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JVM Performance Engineering

Inside OpenJDK and the
HotSpot Java Virtual Machine

ORACLE

Monica Beckwith

FREE SAMPLE CHAPTER



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Inside OpenJDK and the
HotSpot Java Virtual Machine

Monica Beckwith

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Hoboken, New Jersey

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*To my cherished companions, who have provided endless
inspiration and comfort throughout the journey of
writing this book:*

*In loving memory of Perl, Sherekhan, Cami, Mr. Spots, and
Ruby. Their memories continue to guide and brighten my days
with their lasting legacy of love and warmth.*

*And to Delphi, Calypso, Ivy, Selene, and little Bash, who
continue to fill my life with joy, curiosity, and playful
adventures. Their presence brings daily reminders of the beauty
and wonder in the world around us.*

*This book is a tribute to all of them—those who have passed and
those who are still by my side—celebrating the unconditional
love and irreplaceable companionship they have graciously
shared with me.*

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Contents

Preface xv

Acknowledgments xxiii

About the Author xxvii

1 The Performance Evolution of Java: The Language and the Virtual Machine 1

A New Ecosystem Is Born 2

A Few Pages from History 2

Understanding Java HotSpot VM and Its Compilation Strategies 3

The Evolution of the HotSpot Execution Engine 3

Interpreter and JIT Compilation 5

Print Compilation 5

Tiered Compilation 6

Client and Server Compilers 7

Segmented Code Cache 7

Adaptive Optimization and Deoptimization 9

HotSpot Garbage Collector: Memory Management Unit 13

Generational Garbage Collection, Stop-the-World, and Concurrent Algorithms 13

Young Collections and Weak Generational Hypothesis 14

Old-Generation Collection and Reclamation Triggers 16

Parallel GC Threads, Concurrent GC Threads, and Their Configuration 16

The Evolution of the Java Programming Language and Its Ecosystem: A Closer Look 18

Java 1.1 to Java 1.4.2 (J2SE 1.4.2) 18

Java 5 (J2SE 5.0) 19

Java 6 (Java SE 6) 23

Java 7 (Java SE 7) 25

Java 8 (Java SE 8) 30

Java 9 (Java SE 9) to Java 16 (Java SE 16) 32

Java 17 (Java SE 17) 40

Embracing Evolution for Enhanced Performance 42

2 Performance Implications of Java's Type System Evolution	43
Java's Primitive Types and Literals Prior to J2SE 5.0	44
Java's Reference Types Prior to J2SE 5.0	45
Java Interface Types	45
Java Class Types	47
Java Array Types	48
Java's Type System Evolution from J2SE 5.0 until Java SE 8	49
Enumerations	49
Annotations	50
Other Noteworthy Enhancements (Java SE 8)	51
Java's Type System Evolution: Java 9 and Java 10	52
Variable Handle Typed Reference	52
Java's Type System Evolution: Java 11 to Java 17	55
Switch Expressions	55
Sealed Classes	56
Records	57
Beyond Java 17: Project Valhalla	58
Performance Implications of the Current Type System	58
The Emergence of Value Classes: Implications for Memory Management	63
Redefining Generics with Primitive Support	64
Exploring the Current State of Project Valhalla	65
Early Access Release: Advancing Project Valhalla's Concepts	66
Use Case Scenarios: Bringing Theory to Practice	67
A Comparative Glance at Other Languages	67
Conclusion	68
3 From Monolithic to Modular Java: A Retrospective and Ongoing Evolution	69
Introduction	69
Understanding the Java Platform Module System	70
Demystifying Modules	70
Modules Example	71
Compilation and Run Details	72
Introducing a New Module	73
From Monolithic to Modular: The Evolution of the JDK	78
Continuing the Evolution: Modular JDK in JDK 11 and Beyond	78

Implementing Modular Services with JDK 17	78
Service Provider	79
Service Consumer	79
A Working Example	80
Implementation Details	81
JAR Hell Versioning Problem and Jigsaw Layers	83
Working Example: JAR Hell	85
Implementation Details	86
Open Services Gateway Initiative	91
OSGi Overview	91
Similarities	91
Differences	92
Introduction to Jdeps, Jlink, Jdeprscan, and Jmod	93
Jdeps	93
Jdeprscan	94
Jmod	95
Jlink	96
Conclusion	96
Performance Implications	97
Tools and Future Developments	97
Embracing the Modular Programming Paradigm	97
4 The Unified Java Virtual Machine Logging Interface	99
The Need for Unified Logging	99
Unification and Infrastructure	100
Performance Metrics	101
Tags in the Unified Logging System	101
Log Tags	101
Specific Tags	102
Identifying Missing Information	102
Diving into Levels, Outputs, and Decorators	103
Levels	103
Decorators	104
Outputs	105
Practical Examples of Using the Unified Logging System	107
Benchmarking and Performance Testing	108
Tools and Techniques	108

Optimizing and Managing the Unified Logging System	109
Asynchronous Logging and the Unified Logging System	110
Benefits of Asynchronous Logging	110
Implementing Asynchronous Logging in Java	110
Best Practices and Considerations	111
Understanding the Enhancements in JDK 11 and JDK 17	113
JDK 11	113
JDK 17	113
Conclusion	113
5 End-to-End Java Performance Optimization: Engineering Techniques and Micro-benchmarking with JMH	115
Introduction	115
Performance Engineering: A Central Pillar of Software Engineering	116
Decoding the Layers of Software Engineering	116
Performance: A Key Quality Attribute	117
Understanding and Evaluating Performance	117
Defining Quality of Service	117
Success Criteria for Performance Requirements	118
Metrics for Measuring Java Performance	118
Footprint	119
Responsiveness	123
Throughput	123
Availability	124
Digging Deeper into Response Time and Availability	125
The Mechanics of Response Time with an Application Timeline	126
The Role of Hardware in Performance	128
Decoding Hardware–Software Dynamics	129
Performance Symphony: Languages, Processors, and Memory Models	131
Enhancing Performance: Optimizing the Harmony	132
Memory Models: Deciphering Thread Dynamics and Performance Impacts	133
Concurrent Hardware: Navigating the Labyrinth	136
Order Mechanisms in Concurrent Computing: Barriers, Fences, and Volatiles	138

Atomicity in Depth: Java Memory Model and <i>Happens-Before</i> Relationship	139
Concurrent Memory Access and Coherency in Multiprocessor Systems	141
NUMA Deep Dive: My Experiences at AMD, Sun Microsystems, and Arm	141
Bridging Theory and Practice: Concurrency, Libraries, and Advanced Tooling	145
Performance Engineering Methodology: A Dynamic and Detailed Approach	145
Experimental Design	146
Bottom-Up Methodology	146
Top-Down Methodology	148
Building a Statement of Work	149
The Performance Engineering Process: A Top-Down Approach	150
Building on the Statement of Work: Subsystems Under Investigation	151
Key Takeaways	158
The Importance of Performance Benchmarking	158
Key Performance Metrics	159
The Performance Benchmark Regime: From Planning to Analysis	159
Benchmarking JVM Memory Management: A Comprehensive Guide	161
Why Do We Need a Benchmarking Harness?	164
The Role of the Java Micro-Benchmark Suite in Performance Optimization	165
Getting Started with Maven	166
Writing, Building, and Running Your First Micro-benchmark in JMH	166
Benchmark Phases: Warm-Up and Measurement	168
Loop Optimizations and @OperationsPerInvocation	169
Benchmarking Modes in JMH	170
Understanding the Profilers in JMH	170
Key Annotations in JMH	171
JVM Benchmarking with JMH	172
Profiling JMH Benchmarks with perfasm	174
Conclusion	175
6 Advanced Memory Management and Garbage Collection in OpenJDK	177
Introduction	177
Overview of Garbage Collection in Java	178

Thread-Local Allocation Buffers and Promotion-Local Allocation Buffers	179
Optimizing Memory Access with NUMA-Aware Garbage Collection	181
Exploring Garbage Collection Improvements	183
G1 Garbage Collector: A Deep Dive into Advanced Heap Management	184
Advantages of the Regionalized Heap	186
Optimizing G1 Parameters for Peak Performance	188
Z Garbage Collector: A Scalable, Low-Latency GC for Multi-terabyte Heaps	197
Future Trends in Garbage Collection	210
Practical Tips for Evaluating GC Performance	212
Evaluating GC Performance in Various Workloads	214
Types of Transactional Workloads	214
Synthesis	215
Live Data Set Pressure	216
Understanding Data Lifespan Patterns	216
Impact on Different GC Algorithms	217
Optimizing Memory Management	217
7 Runtime Performance Optimizations: A Focus on Strings, Locks, and Beyond	219
Introduction	219
String Optimizations	220
Literal and Interned String Optimization in HotSpot VM	221
String Deduplication Optimization and G1 GC	223
Reducing Strings' Footprint	224
Enhanced Multithreading Performance: Java Thread Synchronization	236
The Role of Monitor Locks	238
Lock Types in OpenJDK HotSpot VM	238
Code Example and Analysis	239
Advancements in Java's Locking Mechanisms	241
Optimizing Contention: Enhancements since Java 9	243
Visualizing Contended Lock Optimization: A Performance Engineering Exercise	245
Synthesizing Contended Lock Optimization: A Reflection	256
Spin-Wait Hints: An Indirect Locking Improvement	257

Transitioning from the Thread-per-Task Model to More Scalable Models	259
Traditional One-to-One Thread Mapping	260
Increasing Scalability with the Thread-per-Request Model	261
Reimagining Concurrency with Virtual Threads	265
Conclusion	270
8 Accelerating Time to Steady State with OpenJDK HotSpot VM	273
Introduction	273
JVM Start-up and Warm-up Optimization Techniques	274
Decoding Time to Steady State in Java Applications	274
Ready, Set, Start up!	274
Phases of JVM Start-up	275
Reaching the Application's Steady State	276
An Application's Life Cycle	278
Managing State at Start-up and Ramp-up	278
State During Start-up	278
Transition to Ramp-up and Steady State	281
Benefits of Efficient State Management	281
Class Data Sharing	282
Ahead-of-Time Compilation	283
GraalVM: Revolutionizing Java's Time to Steady State	290
Emerging Technologies: CRIU and Project CRaC for Checkpoint/Restore Functionality	292
Start-up and Ramp-up Optimization in Serverless and Other Environments	295
Serverless Computing and JVM Optimization	296
Containerized Environments: Ensuring Swift Start-ups and Efficient Scaling	297
GraalVM's Present-Day Contributions	298
Key Takeaways	298
Boosting Warm-up Performance with OpenJDK HotSpot VM	300
Compiler Enhancements	300
Segmented Code Cache and Project Leyden Enhancements	303
The Evolution from PermGen to Metaspace: A Leap Forward Toward Peak Performance	304
Conclusion	306

9 Harnessing Exotic Hardware: The Future of JVM Performance Engineering	307
Introduction to Exotic Hardware and the JVM	307
Exotic Hardware in the Cloud	309
Hardware Heterogeneity	310
API Compatibility and Hypervisor Constraints	310
Performance Trade-offs	311
Resource Contention	311
Cloud-Specific Limitations	311
The Role of Language Design and Toolchains	312
Case Studies	313
LWJGL: A Baseline Example	314
Aparapi: Bridging Java and OpenCL	317
Project Sumatra: A Significant Effort	321
TornadoVM: A Specialized JVM for Hardware Accelerators	324
Project Panama: A New Horizon	327
Envisioning the Future of JVM and Project Panama	333
High-Level JVM-Language APIs and Native Libraries	333
Vector API and Vectorized Data Processing Systems	334
Accelerator Descriptors for Data Access, Caching, and Formatting	335
The Future Is Already Knocking at the Door!	335
Concluding Thoughts: The Future of JVM Performance Engineering	336
Index	337

Preface

Welcome to my guide to JVM performance engineering, distilled from more than 20 years of expertise as a Java Champion and performance engineer. Within these pages lies a journey through the evolution of the JVM—a narrative that unfolds Java’s robust capabilities and architectural prowess. This book meticulously navigates the intricacies of JVM internals and the art and science of performance engineering, examining everything from the inner workings of the HotSpot VM to the strategic adoption of modular programming. By asserting Java’s pivotal role in modern computing—from server environments to the integration with exotic hardware—it stands as a beacon for practitioners and enthusiasts alike, heralding the next frontier in JVM performance engineering.

Intended Audience

This book is primarily written for Java developers and software engineers who are keen to enhance their understanding of JVM internals and performance tuning. It will also greatly benefit system architects and designers, providing them with insights into JVM’s impact on system performance. Performance engineers and JVM tuners will find advanced techniques for optimizing JVM performance. Additionally, computer science and engineering students and educators will gain a comprehensive understanding of JVM’s complexities and advanced features.

With the hope of furthering education in performance engineering, particularly with a focus on the JVM, this text also aligns with advanced courses on programming languages, algorithms, systems, computer architectures, and software engineering. I am passionate about fostering a deeper understanding of these concepts and excited about contributing to coursework that integrates the principles of JVM performance engineering and prepares the next generation of engineers with the knowledge and skills to excel in this critical area of technology.

Focusing on the intricacies and strengths of the language and runtime, this book offers a thorough dissection of Java’s capabilities in concurrency, its strengths in multithreading, and the sophisticated memory management mechanisms that drive peak performance across varied environments.

Book Organization

Chapter 1, “The Performance Evolution of Java: The Language and the Virtual Machine,” expertly traces Java’s journey from its inception in the mid-1990s to the sophisticated advancements in Java 17. Highlighting Java’s groundbreaking runtime environment, complete with the JVM, expansive class libraries, and a formidable set of tools, the chapter sets the stage for Java’s innovative advancements, underlying technical excellence, continuous progress, and flexibility.

Key highlights include an examination of the OpenJDK HotSpot VM’s transformative garbage collectors (GCs) and streamlined Java bytecode. This section illustrates Java’s dedication to

performance, showcasing advanced JIT compilation and avant-garde optimization techniques. Additionally, the chapter explores the synergistic relationship between the HotSpot VM's client and server compilers, and their dynamic optimization capabilities, demonstrating Java's continuous pursuit of agility and efficiency.

Another focal point is the exploration of OpenJDK's memory management with the HotSpot GCs, particularly highlighting the adoption of the "weak generational hypothesis." This concept underpins the efficiency of collectors in HotSpot, employing parallel and concurrent GC threads as needed, ensuring peak memory optimization and application responsiveness.

The chapter maintains a balance between technical depth and accessibility, making it suitable for both seasoned Java developers and those new to the language. Practical examples and code snippets are interspersed to provide a hands-on understanding of the concepts discussed.

Chapter 2, "Performance Implications of Java's Type System Evolution," seamlessly continues from the performance focus of Chapter 1, delving into the heart of Java: its evolving type system. The chapter explores Java's foundational elements—primitive and reference types, interfaces, classes, and arrays—that anchored Java programming prior to Java SE 5.0.

The narrative continues with the transformative enhancements from Java SE 5.0 onward, such as the introduction of generics, annotations, and VarHandle type reference—all further enriching the language. The chapter spotlights recent additions such as switch expressions, sealed classes, and the much-anticipated records.

Special attention is given to Project Valhalla's ongoing work, examining the performance nuances of the existing type system and the potential of future value classes. The section offers insights into Project Valhalla's ongoing endeavors, from refined generics to the conceptualization of classes for basic primitives.

Java's type system is more than just a set of types—it's a reflection of Java's commitment to versatility, efficiency, and innovation. The goal of this chapter is to illuminate the type system's past, present, and promising future, fostering a profound understanding of its intricacies.

Chapter 3, "From Monolithic to Modular Java: A Retrospective and Ongoing Evolution," provides extensive coverage of the Java Platform Module System (JPMS) and its breakthrough impact on modular programming. This chapter marks Java's bold transition into the modular era, beginning with a fundamental exploration of modules. It offers hands-on guidance through the creation, compilation, and execution of modules, making it accessible even to newcomers in this domain.

Highlighting Java's transition from a monolithic JDK to a modular framework, the chapter reflects Java's adaptability to evolving needs and its commitment to innovation. A standout section of this chapter is the practical implementation of modular services using JDK 17, which navigates the intricacies of module interactions, from service providers to consumers, enriched by working examples. The chapter addresses key concepts like encapsulation of implementation details and the challenges of JAR hell, illustrating how Jigsaw layers offer elegant solutions in the modular landscape.

Further enriching this exploration, the chapter draws insightful comparisons with OSGi, spotlighting the parallels and distinctions, to give readers a comprehensive understanding of Java's

modular systems. The introduction of essential tools such as *jdeps*, *jlink*, *jdeprscan*, and *jmod*, integral to the modular ecosystem, is accompanied by thorough explanations and practical examples. This approach empowers readers to effectively utilize these tools in their developmental work.

Concluding with a reflection on the performance nuances of JPMS, the chapter looks forward to the future of Java's modular evolution, inviting readers to contemplate its potential impacts and developments.

Chapter 4, “The Unified Java Virtual Machine Logging Interface,” delves into the vital yet often underappreciated world of logs in software development. It begins by underscoring the necessity of a unified logging system in Java, addressing the challenges posed by disparate logging systems and the myriad benefits of a cohesive approach. The chapter not only highlights the unification and infrastructure of the logging system but also emphasizes its role in monitoring performance and optimization.

The narrative explores the vast array of log tags and their specific roles, emphasizing the importance of creating comprehensive and insightful logs. In tackling the challenges of discerning any missing information, the chapter provides a lucid understanding of log levels, outputs, and decorators. The intricacies of these features are meticulously examined, with practical examples illuminating their application in tangible scenarios.

A key aspect of this chapter is the exploration of asynchronous logging, a critical feature for enhancing log performance with minimal impact on application efficiency. This feature is essential for developers seeking to balance comprehensive logging with system performance.

Concluding the chapter, the importance of logs as a diagnostic tool is emphasized, showcasing their role in both proactive system monitoring and reactive problem-solving. Chapter 4 not only highlights the power of effective logging in Java, but also underscores its significance in building and maintaining robust applications. This chapter reinforces the theme of Java's ongoing evolution, showcasing how advancements in logging contribute significantly to the language's capability and versatility in application development.

Chapter 5, “End-to-End Java Performance Optimization: Engineering Techniques and Micro-benchmarking with JMH,” focuses on the essence of performance engineering within the Java ecosystem. Emphasizing that performance transcends mere speed, this chapter highlights its critical role in crafting an unparalleled user experience. It commences with a formative exploration of performance engineering’s pivotal role within the broader software development realm, highlighting its status as a fundamental quality attribute and unraveling its multifaceted layers.

With precision, the chapter delineates the metrics pivotal to gauging Java’s performance, encompassing aspects from footprint to the nuances of availability, ensuring readers grasp the full spectrum of performance dynamics. Stepping in further, it explores the intricacies of response time and its symbiotic relationship with availability. This inspection provides insights into the mechanics of application timelines, intricately weaving the narrative of response time, throughput, and the inevitable pauses that punctuate them.

Yet, the performance narrative is only complete by acknowledging the profound influence of hardware. This chapter decodes the symbiotic relationship between hardware and software,

emphasizing the harmonious symphony that arises from the confluence of languages, processors, and memory models. From the subtleties of memory models and their bearing on thread dynamics to the foundational principles of Java Memory Model, this chapter journeys through the maze of concurrent hardware, shedding light on the order mechanisms pivotal to concurrent computing.

Moving beyond theoretical discussions, this chapter draws on over two decades of hands-on experience in performance optimization. It introduces a systematic approach to performance diagnostics and analysis, offering insights into methodologies and a detailed investigation of subsystems and approaches to identifying potential performance issues. The methodologies are not only vital for software developers focused on performance optimization but also provide valuable insights into the intricate relationship between underlying hardware, software stacks, and application performance.

The chapter emphasizes the importance of a structured benchmarking regime, encompassing everything from memory management to the assessment of feature releases and system layers. This sets the stage for the Java Micro-Benchmark Suite (JMH), the *pièce de résistance* of JVM benchmarking. From its foundational setup to the intricacies of its myriad features, the journey encompasses the genesis of writing benchmarks, to their execution, enriched with insights into benchmarking modes, profilers, and JMH's pivotal annotations.

Chapter 5 thus serves as a comprehensive guide to end-to-end Java performance optimization and as a launchpad for further chapters. It inspires a fervor for relentless optimization and arms readers with the knowledge and tools required to unlock Java's unparalleled performance potential.

Memory management is the silent guardian of Java applications, often operating behind the scenes but crucial to their success. **Chapter 6**, “Advanced Memory Management and Garbage Collection in OpenJDK,” marks a deep dive into specialized JVM improvements, showcasing advanced performance tools and techniques. This chapter offers a leap into the world of garbage collection, unraveling the techniques and innovations that ensure Java applications run efficiently and effectively.

The chapter commences with a foundational overview of garbage collection in Java, setting the stage for the detailed exploration of Thread-Local Allocation Buffers (TLABs) and Promotion Local Allocation Buffers (PLABs), and elucidating their pivotal roles in memory management. As we progress, the chapter sheds light on optimizing memory access, emphasizing the significance of the NUMA-aware garbage collection and its impact on performance.

The highlight of this chapter lies in its exploration of advanced garbage collection techniques. The narrative reviews the G1 Garbage Collector (G1 GC), unraveling its revolutionary approach to heap management. From grasping the advantages of a regionalized heap to optimizing G1 GC parameters for peak performance, this section promises a holistic cognizance of one of Java’s most advanced garbage collectors. Additionally, the Z Garbage Collector (ZGC) is presented as a technological marvel with its adaptive optimization techniques, and the advancements that make it a game-changer in real-time applications.

This chapter also offers insights into the emerging trends in garbage collection, setting the stage for what lies ahead. Practicality remains at the forefront, with a dedicated section offering invaluable tips for evaluating GC performance. From sympathizing with various workloads, such as Online Analytical Processing (OLAP) to Online Transaction Processing (OLTP) and Hybrid Transactional/Analytical Processing (HTAP), to synthesizing live data set pressure and data lifespan patterns, the chapter equips readers with the apparatus and knowledge to optimize memory management effectively. This chapter is an accessible guide to advanced garbage collection techniques that Java professionals need to navigate the topography of memory management.

Chapter 7, “Runtime Performance Optimizations: A Focus on Strings, Locks, and Beyond,” is dedicated to exploring the critical facets of Java’s runtime performance, particularly in the realms of string handling and lock synchronization—two areas essential for efficient application performance.

The chapter excels at taking a comprehensive approach to demystifying these JVM optimizations through detailed under-the-hood analysis—utilizing a range of profiling techniques, from bytecode analysis to memory and sample-based profiling to gathering call stack views of profiled methods—to enrich the reader’s understanding. Additionally, the chapter leverages JMH benchmarking to highlight the tangible improvements such optimizations bring. The practical use of *async-profiler* for method-level insights and NetBeans memory profiler further enhances the reader’s granular understanding of the JVM enhancements. This chapter aims to test and illuminate the optimizations, equipping readers with a comprehensive approach to using these tools effectively, thereby building on the performance engineering methodologies and processes discussed in Chapter 5.

The journey continues with an extensive review of the string optimizations in Java, highlighting major advancements across various Java versions, and then shifts focus onto enhanced multithreading performance, highlighting Java’s thread synchronization mechanisms.

Further, the chapter helps navigate the world of concurrency, with discussion of the transition from the thread-per-task model to the scalable thread-per-request model. The examination of Java’s Executor Service, ThreadPools, ForkJoinPool framework, and CompletableFuture ensures a robust comprehension of Java’s concurrency mechanisms.

The chapter concludes with a glimpse into the future of concurrency in Java with virtual threads. From understanding virtual threads and their carriers to discussing parallelism and integration with existing APIs, this chapter is a practical guide to advanced concurrency mechanisms and string optimizations in Java.

Chapter 8, “Accelerating Time to Steady State with OpenJDK HotSpot VM,” is dedicated to optimizing start-up to steady-state performance, crucial for transient applications such as containerized environments, serverless architectures, and microservices. The chapter emphasizes the importance of minimizing JVM start-up and warm-up time to enhance efficient execution, incorporating a pivotal exploration into GraalVM’s revolutionary role in this domain.

The narrative dissects the phases of JVM start-up and the journey to an application’s steady-state, highlighting the significance of managing state during these phases across various

architectures. An in-depth look at Class Data Sharing (CDS) sheds light on shared archive files and memory mapping, underscoring the advantages in multi-instance setups. The narrative then shifts to ahead-of-time (AOT) compilation, contrasting it with just-in-time (JIT) compilation and detailing the transformative impact of HotSpot VM’s Project Leyden and its forecasted ability to manage states via CDS and AOT. This sets the stage for GraalVM and its revolutionary impact on Java’s performance landscape. By harnessing advanced optimization techniques, including static images and dynamic compilation, GraalVM enhances performance for a wide array of applications. The exploration of cutting-edge technologies like GraalVM alongside a holistic survey of OpenJDK projects such as CRIU and CraC, which introduce groundbreaking checkpoint/restore functionality, adds depth to the discussion. This comprehensive coverage provides insights into the evolving strategies for optimizing Java applications, making this chapter an invaluable resource for developers looking to navigate today’s cloud native environments.

The final chapter, **Chapter 9**, “Harnessing Exotic Hardware: The Future of JVM Performance Engineering,” focuses on the fascinating intersection of exotic hardware and the JVM, illuminating its galvanizing impact on performance engineering. This chapter begins with an introduction to the increasingly prominent world of exotic hardware, particularly within cloud environments. It explores the integration of this hardware with the JVM, underscoring the pivotal role of language design and toolchains in this process.

Through a series of carefully detailed case studies, the chapter showcases the real-world applications and challenges of integrating such hardware accelerators. From the Lightweight Java Game Library (LWJGL), to the innovative Aparapi, which bridges Java and OpenCL, each study offers valuable insights into the complexities and triumphs of these integrations. The chapter also examines Project Sumatra’s significant contributions to this realm and introduces TornadoVM, a specialized JVM tailored for hardware accelerators.

Through these case studies, the symbiotic potential of integrating exotic hardware with the JVM becomes increasingly evident, leading up to an overview of Project Panama, heralding a new horizon in JVM performance engineering. At the heart of Project Panama lies the Vector API, a symbol of innovation designed for vector computations. This API is not just about computations—it’s about ensuring they are efficiently vectorized and tailored for hardware that thrives on vector operations. This ensures that developers have the tools to express parallel computations optimized for diverse hardware architectures. But Panama isn’t just about vectors. The Foreign Function and Memory API emerges as a pivotal tool, a bridge that allows Java to converse seamlessly with native libraries. This is Java’s answer to the age-old challenge of interoperability, ensuring Java applications can interface effortlessly with native code, breaking language barriers.

Yet, the integration is no walk in the park. From managing intricate memory access patterns to deciphering hardware-specific behaviors, the path to optimization is laden with complexities. But these challenges drive innovation, pushing the boundaries of what’s possible. Looking to the future, the chapter showcases my vision of Project Panama as the gold standard for JVM interoperability. The horizon looks promising, with Panama poised to redefine performance and efficiency for Java applications.

This isn’t just about the present or the imminent future. The world of JVM performance engineering is on the cusp of a revolution. Innovations are knocking at our door, waiting to be embraced—with Tornado VM’s Hybrid APIs, and with HAT toolkit and Project Babylon on the horizon.

How to Use This Book

1. *Sequential Reading for Comprehensive Understanding:* This book is designed to be read from beginning to end, as each chapter builds upon the knowledge of the previous ones. This approach is especially recommended for readers new to JVM performance engineering.
2. *Modular Approach for Specific Topics:* Experienced readers may prefer to jump directly to chapters that address their specific interests or challenges. The table of contents and index can guide you to relevant sections.
3. *Practical Examples and Code:* Throughout the book, practical examples and code snippets are provided to illustrate key concepts. To get the most out of these examples, readers are encouraged to build on and run the code themselves. (See item 5.)
4. *Visual Aids for Enhanced Understanding:* In addition to written explanations, this book employs a variety of textual and visual aids to deepen your understanding.
 - a. *Case Studies:* Real-world scenarios that demonstrate the application of JVM performance techniques.
 - b. *Screenshots:* Visual outputs depicting profiling results as well as various GC plots, which are essential for understanding the GC process and phases.
 - c. *Use-Case Diagrams:* Visual representations that map out the system's functional requirements, showing how different entities interact with each other.
 - d. *Block Diagrams:* Illustrations that outline the architecture of a particular JVM or system component, highlighting performance features.
 - e. *Class Diagrams:* Detailed object-oriented designs of various code examples, showing relationships and hierarchies.
 - f. *Process Flowcharts:* Step-by-step diagrams that walk you through various performance optimization processes and components.
 - g. *Timelines:* Visual representations of the different phases or state changes in an activity and the sequence of actions that are taken.
5. *Utilizing the Companion GitHub Repository:* A significant portion of the book's value lies in its practical application. To facilitate this, I have created JVM Performance Engineering GitHub Repository (<https://github.com/mo-beck/JVM-Performance-Engineering>). Here, you will find
 - a. *Complete Code Listings:* All the code snippets and scripts mentioned in the book are available. This allows you to see the code and experiment with it. Use it as a launchpad for your projects and fork and improve it.
 - b. *Additional Resources and Updates:* The field of JVM Performance Engineering is ever evolving. The repository will be periodically updated with new scripts, resources, and information to keep you abreast of the latest developments.
 - c. *Interactive Learning:* Engage with the material by cloning the repository, running the GC scripts against your GC log files, and modifying them to see how outcomes better suit your GC learning and understanding journey.

6. *Engage with the Community:* I encourage readers to engage with the wider community. Use the GitHub repository to contribute your ideas, ask questions, and share your insights. This collaborative approach enriches the learning experience for everyone involved.
7. *Feedback and Suggestions:* Your feedback is invaluable. If you have suggestions, corrections, or insights, I warmly invite you to share them. You can provide feedback via the GitHub repository, via email (jvmbook@codekaram.com), or via social media platforms (<https://www.linkedin.com/in/monicabeckwith/> or <https://twitter.com/JVMPERFEngineer>).

*In Java's vast realm, my tale takes wing,
A narrative so vivid, of wonders I sing.
Distributed systems, both near and afar,
With JVM shining—the brightest star!*

*Its rise through the ages, a saga profound,
With each chronicle, inquiries resound.
“Where lies the wisdom, the legends so grand?”
They ask with a fervor, eager to understand.*

*This book is a beacon for all who pursue,
A tapestry of insights, both aged and new.
In chapters that flow, like streams to the seas,
I share my heart's journey, my tech odyssey.*

—Monica Beckwith

Register your copy of *JVM Performance Engineering* on the InformIT site for convenient access to updates and/or corrections as they become available. To start the registration process, go to informit.com/register and log in or create an account. Enter the product ISBN (9780134659879) and click Submit. If you would like to be notified of exclusive offers on new editions and updates, please check the box to receive email from us.

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To my children, Annika and Bodin: Your patience and resilience have been my inspiration. Balancing the demands of a teen's life with the years it took to bring this book to fruition, you have shown a maturity and understanding well beyond your years. Your support, whether it be a kind word at just the right moment or understanding my need for quiet as I wrestled with complex ideas, has meant more to me than words can express. Your unwavering faith, even when my work required sacrifices from us all, has been a source of strength and motivation. I am incredibly proud of the kind and supportive individuals you are becoming, and I hope this book reflects the values we cherish as a family.

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Chapter Contributions

The richness of this book's content is a culmination of my extensive work, research, and insights in the field, enriched further by the invaluable contributions of various experts, colleagues, collaborators, and friends. Their collective knowledge, feedback, and support have been instrumental in adding depth and clarity to each topic discussed, reflecting years of dedicated expertise in this domain.

- In Chapter 3, Nikita Lipski's deep experience in Java modularity added compelling depth, particularly on the topics of the JAR hell versioning issues, layers, and his remarkable insights on OSGi.
- Stefano Doni's enriched field expertise in Quality of Service (QoS), performance stack, and theoretical expertise in operational laws and queueing, significantly enhanced Chapter 5, bringing a blend of theoretical and practical perspectives.
- The insights and collaborative interactions with Per Liden and Stefan Karlsson were crucial in refining my exploration of the Z Garbage Collector (ZGC) in Chapter 6. Per's

numerous talks and blog posts have also been instrumental in helping the community understand the intricacies of ZGC in greater detail.

- Chapter 7 benefitted from the combined insights of Alan Bateman and Heinz Kabutz. Alan was instrumental in helping me refine this chapter's coverage of Java's locking mechanisms and virtual threads. His insights helped clarify complex concepts, added depth to the discussion of monitor locks, and provided valuable perspective on the evolution of Java's concurrency model. Heinz's thorough review ensured the relevance and accuracy of the content.
- For Chapter 8, Ludovic Henry's insistence on clarity with respect to the various technologies and persistence to include advanced topics and Alina Yurenko's insights into GraalVM and its future developments provided depth and foresight and reshaped the chapter to its glorious state today.

Alina has also influenced me to track the developments in GraalVM—especially the introduction of layered native images, which promises to reduce build times and enable sharing of base images.

- Last but not the least, for Chapter 9, I am grateful to Gary Frost for his thorough review of Aparapi, Project Sumatra, and insights on leveraging the latest JDK (early access) version for developing projects like Project Panama. Dr. Juan Fumero's leadership in the development of TornadoVM and insights into parallel programming challenges have been instrumental in providing relevant insights for my chapter, deepening its clarity, and enhancing its narrative.

It was a revelation to see our visions converge and witness these industry stalwarts drive the enhancements in the integration of Java with modern hardware accelerators.

Mentors, Influencers, and Friends

Several mentors, leaders, and friends have significantly influenced my broader understanding of technology:

- Charlie Hunt's guidance in my GC performance engineering journey has been foundational. His groundbreaking work on String density has inspired many of my own approaches with methodologies and process. His seminal work *Java Performance* is an essential resource for all performance enthusiasts and is highly recommended for its depth and insight.
- Gil Tene's work on the C4 Garbage Collector and his educational contributions have deeply influenced my perspective on low pause collectors and their interactive nature. I value our check-ins, which I took as mentorship opportunities to learn from one of the brightest minds.
- Thomas Schatzl's generous insights on the G1 Garbage Collector have added depth and context to this area of study, enriching my understanding following my earlier work on G1 GC. Thomas is a GC performance expert whose work, including on Parallel GC, continues to inspire me.

- Vladimir Kozlov's leadership and work in various aspects of the HotSpot JVM have been crucial in pushing the boundaries of Java's performance capabilities. I cherish our work together on prefetching, tiered thresholds, various code generation, and JVM optimizations, and I appreciate his dedication to HotSpot VM.
- Kirk Pepperdine, for our ongoing collaborations that span from the early days of developing G1 GC parser scripts for our joint hands-on lab sessions at JavaOne, to our recent methodologies, processes, and benchmarking endeavors at Microsoft, continuously pushes the envelope in performance engineering.
- Sergey Kuksenko and Alexey Shipilev, along with my fellow JVM performance engineering experts, have been my comrades in relentless pursuit of Java performance optimizations.
- Erik Österlund's development of generational ZGC represents an exciting and forward-looking aspect of garbage collection technology.
- John Rose, for his unparalleled expertise in JVM internals and his pivotal role in the evolution of Java as a language and platform. His vision and deep technical knowledge have not only propelled the field forward but also provided me with invaluable insights throughout my career.

Each of these individuals has not only contributed to the technical depth and richness of this book but also played a vital role in my personal and professional growth. Their collective wisdom, expertise, and support have been instrumental in shaping both the content and the journey of this book, reflecting the collaborative spirit of the Java community.

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About the Author

Monica Beckwith is a leading figure in Java Virtual Machine (JVM) performance tuning and optimizations. With a strong Electrical and Computer Engineering academic foundation, Monica has carved out an illustrious, impactful, and inspiring professional journey.

At Advanced Micro Devices (AMD), Monica refined her expertise in Java, JVM, and systems performance engineering. Her work brought critical insights to NUMA's architectural enhancements, improving both hardware and JVM performance through optimized code generation, improved footprint and advanced JVM techniques, and memory management. She continued her professional growth at Sun Microsystems, contributing significantly to JVM performance enhancements across Sun SPARC, Solaris, and Linux, aiding in the evolution of a scalable Java ecosystem.

Monica's role as a Java Champion and coauthor of *Java Performance Companion*, as well as authoring this current book, highlight her steadfast commitment to the Java community. Notably, her work in the optimization of G1 Garbage Collector went beyond optimization; she delved into diagnosing pain points, fine-tuning processes, and identifying critical areas for enhancement, thereby setting new precedents in JVM performance. Her expertise not only elevated the efficiency of the G1 GC but also showcased her intricate knowledge of JVM's complexities. At Arm, as a managed runtimes performance architect, Monica played a key role in shaping a unified strategy for the Arm ecosystem, fostering a competitive edge for performance on Arm-based servers.

Monica's significant contributions and thought leadership have enriched the broader tech community. Monica serves on the program committee for various prestigious conferences and hosts JVM and performance-themed tracks, further emphasizing her commitment to knowledge sharing and community building.

At Microsoft, Monica's expertise shines brightly as she optimizes JVM-based workloads, applications, and key services, across a diverse range of deployment scenarios, from bare metal to sophisticated Azure VMs. Her deep-seated understanding of hardware and software engineering, combined with her adeptness in systems engineering and benchmarking principles, uniquely positions her at the critical juncture of the hardware and software. This position enables her to significantly contribute to the performance, scalability and power efficiency characterization, evaluation, and analysis of both current and emerging hardware systems within the Azure Compute infrastructure.

Beyond her technical prowess, Monica embodies values that resonate deeply with those around her. She is a beacon of integrity, authenticity, and continuous learning. Her belief in the transformative power of actions, the sanctity of reflection, and the profound impact of empathy defines her interactions and approach. A passionate speaker, Monica's commitment to lifelong learning is evident in her zeal for delivering talks and disseminating knowledge.

Outside the confines of the tech world, Monica's dedication extends to nurturing young minds as a First Lego League coach. This multifaceted persona, combined with her roles as a Java Champion, author, and performance engineer at Microsoft, cements her reputation as a respected figure in the tech community and a source of inspiration for many.

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Chapter 3

From Monolithic to Modular Java: A Retrospective and Ongoing Evolution

Introduction

In the preceding chapters, we journeyed through the significant advancements in the Java language and its execution environment, witnessing the remarkable growth and transformation of these foundational elements. However, a critical aspect of Java's evolution, which has far-reaching implications for the entire ecosystem, is the transformation of the Java Development Kit (JDK) itself. As Java matured, it introduced a plethora of features and language-level enhancements, each contributing to the increased complexity and sophistication of the JDK. For instance, the introduction of the enumeration type in J2SE 5.0 necessitated the addition of the `java.lang.Enum` base class, the `java.lang.Class.getEnumConstants()` method, `EnumSet`, and `EnumMap` to the `java.util` package, along with updates to the *Serialized Form*. Each new feature or syntax addition required meticulous integration and robust support to ensure seamless functionality.

With every expansion of Java, the JDK began to exhibit signs of unwieldiness. Its monolithic structure presented challenges such as an increased memory footprint, slower start-up times, and difficulties in maintenance and updates. The release of JDK 9 marked a significant turning point in Java's history, as it introduced the Java Platform Module System (JPMS) and transitioned Java from a monolithic structure to a more manageable, modular one. This evolution continued with JDK 11 and JDK 17, with each bringing further enhancements and refinements to the modular Java ecosystem.

This chapter delves into the specifics of this transformation. We will explore the inherent challenges of the monolithic JDK and detail the journey toward modularization. Our discussion will extend to the benefits of modularization for developers, particularly focusing on those who have adopted JDK 11 or JDK 17. Furthermore, we'll consider the impact of these changes on JVM performance engineering, offering insights to help developers optimize their applications

and leverage the latest JDK innovations. Through this exploration, the goal is to demonstrate how Java applications can significantly benefit from modularization.

Understanding the Java Platform Module System

As just mentioned, the JPMS was a strategic response to the mounting complexity and unwieldiness of the monolithic JDK. The primary goal when developing it was to create a scalable platform that could effectively manage security risks at the API level while enhancing performance. The advent of modularity within the Java ecosystem empowered developers with the flexibility to select and scale modules based on the specific needs of their applications. This transformation allowed Java platform developers to use a more modular layout when managing the Java APIs, thereby fostering a system that was not only more maintainable but also more efficient. A significant advantage of this modular approach is that developers can utilize only those parts of the JDK that are necessary for their applications; this selective usage reduces the size of their applications and improves load times, leading to more efficient and performant applications.

Demystifying Modules

In Java, a module is a cohesive unit comprising packages, resources, and a module descriptor (`module-info.java`) that provides information about the module. The module serves as a container for these elements. Thus, a module

- **Encapsulates its packages:** A module can declare which of its packages should be accessible to other modules and which should be hidden. This encapsulation improves code maintainability and security by allowing developers to clearly express their code's intended usage.
- **Expresses dependencies:** A module can declare dependencies on other modules, making it clear which modules are required for that module to function correctly. This explicit dependency management simplifies the deployment process and helps developers identify problematic issues early in the development cycle.
- **Enforces strong encapsulation:** The module system enforces strong encapsulation at both compile time and runtime, making it difficult to break the encapsulation either accidentally or maliciously. This enforcement leads to better security and maintainability.
- **Boosts performance:** The module system allows the JVM to optimize the loading and execution of code, leading to improved start-up times, lower memory consumption, and faster execution.

The adoption of the module system has greatly improved the Java platform's maintainability, security, and performance.

Modules Example

Let's explore the module system by considering two example modules: `com.house.brickhouse` and `com.house.bricks`. The `com.house.brickhouse` module contains two classes, `House1` and `House2`, which calculate the number of bricks needed for houses with different levels. The `com.house.bricks` module contains a `Story` class that provides a method to count bricks based on the number of levels. Here's the directory structure for `com.house.brickhouse`:

```
src
  └── com.house.brickhouse
      ├── com
      │   └── house
      │       └── brickhouse
      │           ├── House1.java
      │           └── House2.java
      └── module-info.java

com.house.brickhouse:
  module-info.java:

module com.house.brickhouse {
    requires com.house.bricks;
    exports com.house.brickhouse;
}

com/house/brickhouse/House1.java:

package com.house.brickhouse;
import com.house.bricks.Story;

public class House1 {
    public static void main(String[] args) {
        System.out.println("My single-level house will need " + Story.count(1) + " bricks");
    }
}

com/house/brickhouse/House2.java:

package com.house.brickhouse;
import com.house.bricks.Story;

public class House2 {
    public static void main(String[] args) {
        System.out.println("My two-level house will need " + Story.count(2) + " bricks");
    }
}
```

Now let's look at the directory structure for `com.house.bricks`:

```
src
└── com.house.bricks
    ├── com
    │   └── house
    │       └── bricks
    │           └── Story.java
    └── module-info.java
```

`com.house.bricks:`

`module-info.java:`

```
module com.house.bricks {
    exports com.house.bricks;
}
```

`com/house/bricks/Story.java:`

```
package com.house.bricks;
```

```
public class Story {
    public static int count(int level) {
        return level * 18000;
    }
}
```

Compilation and Run Details

We compile the `com.house.bricks` module first:

```
$ javac -d mods/com.house.bricks src/com.house.bricks/module-info.java src/com.house.bricks/com/house/bricks/Story.java
```

Next, we compile the `com.house.brickhouse` module:

```
$ javac --module-path mods -d mods/com.house.brickhouse
src/com.house.brickhouse/module-info.java
src/com.house.brickhouse/com/house/brickhouse/House1.java
src/com.house.brickhouse/com/house/brickhouse/House2.java
```

Now we run the `House1` example:

```
$ java --module-path mods -m com.house.brickhouse/com.house.brickhouse.House1
```

Output:

```
My single-level house will need 18000 bricks
```

Then we run the House2 example:

```
$ java --module-path mods -m com.house.brickhouse/com.house.brickhouse.House2
```

Output:

```
My two-level house will need 36000 bricks
```

Introducing a New Module

Now, let's expand our project by introducing a new module that provides various types of bricks. We'll call this module `com.house.bricktypes`, and it will include different classes for different types of bricks. Here's the new directory structure for the `com.house.bricktypes` module:

```
src
└── com.house.bricktypes
    ├── com
    │   └── house
    │       └── bricktypes
    │           ├── ClayBrick.java
    │           └── ConcreteBrick.java
    └── module-info.java
```

```
com.house.bricktypes:
  module-info.java:
```

```
module com.house.bricktypes {
    exports com.house.bricktypes;
}
```

The `ClayBrick.java` and `ConcreteBrick.java` classes will define the properties and methods for their respective brick types.

`ClayBrick.java`:

```
package com.house.bricktypes;

public class ClayBrick {
    public static int getBricksPerSquareMeter() {
        return 60;
    }
}
```

ConcreteBrick.java:

```
package com.house.bricktypes;

public class ConcreteBrick {
    public static int getBricksPerSquareMeter() {
        return 50;
    }
}
```

With the new module in place, we need to update our existing modules to make use of these new brick types. Let's start by updating the `module-info.java` file in the `com.house.brickhouse` module:

```
module com.house.brickhouse {
    requires com.house.bricks;
    requires com.house.bricktypes;
    exports com.house.brickhouse;
}
```

We modify the `House1.java` and `House2.java` files to use the new brick types.

House1.java:

```
package com.house.brickhouse;
import com.house.bricks.Story;
import com.house.bricktypes.ClayBrick;

public class House1 {
    public static void main(String[] args) {
        int bricksPerSquareMeter = ClayBrick.getBricksPerSquareMeter();
        System.out.println("My single-level house will need "
            + Story.count(1, bricksPerSquareMeter) + " clay bricks");
    }
}
```

House2.java:

```
package com.house.brickhouse;
import com.house.bricks.Story;
import com.house.bricktypes.ConcreteBrick;

public class House2 {
```

```
public static void main(String[] args) {
    int bricksPerSquareMeter = ConcreteBrick.getBricksPerSquareMeter();
    System.out.println("My two-level house will need "
        + Story.count(2, bricksPerSquareMeter) + " concrete bricks");
}
}
```

By making these changes, we're allowing our `House1` and `House2` classes to use different types of bricks, which adds more flexibility to our program. Let's now update the `Story.java` class in the `com.house.bricks` module to accept the bricks per square meter:

```
package com.house.bricks;

public class Story {
    public static int count(int level, int bricksPerSquareMeter) {
        return level * bricksPerSquareMeter * 300;
    }
}
```

Now that we've updated our modules, let's compile and run them to see the changes in action:

- Create a new `mods` directory for the `com.house.bricktypes` module:

```
$ mkdir mods/com.house.bricktypes
```

- Compile the `com.house.bricktypes` module:

```
$ javac -d mods/com.house.bricktypes
src/com.house.bricktypes/module-info.java
src/com.house.bricktypes/com/house/bricktypes/*.java
```

- Recompile the `com.house.bricks` and `com.house.brickhouse` modules:

```
$ javac --module-path mods -d mods/com.house.bricks
src/com.house.bricks/module-info.java src/com.house.bricks/com/house/bricks/Story.java
```

```
$ javac --module-path mods -d mods/com.house.brickhouse
src/com.house.brickhouse/module-info.java
src/com.house.brickhouse/com/house/brickhouse/House1.java
src/com.house.brickhouse/com/house/brickhouse/House2.java
```

With these updates, our program is now more versatile and can handle different types of bricks. This is just one example of how the modular system in Java can make our code more flexible and maintainable.

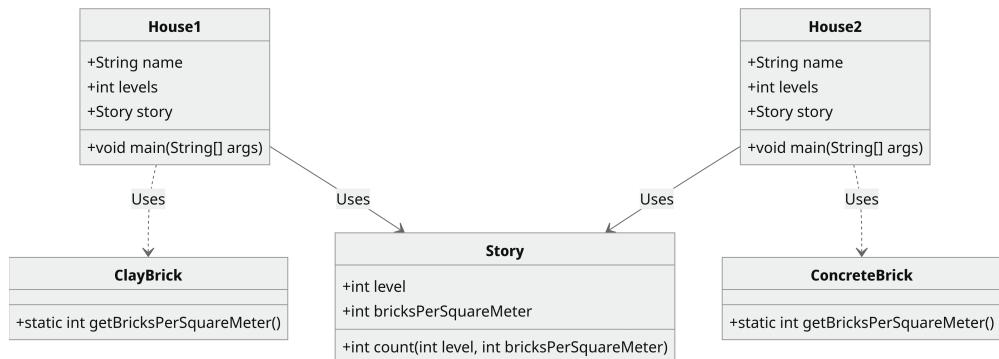


Figure 3.1 Class Diagram to Show the Relationships Between Modules

Let's now visualize these relationships with a class diagram. Figure 3.1 includes the new module `com.house.bricktypes`, and the arrows represent “Uses” relationships. `House1` uses `Story` and `ClayBrick`, whereas `House2` uses `Story` and `ConcreteBrick`. As a result, instances of `House1` and `House2` will contain references to instances of `Story` and either `ClayBrick` or `ConcreteBrick`, respectively. They use these references to interact with the methods and attributes of the `Story`, `ClayBrick`, and `ConcreteBrick` classes. Here are more details:

- **House1** and **House2**: These classes represent two different types of houses. Both classes have the following attributes:
 - `name`: A string representing the name of the house.
 - `levels`: An integer representing the number of levels in the house.
 - `story`: An instance of the `Story` class representing a level of the house.
 - `main(String[] args)`: The entry method for the class, which acts as the initial kick-starter for the application’s execution.
- **Story**: This class represents a level in a house. It has the following attributes:
 - `level`: An integer representing the level number.
 - `bricksPerSquareMeter`: An integer representing the number of bricks per square meter for the level.
 - `count(int level, int bricksPerSquareMeter)`: A method that calculates the total number of bricks required for a given level and bricks per square meter.
- **ClayBrick** and **ConcreteBrick**: These classes represent two different types of bricks. Both classes have the following attributes:
 - `getBricksPerSquareMeter()`: A static method that returns the number of bricks per square meter. This method is called by the houses to obtain the value needed for calculations in the `Story` class.

Next, let's look at the use-case diagram of the Brick House Construction system with the House Owner as the actor and Clay Brick and Concrete Brick as the systems (Figure 3.2). This diagram illustrates how the House Owner interacts with the system to calculate the number of bricks required for different types of houses and choose the type of bricks for the construction.

Here's more information on the elements of the use-case diagram:

- **House Owner:** This is the actor who wants to build a house. The House Owner interacts with the Brick House Construction system in the following ways:
 - **Calculate Bricks for House 1:** The House Owner uses the system to calculate the number of bricks required to build House 1.
 - **Calculate Bricks for House 2:** The House Owner uses the system to calculate the number of bricks required to build House 2.
 - **Choose Brick Type:** The House Owner uses the system to select the type of bricks to be used for the construction.
- **Brick House Construction:** This system helps the House Owner in the construction process. It provides the following use cases:
 - **Calculate Bricks for House 1:** This use case calculates the number of bricks required for House 1. It interacts with both the Clay Brick and Concrete Brick systems to get the necessary data.
 - **Calculate Bricks for House 2:** This use case calculates the number of bricks required for House 2. It also interacts with both the Clay Brick and Concrete Brick systems to get the necessary data.
 - **Choose Brick Type:** This use case allows the House Owner to choose the type of bricks for the construction.
- **Clay Brick and Concrete Brick:** These systems provide the data (e.g., size, cost) to the Brick House Construction system that is needed to calculate the number of bricks required for the construction of the houses.

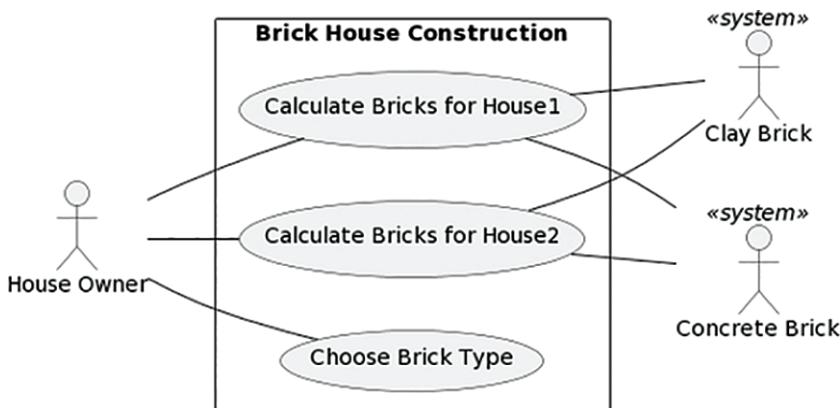


Figure 3.2 Use-Case Diagram of Brick House Construction

From Monolithic to Modular: The Evolution of the JDK

Before the introduction of the modular JDK, the bloating of the JDK led to overly complex and difficult-to-read applications. In particular, complex dependencies and cross-dependencies made it difficult to maintain and extend applications. JAR (Java Archives) hell (i.e., problems related to loading classes in Java) arose due to both the lack of simplicity and JARs' lack of awareness about the classes they contained.

The sheer footprint of the JDK also posed a challenge, particularly for smaller devices or other situations where the entire monolithic JDK wasn't needed. The modular JDK came to the rescue, transforming the JDK landscape.

Continuing the Evolution: Modular JDK in JDK 11 and Beyond

The Java Platform Module System (JPMS) was first introduced in JDK 9, and its evolution has continued in subsequent releases. JDK 11, the first long-term support (LTS) release after JDK 8, further refined the modular Java platform. Some of the notable improvements and changes made in JDK 11 are summarized here:

- **Removal of deprecated modules:** Some Java Enterprise Edition (EE) and Common Object Request Broker Architecture (CORBA) modules that had been deprecated in JDK 9 were finally removed in JDK 11. This change promoted a leaner Java platform and reduced the maintenance burden.
- **Matured module system:** The JPMS has matured over time, benefiting from the feedback of developers and real-world usage. Newer JDK releases have addressed issues, improved performance, and optimized the module system's capabilities.
- **Refined APIs:** APIs and features have been refined in subsequent releases, providing a more consistent and coherent experience for developers using the module system.
- **Continued enhancements:** JDK 11 and subsequent releases have continued to enhance the module system—for example, by offering better diagnostic messages and error reporting, improved JVM performance, and other incremental improvements that benefit developers.

Implementing Modular Services with JDK 17

With the JDK's modular approach, we can enhance the concept of services (introduced in Java 1.6) by decoupling modules that provide the service interface from their provider module, eventually creating a fully decoupled consumer. To employ services, the type is usually declared as an interface or an abstract class, and the service providers need to be clearly identified in their modules, enabling them to be recognized as providers. Lastly, consumer modules are required to utilize those providers.

To better explain the decoupling that occurs, we'll use a step-by-step example to build a `BricksProvider` along with its providers and consumers.

Service Provider

A service provider is a module that implements a service interface and makes it available for other modules to consume. It is responsible for implementing the functionalities defined in the service interface. In our example, we'll create a module called `com.example.bricksprovider`, which will implement the `BrickHouse` interface and provide the service.

Creating the `com.example.bricksprovider` Module

First, we create a new directory called `bricksprovider`; inside it, we create the `com/example/bricksprovider` directory structure. Next, we create a `module-info.java` file in the `bricksprovider` directory with the following content:

```
module com.example.bricksprovider {  
    requires com.example.brickhouse;  
    provides com.example.brickhouse.BrickHouse with com.example.bricksprovider.BricksProvider;  
}
```

This `module-info.java` file declares that our module requires the `com.example.brickhouse` module and provides an implementation of the `BrickHouse` interface through the `com.example.bricksprovider.BricksProvider` class.

Now, we create the `BricksProvider.java` file inside the `com/example/bricksprovider` directory with the following content:

```
package com.example.bricksprovider;  
import com.example.brickhouse.BrickHouse;  
  
public class BricksProvider implements BrickHouse {  
    @Override  
    public void build() {  
        System.out.println("Building a house with bricks...");  
    }  
}
```

Service Consumer

A service consumer is a module that uses a service provided by another module. It declares the service it requires in its `module-info.java` file using the `uses` keyword. The service consumer can then use the `ServiceLoader` API to discover and instantiate implementations of the required service.

Creating the `com.example.builder` Module

First, we create a new directory called `builder`; inside it, we create the `com/example/builder` directory structure. Next, we create a `module-info.java` file in the `builder` directory with the following content:

```
module com.example.builder {
    requires com.example.brickhouse;
    uses com.example.brickhouse.BrickHouse;
}
```

This `module-info.java` file declares that our module requires the `com.example.brickhouse` module and uses the `BrickHouse` service.

Now, we create a `Builder.java` file inside the `com/example/builder` directory with the following content:

```
package com.example.builder;
import com.example.brickhouse.BrickHouse;
import java.util.ServiceLoader;

public class Builder {
    public static void main(String[] args) {
        ServiceLoader<BrickHouse> loader = ServiceLoader.load(BrickHouse.class);
        loader.forEach(BrickHouse::build);
    }
}
```

A Working Example

Let's consider a simple example of a modular Java application that uses services:

- `com.example.brickhouse`: A module that defines the `BrickHouse` service interface that other modules can implement
- `com.example.bricksprovider`: A module that provides an implementation of the `BrickHouse` service and declares it in its `module-info.java` file using the `provides` keyword
- `com.example.builder`: A module that consumes the `BrickHouse` service and declares the required service in its `module-info.java` file using the `uses` keyword

The builder can then use the `ServiceLoader` API to discover and instantiate the `BrickHouse` implementation provided by the `com.example.bricksprovider` module.

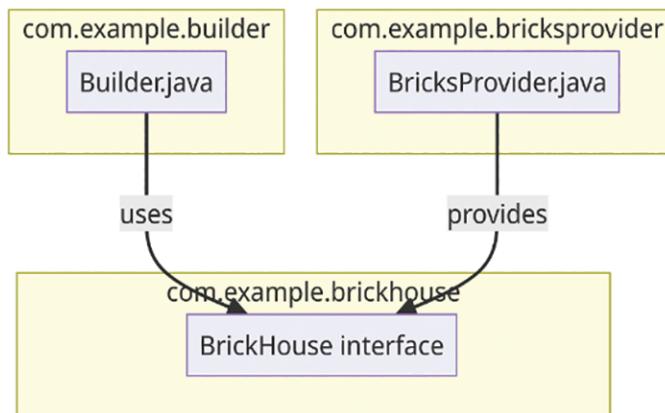


Figure 3.3 Modular Services

Figure 3.3 depicts the relationships between the modules and classes in a module diagram. The module diagram represents the dependencies and relationships between the modules and classes:

- The `com.example.builder` module contains the `Builder.java` class, which uses the `BrickHouse` interface from the `com.example.brickhouse` module.
- The `com.example.bricksprovider` module contains the `BricksProvider.java` class, which implements and provides the `BrickHouse` interface.

Implementation Details

The `ServiceLoader` API is a powerful mechanism that allows the `com.example.builder` module to discover and instantiate the `BrickHouse` implementation provided by the `com.example.bricksprovider` module at runtime. This allows for more flexibility and better separation of concerns between modules. The following subsections focus on some implementation details that can help us better understand the interactions between the modules and the role of the `ServiceLoader` API.

Discovering Service Implementations

The `ServiceLoader.load()` method takes a service interface as its argument—in our case, `BrickHouse.class`—and returns a `ServiceLoader` instance. This instance is an iterable object containing all available service implementations. The `ServiceLoader` relies on the information provided in the `module-info.java` files to discover the service implementations.

Instantiating Service Implementations

When iterating over the `ServiceLoader` instance, the API automatically instantiates the service implementations provided by the service providers. In our example, the `BricksProvider` class is instantiated, and its `build()` method is called when iterating over the `ServiceLoader` instance.

Encapsulating Implementation Details

By using the JPMS, the `com.example.bricksprovider` module can encapsulate its implementation details, exposing only the `BrickHouse` service that it provides. This allows the `com.example.builder` module to consume the service without depending on the concrete implementation, creating a more robust and maintainable system.

Adding More Service Providers

Our example can be easily extended by adding more service providers implementing the `BrickHouse` interface. As long as the new service providers are properly declared in their respective `module-info.java` files, the `com.example.builder` module will be able to discover and use them automatically through the `ServiceLoader` API. This allows for a more modular and extensible system that can adapt to changing requirements or new implementations.

Figure 3.4 is a use-case diagram that depicts the interactions between the service consumer and service provider. It includes two actors: Service Consumer and Service Provider.

- **Service Consumer:** This uses the services provided by the Service Provider. The Service Consumer interacts with the Modular JDK in the following ways:
 - **Discover Service Implementations:** The Service Consumer uses the Modular JDK to find available service implementations.
 - **Instantiate Service Implementations:** Once the service implementations are discovered, the Service Consumer uses the Modular JDK to create instances of these services.
 - **Encapsulate Implementation Details:** The Service Consumer benefits from the encapsulation provided by the Modular JDK, which allows it to use services without needing to know their underlying implementation.
- **Service Provider:** This implements and provides the services. The Service Provider interacts with the Modular JDK in the following ways:
 - **Implement Service Interface:** The Service Provider uses the Modular JDK to implement the service interface, which defines the contract for the service.
 - **Encapsulate Implementation Details:** The Service Provider uses the Modular JDK to hide the details of its service implementation, exposing only the service interface.
 - **Add More Service Providers:** The Service Provider can use the Modular JDK to add more providers for the service, enhancing the modularity and extensibility of the system.

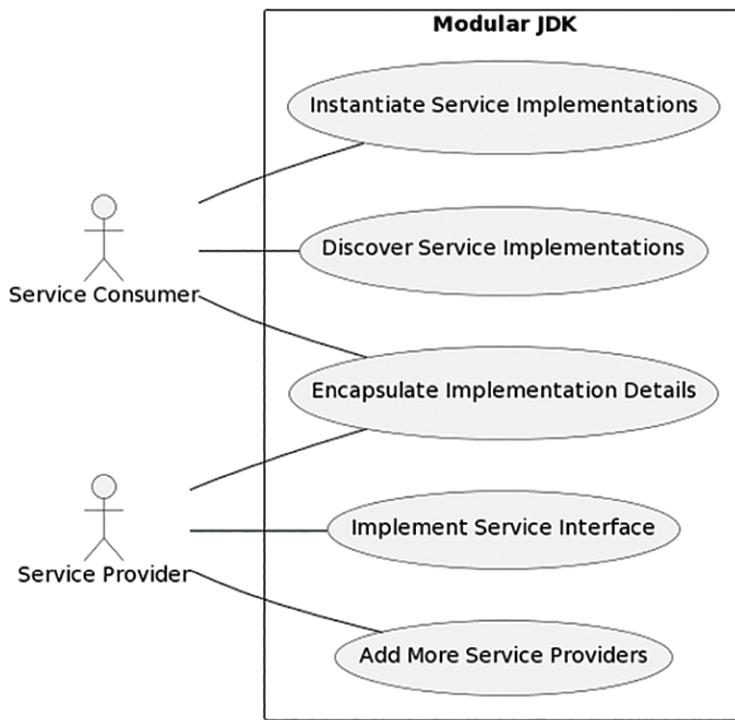


Figure 3.4 Use-Case Diagram Highlighting the Service Consumer and Service Provider

The Modular JDK acts as a robust facilitator for these interactions, establishing a comprehensive platform where service providers can effectively offer their services. Simultaneously, it provides an avenue for service consumers to discover and utilize these services efficiently. This dynamic ecosystem fosters a seamless exchange of services, enhancing the overall functionality and interoperability of modular Java applications.

JAR Hell Versioning Problem and Jigsaw Layers

Before diving into the details of the JAR hell versioning problem and Jigsaw layers, I'd like to introduce Nikita Lipski, a fellow JVM engineer and an expert in the field of Java modularity. Nikita has provided valuable insights and a comprehensive write-up on this topic, which we will be discussing in this section. His work will help us better understand the JAR hell versioning problem and how Jigsaw layers can be utilized to address this issue in JDK 11 and JDK 17.

Java's backward compatibility is one of its key features. This compatibility ensures that when a new version of Java is released, applications built for older versions can run on the new version without any changes to the source code, and often even without recompilation. The same principle applies to third-party libraries—applications can work with updated versions of the libraries without modifications to the source code.

However, this compatibility does not extend to versioning at the source level, and the JPMS does not introduce versioning at this level, either. Instead, versioning is managed at the artifact level, using artifact management systems like Maven or Gradle. These systems handle versioning and dependency management for the libraries and frameworks used in Java projects, ensuring that the correct versions of the dependencies are included in the build process. But what happens when a Java application depends on multiple third-party libraries, which in turn may depend on different versions of another library? This can lead to conflicts and runtime errors if multiple versions of the same library are present on the classpath.

So, although JPMS has certainly improved modularity and code organization in Java, the “JAR hell” problem can still be relevant when dealing with versioning at the artifact level. Let’s look at an example (shown in Figure 3.5) where an application depends on two third-party libraries (Foo and Bar), which in turn depend on different versions of another library (Baz).

If both versions of the Baz library are placed on the classpath, it becomes unclear which version of the library will be used at runtime, resulting in unavoidable version conflicts. To address this issue, JPMS prohibits such situations by detecting split packages, which are not allowed in JPMS, in support of its “reliable configuration” goal (Figure 3.6).

While detecting versioning problems early is useful, JPMS does not provide a recommended way to resolve them. One approach to address these problems is to use the latest version of the conflicting library, assuming it is backward compatible. However, this might not always be possible due to introduced incompatibilities.

To address such cases, JPMS offers the *ModuleLayer* feature, which allows for the installation of a module sub-graph into the module system in an isolated manner. When different versions of the conflicting library are placed into separate layers, both of those versions can be loaded by JPMS. Although there is no direct way to access a module of the child layer from the parent layer, this can be achieved indirectly—by implementing a service provider in the child layer module, which the parent layer module can then use. (See the earlier discussion of “Implementing Modular Services with JDK 17” for more details.)

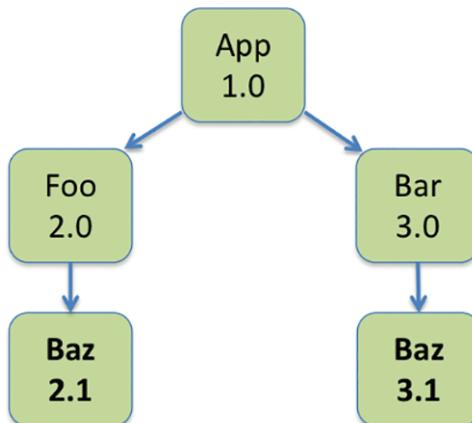


Figure 3.5 Modularity and Version Conflicts

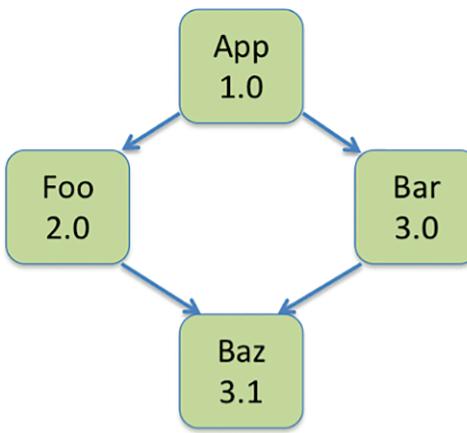


Figure 3.6 Reliable Configuration with JPMS

Working Example: JAR Hell

In this section, a working example is provided to demonstrate the use of module layers in addressing the JAR hell problem in the context of JDK 17 (this strategy is applicable to JDK 11 users as well). This example builds upon Nikita's explanation and the house service provider implementation we discussed earlier. It demonstrates how you can work with different versions of a library (termed basic and high-quality implementations) within a modular application.

First, let's take a look at the sample code provided by Java SE 9 documentation:¹

```

1 ModuleFinder finder = ModuleFinder.of(dir1, dir2, dir3);
2 ModuleLayer parent = ModuleLayer.boot();
3 Configuration cf = parent.configuration().resolve(finder, ModuleFinder.of(),
Set.of("myapp"));
4 ClassLoader scl = ClassLoader.getSystemClassLoader();
5 ModuleLayer layer = parent.defineModulesWithOneLoader(cf, scl);
  
```

In this example:

- At line 1, a `ModuleFinder` is set up to locate modules from specific directories (`dir1`, `dir2`, and `dir3`).
- At line 2, the boot layer is established as the parent layer.
- At line 3, the boot layer's configuration is resolved as the parent configuration for the modules found in the directories specified in line 1.
- At line 5, a new layer with the resolved configuration is created, using a single class loader with the system class loader as its parent.

¹<https://docs.oracle.com/javase/9/docs/api/java/lang/ModuleLayer.html>

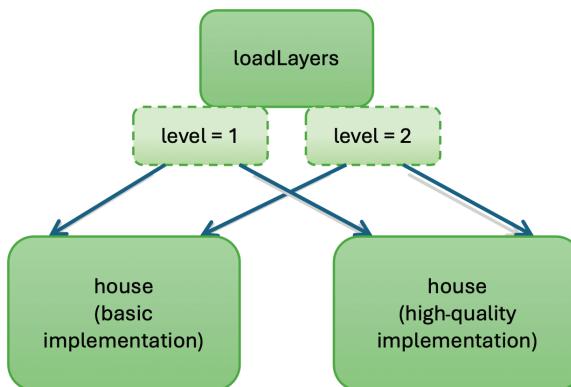


Figure 3.7 JPMS Example Versions and Layers

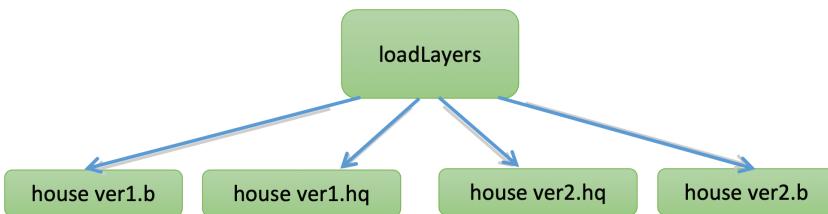


Figure 3.8 JPMS Example Version Layers Flattened

Now, let's extend our house service provider implementation. We'll have basic and high-quality implementations provided in the `com.codekaram.provider` modules. You can think of the "basic implementation" as version 1 of the house library and the "high-quality implementation" as version 2 of the house library (Figure 3.7).

For each level, we will reach out to both the libraries. So, our combinations would be level 1 + basic implementation provider, level 1 + high-quality implementation provider, level 2 + basic implementation provider, and level 2 + high-quality implementation provider. For simplicity, let's denote the combinations as `house ver1.b`, `house ver1.hq`, `house ver2.b`, and `house ver2.hq`, respectively (Figure 3.8).

Implementation Details

Building upon the concepts introduced by Nikita in the previous section, let's dive into the implementation details and understand how the layers' structure and program flow work in practice. First, let's look at the source trees:

```

ModuleLayer
├── basic
│   └── src
│       └── com.codekaram.provider
  
```

```

|   └── classes
|   |   └── com
|   |   |   └── codekaram
|   |   |   |   └── provider
|   |   |   |   |   └── House.java
|   |   |   └── module-info.java
|   |   └── tests
|
└── high-quality
    └── src
        └── com.codekaram.provider
            ├── classes
            ├── com
            │   └── codekaram
            │       └── provider
            │           └── House.java
            └── module-info.java
        └── tests
|
└── src
    └── com.codekaram.brickhouse
        ├── classes
        ├── com
        │   └── codekaram
        │       └── brickhouse
        │           ├── loadLayers.java
        │           └── spi
        │               └── BricksProvider.java
        └── module-info.java
    └── tests

```

Here's the module file information and the module graph for `com.codekaram.provider`. Note that these look exactly the same for both the basic and high-quality implementations.

```
module com.codekaram.provider {
    requires com.codekaram.brickhouse;
    uses com.codekaram.brickhouse.spi.BricksProvider;
    provides com.codekaram.brickhouse.spi.BricksProvider with com.codekaram.provider.House;
}
```

The module diagram (shown in Figure 3.9) helps visualize the dependencies between modules and the services they provide, which can be useful for understanding the structure of a modular Java application:

- The `com.codekaram.provider` module depends on the `com.codekaram.brickhouse` module and implicitly depends on the `java.base` module, which is the foundational module of every Java application. This is indicated by the arrows pointing from `com`.

codekaram.provider to com.codekaram.brickhouse and the assumed arrow to java.base.

- The com.codekaram.brickhouse module also implicitly depends on the java.base module, as all Java modules do.

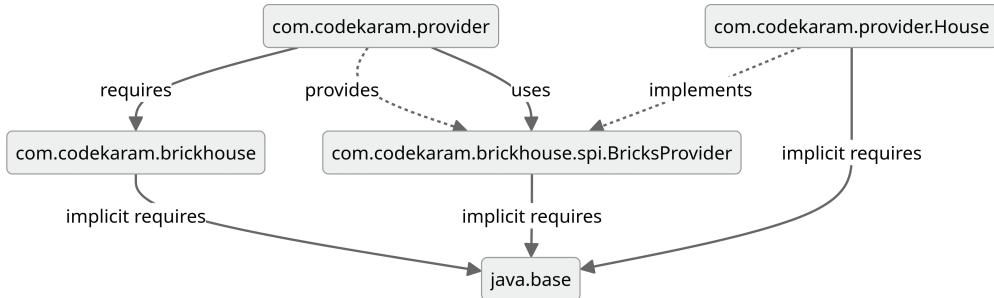


Figure 3.9 A Working Example with Services and Layers

- The java.base module does not depend on any other module and is the core module upon which all other modules rely.
- The com.codekaram.provider module provides the service com.codekaram.brickhouse.spi.BricksProvider with the implementation com.codekaram.provider.House. This relationship is represented in the graph by a dashed arrow from com.codekaram.provider to com.codekaram.brickhouse.spi.BricksProvider.

Before diving into the code for these providers, let's look at the module file information for the com.codekaram.brickhouse module:

```

module com.codekaram.brickhouse {
    uses com.codekaram.brickhouse.spi.BricksProvider;
    exports com.codekaram.brickhouse.spi;
}
  
```

The loadLayers class will not only handle forming layers, but also be able to load the service providers for each level. That's a bit of a simplification, but it helps us to better understand the flow. Now, let's examine the loadLayers implementation. Here's the creation of the layers' code based on the sample code from the “Working Example: JAR Hell” section:

```

static ModuleLayer getProviderLayer(String getCustomDir) {
    ModuleFinder finder = ModuleFinder.of(Paths.get(getCustomDir));
    ModuleLayer parent = ModuleLayer.boot();
    Configuration cf = parent.configuration().resolve(finder,
        ModuleFinder.of(), Set.of("com.codekaram.provider"));
    ClassLoader scl = ClassLoader.getSystemClassLoader();
    ModuleLayer layer = parent.defineModulesWithOneLoader(cf, scl);
  
```

```

        System.out.println("Created a new layer for " + layer);
        return layer;
    }

```

If we simply want to create two layers, one for house version `basic` and another for house version `high-quality`, all we have to do is call `getProviderLayer()` (from the `main` method):

```
dowork(Stream.of(args)
    .map(getCustomDir -> getProviderLayer(getCustomDir)));
```

If we pass the two directories `basic` and `high-quality` as runtime parameters, the `getProviderLayer()` method will look for `com.codekaram.provider` in those directories and then create a layer for each. Let's examine the output (the line numbers have been added for the purpose of clarity and explanation):

```

1 $ java --module-path mods -m com.codekaram.brickhouse/
    com.codekaram.brickhouse.loadLayers basic high-quality
2 Created a new layer for com.codekaram.provider
3 I am the basic provider
4 Created a new layer for com.codekaram.provider
5 I am the high-quality provider

```

- Line 1 is our command-line argument with `basic` and `high-quality` as directories that provide the implementation of the `BrickProvider` service.
- Lines 2 and 4 are outputs indicating that `com.codekaram.provider` was found in both the directories and a new layer was created for each.
- Lines 3 and 5 are the output of `provider.getName()` as implemented in the `dowork()` code:

```

private static void dowork(Stream<ModuleLayer> myLayers){
    myLayers.flatMap(moduleLayer -> ServiceLoader
        .load(moduleLayer, BricksProvider.class)
        .stream().map(ServiceLoader.Provider::get))
        .forEach(eachSLProvider -> System.out.println("I am the " + eachSLProvider.getName() +
    " provider"));

```

In `dowork()`, we first create a service loader for the `BricksProvider` service and load the provider from the module layer. We then print the return `String` of the `getName()` method for that provider. As seen in the output, we have two module layers and we were successful in printing the `I am the basic provider` and `I am the high-quality provider` outputs, where `basic` and `high-quality` are the return strings of the `getName()` method.

Now, let's visualize the workings of the four layers that we discussed earlier. To do so, we'll create a simple problem statement that builds a quote for basic and high-quality bricks for both levels of the house. First, we add the following code to our `main()` method:

```
int[] level = {1,2};
IntStream levels = Arrays.stream(level);
```

Next, we stream `doWork()` as follows:

```
levels.forEach(levelcount -> loadLayers
    .doWork(...
```

We now have four layers similar to those mentioned earlier (*house ver1.b*, *house ver1.hq*, *house ver2.b*, and *house ver2.hq*). Here's the updated output:

```
Created a new layer for com.codekaram.provider
My basic 1 level house will need 18000 bricks and those will cost me $6120
Created a new layer for com.codekaram.provider
My high-quality 1 level house will need 18000 bricks and those will cost me $9000
Created a new layer for com.codekaram.provider
My basic 2 level house will need 36000 bricks and those will cost me $12240
Created a new layer for com.codekaram.provider
My high-quality 2 level house will need 36000 bricks and those will be over my budget of $15000
```

NOTE The return string of the `getName()` methods for our providers has been changed to return just the "basic" and "high-quality" strings instead of an entire sentence.

The variation in the last line of the updated output serves as a demonstration of how additional conditions can be applied to service providers. Here, a budget constraint check has been integrated into the high-quality provider's implementation for a two-level house. You can, of course, customize the output and conditions as per your requirements.

Here's the updated `doWork()` method to handle both the level and the provider, along with the relevant code in the main method:

```
private static void doWork(int level, Stream<ModuleLayer> myLayers){
    myLayers.flatMap(moduleLayer -> ServiceLoader
        .load(moduleLayer, BricksProvider.class)
        .stream().map(ServiceLoader.Provider::get))
        .forEach(eachSLProvider -> System.out.println("My " + eachSLProvider.getName()
        + " " + level + " level house will need " + eachSLProvider.getBricksQuote(level)));
}
```

```
public static void main(String[] args) {  
    int[] levels = {1, 2};  
    IntStream levelStream = Arrays.stream(levels);  
  
    levelStream.forEach(levelcount -> doWork(levelcount, Stream.of(args)  
        .map(getCustomDir -> getProviderLayer(getCustomDir))));  
}
```

Now, we can calculate the number of bricks and their cost for different levels of the house using the basic and high-quality implementations, with a separate module layer being devoted to each implementation. This demonstrates the power and flexibility that module layers provide, by enabling you to dynamically load and unload different implementations of a service without affecting other parts of your application.

Remember to adjust the service providers' code based on your specific use case and requirements. The example provided here is just a starting point for you to build on and adapt as needed.

In summary, this example illustrates the utility of Java module layers in creating applications that are both adaptable and scalable. By using the concepts of module layers and the Java `ServiceLoader`, you can create extensible applications, allowing you to adapt those applications to different requirements and conditions without affecting the rest of your codebase.

Open Services Gateway Initiative

The Open Services Gateway Initiative (OSGi) has been an alternative module system available to Java developers since 2000, long before the introduction of Jigsaw and Java module layers. As there was no built-in standard module system in Java at the time of OSGi's emergence, it addressed many modularity problems differently compared to Project Jigsaw. In this section, with insights from Nikita, whose expertise in Java modularity encompasses OSGi, we will compare Java module layers and OSGi, highlighting their similarities and differences.

OSGi Overview

OSGi is a mature and widely used framework that provides modularity and extensibility for Java applications. It offers a dynamic component model, which allows developers to create, update, and remove modules (called bundles) at runtime without restarting the application.

Similarities

- **Modularity:** Both Java module layers and OSGi promote modularity by enforcing a clear separation between components, making it easier to maintain, extend, and reuse code.
- **Dynamic loading:** Both technologies support dynamic loading and unloading of modules or bundles, allowing developers to update, extend, or remove components at runtime without affecting the rest of the application.

- **Service abstraction:** Both Java module layers (with the `ServiceLoader`) and OSGi provide service abstractions that enable loose coupling between components. This allows for greater flexibility when switching between different implementations of a service.

Differences

- **Maturity:** OSGi is a more mature and battle-tested technology, with a rich ecosystem and tooling support. Java module layers, which were introduced in JDK 9, are comparatively newer and may not have the same level of tooling and library support as OSGi.
- **Integration with Java platform:** Java module layers are a part of the Java platform, providing a native solution for modularity and extensibility. OSGi, by contrast, is a separate framework that builds on top of the Java platform.
- **Complexity:** OSGi can be more complex than Java module layers, with a steeper learning curve and more advanced features. Java module layers, while still providing powerful functionality, may be more straightforward and easier to use for developers who are new to modularity concepts.
- **Runtime environment:** OSGi applications run inside an OSGi container, which manages the life cycle of the bundles and enforces modularity rules. Java module layers run directly on the Java platform, with the module system handling the loading and unloading of modules.
- **Versioning:** OSGi provides built-in support for multiple versions of a module or bundle, allowing developers to deploy and run different versions of the same component concurrently. This is achieved by qualifying modules with versions and applying “uses constraints” to ensure safe class namespaces exist for each module. However, dealing with versions in OSGi can introduce unnecessary complexity for module resolution and for end users. In contrast, Java module layers do not natively support multiple versions of a module, but you can achieve similar functionality by creating separate module layers for each version.
- **Strong encapsulation:** Java module layers, as first-class citizens in the JDK, provide strong encapsulation by issuing error messages when unauthorized access to non-exported functionality occurs, even via reflection. In OSGi, non-exported functionality can be “hidden” using class loaders, but the module internals are still available for reflection access unless a special security manager is set. OSGi was limited by pre-JPMS features of Java SE and could not provide the same level of strong encapsulation as Java module layers.

When it comes to achieving modularity and extensibility in Java applications, developers typically have two main options: Java module layers and OSGi. Remember, the choice between Java module layers and OSGi is not always binary and can depend on many factors. These include the specific requirements of your project, the existing technology stack, and your team's familiarity with the technologies. Also, it's worth noting that Java module layers and OSGi are not the only options for achieving modularity in Java applications. Depending on your specific needs and context, other solutions might be more appropriate. It is crucial to thoroughly evaluate the pros and cons of all available options before making a decision for your project. Your choice should be based on the specific demands and restrictions of your project to ensure optimal outcomes.

On the one hand, if you need advanced features like multiple version support and a dynamic component model, OSGi may be the better option for you. This technology is ideal for complex applications that require both flexibility and scalability. However, it can be more difficult to learn and implement than Java module layers, so it may not be the best choice for developers who are new to modularity.

On the other hand, Java module layers offer a more straightforward solution for achieving modularity and extensibility in your Java applications. This technology is built into the Java platform itself, which means that developers who are already familiar with Java should find it relatively easy to use. Additionally, Java module layers offer strong encapsulation features that can help prevent dependencies from bleeding across different modules.

Introduction to Jdeps, Jlink, Jdeprscan, and Jmod

This section covers four tools that aid in the development and deployment of modular applications: *jdeps*, *jlink*, *jdeprscan*, and *jmod*. Each of these tools serves a unique purpose in the process of building, analyzing, and deploying Java applications.

Jdeps

Jdeps is a tool that facilitates analysis of the dependencies of Java classes or packages. It's particularly useful when you're trying to create a module file for JAR files. With *jdeps*, you can create various filters using regular expressions (*regex*); a regular expression is a sequence of characters that forms a search pattern. Here's how you can use *jdeps* on the *loadLayers* class:

```
$ jdeps mods/com.codekaram.brickhouse/com/codekaram/brickhouse/loadLayers.class
loadLayers.class -> java.base
loadLayers.class -> not found
    com.codekaram.brickhouse -> com.codekaram.brickhouse.spi      not found
    com.codekaram.brickhouse -> java.io                          java.base
    com.codekaram.brickhouse -> java.lang                        java.base
    com.codekaram.brickhouse -> java.lang.invoke                  java.base
    com.codekaram.brickhouse -> java.lang.module                java.base
    com.codekaram.brickhouse -> java.nio.file                   java.base
    com.codekaram.brickhouse -> java.util                        java.base
    com.codekaram.brickhouse -> java.util.function              java.base
    com.codekaram.brickhouse -> java.util.stream                java.base
```

The preceding command has the same effect as passing the option `-verbose:package` to *jdeps*. The `-verbose` option by itself will list all the dependencies:

```
$ jdeps -v mods/com.codekaram.brickhouse/com/codekaram/brickhouse/loadLayers.class
loadLayers.class -> java.base
loadLayers.class -> not found
    com.codekaram.brickhouse.loadLayers -> com.codekaram.brickhouse.spi.BricksProvider  not found
    com.codekaram.brickhouse.loadLayers -> java.io.PrintStream                      java.base
    com.codekaram.brickhouse.loadLayers -> java.lang.Class                         java.base
```

com.codekaram.brickhouse.loadLayers -> java.lang.ClassLoader	java.base
com.codekaram.brickhouse.loadLayers -> java.lang.ModuleLayer	java.base
com.codekaram.brickhouse.loadLayers -> java.lang.NoSuchMethodException	java.base
com.codekaram.brickhouse.loadLayers -> java.lang.Object	java.base
com.codekaram.brickhouse.loadLayers -> java.lang.String	java.base
com.codekaram.brickhouse.loadLayers -> java.lang.System	java.base
com.codekaram.brickhouse.loadLayers -> java.lang.invoke.CallSite	java.base
com.codekaram.brickhouse.loadLayers -> java.lang.invoke.LambdaMetafactory	java.base
com.codekaram.brickhouse.loadLayers -> java.lang.invoke.MethodHandle	java.base
com.codekaram.brickhouse.loadLayers -> java.lang.invoke.MethodHandles	java.base
com.codekaram.brickhouse.loadLayers -> java.lang.invoke.MethodHandles\$Lookup	java.base
com.codekaram.brickhouse.loadLayers -> java.lang.invoke.MethodType	java.base
com.codekaram.brickhouse.loadLayers -> java.lang.invoke.StringConcatFactory	java.base
com.codekaram.brickhouse.loadLayers -> java.lang.module.Configuration	java.base
com.codekaram.brickhouse.loadLayers -> java.lang.module.ModuleFinder	java.base
com.codekaram.brickhouse.loadLayers -> java.nio.file.Path	java.base
com.codekaram.brickhouse.loadLayers -> java.nio.file.Paths	java.base
com.codekaram.brickhouse.loadLayers -> java.util.Arrays	java.base
com.codekaram.brickhouse.loadLayers -> java.util.Collection	java.base
com.codekaram.brickhouse.loadLayers -> java.util.ServiceLoader	java.base
com.codekaram.brickhouse.loadLayers -> java.util.Set	java.base
com.codekaram.brickhouse.loadLayers -> java.util.Spliterator	java.base
com.codekaram.brickhouse.loadLayers -> java.util.function.Consumer	java.base
com.codekaram.brickhouse.loadLayers -> java.util.function.Function	java.base
com.codekaram.brickhouse.loadLayers -> java.util.function.IntConsumer	java.base
com.codekaram.brickhouse.loadLayers -> java.util.function.Predicate	java.base
com.codekaram.brickhouse.loadLayers -> java.util.stream.IntStream	java.base
com.codekaram.brickhouse.loadLayers -> java.util.stream.Stream	java.base
com.codekaram.brickhouse.loadLayers -> java.util.stream.StreamSupport	java.base

Jdeprscan

Jdeprscan is a tool that analyzes the usage of deprecated APIs in modules. Deprecated APIs are older APIs that the Java community has replaced with newer ones. These older APIs are still supported but are marked for removal in future releases. *Jdeprscan* helps developers maintain their code by suggesting alternative solutions to these deprecated APIs, aiding them in transitioning to newer, supported APIs.

Here's how you can use *jdeprscan* on the com.codekaram.brickhouse module:

```
$ jdeprscan --for-removal mods/com.codekaram.brickhouse
No deprecated API marked for removal found.
```

In this example, *jdeprscan* is used to scan the com.codekaram.brickhouse module for deprecated APIs that are marked for removal. The output indicates that no such deprecated APIs are found.

You can also use `--list` to see all deprecated APIs in a module:

```
$ jdeprscan --list mods/com.codekaram.brickhouse
No deprecated API found.
```

In this case, no deprecated APIs are found in the `com.codekaram.brickhouse` module.

Jmod

Jmod is a tool used to create, describe, and list JMOD files. JMOD files are an alternative to JAR files for packaging modular Java applications, which offer additional features such as native code and configuration files. These files can be used for distribution or to create custom runtime images with *jlink*.

Here's how you can use *jmod* to create a JMOD file for the `brickhouse` example. Let's first compile and package the module specific to this example:

```
$ javac --module-source-path src -d build/modules $(find src -name "*.java")
$ jmod create --class-path build/modules/com.codekaram.brickhouse com.codekaram.brickhouse.jmod
```

Here, the `jmod create` command is used to create a JMOD file named `com.codekaram.brickhouse.jmod` from the `com.codekaram.brickhouse` module located in the `build/modules` directory. You can then use the `jmod describe` command to display information about the JMOD file:

```
$ jmod describe com.codekaram.brickhouse.jmod
```

This command will output the module descriptor and any additional information about the JMOD file.

Additionally, you can use the `jmod list` command to display the contents of the created JMOD file:

```
$ jmod list com.codekaram.brickhouse.jmod
com/codekaram/brickhouse/
com/codekaram/brickhouse/loadLayers.class
com/codekaram/brickhouse/loadLayers$1.class
...
```

The output lists the contents of the `com.codekaram.brickhouse.jmod` file, showing the package structure and class files.

By using *jmod* to create JMOD files, describe their contents, and list their individual files, you can gain a better understanding of your modular application's structure and streamline the process of creating custom runtime images with *jlink*.

Jlink

Jlink is a tool that helps link modules and their transitive dependencies to create custom modular runtime images. These custom images can be packaged and deployed without needing the entire Java Runtime Environment (JRE), which makes your application lighter and faster to start.

To use the *jlink* command, this tool needs to be added to your path. First, ensure that the `$JAVA_HOME/bin` is in the path. Next, type `jlink` on the command line:

```
$ jlink
Error: --module-path must be specified
Usage: jlink <options> --module-path <modulepath> --add-modules <module>[,<module>...]
Use --help for a list of possible options
```

Here's how you can use *jlink* for the code shown in "Implementing Modular Services with JDK 17":

```
$ jlink --module-path $JAVA_HOME/jmods:build/modules --add-modules com.example.builder --output consumer.services --bind-services
```

A few notes on this example:

- The command includes a directory called `$JAVA_HOME/jmods` in the `module-path`. This directory contains the `java.base.jmod` needed for all application modules.
- Because the module is a consumer of services, it's necessary to link the service providers (and their dependencies). Hence, the `--bind-services` option is used.
- The runtime image will be available in the `consumer.services` directory as shown here:

```
$ ls consumer.services/
bin conf include legal lib release
```

Let's now run the image:

```
$ consumer.services/bin/java -m com.example.builder/com.example.builder.Builder
Building a house with bricks...
```

With *jlink*, you can create lightweight, custom, stand-alone runtime images tailored to your modular Java applications, thereby simplifying the deployment and reducing the size of your distributed application.

Conclusion

This chapter has undertaken a comprehensive exploration of Java modules, tools, and techniques to create and manage modular applications. We have delved into the Java Platform Module System (JPMS), highlighting its benefits such as reliable configuration and strong encapsulation. These features contribute to more maintainable and scalable applications.

We navigated the intricacies of creating, packaging, and managing modules, and explored the use of module layers to enhance application flexibility. These practices can help address common challenges faced when migrating to newer JDK versions (e.g., JDK 11 or JDK 17), including updating project structures and ensuring dependency compatibility.

Performance Implications

The use of modular Java carries significant performance implications. By including only the necessary modules in your application, the JVM loads fewer classes, which improves start-up performance and reduces the memory footprint. This is particularly beneficial in resource-limited environments such as microservices running in containers. However, it is important to note that while modularity can improve performance, it also introduces a level of complexity. For instance, improper module design can lead to cyclic dependencies,² negatively impacting performance. Therefore, careful design and understanding of modules are essential to fully reap the performance benefits.

Tools and Future Developments

We examined the use of powerful tools like *jdeps*, *jdeprscan*, *jmod*, and *jlink*, which are instrumental in identifying and addressing compatibility issues, creating custom runtime images, and streamlining the deployment of modular applications. Looking ahead, we can anticipate more advanced options for creating custom runtime images with *jlink*, and more detailed and accurate dependency analysis with *jdeps*.

As more developers adopt modular Java, new best practices and patterns will emerge, alongside new tools and libraries designed to work with JPMS. The Java community is continuously improving JPMS, with future Java versions expected to refine and expand its capabilities.

Embracing the Modular Programming Paradigm

Transitioning to modular Java can present unique challenges, especially in understanding and implementing modular structures in large-scale applications. Compatibility issues may arise with third-party libraries or frameworks that may not be fully compatible with JPMS. These challenges, while part of the journey toward modernization, are often outweighed by the benefits of modular Java, such as improved performance, enhanced scalability, and better maintainability.

In conclusion, by leveraging the knowledge gained from this chapter, you can confidently migrate your projects and fully harness the potential of modular Java applications. The future of modular Java is exciting, and embracing this paradigm will equip you to meet the evolving needs of the software development landscape. It's an exciting time to be working with modular Java, and we look forward to seeing how it evolves and shapes the future of robust and efficient Java applications.

²<https://openjdk.org/projects/jigsaw/spec/issues/#CyclicDependences>

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Index

Numerics

4-9s, response times, 124–126

5-9s, response times, 125–126

Symbols

@Benchmark, 171

@BenchmarkMode, 171

@Fork, 171

@Measurement, 168–169, 171

@OperationsPerInvocation, 169, 171

@OutputTimeUnit, 171

@Setup, 171

@State, 171

@Teardown, 171

@Warmup, 168–169, 171

_ (underscore), code readability, 51

A

AArch64 ports

macOS/AArch64 port, 40

windows/AArch64 port, 39

accelerators, 307–309

Aparapi, 308, 314, 317–321

cloud computing, 309–312

CUDA4J, 314

descriptors, 335

HAT, 335–336

language design, 313–314

limitations, 311–312

LWJGL, 313–317

- OpenCL, 308
- performance, 311
- Project Panama**, 314
 - FFM API, 309, 330–333
 - vector API, 308, 327–330, 334–335
- Project Sumatra**, 314, 321–324
- resource contention, 311
- toolchains, 313–314
- TornadoVM, 308, 314, 324–327, 336
- adaptive optimization, Hotspot VM**, 9
- adaptive sizing**
 - footprint, performance engineering, 123
 - heap management, 184
- Adaptive spinning (Java 7)**, 243
- Ahead-of-Time (AOT) compilation**
 - GraalVM, 284–285, 298
 - state management, 283–285
- allocation-stall-based GC (Garbage Collection)**, 207
- AMD, infinity fabric**, 144
- analytics**
 - benchmarking performance, 161
 - OLAP, 214–215
- annotations**, 43, 50–51
 - JMH, 169–172
 - meta-annotations, 51
- AOT (Ahead-of-Time) compilation**
 - GraalVM, 284–285, 298
 - state management, 283–285
- Apache**
 - Cassandra, 214–215
 - Flink, 215
 - Hadoop
 - availability, 124
 - GC performance, 214
 - Vector API, 335
 - HBase, 214–215
 - Hive, 214
- Ignite**, 215
- Spark**
 - GC collection performance, 214
 - Vector API, 334
- Aparapi**, 308, 314, 317–321
- application profilers, performance engineering**, 157
- Application Programming Interface (API)**
 - Aparapi, 308, 314, 317–321
 - compatibility, 310–311
 - CUDA4J, 314
 - FFM API, 309, 330–333
 - Hybrid API, 336
 - hypervisors, 310–311
 - language API, JVM, 333–334
 - native libraries, JVM, 333–334
 - ndrange API, 335–336
 - ServiceLoader API, 81–83
 - vector API, 308, 327–330, 334–335
 - virtual threads, 267
- applications**
 - life cycle of, 279
 - Project Leyden, 285
 - ramp-up phase, 276–277
 - steady-state phase, 276–277
 - stopping, 278
- Arm, NUMA advances**, 144
- arrays**
 - byte array internals, 60
 - elements, 61–62
 - length of, 61
 - multidimensional arrays, 49
 - types of, 48–49
- asynchronous logging**
 - backpressure management, 111
 - benefits of, 110
 - best practices, 111–113
 - customizing solutions, 111

implementing, 110–111
Log4j2, 110
Logback, 110
 performance, 112–113
 reliability, 112
 unified logging integration, 111
async-profiler, 157
atomicity, 139–141
availability, performance engineering
 MTBF, 124–126
 MTTR, 124–126

B

backpressure, asynchronous logging, 111
backward compatibility, Java, 83–84
barriers, concurrent computing, 139
benchmarking
 contended locks, 248–251
 harnesses, 164–165
 JMH, 172–174
 @Benchmark, 171
 @BenchmarkMode, 171
 @Fork, 171
 @Measurement, 168–169, 171
 @OperationsPerInvocation, 169, 171
 @OutputTimeUnit, 171
 @Setup, 171
 @State, 171
 @Teardown, 171
 @Warmup, 168–169, 171
 annotations, 169, 171–172
 benchmarking modes, 170
 features of, 165
 loop optimizations, 169
 Maven, 166–170
 measurement phase, 168–169
 perfasm, 174
 profilers, 170–171

profiling benchmarks, 174
 running microbenchmarks,
 166–168
 warm-up phase, 168–169
 writing/building microbenchmarks,
 166–168
JVM memory management, 161–164
 loop optimizations, 169
Maven, 166–170
microbenchmarking, 165–174
 modes, 170
performance engineering, 158
 harnesses, 164–165
 iterative approach, 161
JVM memory management,
 161–164
 metrics, 159
microbenchmarking, 165–174
 process (overview), 159–161
 unified logging, 108
 warm-up phase, 168–169

best practices, asynchronous logging,
111–113

bimorphic call sites, 12
bootstrapping, JVM start-up
 performance, 275
bottom-up methodology, performance
engineering, 146–148

byte array internals, 60

bytecode, 2

loading, 275–276
 start-up performance, optimizing,
 275–276
 verifying, 275–276

C

C#, Project Valhalla comparisons, 67–68
C++ Interpreter, 3
Cache-Coherent NUMA (ccNUMA), 144

caches

- accelerator descriptors, 335
- CodeCache**
 - Hotspot VM, 3
 - Segmented CodeCache, 7–8, 300–302
 - hardware, 132
 - LLC, 137
 - SLC, 137
 - warming, 276
- call tree analysis, contended locks, performance**, 251–254
- Cassandra (Apache)**, 214–215
- ccNUMA (Cache-Coherent NUMA)**, 144
- Checkpoint/Restore in Userspace (CRIU)**, 292–295
- Class Data Sharing (CDS)**, 282
- classes**
 - hidden classes, 38–39
 - Hotspot VM deoptimization, 9–10
 - loading, 9–10, 276
 - primitive classes, 65–66
 - Project Valhalla, 65–66
 - sealed classes, 38–39, 44, 56–57
 - types, 47–48
 - value classes, 63–66
- client compiler (C1)**, 7
- cloud computing**
 - exotic hardware, 309–312
 - limitations, 311–312
 - performance, 311
 - resource contention, 311
- code footprint**, 119
- code readability, underscore (_)**, 51
- code refactoring, footprint, performance engineering**, 122
- CodeCache**
 - Hotspot VM, 3
 - Segmented CodeCache, 7–8, 303
- colored pointers, ZGC**, 197–198
- command-line, Project Valhalla**, 67
- compact strings**, 227–236
- compiling**
 - AOT
 - GraalVM, 284–285, 298
 - state management, 283–285
 - JIT, 276, 283–285
 - modules, 72–76
- CompletableFuture frameworks, threads**, 264–265
- concatenating strings**, 224–227
- concurrent computing**
 - algorithms, 14
 - atomicity**, 139–141
 - barriers, 139
 - fences, 139
 - GC threads, 16–18
 - happens-before relationships, 139–141
 - hardware
 - core utilization, 136
 - memory hierarchies, 136–138
 - processors, 136–138
 - SMT, 136
 - software interplay, 131
 - memory
 - access in multiprocessor systems, 141
 - models, atomicity, 139–141
 - NUMA, 141, 145
 - architecture of, 143
 - ccNUMA, 144
 - components of, 142–143
 - cross-traffic, 143
 - fabric architectures, 144
 - interleaved memory, 143
 - local traffic, 143
 - nodes in modern systems, 142

- threads
- CompletableFuture frameworks, 264–265
 - ForkJoinPool frameworks, 261–264
 - GC threads, 16–18
 - Java Executor Service, 261
 - thread pools, 261
 - thread-per-request model, 261–266
 - thread-per-task model, 259–260
 - thread-stack processing, 39–40
 - virtual threads, 265–270
- volatiles, 139
- ZGC, 198–200
- condensers, Project Leyden, 286**
- containerized environments**
- performance engineering, 155
 - scalability, 297–298
 - start-up performance, 297–298
- contended locks, 239–240**
- Adaptive spinning (Java 7), 243
 - benchmarking, 248–251
 - call tree analysis, 251–254
 - flamegraph analysis, 249–251
 - Improved Contended Locking, 34
 - lock coarsening, 242
 - lock elision, 242
 - monitor enter/exit operations, 243–245
 - PAUSE instructions, 258–259
 - performance engineering, 245–259
 - ReentrantLock (Java 5), 241
 - spin-loop hints, 258–259
 - spin-wait hints, 257–259
 - StampedLock (Java 8), 241–242
- continuations, virtual threads, 270**
- Coordinated Restore at Checkpoint (CRaC), 292–295**
- core scaling, heap management, 185**
- core utilization, concurrent hardware, 136**
- CRaC (Coordinated Restore at Checkpoint), 292–295**
- CRIU (Checkpoint/Restore in Userspace), 292–295**
- cross-traffic, NUMA, 143**
- CUDA4J API (Application Programming Interface), 314**
- customizing asynchronous logging solutions, 111**
-
- D**
-
- data access, accelerator descriptors, 335**
- data lifespan patterns, 216**
- data structure optimization, footprint, 122**
- DDR (Double Data Rate) memory, 137–138**
- debugging, fast/slow, 99**
- decorators, unified logging, 104–105**
- deduplicating strings, 223–224**
- deflated locks, 238–239**
- degradation, graceful, 17**
- deoptimization, Hotspot VM**
- class loading/unloading, 9–10
 - dynamic deoptimization, 9
 - polymorphic call sites, 11–13
- deprecations, Java 17 (Java SE 17), 41**
- Double Data Rate (DDR) memory, 137–138**
- dynamic dumping, shared archive files, 282–283**
-
- E**
-
- encapsulation, Java 17 (Java SE 17), 40–41**
- enumerations, 49–50**
- Epsilon GC (Garbage Collector), 35**
- exotic hardware, 307–309**
- Aparapi, 308, 314, 317–321
 - cloud computing, 309–312
 - CUDA4J, 314
 - descriptors, 335

HAT, 335–336
language design, 313–314
limitations, 311–312
LWJGL, 313–317
OpenCL, 308
performance, 311
Project Panama, 314
FFM API, 309, 330–333
vector API, 308, 327–330, 334–335
Project Sumatra, 314, 321–324
resource contention, 311
toolchains, 313–314
TornadoVM, 308, 314, 324–327, 336
experimental design, performance engineering, 146

F

fabric architectures, NUMA, 144
failure, MTBF, 124–126
fast-debug, 99
fences, concurrent computing, 139
FFM (Foreign Function and Memory) API, 309, 330–333
flamegraph analysis, contended lock performance, 249–251
Flink, Apache, 215
footprint
 performance engineering
 adaptive sizing policies, 123
 code footprint, 119
 code refactoring, 122
 data structure optimization, 122
 JVM parameter tuning, 122
 managing, 120
 memory footprint, 119
 mitigating issues, 122–123
 NMT, 120–122
 non-heap memory, monitoring with NMT, 120–122

physical resources, 120
strings, reducing footprint, 224–236
Foreign Function and Memory (FFM) API, 309, 330–333
@Fork, 171
ForkJoinPool frameworks, threads, 261–264
formatting, accelerator descriptors, 335

G

G1 GC (Garbage-First Garbage Collector), 16, 178–179
deduplicating strings (dedup), 223–224
heap management
 adaptive sizing, 184
 core scaling, 185
 humongous objects handling, 186
 IHOP, 186
 pause-time predictability, 184–185
 regionalized heaps, 184, 186–188
 marking thresholds, 196–197
NUMA-aware memory allocator, 38
optimizing, 193–196
pause responsiveness, 189–193
performance, 188–197, 217
games, LWJGL, 313–317
Garbage Collector (GC), 2
 allocation-stall-based GC, 207
 analytics (OLAP), 214–215
 concurrent algorithms, 14
 concurrent GC threads, 16–18
 concurrent work, 17
 data lifespan patterns, 216
 Epsilon GC, 35
 future trends, 210–212
 G1 GC, 16, 38, 178–179
 deduplicating strings (dedup), 223–224
 heap management, 184–188
 marking thresholds, 196–197

- optimizing, 193–196
 - pause responsiveness, 189–193
 - performance, 188–197, 217
 - graceful degradation, 17
 - high allocation rate-based GC, 206–207
 - high-usage-based GC, 207–208
 - Hotspot VM, 13
 - hybrid applications (HTAP), 215
 - incremental compacting algorithms, 14
 - LDS, 216–217
 - lots of threads, 18
 - MSC, 16, 22
 - NUMA-aware GC, 181–183
 - old-generation collections, 16
 - operational stores (OLTP), 215
 - parallel GC threads, 16–18
 - pauses, 17
 - performance
 - engineering, 154
 - evaluations, 212–216
 - PLAB, 180–181
 - proactive GC, 208–209
 - reclamation triggers, 16
 - scavenge algorithm, 16
 - Shenandoah GC, 16, 37
 - STW algorithms, 14
 - task queues, 17
 - task stealing, 17
 - thread-local handshakes, 14
 - time-based GC, 204–205
 - TLAB, 179–180
 - ultra-low-pause-time collectors, 14
 - warm-up-based GC, 205–206
 - weak generational hypothesis, 14–16
 - young collections, 14–16
 - ZGC, 16, 35, 37–38, 39–40, 178–179
 - advancements, 209–210
 - allocation-stall-based GC, 207
 - colored pointers, 197–198
 - concurrent computing, 198–200
 - high allocation rate-based GC, 206–207
 - high-usage-based GC, 207–208
 - performance, 217
 - phases, 199–201
 - proactive GC, 208–209
 - thread-local handshakes, 198–199
 - time-based GC, 204–205
 - triggering cycles, 204–209
 - warm-up-based GC, 205–206
 - ZPages, 198, 202–204
- generational hypothesis, weak, 14–16**
- generics, 1, 19–22, 25, 43, 51, 64–66**
- GraalVM, 289**
- AOT compilation, 284–285, 298
 - native image generation, 291
 - OpenJDK support, 291
 - TornadoVM, 308, 314, 324–327, 336
- graceful degradation, 17**
-
- ## H
- Hadoop (Apache)**
- availability, 124
 - GC performance, 214
 - Vector API, 335
- happens-before relationships, 139–141, 237**
- hardware**
- accelerators, TornadoVM, 324–327
 - caches, 132
 - concurrent computing
 - core utilization, 136
 - memory hierarchies, 136–138
 - processors, 136–138
 - SMT, 136
 - software interplay, 131
 - exotic hardware, 307–309

- Aparapi, 308, 314, 317–321
- cloud computing, 309–312
- CUDA4J, 314
- language design, 313–314
- limitations, 311–312
- LWJGL, 313–317
- OpenCL, 308
- performance, 311
- Project Panama, 308–309, 314, 327–335
- Project Sumatra, 314, 321–324
- resource contention, 311
- toolchains, 313–314
- TornadoVM, 308, 314, 324–327, 336
- hardware-aware programming, 132
- HAT, 335–336
- heterogeneity, 310
- performance and, 128–131
- software dynamics, 129–131
- subsystems, performance engineering, 156–157
- harnesses, benchmarking, 164–165**
- HashMap, annotations, 51**
- HAT (Hardware Accelerator Toolkit), 335–336**
- HBase (Apache), 214–215**
- heap management**
 - adaptive sizing, 184
 - core scaling, 185
 - G1 GC, 184–188
 - humongous objects handling, 186
 - IHOP, 186
 - nmethod code heaps, 8
 - off-heap forwarding tables, 201
 - pause-time predictability, 184–185
 - regionalized heaps, 184, 186–188
 - ZGC, off-heap forwarding tables, 201
- heterogeneity, hardware, 310**
- hidden classes, 38–39**
- hierarchies, memory, 136–138**
- high allocation rate-based GC (Garbage Collection), 206–207**
- high-usage-based GC (Garbage Collection), 207–208**
- Hive (Apache), 214**
- hops, 28–30**
- host OS, performance engineering, 156**
- Hotspot VM**
 - adaptive optimization, 9
 - C++ Interpreter, 3
 - client compiler (C1), 7
 - CodeCache, 3
 - contended locks, 242–243
 - deoptimization, 9–10
 - class loading/unloading, 9–10
 - polymorphic call sites, 11–13
 - GC, 13
 - concurrent algorithms, 14
 - concurrent GC threads, 16–18
 - concurrent work, 17
 - future trends, 210–212
 - G1 GC, 16, 178–179, 184–197
 - graceful degradation, 17
 - incremental compacting algorithms, 14
 - lots of threads, 18
 - NUMA-aware GC, 181–183
 - old-generation collections, 16
 - parallel GC threads, 16–18
 - pauses, 17
 - performance evaluations, 212–216
 - PLAB, 180–181
 - reclamation triggers, 16
 - scavenge algorithm, 16
 - Shenandoah GC, 16
 - STW algorithms, 14
 - task queues, 17

- task stealing, 17
- thread-local handshakes, 14
- TLAB, 179–180
- ultra-low-pause-time collectors, 14
- weak generational hypothesis, 14–16
- young collections, 14–16
- ZGC, 16, 178–179, 197–210
- interned strings, 221–223
- interpreter, 5
- JIT compiler, 5
- literal strings, 221–223
- mixed-mode execution, 3
- monitor locks, 238–241
- nmethod, 7–8
- performance-critical methods, optimizing, 3–5
- PLAB, 180–181
- print compilation, 5–6
- Project Valhalla, 67
- server compiler (C2), 7
- start-up performance, 300–302
- steady-state phase, 301
- TemplateTable, 3
- tiered compilation, 6–7
- TLAB, 179–180
- unified logging
 - asynchronous logging integration, 111
 - benchmarking, 108
 - decorators, 104–105
 - identifying missing information, 102
 - infrastructure of, 100
 - JDK 11, 113
 - JDK 17, 113
 - levels, 103–104
 - log tags, 101
 - managing systems, 109
 - need for, 99–100
 - optimizing systems, 109
- outputs, 105–106
- performance, 108
- performance metrics, 101
- specific tags, 102
- tools/techniques, 108
- usage examples, 107–108
- warm-up performance, 298
- compilers, 300–303
- optimizing, 300–301
- HTAP (Hybrid Transactional/Analytical Processing), hybrid applications, 215**
- humongous objects handling, heap management, 186**
- Hybrid API, 336**
- hybrid applications (HTAP), 215**
- hypervisors**
 - constraints, 310–311
 - performance engineering, 156
- I**
- Ignite (Apache), 215**
- IHOP (Initiating Heap Occupancy Percent), heap management, 186**
- image generation (native), GraalVM, 291**
- immutable objects, Project Valhalla, 63**
- implementing modular services, 81–83**
- Improved Contended Locking, 34**
- incremental compacting algorithms, 14**
- indy-fication, string concatenation, 224–227**
- infinity fabric, AMD, 144**
- inflated locks, 239–241**
- Initiating Heap Occupancy Percent (IHOP), heap management, 186**
- inline caches, 12**
- inlining, 7**
- instanceof operator, pattern matching, 38**
- Intel, mesh fabric architectures, 144**
- interface types, 45–46, 51–52**

interleaved memory, NUMA, 143

interned strings, 221–223

interpreter, 5

J

JAR Hell versioning problem, 83–91

Java, 1–2

- application profilers, performance engineering, 157

- array types, 48–49

- asynchronous logging

 - backpressure management, 111

 - benefits of, 110

 - best practices, 111–113

 - customizing solutions, 111

 - implementing, 110–111

 - Log4j2, 110

 - Logback, 110

 - performance, 112–113

 - reliability, 112

 - unified logging integration, 111

- backward compatibility, 83–84

- bytecode, 2

- C# comparisons, 67–68

- class types, 47–48

- enhanced performance, 42

- evolution of, 18–42

- GC, 2

 - concurrent algorithms, 14

 - concurrent GC threads, 16–18

 - concurrent work, 17

 - G1 GC, 16

 - graceful degradation, 17

 - Hotspot VM, 13

 - incremental compacting algorithms, 14

 - lots of threads, 18

 - old-generation collections, 16

parallel GC threads, 16–18

pauses, 17

reclamation triggers, 16

scavenge algorithm, 16

Shenandoah GC, 16

STW algorithms, 14

task queues, 17

task stealing, 17

thread-local handshakes, 14

ultra-low-pause-time collectors, 14

weak generational hypothesis, 14–16

young collections, 14–16

ZGC, 16

Hotspot VM

- adaptive optimization, 9

- C++ Interpreter, 3

- client compiler (C1), 7

- CodeCache, 3

- deoptimization, 9–10, 9–13

- GC, 13–14, 13–18

- interpreter, 5

- JIT compiler, 5

- mixed-mode execution, 3

- nmethod, 7–8

- performance-critical methods, 3–5

- print compilation, 5–6

- server compiler (C2), 7

- TemplateTable, 3

 - tiered compilation, 6–7

interface types, 45–46

JIT compiler, 3, 5

Kotlin comparisons, 68

literals, 45

null, 45

primitive data types, 44–45

reference types, 45–49

release cadence, 34

Scala comparisons, 68

- as statically type-checked language, 43
- as strongly typed language, 43
- Java 1.1 (JDK 1.1), 18–19**
 - array types, 48–49
 - class types, 47–48
 - interface types, 45–46
 - reference types, 45–49
- Java 1.4.2 (J2SE 1.4.2), 18–19**
 - array types, 48–49
 - class types, 47–48
 - interface types, 45–46
 - reference types, 45–49
- Java 5 (J2SE 5.0)**
 - annotations, 43, 50
 - enumerations, 49–50
 - generics, 43
 - JVM, 22–23
 - language features, 19–22
 - packages enhancements, 22–23
 - ReentrantLock, 241
- Java 6 (Java SE 6)**
 - annotations, 50
 - Biased locking, 242
 - enumerations, 49–50
 - JVM, 23–25
- Java 7 (Java SE 7)**
 - Adaptive spinning, 243
 - annotations, 50
 - enumerations, 49–50
 - JVM, 26–30
 - language features, 25–26
 - NUMA architectures, 28–30
 - underscore (`_`), 51
- Java 8 (Java SE 8)**
 - annotations, 50–51
 - generics, 51
 - interface types, 51–52
 - JVM, 31–32
- language features, 30
- meta-annotations, 51
- StampedLock, 241–242
- “target-type” inference, 51
- underscore (`_`), 51
- Java 9 (Java SE 9), 32–34**
 - MethodHandles, 52–54
 - VarHandles, 43–44, 52–54
- Java 10 (Java SE 10), 34–35, 52–54**
- Java 11 (Java SE 11), 35–37**
 - modular JDK, 78, 82–83
 - unified logging, 113
- Java 12 (Java SE 12), 37**
 - modular JDK, 78, 82–83
 - switch expressions, 44, 55–56
- Java 13 (Java SE 13), 37–38**
 - modular JDK, 78, 82–83
 - switch expressions, 44, 55–56
 - yield keyword, 37
- Java 14 (Java SE 14), 38**
 - modular JDK, 78, 82–83
 - records, 57
 - switch expressions, 44, 55–56
- Java 15 (Java SE 15), 38–39**
 - modular JDK, 78, 82–83
 - records, 57
 - sealed classes, 38–39, 44, 56–57
- Java 16 (Java SE 16), 39–40**
 - modular JDK, 78, 82–83
 - records, 57
 - sealed classes, 38–39, 44, 56–57
- Java 17 (Java SE 17)**
 - deprecations, 42
 - encapsulation, 40–41
 - JDK, 40–41
 - JVM, 40
 - language features, 41
 - library enhancements, 41

- modular services, 78
 - example of, 80–81
 - implementing, 81–83
 - service consumers, 79–83
 - service providers, 79, 82–83
- removals, 42
- sealed classes, 38–39, 44, 56–57
- security, 40–41
- unified logging, 113
- Java Archive (JAR), JAR Hell versioning problem, 83–91**
- Java Development Kit (JDK), 1**
 - bytecode, 2
 - Java 17 (Java SE 17), 40–41
 - JRE, 2
 - modular JDK, 78, 82–83
- Java Executor Service, 261**
- Java Microbenchmark Harness (JMH)**
 - @Benchmark, 171
 - @BenchmarkMode, 171
 - @Fork, 171
 - @Measurement, 168–171
 - @OperationsPerInvocation, 169–171
 - @OutputTimeUnit, 171
 - @Setup, 171
 - @State, 171
 - @Teardown, 171
 - @Warmup, 168–171
 - annotations, 169–172
 - benchmarking, 172–174
 - benchmarking modes, 170
 - features of, 165
 - loop optimizations, 169
 - Maven, 166–170
 - measurement phase, 168–169
 - perfasm, 174
 - profilers, 170–171
 - profiling benchmarks, 174
- running microbenchmarks, 166–168
 - warm-up phase, 168–169
- writing/building microbenchmarks, 166–168
- Java Memory Model (JMM), thread synchronization, 237**
- Java Object Layout (JOL), 59–62**
- Java on Truffle, 292**
- Java Platform Module Service (JPMS), 84–85. See also modules**
- Java Runtime Environment (JRE), 2**
- Java Virtual Machine (JVM), 1**
 - bootstrapping, start-up performance, 275
 - future of, 336
 - Java 5 (J2SE 5.0), 22–23
 - Java 6 (Java SE 6), 23–25
 - Java 7 (Java SE 7), 26–30
 - Java 8 (Java SE 8), 31–32
 - Java 9 (Java SE 9), 32–34
 - Java 10 (Java SE 10), 34–35
 - Java 11 (Java SE 11), 35–36
 - Java 12 (Java SE 12), 37
 - Java 13 (Java SE 13), 37–38
 - Java 14 (Java SE 14), 38
 - Java 15 (Java SE 15), 38–39
 - Java 16 (Java SE 16), 39–40
 - Java 17 (Java SE 17), 40
 - language API, 333–334
 - memory management, benchmarking, 161–164
 - native libraries, 333–334
 - optimizing, serverless operations, 296–297
 - parameter tuning, footprint, performance engineering, 122
 - performance engineering, 153–154, 336
 - runtime environments, 153–154
 - serverless operations, 296–297

Shenandoah GC, 37

start-up performance, optimizing, JVM bootstrapping, 275

unified logging

- asynchronous logging integration, 111
- benchmarking, 108
- decorators, 104–105
- identifying missing information, 102
- infrastructure of, 100
- JDK 11, 113
- JDK 17, 113
- levels, 103–104
- log tags, 101
- managing systems, 109
- optimizing systems, 109
- outputs, 105–106
- performance, 108
- performance metrics, 101
- specific tags, 102
- tools/techniques, 108
- usage examples, 107–108

Jdepscan, 94–95

Jdeps, 93–94

JDK (Java Development Kit), 1

- bytecode, 2
- Java 17 (Java SE 17), 40–41
- JRE, 2
- modular JDK, 78, 82–83

jigsaw layers, 83–91

JIT (Just-in-Time) compiler, 3, 276

- OSR, 5
- state management, 283–285

Jlink, 96

JMH (Java Microbenchmark Harness)

- @Benchmark, 171
- @BenchmarkMode, 171
- @Fork, 171
- @Measurement, 168–171

@OperationsPerInvocation, 169–171

@OutputTimeUnit, 171

@Setup, 171

@State, 171

@Teardown, 171

@Warmup, 168–171

annotations, 169–172

benchmarking, 172–174

benchmarking modes, 170

features of, 165

loop optimizations, 169

Maven, 166–170

measurement phase, 168–169

perfasm, 174

profilers, 170–171

profiling benchmarks, 174

running microbenchmarks, 166–168

warm-up phase, 168–169

writing/building microbenchmarks, 166–168

JMM (Java Memory Model), thread synchronization, 237

Jmod, 95

JOL (Java Object Layout), 59–62

JPMS (Java Platform Module Service), 84–85. *See also* modules

JRE (Java Runtime Environment), 2

JShell, 32–34

Just-in-Time (JIT) compiler, 3, 276

- OSR, 5
- state management, 283–285

JVM (Java Virtual Machine), 1

- bootstrapping, start-up performance, 275
- future of, 336
- Java 5 (J2SE 5.0), 22–23
- Java 6 (Java SE 6), 23–25
- Java 7 (Java SE 7), 26–30
- Java 8 (Java SE 8), 31–32

Java 9 (Java SE 9), 32–34
 Java 10 (Java SE 10), 34–35
 Java 11 (Java SE 11), 35–36
 Java 12 (Java SE 12), 37
 Java 13 (Java SE 13), 37–38
 Java 14 (Java SE 14), 38
 Java 15 (Java SE 15), 38–39
 Java 16 (Java SE 16), 39–40
 Java 17 (Java SE 17), 40
 language API, 333–334
 memory management, benchmarking,
 161–164
 native libraries, 333–334
 optimizing, serverless operations,
 296–297
 parameter tuning, footprint,
 performance engineering, 122
 performance engineering,
 153–154, 336
 runtime environments, 153–154
 serverless operations, 296–297
 Shenandoah GC, 37
 start-up performance, optimizing, JVM
 bootstrapping, 275
 unified logging
 asynchronous logging integration, 111
 benchmarking, 108
 decorators, 104–105
 identifying missing information, 102
 infrastructure of, 100
 JDK 11, 113
 JDK 17, 113
 levels, 103–104
 log tags, 101
 managing systems, 109
 optimizing systems, 109
 outputs, 105–106
 performance, 108
 performance metrics, 101

specific tags, 102
 tools/techniques, 108
 usage examples, 107–108

K

klasses, 58–61

Kotlin, Project Valhalla comparisons, 68

L

language API, JVM, 333–334

**language design, exotic hardware,
 313–314**

Last-Level Caches (LLC), 137

latency, 123, 188

layers

 jigsaw layers, 83–91
 system stack layers, 151

LDS (Live Data Sets), 216–217

levels, unified logging, 103–104

libraries

 interactions, performance engineering,
 152–153
 Java 17 (Java SE 17), 41

**Lightweight Java Game Library (LWJGL),
 313–317**

literal strings, 221–223

literals, 45

Live Data Sets (LDS), 216–217

LLC (Last-Level Caches), 137

loading

 bytecode, 275–276
 classes, 9–10, 276

local traffic, NUMA, 143

lock coarsening, 242

lock elision, 242

log tags, 101

Log4j2, 110

Logback, 110

logging

- asynchronous logging, 111–113
- unified logging
 - asynchronous logging integration, 111
 - benchmarking, 108
 - decorators, 104–105
 - identifying missing information, 102
 - infrastructure of, 100
 - JDK 11, 113
 - JDK 17, 113
 - levels, 103–104
 - log tags, 101
 - managing systems, 109
 - need for, 99–100
 - optimizing systems, 109
 - outputs, 105–106
 - performance, 108
 - performance metrics, 101
 - specific tags, 102
 - tools/techniques, 108
 - usage examples, 107–108

loop optimizations, benchmarking, 169**lots of threads, GC, 18****LWJGL (Lightweight Java Game Library), 313–317**

M**macOS/AArch64 port, 40****managing**

- backpressure, asynchronous logging, 111
- footprint, performance engineering, 120
- heaps
 - G1 GC, 184–188
 - off-heap forwarding tables, 201
 - ZGC, 201
- JVM memory, benchmarking, 161–164
- memory, optimizing, 217
- state, 278–280

AOT compilation, 283–285

benefits of, 281

JIT compilation, 283–285

unified logging systems, 109

Mark-Sweep-Compacting (MSC), 16, 22**marking thresholds, G1 GC, 196–197****Maven, microbenchmarking, 166–170****Mean Time Between Failure (MTBF), 124–126****Mean Time to Recovery (MTTR), 124–126****@Measurement, 168–171****measurement phase, benchmarking, 168–169****megamorphic call sites, 12****memory**

access

in multiprocessor systems, 141

optimizing with NUMA-aware GC, 181–183

performance, Project Valhalla, 66

DDR memory, 137–138

FFM API, 309, 330–333

footprint, 119

hierarchies, 136–138

interleaved memory, NUMA, 143

JMM, thread synchronization, 237

JVM memory management, benchmarking, 161–164

mapping, shared archive files, 282

memory models, 131–136

NMT, monitoring non-heap memory, 120–122

non-heap memory, monitoring with NMT, 120–122

NUMA, 141, 145

architecture of, 143

ccNUMA, 144

components of, 142–143

cross-traffic, 143

fabric architectures, 144
GC (Garbage Collector), 181–183
 interleaved memory, 143
 Java 7 (Java SE 7), 28–30
 local traffic, 143
 nodes in modern systems, 142
 NUMA-aware memory allocator, 38
 object memory layouts, 59–62
 optimizing, 217
 value classes, 63–66

mesh fabric architectures, Intel, 144

meta-annotations, 51

Metaspace, 302–304

MethodHandles, 52–54

microbenchmarking

- JMH, 172–174
- @Benchmark, 171
- @BenchmarkMode, 171
- @Fork, 171
- @Measurement, 168–169, 171
- @OperationsPerInvocation, 169, 171
- @OutputTimeUnit, 171
- @Setup, 171
- @State, 171
- @Teardown, 171
- @Warmup, 168–169, 171
- annotations, 169, 171–172
- benchmarking modes, 170
- features of, 165
- loop optimizations, 169
- Maven, 166–170
- measurement phase, 168–169
- perfasm, 174
- profilers, 170–171
- profiling benchmarks, 174
- running microbenchmarks, 166–168
- warm-up phase, 168–169

writing/building microbenchmarks, 166–168
 Maven, 166–170
 warm-up phase, 168–169

mixed-mode execution, Hotspot VM, 3

modifying, modules, 74–75

modular JDK (Java Development Kit), 78, 82–83

modular services, 78

- example of, 80–81
- implementing, 81–83
- service consumers, 79–83
- service providers, 79, 82–83

ModuleLayer, 84–85

modules. See also JPMs

- compiling, 72–76
- defined, 70
- example of, 71–72
- Jdeprscan, 94–95
- Jdeps, 93–94
- Jlink, 96
- Jmod, 95
- jigsaw layers, 83–91
- modifying, 74–75
- OSGi comparisons, 91–93
- performance, 97
- relationships between, 76
- role of, 70
- running, 72–76
- service consumers, 79–83
- service providers, 79, 82–83
- updating, 74–75
- use-case diagrams, 77

monitor enter operations, 243–245

monitor exit operations, 243–245

monitor locks

- contented locks, 239–241
- Adaptive spinning (Java 7), 243

- benchmarking, 248–251
 - call tree analysis, 251–254
 - flamegraph analysis, 249–251
 - lock coarsening, 242
 - lock elision, 242
 - monitor enter operations, 243–245
 - monitor exit operations, 243–245
 - PAUSE instructions, 258–259
 - performance engineering, 245–259
 - ReentrantLock (Java 5), 241
 - spin-loop hints, 258–259
 - spin-wait hints, 257–259
 - StampedLock (Java 8), 241–242
 - deflated locks, 238–239
 - inflated locks, 239–241
 - role of, 238
 - types of, 238–241
 - uncontended locks, 238–239, 242
 - monomorphic call sites, 12**
 - mpstat tool, 156
 - MSC (Mark-Sweep-Compacting), 16, 22**
 - MTBF (Mean Time Between Failure), 124–126**
 - MTTR (Mean Time to Recovery), 124–126**
 - multidimensional arrays, 49**
 - multiprocessor systems**
 - memory access, 141
 - NUMA, 141, 145
 - architecture of, 143
 - ccNUMA, 144
 - components of, 142–143
 - cross-traffic, 143
 - fabric architectures, 144
 - hops, 28–30
 - interleaved memory, 143
 - local traffic, 143
 - nodes in modern systems, 142
 - multithreading**
 - SMT, concurrent hardware, 136
 - synchronizing threads, 236
 - contented locks, 239–259
 - happens-before relationships, 237
 - JMM, 237
 - monitor locks, 238–259
 - Mustang.** *See Java 6 (Java SE 6)*
 - mutation rates, regionalized heaps, 188**
-
- N**
- native image generation, GraalVM, 291**
 - native libraries, JVM (Java Virtual Machine), 333–334**
 - Native Memory Tracking (NMT), 120–122**
 - ndrange API, 335–336**
 - NetBeans IDE, compact strings, 229–236**
 - nmethod, 7–8**
 - NMT (Native Memory Tracking), 120–122**
 - non-heap memory, monitoring with NMT, 120–122**
 - non-method code heap, segmented code cache, 8**
 - non-profiled nmethod code heap, 8**
 - null, 45**
 - NUMA (Non-Uniform Memory Access), 141, 145**
 - architecture of, 143
 - ccNUMA, 144
 - components of, 142–143
 - cross-traffic, 143
 - fabric architectures, 144
 - GC (Garbage Collector), 181–183
 - hops, 28–30
 - interleaved memory, 143
 - Java 7 (Java SE 7), 28–30
 - local traffic, 143
 - nodes in modern systems, 142
 - NUMA-aware memory allocator, 38

O**objects**

- components of, 58–59
- immutable objects, Project Valhalla, 63
- klasses, 58–61
- memory layouts, 59–62
- value objects, Project Valhalla, 66

off-heap forwarding tables, ZGC, 201**OLAP (Online Analytical Processing), 214–215****old-generation collections, 16****OLTP (Online Transaction Processing) systems**

- operational stores, 215
- performance engineering, 149–151

On-Stack Replacement (OSR), 5**OpenCL, 308, 314, 317–321****OpenJDK**

- concurrent algorithms, 14
- CRIU, 292–295
- GC
 - future trends, 210–212
 - G1 GC, 178–179, 184–197
 - NUMA-aware GC, 181–183
 - performance evaluations, 212–216
 - PLAB, 180–181
 - TLAB, 179–180
 - ZGC, 178–179, 197–210
- GraalVM, 291
- incremental compacting algorithms, 14
- PLAB, 180–181
- Project CRaC, 292–295
- STW algorithms, 14
- thread-local handshakes, 14
- TLAB, 179–180
- ultra-low-pause-time collectors, 14

Open Services Gateway initiative (OSGi), 91–93**operational stores (OLTP), 215****@OperationsPerInvocation, 169–171****optimizing**

- data structures, footprint, 122
- G1 GC, 188–197
- JVM, serverless operations, 296–297
- memory, 217
- performance-critical methods, 3–5
- runtime performance, 219
 - strings, 220–236
 - threads, 236–270
- start-up performance, 274–275
- strings, 220
 - compact strings, 227–236
 - concatenating, 224–227
 - deduplicating (dedup), 223–224
 - indy-fication, 224–227
 - interned strings, 221–223
 - literal strings, 221–223
 - reducing footprint, 224–236
- threads, synchronization, 236
 - contented locks, 239–259
 - happens-before relationships, 237
 - JMM, 237
 - monitor locks, 238–259
- unified logging systems, 109
- warm-up performance, 274

OS (Operating Systems), performance engineering, 155–156**OSGi (Open Services Gateway initiative), 91–93****OSR (On-Stack Replacement), 5****outputs, unified logging, 105–106****@OutputTimeUnit, 171****P****parallel GC threads, 16–18****parallelism, virtual threads, 269–270**

pattern matching, instanceof operator, 38

PAUSE instructions, contended locks, 258–259

pause responsiveness, G1 GC, 189–193

pauses, GC, 17

pause-time predictability, heap management, 184–185

perfasm, profiling JMH benchmarks, 174

performance

- asynchronous logging, 112–113
- availability
 - MTBF, 124–126
 - MTTR, 124–126
- cloud computing, 311
- concurrent computing
 - atomicity, 139–141
 - barriers, 139
 - core utilization, 136
 - fences, 139
 - happens-before relationships, 139–141
 - memory access in multiprocessor systems, 141
 - memory hierarchies, 136–138
 - memory models, 139–141
 - NUMA, 141–145
 - processors, 136–138
 - volatiles, 139
- engineering. *See separate entry*
- evaluating, 117
- exotic hardware, 311
- footprint
 - adaptive sizing policies, 123
 - code footprint, 119
 - code refactoring, 122
 - data structure optimization, 122
 - JVM parameter tuning, 122
 - managing, 120
 - memory footprint, 119
 - mitigating issues, 122–123
- monitoring non-heap memory with NMT, 120–122
- NMT, 120–122
- physical resources, 120
- G1 GC, 188–197, 217
- GC, 212–216
- hardware, 128
- caches, 132
- concurrent hardware, 136–138
- hardware-aware programming, 132
- memory hierarchies, 136–138
- processors, 136–138
- SMT, 136
- software dynamics, 129–131
- memory access performance, Project Valhalla, 66
- memory models, 131–132
 - atomicity, 139–141
 - thread dynamics, 133–136
- Metaspace, 304–306
- metrics, 118–128
- modules, 97
- performance-critical methods, optimizing, 3–5
- PermGen, 304–306
- PMU, 157
- processors, 136–138
- Project Leyden, 285–290
- Project Valhalla, 58–63
- QoS, defined, 117–118
- ramp-up performance, 298–300
 - application lifecycles, 279
 - defined, 273
 - serverless operations, 295–296
 - tasks (overview), 276–277
 - transitioning to steady-state, 281
- response times, 123, 127–128
 - 4–9s, 124–126
 - 5–9s, 125–126

- runtime performance, 219
- strings, 220–236
- threads, 236–270
- start-up performance, 274, 297
 - application lifecycles, 278
 - CDS, 281–282
 - containerized environments, 296–297
 - Hotspot VM, 300
 - JVM bootstrapping, 275
 - Metaspace, 302
 - PermGen, 302
 - serverless operations, 294–295
- SUT, 117
- thread synchronization, 236
 - contended locks, 239–259
 - happens-before relationships, 237
 - JMM, 237
 - monitor locks, 238–259
- throughput, 123–124
- unified logging, 101, 108
- UoW, 117
- warm-up performance
 - defined, 273
 - Hotspot VM, 302
 - Metaspace, 304–306
 - optimizing, 274
 - PermGen, 304–306
- ZGC, 217
- performance engineering, 3–5, 115–116**
 - availability
 - MTBF, 124–126
 - MTTR, 124–126
 - benchmarking, 158
 - harnesses, 164–165
 - iterative approach, 161
 - JMH, 165–174
 - JVM memory management, 161–164
 - metrics, 159
- microbenchmarking, 165–174
- process (overview), 159–161
- bottom-up methodology, 146–148
- concurrent computing
 - atomicity, 139–141
 - barriers, 139
 - core utilization, 136
 - fences, 139
 - happens-before relationships, 139–141
 - memory access in multiprocessor systems, 141
 - memory hierarchies, 136–138
 - memory models, 139–141
 - NUMA, 141–145
 - processors, 136–138
 - volatiles, 139
- containerized environments, 155
- contended locks, 245–259
- evaluating, 117
- experimental design, 146
- footprint
 - adaptive sizing policies, 123
 - code footprint, 119
 - code refactoring, 122
 - data structure optimization, 122
 - JVM parameter tuning, 122
 - managing, 120
 - memory footprint, 119
 - mitigating issues, 122–123
 - monitoring non-heap memory with NMT, 120–122
 - NMT, 120–122
 - physical resources, 120
- GC, 154
- hardware
 - caches, 132
 - concurrent hardware, 136–138
 - core utilization, 136

memory hierarchies, 136–138
 processors, 136–138
 SMT, 136
 hardware subsystems, 156–157
 hardware’s role in, 128
 hardware-aware programming, 132
 software dynamics, 129–131
 hypervisors, 156
 JVM, future of, 336
 memory models, 131–133
 atomicity, 139–141
 thread dynamics, 133–136
 methodologies, 145–150
 metrics, 118–128
 OLTP systems, 149–151
 OS, 155–156
 PMU, 157
 processors, 136–138
 QoS, defined, 117–118
 response times, 123, 127–128
 4–9s, 124–126
 5–9s, 125–126
 SoW, 149–151
 subsystems
 async-profiler, 157
 components of (overview), 152
 containerized environments, 155
 GC, 154
 hardware, 156–157
 host OS, 156
 hypervisors, 156
 interactions, 152–153
 Java application profilers, 157
 JVM, 153–154
 libraries, 152–153
 OS, 155–156
 PMU, 157
 runtime environments, 153–154
 system infrastructures, 152–153
 system profilers, 157
 system stack layers, 151
 SUT, 117
 system infrastructures, 152–153
 system profilers, 157
 throughput, 123–124
 top-down methodology, 148–158
 UoW, 117

Performance Monitoring Units (PMU), 157

PermGen (Permanent Generation), 304–306

phases, ZGC, 199–201

physical resources, footprint, 120

PLAB (Promotion-Local Allocation Buffers), 180–181

PMU (Performance Monitoring Units), 157

pointers (colored), ZGC, 197–198

polymorphic call sites, 11–13

“pool of strings”, 221

ports

- macOS/AArch64 port, 40
- windows/AArch64 port, 39

primitive classes, 65–66

primitive data types, 44–45

print compilation, Hotspot VM, 5–6

proactive GC (Garbage Collection), 208–209

processors

- fabric architectures, 144
- multiprocessor systems, memory access, 141
- performance, 136–138

profiled nmethod code heap, 8

profilers, JMH, 170–171, 174

Project Babylon, 336

Project CRaC, 292–295

Project Jigsaw, 32–34

- Project Leyden, 285–290**
- Project Lilliput, 237**
- Project Loom, 237, 266**
- Project Panama**
 - FFM API, 309, 330–333
 - vector API, 308, 327–330, 334–335
- Project Sumatra, 314, 321–324**
- Project Valhalla, 44, 237**
 - arrays, 60–62
 - C# comparisons, 67–68
 - classes, 65–66
 - command-line options, 67
 - experimental features, 67
 - generics, 64–66
 - Hotspot VM, 67
 - immutable objects, 63
 - JOL, 59–62
 - Kotlin comparisons, 68
 - memory access performance, 66
 - object memory layouts, 59–62
 - performance implications, 58–63
 - Scala comparisons, 68
 - use case scenarios, 67
 - value classes, 63–66
 - value objects, 66
- Promotion-Local Allocation Buffers (PLAB), 180–181**

- Q**
- Quality of Service (QoS), defined, 117–118**

- R**
- ramp-down performance, life cycle of applications, 278**
- ramp-up performance, 298–300**
 - applications, life cycle of, 278
 - defined, 273
 - serverless operations, 295–296
- tasks (overview), 276–277
- transitioning to steady-state, 281
- readable code, underscore (`_`), 51**
- reclamation triggers, 16**
- records (Java 16, Java 17), 39, 57**
- recovery, MTTR, 124–126**
- ReentrantLock (Java 5), 241**
- refactoring code, footprint, 122**
- reference types, 45–49**
- regionalized heaps, 184, 186–188**
- relationships between modules, 76**
- release cadence, Java, 34**
- reliability, asynchronous logging, 112**
- removals, Java 17 (Java SE 17), 42**
- requirements gathering (benchmarking performance), 160**
- resource contention, exotic hardware, 311**
- response times, performance engineering, 123, 127–128**
 - 4–9s, 124–126
 - 5–9s, 125–126
 - STW pauses, 126–128
- responsiveness**
 - G1 GC, pause responsiveness, 189–193
 - regionalized heaps, 188
- restore/checkpoint functionality, CRIU, 291–294**
- running modules, 72–76**
- runtime environments, performance engineering, 153–154**
- runtime performance, strings, 219–220**
 - compact strings, 227–236
 - concatenating, 224–227
 - deduplicating (dedup), 223–224
 - indy-fication, 224–227
 - interned strings, 221–223
 - literal strings, 221–223
 - reducing footprint, 224–236

S

- Scala, Project Valhalla comparisons, 68**
- scalability**
- containerized environments, 297–298
 - G1 GC, 188
 - threads
 - CompletableFuture frameworks, 264–265
 - ForkJoinPool frameworks, 261–264
 - Java Executor Service, 261
 - thread pools, 261
 - thread-per-request model, 261–266
 - thread-per-task model, 259–260
 - virtual threads, 265–270**
- scavenge algorithm, 16**
- sealed classes (Java 15, Java 17), 38–39, 44, 56–57**
- security, Java 17 (Java SE 17), 40–41**
- Segmented CodeCache, 7–8, 300–302**
- server compiler (C2), 7**
- serverless operations**
- JVM optimization, 296–297
 - ramp-up performance, 295–296
 - start-up performance, 294–295
- service consumers, 79–80, 82–83**
- Service Level Agreements (SLA), 117–118, 124–125**
- Service Level Indicators (SLI), 117–118, 123**
- Service Level Objectives (SLO), 117–118, 123**
- service providers, 79, 82–83**
- ServiceLoader API, 81–83**
- @Setup, 171**
- shared archive files, 282–283**
- Shenandoah GC, 16, 37**
- Simultaneous Multithreading (SMT), 136**
- sizing policies, footprint, 123**
- SLA (Service Level Agreements), 117–118, 124–125**
- SLC (System-Level Caches), 137**
- SLI (Service Level Indicators), 117–118, 123**
- SLO (Service Level Objectives), 117–118, 123**
- slow-debug, 99**
- SMT (Simultaneous Multithreading), 136**
- software**
- concurrency, hardware interplay, 131
 - engineering, layers of, 116–117
 - hardware dynamics in performance, 129–131
- SoW (Statements of Work), 149–151**
- Spark (Apache)**
- GC collection performance, 214
 - Vector API, 334
- specific tags, 102**
- spin-loop hints, contended locks, 258–259**
- spin-wait hints, contended locks, 257–259**
- StampedLock (Java 8), 241–242**
- start-up performance, 297**
- applications, life cycle of, 278
 - CDS, 282
 - containerized environments, 297–298
 - Hotspot VM, 300–302
 - JVM bootstrapping, 275
 - Metaspace, 304–306
 - optimizing, 274–275
 - PermGen, 304–306
 - serverless operations, 294–295
- @State, 171**
- state management**
- AOT compilation, 283–285
 - benefits of, 281
 - JIT compilation, 283–285
 - start-up performance, 278–280
- Statements of Work (SoW), 149–151**
- statically type-checked language, Java as, 43**

- steady-state phase**
 - applications, life cycle of, 278
 - GraalVM, 290–291
 - Hotspot VM, 301
 - Metaspace, 304–306
 - PermGen, 304–306
 - transitioning ramp-up performance to, 281
 - stealing tasks, GC, 17**
 - stopping, applications, 278**
 - Stop the World (STW) algorithms, 14**
 - Stop the World (STW) pauses, response times, 126–128**
 - strings, 220**
 - compact strings, 227–236
 - concatenating, 224–227
 - deduplicating (dedup), 223–224
 - indy-fication, 224–227
 - interned strings, 221–223
 - literal strings, 221–223
 - NetBeans IDE, 229–236
 - “pool of strings”, 221
 - reducing footprint, 224–236
 - storing, 221–223
 - visualizing representations, 228
 - strongly typed language, Java as, 43**
 - STW (Stop the World) algorithms, 14**
 - STW (Stop the World) pauses, response times, 126–128**
 - subsystems, performance engineering**
 - async-profiler, 157
 - components of (overview), 152
 - containerized environments, 155
 - GC, 154
 - hardware, 156–157
 - host OS, 156
 - hypervisors, 156
 - interactions, 152–153
 - Java application profilers, 157
 - JVM, 153–154**
 - libraries, 152–153**
 - OS, 155–156**
 - PMU, 157**
 - runtime environments, 153–154**
 - system infrastructures, 152–153**
 - system profilers, 157**
 - system stack layers, 151**
 - SUT (System Under Test), 117**
 - sweepers, 8**
 - switch expressions (Java 12, Java 14), 37, 44, 55–56**
 - synchronizing threads, 236**
 - happens-before relationships, 237
 - JMM, 237
 - monitor locks
 - contentended locks, 239–259
 - deflated locks, 238–239
 - inflated locks, 239–241
 - role of, 238
 - types of, 238–241
 - uncontended locks, 238–239
 - sysstat tool, 156**
 - system infrastructures, performance engineering, 152–153**
 - System-Level Caches (SLC), 137**
 - system profilers, performance engineering, 157**
 - system stacks, layers of, 151**
 - System Under Test (SUT), 117**
-
- T**
-
- tags, unified logging, 101–102**
 - tail latency, regionalized heaps, 188**
 - “target-type” inference, 51**
 - task queues, 17**
 - task stealing, GC, 17**
 - @Teardown, 171**
 - TemplateTable, Hotspot VM, 3**

test planning/development, benchmarking performance, 160

text blocks, 37–38

Thread-Local Allocation Buffers (TLAB), 179–180

threads

- CompletableFuture frameworks, 264–265
- concurrent computing
 - CompletableFuture frameworks, 264–265
 - ForkJoinPool frameworks, 261–264
 - Java Executor Service, 261
 - thread pools, 261
 - thread-per-request model, 259–260
 - thread-per-task model, 261–266
 - virtual threads, 266–270
- concurrent thread-stack processing, 39–40
- ForkJoinPool frameworks, 261–264
- GC, 18
- memory models, 133–136
- monitor locks
 - contended locks, 239–259
 - deflated locks, 238–239
 - inflated locks, 239–241
 - role of, 238
 - types of, 238–241
 - uncontended locks, 238–239
- scalability
 - CompletableFuture frameworks, 264–265
 - ForkJoinPool frameworks, 261–264
 - Java Executor Service, 261
 - thread pools, 261
 - thread-per-request model, 261–266
 - thread-per-task model, 259–260
 - virtual threads, 265–270

 synchronizing, 236

 contended locks, 239–259

 happens-before relationships, 237

 JMM, 237

 monitor locks, 238–259

 thread pools, 261

 thread-local handshakes, 14, 198–199

 TLAB, 179–180

 virtual threads

- API integration, 267
- carriers, 267
- continuations, 270
- example of, 267–269
- parallelism, 269–270
- Project Loom, 266

throughput, performance engineering, 123–124

tiered compilation, Hotspot VM, 6–7

time-based GC, ZGC, 204–205

TLAB (Thread-Local Allocation Buffers), 179–180

toolchains, exotic hardware, 313–314

top-down methodology, performance engineering, 148–158

TornadoVM, 308, 314, 324–327, 336

U

ultra-low-pause-time collectors, 14

uncontented locks, 238–239, 242

- Biased locking (Java 6), 242

underscore (_), code readability, 51

unified logging

- asynchronous logging integration, 111
- benchmarking, 108
- decorators, 104–105
- identifying missing information, 102
- infrastructure of, 100
- JDK 11, 113
- JDK 17, 113

levels, 103–104
 log tags, 101
 managing systems, 109
 need for, 99–100
 optimizing systems, 109
 outputs, 105–106
 performance, 108
 performance metrics, 101
 specific tags, 102
 tools/techniques, 108
 usage examples, 107–108

Unit of Work (UoW), 117

unloading/loading classes, Hotspot VM
 deoptimization, 9–10
 updating, modules, 74–75
 use case scenarios, Project Valhalla, 67
 use-case diagrams, modules, 77

V

validation, benchmarking performance, 160
 value classes, 63–66
 value objects, Project Valhalla, 66
VarHandles, 43–44, 52–54
 vector API, Project Panama, 308, 327–330,
 334–335
 verifying bytecode, optimizing start-up
 performance, 275–276
 versioning, JAR Hell versioning problem,
 83–91
virtual threads, 265
 API integration, 267
 carriers, 267
 continuations, 270
 example of, 267–269
 parallelism, 269–270
 Project Loom, 266
virtualized hardware. See exotic hardware
vmstat utility, 155–156
volatiles, concurrent computing, 139

W

warming caches, 276
@Warmup, 168–169, 171
**warm-up-based GC (Garbage Collection),
 205–206**
warm-up performance
 defined, 273
 Hotspot VM, 300–303
 Metaspace, 304–306
 optimizing, 274
 PermGen, 304–306
**warm-up phase, benchmarking,
 168–169**
weak generational hypothesis, 14–16
windows/AArch64 port, 39

X - Y - Z

yield keyword (Java 13), 37
young collections, 14–16
**Z Garbage Collector (ZGC), 16, 35–38,
 178–179**
 advancements, 209–210
 allocation-stall-based GC, 207
 colored pointers, 197–198
 concurrent computing, 198–200
 concurrent thread-stack processing,
 39–40
 high allocation rate-based GC,
 206–207
 high-usage-based GC, 207–208
 performance, 217
 phases, 199–201
 proactive GC, 208–209
 thread-local handshakes, 198–199
 time-based GC, 204–205
 triggering cycles, 204–209
 warm-up-based GC, 205–206
 ZPages, 198, 202–204