

# **Zing Vision**

Answering your toughest production Java performance questions





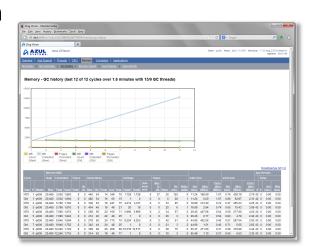
## **Outline**

- What is Zing Vision?
- Where does Zing Vision fit in your Java environment?
- Key features
- How it works
- Using ZVRobot
- Q & A



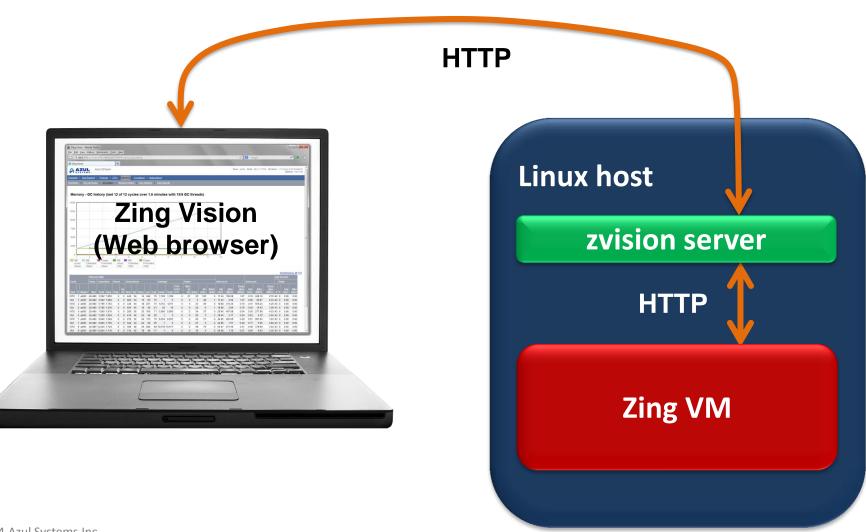
## What is Zing Vision?

- Zing Vision is a browser-based, visual window into the Zing VM
  - Hyperlinked display provides drill-down to root cause
  - Both JVM internal and Java program information
  - No additional performance overhead
  - Nothing special to install or configure
  - Easy to get started as a user
  - ZVRobot collects and stores monitoring data
    - Collected data is same as ZVision!





## **Example Zing Vision deployment**





## Fitting in: Production focus

- Most tools suitable for developers, but too 'heavy' for production
  - Use JVMTI (JVM Tools Interface) and BCI (Byte Code Instrumentation)
  - High overhead, so must be used carefully in production
  - May require configuration to lower the overhead
  - Not practical for Operations teams
- Zing Vision is designed for safe use on production systems
  - Ideal diagnostic tool to use when you know you have a problem in production ("a flashlight in a dark place")
  - Integrated with the JVM, so it won't add overhead or perturb the running
     Java program
  - It's meant to be used click on items in the web UI to explore!



## Key features

- Tick profiler
- Thread-level views
- Lock contention view
- Garbage collection views
- Java heap object views
  - Live objects
  - Object types that increase in number as application runs



## Tick Profiler: Find "hot" code

- Goal: Determine what code is hot (consuming most CPU time)
- Approach used by other profiling tools:
  - Method tracing
  - Byte code instrumentation heavy weight
  - Solution: Profile only a user-selected portion of the application
  - Drawback: You need to know the location in the code where the performance bottleneck occurs to select the area of the code to profile!



## Tick Profiler: Find "hot" code

#### Zing Vision uses runtime thread sampling:

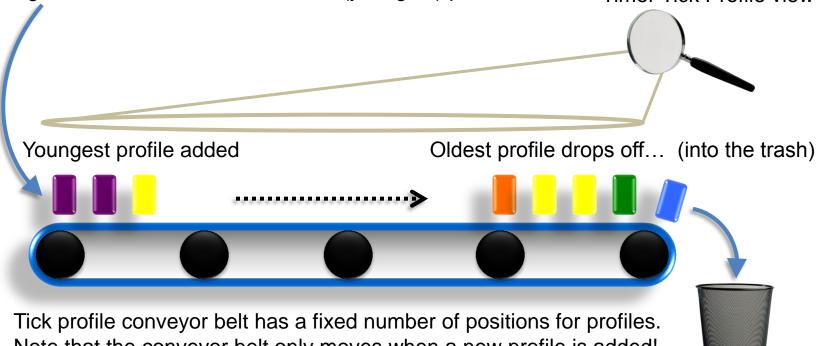
- Fast snapshots of the code running in executing Java threads
- Identifies where the work is done in the application
- Lightweight, low overhead
  - Always on
  - Even when you're not looking at the generated metrics
- Instruction-level granularity
  - JVM internal threads, too!
    - Detailed information about the entire process
  - Interpretation sometimes requires understanding of the JVM runtime



## Tick Profiler: How it works

- 1. Thread registers SIG61 signal handler with kernel at intervals 1 ms (1000 times per second, configurable)
- Thread runs
- Kernel delivers SIG61
- 4. Thread is interrupted on its normal stack
- 5. Signal handler runs, creates a new (youngest) profile

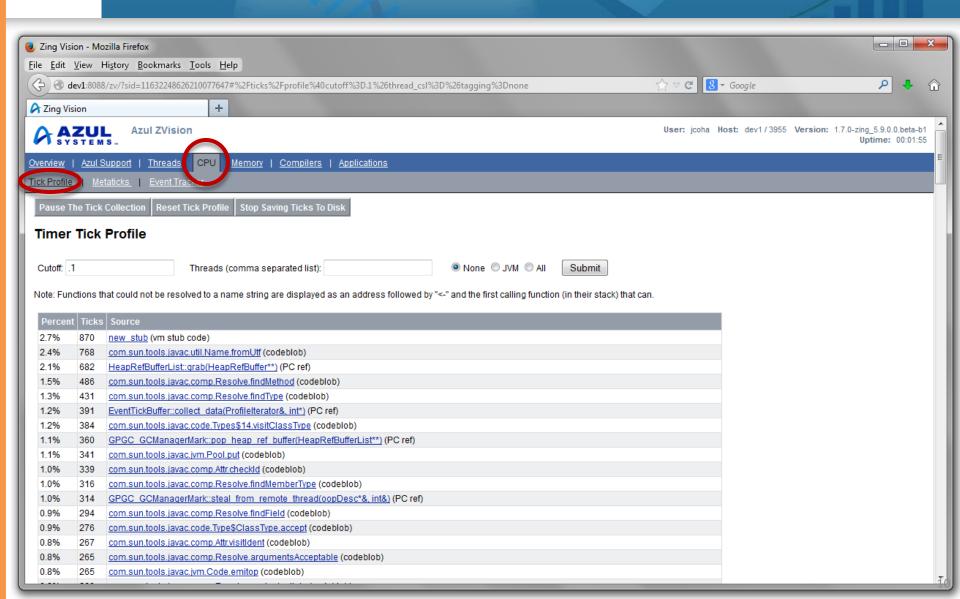
6. Zing Vision aggregates all of the profiles on the belt in the Timer Tick Profile view



Tick profile conveyor belt has a fixed number of positions for profiles. Note that the conveyor belt only moves when a new profile is added! This means Zing Vision always shows the most recent data.



#### Tick Profiler: Where is work done?



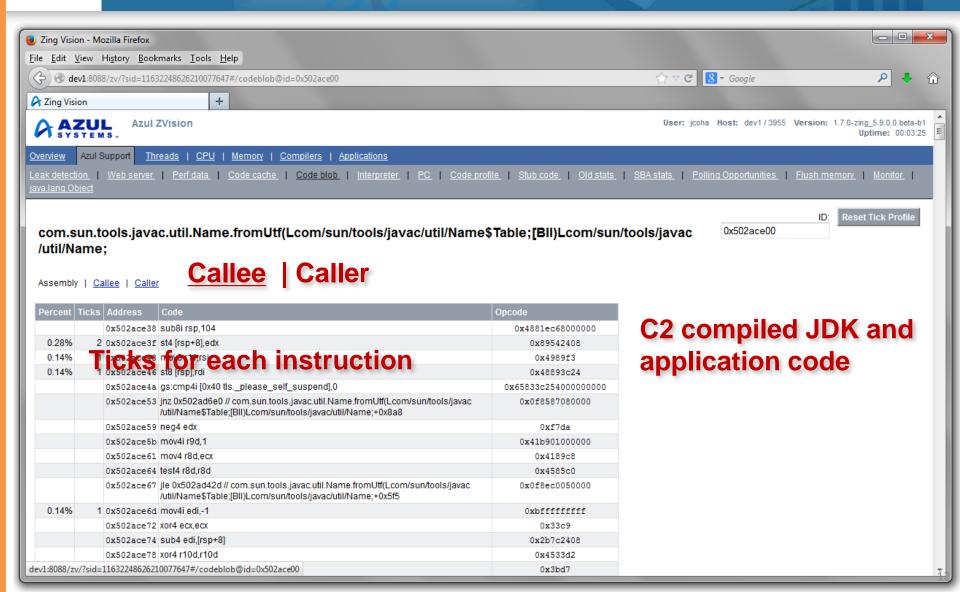


## Tick Profiler: Where is work done?

<u>O</u>	verview	Azul S	Support   Threads   CPU   Memory   Compilers   Applications	
Ti	ck Profile	Met	taticks   Event Tracker	
	Pause Th	ie Tick (	Collection Reset Tick Profile Stop Saving Ticks To Disk Collection controllers	
	Timer	Tick	Profile	
			: Filters : :	
	Cutoff: .1		Threads (comma separated list):	bmit
		:		
1	Note: Fund	tions th	nat could not be resolved to a name string are displayed as an address followed by "<-" and the first calling function (in the	eir stack) that can.
	Percent	Ticks	Source	
٠	2.7%	870	new stub (vm stub code)	
	2.4%	768	com.sun.tools.javac.util.Name.fromUticodeblob) Select link to see details	
	2.1%	682	HeapRefBufferList::qrab(HeapRefBuffer**) (PC ref)	
	1.5%	486	com.sun.tools.javac.comp.Resolve.findMethod (codeblob)	
	1.3%	431	com.sun.tools.javac.comp.Resolve.findType (codeblob)	
	1.2%	391	EventTickBuffer::collect_data(ProfileIterator&_int*) (PC ref)	
	1.2%	384	com.sun.tools.javac.code.Types\$14.visitClassType (codeblob)	
	1.1%	360	GPGC GCManagerMark::pop heap ref buffer(HeapRefBufferList**) (PC ref)	
	1.1%	341	com.sun.tools.javac.jvm.Pool.put (codeblob)	
	1.0%	339	com.sun.tools.javac.comp.Attr.checkld (codeblob)	
	1.0%	316.	com.sun.tools.javac.comp.Resolve.findMemberType (codeblob)	
	1.0%	314	GPGC_GCManagerMark::steal_from_remote_thread(oopDesc*&, int&) (PC ref)	
	0.9%	294	com.sun.tools.javac.comp.Resolve.findField (codeblob)	
	0.070	204	COMITION STATES OF STATES	

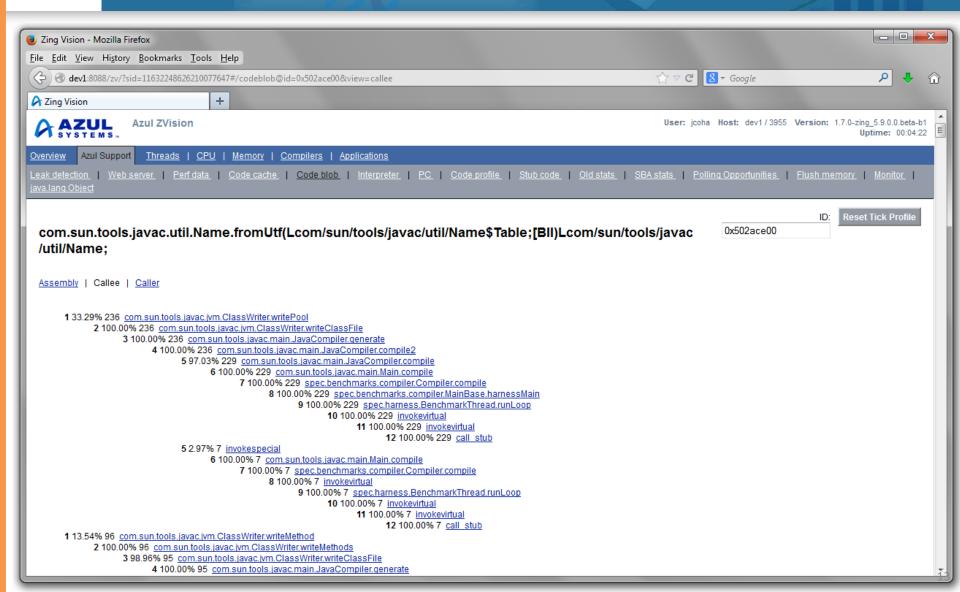


## Tick Profiler: Work at instruction level





## Tick Profiler: How did I get here?





## Tick Profiler: How did I get here?

#### Sorted based on highest CPU consumers

# 0 com.sun.tools.javac.util.Name.fromUtf 1 33.29% 236 com.sun.tools.javac.jvm.ClassWriter.writePool 2 100.00% 236 com.sun.tools.javac.jvm:ClassWriter.writeClassFile 3 100.00% 236 com.sun.tools.javac.main.JavaCompiler.compile2 4 100.00% 236 com.sun.tools.javac.main.JavaCompiler.compile 5 97.03% 229 com.sun.tools.javac.main.JavaCompiler.compile 6 100.00% 229 com.sun.tools.javac.main.Main.compile 7 100.00% 229 spec.benchmarks.compiler.Compiler.compile 8 100.00% 229 spec.benchmarks.compiler.MainBase.harnessMain 9 100.00% 229 spec.harness.BenchmarkThiead.runLoop 10 100.00% 229 invokevirtual 11 100:00% 229 invokevirtual Top of stack 12 100.00% 229 call stub

6 100.00% 7 com.sun.tools.javac.main.Main.compile

8 100.00% 7 invokevirtual

7 100.00% 7 spec.benchmarks.compiler.Compiler.compile

9 100.00% 7 spec.harness.BenchmarkThread.runLoop

11 100.00% 7 invokevirtual

10 100.00% 7 invokevirtual

Top of stack 12 100,00% 7 call stub

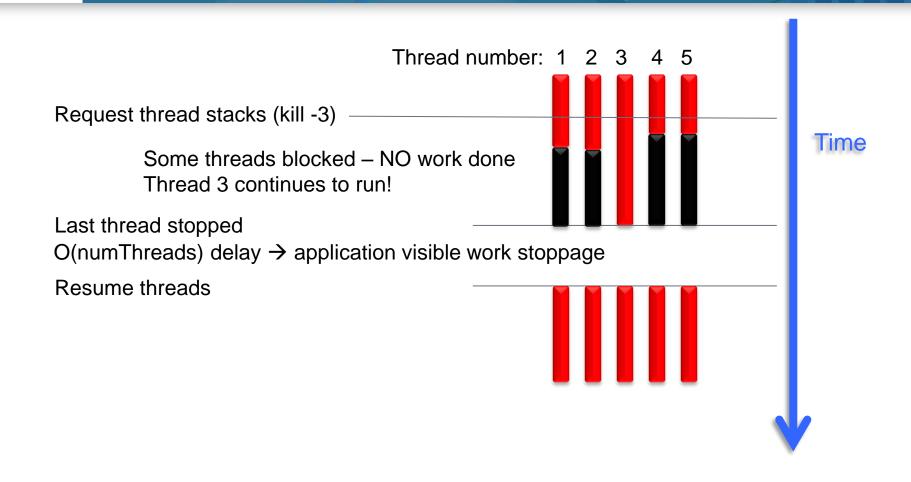


## Thread-level questions

- What threads are executing my application?
- What are the housekeeping threads for the JVM?
- Can I examine a thread object?
- What are the threads doing?
  - Profiling information
  - Stack traces
- Where is my application stalled?

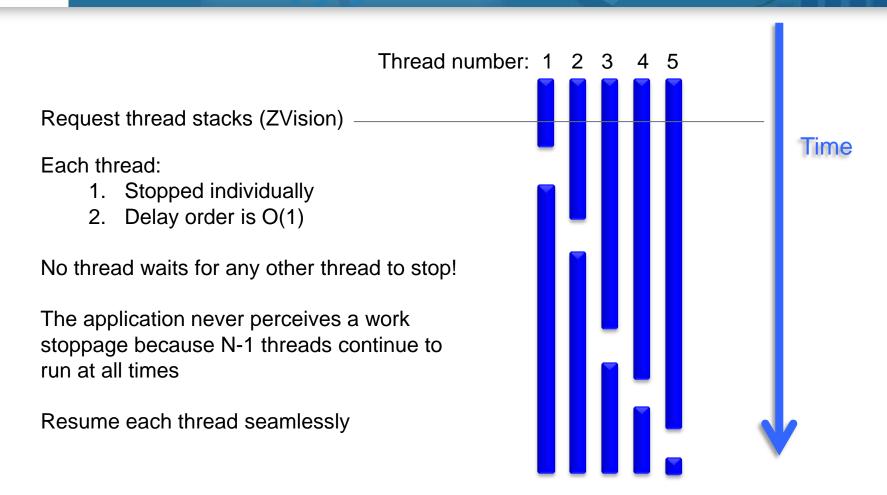


## Thread-level views: Standard method





## Thread-level views: Zing Vision method

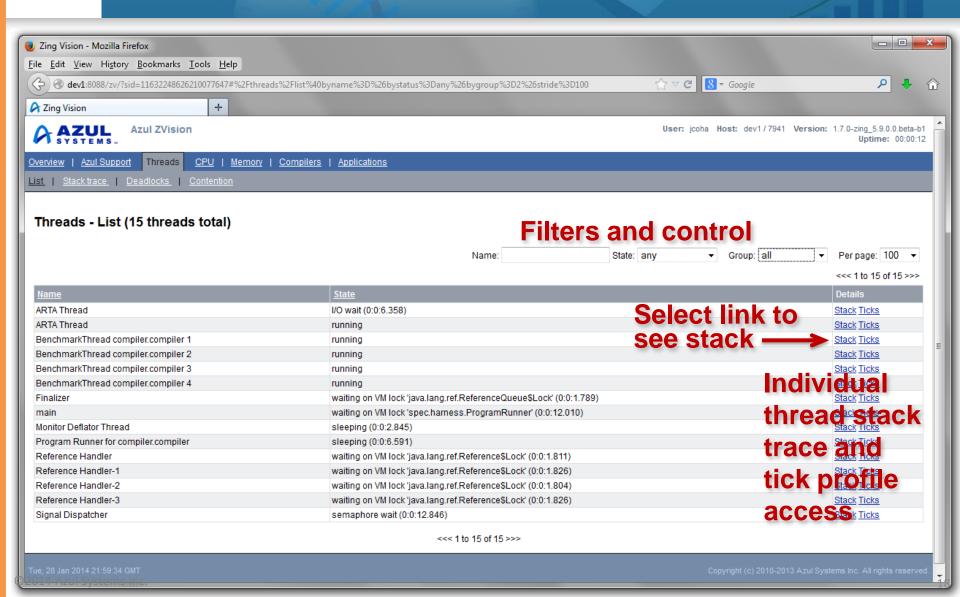


Pro: Safe to use in production (guilt-free clicking)

Con: Not 100% consistent (especially for lock data)

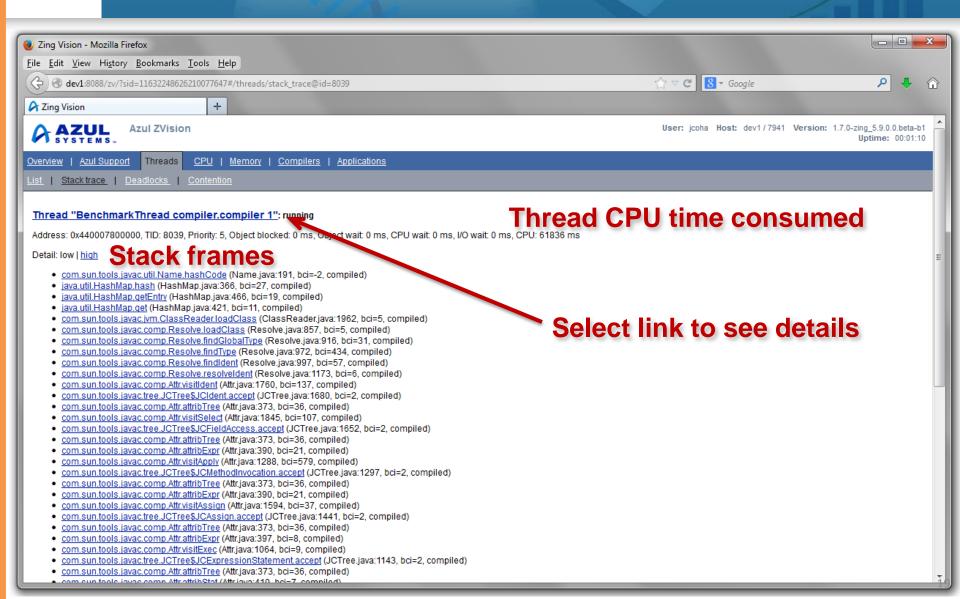


## Thread-level view: Application threads



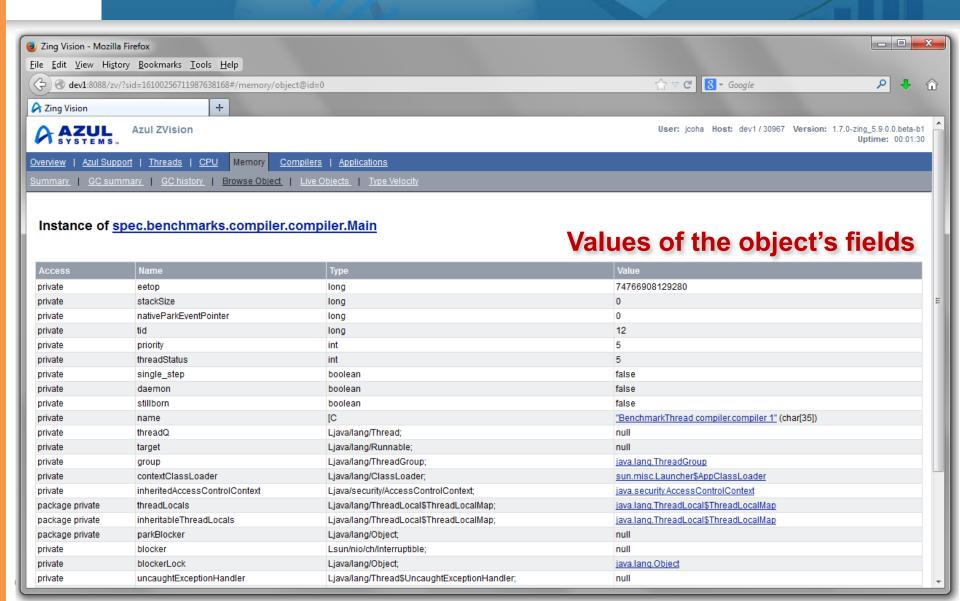


#### Thread-level view: Thread stack trace



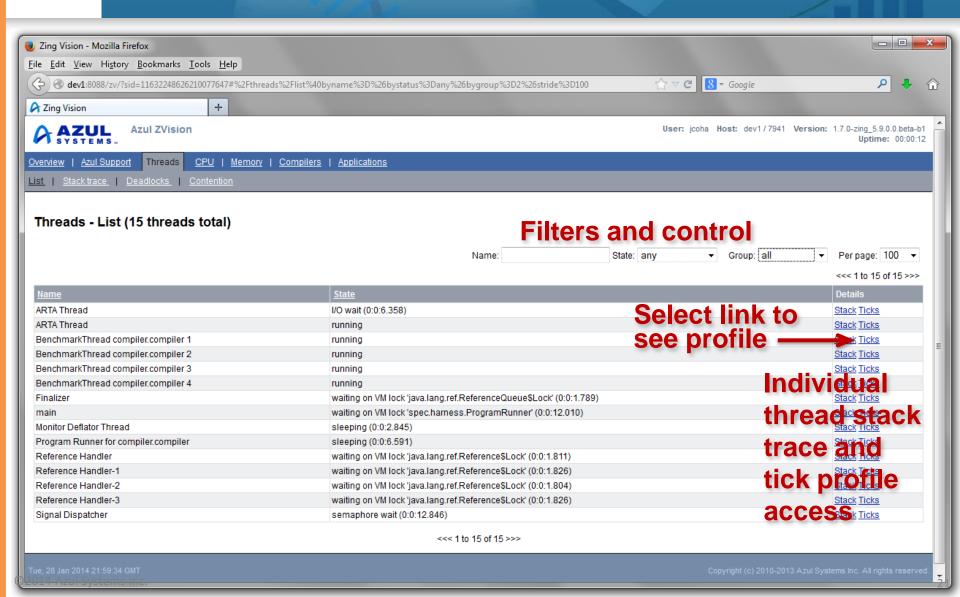


## Thread-level view: Thread object details



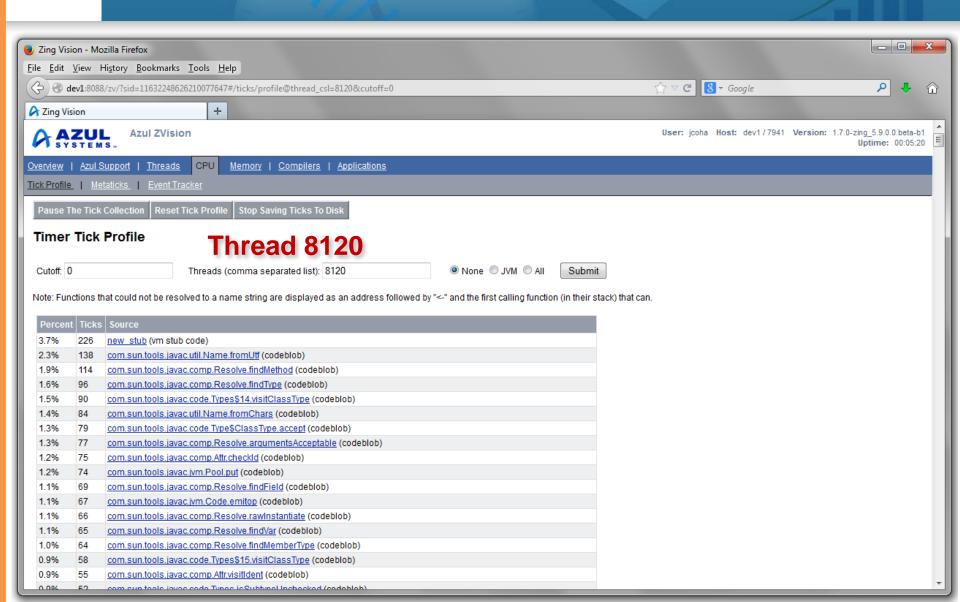


## Thread-level view: Application threads



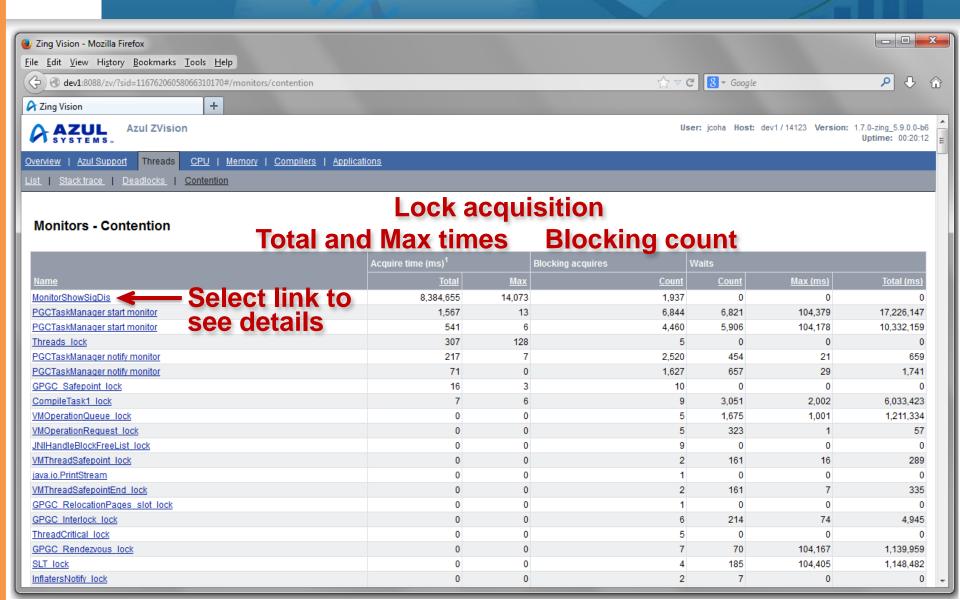


## Thread-level: Where is the work done?



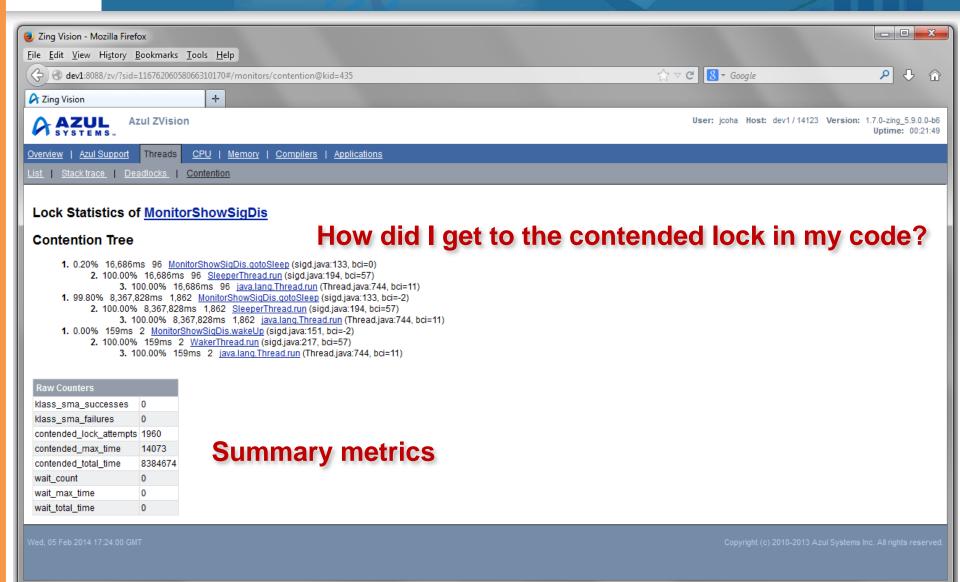


## Lock contention: Where is my app stalled?





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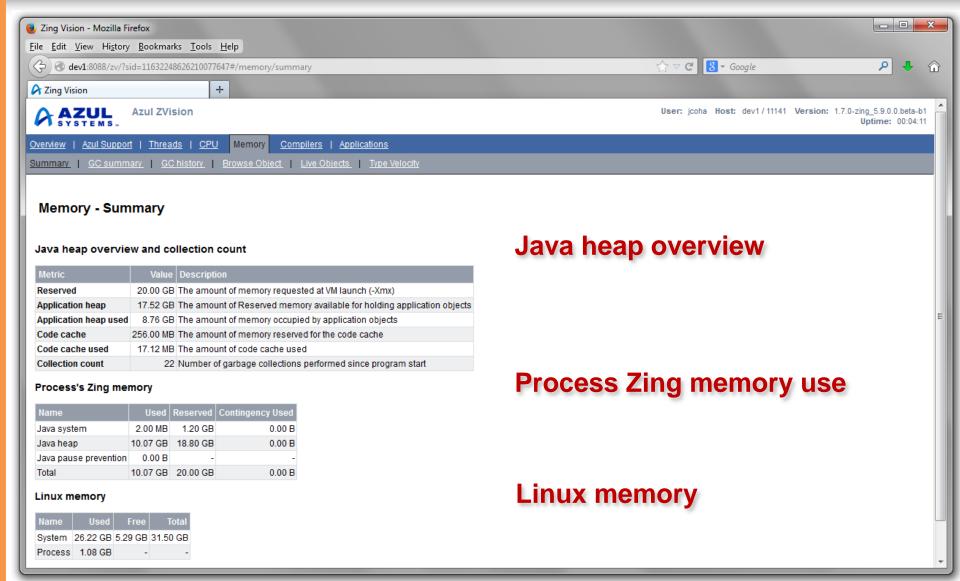


## Memory: Answering your questions

- What's the collector doing?
- How much memory is the application using?
- What type of objects are in the heap?
  - What's keeping those objects live?
- What object types are increasing in number?

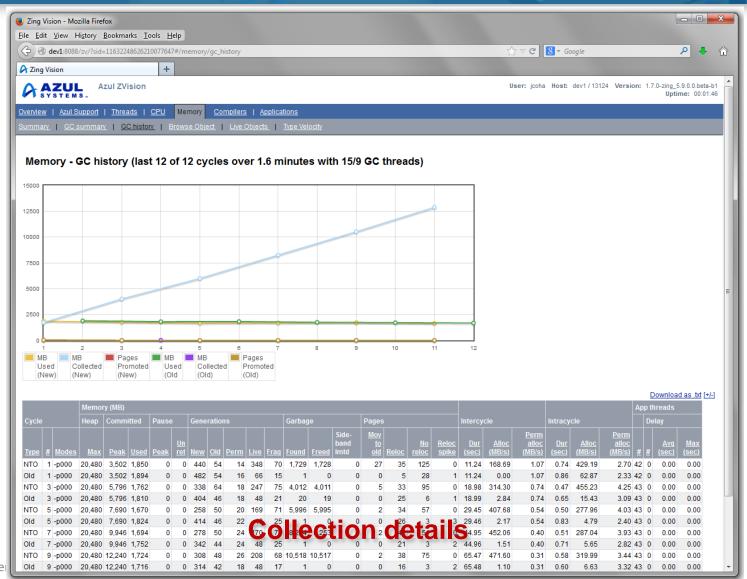


## Memory: Resource use summary





# **Memory: Collection details**





## Memory: Collection details summary

#### Memory - GC summary (last 12 of 12 cycles over 1.6 minutes with 15/9 GC threads)

#### New generation cycles (6)

#### Old generation cycles (6)

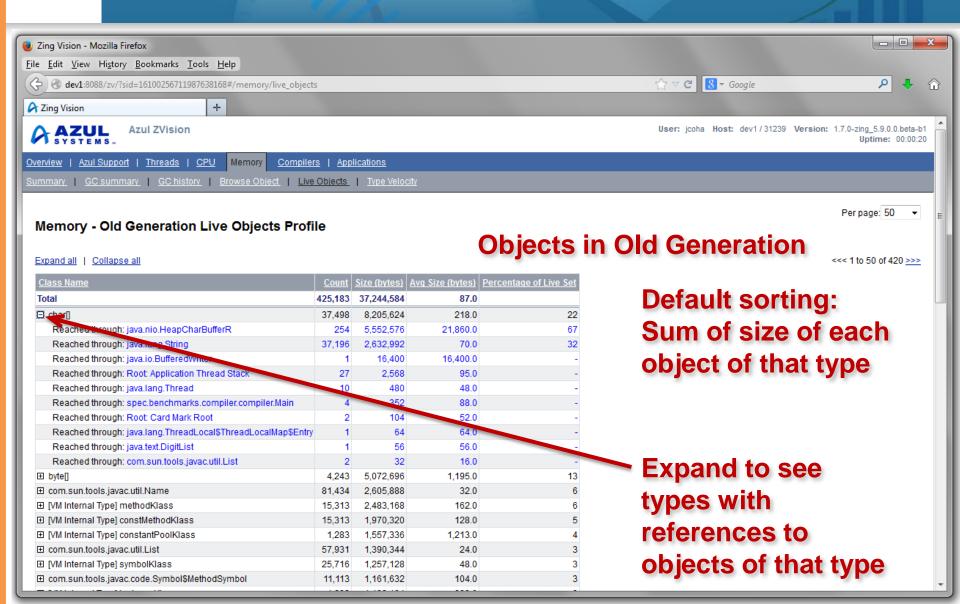
Detailed summary calculating metric averages

Category	Statistic	Mean	Stddev	Min	Max	ì
Cycle	Interval (sec)	11.89	6.98	7.47	21.48	ı
-,	Pause ratio	0.02 %	0.01%	0.01 %	0.03 %	
Committed	Peak used (MB)		3.361.97	3.314.00	13.324.00	
Pause	Peak used (MB)	0.00	0.00	0.00	0.00	ı
	Unreturned (MB)	0.00	0.00	0.00	0.00	
Generations	New used (MB)	274.33	20.25	246.00	304.00	
	Old used (MB)	55.33	11.53	44.00	78.00	
	Perm used (MB)	20.00	3.65	14.00	24.00	
	Live (MB)	191.00	36.92	162.00	269.00	
	Fragmentation (MB)	61.00	5.69	51.00	68.00	
Garbage	Found (MB)	6,555.33	3,372.68	1,628.00	11,653.00	
	Collected (MB)	6,554.33	3,372.68	1,627.00	11,652.00	
	Sideband Limited (MB)	0.00	0.00	0.00	0.00	
Pages	Promoted to old	7.67	10.70	1.00	31.00	
	Relocated	36.50	2.75	33.00	40.00	
	No relocate	62.83	9.15	55.00	80.00	
	Relocation spike	0.00	0.00	0.00	0.00	
	Small	134.67	9.89	121.00	149.00	
	Mid	2.50	0.96	1.00	4.00	
	Large	0.00	0.00	0.00	0.00	
Pauses	Pause 1 duration (ms)	0.61	0.04	0.54	0.66	
	Pause 2 duration (ms)	0.08	0.01	0.06	0.11	
	Pause 3 duration (ms)	1.58	1.47	0.22	3.68	
	Pause 4 duration (ms)	0.32	0.02	0.29	0.36	
Intercycle	Duration (sec)	41.23	24.74	11.23	82.74	ı
	Allocation rate (MB/s)	365.12	110.02	159.76	479.69	
	Perm allocation rate (MB/s)	0.56	0.28	0.27	1.07	
Intracycle	Duration (sec)	0.50	0.08	0.41	0.66	ı
	Allocation rate (MB/s)	327.88	22.75	286.79	352.18	
	Perm allocation rate (MB/s)	4.11	0.54	3.02	4.84	
App threads	Total threads	38.00	0.00	38.00	38.00	
	Threads delayed	0.00	0.00	0.00	0.00	
	Average thread delay (sec)	0.00	0.00	0.00	0.00	
	Max thread delay (sec)	0.00	0.00	0.00	0.00	

Category	Statistic	Mean	Stddev	Min	Max
Cycle	Interval (sec)	11.87	7.01	7.31	21.65
	Pause ratio	0.08 %	0.12 %	0.01 %	0.34 %
Committed	Peak used (MB)	8,238.00	3,361.97	3,314.00	13,324.00
Pause	Peak used (MB)	0.00	0.00	0.00	0.00
	Unreturned (MB)	0.00	0.00	0.00	0.00
Generations	New used (MB)	381.33	65.44	322.00	502.00
	Old used (MB)	46.67	7.27	40.00	62.00
	Perm used (MB)	19.33	2.49	16.00	22.00
	Live (MB)	52.83	9.77	46.00	74.00
	Fragmentation (MB)	21.17	2.19	17.00	24.00
Garbage	Found (MB)	4.00	6.71	1.00	19.00
	Collected (MB)	3.00	6.71	0.00	18.00
	Sideband Limited (MB)	0.00	0.00	0.00	0.00
Pages	Promoted to old	0.00	0.00	0.00	0.00
	Relocated	17.67	6.24	5.00	24.00
	No relocate	8.67	10.70	2.00	32.00
	Relocation spike	2.00	0.58	1.00	3.00
	Small	30.50	3.91	27.00	39.00
	Mid	2.50	1.12	0.00	3.00
	Large	0.00	0.00	0.00	0.00
Pauses	Pause 1 duration (ms)	0.61	0.04	0.54	0.66
	Pause 2 duration (ms)	4.16	6.95	0.38	19.47
	Pause 3 duration (ms)	2.42	1.60	0.16	3.64
	Pause 4 duration (ms)	1.01	1.26	0.25	3.69
Intercycle	Duration (sec)	41.24	24.74	11.24	82.75
	Allocation rate (MB/s)	1.71	1.06	0.00	3.28
	Perm allocation rate (MB/s)	0.56	0.28	0.27	1.07
Intracycle	Duration (sec)	0.77	0.17	0.55	1.07
	Allocation rate (MB/s)	16.98	19.56	2.25	58.15
	Perm allocation rate (MB/s)	2.71	0.58	1.88	3.65
App threads	Total threads	38.00	0.00	38.00	38.00
	Threads delayed	0.00	0.00	0.00	0.00
	Average thread delay (sec)	0.00	0.00	0.00	0.00
	Max thread delay (sec)	0.00	0.00	0.00	0.00

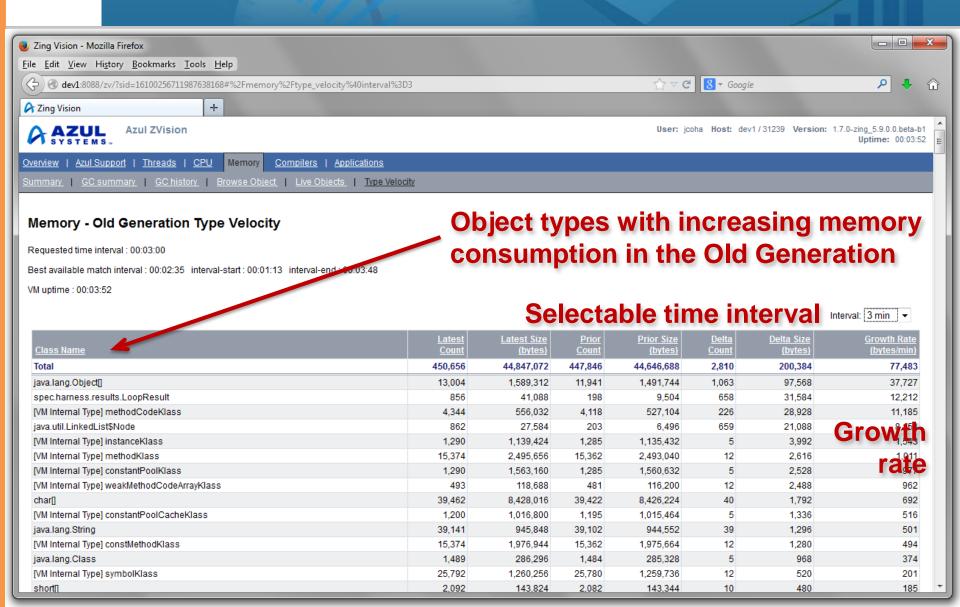


## Memory: What objects are in the heap?



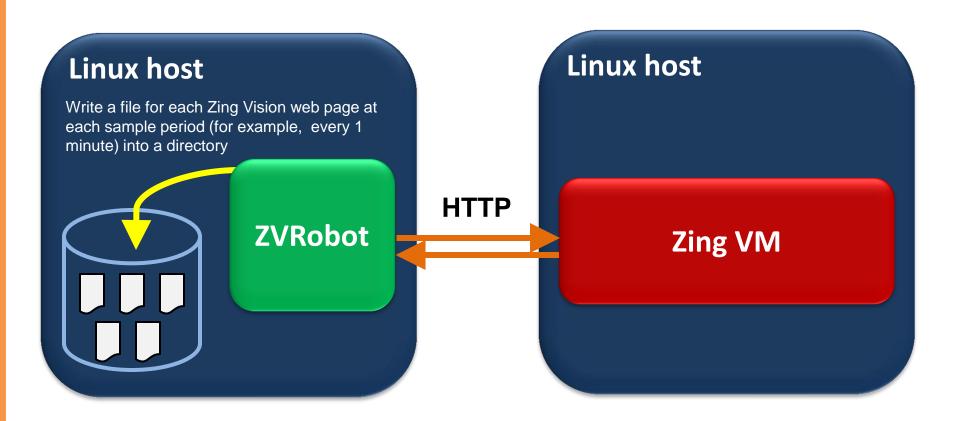


## Memory: Which object type is growing?





## Example ZVRobot deployment



Use a web browser to look at the saved snapshot files anytime after program has run or even during collection



## **How to Try Zing Vision - Free**

- Request a trial copy of Zing <a href="http://www.azulsystems.com/trial">http://www.azulsystems.com/trial</a>
- Download and run <u>Azul Inspector</u> to check your system
- Download and install Zing
  - Zing Vision and ZVRobot are included
- Run your application
- Observe your application and the JVM's activity using Zing Vision



#### **Questions?**

Zing Vision – providing answers to your Java performance questions

- Tick profiler
- Thread-level views
- Lock contention view
- Garbage collection views
- Java heap object views
- Live objects
- Object types that increase in number as application runs