

THE DUKE AND THE BEASTIE

Improving OpenJDK on FreeBSD

Harald Eilertsen – 28/04/2026

```
public static OfLong arrayOfLongSegment(
    return new OfLong(offset, base, length)
)

public static OfDouble arrayOfDoubleSegment(
    return new OfDouble(offset, base, length, r
)

public static NativeMemorySegmentImpl allocateNative
    long address = SegmentFactories.allocateNativeIn
    return new NativeMemorySegmentImpl(address, bytes
)

private static long allocateNativeInternal(long byteSize
    boolean should
)
    ensureInitialized();
    Utils.checkAllocationSizeAndAlign(byteSize, byteAlignm
    sessionImpl.checkValidState();
    IF (VM.isDirectMemoryPageAligned()) {
        byteAlignment = Math.max(byteAlignment, AbstractMemor
    }
    // Align the allocation size up to a multiple of 8 so we ca
    long alignedSize = init ? Utils.alignUp(byteSize, Long.BYTES
    // wrap around
    alignedSize < 8) {
        new OutOfMemoryError();
    }
    // Always allocate at least some memory so that zero-length segm
    // non-zero addresses.
    alignedSize = Math.max(1, alignedSize);

    long allocationSize;
    long allocationBase;
    long result;
    200 [] if (byteAlignment > MAX_MALLOC_ALIGN || alignedSize % byteAlignment !=
        allocationSize = alignedSize + byteAlignment - MAX_MALLOC_ALIGN;
        if (shouldReserve) {
            AbstractMemorySegmentImpl.NIO_ACCESS.reserveMemory(allocationSize,
    }

    allocationBase = allocateMemoryWrapper(allocationSize);
    result = Utils.alignUp(allocationBase, byteAlignment);
    } else {
        allocation
```

Contents

1. Introduction
2. The BSD port project
3. Working on OpenJDK for FreeBSD
4. Upstreaming the port
5. Wrapping up

INTRODUCTION

No “AI”

This presentation is made by a human!

Harald who?

- ▶ Been messing with computers since the early 1980's



Figure 1: My first computer, a Dragon32. Photo by Liftarn, CC BY-SA 2.0

Harald who?

- ▶ Anti Virus software, intercepting fs and network on OS/2, Windows and Linux

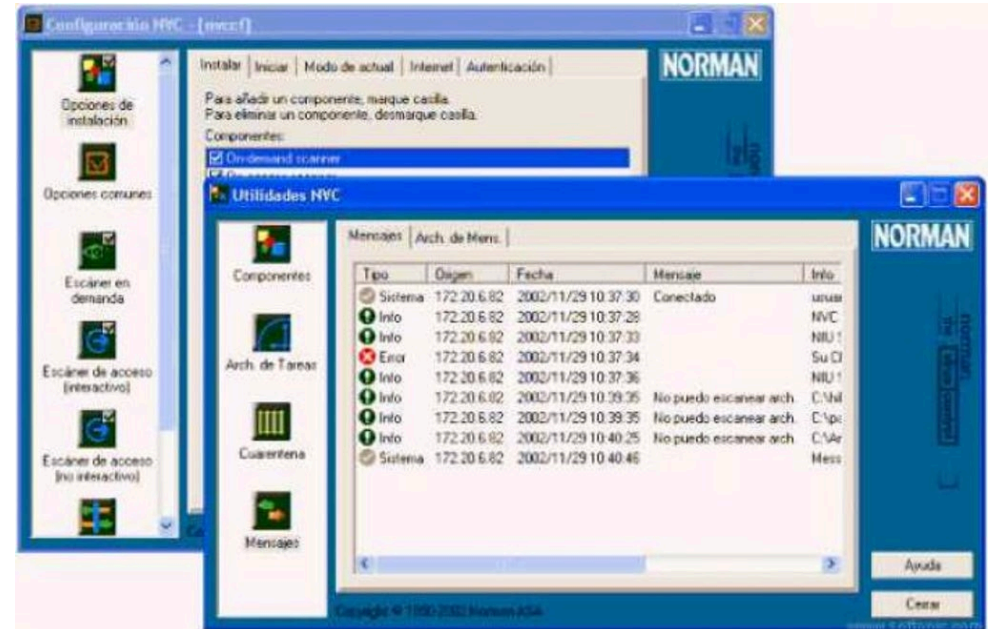


Figure 2: Screenshots of Norman Virus Control, ca 2002

Harald who?

- ▶ High end video conferencing, embedded realtime stuff on weird hardware



Figure 3: The Tandberg 8000 mxp video conferencing room system

Harald who?

- ▶ Malware/vulnerability research
- ▶ WAF development and rules
- ▶ Penetration testing/Security auditing



Figure 4: CC0 Lucas Andrade

Harald who?

...and now Improving Java on FreeBSD!



Figure 5: The Duke and the Beastie!

Project sponsor



FreeBSD

— F O U N D A T I O N —

About FreeBSD

- ▶ Free and Open Source OS based on UNIX
- ▶ Licensed under a BSD license
- ▶ A complete OS, not just a kernel
- ▶ Known for: ZFS, Jails, TCP/IP, ...



Figure 7: <https://www.mckusick.com/beastie/>

About FreeBSD

- ▶ Free and Open Source OS based on UNIX
- ▶ Licensed under various BSD licenses
- ▶ A complete OS, not just a kernel
- ▶ Known for: ZFS, Jails, TCP/IP, ...
- ▶ **No systemd!**



Figure 8: <https://www.mckusick.com/beastie/>

About FreeBSD

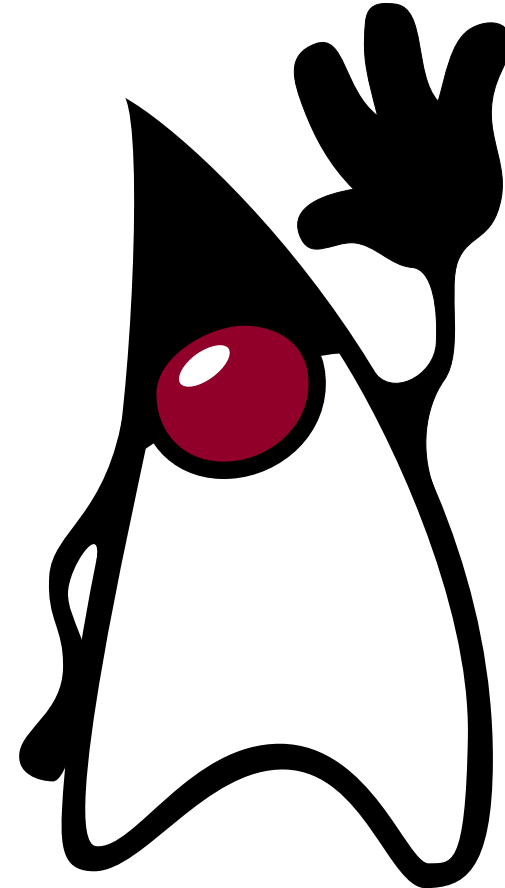
- ▶ Free and Open Source OS based on UNIX
- ▶ Licensed under various BSD licenses
- ▶ A complete OS, not just a kernel
- ▶ Known for: ZFS, Jails, TCP/IP, ...
- ▶ No systemd!
- ▶ **No penguins!**



Figure 9: <https://www.mckusick.com/beastie/>

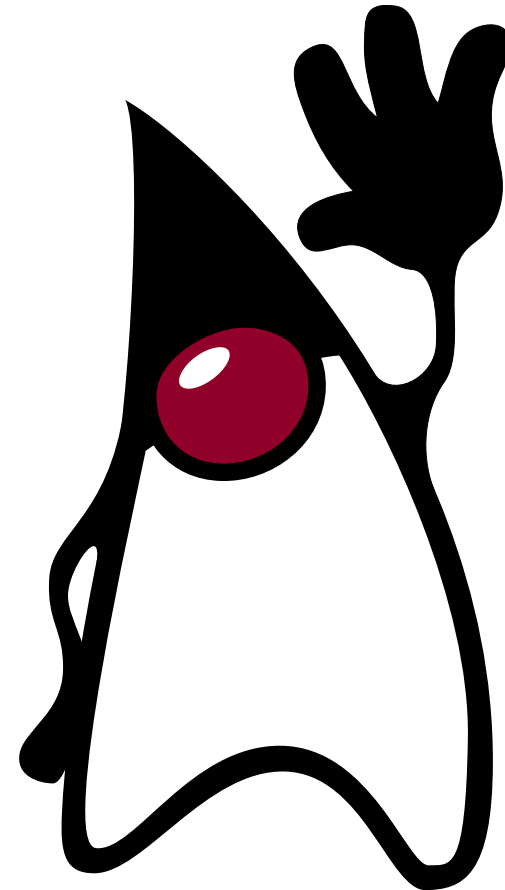
About OpenJDK

- ▶ Free software implementation of the Java VM and Language Specification.
- ▶ Project stewarded by Oracle
- ▶ Licensed under the GPLv2



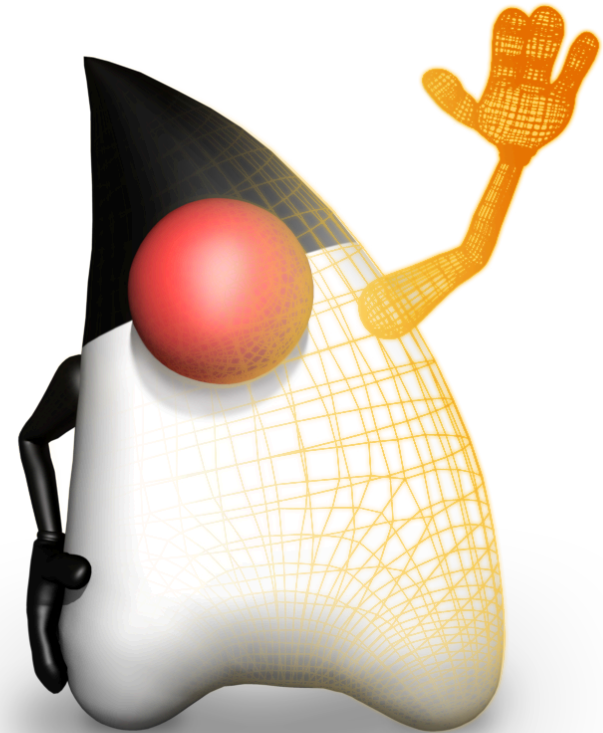
About OpenJDK

- ▶ Free software implementation of the Java VM and Language Specification.
- ▶ Project stewarded by Oracle
- ▶ Licensed under the GPLv2
- ▶ ...but need to sign the Oracle Contributor Agreement (OCA)



About OpenJDK

- ▶ Written in C, C++, Java and assembler
- ▶ Supported operating systems: Linux, Windows, MacOS, AIX
- ▶ Supported architectures: Aarch64, AMD64, Arm32, PowerPC 64, RISC-V, S390, ...



About OpenJDK

What's missing?

What's Missing?

About OpenJDK

What's missing?

What's Missing?



No BSD is among the platforms supported by the upstream project.

THE BSD PORT PROJECT

The BSD port project

- ▶ A project to port and keep OpenJDK up to date on FreeBSD, OpenBSD and NetBSD.



Figure 14: BSD logos

The BSD port project

- ▶ A project to port and keep OpenJDK up to date on FreeBSD, OpenBSD and NetBSD.
- ▶ **Lives out of tree in the `battleblow/jdk` repo on Github.**



Figure 15: BSD logos

The BSD port project

- ▶ A project to port and keep OpenJDK up to date on FreeBSD, OpenBSD and NetBSD.
- ▶ Lives out of tree in the battleblow/jdk repo on Github.
- ▶ **A collaborative project among the BSD's.**



Figure 16: BSD logos

The BSD port project

Goals:

1. Make a solid port of OpenJDK for *BSD.
2. Include the port upstream, supported by the BSD Port Project.
3. Pass the JCK (Java Conformance Kit)

The BSD port project

Status

Goals:

1. Make a solid port of OpenJDK for *BSD. - Mostly done!
2. Include the port upstream, supported by the BSD Port Project.
3. Pass the JCK (Java Conformance Kit)

The BSD port project

Status

Goals:

1. Make a solid port of OpenJDK for *BSD. - Mostly done!
2. Include the port upstream, supported by the BSD Port Project. - In progress
3. Pass the JCK (Java Conformance Kit)

The BSD port project

Status

Goals:

1. Make a solid port of OpenJDK for *BSD. - Mostly done!
2. Include the port upstream, supported by the BSD Port Project. - In progress
3. Pass the JCK (Java Conformance Kit) - Pending

WORKING ON OPENJDK FOR FREEBSD

OpenJDK internals

- ▶ Big project with a long history
- ▶ Complex build system based on autoconf and GNU make
- ▶ Supports lots of different configurations
- ▶ On many different architectures
- ▶ And many different operating systems



Figure 17: Kurt Schwitters, Merzbau

OpenJDK internals

- ▶ Comprehensive test suite (jtregr, googletest, performance tests, etc)
- ▶ Lots of documentation (but never enough!)
- ▶ Established governance and development workflows
- ▶ Large and helpful community!

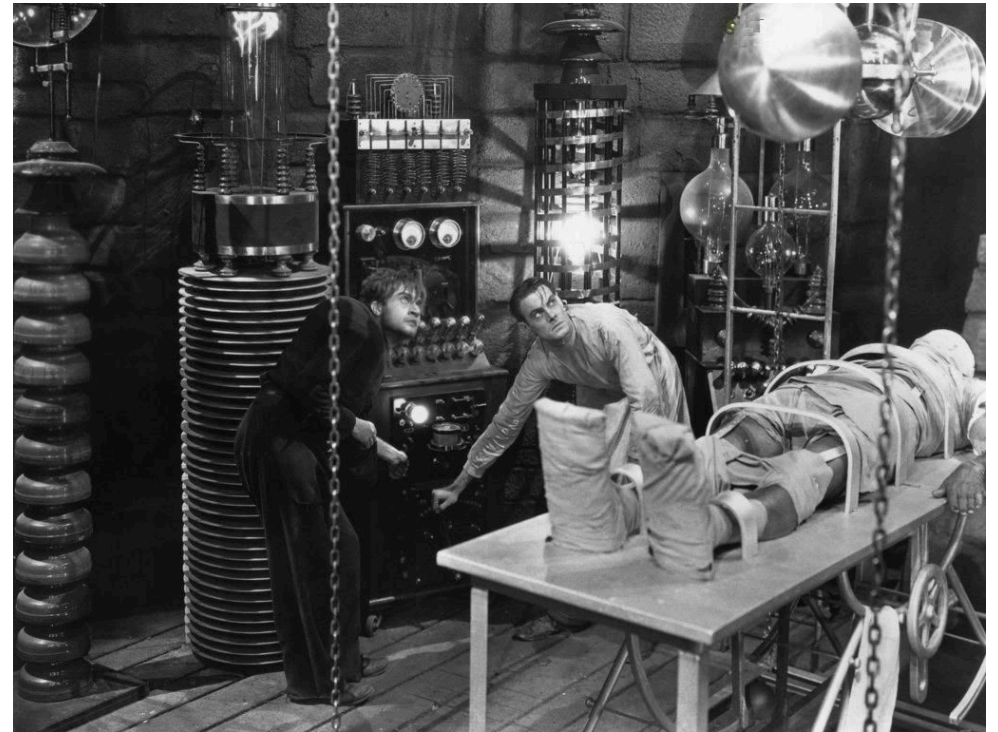


Figure 18: Frankenstein, 1931

Code structure

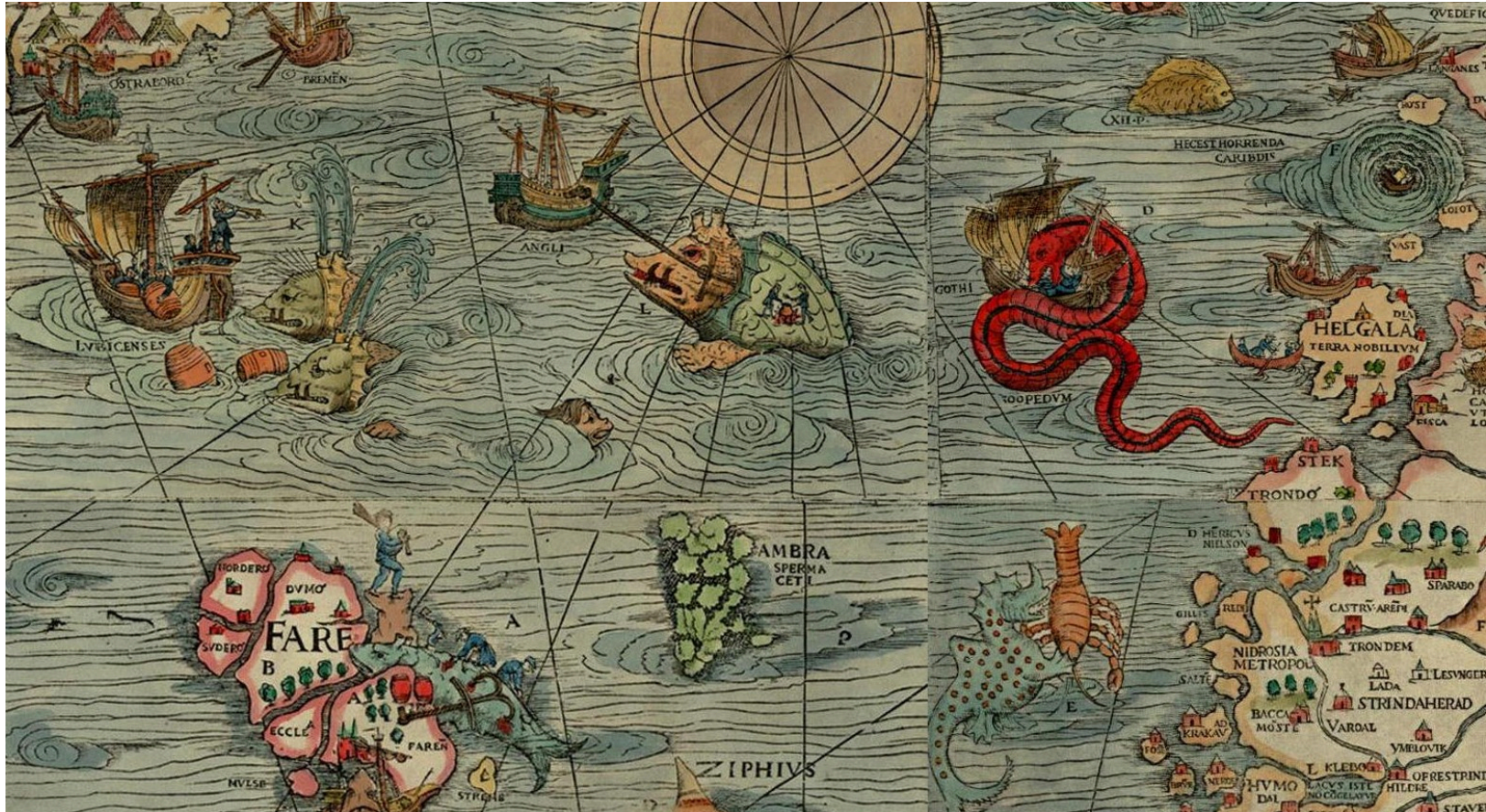


Figure 19: Sea monsters outside Norway, Carta Marina, 1539

Code structure

Hotspot

- ▶ The main VM and most low level OS and architecture code.
- ▶ Written mainly in C-like C++, and some assembler.

```
src/hotspot
├── cpu
│   ├── aarch64
│   ├── arm
│   ├── ppc
│   ├── riscv
│   ├── s390
│   ├── x86
│   └── zero
├── os
│   ├── aix
│   ├── bsd
│   ├── linux
│   ├── posix
│   └── windows
└── :
```

```
└── os_cpu
    ├── aix_ppc
    ├── bsd_aarch64
    ├── bsd_x86
    ├── bsd_zero
    ├── linux_aarch64
    ├── linux_arm
    ├── linux_ppc
    ├── linux_riscv
    ├── linux_s390
    ├── linux_x86
    ├── linux_zero
    ├── windows_aarch64
    └── windows_x86
└── share
```

Code structure

Build system

- ▶ A set of autoconf scripts to configure the build.
- ▶ A complex hierarchy of GNU Makefiles generates the make rules in memory.
- ▶ A set of internal tools to generate matching Java/C++ code for interfacing between the two worlds.



Figure 20: More sea monsters, Carta Marina, 1539

Tests

- ▶ Custom buildt test system: jtreg
- ▶ Some googletest for Hotspot
- ▶ Microtests for benchmarking
- ▶ CI using Github Actions

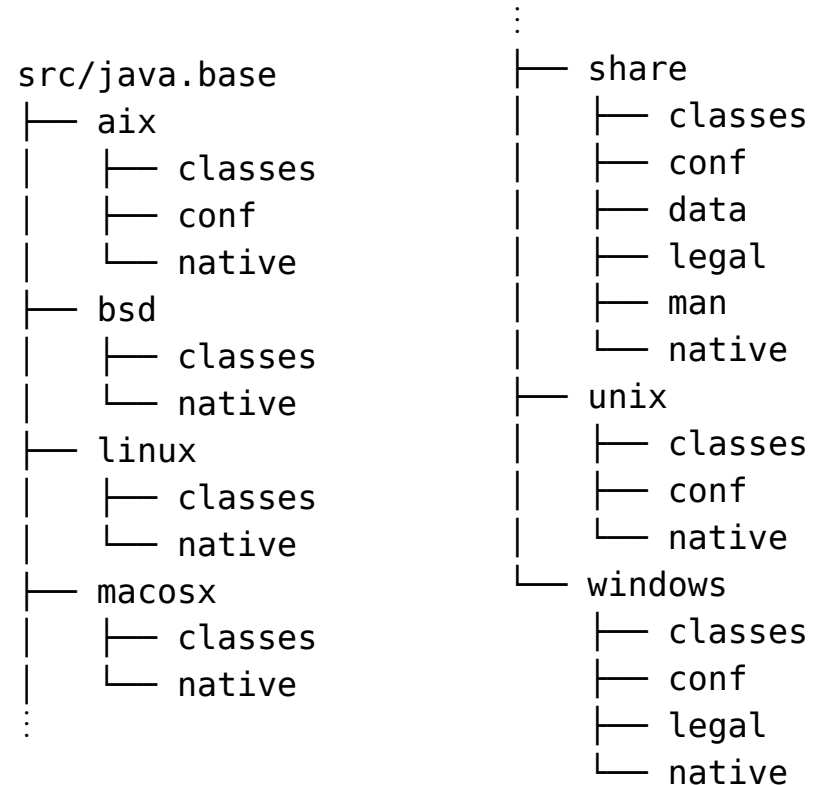
```
/**
 * @test
 * @bug 8191658
 * @summary Test clhsdb attach, detach, reattach commands
 * @requires vm.hasSA
 * @requires (os.arch != "riscv64" | !(vm.cpu.features =~
".*qemu.*"))
 * @library /test/lib
 * @run main/othervm ClhsdbAttach
 */

public class ClhsdbAttach {
    :
}
```

Code structure

Modules

- ▶ Recognizable from the Java API docs
- ▶ This is the largest part of the codebase
- ▶ Mostly in Java, but some native and platform specific parts here too



Repository structure

- ▶ openjdk/jdk: Upstream mainline
 - Main development occurs here
 - New major releases (jdk25, jdk26, ...) released from stabilizing branches
 - New major release every six months
- ▶ openjdk/jdkNNu: Repos for update releases (jdk25.0.x, ...)
 - Updates after initial release maintained in separate repositories
 - Forked from stabilizing branch
 - Bug fixes backported from mainline

Bootstrapping

- ▶ Large parts of OpenJDK is written in Java
- ▶ Iow: We need a working OpenJDK to build OpenJDK

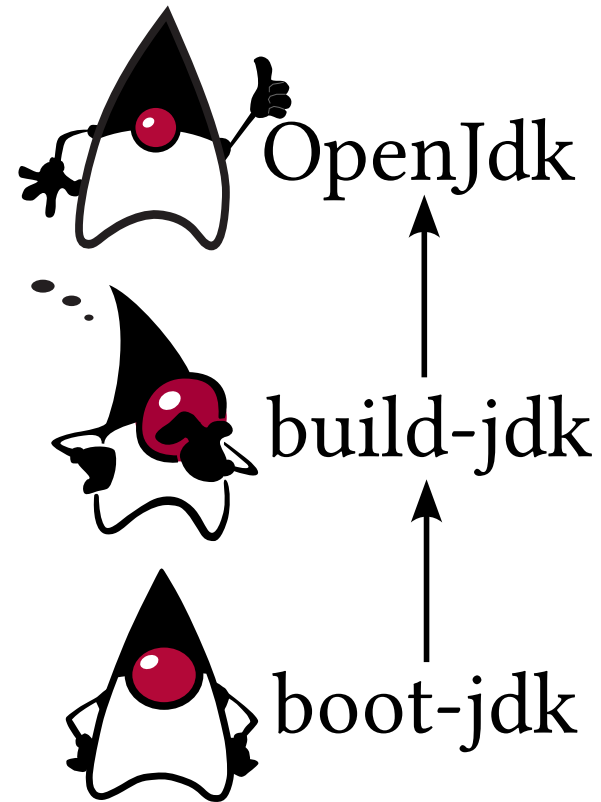


Figure 21: Dukes all the way down

Bootstrapping

- ▶ A **boot-jdk** is used to build an intermediate **build-jdk**. Must be *same or previous* major version
- ▶ The **build-jdk** is a minimal jdk - just enough to build the full jdk. Must be *exact same* version as the target jdk.

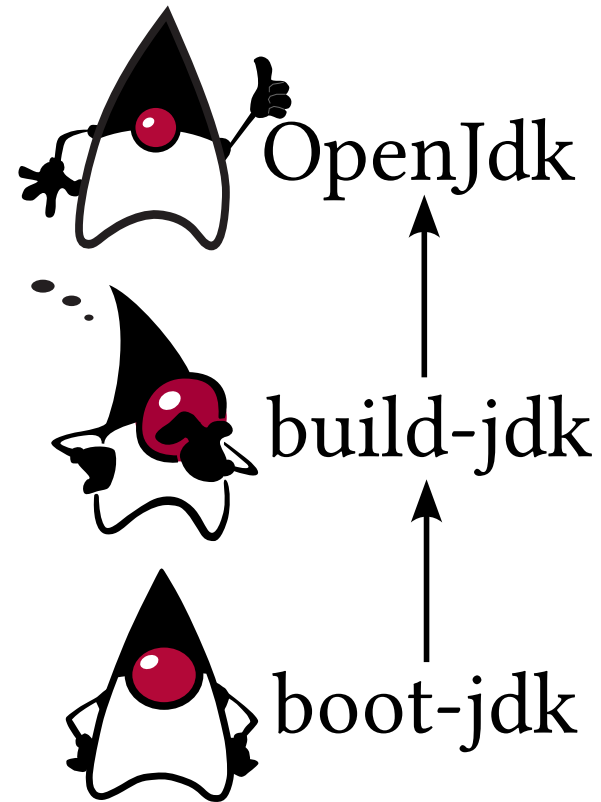


Figure 22: Dukes all the way down

Bootstrapping

When there is no existing port

- ▶ Cross-compiling
- ▶ Dev kits
- ▶ Use a boot-jdk on a separate machine over SSH

Bootstrapping

When there is no existing port

▶ **Cross-compiling**

- Configure with e.g. `--openjdk-target=armv7-unknown-freebsd`
- Only (officially) supported for GCC and a handful of Linux distros
- Best bet to build *Zero* variant, and bootstrap real build from that
- Have not had any luck on FreeBSD using clang or gcc

▶ Dev kits

- ▶ Use a boot-jdk on a separate machine over SSH

Bootstrapping

When there is no existing port

- ▶ Cross-compiling
- ▶ **Dev kits**
 - Premade cross-compiling setups.
 - Configure with `--with-devkit` OR `--with-build-devkit`
 - Can be created by `cd make/devkit && gmake tars BASE_OS=... TARGETS=...`
 - Or downloaded from various sources.
 - Only supports Fedora and Oracle Linux
- ▶ Use a boot-jdk on a separate machine over SSH

Bootstrapping

When there is no existing port

- ▶ Cross-compiling
- ▶ Dev kits
- ▶ **Use a boot-jdk on a separate machine over SSH**
 - Requires a stub boot-jdk with binaries replaced by script forwarding over SSH
 - Source and build tree *must* be shared between the machines
 - ... at the *the same* location. e.g /home/myuser/src/openjdk
 - Must be able to log in to other machine without a password

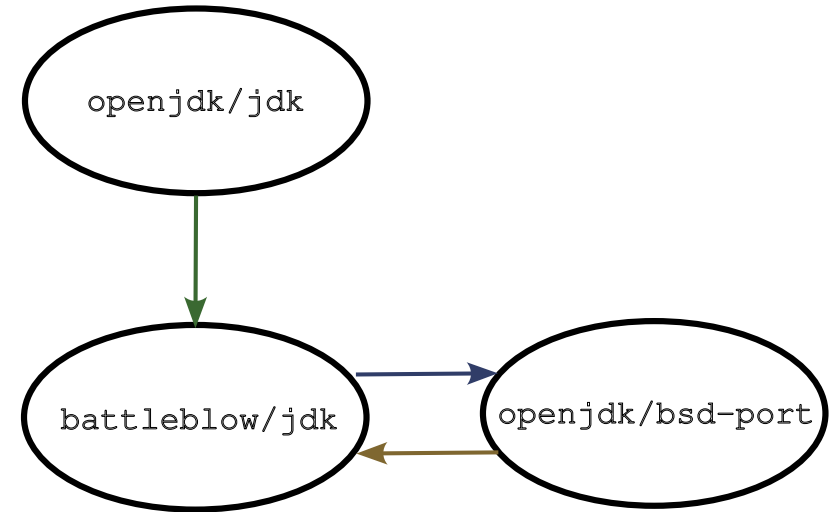
```
$ cat boot-jdk11/bin/javac
#!/usr/local/bin/bash
progname=`basename $0`
exec ssh myuser@othermachine -- /usr/local/openjdk11/bin/$progname "${@@Q}"
```

Listing 1: SSH-boot-jdk-trick, courtesy of Kurt Miller (bsdkurt)

UPSTREAMING THE PORT

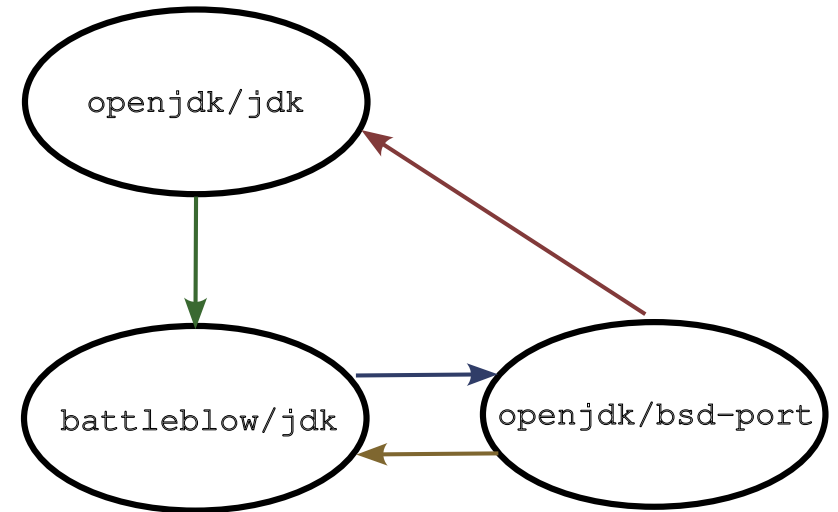
Three main repos

- ▶ Upstream mainline: `openjdk/jdk`
 - The base that we build our port on top of
- ▶ Existing BSD port: `battleblow/jdk`
 - Our changes on top of the mainline
 - Kept in sync and continuously ported
 - CI includes FreeBSD and OpenBSD
- ▶ Upstream BSD port: `openjdk/bsd-port`
 - A separate repo where we merge changes from the existing port
 - Every PR must be reviewed by at least one upstream reviewer
 - Changes fed back into `battleblow/jdk`



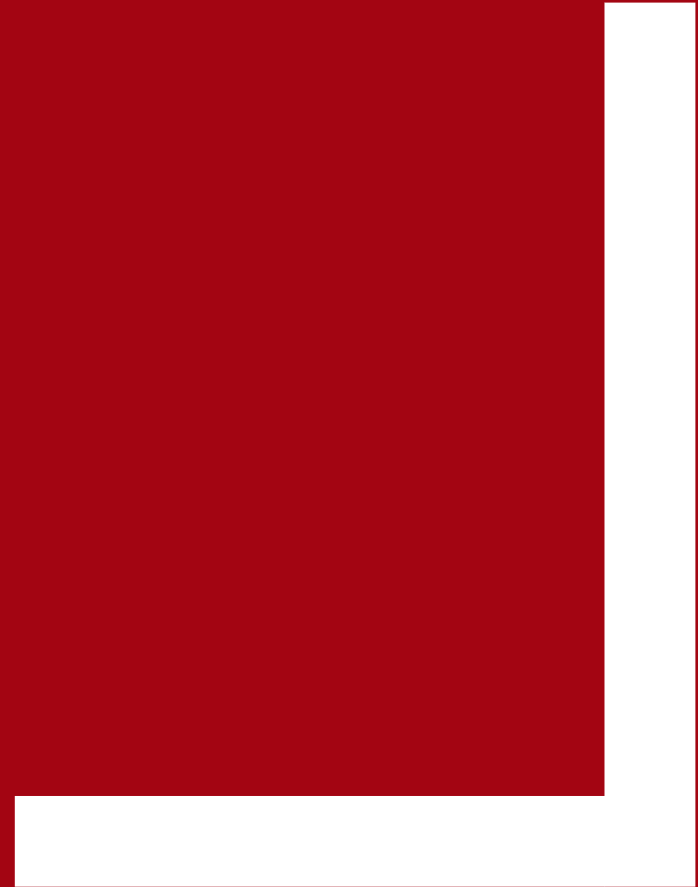
Three main repos

- ▶ Upstream mainline: `openjdk/jdk`
 - The base that we build our port on top of
- ▶ Existing BSD port: `battleblow/jdk`
 - Our changes on top of the mainline
 - Kept in sync and continuously ported
 - CI includes FreeBSD and OpenBSD
- ▶ Upstream BSD port: `openjdk/bsd-port`
 - A separate repo where we merge changes from the existing port
 - Every PR must be reviewed by at least one upstream reviewer
 - Changes fed back into `battleblow/jdk`



When ready, the goal is to merge the `bsd-port` repo back into mainline

WRAPPING UP



Challenges

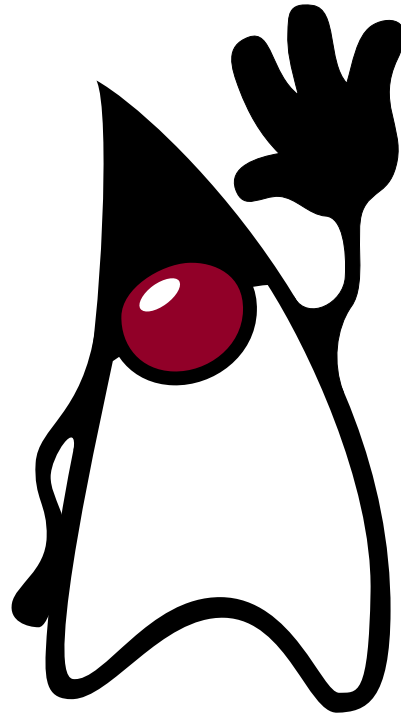
- ▶ The complexity of the project
 - OpenJDK is in itself a complex code base
 - Interfacing with low level OS primitives (memory, process, threads, debugging, etc)
- ▶ Upstream breaking our port (rare, but happens)
- ▶ macOS thinks it's a BSD
- ▶ Github Actions don't natively support BSD

- ▶ OpenJDK on FreeBSD is in a pretty good shape, but need to be maintained
- ▶ Work is not done after code is upstreamed
 - BSD port project will get a different role
 - Better resilience against breaking changes
 - But also expectation about maintaining the port
- ▶ Conformance certification must be repeated for new versions

Thanks

- ▶ **The FreeBSD Foundation:** Ed Maste, Joseph Mingrone, ...
- ▶ **The BSD Port team:** Greg Lewis, Kurt Miller
- ▶ **OpenJDK project:** Magnus Ihse Bursie, Erik Joelsson, David Holmes, ...
- ▶ **FreeBSD ports mentors:** fuz, bofh
- ▶ Piotr Kubaj for help with PowerPC bootstraps and more
- ▶ Ronald Klop for massive work on upgrading default JDK in FreeBSD
- ▶ Everyone who files bugs, gives feedback and has an interest in the project

Thanks



Harald Eilertsen, @harald@hub.volse.no, <https://kodeknekkeriet.net/en>