

# Understanding the Java Virtual Machine Memory Management

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## INTRODUCTION



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# Why GC?

create and forget:  
no need to remember  
to delete



```
Account acc = new Account();
```

use and forget:  
no need to ask  
“Should I delete?”



```
Account acc = getAccount();
```

use with confidence:  
objects will not  
vanish or become corrupt  
behind your back



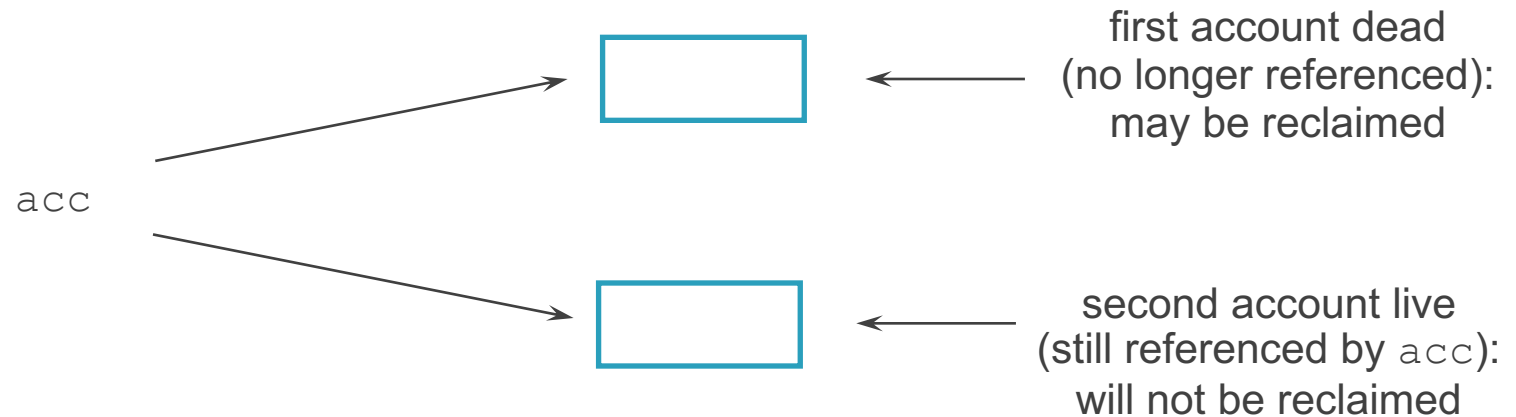
```
acc.increment(amount);
```

# The GC Promise

## Claim no live objects

- no promises about dead objects

```
Account acc = new Account();  
acc = new Account();
```



# A Note on Versions

## **Java 8 Still Widely used**

- Course runs on Java 11

## **Things changed in Java 7**

- G1 garbage collector introduced

## **Things changed in Java 9**

- CMS garbage collector deprecated
- Finalizers deprecated
- Cleaner introduced



# Forms of Garbage Collection

**Do Nothing**

**Reference  
Counting**

**Mark and Sweep**

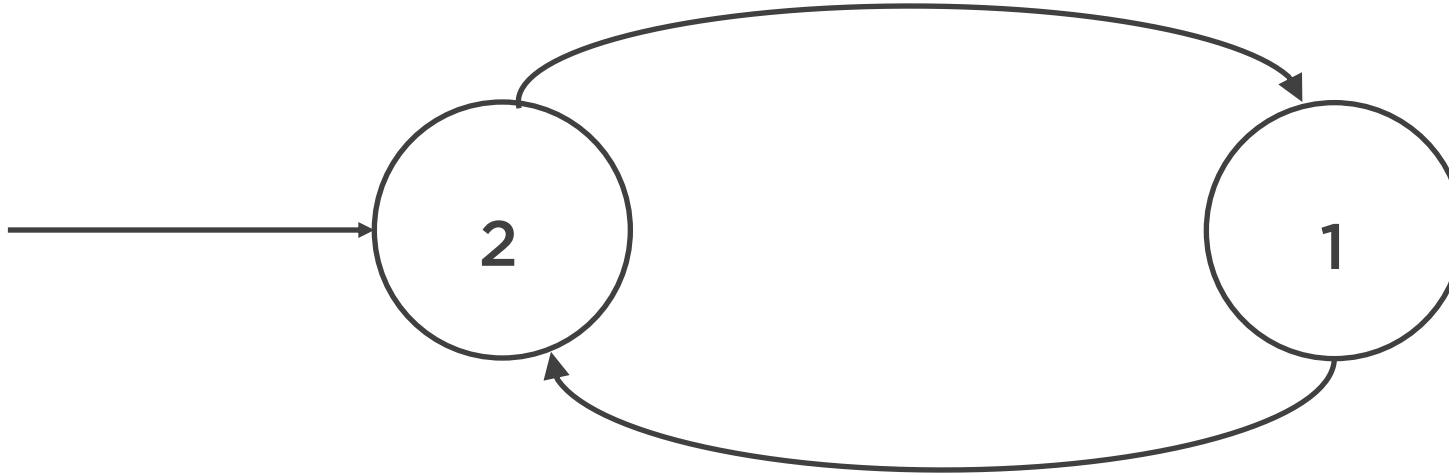
**Copying**

**Generational**

**Incremental**



# Reference Counting

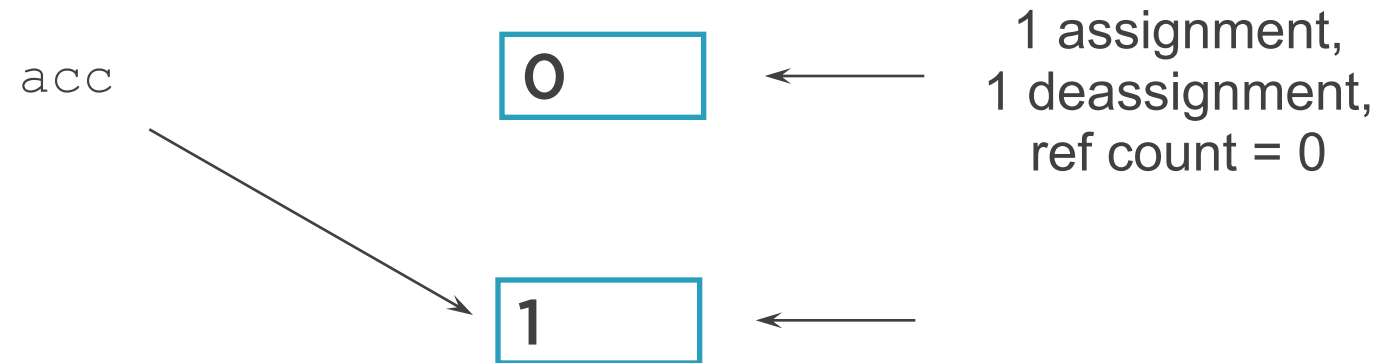


## **Onus on client to call methods when allocating/freeing memory**

- COM for example had AddRef and Release calls for objects
- When count hits zero object can be freed
- Problems with circular references

# Reference Counting

```
Account acc = new Account();  
acc = new Account();
```



# Mark and Sweep

**‘mark’ phase that identifies the objects that are still in use**

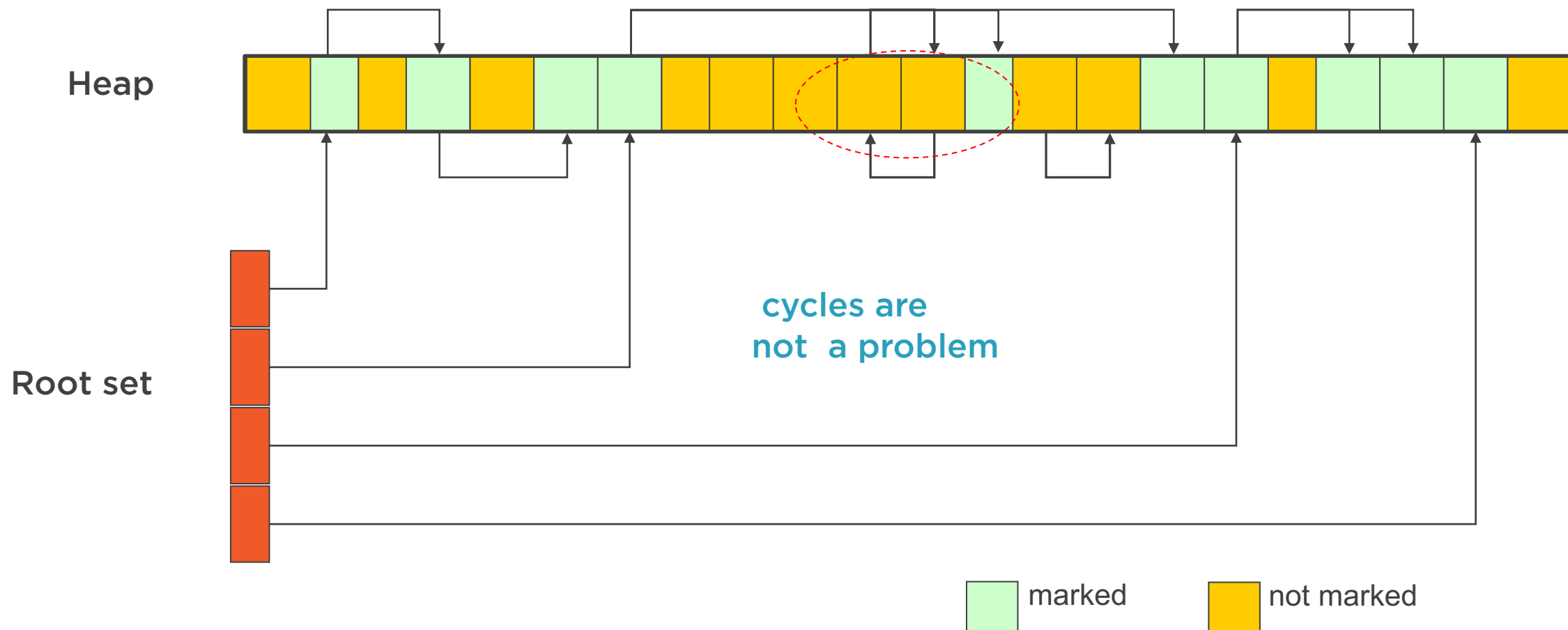
**‘sweep’ phase to remove unused objects**

**‘compact’ phase to compact the memory**

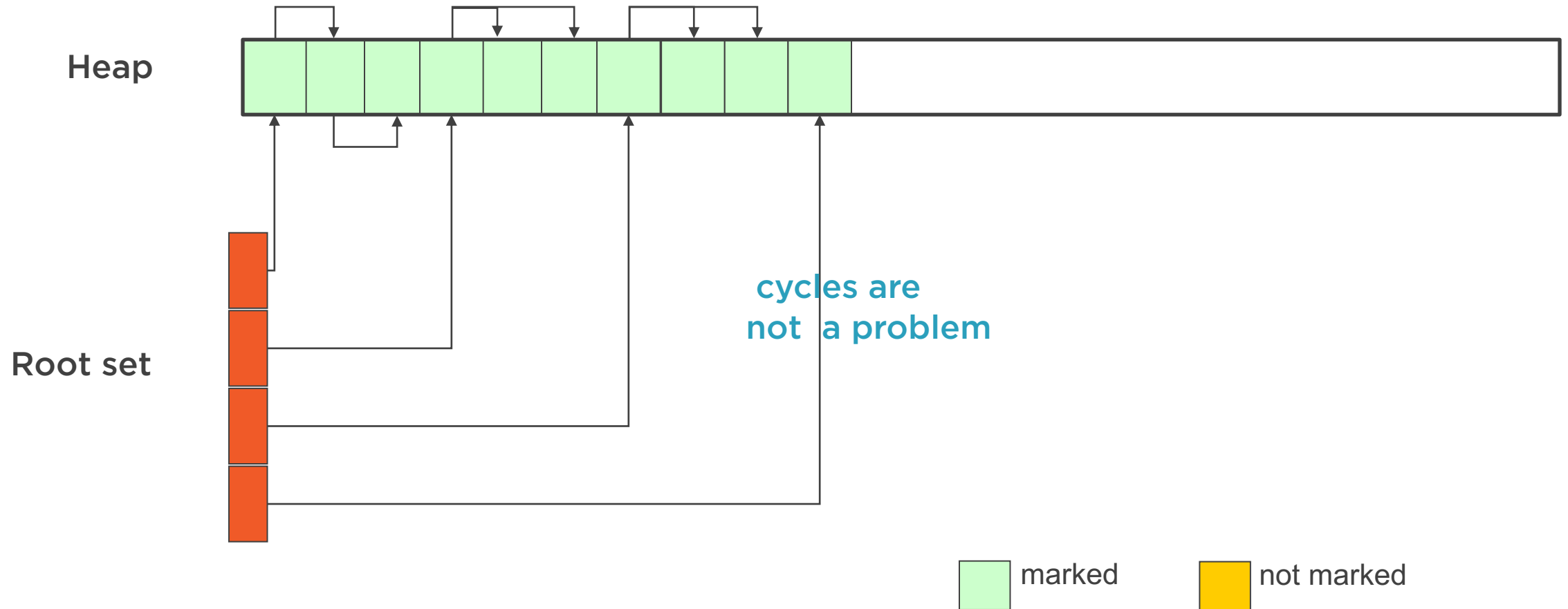




# Marking Phase



# Compact Phase

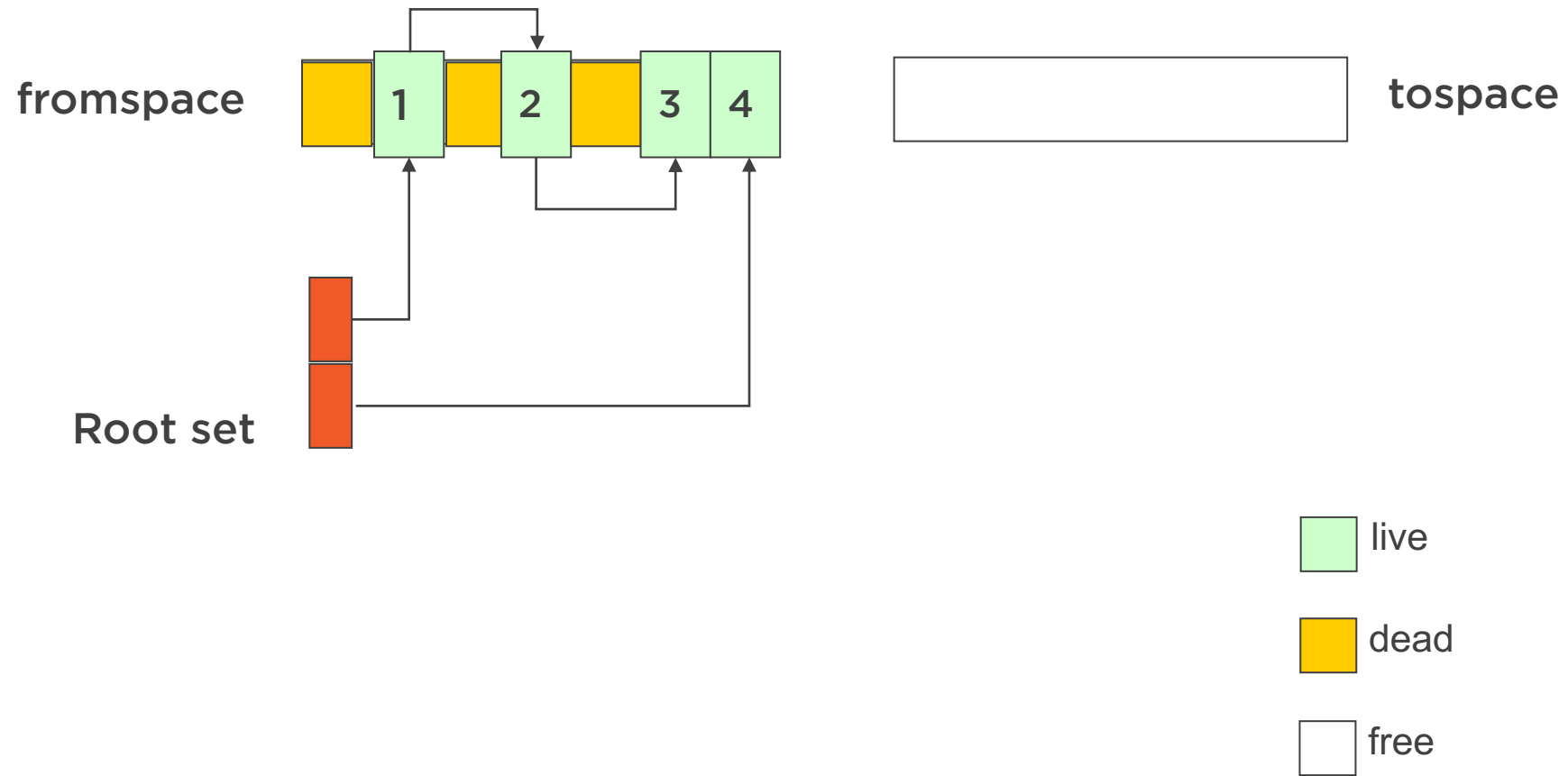


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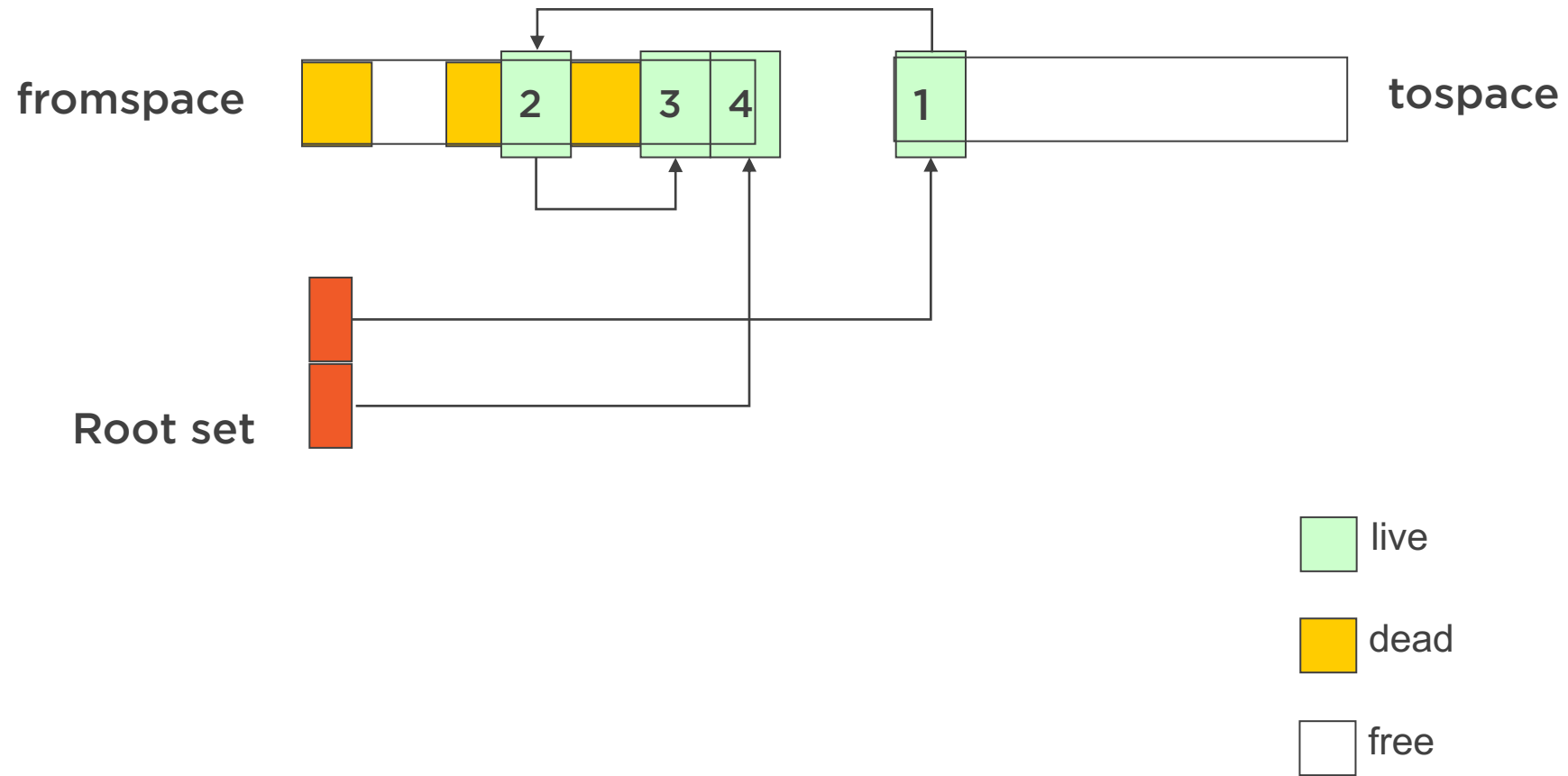
**Uses different 'spaces' to manage memory**



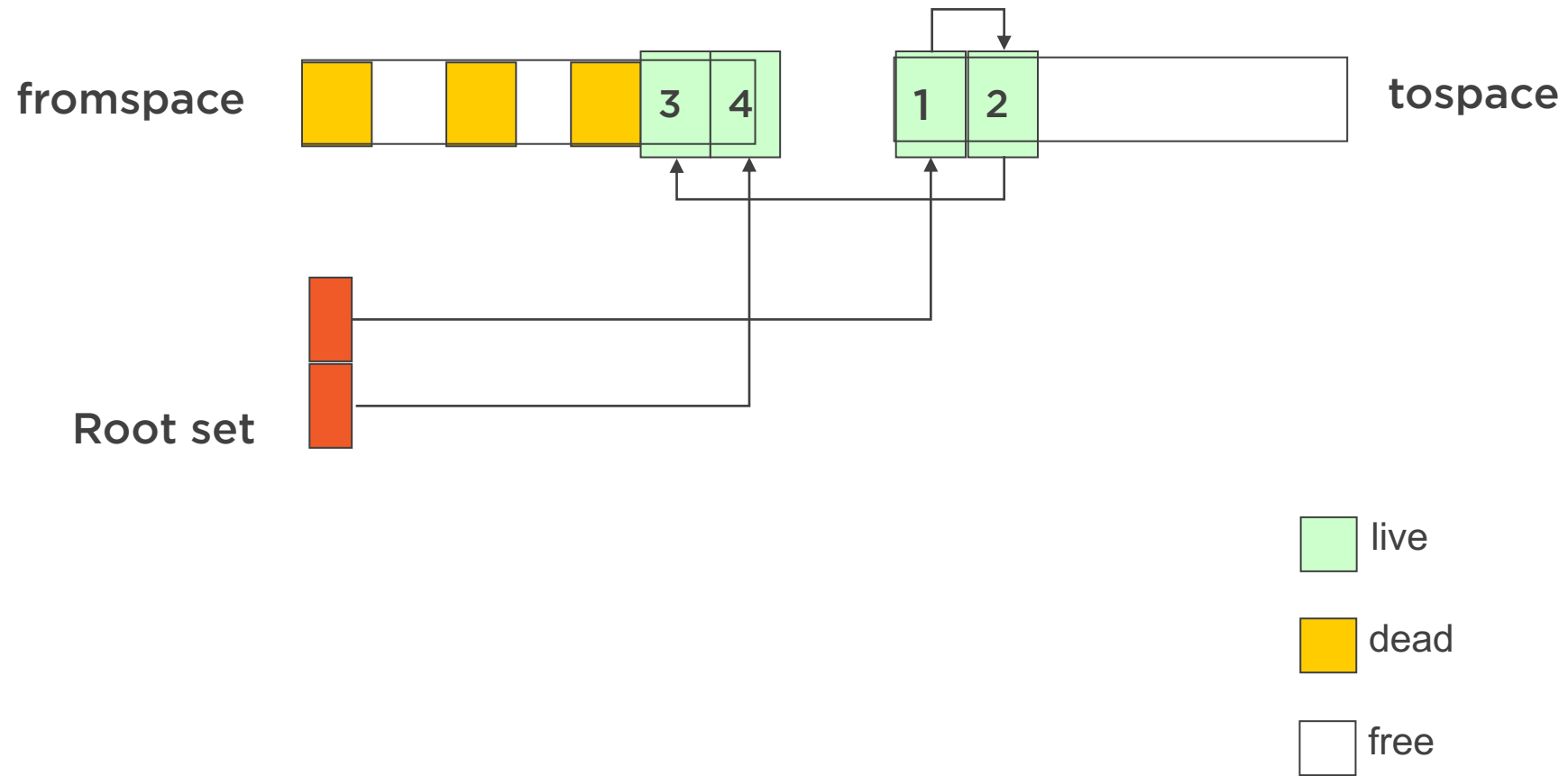
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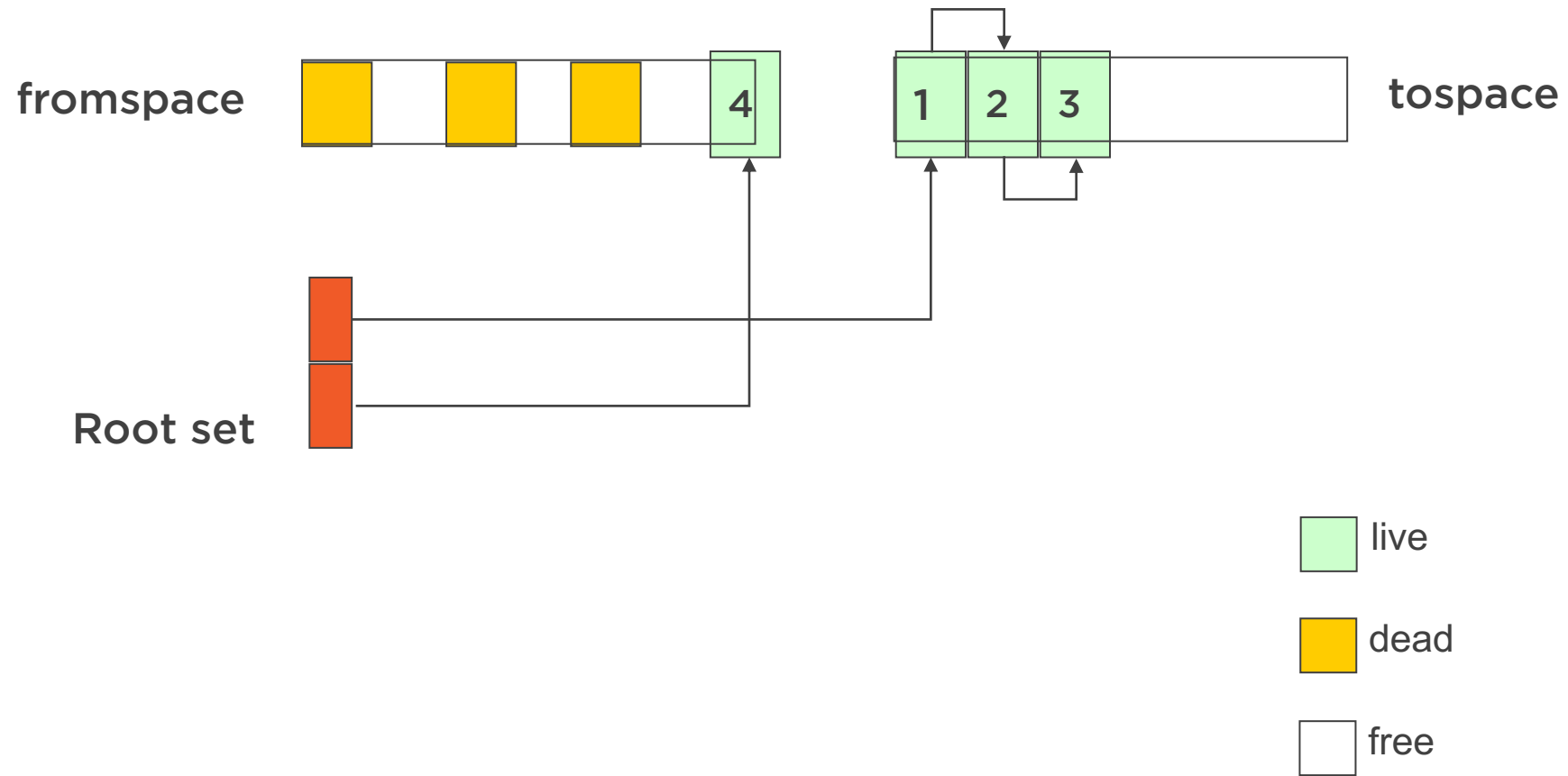
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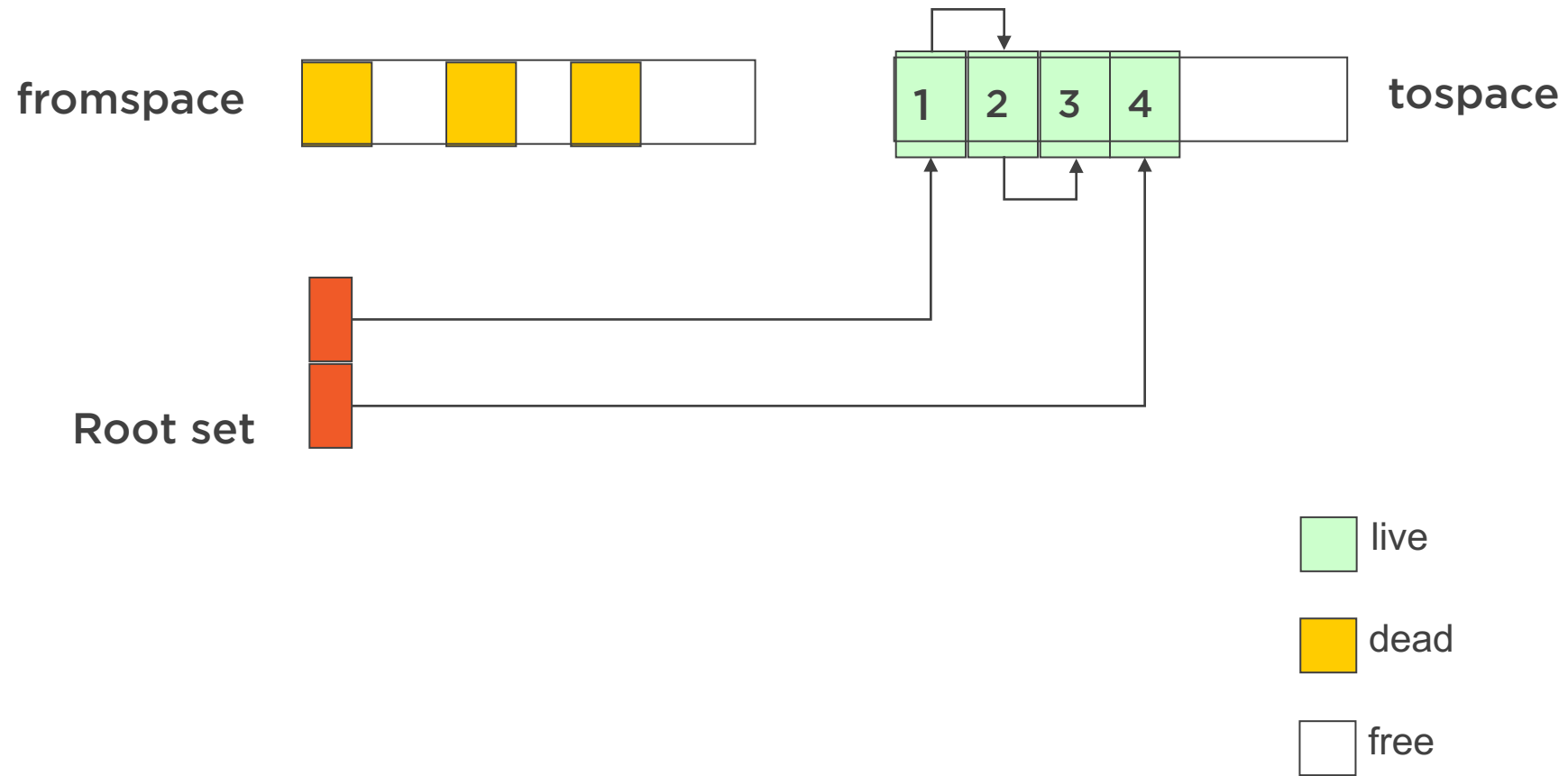
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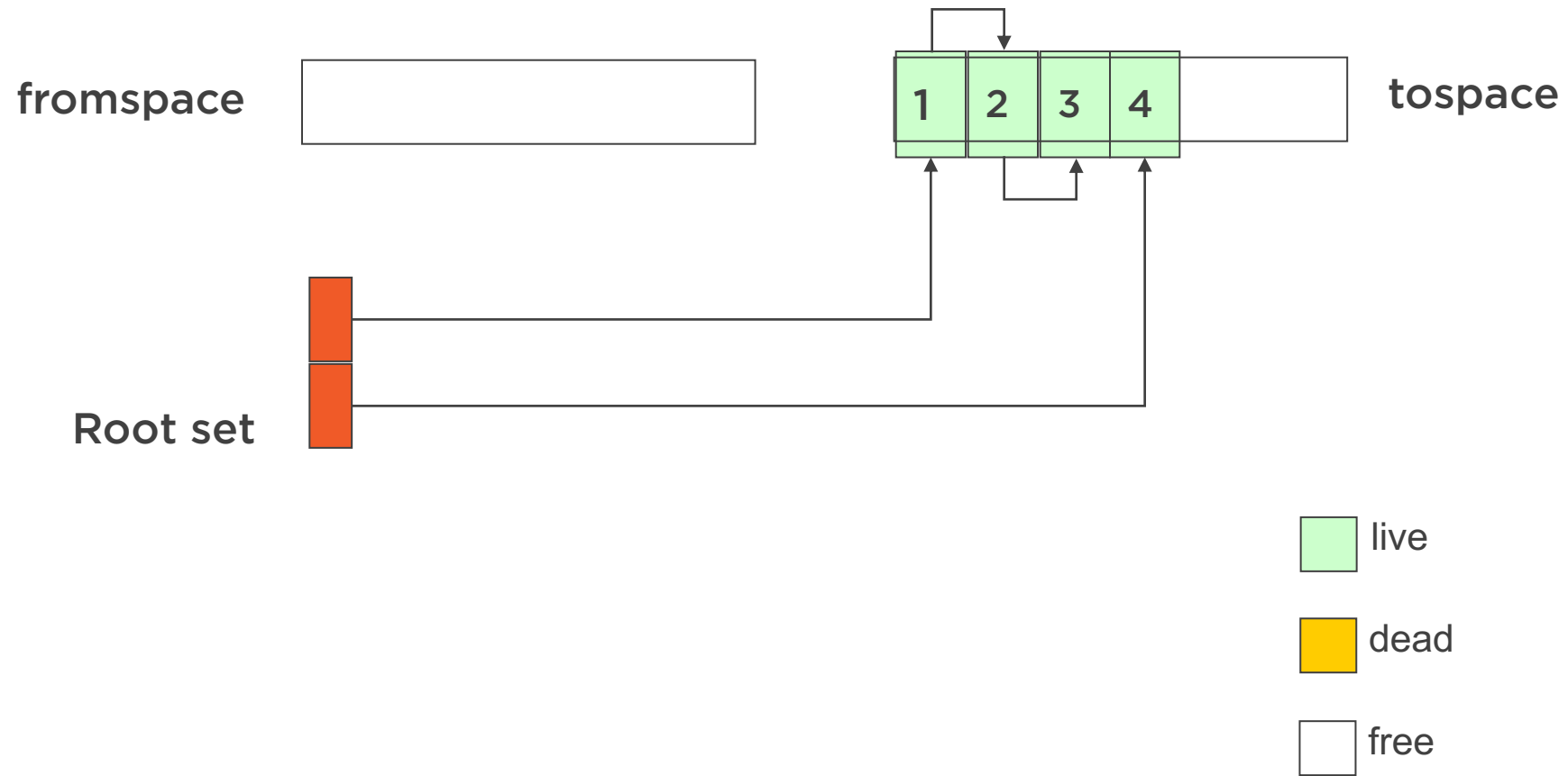


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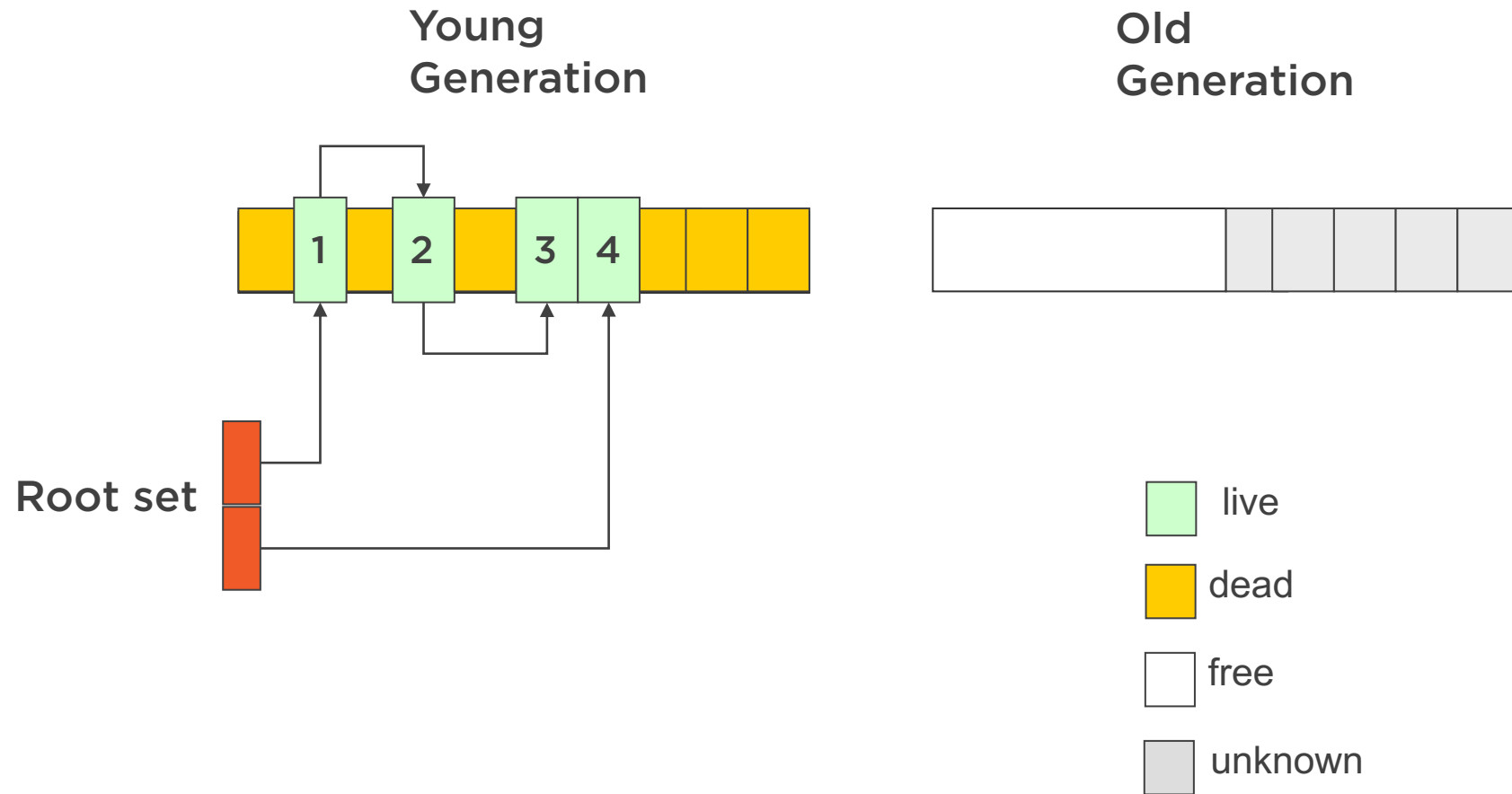
# Generational Collectors

## Maintain different generations for memory

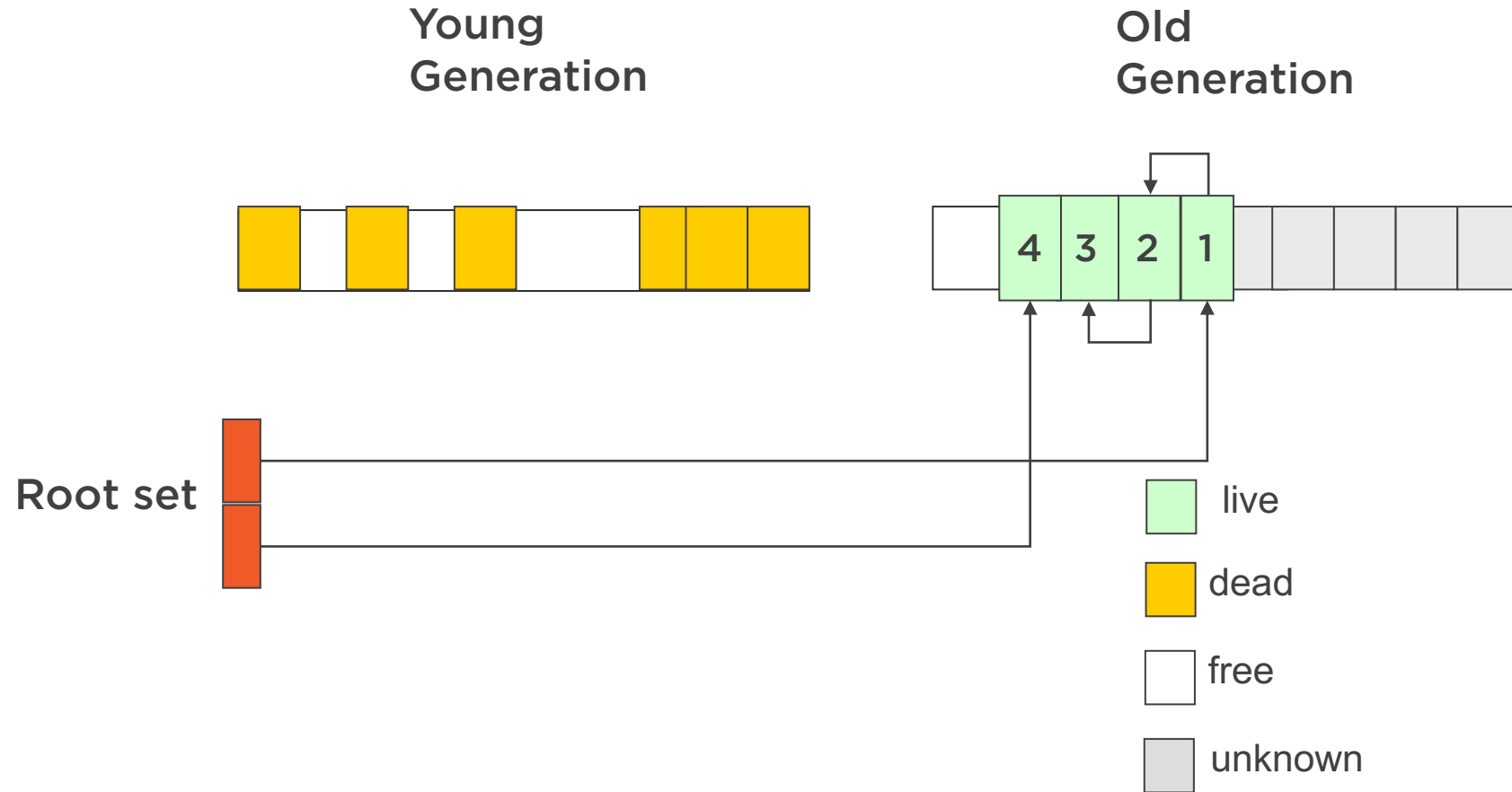
- Long living objects 'promoted' to a different generation
- For a given definition of 'long'



# Before a Generational Minor Collect



# After a Generational Minor Collect



# Demo



Showing GC in action

