



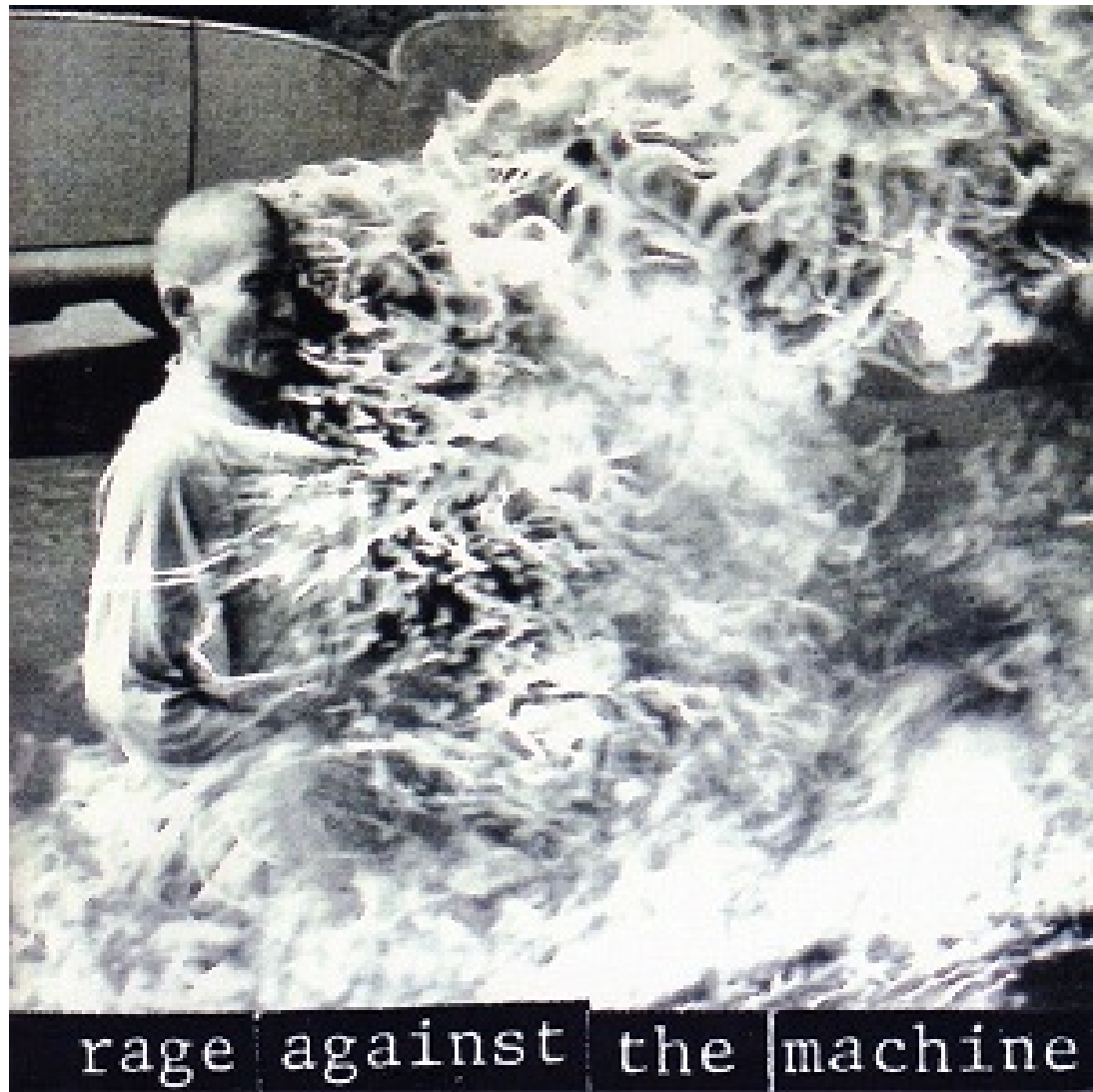
# *Illuminating The JVM*

*with FlameGraphs*

Nitsan Wakart (@nitsanw)

# *Illuminating The JVM with FlameGraphs*

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By Source, Fair use, <https://en.wikipedia.org/w/index.php?curid=196363>

**Thanks!**

# I, Programmer

- Performance Engineer
- Blog: <http://psy-lob-saw.blogspot.com>
- Open Source developer/contributor:
  - JCTools
  - Aeron/Agrona
  - Honest-Profiler/perf-map-agent
- Cape Town JUG Organizer

What is the

ROOT

of

ALL EVIL?

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



# Solution?

- Get requirements
- Measure!
- **Profile!**
- Measure!

✓ Java?

x FlameGraphs?

x Perf?



- Brendan Gregg, Netflix
- Super performance dude
- Invented FlameGraphs:

<http://queue.acm.org/detail.cfm?id=2927301>



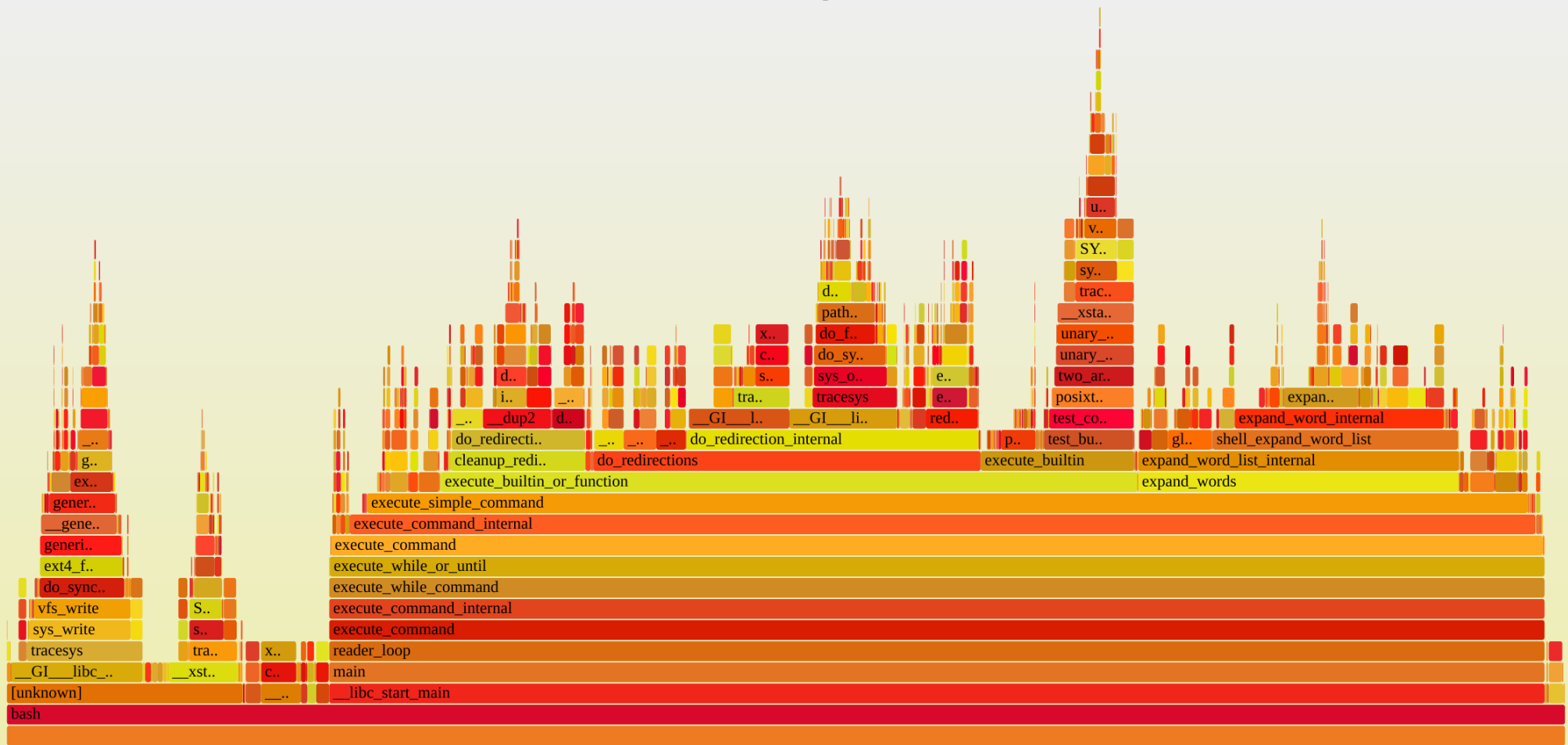
“Flame graphs are a visualization of profiled software, allowing the most frequent code-paths to be identified quickly and accurately.”

- see: <http://www.brendangregg.com/flamegraphs.html>
- git clone <https://github.com/brendangregg/FlameGraph.git>

# FlameGraph

Flame Graph

Search



# Input: Sampling Profilers

- Collect stacks
- X samples per second
- Present data
  - Flat view
  - Tree view
  - FlameGraph

# Flat View

## Hot Methods

Filter Column

Stack Trace	Sample Count	Percentage
<code>&gt; * io.netty.handler.codec.DefaultHeaders.&lt;init&gt;(HashingStrategy, ValueConverter,</code>	19	4.33%
<code>&gt; * java.lang.Thread.blockedOn(Interruptible)</code>	12	2.73%
<code>&gt; * io.netty.util.ResourceLeakDetector.reportLeak(ResourceLeakDetector\$Level)</code>	10	2.28%
<code>&gt; * sun.nio.ch.IOUtil.writeFromNativeBuffer(FileDescriptor, ByteBuffer, long, Nat</code>	9	2.05%
<code>&gt; * java.nio.Buffer.position(int)</code>	8	1.82%
<code>&gt; * io.netty.handler.codec.http.HttpObjectDecoder\$HeaderParser.process(byte)</code>	8	1.82%
<code>&gt; * io.netty.util.ReferenceCountUtil.touch(Object, Object)</code>	8	1.82%
<code>&gt; * io.netty.channel.ChannelOutboundBuffer.nioBuffers()</code>	7	1.59%
<code>&gt; * io.netty.handler.codec.http.HttpHeadersEncoder.encoderHeader(CharSequence, CH</code>	7	1.59%
<code>&gt; * sun.nio.ch.SocketChannelImpl.read(ByteBuffer)</code>	6	1.37%
<code>&gt; * io.netty.handler.codec.http.DefaultHttpHeaders.validateHeaderNameElement(byte</code>	6	1.37%
<code>&gt; * io.netty.util.internal.InternalThreadLocalMap.get()</code>	6	1.37%
<code>&gt; * sun.nio.ch.IOUtil.write(FileDescriptor, ByteBuffer, long, NativeDispatcher)</code>	6	1.37%
<code>&gt; * io.netty.buffer.WrappedByteBuf.writerIndex()</code>	6	1.37%
<code>&gt; * io.netty.buffer.AbstractByteBuf.forEachByteAsc0(int, int, ByteProcessor)</code>	5	1.14%
<code>&gt; * io.netty.channel.AbstractChannelHandlerContext.invokeChannelReadComplete()</code>	5	1.14%

# Tree View

Stack Trace	Sample Count	Percentage
↳ java.lang.Thread.run()	432	98.41%
↳ io.netty.util.concurrent.SingleThreadEventExecutor\$5.run()	404	92.03%
↳ io.netty.channel.nio.NioEventLoop.run()	404	92.03%
↳ io.netty.channel.nio.NioEventLoop.processSelectedKeys()	384	87.47%
↳ io.netty.channel.nio.NioEventLoop.processSelectedKeysOptimized(SelectionKey[])	384	87.47%
↳ io.netty.channel.nio.NioEventLoop.processSelectedKey(SelectionKey, AbstractNioChannel)	384	87.47%
↳ io.netty.channel.nio.AbstractNioByteChannel\$NioByteUnsafe.read()	384	87.47%
↳ io.netty.channel.DefaultChannelPipeline.fireChannelRead(Object)	264	60.14%
↳ io.netty.channel.AbstractChannelHandlerContext.invokeChannelRead(AbstractChannelHandlerContext, ChannelHandlerContext, Object)	264	60.14%
↳ io.netty.channel.AbstractChannelHandlerContext.invokeChannelRead(Object)	264	60.14%
↳ io.netty.channel.DefaultChannelPipeline\$HeadContext.channelRead(ChannelHandlerContext, Object)	264	60.14%
↳ io.netty.channel.AbstractChannelHandlerContext.fireChannelRead(Object)	264	60.14%
↳ io.netty.channel.AbstractChannelHandlerContext.invokeChannelRead(AbstractChannelHandlerContext, ChannelHandlerContext, Object)	263	59.91%
↳ io.netty.channel.AbstractChannelHandlerContext.invokeChannelRead(Object)	261	59.45%
↳ io.netty.channel.CombinedChannelDuplexHandler.channelRead(ChannelHandlerContext, Object)	260	59.23%
↳ io.netty.handler.codec.ByteToMessageDecoder.channelRead(ChannelHandlerContext, Object)	260	59.23%
↳ io.netty.handler.codec.ByteToMessageDecoder.fireChannelRead(ChannelHandlerContext, Object)	193	43.96%
↳ io.netty.channel.CombinedChannelDuplexHandler\$DelegatingChannelHandlerContext.fireChannelRead(ChannelHandlerContext, Object)	192	43.74%
↳ io.netty.channel.AbstractChannelHandlerContext.fireChannelRead(Object)	192	43.74%
↳ io.netty.channel.AbstractChannelHandlerContext.invokeChannelRead(AbstractChannelHandlerContext, ChannelHandlerContext, Object)	192	43.74%
↳ io.netty.channel.AbstractChannelHandlerContext.invokeChannelRead(Object)	186	42.37%
↳ io.netty.microbench.http_req_res.HttpServer\$HttpServerHandler.channelRead(ChannelHandlerContext, Object)	183	41.69%
↳ io.netty.channel.AbstractChannelHandlerContext.write(Object)	103	23.46%
↳ io.netty.channel.AbstractChannelHandlerContext.write(Object, ChannelPromise)	103	23.46%
↳ io.netty.channel.AbstractChannelHandlerContext.write(Object, boolean, ChannelPromise)	103	23.46%
↳ io.netty.channel.AbstractChannelHandlerContext.invokeWrite(Object, ChannelPromise)	103	23.46%
↳ io.netty.channel.AbstractChannelHandlerContext.invokeWrite0(Object, ChannelPromise)	103	23.46%
↳ io.netty.channel.CombinedChannelDuplexHandler.write(ChannelHandlerContext, Object, ChannelPromise)	103	23.46%
↳ io.netty.handler.codec.MessageToMessageEncoder.write(ChannelHandlerContext, Object, ChannelPromise)	103	23.46%



# How Can I Get One?

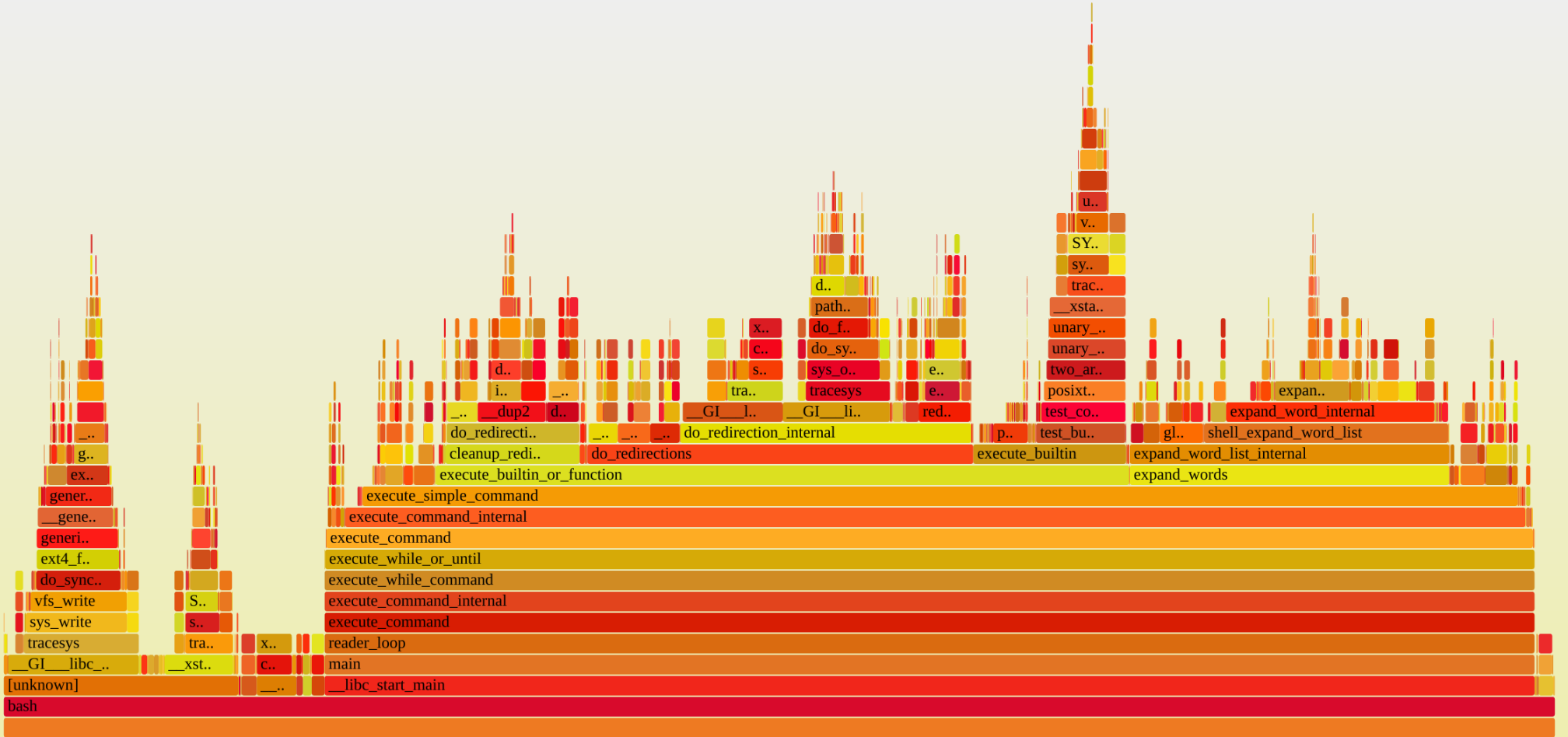
- Profiler => stack traces (e.g. a JFR file or hprof file)
- Stack traces => ./stackcollapse.pl -> collapsed stacks
  - Text transformation => **HACKABLE!**
- Collapsed stacks -> ./flamegraph.pl -> SVG
  - Text transformation => **SUPER HACKABLE!**



# FlameGraph

Flame Graph

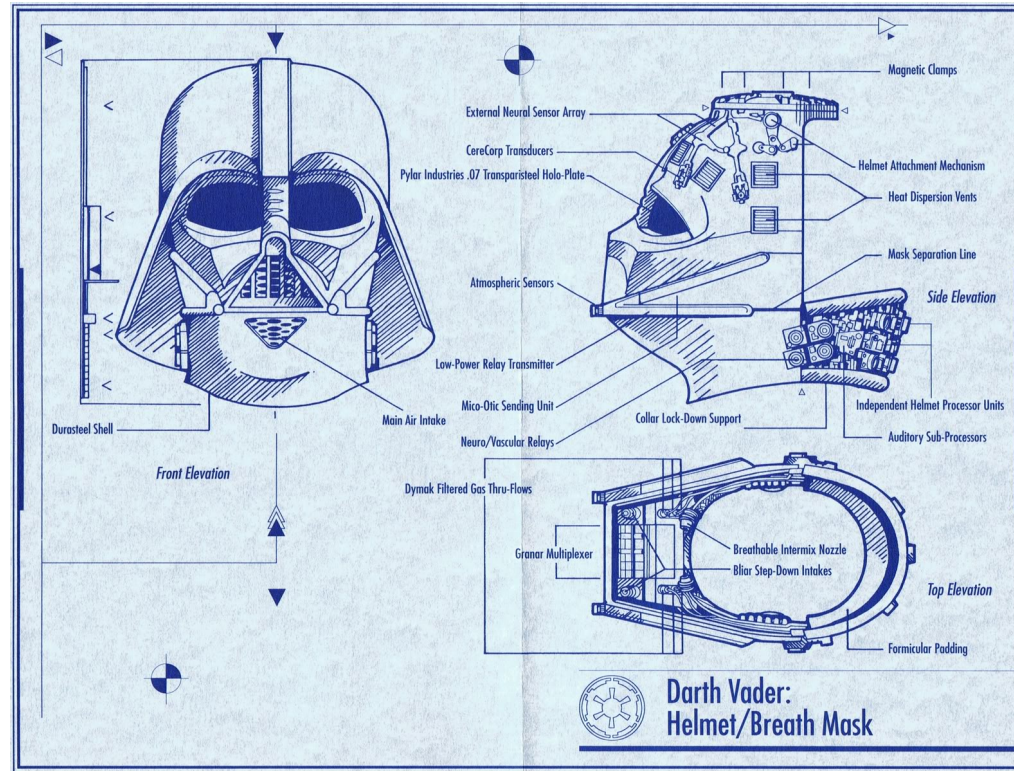
Search





# Enjoying Your New Helmet!

- Y-Axis: Stack depth
  - Top methods are the leaf methods
  - Bottom methods are roots of the stack (e.g. Thread::run)
- X-Axis: Profile populations sorted alphabetically
  - Wider frames == more samples == where 'time' is spent
  - Roots are wide, callees get narrower, tops are thin spikes





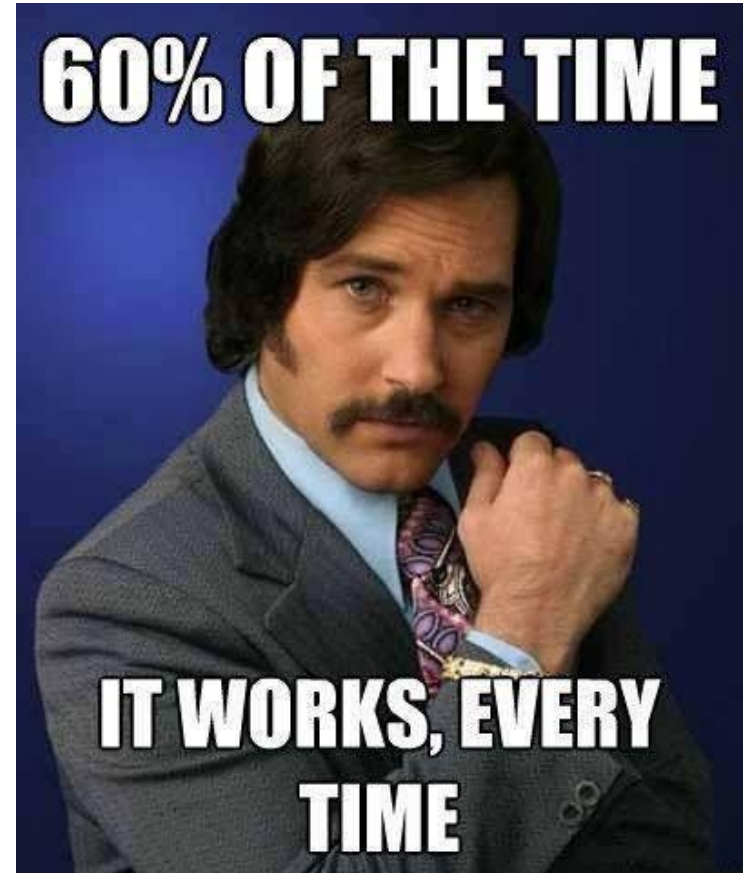
**SWITCH TO BROWSER**  
**SVGs In Slides suck...**

What can we  
feed to the  
flames?



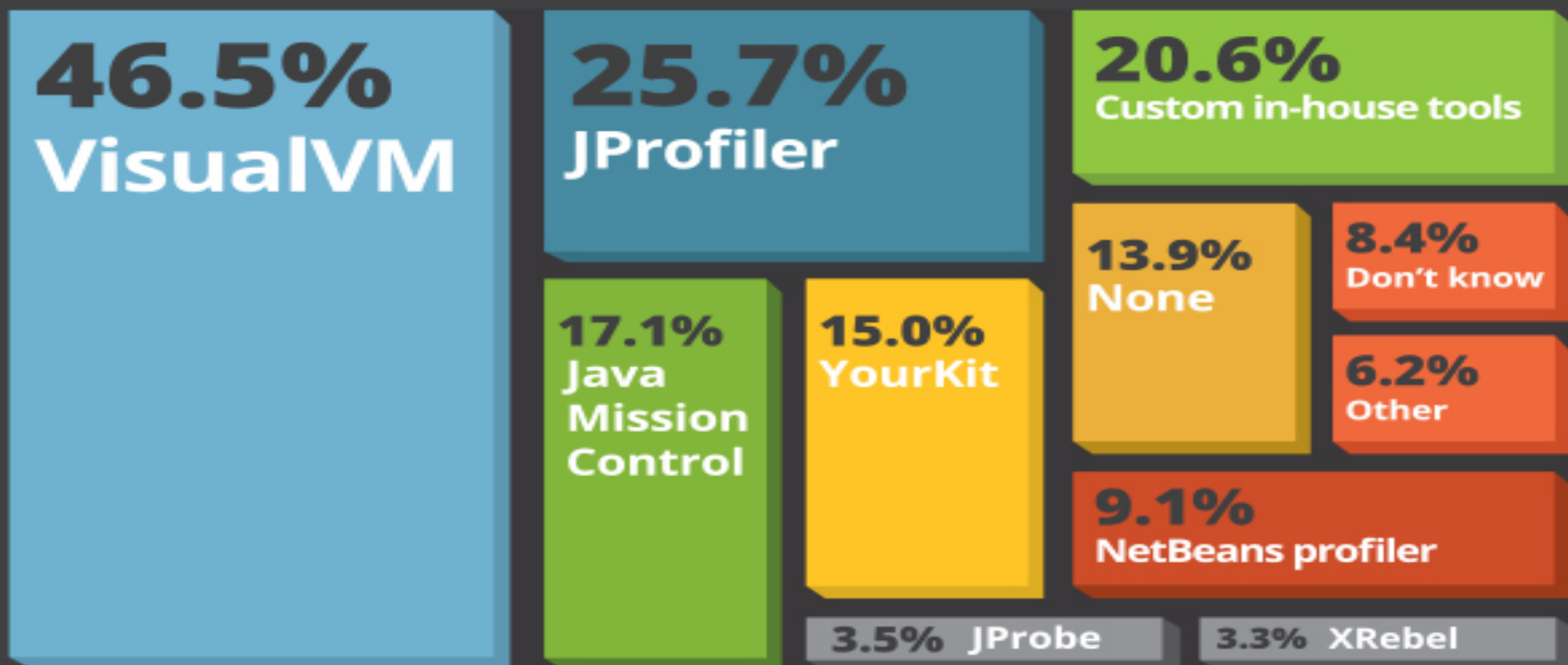
# Java Profilers (typically) Care About

- Only Java Code
- Only some of the time



## Which tools do you use for application profiling?

Figure 1.12



# JVisualVM & co: Safepoint Bias

- Samples only at **safepoint polls**
- Each sample is a **safepoint operation**
- Each sample includes **all** threads
- ALWAYS AVAILABLE!
- Supported FlameGraph scripts:
  - ./stackcollapse-jstack.pl
  - ./stackcollapse-hprof.pl



# JMC/Honest-Profiler: one eyed kings

- No safepoint bias!
- Java stack only
- Blind spots: GC/Deopt/Runtime stubs
- OpenJDK/Oracle(1.6+ HP/1.7u40+ JFR) + recent Zing
- Custom stack collapse tools exist:
  - FlameGraphDumperApplication
  - <https://github.com/chrishantha/jfr-flame-graph>

# Keeping it REAL

- OS
- JVM runtime (GC/Runtime/Compiler)
- Native libraries
- Your code?
  - Interpreter (cold code)
  - Compiled code (tiered compilation: 1..4)
  - Inlined compiled code

# Linux Perf (perf\_events)

- System profiler
- Userspace + Kernel
- Standard tool
- Now works with Java!



[https://perf.wiki.kernel.org/index.php/Main\\_Page](https://perf.wiki.kernel.org/index.php/Main_Page)

# Perf Profiling Java Credits

- Johannes Rudolph (@virtualvoid)
- Brendan Gregg (@brendangregg)
- OpenJDK Team
- Extras: @nitsanw + @tjake + others!

**!!! OSS FTW !!!**

# Java Perf Profiling

- Linux only
- Oracle/OpenJDK(1.8u60+) + latest Zing
- Need permissions/some Linux fu
- Need perf-map-agent

# What Do We Win?

- Java + Native + Kernel stack!
- HW Counters/Events support!
- Low overhead, no safepoint bias

# What Do We Lose?

- Interpreter frames
- Broken stacks (might be fine on Java profilers)
- Limited stack depth (128)
- **TOO MUCH INFORMATION!!!**



Java Profile Portion  
SVGs In Slides suck...



# Java Threads

- Stubs
- Inlining
- Call to native
- Safepoints
- Park costs

# Java Threads HACKAGE BONUS!

- Post process to sharpen
- Trim calls to native
- Collect BROKEN frames



Meta Profile  
SVGs In Slides suck...

# JVM Threads

- CPU utilization info
- Internal operation insight
- Confusing blocking behaviour
- Multi-threading pain

# There's MORE to explore!

- Machine level profile
- Application cluster profile
- Tons of perf features

# An invitation to hack

- Add method self-percent coloring
- Add core utilization indication
- Multi threaded profiles
- Java profile enrichment (e.g. thread names/alloc rate)

# Summary

- New tools for your belt!
- Tweak, hack & share!
- Profile at a wider scope!
- Enjoy :-)