

go tool trace
for correct and effective concurrency

Let's talk about Go

Let's talk about go

A special tool for Go's needs

* and Chromium

goroutine scheduling instrumented

Concurrency, and how to manage it

Parallelism,
and how to exploit it

```
$ go doc runtime/trace  
package trace // import "runtime/trace"
```

Go execution tracer. The tracer captures a wide range of execution events ...

A trace can be analyzed later with 'go tool trace' command.

```
$ go doc cmd/trace  
Trace is a tool for viewing trace files.
```

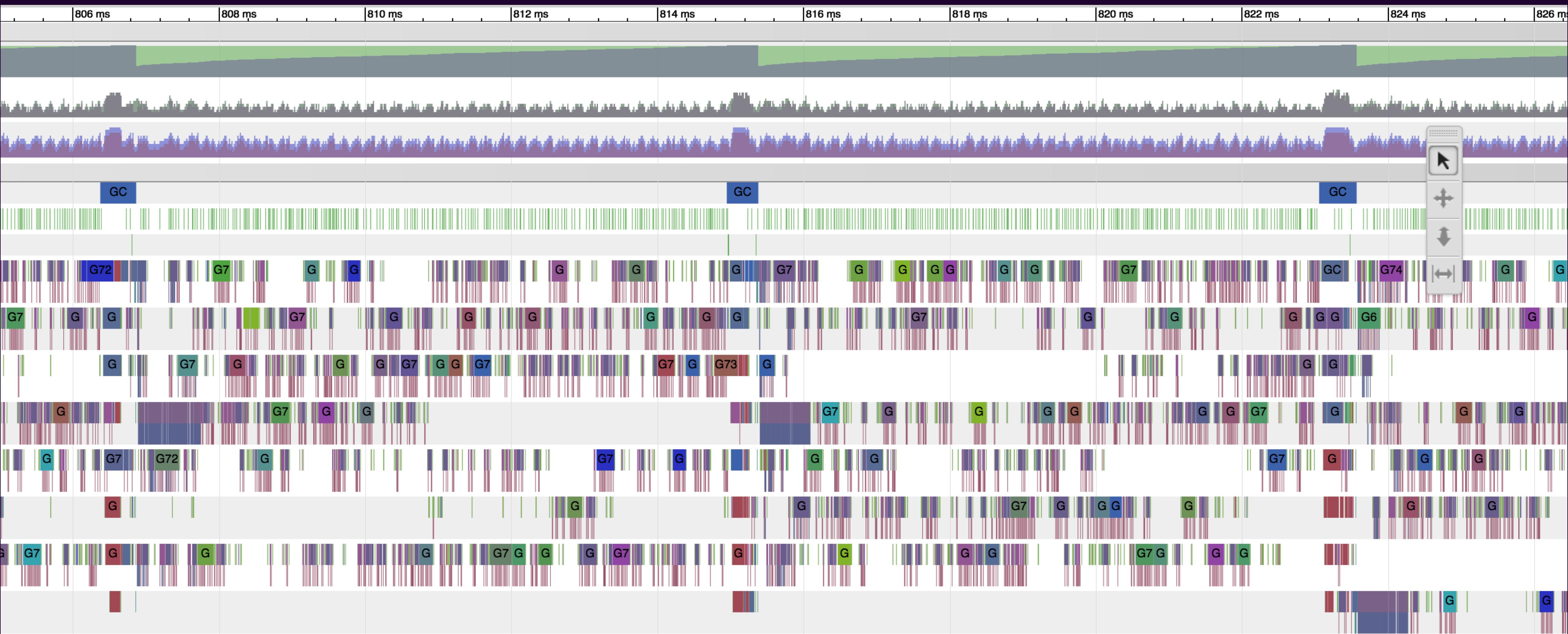
...

View the trace in a web browser:

```
go tool trace trace.out
```

Importing...

I will now import your traces for you...



The tool in three demos:

1. A timing-dependent bug
2. What it doesn't show
3. Latency during GC

#1: A race condition

`go test -race`
`go build -race`
`go install -race`

```
=====
```

WARNING: DATA RACE

Read at `0x00c420141500` by goroutine 27:

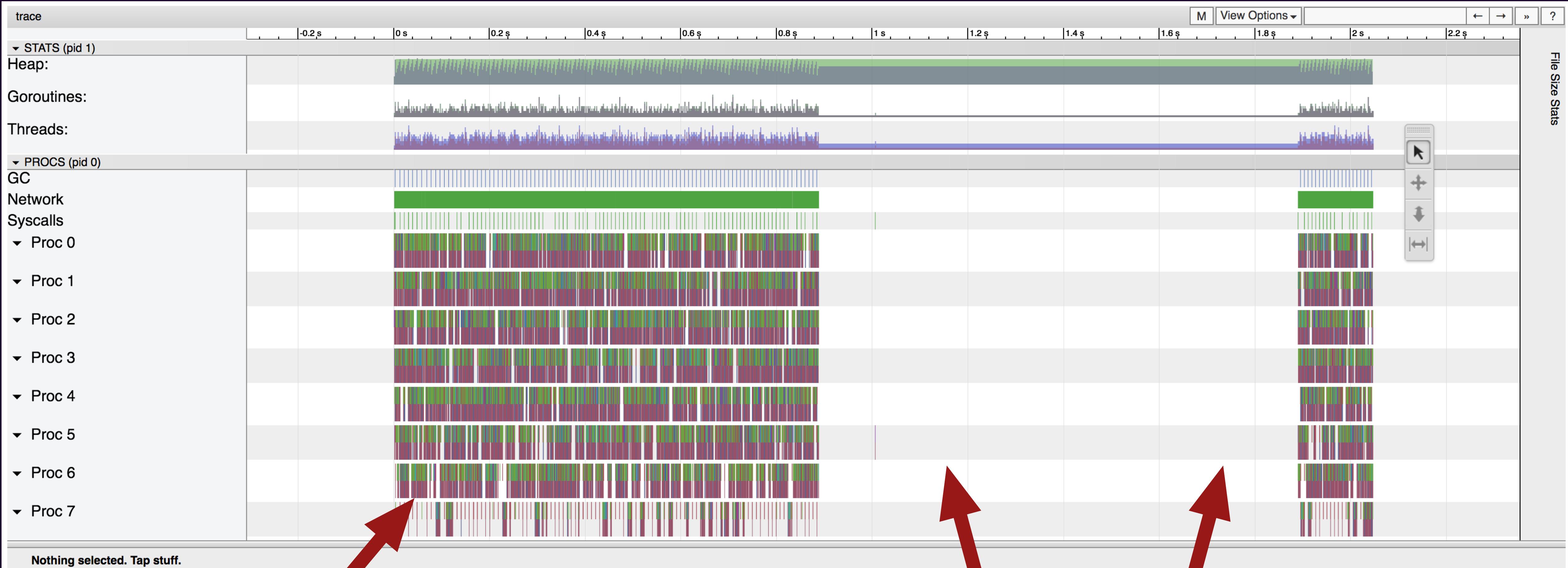
...

Previous write at `0x00c420141500` by
goroutine 26:

...

a logical race, not a data race

gRPC, HTTP/2, and flow control



stuff
happening

stuff
not happening

```
$ go test -trace=trace.out  
$ go tool trace trace.out
```

[View trace \(0s-2.046053627s\)](#)

[View trace \(2.046053627s-3.041431776s\)](#)

[View trace \(3.041432051s-3.194945785s\)](#)

[Goroutine analysis](#)

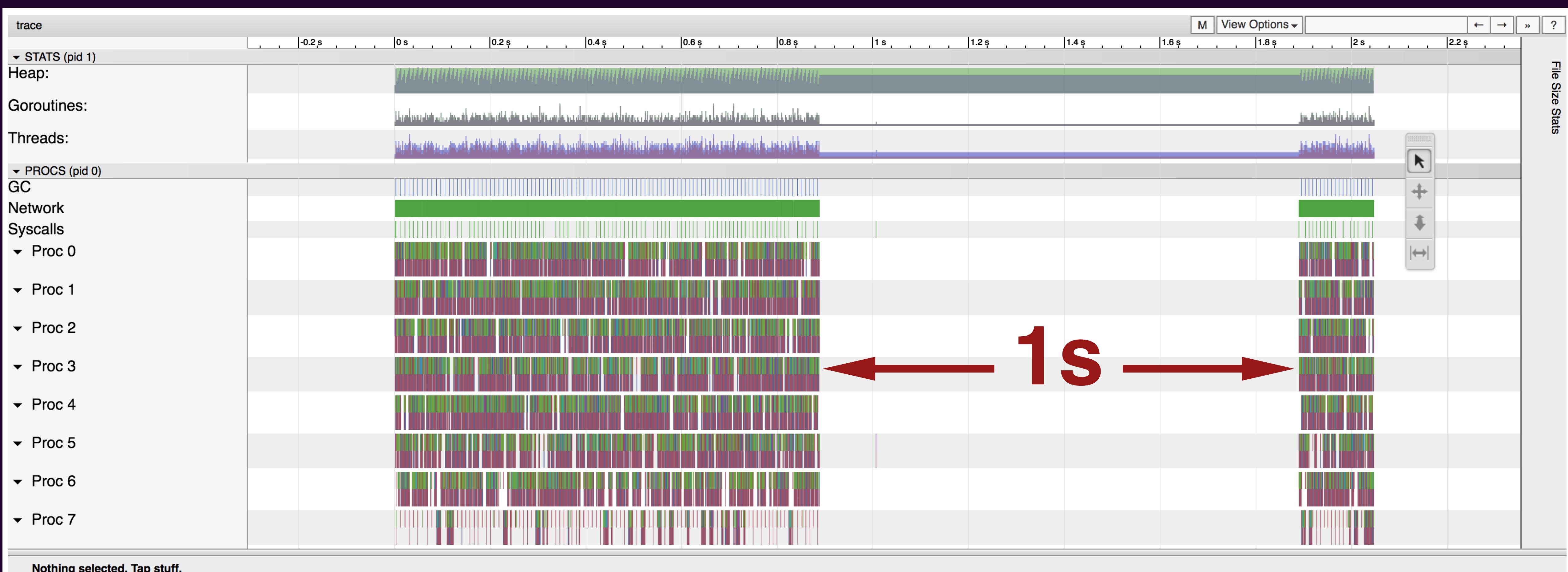
[Network blocking profile](#)

[Synchronization blocking profile](#)

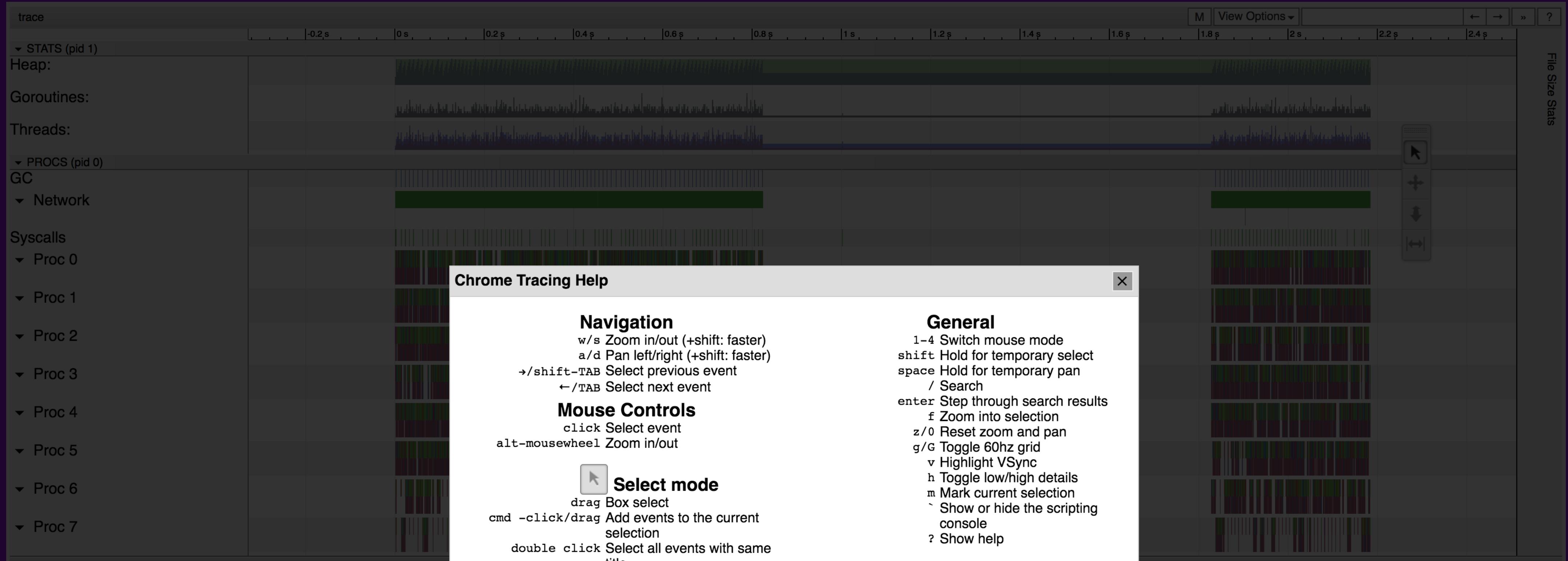
[Syscall blocking profile](#)

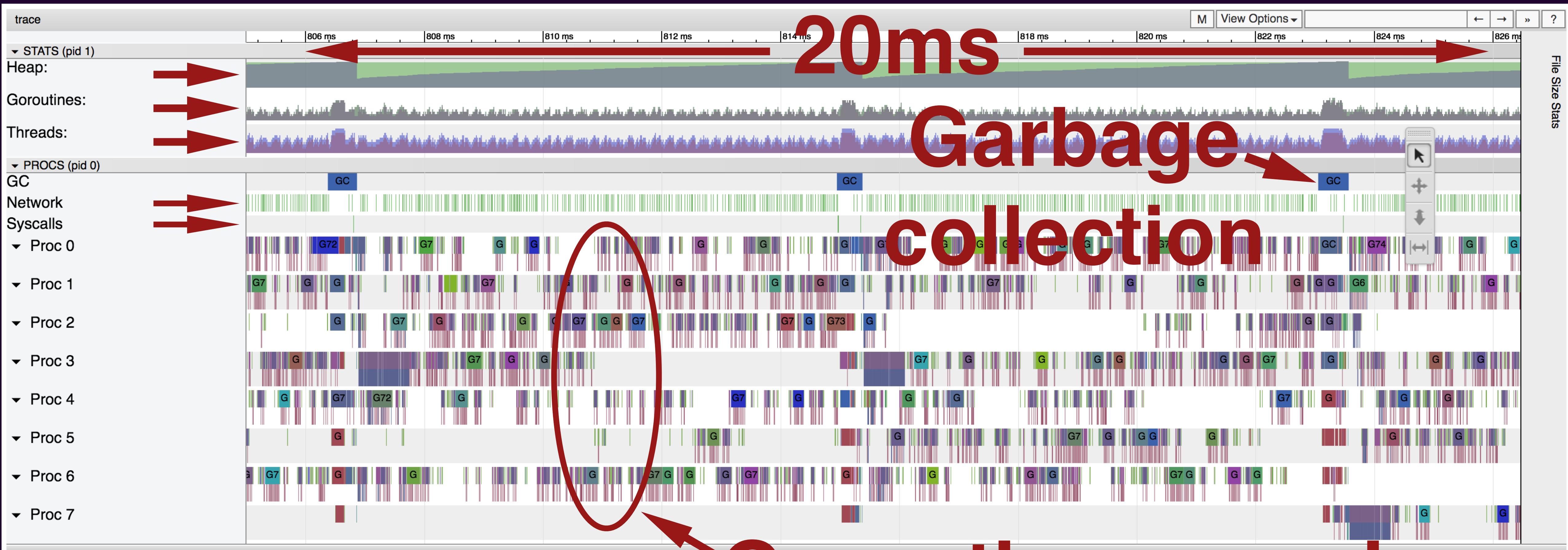
[Scheduler latency profile](#)

"View trace"



(from context.WithTimeout)

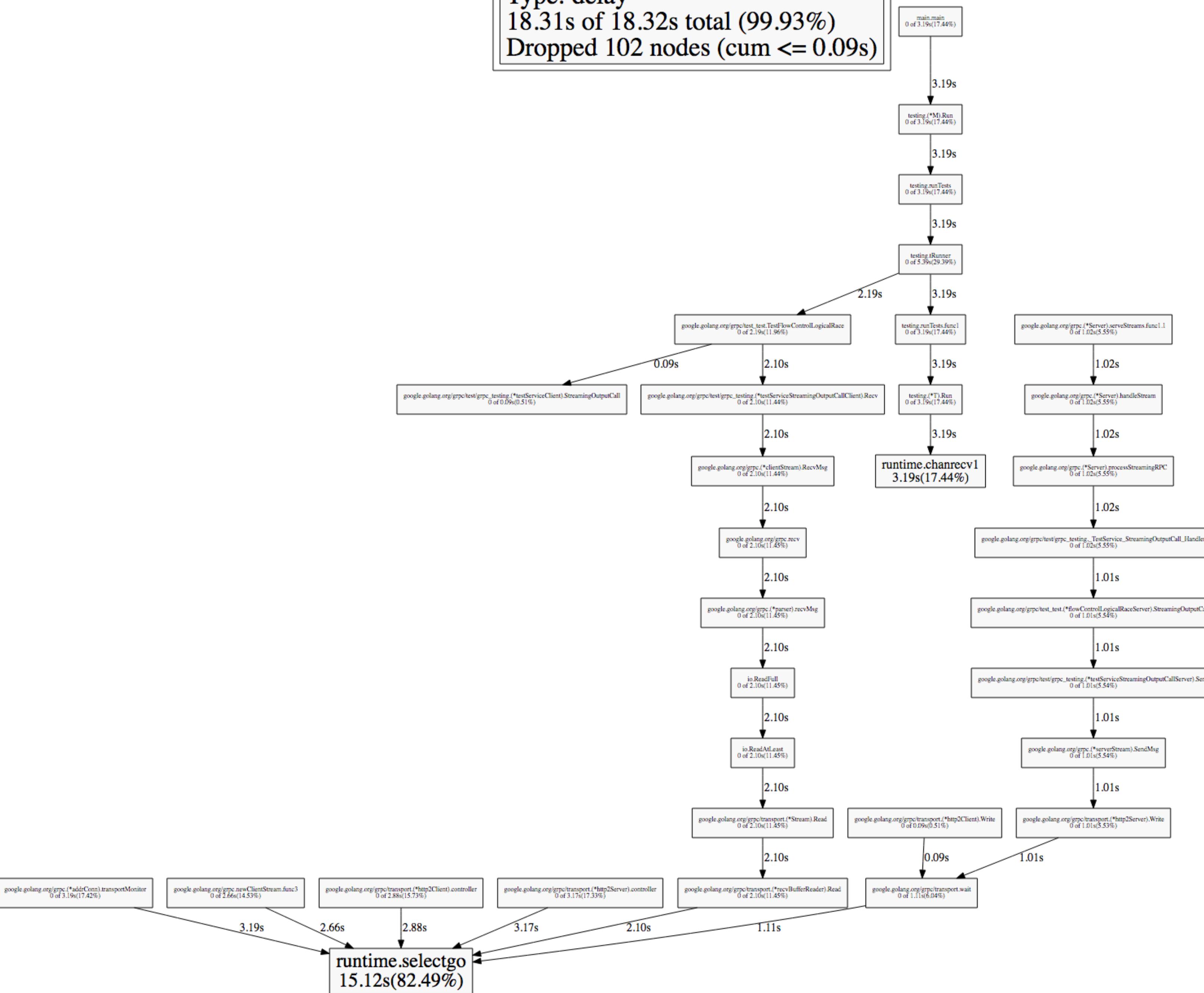


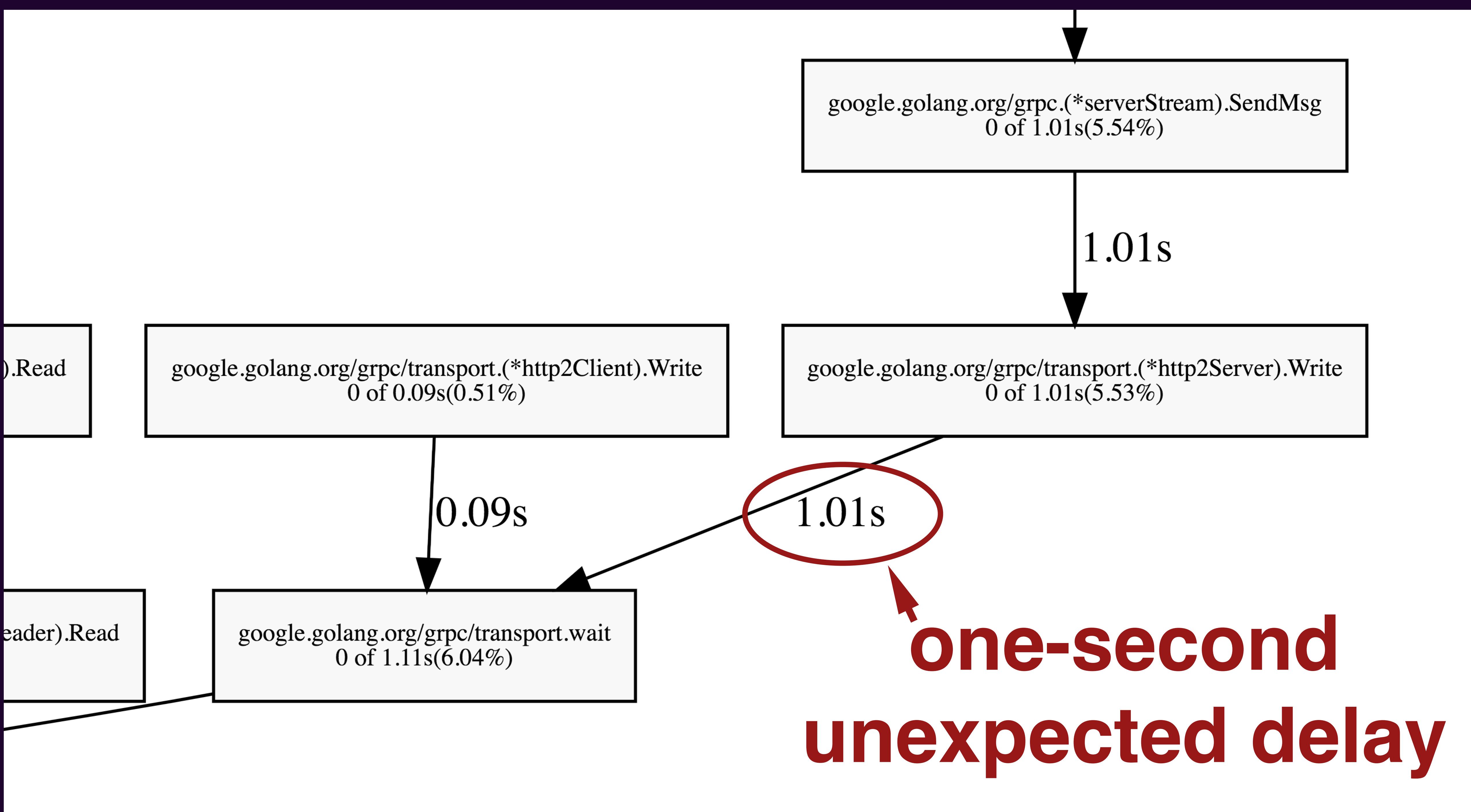


on OS threads

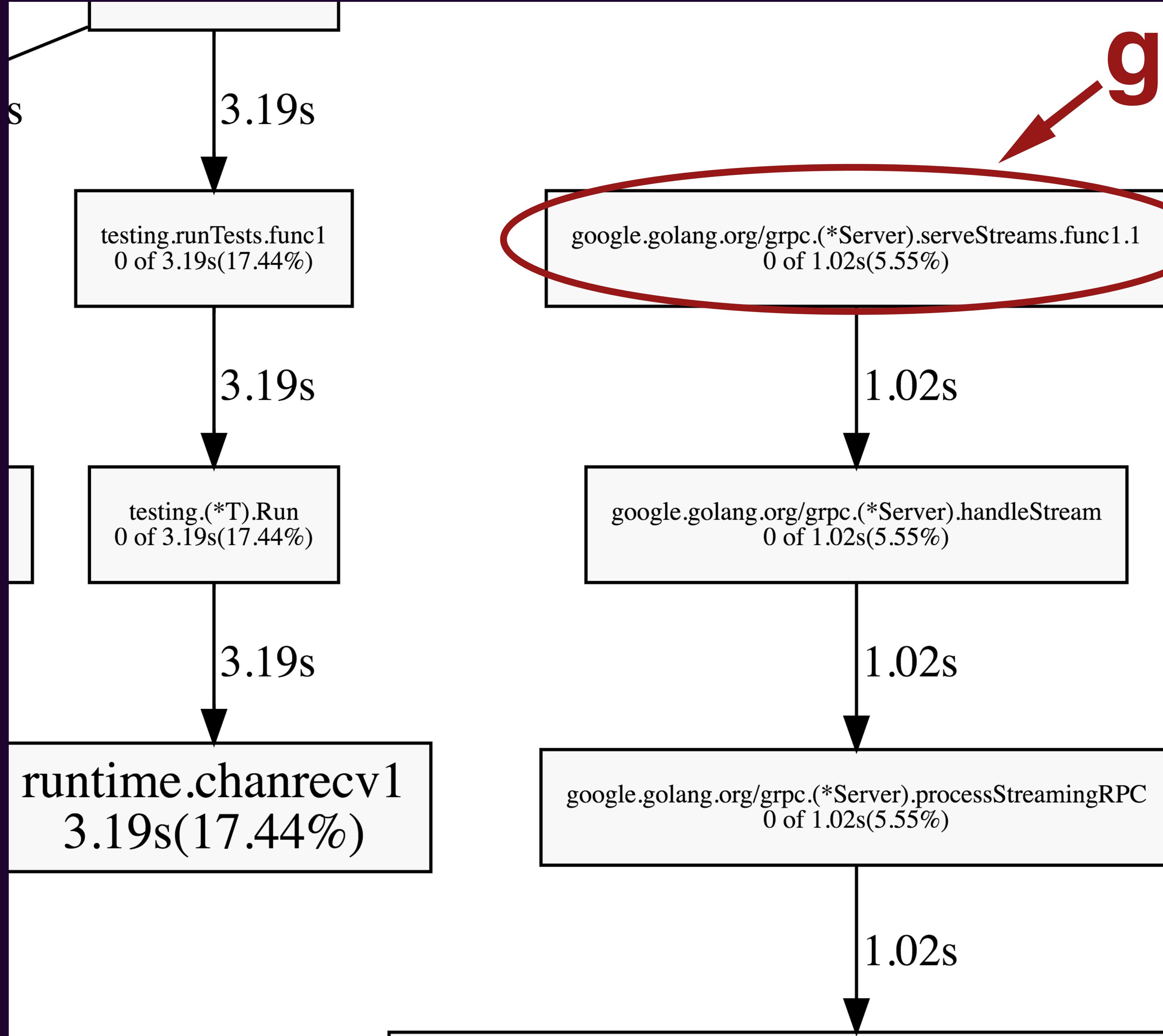
"Sync blocking profile"

Type: delay
18.31s of 18.32s total (99.93%)
Dropped 102 nodes (cum <= 0.09s)





goroutine "name"

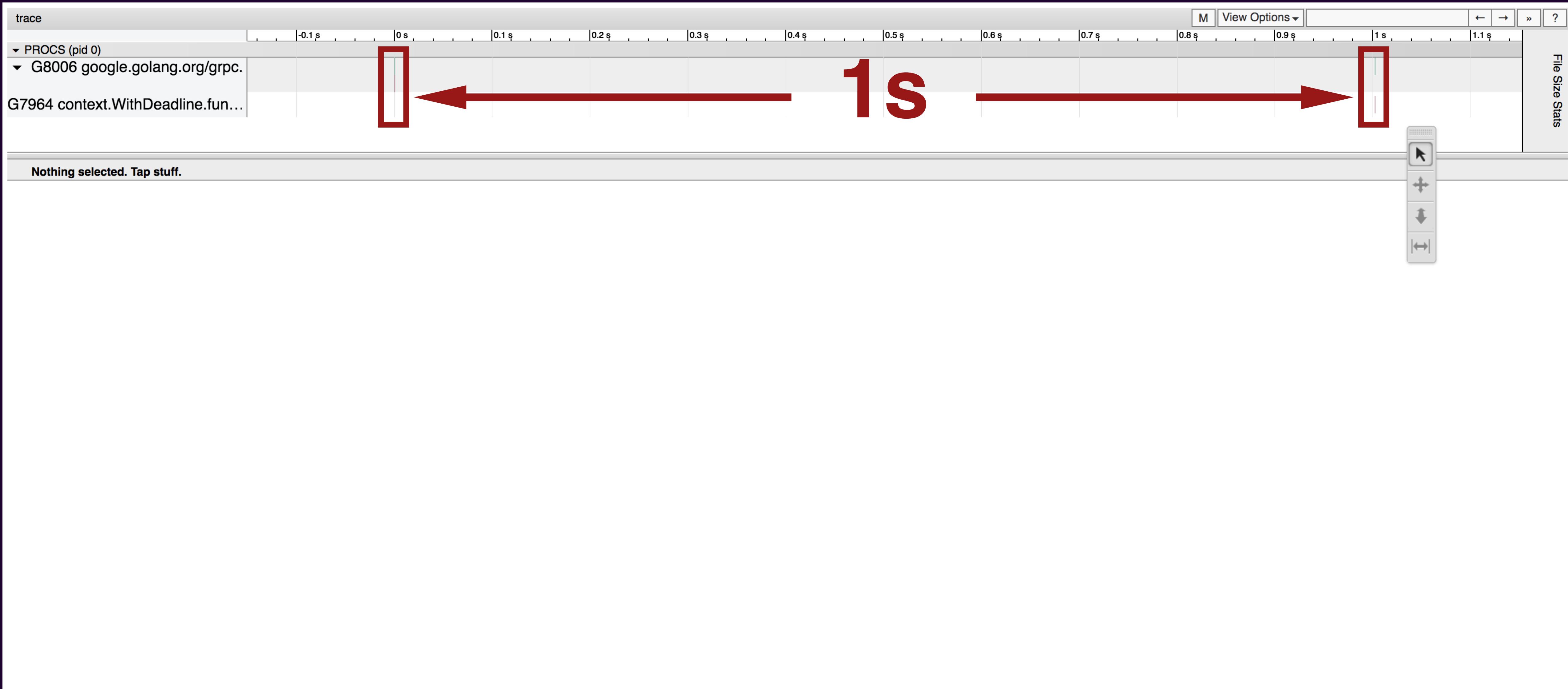


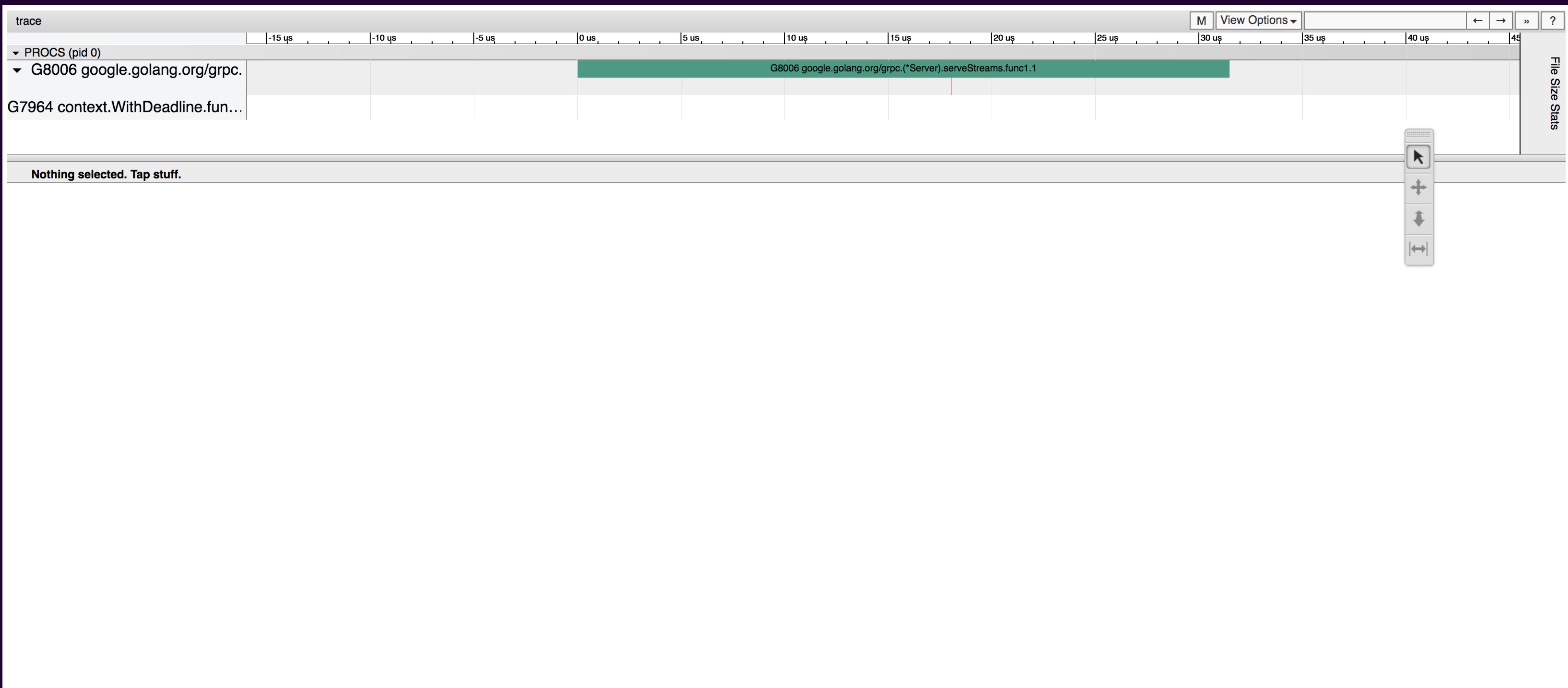
"Goroutine analysis"

Goroutines:

[google.golang.org/grpc.\(*Server\).serveStreams.func1.1](#) N=10000
[google.golang.org/grpc/transport.\(*http2Client\).reader](#) N=1
[testing.tRunner](#) N=1
[google.golang.org/grpc.\(*Server\).handleRawConn](#) N=1
[runtime.gcBgMarkWorker](#) N=8
[google.golang.org/grpc.newClientStream.func3](#) N=10000
[google.golang.org/grpc/transport.\(*http2Client\).controller](#) N=1
[runtime.bgsweep](#) N=1
[runtime/trace.Start.func1](#) N=1
[google.golang.org/grpc/transport.\(*http2Server\).controller](#) N=1
[google.golang.org/grpc.DialContext.func2](#) N=1
[google.golang.org/grpc.\(*Server\).Serve](#) N=1
[runtime.main](#) N=1
[runtime.timerproc](#) N=1
[golang.org/x/net/trace.allocFamily](#) N=2
[context.WithDeadline.func2](#) N=2
[net.\(*netFD\).connect.func2](#) N=1
[google.golang.org/grpc.\(*addrConn\).transportMonitor](#) N=1
[testing.runTests.func1.1](#) N=1
N=3

Goroutine	Total time, ns	Execution time, ns	Network wait time, ns	Sync block time, ns	Blocking syscall time, ns	Scheduler wait time, ns	GC sweeping time, ns	GC pause time, ns
8006	1002132537	54182	0	1002047334	0	31021	0	0
7540	1463723	1345897	0	0	0	117826	223532	490550
17035	1142502	1119065	0	0	0	23437	45775	0
565	1107174	1092100	0	0	0	15074	0	0
17167	1019955	699833	0	19565	2703	297854	32143	635731
35	956907	632455	0	252217	0	72235	0	0
17949	854637	679832	0	5154	12235	157416	23093	586337
7982	837615	674632	0	0	0	162983	47630	492979
5662	832185	620219	0	44491	0	167475	55213	418612
17964	831864	733236	0	0	0	98628	41124	418292
633	828565	688537	0	0	0	140028	57503	398841
16086	820569	693075	0	0	0	127494	59016	432313
7608	795322	596623	0	0	11913	186786	34915	518042
11394	790740	716259	0	0	687	73794	35212	431282
19298	787533	598503	0	0	0	189030	34845	494238
17658	774680	662557	0	0	6278	105845	49644	397100
19393	768517	653829	0	0	0	114688	42292	393480
18368	767028	616301	0	0	4285	146442	22498	599533
1114	764211	590116	0	0	0	174095	56888	378291
14811	764119	656739	0	0	6988	100392	60207	425485
15725	753947	479713	0	0	0	274234	29234	599487
2524	751747	601273	0	0	19154	131320	39909	444432
16325	745080	623040	0	0	0	122040	57736	381407
2251	739949	660840	0	0	0	79109	54434	328301
19710	732434	613715	0	0	4146	114573	36932	557860
7061	730464	598981	0	18741	8385	104357	28156	429358





trace

M

View Options ▾

◀ ▶ ⌂ ⌃ ?

0 us 10 us 20 us 30 us

▼ PROCS (pid 0)

▼ G8006 google.golang.org/grpc.

G8006 google.golang.org/grpc.(*Server).serveStreams.func1.1

File Size Stats

G7964 context.WithDeadline.fun...



1 item selected:

Slice (1)

Title	G8006 google.golang.org/grpc.(*Server).serveStreams.func1.1
Start	0.000 ms
Wall Duration	0.031 ms
Self Time	0.031 ms

Start Stack Trace

Title

google.golang.org/grpc.(*Server).serveStreams.func1.1:466

End Stack Trace

Title

```
runtime.selectgo:238
google.golang.org/grpc/transport.wait:586
google.golang.org/grpc/transport.(*http2Server).Write:648
google.golang.org/grpc.(*serverStream).SendMsg:564
google.golang.org/grpc/test/grpc_testing.(*testServiceStreamingOutputCallServer).Send:627
google.golang.org/grpc/test_test.(*flowControlLogicalRaceServer).StreamingOutputCall:3294
google.golang.org/grpc/test/grpc_testing.TestService.StreamingOutputCall.Handler:614
```

```
func wait(ctx context.Context, ...,
proceed <-chan int) (int, error) {

select {
case <-ctx.Done():
    // ...
case ...: // stream closed, etc
case i := <-proceed:
    return i, nil
}
}
```

```
t.sendQuotaPool.add(0)

tq, err := wait(s.ctx, ...,
    t.sendQuotaPool.acquire())

if err != nil && ... {
    t.sendQuotaPool.cancel()
    return
}

// calculate payload size ...
t.sendQuotaPool.add(tq-ps)
```

```
type quotaPool struct {  
    c chan int  
    mu sync.Mutex  
    quota int  
}
```

```
func newQuotaPool(q int) *quotaPool {  
    qb := &quotaPool{  
        c: make(chan int, 1),  
    }  
    if q > 0 {  
        qb.c <- q  
    } else {  
        qb.quota = q  
    }  
    return qb  
}
```

```
func newQuotaPool(q int) *quotaPool {  
    qb := &quotaPool{  
        c: make(chan int, 1),  
    }  
    if q > 0 {  
        qb.c <- q  
    } else {  
        qb.quota = q  
    }  
    return qb  
}
```

```
func newQuotaPool(q int) *quotaPool {  
    qb := &quotaPool{  
        c: make(chan int, 1),  
    }  
    if q > 0 {  
        qb.c <- q  
    } else {  
        qb.quota = q  
    }  
    return qb  
}
```

```
func newQuotaPool(q int) *quotaPool {  
    qb := &quotaPool{  
        c: make(chan int, 1),  
    }  
    if q > 0 {  
        qb.c <- q  
    } else {  
        qb.quota = q  
    }  
    return qb  
}
```

```
type quotaPool struct {
    c chan int // positive quota here
    mu sync.Mutex
    quota int // zero or negative quota
}
```

```
func (qb *quotaPool) acquire()
<-chan int {
    return qb.c
}
```

```
func (qb *quotaPool) add(n int) {
    qb.mu.Lock(); defer qb.mu.Unlock()
    if qb.quota += n; qb.quota <= 0 {
        return
    }
    select {
    case qb.c <- qb.quota:
        qb.quota = 0
    default:
    }
}
```

```
func (qb *quotaPool) cancel() {
    qb.mu.Lock(); defer qb.mu.Unlock()

    select {
    case n := <-qb.c:
        qb.quota += n
    default:
    }
}
```

Goroutine 10:

```
pool.add(0)
wait(..., pool.aq())
pool.add(tq-ps)
```

Goroutine 300:

```
pool.add(0)
wait(..., pool.aq())
pool.cancel()
```

Goroutine 400:

```
pool.add(0)
wait(..., pool.aq())
pool.add(tq-ps)
```

Goroutine 5000:

pool.add(0)

wait(..., pool.aq())

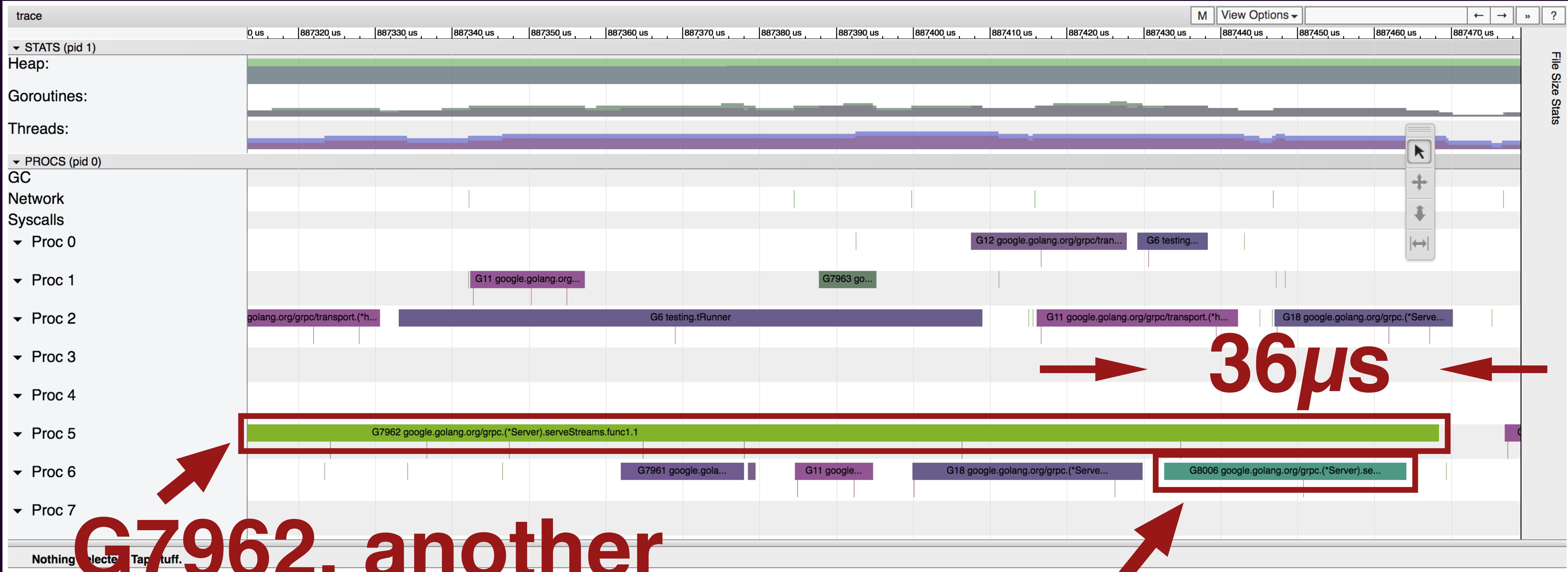
pool.add(tq-ps)

Goroutine 6000:

pool.add(0)

wait(..., pool.aq())

pool.add(tq-ps)



G7962, another
goroutine running
the same function

G8006, about to
stall for one second

Goroutine 7962:

pool.add(0)

wait(..., pool.aq())

pool.cancel()

Goroutine 8006:

pool.add(0)

wait(..., pool.aq())

pool.cancel()

```
- func (qb *quotaPool) cancel() {
-     qb.mu.Lock(); defer qb.mu.Unlock()
-
-     select {
-         case n := <-qb.c:
-             qb.quota += n
-         default:
-     }
- }
```

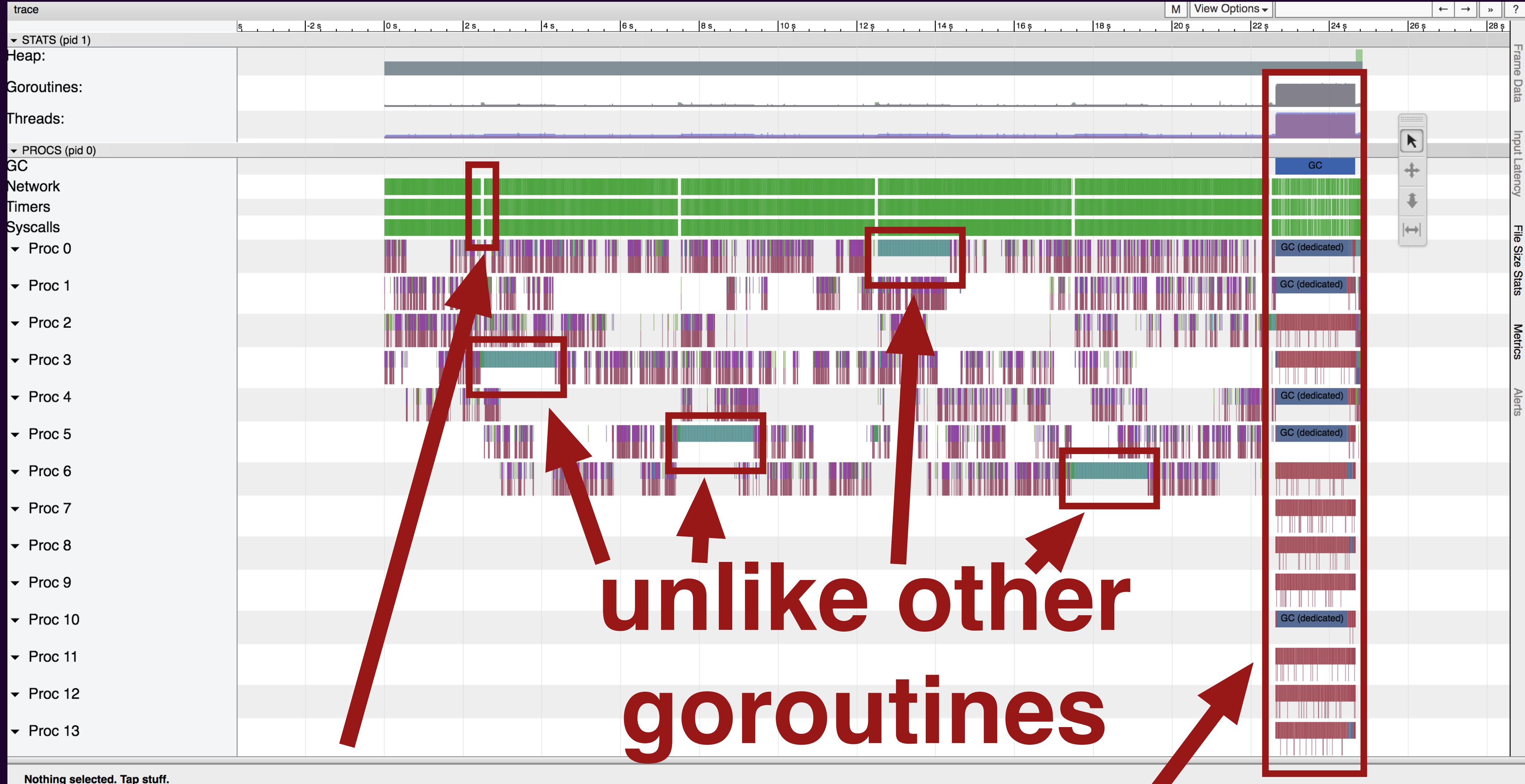
```
func (qb *quotaPool) add(v int) {
    qb.mu.Lock(); defer qb.mu.Unlock()
    select {
        case n := <-qb.c:
            qb.quota += n
        default:
    }
    if qb.quota += v; qb.quota > 0 {
        qb.c = qb.quota
        qb.quota = 0
    }
}
```

```
func (qb *quotaPool) add(v int) {
    qb.mu.Lock(); defer qb.mu.Unlock()
    select {
        case n := <-qb.c:
            qb.quota += n
        default:
    }
    if qb.quota += v; qb.quota > 0 {
        qb.c = qb.quota
        qb.quota = 0
    }
}
```

#2: It's not a panacea

Three ways to get data:

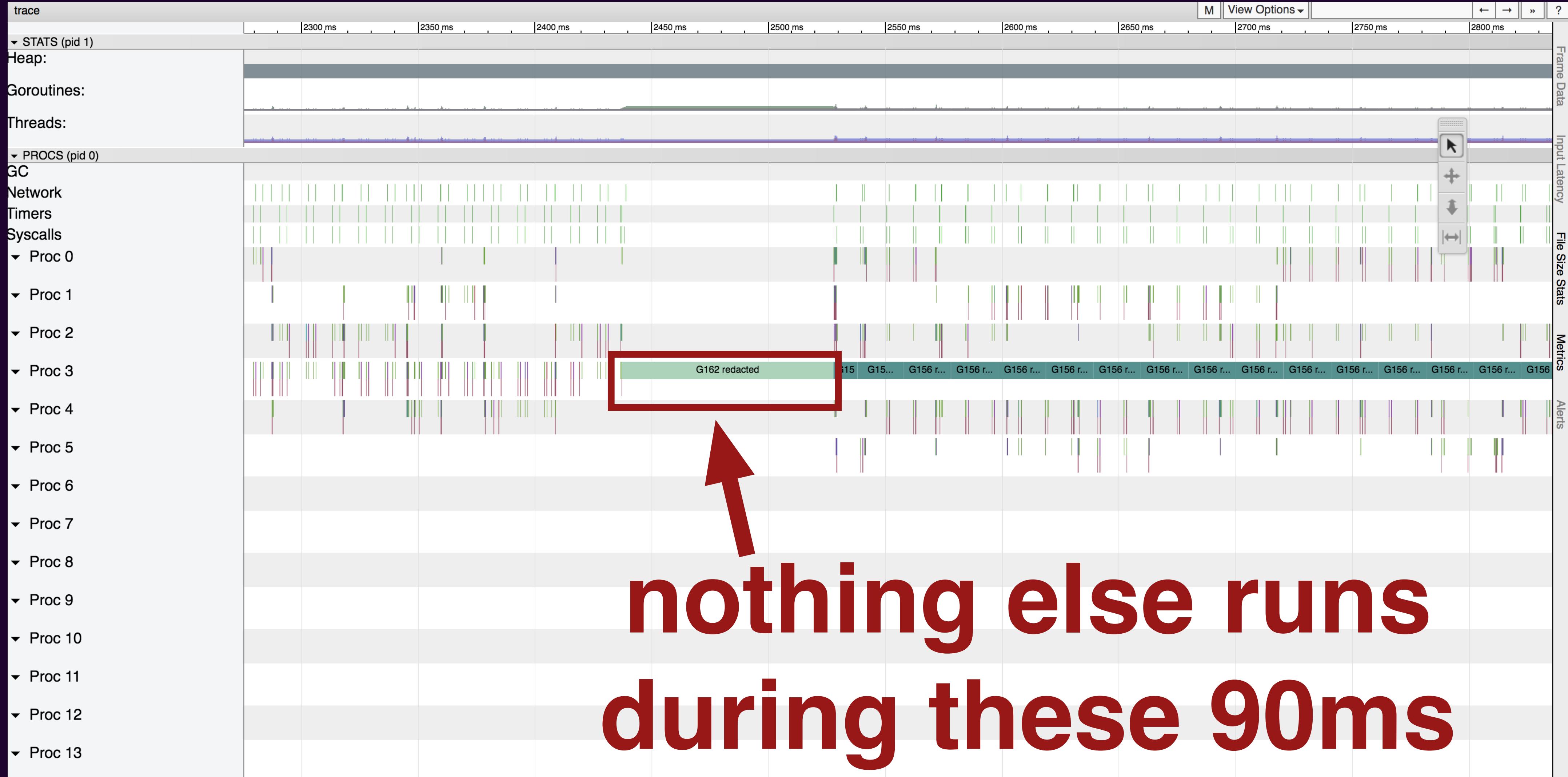
1. Testing with -trace flag
2. Direct runtime/trace use
3. net/http/pprof handlers



suspicious gaps
every five seconds

unlike other
goroutines

garbage
collection



1 item selected. Slice (1)

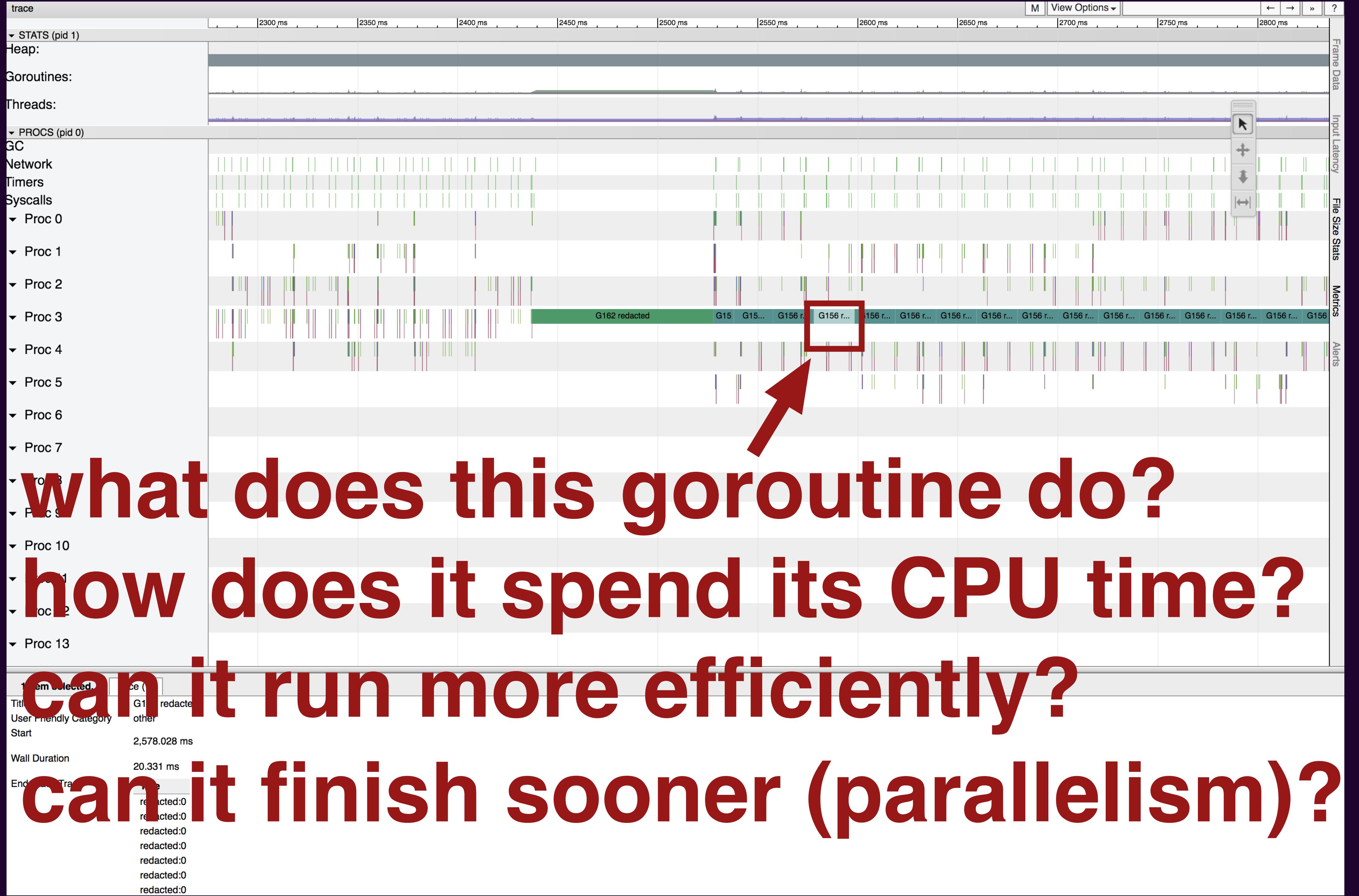
Title	G162 redacted
User Friendly Category	other
Start	2,437.048 ms
Wall Duration	90.685 ms
Start Stack Trace	Title redacted:0
End Stack Trace	Title runtime.chanrecv2:400 redacted:0

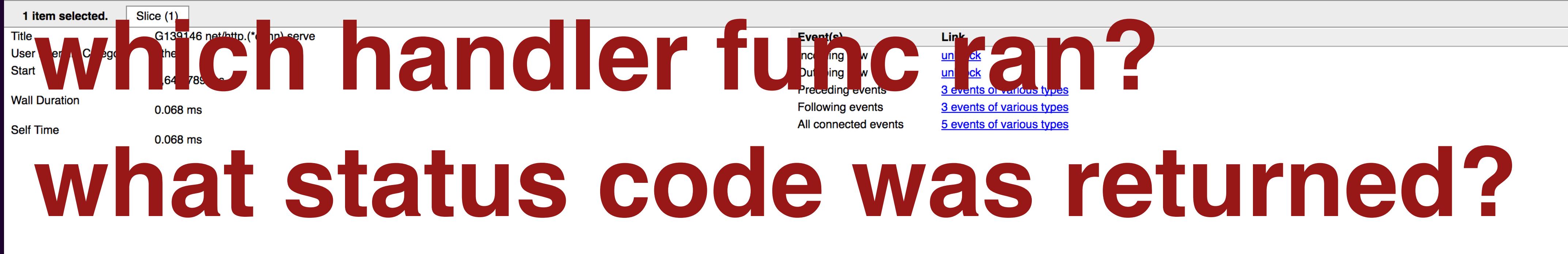
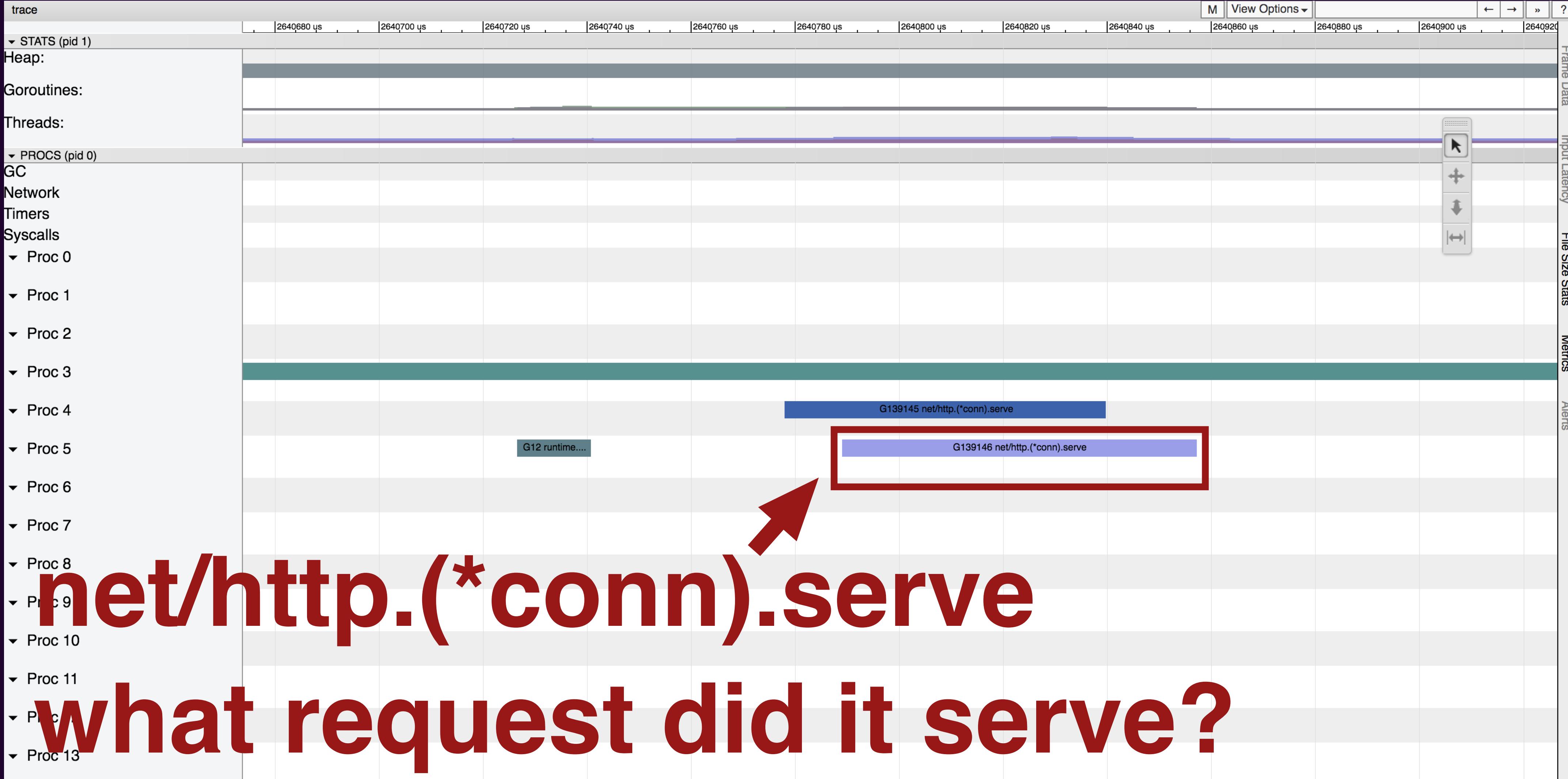
Event(s)	Link
Incoming flow	unlock
Outgoing flow	unlock
Preceding events	3 events of various types
Following events	2 events of various types
All connected events	4 events of various types

`runtime.ReadMemStats`

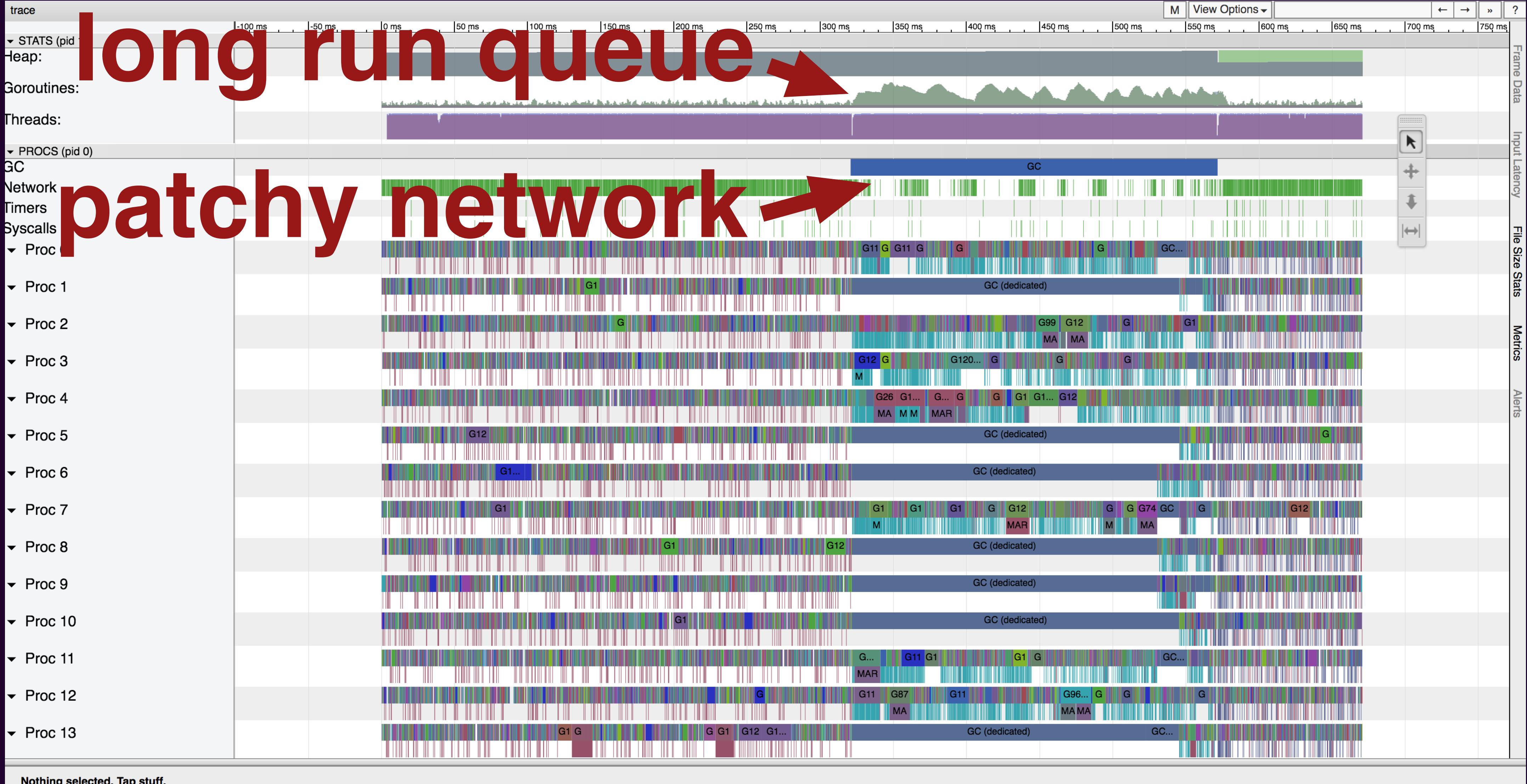
- and Go 1.8 or earlier
- and large (40GB) heap
- leads to long pauses

(fixed in Go 1.9)





#3: The GC is still improving



some behavior is
different during GC

* this is probably
bad, but how good
should we expect?

Go garbage collection timeline:

Go 1: program fully stopped

Go 1.1: GC uses parallel threads

Go 1.4: precise collection

Go 1.5: global pauses <10ms

Go 1.8: goroutine pauses <100 μ s

Go 1 GC

user code ("mutator")
garbage
collection



whole program
stopped ("STW")

Go 1.1 GC

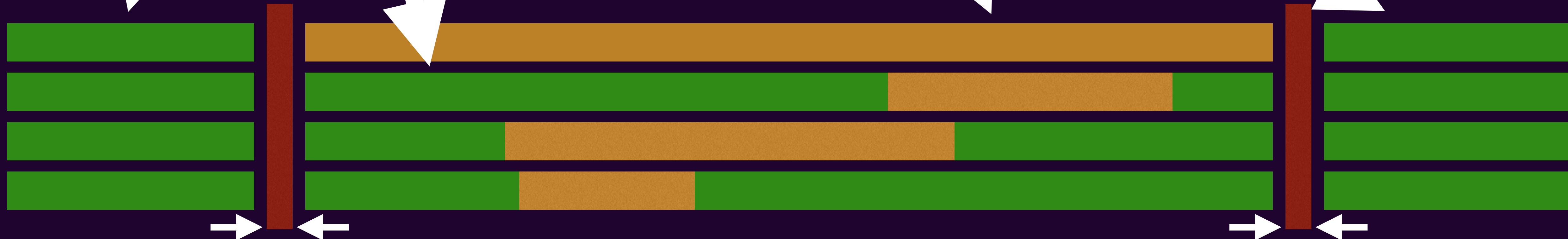
user code ("mutator")
garbage
collection



whole program
stopped ("STW")

Go 1.5 GC

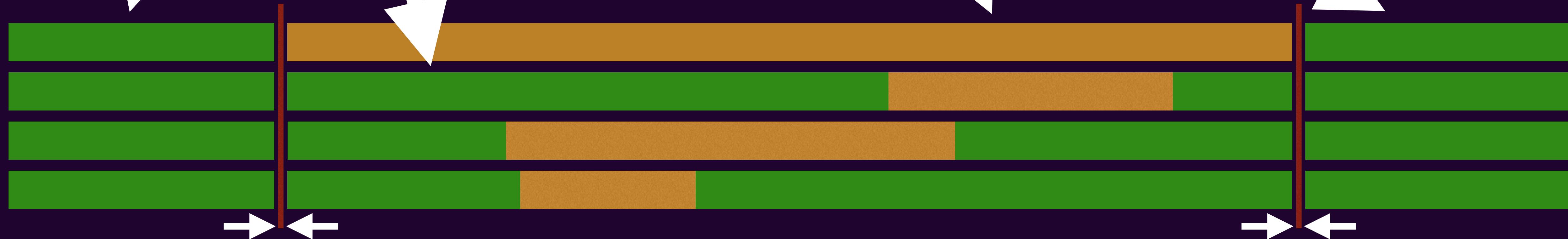
user code ("mutator")
garbage
collection



whole program
stopped ("STW")

Go 1.8 GC

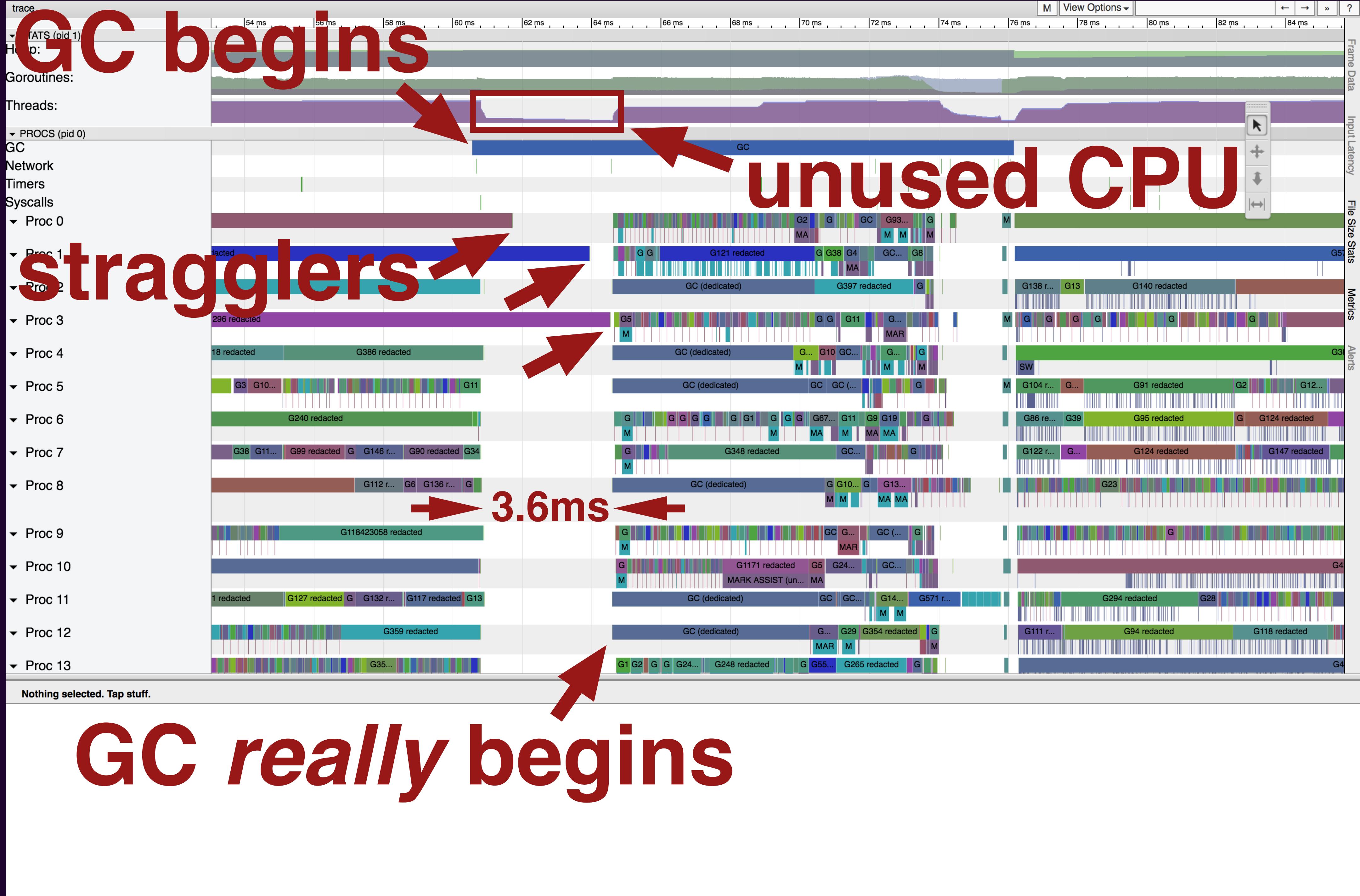
user code ("mutator")
garbage
collection



whole program
stopped ("STW")

#3A: Stop-The-World pauses

Everything stops when the GC
begins and ends mark phase
Stopping everything takes time



Goroutines can stop when...

- ✓ allocating memory
- ✓ calling functions
- ✓ communicating
- ✗ crunching numbers in a loop

Seen in:

- encoding/base64
- encoding/json
- .../golang/protobuf/proto

it's measurable for 1MB values

... if you're looking for it

* check code lines before "End Stack Trace"

Or write your own tight loop:

```
go func() {  
    for i := 0; i < 1e9; i++ {  
    }  
}
```

golang.org/issue/10958

The Go 1.10 compiler should
have a general, permanent fix
Workaround available now



Nothing selected. Tap stuff.

quick pauses, less waste

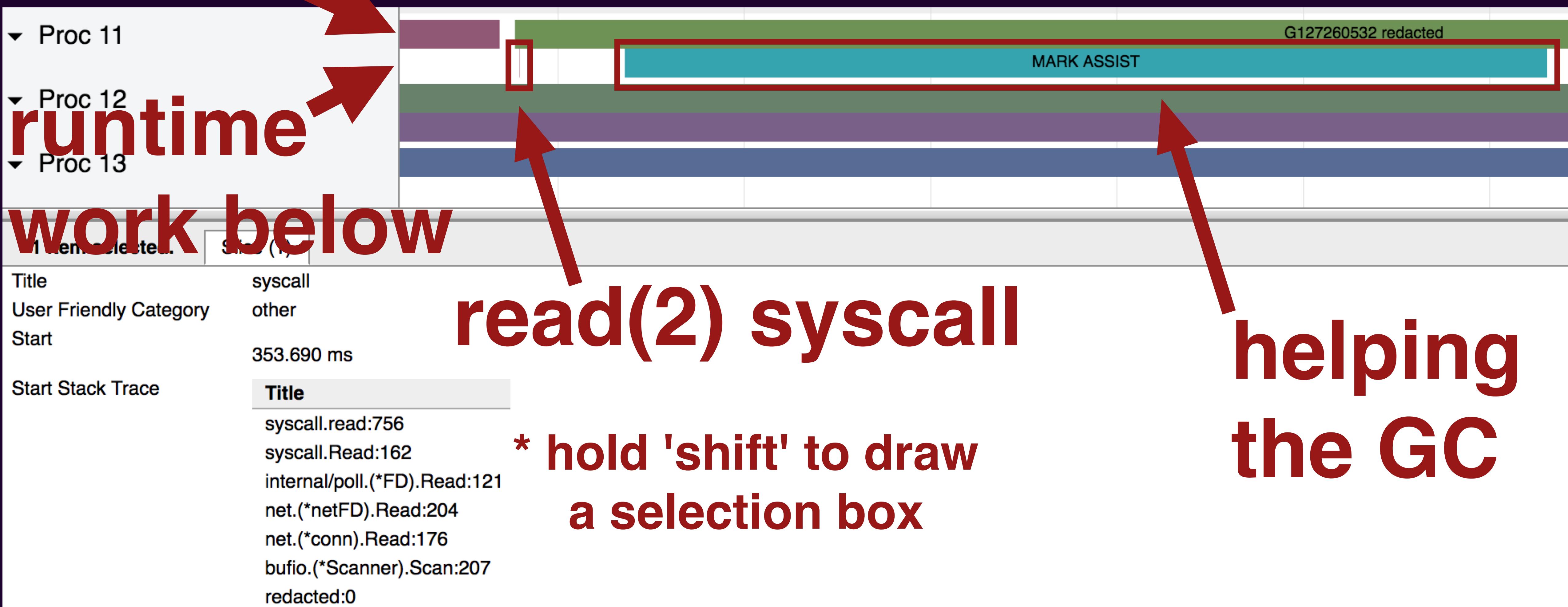
#3B: Other awkward pauses

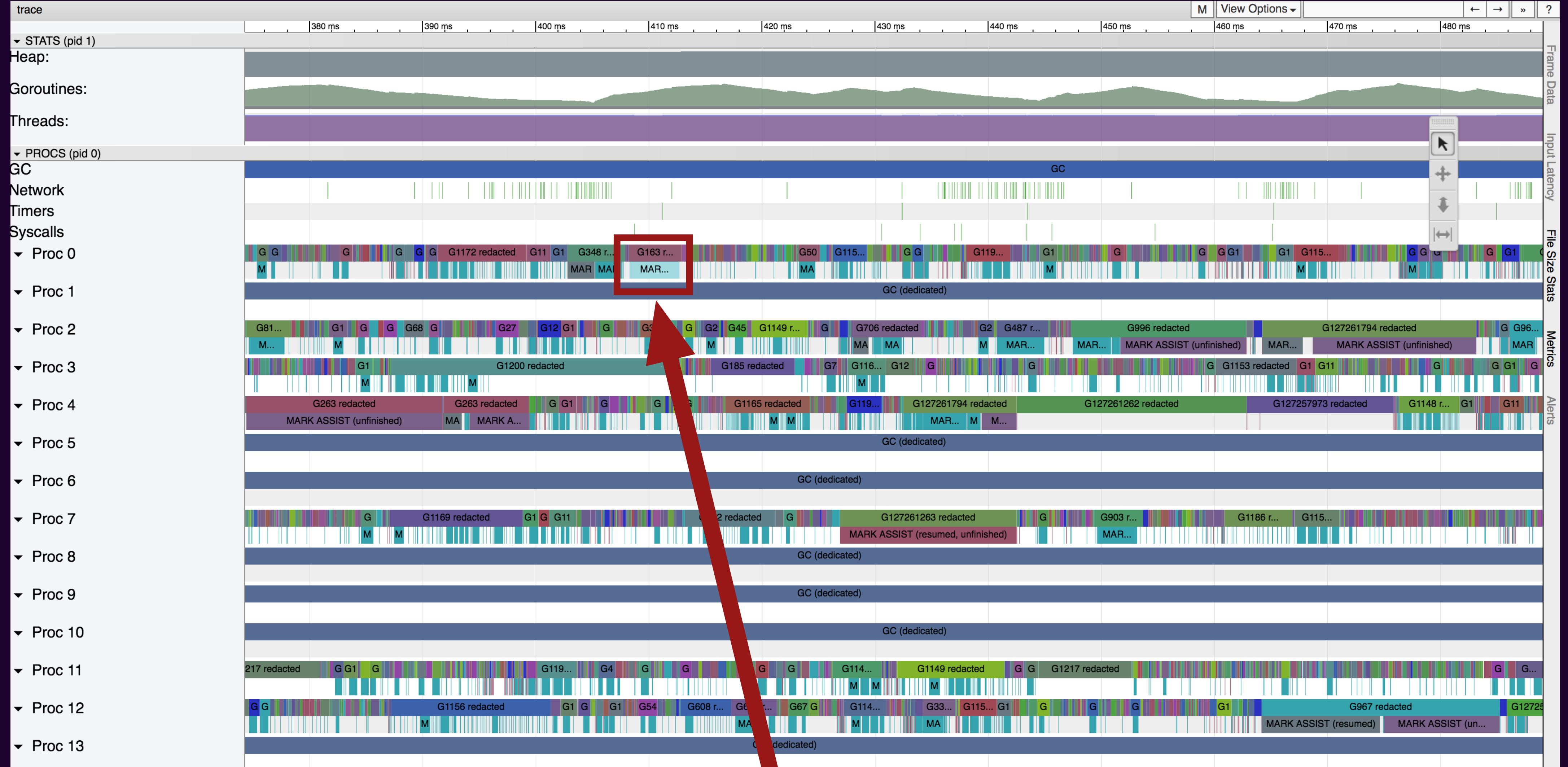
A mark/sweep GC:

- "mark" finds in-use memory
- "sweep" reclaims the rest

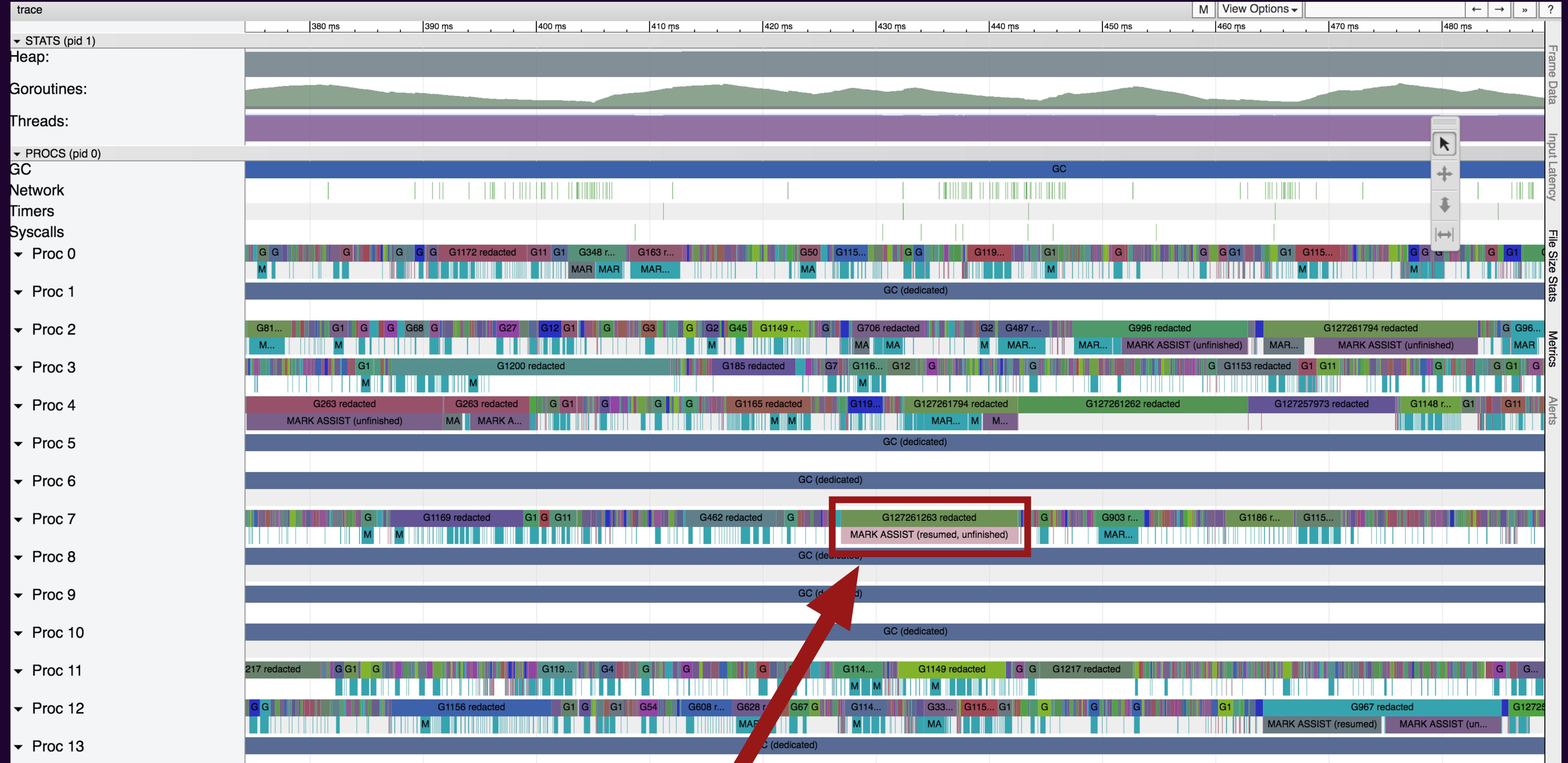
GC needs to make progress
User code works against that
User code is forced to help out

user code in goroutines





this assist ran for 4.4ms



this assist ran for 15.6ms
... and didn't even finish

Most assists are well-deserved
But they start suddenly
Sweeping requires assists too
Don't allocate in critical paths?

go tool trace

<http://.../debug/pprof/trace>

How can the tool help you?

1. See time-dependent issues
2. Complements other profiles
3. Find latency improvements

Be prepared:
practice using the tools

@rhyshiltner Thank you!