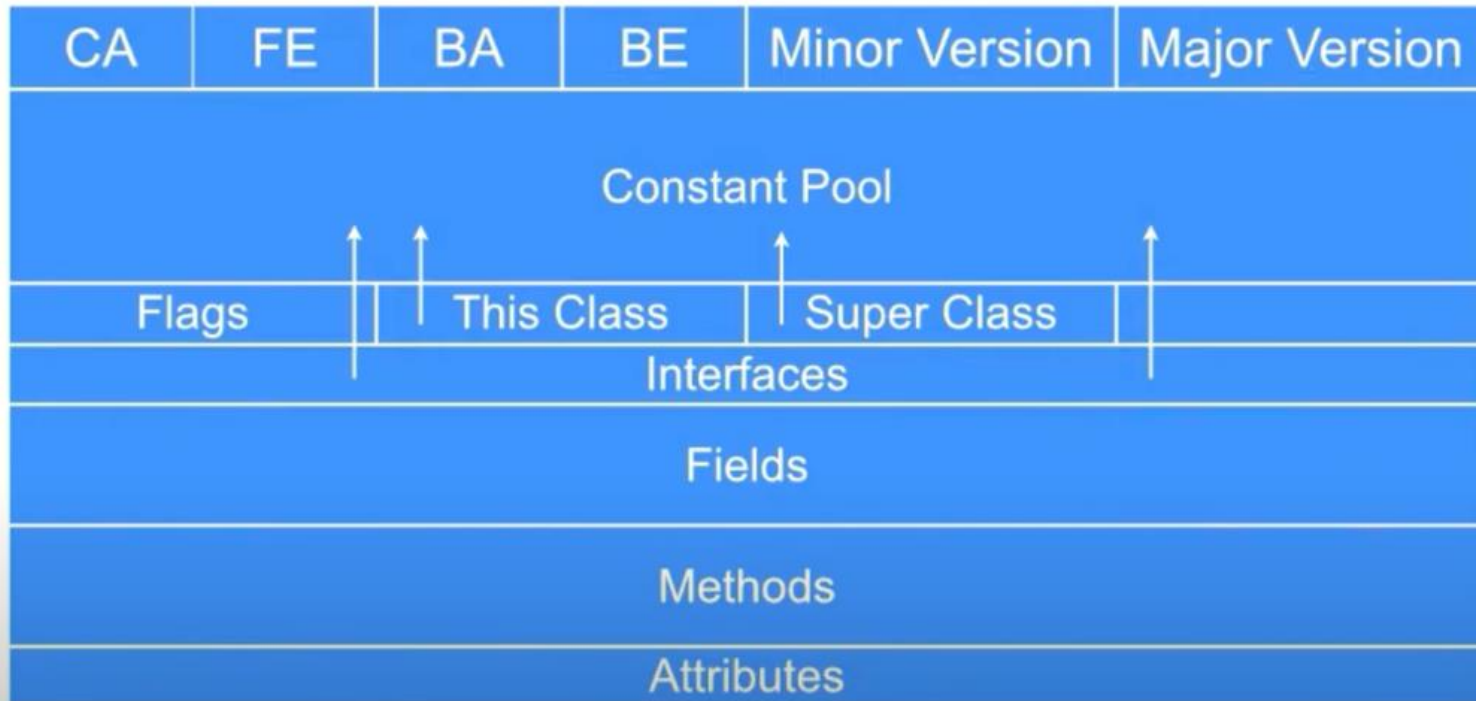


JVM

Shalini Mittal
Corporate Trainer

Class File Format

CLASS FILE FORMAT

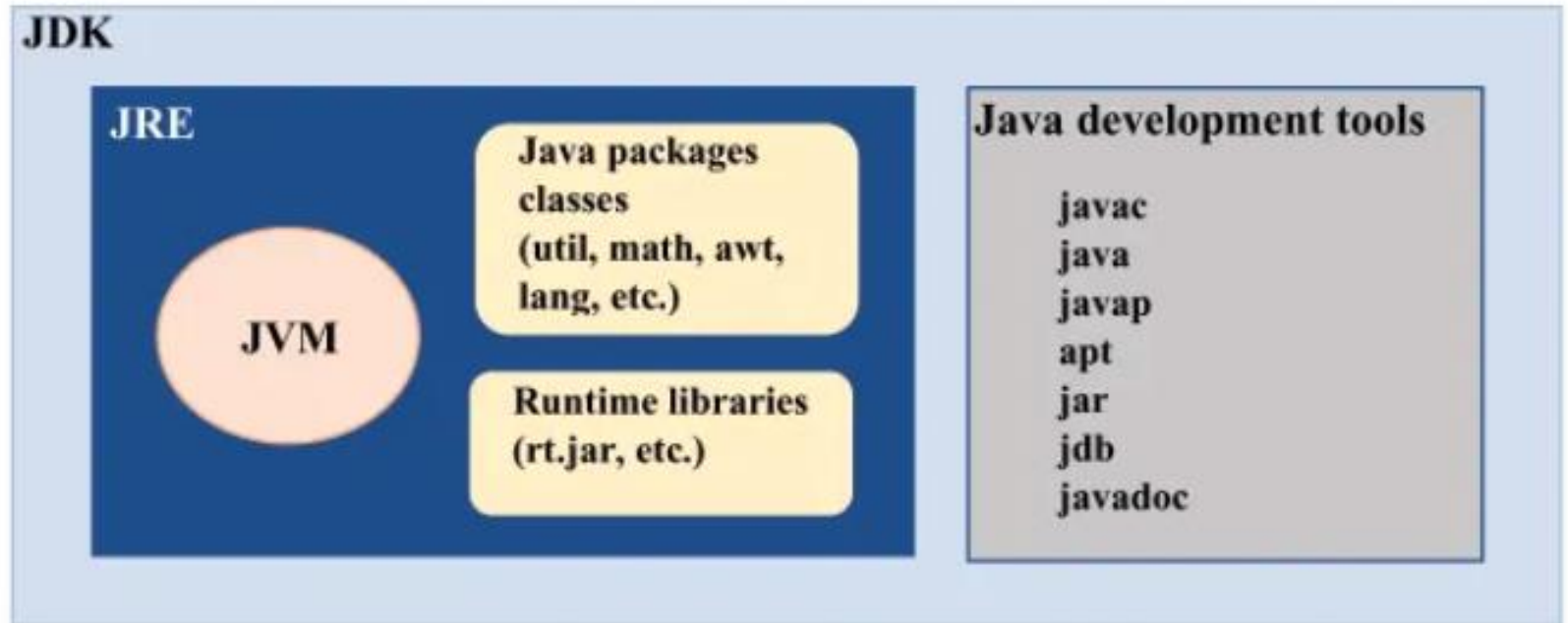


javap to see the format

To see list of all JVM flags:

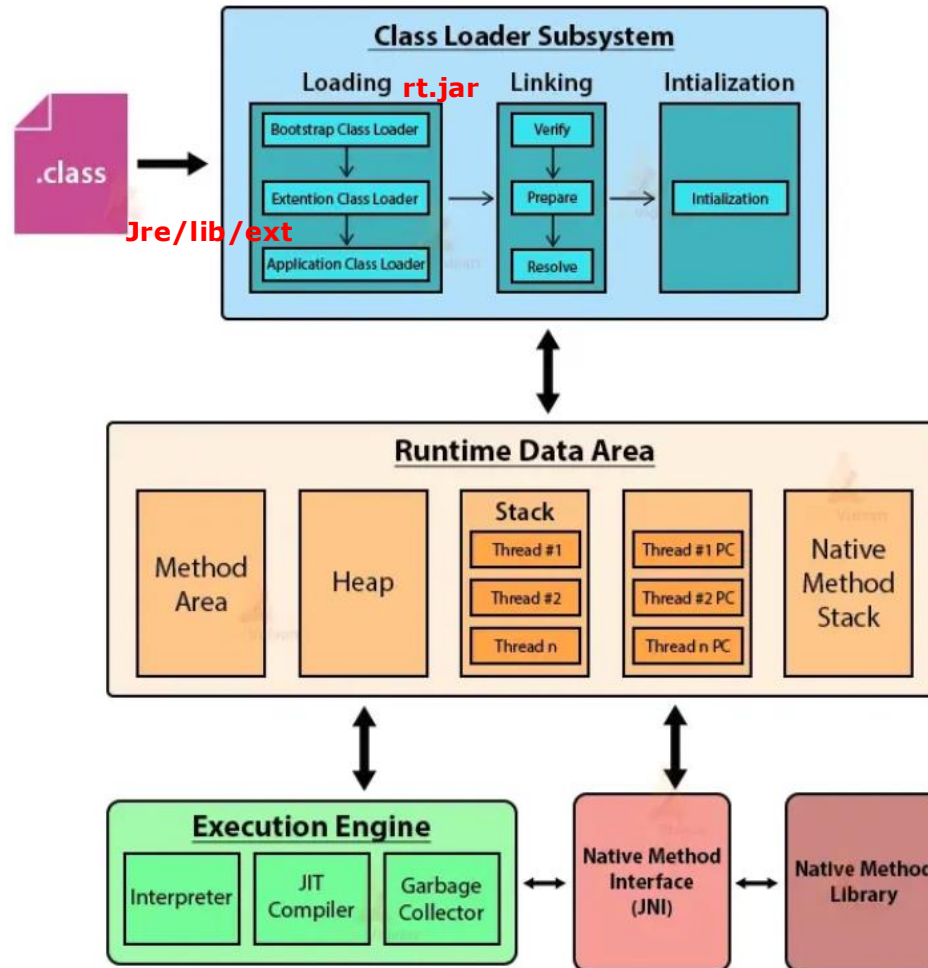
java -XX:+UnlockDiagnosticVMOptions -XX:+PrintFlagsFinal -version

Java Architecture



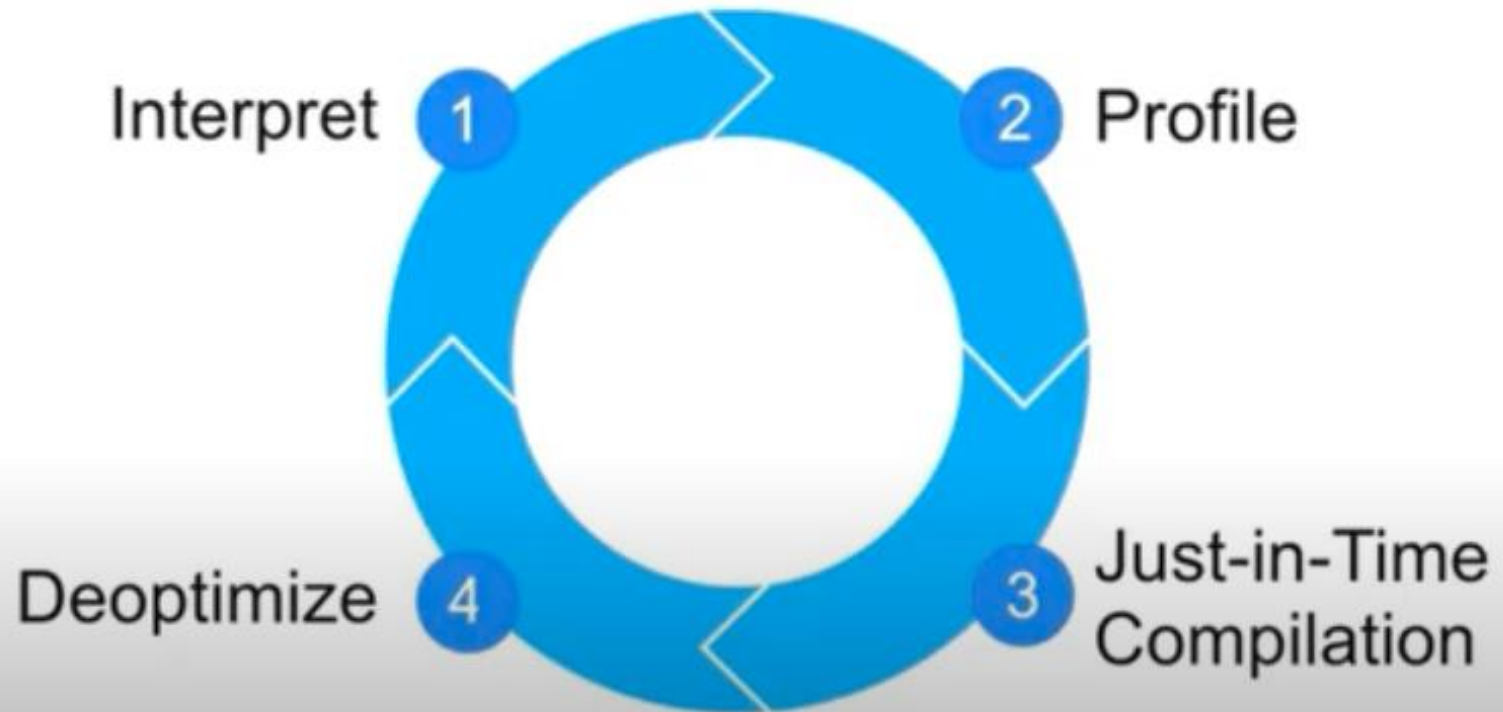
Java Architecture

JVM Architecture



Hotspot Lifecycle

HOTSPOT LIFECYCLE

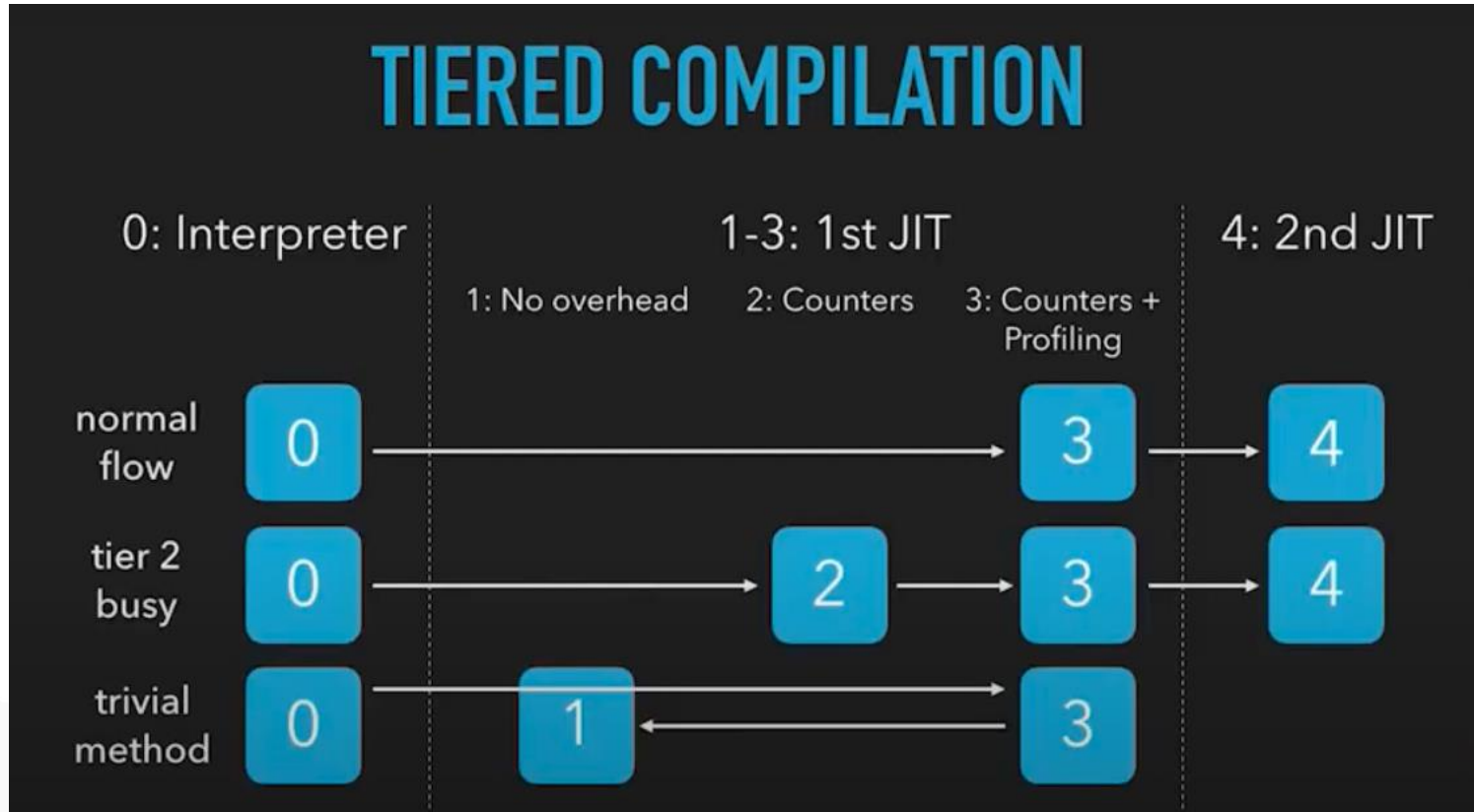


JIT Compiler Types

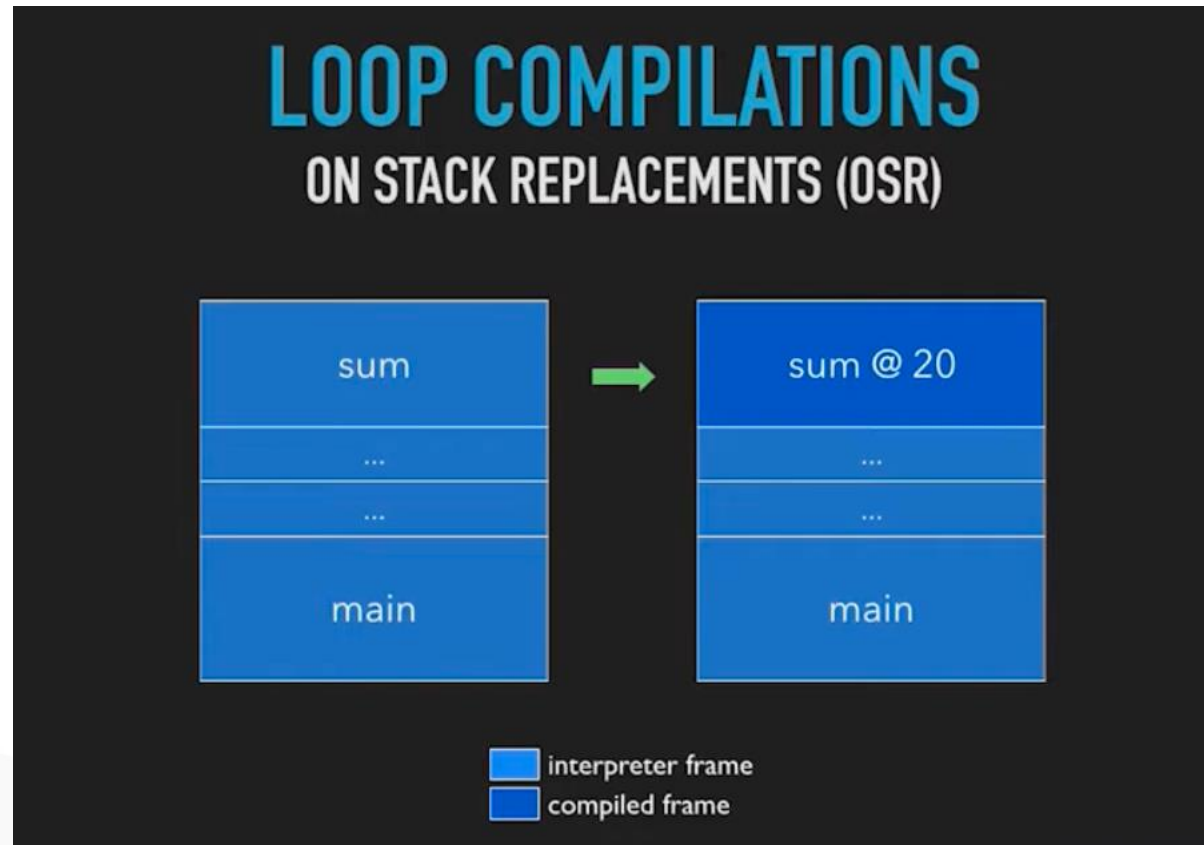
TIERED COMPILATION

	C1: Client	C2: Server
Compilation Speed	Fast	Slow (4X)
Execution Speed	Slow	Fast (2X)

Tiered Compilation



Loop OSR



PrintCompilation

OSR IS IMPORTANT TO OUR EXAMPLE

```
96    54 %    3    ...SimpleProgram::main @ 15 (78 bytes)
```

```
12    38362
```

```
13    35214
```

```
14    37139
```

```
15    36598
```

```
15    36838
```

```
16    36429
```

```
17    18046
```

```
101   80 %    4    ...SimpleProgram::main @ 15 (78 bytes)
```

```
62    2831
```

```
63    2371
```

```
64    2288
```

When is JIT called

BUT WHEN?

INVOCATION COUNTER

Counter > Invocation Threshold
Hot Methods

BACKEDGE (LOOP) COUNTER

Counter > Backedge Threshold
Hot Loops

Invocation + Backedge Counters > Compile Threshold
Medium Hot Methods with Medium Hot Loops

Tune Code Cache

- `java -XX:+PrintCodeCache main.<classname>`
- The maximum size of the code cache is dependent on which version of Java you are using.
 - If you are using Java 7 or below, then it was either 32MB(32 bit JVM) or 48MB(64 bit JVM)
 - If you're using Java eight or above and you're using the 64 bit JVM, then the code cache can be up to 240MB.
- So we can change the code cache size with three different flags with bytes, KB or MB

`InitialCodeCacheSize`

`ReservedCodeCacheSize`

`CodeCacheExpansionSize`

- Use `jconsole` to monitor code cache usage over time

CICompilerCount

- Used to control the number of threads dedicated to the Just-In-Time (JIT) compilation process related to the C1 and C2 compilers.
- Can specify threads the JVM should allocate for these compilation tasks to JIT compilers.
- Considerations:
 - **Performance Tuning:**
Adjusting CICompilerCount can impact application startup time, overall performance, especially in scenarios with high compilation activity.
 - **Resource Consumption:**
Increasing the number of compiler threads can lead to higher CPU consumption, particularly during the initial phases of application execution or when code is frequently being recompiled.
 - **Default Values:**
The JVM has default values for CICompilerCount based on the architecture and available resources. It is generally recommended to use the default unless specific performance issues related to compilation are observed.

Java tools and JVM flags

- `java -XX:+PrintFlagsFinal -version | grep C1CompilerCount`
OR
`jinfo -flag C1CompilerCount 45081`

```
[(base) Manishs-MacBook-Pro:bin Shalini$ jps
47988 Jps
45081 Eclipse
[(base) Manishs-MacBook-Pro:bin Shalini$ jinfo -flag C1CompilerCount 45081
-XX:C1CompilerCount=4
```

- `java -XX:+PrintCompilation main.Main 150000`
- `java -XX:C1CompilerCount=6 -XX:+PrintCompilation main.Main 150000`
- `jinfo -flag CompileThreshold 45081`

```
[(base) Manishs-MacBook-Pro:bin Shalini$ jinfo -flag CompileThreshold 45081
-XX:CompileThreshold=10000
```

GOAL?

WHAT'S YOUR GOAL?

STARTUP TIME

PEAK PERFORMANCE

FIRST RESPONSE PERFORMANCE

PREDICTABLE PERFORMANCE

CLASS GENERATION ~~EVAL~~ == EVIL

AOP Rules Engines JSON Libraries Spring

xml.transform ORMs: Hibernate Reflection

Derby Java 8 Lambdas Dynamic Proxies

JVM Versions

32 bit

Might be faster if heap < 3GB

Max heap size = 4GB

Client compiler only

64 bit

Might be faster if using long / double

Necessary if heap > 4GB

Max heap size – OS dependent

Client & server compilers

ThankYou

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