

# HEAP EVOLUTION ANALYSIS USING TREE VISUALIZATIONS



**SSP 2020**

**Markus Weninger**, Lukas Makor, Hanspeter Mössenböck

*Johannes Kepler University Linz, Austria*

*Institute for System Software, Christian Doppler Laboratory MEVSS*

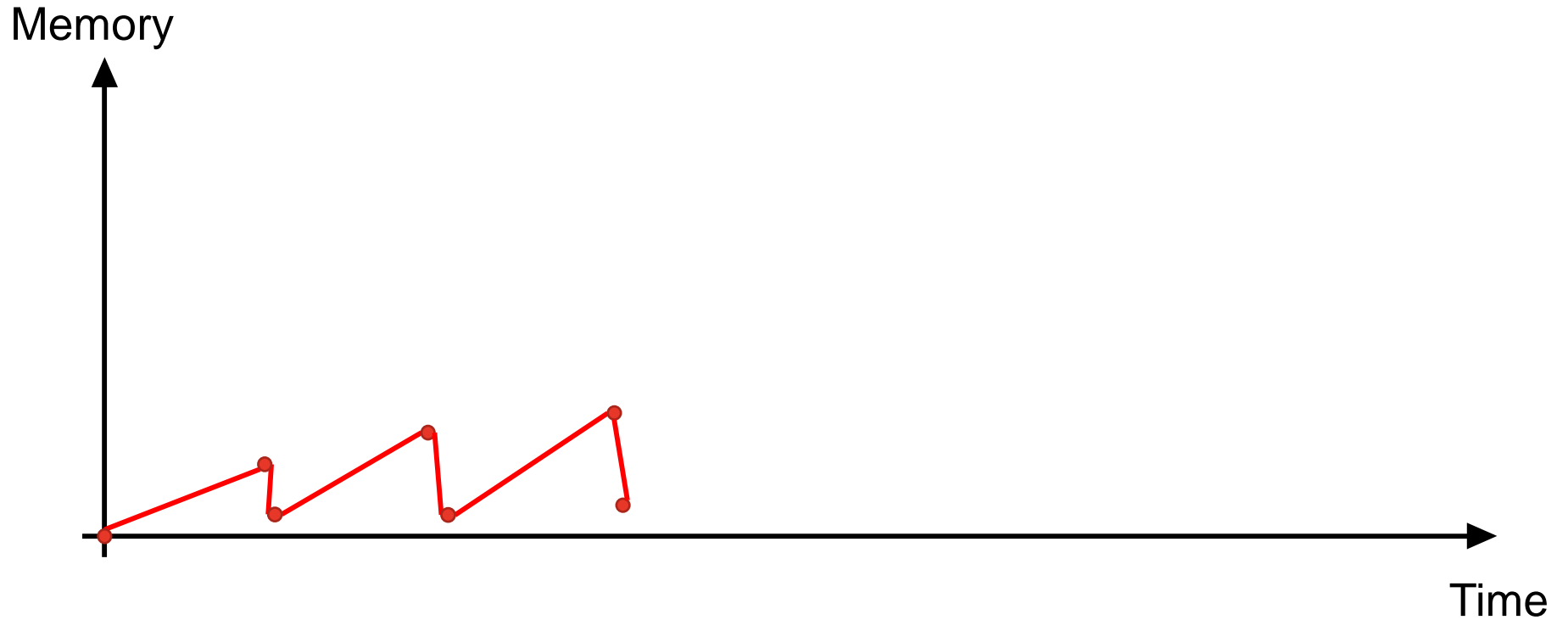


# MOTIVATION: MEMORY ANOMALIES

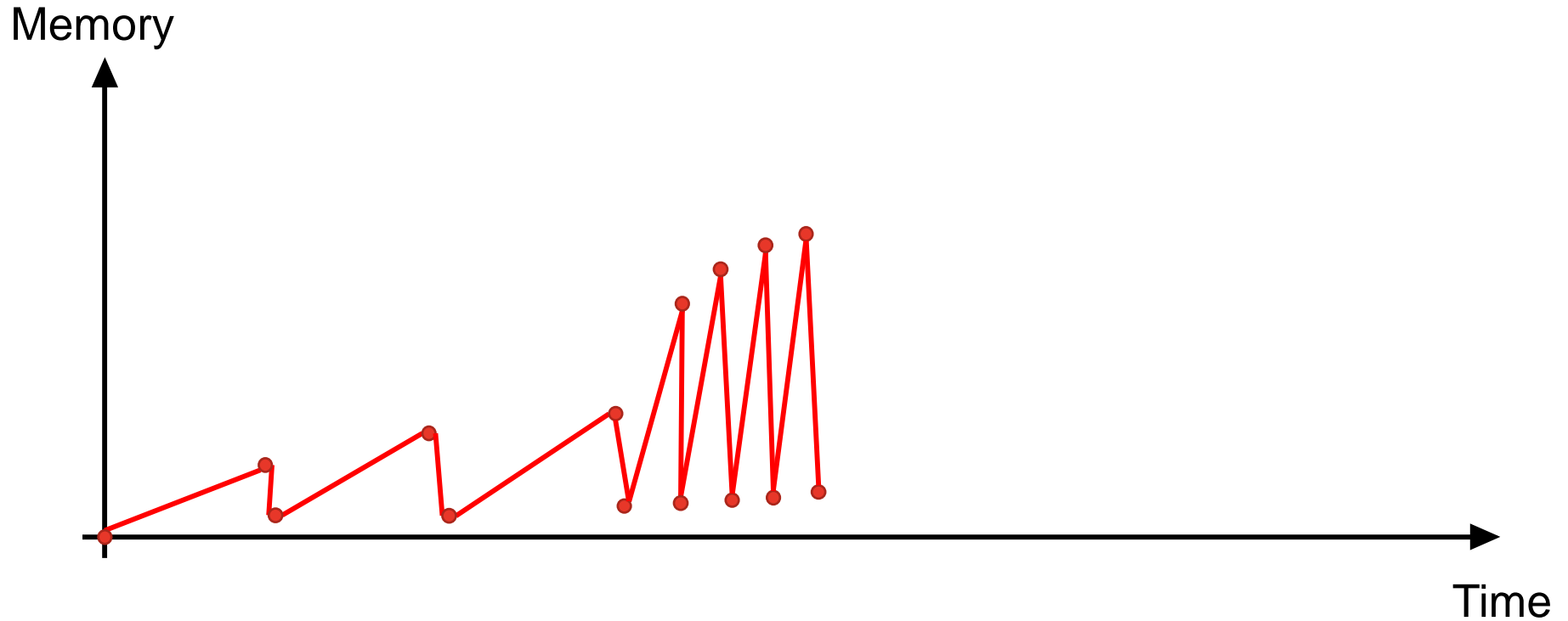
Memory



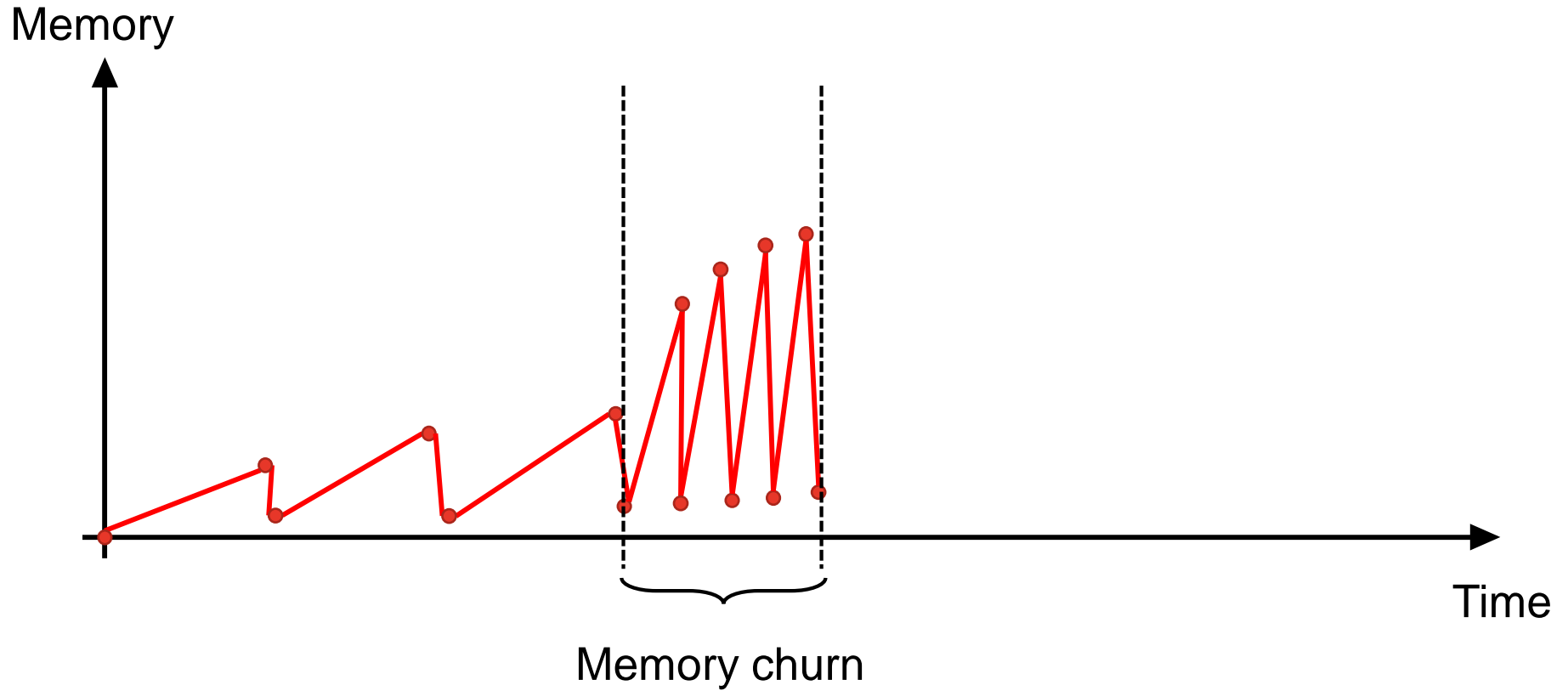
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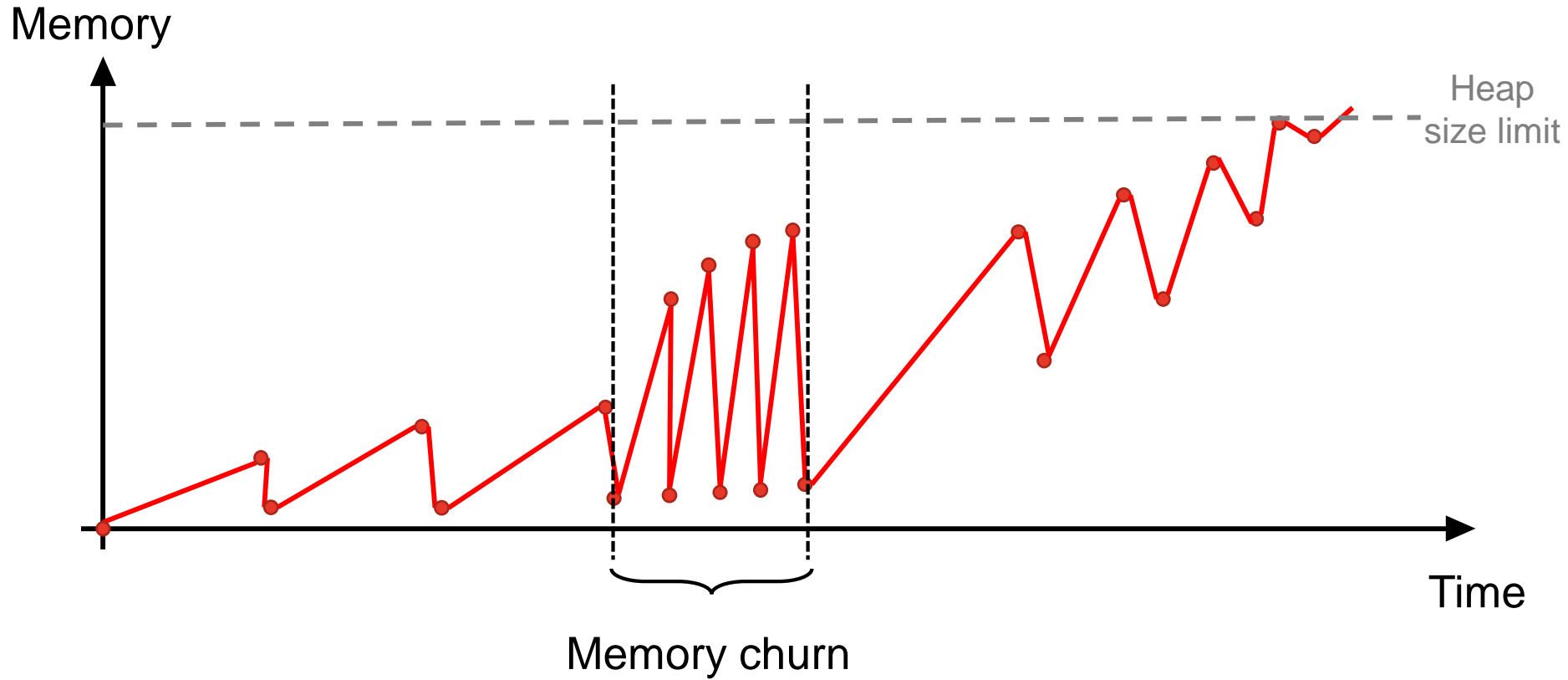
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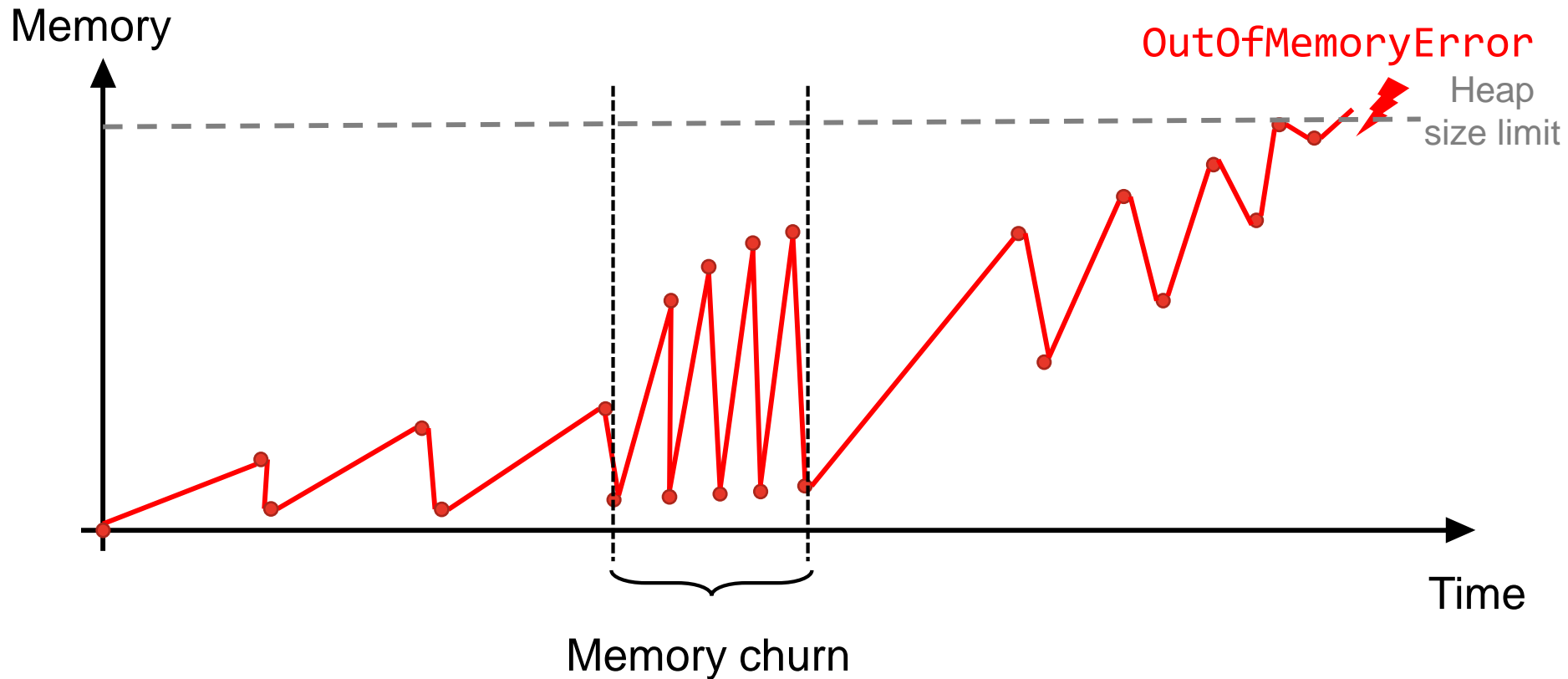
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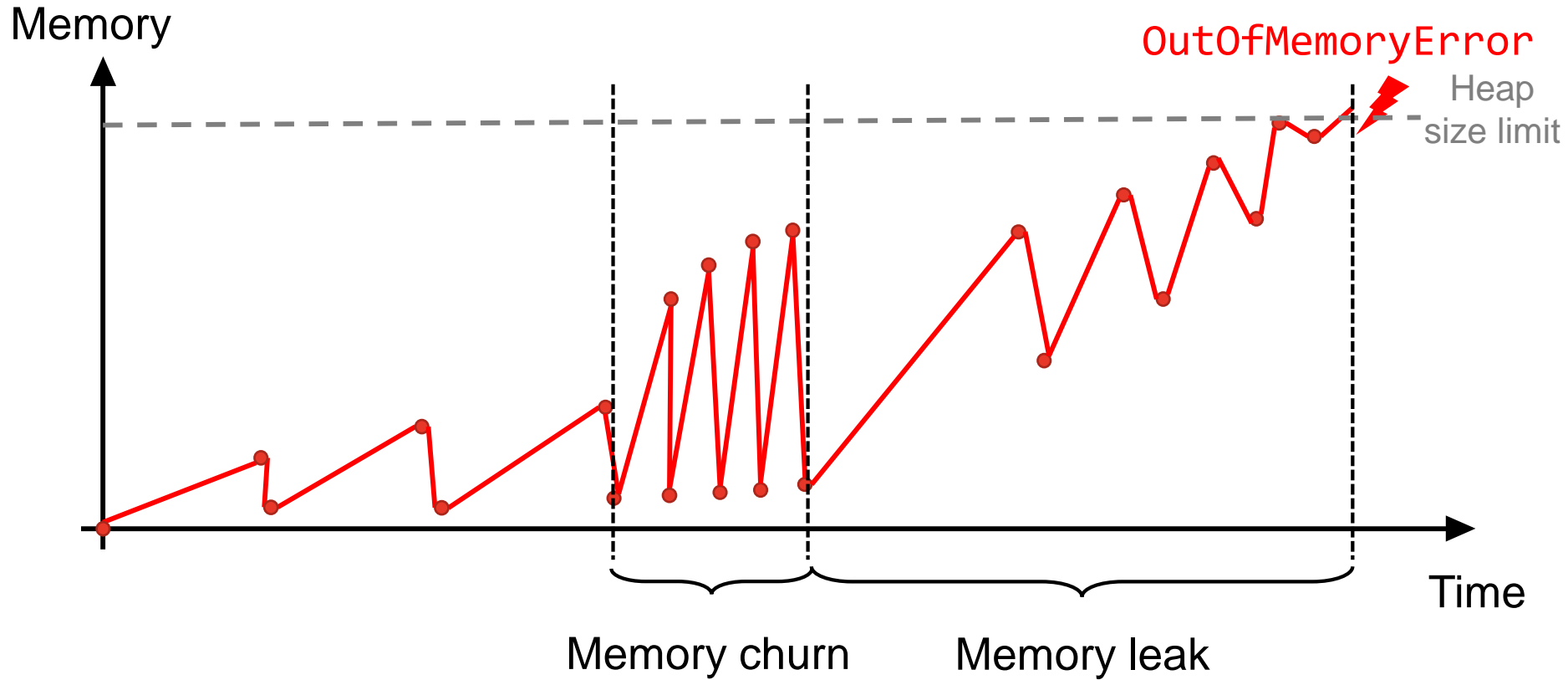
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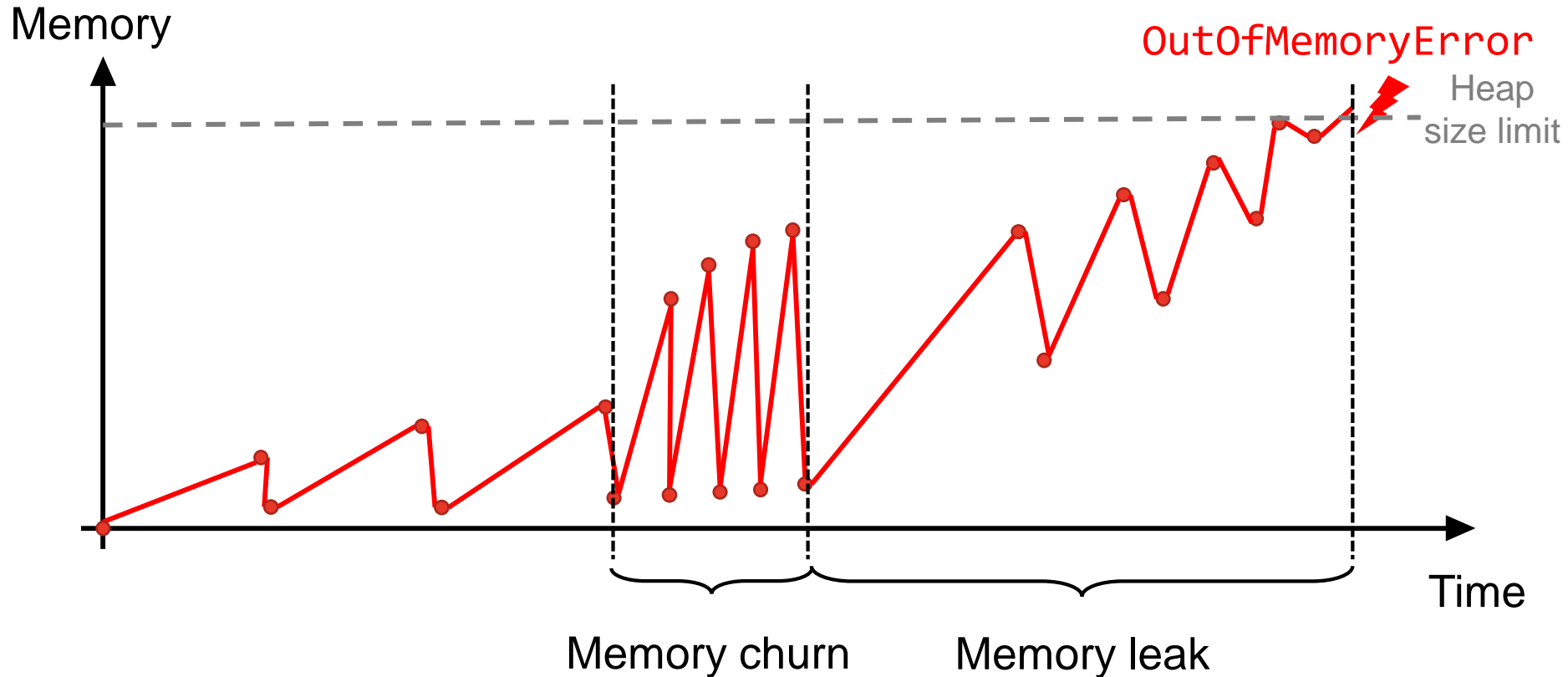


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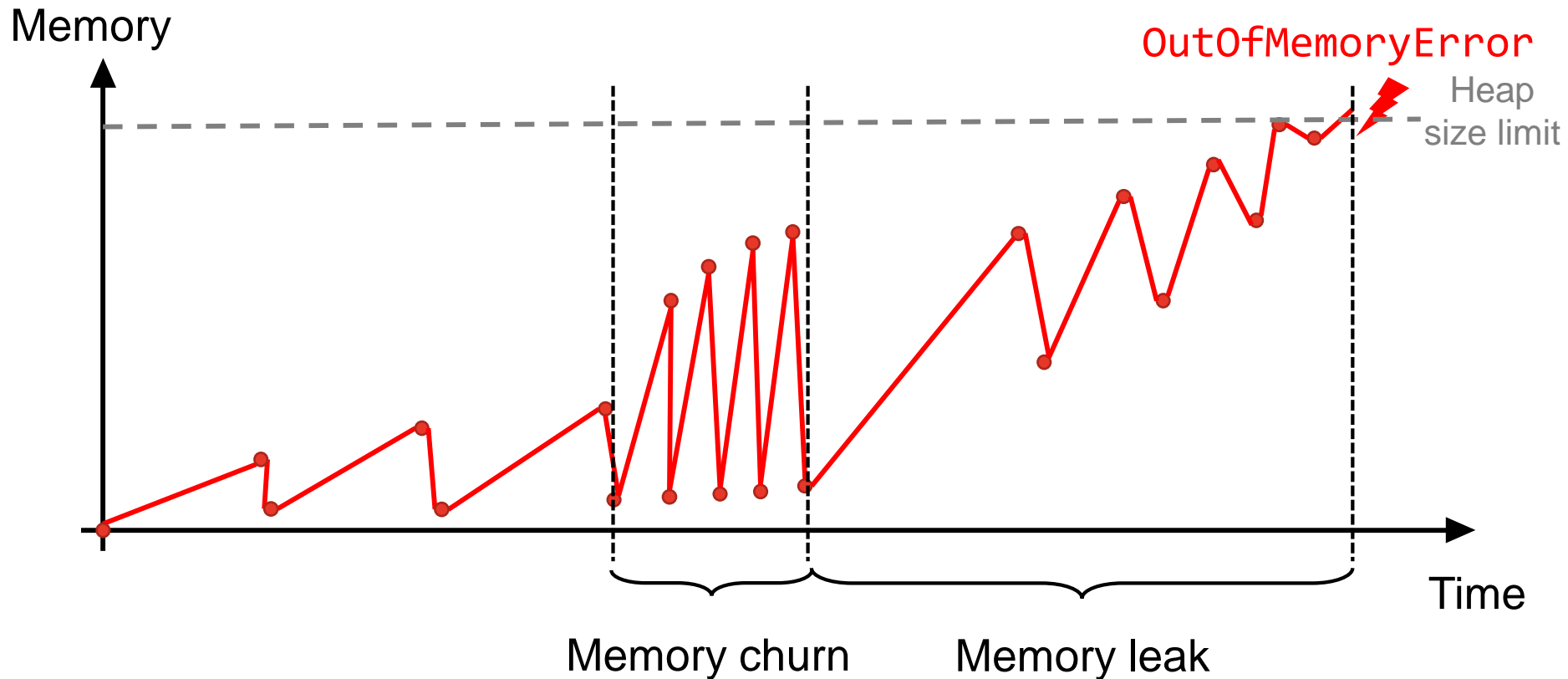


# MOTIVATION: MEMORY ANOMALIES



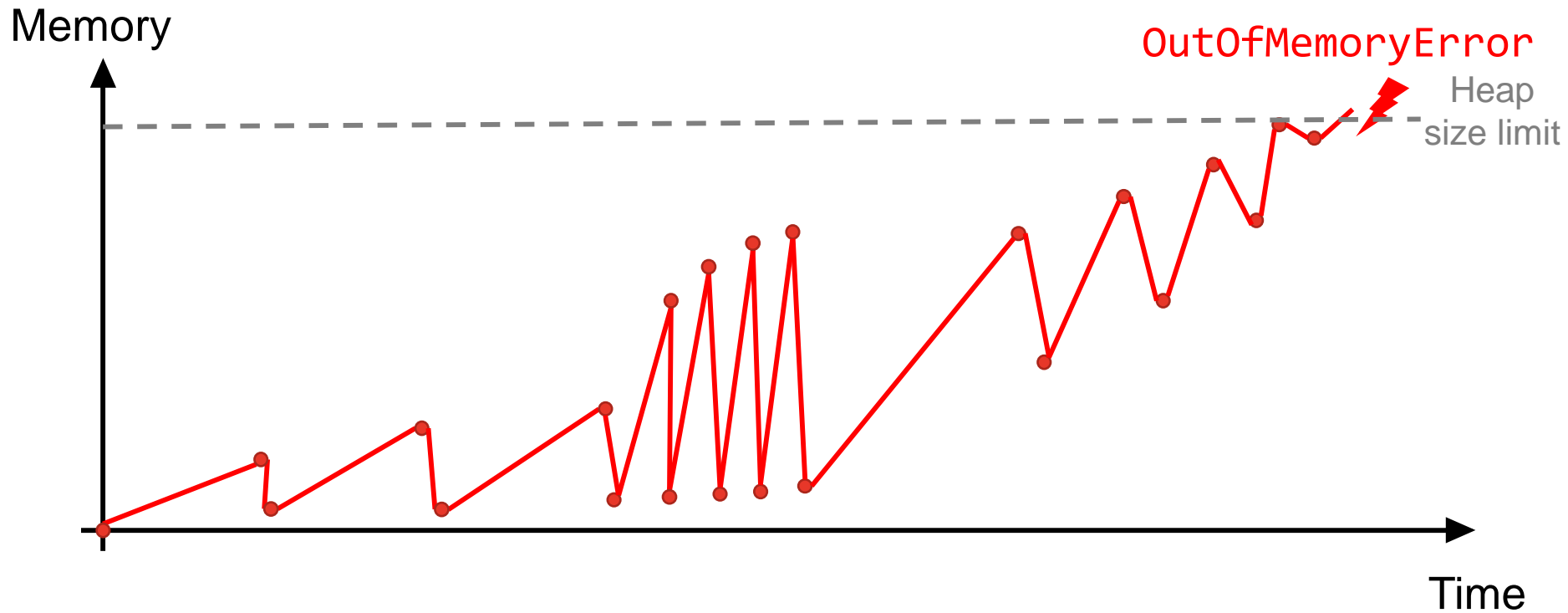
**Investigate!**

# MOTIVATION: MEMORY ANOMALIES

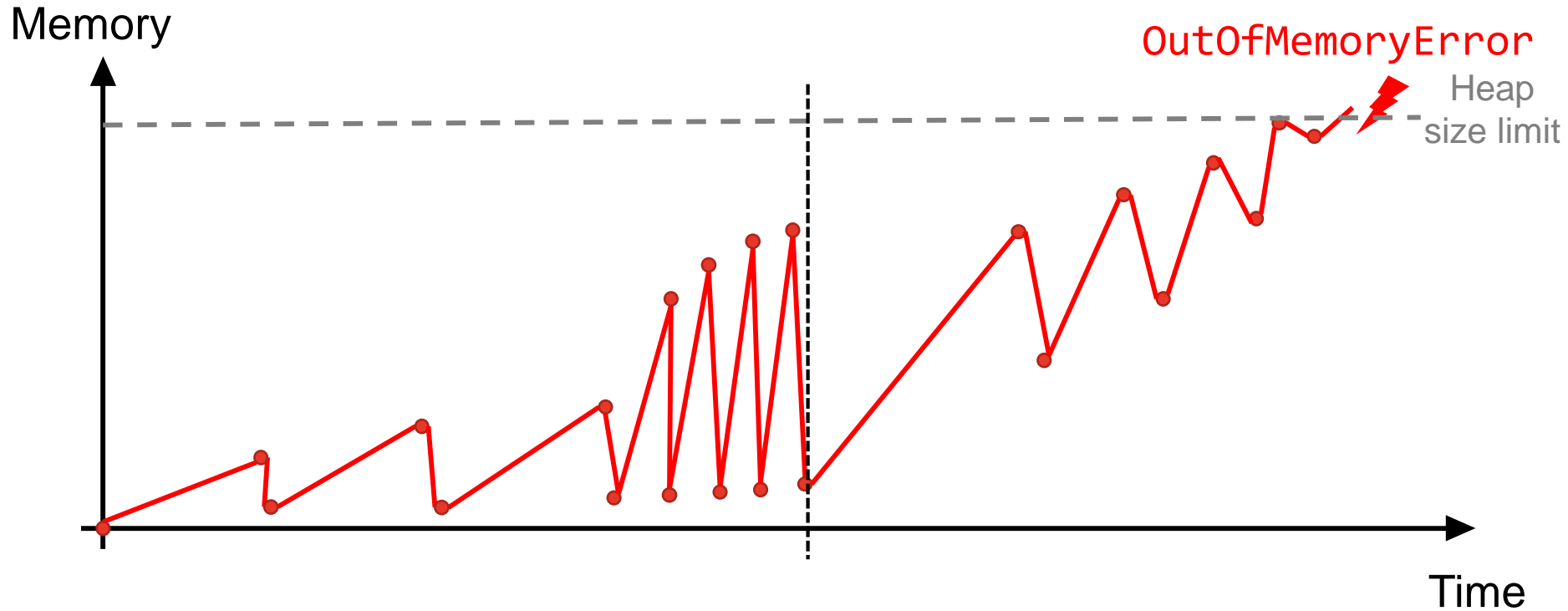


**How?**

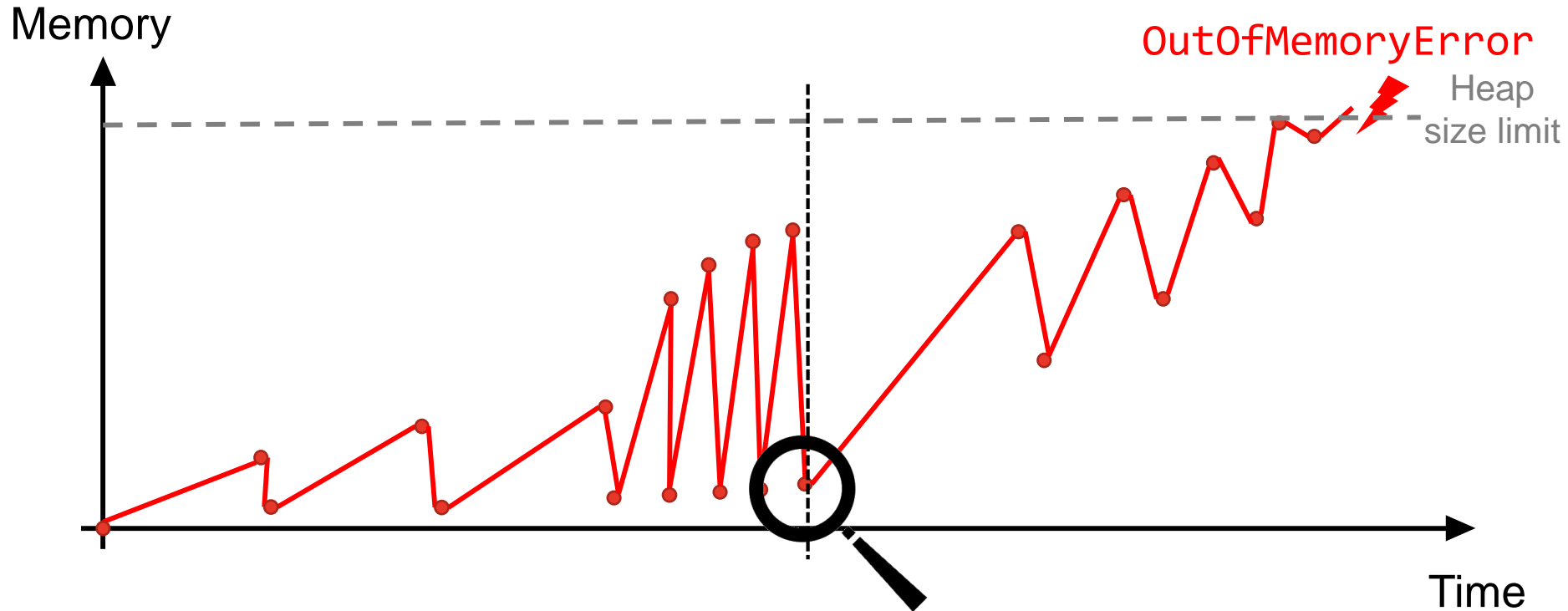
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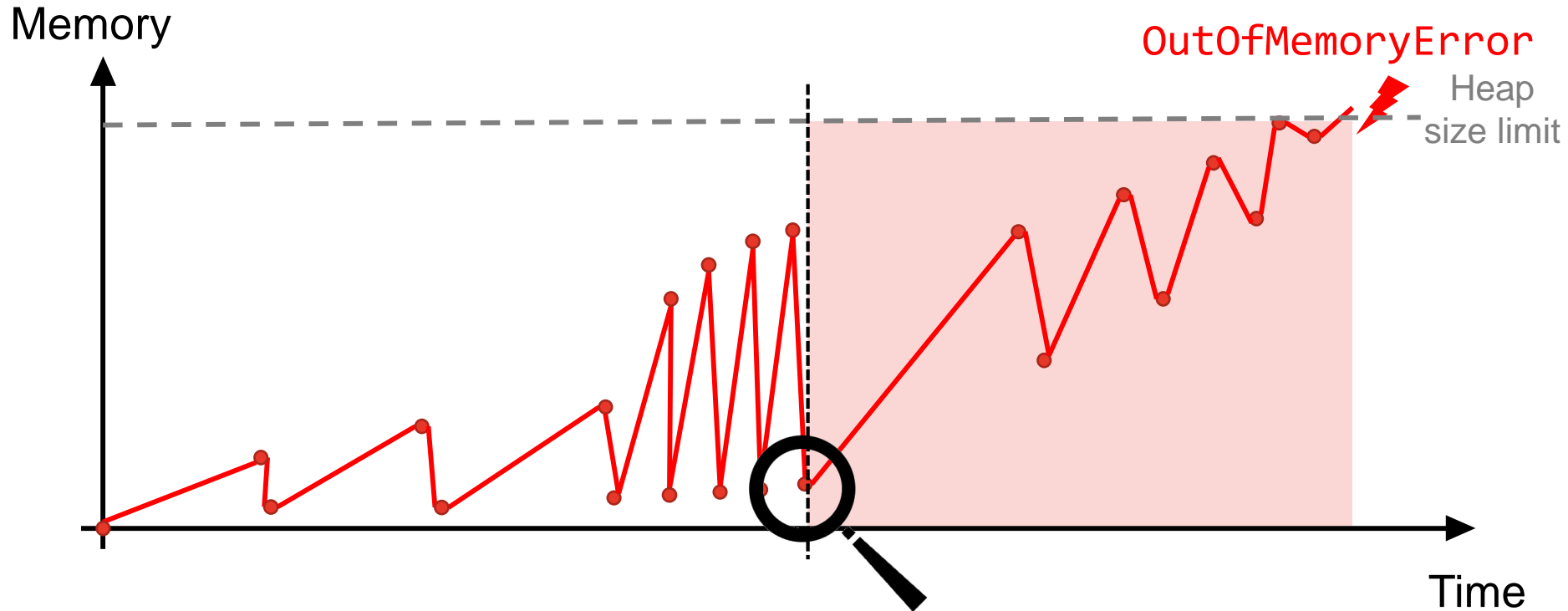
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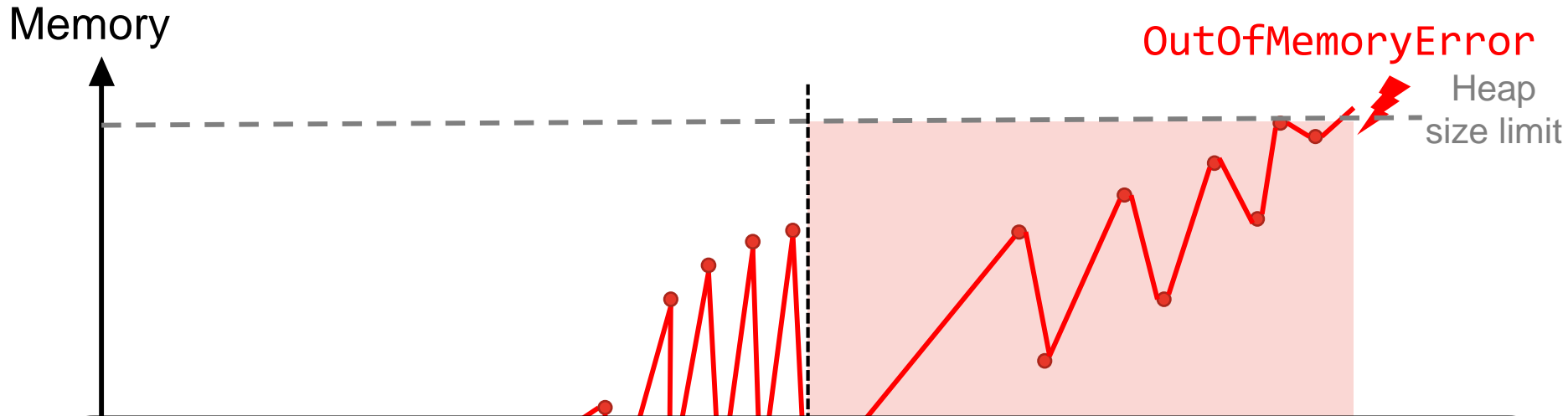
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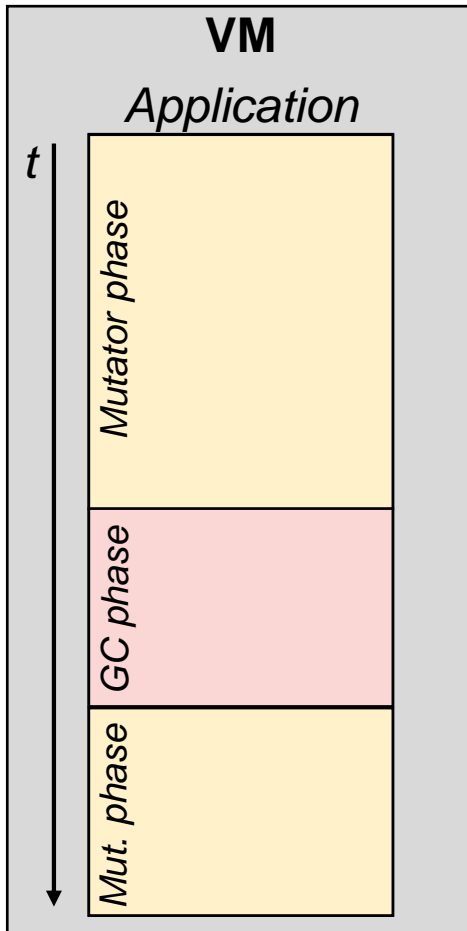


# MOTIVATION: MEMORY ANOMALIES



**Idea:** Help developers in *understanding* memory *growth* over time through the means of *visualization*

# DATA: MEMORY TRACES

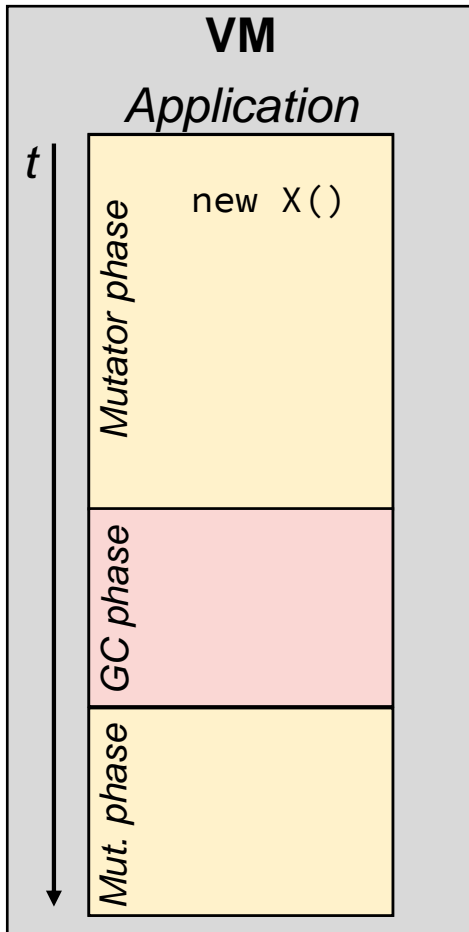


Lengauer, Bitto, Mössenböck: *Accurate and Efficient Object Tracing for Java Applications*, ICPE 2015

Lengauer et al.: *Efficient Memory Traces with Full Pointer Information*, PPPJ 2016



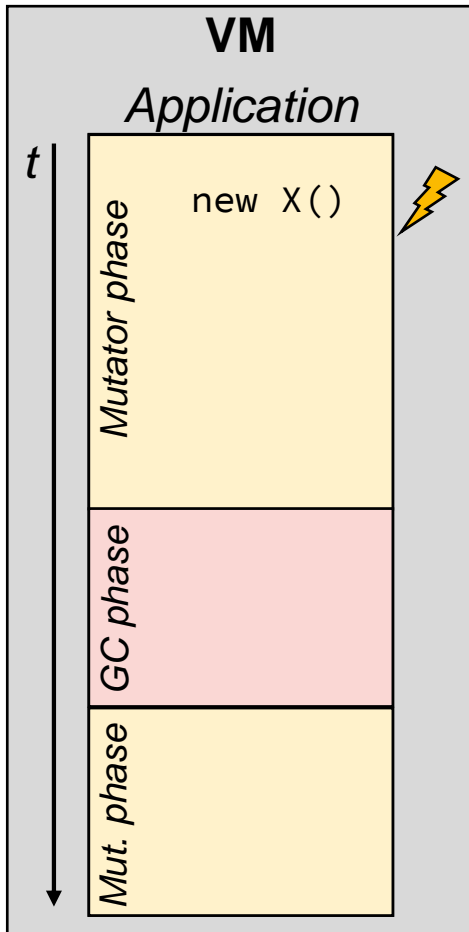
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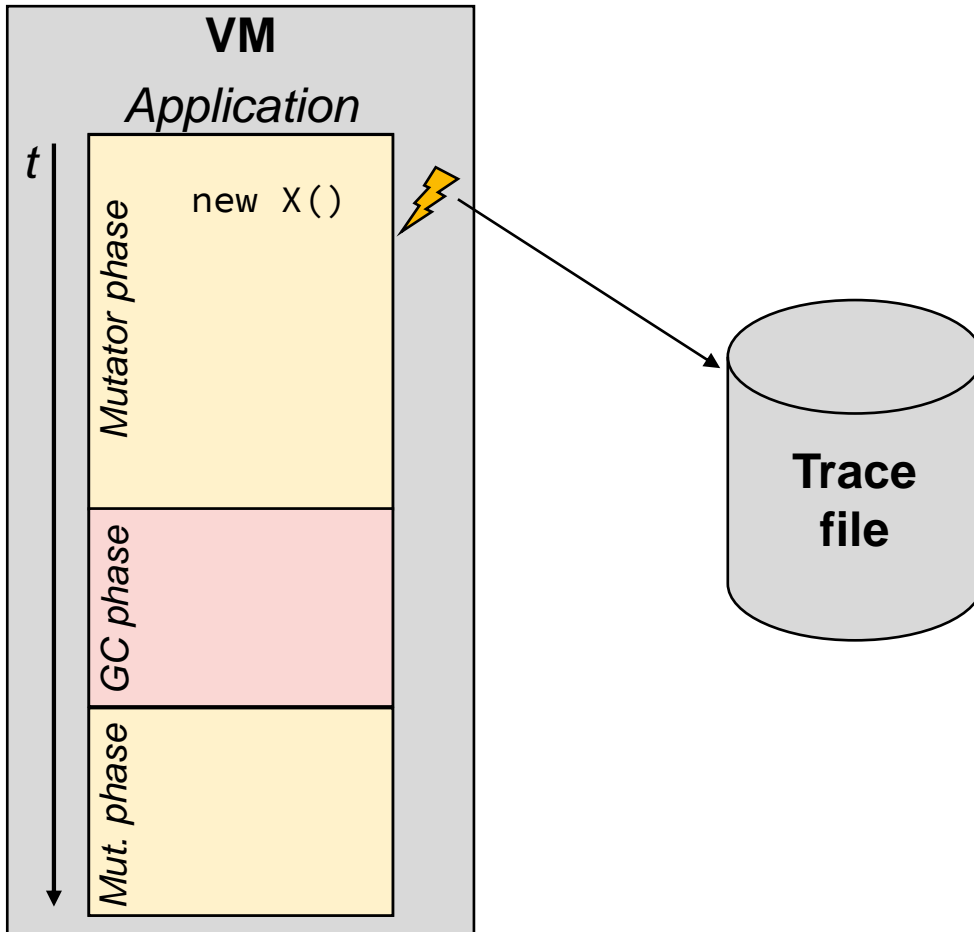
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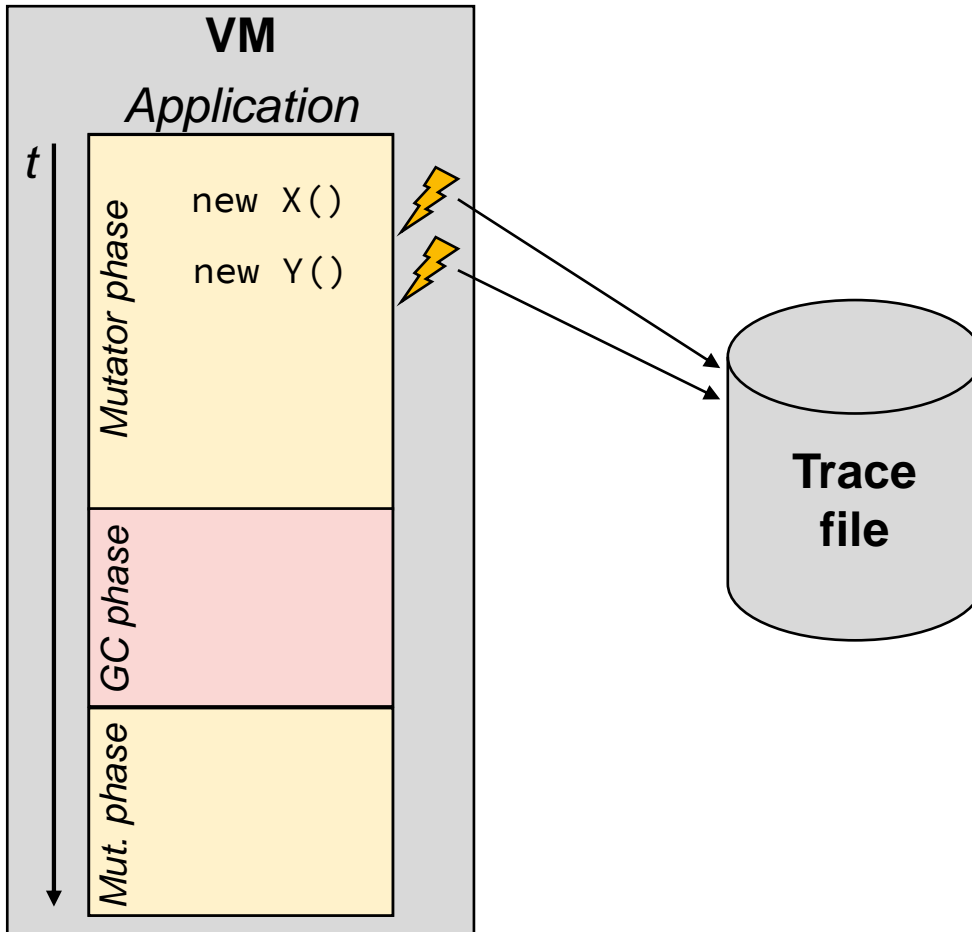
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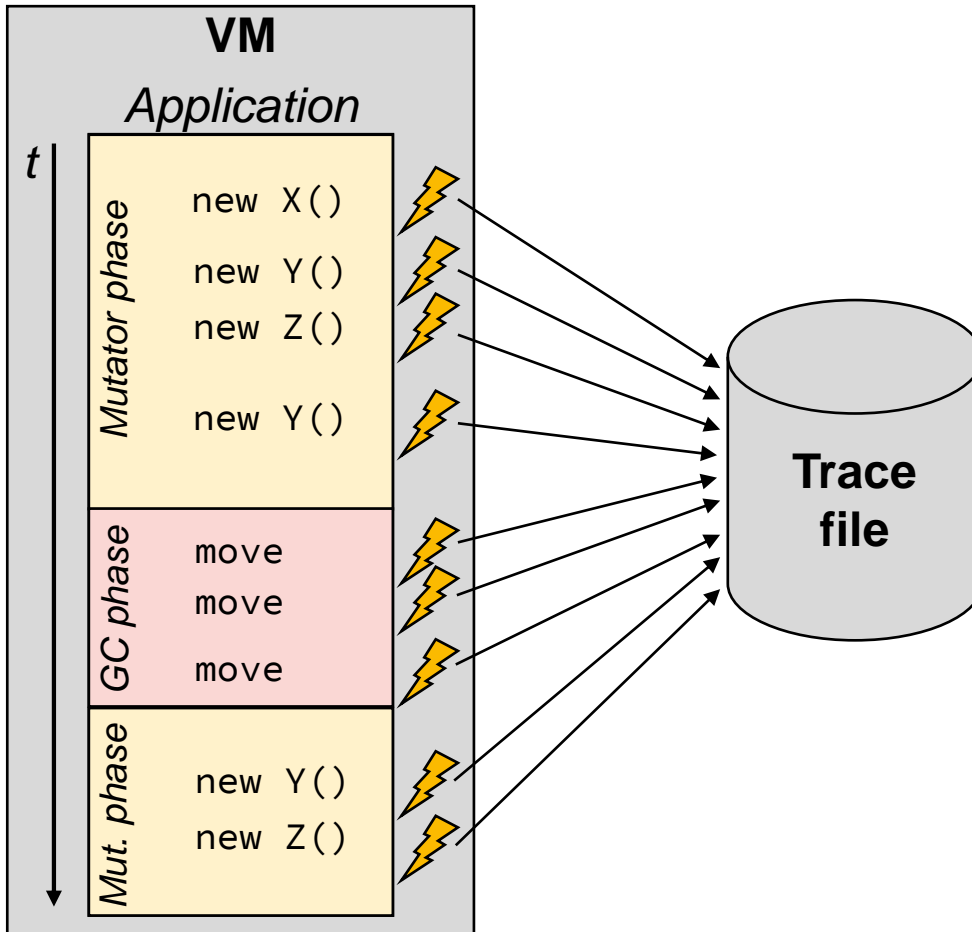
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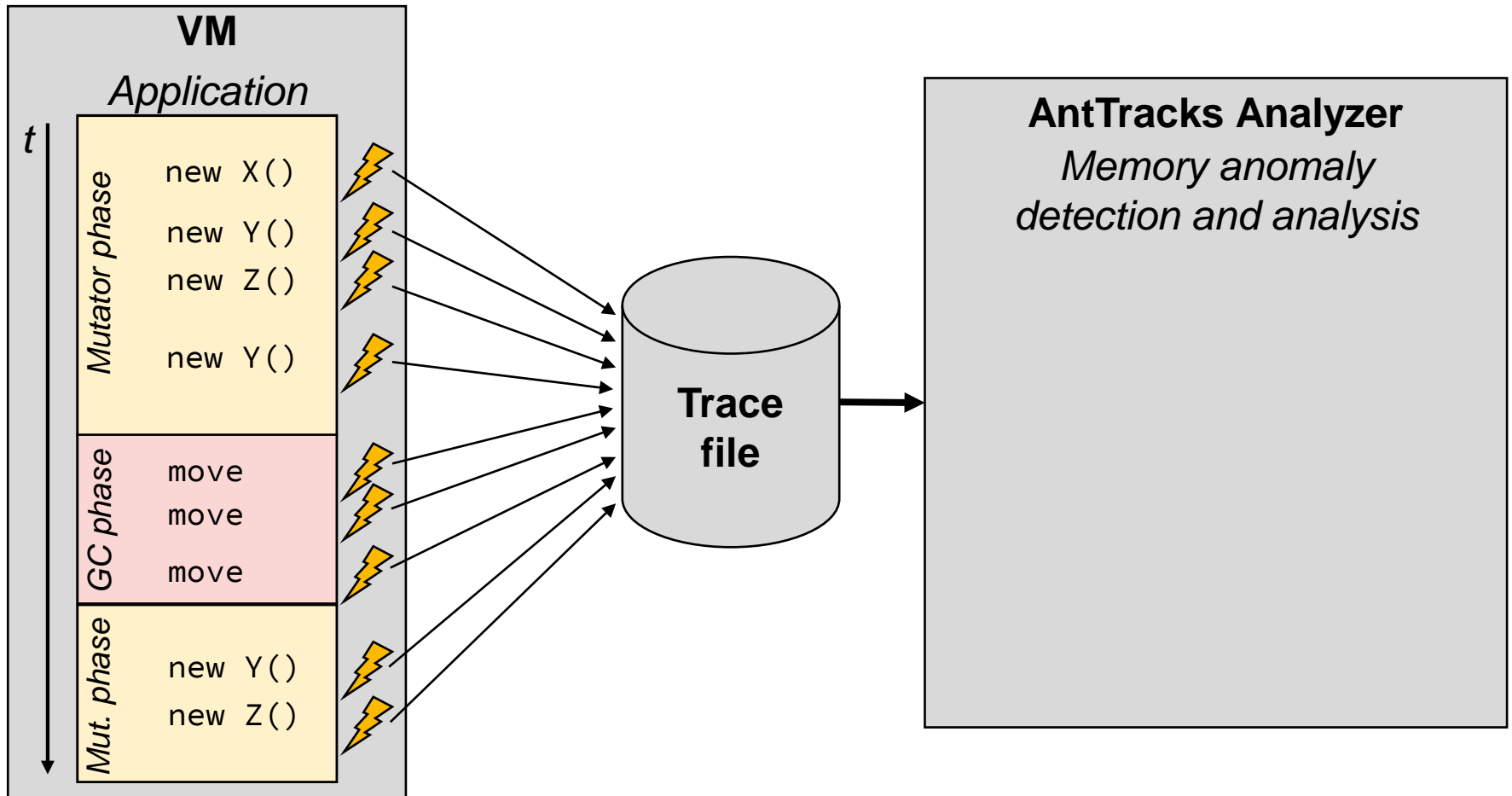
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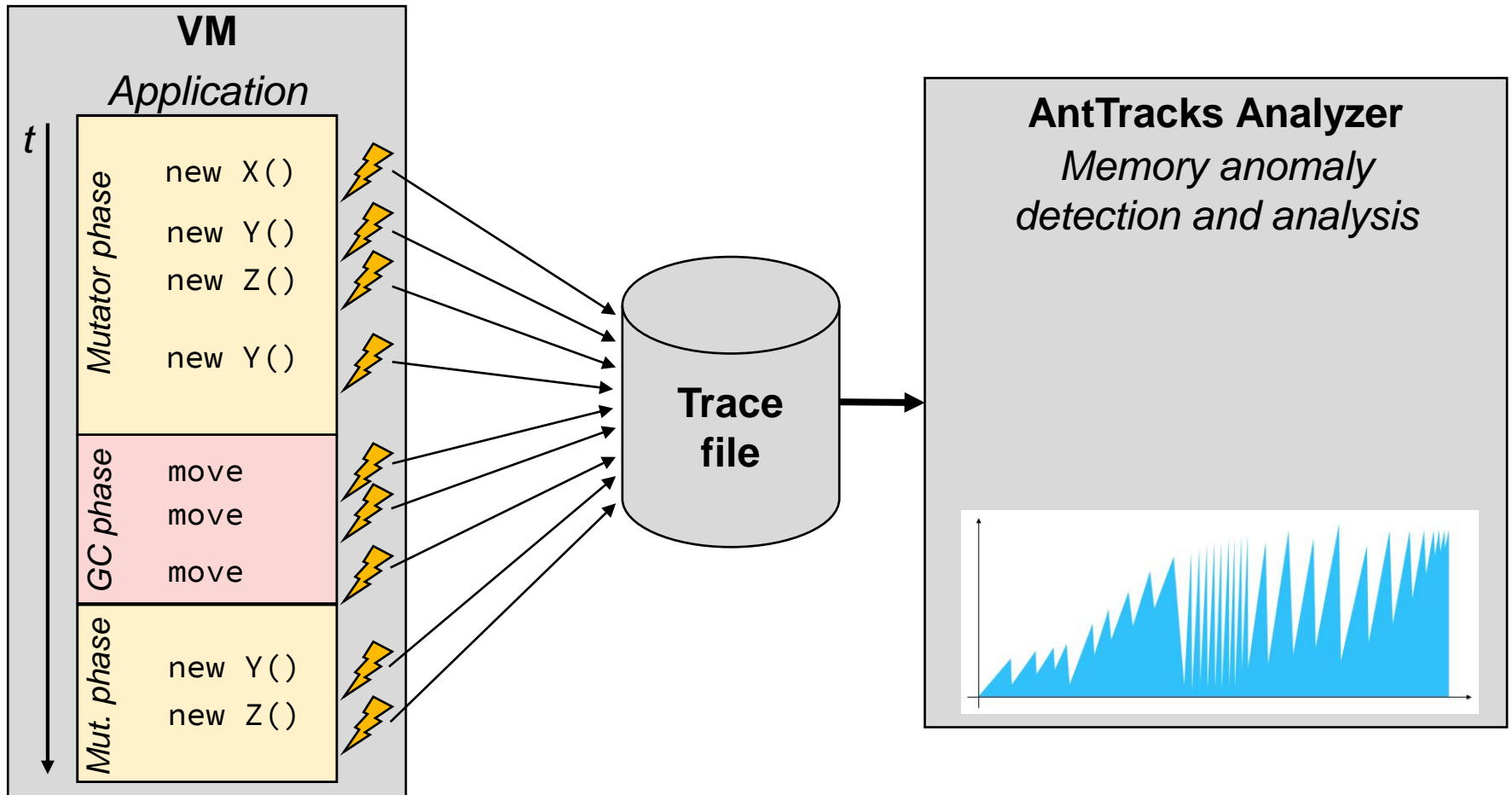
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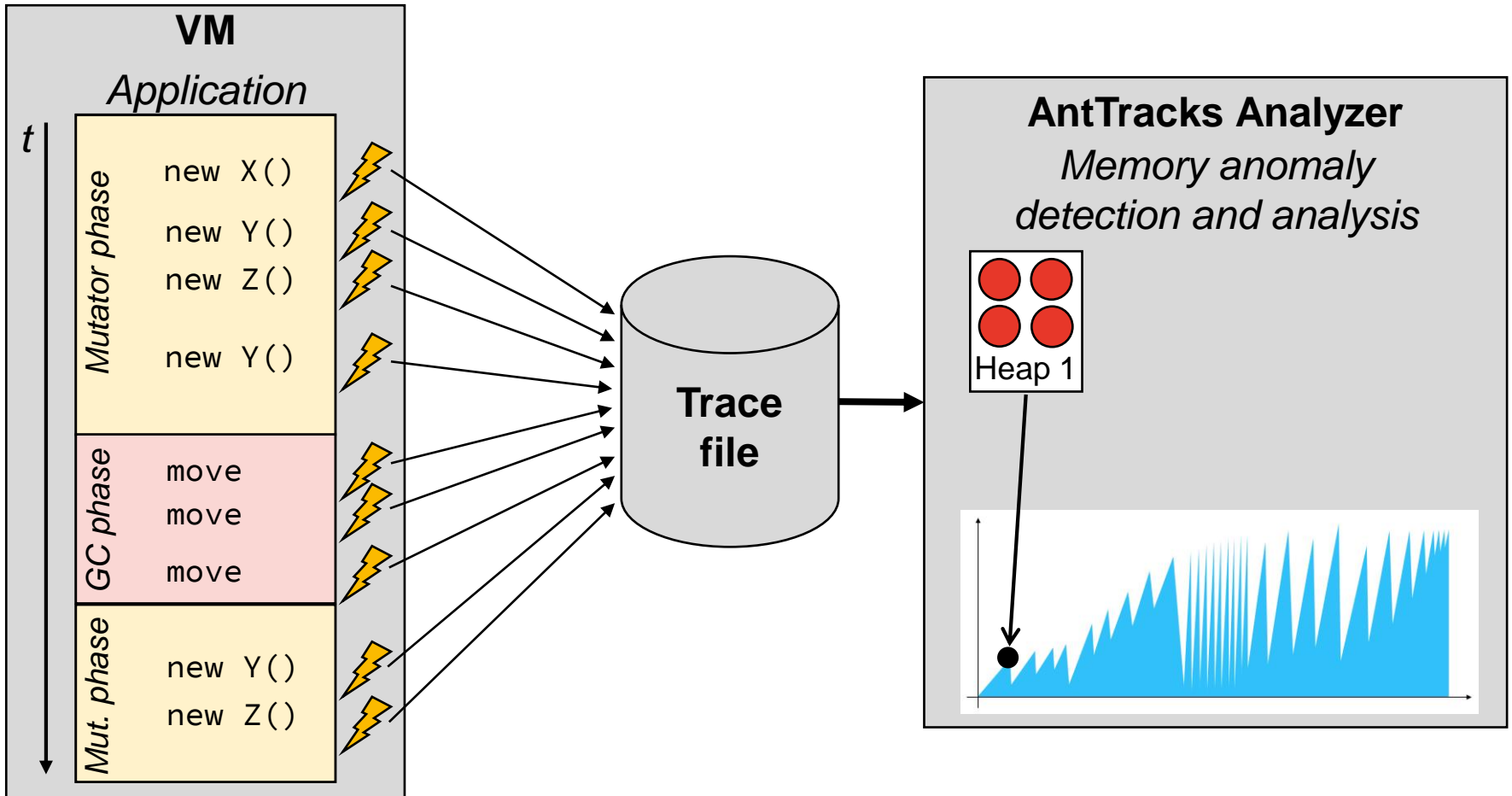
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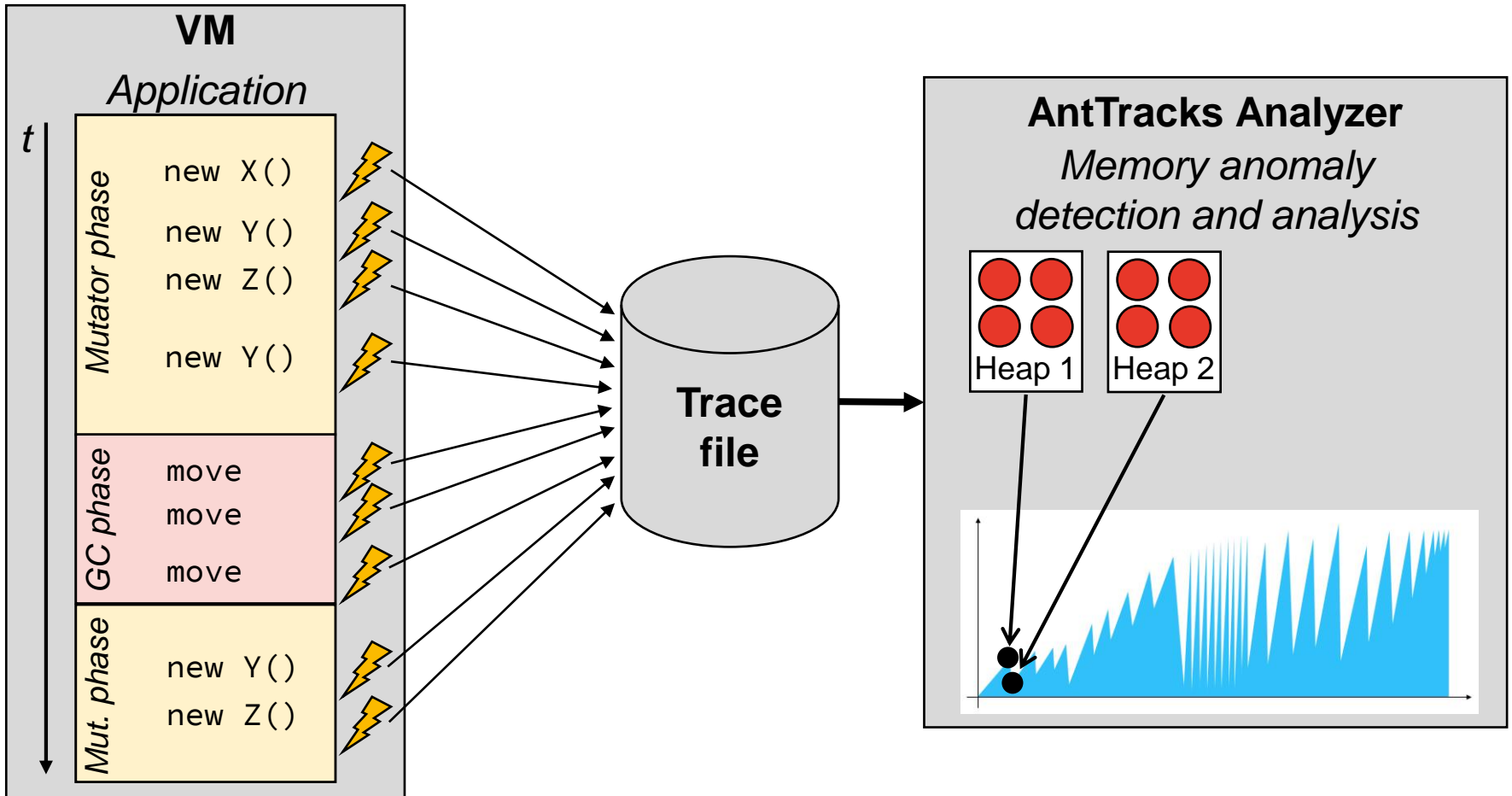


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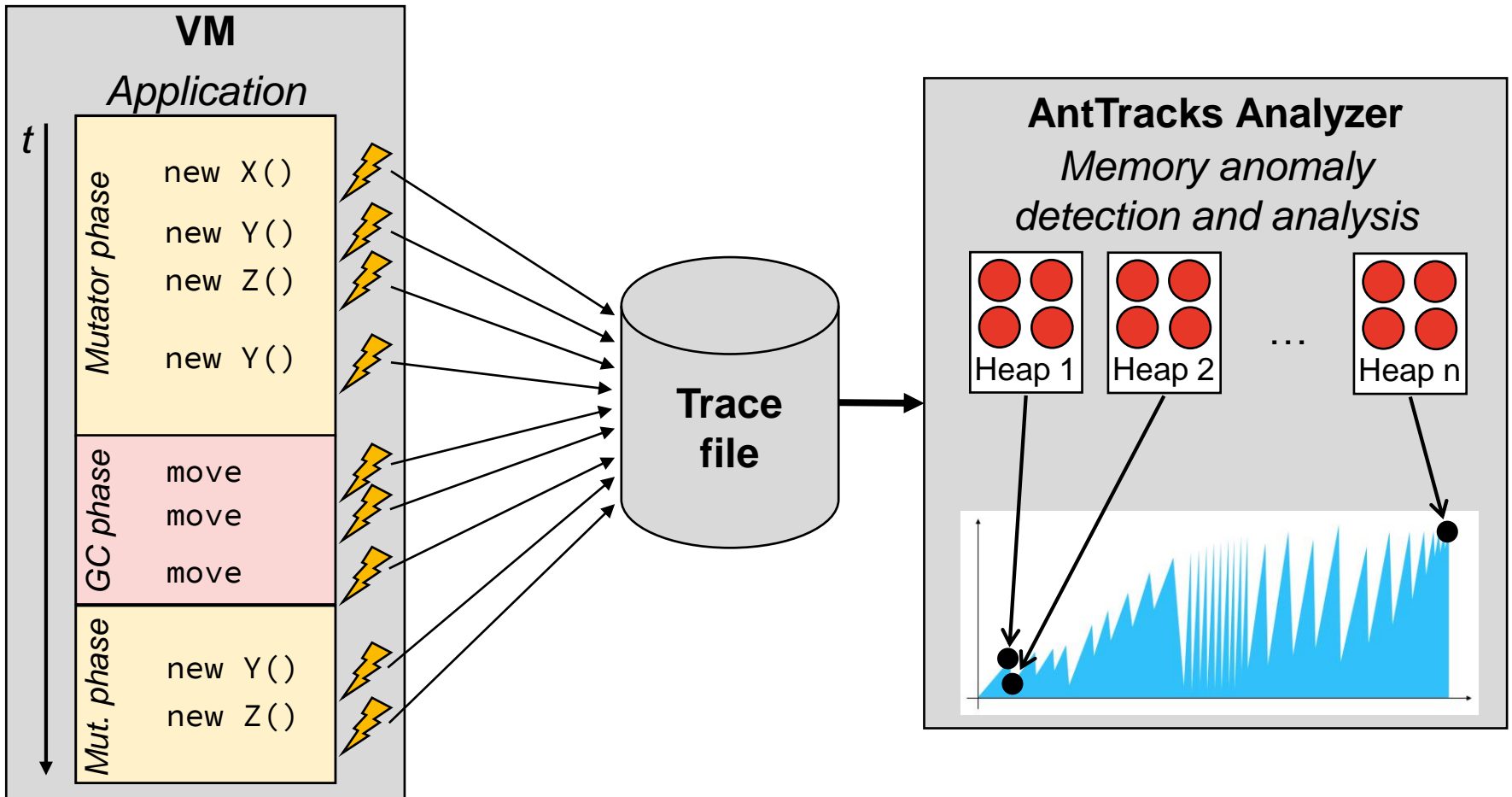
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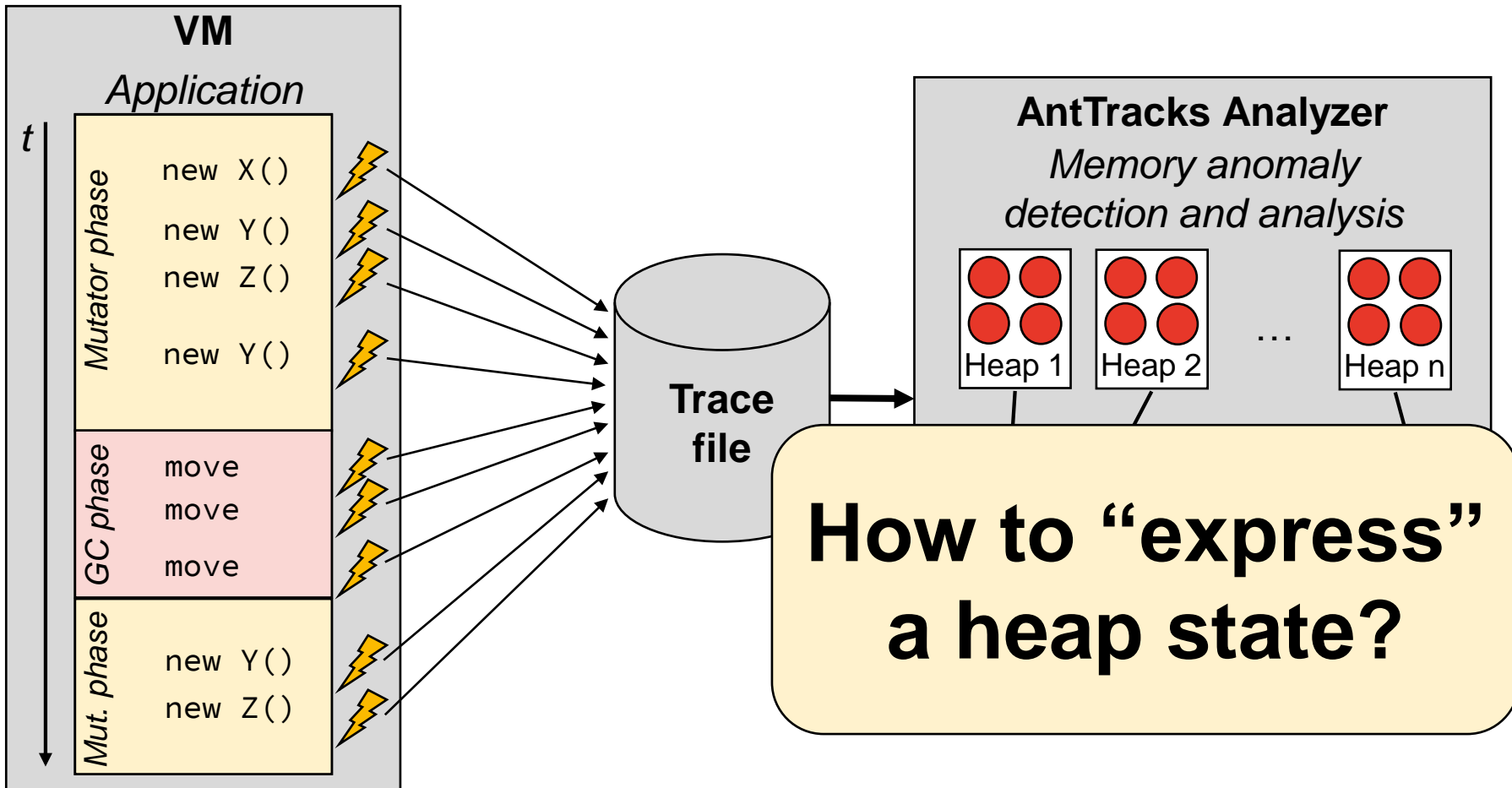
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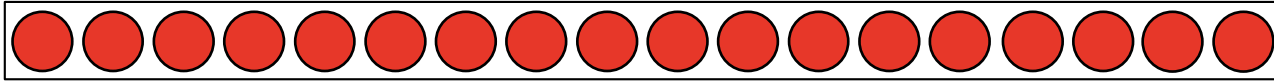


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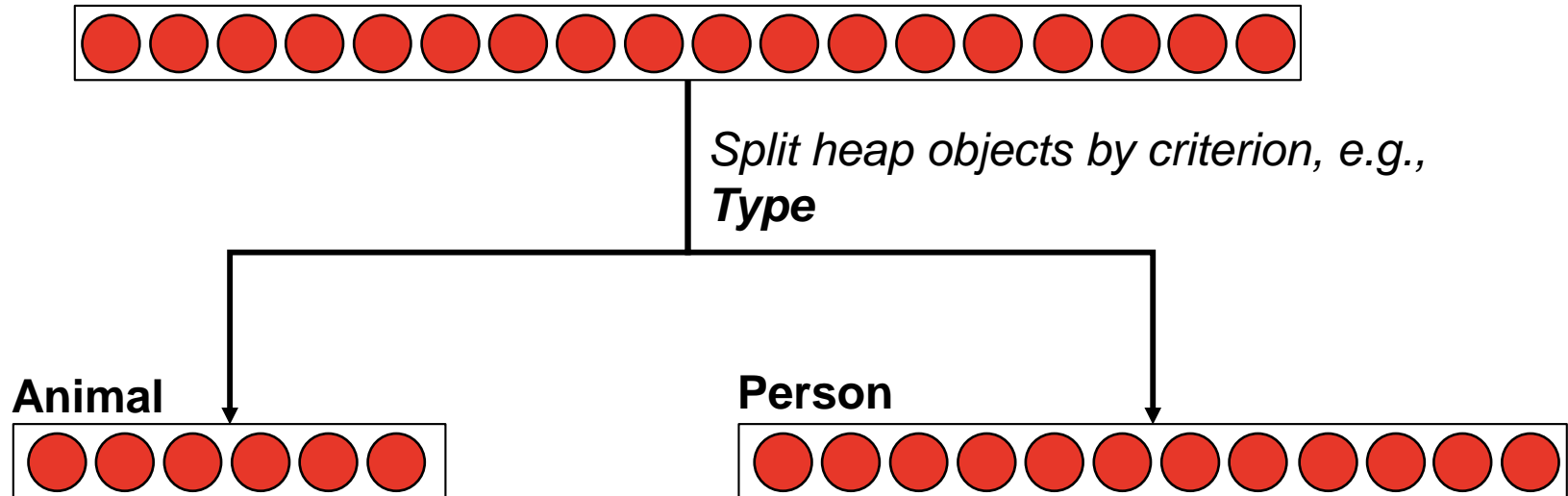
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# OBJECT CLASSIFICATION

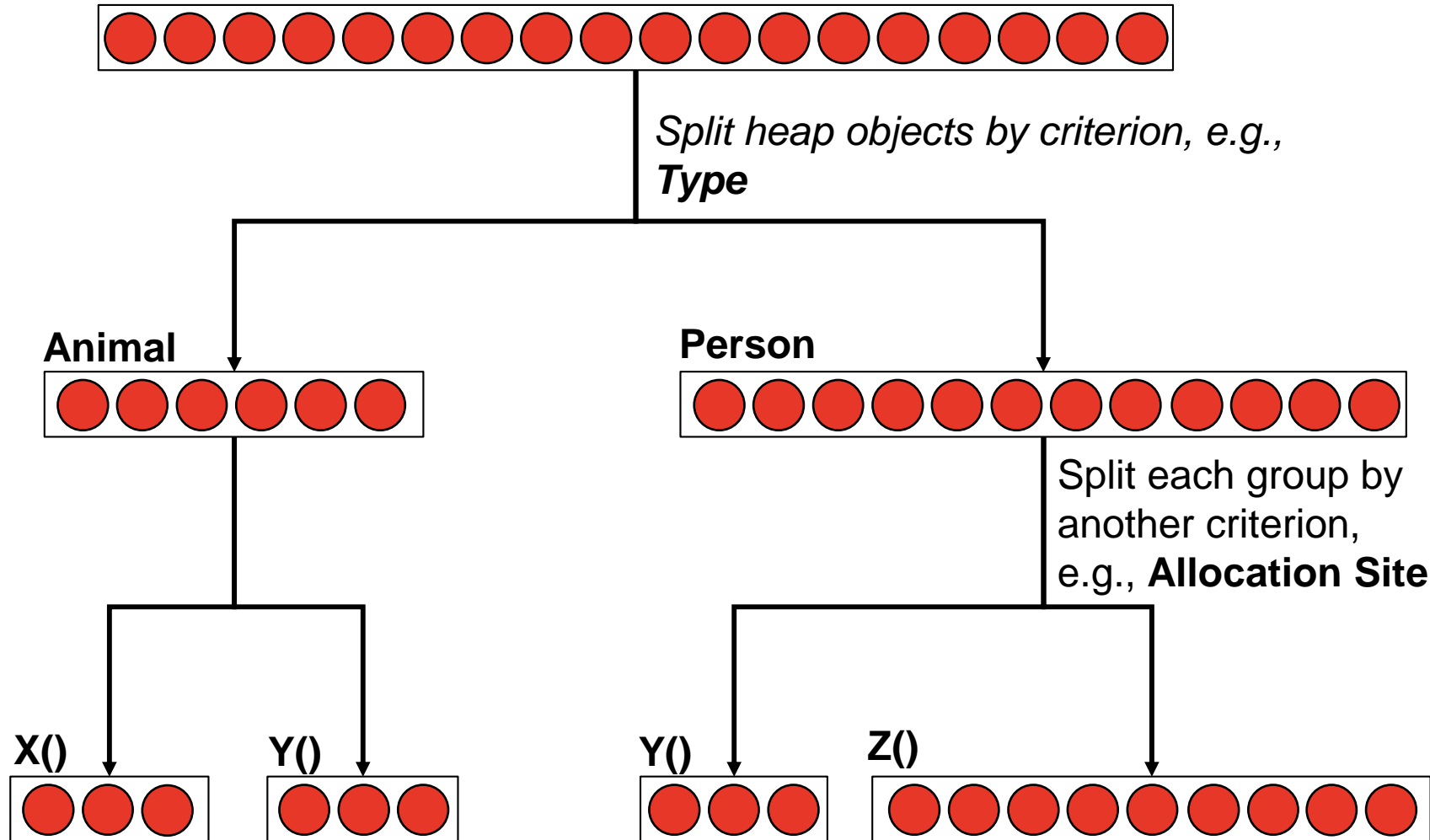
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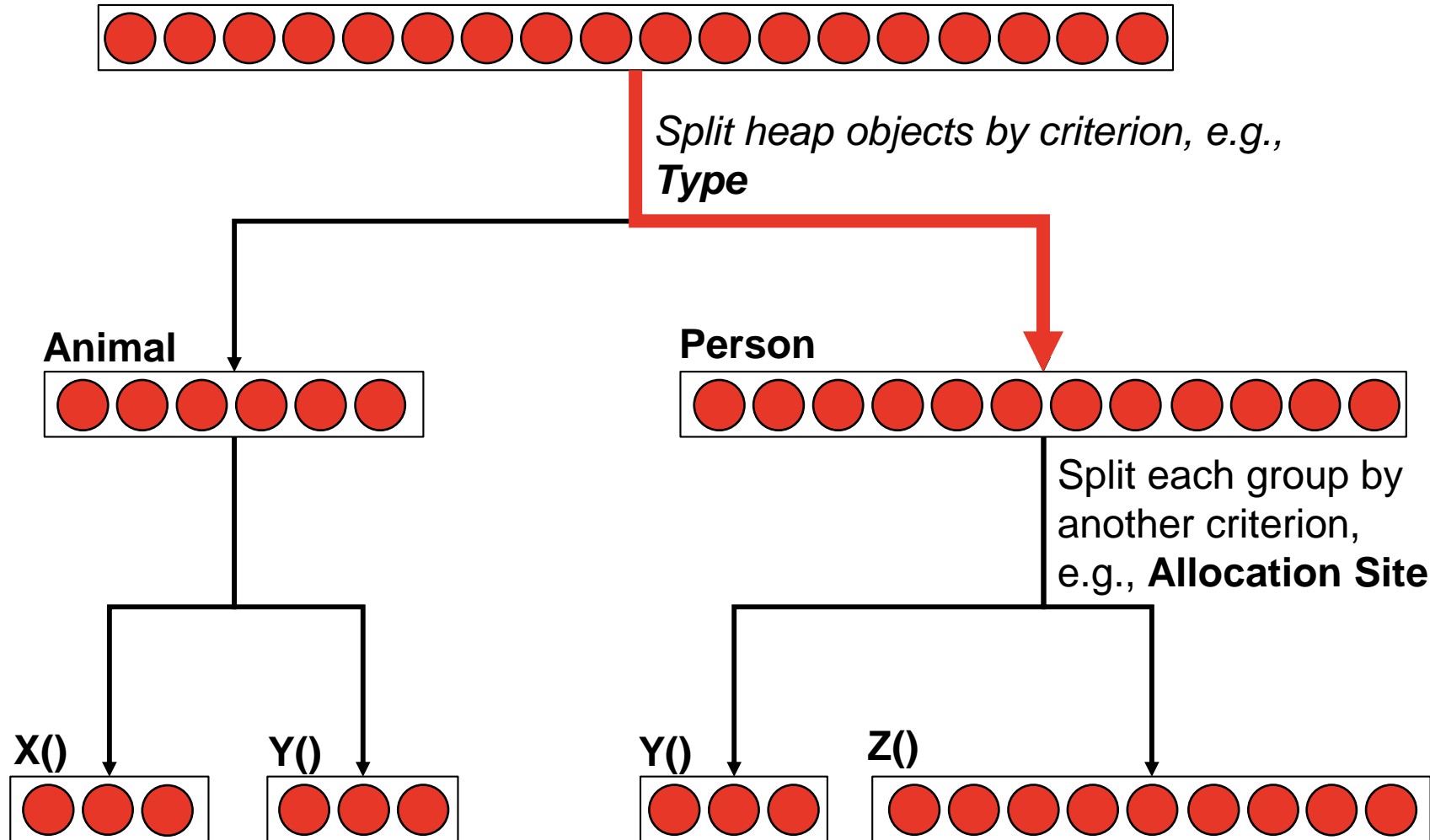
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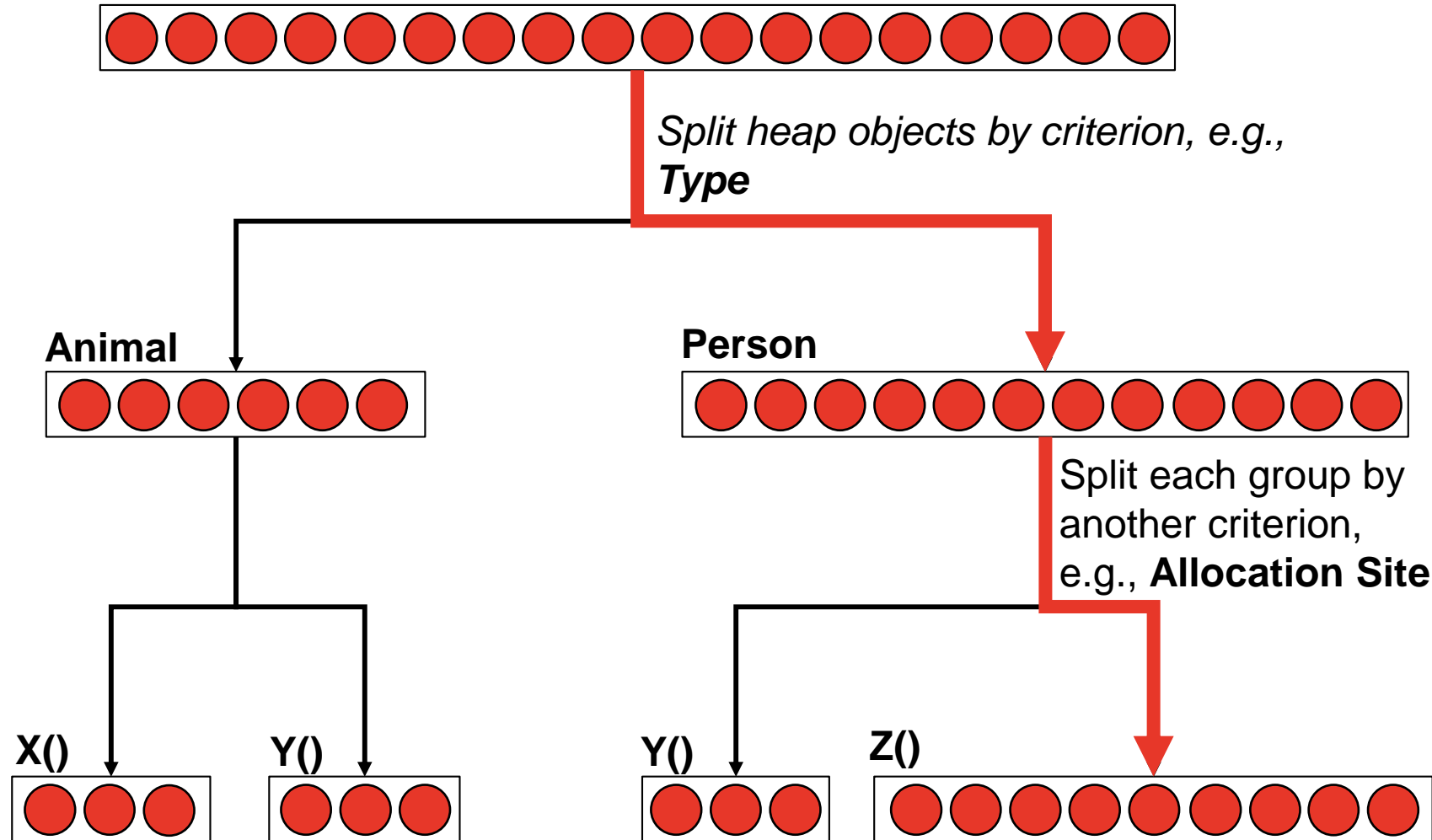


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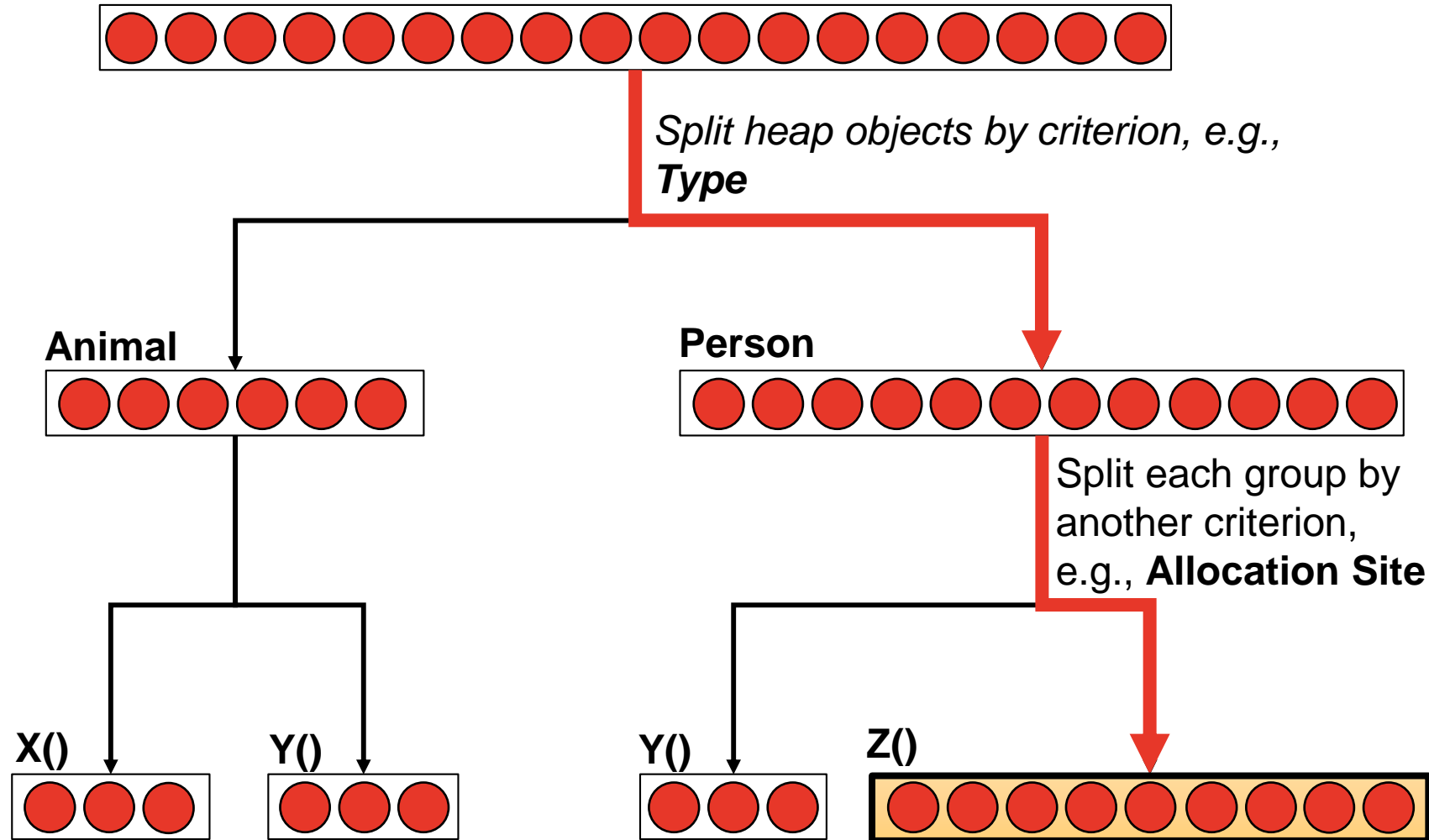




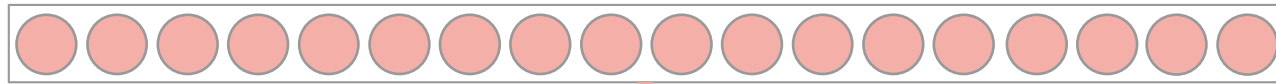
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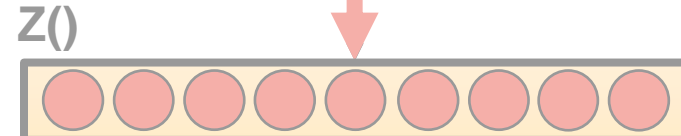
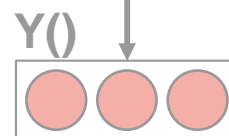
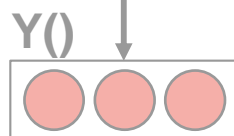
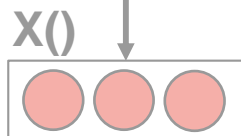


*Split heap objects by criterion, e.g.,*

Various grouping criteria can be used:  
Type,  
Package,  
Allocation site,  
Call sites,  
Allocating thread,  
Data structures,  
etc.



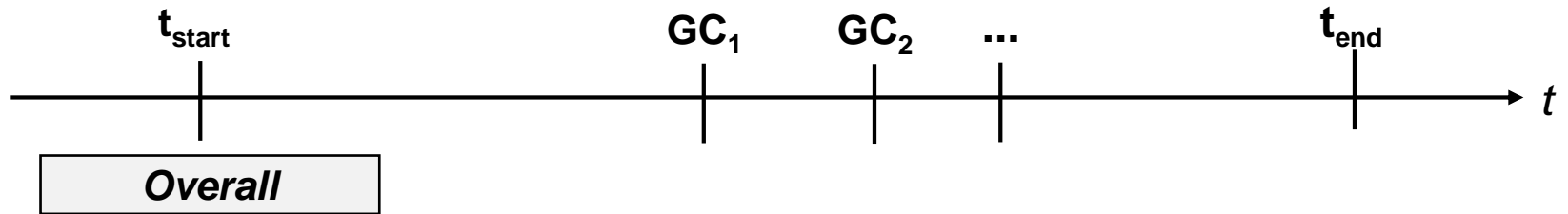
each group by  
her criterion,  
**Allocation Site**



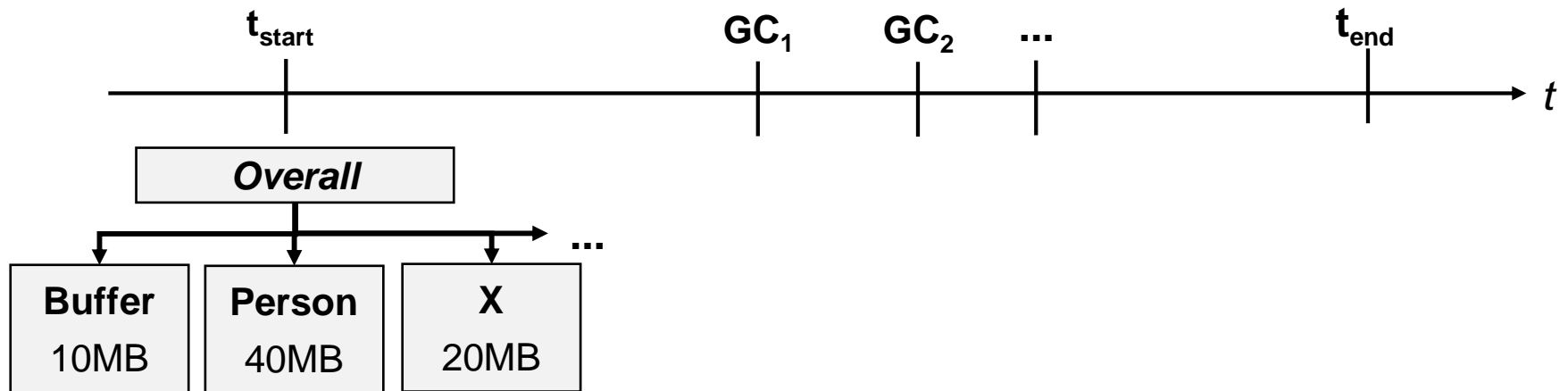
# MEMORY EVOLUTION



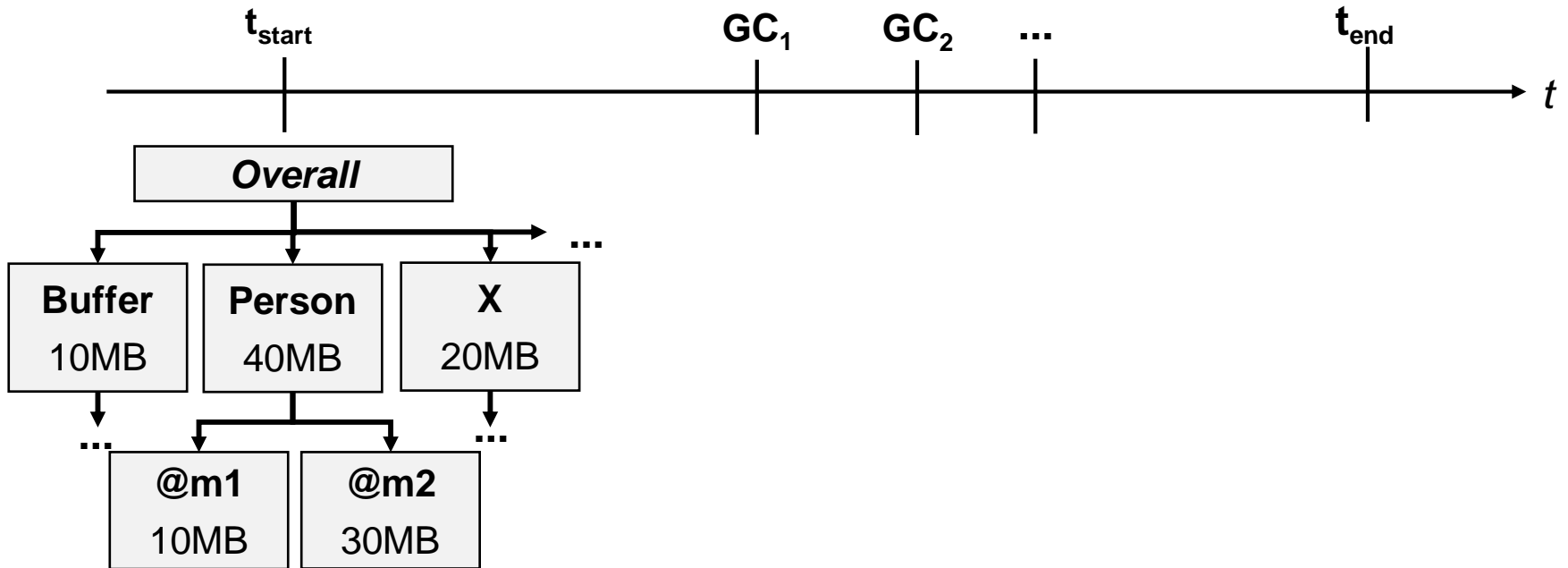
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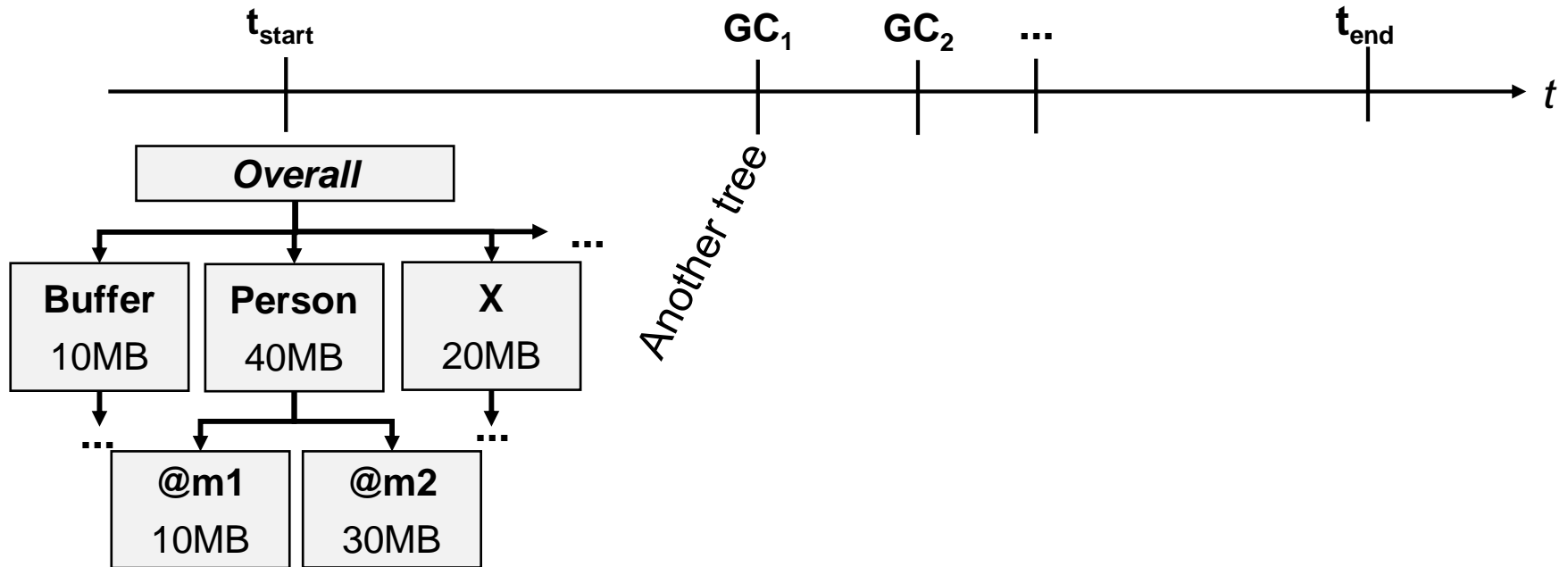
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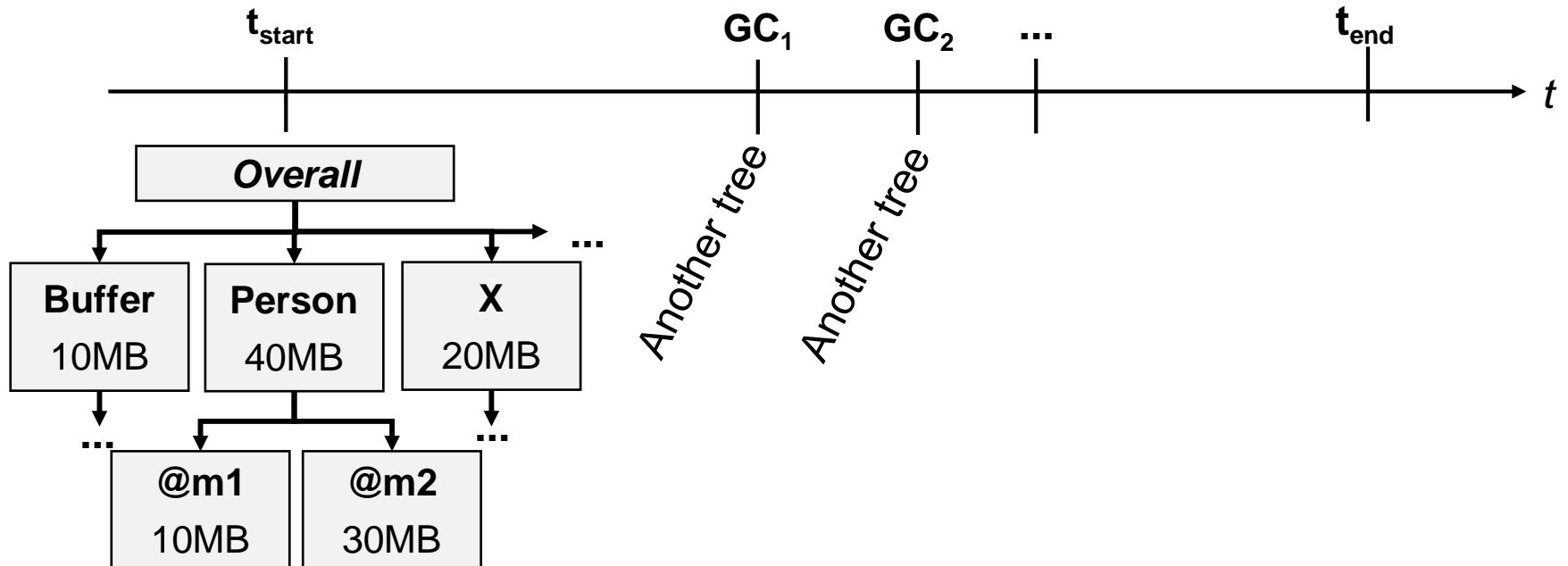


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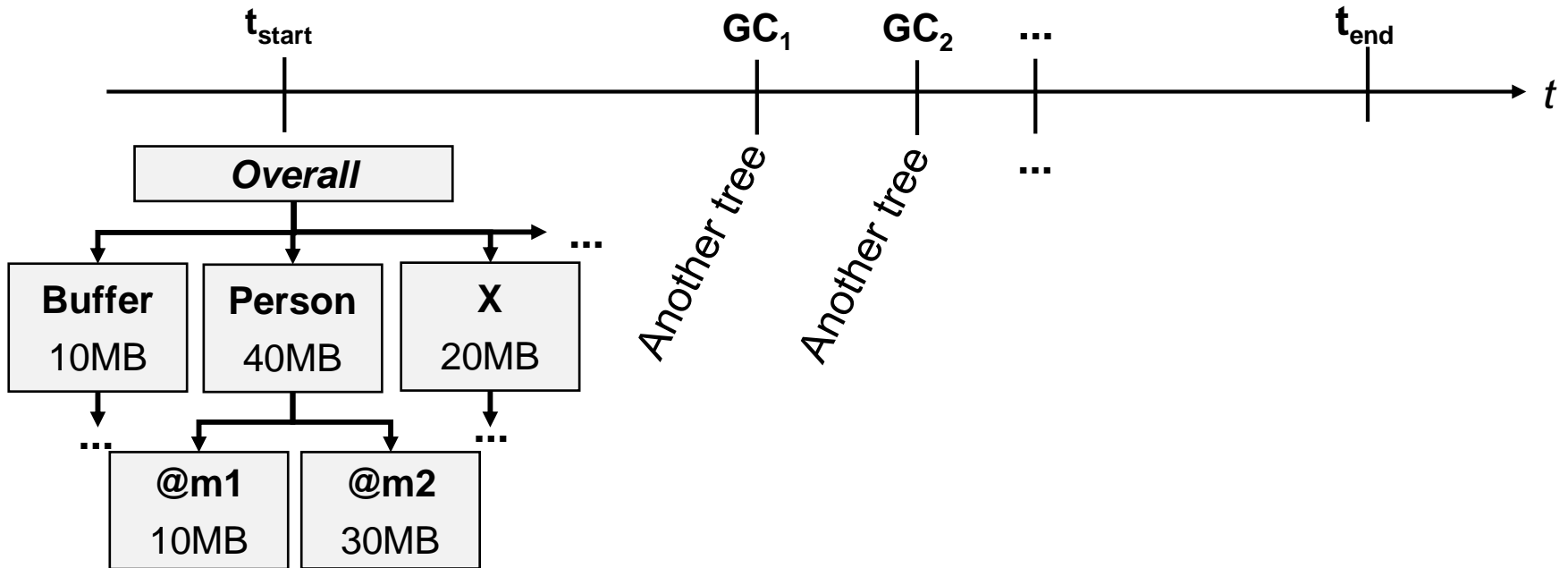




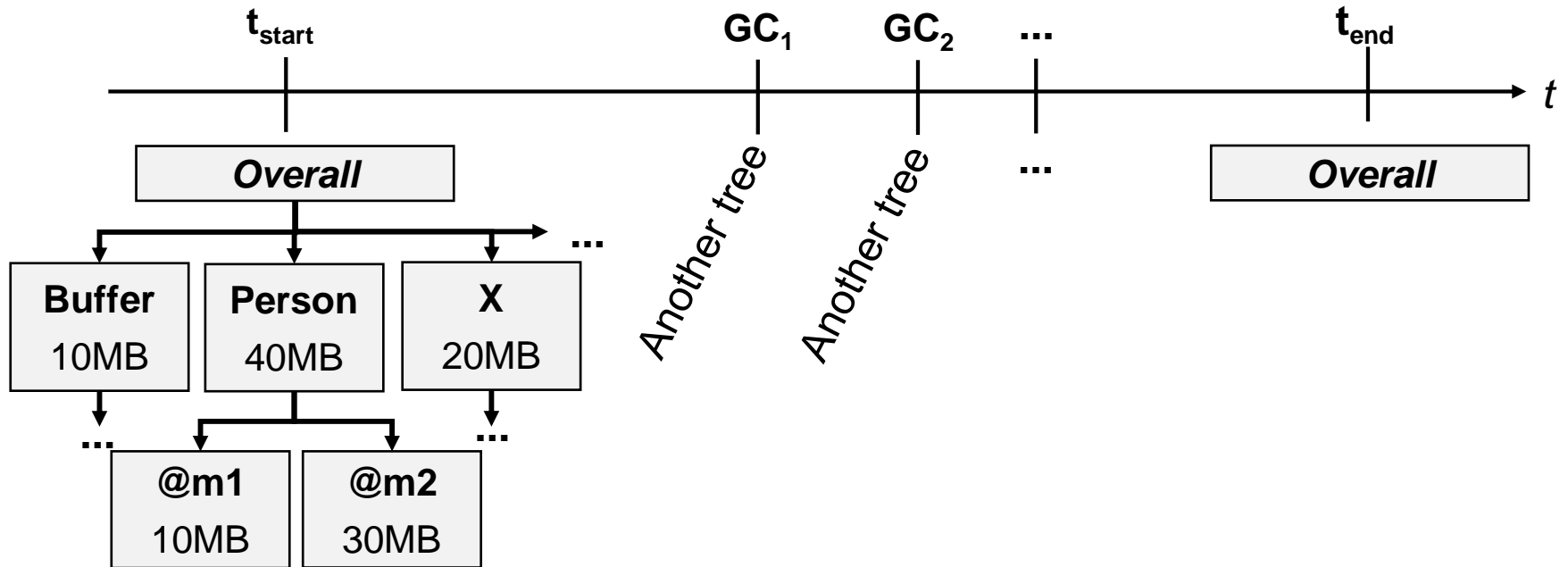
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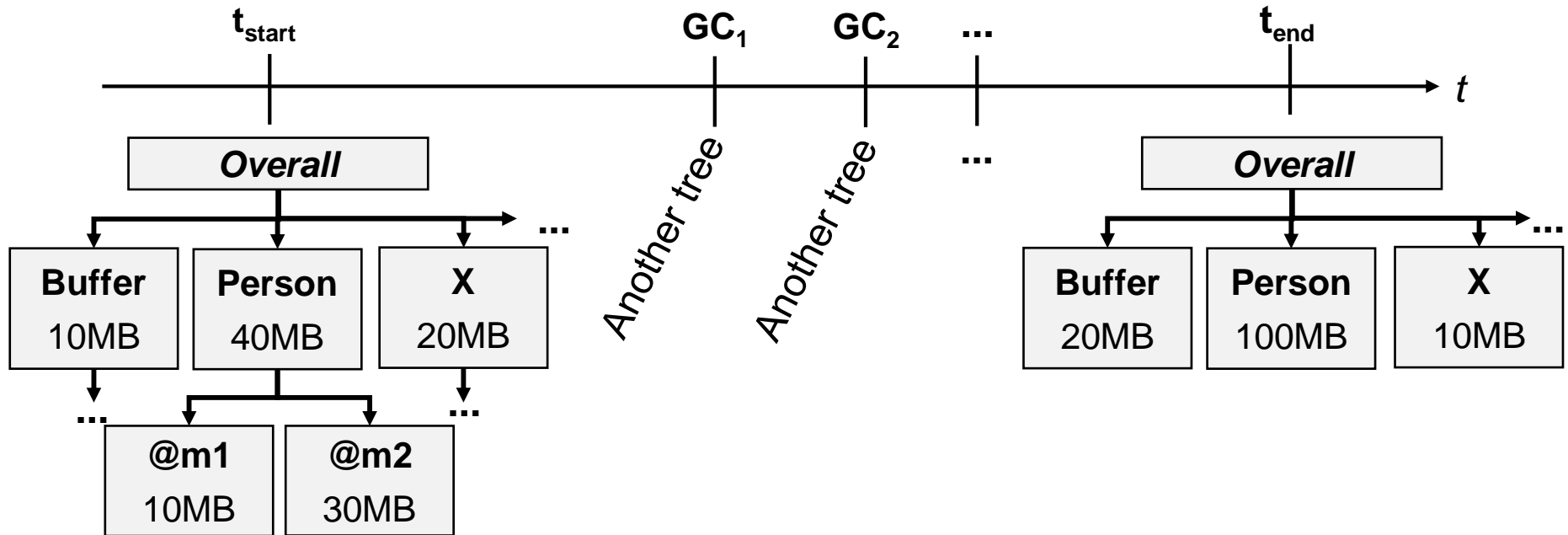
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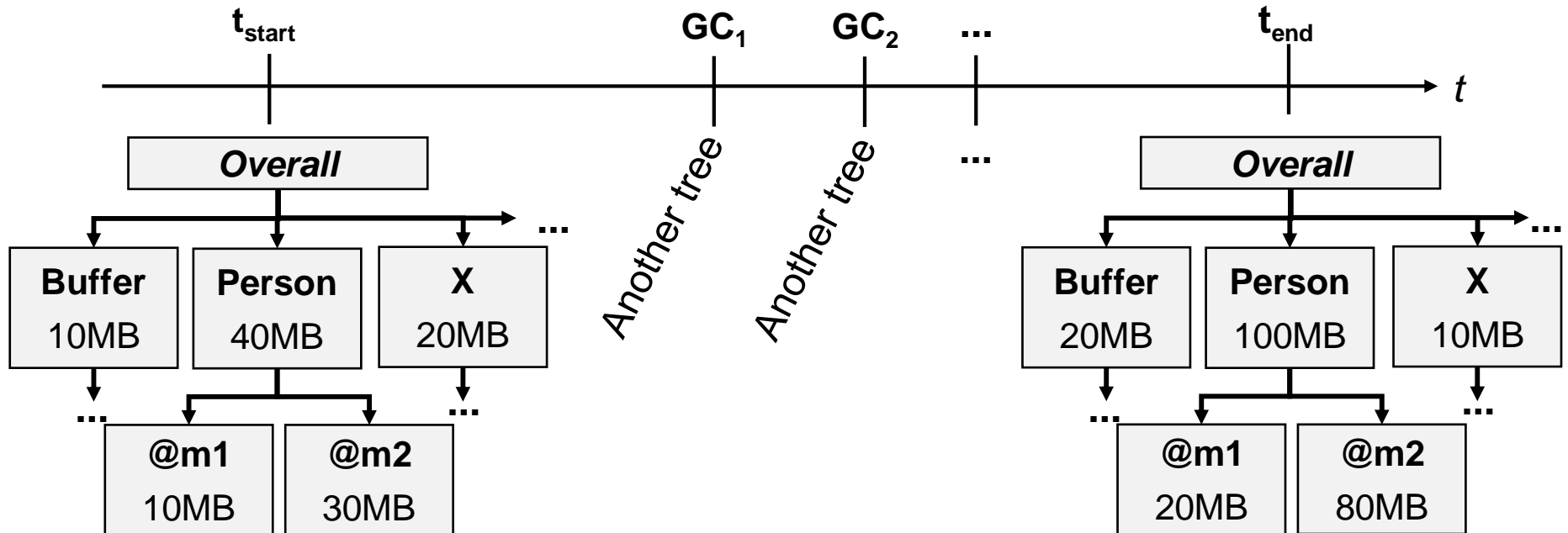
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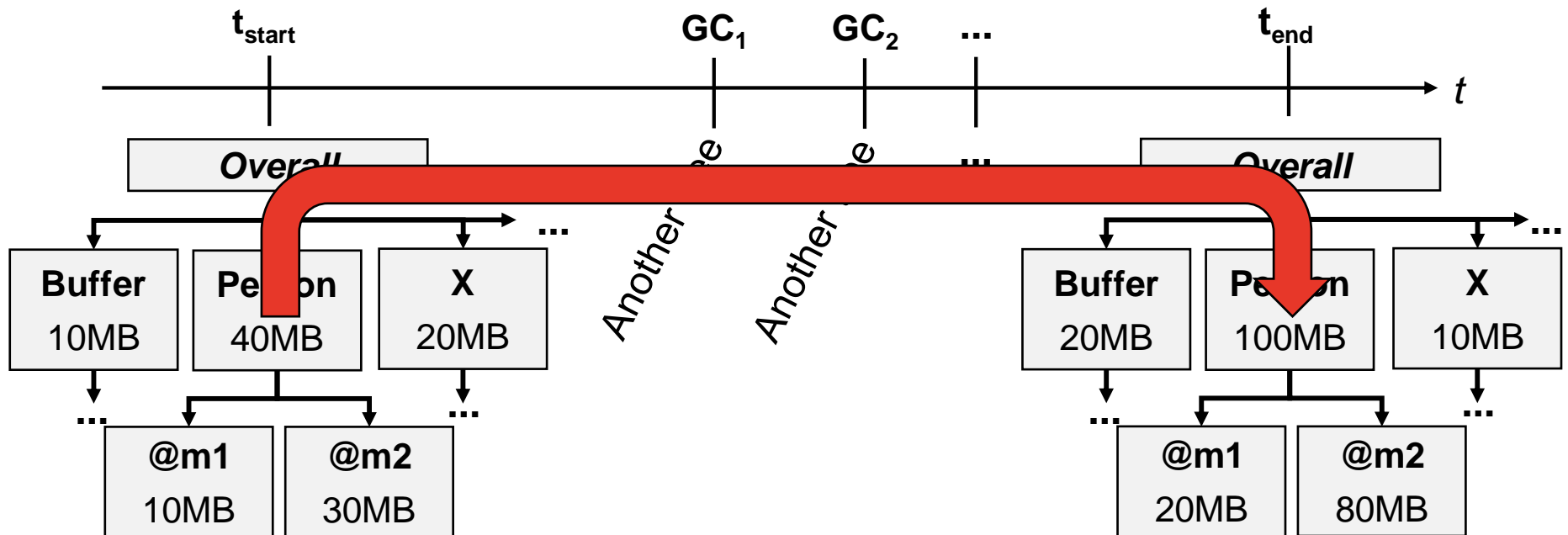
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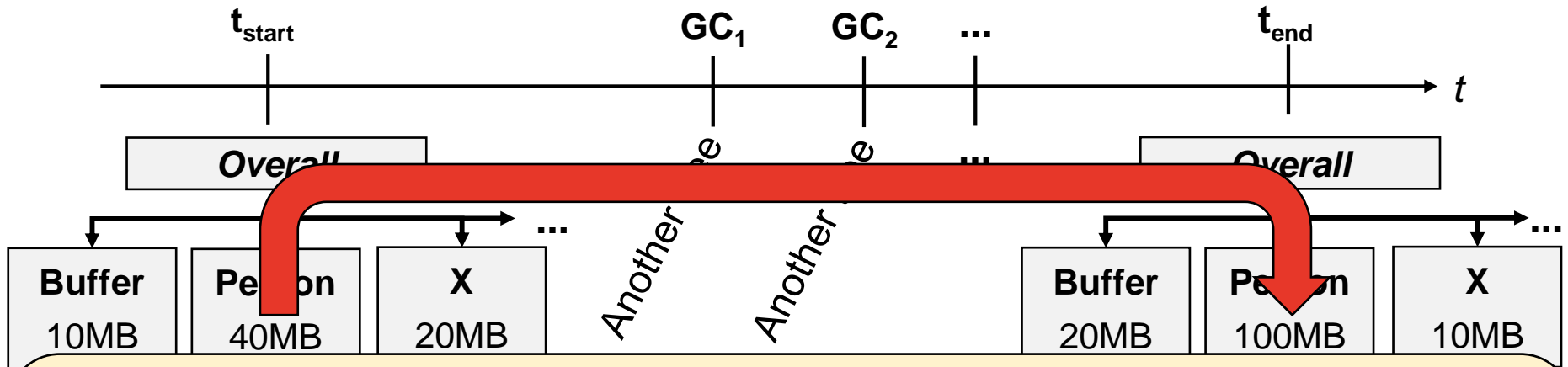
# MEMORY EVOLUTION



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**Question: How to visualize memory trees and their evolution?**

# REQUIREMENTS



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**“Bigger is more” principle**

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**Suitable for interactive visualization**

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**“Bigger is more” principle**

**Suitable for interactive visualization**

**Proven and easy to understand**

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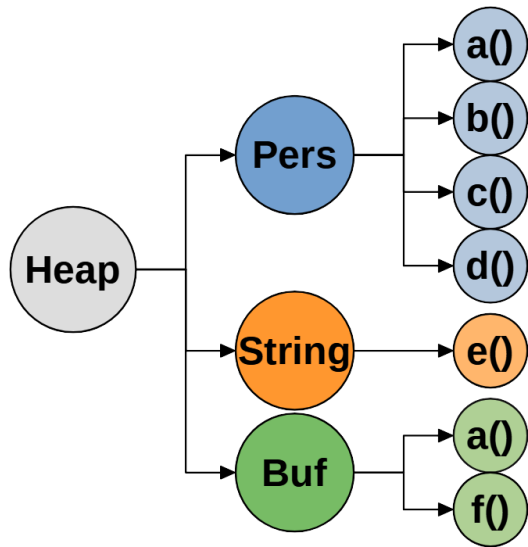
**“Bigger is more” principle**

**Suitable for interactive visualization**

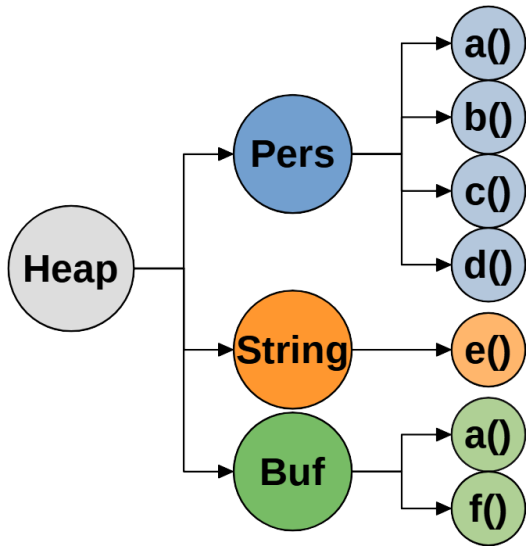
**Proven and easy to understand**

**Stable layout on evolving data**

# VISUALIZATIONS COMPARED

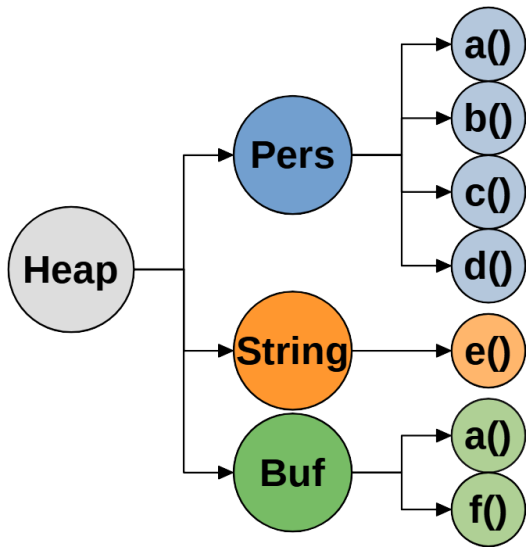


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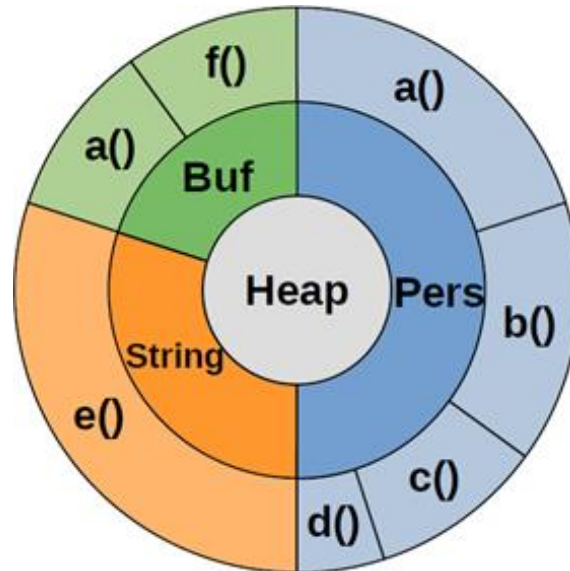


Node-Link Diag.

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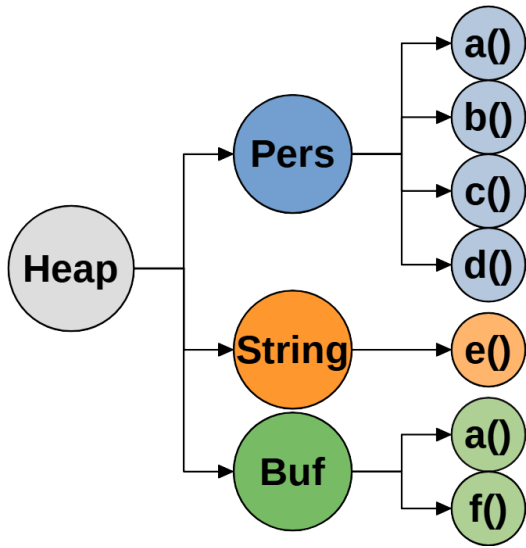


Node-Link Diag.

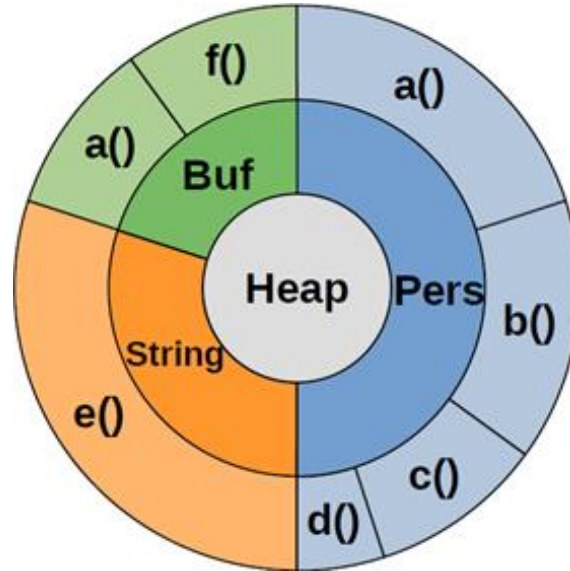


Sunburst

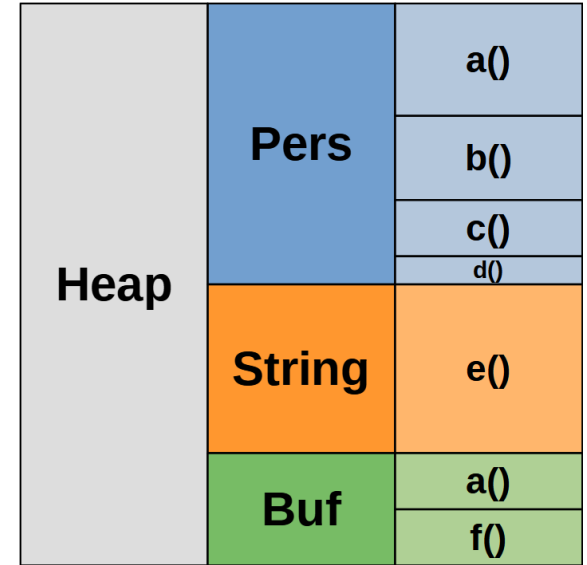
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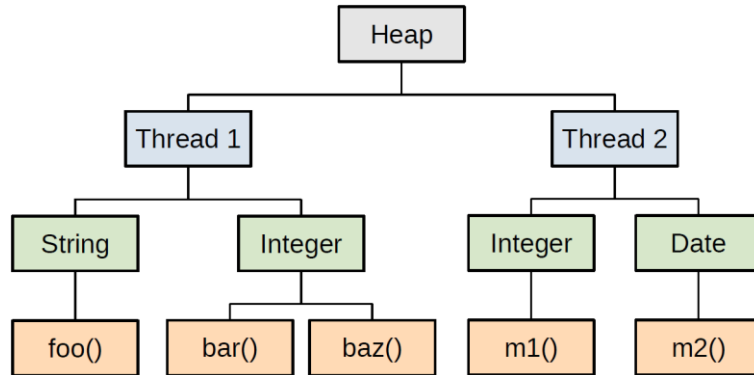


Icicle

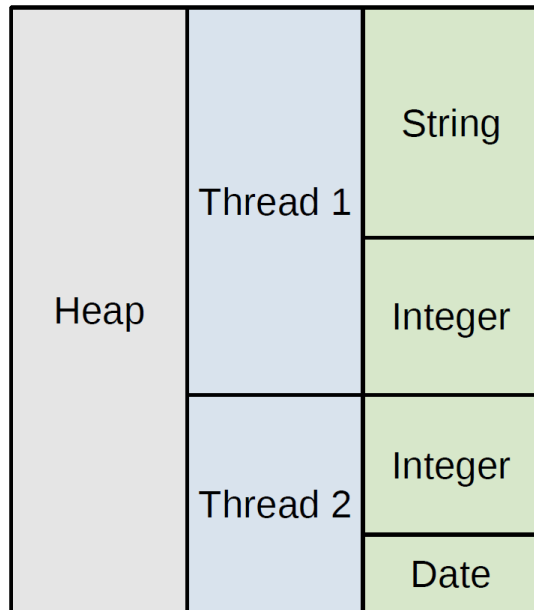
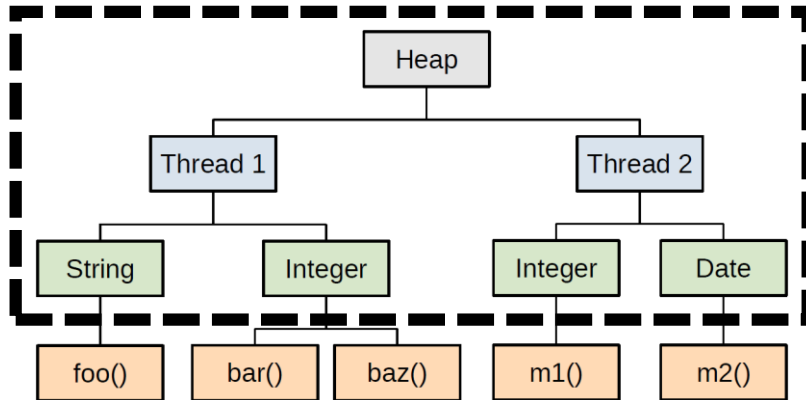


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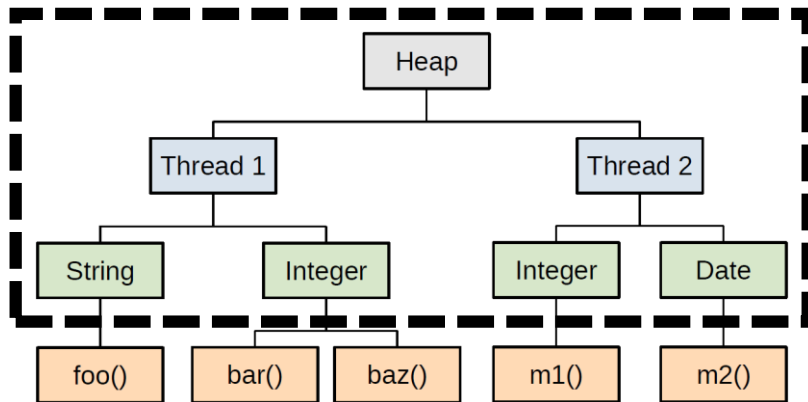
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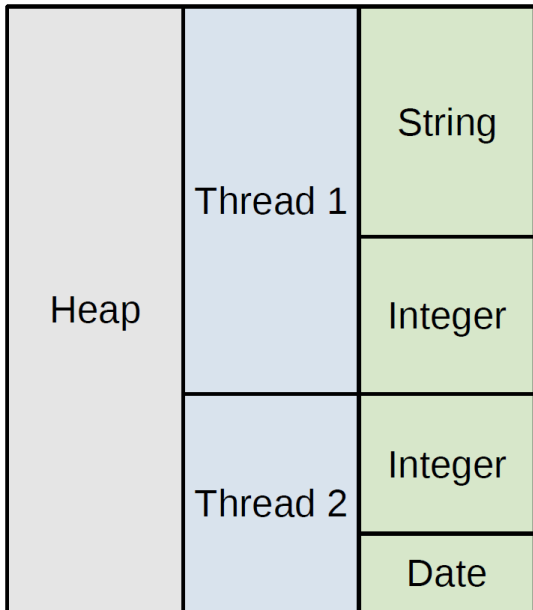
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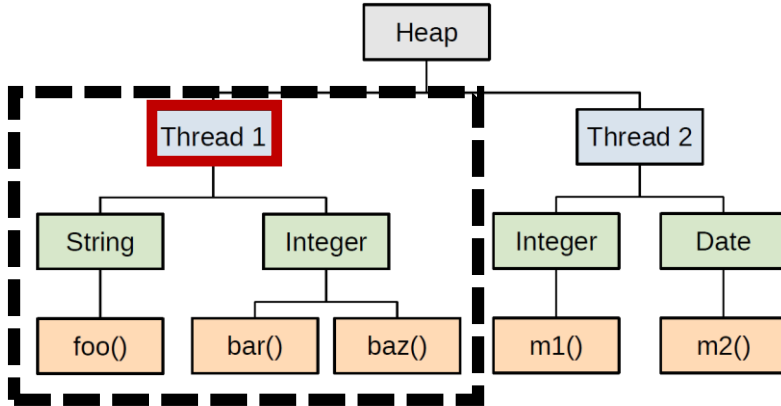
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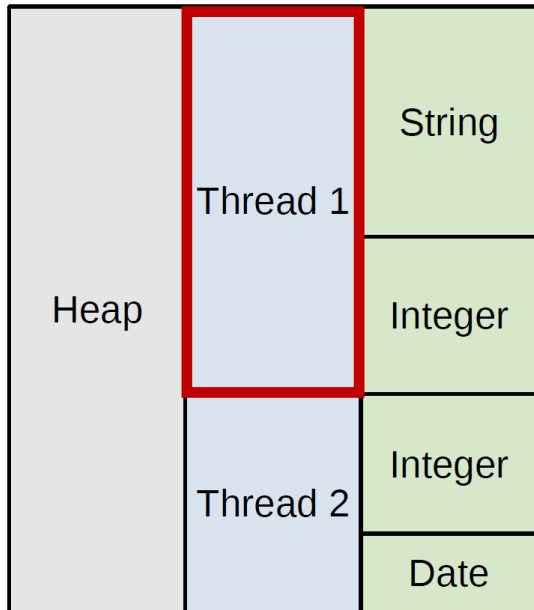
**Drill-down**



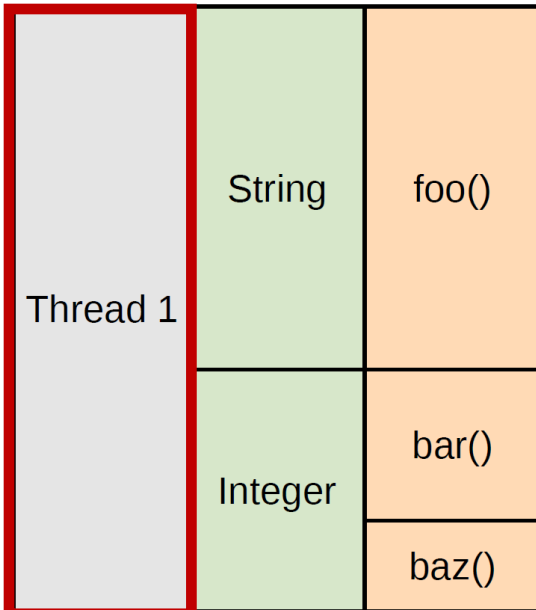
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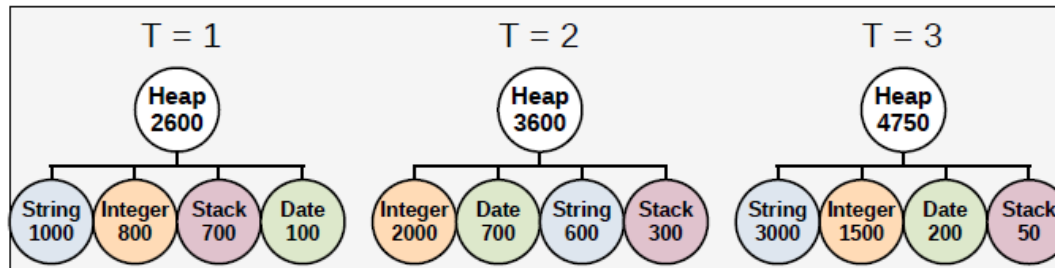
**Drill-down**



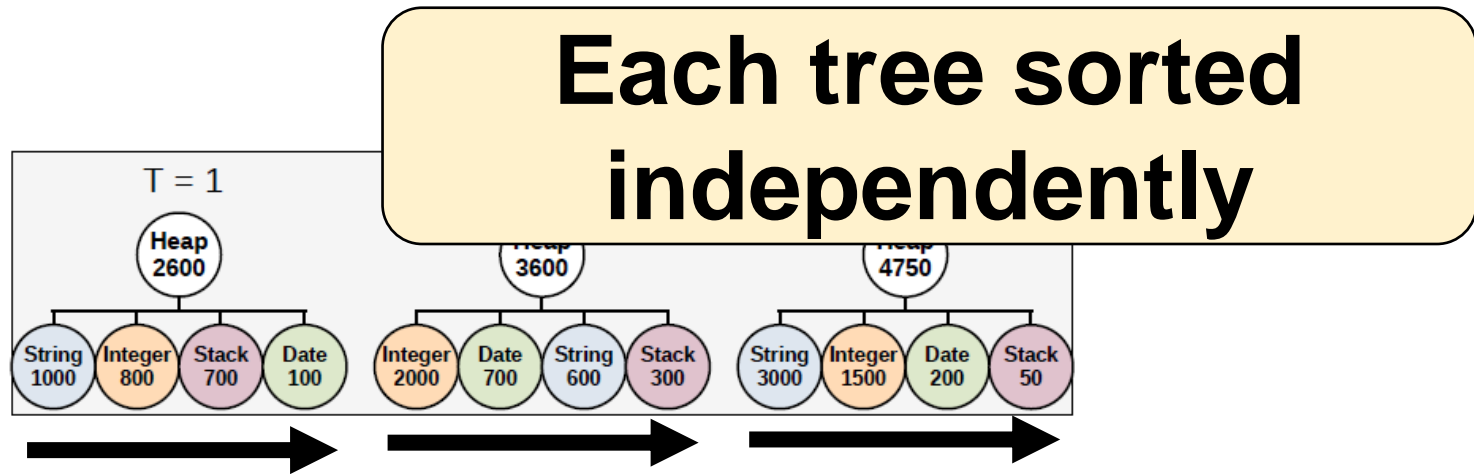
Drill-down into *Thread 1*



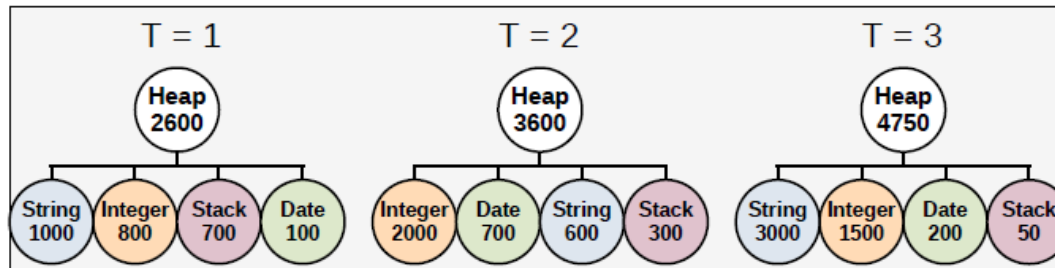
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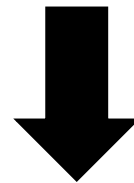
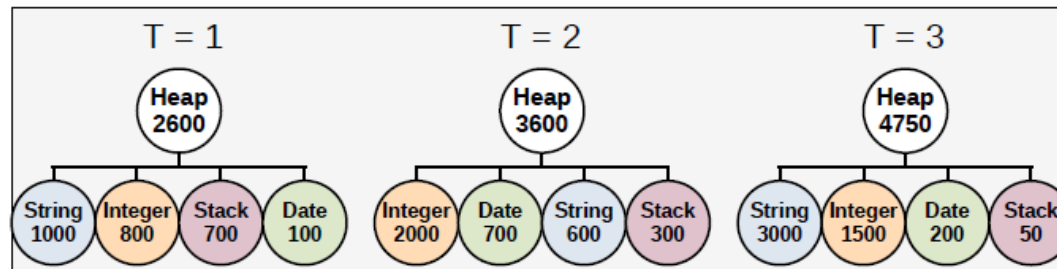


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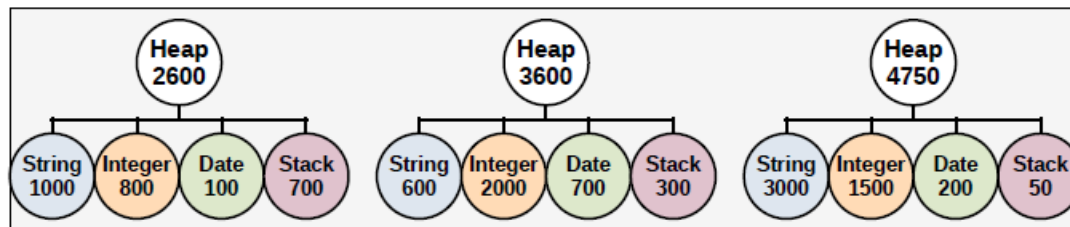




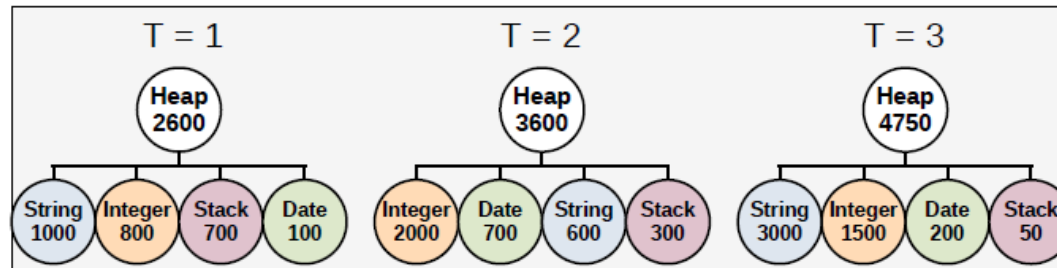
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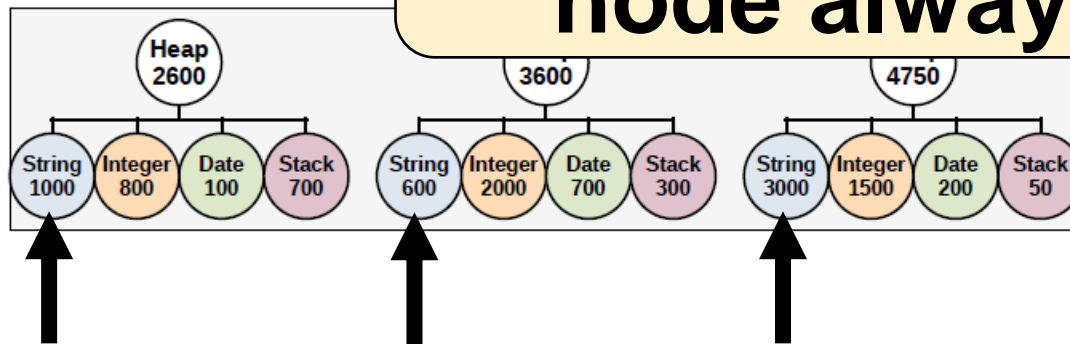
Sort all tree nodes using fixed sorting (e.g., absolute growth)



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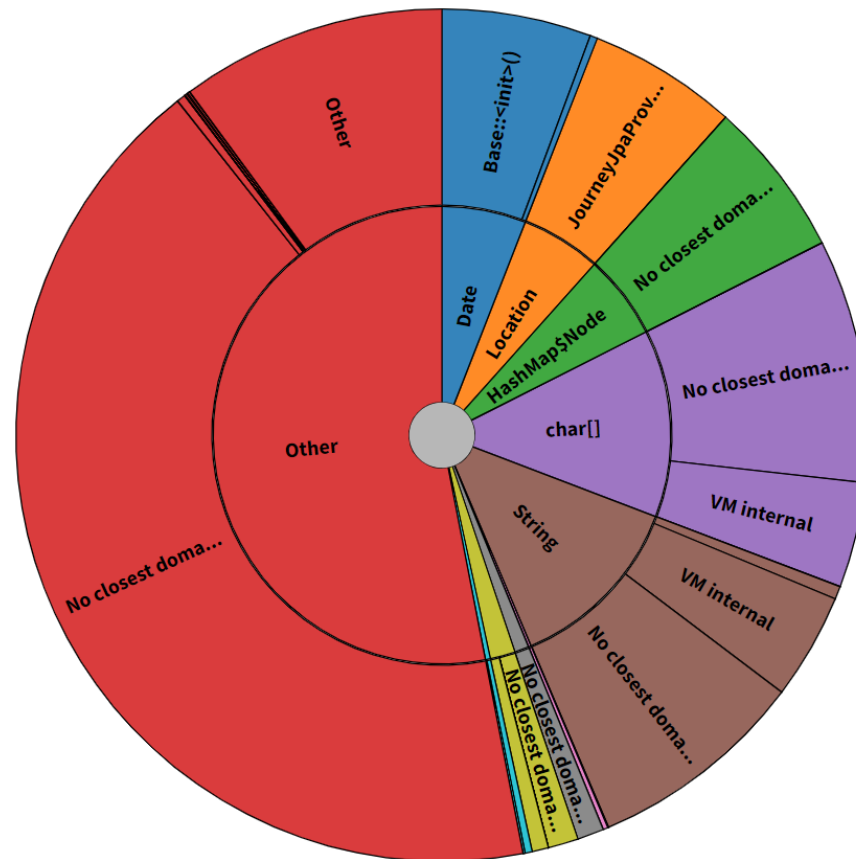
**Strongest growing node always first**



# RELATIVE POSITION ANIMATION

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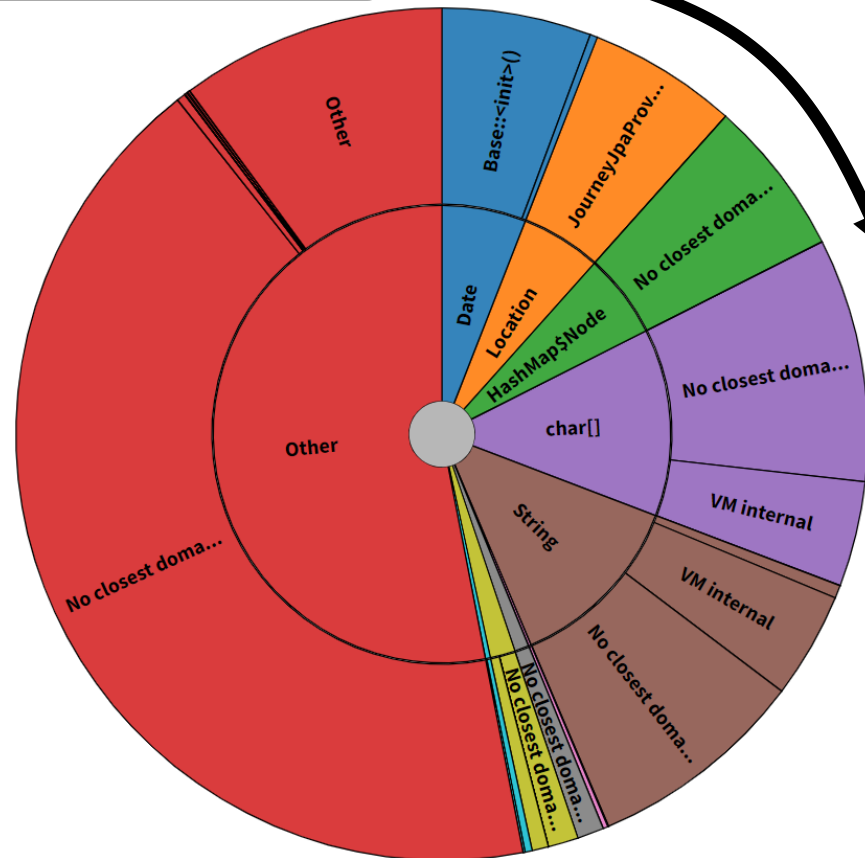
Current Heap: Number: 0 | Time: 147,252ms | Size: 564,129



# RELATIVE POSITION ANIMATION

Sorted by growth

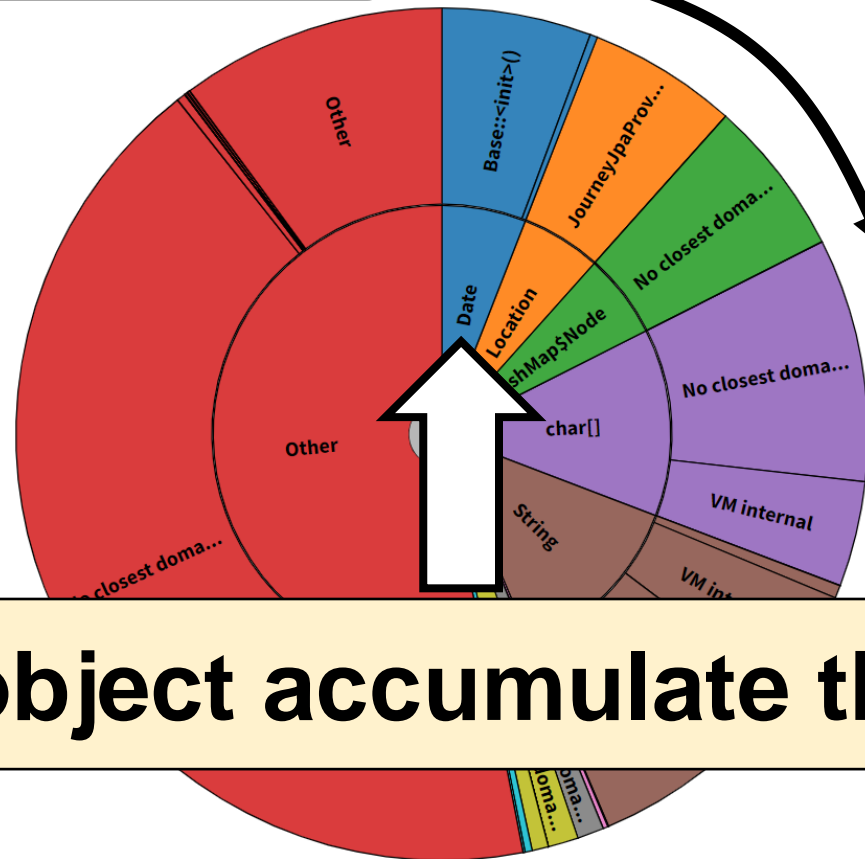
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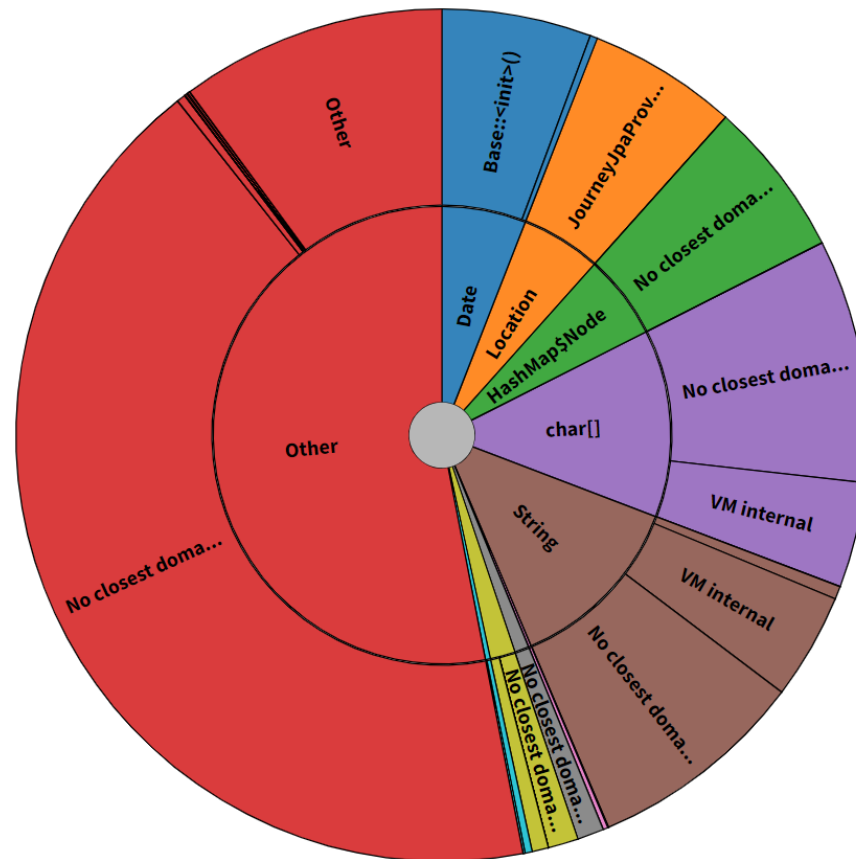
Time: 147,252ms | Size: 564,129



*Date* object accumulate the most

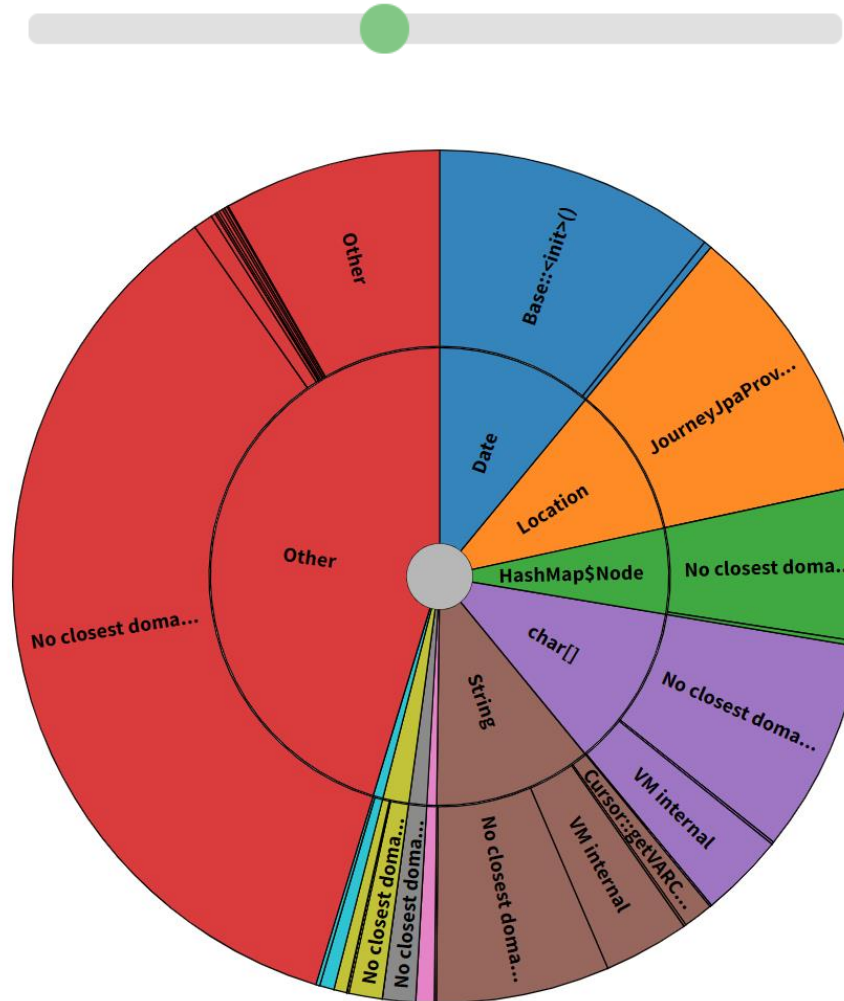
# RELATIVE POSITION ANIMATION

Current Heap: Number: 0 | Time: 147,252ms | Size: 564,129



# RELATIVE POSITION ANIMATION

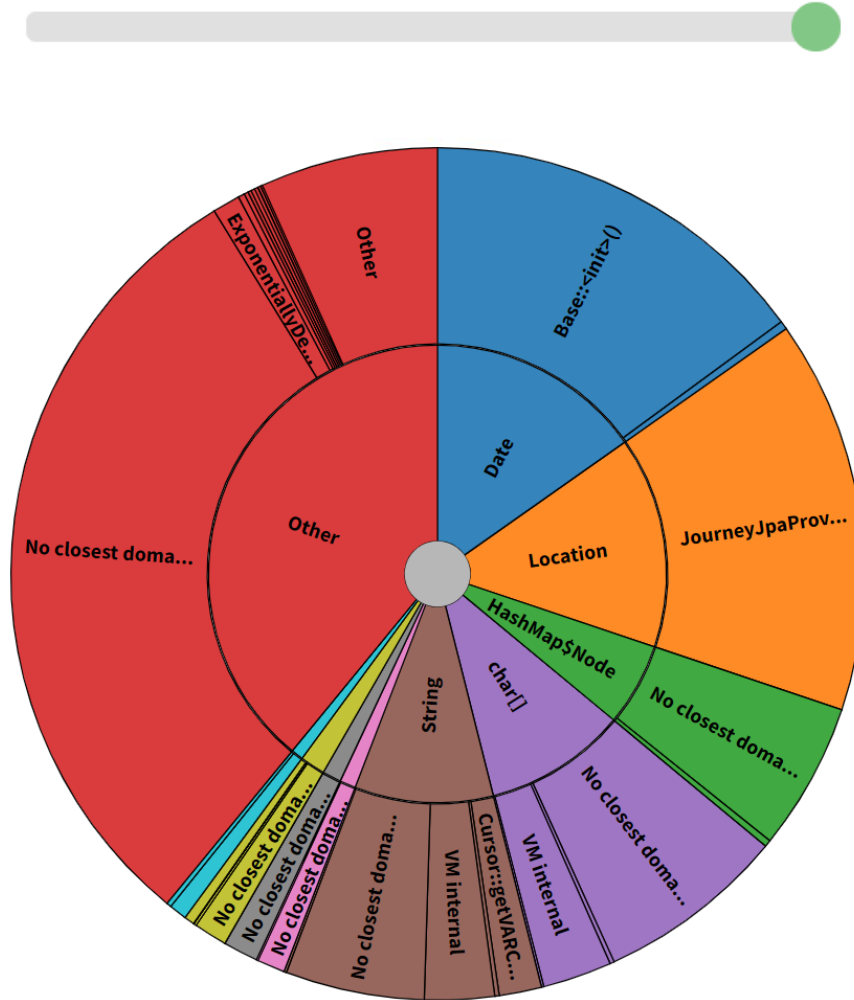
Current Heap: Number: 10 | Time: 309,987ms | Size: 717,439





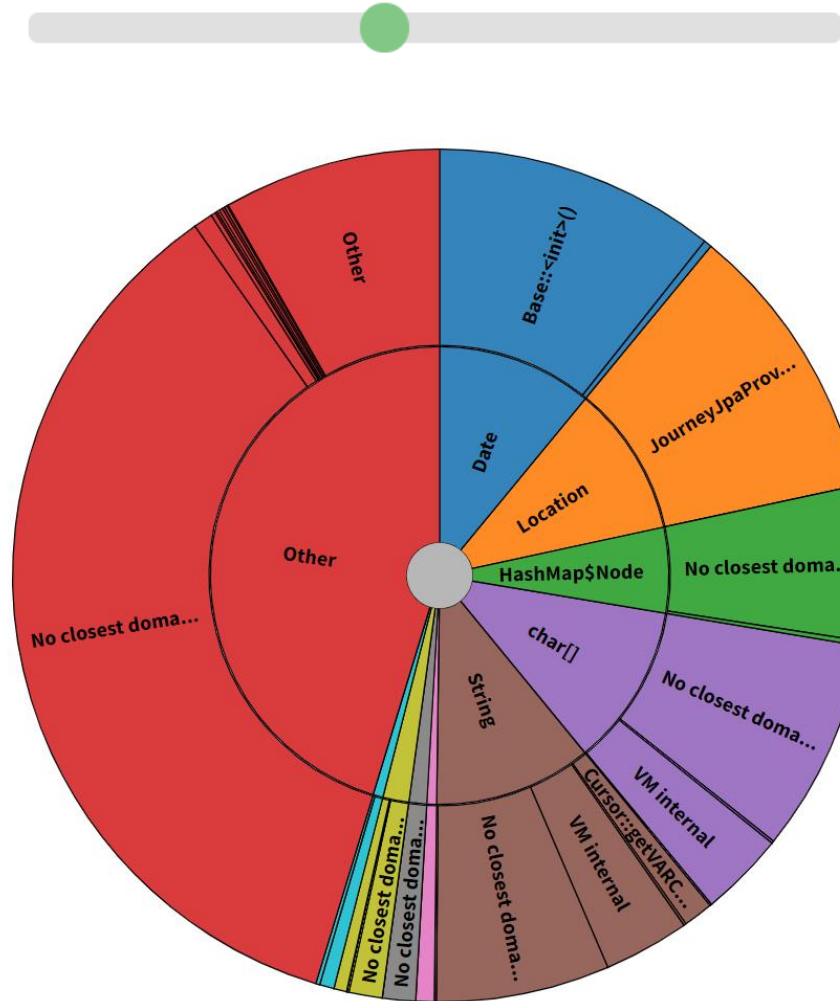
# RELATIVE POSITION ANIMATION

Current Heap: Number: 23 | Time: 505,806ms | Size: 899,049



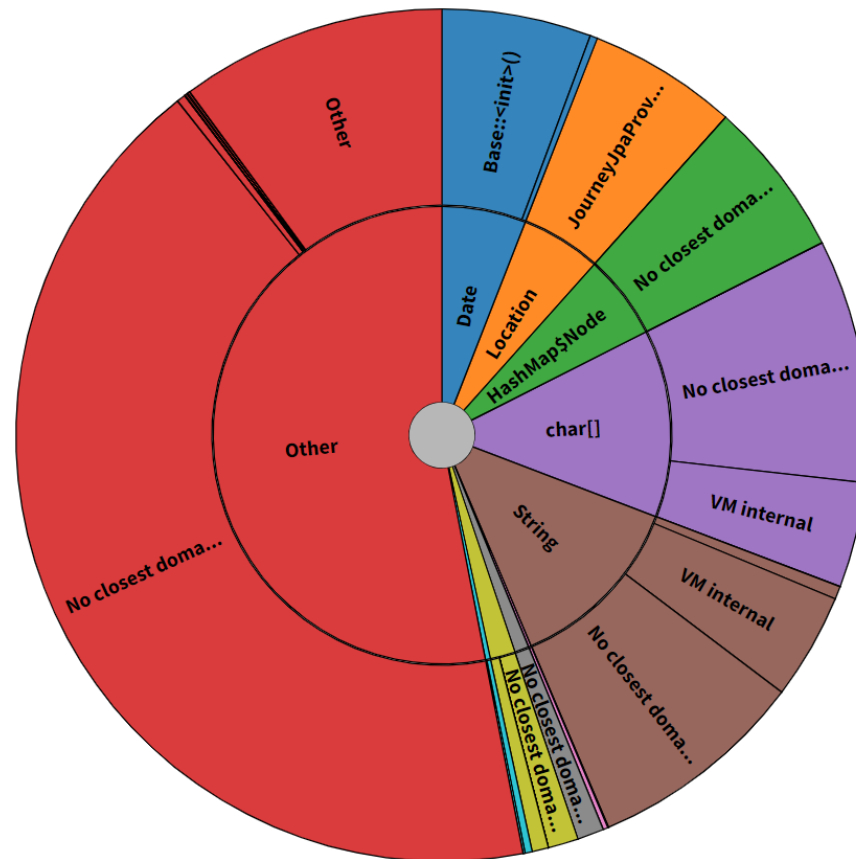
# RELATIVE POSITION ANIMATION

Current Heap: Number: 10 | Time: 309,987ms | Size: 717,439



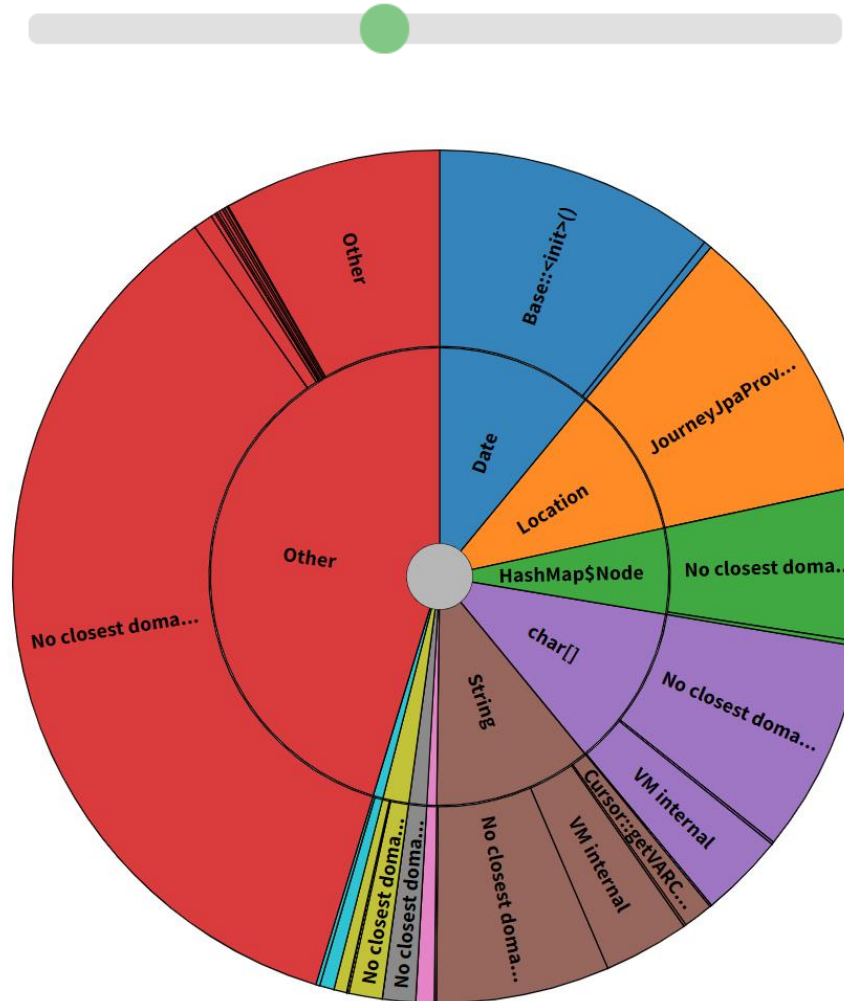
# RELATIVE POSITION ANIMATION

Current Heap: Number: 0 | Time: 147,252ms | Size: 564,129



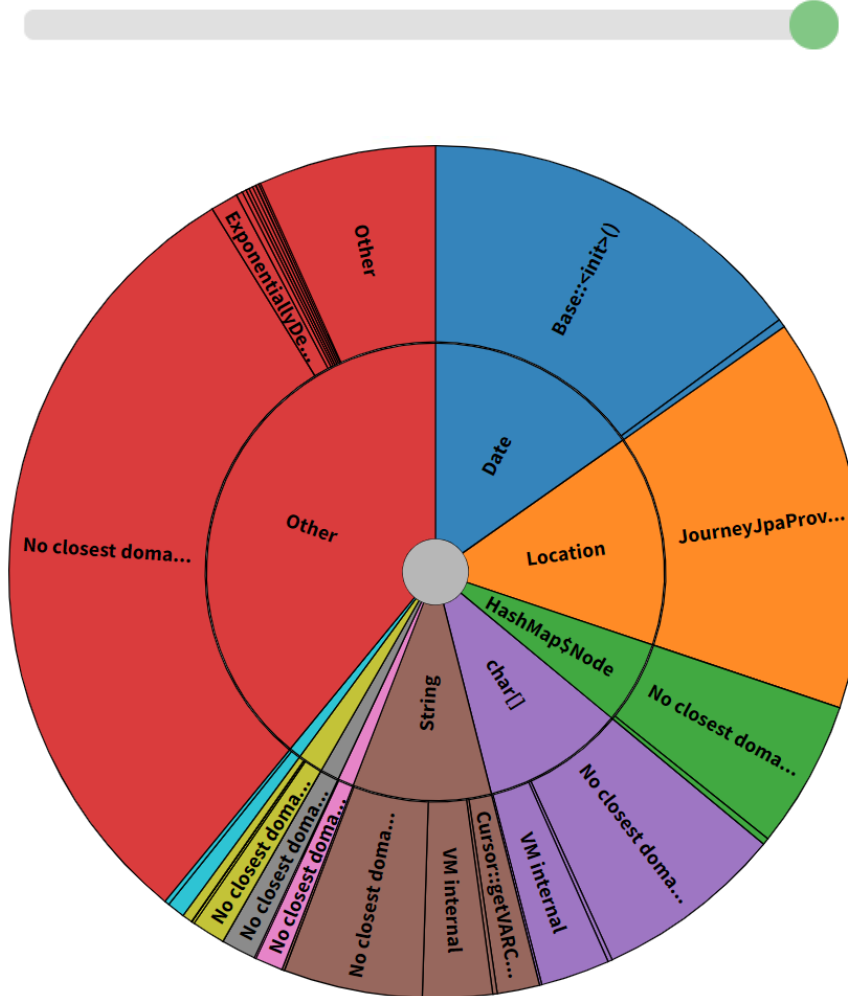
# RELATIVE POSITION ANIMATION

Current Heap: Number: 10 | Time: 309,987ms | Size: 717,439

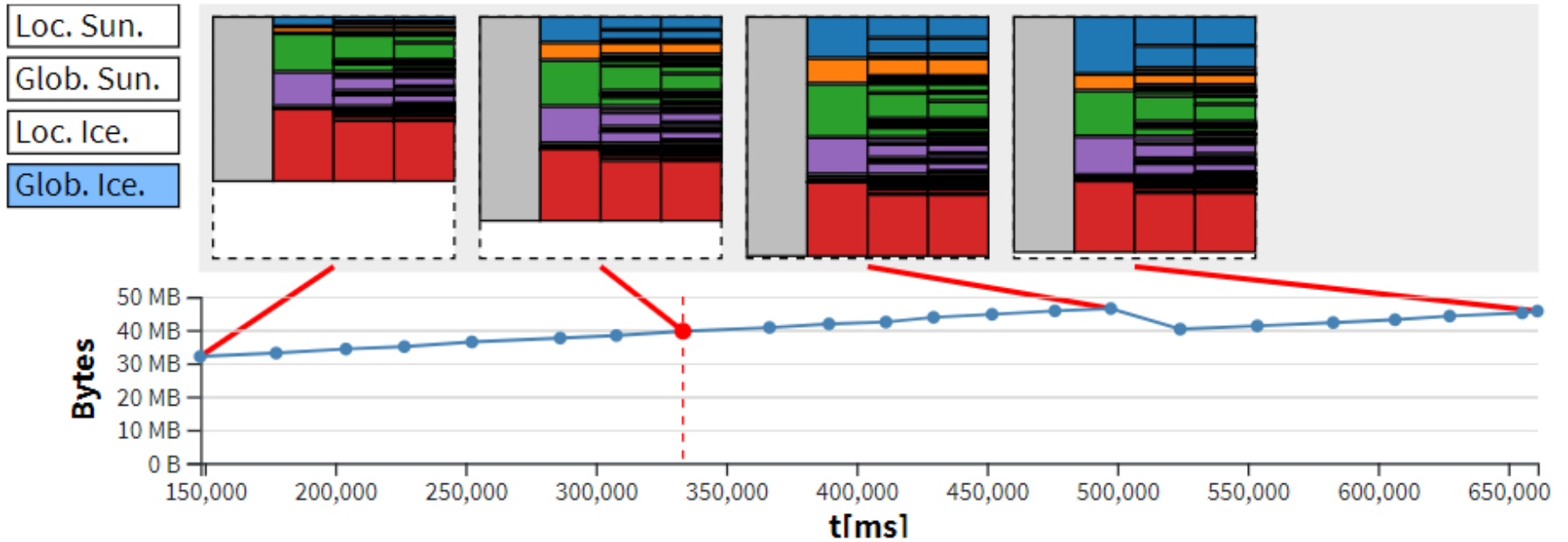


# RELATIVE POSITION ANIMATION

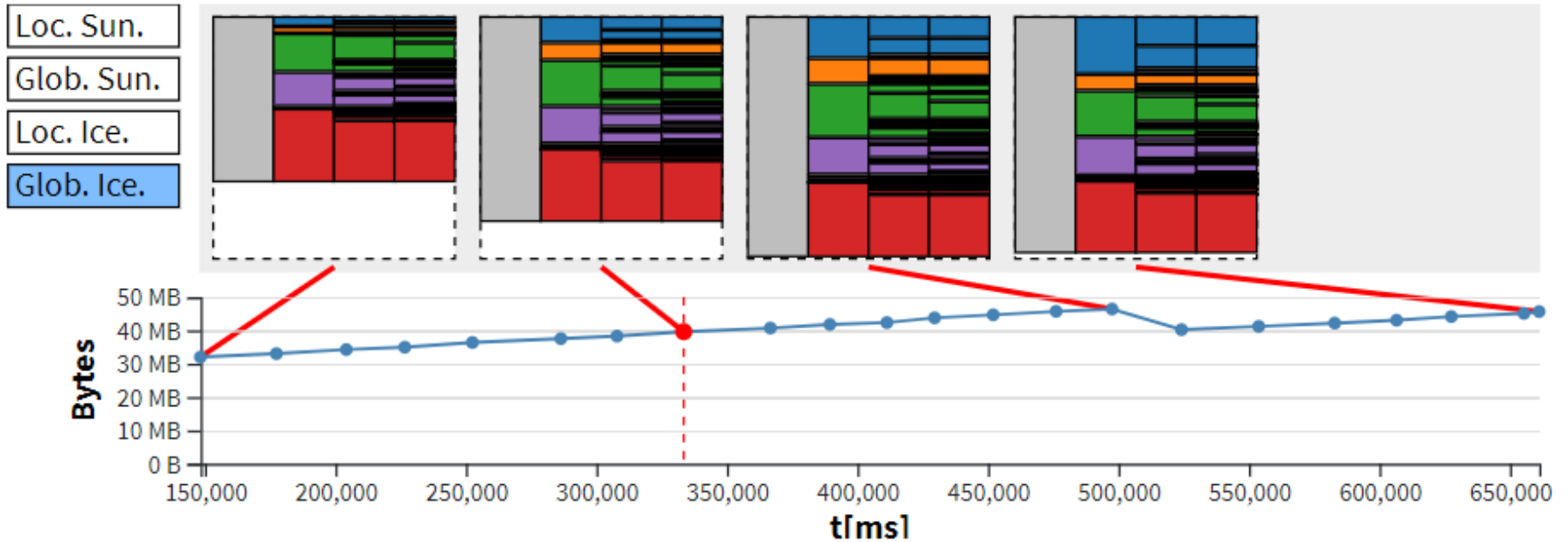
Current Heap: Number: 23 | Time: 505,806ms | Size: 899,049



# TIMELINE VIEW

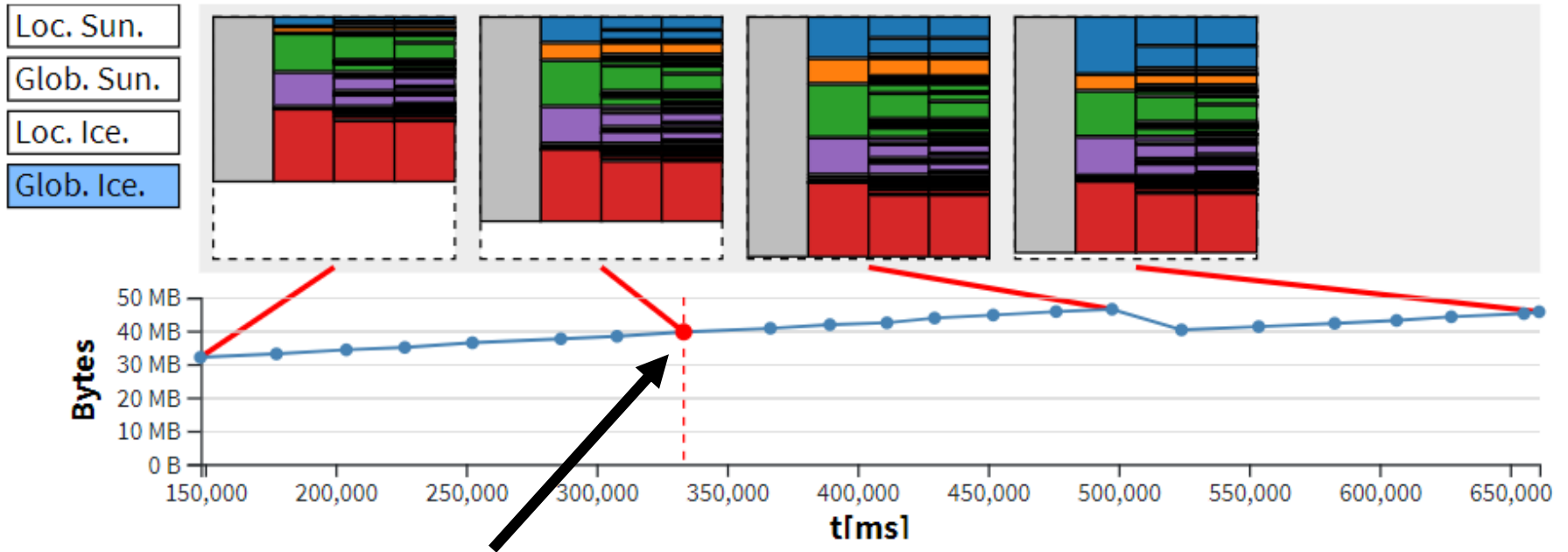


# TIMELINE VIEW



**Small multiples at different points  
in time**

# TIMELINE VIEW

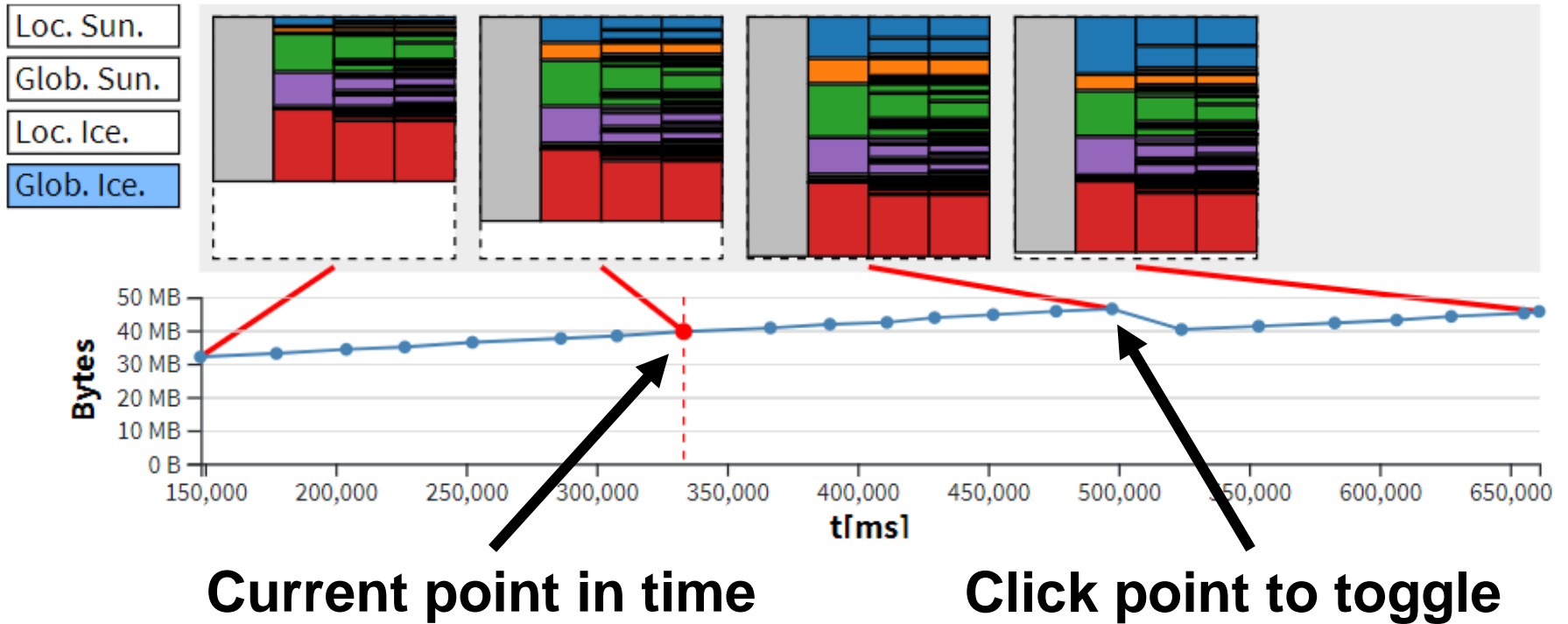


Current point in time

**Small multiples at different points in time**

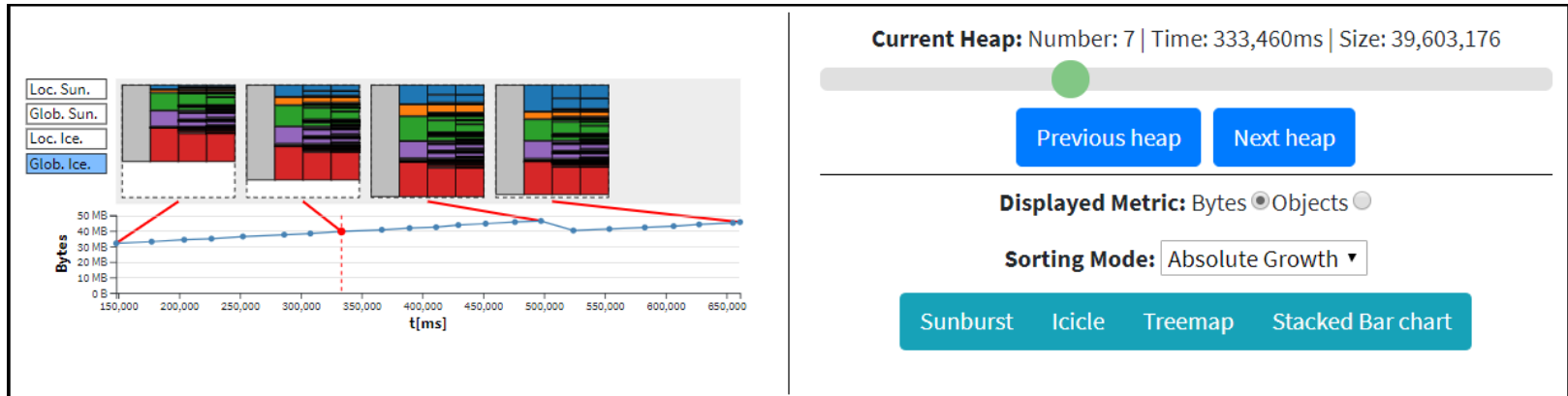


# TIMELINE VIEW

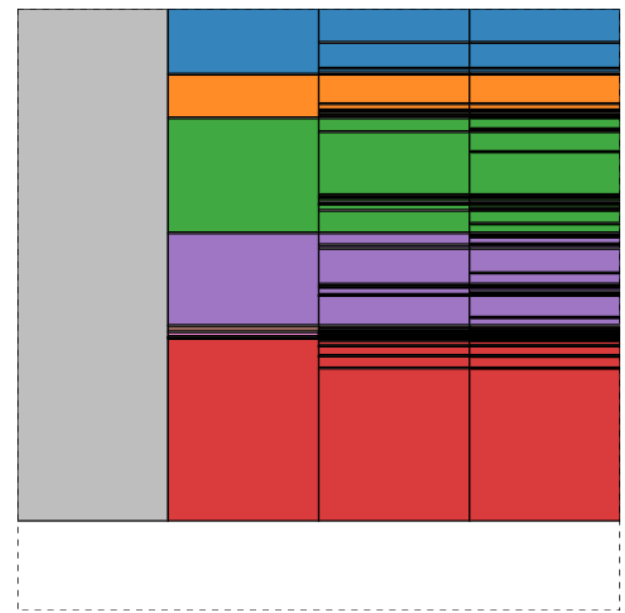
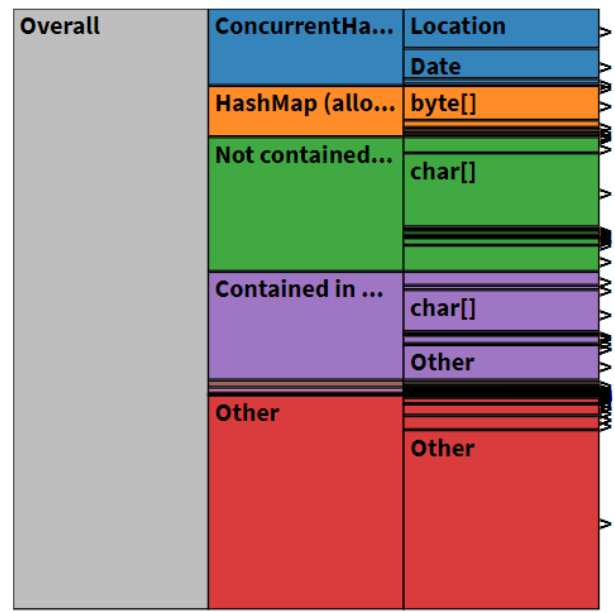


**Small multiples at different points in time**

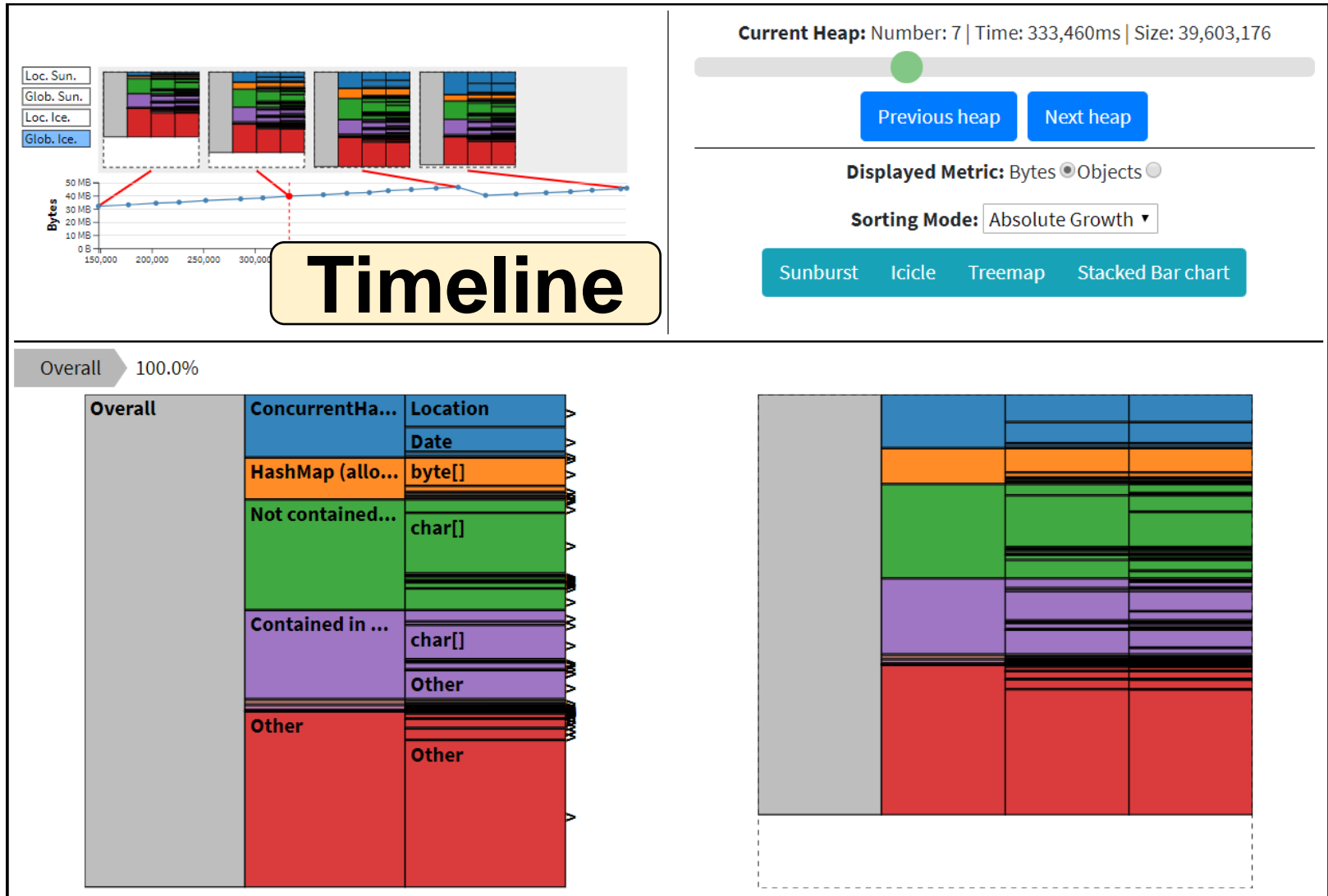
# PROTOTYPE AVAILABLE



Overall 100.0%

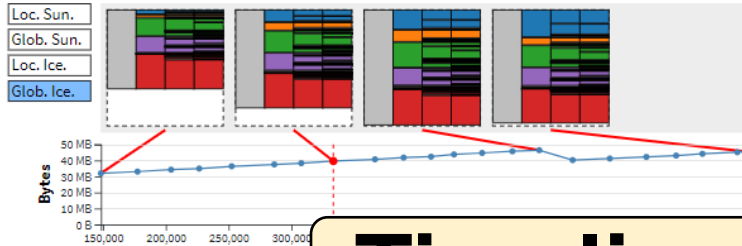


# PROTOTYPE AVAILABLE



# Time navigation

## PROTOTYPE AVAILABLE



### Timeline

Current Heap: Number: 7 | Time: 333,460ms | Size: 39,603,176



Previous heap

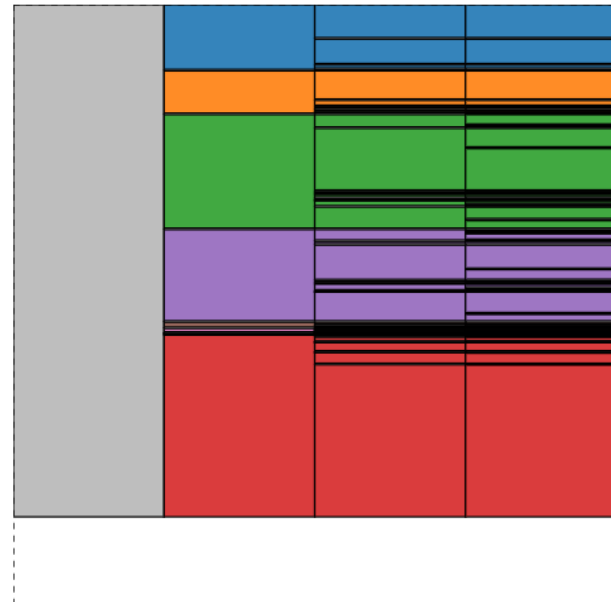
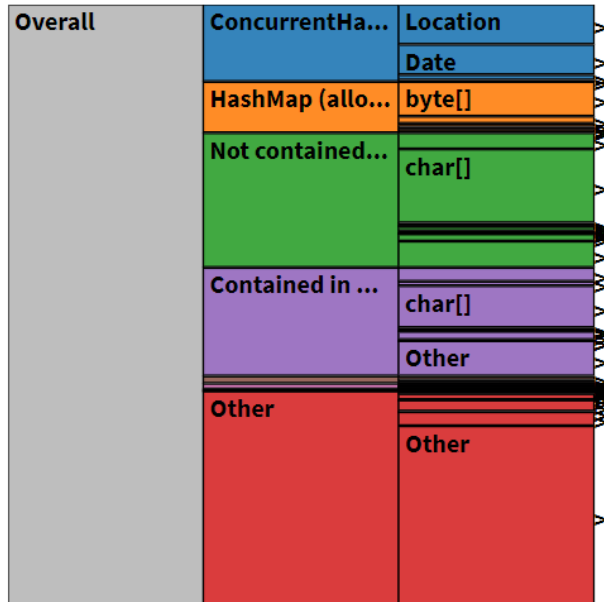
Next heap

Displayed Metric: Bytes  Objects

Sorting Mode: Absolute Growth ▾

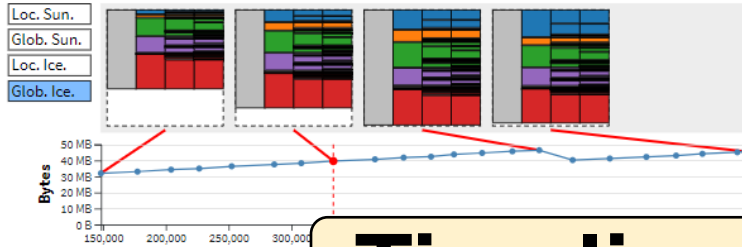
- Sunburst
- Icicle
- Treemap
- Stacked Bar chart

Overall 100.0%



# PROTOTYPE AVAILABLE

# Time navigation



# Timeline

Current Heap: Number: 7 | Time: 333,460ms | Size: 39,603,176



Previous heap

Next heap

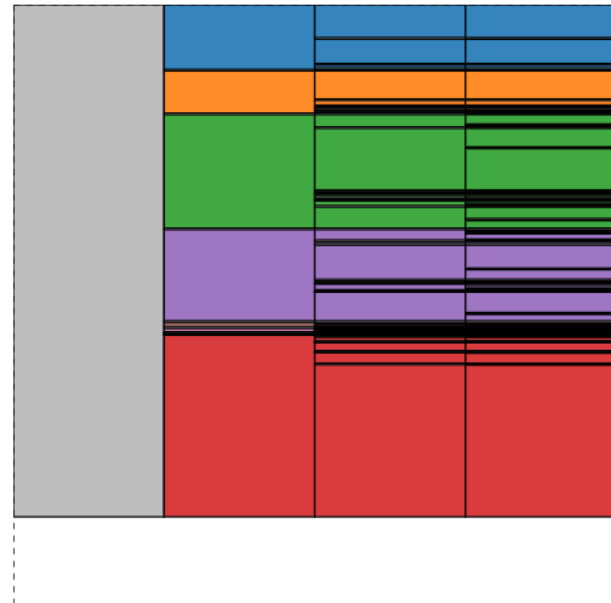
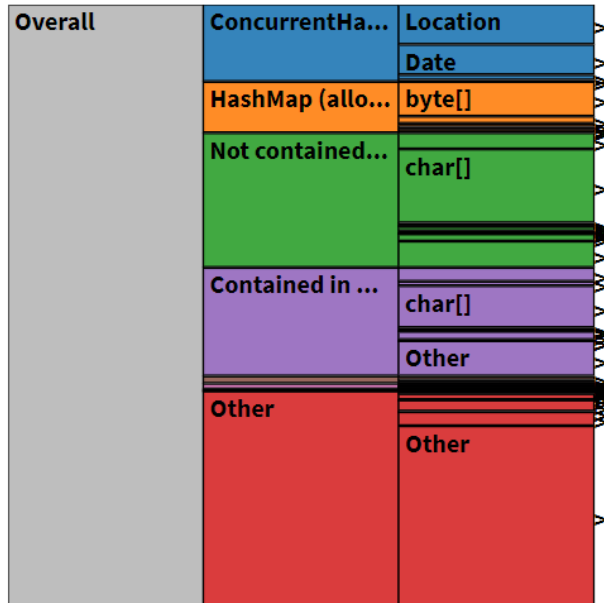
Displayed Metric: Bytes  Objects

Sorting Mode: Absolute Growth ▾

Sunburst Icicle Tree

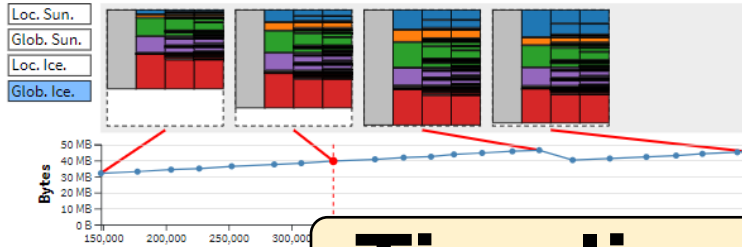
# Settings

Overall 100.0%



# PROTOTYPE AVAILABLE

# Time navigation



# Timeline

Current Heap: Number: 7 | Time: 333,460ms | Size: 39,603,176



Previous heap

Next heap

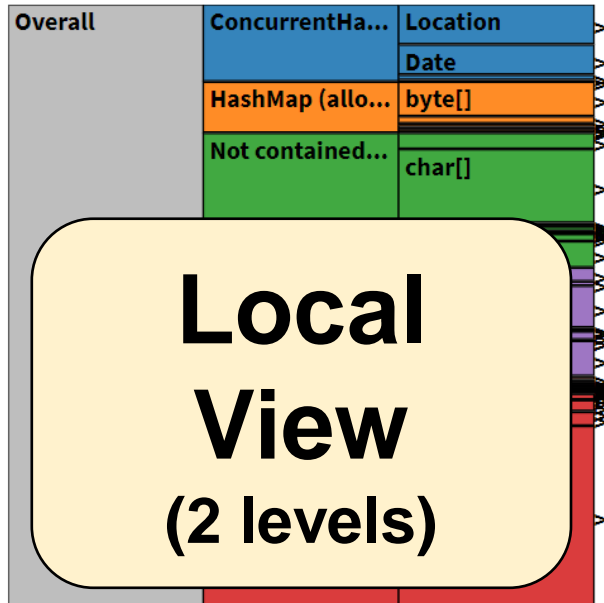
Displayed Metric: Bytes  Objects

Sorting Mode: Absolute Growth ▾

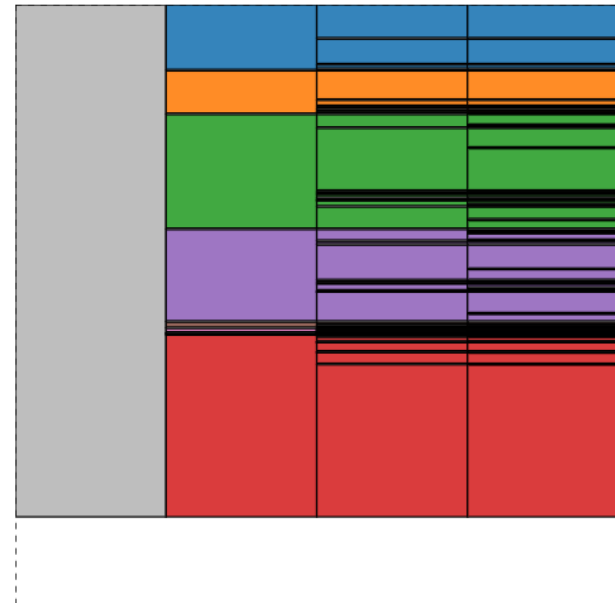
Sunburst Icicle Tree

# Settings

Overall 100.0%

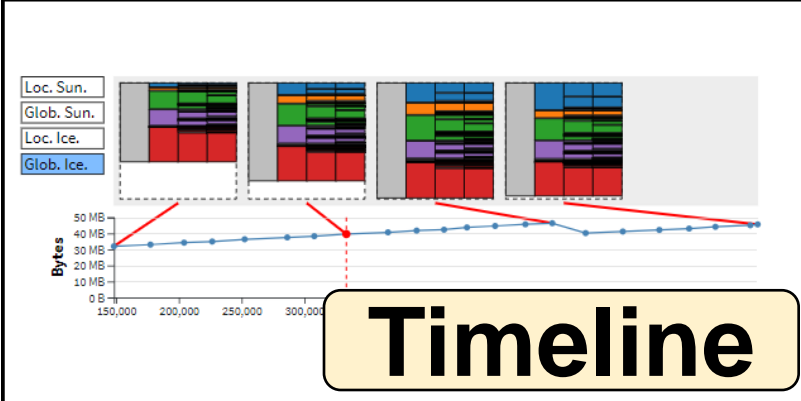


# Local View (2 levels)



# PROTOTYPE AVAILABLE

# Time navigation



Current Heap: Number: 7 | Time: 333,460ms | Size: 39,603,176

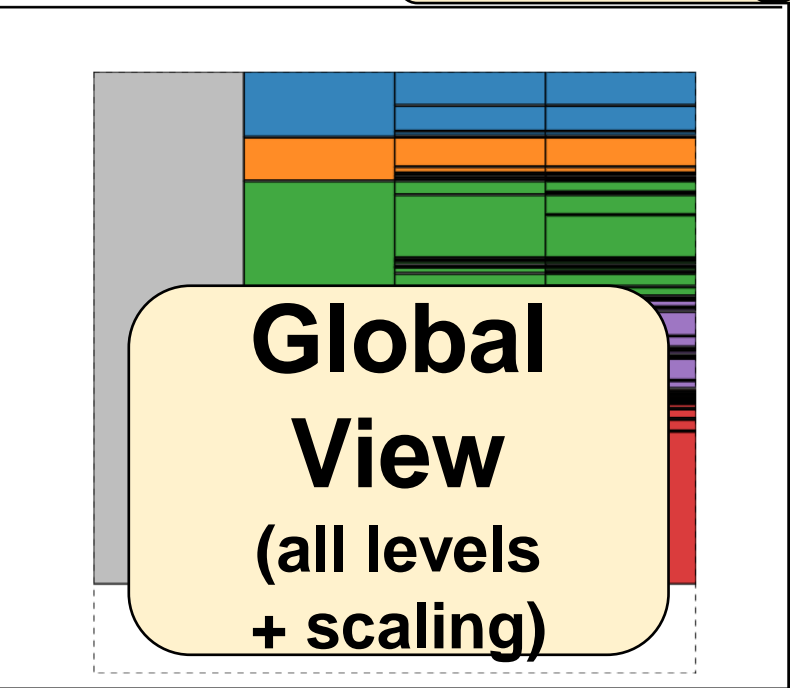
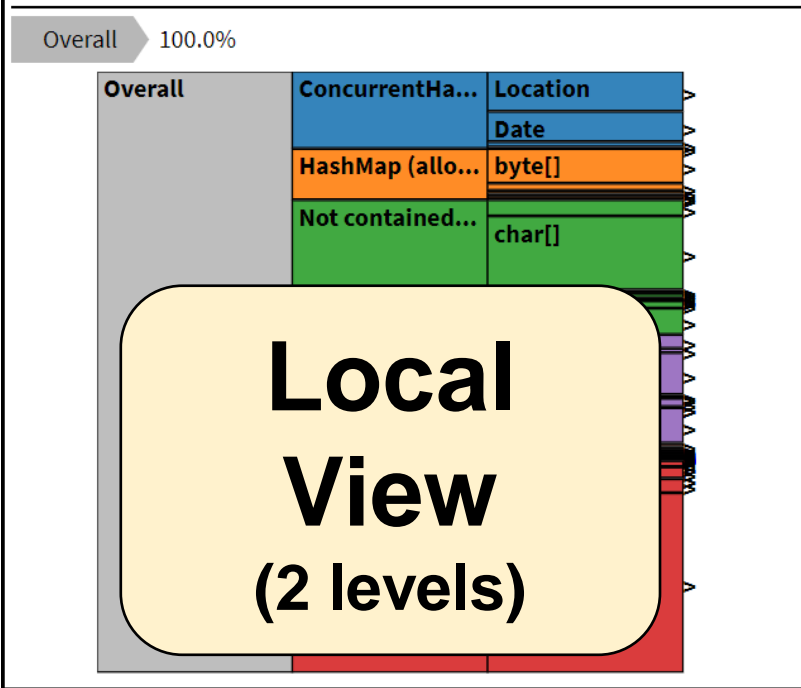
Previous heap | Next heap

Displayed Metric: Bytes  Objects

Sorting Mode: Absolute Growth ▾

Sunburst | Icicle | Tree

**Settings**



# FUTURE WORK

Icons taken from <https://fontawesome.com/> - license: <https://fontawesome.com/license/free>



# FUTURE WORK

- Follow-up work accepted at STAG 2020  
„Memory Leak Analysis using Time-Travel-based and  
Timeline-based Tree Evolution Visualizations “

**STAG 2020**

SMART TOOLS AND APPLICATIONS FOR GRAPHICS

# FUTURE WORK

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- Guidance



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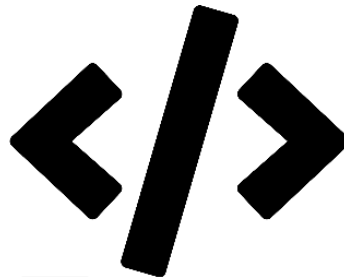
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- Follow-up work accepted at STAG 2020  
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- Guidance



- IDE Integration



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# TAKE-AWAYS

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## Problem

**How to visualize  
memory evolution  
(i.e., memory  
trees) over time?**

# TAKE-AWAYS

**Problem**

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(i.e., memory  
trees) over time?**

**Tree  
Visualizations**

**Target audience:  
Novice memory  
analysts**

**Sunburst**

**Icicle**

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## Evolution Over Time

Stable layout

„Relative position  
animation“

Don't destroy  
user's  
cognitive map

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**Interaction**

Timeline view

Time navigation

Drill-down



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**Prototype available at**

<https://bit.ly/>

STAG-MemoryTreeVizTool



**Video available at**

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STAG-MemoryTreeVizVideo

# TAKE-AWAYS

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How to visualize memory evolution (i.e., memory trees) over time?

**Tree Visualizations**

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Sunburst

Icicle

**Evolution Over Time**

Stable layout

„Relative position animation“

Don't destroy user's cognitive map

**Interaction**

Timeline view

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**Markus Weninger**

Johannes Kepler University  
Linz, Austria

markus.weninger@jku.at



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STAG-MemoryTreeVizVideo