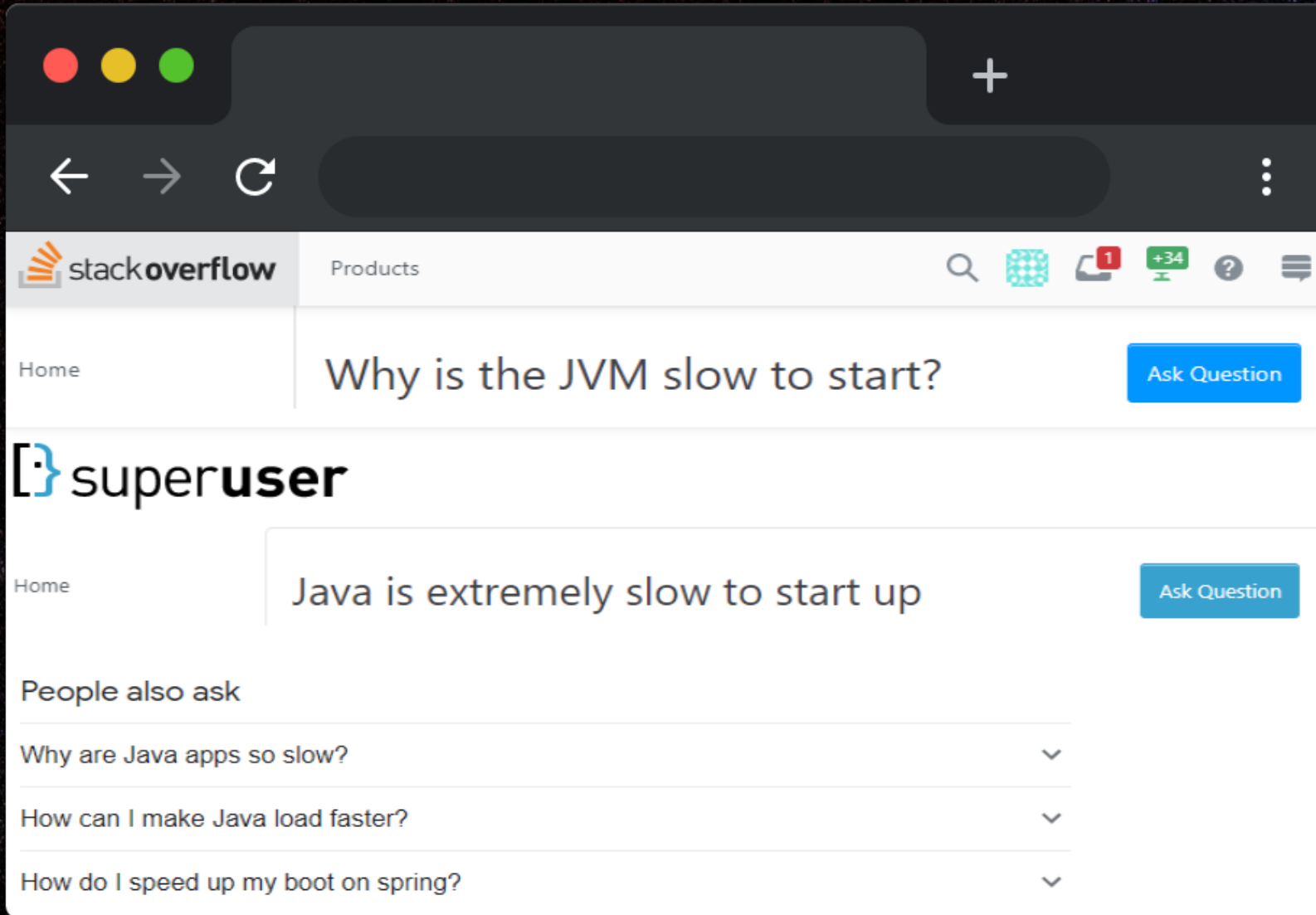


# About GraalVM™



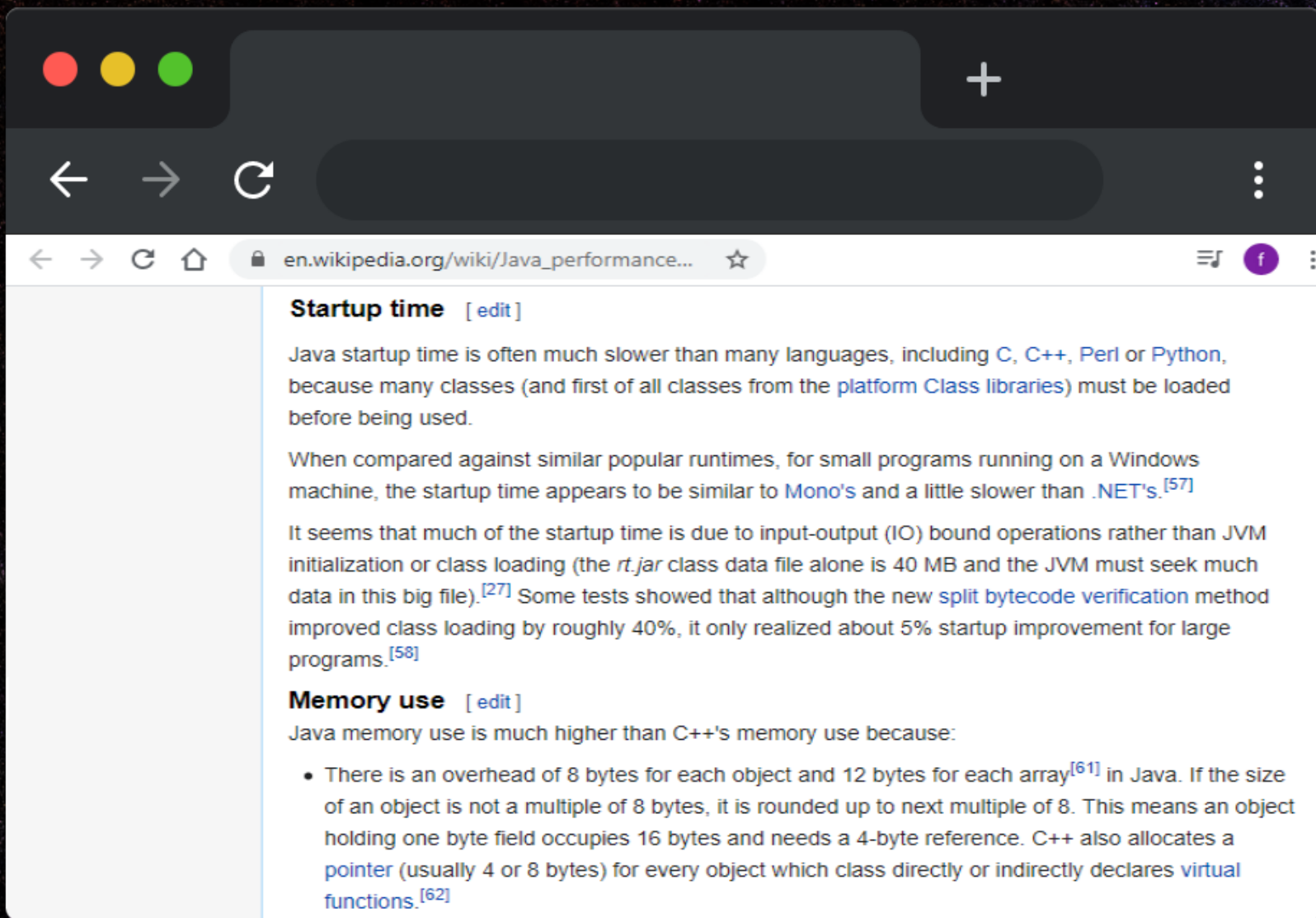


# The question is





# What we can do?



## Startup time [\[edit\]](#)

Java startup time is often much slower than many languages, including [C](#), [C++](#), [Perl](#) or [Python](#), because many classes (and first of all classes from the [platform Class libraries](#)) must be loaded before being used.

When compared against similar popular runtimes, for small programs running on a Windows machine, the startup time appears to be similar to [Mono's](#) and a little slower than [.NET's](#).<sup>[57]</sup>

It seems that much of the startup time is due to input-output (IO) bound operations rather than JVM initialization or class loading (the *rt.jar* class data file alone is 40 MB and the JVM must seek much data in this big file).<sup>[27]</sup> Some tests showed that although the new [split bytecode verification](#) method improved class loading by roughly 40%, it only realized about 5% startup improvement for large programs.<sup>[58]</sup>

## Memory use [\[edit\]](#)

Java memory use is much higher than C++'s memory use because:

- There is an overhead of 8 bytes for each object and 12 bytes for each array<sup>[61]</sup> in Java. If the size of an object is not a multiple of 8 bytes, it is rounded up to next multiple of 8. This means an object holding one byte field occupies 16 bytes and needs a 4-byte reference. C++ also allocates a [pointer](#) (usually 4 or 8 bytes) for every object which class directly or indirectly declares [virtual functions](#).<sup>[62]</sup>



# So what is the solution?

Wait.  
So you just save it,  
And your code is running?  
And it's Java?!



I know, right?  
SUPERSONIC JAVA, FTW!





# What is GraalVM ?

**GraalVM** is a **high-performance** JDK distribution designed to **accelerate the execution of applications** written in **Java** and other JVM languages along with support for **JavaScript**, **Ruby**, **Python** and ***a number of other popular languages***. **GraalVM**'s polyglot capabilities make it possible to mix multiple programming languages in a single application while ***eliminating foreign language call costs***.

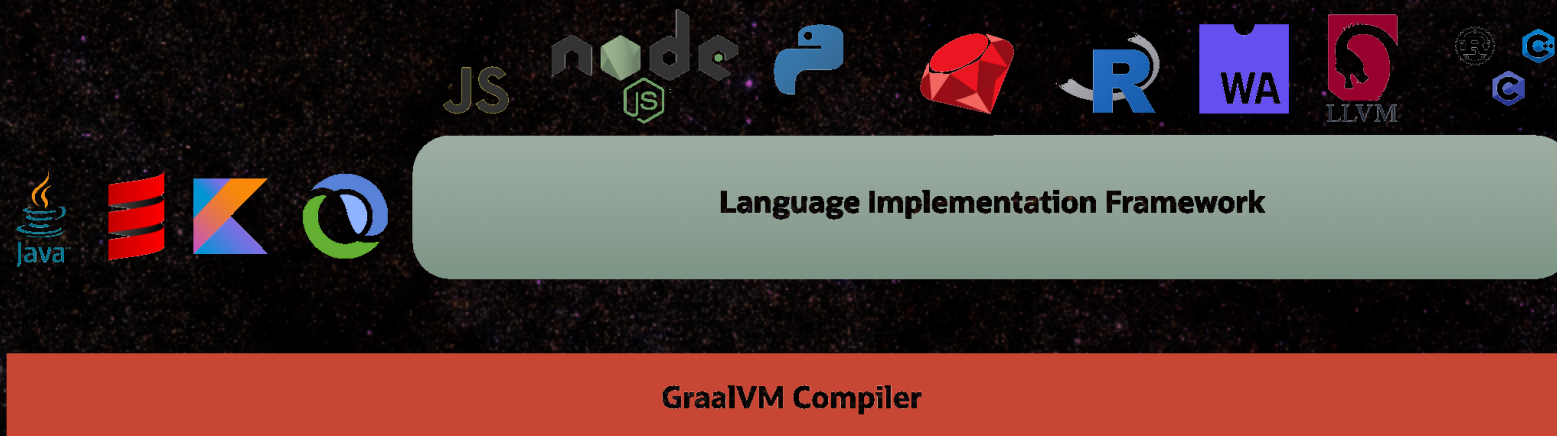


# What can GraalVM give me?

- Mix multiple programming languages in a single application
- Native executables
- Amazingly fast boot time
- Incredibly low RSS memory (not just heap size!)
- Instant (relatively) scale up and high density memory utilization in container orchestration platforms like Kubernetes.

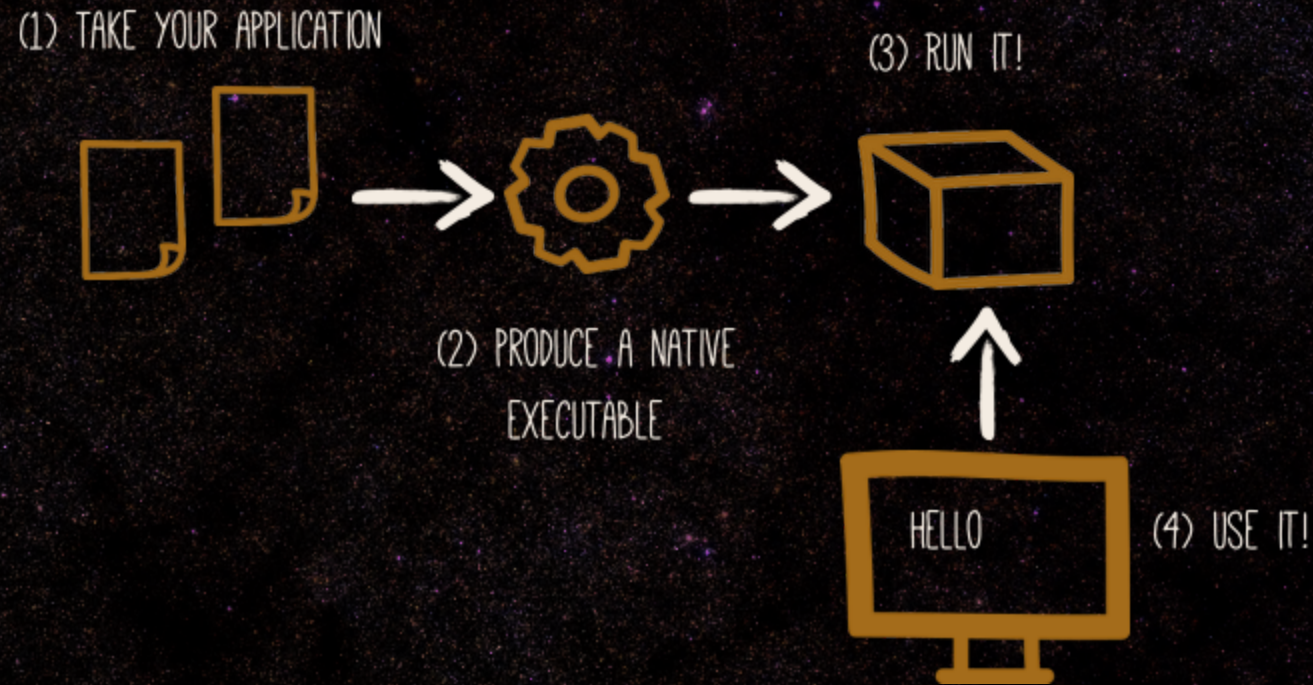


# GraalVM Architecture





# Native Image



The **native executable** for our application will contain the **application code**, **required libraries**, **Java APIs**, and **a reduced version of a VM**. The **smaller VM base** improves the **startup time** of the application and produces a **minimal disk footprint**.



# Truffle language implementation framework

The Truffle language implementation framework (henceforth “Truffle”) is an open source library for building tools and programming languages implementations as interpreters for self-modifying Abstract Syntax Trees. Together with the open source GraalVM compiler,

Truffle represents a significant step forward in programming language implementation technology in the current era of dynamic languages.



# Supported Frameworks and Tech

- Spring Framework (Experimental)
- Quarkus
- Play Framework
- Camel
- Prometheus
- JavaFX

...



# Disadvantages

- The main downside of this approach is the platform-dependent native code.

That means you need to compile source code for linux/windows etc.



# Meanwhile ??

SystemAdmin01: server\_api.so doesn't work on my server !

Customer\$\$\$\_\_: customer\_api.exe doesn't work on my pc !

DevGuy42\_\_\_\_\_: api.jar works on my workstation !

F1rat\_\_\_\_\_: In some cases, problems may arise from the libraries or build scripts used. In other words, it is necessary to pay attention to **tests**.

SystemAdmin01: himm, server\_api.so doest work on my server !

.....

DevGuy42 writing ...



# Tests : Sure

```
package org.acme.quickstart;

import io.quarkus.test.junit.NativeImageTest;

@NativeImageTest
public class NativeGreetingResourceIT extends GreetingResourceTest {
    // Run the same tests
}
```

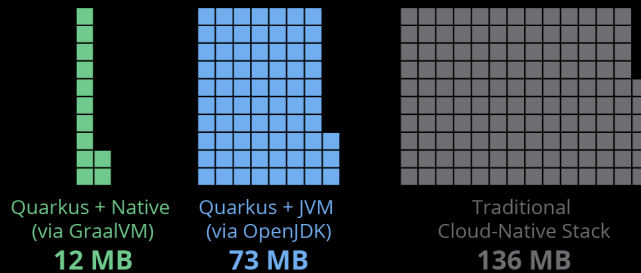


# Performance

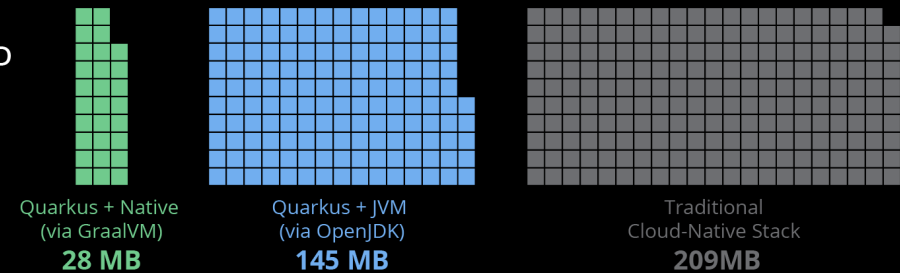
## Memory (RSS) in Megabytes\*

\*Tested on a single-core machine

REST



REST + CRUD



## BOOT + First Response Time

REST



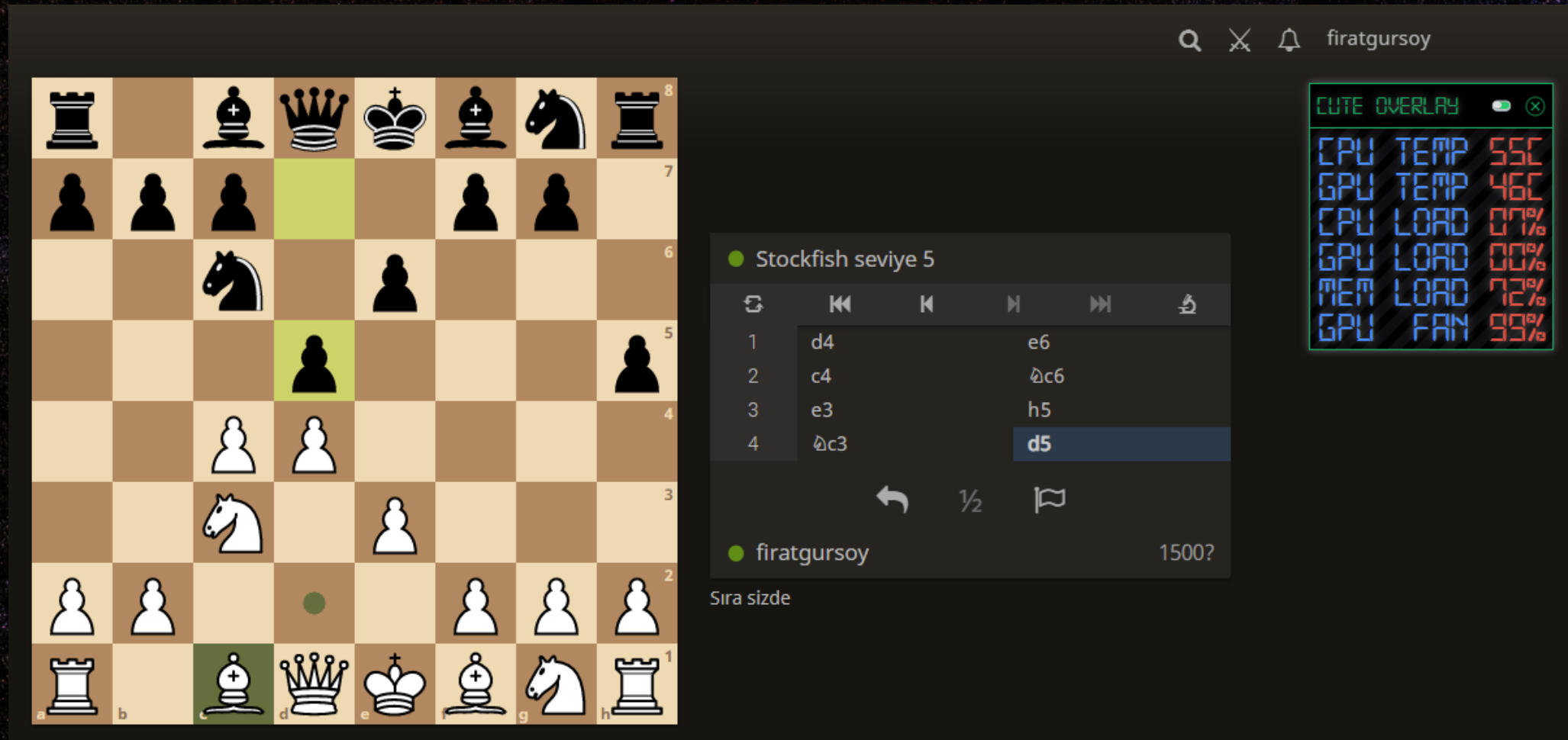
REST + CRUD



## Quarkus Test



After this experience i made a demo application for my requirement.  
It's really reducing startup and memory footprint dramatically. :)





# Spacial thanks to

- Oracle
- Quarkus
- Spring
- JavaFX / GluonHQ
- Google and Wiki

and mostly to

**adesso**