Session Title (limit 65 characters, including spaces)

Advanced Debugging with LabVIEW Task Manager

Learning Objective (limit 200 characters, including spaces)

Learn new and better ways to troubleshoot and debug LabVIEW code, with a focus on a free debugging tool from the LabVIEW Advanced Virtual Architects (LAVA) user community -- the LabVIEW Task Manager.

Abstract (limit 350 characters, including spaces)

We will discuss both the merits and limitations of existing debugging tools in LabVIEW, explore which situations impede troubleshooting, then see a live demonstration of the free, open source and community developed "LabVIEW Task Manager"; which delivers new comprehensions into your running code, and interacting with individual or groups of VIs.

Motivation

Like other major software development environments, the LabVIEW® IDE has long included a variety of debugging tools to help developers troubleshoot their own code. In addition to the standard debugging tools expected of any decent software development environment, such as Breakpoints. Single Stepping, and [Conditional] Probes (commonly called "Watch Variables" and "Watchpoints" in other languages), the graphical nature of LabVIEW also includes graphical-code specific debugging facilities, in the form of Execution Highlighting. Introduced with LabVIEW 2013, the Event Inspector added an ability to gain new understandings into the inner workings of our event structures. While all of these built-in tools are extremely useful during troubleshooting of individual VIs or small collections of VIs, particularly when we already know which VIs are the troublesome ones, the LabVIEW® IDE still lacks a debugging tool to provide insights with a "bigger picture" view of an entire project. VI Analyzer does its job well, but it intends to perform a static analysis of VIs, not a dynamic analysis of code while running. The separate Desktop Execution Trace Toolkit (DETT) product is also very good at what it was designed to do – but while dynamic execution traces can provide a fantastic wealth of evidence when event timing and/or sequence information is critical, they were never meant to provide other (non-event) kinds of comprehensive awareness into the instantaneous state of your dynamic code.

Using only the native troubleshooting tools, reentrant VIs are especially difficult to debug, since each preallocated clone will have its own data space in memory. Dynamically launched VIs, even if not reentrant, also present their own particular frustrations during a debug session, since the developer is unable to place probes BEFORE executing the code. How to defeat these shortcomings, and many other debugging related challenges, have long been the topics of many user community discussions; and indeed several ad-hoc solutions and processes, although usually quite limited in scope, have been developed over the years by the community – but they lack the coherence of a unified tool.

Solution

The LabVIEW Task Manager seeks to be that missing unified debugging tool – to provide a dynamic & big-picture view of all VIs currently in memory, conquering those difficulties concerning reentrancy, clones, dynamic launching, finding & aborting hung VIs, and other sticky complications. LabVIEW Task Manager delivers new comprehensions into your running code, and enables interacting with individual or groups of VIs in many various ways, providing significant benefits while troubleshooting.

History

In September of 2011, a few community members discussed the need to create such a tool. Only a few days later a fledgling implementation was put forth by one very active community member, and then enhanced only two days after that by yet another highly respected community leader. By the end of only one week several others had joined the lively discussion, with a couple of them even contributing code modules which were then rolled into the tool by the original author. Seven months later the tool received improvements to error handling. In October 2012, the original author released a plugin which allowed LabVIEW Task Manager to be used from inside a built executable. LabVIEW 2013 included an under-the-hood change which broke the tool's ability to detect some kinds of clones. This was fixed in July of 2014, along with the addition of yet a few more modest improvements and bug fixes; plus the tool was at that time packaged up using VI Package Manager (VIPM) for easier distribution, installation, and launching.

Timeline

Rev or Version	Date	Compatible back to	Contributing Community Member(s)	
R1	09/19/2011	LabVIEW 2009	Ravi Beniwal	
R2	09/21/2011	LabVIEW 2009	Aristos Queue	
R3	09/21/2011	LabVIEW 2009	Ravi Beniwal	
R4	09/23/2011	LabVIEW 2009	Ravi Beniwal, James Powell	
R5	09/26/2011	LabVIEW 2010	Ravi Beniwal, Darren Natinger	
R6	04/09/2012	LabVIEW 2010	Ohiofudu Israel	
Separate Plugin	10/07/2012	???	Ravi Beniwal	
v1.7.0	07/01/2014	LabVIEW 2013	TimVargo	
v1.8.0 (never made public) 07/16/2015		LabVIEW 2010?	TimVargo	
v2013.1.9.1 (never made public)	07/25/2016	LabVIEW 2013	TimVargo, Neil Pate	

What Is the LabVIEW Task Manager (LVTM)?

LabVIEW Task Manager is a debugging tool for use during LabVIEW® code development. An expandable/collapsible tree diagram displays detailed information (both static and dynamic) on all VIs in memory, belonging to a selected project/target. It allows for interacting with single or multiple selected VIs at a time, and includes the following major features:

- A Look & Feel similar to Windows Task Manager
- Selection of project/target
- Lists all VIs in memory, grouped by class/library
- Searches for and enumerates clones in memory
- DropIn VI for including dynamically referenced clones (Clone Beacon)
- 'Refresh Now' (F5) re-reads all VIs in memory and adds new ones to the tree
- Displays VI name, owning class/library, state, path, data size & code size
- Displays VI FP Behavior, Reentrant?, Reentrancy Type, Paused? & Highlight?
- Sort by any column, including by library name
- Filter by item types vi, ctl, and vit/ctt
- Filter out vi.lib and global VIs
- Tracking of, and ability to toggle, execution highlighting on multiple selected VIs

- Tracking of paused VIs with ability to Pause/Resume/TogglePause multiple selected VIs
- DropIn VI for pausing on a condition (a Conditional Breakpoint)
- If a clone initiates a pause, a different pause symbol is used for all clones of that same reentrant original VI
- Select multiple VIs and open or close their FPs or BDs
- Double Click a VI from the tree to bring the BD (first choice) or FP to front, if already open
- Select multiple top-level VIs and Abort them

How Do I Use It?

During LabVIEW® code development, invoke the LabVIEW Task Manager from your "Tools > LAVA" menu. Use the "App Instance" drop-down to select which of your loaded projects/targets you wish to manage. A tree diagram will show detailed information on all VIs in memory. You may interact with single or multiple selected VIs at a time.

Helper Functions

There are helper functions available to assist with your debugging effort, and these are made available from Functions Palette > Addons > LAVA > LabVIEW Task Manager.

Pause

The Pause function allows for optionally initiating a pause from within any VI. Just drop this function into any VI that you wish to be able to pause, on an optional condition, **but only if LVTM is running** (so this pause will NOT occur if not debugging). If the pause request is generated from a clone of a reentrant VI, it will pause all clones of that VI. Leaving this function in your VIs, even when deploying your application, will not affect the performance, as it has a very small footprint.

Clone Beacon

Asynchronously called reentrant VIs are not automatically recognized by the LabVIEW Task Manager, because they (by design) run in their own threads, independent from the rest of the project. This function remedies that problem. Just drop the "Clone Beacon" into any asynchronously called reentrant VI, to force its clones to be seen by LabVIEW Task Manager. For each reentrant clone that is created and run, it will add its own name to this Functional Global. LabVIEW Task Manager will then display "All VIs in Memory" **PLUS** the clones listed in this FG. Leaving this function in your VIs, even when deploying your application, will not affect the performance, as it has a very small footprint.

What Does It Look Like?

Screenshots:

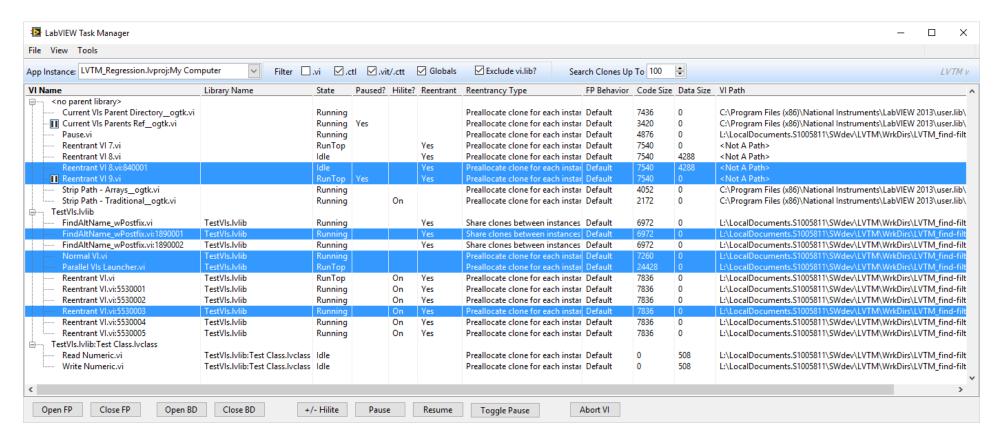


Figure 1 -- Full Window

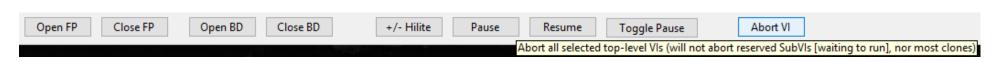


Figure 2 -- Button Bar (Interact with selected VIs)

VI Name	Library Name	State	Paused?	Hilite?
⇒ <no library="" parent=""></no>				
Current VIs Parent Directory_ogtk.vi		Running		
Current VIs Parents Ref_ogtk.vi		Running	Yes	
Pause.vi		Running		
Reentrant VI 7.vi		RunTop		
Reentrant VI 8.vi		ldle		
Reentrant VI 8.vi:840001		ldle		
■ Reentrant VI 9.vi		RunTop	Yes	
Strip Path - Arrays_ogtk.vi		Running		
Strip Path - Traditional_ogtk.vi		Running		On
TestVIs.Ivlib				
FindAltName_wPostfix.vi	TestVIs.IvIib	Running		
FindAltName_wPostfix.vi:1890001	TestVIs.IvIib	Running		
FindAltName_wPostfix.vi:1890002	TestVIs.IvIib	Running		
- Normal VI.vi	TestVIs.IvIib	Running		
Parallel VIs Launcher.vi	TestVIs.IvIib	RunTop		
Reentrant VI.vi	TestVIs.IvIib	RunTop		On
Reentrant VI.vi:5530001	TestVIs.IvIib	Running		On
Reentrant VI.vi:5530002	TestVIs.IvIib	Running		On
Reentrant VI.vi:5530003	TestVIs.IvIib	Running		On
Reentrant VI.vi:5530004	TestVIs.IvIib	Running		On
Reentrant VI.vi:5530005	TestVIs.IvIib	Running		On
TestVIs.IvIib:Test Class.Ivclass				
Read Numeric.vi	TestVls.lvlib:Test Class.lvclass	ldle		
Write Numeric.vi	TestVIs.IvIib:Test Class.Ivclass	ldle		

Figure 3 -- VI Name, Library Name, State, & Debug Info

☑ Globals ☑ Exclude vi.lib? Search Clones Up To 100 🕏							
Reentrant	Reentrancy Type	FP Behavior	Code Size	Data Size	VI Path		
	Preallocate clone for each instar	Default	7436	0	C:\Program Files (x86)\National Instru		
	Preallocate clone for each instar	Default	3420	0	C:\Program Files (x86)\National Instru		
	Preallocate clone for each instar	Default	4876	0	L:\LocalDocuments.S1005811\SWdev		
Yes	Preallocate clone for each instar		7540	0	<not a="" path=""></not>		
Yes	Preallocate clone for each instar	Default	7540	4288	<not a="" path=""></not>		
Yes	Preallocate clone for each instar	Default	7540	4288	<not a="" path=""></not>		
Yes	Preallocate clone for each instar		7540	0	<not a="" path=""></not>		
	Preallocate clone for each instar	Default	4052	0	C:\Program Files (x86)\National Instru		
	Preallocate clone for each instar	Default	2172	0	C:\Program Files (x86)\National Instru		
Yes	Share clones between instances		6972	0	L:\LocalDocuments.S1005811\SWdev		
Yes	Share clones between instances		6972	0	L:\LocalDocuments.S1005811\SWdev		
Yes	Share clones between instances		6972	0	L:\LocalDocuments.S1005811\SWdev		
	Preallocate clone for each instar		7260	0	L:\LocalDocuments.S1005811\SWdev		
	Preallocate clone for each instar		24428	0	L:\LocalDocuments.S1005811\SWdev		
Yes	Preallocate clone for each instar		7836	0	L:\LocalDocuments.S1005811\SWdev		
Yes	Preallocate clone for each instar		7836	0	L:\LocalDocuments.S1005811\SWdev		
Yes	Preallocate clone for each instar		7836	0	L:\LocalDocuments.S1005811\SWdev		
Yes	Preallocate clone for each instar		7836	0	L:\LocalDocuments.S1005811\SWdev		
Yes	Preallocate clone for each instar		7836	0	L:\LocalDocuments.S1005811\SWdev\		
Yes	Preallocate clone for each instar	Default	7836	0	L:\LocalDocuments.S1005811\SWdev		
	Preallocate clone for each instar		0	508	L:\LocalDocuments.S1005811\SWdev		
	Preallocate clone for each instar	Default	0	508	L:\LocalDocuments.S1005811\SWdev\		

Figure 4 – Reentrancy, Behavior, Size, & VI Path Info