Argent for Java

Note: ArgSoft Intellectual Property Holdings Limited has created this document for informational purposes only. ArgSoft Intellectual Property Holdings Limited makes no warranties, express or implied, in this document. The information contained in this document is subject to change without notice. ArgSoft Intellectual Property Holdings Limited shall not be liable for any technical or editorial errors, or omissions contained in this document, nor for incidental, indirect or consequential damages resulting from the furnishing, performance, or use of the material contained in this document, or the document itself. All views expressed are opinions of ArgSoft Intellectual Property Holdings Limited. All trademarks are the property of their respective owners.

Table of Contents

Introduction

Designed and architected by technology visionary James Gosling in the mid-1990s, Java is a very popular programming language that has been adopted by many software developers. Programs written in Java are used today on millions of devices worldwide.

Java is the buzzword today everywhere.

Google's Android phones are a key factor and, while Android dominates the smartphone industry, Java is increasingly used in home appliances like televisions, refrigerators, dishwashers, and security systems. Java is an important technology driving the explosive growth of the Internet, especially smart devices and the 'Internet of Things'. Keep counting the number of computers and devices that use Java as the list is growing day by day.

Java's rapid adoption and growth cannot be attributed only to Android. Java can be easily ported to a wide variety of operating systems and platforms. Java can be used in Web applications, mobile apps, and complex user interface (UI) programs. Java can be used to integrate divergent legacy applications in extract-transfer-load (ETL) scenarios.

With so many Java programs all around us, it is important to manage and monitor existing and emerging Java-based applications.

What is Argent for Java?

Argent for Java is a comprehensive tracking, monitoring, and management solution focused on Java-based applications across your enterprise.

Argent for Java provides a rule-based monitoring engine that collects statistics and metrics about your Java applications and reports and generates alerts for exception conditions.

Why Argent for Java?

Although Java has been ported and migrated to many operating systems and platforms, the language and run time performance is rarely optimized for each particular platform. Independent Software Providers (ISPs) and IT departments are often most concerned about delivering application features and functionality as a priority ahead of performance and reliability.

The performance and reliability of Java-based applications vary widely and are not consistent. A Java application developed for a UNIX platform may perform poorly on a Windows platform (and vice versa).

Tracking, monitoring, and managing your Java-based applications' performance and resource utilization is critically important, especially in non-stop environments such as customer-facing website applications.

Monitoring CPU and memory utilization can provide useful information but does not help you relate that information to your Java applications.

Argent for Java makes monitoring and managing your Java applications both easy and efficient. With Argent for Java you can forget about memory leaks, deadlocked and blocked threads, CPU overload, and more.

Argent for Java helps ensure your Java-based applications perform smoothly and reliably across your entire enterprise.

Argent for Java screens both JVMs and base servers via Java Management Extensions (JMX) technology.

The Java Virtual Machine (JVM)

Java incorporates a design architecture called the Java Virtual Machine (JVM). The JVM is a hypervisor that executes the Java programs written for it. An implementation of the JVM is part of making Java available on a given platform and operating system. Without an implementation of the JVM, Java programs cannot run. Java programs running within the JVM provide platform independence. This is because JVM converts the Java program's commands to the native language of the machine or device where the JVM and the Java program are installed.

When a Java application is launched, a JVM is instantiated for that application and persists in memory until the application completes. Internally, within a given operating system, there will be as many JVM's as there are Java applications launched.
Under Microsoft Windows, this is comparable to running a console-style application within a DOS command prompt window: There will be as many DOS command prompt windows as there are console-style command line programs active.

Since a JVM is a run-time environment for a Java application, each JVM will consume computer resources such as memory, CPU, and so on.
Argent for Java provides collects vital statistics for the JVM (and, correspondingly, the companion Java application).
Metrics and statistics collected include: Memory and CPU usage, CPU time consumed, thread and handle usage, thread counts, locks / deadlocks, and many more.
Argent for Java also keeps track of similar metrics for host machine where the JVM has been instantiated.

Memory Management

Within an instantiated JVM, memory must be allocated for new objects. Each JVM divides memory allocation into two categories: Heap Memory and Non-Heap Memory.

Heap Memory

Java heap memory from the Operating System is allocated by the JVM and it manages the heap for its Java Application. Every time the Java application creates a new object, the Java Virtual Machine gives out an adjacent space or an array of heap memory to store it within the heap memory already it took from the OS. “Live” objects that are frequently referenced by other objects are retained in the heap and those not referenced anymore are emptied from the heap or Garbage Collected by the JVM. This frees the heap memory.

The most newly created objects are referred to as “Young” generation by JVM algorithms and they become “Old” generation after they endure a few garbage collection processes. The young generation holds on to a small but extremely active segment of the heap where new objects are allocated. When the space allocated for Young generation gets full, a special garbage collection called ‘young collection’ frees up some of the young heaps by moving or promoting the oldest of the “Young” heaps to the “Old” heap. This frees up some space in Young heap which lets the JVM to allocate new objects again. ‘Old collection’ frees up space in the old heap by running a garbage collection in the old heap.

Young generation heap is again split into **Eden Space** and **Survivor Space**.

Eden Space is where new objects are actually allocated in the young heap. Many of these newly created objects will be dereferenced soon after they are created and become inaccessible. Objects that are not dereferenced are passed on to survivor space by the garbage collector first. In exceptional cases they get copied directly into the old generation heap.

Survivor Space is where the young generation objects that are not dereferenced are moved into by the garbage collector. In the survivor space, the surviving objects are shifted within the space to survive a few more GC passes after which only they move on to the “Old generation” heap. This is for optimal utilization of heap memory.

Old/Tenured space is the “Old generation” heap which is the largest memory pool to keep the objects that need to live for longer periods. Objects that leave survivor spaces are copied into tenured space.

Non-Heap Memory

Java Virtual Machine’s non-heap memory stores the runtime constant pool, field and function data and the program for functions and constructors for each class structure. It is a work area which is shared by all threads and the memory used for optimization of JVM’s internal processing.

Non-Heap memory is further split into **Permanent Generation (PERM)** and **Code Cache**.

Permanent Space is the pool that contains metadata of the virtual machine as such, like the class, method objects etc.

Code Cache contains the memory used for compilation and storage of native code by JVM.

The subsequent heap memory parameters are screened by Argent for Java:

Eden Space Usage: Keeps track of the space used (%, KB, MB and GB) by Eden space

Survivor Space Usage: Keeps track of the space used (%, KB, MB and GB) by Survivor space

Old/Tenured Space Usage: Keeps track of the space used (%, KB, MB and GB) by Old/Tenured space

Overall Heap Memory Usage: Keeps track of the space used (%, KB, MB and GB) by overall heap memory

The subsequent non-heap memory parameters are screened by Argent for Java:

Permanent Space Usage: Keeps track of the space consumed (%, KB, MB and GB) by Permanent space

Code Cache Usage: Keeps track of the space consumed (%, KB, MB and GB) by Code Cache

Garbage Collection

Garbage Collection (or GC) is a process that makes sure that unused memory is freed while an application is running. This process makes memory management and the application more efficient. When an application starts up each object is provided a memory space in the heap so that it can be referenced easily within the program or application. Garbage Collection identifies the objects that are never referenced and clears the space in memory booked for them. This makes space for new objects which are referenced in the heap.

Earlier programming languages like C required manual allocation and de-allocation of memory. Java comes with an in-built Garbage Collector which makes memory allocation more efficient.

Argent for Java tracks and monitors the following aspects of a Java Garbage Collector:

Time Spent For Garbage Collection: Estimated time taken for garbage collection

Number of Collections: Total rounds of garbage collection that have been processed or completed

Thread Statistics

One of the most important features of Java is that the JVM allows synchronized multi-threading with each thread executing its own function while JVM in itself remains a single process. A most commonly used example of such an application is an instant messenger which runs 2 threads – one waits for user's input while the other keeps checking the server for incoming posts. Another instance is a server application processing and executing different requests in different threads whereas certain requests in may have multiple threads running parallel.

Each thread or process utilizes part of the memory, CPU and storage are available to a JVM. Each JVM starts a new thread at the start or main() method of a program. Each process or thread within the program initiates a new path from it and stays independent. These threads can run concurrently on separate processors or in a single processor also. How the threads are prioritized processing on the same processor is controlled by the thread scheduler.

If we keep track of threads in a JVM, we can easily spot out the deadlocks by recognizing the code that takes up more CPU resources.

Argent for Java monitors the following types of JVM threads:

Live Threads: Number of live threads currently running

Daemon Threads: Number of daemon threads currently running

Total Threads Started: Total number of threads created and also started since the Java Virtual Machine started

Peak Threads: Peak live thread count since the Java Virtual Machine started or peak was reset

Thread's CPU Time: Total CPU time consumption of JVM threads

Deadlocked Threads: Number of threads that are in deadlock waiting to acquire object monitors

Class Loader Statistics

Java Runtime Environment or JRE loads the required Java classes automatically into the JVM with the help of the Java Class Loader. It is a part of JRE and makes life easier for Java runtime system which need not bother about the files and file systems.

The following aspects of a Java Class loader are closely tracked by Argent for Java:

Loaded Class Count: Keeps track of the number of classes loaded in JVM at any given time.

Total Loaded Class Count: Keeps track of the total number of classes loaded from the time when JVM started execution.

Unloaded Class Count: Keeps track of the number of classes unloaded from the JVM from the time when JVM started execution.

Java Just-In-Time (JIT) Compilation Statistics

The Java compiler converts Java code into bytecode which is easily understood by the hardware's processor. Bytecode does not depend on an operating system or a platform; rather it is understood by the device that runs the code. Java uses a Just-In-Time or JIT compiler that converts the bytecode into the device's native machine code. Since this compilation is done in runtime it is called a Just-In-Time or JIT compiler. Java's JIT can access dynamic runtime data and optimize in-line functions used repeatedly contrary to a standard compiler that cannot access runtime information.

Argent for Java tracks the time spent in JIT compilation.

CPU Statistics

Argent for Java tracks and monitors the subsequent CPU usage records of JVM:

CPU Time Consumption: Keeps track of the CPU time consumed by the processes on which the JVM is running.

CPU Usage: Keeps track of the "current CPU usage" for the JVM processes

Uptime Statistics

Argent for Java tracks and monitors the Uptime or time since the Java Virtual Machine process initiated

Host Memory Statistics

The memory details of the host machine that runs the JVMs are very important figures. Argent for Java tracks and monitors the subsequent memory information of a host machine.

Physical Memory Usage: Keeps track of the host machine's physical memory utilization

Swap Memory Usage: Keeps track of the host machine's swap space utilization

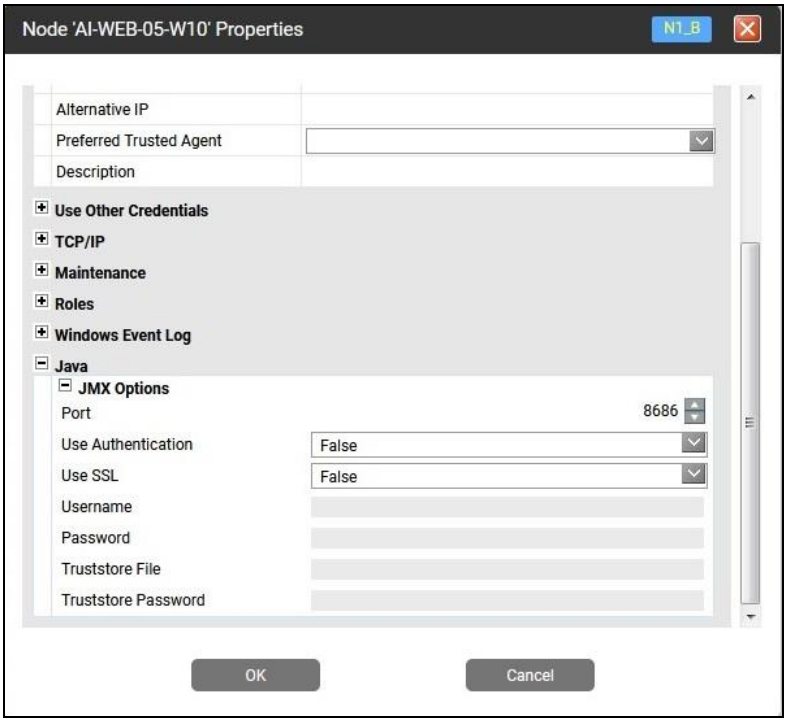
Argent for Java Prerequisites

Argent for Java requires:

1) An Argent server
    a. The Argent server can be 32-bit, if needed
2) A 32-bit version of JDK 1.7 (or above)
3) After installing the JDK, the **JAVA_HOME** environment variable must be configured
    a. Right click on the **Computer** icon and select **Properties** from the context menu
    b. Select **Advanced system settings** on the left portion of the window
    c. Click the **Environment Variables** button
        i. In the **System Variables** section, navigate to the **JAVA_HOME** environment variable, select it, and click **Edit**
        ii. Type the folder location where the JDK software was installed, e.g. **D:\Program Files (x86)\Java\jdk1.8.0_51**

Connectivity

Java Management Extensions (or JMX) technology inherent in the Java Virtual Machine is a mechanism that helps you to keep track of the JVM's efficiency. Argent for Java connects to and screens a remote JVM using JMX technology. The basic details such as machine name (where a JVM is operating), port number, and user details need to be provided. The following sections explain the configuration in more detail.



When a Java application starts, several properties must be configured to enable the JMX manager to monitor the Java Virtual Machine. To explain further, the following command-line system properties should be set up to start a Java application named "MyJavaProgram":

```
java -Dcom.sun.management.jmxremote
-Dcom.sun.management.jmxremote.port=8686
-Dcom.sun.management.jmxremote.ssl=false
-Dcom.sun.management.jmxremote.authenticate=false MyJavaProgram
```

The **port** is the port number which enables the JMX connections

Argent for Java can connect to a remote JVM in 4 different ways using JMX.

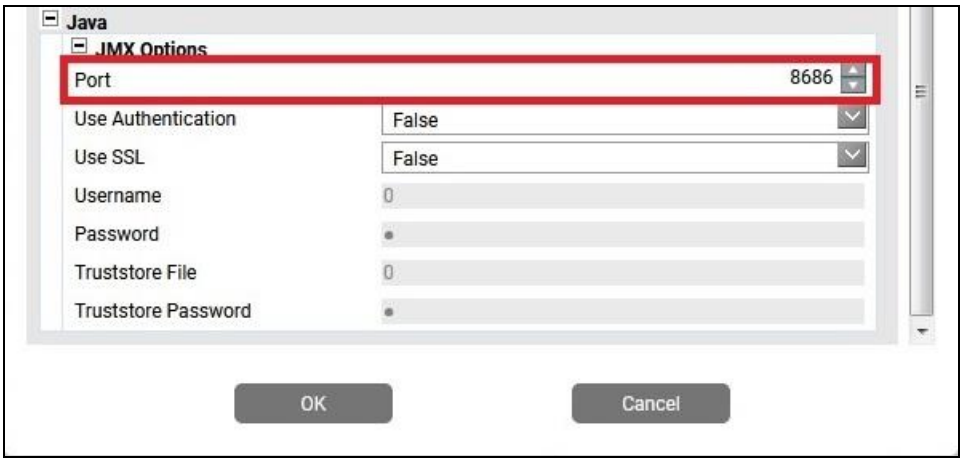
1. Connectivity that requires no user validation or SSL
2. Connectivity that requires user validation
3. Connectivity that requires user and SSL validations
4. Connectivity that requires SSL validation

Connectivity With No User Authentication Or SSL

In this method, no user or SSL verification is required to connect to a remote JVM. It can be set up by configuring the port number and setting all remote user verification properties to false in the command-line as follows:

```
Java -Dcom.sun.management.jmxremote
-Dcom.sun.management.jmxremote.port=8686
-Dcom.sun.management.jmxremote.ssl=false
-Dcom.sun.management.jmxremote.authenticate=false MyJavaProgram
```

Make sure that the same port number is referenced in the Argent for Java node properties dialog:



Set the JMX options for **Use Authentication** and **Use SSL** to **False**.

Connectivity with User Authentication

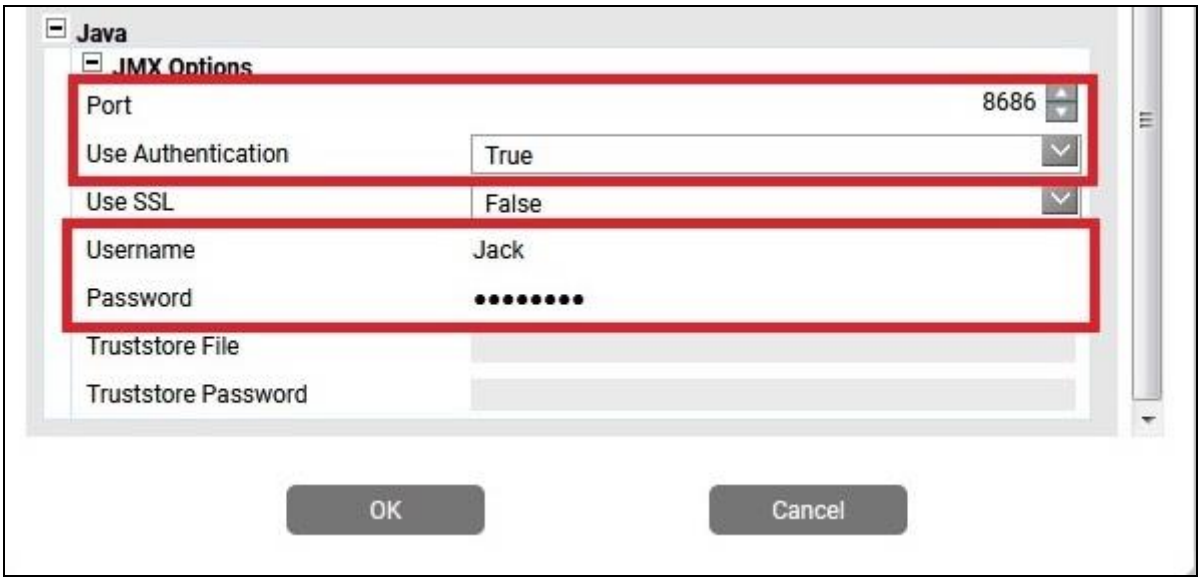
In this method, user verification is required to connect to a remote JVM. The subsequent basic command-line values must be provided when starting the Java application to be monitored:

```
java -Dcom.sun.management.jmxremote
-Dcom.sun.management.jmxremote.port=8686
-Dcom.sun.management.jmxremote.authenticate=true
-Dcom.sun.management.jmxremote.ssl=false
-Dcom.sun.management.jmxremote.access.file=C:\JMX\jmxremote.access
-Dcom.sun.management.jmxremote.password.file=C:\JMX\jmxremote.password  MyJavaProgram
```

A password file stores the username and password to authenticate.

Set the following properties in the Argent for Java node properties dialog:

- Port number of the remote machine to connect (which runs the JVM)
- Set Port Authentication to **true**
- Provide the user credentials such as username and password for verification



For this type of connection, set **Use SSL** to **False**.

Connectivity with User and SSL Authentication

In this method, user and SSL authentications are required to connect to a remote JVM. The basic command line values to be set when starting the Java application are as follows:

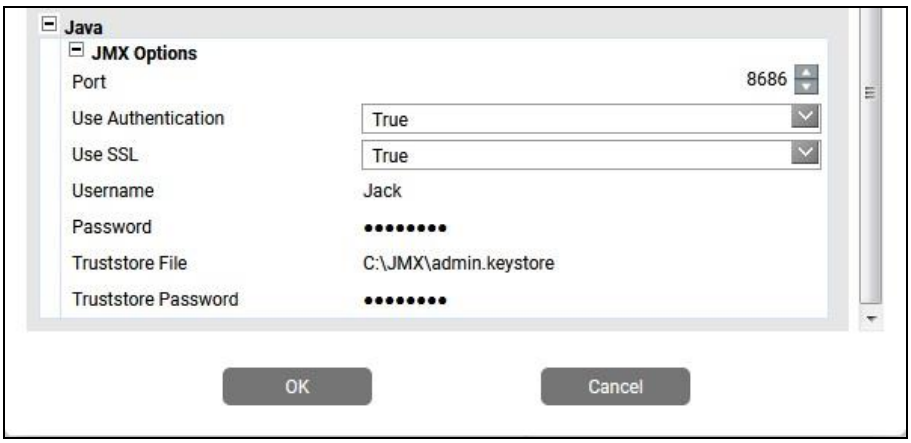
```
java -Dcom.sun.management.jmxremote
-Dcom.sun.management.jmxremote.port=8686
-Dcom.sun.management.jmxremote.authenticate=true
-Dcom.sun.management.jmxremote.ssl=true
-Dcom.sun.management.jmxremote.access.file=C:\JMX\jmxremote.access
-Dcom.sun.management.jmxremote.password.file=C:\JMX\jmxremote.password
-Djavax.net.ssl.keyStore=C:\JMX\admin.keystore
-Djavax.net.ssl.keyStorePassword=Plain text password
-Djava.security.manager MyJavaProgram
```

A password file stores the username and password to authenticate.

Specify the path of certificate keystore file and provide the keystore password for SSL authentication.

Make sure to set the following properties in the Argent for Java node properties dialog:

- Port number of the remote machine to connect (which runs the JVM)
- Set **Use Authentication** to **True**
- Set **Use SSL** to **True**
- Provide the user credentials such as username and password for verification
- Specify the path of SSL certificate keystore file
- Provide the SSL certificate keystore password



Connectivity with SSL Authentication

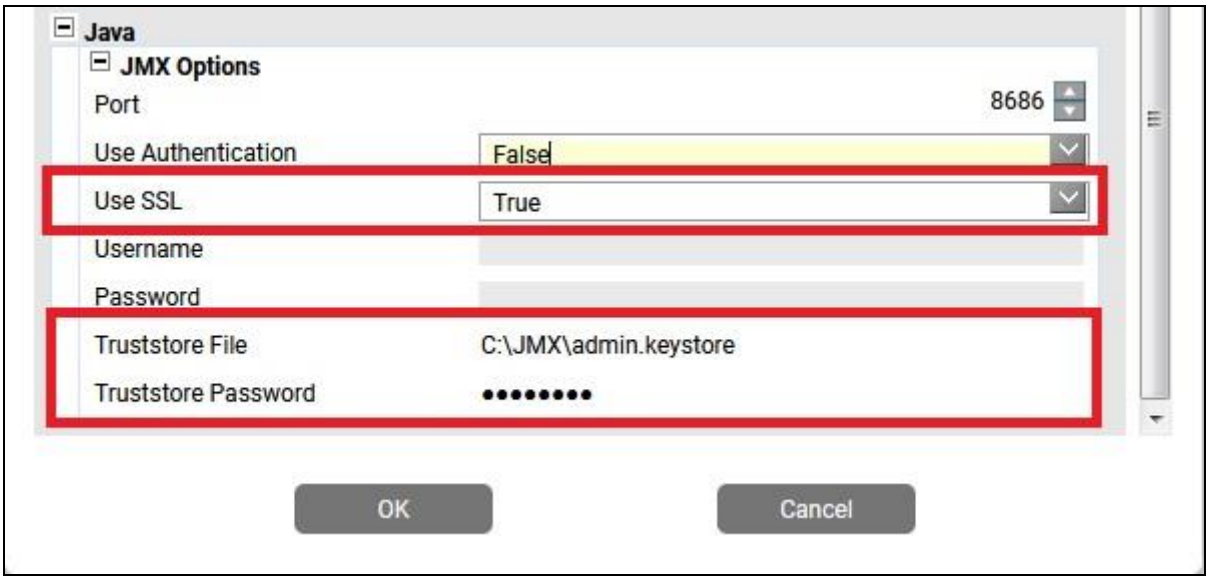
In this method, only SSL authentication is required to connect to a remote JVM. The basic command line values to be set when starting the Java application are as follows:

```
java -Dcom.sun.management.jmxremote
-Dcom.sun.management.jmxremote.port=8686
-Dcom.sun.management.jmxremote.authenticate=false
-Dcom.sun.management.jmxremote.ssl=true
-Djavax.net.ssl.keyStore=C:\JMX\admin.keystore
-Djavax.net.ssl.keyStorePassword=Plain text password
-Djava.security.manager MyJavaProgram
```

Specify the path of certificate keystore file and provide the keystore password for SSL authentication

Make sure you set the following properties in Argent for Java node properties dialog:

- Port number of the remote machine to connect (which runs the JVM)
- Set **Use SSL** to **True**
- Specify the path of SSL certificate keystore file
- Provide the SSL certificate keystore password



After the attributes of JMX are set for the connection type you want to use, make sure to check that the JMX connectivity test returns **[VALID]**.

```
Thu Sep 10 12:22:16.483 - [VALID]
Thu Sep 10 12:22:16.484 - Test 11: Access to event log 'Application'
Thu Sep 10 12:22:16.488 - [VALID]
Thu Sep 10 12:22:16.488 - Test 12: Access to event log 'DNS Server'
Thu Sep 10 12:22:16.495 - [VALID]
Thu Sep 10 12:22:16.495 - Test 13: Access to event log 'Directory Service'
Thu Sep 10 12:22:16.498 - [VALID]
Thu Sep 10 12:22:16.498 - Test 14: Access to event log 'File Replication Service'
Thu Sep 10 12:22:16.500 - [VALID]
Thu Sep 10 12:22:16.500 - Test 15: Access to Service Control Manager with full rights
Thu Sep 10 12:22:16.502 - [VALID]  00:00:00.00
Thu Sep 10 12:22:16.502 - Test 16: Access Of Admin Shares
Thu Sep 10 12:22:16.504 - [VALID]
Thu Sep 10 12:22:16.504 - Test 17: Access Of WMI Name Space '\root\cimv2'
Thu Sep 10 12:22:16.518 - [VALID]
Thu Sep 10 12:22:16.825 - Test 18: JMX Connectivity
Thu Sep 10 12:22:16.825 - [VALID]
```

Argent for Java Rules

Argent for Java contains rules that track and monitor different statistics and metrics for a JVM. Threshold values are configured for each rule and values retrieved by Argent for Java during execution are checked against configured rules.

Argent for Java generates alerts whenever the actual values diverge from the configured thresholds.

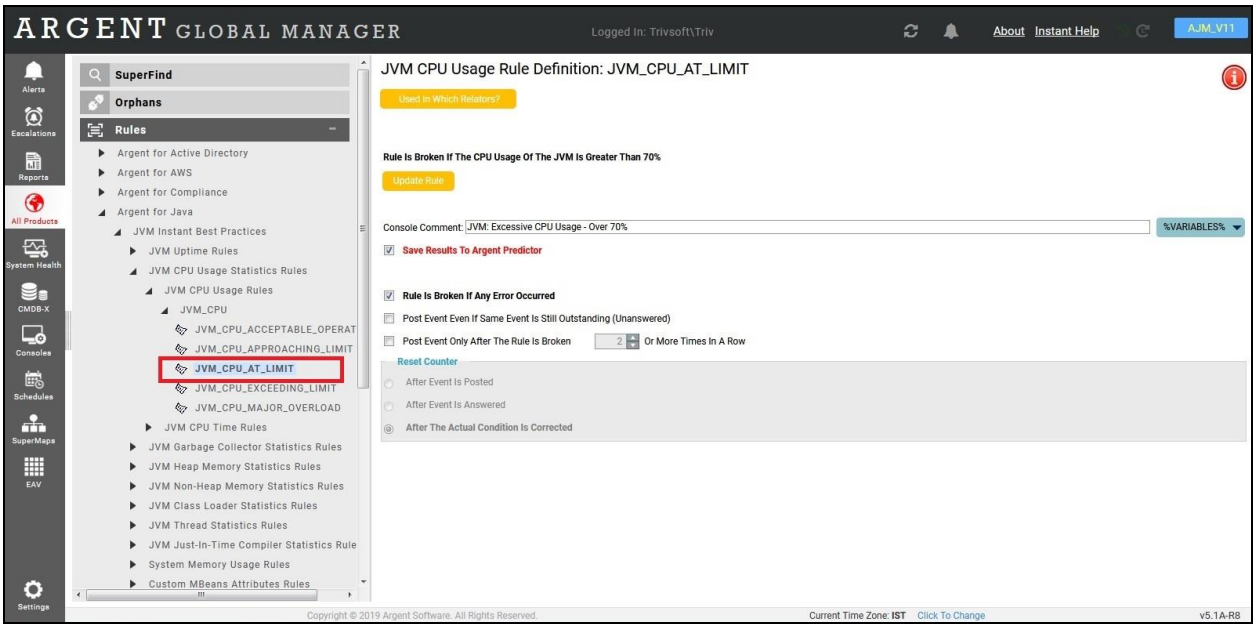
General Rules

Argent for Java provides support for general rules that apply to nearly every executing Java application:

1) CPU usage consumed
2) CPU time consumed
3) Garbage collection count
4) Garbage collection time

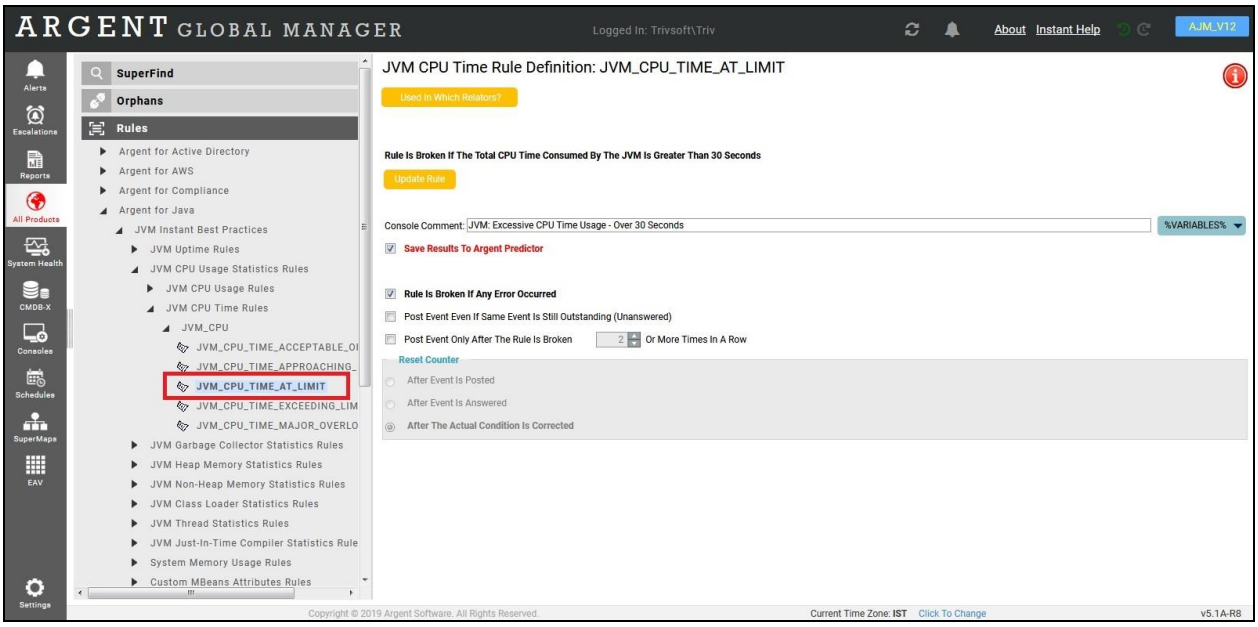
CPU Usage

This rule monitors CPU usage consumed by a JVM



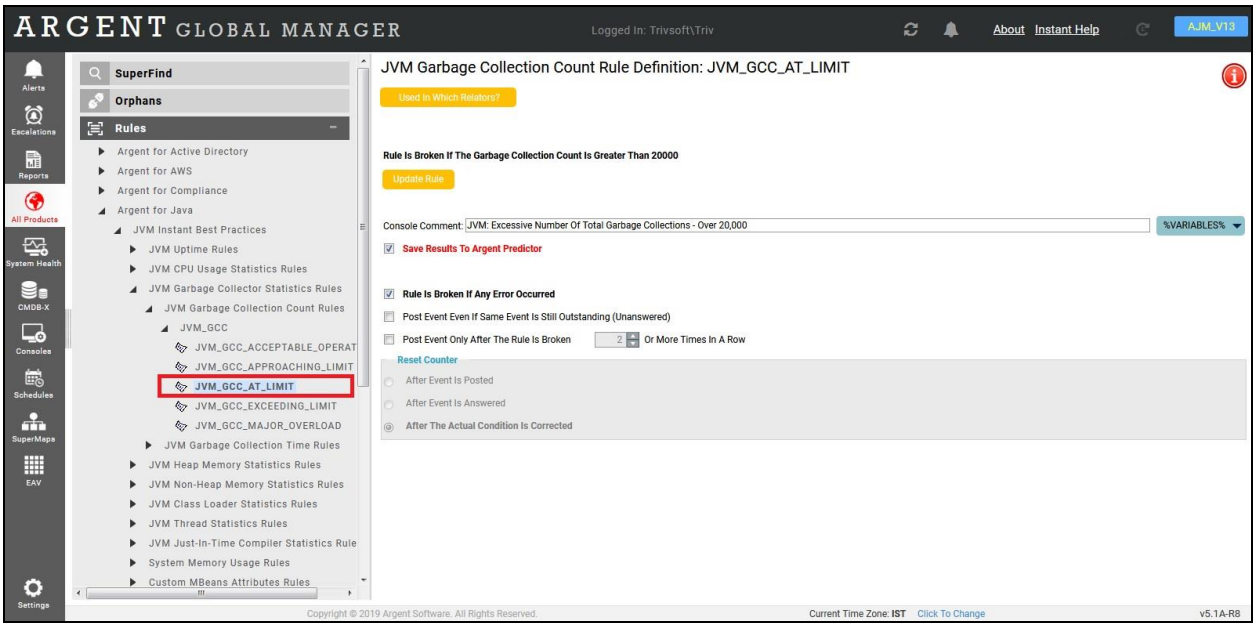
CPU Time

This rule monitors CPU time consumed by a JVM



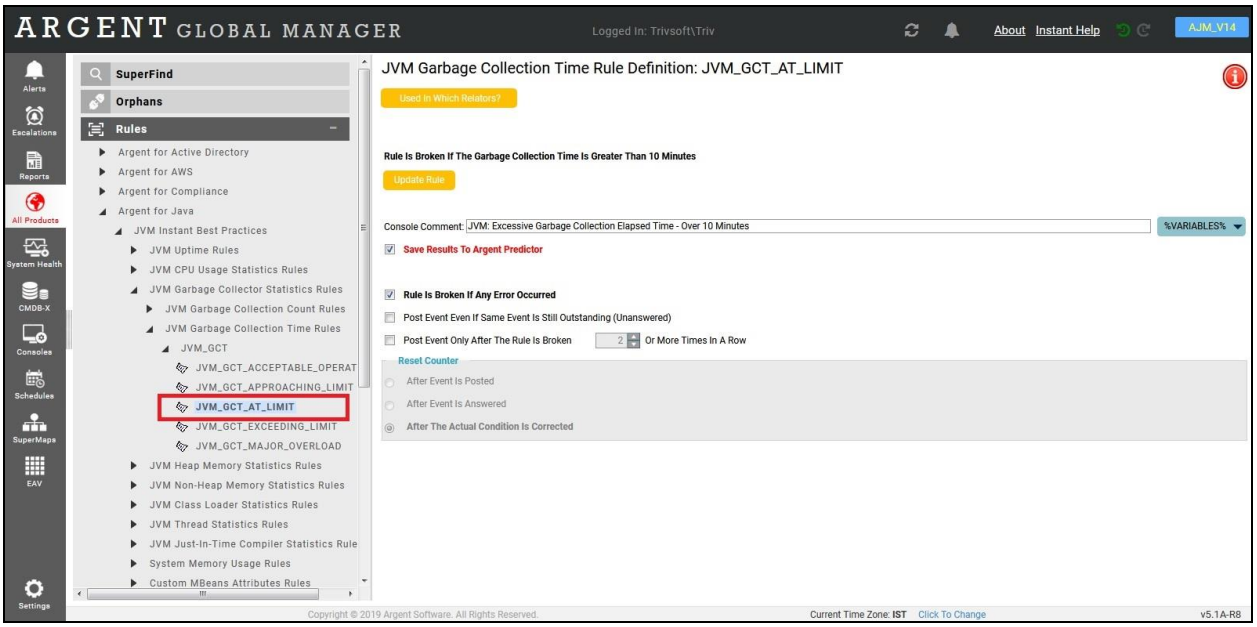
Garbage Collection Count

This rule monitors the garbage collection count within a JVM



Garbage Collection Time

This rule monitors the total time consumed by garbage collection in a JVM



Survivor Space Rules

A JVM allocates heap memory when it starts up. The JVM stores all runtime data in this heap. The JVM assigns memory for all objects and arrays and is typically used by all JVM threads. The heap memory is automatically deallocated by garbage collection when created objects are no longer referenced by a given Java program. Garbage collection automatically recycles the memory allocated for any object in the heap.

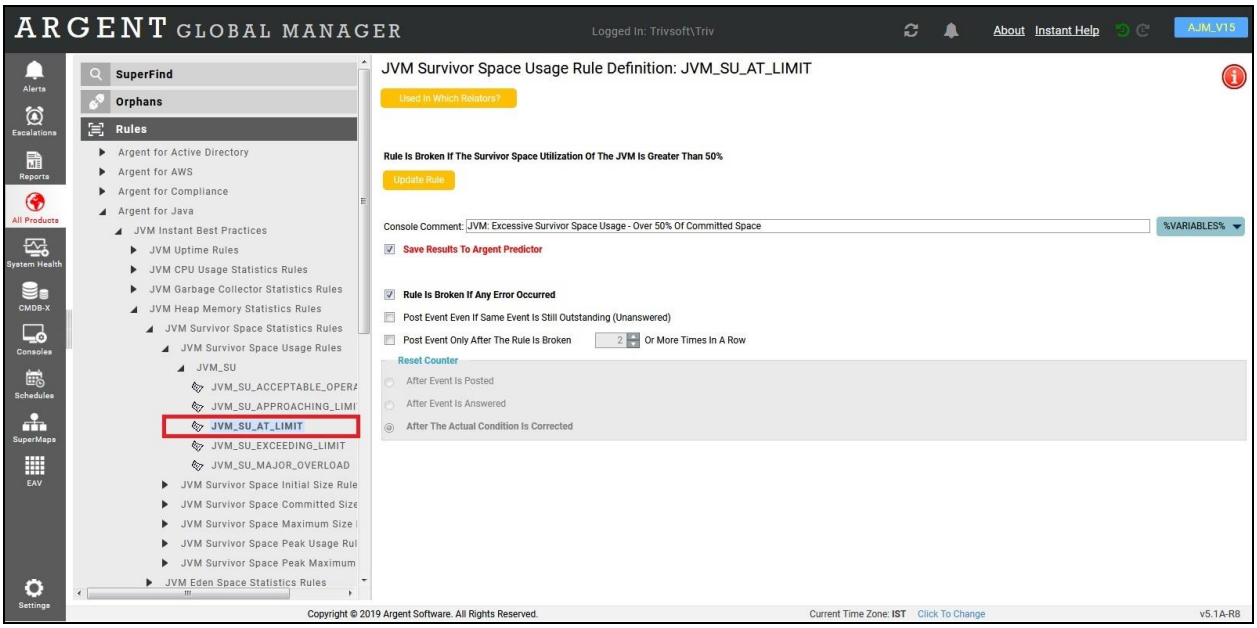
JVM heap memory is further segregated into young and old (or tenured) generations. The young generation space is segregated again into Eden space and Survivor space. All heap memory areas are monitored by Argent for Java.

Argent for Java provides support for the following survivor space rules:

1) Survivor Space Utilization
2) Survivor Space Initial Size
3) Survivor Space Committed Size
4) Survivor Space Maximum Size
5) Survivor Space Peak Usage
6) Survivor Space Peak Maximum Size

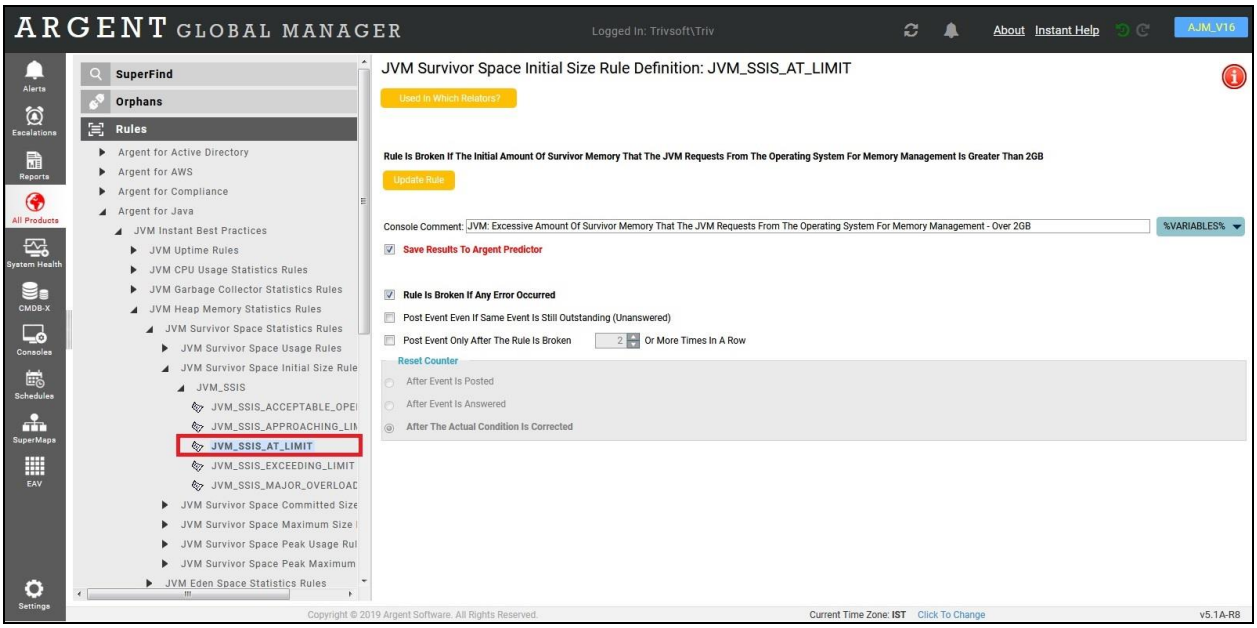
Survivor Space Utilization

Survivor space is used to store the surviving objects of a young generation over a few rounds of garbage collection. The total survivor space utilized by a JVM is monitored by Argent for Java.



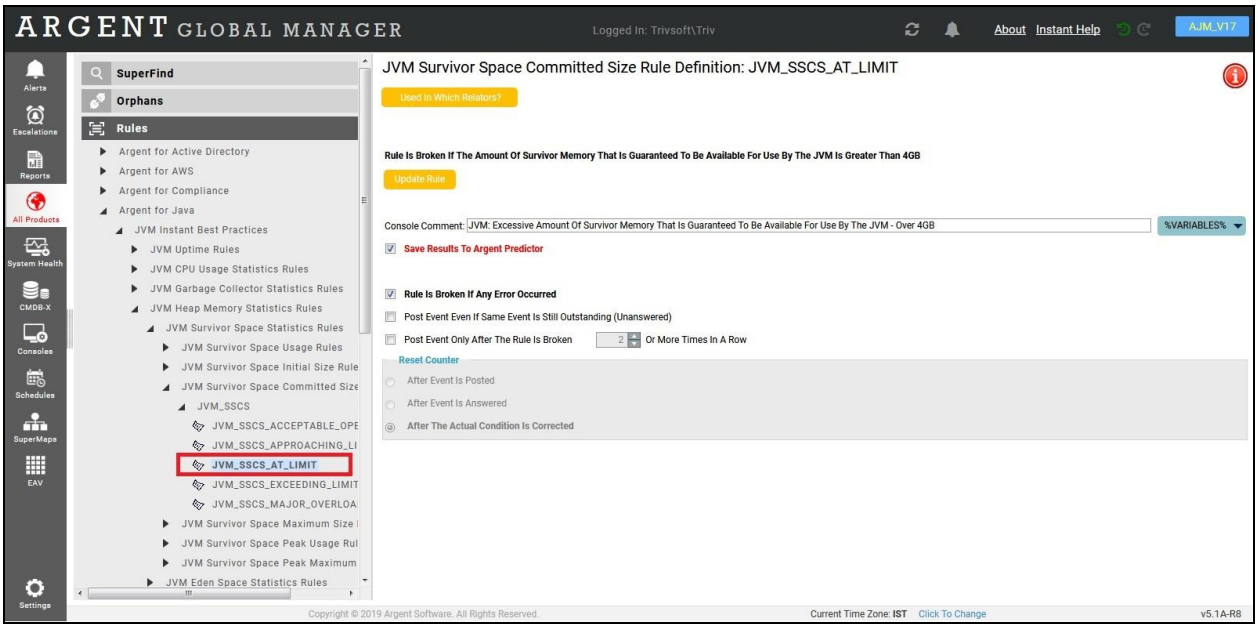
Survivor Space Initial Size

This rule monitors the initial survivor memory space requested by a JVM



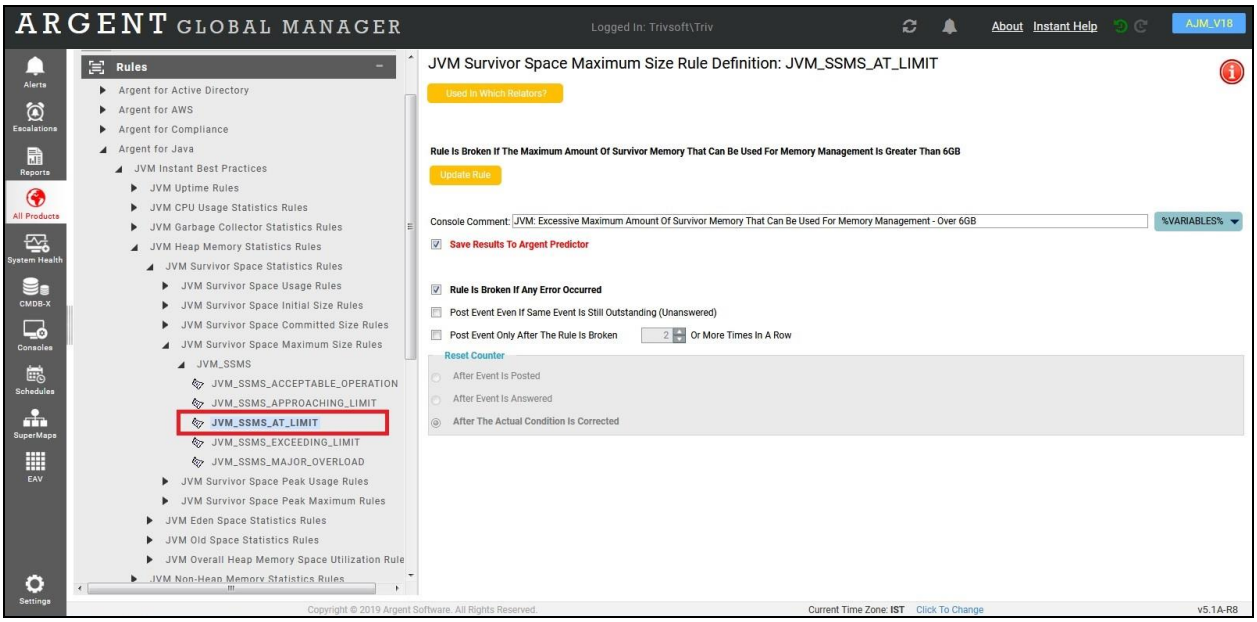
Survivor Space Committed Size

This rule monitors the committed size of survivor memory for a JVM



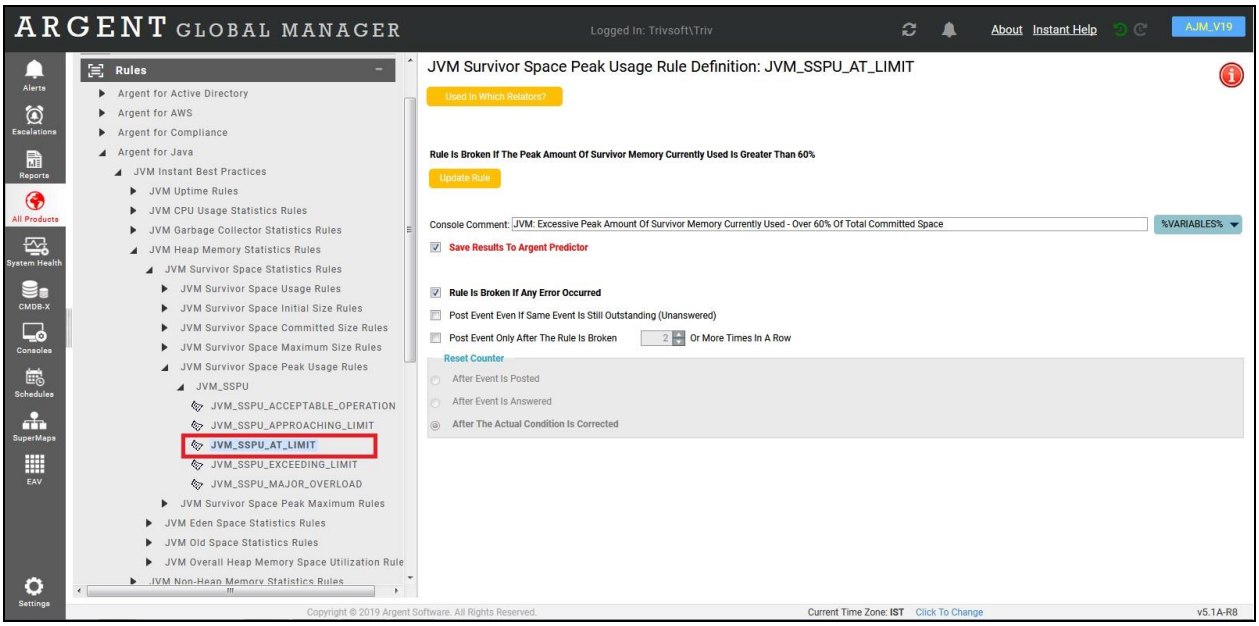
Survivor Space Maximum Size

This rule monitors the maximum size of survivor memory in a JVM



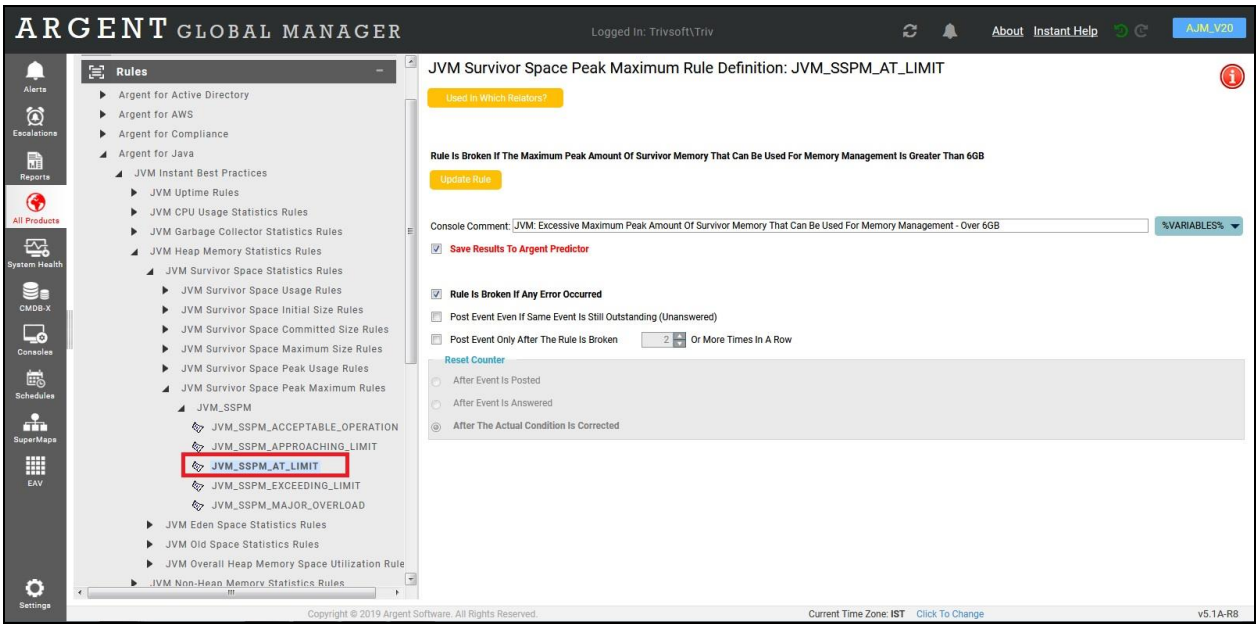
Survivor Space Peak Usage

This rule tracks the maximum usage of survivor memory at any given point of time as a percentage of usage.



Survivor Space Peak Maximum Size

This rule tracks the maximum space utilized by survivor memory at any given point in time



Eden Space Rules

Newly created objects are allocated in Eden Space within a JVM. Many newly created objects become de-referenced and are inaccessible soon after their creation. Garbage collection moves some of these not-yet-dereferenced objects into Survivor Space.

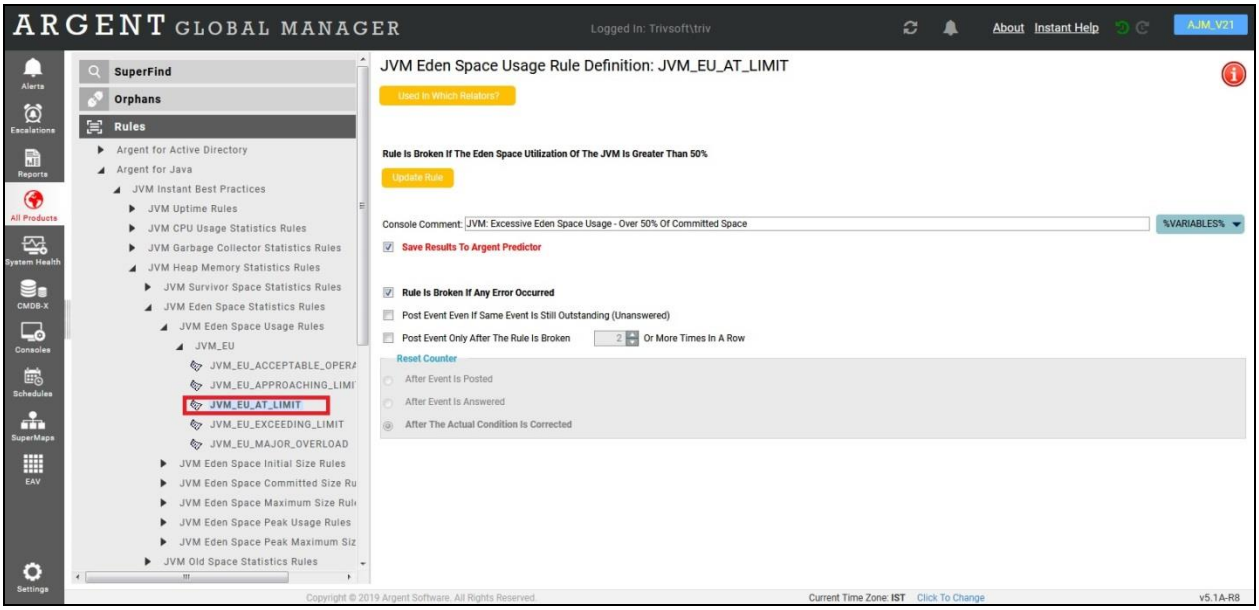
Argent for Java monitors the Eden Space consumption in a JVM.

Argent for Java provides support for the following Eden space rules:

1) Eden Space Usage Rule
2) Eden Space Initial Size
3) Eden Space Committed Size
4) Eden Space Maximum Size
5) Eden Space Peak Usage
6) Eden Space Peak Maximum Size

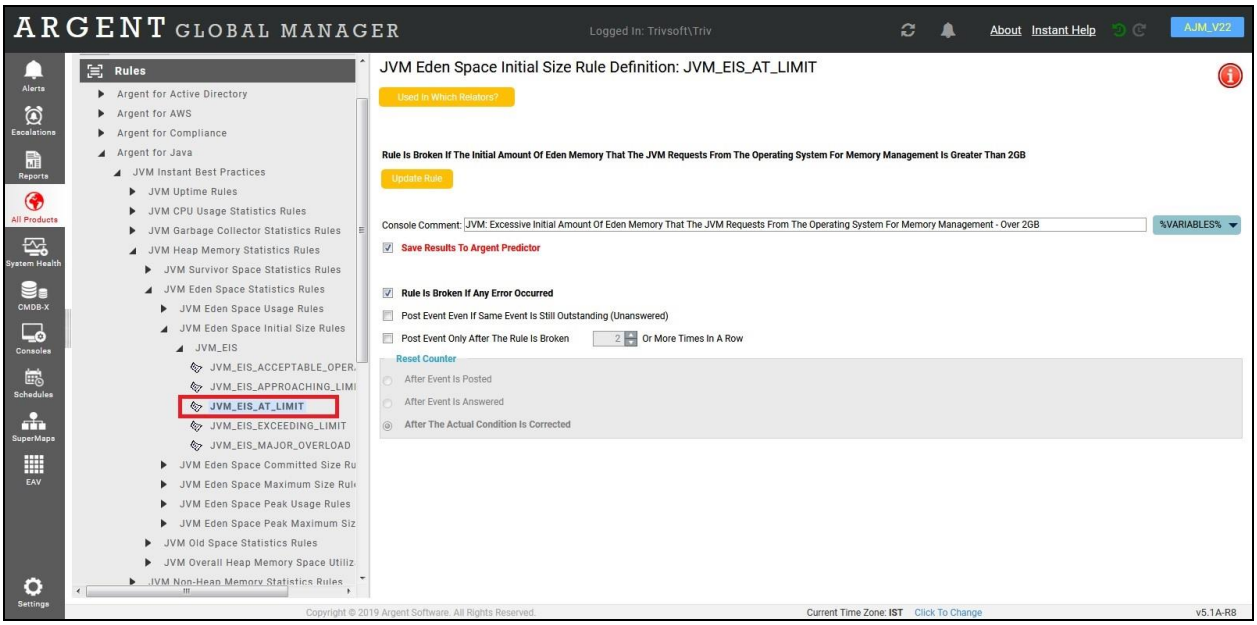
Eden Space Usage Rule

This rule monitors Java Virtual Machine's Eden Space utilization



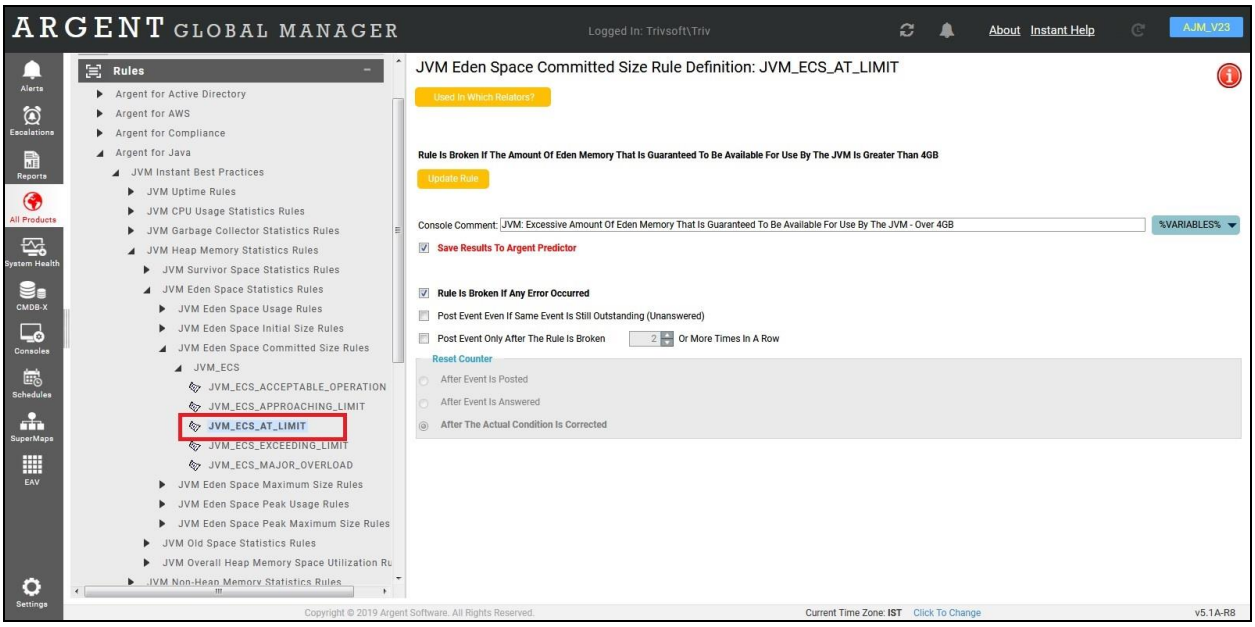
Eden Space Initial Size

This rule monitors the initial eden space requested by a JVM



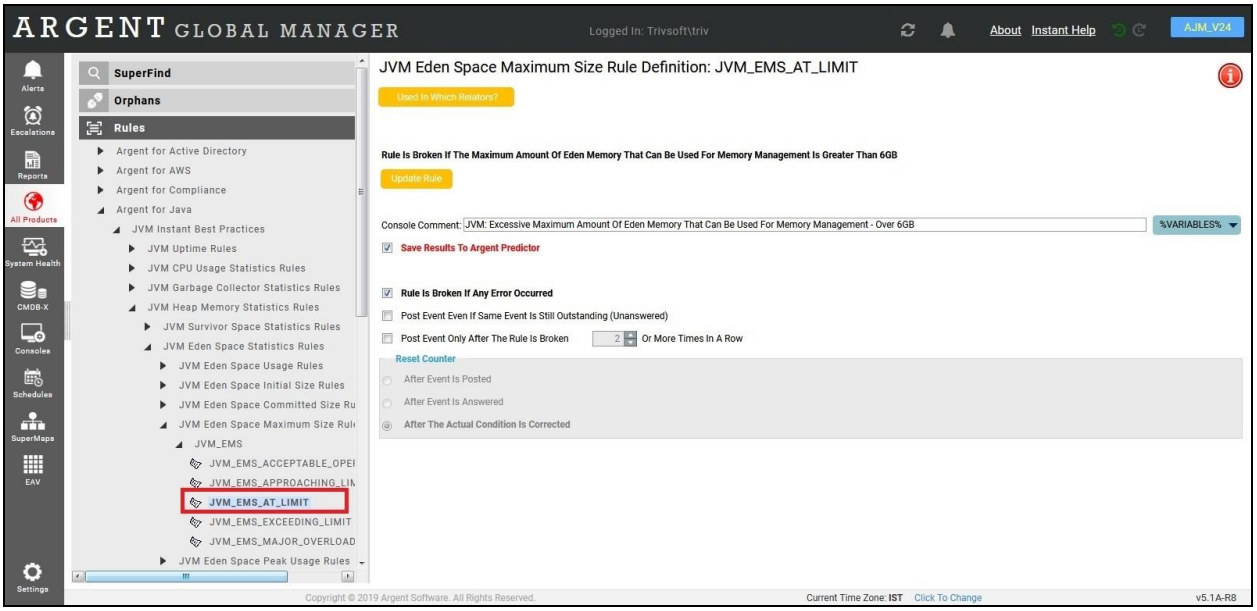
Eden Space Committed Size

This rule monitors the committed size of eden space for a JVM



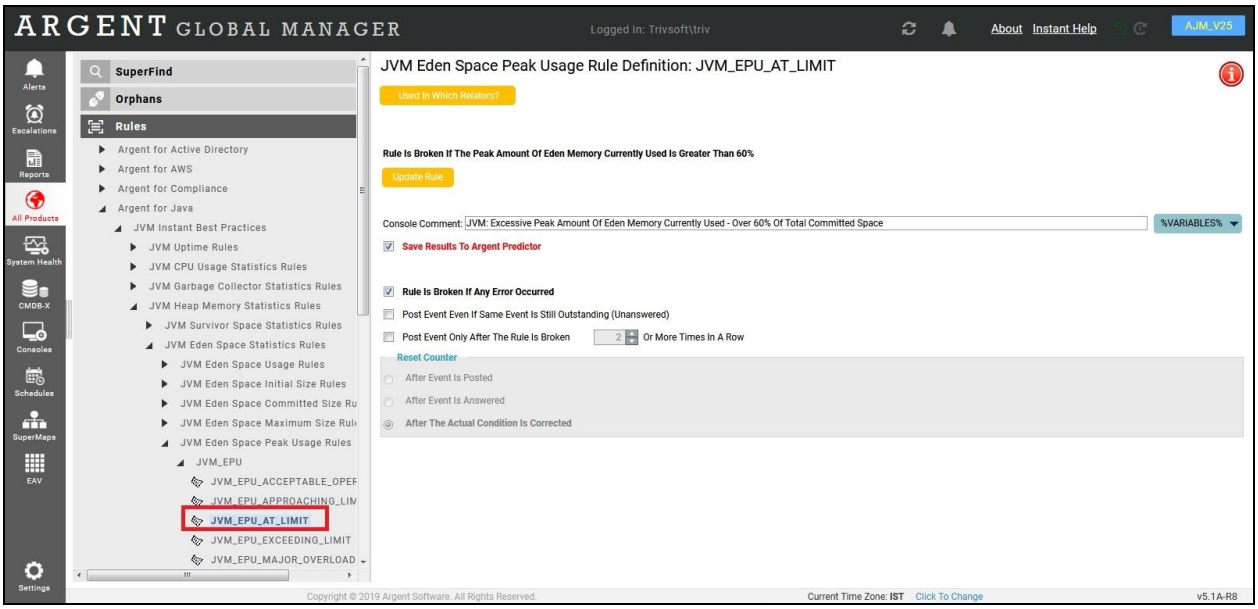
Eden Space Maximum Size

This rule monitors the maximum size of eden memory in a JVM



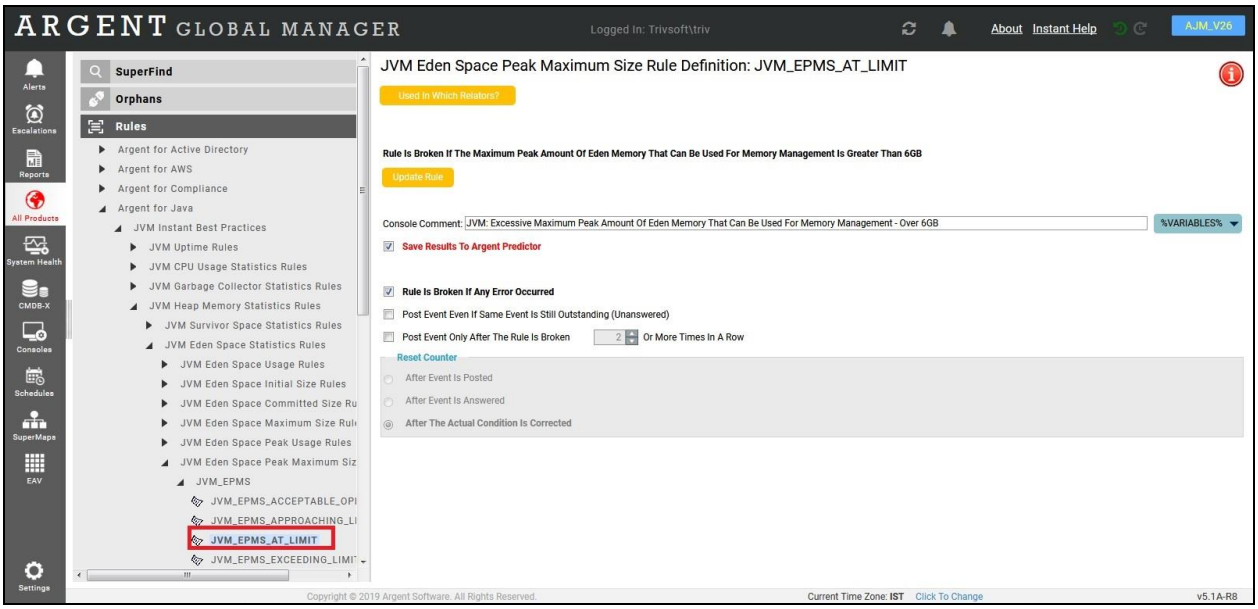
Eden Space Peak Usage

This rule monitors the peak usage of eden memory



Eden Space Peak Maximum Size

This rule monitors the peak maximum size of eden memory



Old Space Rules

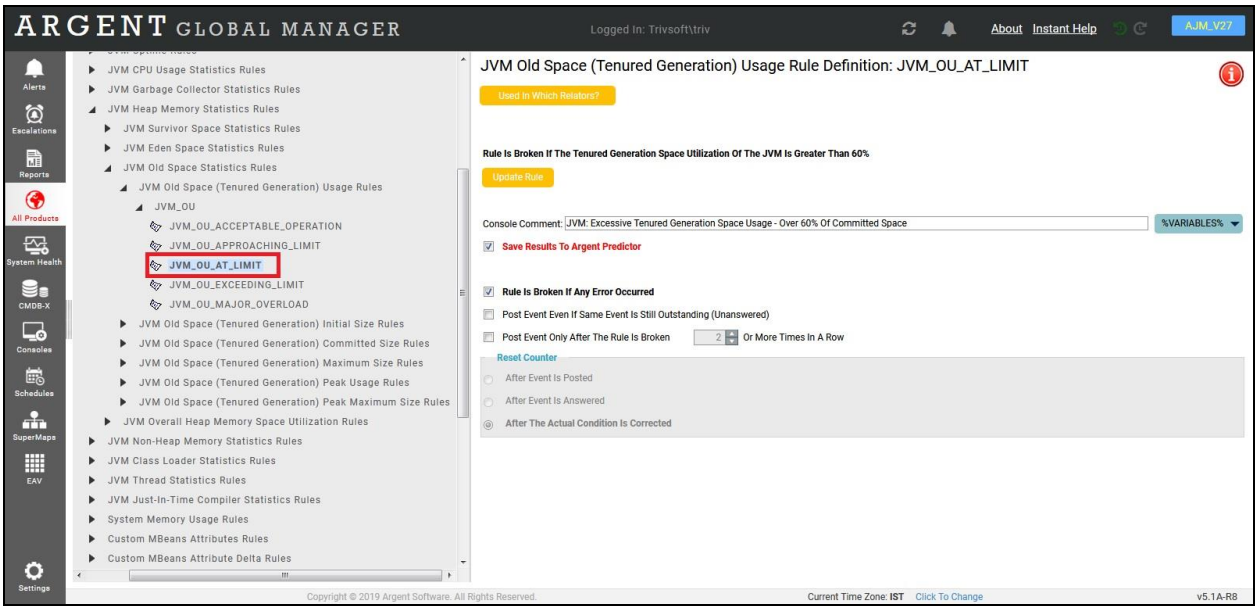
Java virtual machines (JVMs) use the old (or tenured) space in heap memory to store objects that are required for long durations.

Argent for Java provides support for the following old space rules:

1) Old Space Utilization
2) Old Space Initial Size
3) Old Space Committed Size
4) Old Space Maximum Size
5) Old Space Peak Usage
6) Old Space Peak Maximum Size
7) Overall Heap Memory Utilization

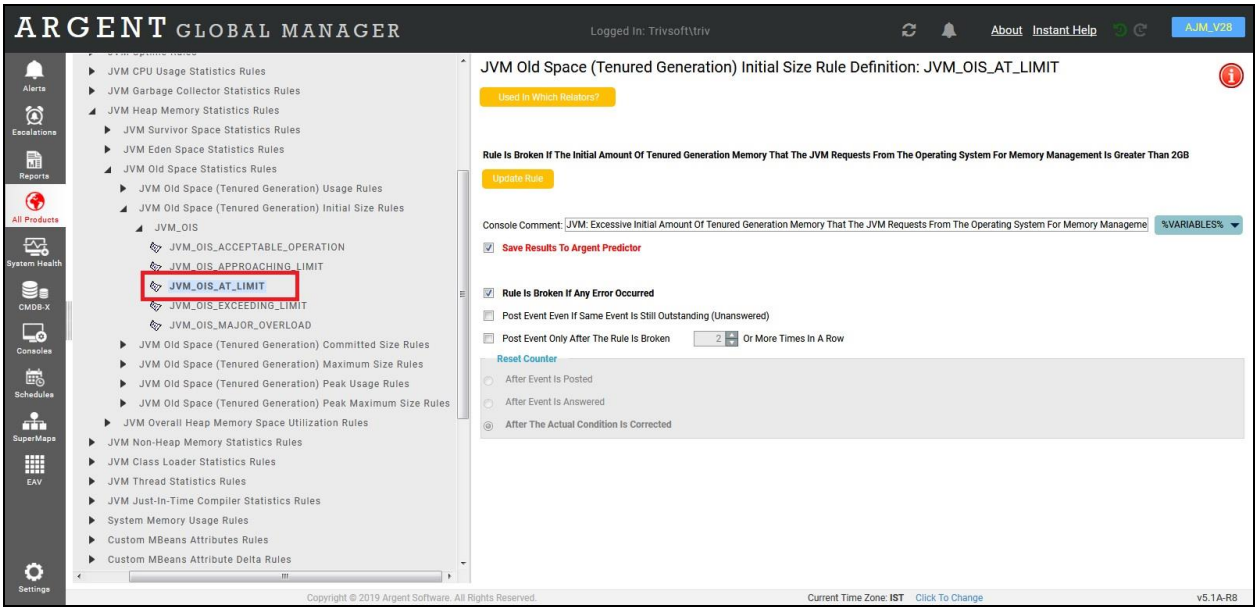
Old Space Utilization

This rule monitors old space utilization in a JVM



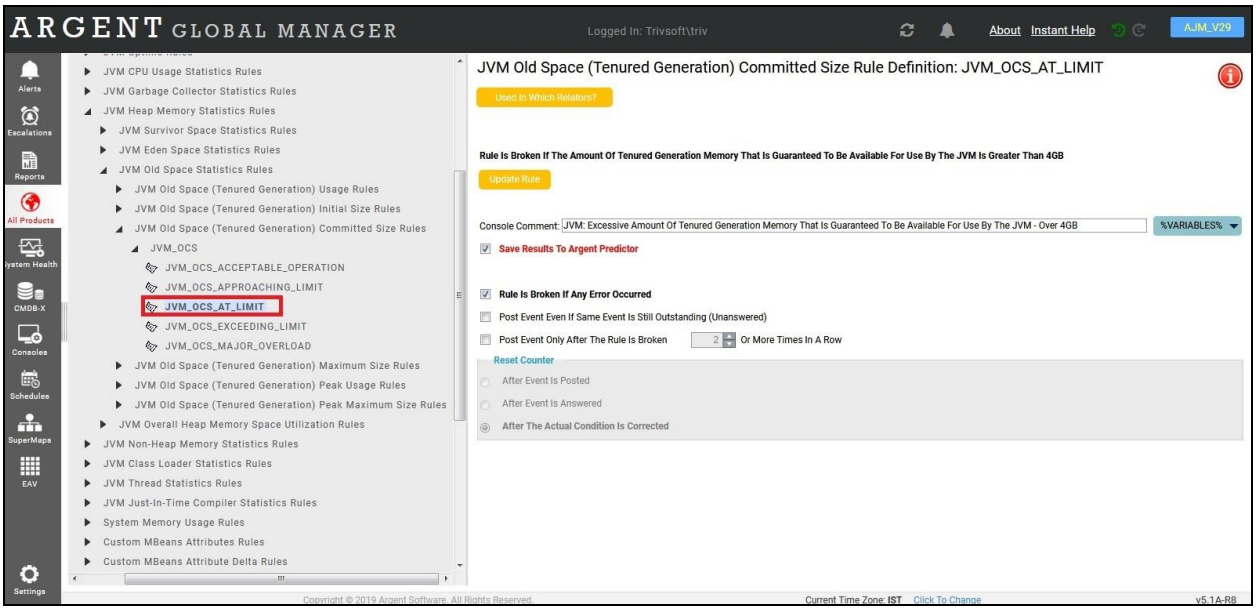
Old Space Initial Size

This rule monitors the initial size of the old or tenured memory requested by a JVM



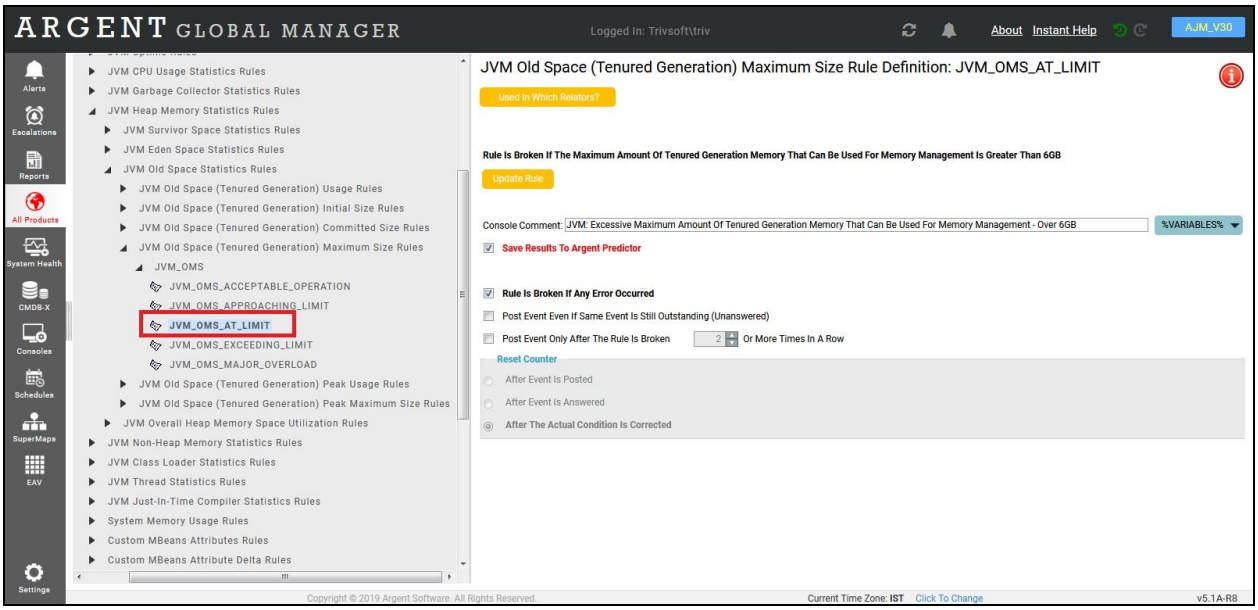
Old Space Committed Size

This rule monitors the commited size of the old or tenured memory available for use by a JVM



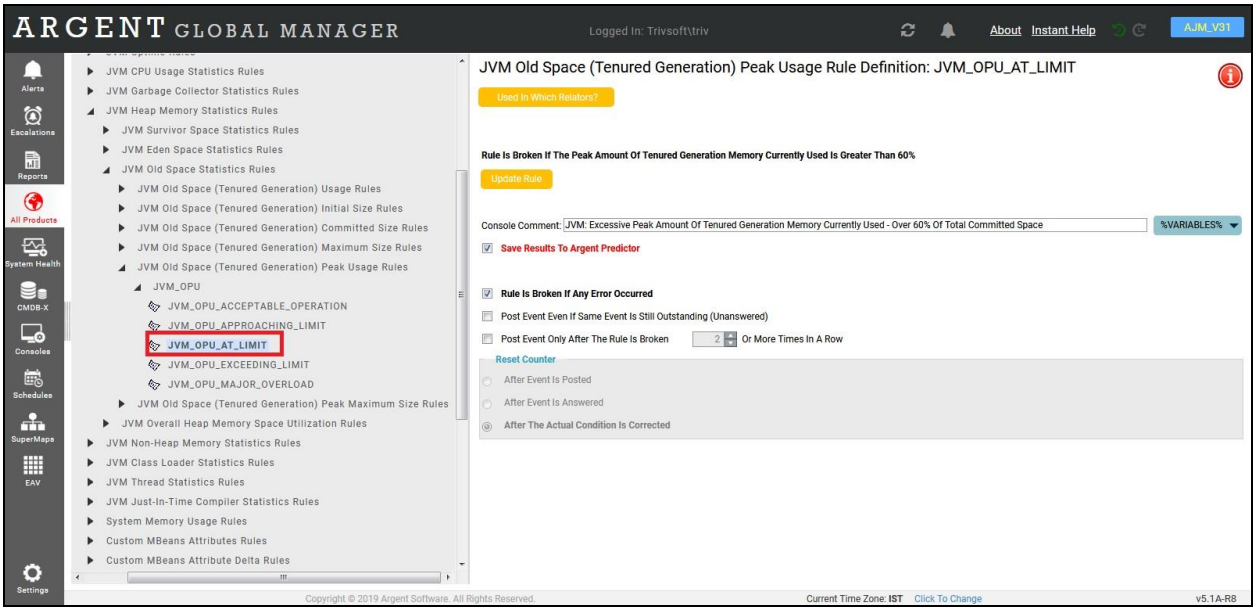
Old Space Maximum Size

This rule monitors the maximum size of the old or tenured memory in a JVM



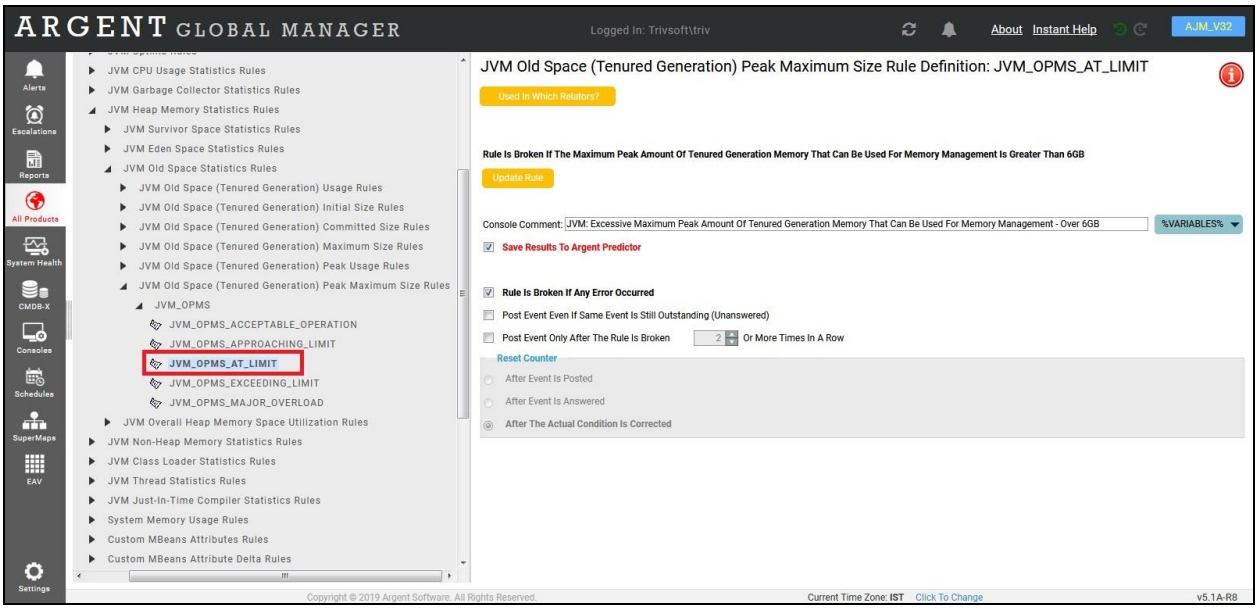
Old Space Peak Usage

This rule monitors the peak usage of old or tenured memory in a JVM at any given time



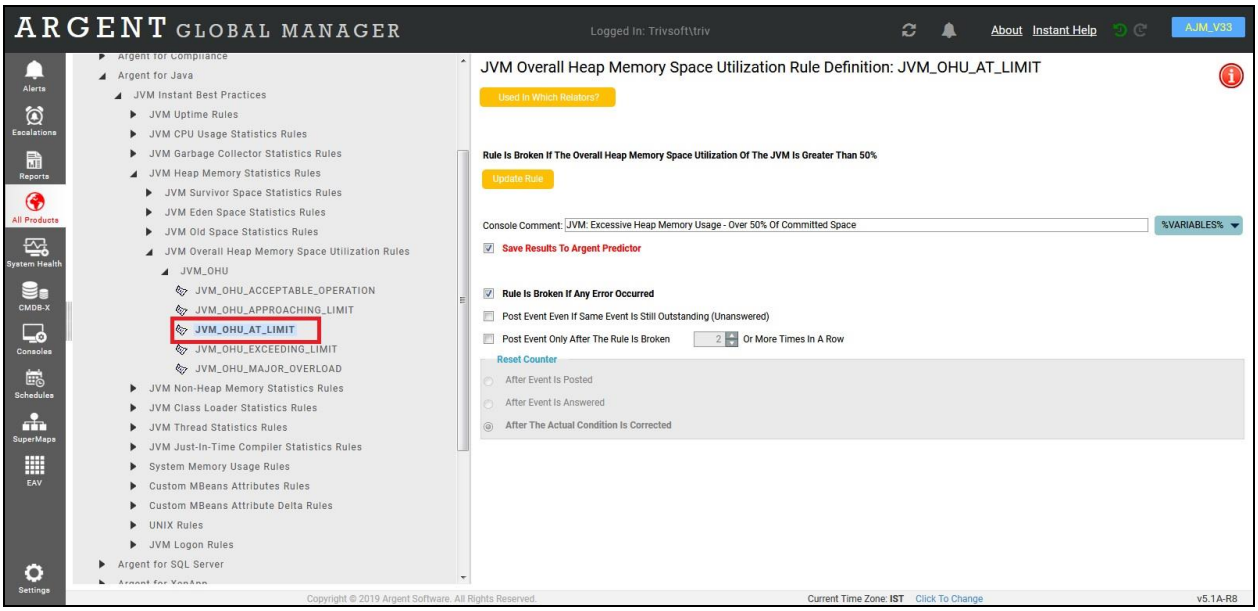
Old Space Peak Maximum Size

This rule monitors the maximum peak size of old or tenured memory available in a JVM



Overall Heap Memory Utilization

This rule monitors the overall Heap Memory consumption which is a sum of Eden Space, Survivor space and Old / Tenured Space



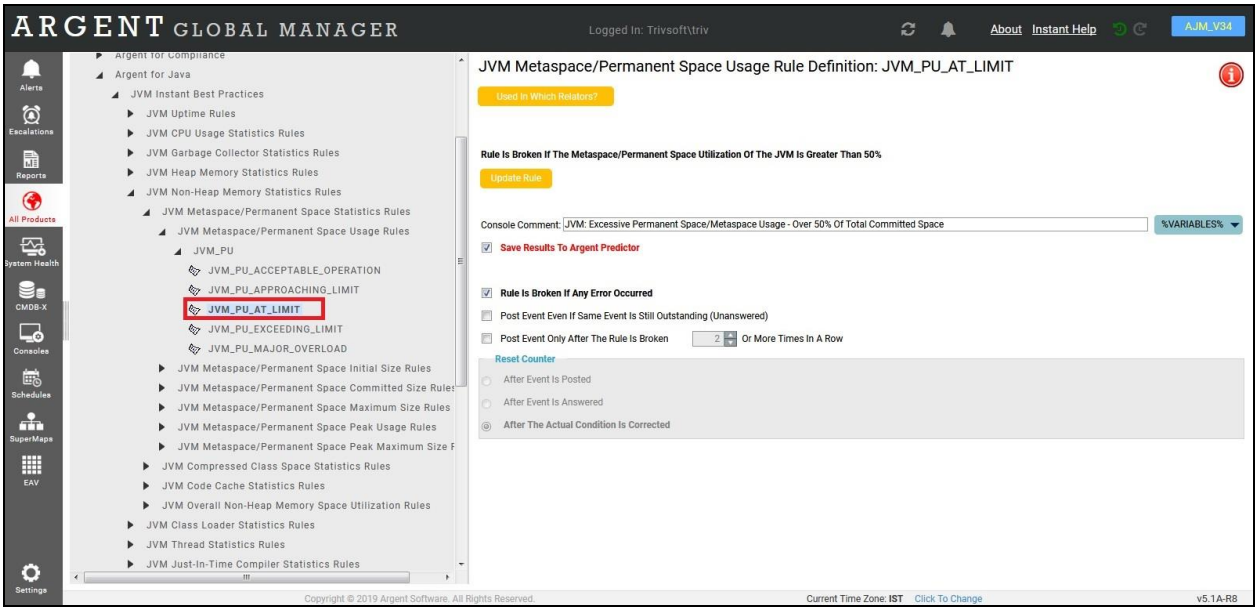
Non-Heap Memory Rules

The non-heap memory is a work area which is shared by a JVM across all threads and is the memory utilized by a JVM for internal processing and optimization. For each class, for example, the non-heap memory contains the runtime constant pool, variables and functional data, and the actual program data for the functions or methods and constructors.

Non-heap memory is further split into Permanent Generation and Code Cache.

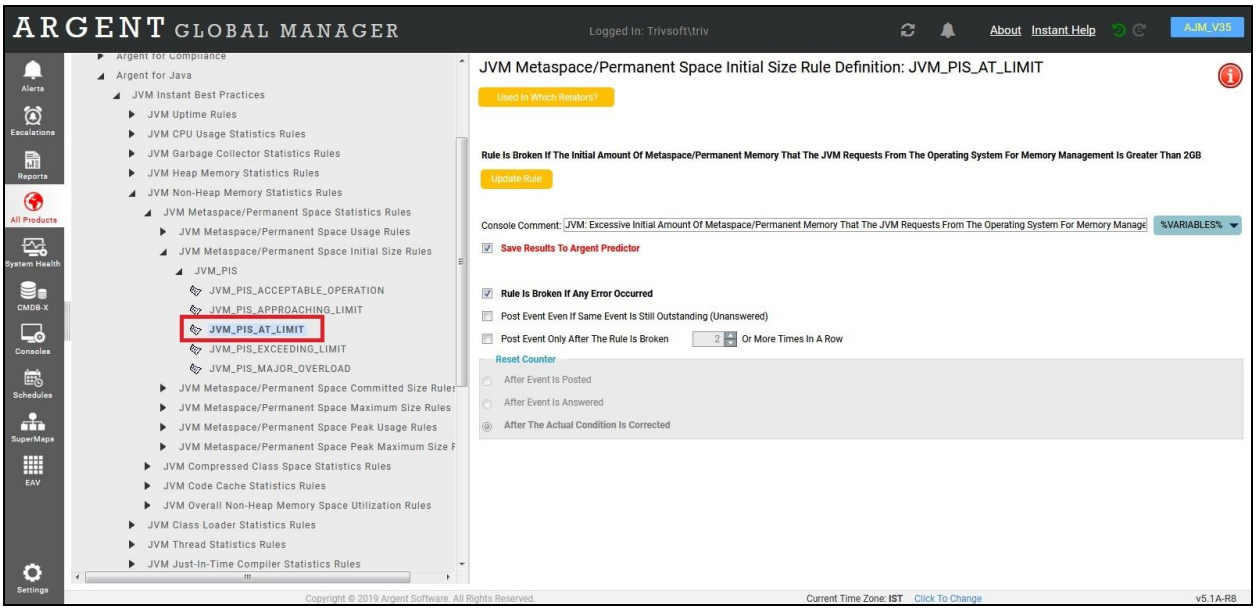
Permanent Space Utilization

The permanent space in a JVM contains information such as declared classes and functions. Argent for Java monitors the Permanent Space utilization..



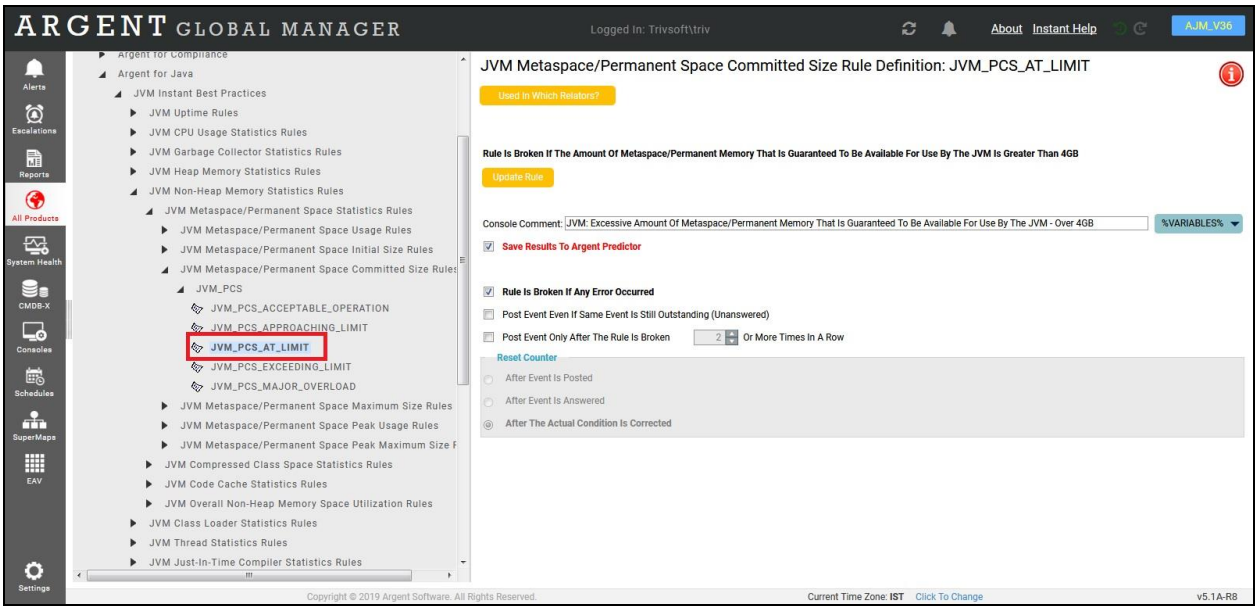
Permanent Space Initial Size

This rule monitors the initial size of metaspace or permanent memory requested by a JVM



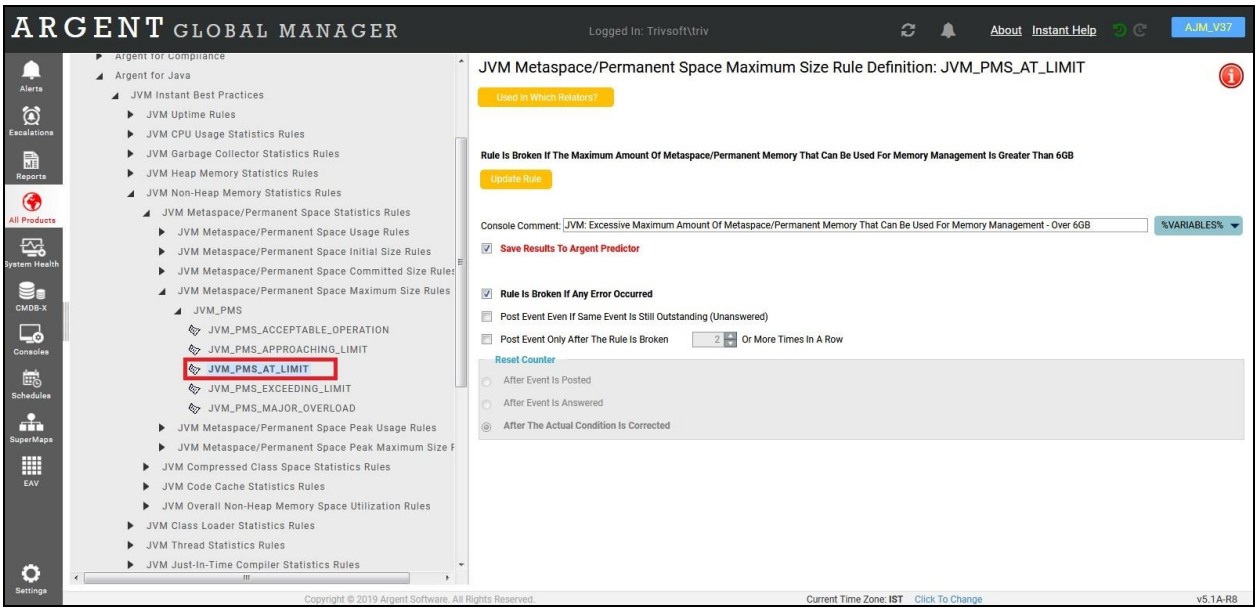
Permanent Space Committed Size

This rule monitors the guaranteed size of permanent memory space available for a JVM.



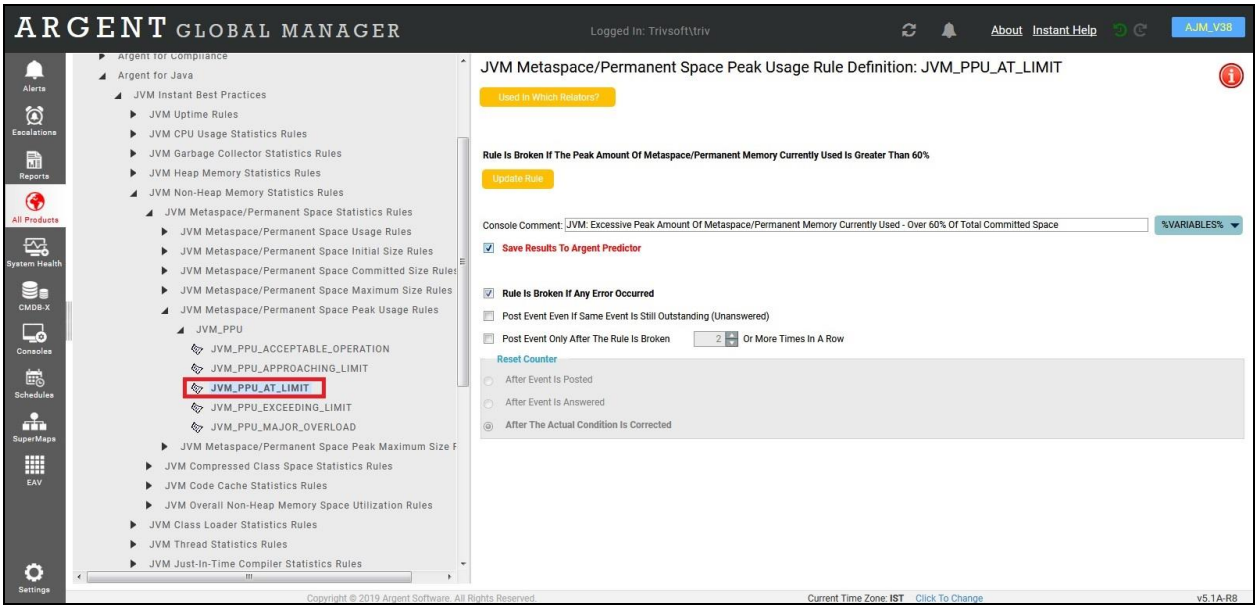
Permanent Space Maximum Size

This rule monitors the maximum allowed size of permanent space in a JVM.



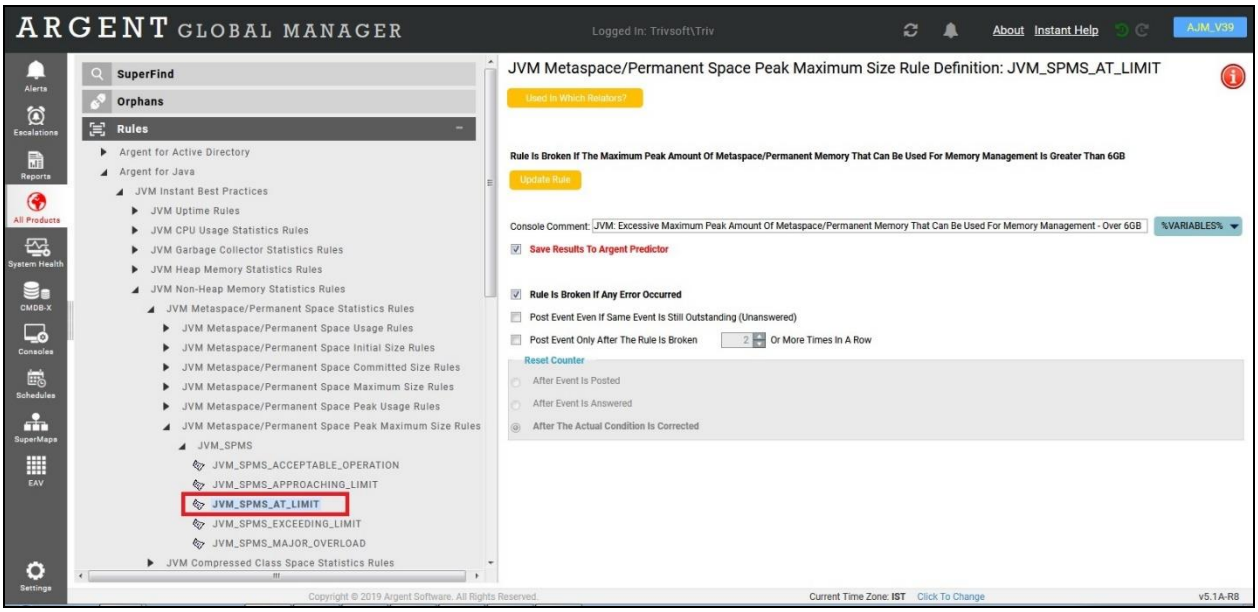
Permanent Space Peak Usage

This rule monitors peak permanent space usage in use at any given time



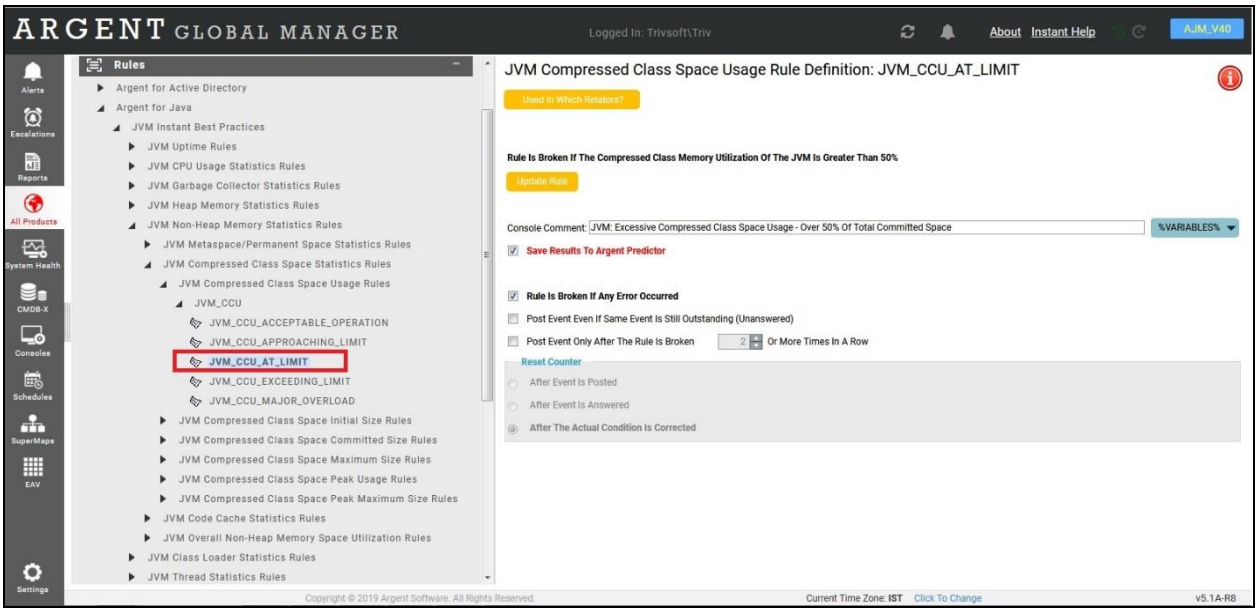
Permanent Space Peak Maximum Size

This rule monitors the maximum peak amount of metaspace/permanent memory that can be used for memory management



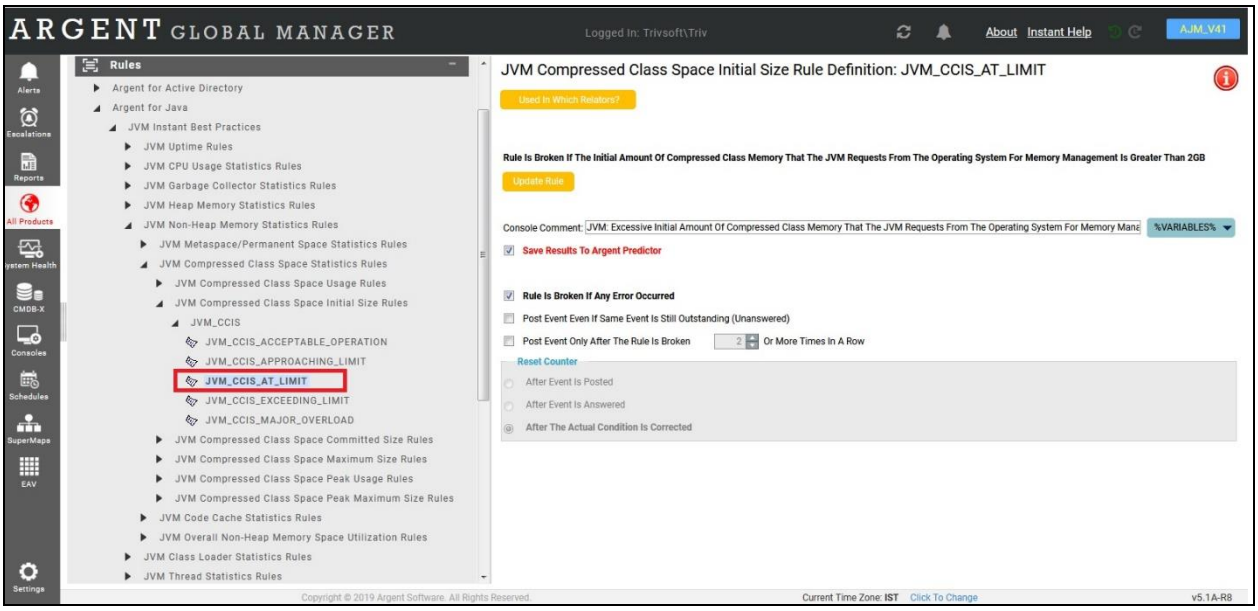
Compressed Class Space Usage

This rule monitors Java Virtual Machine's Compressed Class space utilization.This statistics is only available in JVM running in 64 bit version of JDK 8 or above



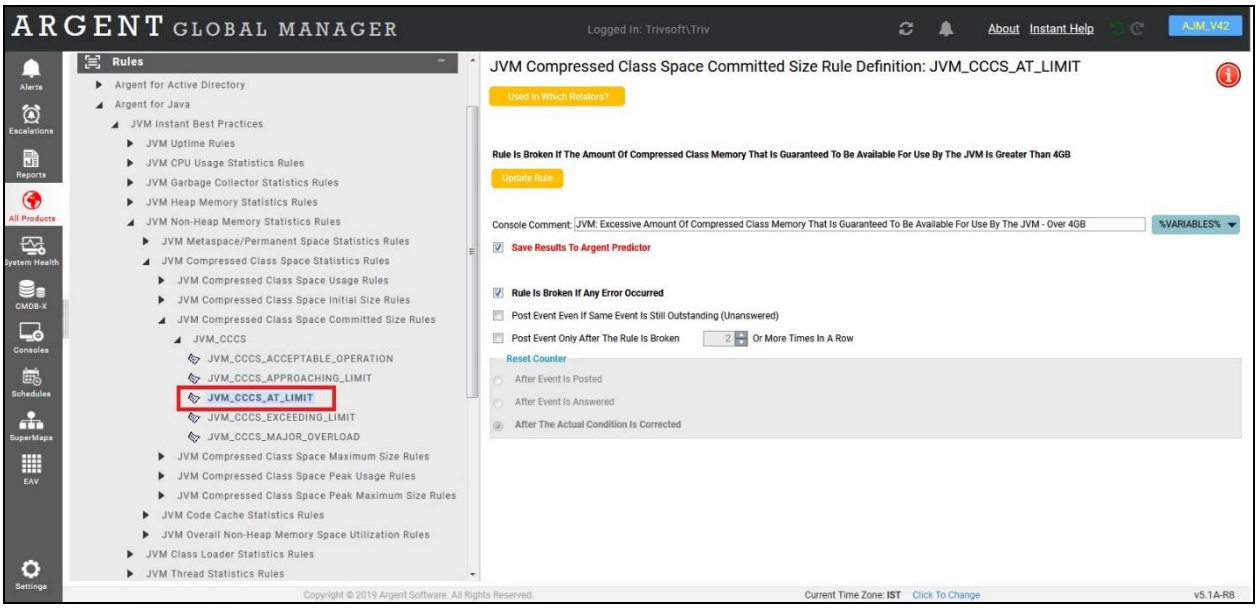
Compressed Class Space Initial Size

This rule monitors the initial amount of compressed class memory that the jvm requests from the operating system for memory management.This statistics is only available in JVM running in 64 bit version of JDK 8 or above



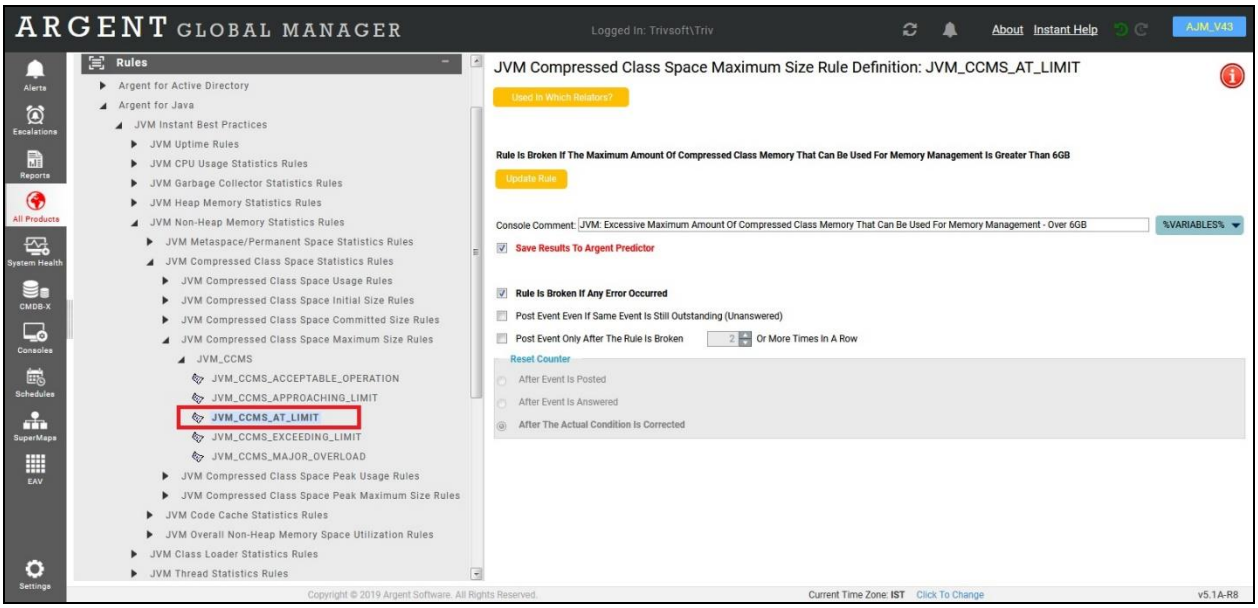
Compressed Class Space Committed Size

This rule monitors the amount of compressed class memory that is guaranteed to be available for use by the JVM.This statistics is only available in JVM running in 64 bit version of JDK 8 or above



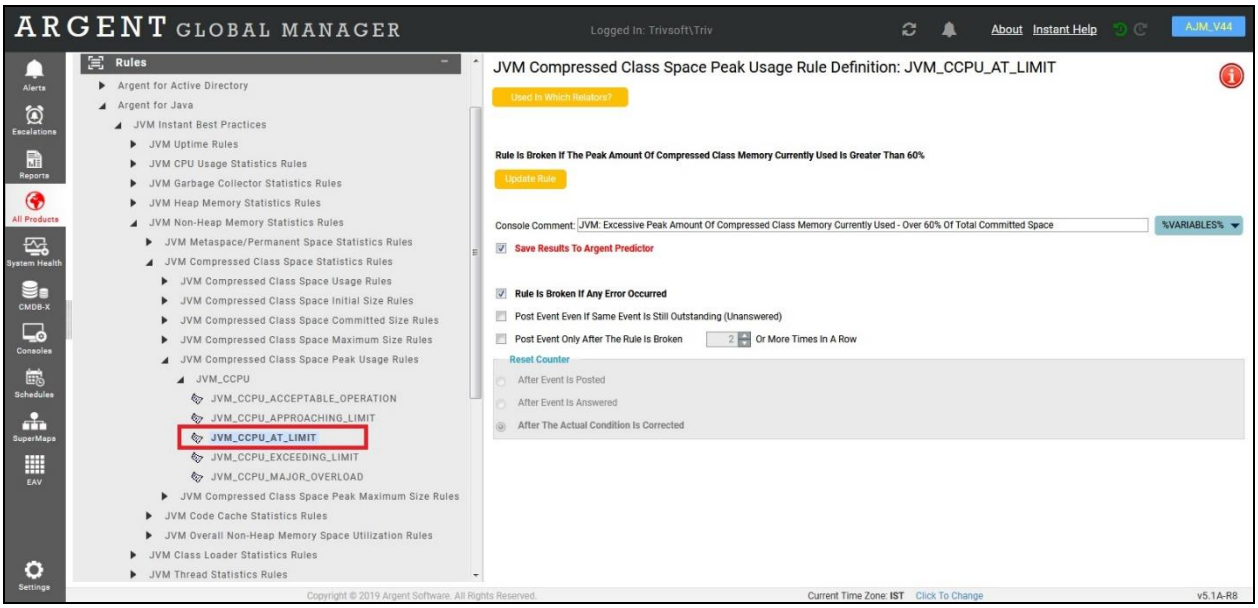
Compressed Class Space Maximum Size

This rule monitors the maximum amount of compressed class memory that can be used for memory management.This statistics is only available in JVM running in 64 bit version of JDK 8 or above



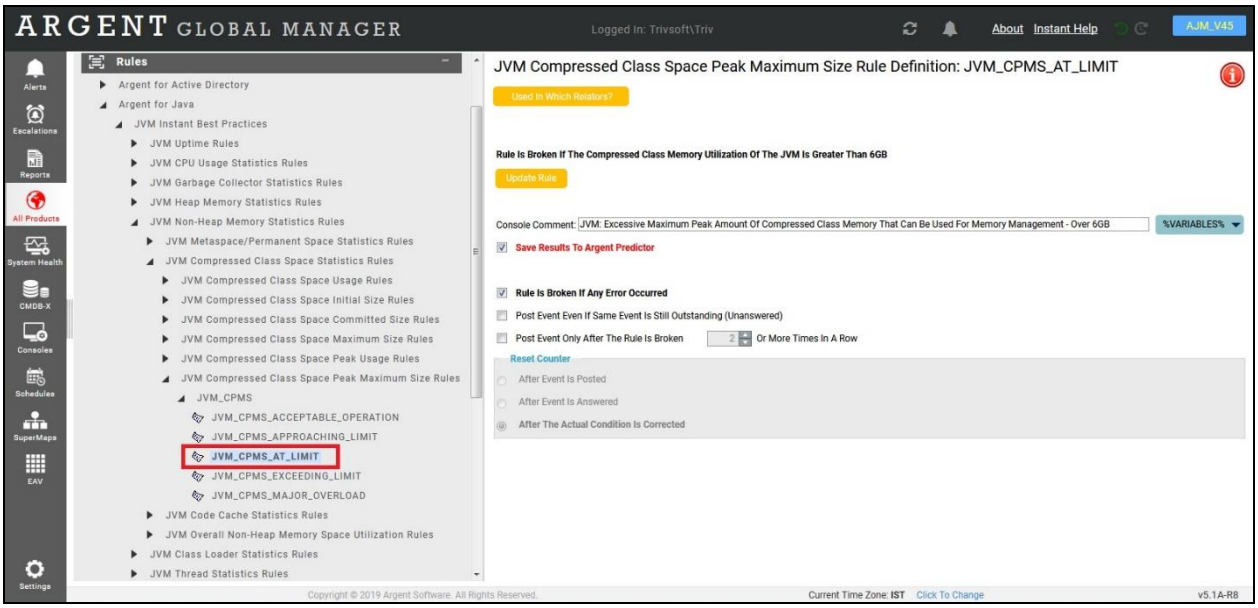
Compressed Class Space Peak Usage

This rule monitors the peak amount of compressed class memory currently used.This statistics is only available in JVM running in 64 bit version of JDK 8 or above



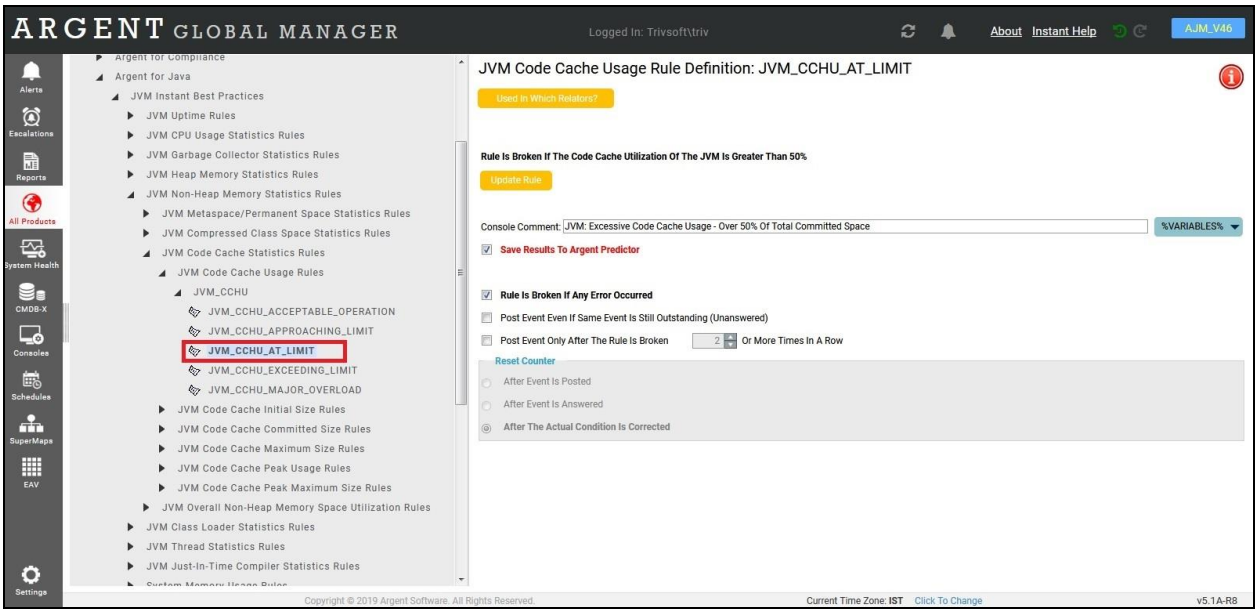
Compressed Class Space Peak Maximum Size

This rule monitors the maximum peak amount of compressed class memory that can be used for memory management.This statistics is only available in JVM running in 64 bit version of JDK 8 or above



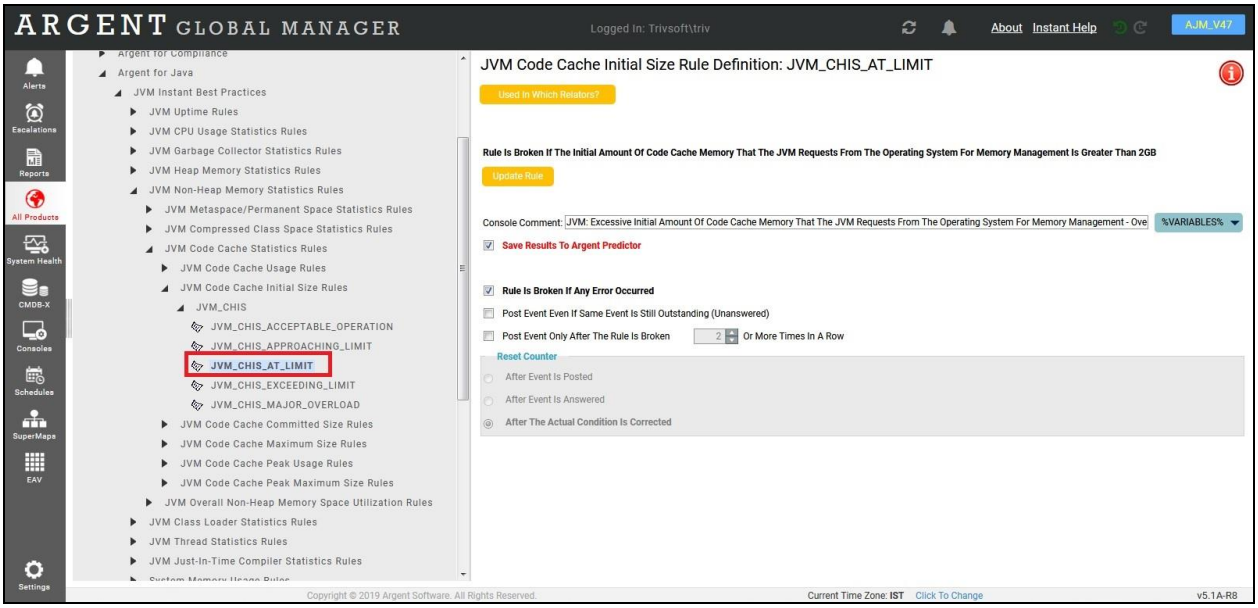
Code Cache Utilization

Memory used for compiling and storing native Java code is stored in an area of memory called the code cache. Argent for Java monitors the code cache.



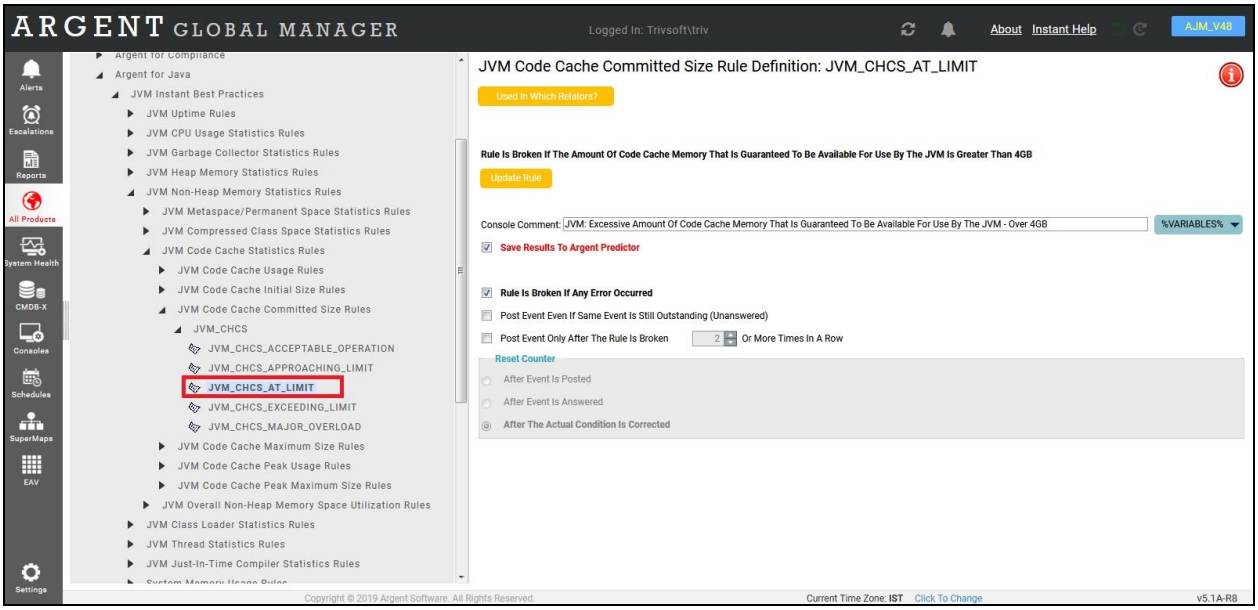
Code Cache Initial Size

This rule monitors initial size of memory requested for the code cache



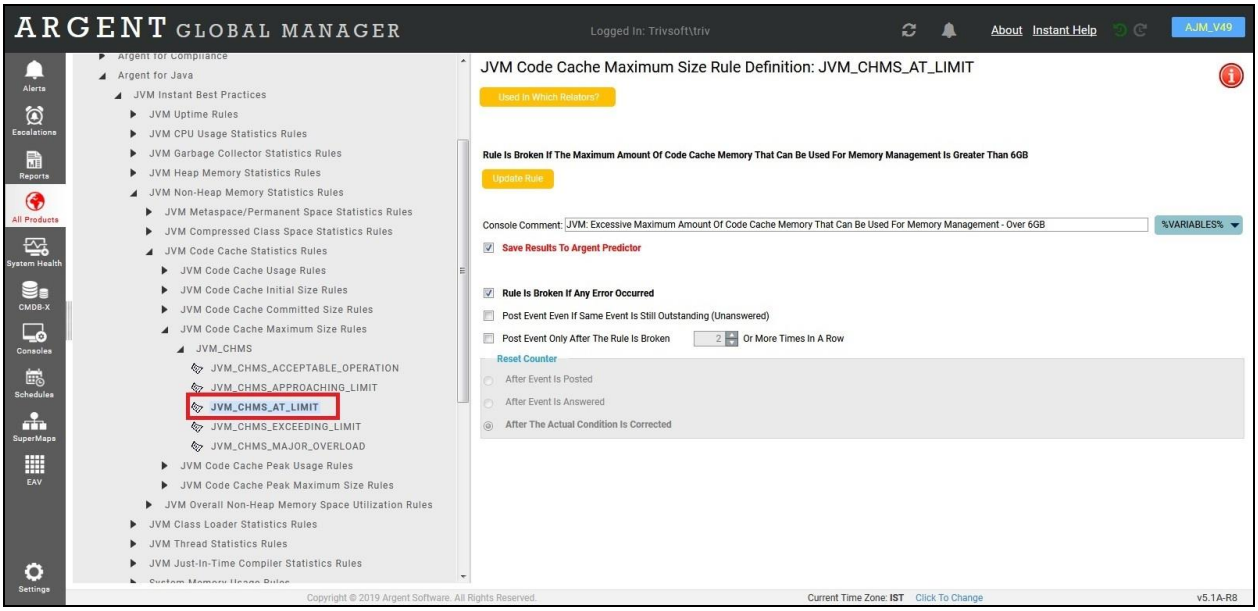
Code Cache Committed Size

This rule monitors the committed code cache memory available in a JVM



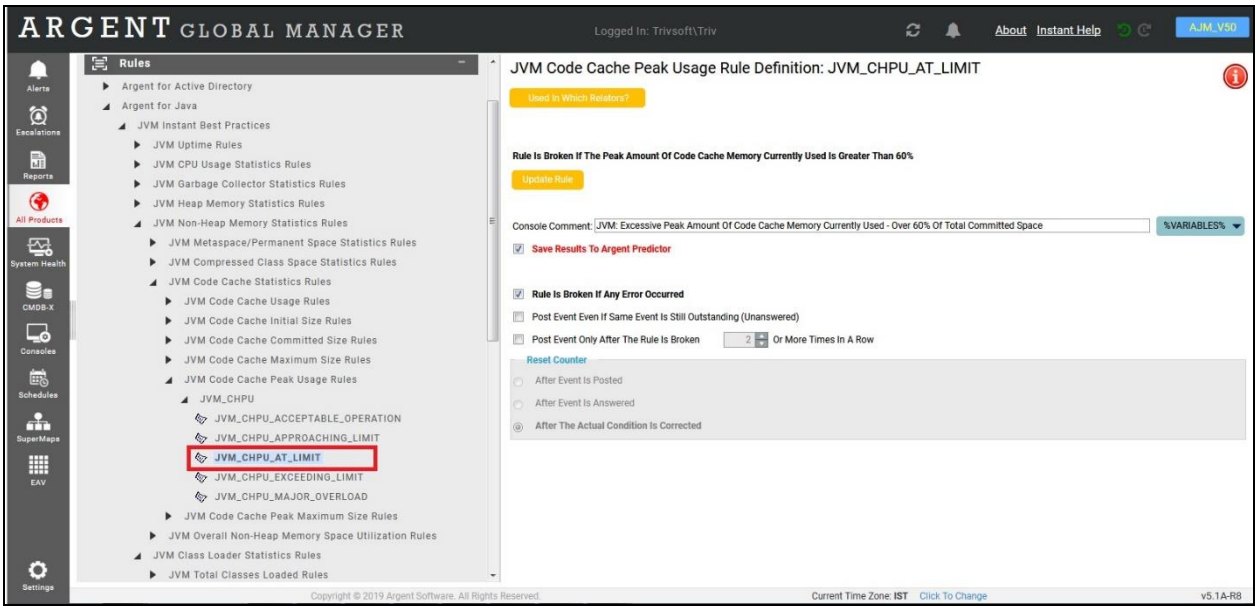
Code Cache Maximum Size

This rule monitors the maximum size of the space allowed for management of the code cache



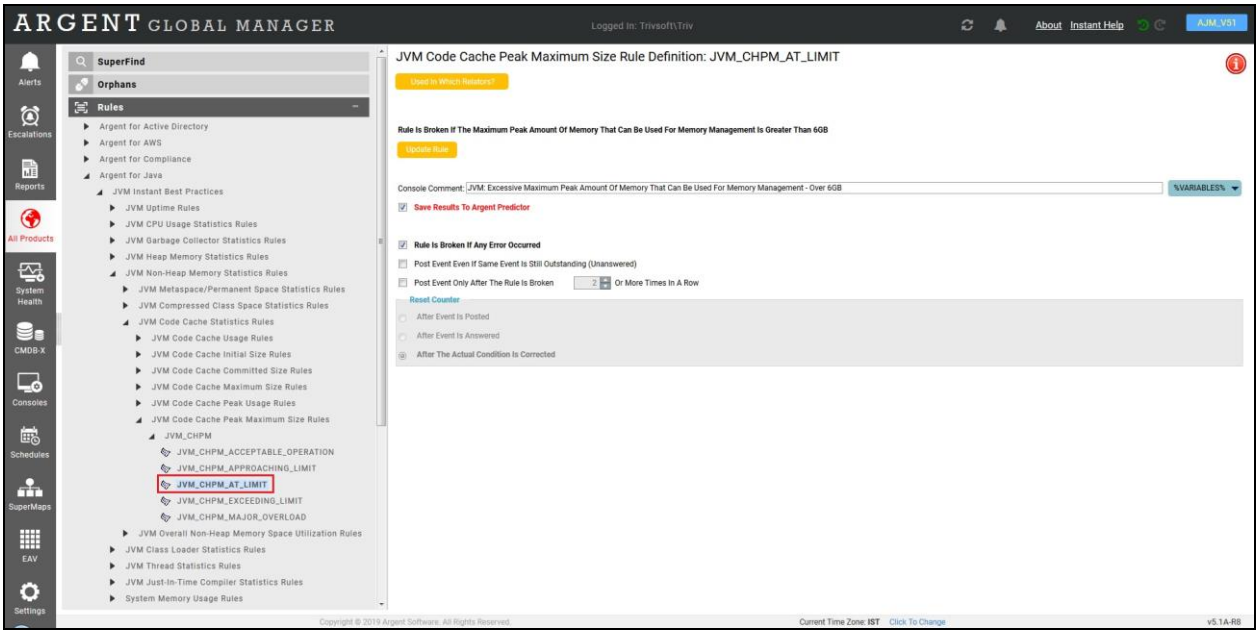
Code Cache Peak Usage

This rule monitors the peak amount of code cache memory currently used



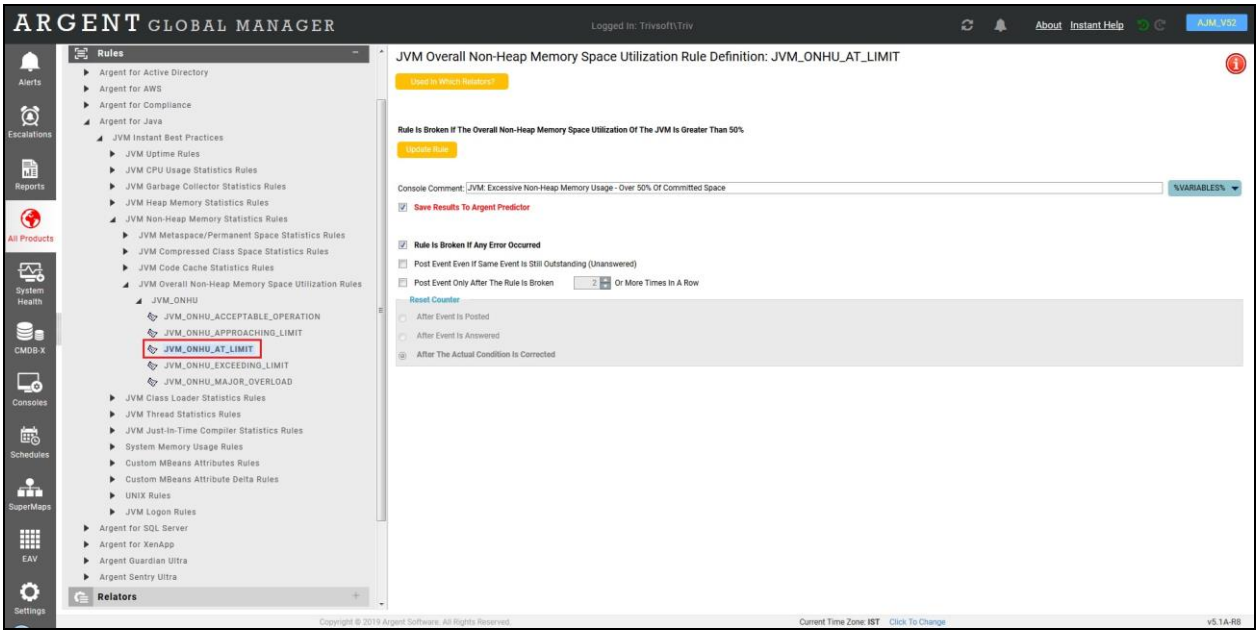
Code Cache Peak Maximum Size

This rule monitors the peak maximum size of code cache memory



Overall Non-Heap Memory Utilization

This rule monitors the total amount of non-heap memory utilized



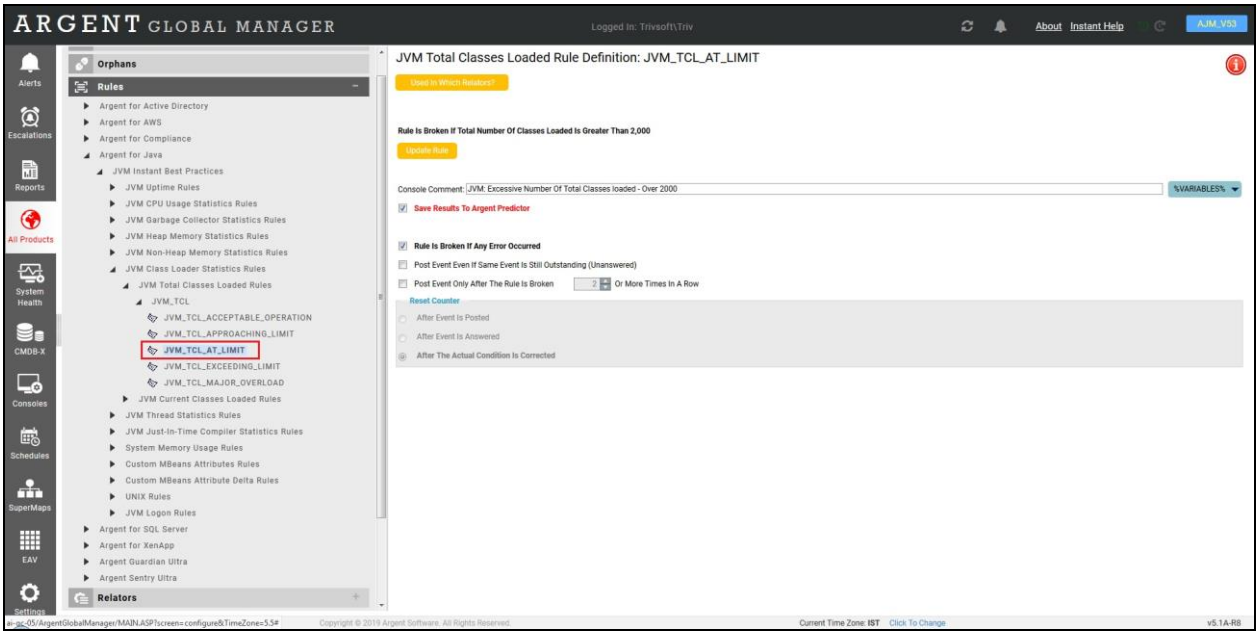
Java Class Loader Statistics Rules

One of Java's main features is the Class Loader which is part of the Java Runtime Environment or JRE. The JRE loads all required classes during execution of a Java program. The JRE instantiates class objects at run time on demand.

Argent for Java provides the following rules for monitoring the JRE Class Loader.

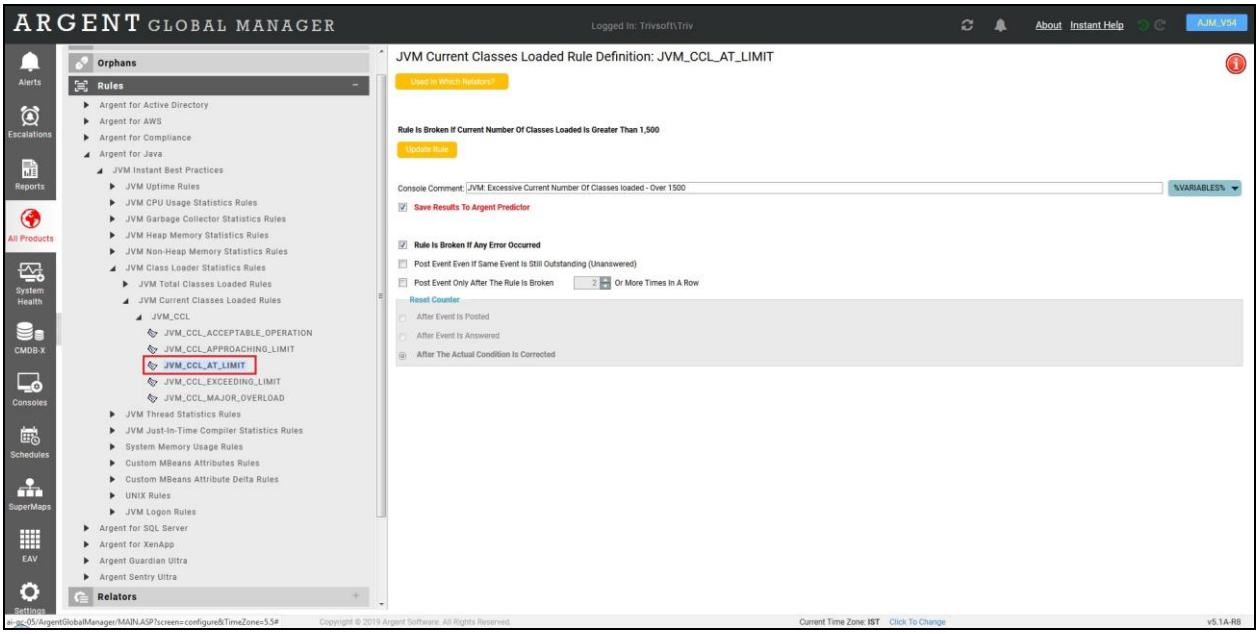
Total Classes Loaded Rule

This rule monitors the number of classes loaded from the start of a JVM



Current Classes Loaded Count

This rule monitors the number of classes loaded in a JVM at any given time



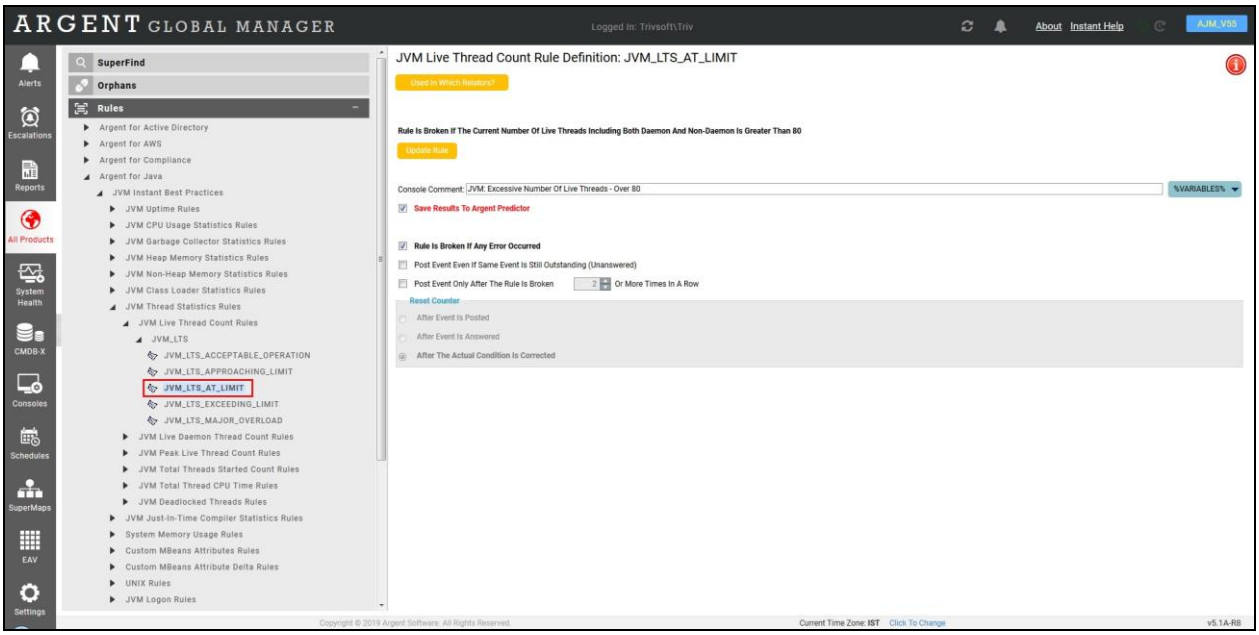
Thread Statistics Rules

A JVM will always contain multiple Java threads, including Java internal JVM threads.

Argent for Java provides the following rules to monitor JVM threads.

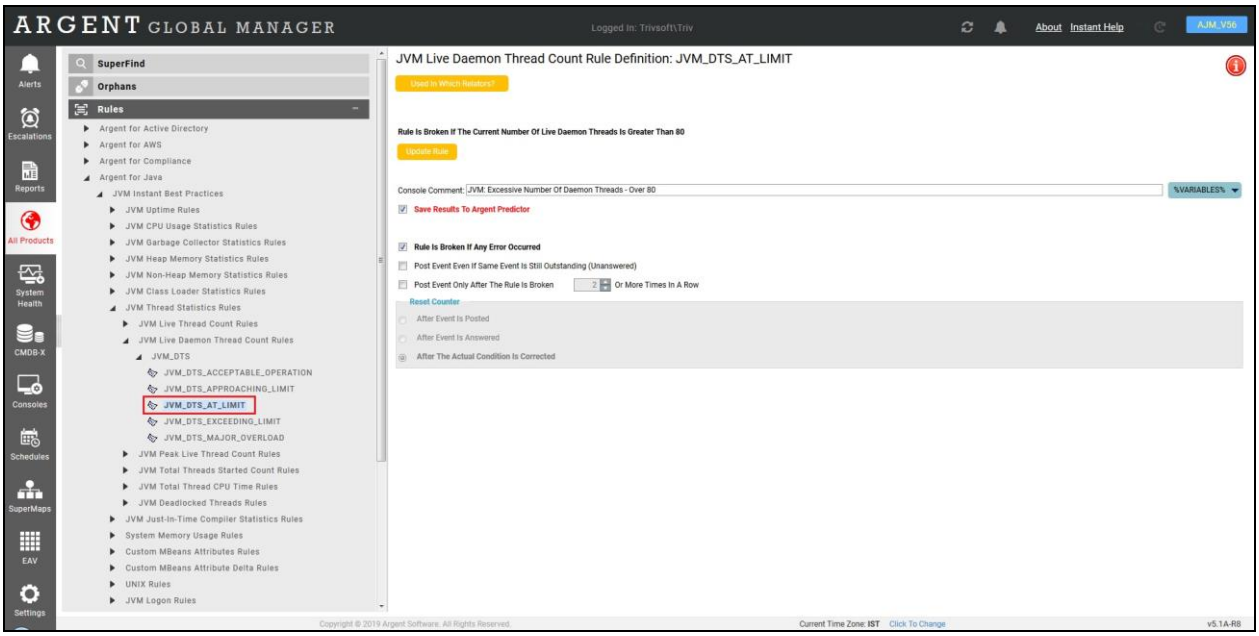
Live Thread Count Rule

This rule monitors the count of threads in a JVM at any given point of time



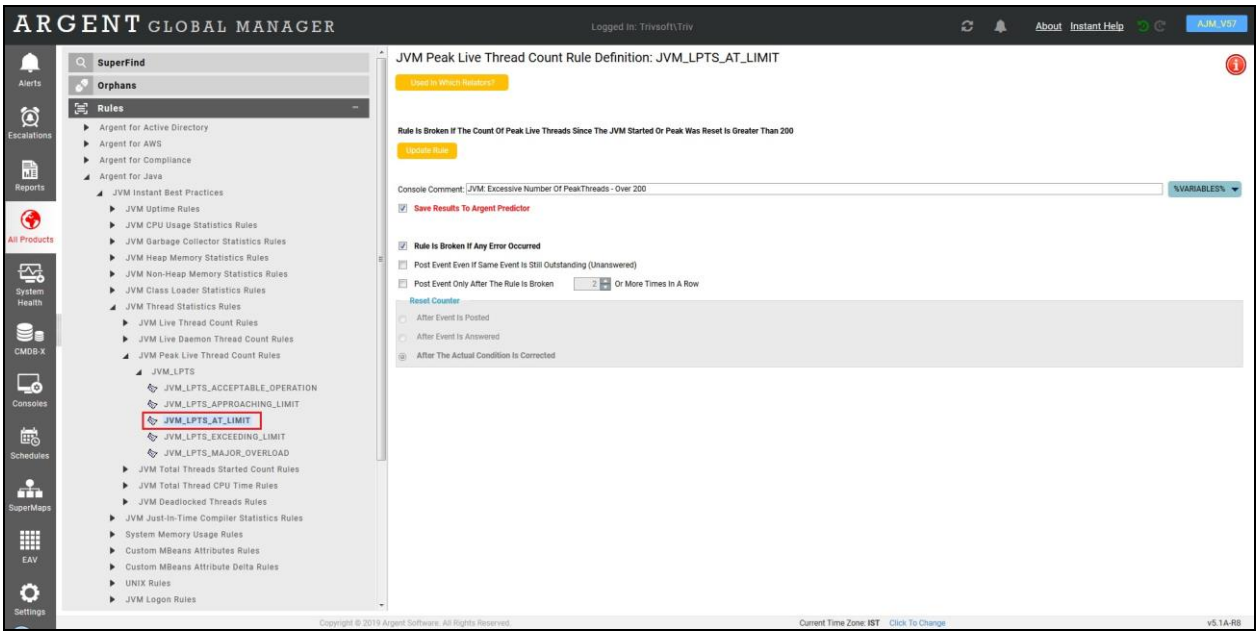
Live Daemon Thread Count Rule

Java performs some low-priority tasks in daemon threads that execute only after all the non-daemon threads have executed. The JVM can even exit a program while the Daemon threads are running. Argent for Java provides a rule to monitor the number of daemon threads running.



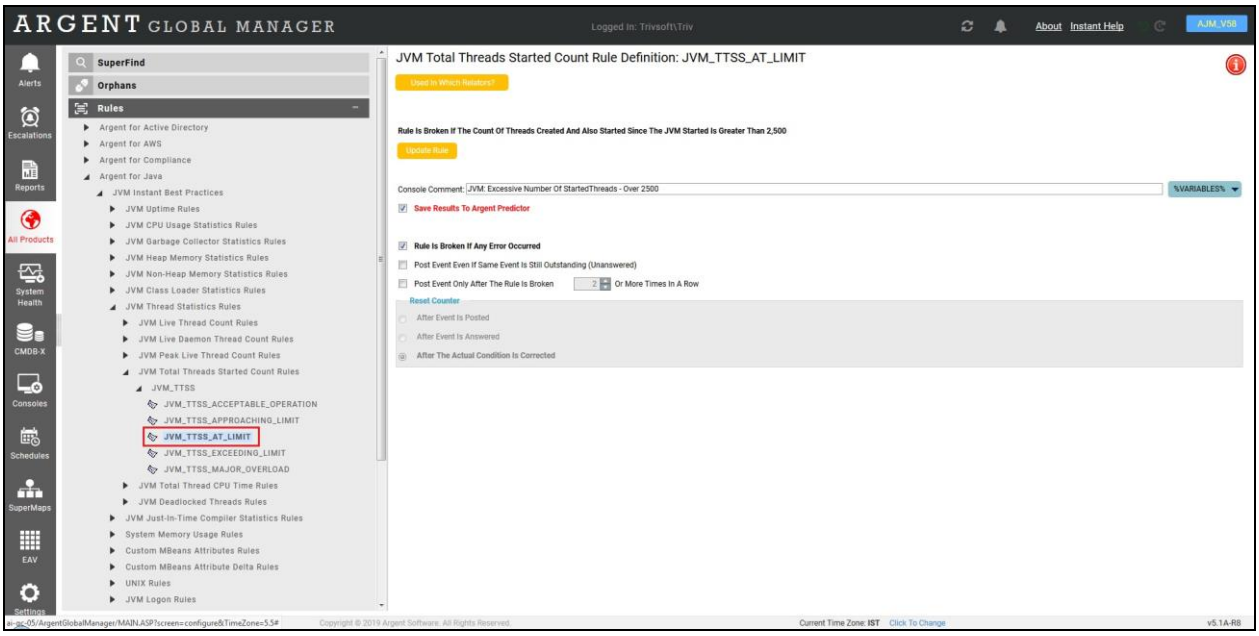
Peak Live Thread Count Rule

This rule monitors the peak thread live count since the JVM started (or the peak value was reset)



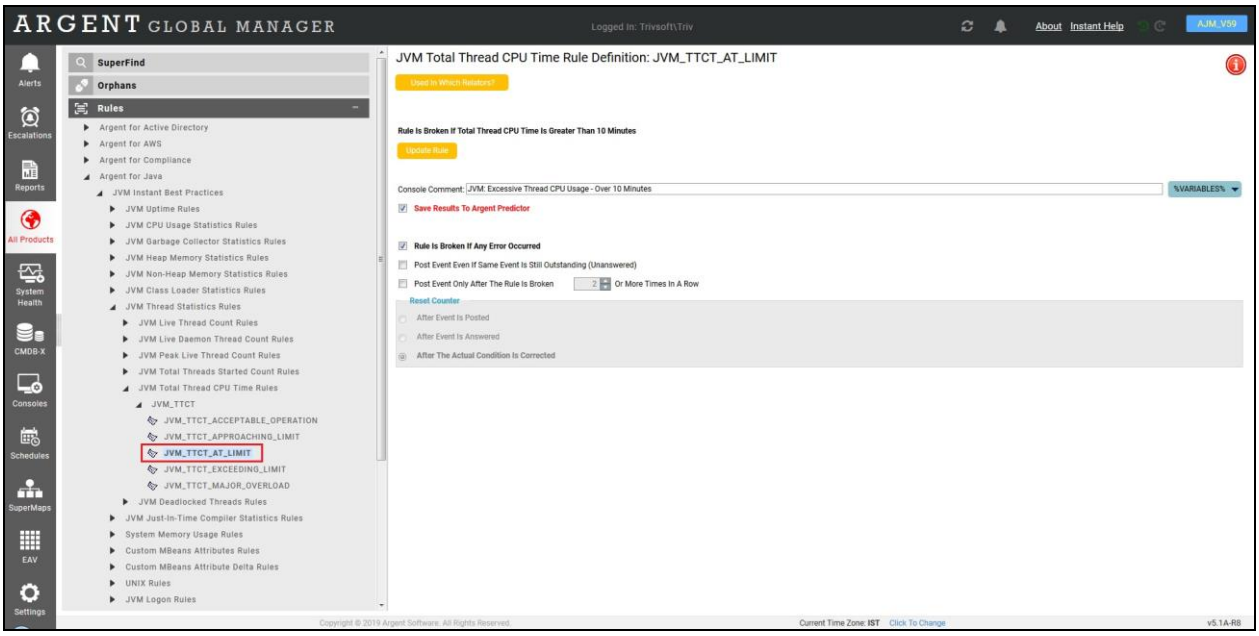
Total Threads Started Count Rule

This rule monitors the total number of threads created or started since the JVM started



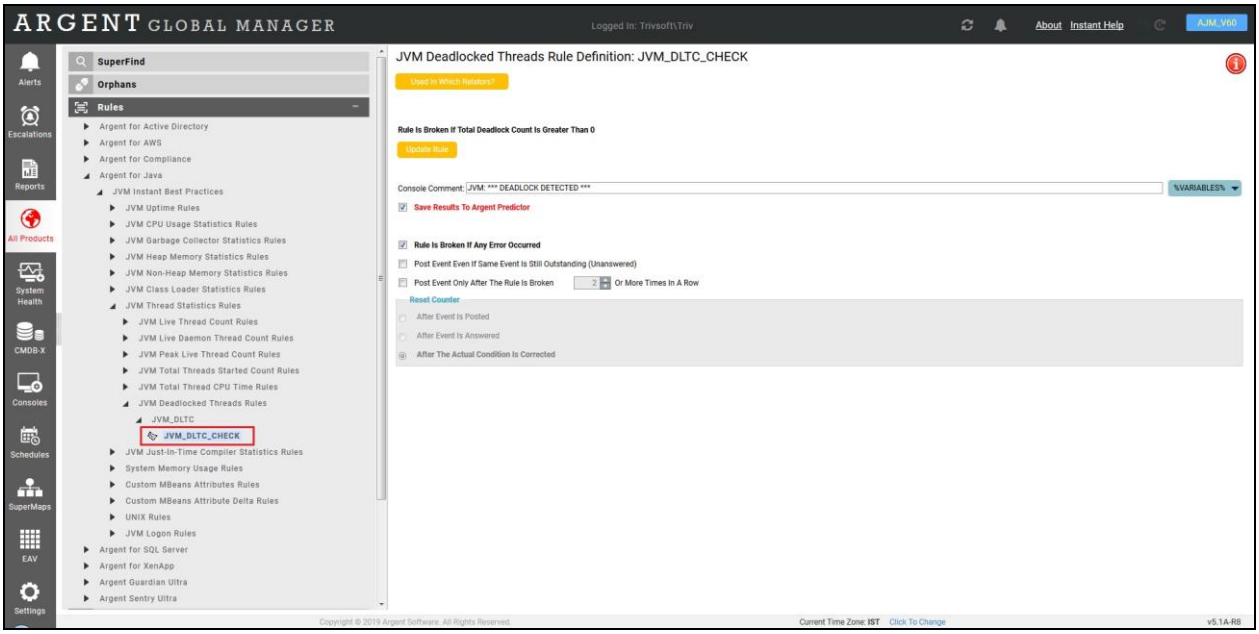
Total Thread CPU Time Rule

This rule monitors the total CPU time utilized by all threads in a JVM



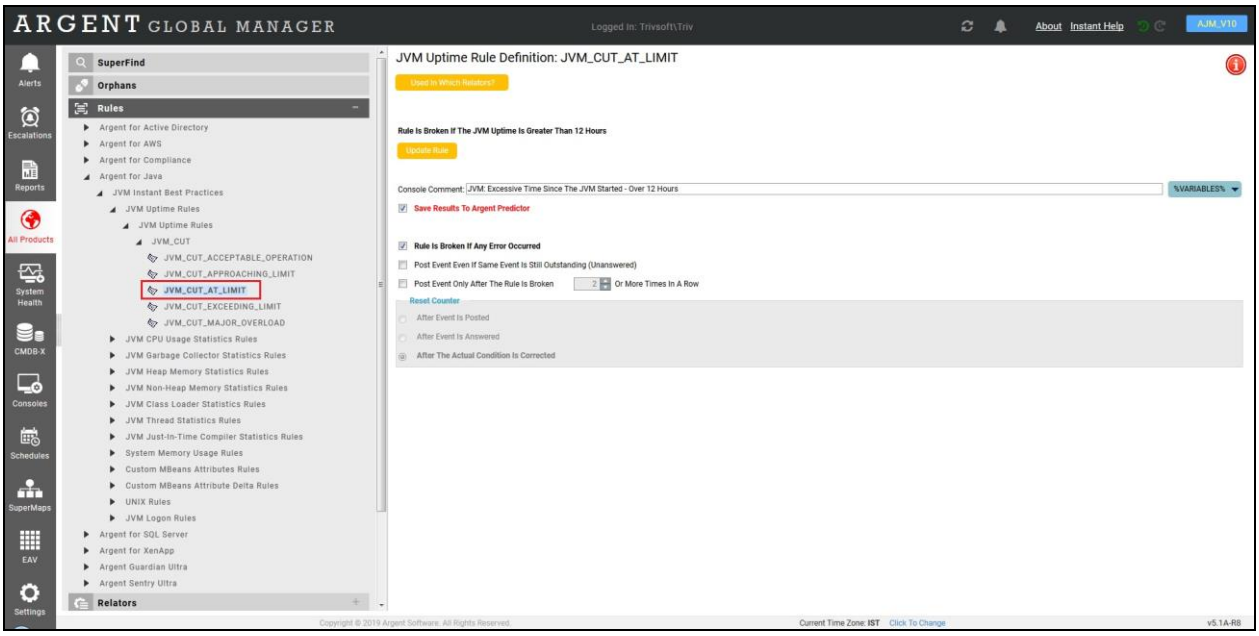
Deadlocked Threads Rule

When two or more threads in the JVM are waiting for the same resource the threads become deadlocked. Deadlocks cannot be resolved the executing Java program appears to be stuck. Argent for Java monitors all live threads in a JVM for deadlock conditions.



Uptime Rule

This rule monitors the length of time the JVM has been active

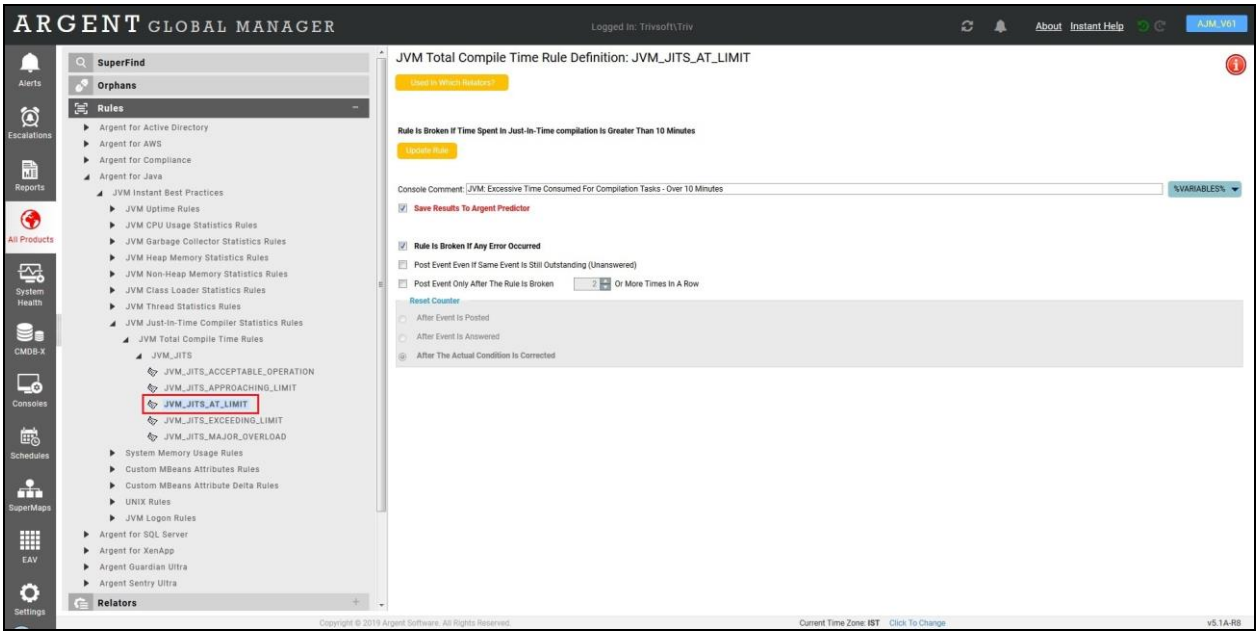


Just-In-Time Compiler Statistics Rules

The Java compiler converts the Java code into a bytecode which is then translated into machine instructions understandable by a particular machine or device. The Just-in-Time (JIT) compiler is how Java can be adapted to so many platforms. Since the JIT compilation process takes place as a Java program executes, it can impact performance.

Total Compilation Time Rule

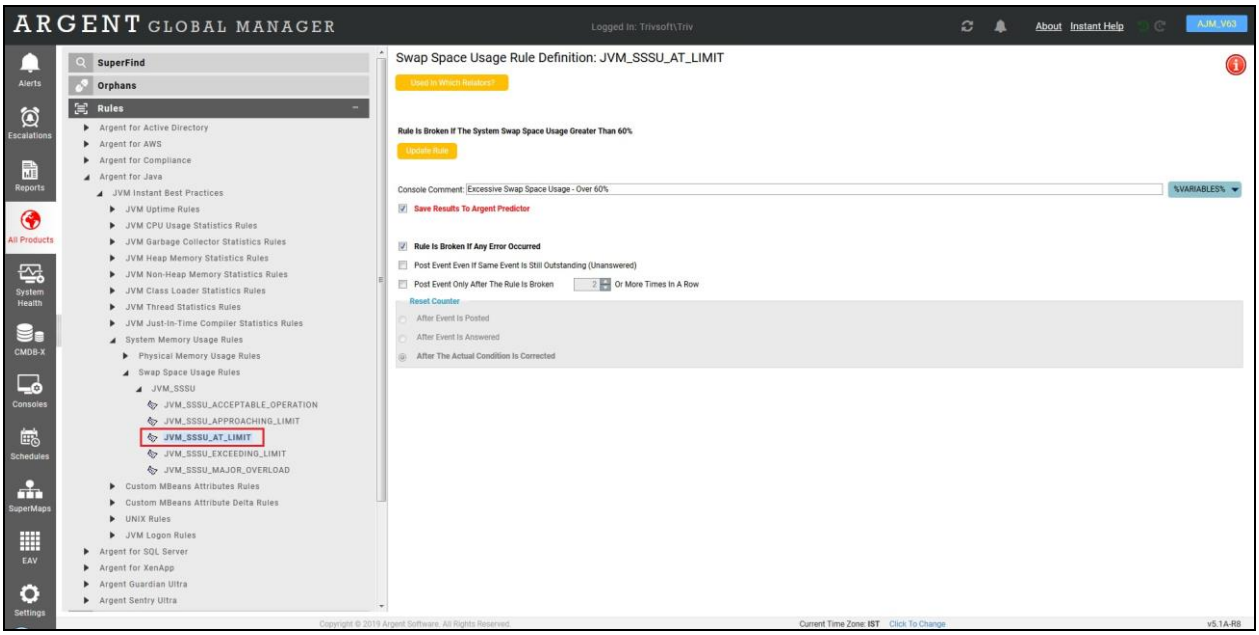
This rule monitors total time consumed by JIT compilation within a JVM



System Memory Usage Rule

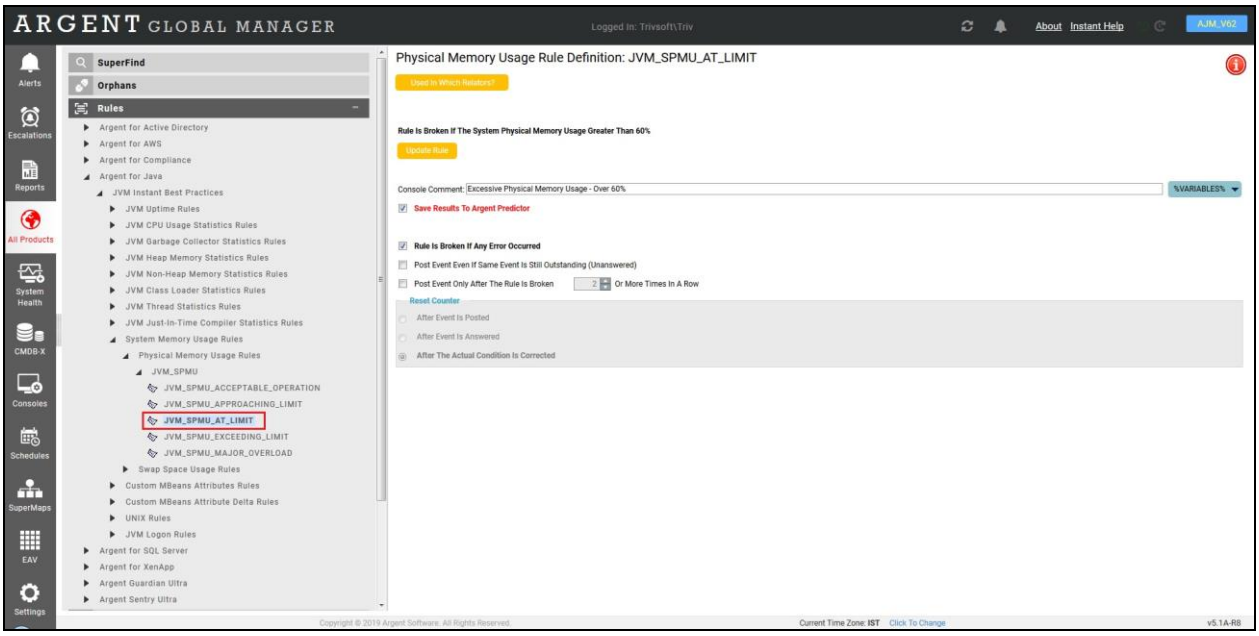
Swap Space Usage Rule

This rule monitors the total amount of swap space usage



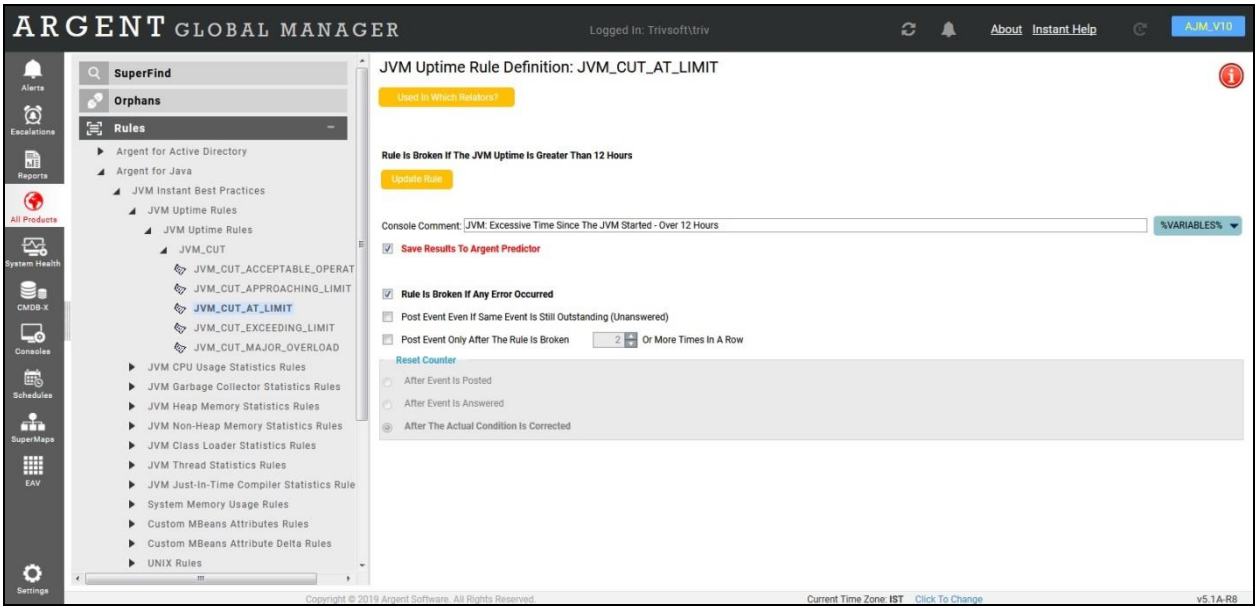
Physical Memory Usage Rule

This rule monitors physical memory usage within a JVM



CPU Uptime Rule

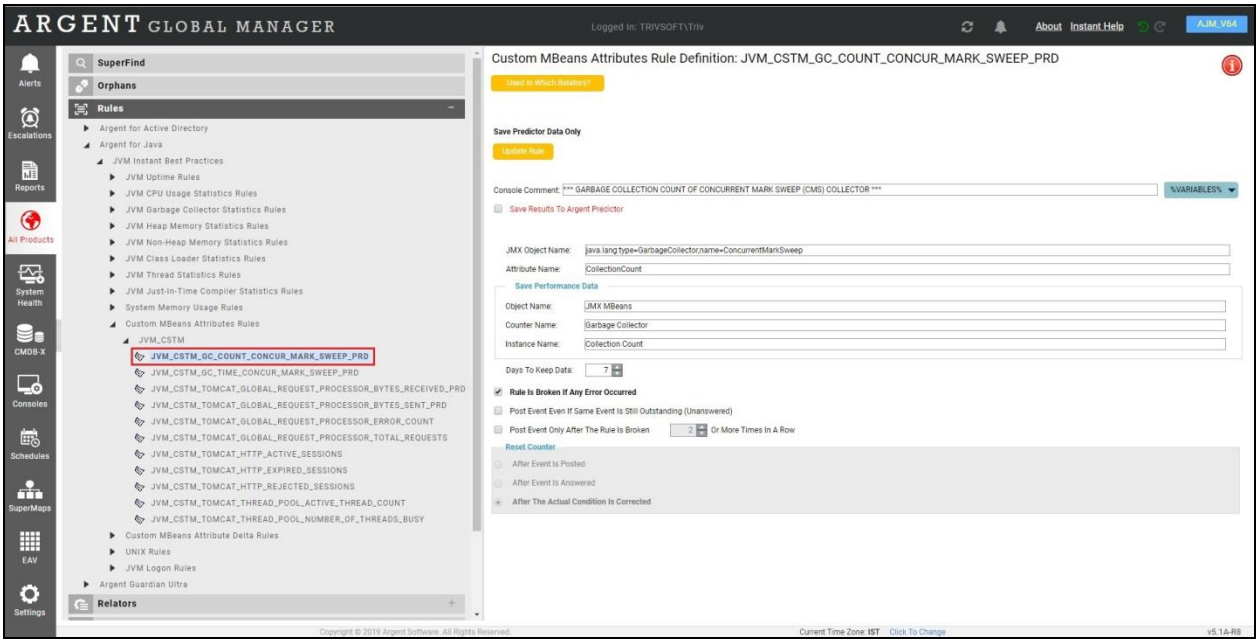
This rule monitors JVM uptime



Custom MBeans Attributes Rules

This Rule is configured to save the collection count of Concurrent Mark Sweep (CMS) Collector to Argent Predictor database and to a custom database table named 'ARGSOFT_JAVA_MBEANS'

Configure 'Custom MBeans Attribute Delta Rules' to Alert based on the values saved in 'ARGSOFT_JAVA_MBEANS' table for a specific Object\Counter\Instance

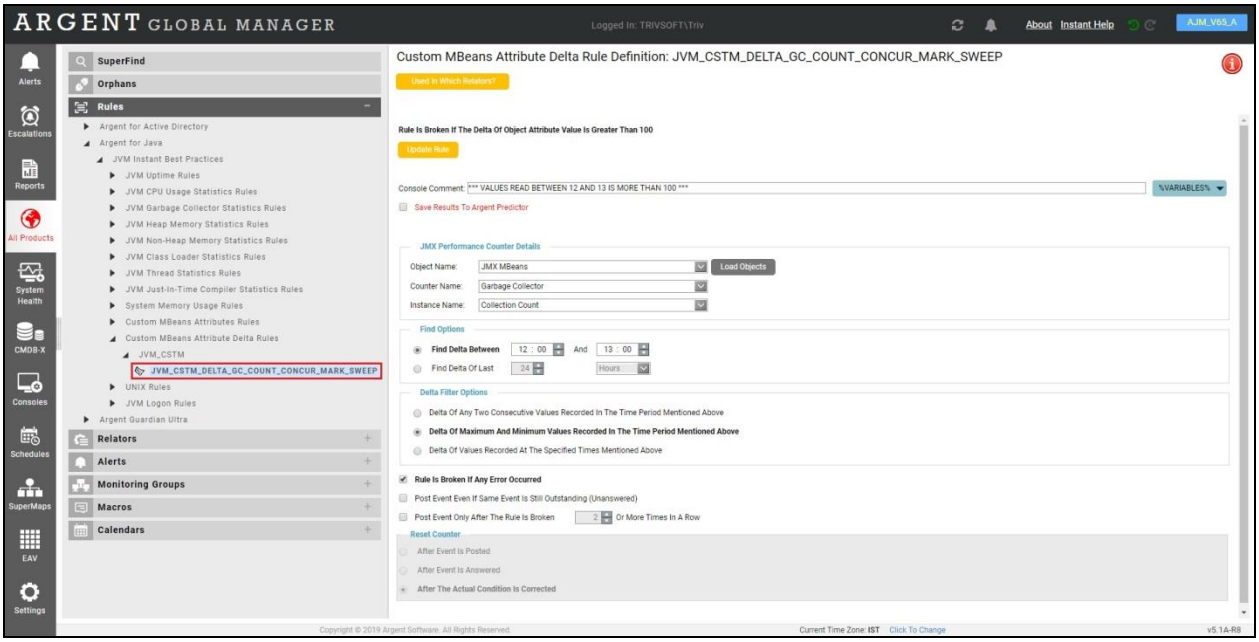


Custom MBeans Attribute Delta Rules

This Rule checks if the difference in maximum and minimum values recorded by a Custom MBeans Attribute Rule, in a specified interval of time, exceeds the threshold

Please make sure the correct combination of Object, Counter and Instance are configured, which is the replica of the corresponding Custom MBeans Attribute Rule

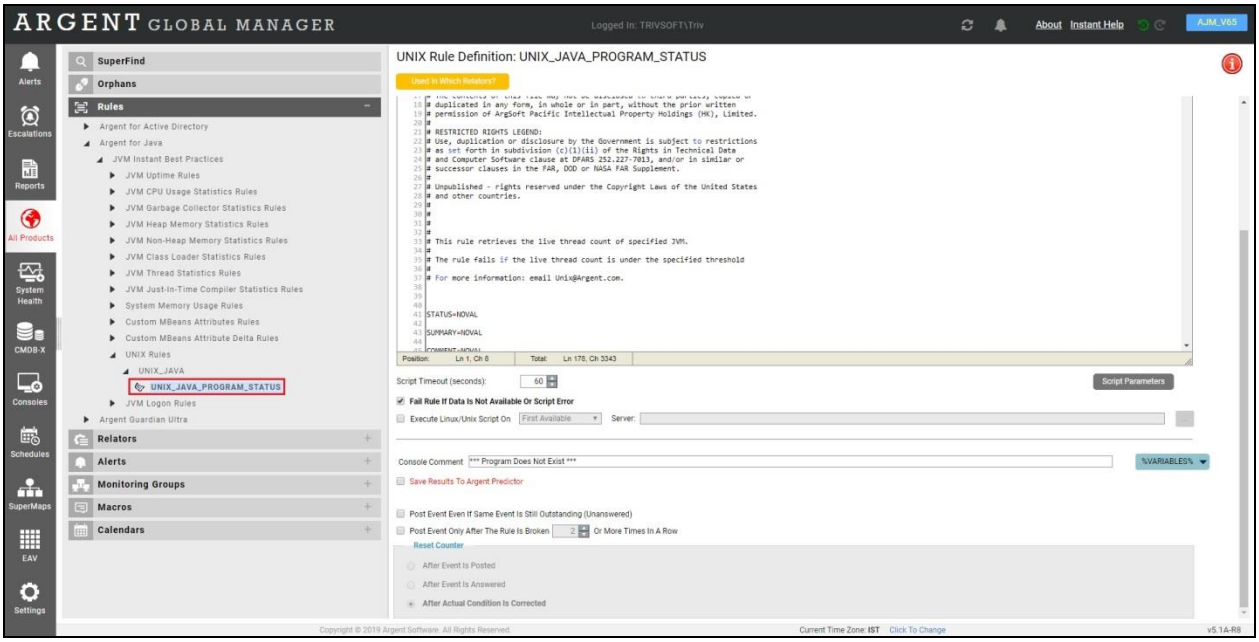
In this sample Rule, the Rule brakes if the difference between the maximum and minimum values recorded between12:00 and 13:00 exceeds 100



Check Appendix to know more about MBeans Attributes

UNIX Rules

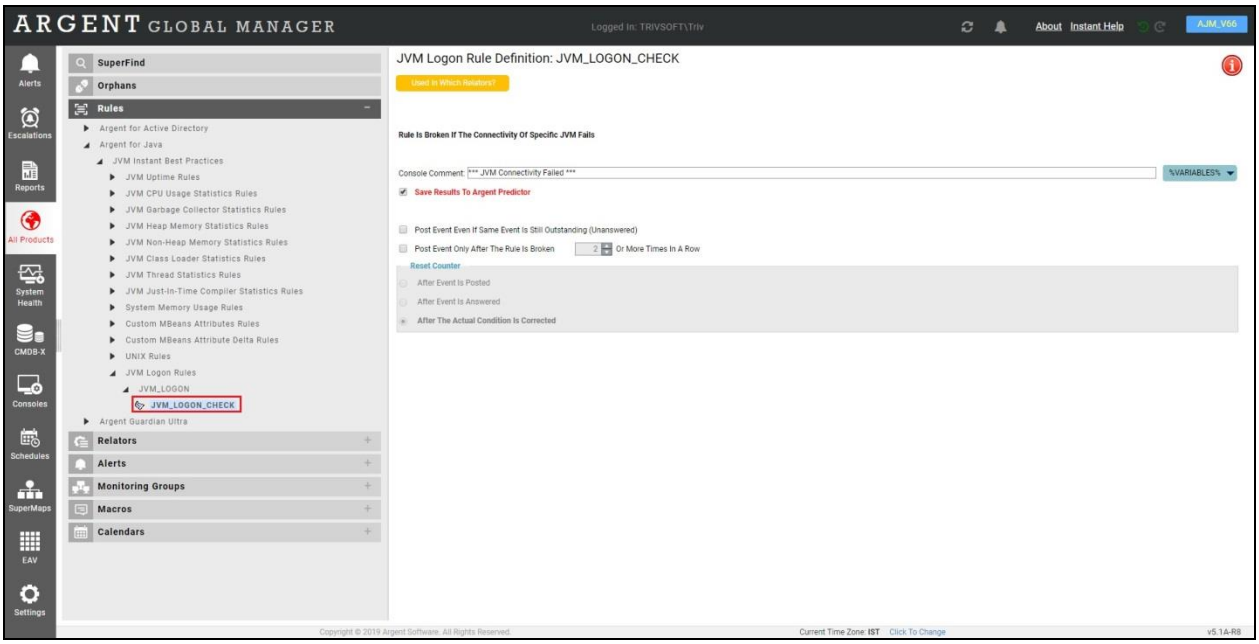
This rule checks the existence of a Java program



JVM Logon Rules

Determines if a JVM can be connected using JMX

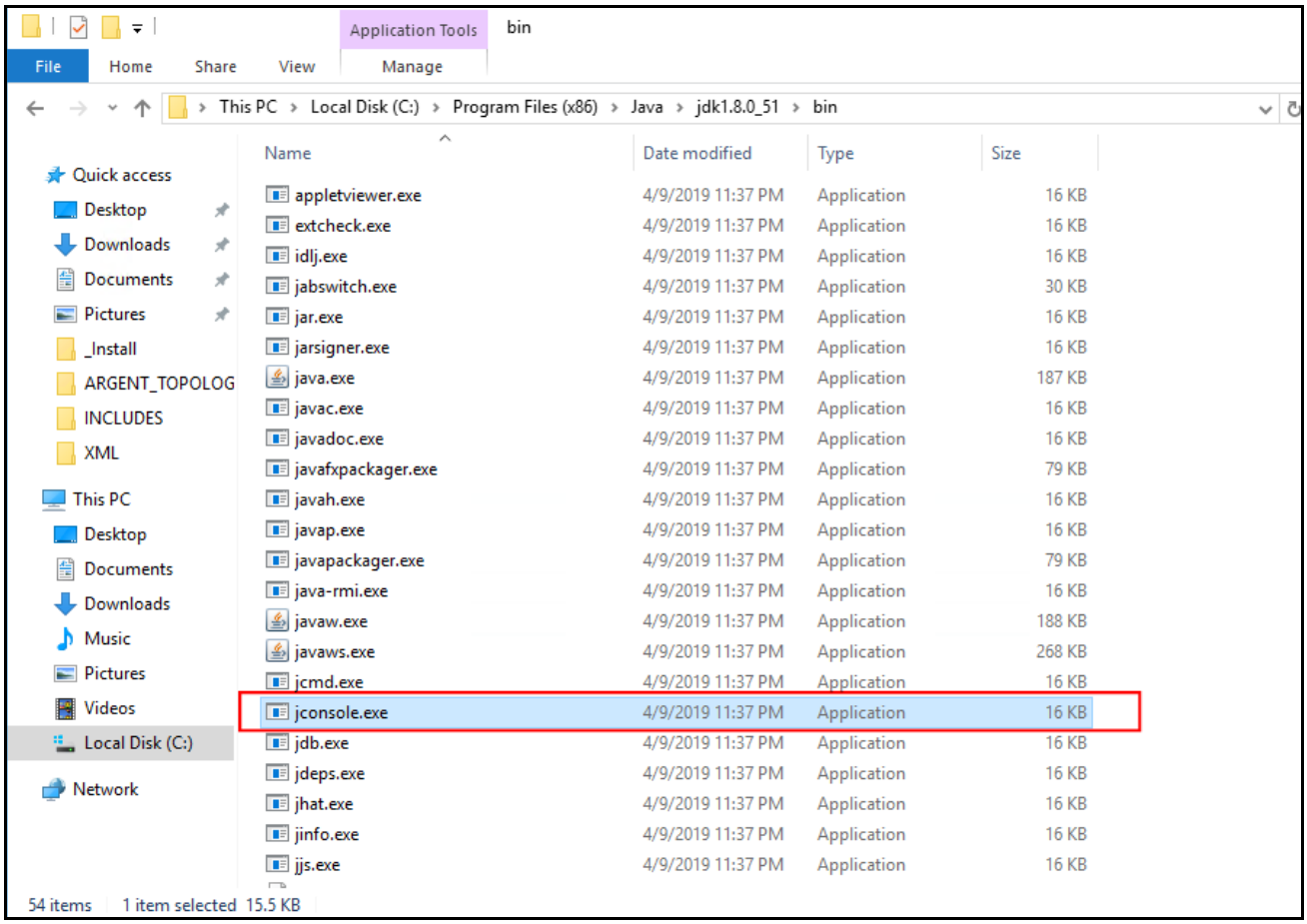
The Logon credentials should be specified in the licensed server manager



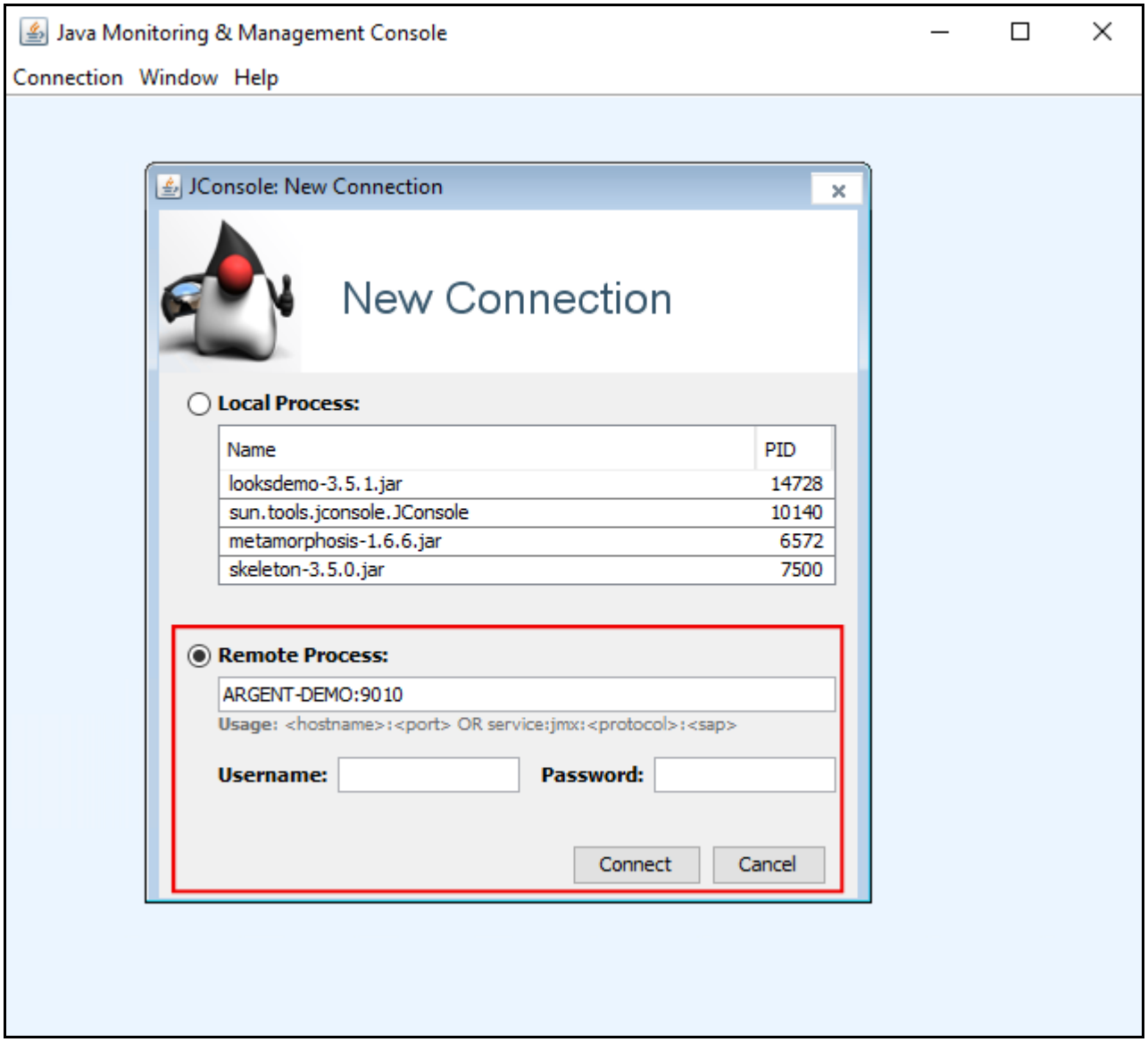
Appendix

To check on the available attributes provided by the MBeans, and configure the Custom MBeans Attributes Rule, do the following

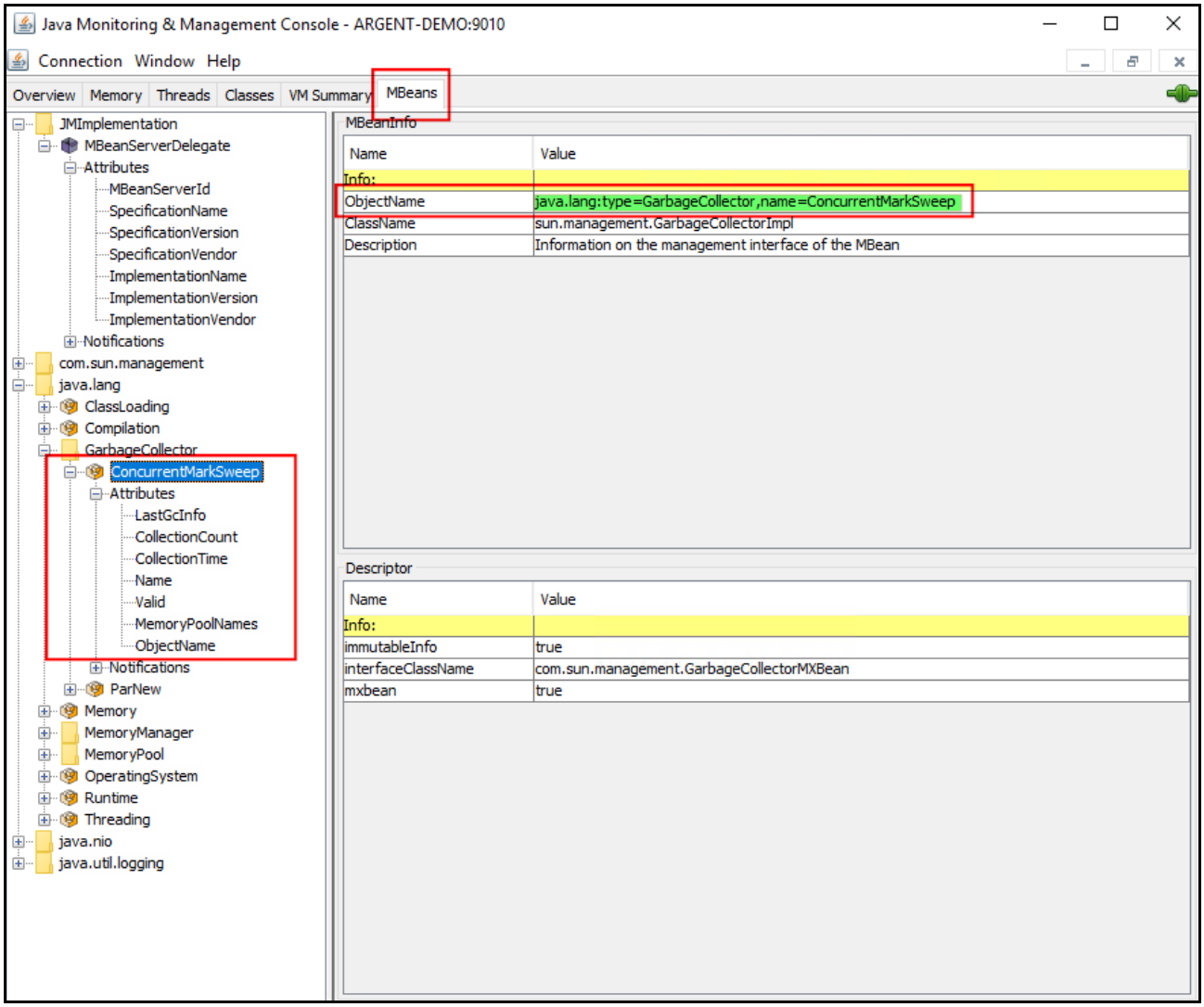
- Run the **jconsole.exe** file from the following path in the Argent Server:
  {Java Installed Drive}:\Program Files (x86)\Java\jdk1.8.0_51\bin



- In the **Jconsole: New Connection** screen, select Rempte Process, specify the credentials and click the **Connect** button



- In the **Java Monitoring & Management Console** screen, select **MBeans** tab, expand the tree and select an object to list the Attributes availble under it



- Copy the Object name (highlighted in green in the above screenshot) from the screen and paste it in the **JMX Object Name** field of the **Custom MBeans Attributes Rule**. Name of the Attrinute to be monitored should be specified in the **Attribute Name** field