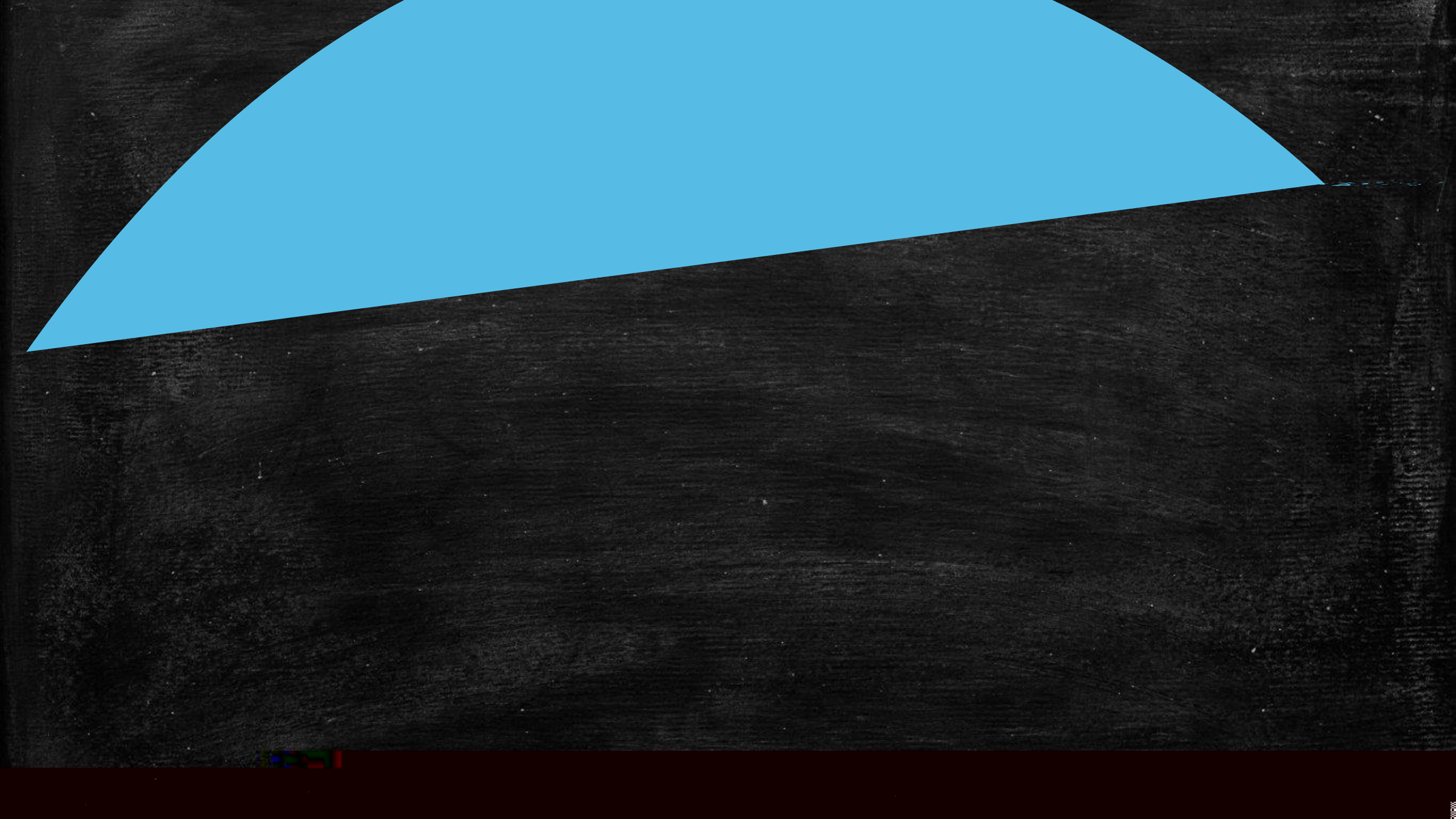
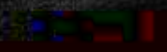
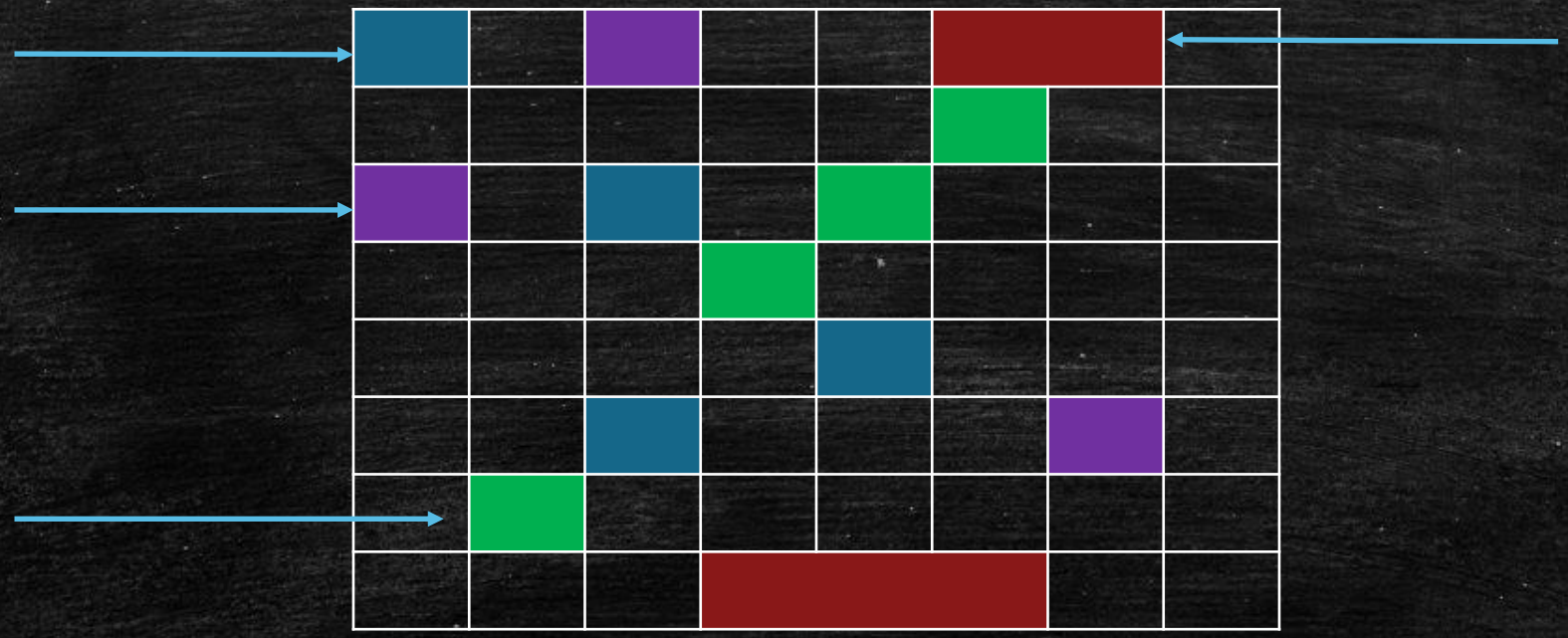
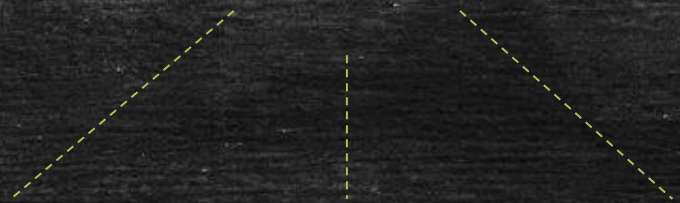


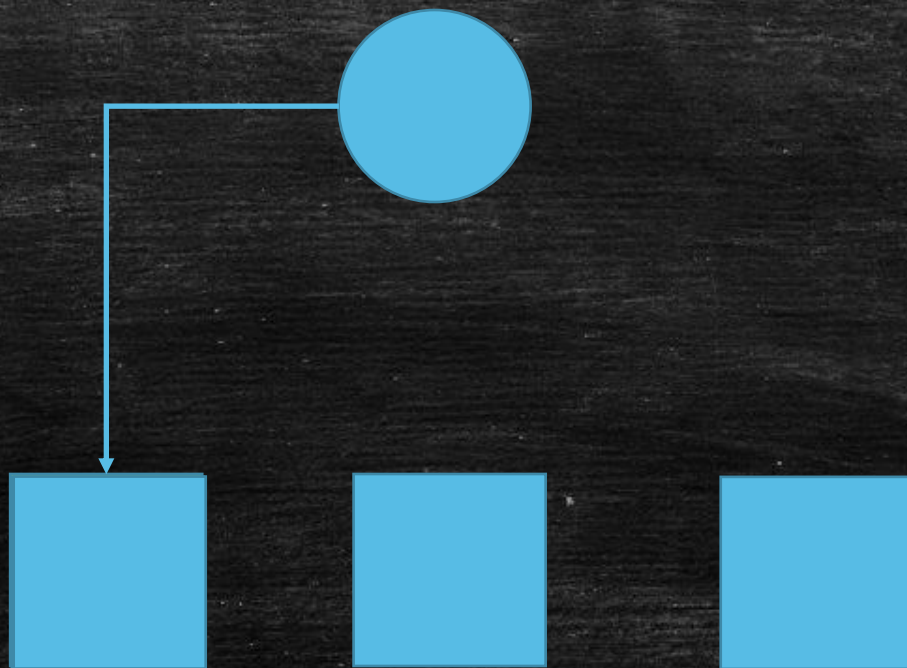
ZGC

The Z Garbage Collector












```
// Minimum region size; we won't go lower than that.  
// We might want to decrease this in the future, to deal with small  
// heaps a bit more efficiently.
```

```
#define MIN_REGION_SIZE ( 1024 * 1024 )
```

```
// Maximum region size; we don't go higher than that. There's a good  
// reason for having an upper bound. We don't want regions to get too  
// large, otherwise cleanup's effectiveness would decrease as there  
// will be fewer opportunities to find totally empty regions after
```

```
#define MAX_REGION_SIZE ( 32 * 1024 * 1024 )
```

```
round this // The automatic region size calculation will try to have a  
// many regions in the heap (based on the min heap size).
```

```
#define TARGET_REGION_NUMBER 2048
```


■

—

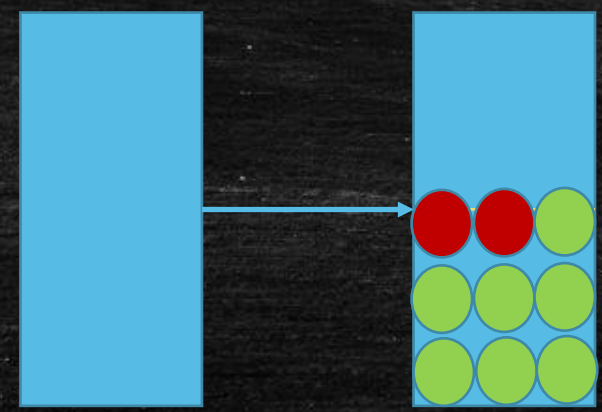
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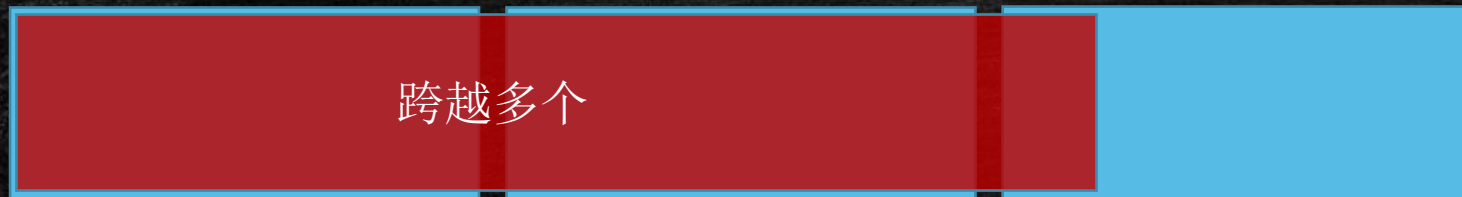
■

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■





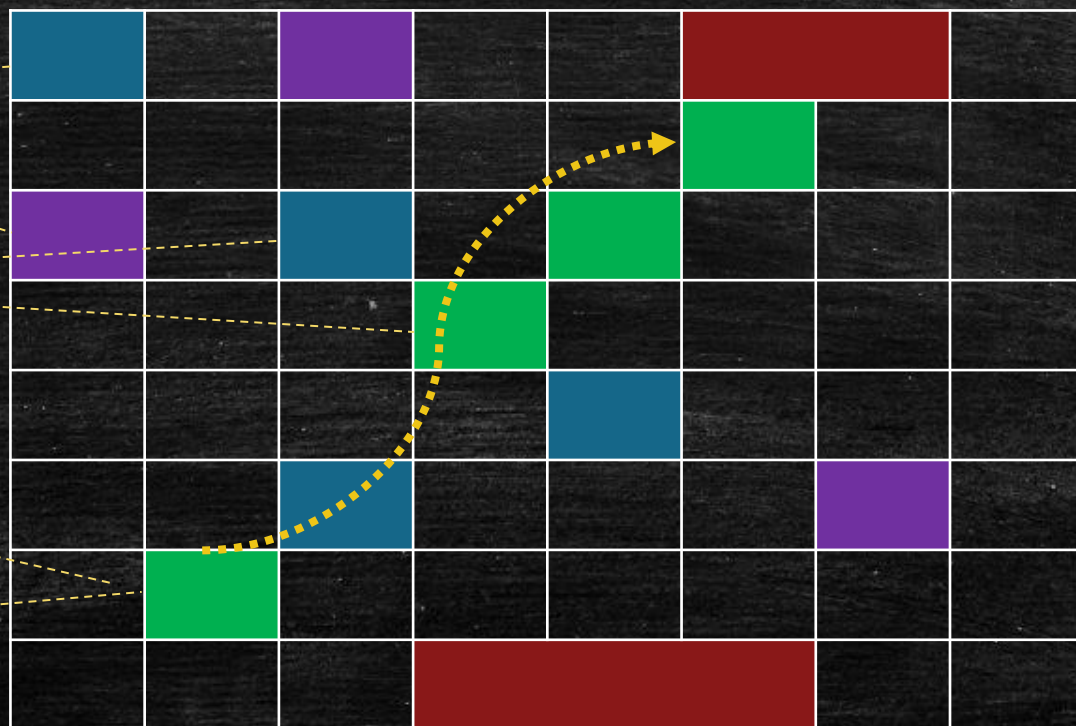
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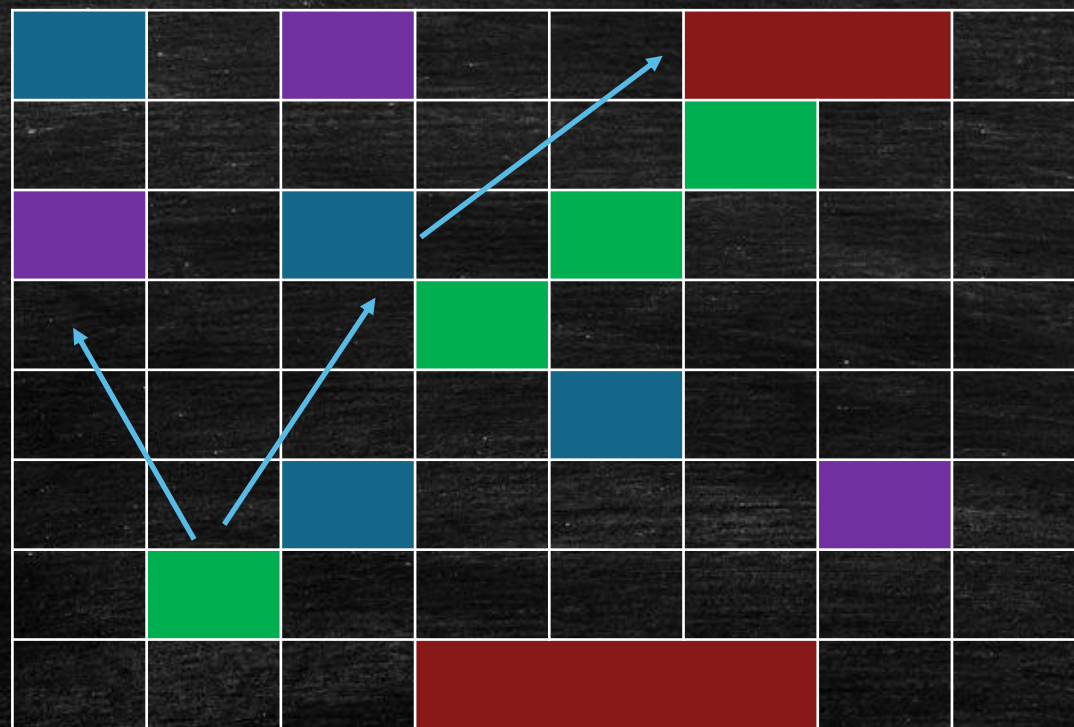
线程栈
变量

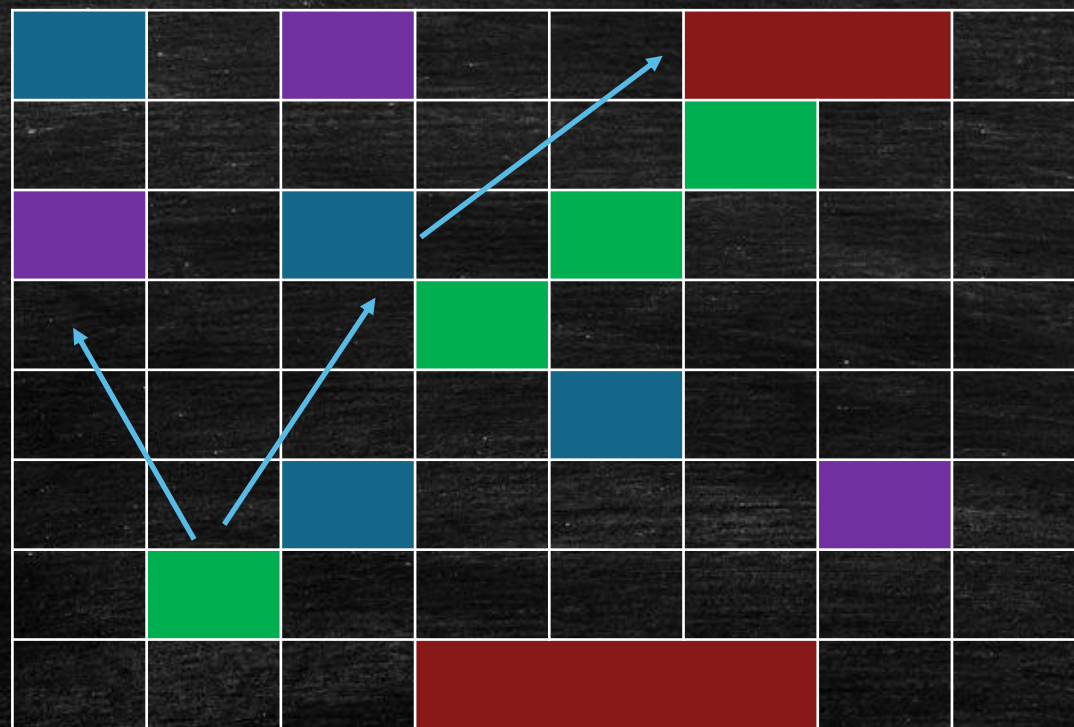
静态
变量

常量池

指针









设计目标:

暂停时间不超过
暂停时间不随堆的大小变化而变化
处理内存从数百 到几个

技术特点:

