

JVM PROBLEM DIAGNOSTICS

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 - *Database*
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Top performance problems

- Database
 - *N + 1 problem*
 - *Caching*
 - *Connection pools*
- Memory
 - *STW (Stop-The-World) garbage collections*
 - *Memory leak*

N + 1 problem



- Symptoms:
 - *Increased load on database, slower response times*
- Troubleshooting:
 - *Counters for the number of database calls and number of executed transactions*
 - *Correlation between those numbers*
- Avoiding problem:
 - *Eager vs lazy?*
 - *SQL JOIN (HQL fetch join)*

Caching

- Symptoms:
 - *Increased CPU overhead and disk I/O rate*
- Troubleshooting:
 - *Memory monitoring*
 - *Hit ratio vs miss ratio*
- Avoiding problem:
 - *Thorough planning*
 - *Proper cache configuration*
 - *Eventual consistency*

Application Servers

Connection pools



- Symptoms:
 - *Increased response times*
 - *Low/high resource utilization*
- Troubleshooting:
 - *Waiting for `getConnection()` call (underutilized)*
 - *Waiting for `execute()` call (over-utilized)*
- Avoiding problem:
 - *Tune SQL queries*
 - *Estimate relative balance between various queries*
 - *Load test against database and tune for optimal performance*
 - *Load test application*



Stop-The-World garbage collections

- Major garbage collection

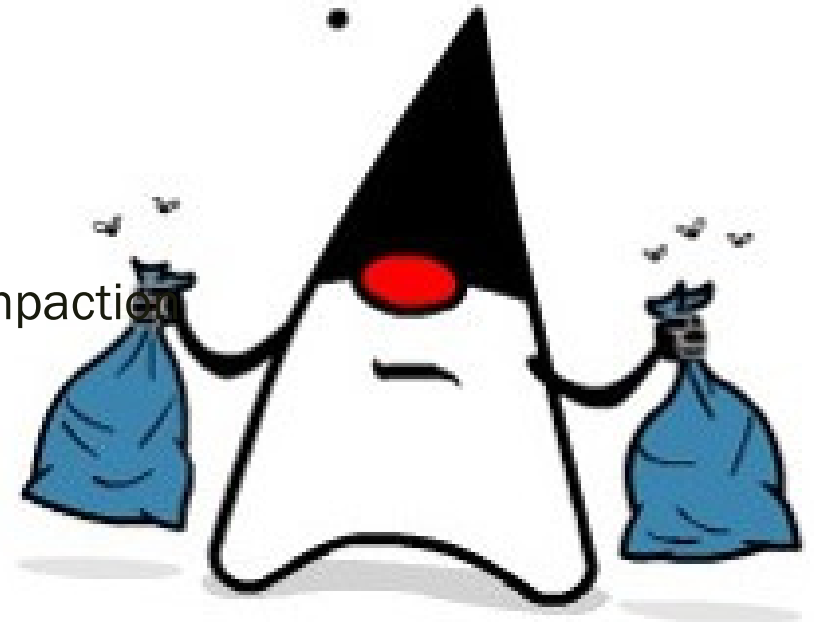
- Freeze all threads → mark-sweep collection → compaction

- Very effective

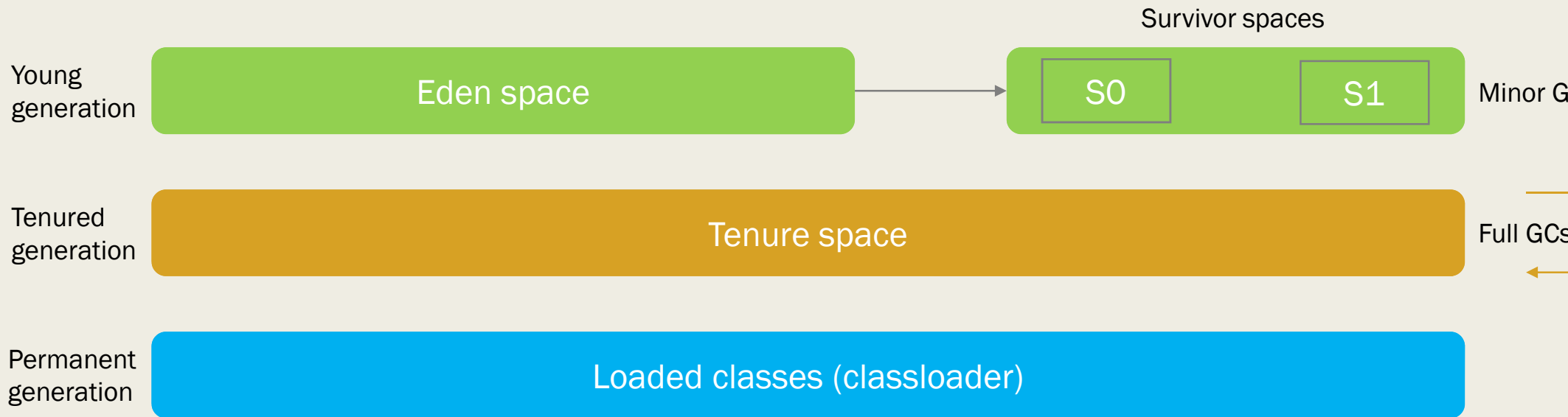
- Very slow (10 x minor collection)

- CPU & heap memory spikes

- Abnormal response times

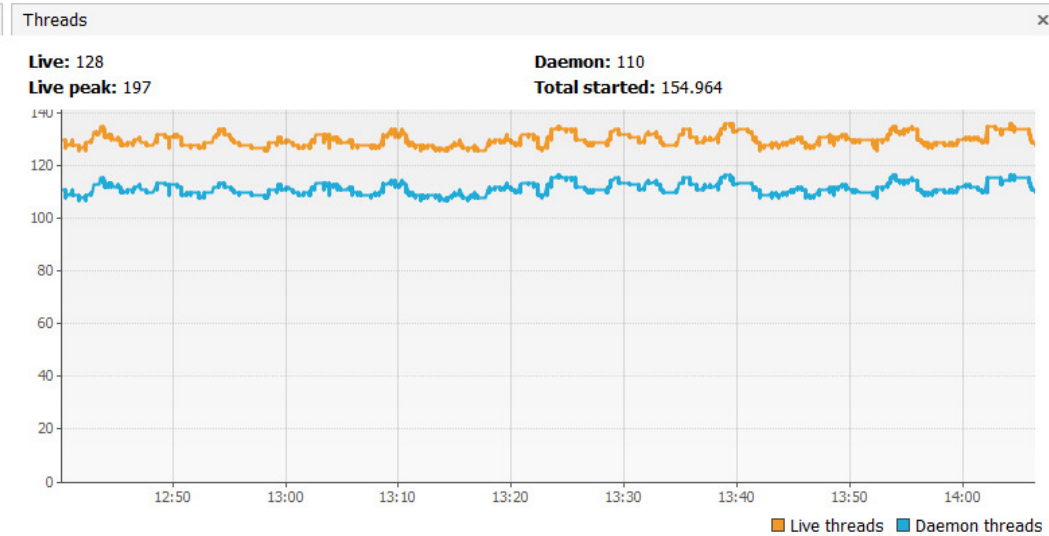
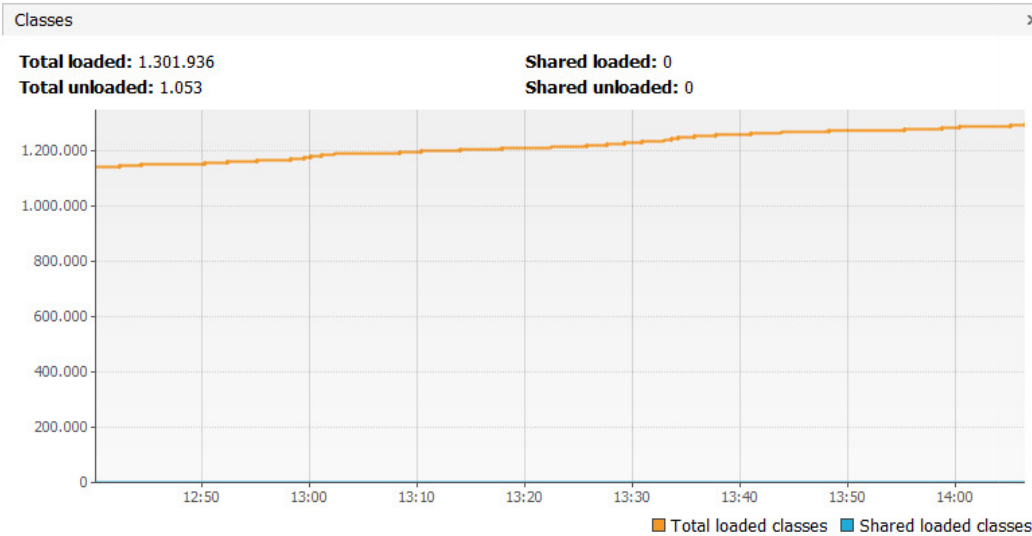
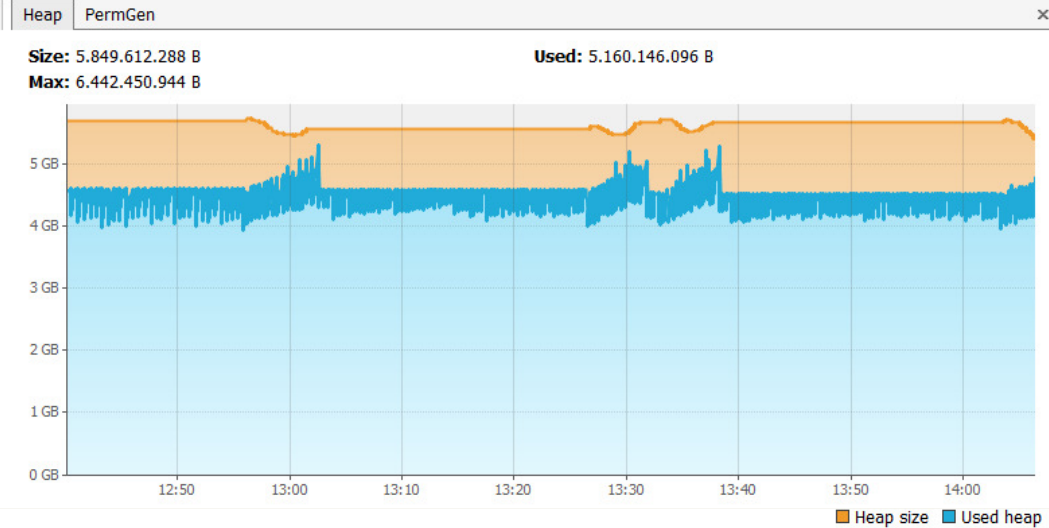
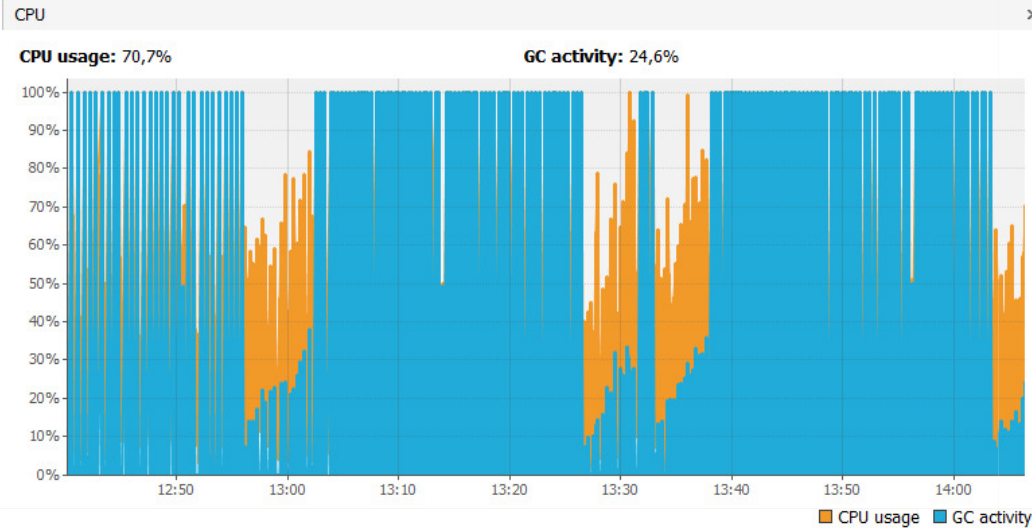


TAKIPI



Uptime: 26 hrs 28 min 41 sec

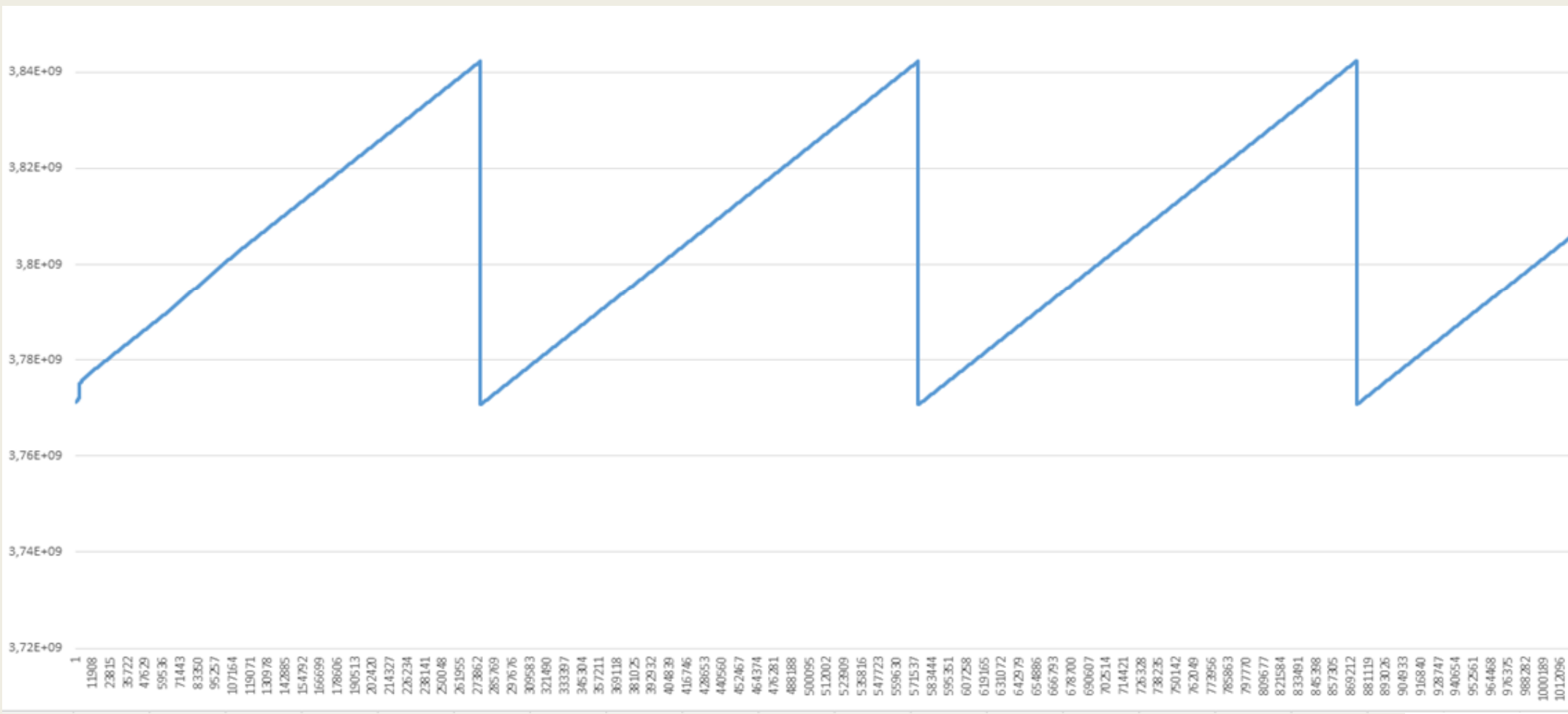
Perform GC Heap Dump



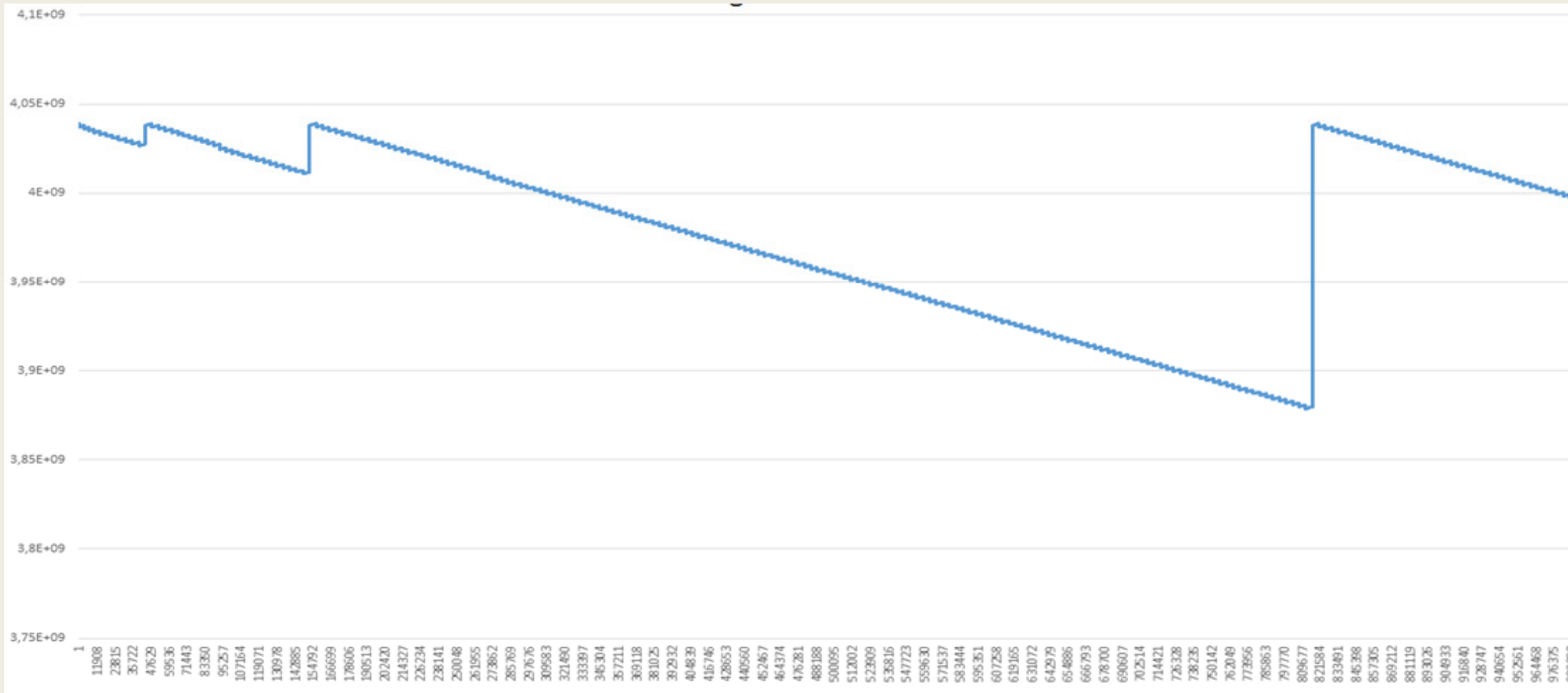
Die young or live forever.

Turtle theory, Young generation theory of garbage collection

GC Algorithms – Serial, Parallel & CMS



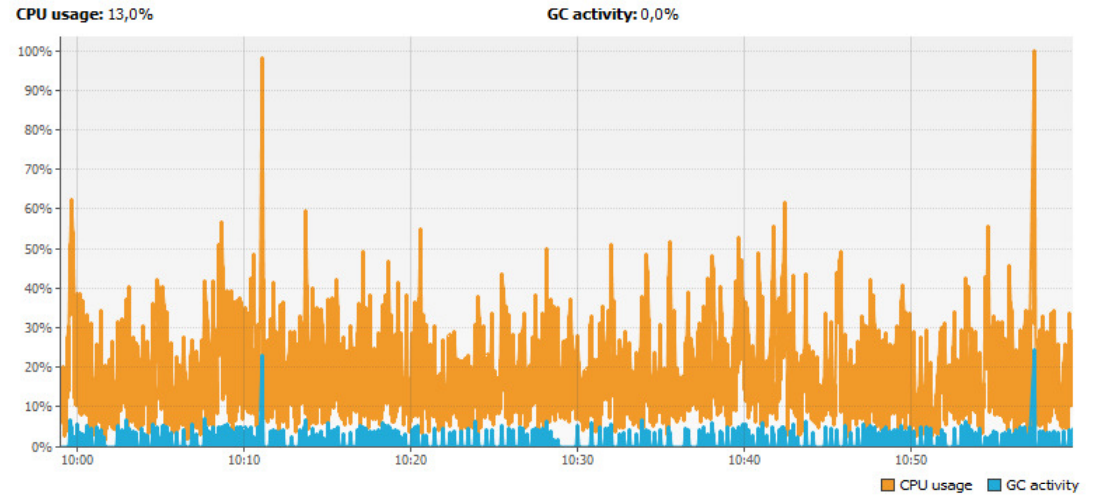
GC Algorithms – Garbage First



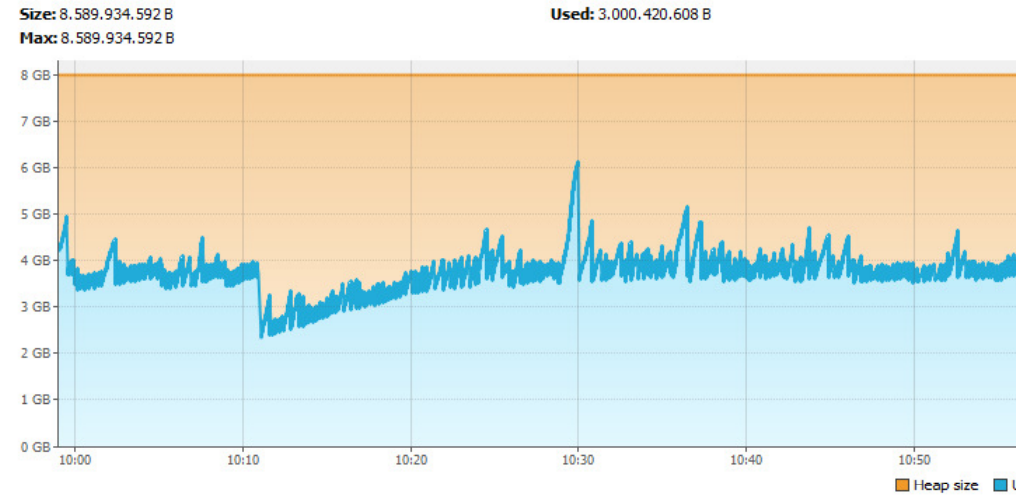
Uptime: 4 hrs 59 min 45 sec

Perform GC Heap

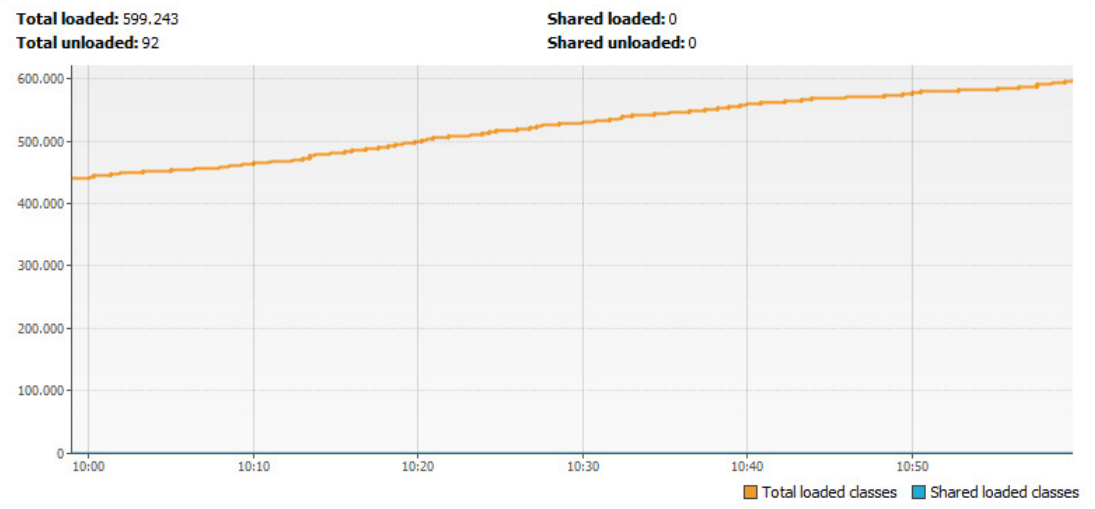
CPU x



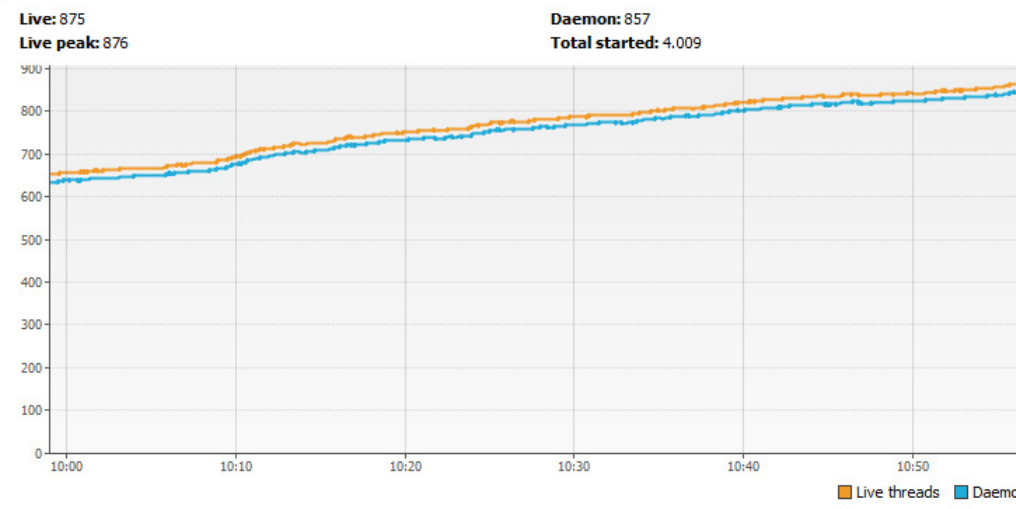
Heap PermGen



Classes x



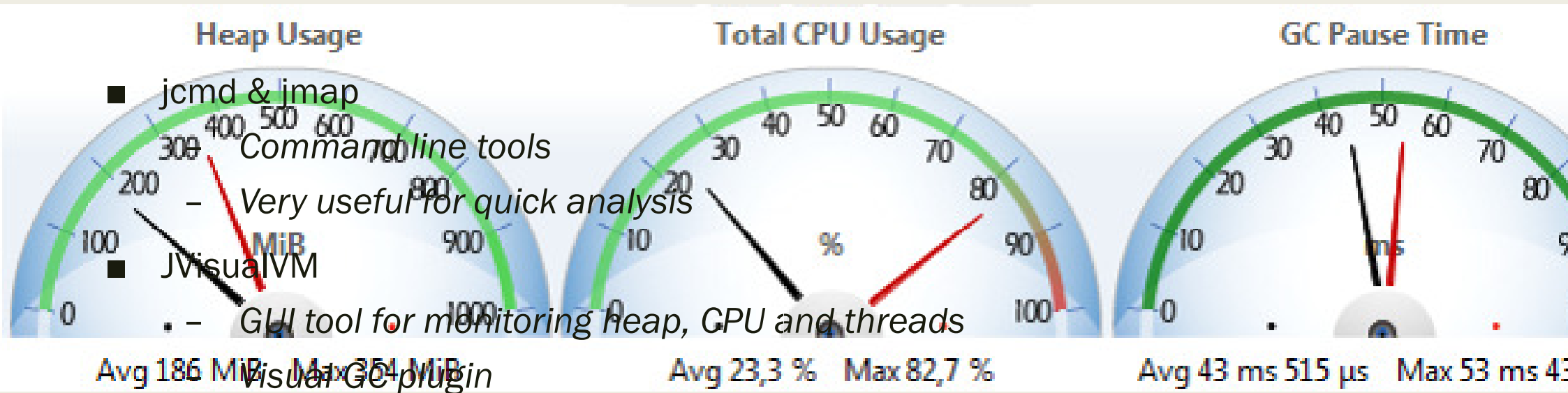
Threads



Memory leaks

- Symptoms:
 - *Increased memory usage leading to out of memory*
 - *Very difficult to differentiate between simple out of memory and memory leak*
- Troubleshooting:
 - *Unbounded growth: Collections classes*
 - *Heap dump analysis*
- Avoiding problem:
 - *Good session management*
 - *Carefull usage of Collections classes*
 - *Memory profiler*

JVM monitoring



■ **jcmd & jmap**

Command line tools

- Very useful for quick analysis

■ **JVisualVM**

- GUI tool for monitoring heap, CPU and threads

■ **VisualGC plugin**

■ **Heap dump analysis**

- *jhat*
- *MAT - Memory Analyzer Tool (Eclipse)*
- *VisualVM launcher (IntelliJ IDEA)*



JVM tuning flags

Flag	What it does	When to use it
-server	Chooses the server compiler.	For long-running applications that need fast performance.
-client	Chooses the client compiler.	For applications where startup is the most important factor.
-XX:+TieredCompilation	Uses tiered compilation (both client and server).	For applications where you want the best possible performance and have enough available native memory for the extra compiled code.

JVM tuning flags

Flag	What it does	When to use it
-XX:+UseSerialGC	Uses a simple, single-threaded GC algorithm.	For small (100 MB) heaps.
-XX:+UseParallelOldGC	Uses multiple threads to collect the old generation while application threads are stopped.	When your application can tolerate occasional long pauses and you want to maximize throughput while minimizing CPU usage.
-XX:+UseParallelGC	Uses multiple threads to collect the young generation while application threads are stopped.	Use in conjunction with UseParallelOldGC.

JVM tuning flags

Flag	What it does	When to use it
<code>-XX:+UseConcMarkSweepGC</code>	Uses background thread(s) to remove garbage from the old generation with minimal pauses.	When you have available CPU and the background thread, you do not want long GC pauses, and you have a relatively small heap.
<code>-XX:+UseParNewGC</code>	Uses multiple threads to collect the young generation while application threads are stopped.	Use in conjunction with UseConcMarkSweepGC.
<code>-XX:+UseG1GC</code>	Uses multiple threads to collect the young generation while application threads are stopped, and background thread(s) to remove garbage from the old generation with minimal pauses.	When you have available CPU and the background thread, you do not want long GC pauses, and you do not have a small heap.

In development for Java 9: Shenandoah GC

Performance testing tools

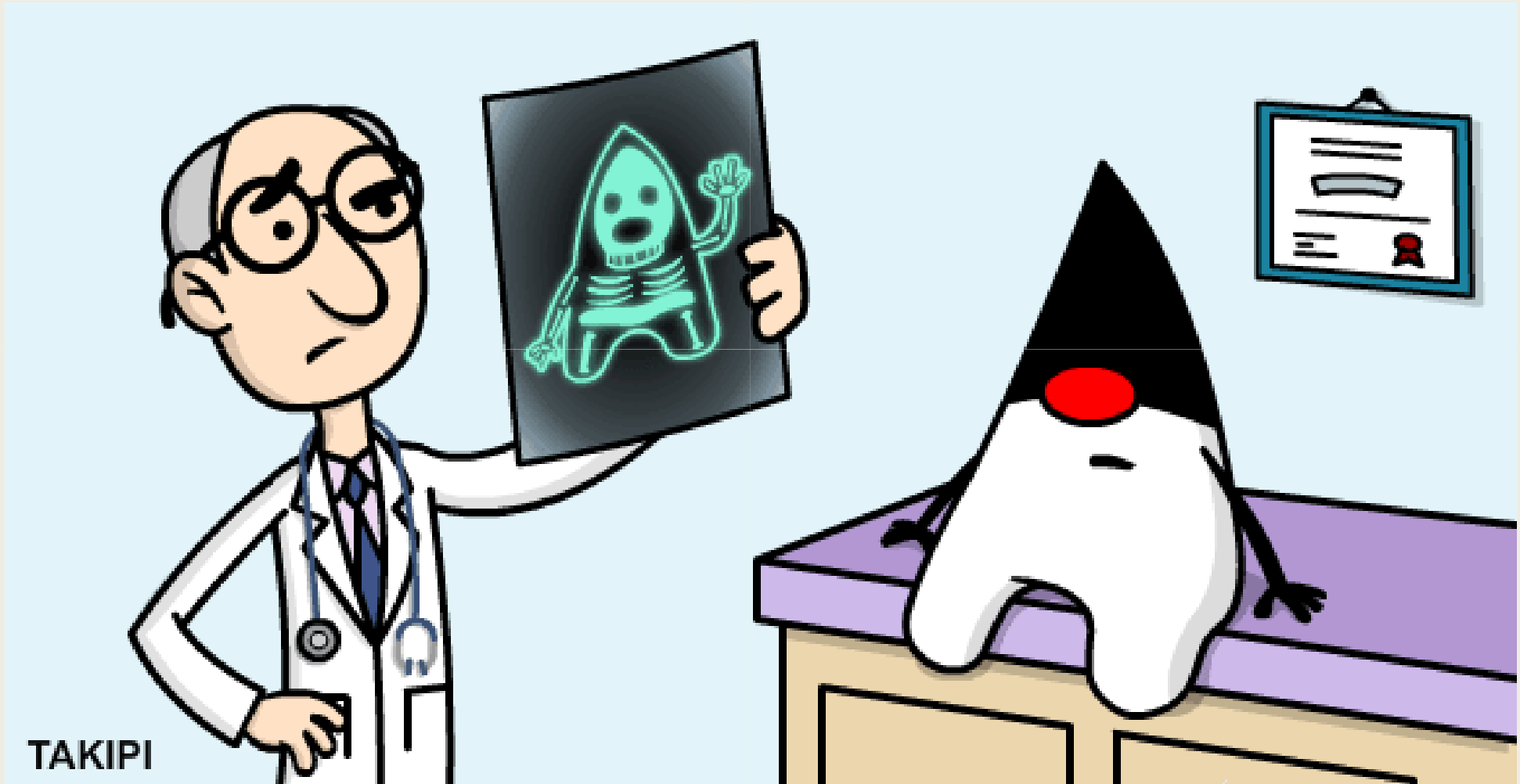
- JMeter
- Gatling
- The Grinder
- Faban



*We should forget about small efficiencies, say about 97% of the time:
premature optimization is the root of all evil.*

Donald Knuth

QUESTIONS?



Resources

Oaks, S. (2014). Java Performance: The Definitive Guide. Sebastopol, Kalifornija: O'Reilly Media, Inc.

Oransa, O. (2014). Java EE 7 Performance Tuning and Optimization, Birmingham: Packt Publishing Ltd.

<http://help.eclipse.org/mars/index.jsp?topic=/org.eclipse.mat.ui.help/welcome.html>

<http://www.vogella.com/tutorials/EclipseMemoryAnalyzer/article.html>

<http://infoq.com/articles/Diagnosing-Common-Java-Database-Performance-Hotspots>

<https://www.pluralsight.com/courses/understanding-java-vm-memory-management>

<http://www.zabbix.com/documentation.php>

<http://blog.king-ict.hr/dmitar>