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DEPARTMENT OF SOFTWARE TECHNOLOGY

Log analyzer for real-time DSP scheduling framework

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Budapest, 2021

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Thesis Title: Log analyzer for real-time DSP scheduling framework

Topic of the Thesis:

(Upon consulting with your supervisor, give a 150-300-word-long synopsis of your planned thesis.)

1 Introduction:

Logging various information regarding different aspects of projects is vital to measure the sanity and the behavior of a system. Unfortunately in many cases especially in a case of a huge amount of information to log, the advantage turns into an issue that takes time and effort from the developer(s) to be able to check the sanity of a created system or a program and from that point the logging becomes a burden which takes from the efficiency of the program without giving back the wanted/requested quality of results. Also the debugging in a real-time system is not possible, the log analyzing is the only option in such a system. From the issue described above, the idea of a log analyzer was born. The log analyzer will support the DSP (Digital Signal Processing) framework PipeRT which is developed at ELTE University.

2 General information about PipeRT:

PipeRT is a hybrid scheduling and data flow framework for DSP applications, which offers high performance and easy to use framework. (for more info: <https://github.com/gerazo/pipert/blob/master/README.md>)

3 The responsibility of the log analyzer:

The log analyzer should be a separate API which can communicate with the framework to have a low delay live sanity checking for the system, it should be able to represent the pipeline of the framework visually and it should spot the bottleneck in the system if any. The analyzer should generate statistics that can reflect the status of the system as a whole.

4 Goal:

Offering the developers of DSP applications who uses the PipeRT framework a detailed yet understandable representation of their development's pipeline. The analyzer is supporting the measurement oriented approach of the development.

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Chapter 1

Introduction

1.1 Motivation

Logging is not an easy addition to any system but becomes useful only with a tool that knows how to extract valuable data from a huge stream and from these data can bring an overview, and statistics that describe the behavior and analyze it. The log analyzer became essential not only to support such a system and shows its flows, but also to visualize a picture to force the developer(s) to see what he/she never expected.

For all the reasons mentioned and more, building a log analyzer to show the bottlenecks and help the developer(s) of DSP (Digital signal processing) application who are using the PipeRT framework was a project eager to be born.

1.2 Thesis Structure

This thesis is composed of 4 main chapters, a bibliography, a list of figures, and a list of tables.

Chapter 2 is going to introduce the user documentation, including how to install and run the analyzer.

Chapter 3 contains the developer documentation with detailed Structure of the implementation, and its capabilities to be extended.

Chapter 4 is the conclusion, and the summary of the project can be found there, with ideas to be added to the project.

Chapter 2

User Documentation

This chapter contains a brief description of the project, a guide on how to install and run the analyzer, and the way to use.

2.1 Project Description

This project is a log analyzer working alongside the PipeRT framework with its profiler. The project aims to analyze the continuous stream of data coming from the PipeRT's profiler, in a server-client relationship.

The analyzer was build using python in the backends and Javascript in the frontend, it provides various checkers to investigate the sanity of the pipeline created by user using PipeRT, graphs associated with the measurements prepared by the checkers, and visualization of the pipeline and how the channels are structured.

The analyzer in itself was built to be an analyzing framework where extensibility was the key and will be in the design decisions, so as a result, it is relatively easy to add new features and already prepared to be extended by new checkers and measurements.

2.2 Installation Guide

PipeRT is currently supporting Linux only, but soon, it will support Windows as well. That said, the steps to install the analyzer are the same in both operations systems.

The `log_analyzer` folder inside the PipeRT project folder is where all of the Installation steps will take place.

Python 3.9 should be installed on the operating system. All the requirements can be installed by typing the following command in the terminal or the command prompt.

```
1 $ pip install requirements.txt
```

It is also recommended to create a python virtual environment before installing the requirements, in order to have a separate environment for the analyzer. The commands to create and run the environment are:

```
1 $ python3 -m venv venv
2 $ source venv/bin/activate
```

2.2.1 Running

In order to run the analyzer make sure to be inside the `log_analyzer` folder and type the following command:

```
1 $ python start.py
```

This will start the application, so once you type `127.0.0.1:5000` in the browser (Firefox recommended). You will be able to see the following:

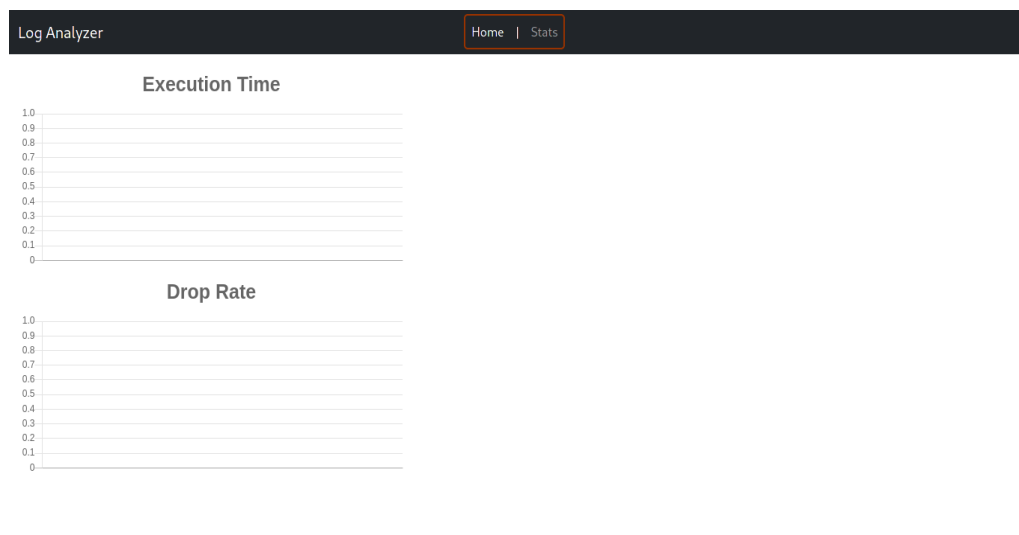


Figure 2.1: start of the application

2.3 Client-Server Configuration

To establish a connection between the profiler (Client) and the log analyzer (server), there should be modifications in both sides.

2.3.1 Server Side

The profiler is the utility for monitoring the DSP pipeline and sending logs, it has 3 arguments, first is `destination_uri`, which describes the destination and the used protocol, `udp` and `file` are the protocol options in the profiler currently. The Second argument is `aggregation_time_msec` which is the time in milliseconds to wait before gathering monitoring data again, so it determines how often aggregated log data is sent to the log processor, if not given that means not to collect periodically. The third argument is `buffer_size`, it controls the size of buffer which is filled to be sent at once, the default value depends on the protocol chosen.

To establish a connection with the analyzer, the `udp` protocol is the one to choose, the IP and socket are based on the user preference.

Adding the profiler to the scheduler is the last step to configure the server-side, and the following example showing how to add the profiler.

```
1 | pipert::Scheduler sch(0, pipert::Profiler("udp:127.0.0.1:8000"));
```

2.3.2 Client Side

On the client-side, the same port number that has been provided to the profiler should be added in the `config.json` inside the `log_analyzer` folder. same for the IP as well.

```
1 | {  
2 |   port: 8000  
3 |   IP: 127.0.0.1  
4 | }
```

An important note: The log analyzer will start analyzing and draw the visualization, at the end of the first packet cycle ??, so, the web page will be the same as 2.1 until the completion of the cycle.

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<i>Purus sagittis</i>	Quisque lobortis eros vitae urna lacinia euismod.
<i>Pellentesque</i>	Curabitur ac lacus pellentesque, eleifend sem ut, placerat enim. Ut auctor tempor odio ut dapibus.

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2.3.3 Sorok és oszlopok egyesítése

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	Proin	Nunc	Proin	Nunc	Proin	Nunc
Leo	2,80 MB	100%	232 KB	8,09%	248 KB	8,64%
Vel	9,60 MB	100%	564 KB	5,74%	292 KB	2,97%
Auge	78,2 MB	100%	52,3 MB	66,88%	3,22 MB	4,12%

Table 2.2: Vivamus ac arcu fringilla, fermentum neque sed, interdum erat. Mauris bibendum mauris vitae enim mollis, et eleifend turpis aliquet.

2.3.4 Több oldalra átnyúló táblázatok

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<i>Luctus</i>	Integer hendrerit erat massa, non hendrerit risus convallis at. Curabitur ultrices, justo in imperdiet condimentum, neque tortor luctus enim, luctus posuere massa erat vitae nibh.
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<i>Dignissim</i>	Praesent aliquam mauris enim, vestibulum posuere massa facilisis in. Suspendisse potenti. Nam quam purus, rutrum eu augue ut, varius vehicula tellus. Fusce dui diam, aliquet sit amet eros at, sollicitudin facilisis quam. Phasellus tempor metus vel augue gravida pretium. Proin aliquam aliquam blandit. Nulla id tempus mi. Fusce in aliquam tortor.
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<i>Condimentum</i>	Nulla scelerisque, leo et facilisis pretium, risus enim cursus turpis, eu suscipit ipsum ipsum in mauris. Praesent eget pulvinar ipsum, suscipit interdum nunc. Nam varius massa ut justo ullamcorper sollicitudin. Vivamus facilisis suscipit neque, eu fermentum risus. Ut at mi mauris.

Table 2.3: Praesent ullamcorper consequat tellus ut eleifend

Chapter 3

Fejlesztői dokumentáció

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3.1 Tételek, definíciók, megjegyzések

Definition 1. *Mauris tristique sollicitudin ultrices. Etiam tristique quam sit amet metus dictum imperdiet. Nunc id lorem sed nisl pulvinar aliquet vitae quis arcu. Morbi iaculis eleifend porttitor.*

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Theorem 1. *Nulla finibus ante vel arcu tincidunt, ut consectetur ligula finibus. Mauris mollis lectus sed ipsum bibendum, ac ultrices erat dictum. Suspendisse faucibus euismod lacinia. Etiam vel odio ante.*

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Note. *Aliquam vehicula luctus mi a pretium. Nulla quam neque, maximus nec velit in, aliquam mollis tortor. Aliquam erat volutpat. Curabitur vitae laoreet turpis. Integer id diam ligula.*

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3.1.1 Egyenletek, matematika

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$$a^2 + b^2 = c^2$$

Phasellus mollis, elit sed convallis feugiat, dolor quam dapibus nibh, suscipit consectetur lacus risus quis sem. Vivamus scelerisque porta odio, vitae euismod dolor accumsan ut.

In mathematica, identitatem Euleri (equation est scriptor vti etiam notum) sit aequalitatem Equation 3.1:

$$e^{i \times \pi} + 1 = 0 \tag{3.1}$$

3.2 Forráskódok

Nulla sodales purus id mi consequat, eu venenatis odio pharetra. Cras a arcu quam. Suspendisse augue risus, pulvinar a turpis et, commodo aliquet turpis. Nulla aliquam scelerisque mi eget pharetra. Mauris sed posuere elit, ac lobortis metus. Proin lacinia sit amet diam sed auctor. Nam viverra orci id sapien sollicitudin, a aliquam lacus suscipit. Quisque ac tincidunt leo Code 3.1 and 3.2:

```
1 #include <stdio>
2
3 int main()
4 {
5     int c;
6     std::cout << "Hello World!" << std::endl;
7
8     std::cout << "Press any key to exit." << std::endl;
9     std::cin >> c;
10
11     return 0;
12 }
```

Code 3.1: Hello World in C++

```
1 using System;
2 namespace HelloWorld
3 {
4     class Hello
5     {
6         static void Main()
7         {
8             Console.WriteLine("Hello World!");
9
10            Console.WriteLine("Press any key to exit.");
11            Console.ReadKey();
12        }
13    }
14 }
```

Code 3.2: Hello World in C#

3.2.1 Algoritmusok

A general Interval Branch and Bound algorithm is shown in Algorithm 1. One of the following selection rules is applied in Step 3.

Példa forrása: Acta Cybernetica (ez egy link).

Algorithm 1 A general interval B&B algorithm

Funct IBB(S, f)

```

1: Set the working list  $\mathcal{L}_W := \{S\}$  and the final list  $\mathcal{L}_Q := \{\}$ 
2: while (  $\mathcal{L}_W \neq \emptyset$  ) do
3:   Select an interval  $X$  from  $\mathcal{L}_W$  Selection rule
4:   Compute  $lb f(X)$  Bounding rule
5:   if  $X$  cannot be eliminated then Elimination rule
6:     Divide  $X$  into  $X^j$ ,  $j = 1, \dots, p$ , subintervals Division rule
7:     for  $j = 1, \dots, p$  do
8:       if  $X^j$  satisfies the termination criterion then Termination rule
9:         Store  $X^j$  in  $\mathcal{L}_W$ 
10:      else
11:        Store  $X^j$  in  $\mathcal{L}_W$ 
12:      end if
13:    end for
14:  end if
15: end while
16: return  $\mathcal{L}_Q$ 

```

Chapter 4

Összegzés

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Appendix A

Szimulációs eredmények

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tortor ex. Proin vulputate tellus luctus egestas fermentum. In nec lobortis risus, sit amet tincidunt purus. Nam id turpis venenatis, vehicula nisl sed, ultricies nibh. Suspendisse in libero nec nisi tempor vestibulum. Integer eu dui congue enim venenatis lobortis. Donec sed elementum nunc. Nulla facilisi. Maecenas cursus id lorem et finibus. Sed fermentum molestie erat, nec tempor lorem facilisis cursus. In vel nulla id orci fringilla facilisis. Cras non bibendum odio, ac vestibulum ex. Donec turpis urna, tincidunt ut mi eu, finibus facilisis lorem. Praesent posuere nisl nec dui accumsan, sed interdum odio malesuada.

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