

Taming GC Pauses for Humongous Java Heaps in Spark Graph Computing

Eric Kaczmarek – Senior Java Performance Architect, Intel Corporation Liqi Yi – Senior Performance Engineer, Intel Corporation

Legal Disclaimer

• Intel may make changes to specifications and product descriptions at any time, without notice. Designers must not rely on the absence or characteristics of any features or instructions marked "reserved" or "undefined". Intel reserves these for future definition and shall have no responsibility whatsoever for conflicts or incompatibilities arising from future changes to them. The information here is subject to change without notice. Do not finalize a design with this information.

The products described in this document may contain design defects or errors known as errata which may cause the product to deviate from published specifications. Current characterized errata are available on request.

Contact your local Intel sales office or your distributor to obtain the latest specifications and before placing your product order.

Tests document performance of components on a particular test, in specific systems. Differences in hardware, software, or configuration will affect actual performance. Consult other sources of information to evaluate performance as you consider your purchase.

- For more complete information about performance and benchmark results, visit http://www.intel.com/performance.
- Results have been estimated based on internal Intel analysis and are provided for informational purposes only. Any difference in system hardware or software design or configuration may affect actual performance.
- Results have been simulated and are provided for informational purposes only. Results were derived using simulations run on an
 architecture simulator or model. Any difference in system hardware or software design or configuration may affect actual performance.
- Intel does not control or audit the design or implementation of third party benchmark data or Web sites referenced in this document. Intel encourages all of its customers to visit the referenced Web sites or others where similar performance benchmark data are reported and confirm whether the referenced benchmark data are accurate and reflect performance of systems available for purchase.

Intel and the Intel logo are trademarks of Intel Corporation in the U.S. and other countries.

cummit 2015*Other names and brands may be claimed as the property of others.

Copyright © 2015 Intel Corporation. All rights reserved.

Motivation

- Spark uses memory aggressively
- Growing memory capacity (200+GB not uncommon)
- Lengthy stop the world garbage collection burdens applications
- Need for a more efficient GC algorithm to tame 100GB+ Java Heap



Garbage Collectors in JDK 8

- Parallel Compacting Collector
 - XX:+UseParallelOldGC
 - Throughput friendly collector
- Concurrent Mark Sweep (CMS) Collector
 - XX:+UseConcMarkSweepGC
 - Low latency collector for heap < 32GB
- Garbage First (G1) Collector
 - -XX:+UseG1GC
 - Low latency collector

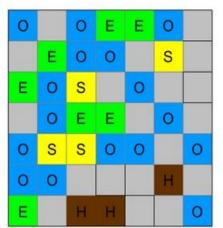


G1 Collector Promises

- Concurrent marking
- Nature compaction
- Simplified tuning
- Low and predictable latency

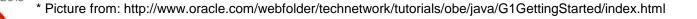


Garbage First Collector Overview



Eden regions
Survivor regions
Old generation regions
Humongous regions
Available / Unused regions

- Heap is divided to ~2K non-contiguous regions of eden, survivor, and old spaces, region size can be 1MB, 2MB, 4MB, 8MB, 16MB, 32MB.
- Humongous regions are old regions for large objects that are larger than ½ of region size. Humongous objects are stored in contiguous regions in heap.
- Number of regions in eden and survivor can be changed between GC's.
- Young GC: multi-threaded, low stop-the-world pauses
- Concurrent marking and clean up: mostly parallel, multi-threaded
- Mixed GC: multi-threaded, incremental GC, collects and compacts heap partially, more expensive stop-the-world pauses
- Full GC: Serial, collects and compacts entire heap





Garbage First Collector Parameters

G1GC Diagnostic Flags

-XX:+PrintFlagsFinal

Prints all JVM runtime flags when JVM starts (no overhead)

-XX:+PrintGCDetails

Prints GC status (Must have for GC tuning, low overhead)

-XX:+PrintGCDateStamps

-XX:+PrintGCTimeStamps

Tracks time stamps for each GC activity (low overhead)

-XX:+PrintAdaptiveSizePolicy

Prints information every time when GC decides to change any setting or hits certain conditions

-XX:+PrintReferenceGC

Prints GC reference processing for each GC

G1GC Performance Flags

-XX:+UseG1GC -Xms100g -Xmx100g

-XX:+ParallelRefProcEnabled

Uses Multi-threads in parallel to process references

-XX:MaxGCPauseMillis=100

Sets desired GC pause target, the default is 200ms

-XX:ParallelGCThreads=33

Sets number of Parallel GC threads, recommended 8+(#of_logical_processors-8)(5/8)

Experiment Environment

Hardware

4 Worker nodes

Dual sockets Xeon E5 2697 v2 @2.7 GHz

192GB DDR3 @ 1333MHz

10Gbps Ethernet

Software

Spark 1.0 (standalone)
CentOS 6.4 (Final)
Kernel 3.15.1
Oracle JDK 8 update 60
Scala 2.10.4



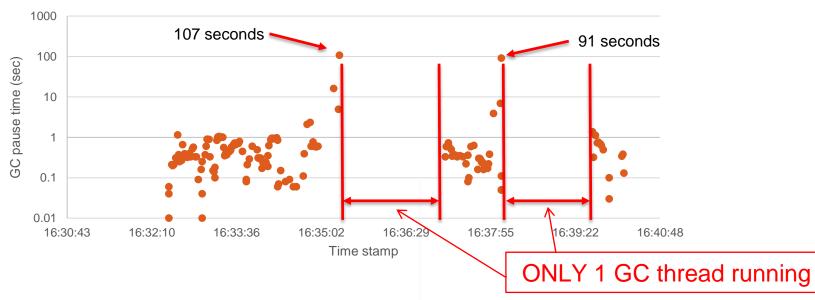
Experiment Configuration

- · Graph computing workload using Bagel
 - Input: 1-degree weight table of vertices
 - Output: n-degree weight table of vertices (ranked and truncated to top-m)
- Spark job configuration
 - Java serializer
 - spark.storage.memoryFraction=0.4
 - 128 partitions



G1 Baseline

G1 GC Pause time





Two FULL GCs (107s, 91s), Total execution time 470s, Total GC pause time 298.54s, 63.5% of Total execution time spent in GC!!!

How to Improve GC Behavior

- 1. Enable GC logging
- 2. Look for outliers (long pauses) in the logs
- 3. Understand the root of long GC pauses
- 4. Tune GC command line to avoid or alleviate the symptoms
- 5. Examine logs and repeat at step #2 (multiple iterations)



Log Snippet

175.556: [G1Ergonomics (Heap Sizing) attempt heap expansion, reason: allocation request failed, allocation request: 32 bytes]

175.556: [G1Ergonomics (Heap Sizing) expand the heap, requested expansion amount: 33554432 bytes, attempted expansion amount: 33554432 bytes]

175.556: [G1Ergonomics (Heap Sizing) did not expand the heap, reason: heap already fully expanded]

175.557: [Full GC (Allocation Failure), 107.8433808 secs]

. . .

[Eden: 0.0B(5120.0M)->0.0B(5120.0M) Survivors: 0.0B->0.0B Heap: 97.3G(100.0G)->53.9G(100.0G)],

[Metaspace: 36255K->36255K(38912K)]

[Times: user=157.48 sys=0.16, real=107.84 secs]

45% is garbage

Heap is over 95% full



Log Snippet

175.556: [G1Ergonomics (Heap Sizing) attempt heap expansion, reason: allocation request failed, allocation request: 32 bytes]

175.556: [G1Ergonomics (Heap Sizing) expand the heap, requested expansion amount: 33554432 bytes, attempted expansion amount: 33554432 bytes]

175.556: [G1Ergonomics (Heap Sizing) did not expand the heap, reason: heap already fully expanded]

175.557: [Full GC (Allocation Failure), 107.8433808 se

..

Garbage piled up

[Eden: 0.0B(5120.0M)->0.0B(5120.0M) Survivors: 0.0B->0.0B Heap: 97.3G(100.0G)->53.9G(100.0G)],

[Metaspace: 36255K->36255K(38912K)]

[Times: user=157.48 sys=0.16, real=107.84 secs]

45% is garbage

Heap is over 95% full



Why the pile up?

35 seconds before Full GC:

139.825: [GC concurrent-root-region-scan-start]

140.187: [GC concurrent-root-region-scan-end, 0.3621302 secs]

140.187: [GC concurrent-mark-start]

140.354: [GC pause (G1 Evacuation Pause) (young) ...]

[Eden: 4480.0M(4480.0M)->0.0B(4480.0M) Survivors: 640.0M->640.0M Heap: 77.4G(100.0G)->74.4G(100.0G)]

10 minor GC has passed:

170.602: [GC pause (G1 Evacuation Pause) (young) 170.602: [G1Ergonomics (CSet Construction) start choosing CSet, _pending_cards: 1321991, predicted base time: 431.40 ms, remaining time: 0.00 ms, target pause time: 100.00 ms]

. . .

[Eden: 0.0B(4480.0M)->0.0B(5120.0M) Survivors: 640.0M->0.0B Heap: 97.3G(100.0G)->97.3G(100.0G)]

[Times: user=157.48 sys=0.16, real=107.84 secs]

283.401: [GC concurrent-mark-abort] <

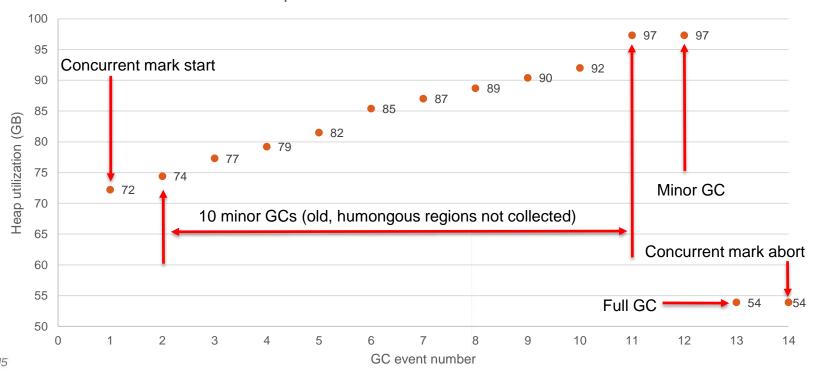
Heap filled up, but concurrent mark not finished yet

Heap 77% full when

concurrent mark started

Why the pile up?

Heap Utilization after each GC event



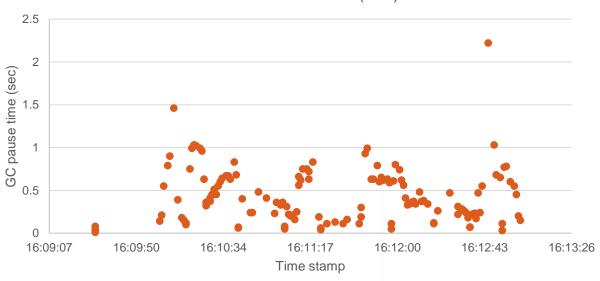
Root Causes and Solutions

- Concurrent marking phase needs speed up
 - Concurrent phase did not finish before Full GC happens
 - Concurrent marking phase must be completed before mixed GC could happen
- More aggressive concurrent phase
 - Increase concurrent threads from 8(default) to 20
 - -XX:ConcGCThreads=20



G1 after Tuning

G1 GC Pause time (sec)

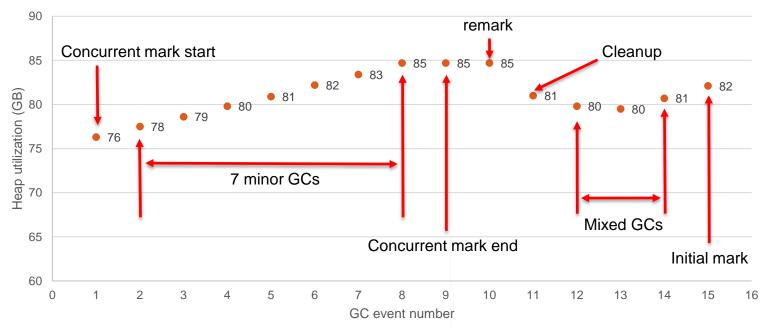




No FULL GC, Total execution time 217s, Total GC pause time 58.77s, 27% of Total execution time spent in GC.

G1 after Tuning

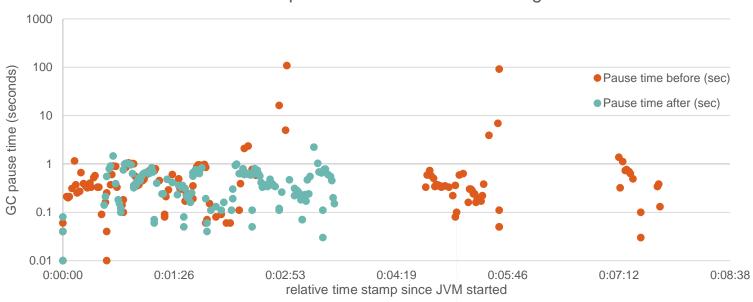
Heap Utilization





Comparison Before and After

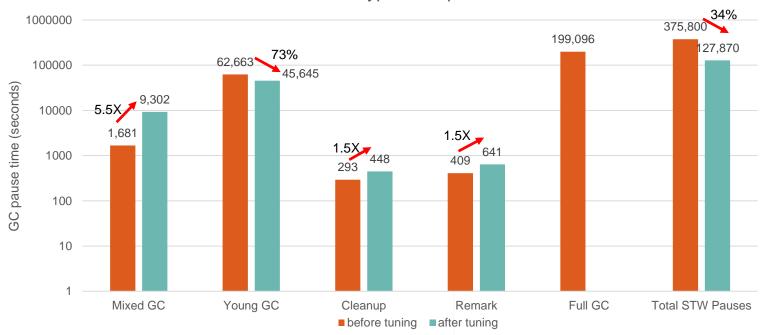
G1 GC pauses before and after tuning





Detailed comparison

Different GC types comparison





Conclusion

- JDK8u60 G1 collector works well for large Java Heaps (100+GB)
- Default G1 settings still do not offer best performance
 - Requires tuning
- Tuned G1 provides low GC pauses for Spark running with large heaps (100+GB)



Acknowledging

- Yu (Jenny) Zhang Oracle Corp.
- Yanping Wang Intel Corp.
- Liye Zhang Intel Corp.
- Jie (Grace) Huang Intel Corp.



Contacts

Eric Kaczmarek

<u>eric.kaczmarek@intel.com</u>

Liqi Yi

<u>liqi.yi@intel.com</u>



Additional resources

- https://blogs.oracle.com/g1gc/
- http://www.infoq.com/articles/G1-One-Garbage-Collector-To-Rule-Them-All
- http://www.oracle.com/webfolder/technetwork/tutorials/obe/java/G1GettingStarted/index.html#Clear CT
- https://blogs.oracle.com/g1gc/entry/g1gc_logs_how_to_print

