

# 1. Heap Statistics

Learn more about [Heap Statistics](#)



Total Size : 388.83mb



Class Count : 13,168



Object Count : 7,976,573



Thread Count : 43

Memory wasted: 108.8mb (28%)

## 2. What's in your Memory (by class)?

Learn more about [What's in Memory](#)





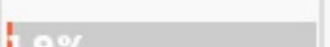
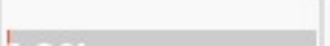
Class	Percentage	Size	Count
<a href="#">String</a>	38.2%	148.72mb	1,573,401

<a href="#">byte[]</a>	 18.5%	71.76mb	2,760,561
<a href="#">j.l.StringBuilder</a>	 12.0%	46.73mb	87,765
<a href="#">com.google.protobuf.ByteString\$LiteralByteString</a>	 3.7%	14.5mb	633,467
<a href="#">j.u.HashSet</a>	 3.2%	12.28mb	1,311
<a href="#">bisq.core.trade.statistics.TradeStatistics2</a>	 2.7%	10.57mb	106,574

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### 3. Large objects

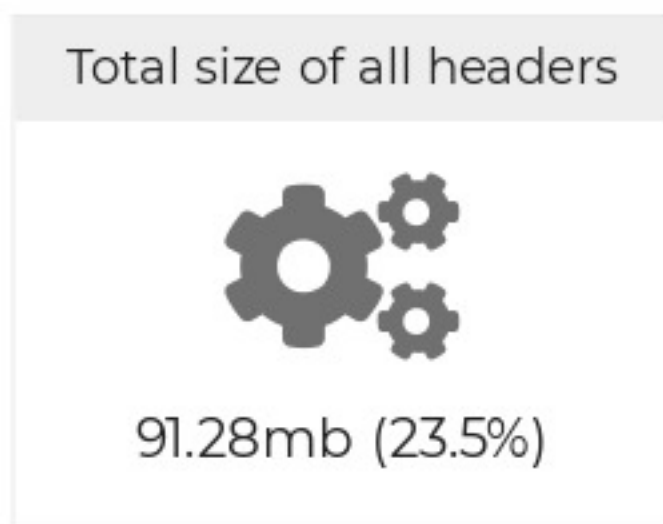
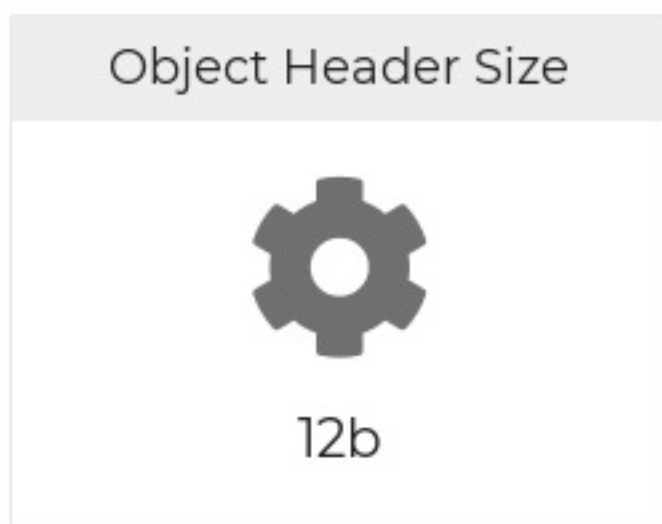
Learn more about [Large Objects](#)

Name	Percentage	Size
 <a href="#">Java Static bisq.desktop.main.MainView.rootContainer</a> <a href="#">&lt;&lt;Object might be causing memory leak.&gt;&gt;</a>	 47.1%	182.99mb
<a href="#">Unreachable (garbage) objects</a>	 41.7%	162.09mb
<a href="#">Java Static bisq.core.provider.fee.FeeService.daoStateService</a>	 3.2%	12.28mb
<a href="#">Java Static bisq.desktop.components.BalanceWithConfirmationTextField.walletService</a>	 1.9%	7.58mb
<a href="#">Java Static [org.apache.commons.logging.LogFactory.thisClassLoader]_Java Local(jdk.internal.loader.ClassLoaders\$AppClassLoader) [a3c498f0] (1 thread(s))</a>	 1.0%	3.78mb
... and 18238 more objects retaining 8.56mb (2.2%)		

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## 4. Object Headers

Learn more about [Object Headers](#)



### Top Object Headers

Class	Percentage	Total header size	Avg obj size	Count
byte[]	8.1%	31.59mb	87	2,760,561
String	4.6%	18.01mb	24	1,573,401
com.google.protobuf.ByteString\$LiteralByteString	1.9%	7.25mb	24	633,467
j.u.HashMap\$Node	1.1%	4.36mb	32	380,614
java.util.concurrent.ConcurrentHashMap\$Node	0.6%	2.16mb	32	189,123

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## How to fix excessive Object headers?

To see our recommendations, please purchase [Enterprise Edition](#).

## 5. Duplicate Strings

Learn more about [Duplicate Strings](#)

Not Detected

## 6. Inefficient collections

Learn more about [Inefficient Collections](#)

Total Collections



78,540

Inefficient collections



74,861

Wasted Memory



11.69mb (3.0%)

### Top inefficient collections

Problem	Percentage	Wasted
99% of j.u.LinkedHashMap contains 1 element only	2.4%	9.36mb
5% of java.util.concurrent.ConcurrentHashMap contains half empty elements	0.2%	692.35kb

## ? Who is holding Inefficient Collections?

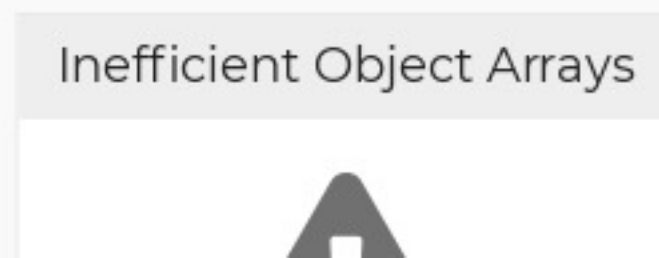
Object Tree	Percentage	size
<a href="#">com.google.protobuf.MapField\$MutabilityAwareMap.delegate</a> 	2.4%	9,508K
<a href="#">bisq.core.trade.statistics.TradeStatistics2Store.map</a> 	0.2%	607K
<a href="#">j.u.WeakHashMap\$EntryIterator.this\$0</a> 	<0.1%	168K

## 🔧 How to fix Inefficient Collections?

To see our recommendations, please purchase [Enterprise Edition](#).

# 7. Inefficient Object Arrays

Learn more about [Inefficient Object Arrays](#)







201,896



38,772



1.03mb (0.3%)

## ? Who is holding Inefficient Object Arrays?

Object Tree	Percentage	size
<a href="#">Unreachable (garbage) objects</a>	<0.1%	130K
<a href="#">org.spongeycastle.math.ec.custom.sec.SecP256K1Point.zs</a>	<0.1%	95K
<a href="#">java.lang.reflect.Method.parameterTypes</a>	<0.1%	77K

## 🔧 How to fix Inefficient Object Arrays?

To see our recommendations, please purchase [Enterprise Edition](#).

# 8. Inefficient Primitive Arrays

Learn more about [Inefficient Primitive Arrays](#)

Total Primitive Arrays



Inefficient Primi Arrays



Wasted Memory



2,794,263

14,269

4.42mb (1.1%)

## 💡 Top inefficient Primitive Arrays

Problem	Percentage	Wasted
< 0.1% of byte[] contains lot of 0s	0.4%	1.68mb
< 0.1% of byte[] contains no elements	0.3%	1.36mb
2% of float[] contains lot of 0s	0.1%	473.55kb

## ❓ Who is holding Inefficient Primitive Arrays?

Object Tree	Percentage	size
<a href="#">Unreachable (garbage) objects</a> ↗	0.3%	1,311K
<a href="#">java.nio.HeapByteBuffer.hb</a> ↗	0.2%	982K
<a href="#">byte[]</a> ↗	0.1%	502K
<a href="#">com.sun.prism.impl.VertexBuffer.coordArray</a> ↗	0.1%	441K

## 🔧 How to fix Inefficient Primitive Arrays?

To see our recommendations, please purchase [Enterprise Edition](#).

## 9. Boxed Numbers

Learn more about [Boxed Numbers](#)

Not Detected

## 10. Duplicate Objects

Learn more about [Duplicate Objects](#)

Not Detected

## 11. Duplicate Primitive Arrays

Learn more about [Duplicate Primitive Arrays](#)

Total Duplicate Arrays



1,776,639

Wasted Memory



91.6mb (23.6%)



## Types of Duplicate Arrays

Array Type	Percentage	Wasted	Duplicate Count
byte[]	23.3%	90.53mb	1,759,175
int[]	0.2%	818.3kb	13,299
long[]	<0.1%	170.73kb	3,243
char[]	<0.1%	79.34kb	430
short[]	<0.1%	12.12kb	155

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## Top Duplicate Arrays

Duplicate Array	Percentage	Wasted	Count
byte[9437182](109, 101, 115, 115, 97, 103, 101, 95, 118, 101, 114, 115, 105, 111, 110, 58, 32, 49, 48, 10, ...)	2.3%	9mb	2
byte[3]('B', 'T', 'C')	0.6%	2.44mb	106,643
byte[52998](0, ...)	0.3%	1.21mb	25
byte[12]('B', 'L', 'O', 'C', 'K', '_', 'C', 'H', 'A', 'I', 'N', 'S')	0.3%	1.03mb	33,802
byte[7]('a', 'r', 'b', 'A', 'd', 'd', 'r')	0.2%	796.5kb	33,985

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## ? Who is holding Duplicate Arrays?

Object Tree	Percentage	size
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Object Type	Percentage	Size
<a href="#">Unreachable (garbage) objects</a>	3.6%	14,300K
<a href="#">com.google.protobuf.ByteString\$LiteralByteString.bytes</a>	1.8%	7,157K
<a href="#">com.google.protobuf.ByteString\$LiteralByteString.bytes</a>	1.7%	6,673K
<a href="#">bisq.network.p2p.storage.P2PDataStorage\$ByteArray.bytes</a>	0.8%	3,330K
<a href="#">com.google.protobuf.ByteString\$LiteralByteString.bytes</a>	0.8%	3,193K

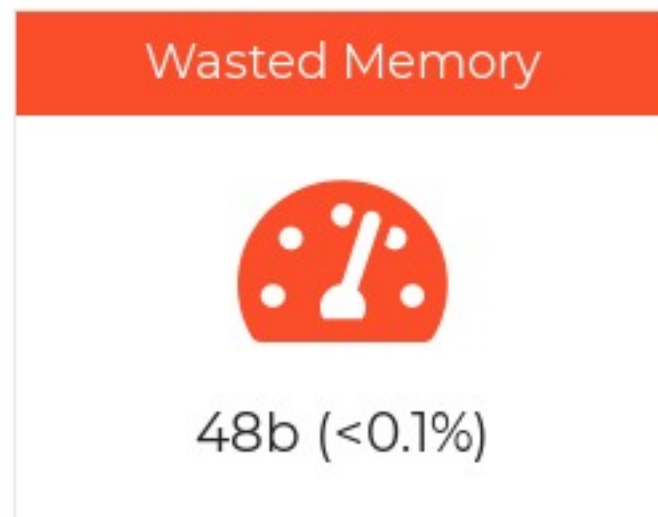
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## How to fix Duplicate Arrays?

To see our recommendations, please purchase [Enterprise Edition](#).

## 12. Objects waiting for Finalization

Learn more about [Objects waiting for Finalization](#)



 What are the objects waiting for finalization?

To see objects waiting for finalization, [click here](#). 

## How to fix objects waiting for finalization?

To see our recommendations, please purchase [Enterprise Edition](#).

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## 13. Threads

Learn more about [Threads](#)



To view all threads stacktrace [click here](#). 

## 14. Heap settings

Learn more about [Heap Settings](#)

No major recommendations.

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## 15. System Properties

Learn more about [System Properties](#)

Not Report in the Heap dump.