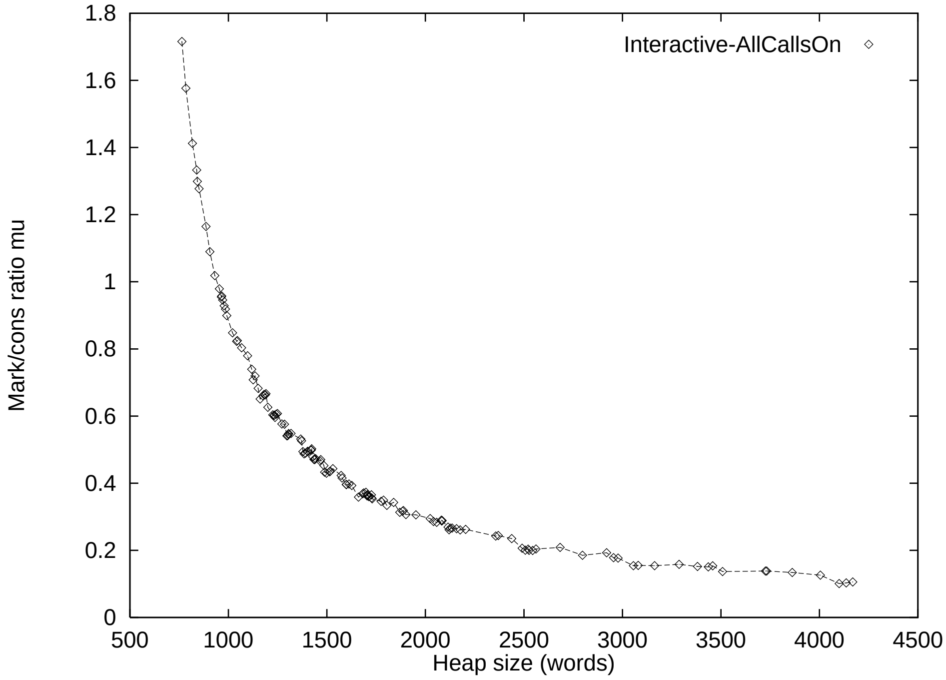
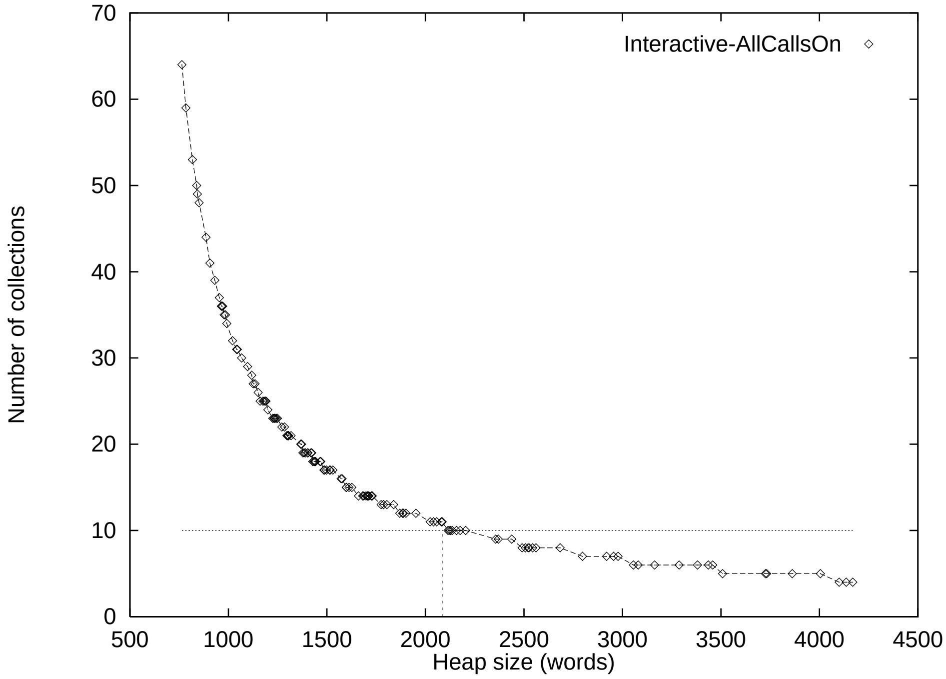
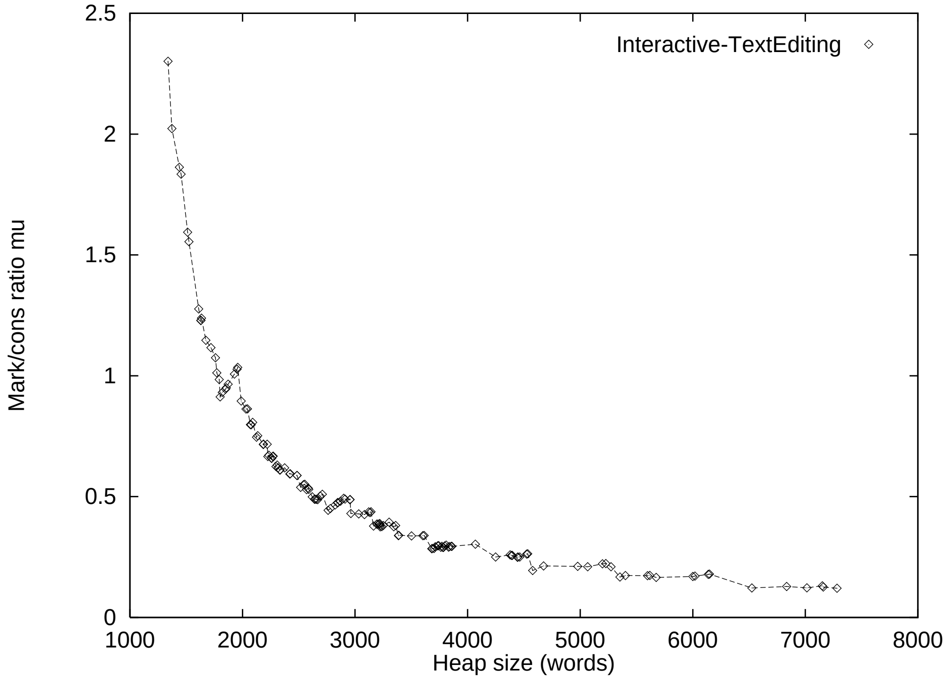


(a) Copying cost as the mark/cons ratio μ

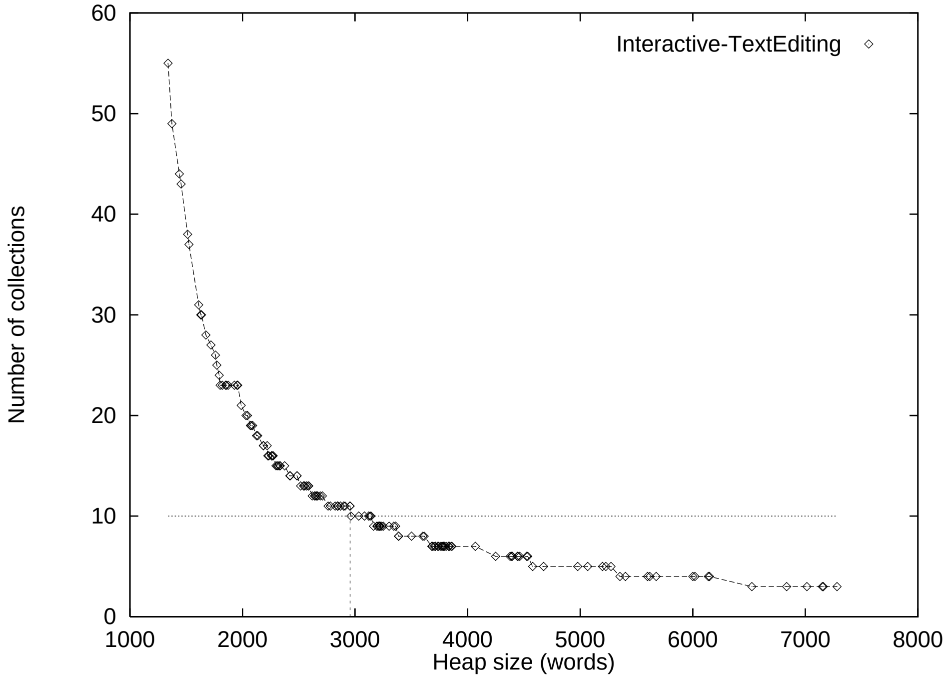


(b) Collector invocation count

Figure 4.1. Non-generational collection performance: Interactive-AllCallsOn.

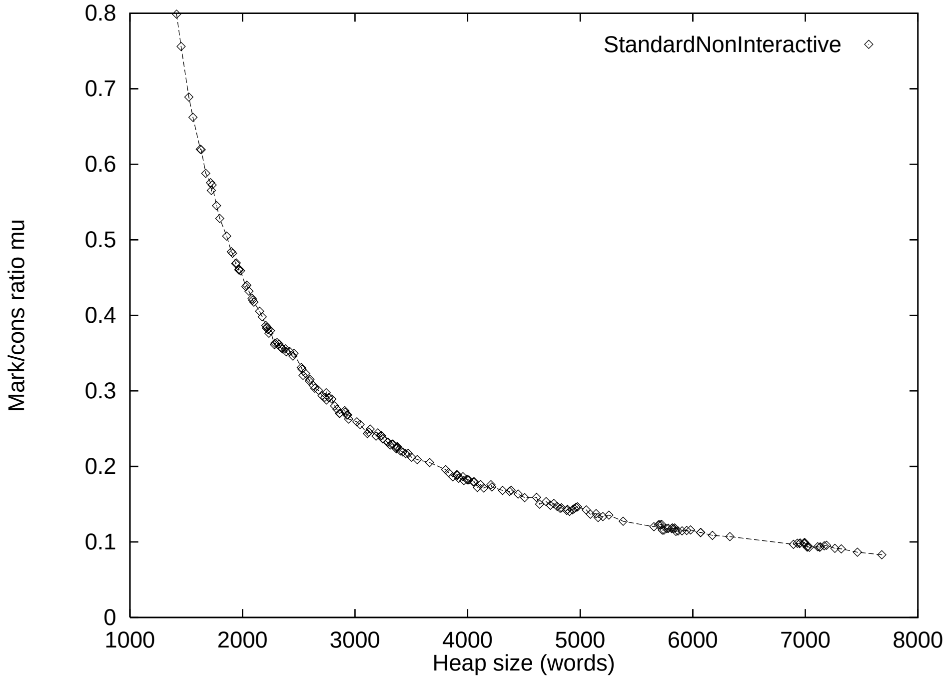


(a) Copying cost as the mark/cons ratio μ

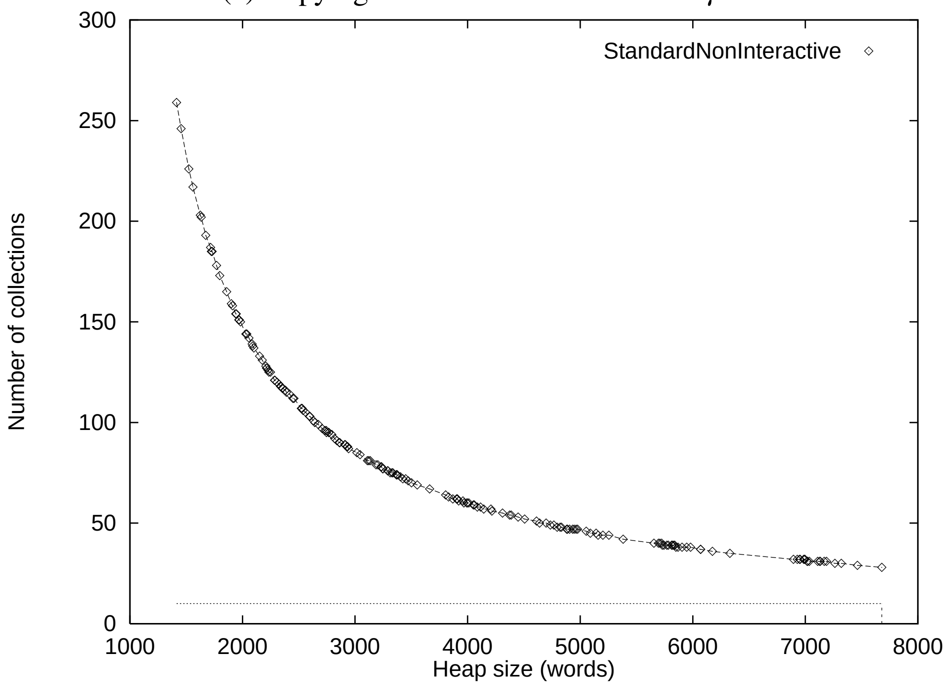


(b) Collector invocation count

Figure 4.2. Non-generational collection performance: Interactive-TextEditing.

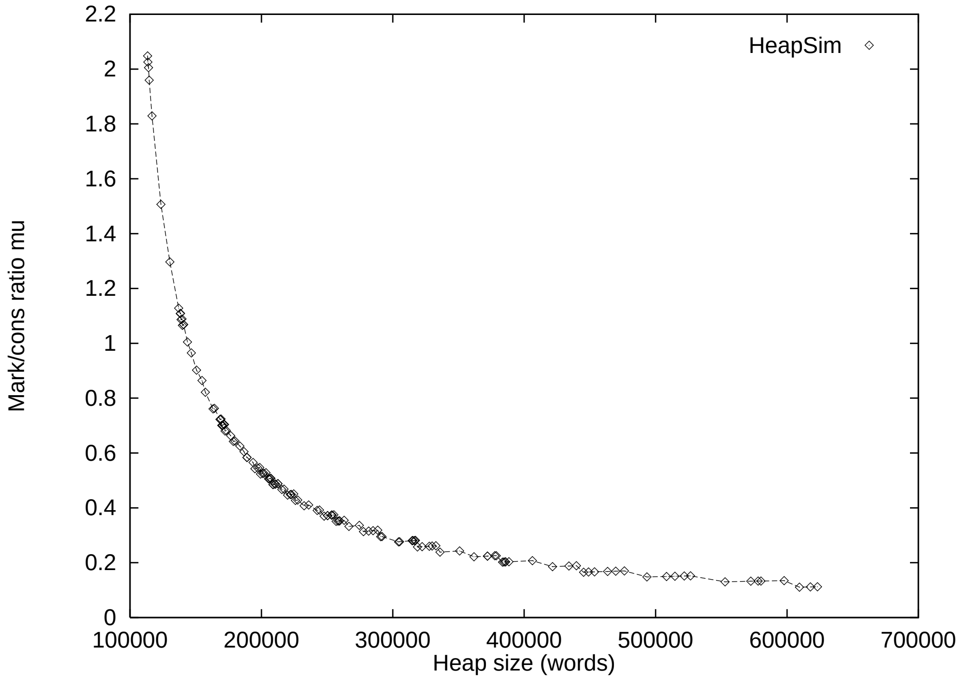


(a) Copying cost as the mark/cons ratio μ

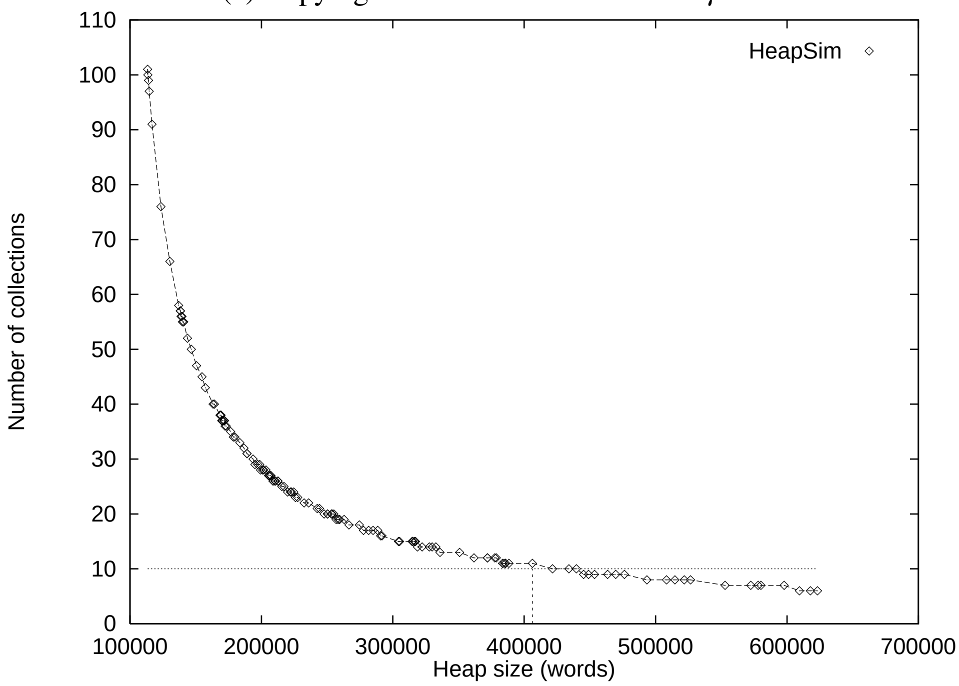


(b) Collector invocation count

Figure 4.3. Non-generational collection performance: StandardNonInteractive.

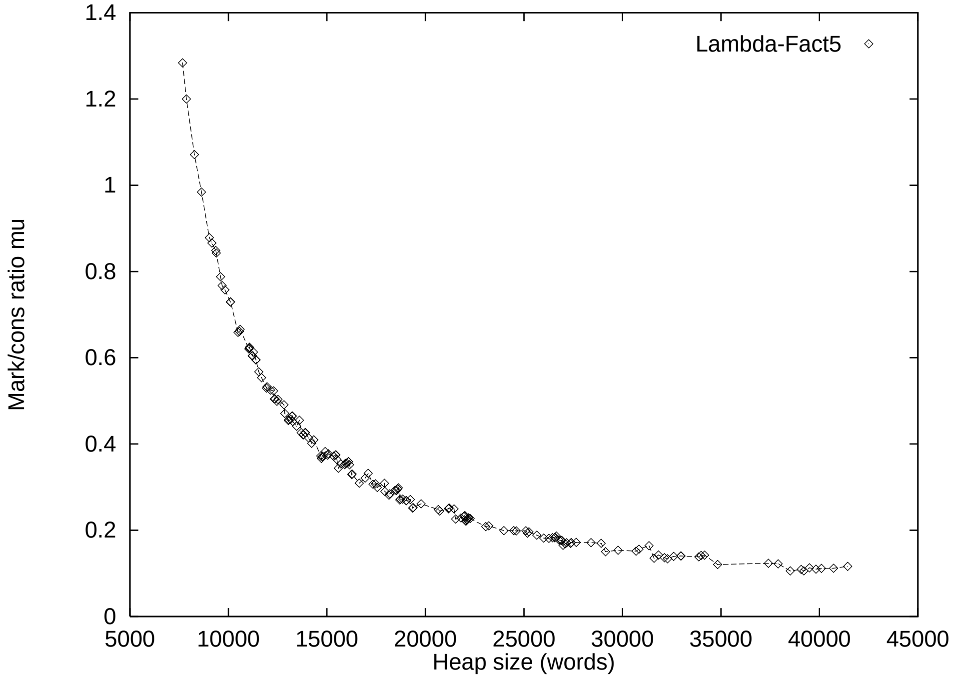


(a) Copying cost as the mark/cons ratio μ

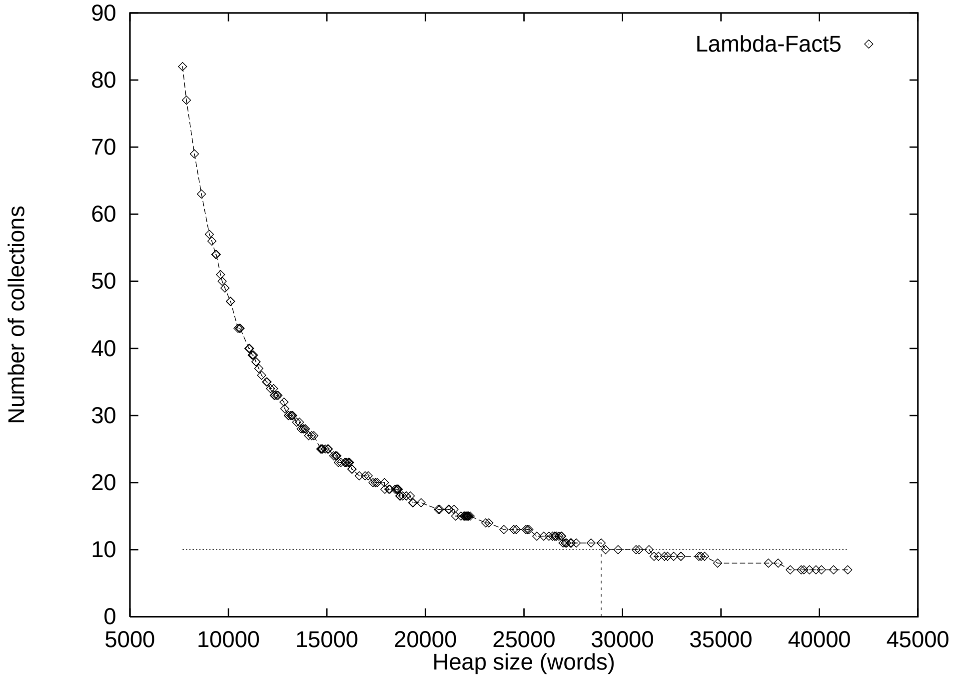


(b) Collector invocation count

Figure 4.4. Non-generational collection performance: HeapSim.

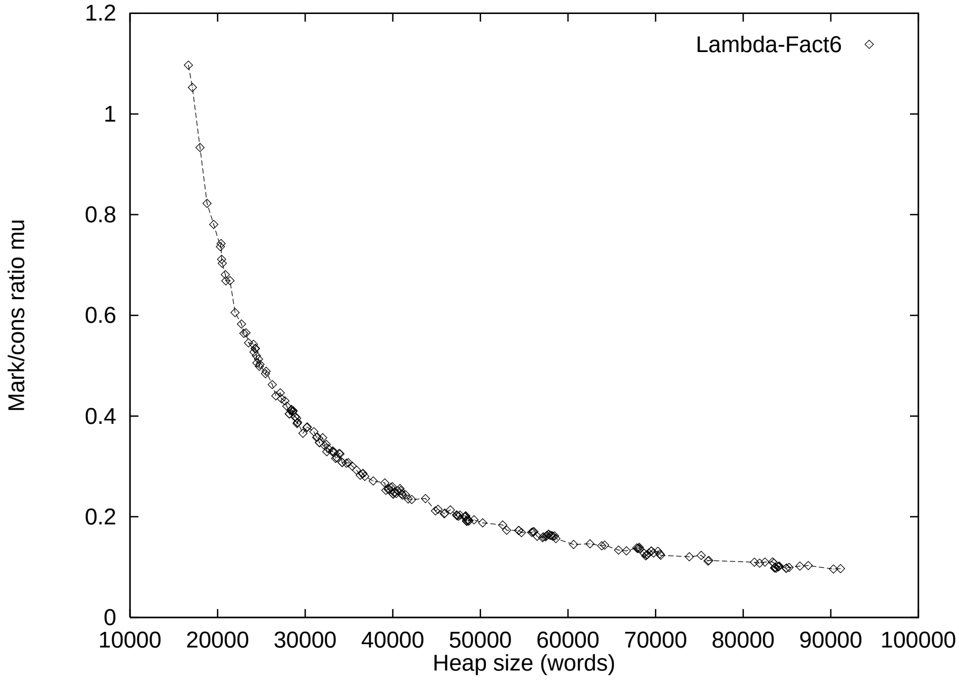


(a) Copying cost as the mark/cons ratio μ

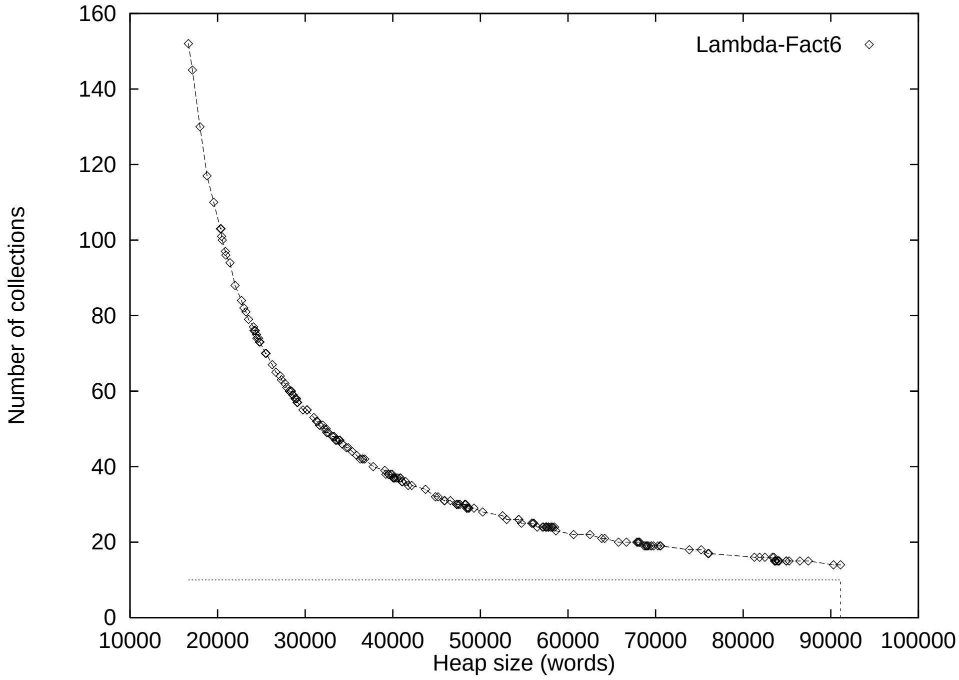


(b) Collector invocation count

Figure 4.5. Non-generational collection performance: Lambda-Fact5.

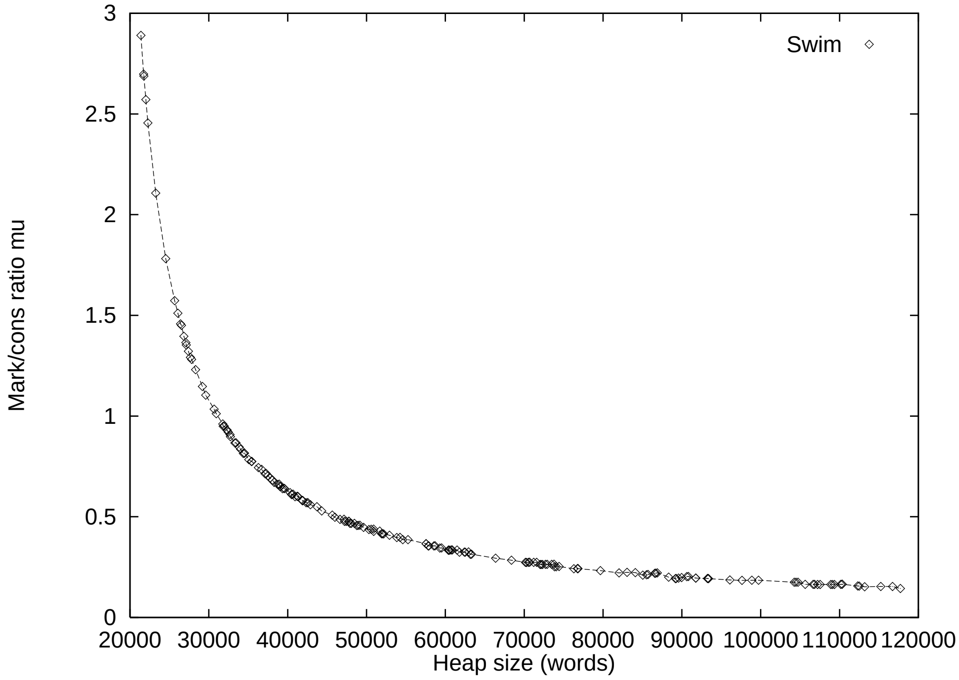


(a) Copying cost as the mark/cons ratio μ

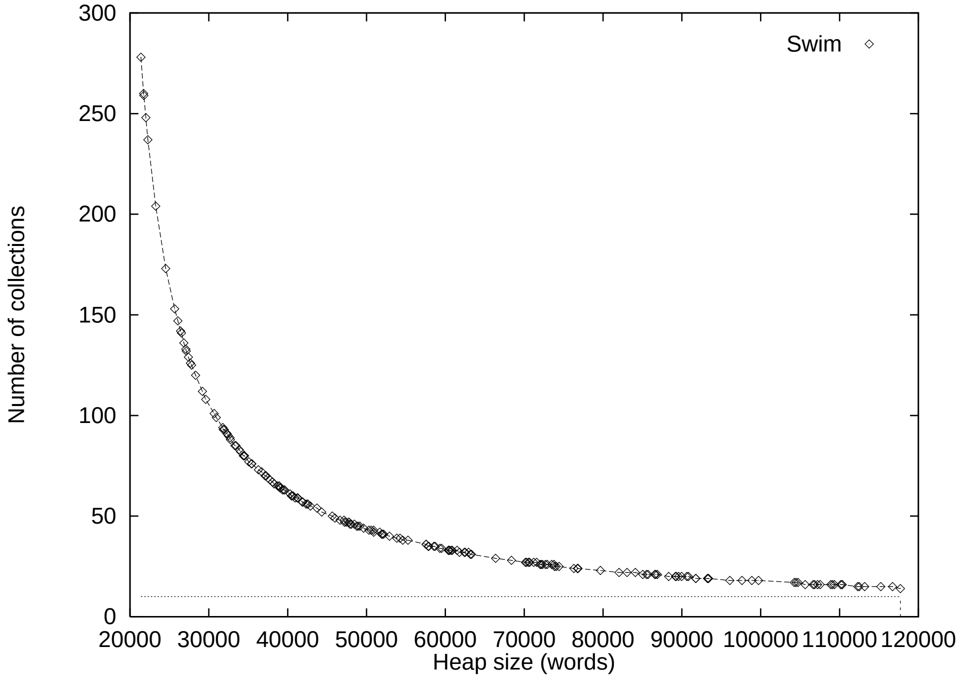


(b) Collector invocation count

Figure 4.6. Non-generational collection performance: Lambda-Fact6.

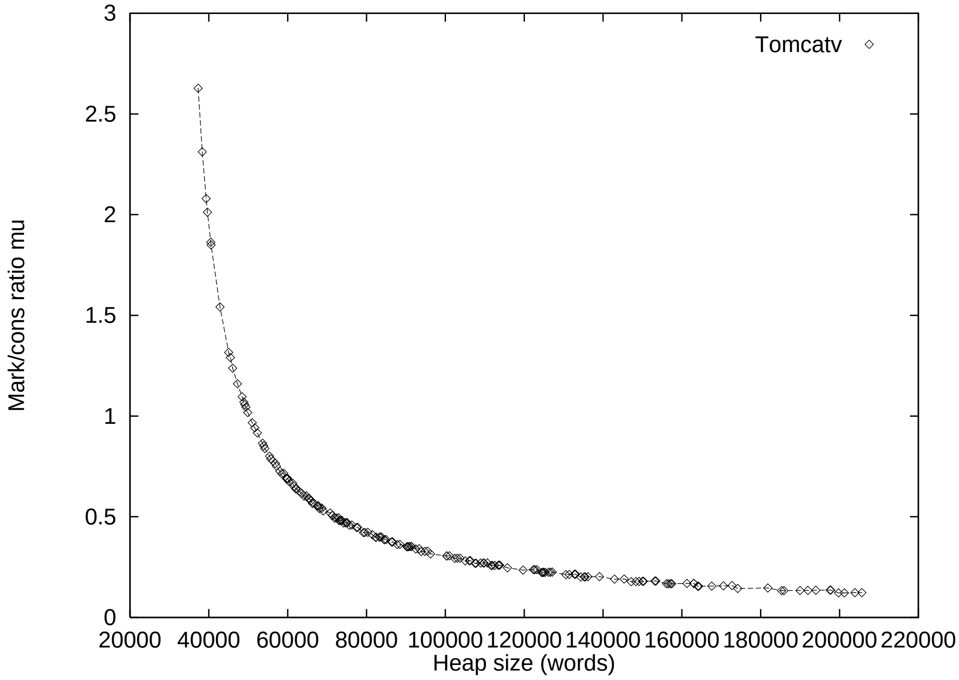


(a) Copying cost as the mark/cons ratio μ

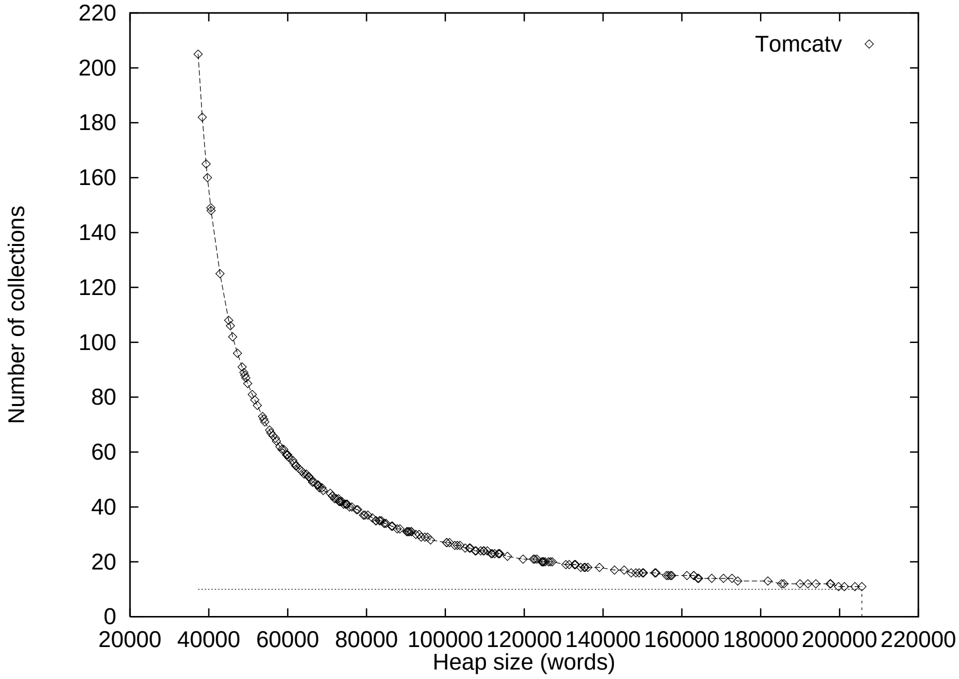


(b) Collector invocation count

Figure 4.7. Non-generational collection performance: Swim.

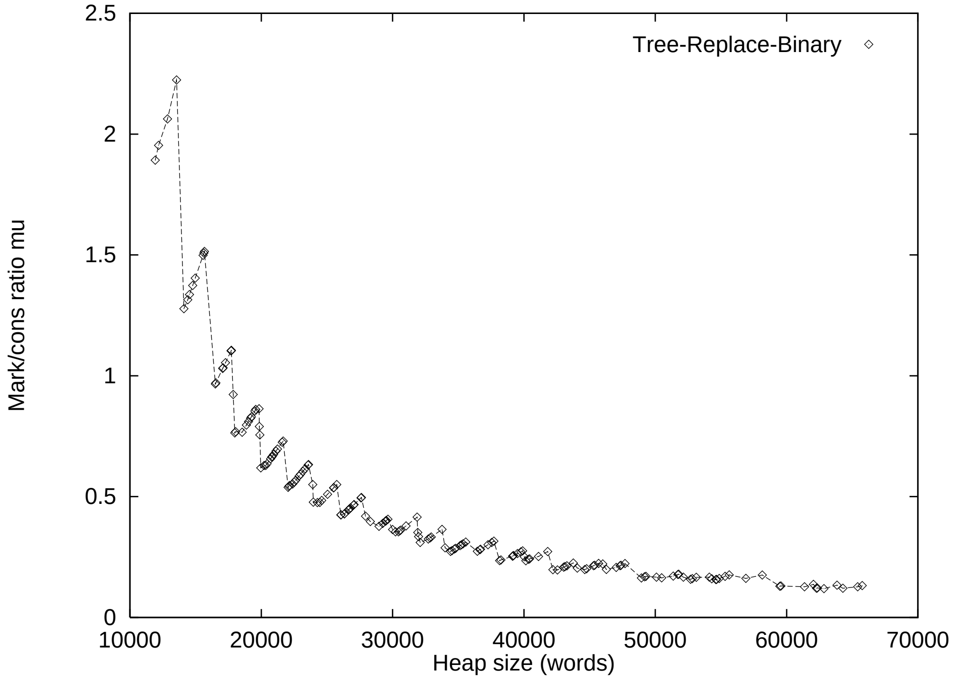


(a) Copying cost as the mark/cons ratio μ

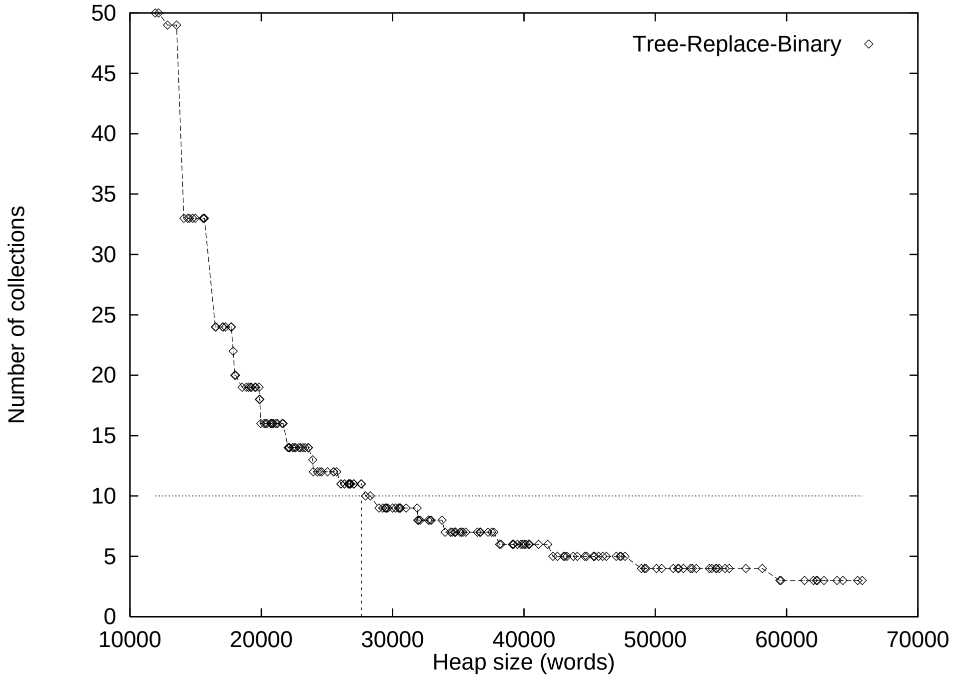


(b) Collector invocation count

Figure 4.8. Non-generational collection performance: Tomcatv.

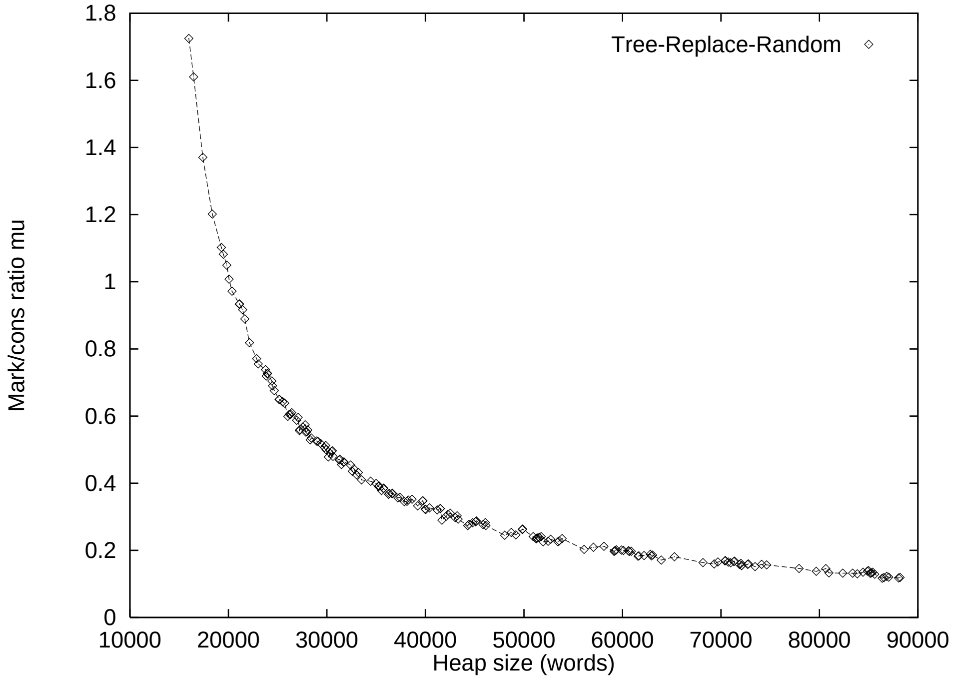


(a) Copying cost as the mark/cons ratio μ

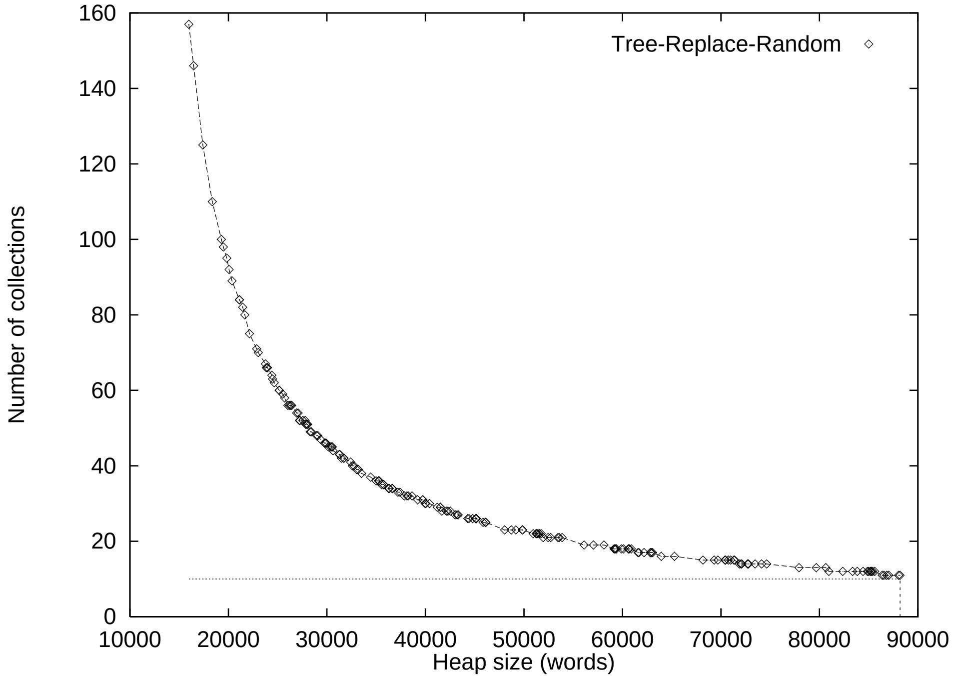


(b) Collector invocation count

Figure 4.9. Non-generational collection performance: Tree-Replace-Binary.

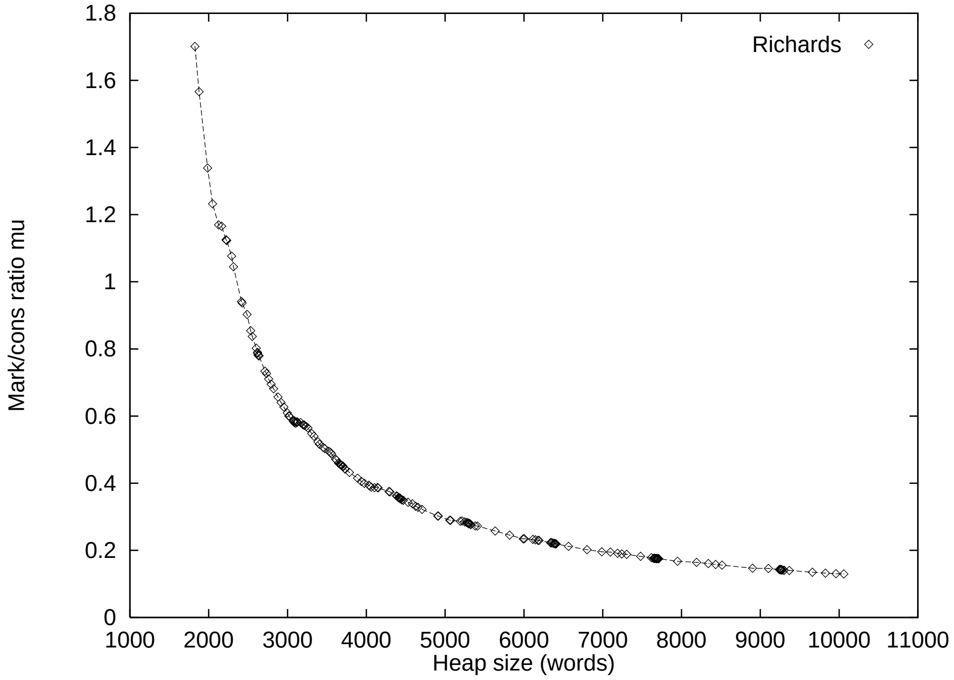


(a) Copying cost as the mark/cons ratio μ

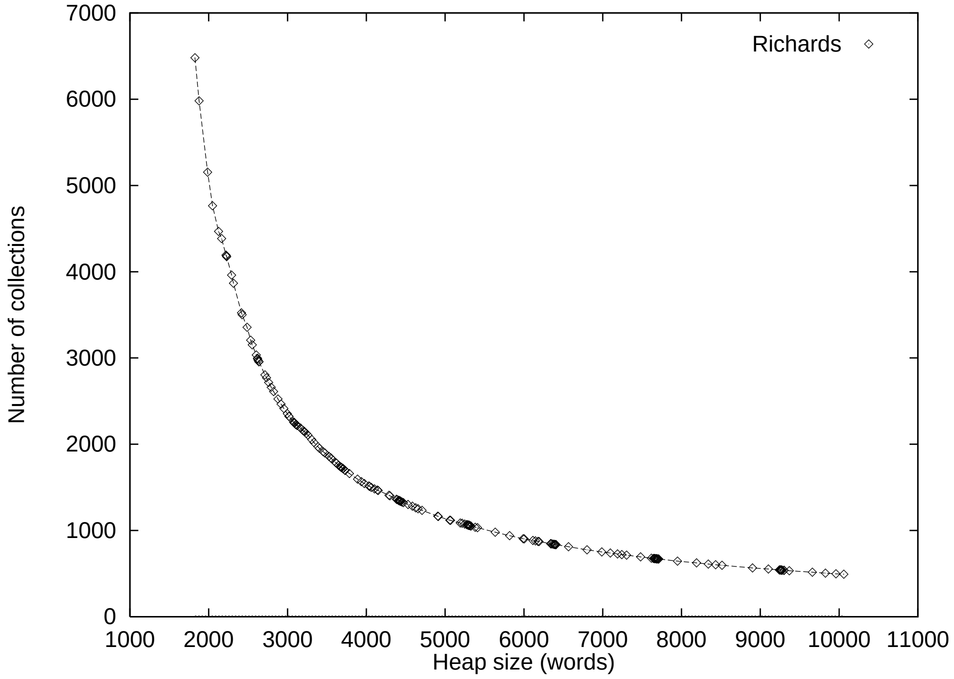


(b) Collector invocation count

Figure 4.10. Non-generational collection performance: Tree-Replace-Random.

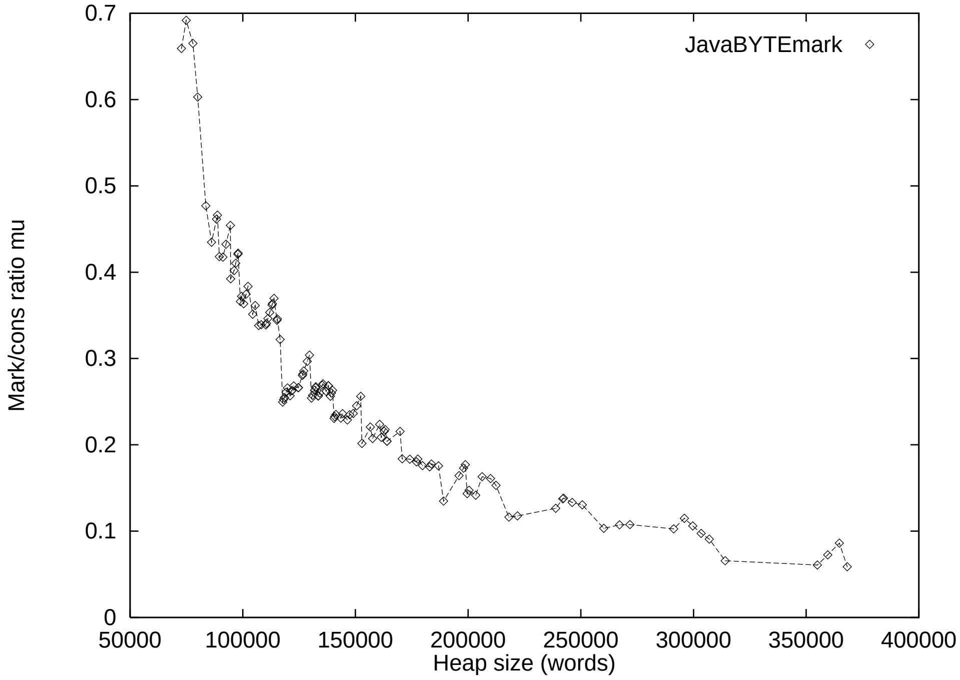


(a) Copying cost as the mark/cons ratio μ

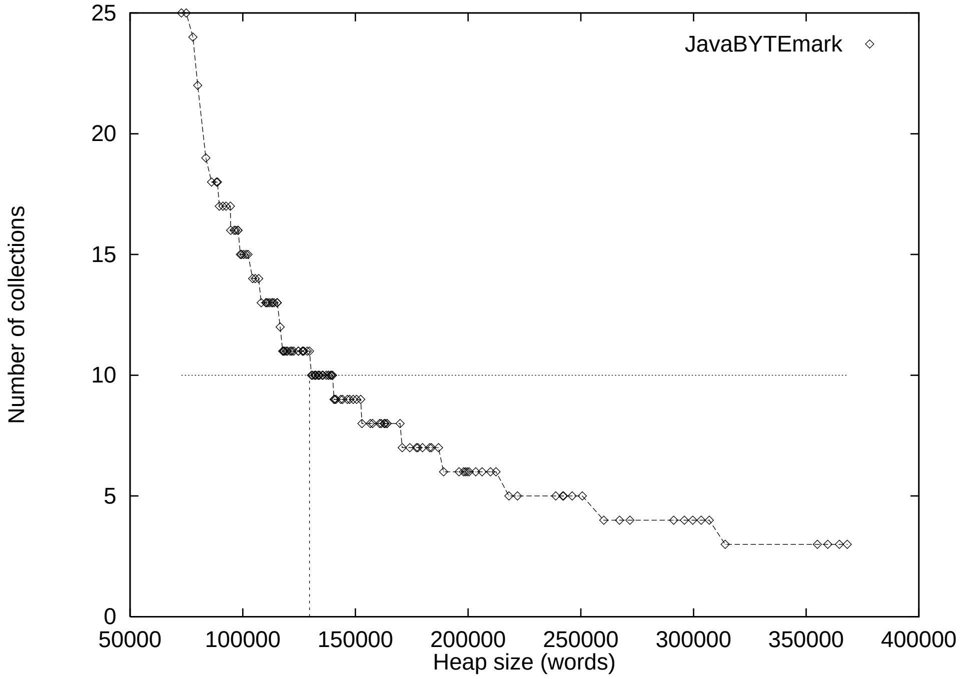


(b) Collector invocation count

Figure 4.11. Non-generational collection performance: Richards.

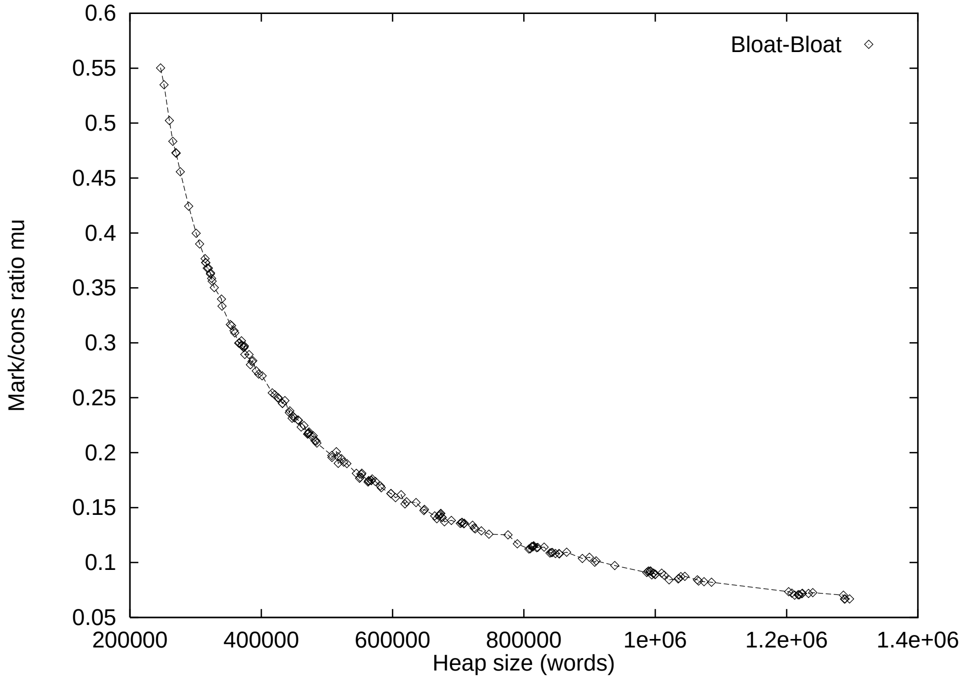


(a) Copying cost as the mark/cons ratio μ

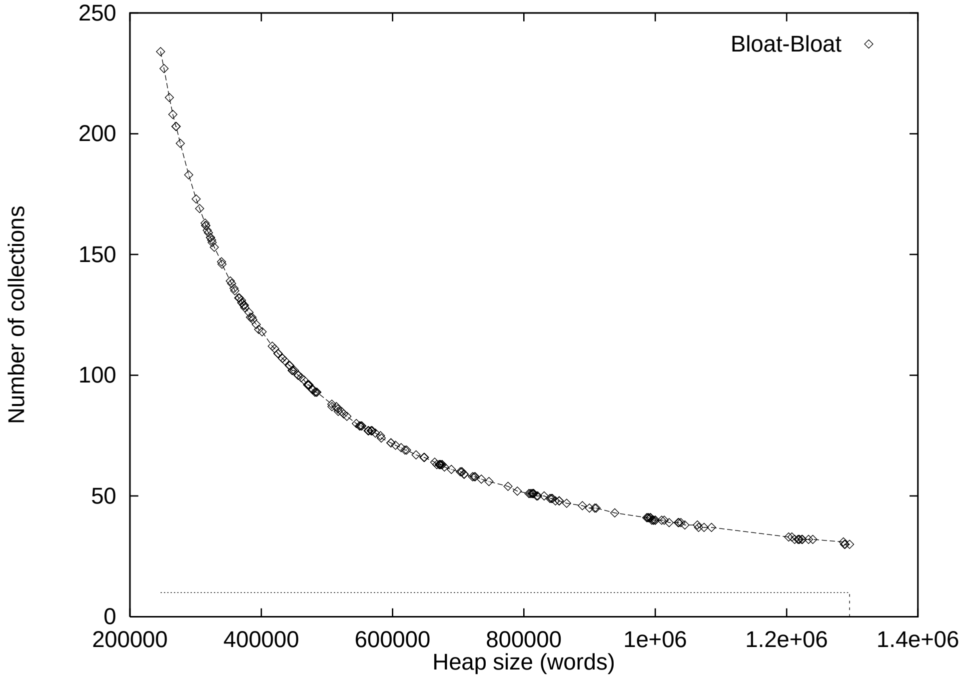


(b) Collector invocation count

Figure 4.12. Non-generational collection performance: JavaBYTEmark.

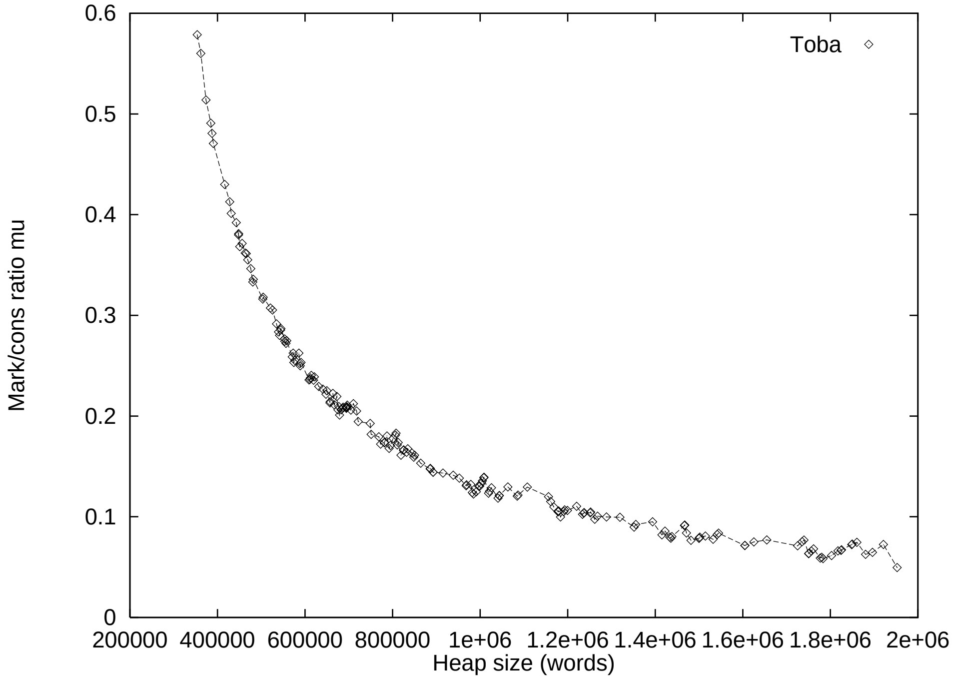


(a) Copying cost as the mark/cons ratio μ

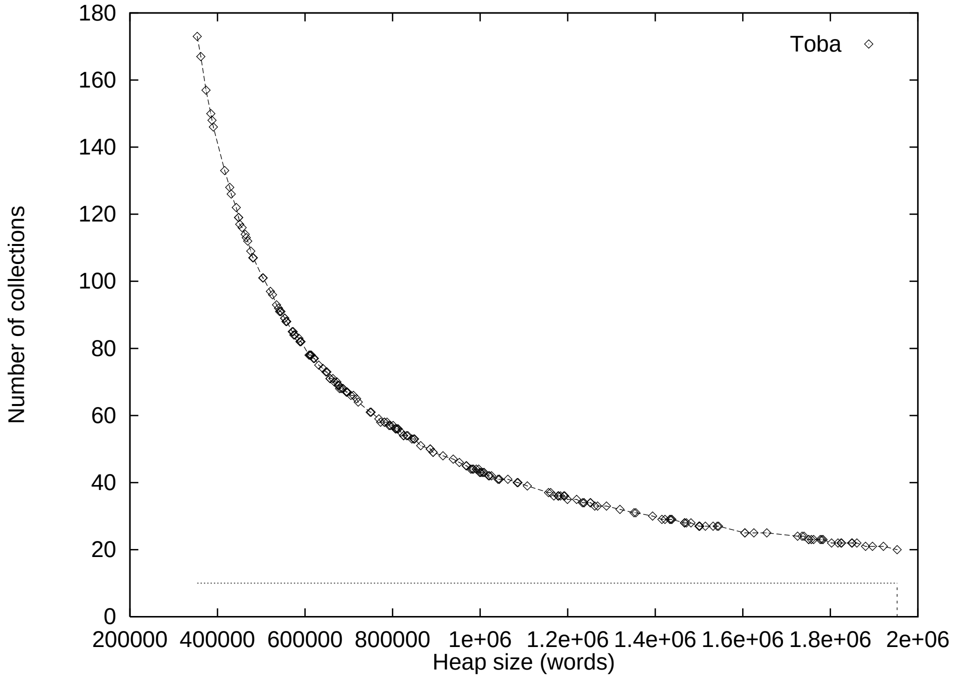


(b) Collector invocation count

Figure 4.13. Non-generational collection performance: Bloat-Bloat.

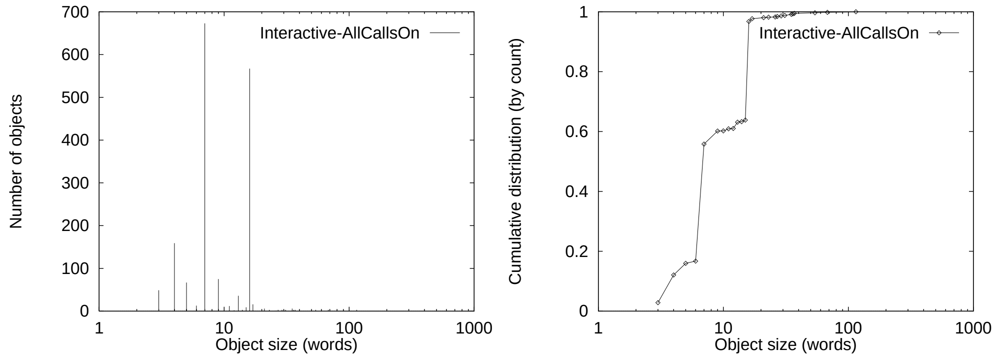


(a) Copying cost as the mark/cons ratio μ

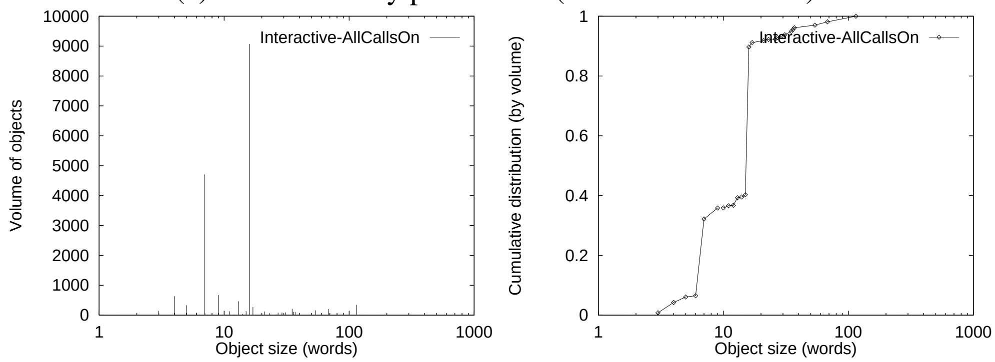


(b) Collector invocation count

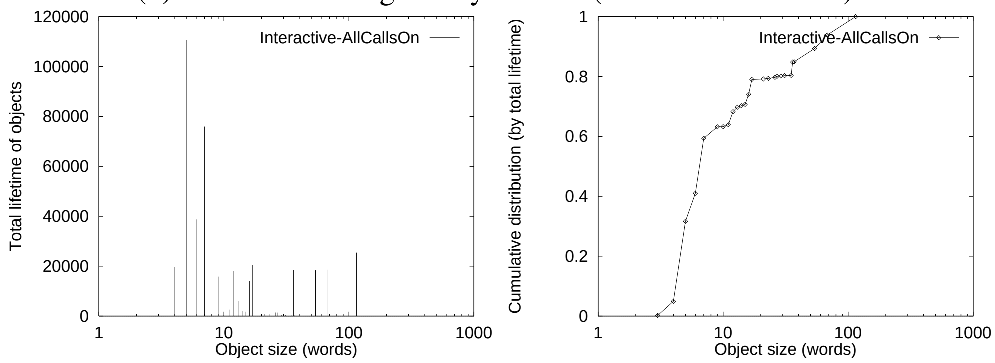
Figure 4.14. Non-generational collection performance: Toba.



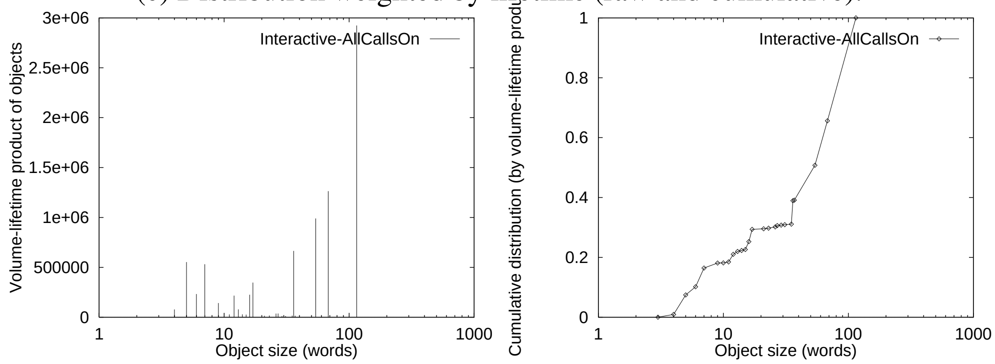
(a) Distribution by plain count (raw and cumulative).



(b) Distribution weighted by volume (raw and cumulative).

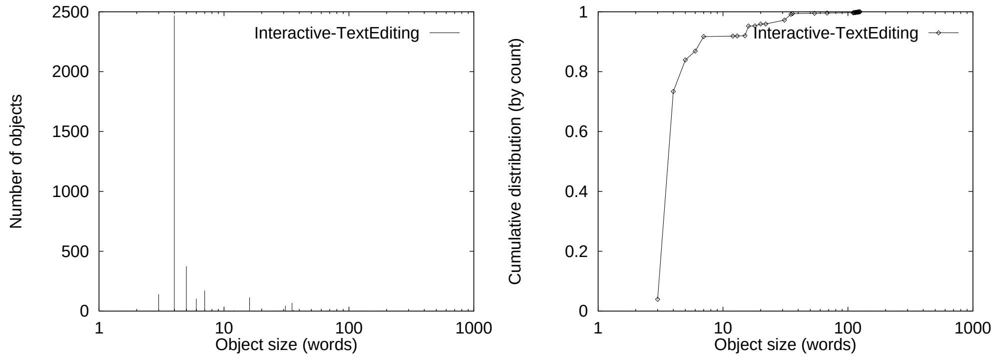


(c) Distribution weighted by lifetime (raw and cumulative).

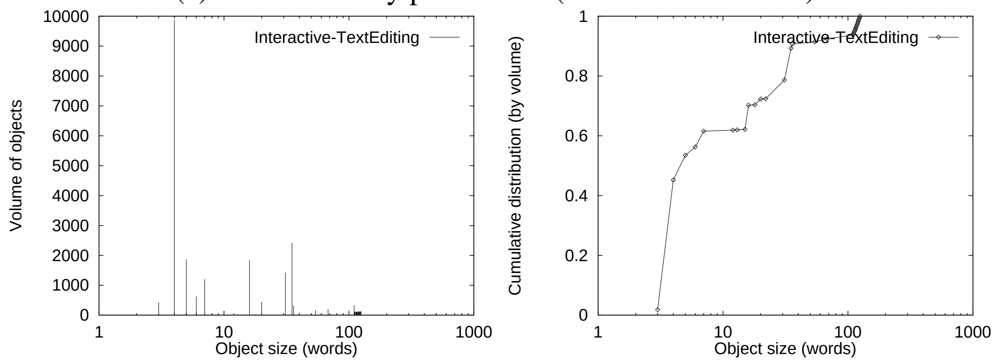


(d) Distribution weighted by lifetime and volume (raw and cumulative).

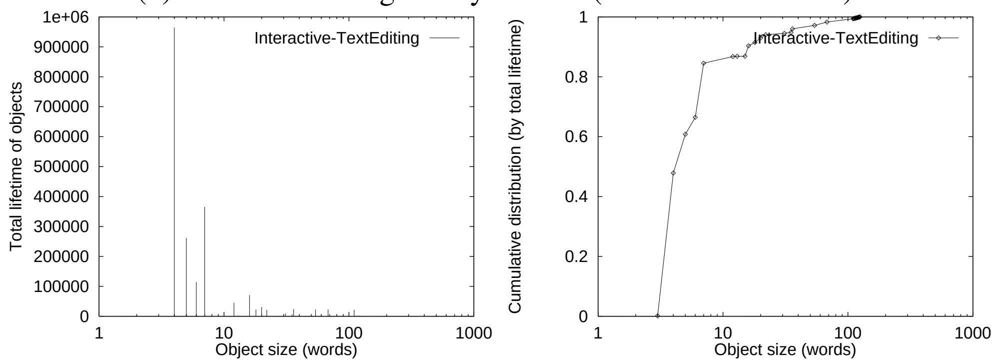
Figure 4.15. Object size distribution: Interactive-AllCallsOn.



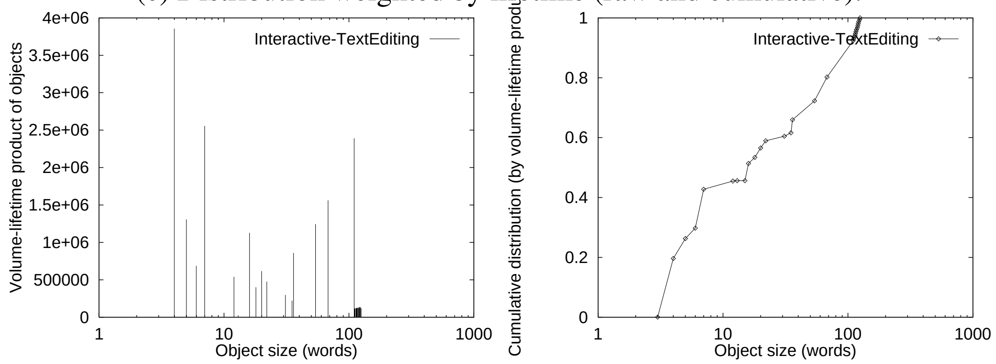
(a) Distribution by plain count (raw and cumulative).



(b) Distribution weighted by volume (raw and cumulative).

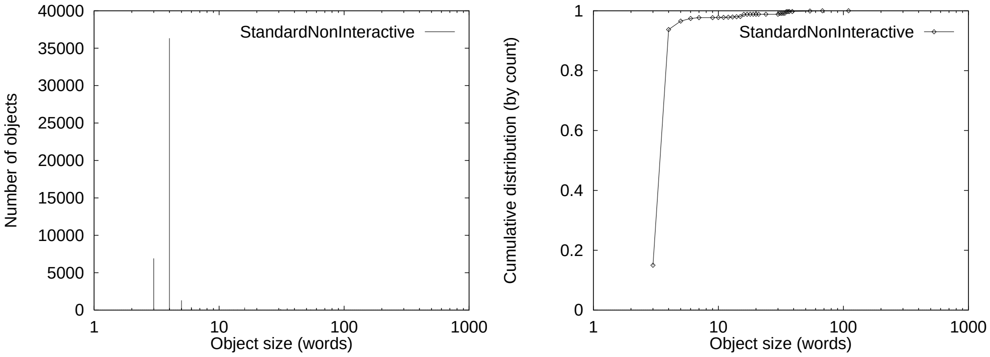


(c) Distribution weighted by lifetime (raw and cumulative).

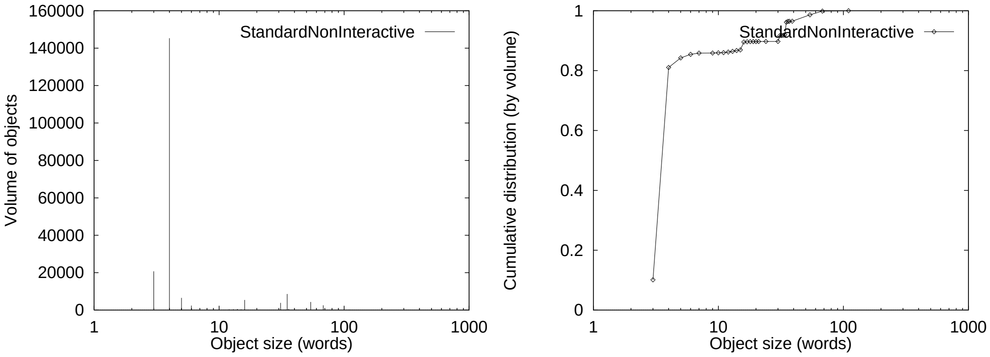


(d) Distribution weighted by lifetime and volume (raw and cumulative).

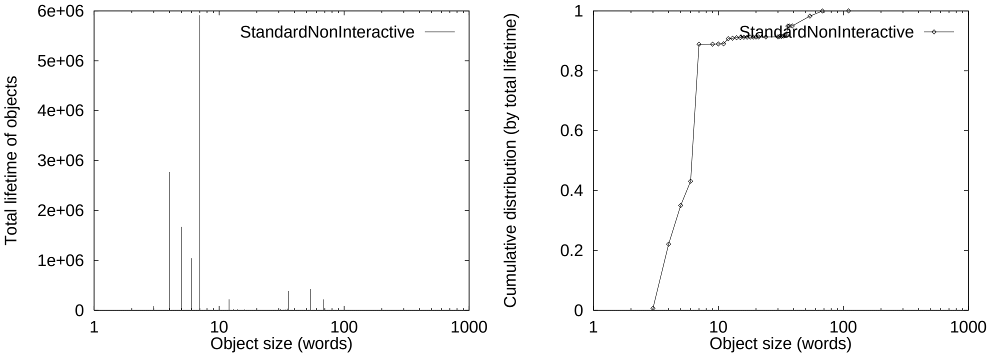
Figure 4.16. Object size distribution: Interactive-TextEditing.



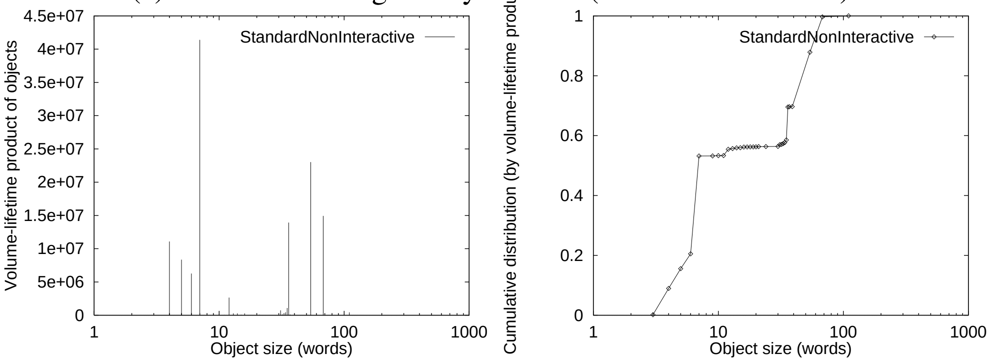
(a) Distribution by plain count (raw and cumulative).



(b) Distribution weighted by volume (raw and cumulative).

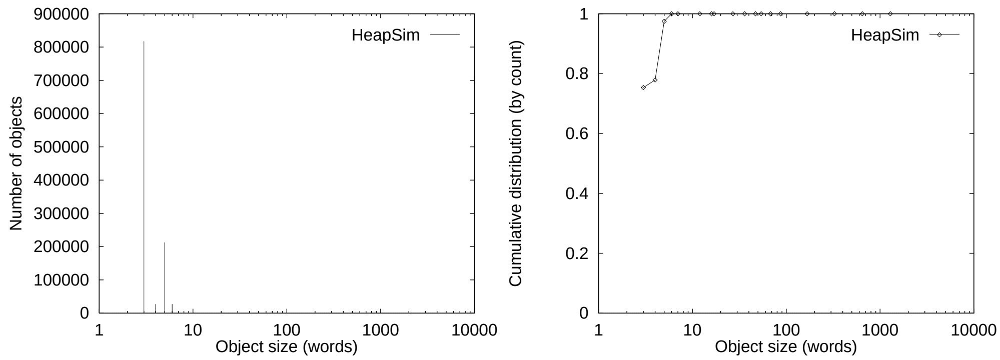


(c) Distribution weighted by lifetime (raw and cumulative).

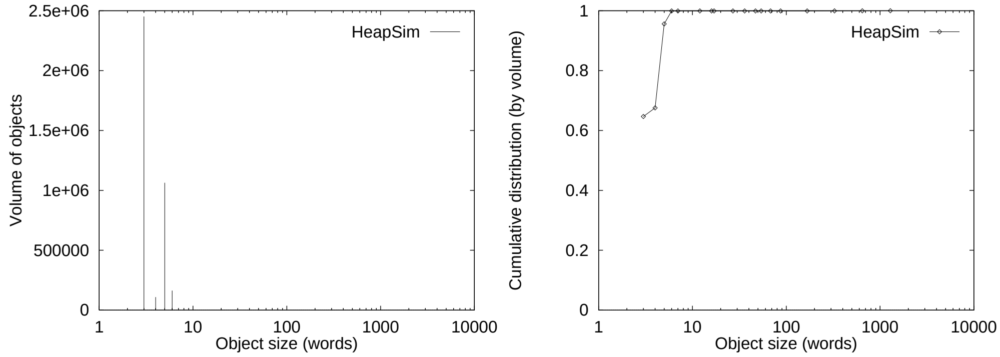


(d) Distribution weighted by lifetime and volume (raw and cumulative).

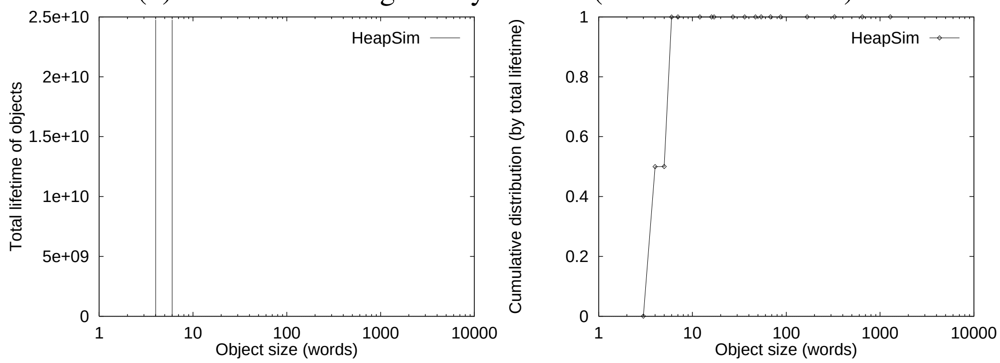
Figure 4.17. Object size distribution: StandardNonInteractive.



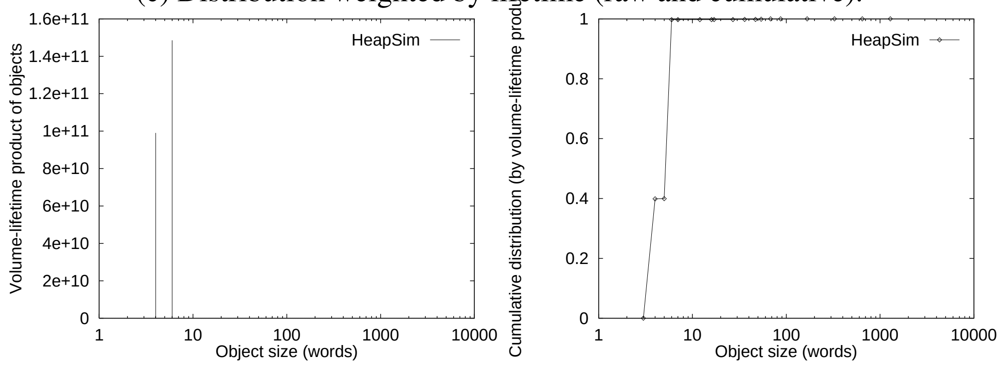
(a) Distribution by plain count (raw and cumulative).



(b) Distribution weighted by volume (raw and cumulative).

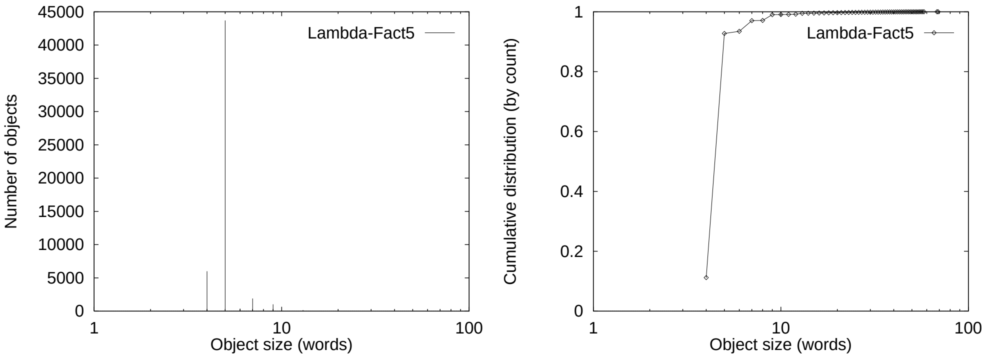


(c) Distribution weighted by lifetime (raw and cumulative).

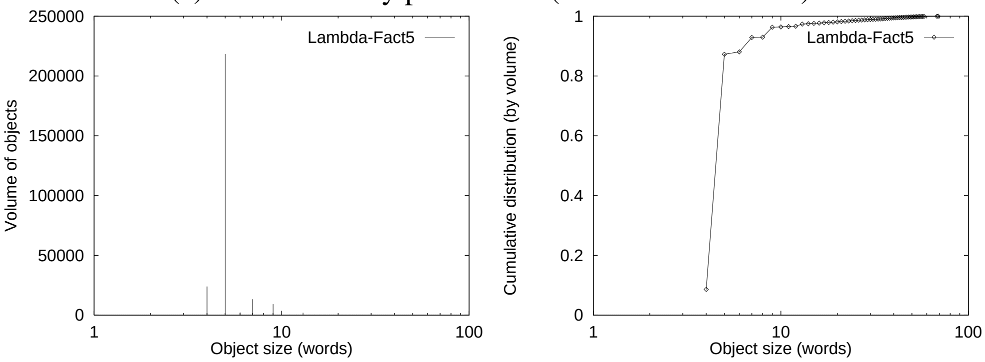


(d) Distribution weighted by lifetime and volume (raw and cumulative).

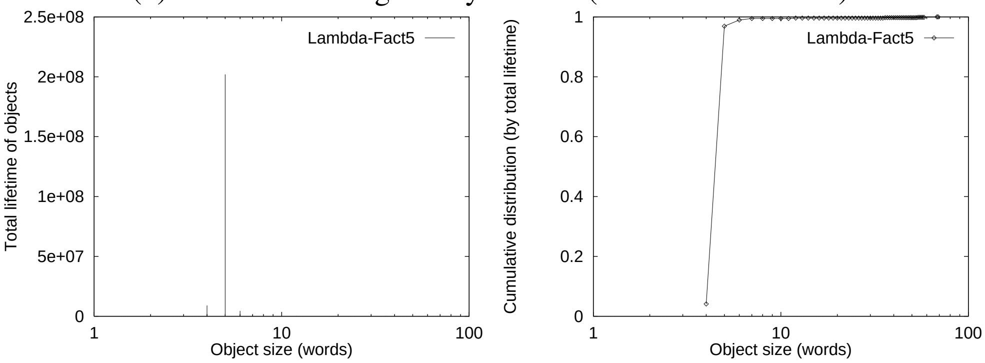
Figure 4.18. Object size distribution: HeapSim.



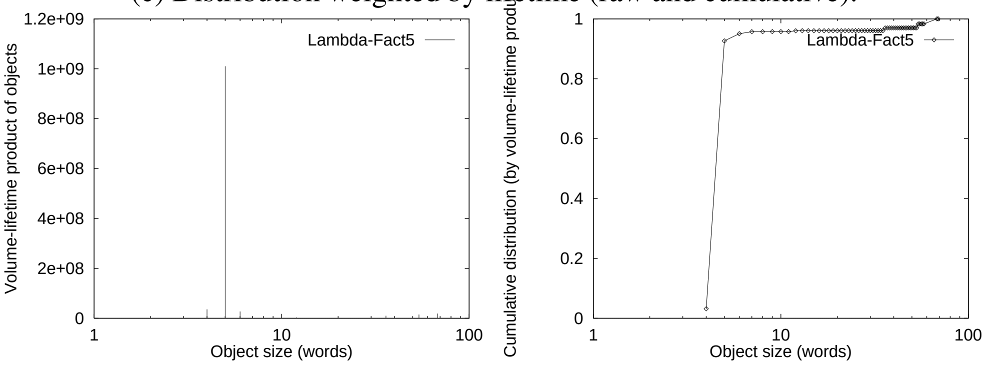
(a) Distribution by plain count (raw and cumulative).



(b) Distribution weighted by volume (raw and cumulative).

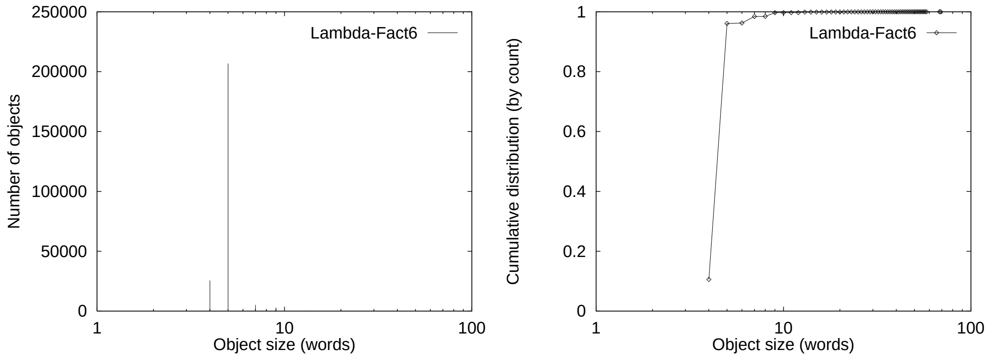


(c) Distribution weighted by lifetime (raw and cumulative).

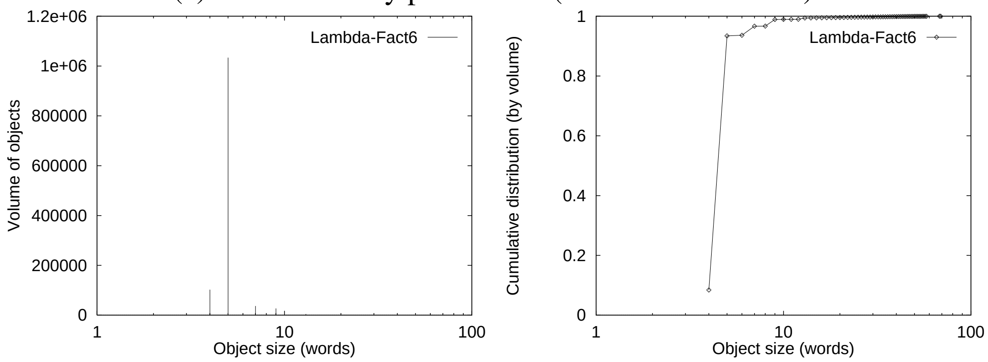


(d) Distribution weighted by lifetime and volume (raw and cumulative).

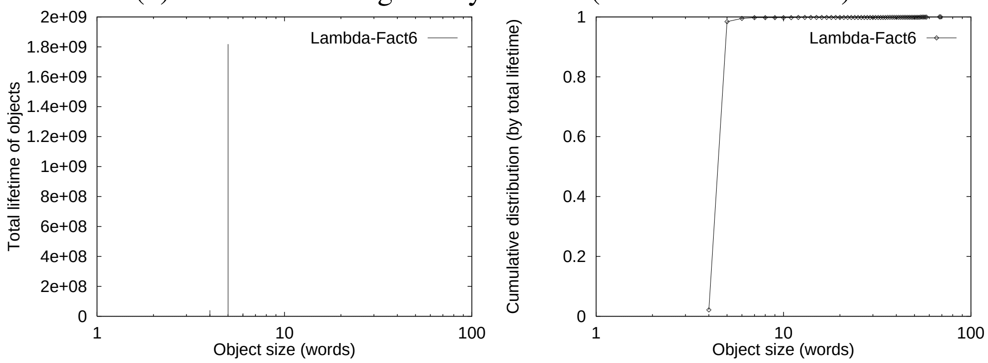
Figure 4.19. Object size distribution: Lambda-Fact5.



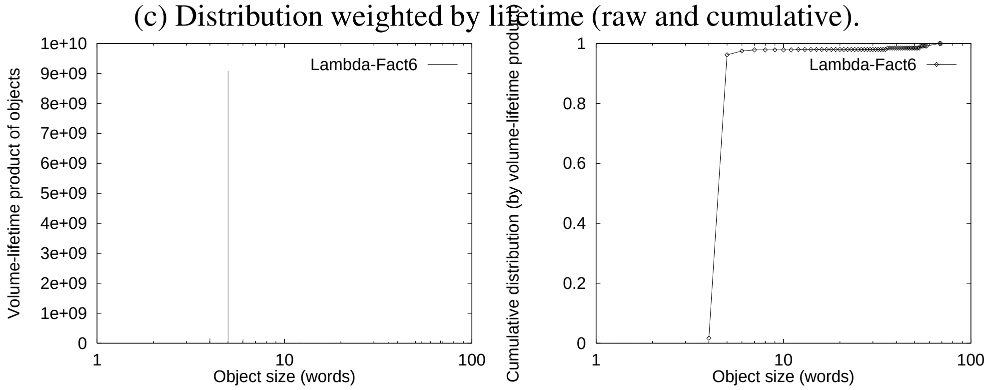
(a) Distribution by plain count (raw and cumulative).



(b) Distribution weighted by volume (raw and cumulative).

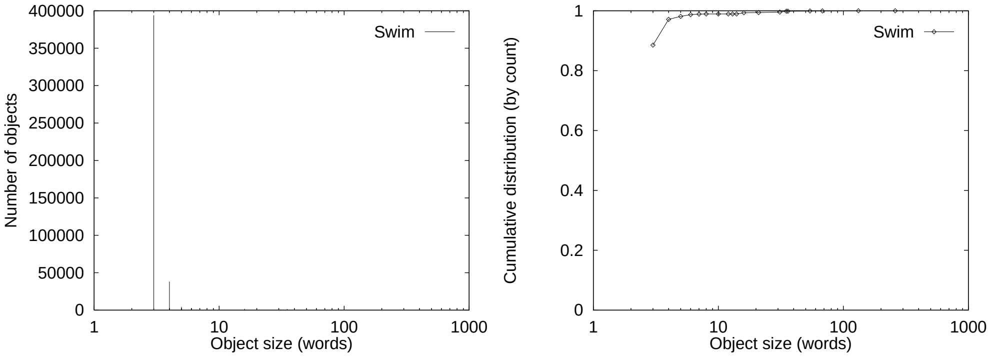


(c) Distribution weighted by lifetime (raw and cumulative).

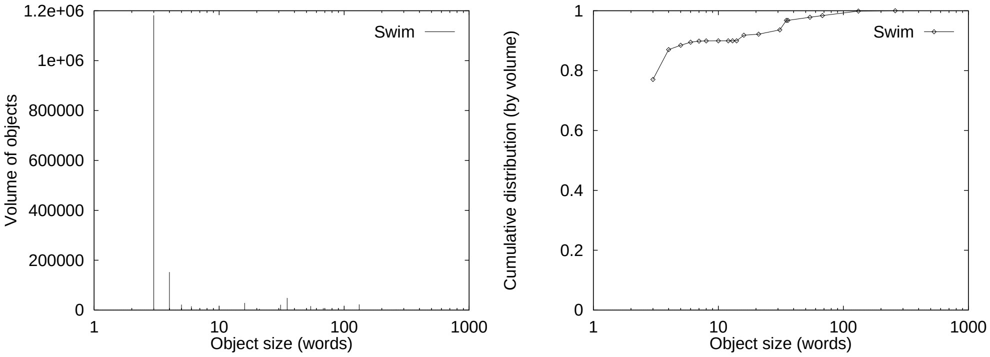


(d) Distribution weighted by lifetime and volume (raw and cumulative).

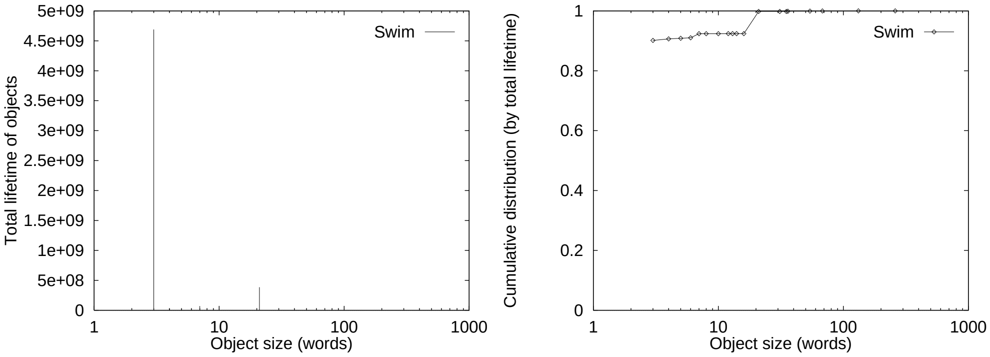
Figure 4.20. Object size distribution: Lambda-Fact6.



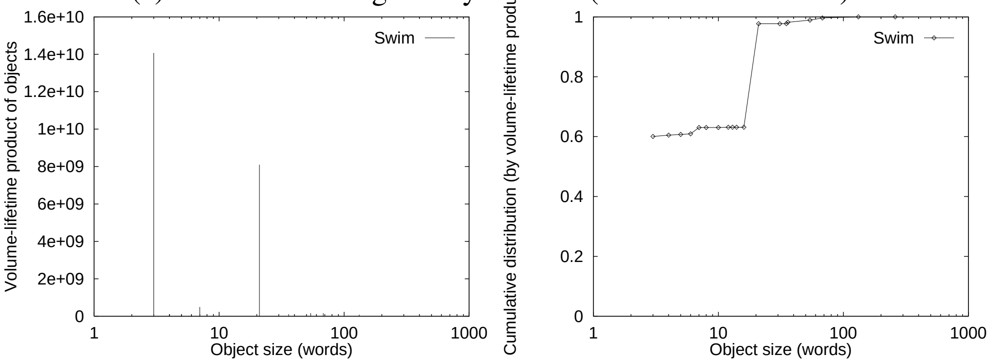
(a) Distribution by plain count (raw and cumulative).



(b) Distribution weighted by volume (raw and cumulative).

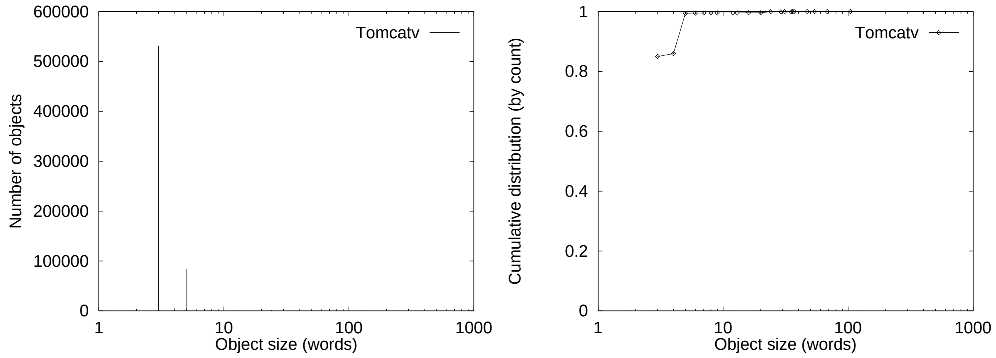


(c) Distribution weighted by lifetime (raw and cumulative).

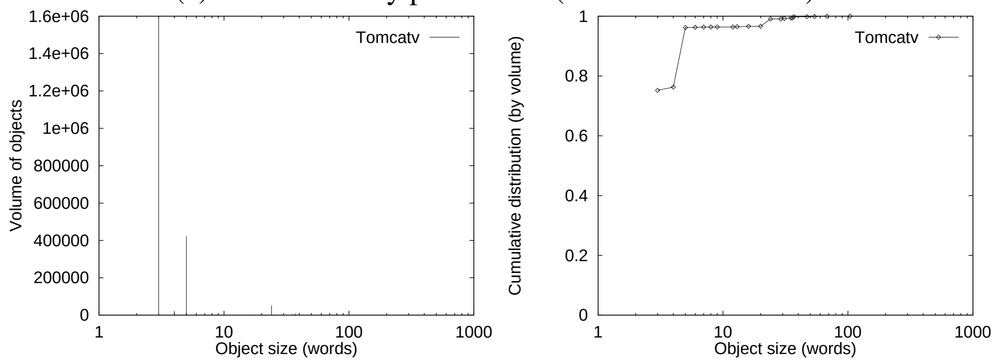


(d) Distribution weighted by lifetime and volume (raw and cumulative).

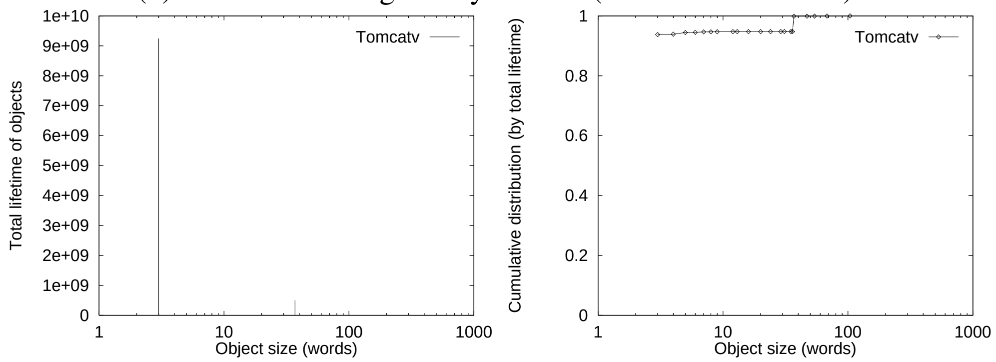
Figure 4.21. Object size distribution: Swim.



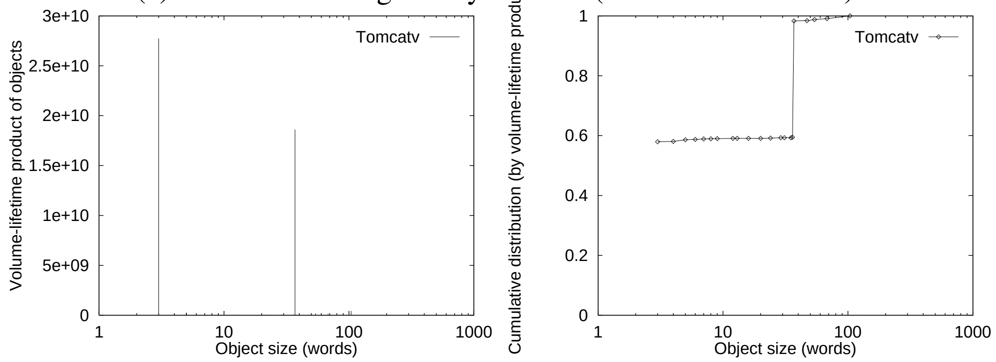
(a) Distribution by plain count (raw and cumulative).



(b) Distribution weighted by volume (raw and cumulative).

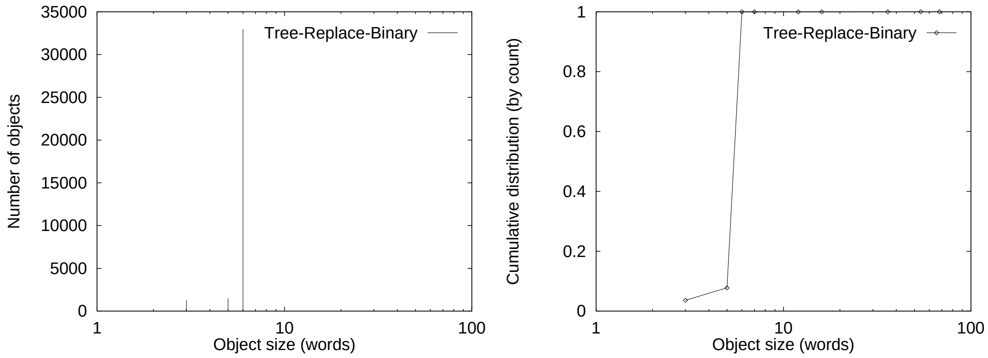


(c) Distribution weighted by lifetime (raw and cumulative).

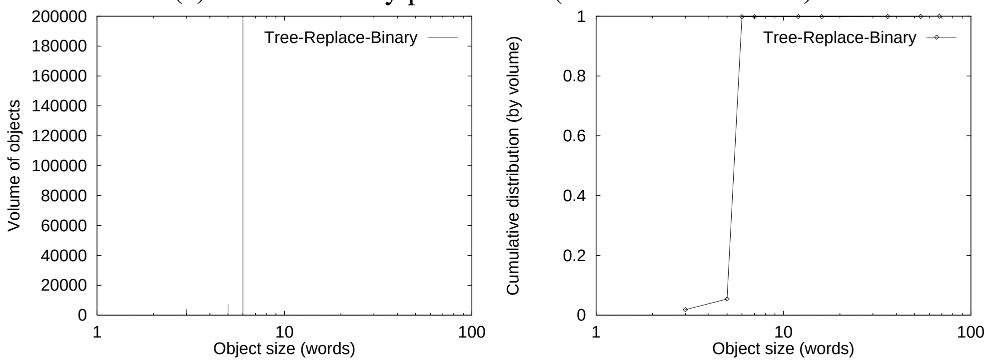


(d) Distribution weighted by lifetime and volume (raw and cumulative).

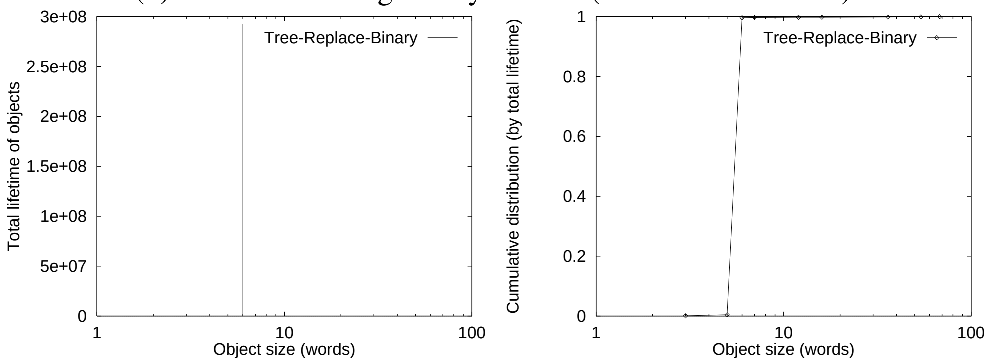
Figure 4.22. Object size distribution: Tomcatv.



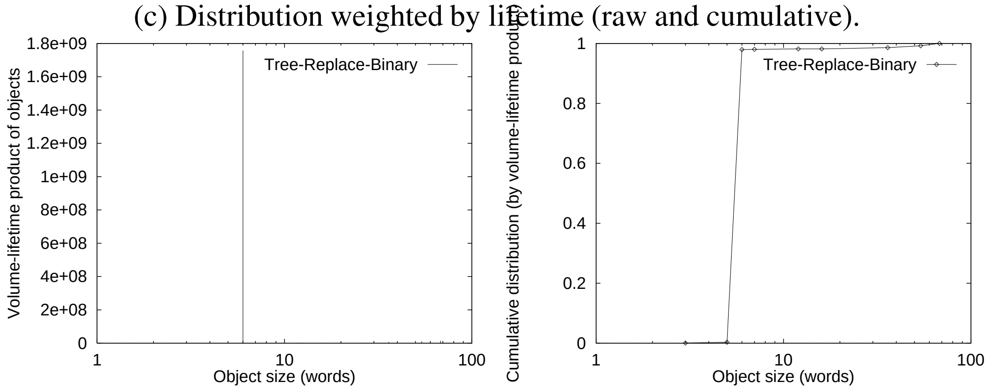
(a) Distribution by plain count (raw and cumulative).



(b) Distribution weighted by volume (raw and cumulative).

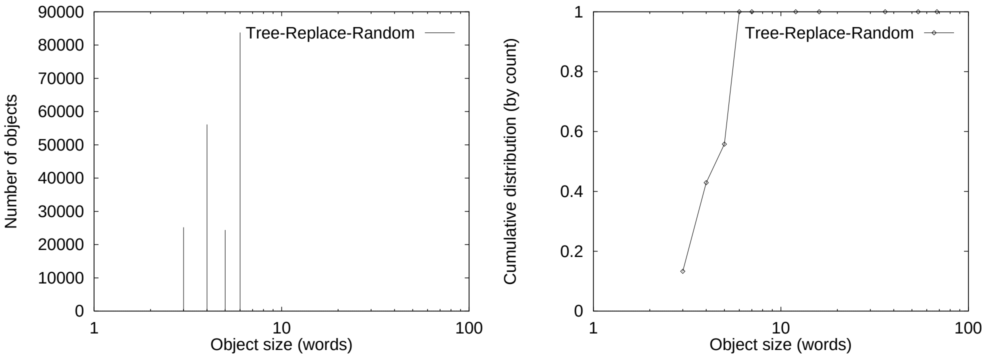


(c) Distribution weighted by lifetime (raw and cumulative).

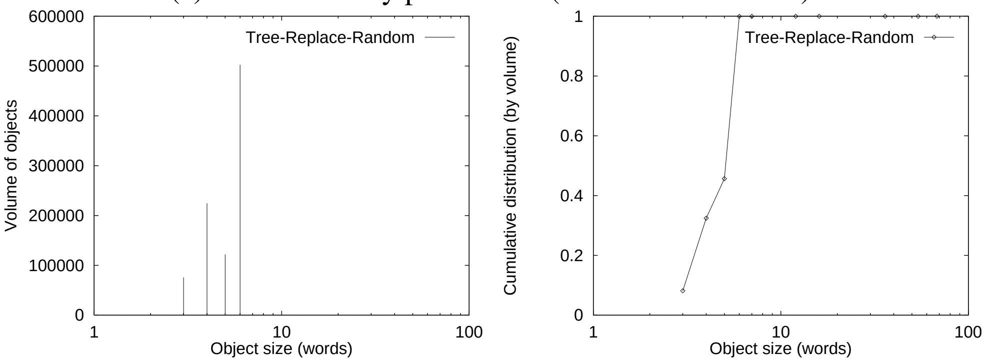


(d) Distribution weighted by lifetime and volume (raw and cumulative).

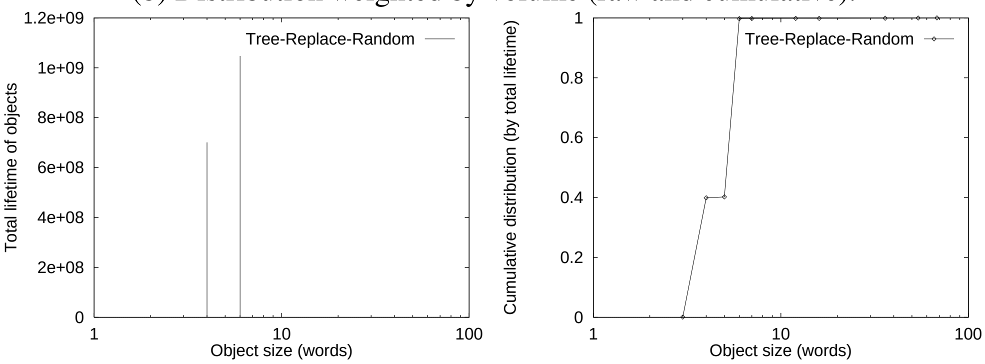
Figure 4.23. Object size distribution: Tree-Replace-Binary.



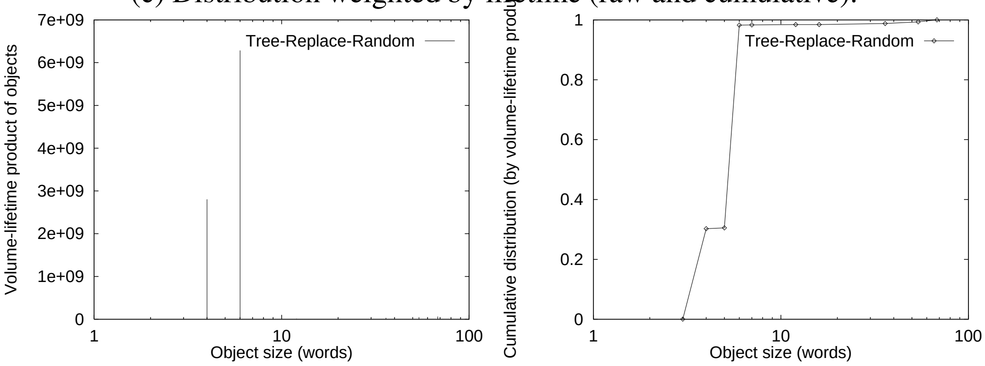
(a) Distribution by plain count (raw and cumulative).



(b) Distribution weighted by volume (raw and cumulative).

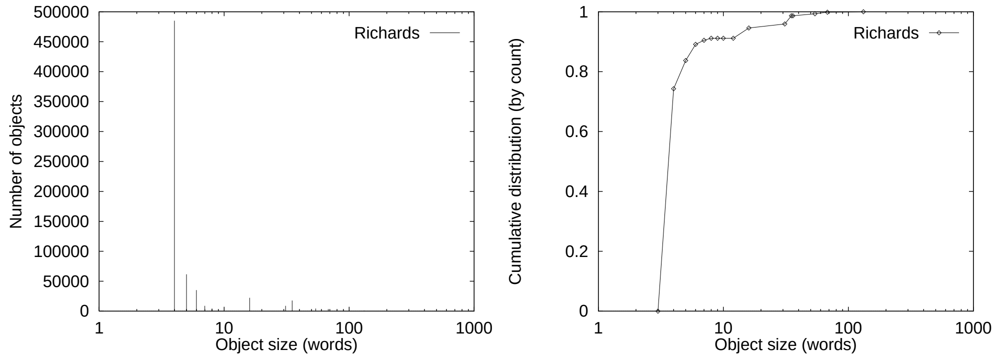


(c) Distribution weighted by lifetime (raw and cumulative).

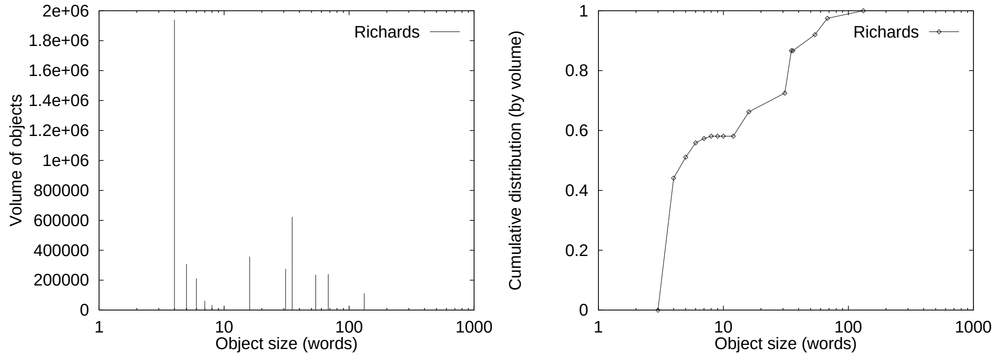


(d) Distribution weighted by lifetime and volume (raw and cumulative).

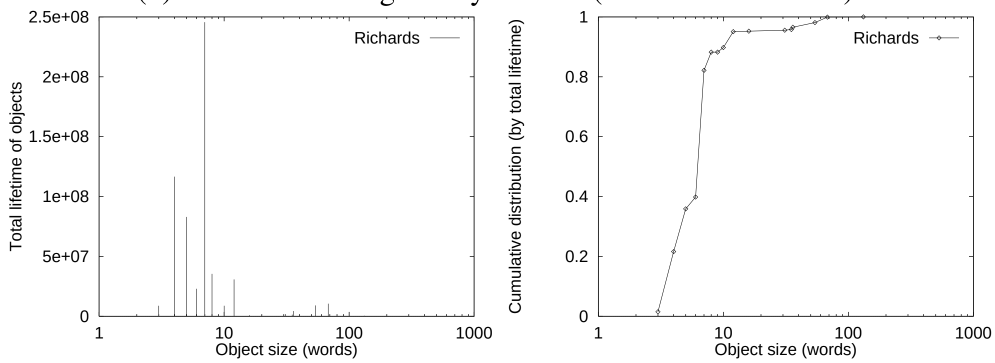
Figure 4.24. Object size distribution: Tree-Replace-Random.



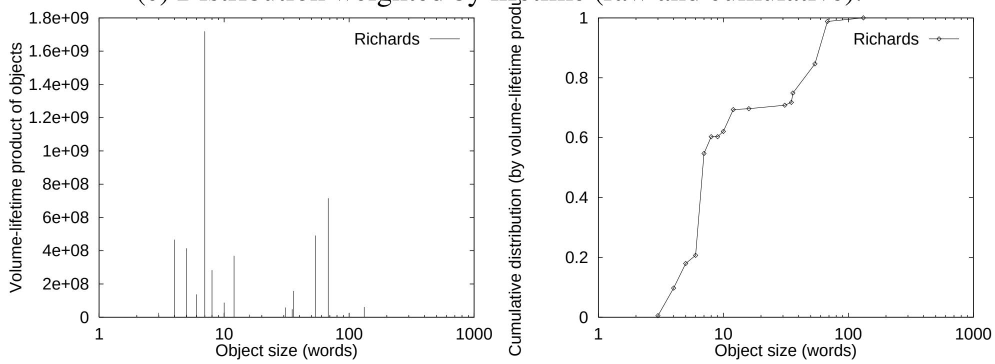
(a) Distribution by plain count (raw and cumulative).



(b) Distribution weighted by volume (raw and cumulative).

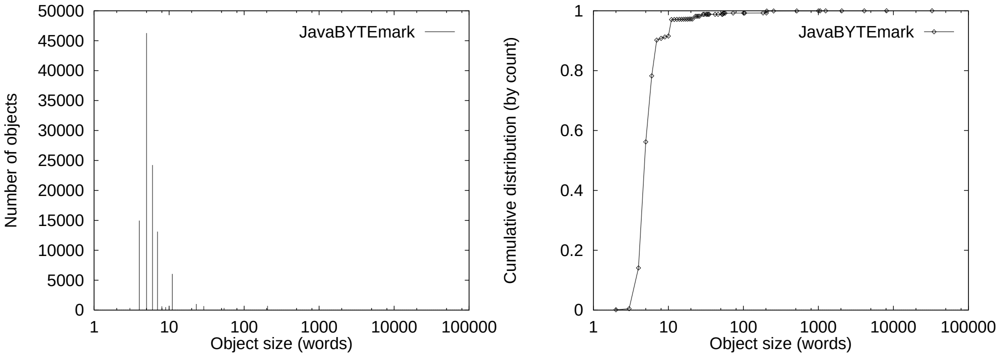


(c) Distribution weighted by lifetime (raw and cumulative).

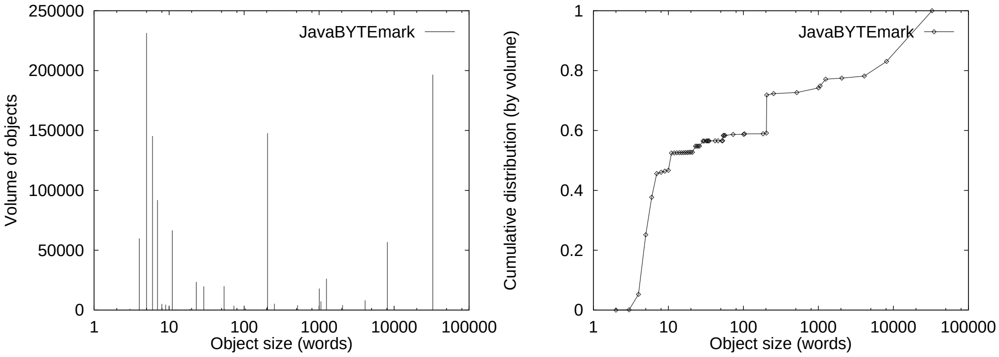


(d) Distribution weighted by lifetime and volume (raw and cumulative).

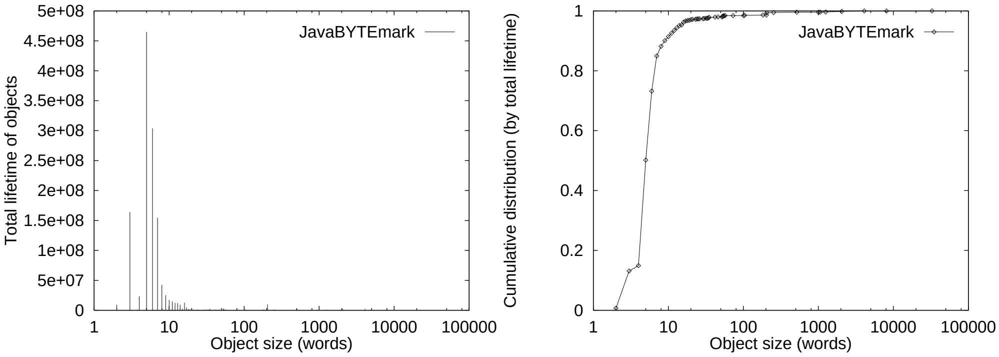
Figure 4.25. Object size distribution: Richards.



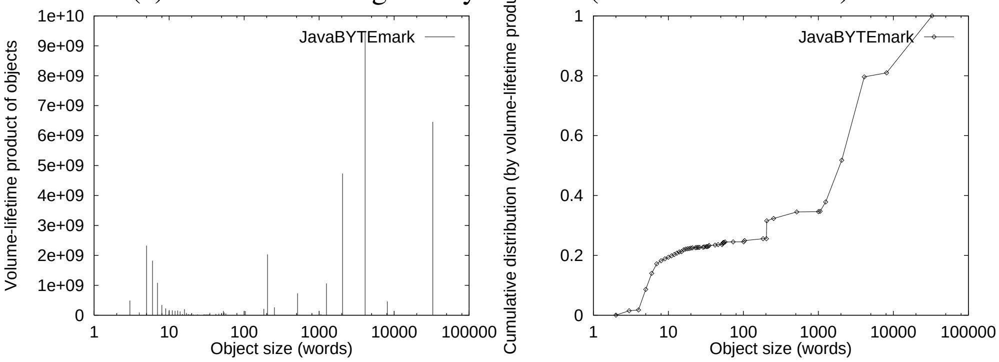
(a) Distribution by plain count (raw and cumulative).



(b) Distribution weighted by volume (raw and cumulative).

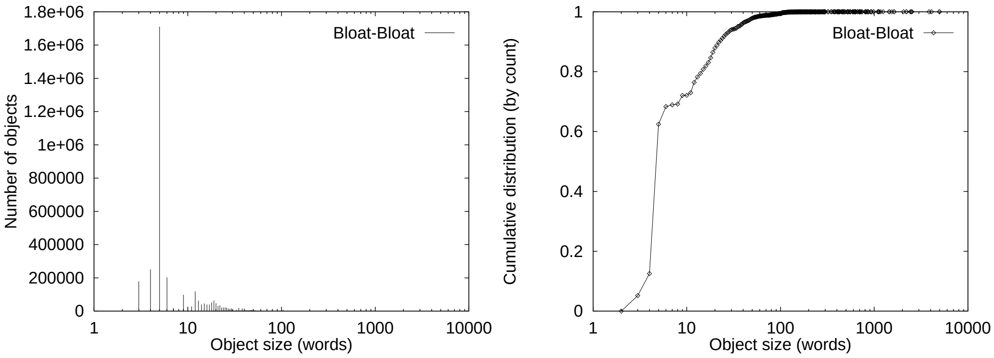


(c) Distribution weighted by lifetime (raw and cumulative).

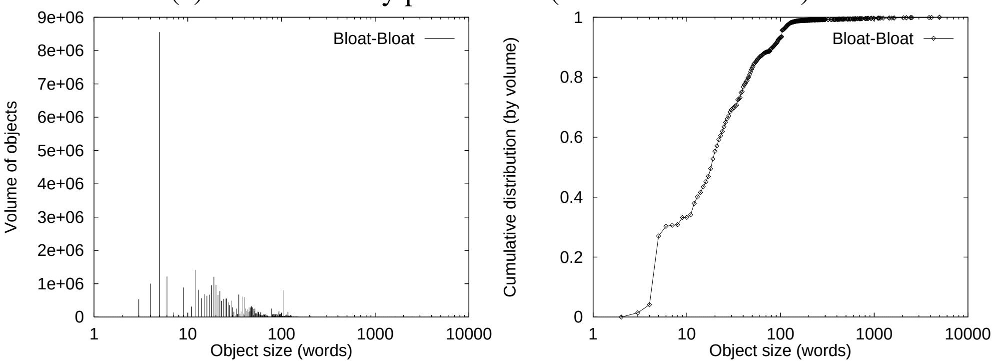


(d) Distribution weighted by lifetime and volume (raw and cumulative).

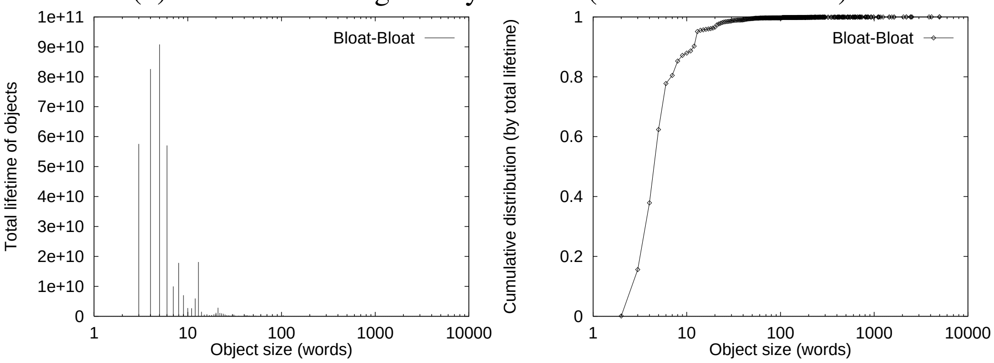
Figure 4.26. Object size distribution: JavaBYTEmark.



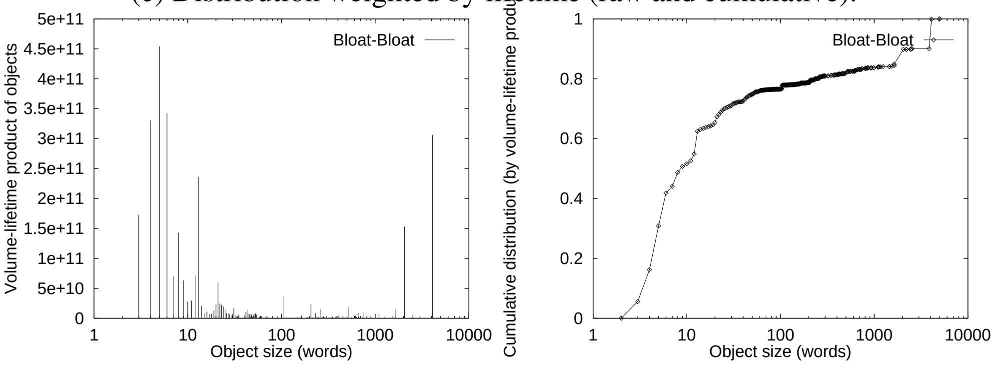
(a) Distribution by plain count (raw and cumulative).



(b) Distribution weighted by volume (raw and cumulative).

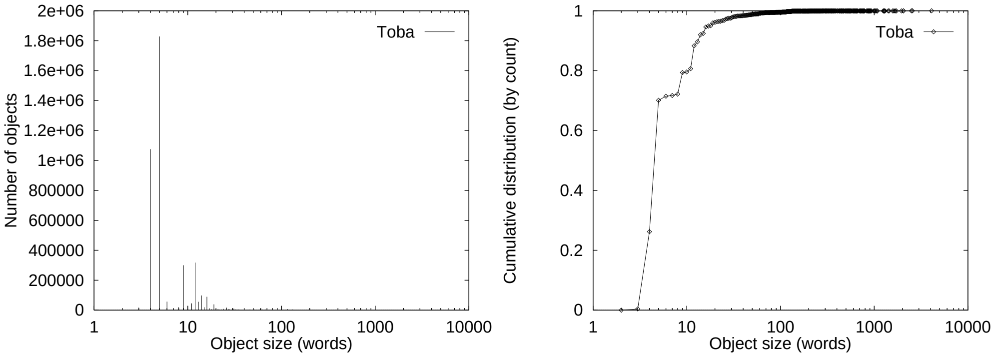


(c) Distribution weighted by lifetime (raw and cumulative).

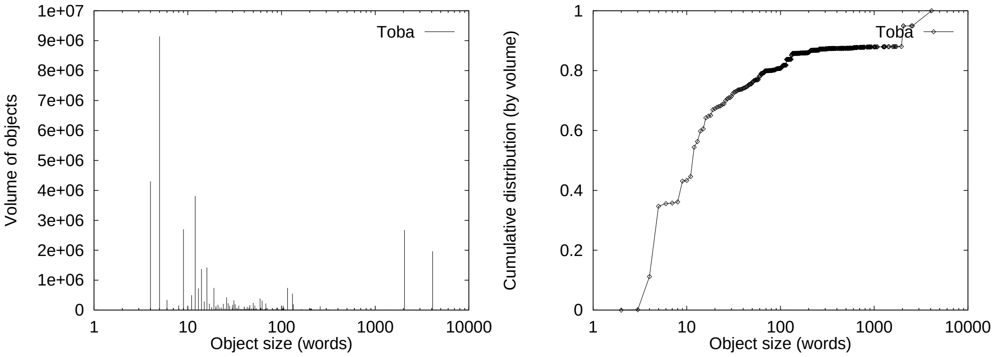


(d) Distribution weighted by lifetime and volume (raw and cumulative).

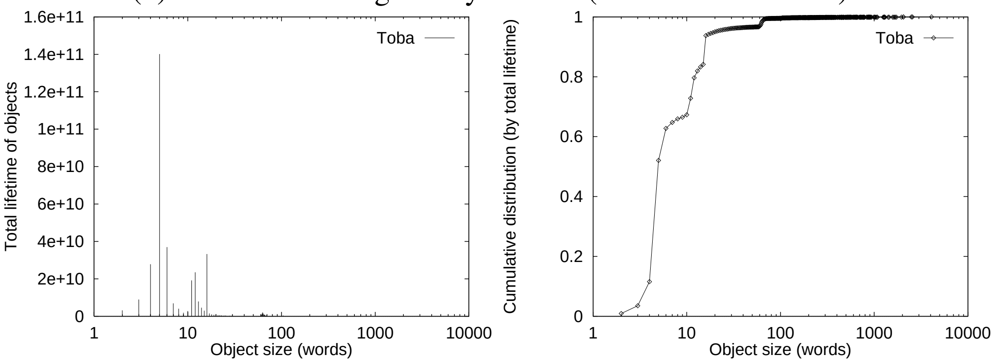
Figure 4.27. Object size distribution: Bloat-Bloat.



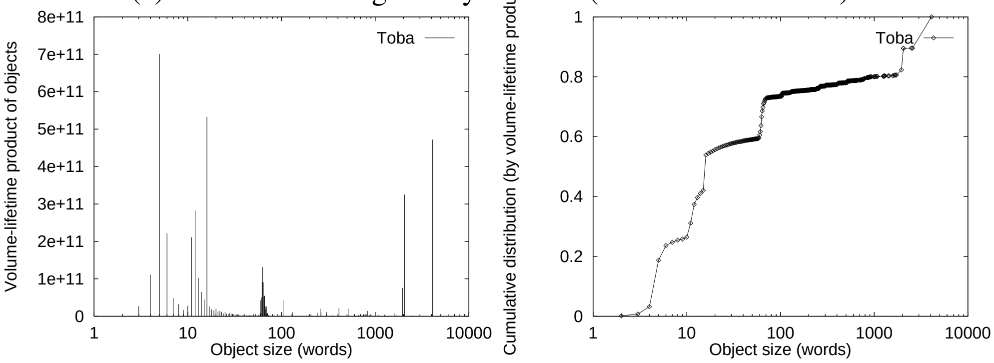
(a) Distribution by plain count (raw and cumulative).



(b) Distribution weighted by volume (raw and cumulative).

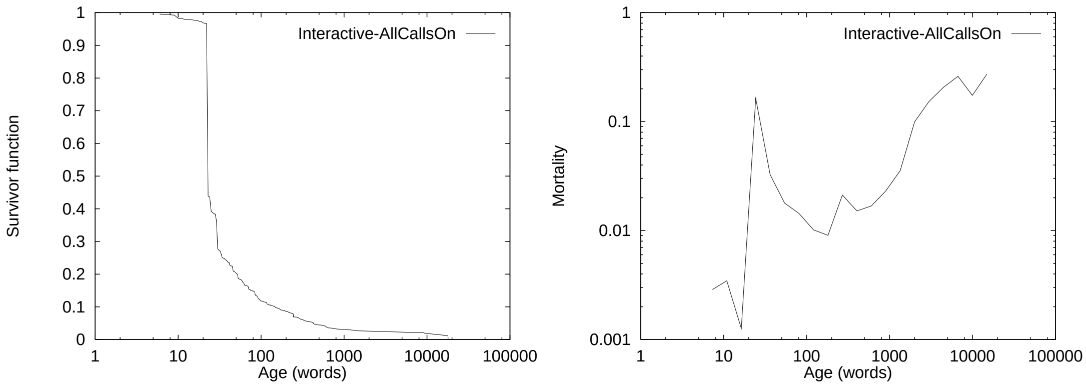


(c) Distribution weighted by lifetime (raw and cumulative).



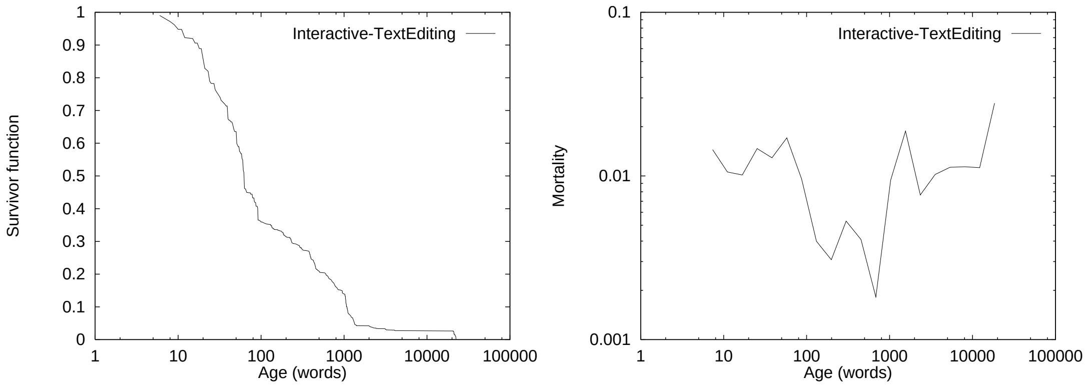
(d) Distribution weighted by lifetime and volume (raw and cumulative).

Figure 4.28. Object size distribution: Toba.



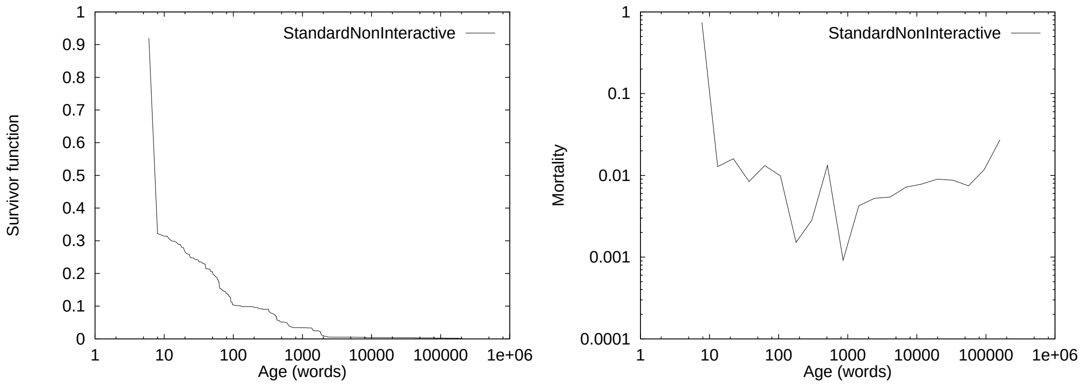
(a) Survivor function (b) Mortality function, smoothed

Figure 4.29. Object lifetime distribution: Interactive-AllCallsOn.



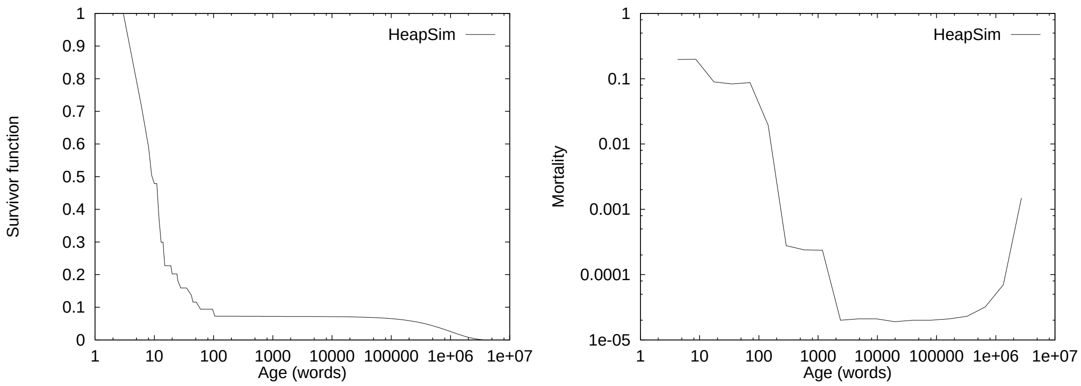
(a) Survivor function (b) Mortality function, smoothed

Figure 4.30. Object lifetime distribution: Interactive-TextEditing.



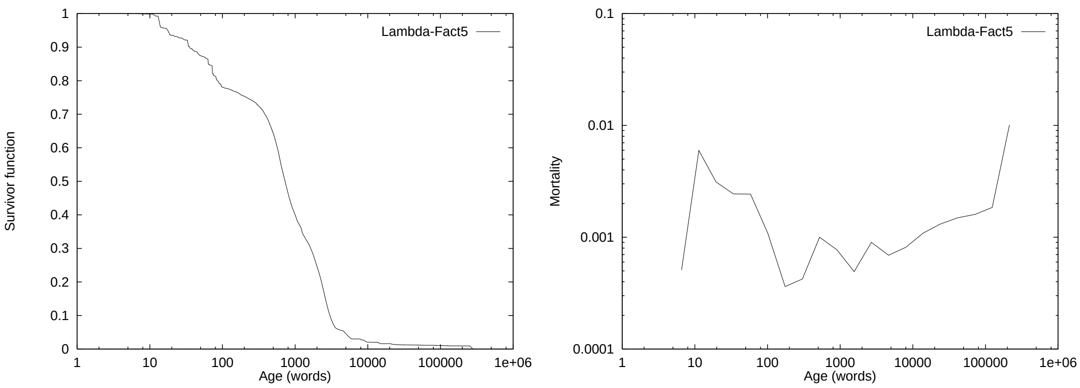
(a) Survivor function (b) Mortality function, smoothed

Figure 4.31. Object lifetime distribution: StandardNonInteractive.



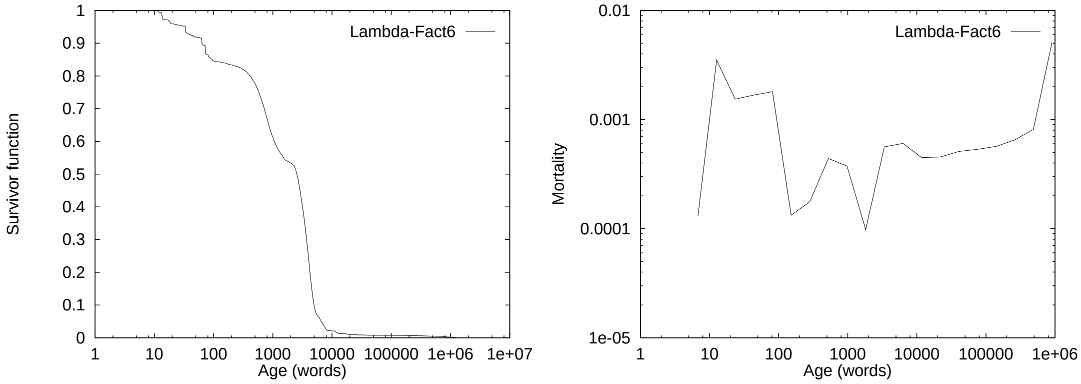
(a) Survivor function (b) Mortality function, smoothed

Figure 4.32. Object lifetime distribution: HeapSim.



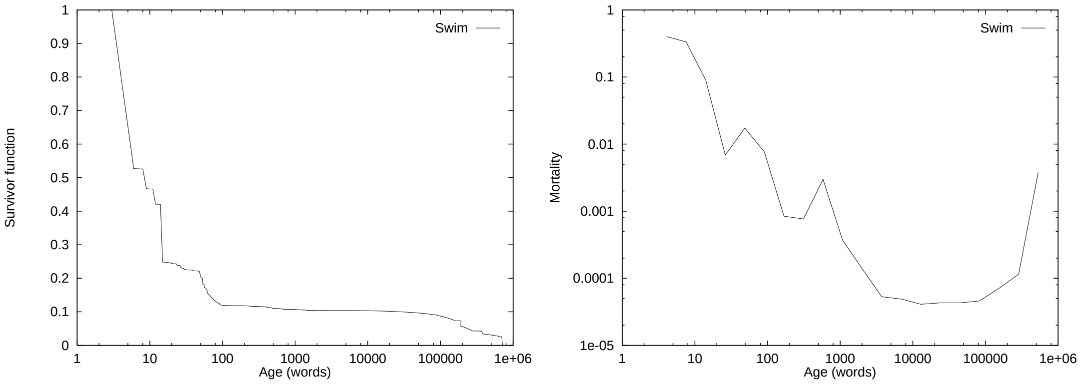
(a) Survivor function (b) Mortality function, smoothed

Figure 4.33. Object lifetime distribution: Lambda-Fact5.



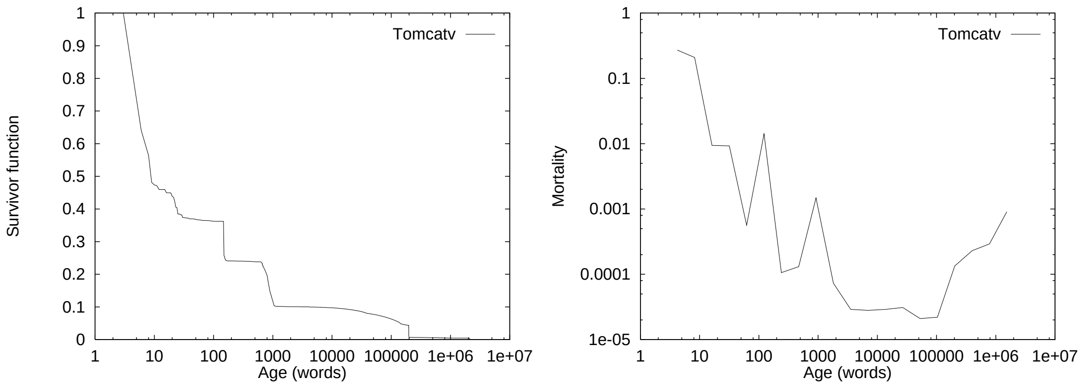
(a) Survivor function (b) Mortality function, smoothed

Figure 4.34. Object lifetime distribution: Lambda-Fact6.



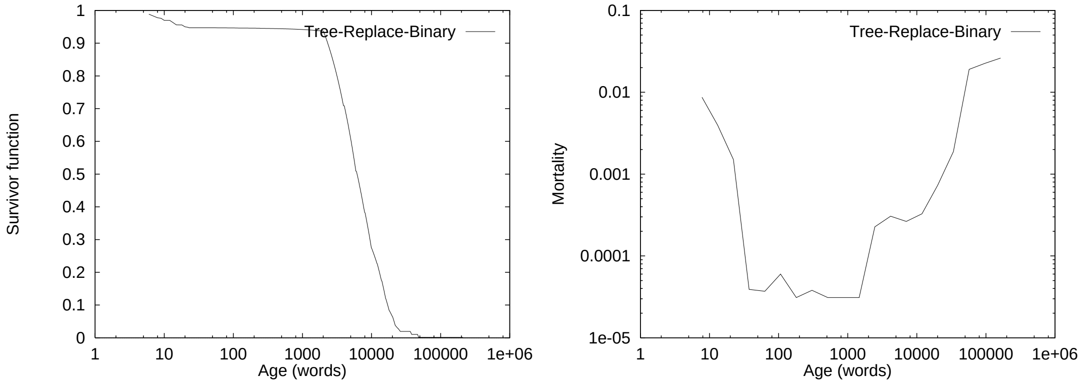
(a) Survivor function (b) Mortality function, smoothed

Figure 4.35. Object lifetime distribution: Swim.



(a) Survivor function (b) Mortality function, smoothed

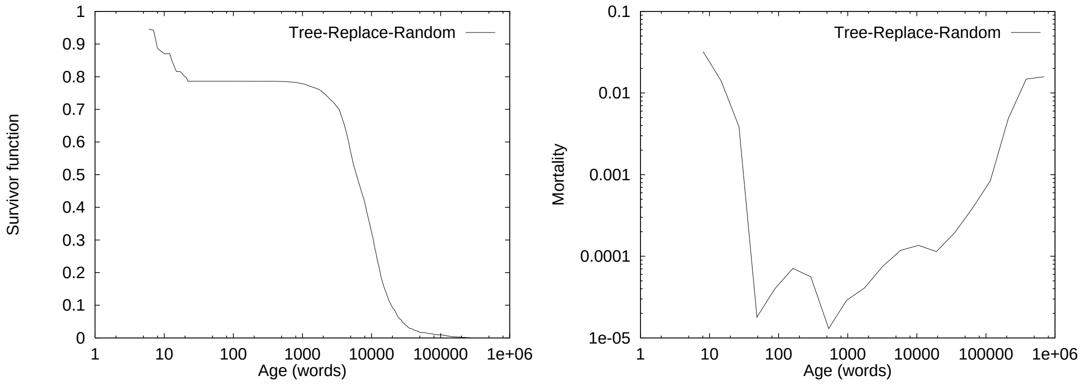
Figure 4.36. Object lifetime distribution: Tomcatv.



(a) Survivor function

(b) Mortality function, smoothed

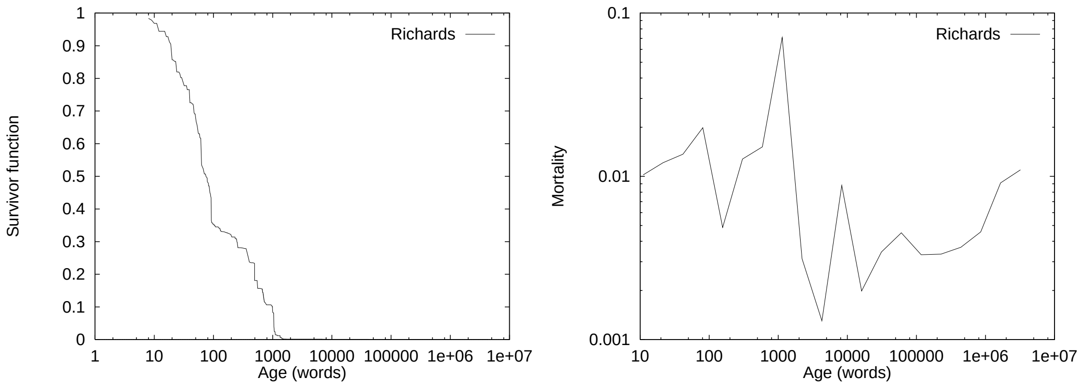
Figure 4.37. Object lifetime distribution: Tree-Replace-Binary.



(a) Survivor function

(b) Mortality function, smoothed

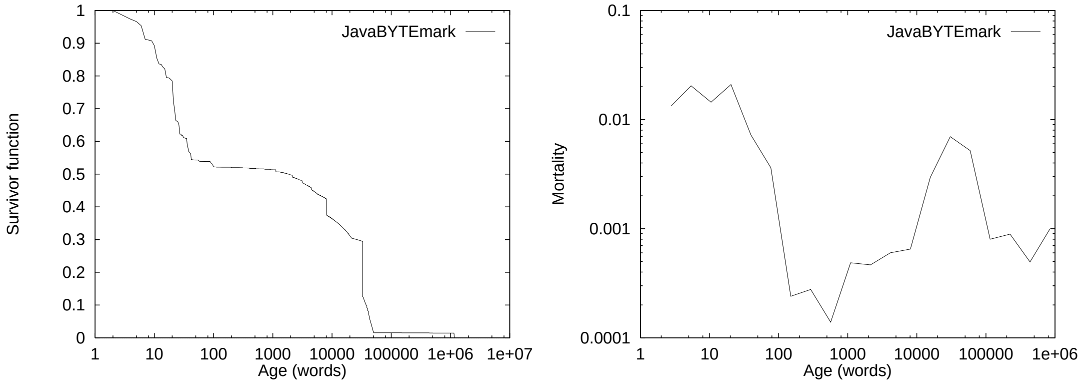
Figure 4.38. Object lifetime distribution: Tree-Replace-Random.



(a) Survivor function

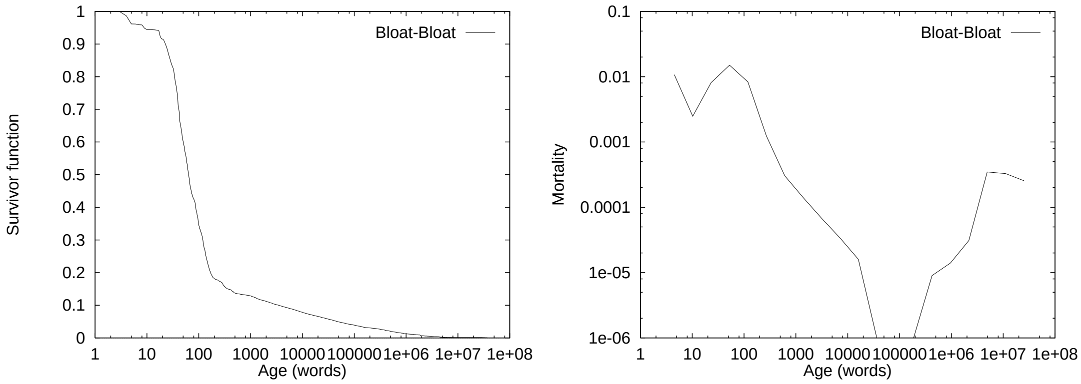
(b) Mortality function, smoothed

Figure 4.39. Object lifetime distribution: Richards.



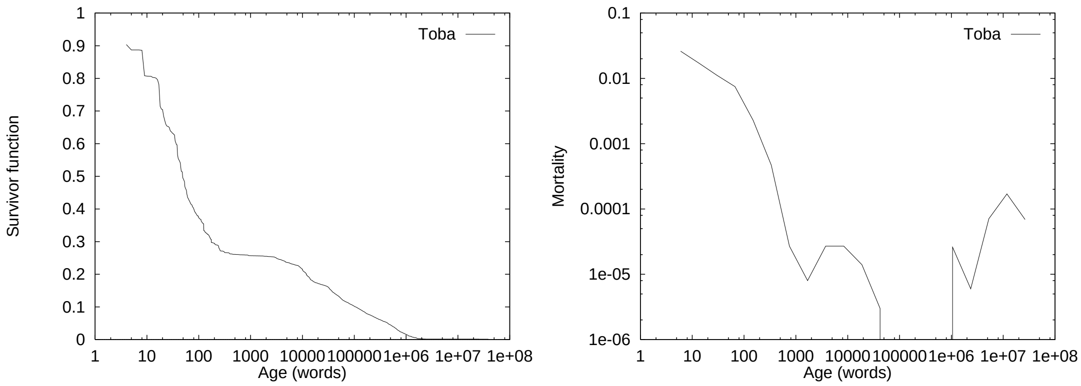
(a) Survivor function (b) Mortality function, smoothed

Figure 4.40. Object lifetime distribution: JavaBYTEmark.



(a) Survivor function (b) Mortality function, smoothed

Figure 4.41. Object lifetime distribution: Bloat-Bloat.



(a) Survivor function (b) Mortality function, smoothed

Figure 4.42. Object lifetime distribution: Toba.

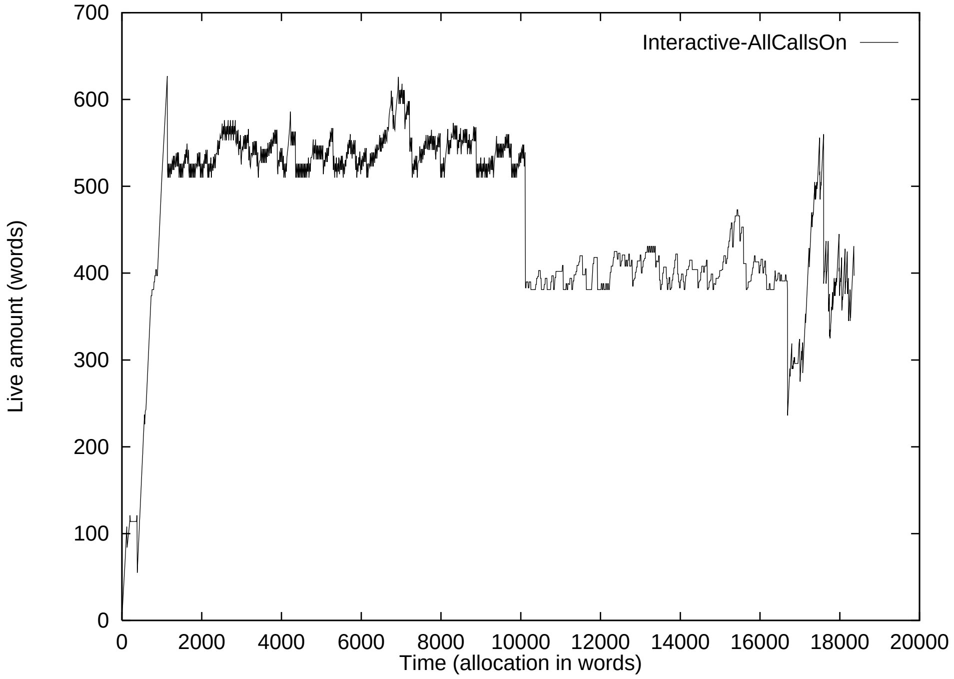


Figure 4.43. Live profile: Interactive-AllCallsOn.

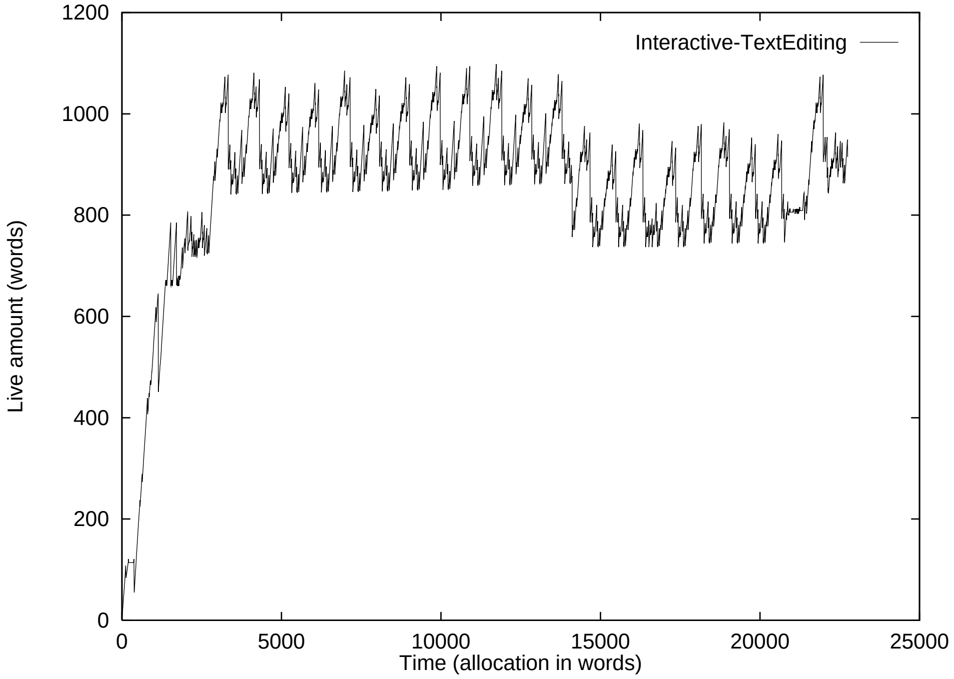


Figure 4.44. Live profile: Interactive-TextEditing.

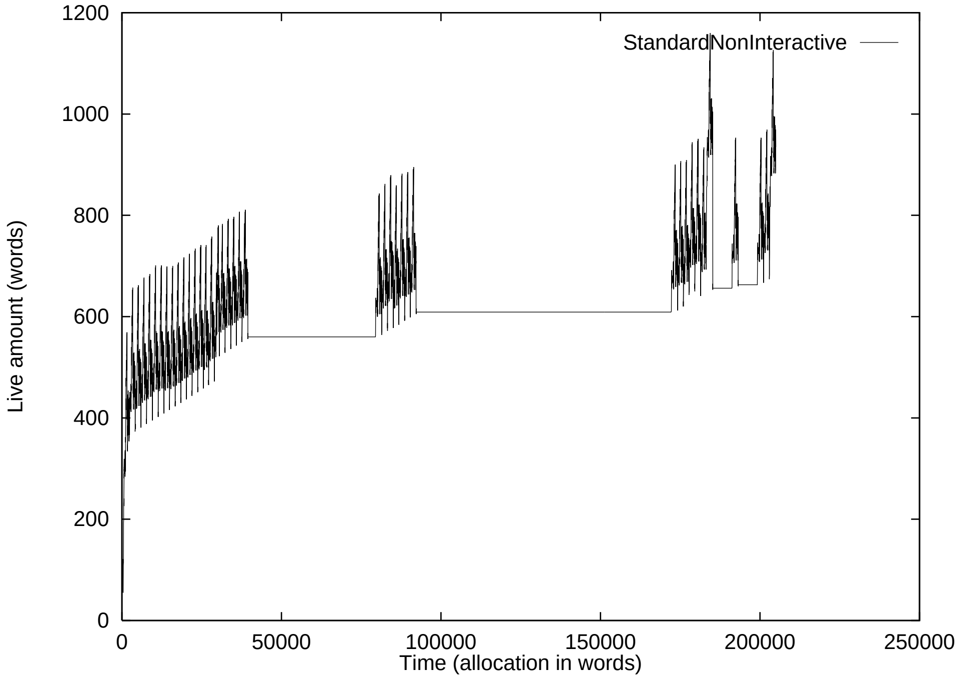


Figure 4.45. Live profile: StandardNonInteractive.

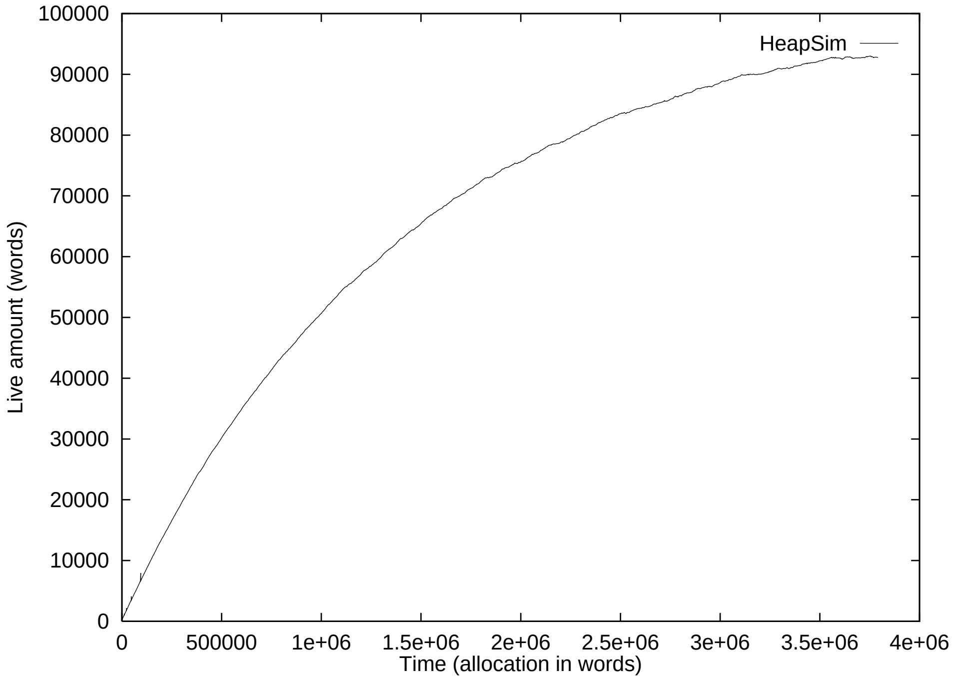


Figure 4.46. Live profile: HeapSim.

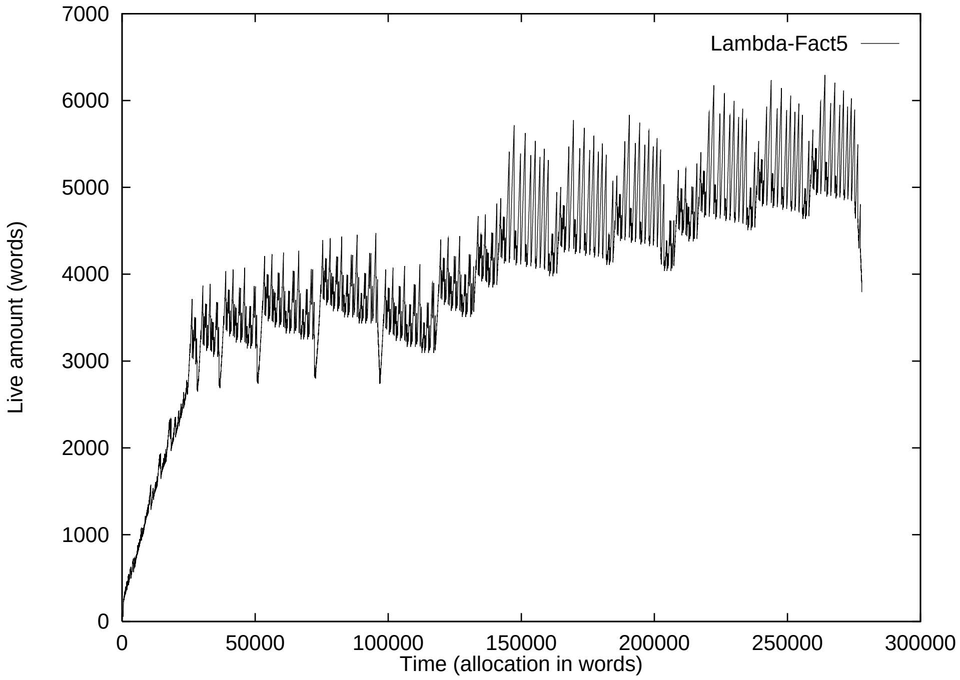


Figure 4.47. Live profile: Lambda-Fact5.

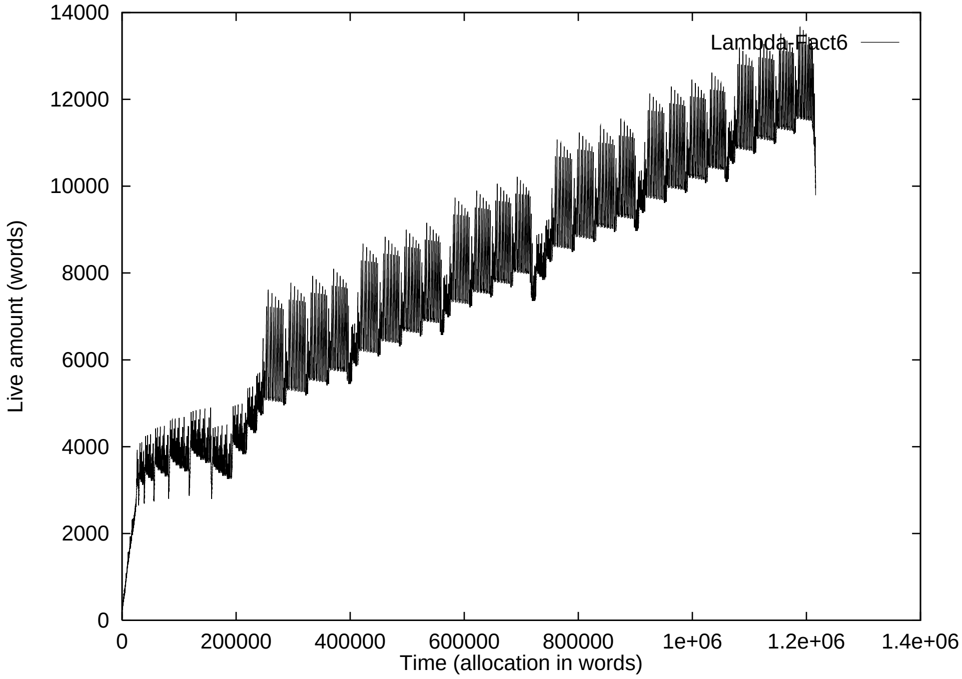


Figure 4.48. Live profile: Lambda-Fact6.

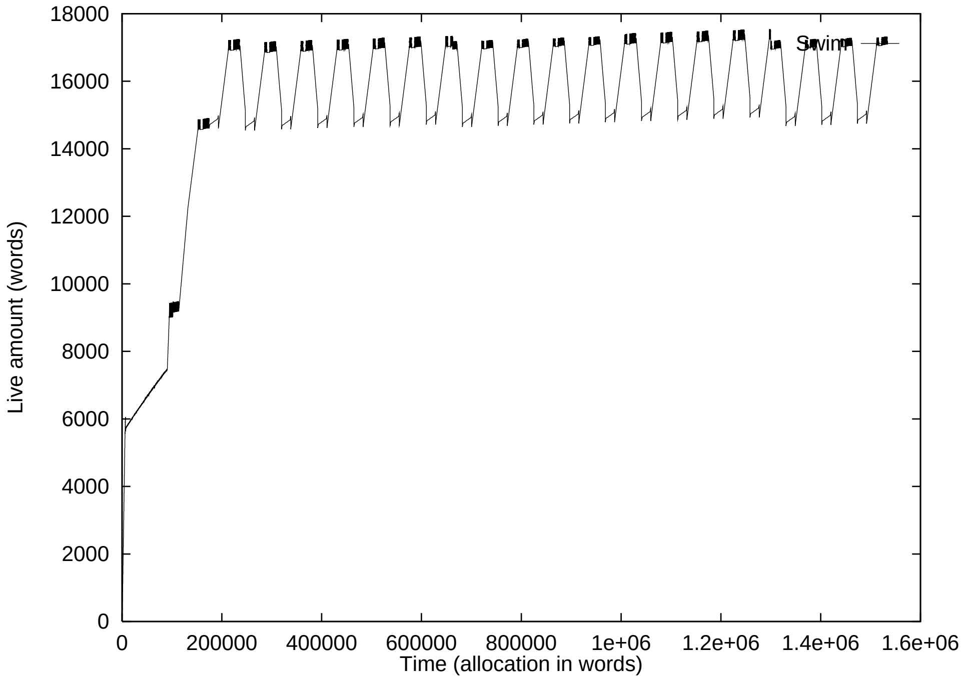


Figure 4.49. Live profile: Swim.

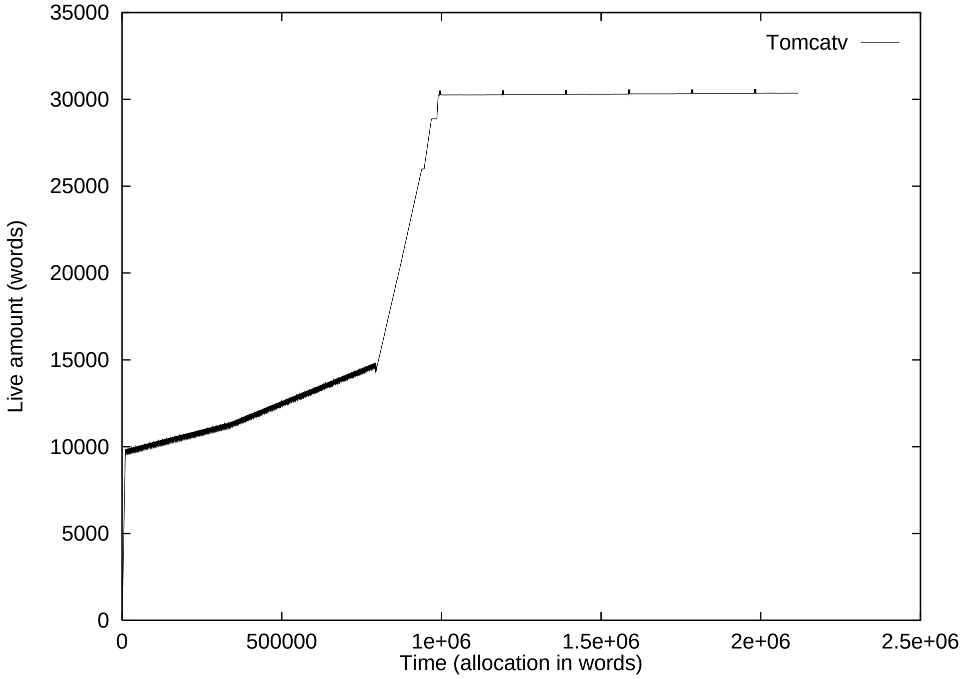


Figure 4.50. Live profile: Tomcatv.

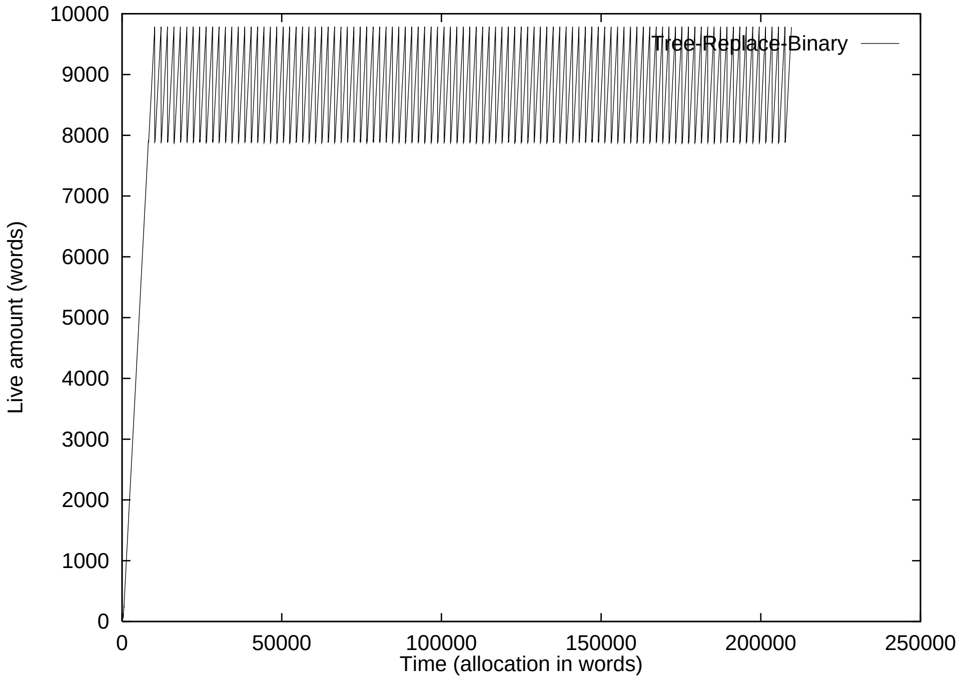


Figure 4.51. Live profile: Tree-Replace-Binary.

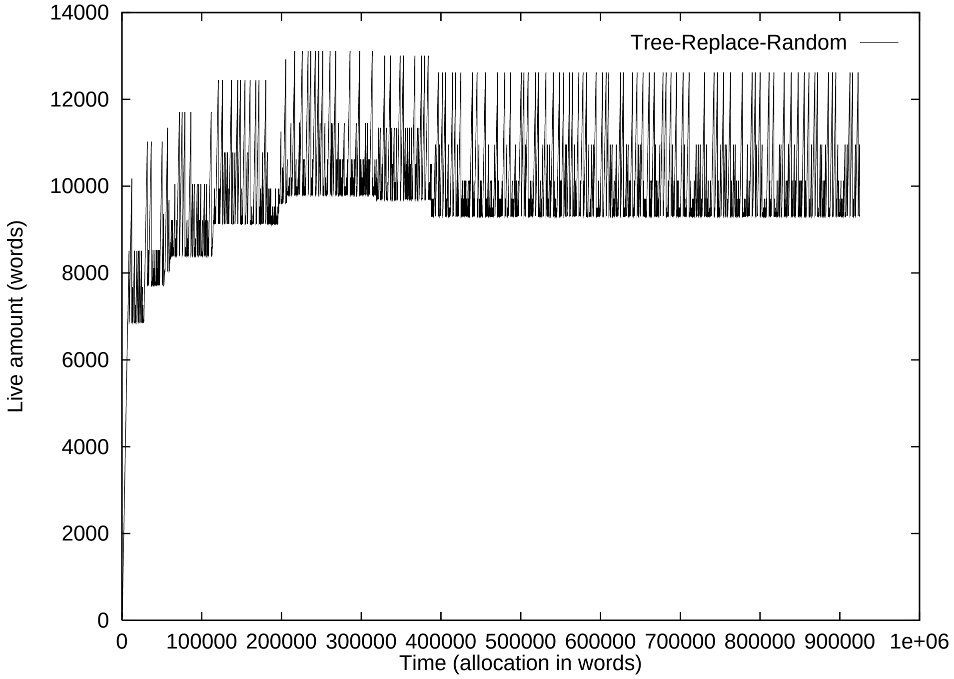


Figure 4.52. Live profile: Tree-Replace-Random.

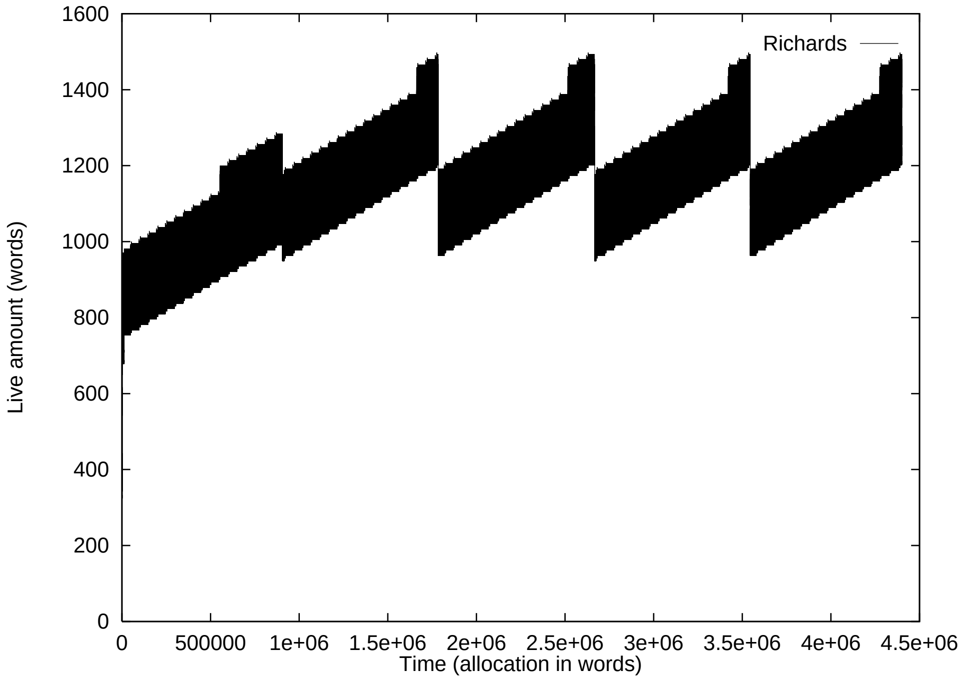


Figure 4.53. Live profile: Richards.

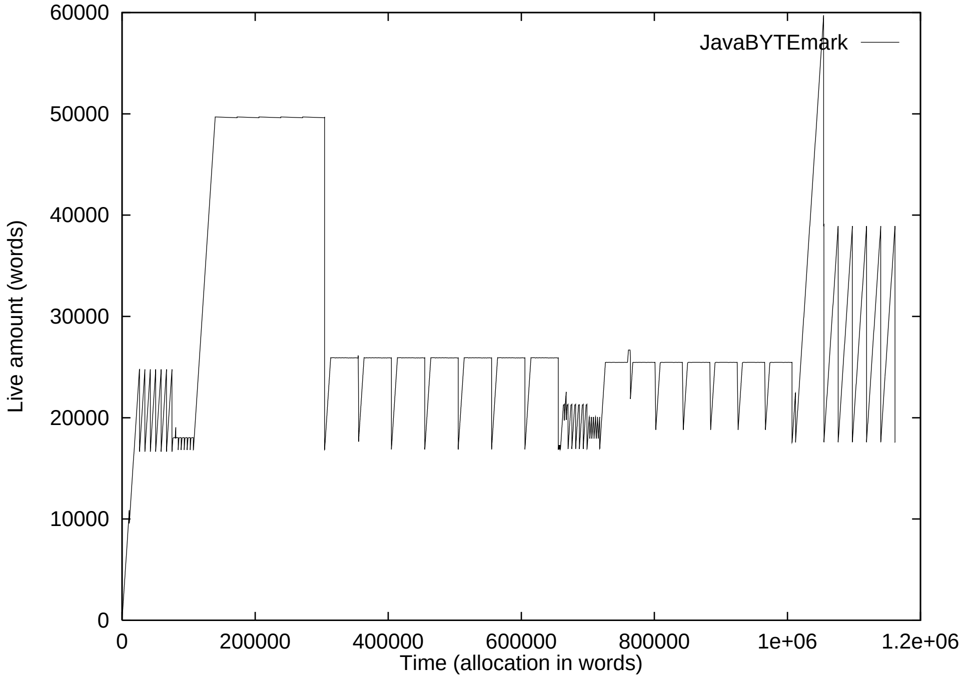


Figure 4.54. Live profile: JavaBYTEmark.

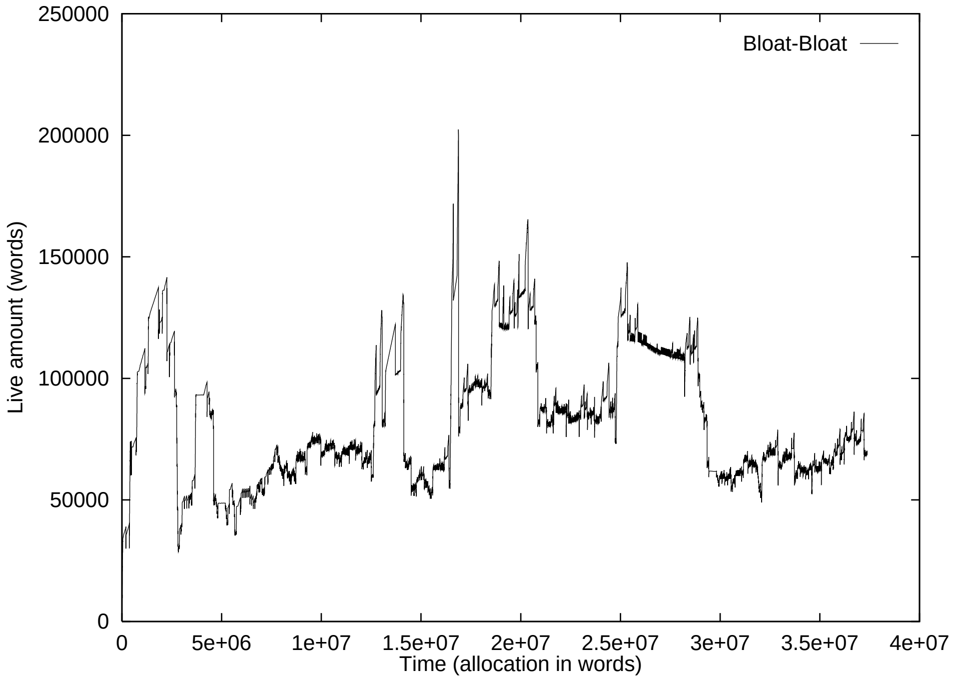


Figure 4.55. Live profile: Bloat-Bloat.

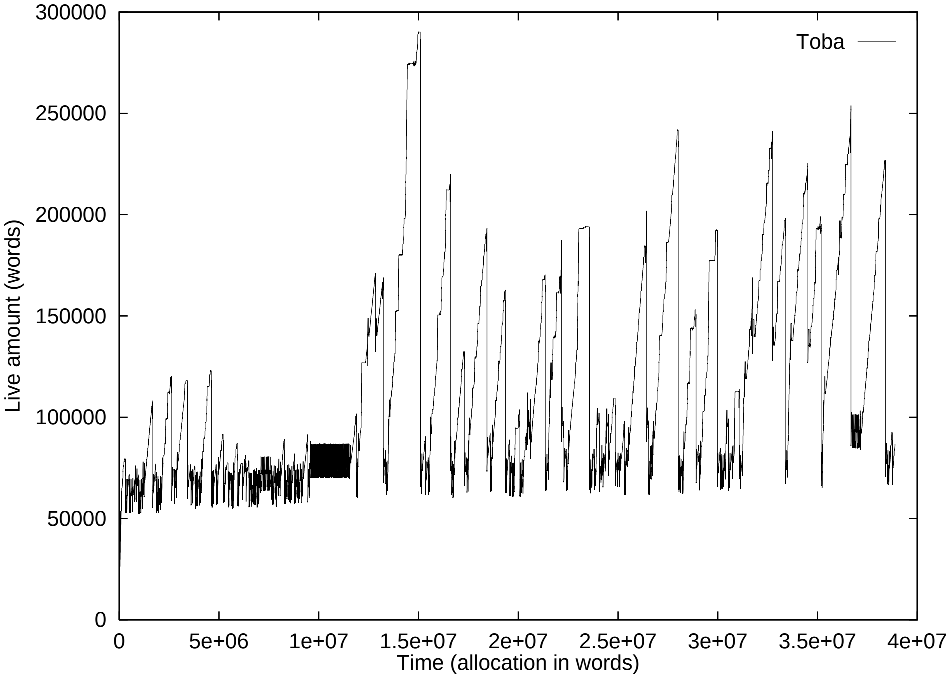


Figure 4.56. Live profile: Toba.