Ftrace

Debugger, performance measurements, kernel teacher

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Introduction

Origins from the PREEMPT_RT patch.

Self-contained kernel tracing tool/framework

Set of tracers

Set of user toggable/tunable tracepoints

The Ring Buffer

Generic ring buffer for all the kernel

Per cpu write and read

Lockless write and read

Read through ftrace layer or directly splice

Ring Buffer operations

Write side

Overwrite or stop in before head mode

Before: Lock and reserve

After:

Unlock and commit

Unlock and discard

Read side

Iterator (local reader)

Read (global consumer)

Tracers

Most basic tracing unit

Callbacks:

Higher level tracing framework operations

Lower level fs operations

Use of tracepoints or ad hoc captures

Insertion to the ring buffer

Reserved for tracing requiring low level operations.

Function tracer

Use of a gcc trick (-pg option)

Static calls to an moount function

Probing on entry

Careful choice of untraced functions

Different modes:

Static mcount() calls

Dynamic patching

Function trace

Function graph tracer

Extends the function tracer by also hooking on return:

Live hooking

Each task has its private stack of function calls

New facilities:

Draw a call graph

Measure execution time of functions

Function graph trace

```
# tracer: function_graph
                         FUNCTION CALLS
  # CPU DURATION
  # |
      0.931 us
                     _spin_lock();
   0)
   0)
                     page_add_new_anon_rmap() {
   0)
                        _inc_zone_page_state() {
   0)
       0.615 us
                          inc zone state();
   0)
      1.848 us
      0.751 us
                      page_evictable();
                      lru_cache_add_lru() {
   0)
                          Iru cache add();
   0)
      0.691 us
      1.990 us
   0)
       7.231 us
                     _spin_unlock();
       0.766 us
```

Graph tracer enhancement

Clients of entry/return hooks: save custom datas in task call graph stack

Print return values (size? Format?)

Print parameters values (use of dwarf infos)

Filter by duration (manage a stack to filter? Userland post-processing?)

Syscalls tracer

Use existing syscall definition CPP wrapper

Build a syscall metadata table

Link syscall metadata table to syscall table

Fast retrieval of number of parameters on fast path

One shot registers saving (struct pt_regs)

Fast retrieval of metadata on slow path

Retrieve parameter types and names, link to its value (pretty-printing)

Syscall trace

Syscall tracing enhancements

Build one ftrace event per syscall (ready)

Provide filters, toggling, no need of a tracer

Build a hashlist of complex types:

Pointers to a structure: size?

Format

Link syscalls metadata to this hashlist of complex types. For fast path, have two new fields in the syscall metadata:

Bitmap of complex types for this syscall

Size of parameter to save from the user pointer (or callback to save in case of very complex parameters).

Some other tracers

Latency tracing (irqsoff, preemptoff, preemptirqsoff) requires snapshot mode

Tracers waiting for ftrace events conversion

Kmemtrace

Blktrace

Boot tracer

Tracers in a middle stage

Power, sched, etc...

Exceptions: mmiotrace...

Ftrace events

```
Upper layer of tracepoints
```

User-side toggable: the enable/set_event files

By event

By subsystem

All

Can be filtered using tunable rules

Defining an event

```
TRACE EVENT(name,
    TP PROTO(proto),
    TP ARGS(args),
    TP STRUCT entry(define fields),
    TP_fast_assign(assign fields),
    TP printk("fmt", fields)
Various set of fields
  Static: field, __array
  Dynamic: dynamic array, string
```

Drawbacks of ftrace events

CPP is somewhat limited

Need of a specific tracer or dedictated code for (rare) low level or ad-hoc needs.

No histogram / statistical tracing

Ideas for the future

Ftrace is bad at stat/histogram tracing

Use perfcounter as a powerful bridge and user interface

Your ideas!