependencies do.

APISTAX

APIstax

Secure and reliable APIs for your

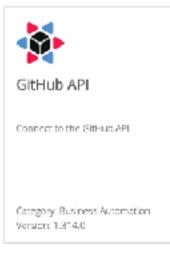
common business needs. Produce PDFs from HTML. Generate EU payment QR codes. Verify VAT numbers of european

Category: Miscellaneous

Version: 1.4.2

Built With 2.16.3 Final Category Integration Data Web Business Automation Cloud Miscellaneous Reactive Security Serialization Messaging	Q. Find an extension		
Category Integration Data Web Business Automation Cloud Miscellaneous Reactive Security Serialization	Built With		
☐ Integration ☐ Data ☐ Web ☐ Business Automation ☐ Cloud ☐ Miscellaneous ☐ Reactive ☐ Security ☐ Serialization	2.16.3.Final	v	
☐ Integration ☐ Data ☐ Web ☐ Business Automation ☐ Cloud ☐ Miscellaneous ☐ Reactive ☐ Security ☐ Serialization	Category		
□ Web □ Business Automation □ Cloud □ Miscellaneous □ Reactive □ Security □ Serialization	☐ Integration		
 ☐ Miscellaneous ☐ Reactive ☐ Security ☐ Serialization 	□ Web		
☐ Security ☐ Serialization			
_	□ Security		
☐ Observability	☐ Messaging		

Core □ Compatibility







Quarkus demo





Tips & Tricks X



Native Build tools: Official Gradle and Maven Plugins

- Build, test and run Java applications as native executables
- Out-of-the-box support for native JUnit 5 testing
 - testing Java code with JUnit 5 behaves in the same way in native execution as with the JVM
 - allows libraries in the JVM ecosystem to run their test suites via GraalVM Native Image

```
plugins {
id 'org.graalvm.buildtools.native' version "0.9.20" // or a newer version
}
```

GraalVM Native Image & JUnit

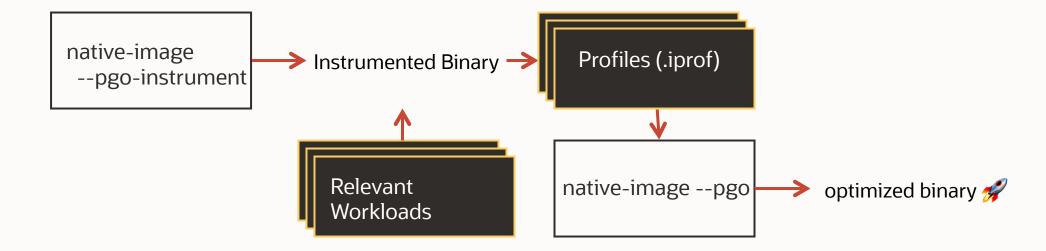


- @EnabledInNativeImage
 - used to signal that the annotated test class or test method is only enabled when executing within GraalVM native images
 - when applied at the class level, all test methods within that class will be enabled within a native image
- @DisabledInNativeImage
 - used to signal that the annotated test class or test method is only disabled when executing within a GraalVM native image.

Optimizing Performance



Optimizing performance of native image



Memory management in Native Image



Serial GC

 default option
 optimized for low memory footprint and small Java heap sizes

G1 GC

 optimized to reduce stopthe-world pauses and therefore improve latency
 enable it with --gc=G1 in GraalVM Enterprise

Epsilon GC

- no-op garbage collector that does not do any GC = never frees any allocated memory
- enable it with --gc=epsilon

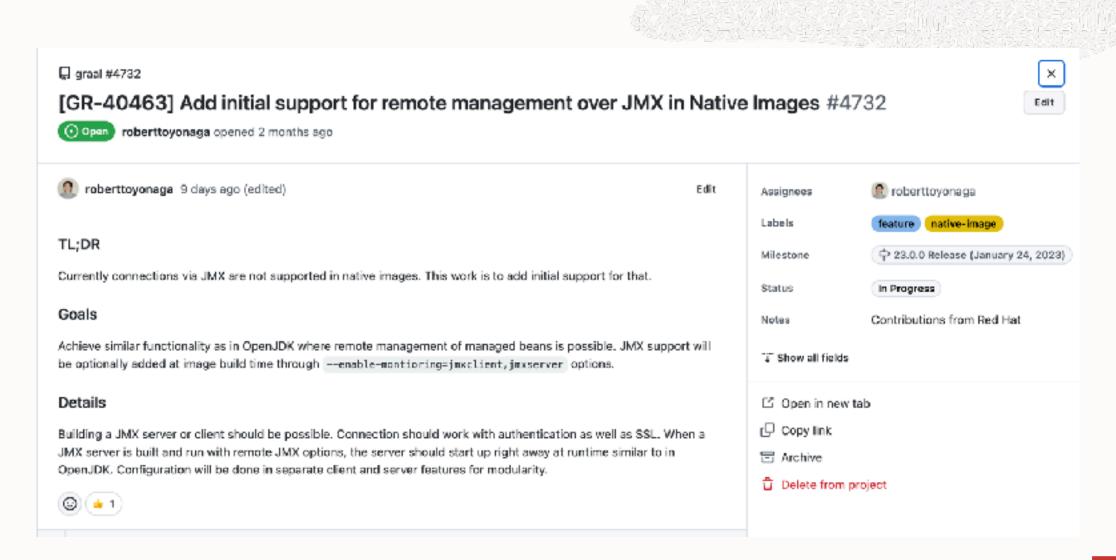
Monitor performance with JFR

- Monitor and optimize performance of native images in production deployments
- include JFR at image build time:

```
native-image —enable-monitoring=jfr JavaApplication
```

- To enable JFR and start a recording:
 - ./javaapplication -XX:+FlightRecorder
 - -XX:StartFlightRecording="filename=recording.jfr"

Work in progress: Adding JMX support





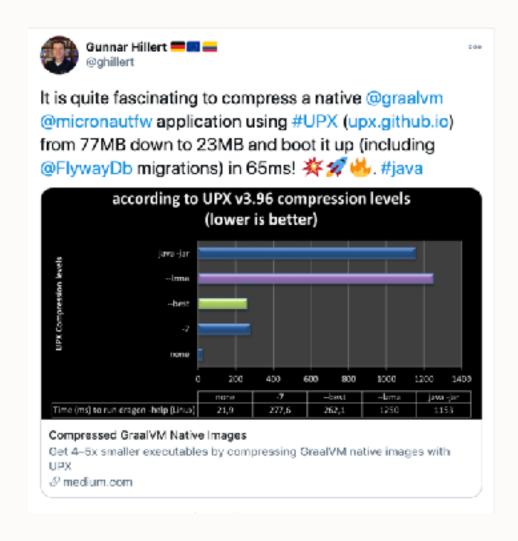
Native Image monitoring demo





Compressing native images with UPX





^{*} more aggressive compression algorithms can have runtime impact



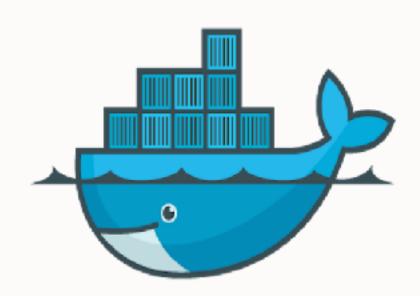
Static and Mostly Static Images

Static native images

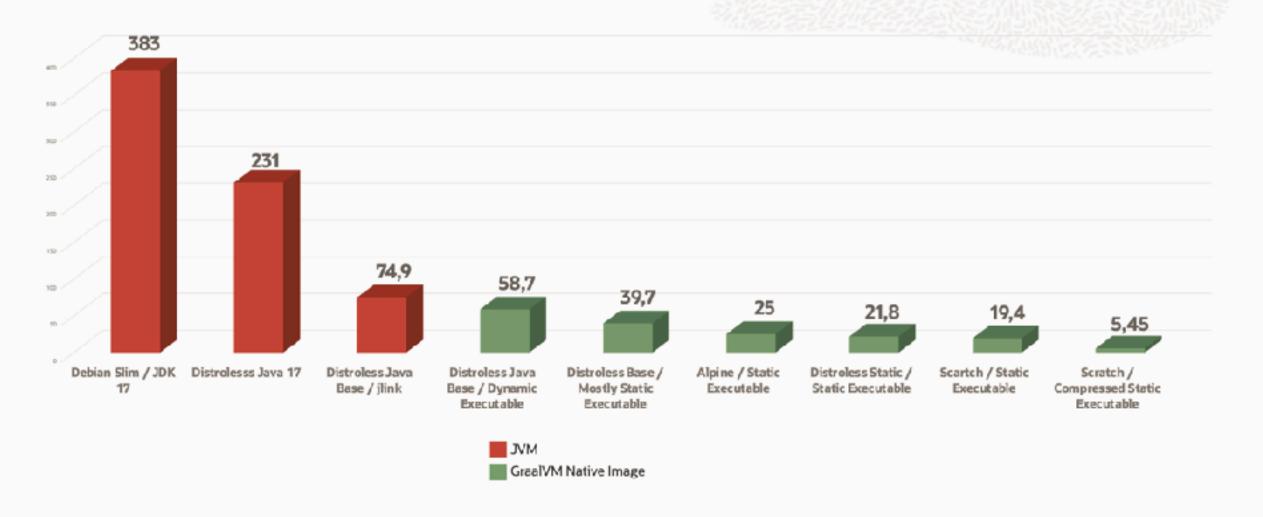
- statically linked against <u>musl-libc</u>, which can be used without any additional library dependencies
- great for deploying on slim or distroless container images
 FROM gcr.io/distroless/base
 COPY build/native-image/application app
 ENTRYPOINT ["/app"]

Mostly static native images

- statically link against all libraries except libc
- great for deploying such native images on distroless container images

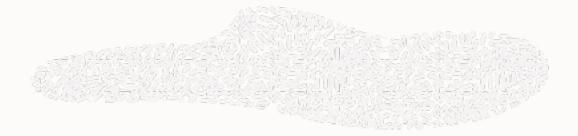


Lightweight containerized applications



Security aspects of Native Image §

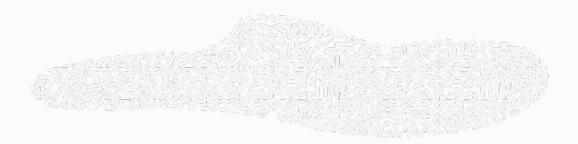
- No new unknown code can be loaded at run time
- Only paths proven reachable by the application are included in the image
- Reflection is disabled by default and needs an explicit include list
- Deserialization only enabled for specified list of classes
- Just-in-time compiler crashes, wrong compilations, or "JIT spraying" to create machine code gadgets are impossible



What's the catch?



Required Build Time Step



- Computational effort necessary at build time
- Need a powerful machine with the same target architecture & OS
 - Use it with GitHub Actions: github.com/marketplace/actions/github-action-for-graalvm
- Develop in JIT mode for fast development, only use AOT for final deployment
- For best throughput, use profile-guided optimizations:

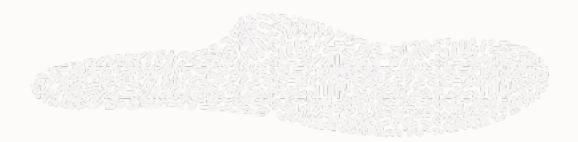
```
native-image --pgo-instrument MyMainClass
```

./mymainclass

native-image --pgo=profile.iprof MyMainClass

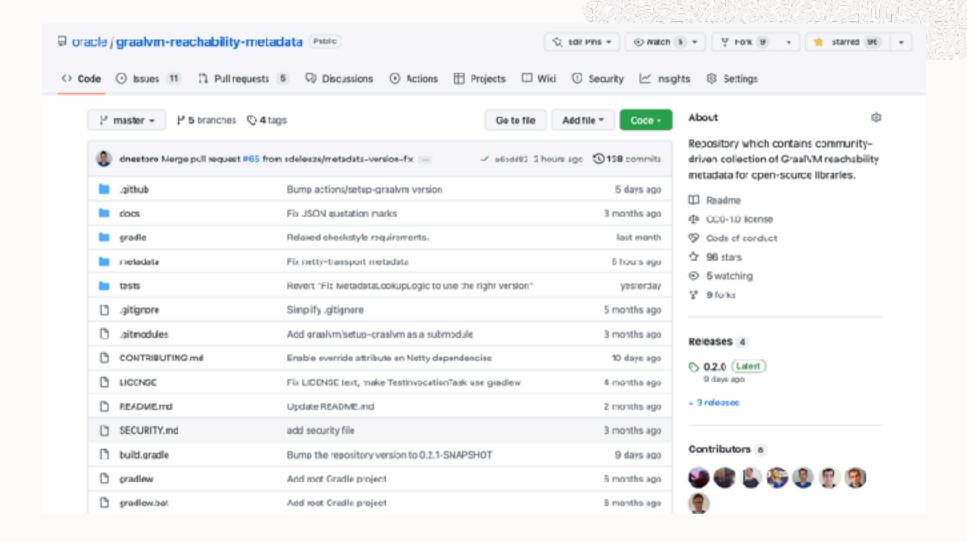
./mymainclass

GraalVM & Reflection?



- GraalVM >> Reflection!
- Native Image tries to resolve the target elements through a static analysis that detects calls to the Reflection API
 - If the analysis can not automatically detect your use of reflection, you might need additional configuration
- Trace reflection, JNI, resource usage on the JVM with the tracing agent
 - Manual adjustment / addition might still be necessary

What about reflection in 3rd-party libraries?





Is there an easier way to handle reflection? Yes!

```
-plugin-
    <groupId>org.graalvm.buildtools</groupId>
    <artifactId>native-maven-plugin</artifactId>
    <version>${native.maven.plugin.version}</version>
    <extensions>true</extensions>
    <executions>
       <execution>
           <id>build-native</id>
           <goals>
                <goal>compile-no-fork</goal>
           </goals>
           <phase>package</phase>
       </execution>
   </executions>
    -configuration>
       <!-- tag::metadata-default[] -->
       <metadataRepository>
           <enabled>true</enabled>
       </metadataRepository>
       <!-- end::metadata-default[] -->
    </configuration>
/plugin
```

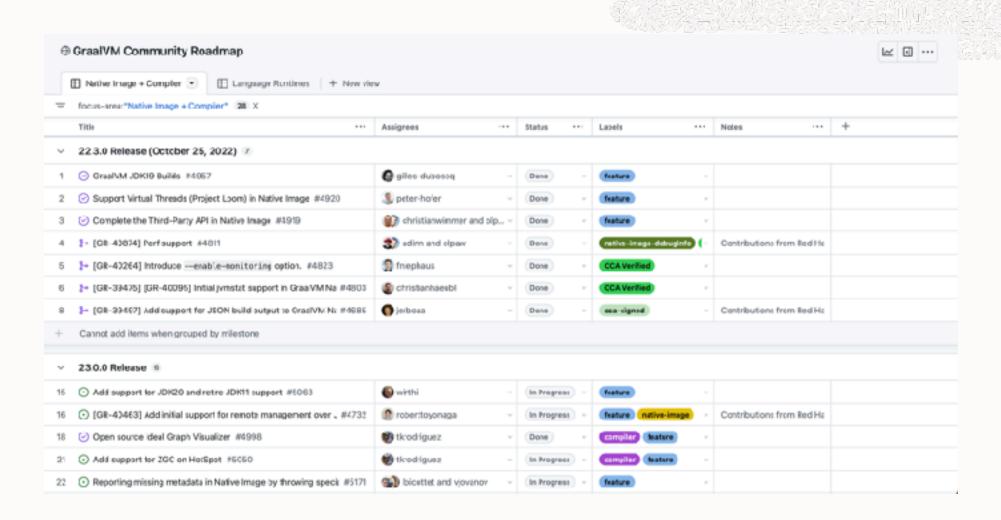


What's new in GraalVM





GraalVM Community roadmap on GitHub







What's next for GraalVM





tkrodriguez opened this issue on Sep 22, 2022 - 0 comments



tkrodriguez commented on Sep 22, 2022 • edited by fniephaus ...







TL;DR

Add support for Z Garbage Collector to the Graal compiler.

Goals

Add required ZGC barriers on HotSpot along with any relevant performance optimizations, allowing the use of ZGC when the Graal is used as a JIT compiler.

Non-Goals

- Add support for ZGC to GraalVM Native Image
- Add support for Shenandoah GC (although ZGC support will make it easier to support other GCs in the future)









New monitoring features in GraalVM Native Image /

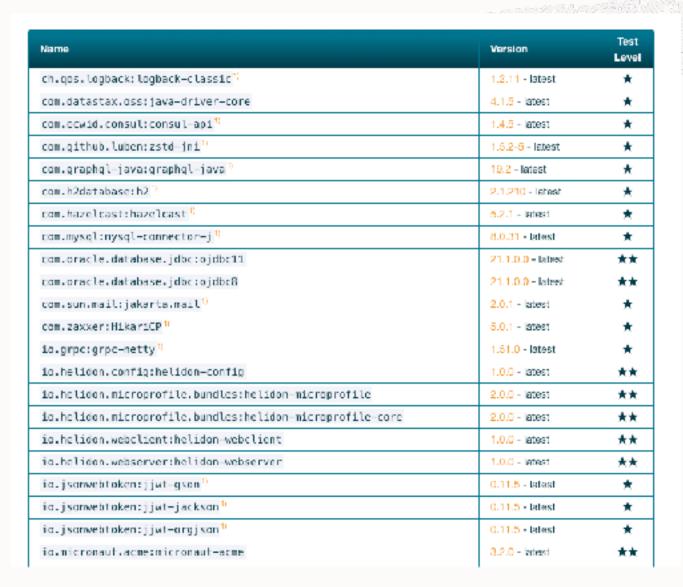
- -H:+AllowVMInspection -> --enable-monitoring
 - --enable-monitoring=<all,heapdump,jfr,jvmstat>
- added support for jvmstat in Native Image
- keep building out the JFR support in Native Image



What's next for Native Image

- Simplifying configuration and compatibility for Java libraries
- Continuing with peak performance improvements
- Keep working with Java framework teams to leverage all Native Image features, develop new ones, improve performance, and ensure a great developer experience
- Further reduce build time and footprint of the Native Image builder
- IDE support for Native Image configuration and agent-based configuration
- Further improving GC performance and adding new GC implementations

Libraries and Frameworks Ready for Native Image 🚀





Get started with GraalVM

Get started with GraalVM

sdk install java 22.3.r19-grl

Danke schön!

Presentation & resources:







Got questions?



