

# System and Application Analysis with LTTng

## Project examples

- Serial input latency
- Sporadic delay in high prio application thread

*How LTTng was used in Siemens projects to solve problems*

*Gernot Hillier, CT SE 2*

These slides can be distributed under the conditions of the “Creative Commons BY-ND 3.0 license”, see <http://creativecommons.org/licenses/by-nd/3.0/>.

## Serial input latency

### Situation

- target hardware connected to serial port of „fast machine“ (Multicore, fast 64bit CPUs, ...)
- high prio application has to react on signal from serial port within 10 ms
- expected time for reading character from serial port:  $\ll 1$ ms

### Problem

- Unclear, undeterministic latency (several ms) from arrival of character to wakeup of application
- Possible reasons: locking, priority inversion, system load, ...?

## Serial input latency

### Method:

- Trace simple testcase: bash shell prompt on serial port (does read(), write() in an endless loop to echo characters)
- Filter out events around IRQ arrival, then filter out right CPU

### Trace output, part 1/2:

kernel\_arch\_syscall\_entry: 308.506794 (cpu\_3), 3051, bash, SYSCALL { syscall\_id = 0 [sys\_read+0x0/0xaa], ip = 0x7f29c1040f40 } => *application blocks on read()*

[...]

kernel\_irq\_entry: 310.147709 (cpu\_3), 0, swapper, IRQ { irq\_id = 4, kernel\_mode = 1, ip = 18446744071564210684 } => *char arriving on serial line, IRQ 4 asserted*

kernel\_timer\_set: 310.147722 (cpu\_3), 0, swapper, IRQ { expires = 4294944731, function = 0xffffffff80245288 [...] } => *timer set, calling function delayed\_work\_timer\_fn()*

kernel\_irq\_exit: 310.147728 (cpu\_3), 0, swapper, SYSCALL { handled = 1 }

*=> now CPU does nothing (no event) for nearly 3 ms*

## Serial input latency

### Trace output, part 2/2:

**kernel\_irq\_entry: 310.150507 (cpu\_3), 0, swapper, IRQ { irq\_id = 239, kernel\_mode = 1, ip = 18446744071564210684 } => timer interrupt occurs (HZ = 250)**

[...]

**kernel\_sched\_schedule: 310.150549 (cpu\_3), 14, events/3, SYSCALL { prev\_pid = 0, next\_pid = 14, prev\_state = 0 } => workqueue thread for CPU 3 gets scheduled**

**kernel\_sched\_try\_wakeup: 310.150562 (cpu\_3), 14, events/3, SYSCALL { pid = 3051, state = 1 } => workqueue thread wakes up ...**

**kernel\_sched\_schedule: 310.150570 (cpu\_3), 3051, bash, SYSCALL { prev\_pid = 14, next\_pid = 3051, prev\_state = 1 } => ... our target process**

**kernel\_arch\_syscall\_exit: 310.150585 (cpu\_3), 3051, bash, USER\_MODE { ret = 1 }  
=> read() returns, target application ...**

**kernel\_arch\_syscall\_entry: 310.150600 (cpu\_3), 3051, bash, SYSCALL { syscall\_id = 1 [sys\_write+0x0/0xaa], ip = 0x7f29c1040fc0 } => ... can finally echo character**

## Serial input latency

### Further steps

- Code review of Linux serial driver, search for usage of work queues (serial8250\_interrupt → serial8250\_handle\_port → receive\_chars → tty\_flip\_buffer\_push → schedule\_delayed\_work → queue\_delayed\_work → queue\_delayed\_work\_on)
- Result: Linux serial code uses delayed work queues (delay: 1 jiffy) to handle incoming characters
- Reason: don't wake up userspace on each character  
=> reduce overhead, increase throughput for „normal applications“

### Conclusion

- throughput optimization in Linux serial code conflicts with our use case
- Own, simple serial receive routine was implemented for critical path

## Unclear delay in high prio application thread

### Situation

- multi-threaded application with a number of low-prio workers and high-prio thread with „soft realtime“ requirements
- large C++ application using rich middleware
- full code review (down to system call level) very time-consuming

### Problem

- unclear, sporadic delays at some code points
- Possible reasons: system load, locking, application problems, ...?

## Unclear delay in high prio application thread

### Method:

- roughly identify problematic code points with application time stamping
- mark problematic code passages with invalid syscalls (syscall 600 at start of code point, 601 after code point if delay too high); LTTng userspace markers not ready
- Filter out events between syscalls, then filter out right CPU

### Trace output, first try (excerpt):

kernel\_arch\_syscall\_entry: 565.743 (cpu\_5), 3309, PrioThread, { syscall\_id = 600 }

kernel\_arch\_syscall\_exit: 565.743 (cpu\_5), 3309, PrioThread, { ret = -38 }

kernel\_sched\_schedule: 565.743 (cpu\_5), 0, swapper, { prev\_pid = 3309, next\_pid = 0, prev\_state = 2 } => *kernel switches to idle task for unknown reason*

kernel\_arch\_trap\_entry: 565.774 (cpu\_5), 3309, PrioThread, { trap\_id = 14, ... } => *process returned from page fault after 30 ms!*

kernel\_arch\_syscall\_entry: 565.774 (cpu\_5), 3309, PrioThread, { syscall\_id = 601 }

## Unclear delay in high prio application thread

### Method:

- Review kernel code => trace marker in page fault is too late
- Add additional trace markers to arch/x86/mm/fault.c:do\_page\_fault

### Trace output, second try (excerpt):

kernel\_arch\_syscall\_entry: 575.226 (cpu\_5), 3309, PrioThread, { syscall\_id = 600 }

kernel\_arch\_syscall\_exit: 575.226 (cpu\_5), 3309, PrioThread, { ret = -38 }

kernel\_arch\_page\_fault\_entry: 575.226 (cpu\_5), 3309, PrioThread { ip = 0x7f1a3c073d9c }

*=> theory confirmed, delay is caused by page fault*

kernel\_arch\_page\_fault\_addr: 575.226 (cpu\_5), 3309, PrioThread, { addr = 139735431535128, ip = 0x7f1a3c0 } => *additional trace point to get faulting address*

kernel\_sched\_schedule: 575.226 (cpu\_5), 3336, WorkThread, { prev\_pid = 3309, next\_pid = 3336 } => *This time, another low prio thread is runnable and scheduled*

kernel\_arch\_trap\_entry: 575.258 (cpu\_5), 3309, PrioThread, { trap\_id = 14, ... }

kernel\_arch\_syscall\_entry: 575.258 (cpu\_5), 3309, PrioThread, { syscall\_id = 601 }

<licensed under Creative Commons, BY-ND>



## Unclear delay in high prio application thread

### Further steps

- decoding of page faulting address (with the help of /proc/<pid>/maps)  
=> mmaped area on disk
- code review for access to mmaped disk area

### Conclusion

- commonly used application function used by high prio thread caused access to mmaped area on disk
- application code restructuring to get rid of this access