

PROFILING

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PROFILING (1)

- A Profiler allows developers to analyze a program execution (an run-time or post run-time) in order to find bugs or optimize performance
- A Profiler reveals
 - Which methods called which other methods
 - How many times methods are called
 - How long methods take to execute
 - When objects are allocated
 - How many objects are allocated
 - How many threads are running
 - How long threads need to wait for resources

PROFILING (2)

- The information gathered by a profiler can be used to
 - **Measure and locate performance bottlenecks** in your code
 - Methods that take a long time to execute
 - Methods that are called (too) many times
 - Unnecessary memory allocations
 - E.g. object allocations inside a loop that could be replaced by a single allocation outside of the loop
 - **Find memory leaks**
 - **Detect deadlocks**
 - Threads waiting for mutual resources

PROFILING PROBLEMS

- Profiling produces overhead
- A Profiler only gives insight on code that is executed
- Interpretation of results can be difficult
 - Identifying the “crucial” parts of the software is not always straightforward
 - Recognizing potential for improvements is also non-trivial

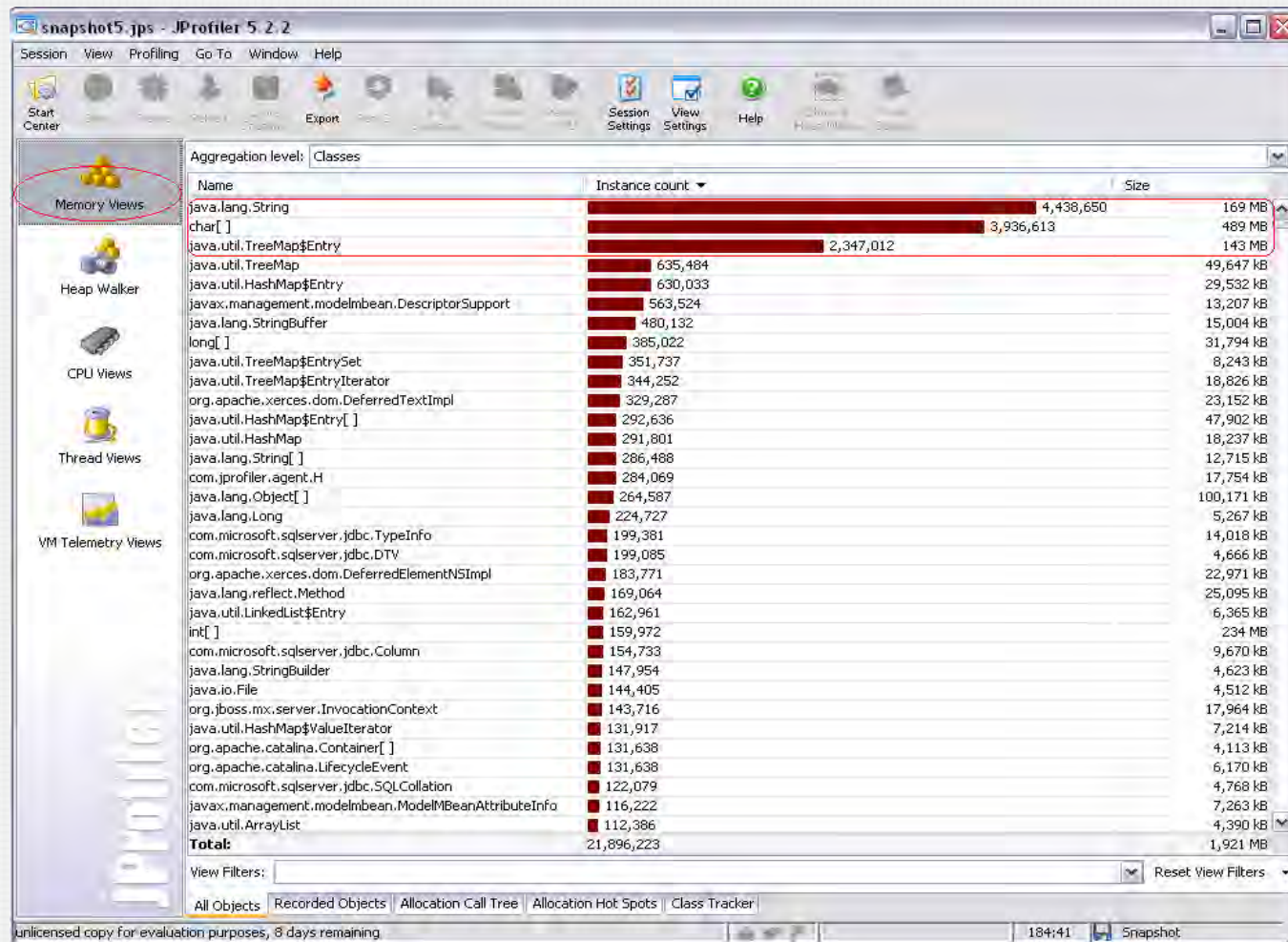
PROFILERS

- Profilers exist for most programming languages / development environments
- C / C++
 - gprof
 - Application needs to be compiled with option profiling (gcc -pg)
- Java
 - **JProfiler** (<http://www.ej-technologies.com/>)
 - The profiler attaches to the Java Virtual Machine
 - YourKit Java Profiler (<http://www.yourkit.com/java/profiler/>)
 - Open Source Profilers (<http://java-source.net/open-source/profilers>)

JPROFILER

- Current version: 8.1
- 10 day free trial evaluation key
 - For each email address ☺
- Integrates with Eclipse
- Allows to selectively turn profiling on or off
- Allows to specify filters to focus on specific packages/ classes / methods only
- Help / Tutorials / Screencasts available at
 - [Http://www.ejtechnologies.com/](http://www.ejtechnologies.com/)

MEMORY ANALYSIS USING THE MEMORY VIEW



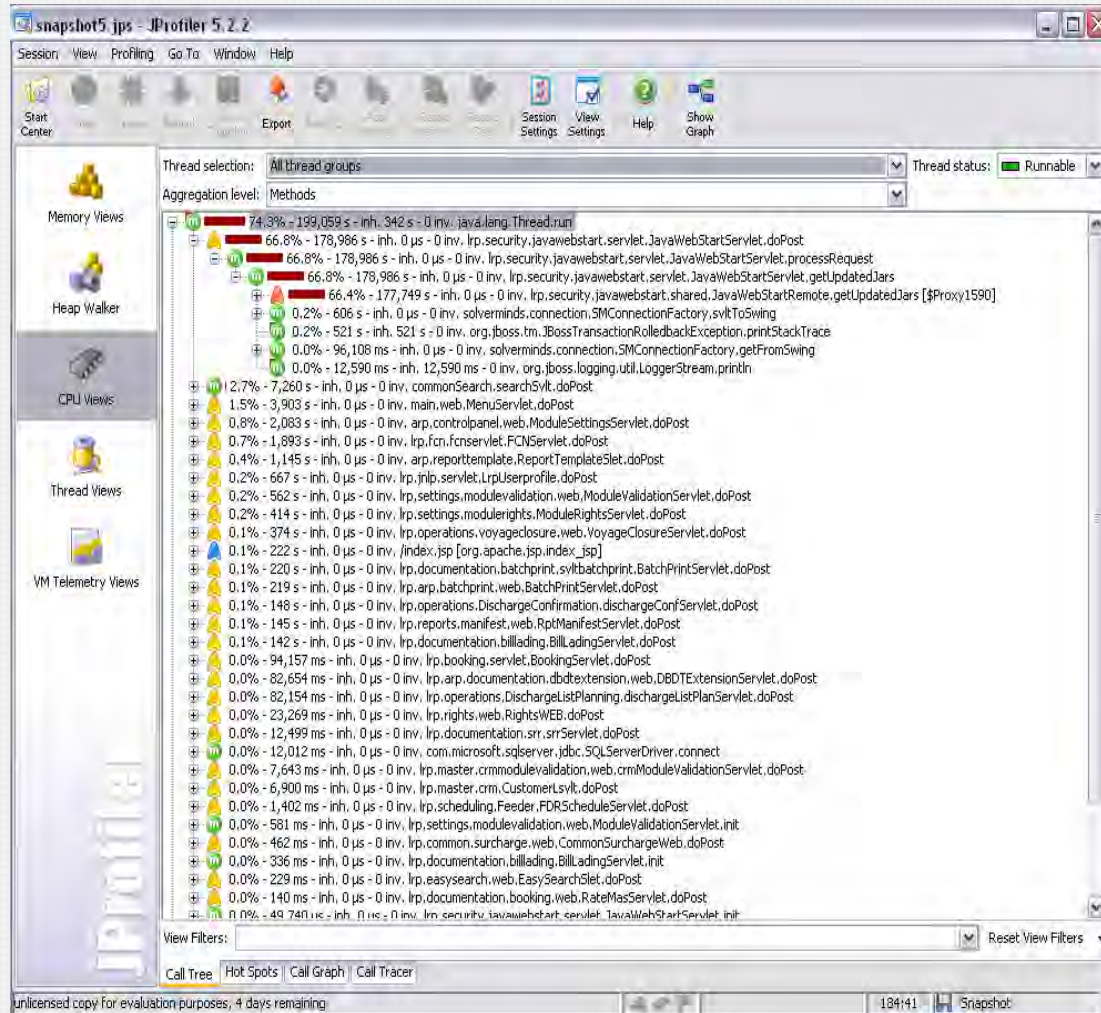
MEMORY VIEW DETAILS

- “All objects” view shows all classes and the number of live instances at the moment
- Recording of allocations can be turned on in the “Recorded Objects” view
 - It is possible to “mark” a current state to see comparatively how many new objects are allocated from then on
- Allocation Hotspot view shows where (the most) objects are allocated

USING THE HEAP WALKER

- Take a Snapshot of the Heap
- Select Class of Interest
- Select Object of Interest
 - Display when it was allocated
 - Look at what other objects reference this object
 - Look at how it is connected to a GC root

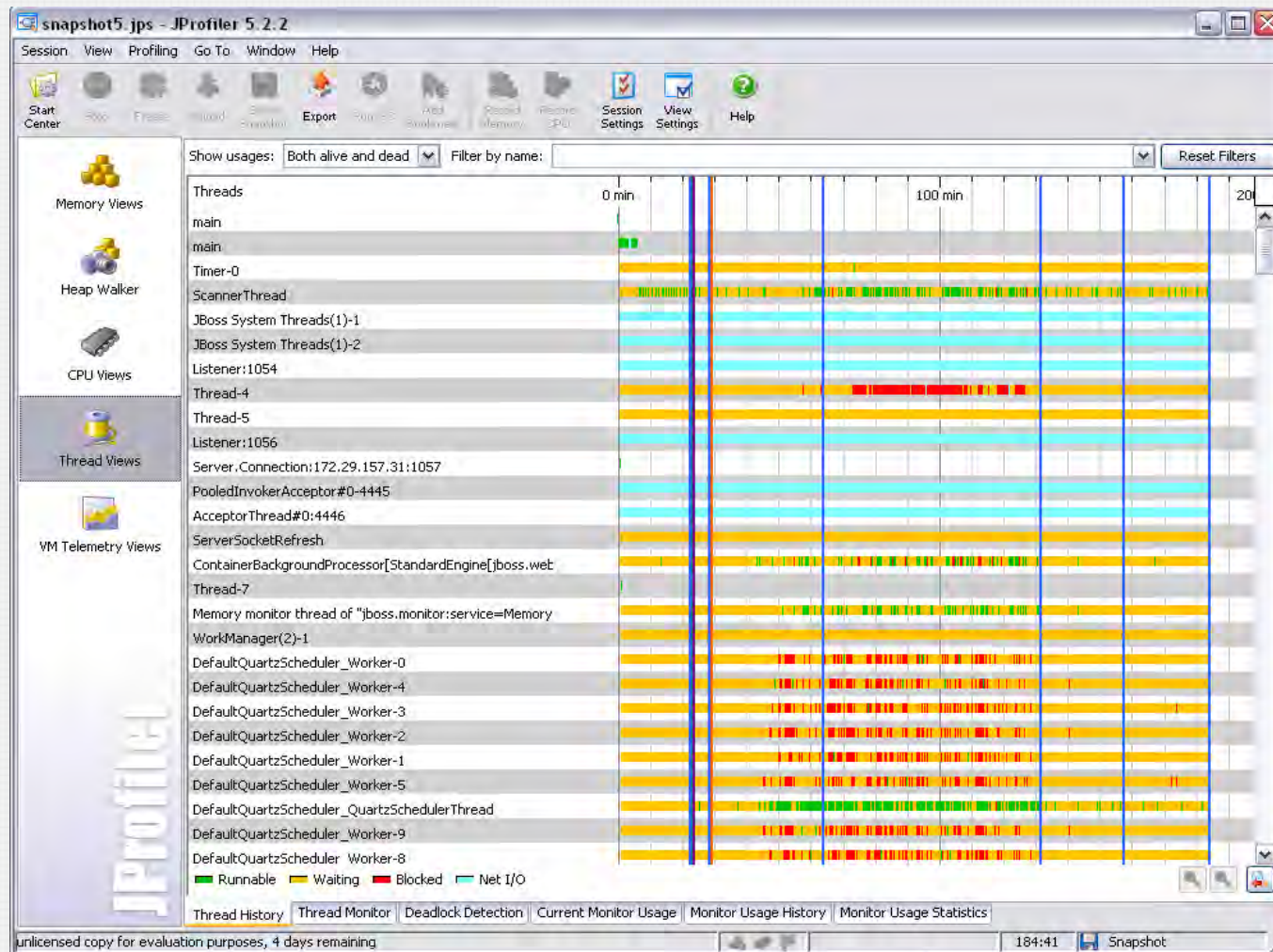
USING THE CPU VIEW



USING THE CPU VIEWS

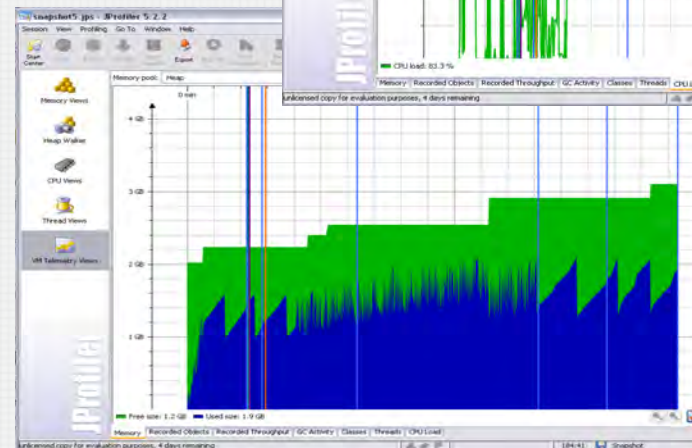
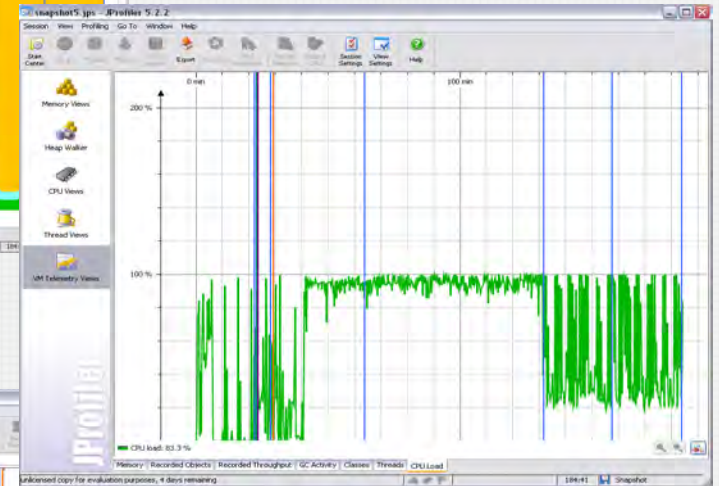
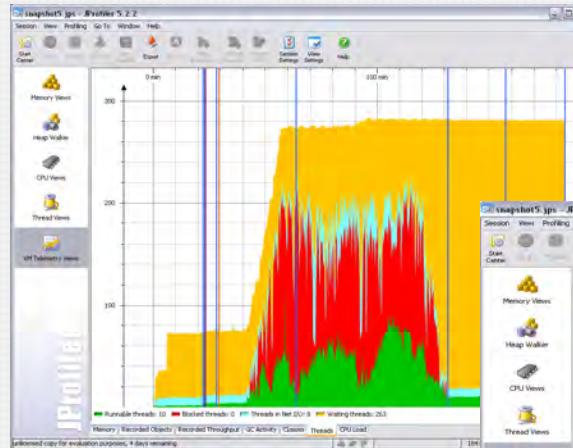
- Turn on CPU Recording
- **Call Tree View**
 - Displays cumulated method call information
 - Execution time of the method under inspection including called methods
 - Default is “runnable” time
 - What other methods the method under inspection calls
 - What other methods invoke the method under inspection
- **Hot Spot View**
 - Displays methods in decreasing order of total execution time spent in them
- **Call Graph View** to navigate through the call graph
- **Method Statistics View** to display minimal, average, maximum execution time
- **Call Tracer View** to record a detailed history of each call
 - Very high overhead!

THREAD VIEW



VM TELEMETRY VIEWS

- Display Info On the JVM
 - Memory Usage
 - CPU Usage
 - Thread States
 - GC Activity



DEMO

QUESTIONS?

