LISA '13

27th Large Installation System Administration Conference

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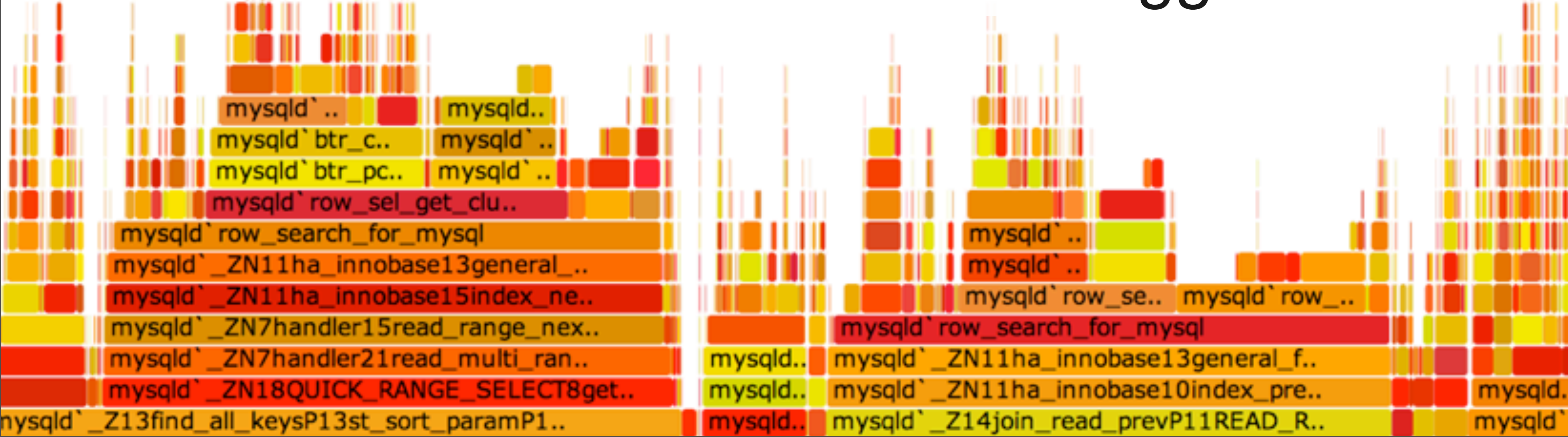
Blazing Performance with Flame Graphs

Brendan Gregg



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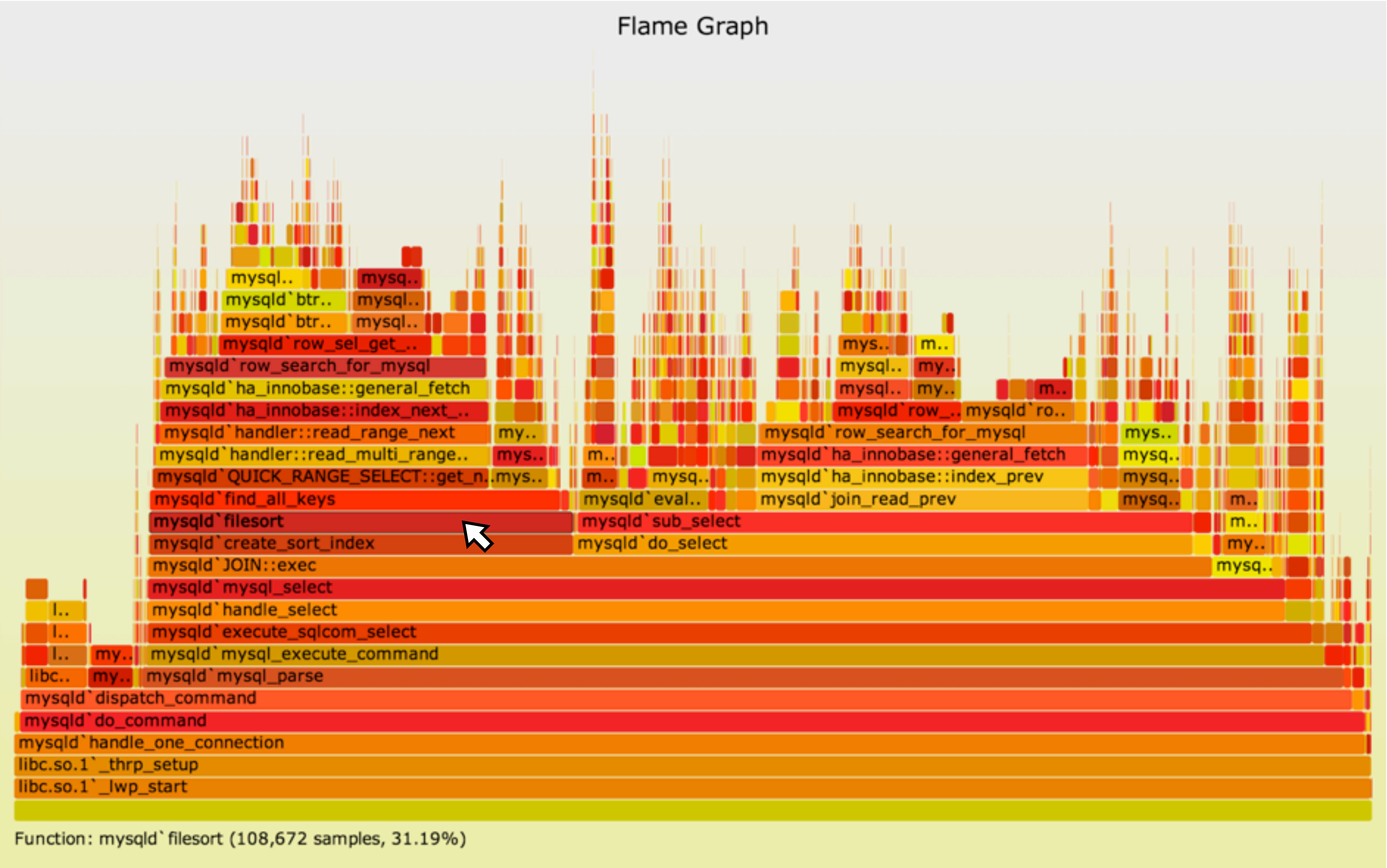
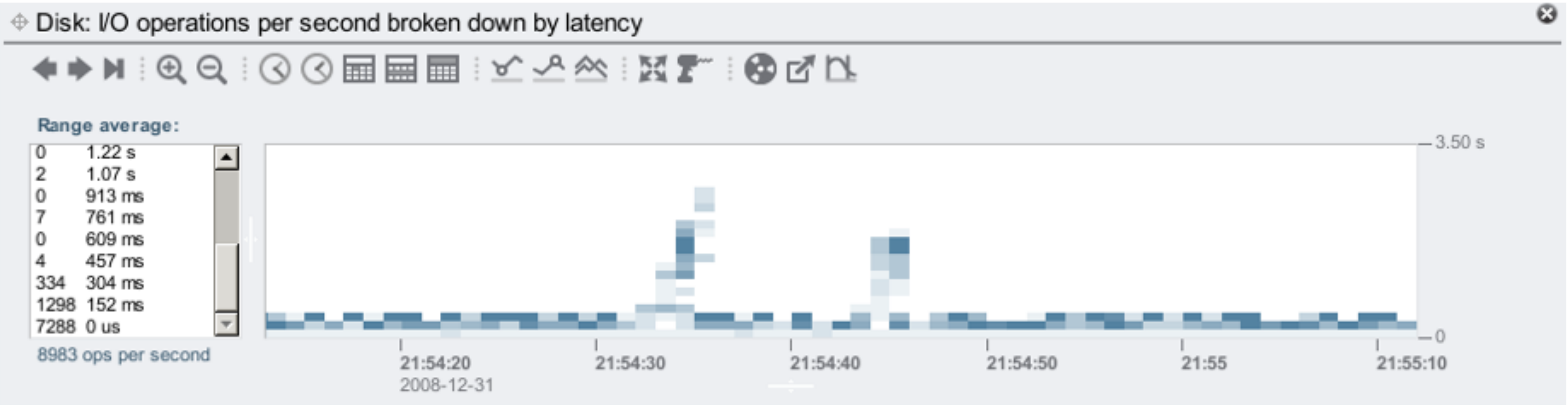
An Interactive Visualization for Stack Traces



My Previous Visualizations Include

- Latency Heat Maps (and other heat map types), including:



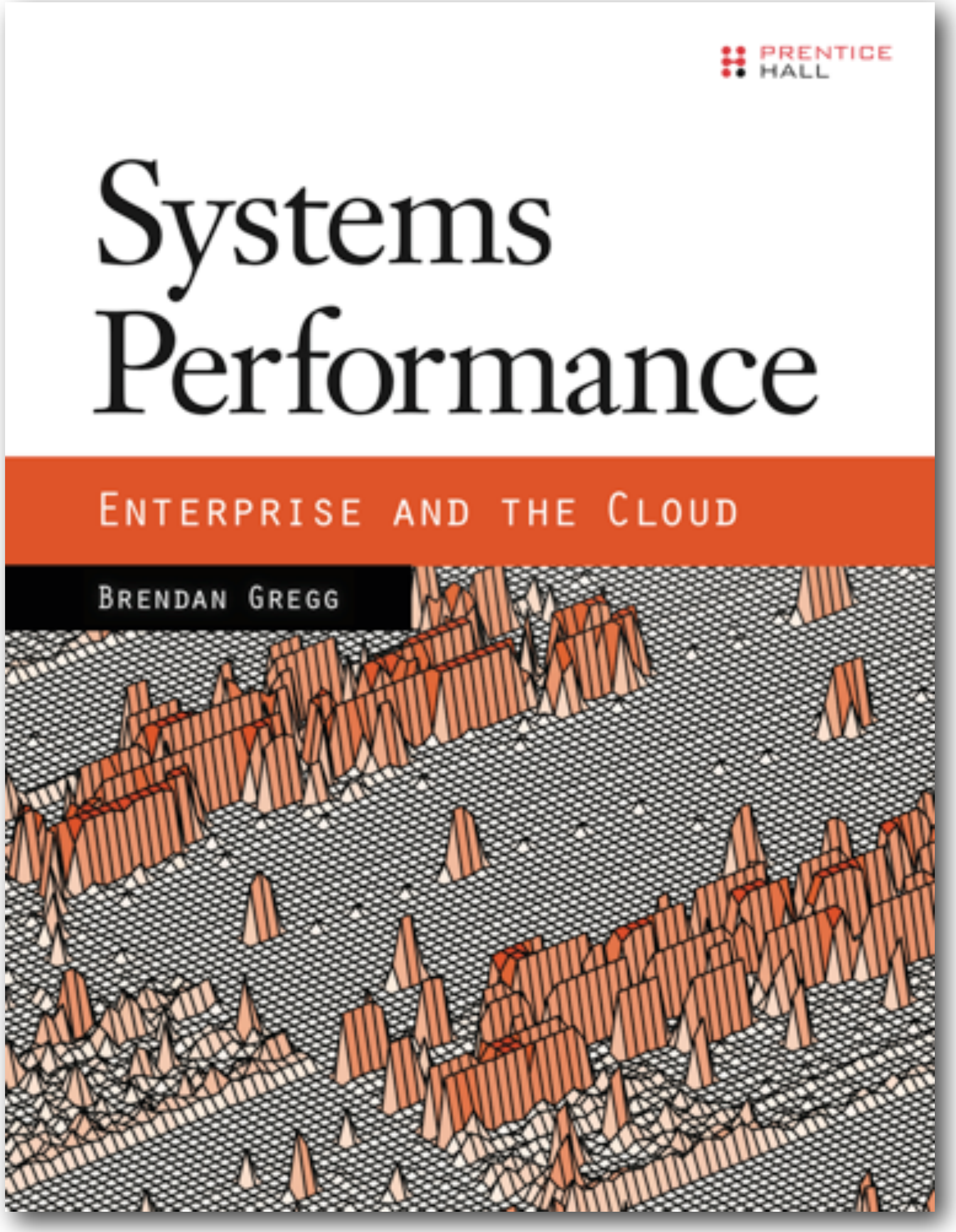
- Quotes from LISA'13 yesterday:
  - "Heat maps are a wonderful thing, use them" – Caskey Dickson
  - "If you do distributed systems, you need this" – Theo Schlossnagle
- I did heat maps and visualizations in my LISA'10 talk

Audience

- This is for developers, sysadmins, support staff, and performance engineers
  - This is a skill-up for everyone: beginners to experts
- This helps analyze all software: kernels and applications

whoami

- G'Day, I'm Brendan
- Recipient of the LISA 2013 Award for Outstanding Achievement in System Administration! (Thank you!)
- Work/Research: tools, methodologies, visualizations
- Author of Systems Performance, primary author of DTrace (Prentice Hall, 2011)
- Lead Performance Engineer @joyent; also teach classes: Cloud Perf coming up: http://www.joyent.com/developers/training-services



Joyent

- High-Performance Cloud Infrastructure
    - Public/private cloud provider
- OS-Virtualization for bare metal performance
- KVM for Linux guests
- Core developers of SmartOS and node.js
- Office walls decorated with Flame Graphs:

Agenda: Two Talks in One

- 1. CPU Flame Graphs
    - Example
    - Background
    - Flame Graphs
    - Generation
    - Types: CPU
- 2. Advanced Flame Graphs
    - Types: Memory, I/O, Off-CPU, Hot/Cold, Wakeup
    - Developments
- SVG demos: https://github.com/brendangregg/FlameGraph/demos

CPU Flame Graphs

Example

Example

- As a short example, I'll describe the real world performance issue that led me to create flame graphs
- Then I'll explain them in detail

Example: The Problem

- A production MySQL database had poor performance
- It was a heavy CPU consumer, so I used a CPU profiler to see why. It sampled stack traces at timed intervals
- The profiler condensed its output by only printing unique stacks along with their occurrence counts, sorted by count
- The following shows the profiler command and the two most frequently sampled stacks...

Example: CPU Profiling

```
# dtrace -x ustackframes=100 -n 'profile-997 /execname == "mysqld"/ {
    @[ustack()] = count(); } tick-60s { exit(0); }'
dtrace: description 'profile-997 ' matched 2 probes
CPU     ID                    FUNCTION:NAME
  1  75195                        :tick-60s
[...]
            libc.so.1`__priocntlset+0xa
            libc.so.1`getparam+0x83
            libc.so.1`pthread_getschedparam+0x3c
            libc.so.1`pthread_setschedprio+0x1f
            mysqld`_Z16dispatch_command19enum_server_commandP3THDPcj+0x9ab
            mysqld`_Z10do_commandP3THD+0x198
            mysqld`handle_one_connection+0x1a6
            libc.so.1`_thrp_setup+0x8d
            libc.so.1`_lwp_start
           4884

            mysqld`_Z13add_to_statusP17system_status_varS0_+0x47
            mysqld`_Z22calc_sum_of_all_statusP17system_status_var+0x67
            mysqld`_Z16dispatch_command19enum_server_commandP3THDPcj+0x1222
            mysqld`_Z10do_commandP3THD+0x198
            mysqld`handle_one_connection+0x1a6
            libc.so.1`_thrp_setup+0x8d
            libc.so.1`_lwp_start
           5530
```

Example: CPU Profiling

```
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    @[ustack()] = count(); } tick-60s { exit(0); }'
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  1  75195                        :tick-60s
[...]
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            libc.so.1`getparam+0x83
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            libc.so.1`_lwp_start
           5530
```

Profiling Command (DTrace)

Stack Trace

# of occurrences

Example: Profile Data

- Over 500,000 lines were elided from that output ("*[...]*")
- Full output looks like this...

Example: Profile Data

Example: Profile Data

Example: Profile Data

- The most frequent stack, printed last, shows CPU usage in add_to_status(), which is from the “show status” command. Is that to blame?
- Hard to tell – it only accounts for < 2% of the samples
- I wanted a way to quickly understand stack trace profile data, without browsing 500,000+ lines of output

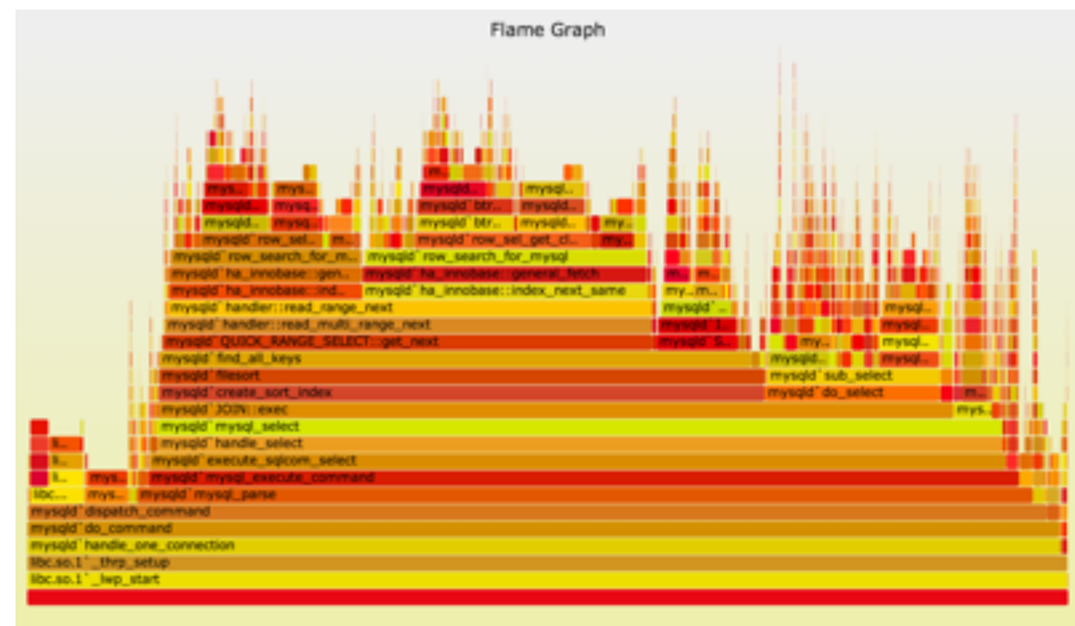
Example: Visualizations

- To understand this profile data quickly, I created visualization that worked very well, named “Flame Graph” for its resemblance to fire (also as it was showing a “hot” CPU issue)

Profile Data.txt

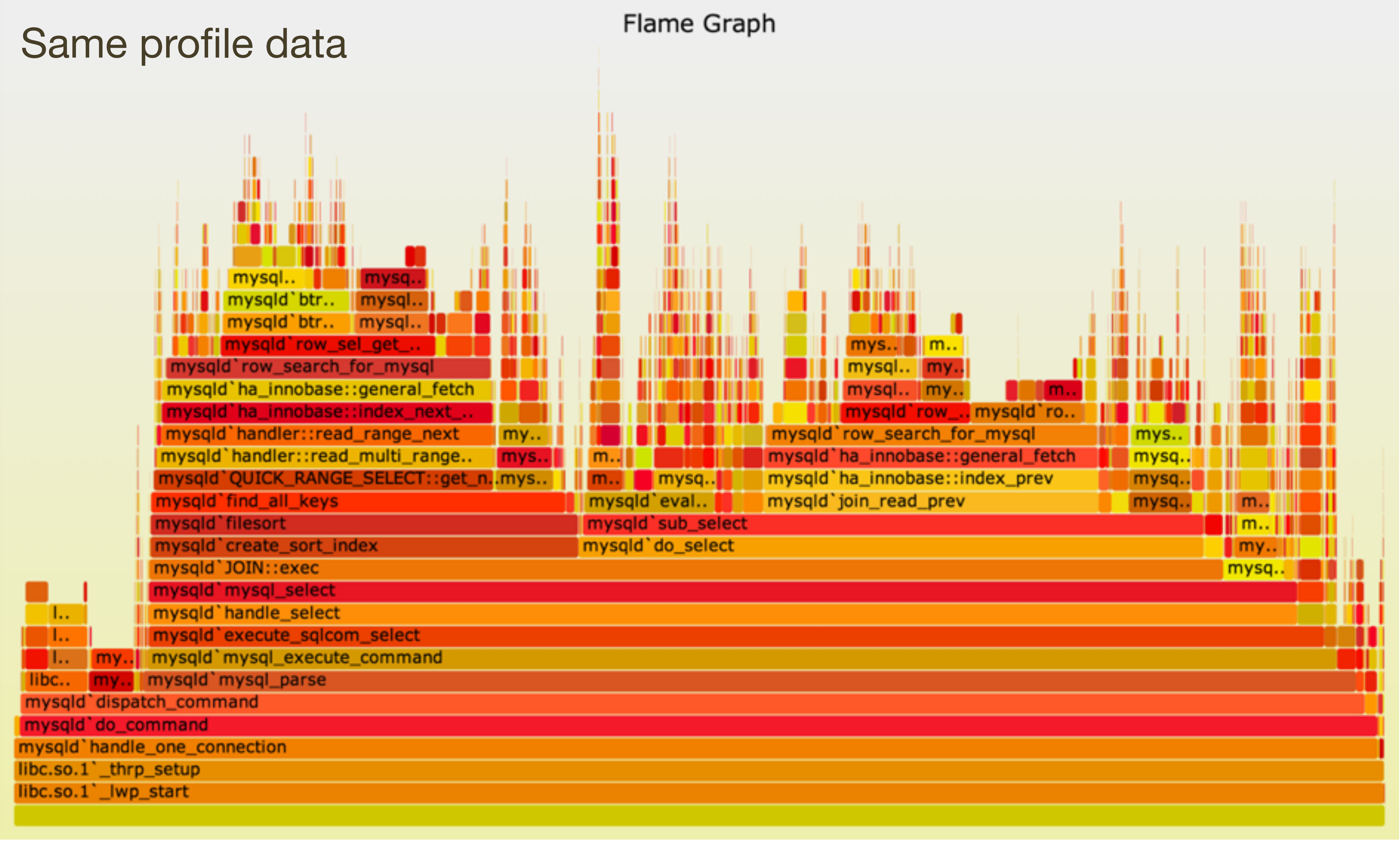
some Perl

Flame Graph.svg

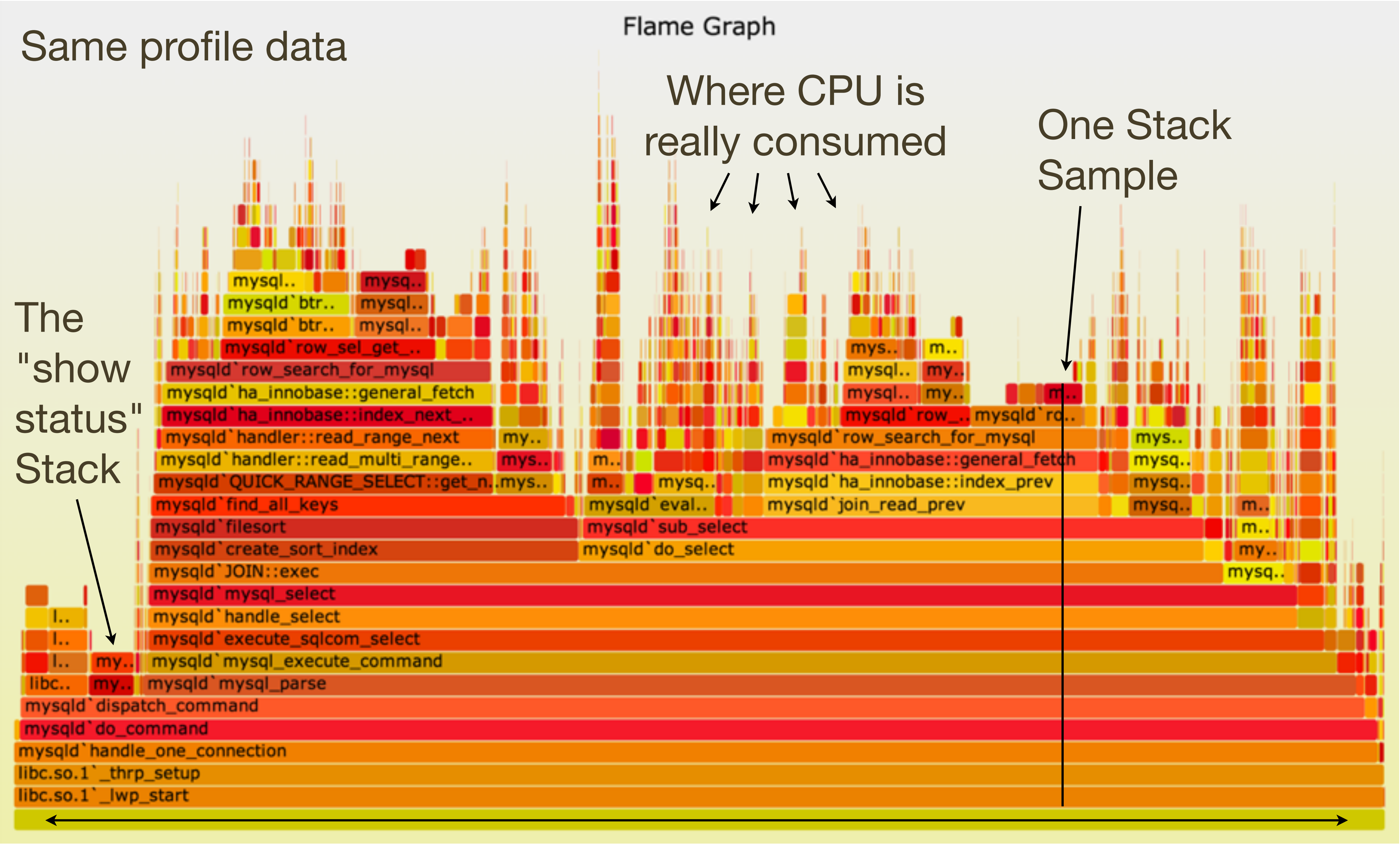


Example: Flame Graph

Same profile data



Example: Flame Graph



All Stack Samples

Example: Flame Graph

- All data in one picture
- Interactive using JavaScript and a browser: mouse overs
- Stack elements that are frequent can be seen, read, and compared visually. Frame width is relative to sample count
- CPU usage was now understood properly and quickly, leading to a 40% performance win

Background

Background: Stack Frame

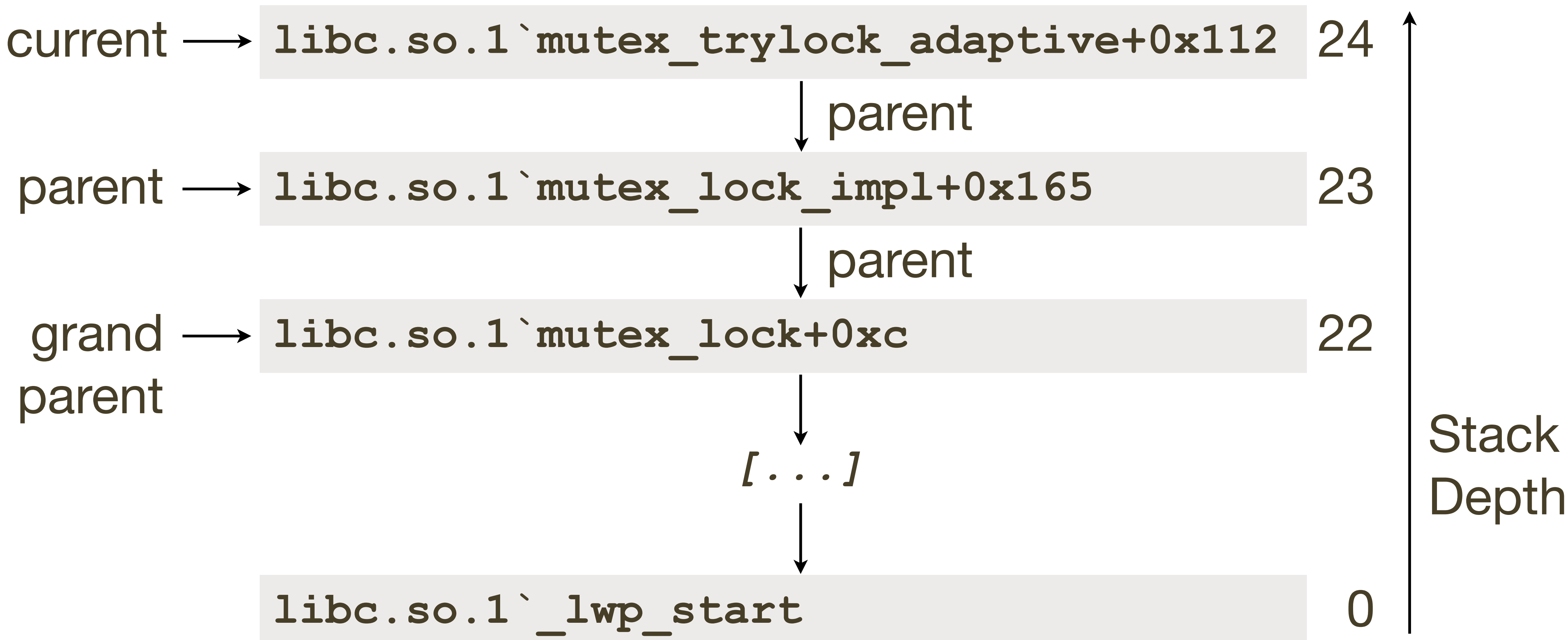
- A stack frame shows a location in code
- Profilers usually show them on a single line. Eg:

```
libc.so.1`mutex_trylock_adaptive+0x112
```

module — function — instruction offset

Background: Stack Trace

- A stack trace is a list of frames. Their index is the *stack depth*:



Background: Stack Trace

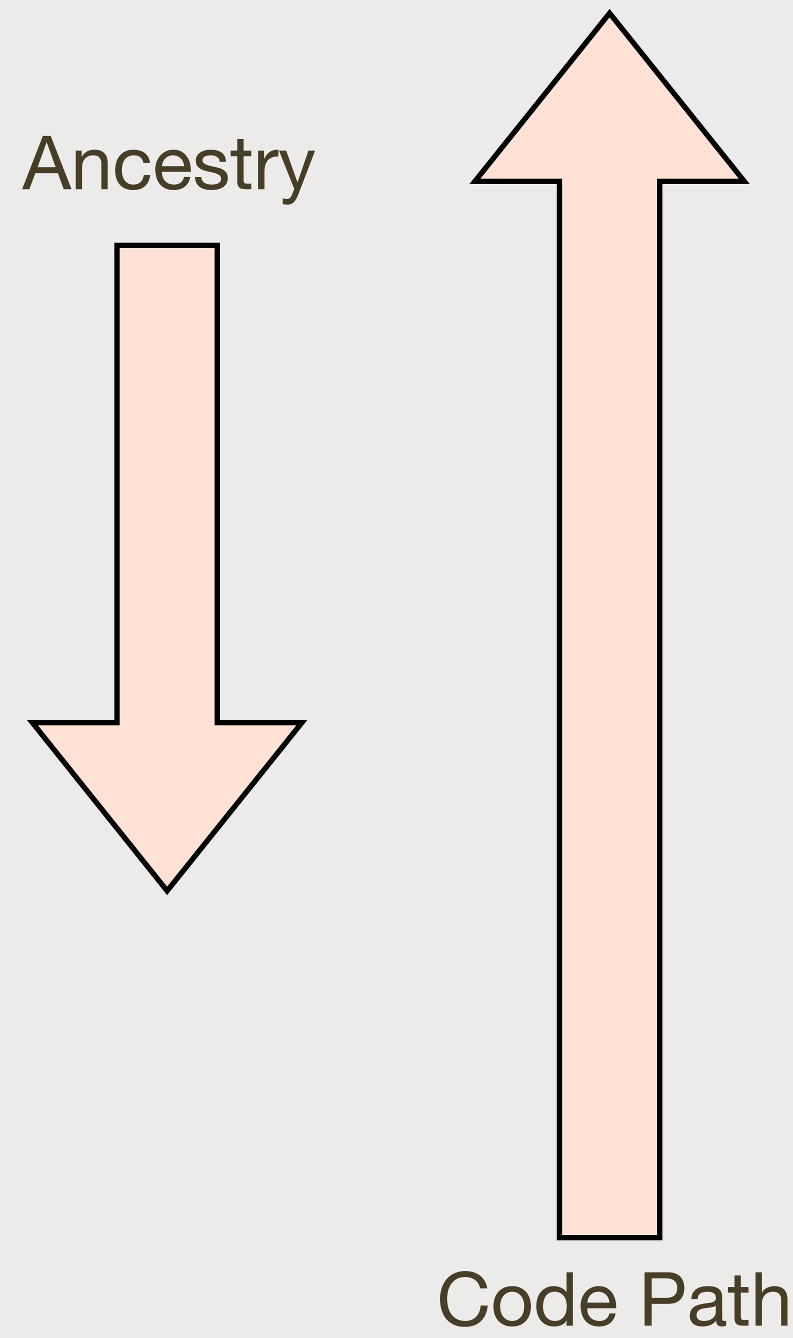
- One full stack:

```
libc.so.1`mutex_trylock_adaptive+0x112
libc.so.1`mutex_lock_impl+0x165
libc.so.1`mutex_lock+0xc
mysqld`key_cache_read+0x741
mysqld`_mi_fetch_keypage+0x48
mysqld`w_search+0x84
mysqld`_mi_ck_write_btree+0xa5
mysqld`mi_write+0x344
mysqld`ha_myisam::write_row+0x43
mysqld`handler::ha_write_row+0x8d
mysqld`end_write+0x1a3
mysqld`evaluate_join_record+0x11e
mysqld`sub_select+0x86
mysqld`do_select+0xd9
mysqld`JOIN::exec+0x482
mysqld`mysql_select+0x30e
mysqld`handle_select+0x17d
mysqld`execute_sqlcom_select+0xa6
mysqld`mysql_execute_command+0x124b
mysqld`mysql_parse+0x3e1
mysqld`dispatch_command+0x1619
mysqld`do_handle_one_connection+0x1e5
mysqld`handle_one_connection+0x4c
libc.so.1`_thrp_setup+0xbc
libc.so.1`_lwp_start
```

Background: Stack Trace

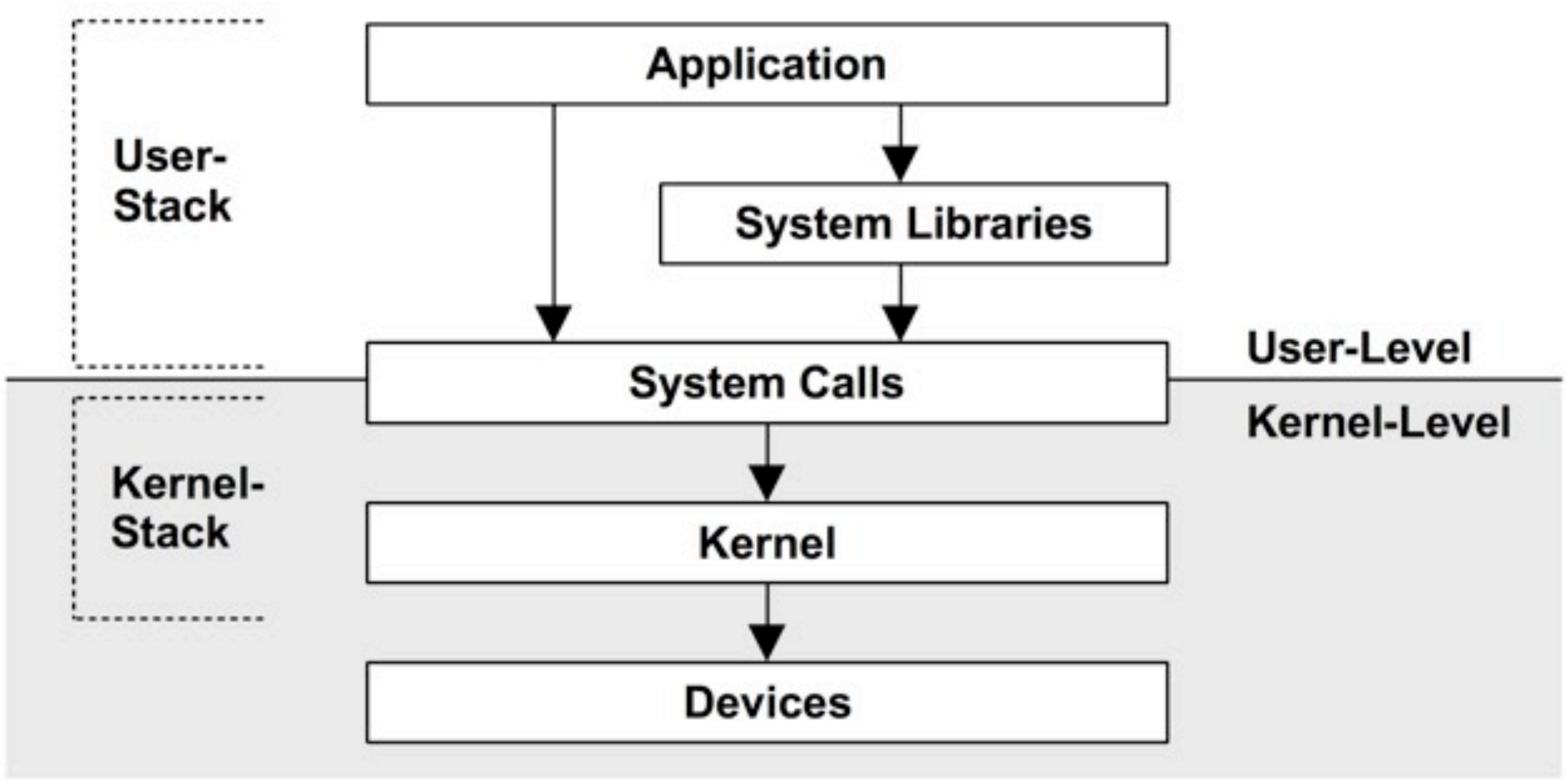
- Read top-down or bottom-up, and look for key functions

```
libc.so.1`mutex_trylock_adaptive+0x112
libc.so.1`mutex_lock_impl+0x165
libc.so.1`mutex_lock+0xc
mysqld`key_cache_read+0x741
mysqld`_mi_fetch_keypage+0x48
mysqld`w_search+0x84
mysqld`_mi_ck_write_btree+0xa5
mysqld`mi_write+0x344
mysqld`ha_myisam::write_row+0x43
mysqld`handler::ha_write_row+0x8d
mysqld`end_write+0x1a3
mysqld`evaluate_join_record+0x11e
mysqld`sub_select+0x86
mysqld`do_select+0xd9
mysqld`JOIN::exec+0x482
mysqld`mysql_select+0x30e
mysqld`handle_select+0x17d
mysqld`execute_sqlcom_select+0xa6
mysqld`mysql_execute_command+0x124b
mysqld`mysql_parse+0x3e1
mysqld`dispatch_command+0x1619
mysqld`do_handle_one_connection+0x1e5
mysqld`handle_one_connection+0x4c
libc.so.1`_thrp_setup+0xbc
libc.so.1`_lwp_start
```



Background: Stack Modes

- Two types of stacks can be profiled:
  - user-level for applications (user mode)
  - kernel-level for the kernel (kernel mode)
- During a system call, an application may have both



Background: Software Internals

- You don’t need to be a programmer to understand stacks.
- Some function names are self explanatory, others require source code browsing (if available). Not as bad as it sounds:
  - MySQL has ~15,000 functions in > 0.5 million lines of code
  - The earlier stack has 20 MySQL functions. To understand them, you may need to browse only 0.13% (20 / 15000) of the code. Might take hours, but it is doable.
- If you have C++ signatures, you can use a demangler first:

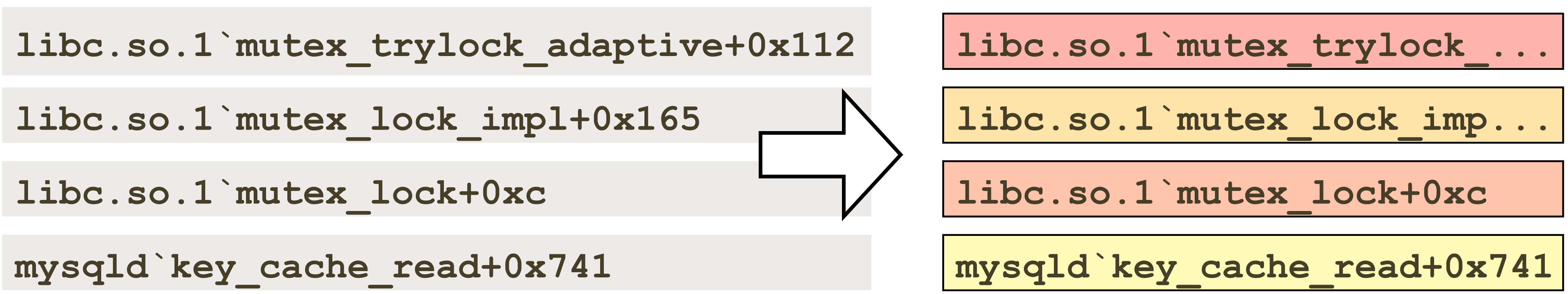
```
mysqld`_ZN4JOIN4execEv+0x482
```

↓ gc++filt, demangler.com

```
mysqld`JOIN::exec()+0x482
```

Background: Stack Visualization

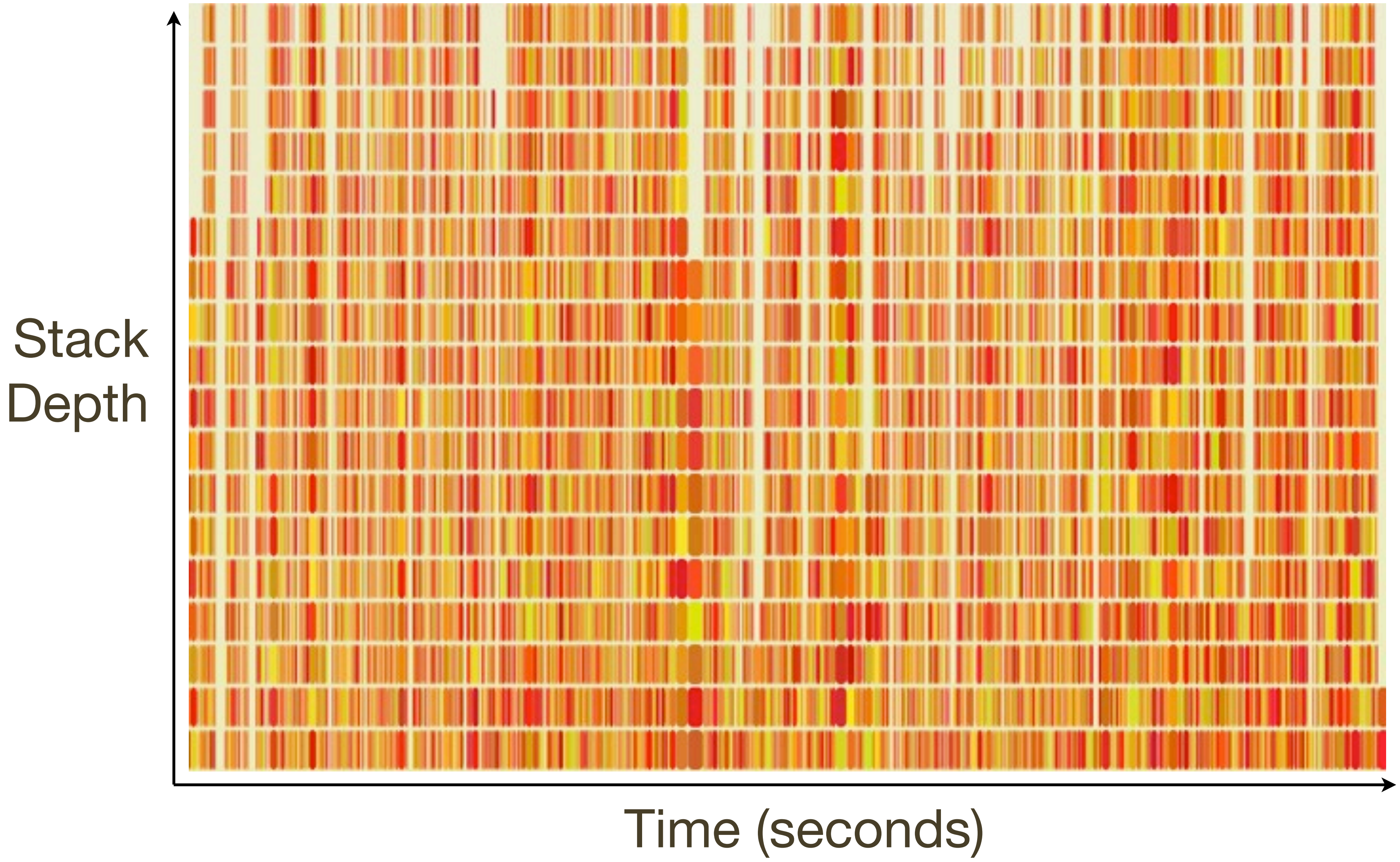
- Stack frames can be visualized as rectangles (boxes)
- Function names can be truncated to fit
- In this case, color is chosen randomly (from a warm palette) to differentiate adjacent frames



- A stack trace becomes a column of colored rectangles

Background: Time Series Stacks

- Time series ordering allows time-based pattern identification
- However, stacks can change thousands of times per second



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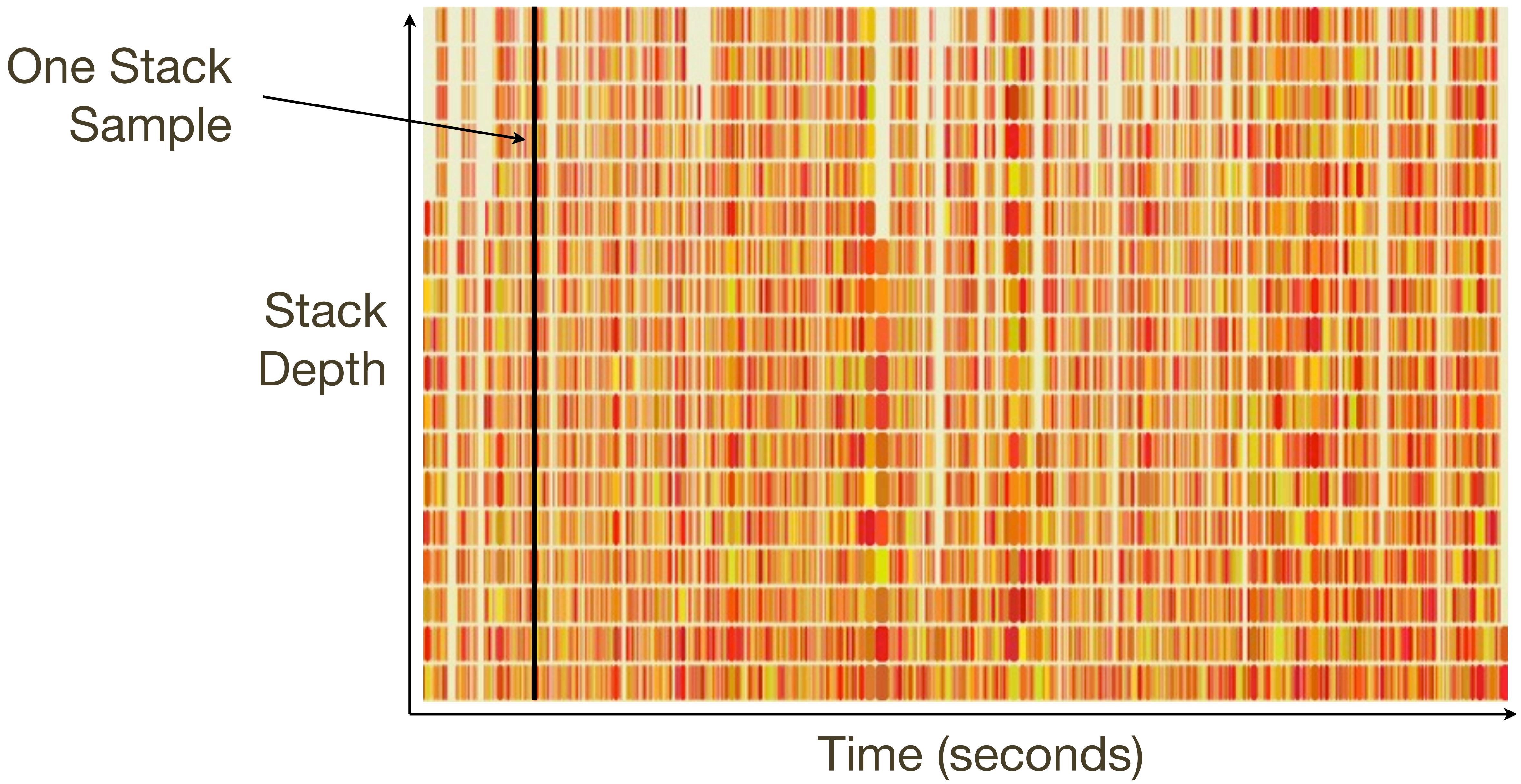
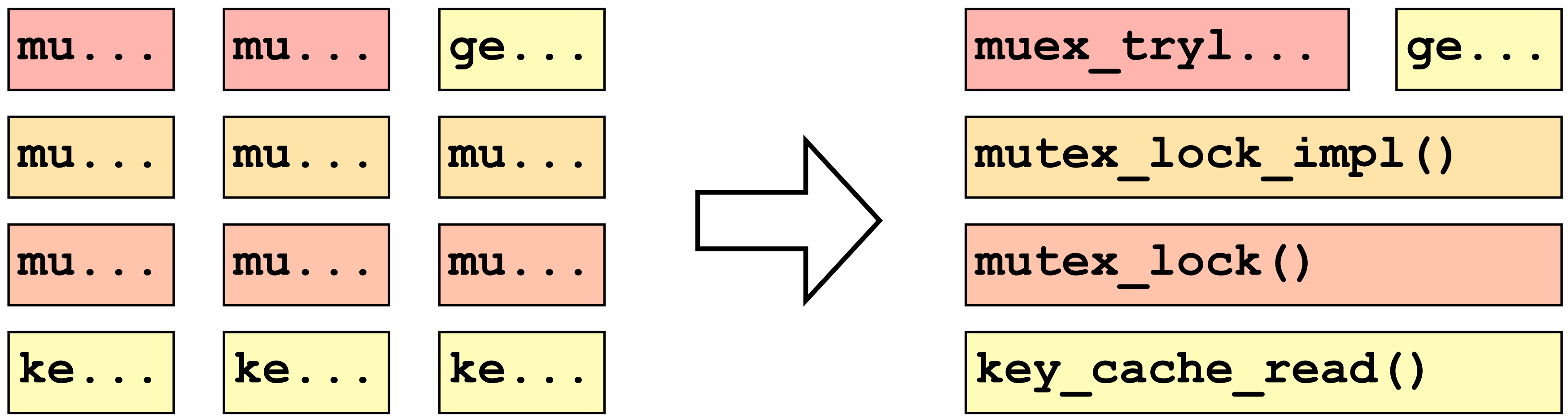


Background: Frame Merging

- When zoomed out, stacks appear as narrow stripes
- Adjacent identical functions can be merged to improve readability, eg:



- This sometimes works: eg, a repetitive single threaded app
- Often does not (previous slide already did this), due to code execution between samples or parallel thread execution

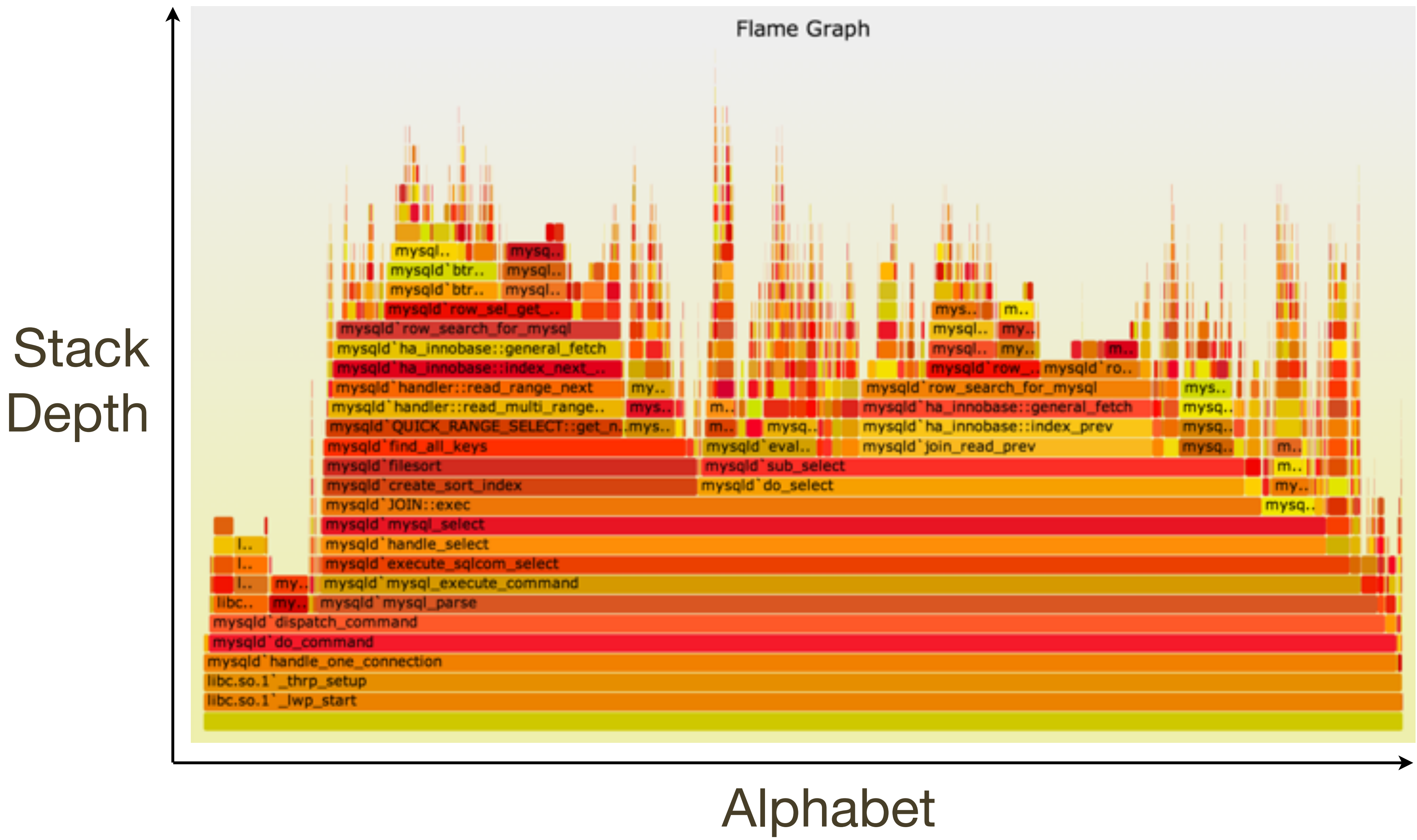
Background: Frame Merging

- Time-series ordering isn't necessary for the primary use case: identify the most common ("hottest") code path or paths
- By using a different x-axis sort order, frame merging can be greatly improved...

Flame Graphs

Flame Graphs

- Flame Graphs sort stacks alphabetically. This sort is applied from the bottom frame upwards. This increases merging and visualizes code paths.



Flame Graphs: Definition

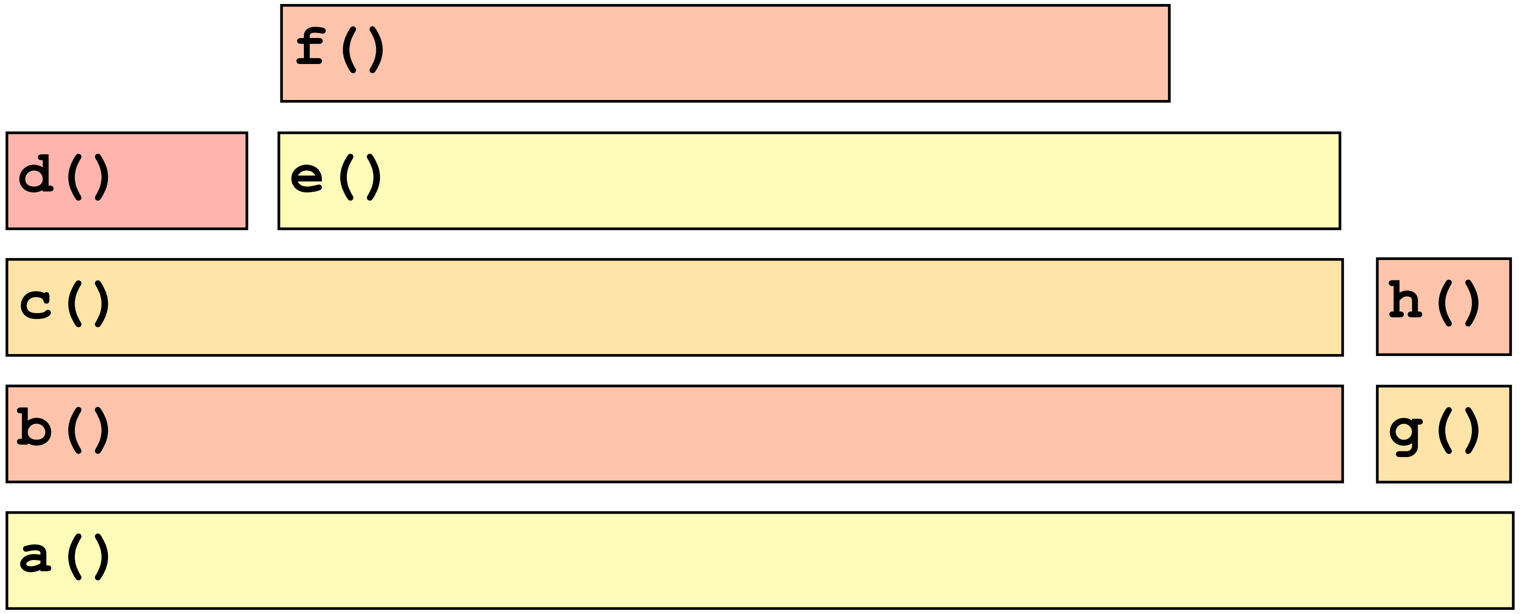
- Each box represents a function (a merged stack frame)
- y-axis shows stack depth
  - top function led directly to the profiling event
  - everything beneath it is ancestry (explains why)
- x-axis spans the sample population, sorted alphabetically
- Box width is proportional to the total time a function was profiled directly or its children were profiled
- All threads can be shown in the same Flame Graph (the default), or as separate per-thread Flame Graphs
- Flame Graphs can be interactive: mouse over for details

Flame Graphs: Variations

- Profile data can be anything: CPU, I/O, memory, ...
  - Naming suggestion: [event] [units] Flame Graph
  - Eg: "FS Latency Flame Graph"
  - By default, Flame Graphs == CPU Sample Flame Graphs
- Colors can be used for another dimension
  - by default, random colors are used to differentiate boxes
  - --hash for hash-based on function name
- Distribution applications can be shown in the same Flame Graph (merge samples from multiple systems)

Flame Graphs: A Simple Example

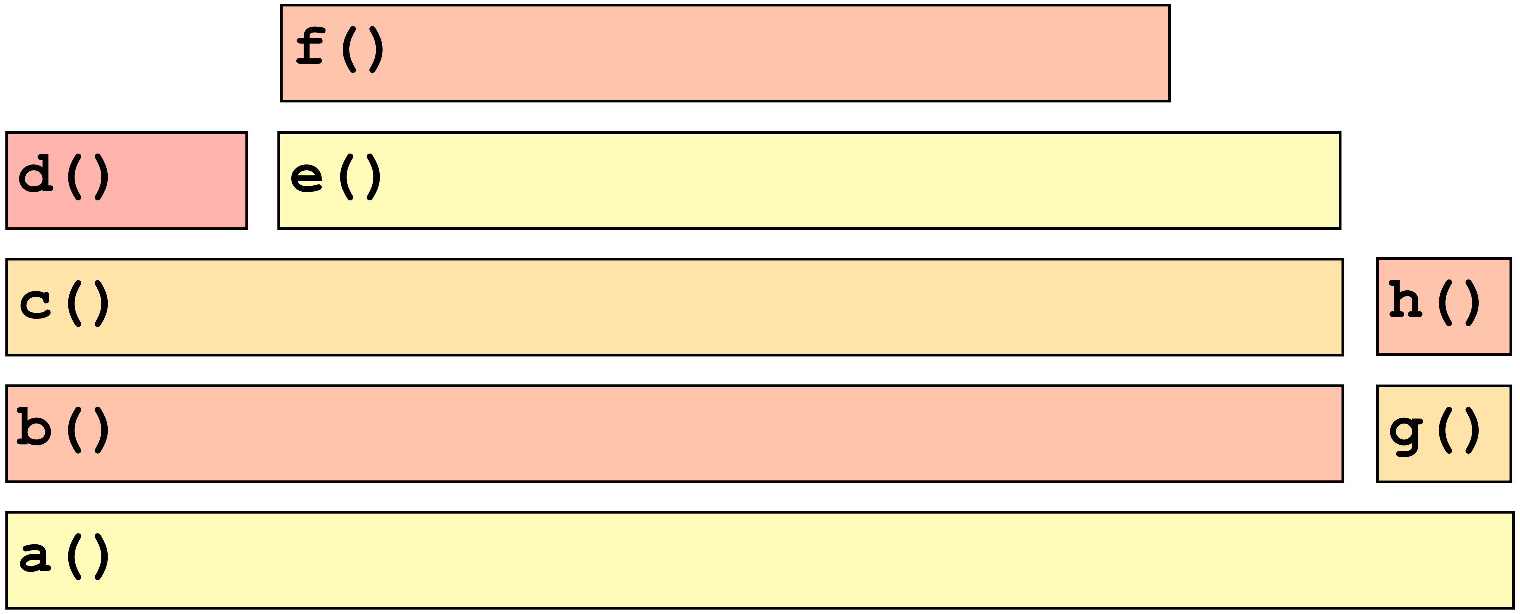
- A CPU Sample Flame Graph:



- I'll illustrate how these are read by posing various questions

Flame Graphs: How to Read

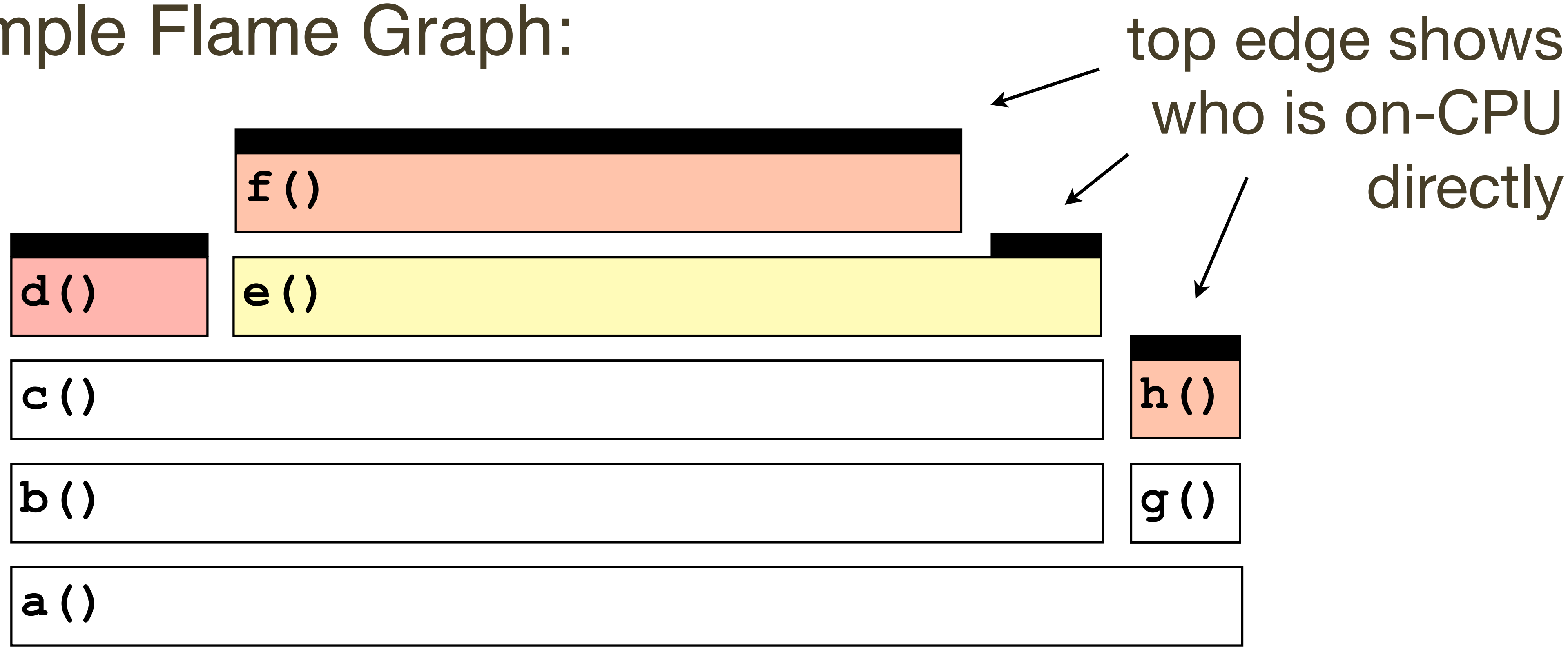
- A CPU Sample Flame Graph:



- Q: which function is on-CPU the most?

Flame Graphs: How to Read

- A CPU Sample Flame Graph:

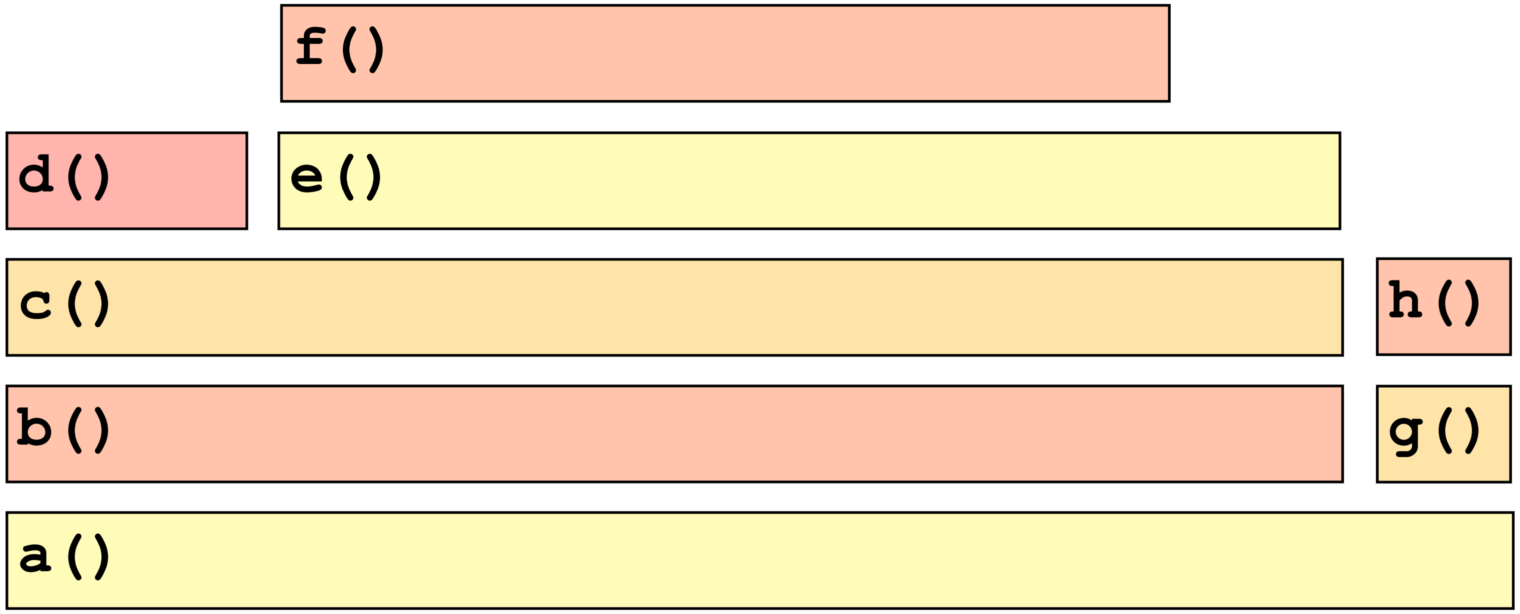


- Q: which function is on-CPU the most?
- A: `f()`

`e()` is on-CPU a little, but its runtime is mostly spent in `f()`, which is on-CPU directly

Flame Graphs: How to Read

- A CPU Sample Flame Graph:

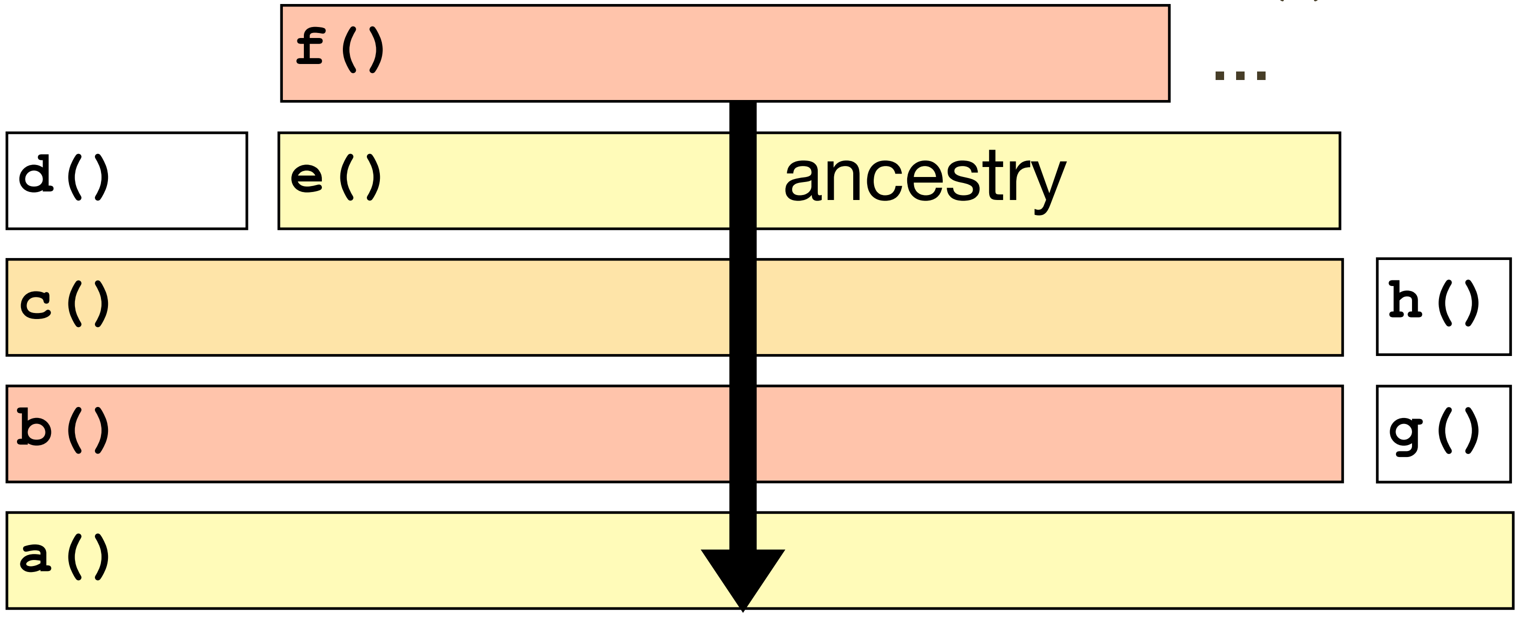


- Q: why is `f()` on-CPU?

Flame Graphs: How to Read

- A CPU Sample Flame Graph:

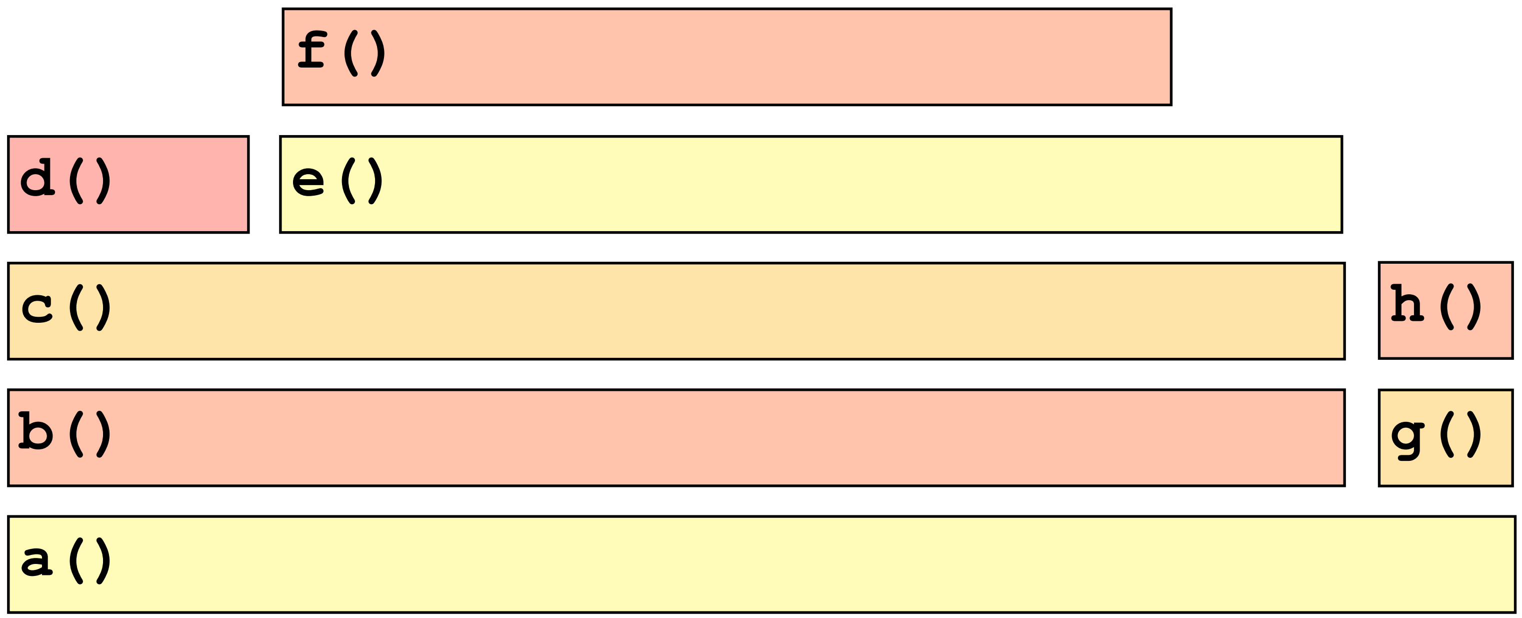
`f()` was called by `e()`
`e()` was called by `c()`
...



- Q: why is `f()` on-CPU?
- A: `a()` → `b()` → `c()` → `e()` → `f()`

Flame Graphs: How to Read

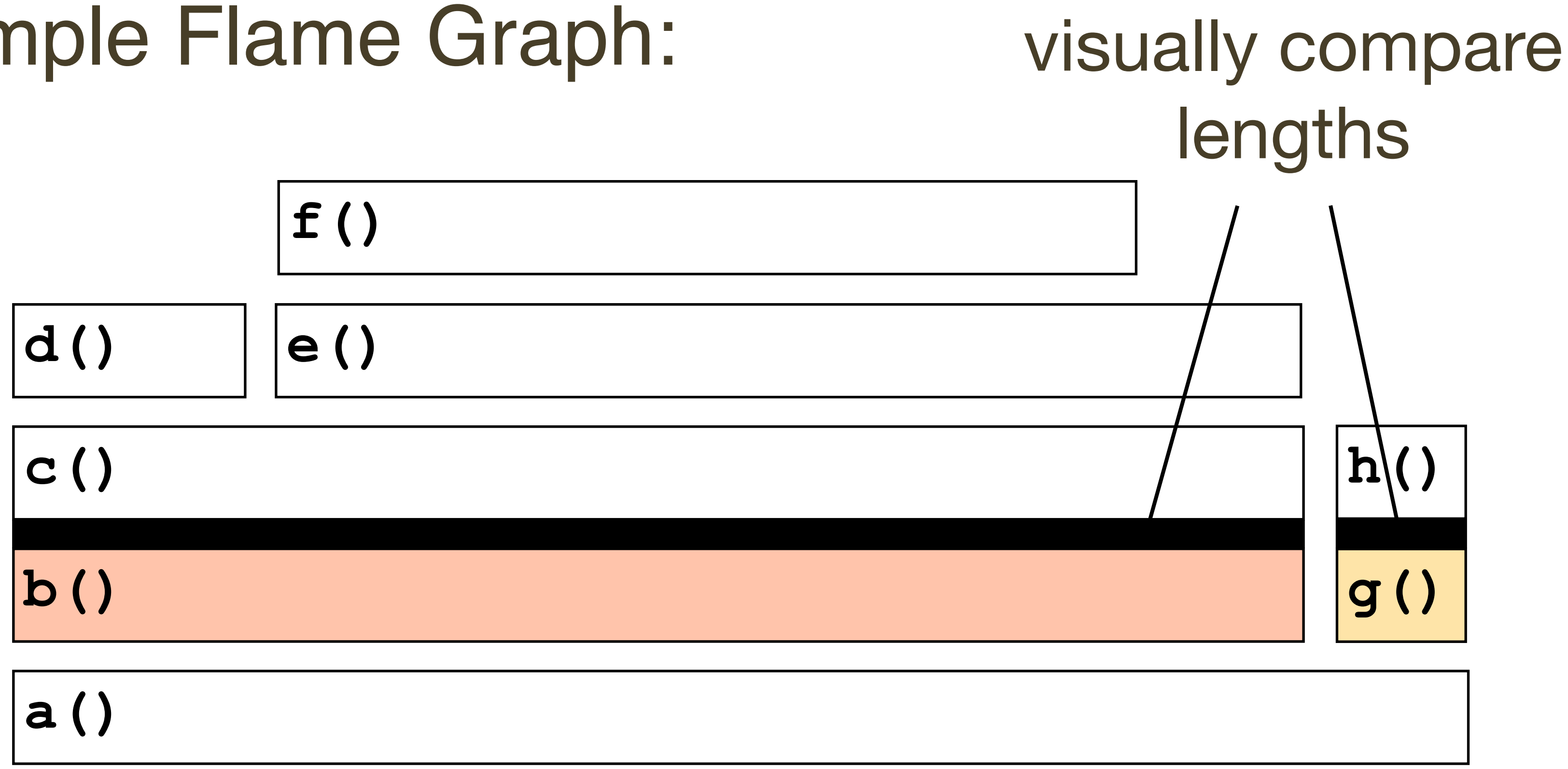
- A CPU Sample Flame Graph:



- Q: how does `b()` compare to `g()`?

Flame Graphs: How to Read

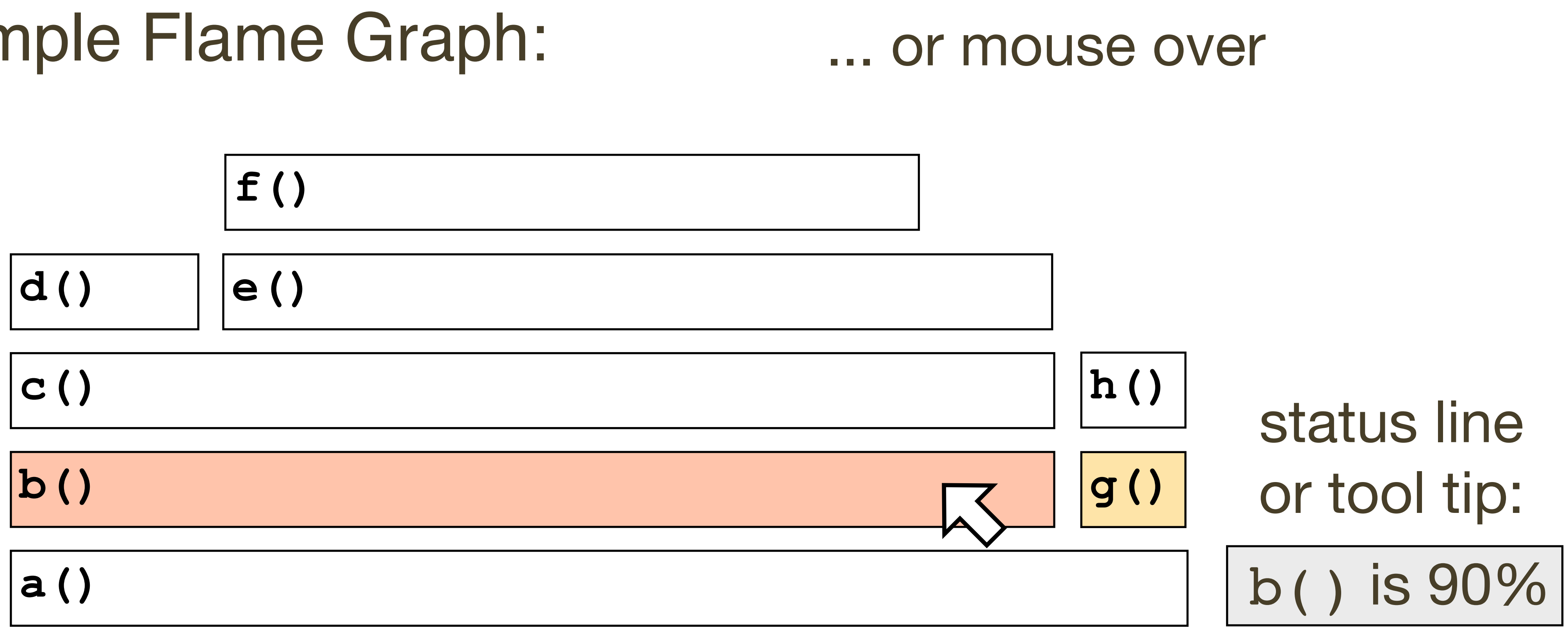
- A CPU Sample Flame Graph:



- Q: how does `b()` compare to `g()`?
- A: `b()` looks like it is running (present) about 10 times more often than `g()`

Flame Graphs: How to Read

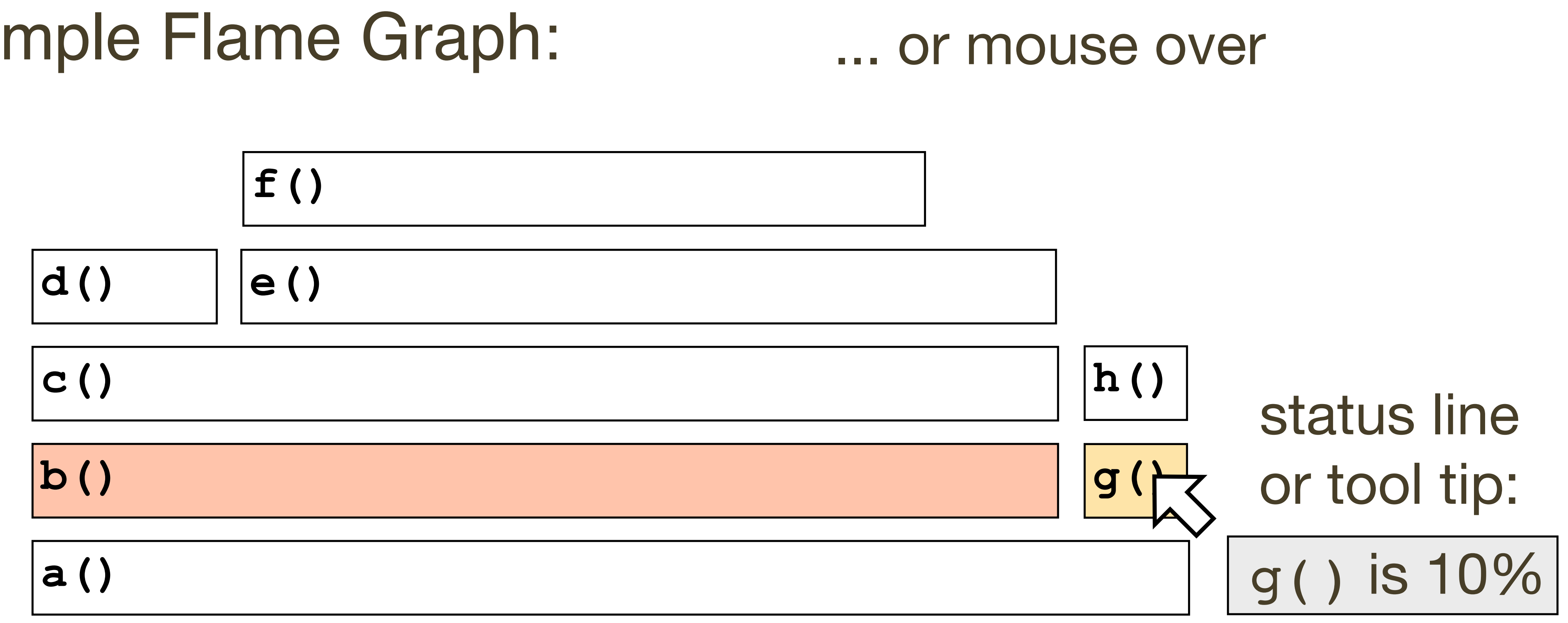
- A CPU Sample Flame Graph:



- Q: how does `b()` compare to `g()`?
- A: for interactive Flame Graphs, mouse over shows `b()` is 90%, `g()` is 10%

Flame Graphs: How to Read

- A CPU Sample Flame Graph:



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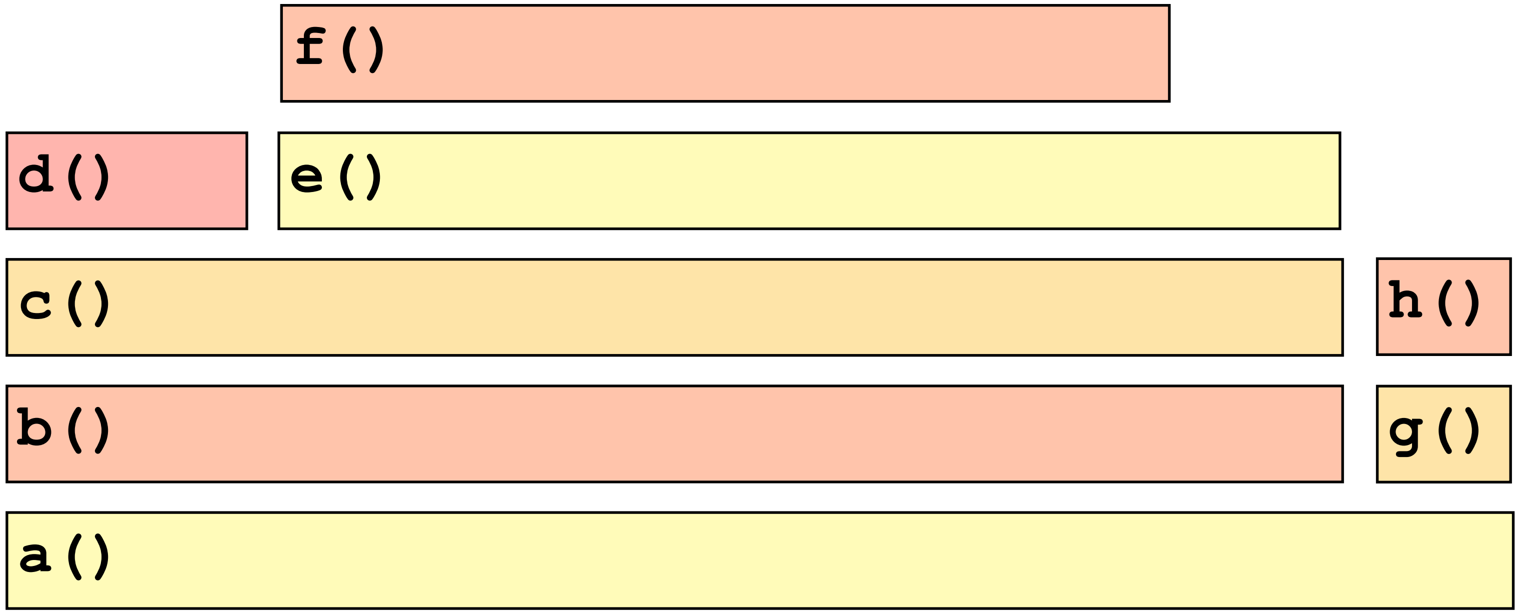
Flame Graphs: How to Read

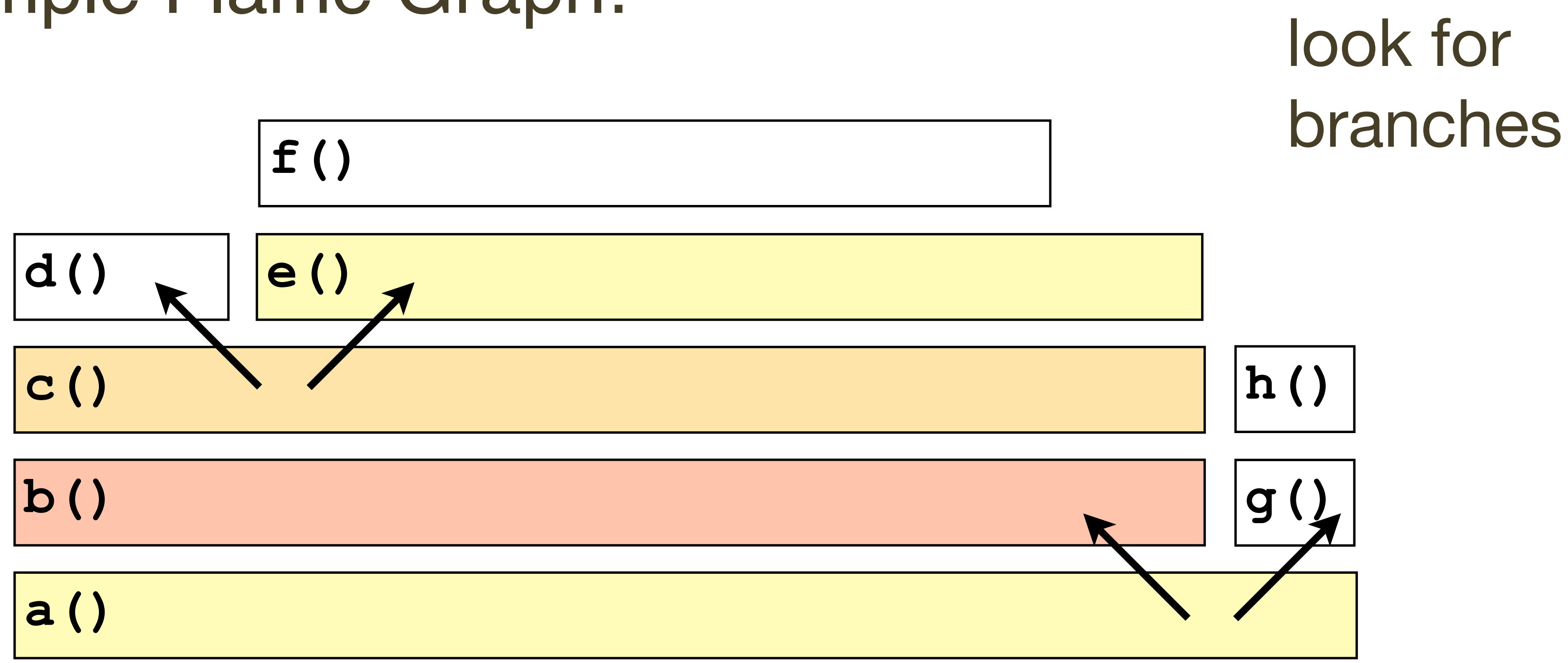
- A CPU Sample Flame Graph:



- Q: why are we running `f()`?

Flame Graphs: How to Read

- A CPU Sample Flame Graph:



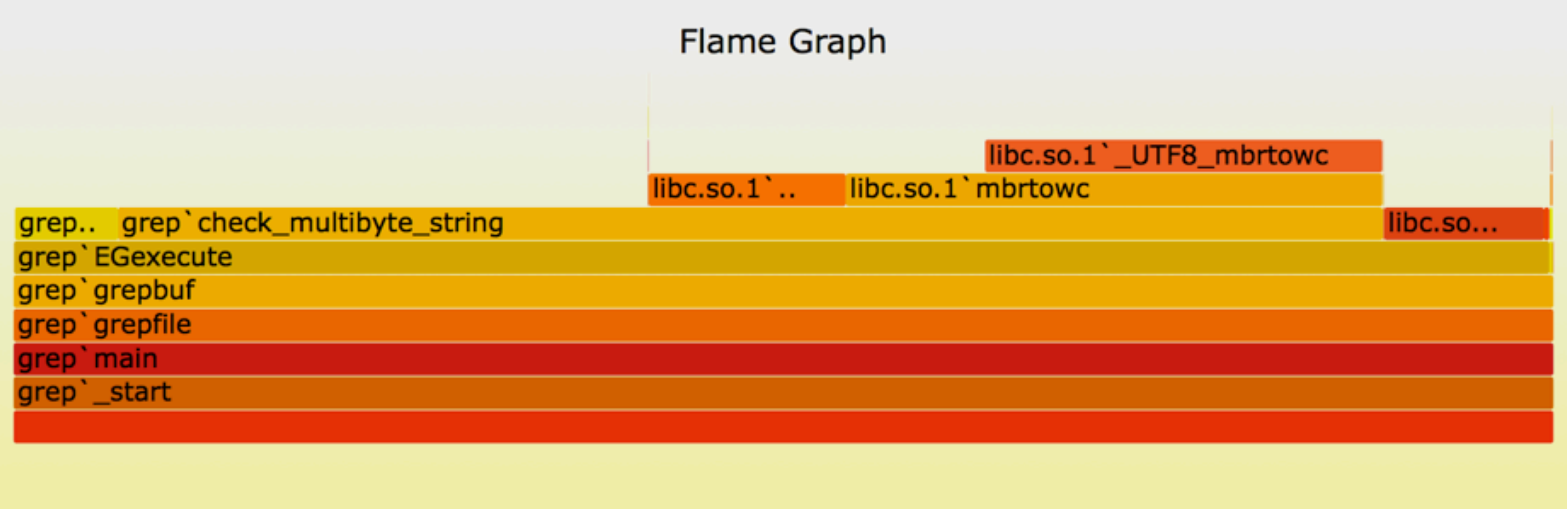
- Q: why are we running `f()`?
- A: code path branches can reveal key functions:
  - `a()` choose the `b()` path
  - `c()` choose the `e()` path

Flame Graphs: Example 1

- Customer alerting software periodically checks a log, however, it is taking too long (minutes).
- It includes grep(1) of an ~18 Mbyte log file, which takes around 10 minutes!
- grep(1) appears to be on-CPU for this time. Why?

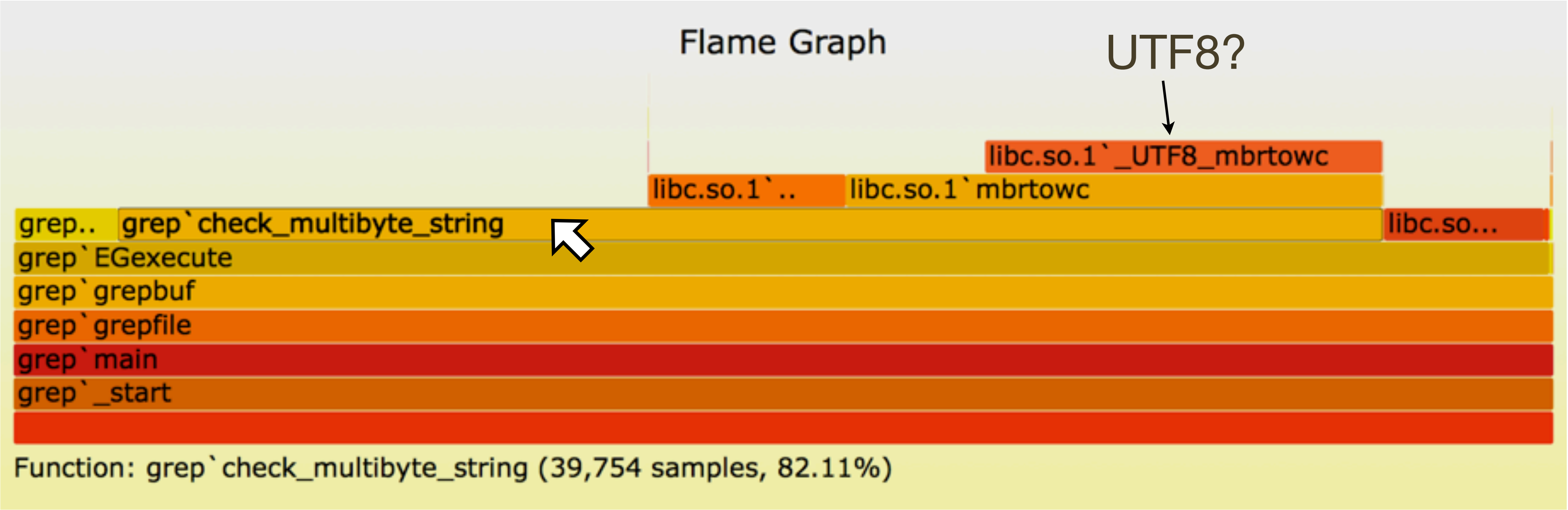
Flame Graphs: Example 1

- CPU Sample Flame Graph for grep(1) user-level stacks:



Flame Graphs: Example 1

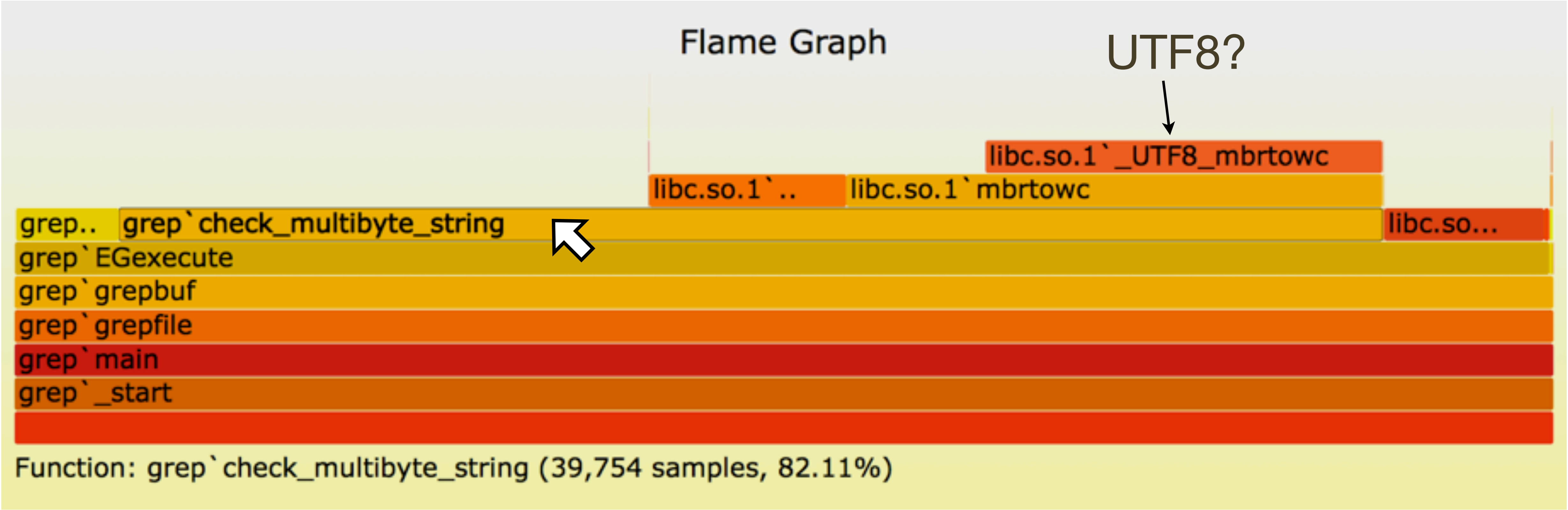
- CPU Sample Flame Graph for grep(1) user-level stacks:



- 82% of samples are in check_multibyte_string() or its children. This seems odd as the log file is plain ASCII.
- And why is UTF8 on the scene? ... Oh, LANG=en_US.UTF-8

Flame Graphs: Example 1

- CPU Sample Flame Graph for grep(1) user-level stacks:



- Switching to LANG=C improved performance by **2000x**
- A simple example, but I did spot this from the raw profiler text before the Flame Graph. You really need Flame Graphs when the text gets too long and unwieldy.

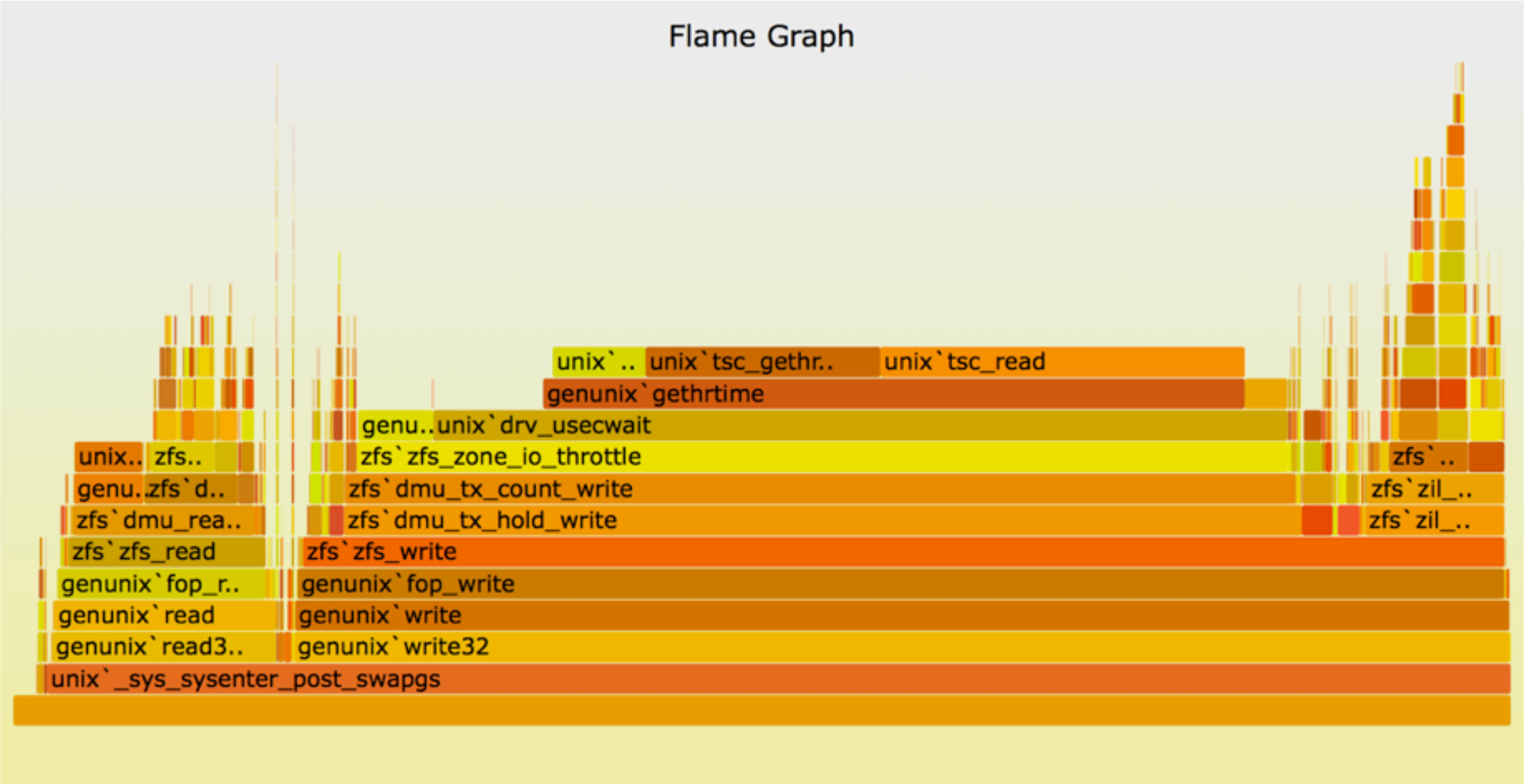
Flame Graphs: Example 2

- A potential customer benchmarks disk I/O on a cloud instance. The performance is not as fast as hoped.
- The host has new hardware and software. Issues with the new type of disks is suspected.

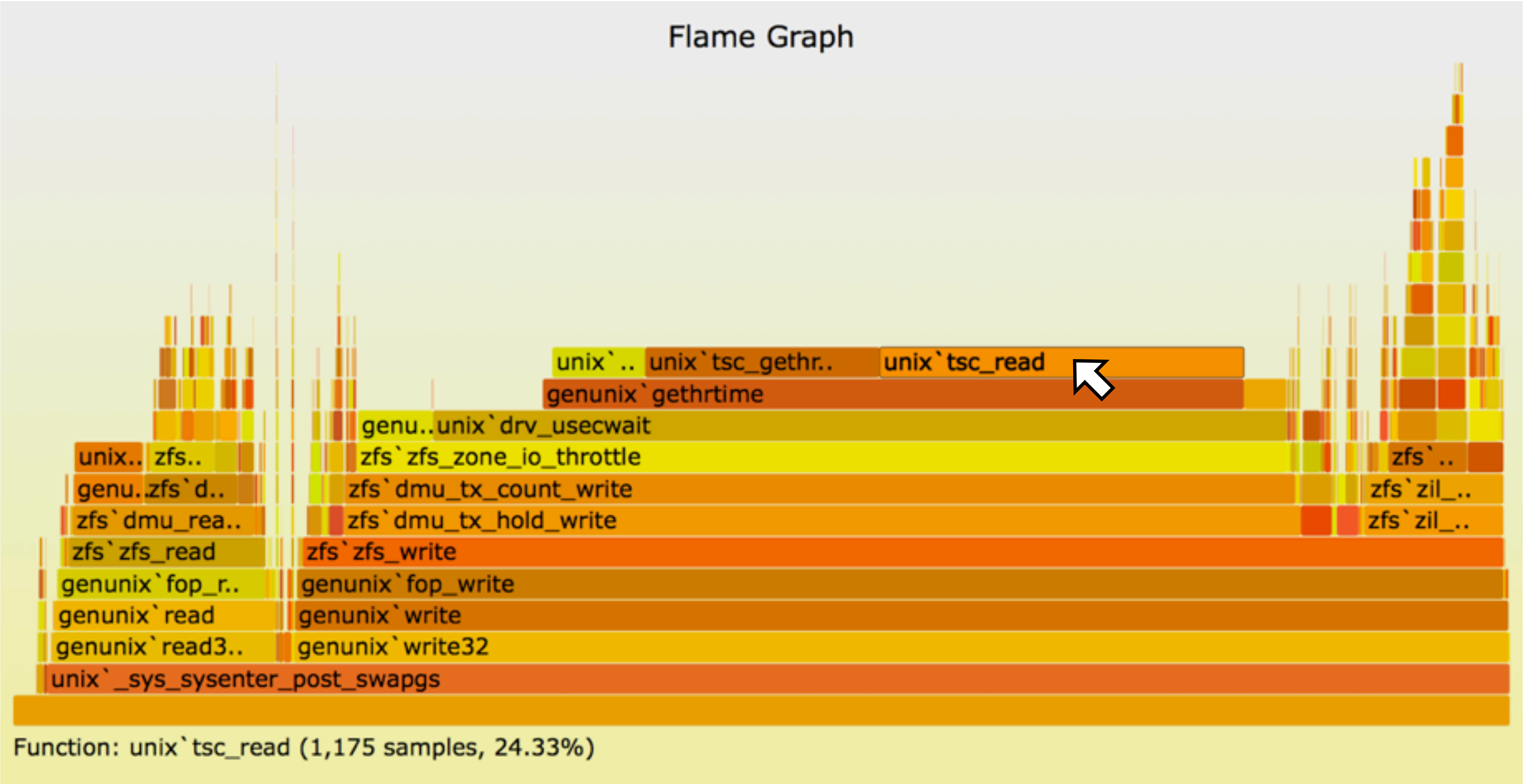
Flame Graphs: Example 2

- A potential customer benchmarks disk I/O on a cloud instance. The performance is not as fast as hoped.
- The host has new hardware and software. Issues with the new type of disks is suspected.
- I take a look, and notice CPU time in the kernel is modest.
- I'd normally assume this was I/O overheads and not profile it yet, instead beginning with I/O latency analysis.
- But Flame Graphs make it easy, and it may be useful to see what code paths (illumos kernel) are on the table.

Flame Graphs: Example 2

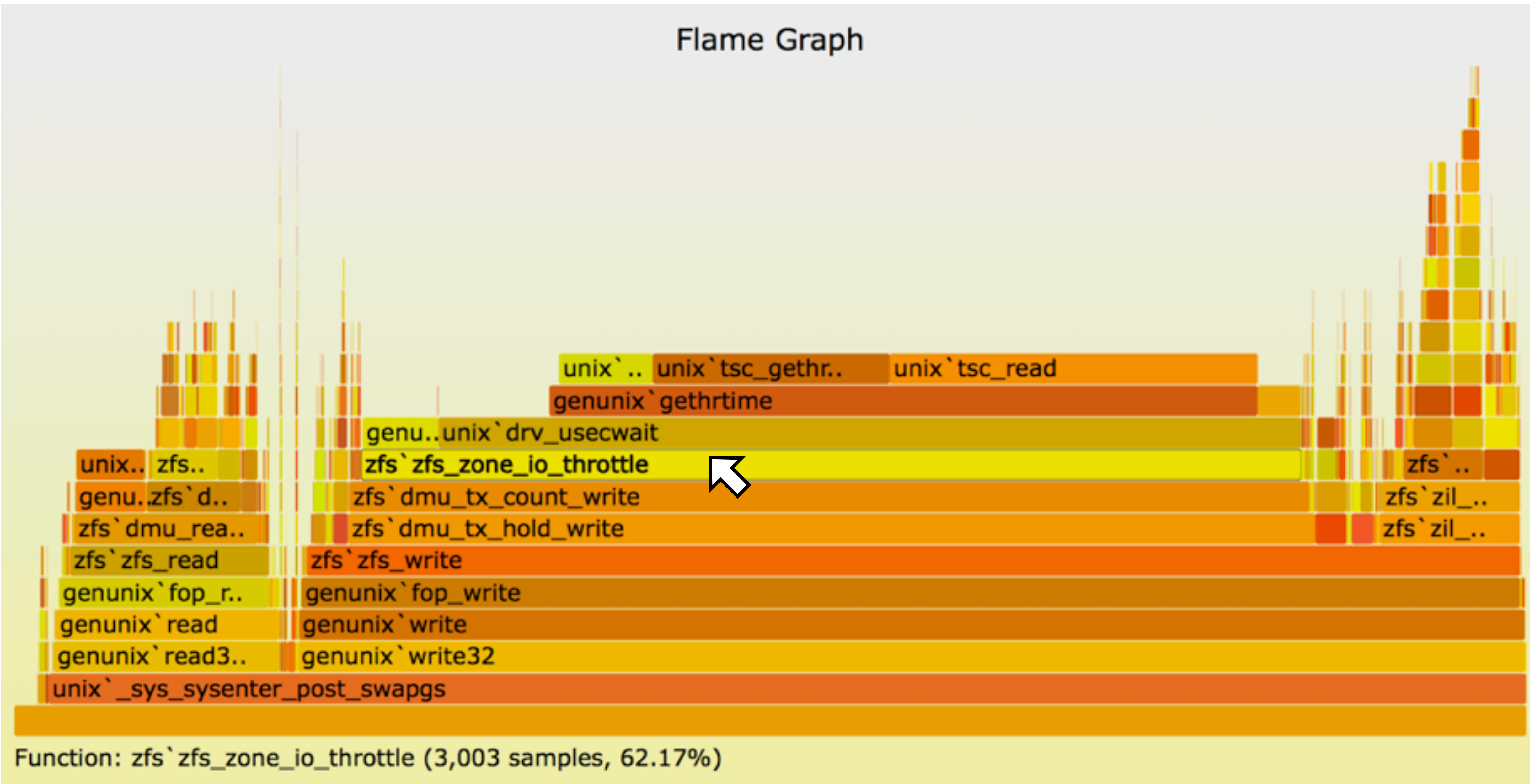


Flame Graphs: Example 2



- 24% in tsc_read()? Time Stamp Counter? Checking ancestry...

Flame Graphs: Example 2

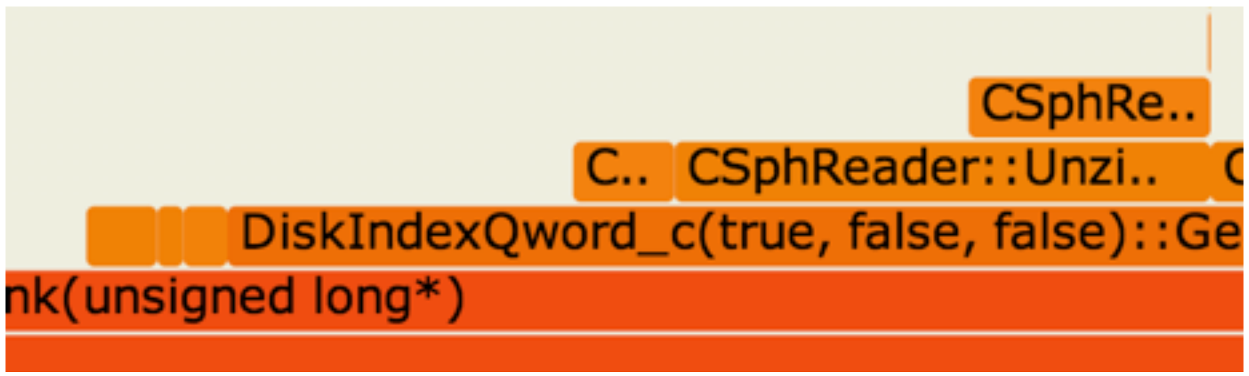


- 62% in zfs_zone_io_throttle? Oh, we had forgotten that this new platform had ZFS I/O throttles turned on by default!

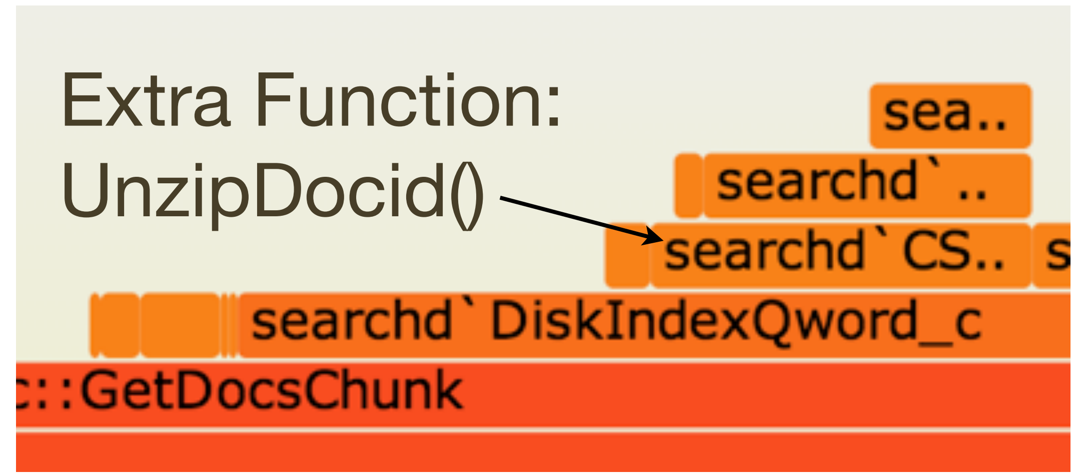
Flame Graphs: Example 3

- Application performance is about half that of a competitor
- Everything is believed identical (H/W, application, config, workload) except for the OS and kernel
- Application is CPU busy, nearly 100% in user-mode. How can the kernel cause a 2x delta when the app isn't in kernel-mode?
- Flame graphs on both platforms for user-mode were created:
  - Linux, using perf
  - SmartOS, using DTrace
- Added flamegraph.pl --hash option for consistent function colors (not random), aiding comparisons

Flame Graphs: Example 3



Linux



SmartOS

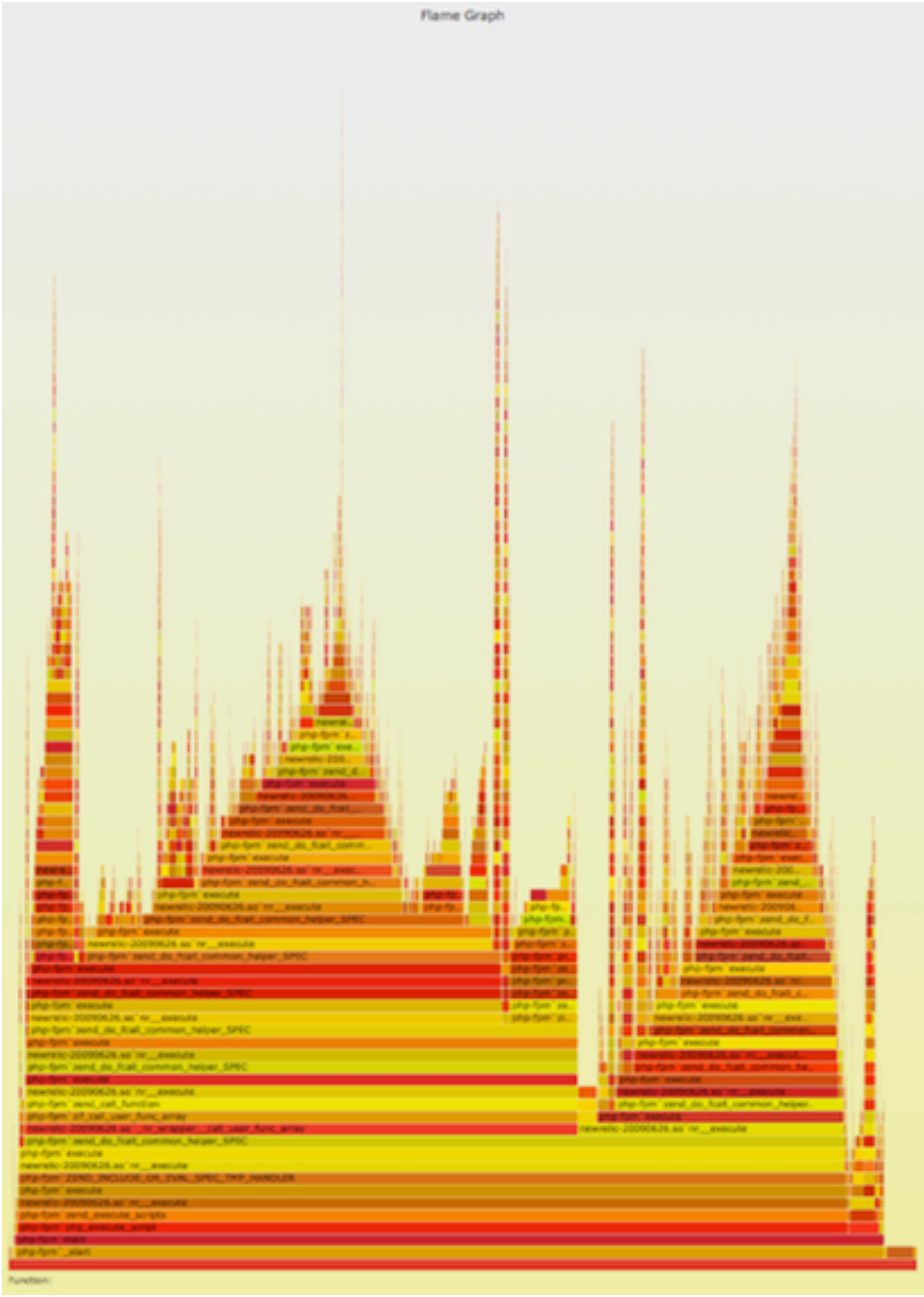
- Function label formats are different, but that's just due to different profilers/stackcollapse.pl's (should fix this)
- Widths slighly different, but we already know perf differs
- Extra function? This is executing *different* application software!

```
SphDocID_t  UnzipDocid ()     { return UnzipOffset(); }
```

- Actually, a different compiler option was eliding this function

Flame Graphs: More Examples

- Flame Graphs are typically more detailed, like the earlier MySQL example
- Next, how to generate them, then more examples



Generation

Generation

- I'll describe the original Perl version I wrote and shared on github:
  - https://github.com/brendangregg/FlameGraph
- There are other great Flame Graph implementations with different features and usage, which I'll cover in the last section

Generation: Steps

- 1. Profile event of interest
- 2. stackcollapse.pl
- 3. flamegraph.pl

Generation: Overview

- Full command line example. This uses DTrace for CPU profiling of the kernel:

```
# dtrace -x stackframes=100 -n 'profile-997 /arg0/ {
    @[stack()] = count(); } tick-60s { exit(0); }' -o out.stacks

# stackcollapse.pl < out.stacks > out.folded

# flamegraph.pl < out.folded > out.svg
```

- Then, open out.svg in a browser
- Intermediate files could be avoided (piping), but they can be handy for some manual processing if needed (eg, using vi)

Generation: Profiling Data

- The profile data, at a minimum, is a series of stack traces
- These can also include stack trace counts. Eg:

```
mysqld`_Z13add_to_statusP17system_status_varS0_+0x47
mysqld`_Z22calc_sum_of_all_statusP17system_status_var+0x67
mysqld`_Z16dispatch_command19enum_server_commandP3THDPcj+0x1222
mysqld`_Z10do_commandP3THD+0x198
mysqld`handle_one_connection+0x1a6
libc.so.1`_thrp_setup+0x8d
libc.so.1`_lwp_start
5530
```

5530 ← # of occurrences for this stack

- This example is from DTrace, which prints a series of these. The format of each group is: stack, count, newline
- Your profiler needs to print full (not truncated) stacks, with symbols. This may be step 0: get the profiler to work!

Generation: Profiling Tools

- Solaris/FreeBSD/SmartOS/...:
  - DTrace
- Linux:
  - perf, SystemTap
- OS X:
  - Instruments
- Windows:
  - Xperf.exe

Generation: Profiling Examples: DTrace

- CPU profile kernel stacks at 997 Hertz, for 60 secs:

```
# dtrace -x stackframes=100 -n 'profile-997 /arg0/ {
    @[stack()] = count(); } tick-60s { exit(0); }' -o out.kern_stacks
```

- CPU profile user-level stacks for PID 12345 at 99 Hertz, 60s:

```
# dtrace -x ustackframes=100 -n 'profile-97 /PID == 12345 && arg1/ {
    @[ustack()] = count(); } tick-60s { exit(0); }' -o out.user_stacks
```

- Should also work on Mac OS X, but is pending some fixes preventing stack walking (use Instruments instead)
- Should work for Linux one day with the DTrace ports

Generation: Profiling Examples: perf

- CPU profile full stacks at 97 Hertz, for 60 secs:

```
# perf record -a -g -F 97 sleep 60
# perf script > out.stacks
```

- Need debug symbol packages installed (*dbgsym), otherwise stack frames may show as hexidecimal
- May need compilers to cooperate (-fno-omit-frame-pointer)
- Has both user and kernel stacks, and the kernel idle thread. Can filter the idle thread after stackcollapse-perf.pl using:

```
# stackcollapse-perf.pl < out.stacks | grep -v cpu_idle | ...
```

Generation: Profiling Examples: SystemTap

- CPU profile kernel stacks at 100 Hertz, for 60 secs:

```
# stap -s 32 -D MAXTRACE=100 -D MAXSTRINGLEN=4096 -D MAXMAPENTRIES=10240 \
    -D MAXACTION=10000 -D STP_OVERLOAD_THRESHOLD=5000000000 --all-modules \
    -ve 'global s; probe timer.profile { s[backtrace()] <<< 1; }
    probe end { foreach (i in s+) { print_stack(i);
    printf("\t%d\n", @count(s[i])); } } probe timer.s(60) { exit(); }' \
    > out.kern_stacks
```

- Need debug symbol packages installed (*dbgsym), otherwise stack frames may show as hexidecimal
- May need compilers to cooperate (-fno-omit-frame-pointer)

Generation: Dynamic Languages

- C or C++ are usually easy to profile, runtime environments (JVM, node.js, ...) are usually not, typically a way to show program stacks and not just runtime internals.
- Eg, DTrace's ustack helper for node.js:

```
0xfc618bc0
0xfc61bd62
0xfe870841
0xfc61c1f3
0xfc617685
0xfe870841
0xfc6154d7
0xfe870e1a
[...]
```

```
libc.so.1`gettimeofday+0x7
Date at  position
<< adaptor >>
<< constructor >>
(anon) as exports.active at timers.js position 7590
(anon) as Socket._write at net.js position 21336
(anon) as Socket.write at net.js position 19714
<< adaptor >>
(anon) as OutgoingMessage._writeRaw at http.js p...
(anon) as OutgoingMessage._send at http.js posit...
<< adaptor >>
    (anon) as OutgoingMessage.end at http.js pos...
[...]
```

http://dtrace.org/blogs/dap/2012/01/05/where-does-your-node-program-spend-its-time/

Generation: stackcollapse.pl

- Converts profile data into a single line records
- Variants exist for DTrace, perf, SystemTap, Instruments, Xperf
- Eg, DTrace:

```
              unix`i86_mwait+0xd
              unix`cpu_idle_mwait+0xf1
              unix`idle+0x114
              unix`thread_start+0x8
            19486
```

```
# stackcollapse.pl < out.stacks > out.folded
```

```
unix`thread_start;unix`idle;unix`cpu_idle_mwait;unix`i86_mwait 19486
```

Generation: stackcollapse.pl

- Converts profile data into a single line records
- Variants exist for DTrace, perf, SystemTap, Instruments, Xperf
- Eg, DTrace:

```
          unix`i86_mwait+0xd
          unix`cpu_idle_mwait+0xf1
          unix`idle+0x114
          unix`thread_start+0x8
        19486
```

```
# stackcollapse.pl < out.stacks > out.folded
```

```
unix`thread_start;unix`idle;unix`cpu_idle_mwait;unix`i86_mwait 19486
```

stack trace, frames are ';' delimited

count

Generation: stackcollapse.pl

- Full output is many lines, one line per stack
- Bonus: can be grepped

```
# ./stackcollapse-stap.pl out.stacks | grep ext4fs_dirhash
system_call_fastpath;sys_getdents;vfs_readdir;ext4_readdir;ext4_htree_fill_
tree;htree_dirblock_to_tree;ext4fs_dirhash 100
system_call_fastpath;sys_getdents;vfs_readdir;ext4_readdir;ext4_htree_fill_
tree;htree_dirblock_to_tree;ext4fs_dirhash;half_md4_transform 505
system_call_fastpath;sys_getdents;vfs_readdir;ext4_readdir;ext4_htree_fill_
tree;htree_dirblock_to_tree;ext4fs_dirhash;str2hashbuf_signed 353
[...]
```

- That shows all stacks containing ext4fs_dirhash(); useful debug aid by itself
- grep can also be used to filter stacks before Flame Graphs
    - eg: grep -v cpu_idle

Generation: Final Output

- Desires:
  - Full control of output
  - High density detail
  - Portable: easily viewable
  - Interactive

Generation: Final Output

- Desires:
  - Full control of output
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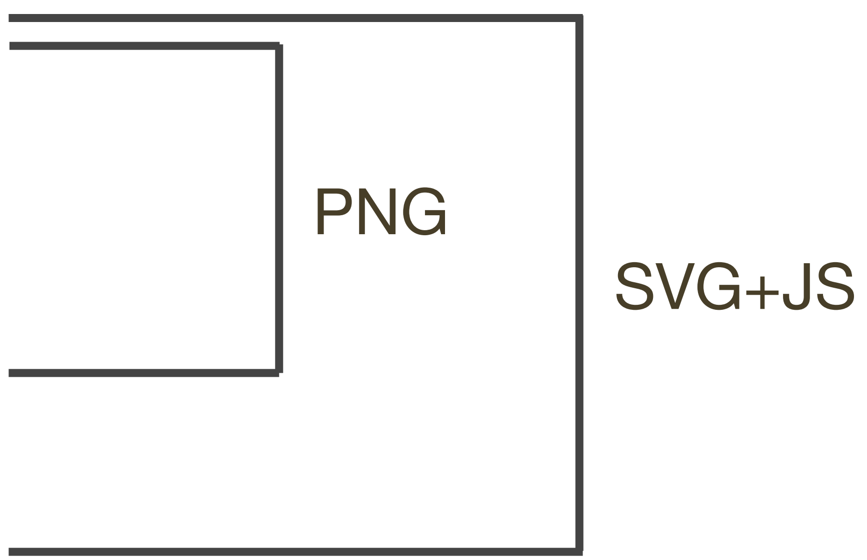


- SVG+JS: Scalable Vector Graphics with embedded JavaScript
  - Common standards, and supported by web browsers
  - Can print poster size (scalable); but loses interactivity!
  - Can be emitted by a simple Perl program...

Generation: flamegraph.pl

- Converts folded stacks into an interactive SVG. Eg:

```
# flamegraph.pl --titletext="Flame Graph: MySQL" out.folded > graph.svg
```

- Options:

`--titletext`	change the title text (default is “Flame Graph”)
`--width`	width of image (default is 1200)
`--height`	height of each frame (default is 16)
`--minwidth`	omit functions smaller than this width (default is 0.1 pixels)
`--fonttype`	font type (default “Verdana”)
`--fontsize`	font size (default 12)
`--countname`	count type label (default “samples”)
`--nametype`	name type label (default “Function:”)
`--colors`	color palette: "hot", "mem", "io"
`--hash`	colors are keyed by function name hash

Types

Types

- CPU
- Memory
- Off-CPU
- More

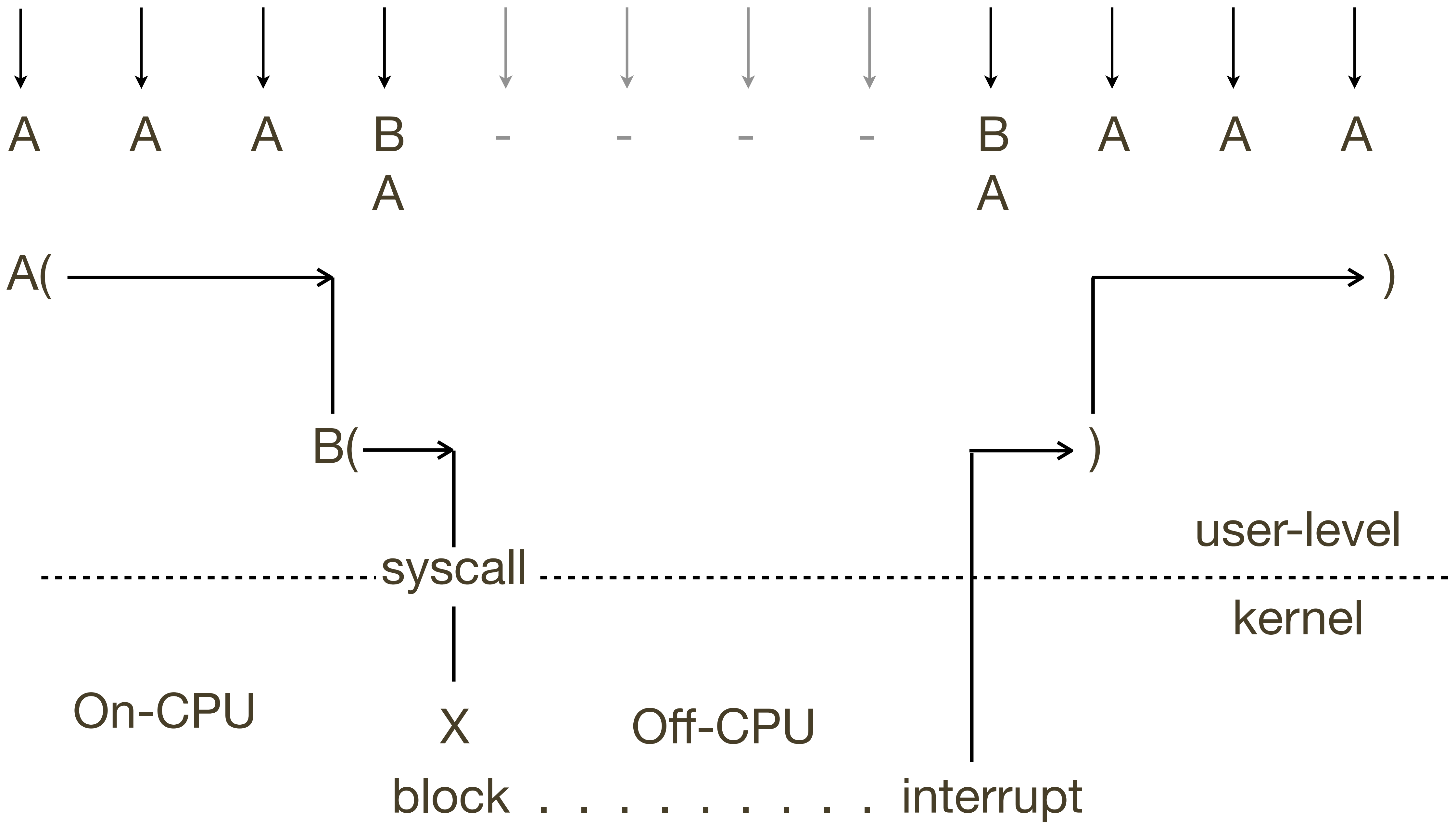
CPU

CPU

- Measure code paths that consume CPU
- Helps us understand and optimize CPU usage, improving performance and scalability
- Commonly performed by sampling CPU stack traces at a timed interval (eg, 100 Hertz for every 10 ms), on all CPUs
  - DTrace/perf/SystemTap examples shown earlier
- Can also be performed by tracing function execution

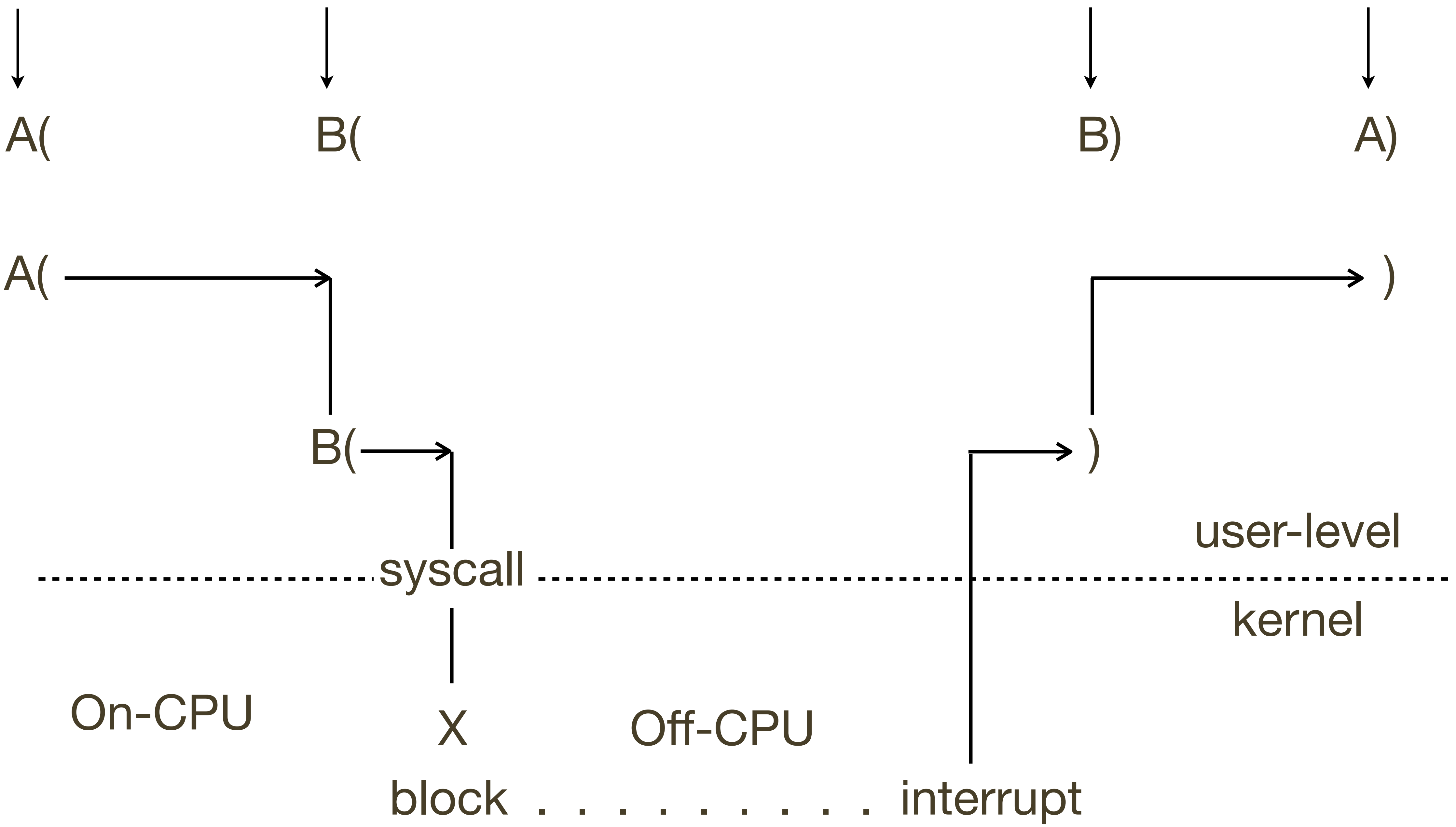
CPU: Sampling

CPU stack sampling:



CPU: Tracing

CPU function tracing:



CPU: Profiling

- Sampling:
  - Coarse but usually effective
  - Can also be low overhead, depending on the stack type and sample rate, which is fixed (eg, 100 Hz x CPU count)
- Tracing:
  - Overheads can be too high, distorting results and hurting the target (eg, millions of trace events per second)
- Most Flame Graphs are generated using stack sampling

CPU: Profiling Results

- Example results. Could you do this?

  As an experiment to investigate the performance of the resulting TCP/IP implementation ... the [redacted] is CPU saturated, but the [redacted] has about 30% idle time. The time spent in the system processing the data is spread out among handling for the Ethernet (20%), IP packet processing (10%), TCP processing (30%), checksumming (25%), and user system call handling (15%), with no single part of the handling dominating the time in the system.

CPU: Profiling Results

- Example results. Could you do this?

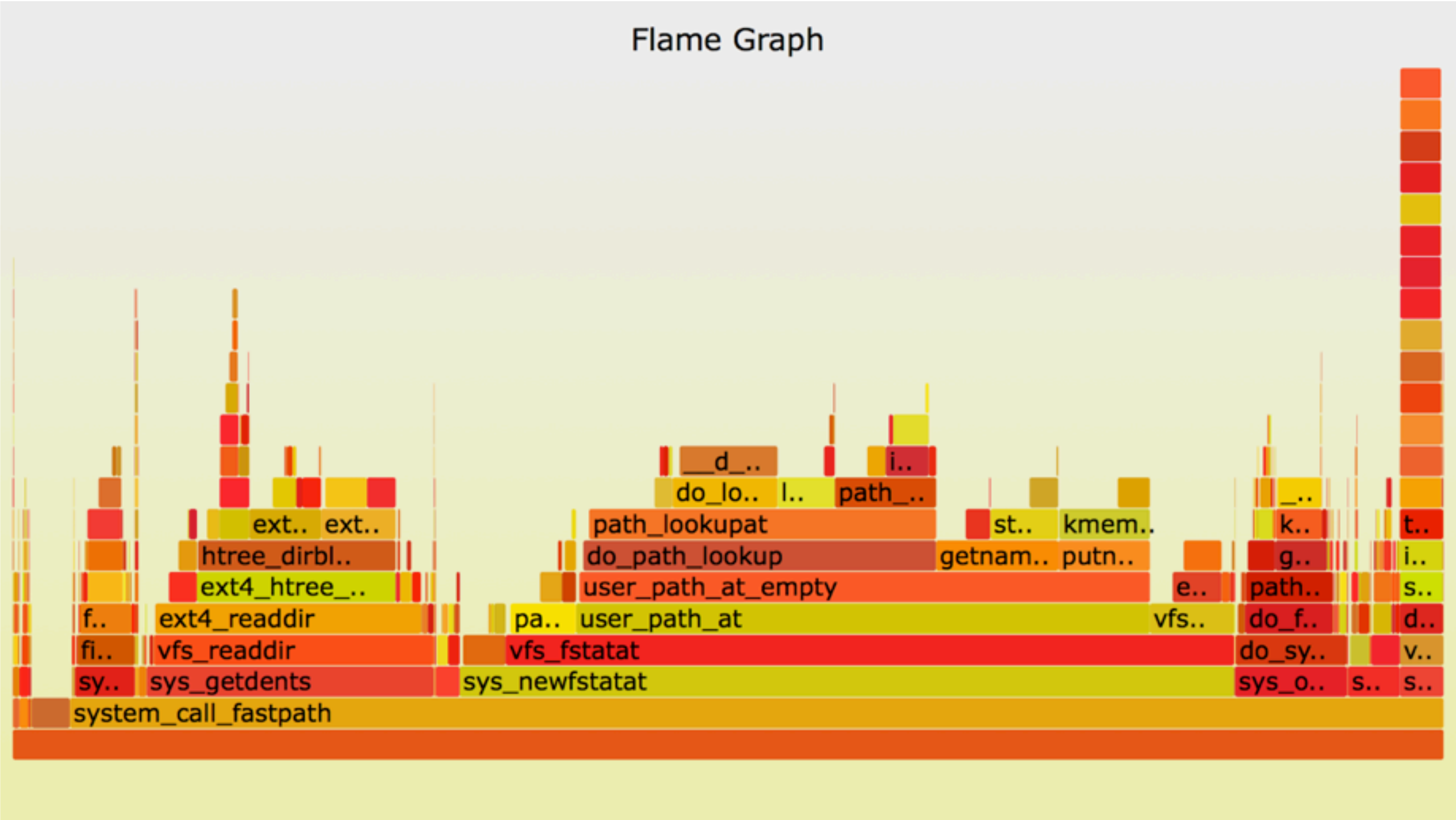
> As an experiment to investigate the performance of the resulting TCP/IP implementation ... the 11/750 is CPU saturated, but the 11/780 has about 30% idle time. The time spent in the system processing the data is spread out among handling for the Ethernet (20%), IP packet processing (10%), TCP processing (30%), checksumming (25%), and user system call handling (15%), with no single part of the handling dominating the time in the system.
>
> – Bill Joy, **1981**, TCP-IP Digest, Vol 1 #6

- An impressive report, that even today would be difficult to do
- Flame Graphs make this a lot easier

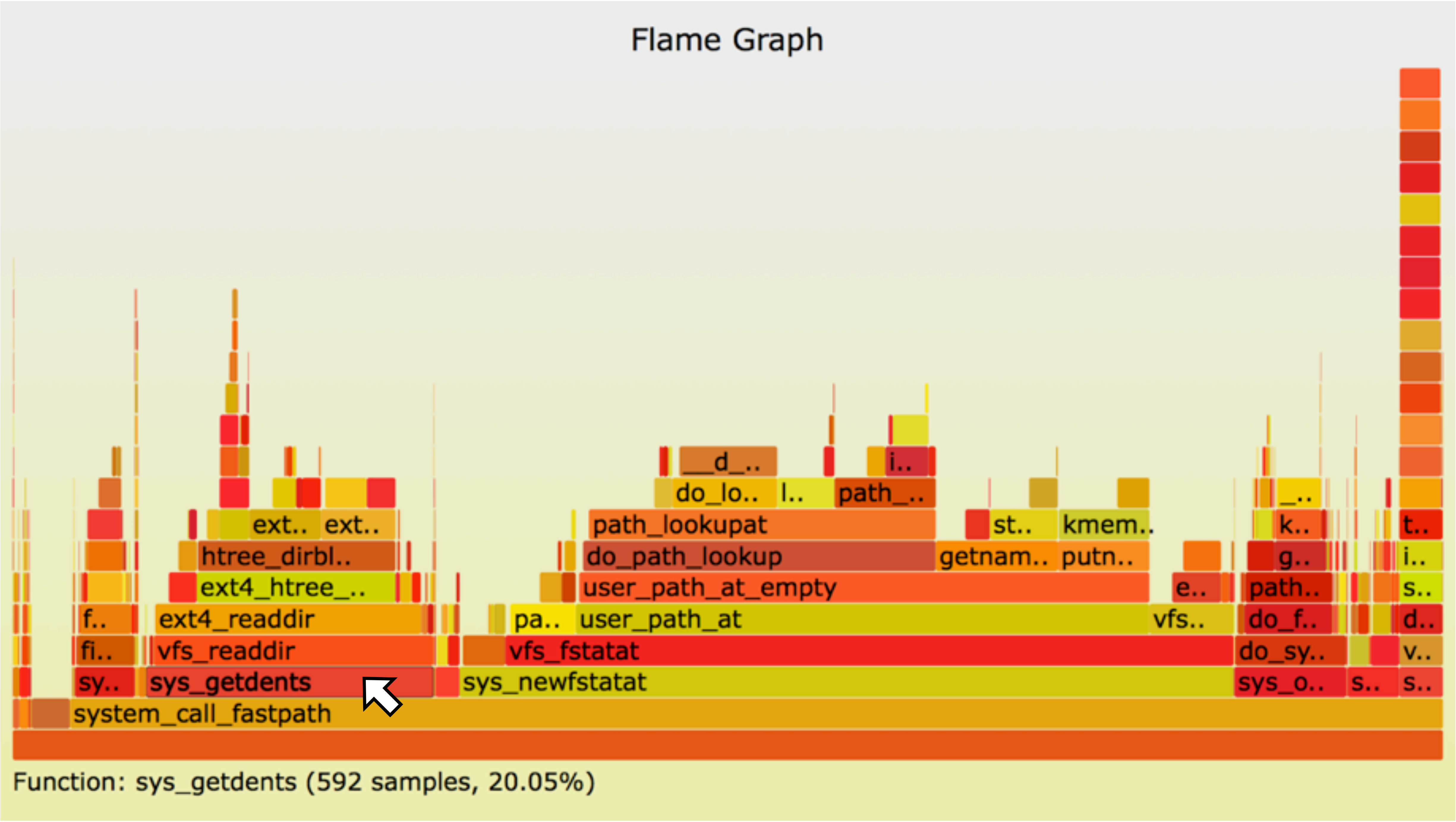
CPU: Another Example

- A file system is archived using tar(1).
- The files and directories are cached, and the run time is mostly on-CPU in the kernel (Linux). Where exactly?

CPU: Another Example

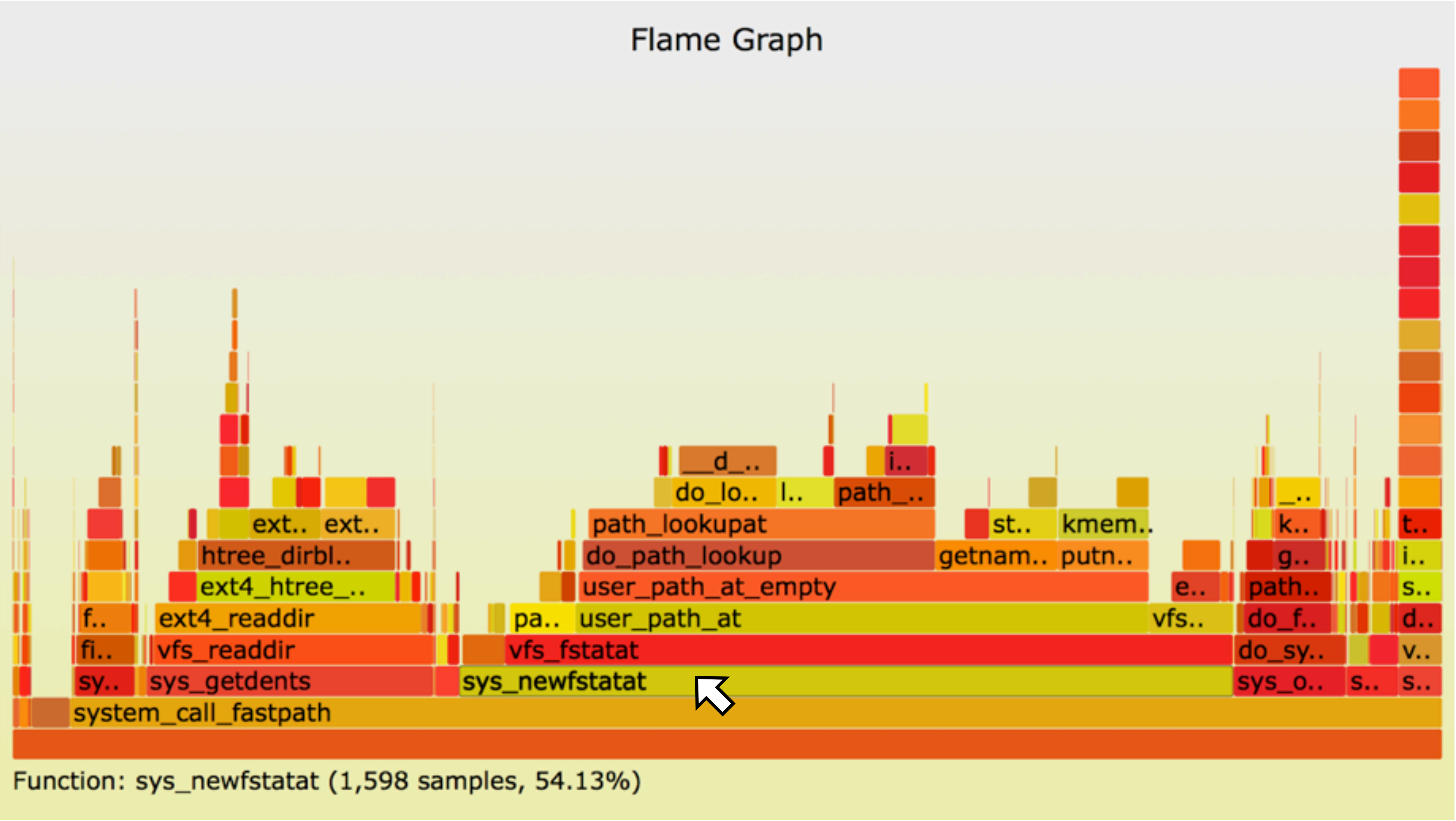


CPU: Another Example



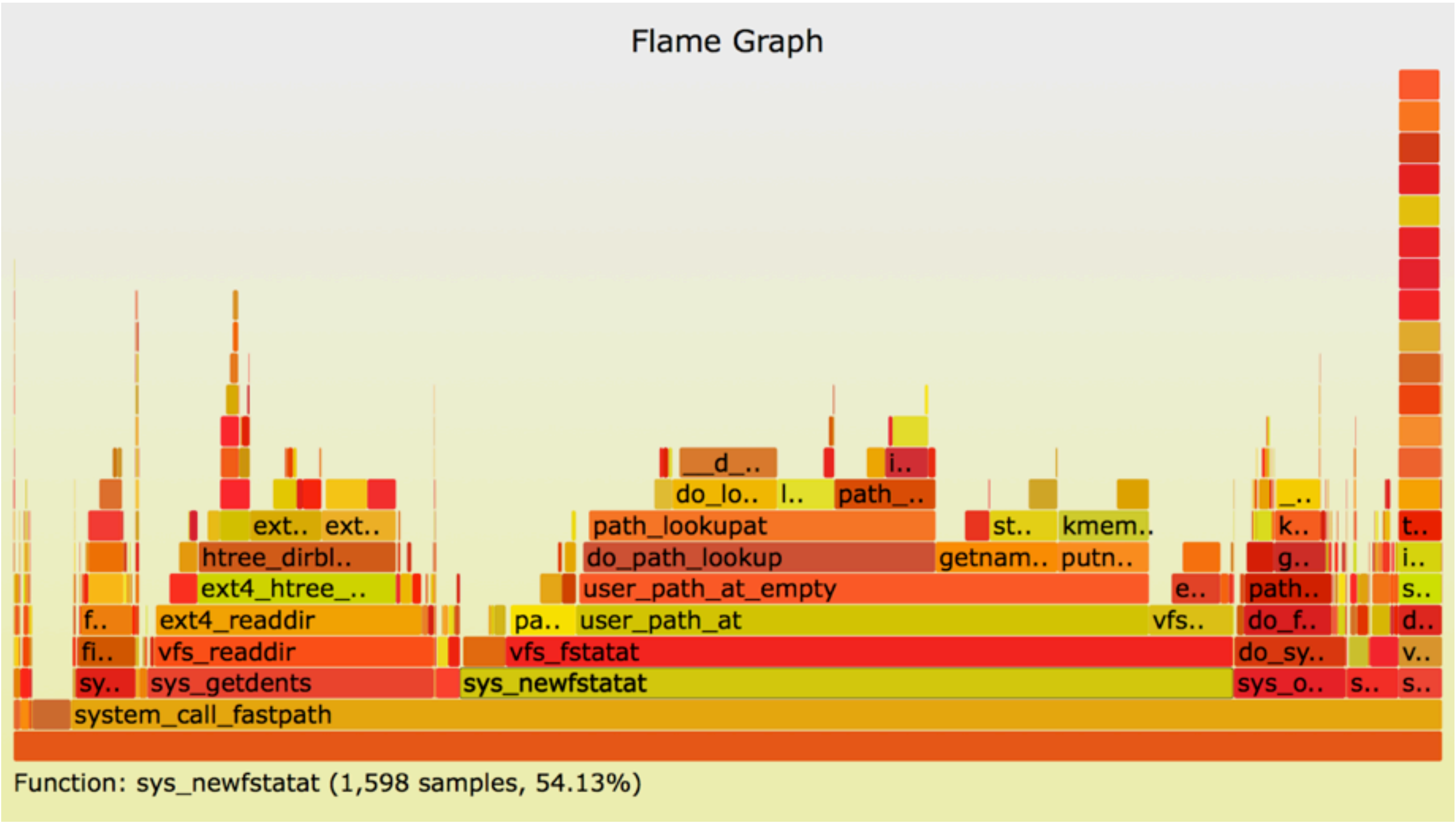
- 20% for reading directories

CPU: Another Example



- 54% for file statistics

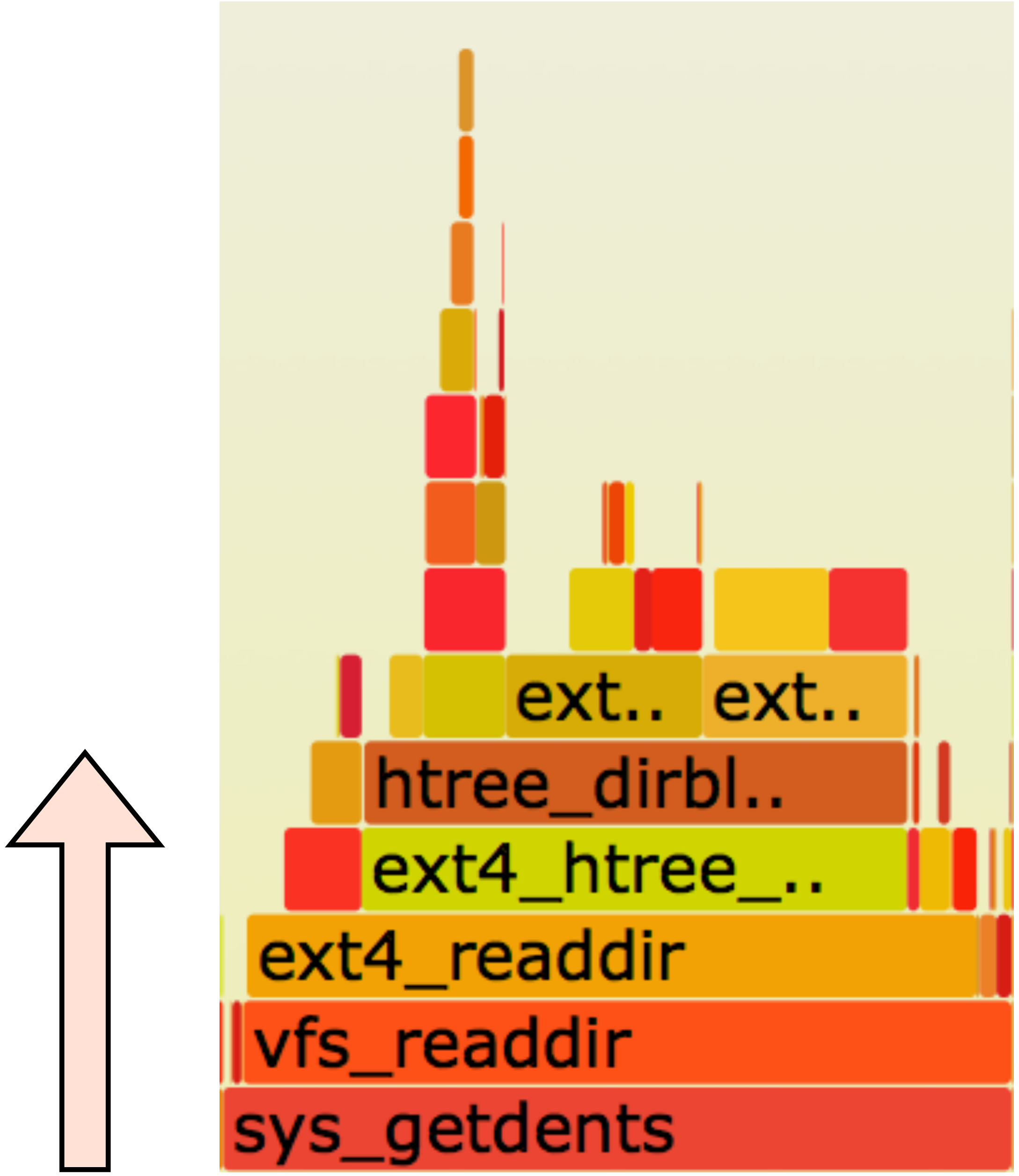
CPU: Another Example



- Also good for learning kernel internals: browse the active code

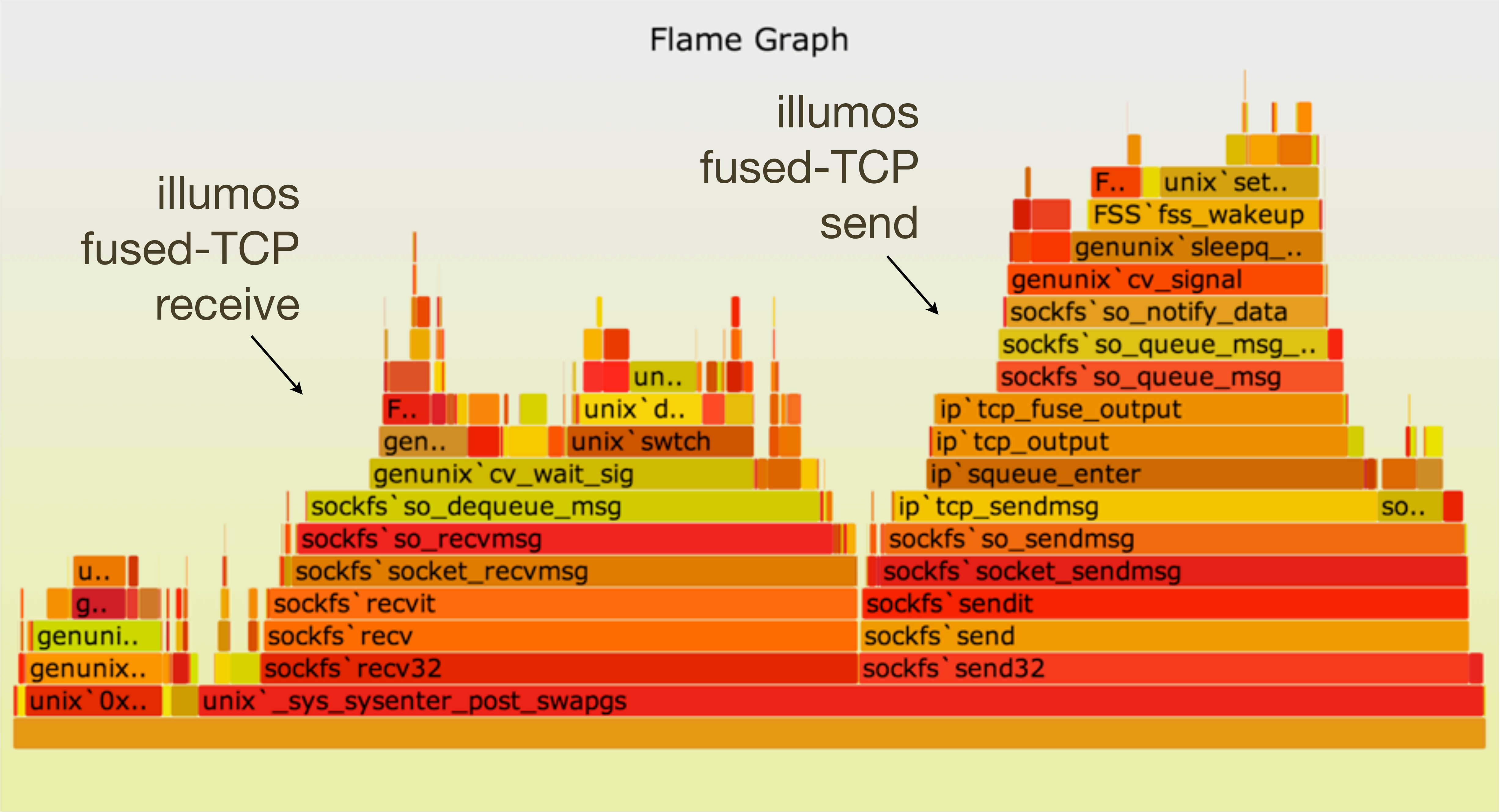
CPU: Recognition

- Once you start profiling a target, you begin to recognize the common stacks and patterns
- Linux getdents() ext4 path:
- The next slides show similar example kernel-mode CPU Sample Flame Graphs

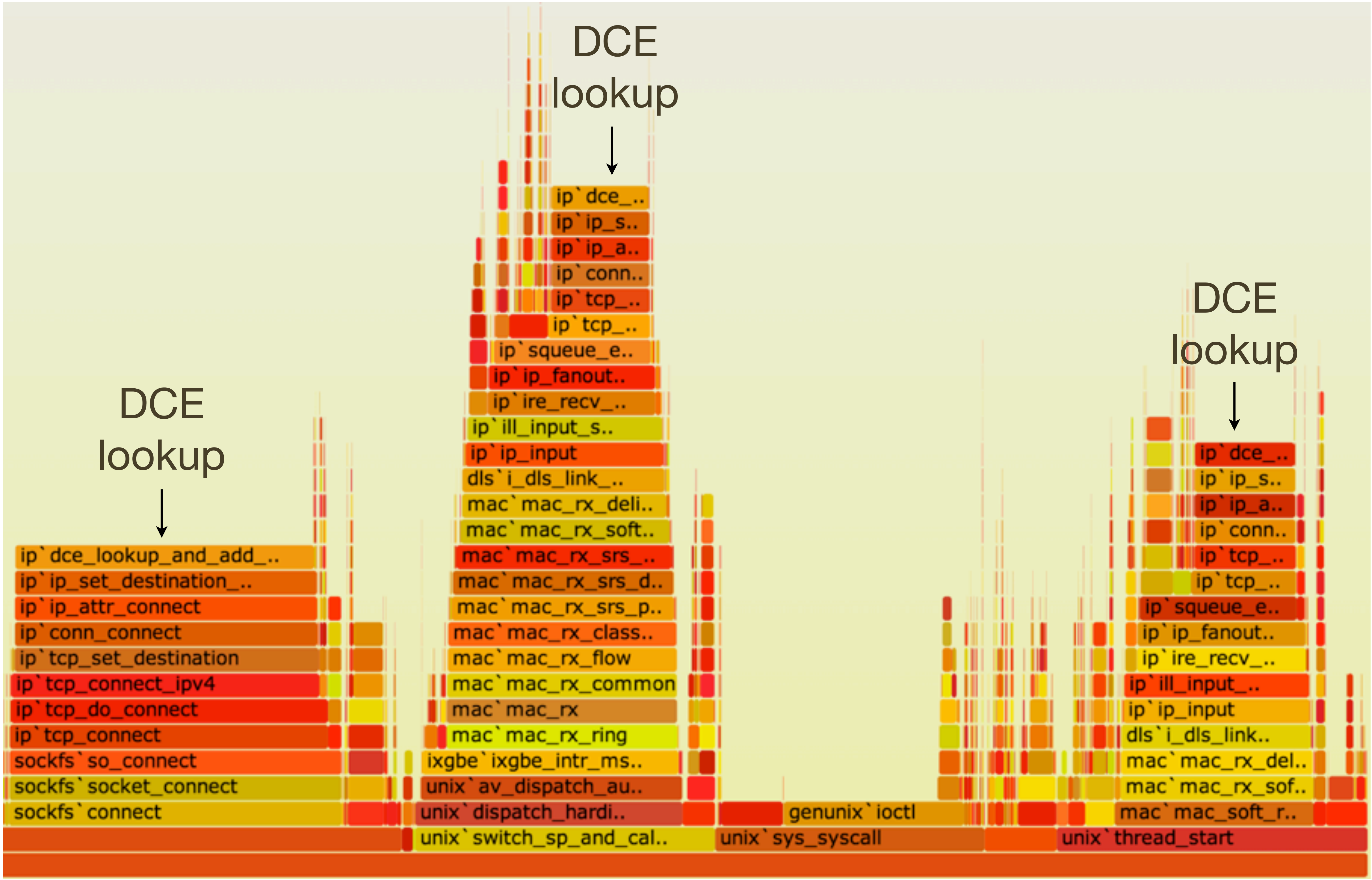


CPU: Recognition: illumos localhost TCP

- From a TCP localhost latency issue (illumos kernel):

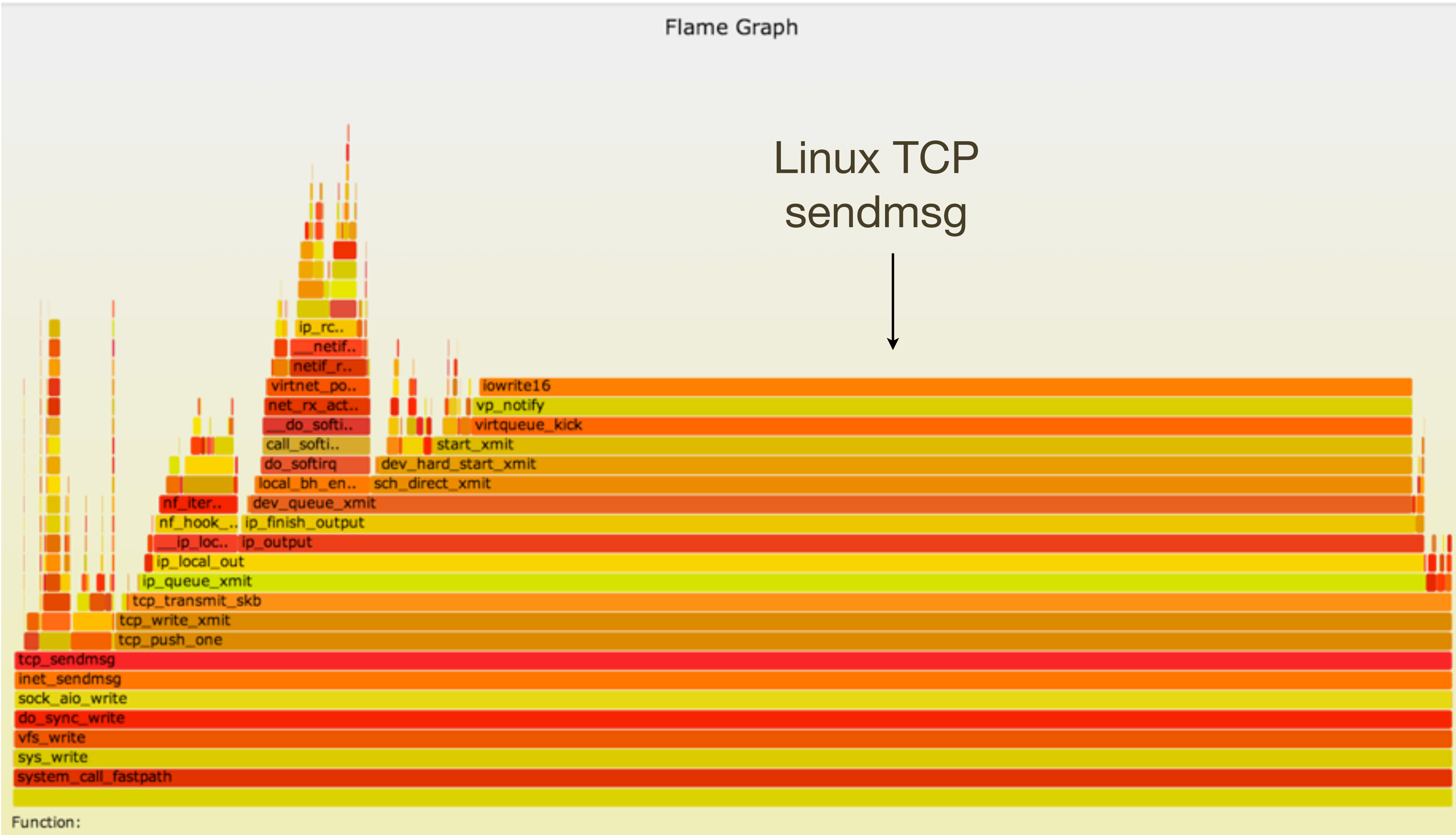


CPU: Recognition: illumos IP DCE issue

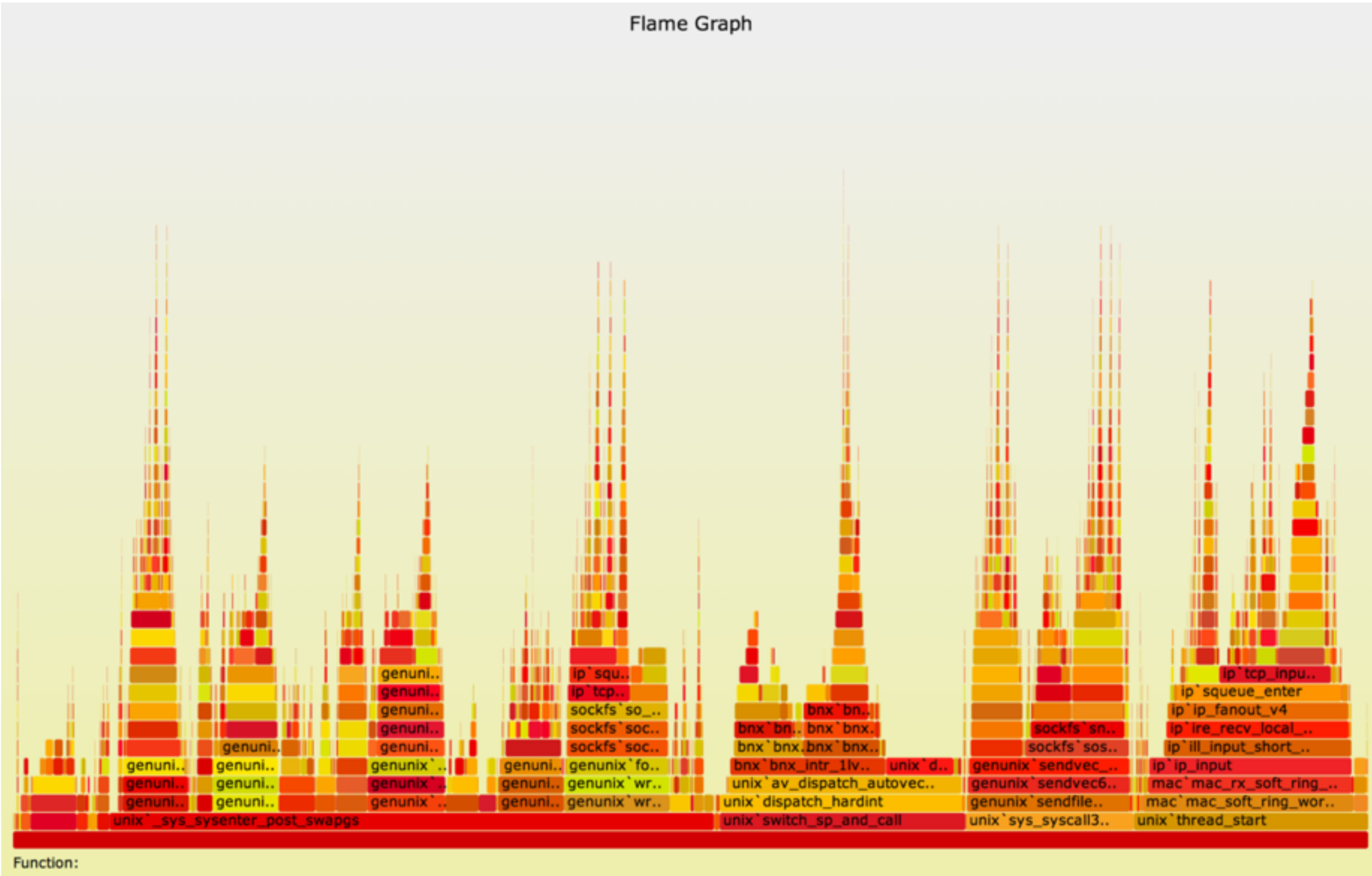


CPU: Recognition: Linux TCP send

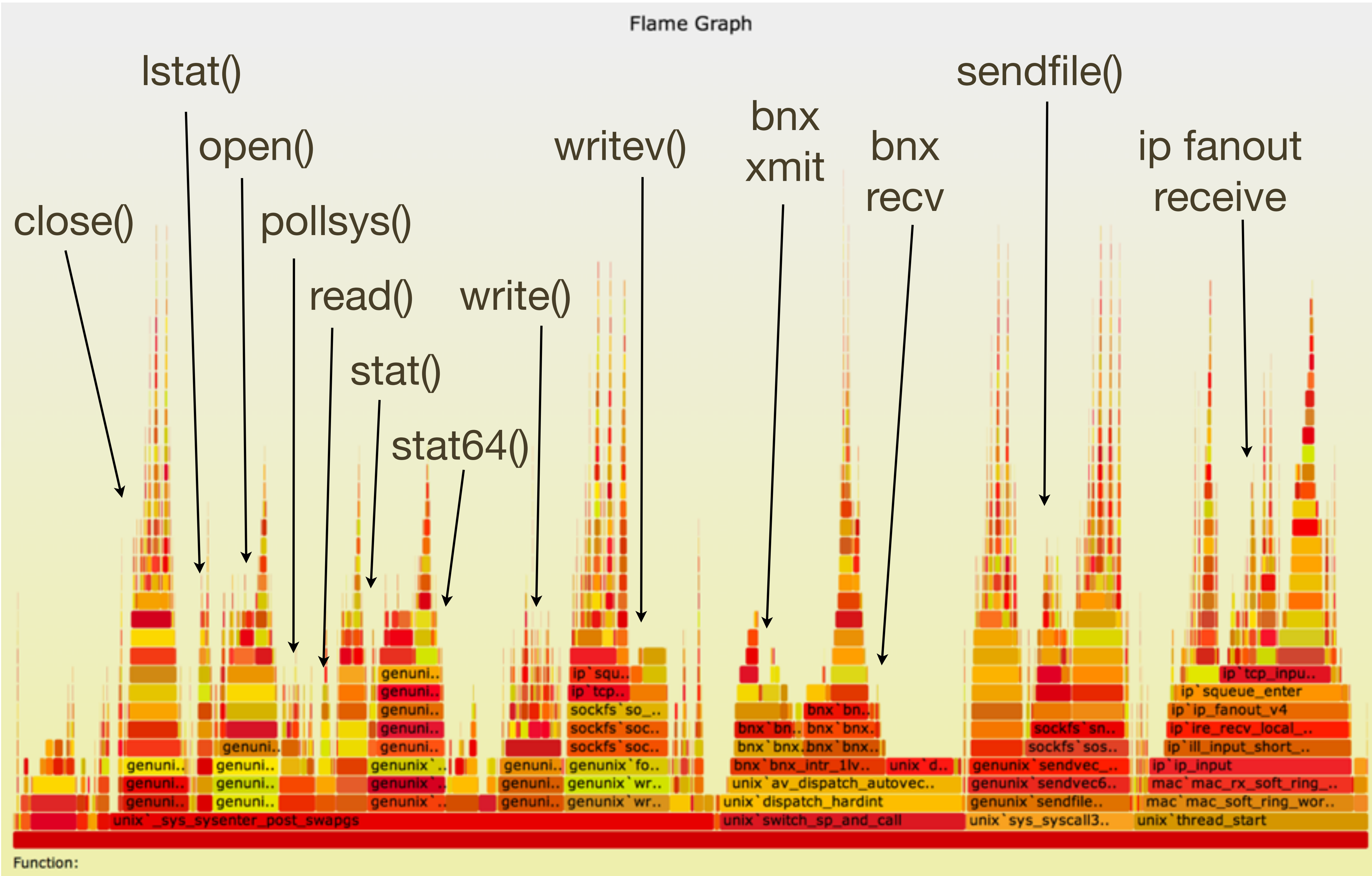
- Profiled from a KVM guest:



CPU: Recognition: Syscall Towers



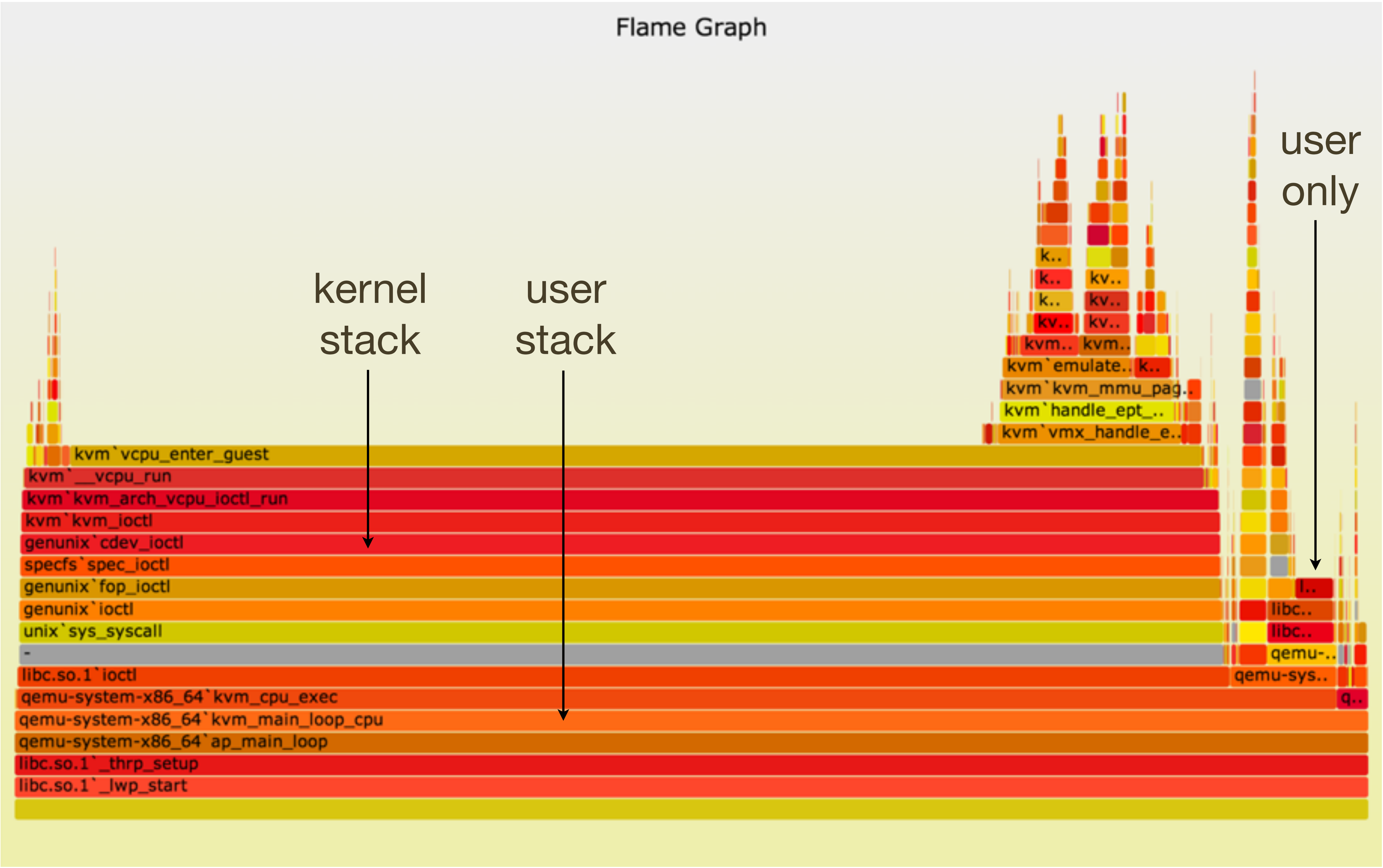
CPU: Recognition: Syscall Towers



CPU: Both Stacks

- Apart from showing either user- or kernel-level stacks, both can be included by stacking kernel on top of user
  - Linux perf does this by default
  - DTrace can by aggregating @[stack(), ustack()]
- The different stacks can be highlighted in different ways:
  - different colors or hues
  - separator: flamegraph.pl will color gray any functions called "-", which can be inserted as stack separators
- Kernel stacks are only present during syscalls or interrupts

CPU: Both Stacks Example: KVM/qemu



Advanced Flame Graphs

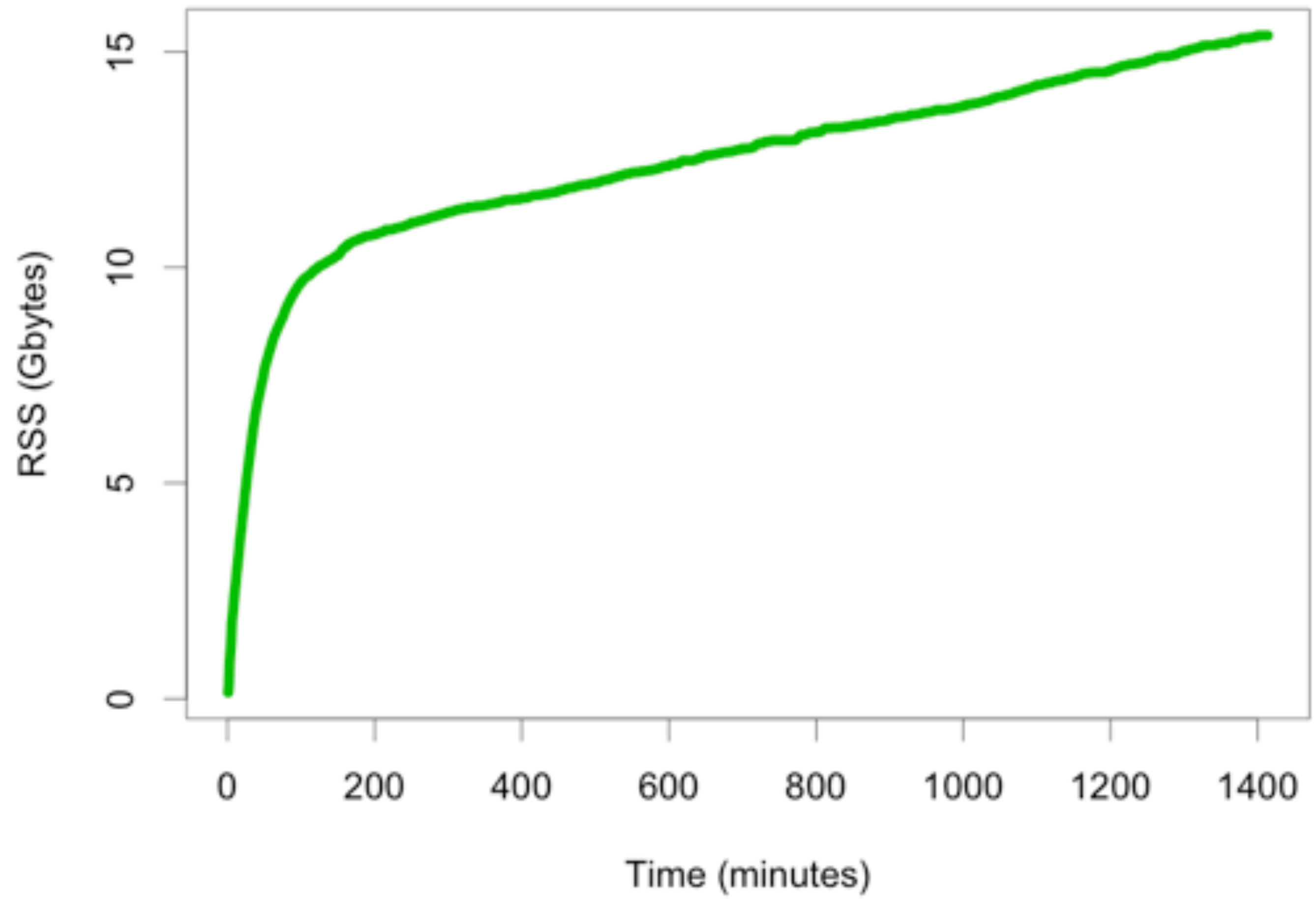
Other Targets

- Apart from CPU samples, stack traces can be collected for any event; eg:
  - disk, network, or FS I/O
  - CPU events, including cache misses
  - lock contention and holds
  - memory allocation
- Other values, instead of sample counts, can also be used:
  - latency
  - bytes
- The next sections demonstrate memory allocation, I/O tracing, and then all blocking types via off-CPU tracing

Memory

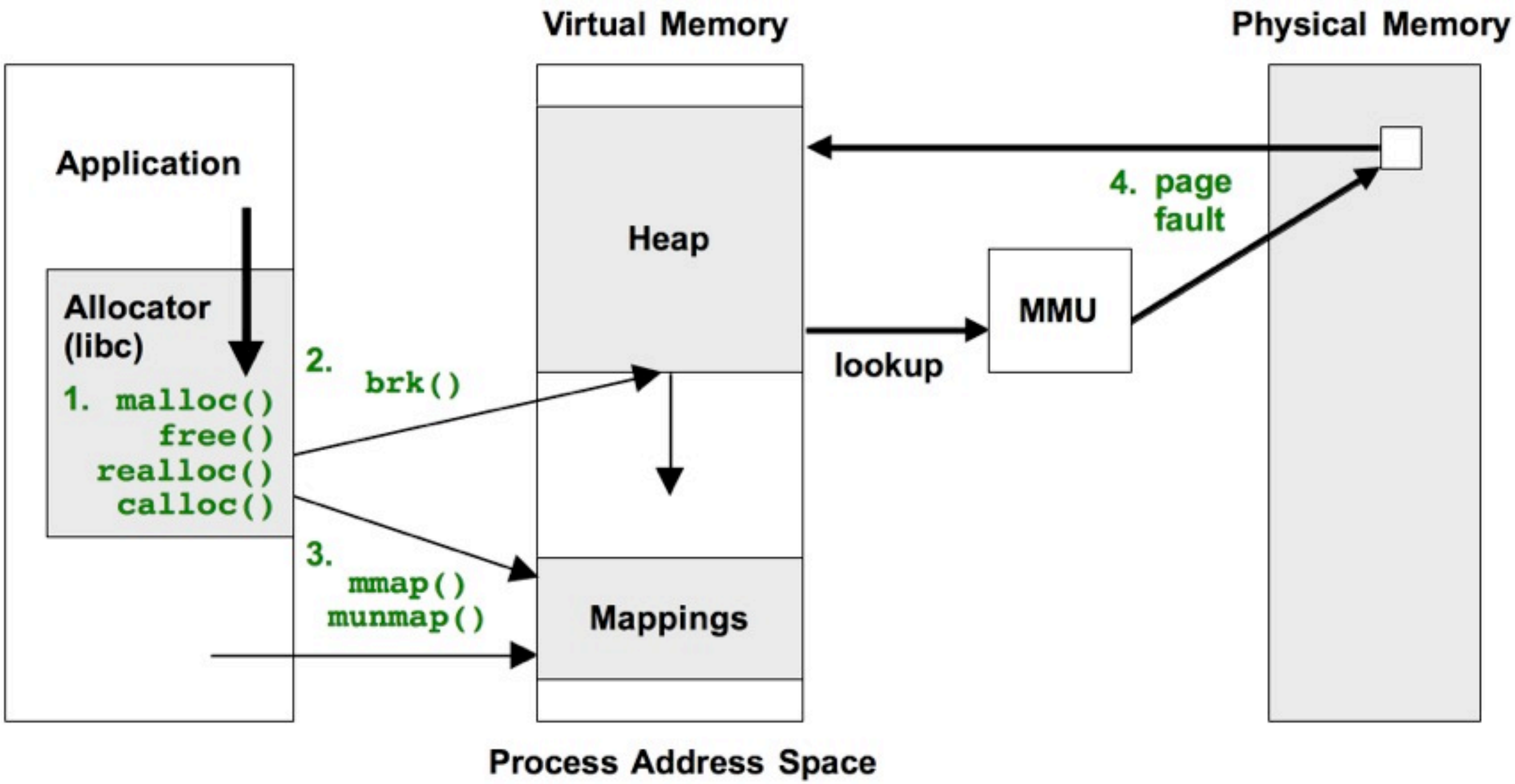
Memory

- Analyze memory growth or leaks by tracing one of the following memory events:
  - 1. Allocator functions: `malloc()`, `free()`
  - 2. `brk()` syscall
  - 3. `mmap()` syscall
  - 4. Page faults



- Instead of stacks and sample counts, measure stacks with byte counts
- Merging shows show total bytes by code path

Memory: Four Targets



Memory: Allocator

- Trace malloc(), free(), realloc(), calloc(), ...
- These operate on virtual memory
- *alloc() stacks show why memory was first allocated (as opposed to populated): **Memory Allocation Flame Graphs**
- With free()/realloc()/..., suspected memory leaks during tracing can be identified: **Memory Leak Flame Graphs!**
- Down side: allocator functions are frequent, so tracing can slow the target somewhat (eg, 25%)
- For comparison: Valgrind memcheck is more thorough, but its CPU simulation can slow the target 20 - 30x

Memory: Allocator: malloc()

- As a simple example, just tracing malloc() calls with user-level stacks and bytes requested, using DTrace:

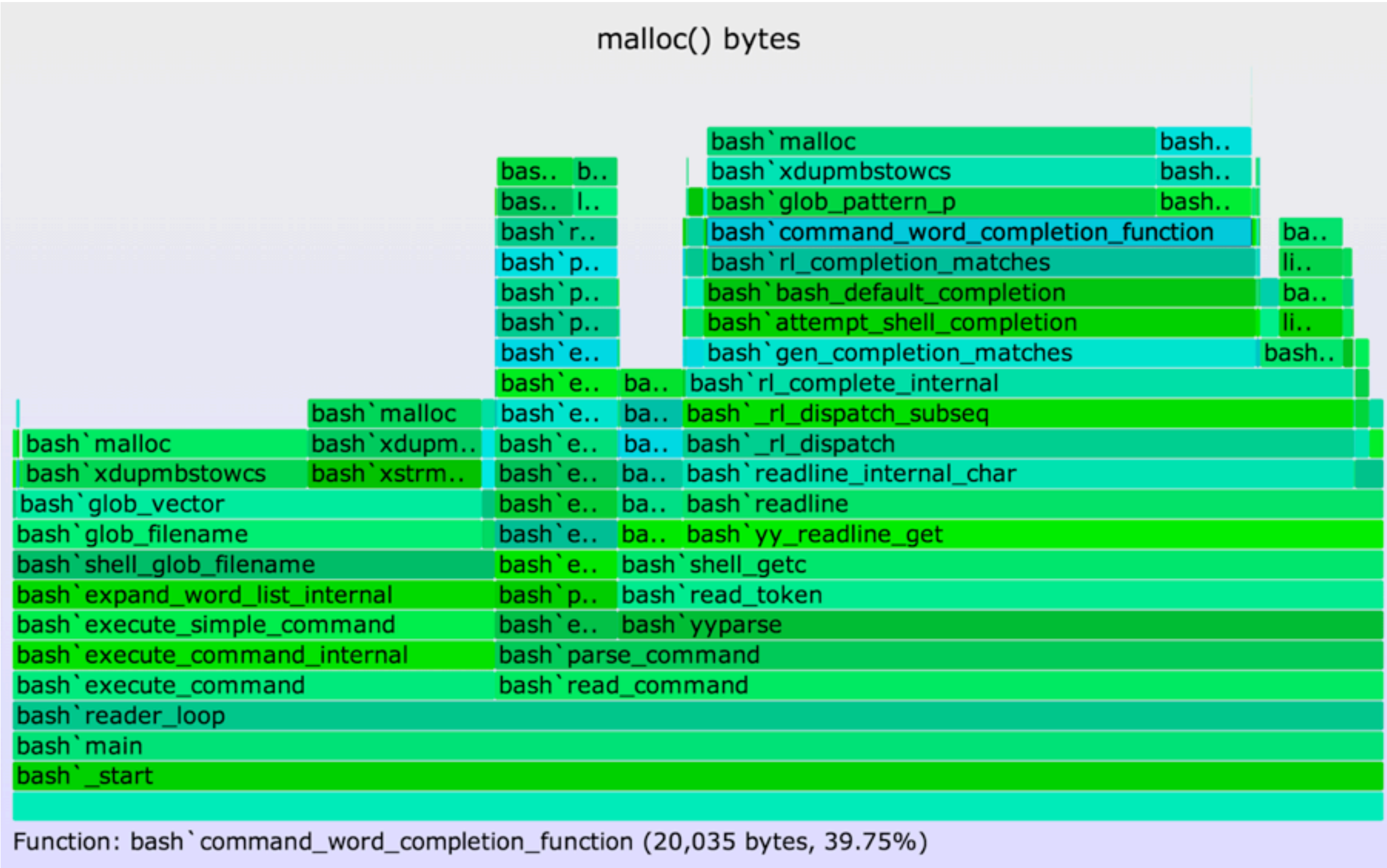
```
# dtrace -x ustackframes=100 -n 'pid$target::malloc:entry {
    @[ustack()] = sum(arg0); } tick-60s { exit(0); }' -p 529 -o out.malloc
```

- malloc() Bytes Flame Graph:

```
# stackcollapse.pl out.malloc | flamegraph.pl --title="malloc() bytes" \
    --countname="bytes" --colors=mem > out.malloc.svg
```

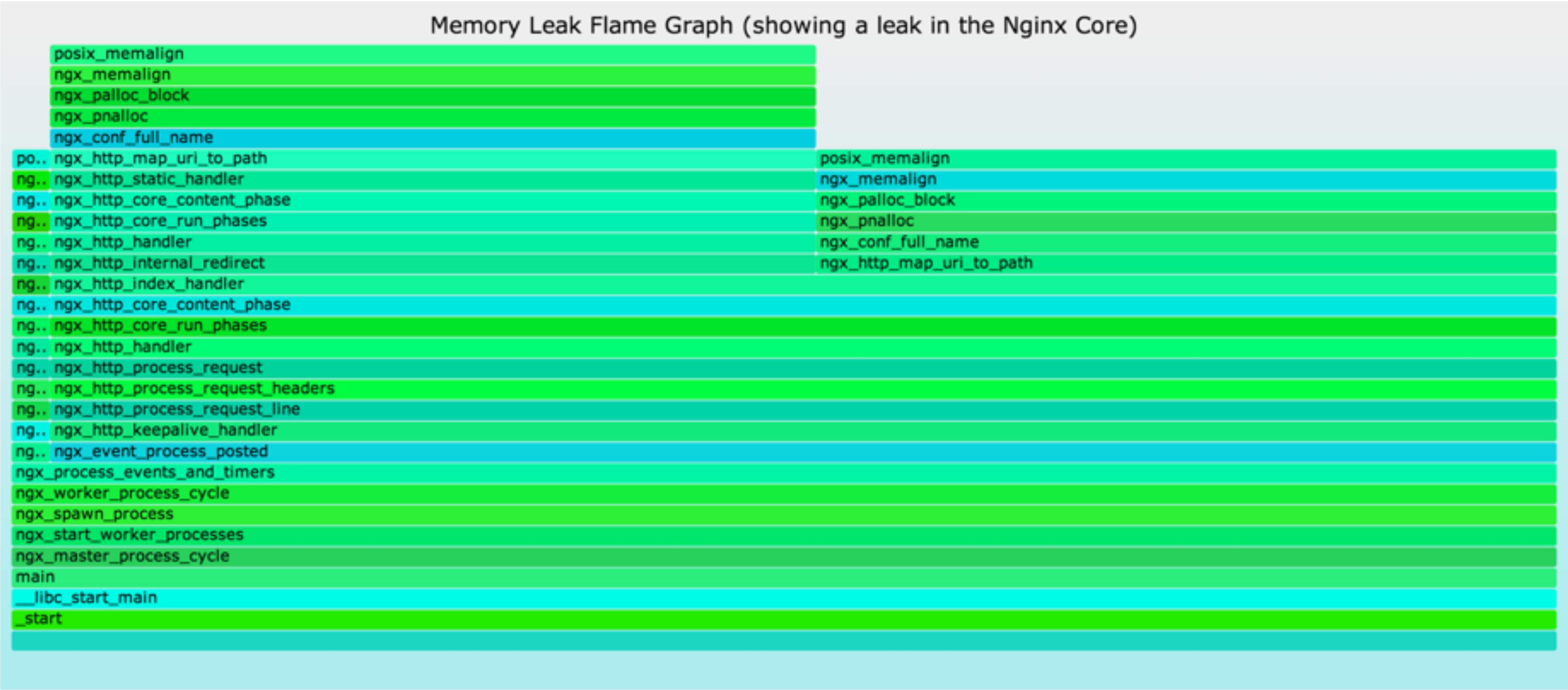
- The options customize the title, countname, and color palette

Memory: Allocator: malloc()



Memory: Allocator: Leaks

- Yichun Zhang developed Memory Leak Flame Graphs using SystemTap to trace allocator functions, and applied them to leaks in Nginx (web server):



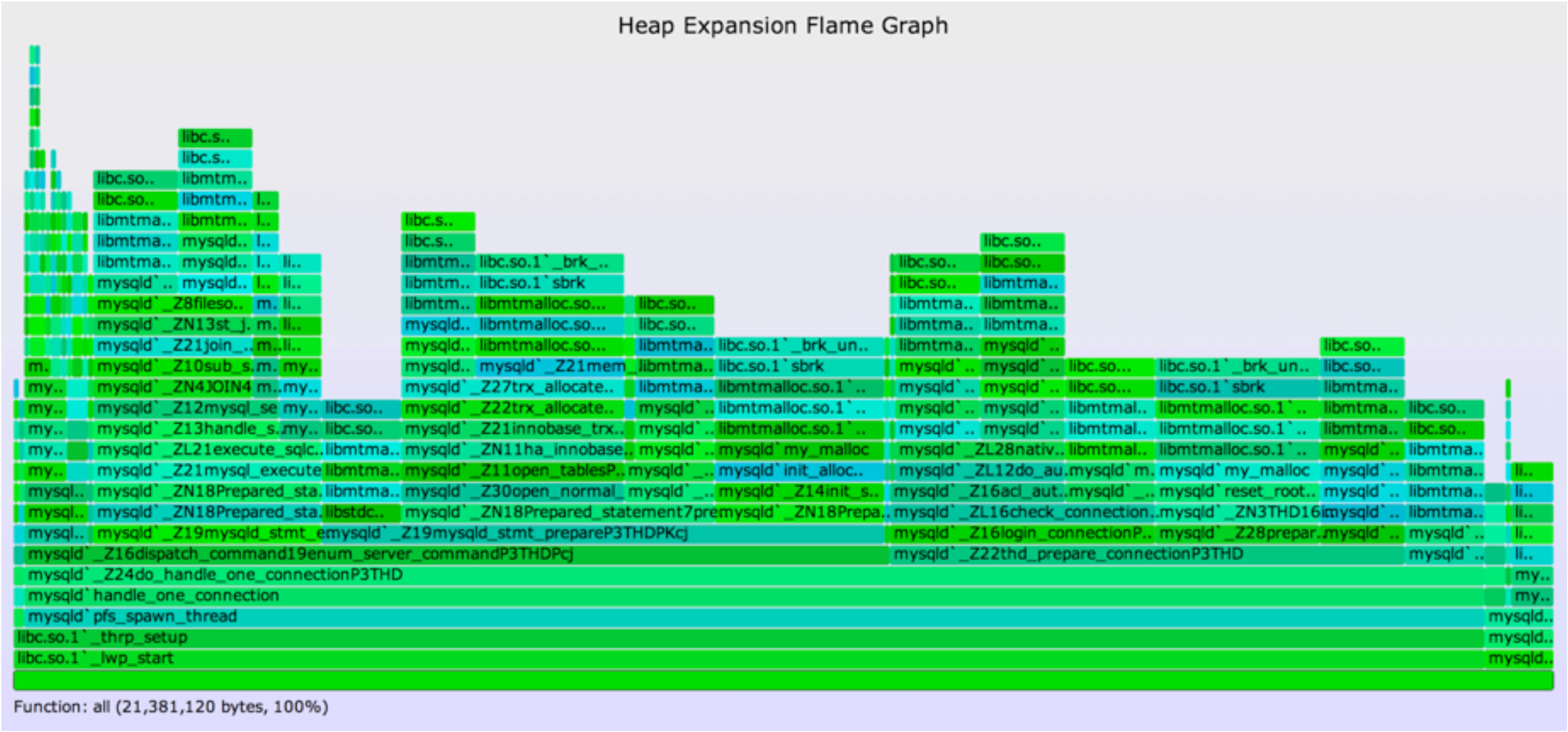
Memory: brk()

- Many apps grow their virtual memory size using brk(), which sets the heap pointer
- A stack trace on brk() shows what triggered growth
- Eg, this script (brkbytes.d) traces brk() growth for “mysqld”:

```
#!/usr/sbin/dtrace -s

inline string target = "mysqld";
uint brk[int];

syscall::brk:entry /execname == target/ { self->p = arg0; }
syscall::brk:return /arg0 == 0 && self->p && brk[pid]/ {
      @[ustack()] = sum(self->p - brk[pid]);
}
syscall::brk:return /arg0 == 0 && self->p/ { brk[pid] = self->p; }
syscall::brk:return /self->p/ { self->p = 0; }
```

Memory: brk(): Heap Expansion

```
# ./brkbytes.d -n 'tick-60s { exit(0); }' > out.brk

# stackcollapse.pl out.brk | flamegraph.pl --countname="bytes" \
    --title="Heap Expansion Flame Graph" --colors=mem > out.brk.svg
```



Memory: brk()

- brk() tracing has low overhead: these calls are typically infrequent
- Reasons for brk():
  - A memory growth code path
  - A memory leak code path
  - An innocent application code path, that happened to spill-over the current heap size
  - Asynchronous allocator code path, that grew the application in response to diminishing free space

Memory: mmap()

- mmap() may be used by the application or it's user-level allocator to map in large regions of virtual memory
- It may be followed by munmap() to free the area, which can also be traced
- Eg, mmap() tracing, similar to brk tracing, to show bytes and the stacks responsible:

```
# dtrace -n 'syscall::mmap:entry /execname == "mysqld"/ {
    @[ustack()] = sum(arg1); }' -o out.mmap

# stackcollapse.pl out.mmap | flamegraph.pl --countname="bytes" \
    --title="mmap() bytes Flame Graph" --colors=mem > out.mmap.svg
```

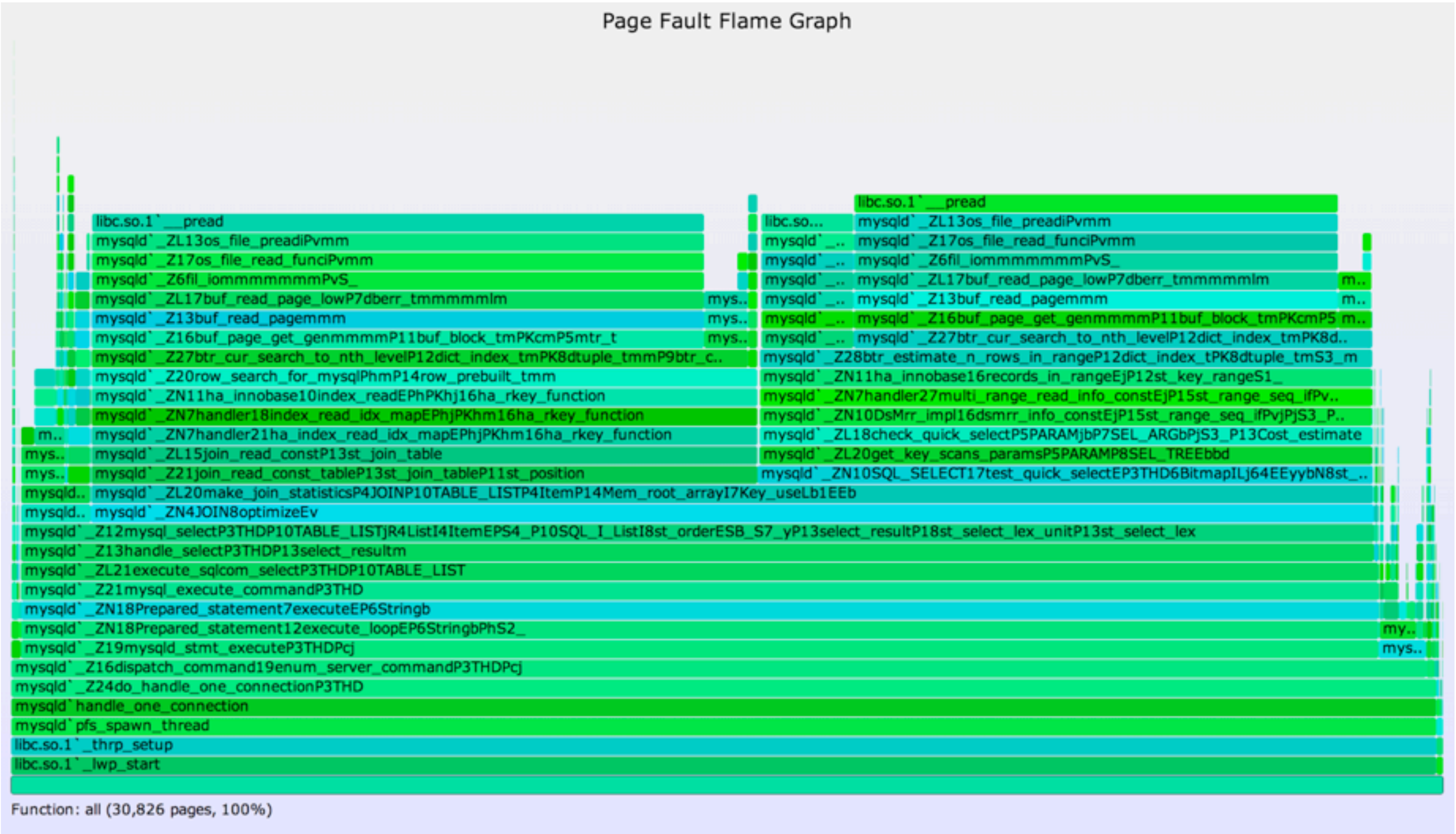
- This should be low overhead – depends on the frequency

Memory: Page Faults

- brk() and mmap() expand virtual memory
- Page faults expand physical memory (RSS). This is demand-based allocation, deferring mapping to the actual write
- Tracing page faults show the stack responsible for consuming (writing to) memory:

```
# dtrace -x ustackframes=100 -n 'vminfo:::as_fault /execname == "mysqld"/ {
    @[ustack()] = count(); } tick-60s { exit(0); }' > out.fault

# stackcollapse.pl out.mysqld_fault01 | flamegraph.pl --countname=pages \
    --title="Page Fault Flame Graph" --colors=mem > mysqld_fault.svg
```

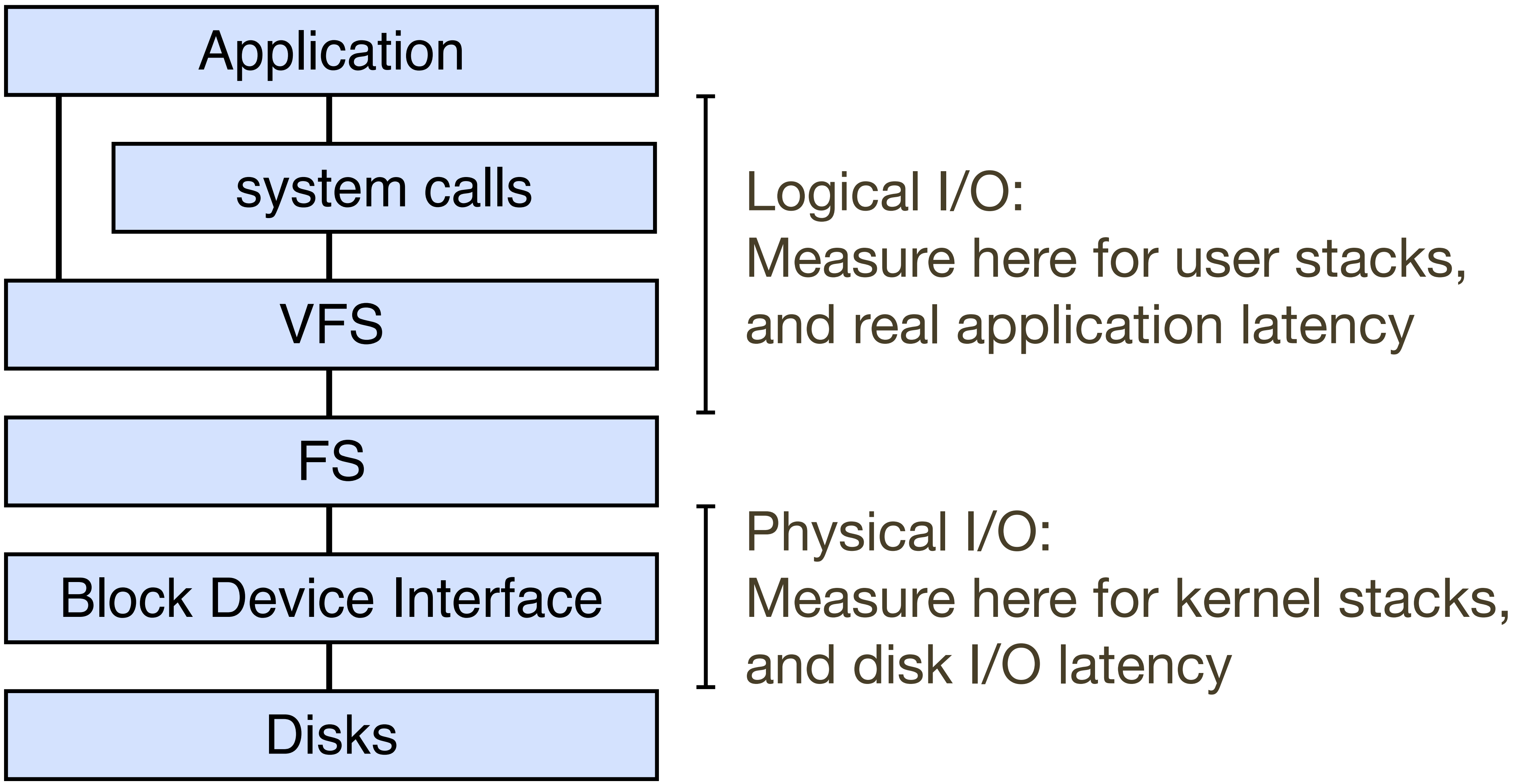
Memory: Page Faults



I/O

I/O

- Show time spent in I/O, eg, storage I/O
- Measure I/O completion events with stacks and their latency; merging to show total time waiting by code path



I/O: Logical I/O Laency

- For example, ZFS call latency using DTrace (zfsustack.d):

```
#!/usr/sbin/dtrace -s

#pragma D option quiet
#pragma D option ustackframes=100

fbt::zfs_read:entry, fbt::zfs_write:entry,
fbt::zfs_readdir:entry, fbt::zfs_getattr:entry,
fbt::zfs_setattr:entry
{
        self->start = timestamp;
}

fbt::zfs_read:return, fbt::zfs_write:return,
fbt::zfs_readdir:return, fbt::zfs_getattr:return,
fbt::zfs_setattr:return
/self->start/
{
        this->time = timestamp - self->start;
        @[ustack(), execname] = sum(this->time);
        self->start = 0;
}

dtrace:::END
{
        printa("%k%s\n%@d\n", @);
}
```

Timestamp from function start (entry)

... to function end (return)

I/O: Logical I/O Laency

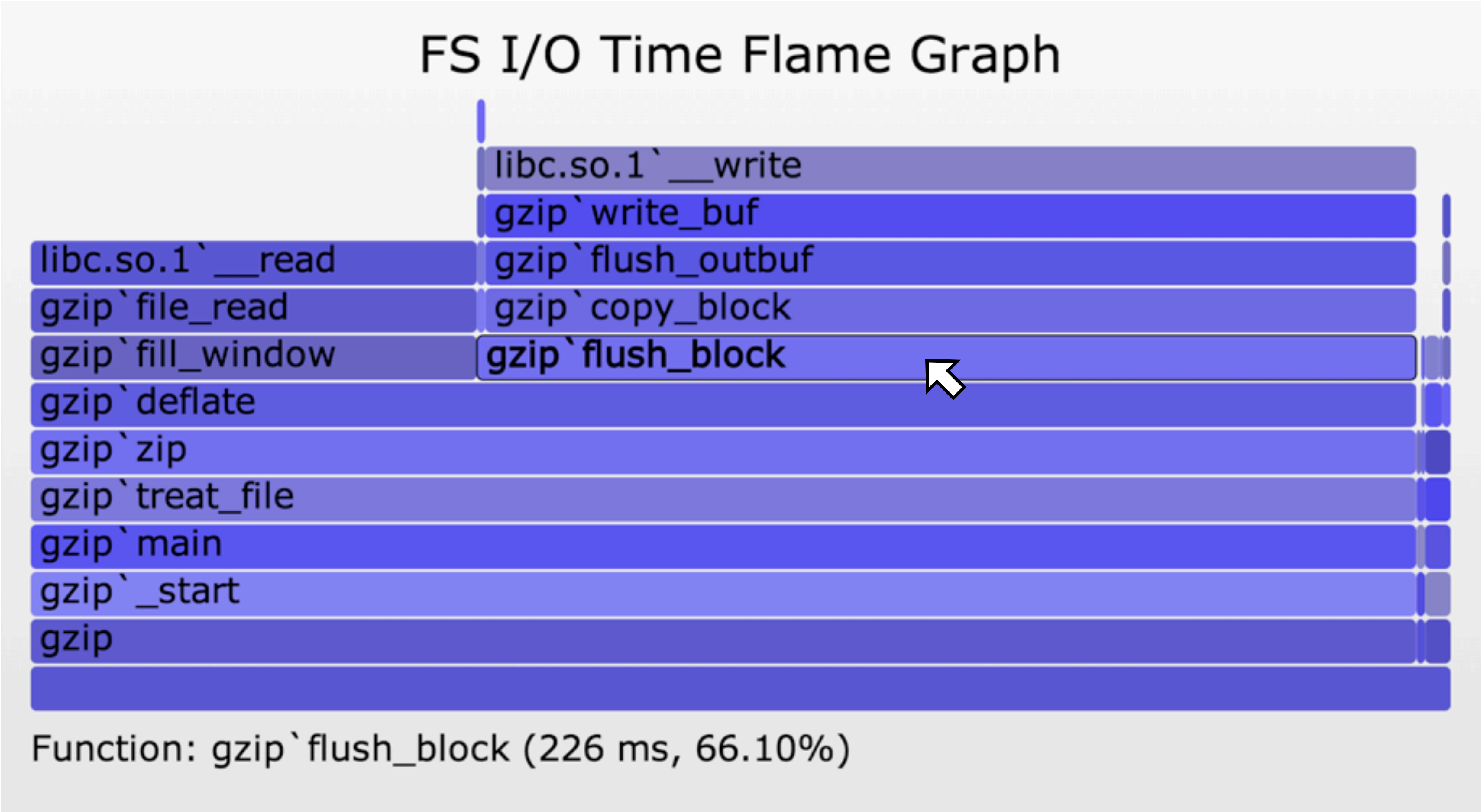
- Making an I/O Time Flame Graph:

```
# ./zfsustacks.d -n 'tick-10s { exit(0); }' -o out.iostacks

# stackcollapse.pl out.iostacks | awk '{ print $1, $2 / 1000000 }' | \
    flamegraph.pl --title="FS I/O Time Flame Graph" --color=io \
    --countname=ms --width=500 > out.iostacks.svg
```

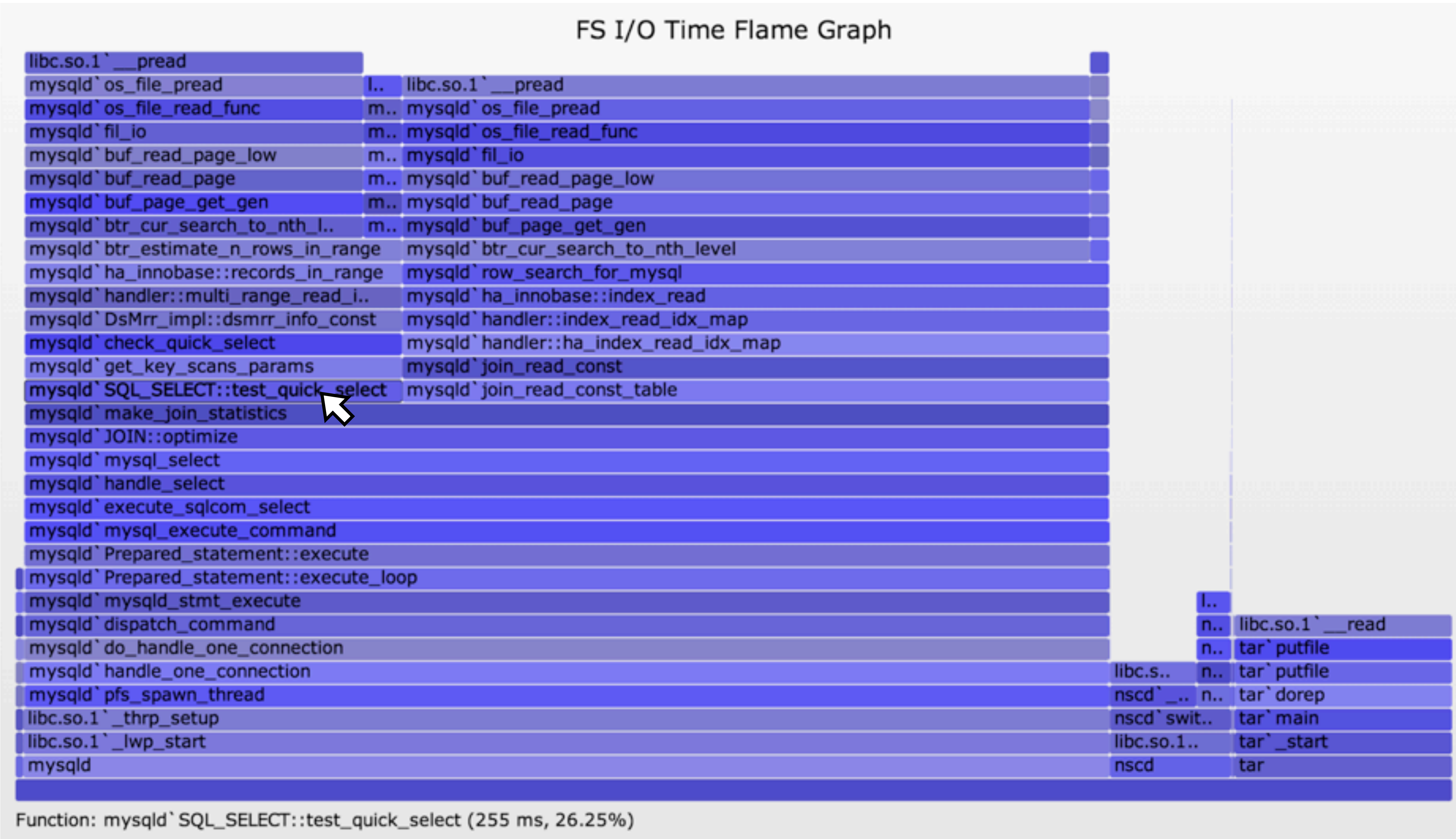
- DTrace script measures all processes, for 10 seconds
- awk to covert ns to ms

I/O: Time Flame Graph: gzip

- gzip(1) waits more time in write()s than read()s



I/O: Time Flame Graph: MySQL



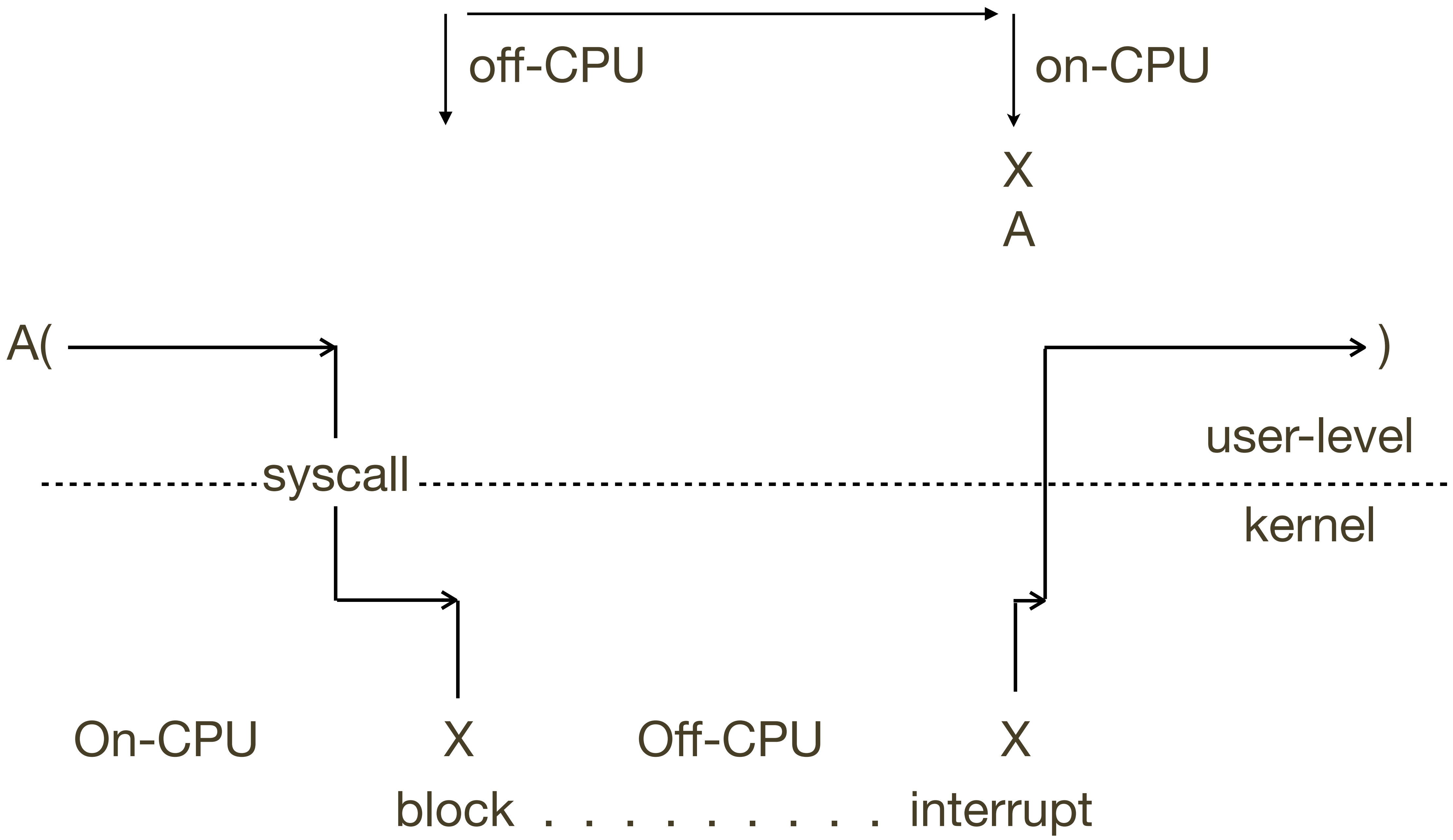
I/O: Flame Graphs

- I/O latency tracing: hugely useful
- But once you pick an I/O type, there usually isn't that many different code paths calling it
- Flame Graphs are nice, but often not necessary

Off-CPU

Off-CPU

Off-CPU tracing:



Off-CPU: Performance Analysis

- Generic approach for all blocking events, including I/O
- An advanced performance analysis methodology:
  - http://dtrace.org/blogs/brendan/2011/07/08/off-cpu-performance-analysis/
- Counterpart to (on-)CPU profiling
- Measure time a thread spent off-CPU, along with stacks
- Off-CPU reasons:
  - Waiting (sleeping) on I/O, locks, timers
  - Runnable waiting for CPU
  - Runnable waiting for page/swap-ins
- The stack trace will explain which

Off-CPU: Time Flame Graphs

- Off-CPU profiling data (durations and stacks) can be rendered as **Off-CPU Time Flame Graphs**
- As this involves many more code paths, Flame Graphs are usually really useful
- Yichun Zhang created these, and has been using them on Linux with SystemTap to collect the profile data. See:
    - http://agentzh.org/misc/slides/off-cpu-flame-graphs.pdf
- Which describes their uses for Nginx performance analysis

Off-CPU: Profiling

- Example of off-CPU profiling for the bash shell:

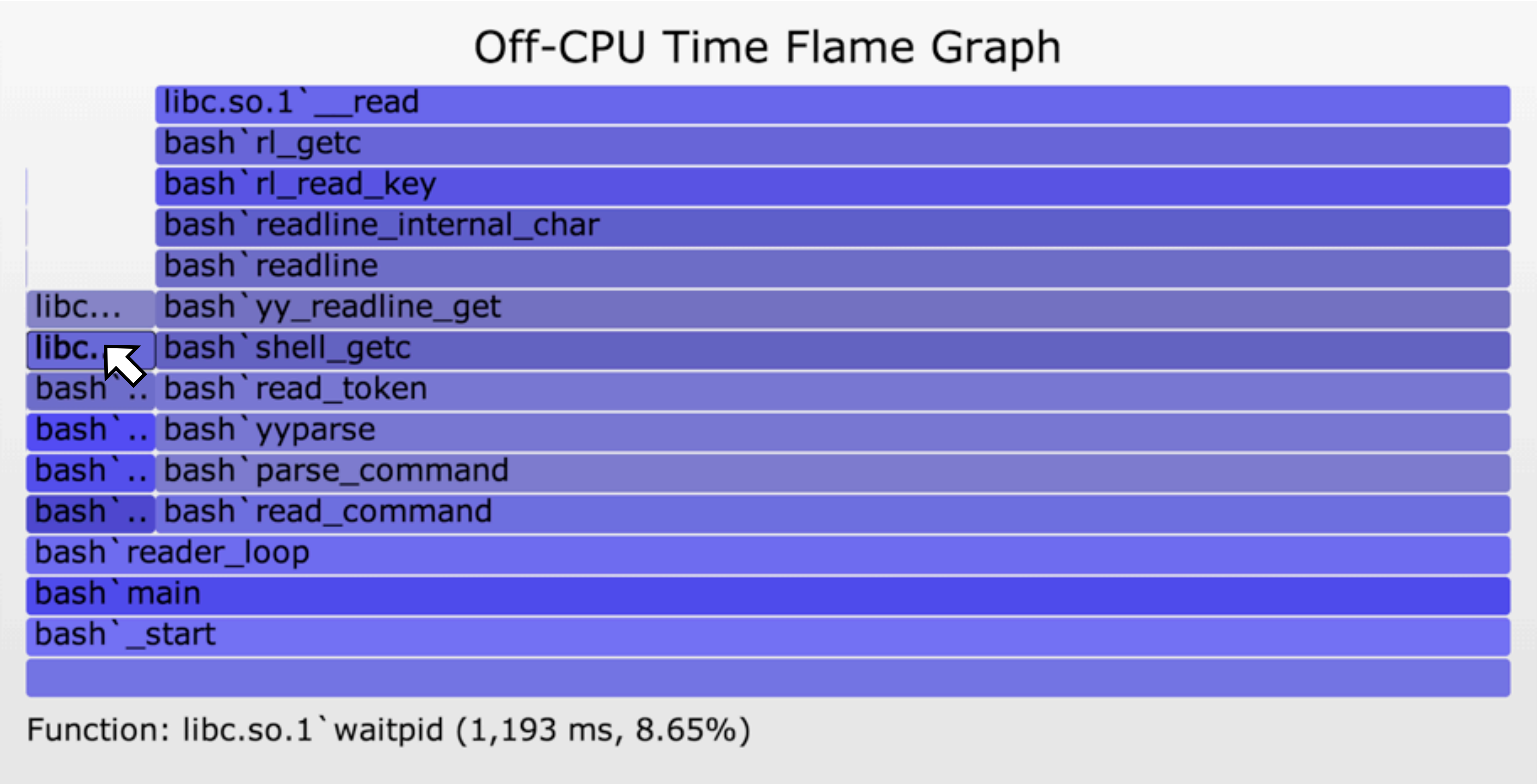
```
# dtrace -x ustackframes=100 -n '
    sched:::off-cpu /execname == "bash"/ { self->ts = timestamp; }
    sched:::on-cpu /self->ts/ {
    @[ustack()] = sum(timestamp - self->ts); self->ts = 0; }
    tick-30s { exit(0); }' -o out.offcpu
```

- Traces time from when a thread switches off-CPU to when it returns on-CPU, with user-level stacks. ie, time blocked or sleeping
- Off-CPU Time Flame Graph:

```
# stackcollapse.pl < out.offcpu | awk '{ print $1, $2 / 1000000 }' | \
    flamegraph.pl --title="Off-CPU Time Flame Graph" --color=io \
    --countname=ms --width=600 > out.offcpu.svg
```

- This uses awk to convert nanoseconds into milliseconds

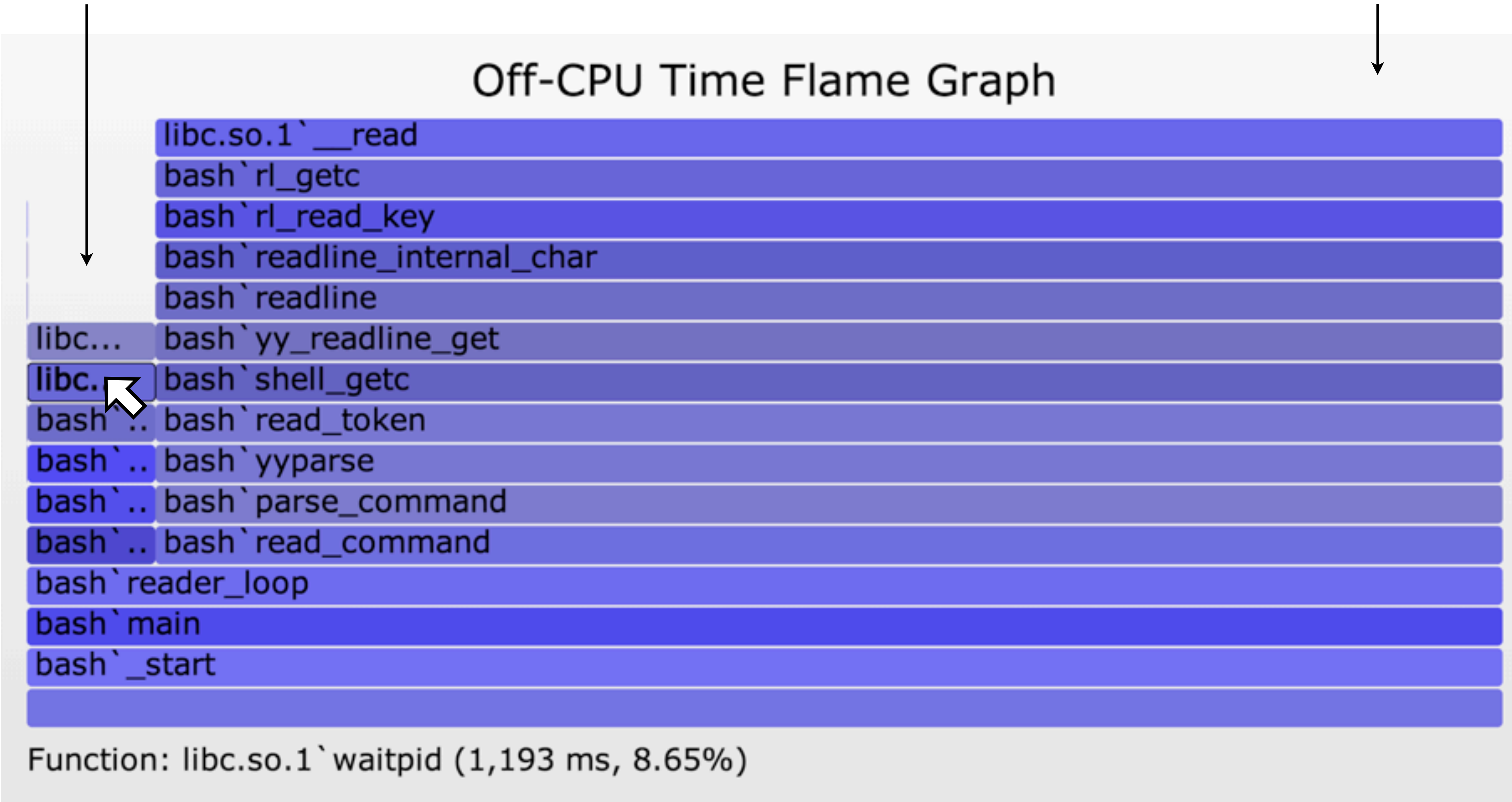
Off-CPU: Bash Shell



Off-CPU: Bash Shell

waiting for
child processes

waiting for
keystrokes

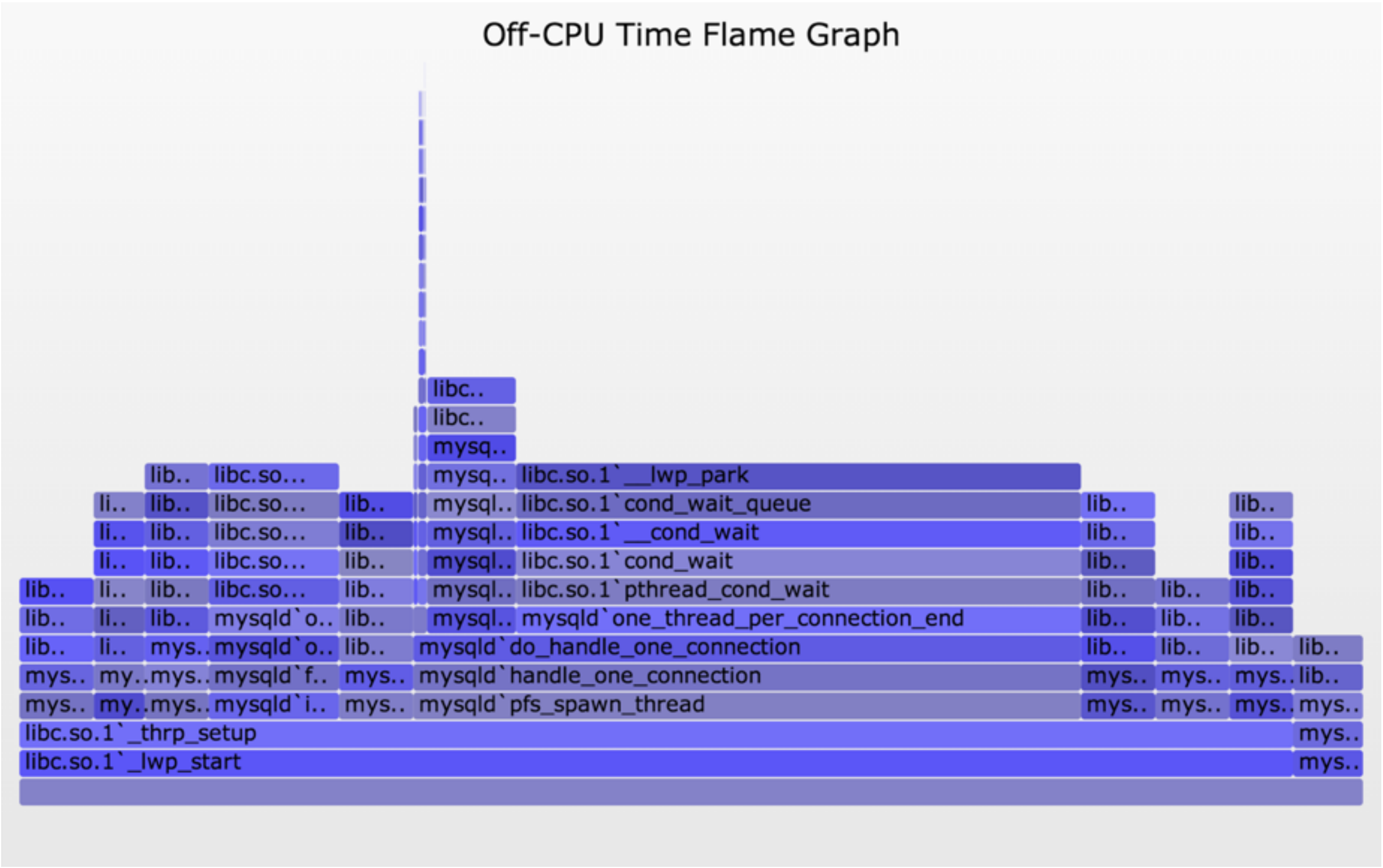


Off-CPU: Bash Shell

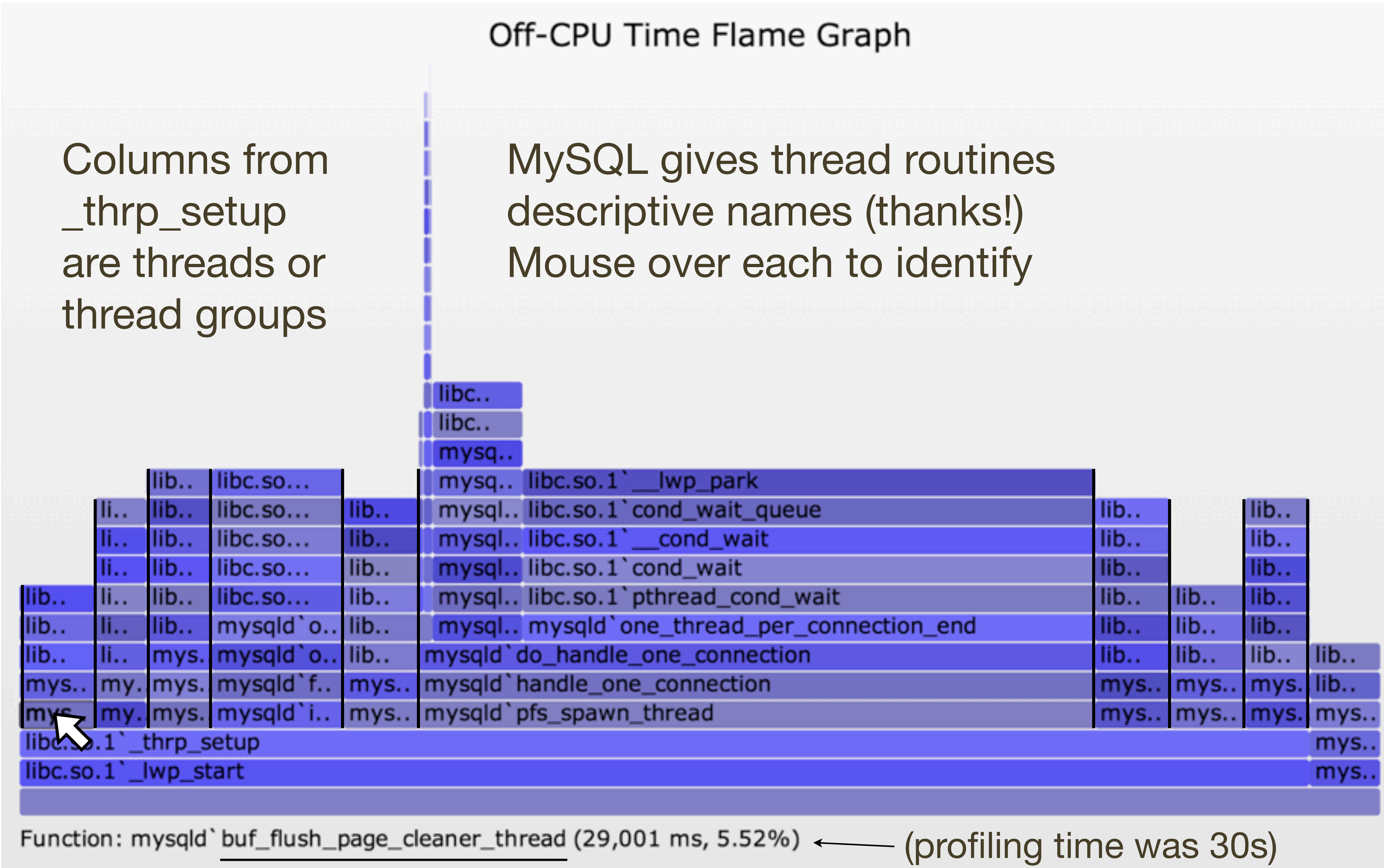
- For that simple example, the trace data was so short it could have just been read (54 lines, 4 unique stacks):
- For multithreaded applications, idle thread time can dominate
- For example, an idle MySQL server...

```
              libc.so.1`__forkx+0xb
              libc.so.1`fork+0x1d
              bash`make_child+0xb5
              bash`execute_simple_command+0xb02
              bash`execute_command_internal+0xae6
              bash`execute_command+0x45
              bash`reader_loop+0x240
              bash`main+0xaff
              bash`_start+0x83
            19052

              libc.so.1`syscall+0x13
              bash`file_status+0x19
              bash`find_in_path_element+0x3e
              bash`find_user_command_in_path+0x114
              bash`find_user_command_internal+0x6f
              bash`search_for_command+0x109
              bash`execute_simple_command+0xa97
              bash`execute_command_internal+0xae6
              bash`execute_command+0x45
              bash`reader_loop+0x240
              bash`main+0xaff
              bash`_start+0x83
          7557782

              libc.so.1`__waitid+0x15
              libc.so.1`waitpid+0x65
              bash`waitchld+0x87
              bash`wait_for+0x2ce
              bash`execute_command_internal+0x1758
              bash`execute_command+0x45
              bash`reader_loop+0x240
              bash`main+0xaff
              bash`_start+0x83
       1193160644

              libc.so.1`__read+0x15
              bash`rl_getc+0x2b
              bash`rl_read_key+0x22d
              bash`readline_internal_char+0x113
              bash`readline+0x49
              bash`yy_readline_get+0x52
              bash`shell_getc+0xe1
              bash`read_token+0x6f
              bash`yyparse+0x4b9
              bash`parse_command+0x67
              bash`read_command+0x52
              bash`reader_loop+0xa5
              bash`main+0xaff
              bash`_start+0x83
      12588900307
```

Off-CPU: MySQL Idle



Off-CPU: MySQL Idle

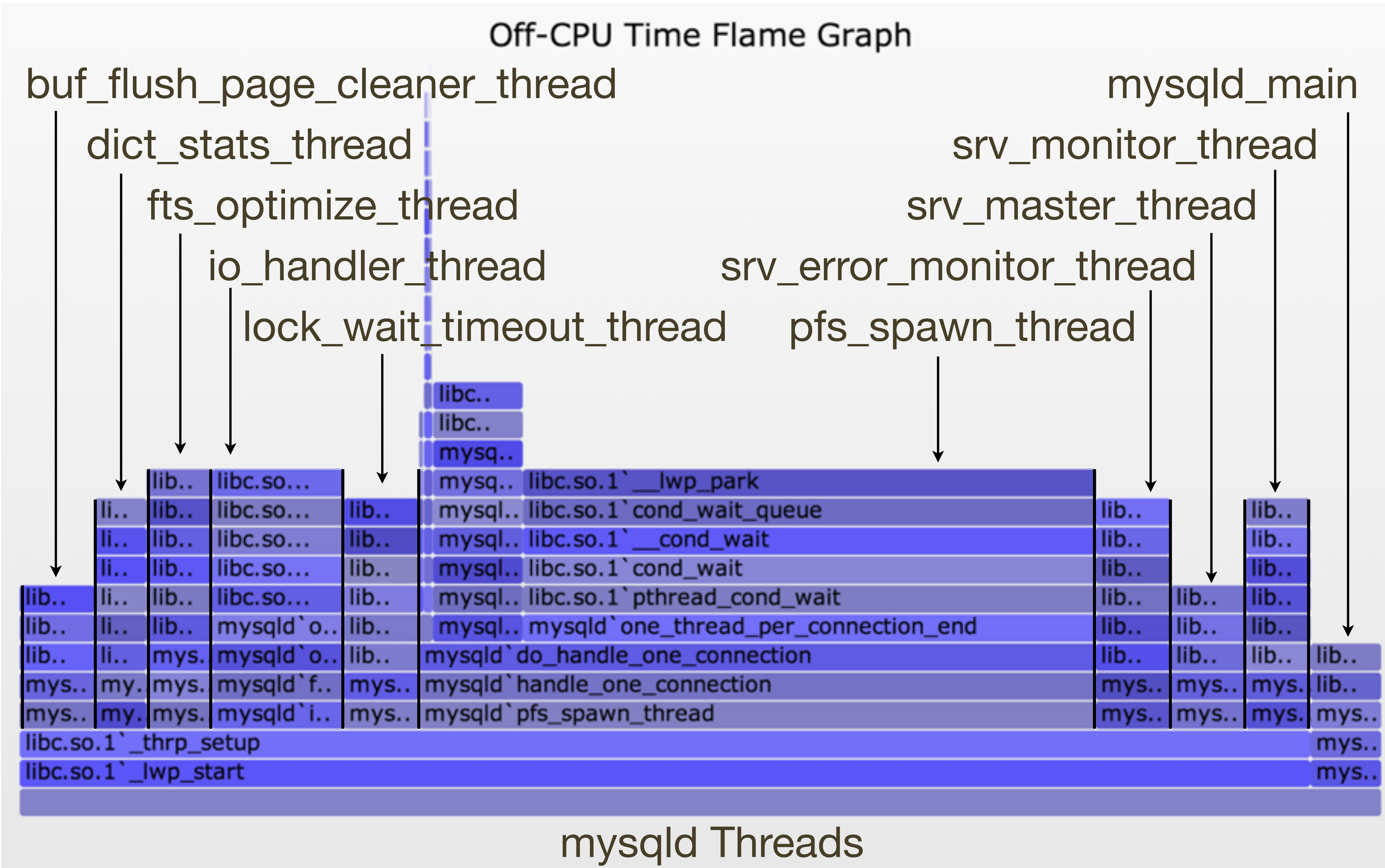


Columns from _thrp_setup are threads or thread groups

MySQL gives thread routines descriptive names (thanks!) Mouse over each to identify

(profiling time was 30s)

Off-CPU: MySQL Idle

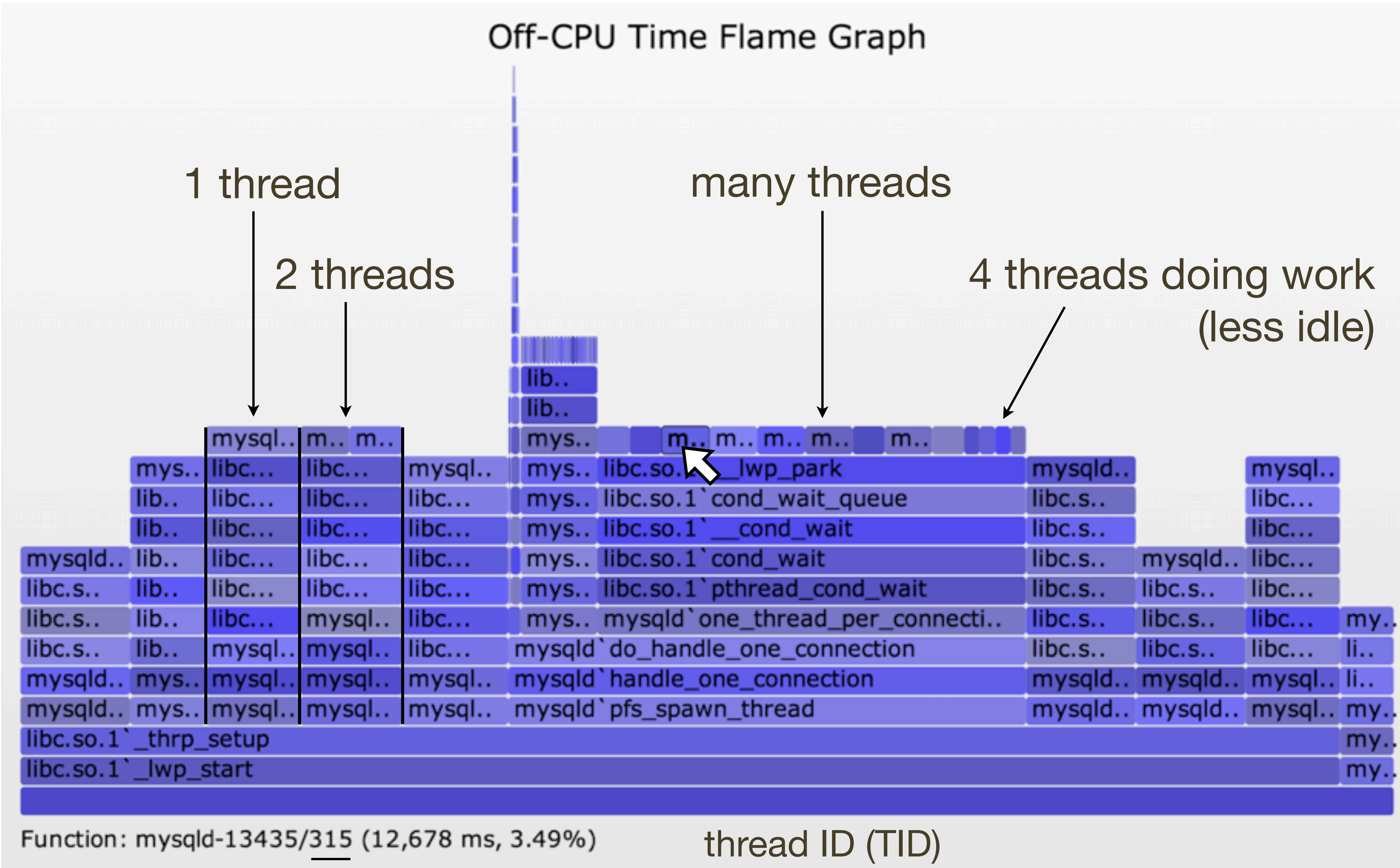


Off-CPU: MySQL Idle

- Some thread columns are wider than the measurement time: evidence of multiple threads
- This can be shown a number of ways. Eg, adding process name, PID, and TID to the top of each user stack:

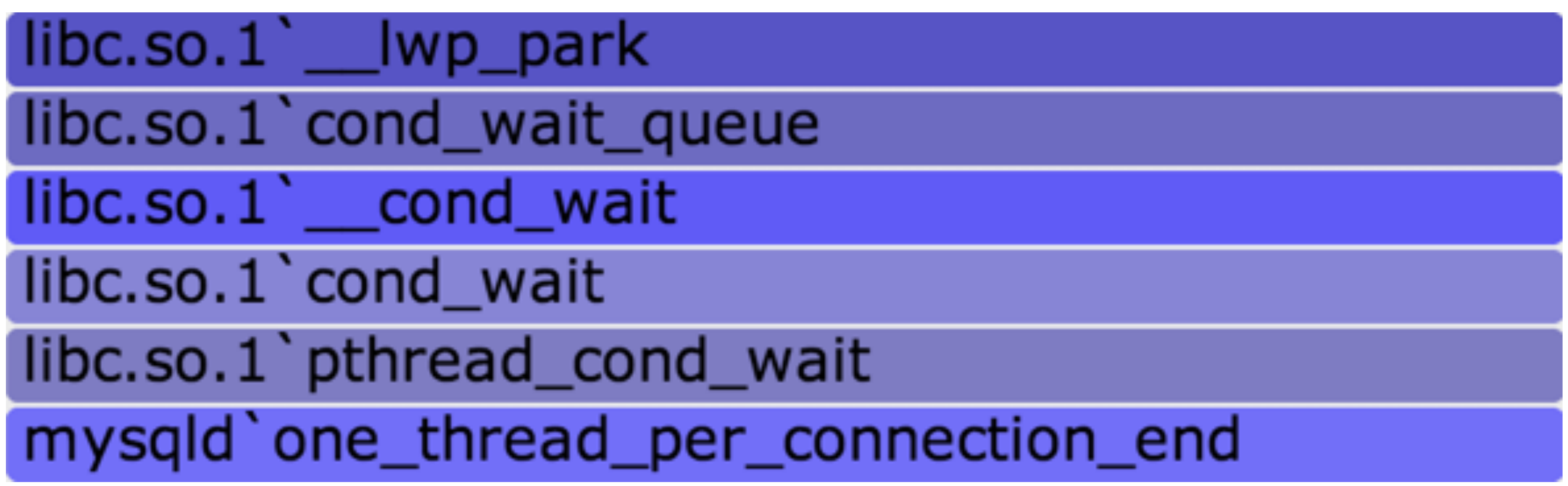
```
#!/usr/sbin/dtrace -s

#pragma D option ustackframes=100

sched:::off-cpu /execname == "mysqld"/ { self->ts = timestamp; }

sched:::on-cpu
/self->ts/
{
      @[execname, pid, curlwpsinfo->pr_lwpid, ustack()] =
          sum(timestamp - self->ts);
      self->ts = 0;
}

dtrace:::END { printa("\n%s-%d/%d%k%@d\n", @); }
```

Off-CPU: MySQL Idle



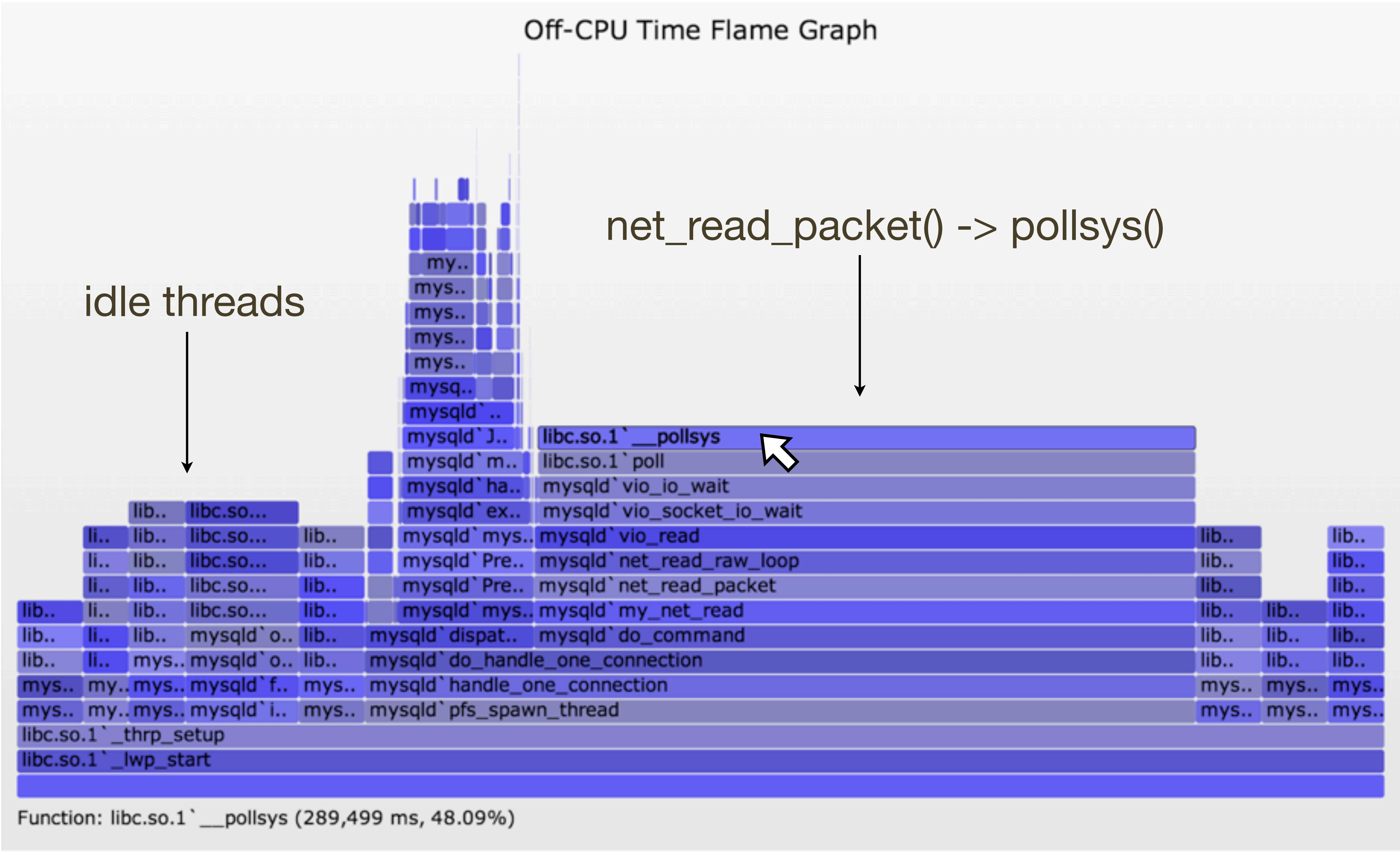
Off-CPU: Challenges

- Including multiple threads in one Flame Graph might still be confusing. Separate Flame Graphs for each can be created
- Off-CPU stacks often don't explain themselves:

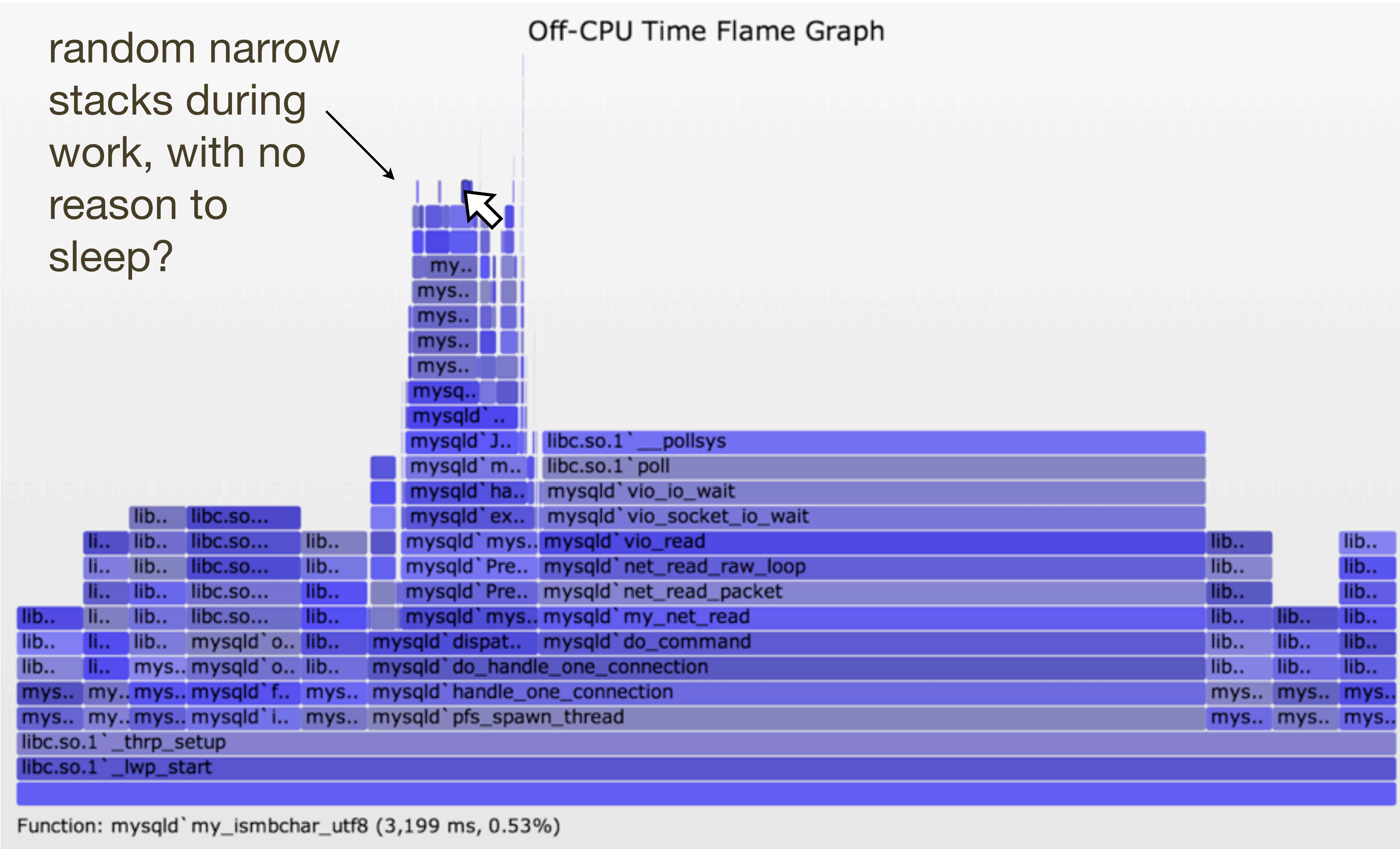


- This is blocked on a conditional variable. The real reason it is blocked and taking time isn't visible here
- Now lets look at a busy MySQL server, which presents another challenge...

Off-CPU: MySQL Busy



Off-CPU: MySQL Busy

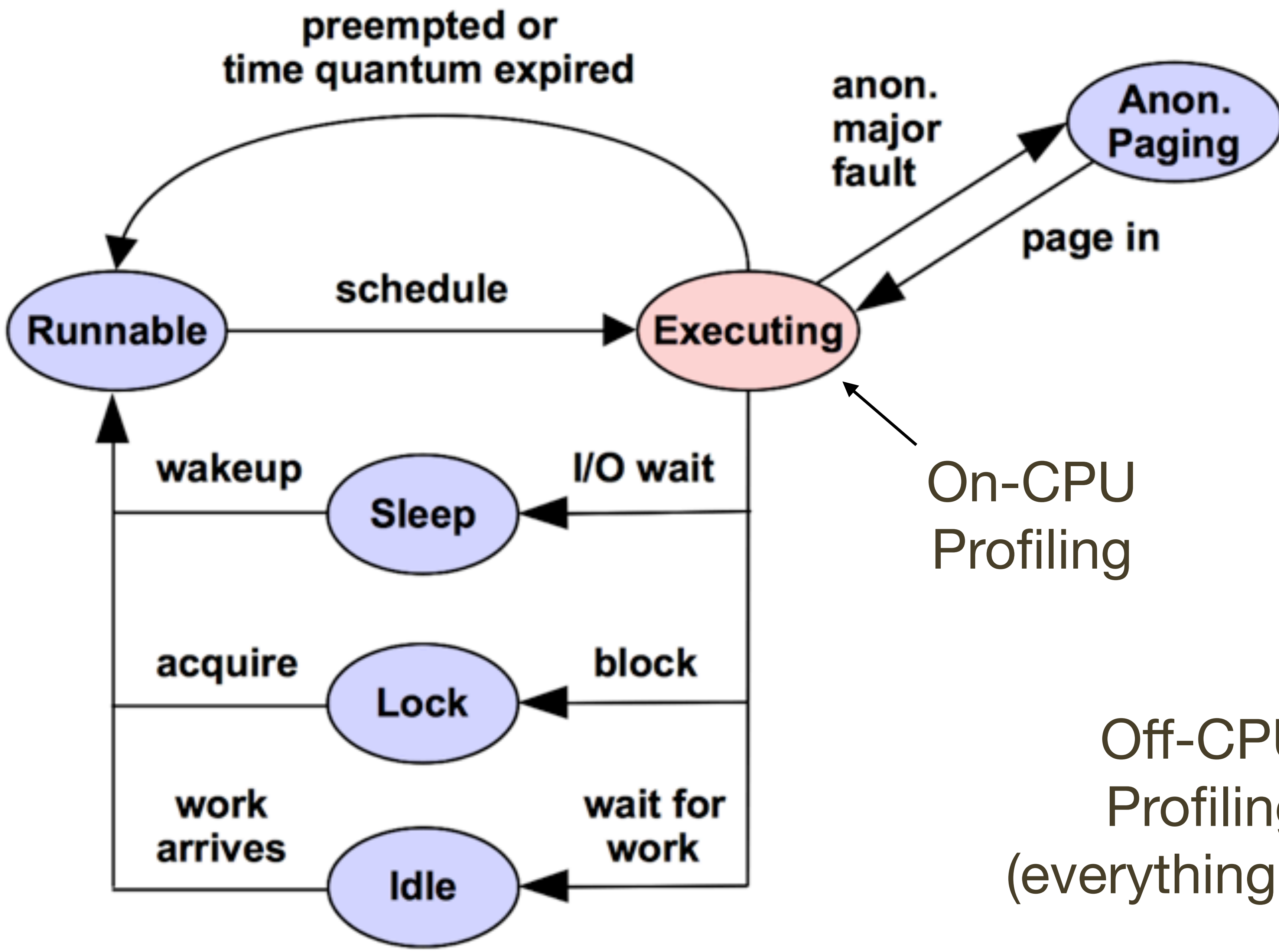


Off-CPU: MySQL Busy

- Those were user-level stacks only. The kernel-level stack, which can be included, will usually explain what happened
  - eg, involuntary context switch due to time slice expired
- Those paths are likely hot in the CPU Sample Flame Graph

Hot/Cold

Hot/Cold: Profiling



On-CPU
Profiling

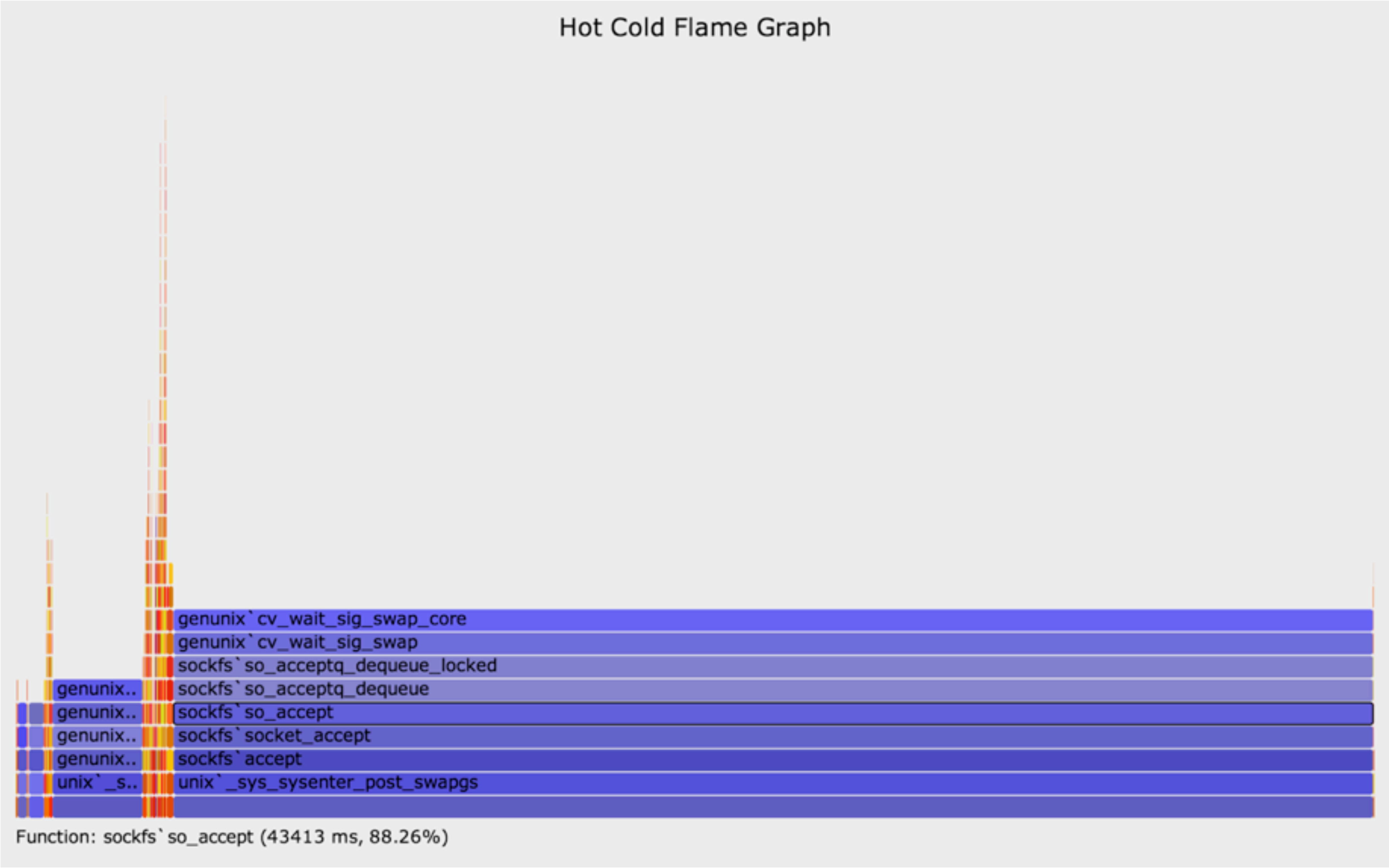
Off-CPU
Profiling
(everything else)

Thread State Transition Diagram

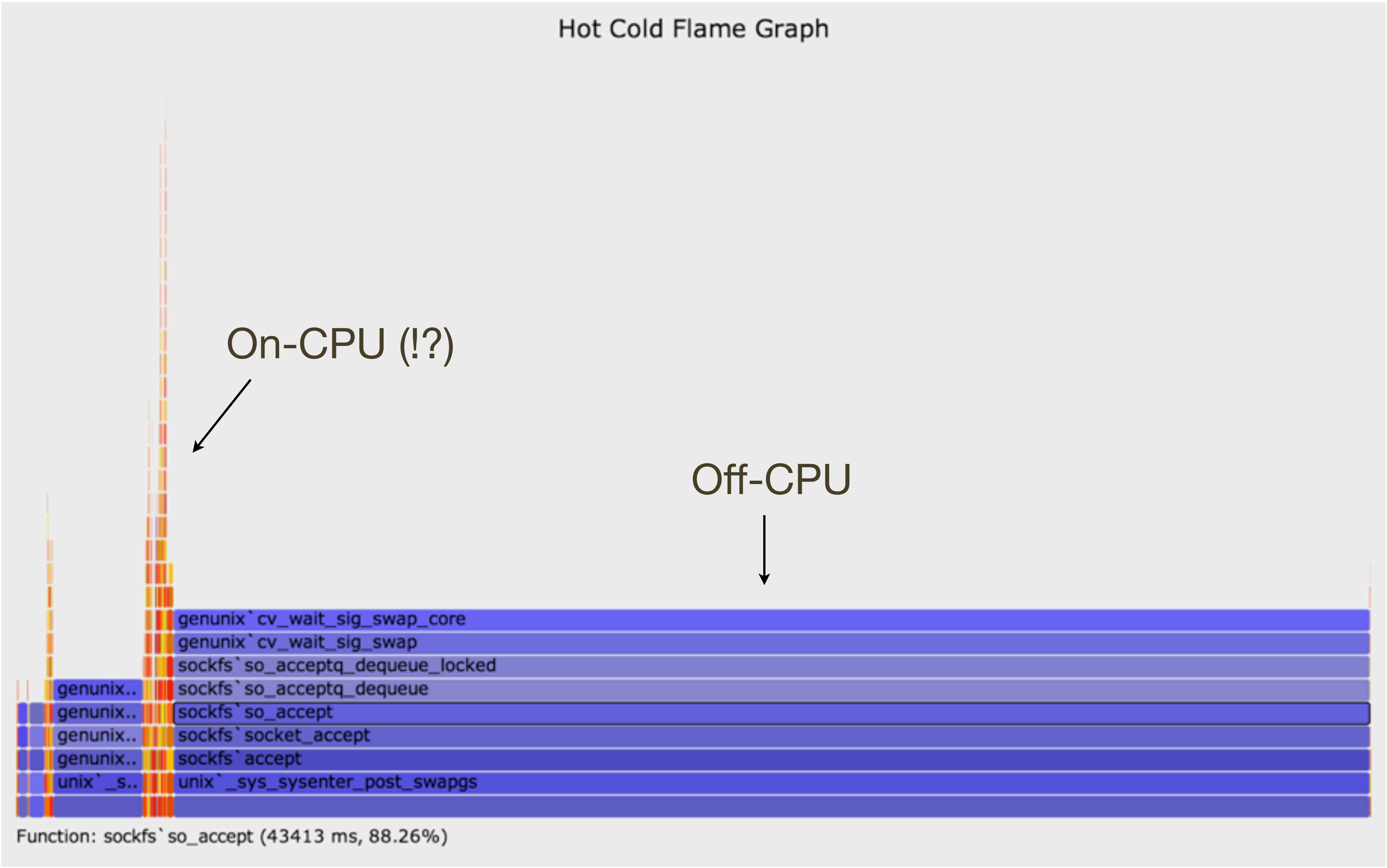
Hot/Cold: Profiling

- Profiling both on-CPU and off-CPU stacks shows everything
- In my LISA'12 talk I called this the *Stack Profile Method*: profile all stacks
- Both on-CPU ("hot") and off-CPU ("cold") stacks can be included in the same Flame Graph, colored differently: **Hot Cold Flame Graphs**!
- Merging multiple threads gets even weirder. Creating a separate graph per-thread makes much more sense, as comparisons to see how a thread's time is divided between on- and off-CPU activity
- For example, a single web server thread with kernel stacks...

Hot/Cold: Flame Graphs



Hot/Cold: Flame Graphs



Hot/Cold: Challenges

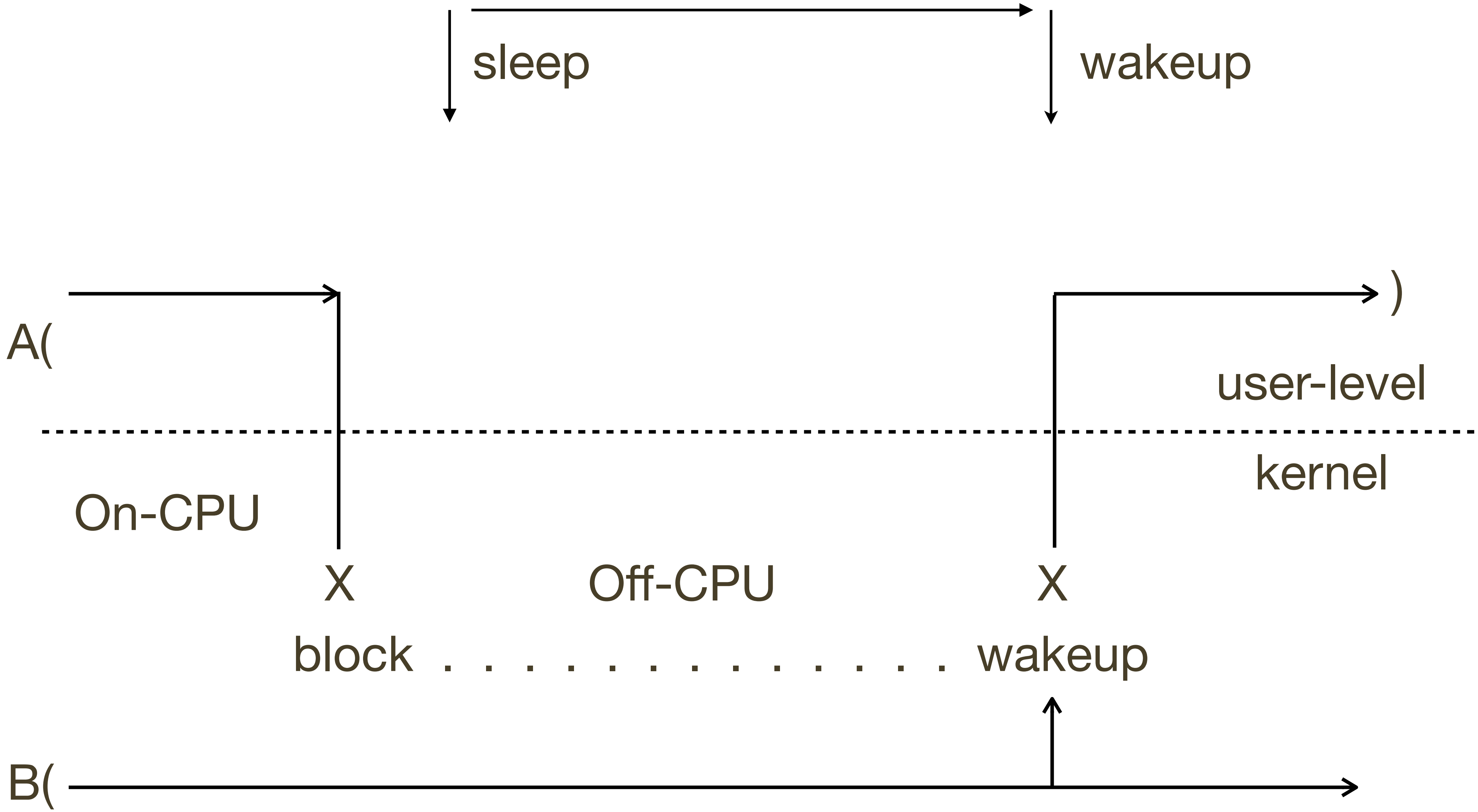
- Sadly, this often doesn't work well for two reasons:
- 1. On-CPU time columns get compressed by off-CPU time
  - Previous example dominated by the idle path – waiting for a new connection – which is not very interesting!
  - Works better with zoomable Flame Graphs, but then we've lost the ability to see key details on first glance
  - Pairs of on-CPU and off-CPU Flame Graphs may be the best approach, giving both the full width
- 2. Has the same challenge from off-CPU Flame Graphs: real reason for blocking may not be visible

State of the Art

- That was the end of Flame Graphs, but I can't stop here – we're so close
  - On + Off-CPU Flame Graphs can attack any issue
- 1. The compressed problem is solvable via one or more of:
  - zoomable Flame Graphs
  - separate on- and off-CPU Flame Graphs
  - per-thread Flame Graphs
- 2. How do we show the real reason for blocking?

Wakeup Tracing

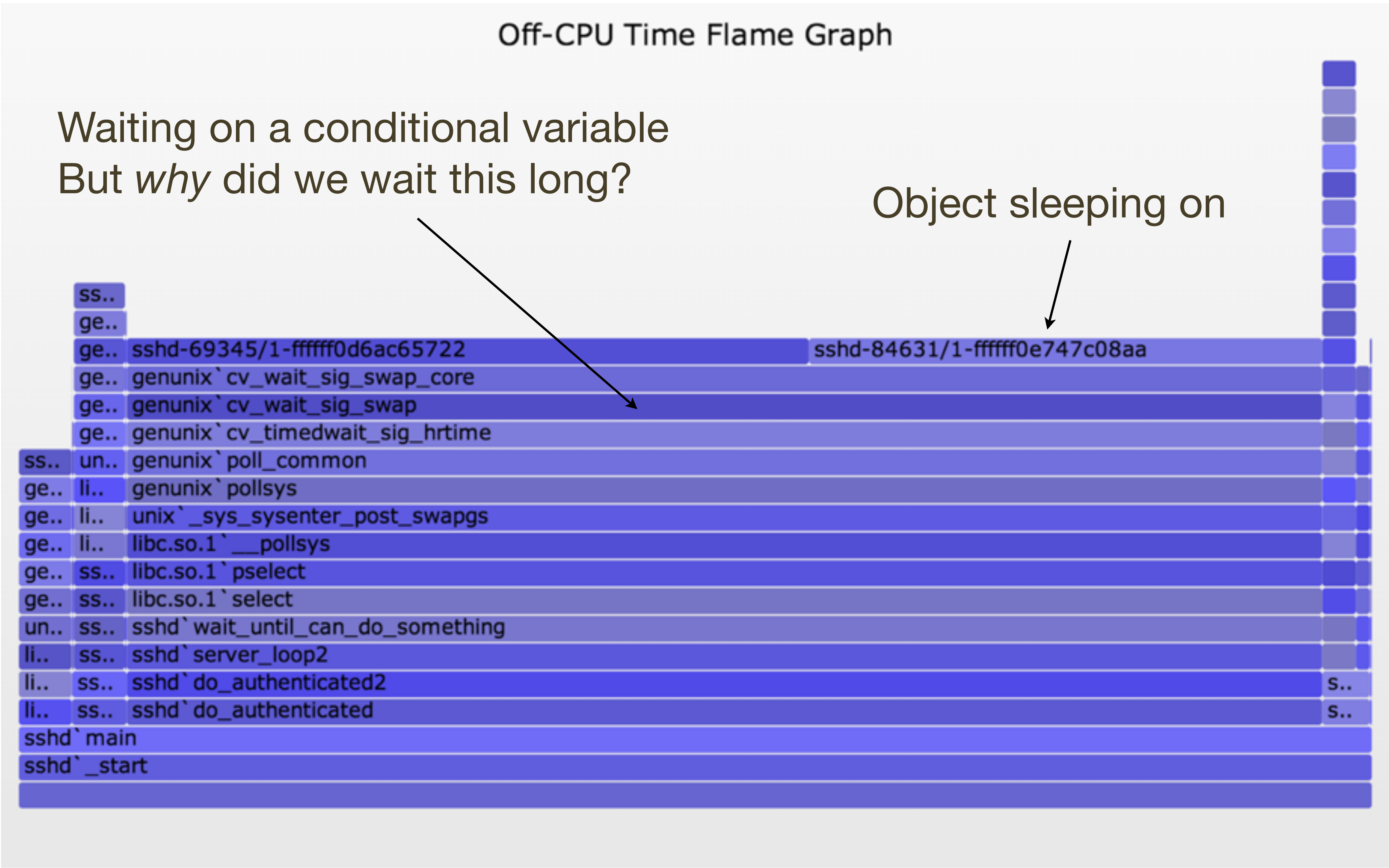
Wakeup tracing:



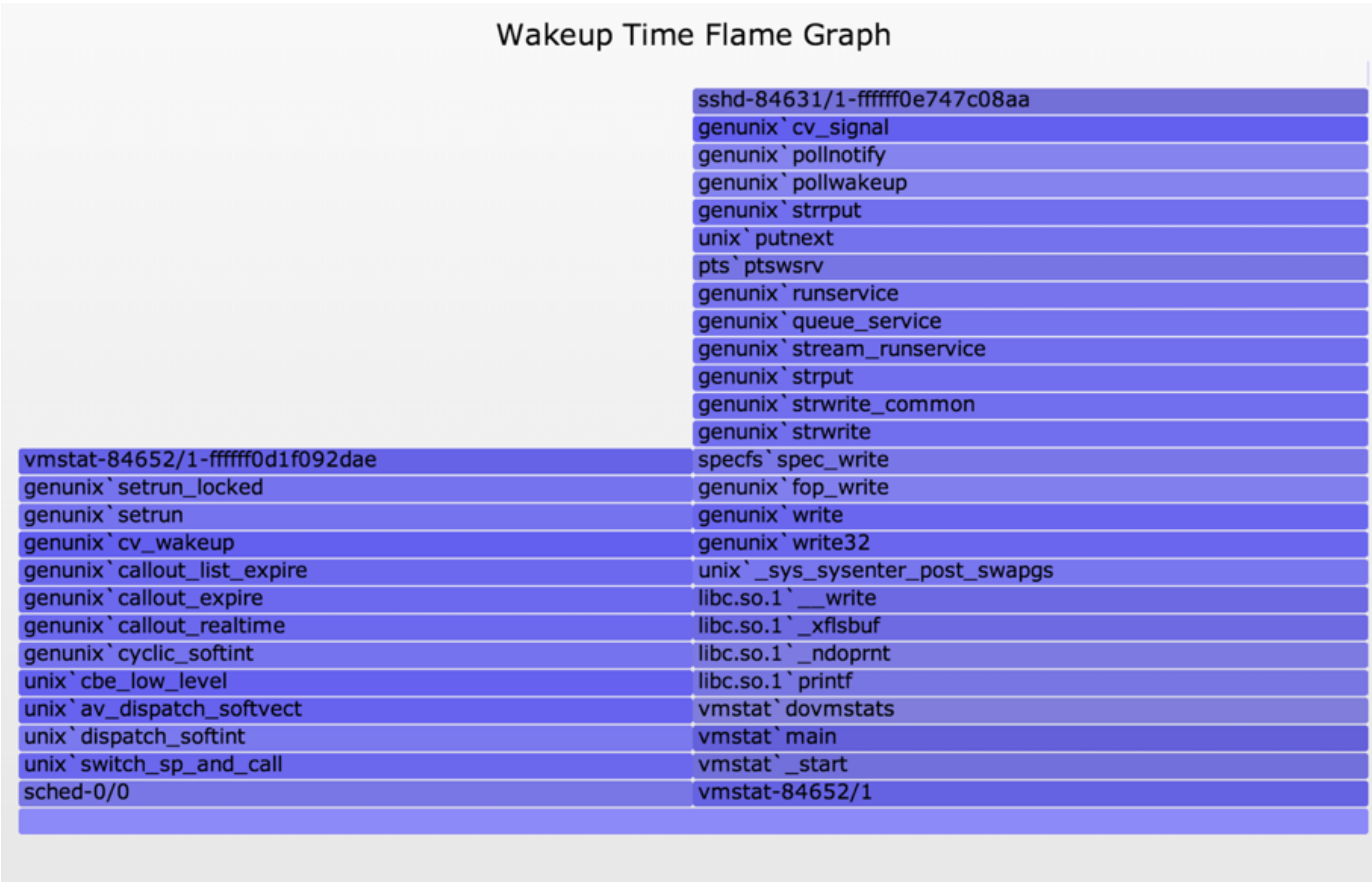
Tracing Wakeups

- The systems knows who woke up who
- Tracing who performed the wakeup – and their stack – can show the real reason for waiting
- **Wakeup Latency Flame Graph**
- Advanced activity
- Consider overheads – might trace too much
- Eg, consider ssh, starting with the Off CPU Time Flame Graph

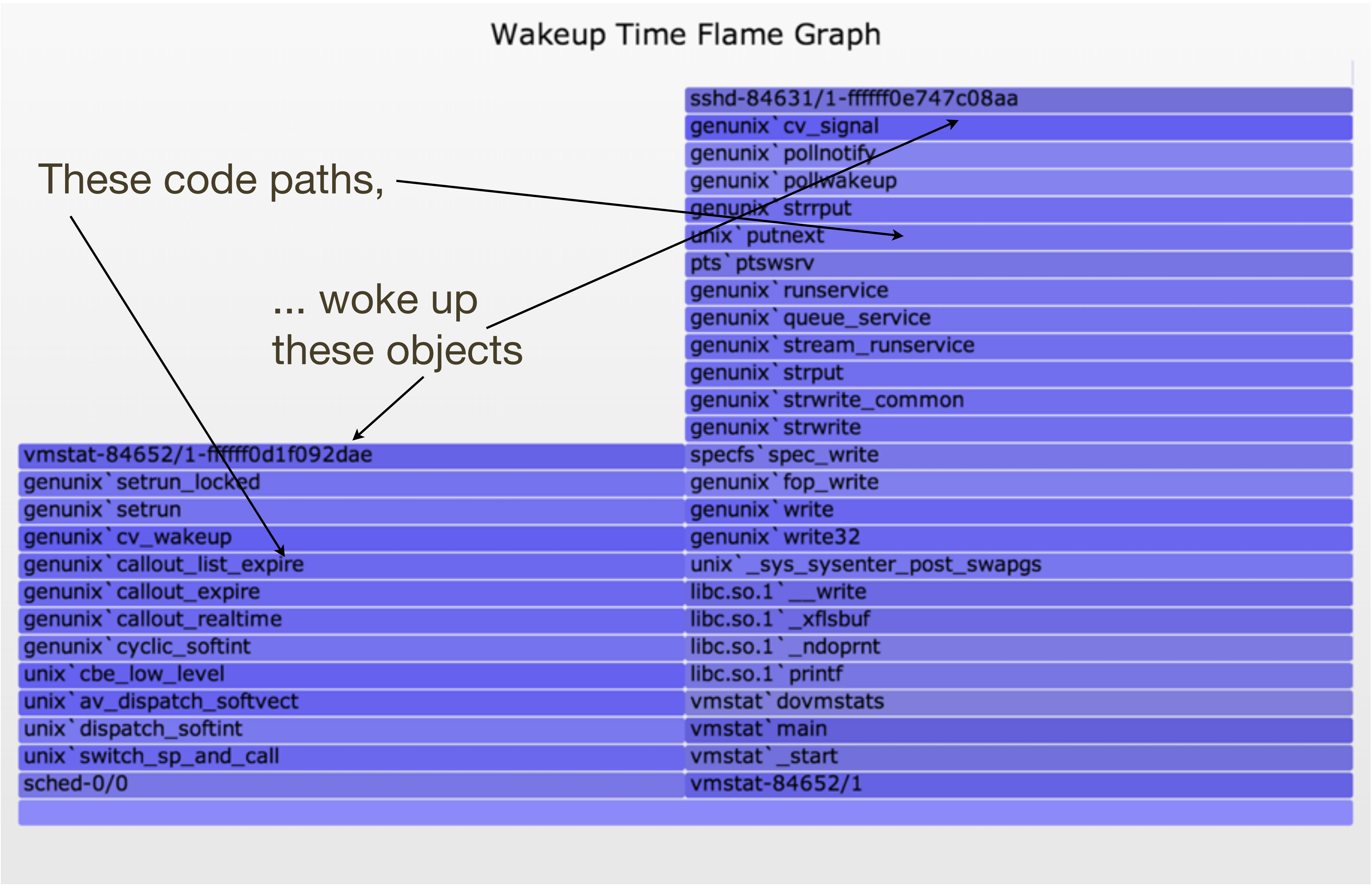
Off-CPU Time Flame Graph: ssh



Wakeup Latency Flame Graph: ssh



Wakeup Latency Flame Graph: ssh



Tracing Wakeup, Example (DTrace)

```
#!/usr/sbin/dtrace -s

#pragma D option quiet
#pragma D option ustackframes=100
#pragma D option stackframes=100
int related[uint64_t];

sched:::sleep
/execname == "sshd"/
{
        ts[curlwpsinfo->pr_addr] = timestamp;
}

sched:::wakeup
/ts[args[0]->pr_addr]/
{
        this->d = timestamp - ts[args[0]->pr_addr];
        @[args[1]->pr_fname, args[1]->pr_pid, args[0]->pr_lwpid, args[0]->pr_wchan,
            stack(), ustack(), execname, pid, curlwpsinfo->pr_lwpid] = sum(this->d);
        ts[args[0]->pr_addr] = 0;
}

dtrace:::END
{
        printa("\n%s-%d/%d-%x%k-%k%s-%d/%d\n%@d\n", @);
}
```

This example targets sshd (previous example also matched vmstat, after discovering that sshd was blocked on vmstat, which it was: "vmstat 1")

Time from sleep to wakeup

Stack traces of *who is doing the waking*

Aggregate if possible instead of dumping, to minimize overheads

Following Stack Chains

- 1st level of wakeups often not enough
- Would like to programmatically follow multiple chains of wakeup stacks, and visualize them
- I've discussed this with others before – it's a hard problem
- The following is in development!: **Chain Graph**

Chain Graph

Chain Graph
sched-0/0-0
unix`switch_sp_and_call
unix`dispatch_softint
unix`av_dispatch_softvect
unix`cbe_low_level
genunix`cyclic_softint
genunix`callout_realtime
genunix`callout_expire
genunix`callout_list_expire
genunix`cv_wakeup
genunix`setrun
genunix`setrun_locked
vmstat-40797/1-ffffff0d55d8622e
-
vmstat-40797/1-ffffff0d55d8622e
vmstat`_start
vmstat`main
vmstat`dovmstats
libc.so.1`printf
libc.so.1`_ndoprnt
libc.so.1`_xflsbuf
libc.so.1`__write
unix`_sys_sysenter_post_swapgs
genunix`write32
genunix`write
genunix`fop_write
specfs`spec_write
genunix`strwrite
genunix`strwrite_common
genunix`strput
genunix`stream_runservice
genunix`queue_service
genunix`runservice
pts`ptswsrv
unix`putnext
genunix`strrput
genunix`pollwakeup
genunix`pollnotify
genunix`cv_signal
sshd-21710/1-ffffff0d7741ef8a
-
sshd-21710/1-ffffff0d7741ef8a
genunix`cv_wait_sig_swap_core
genunix`cv_wait_sig_swap
genunix`cv_timedwait_sig_hrtime
genunix`poll_common
genunix`pollsys
unix`_sys_sysenter_post_swapgs
libc.so.1`__pollsys
libc.so.1`pselect
libc.so.1`select
sshd`wait_until_can_do_something
sshd`server_loop2
sshd`do_authenticated2
sshd`do_authenticated
sshd`main
sshd`_start
sched-0/0-0
unix`switch_sp_and_call
unix`dispatch_hardint
unix`av_dispatch_autovect
bnx`bnx_intr_1lvl
bnx`bnx_intr_recv
bnx`bnx_rxpkts_intr
bnx`bnx_recv_ring_recv
mac`mac_rx
mac`mac_rx_common
mac`mac_rx_flow
mac`mac_rx_classify
mac`mac_rx_srs_process
mac`mac_rx_srs_drain
mac`mac_rx_srs_proto_fanout
mac`mac_rx_soft_ring_process
mac`mac_rx_deliver
dls`i_dls_link_rx
ip`ip_input
ip`ip_input_common_v4
ip`ill_input_short_v4
ip`ire_recv_local_v4
ip`ip_input_local_v4
ip`ip_fanout_v4
ip`squeue_enter
ip`tcp_input_data
sockfs`so_queue_msg
sockfs`so_queue_msg_impl
sockfs`so_notify_data

Chain Graph

...

Wakeup Thread 2

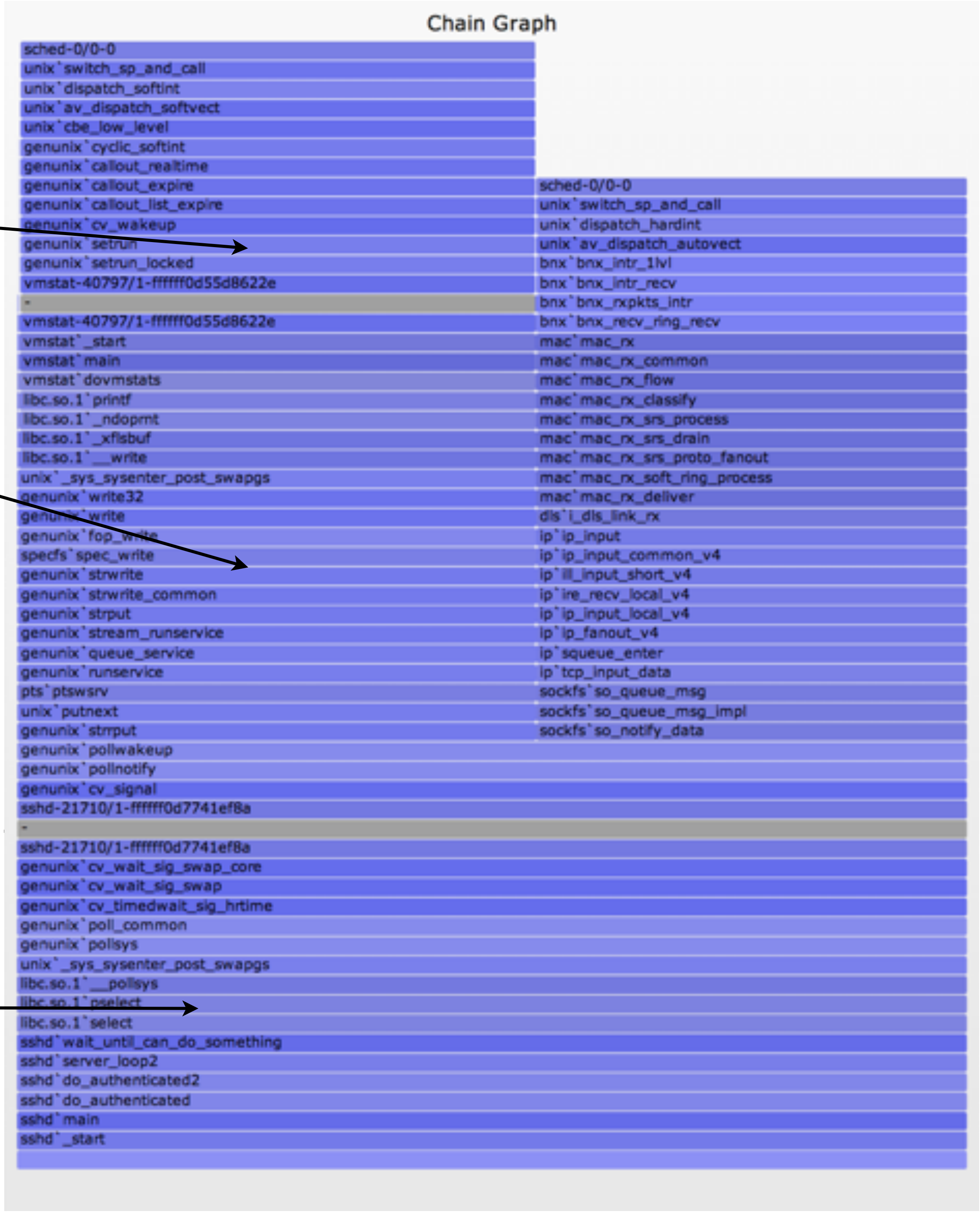
I wokeup

Wakeup Thread 1

I wokeup

Wakeup Stacks
why I waited

Off CPU Stacks:
why I blocked



Chain Graph Visualization

- New, experimental; check for later improvements
- Stacks associated based on sleeping object address
- Retains the value of relative widths equals latency
- Wakeup stacks frames can be listed in reverse (may be less confusing when following towers bottom-up)
- Towers can get very tall, tracing wakeups through different software threads, back to metal

Following Wakeup Chains, Example (DTrace)

```
#!/usr/sbin/dtrace -s

#pragma D option quiet
#pragma D option ustackframes=100
#pragma D option stackframes=100
int related[uint64_t];

sched:::sleep
/execname == "sshd" || related[curlwpsinfo->pr_addr]/
{
        ts[curlwpsinfo->pr_addr] = timestamp;
}

sched:::wakeup
/ts[args[0]->pr_addr]/
{
        this->d = timestamp - ts[args[0]->pr_addr];
        @[args[1]->pr_fname, args[1]->pr_pid, args[0]->pr_lwpid, args[0]->pr_wchan,
            stack(), ustack(), execname, pid, curlwpsinfo->pr_lwpid] = sum(this->d);
        ts[args[0]->pr_addr] = 0;
        related[curlwpsinfo->pr_addr] = 1;
}

dtrace:::END
{
        printa("\n%s-%d/%d-%x%k-%k%s-%d/%d\n%@d\n", @);
}
```

Also follow who wakes up the waker

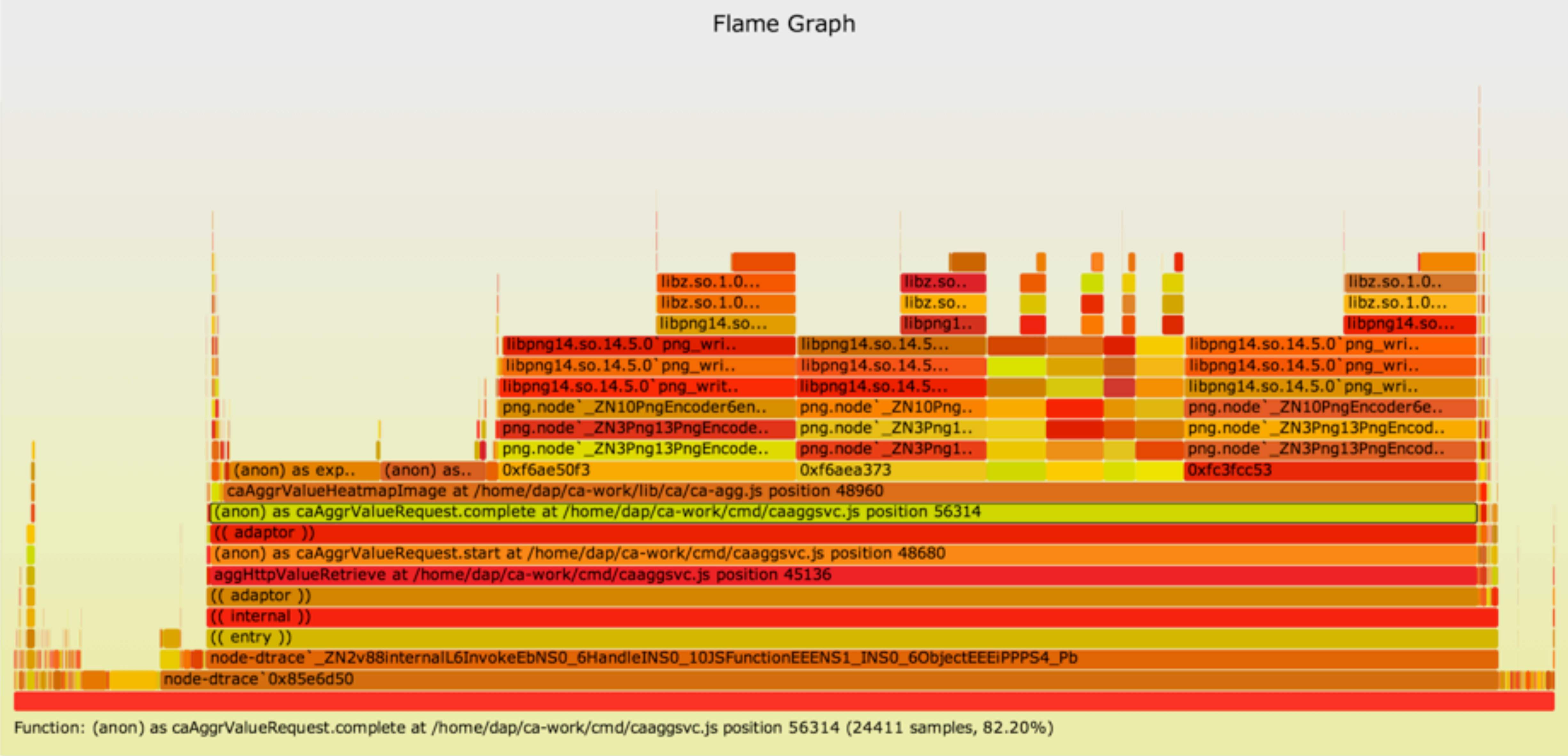
Developments

Developments

- There have been many other great developments in the world of Flame Graphs. The following is a short tour.

node.js Flame Graphs

- Dave Pacheco developed the DTrace ustack helper for v8, and created Flame Graphs with node.js functions

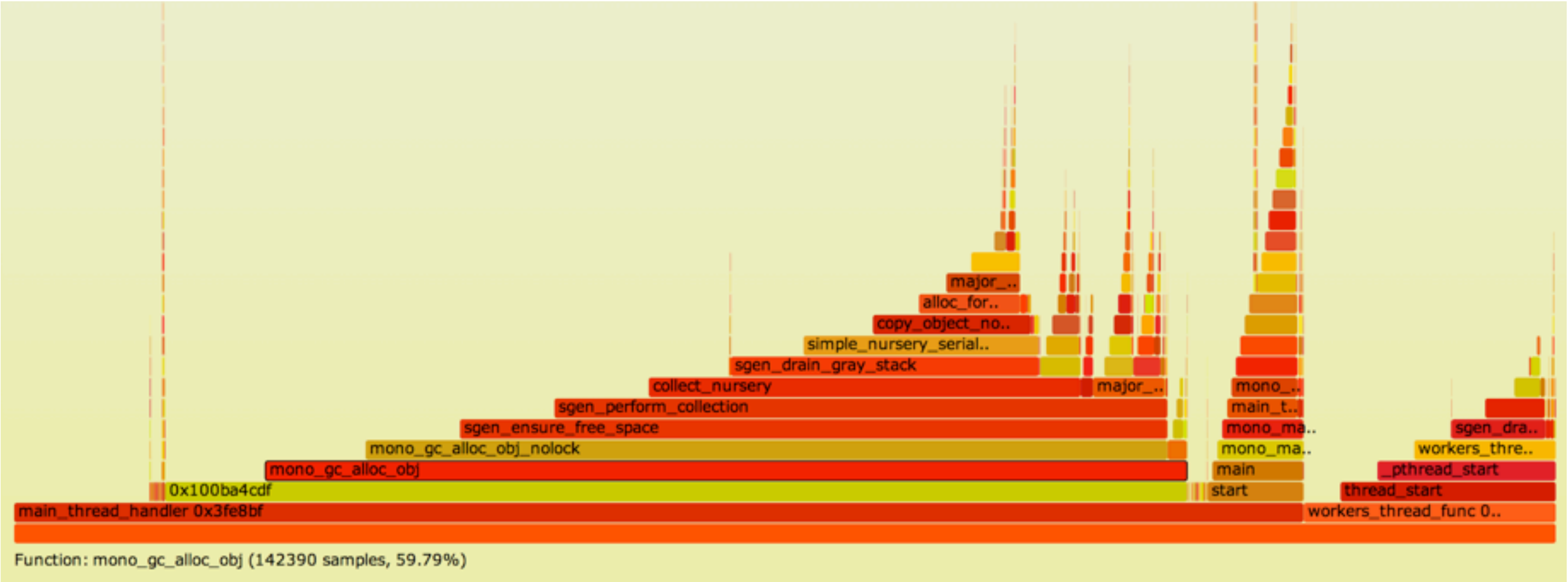


http://dtrace.org/blogs/dap/2012/01/05/where-does-your-node-program-spend-its-time/

OS X Instruments Flame Graphs

- Mark Probst developed a way to produce Flame Graphs from Instruments

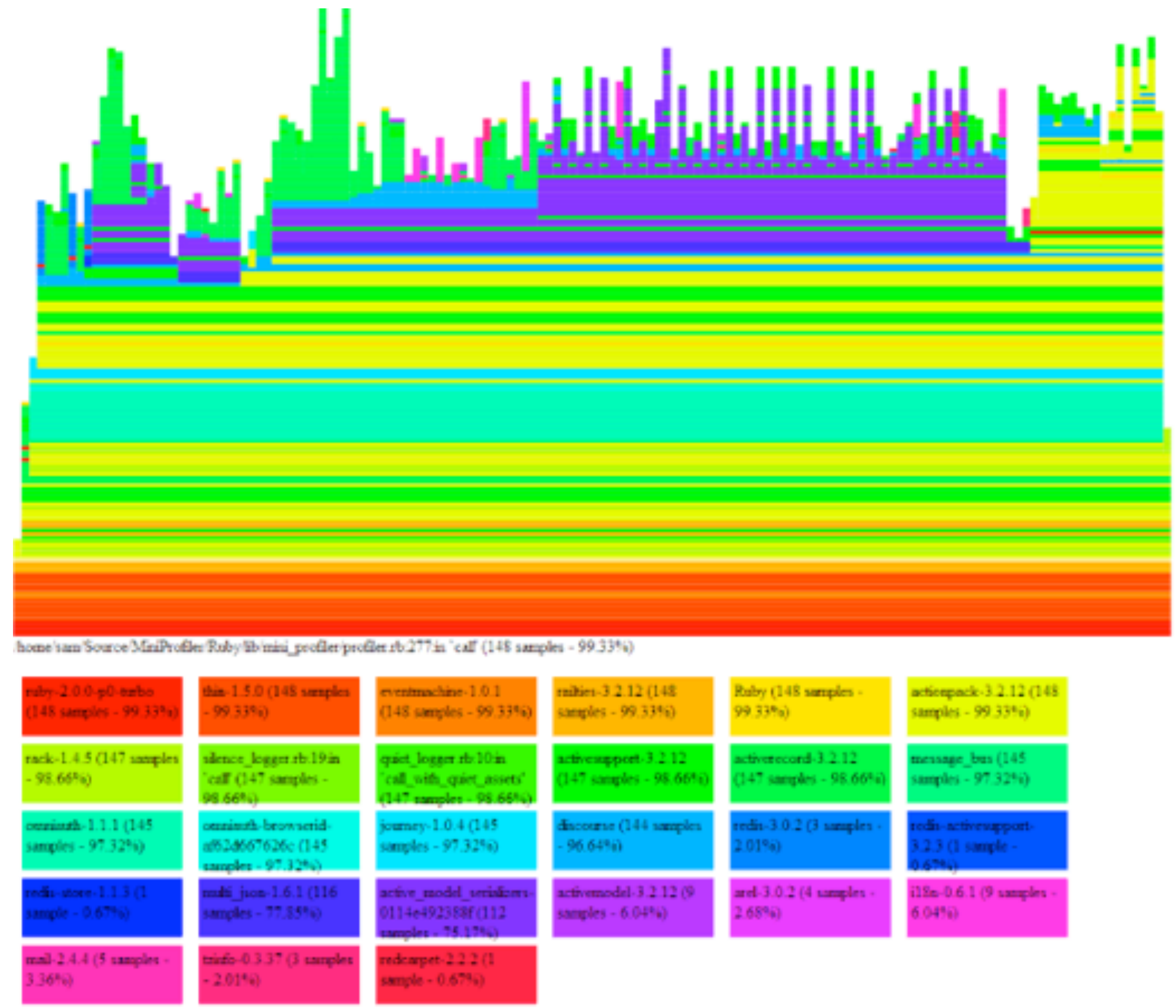
1. Use the Time Profile instrument
2. Instrument -> Export Track
3. stackcollapse-instruments.pl
4. flamegraphs.pl



http://schani.wordpress.com/2012/11/16/flame-graphs-for-instruments/

Ruby Flame Graphs

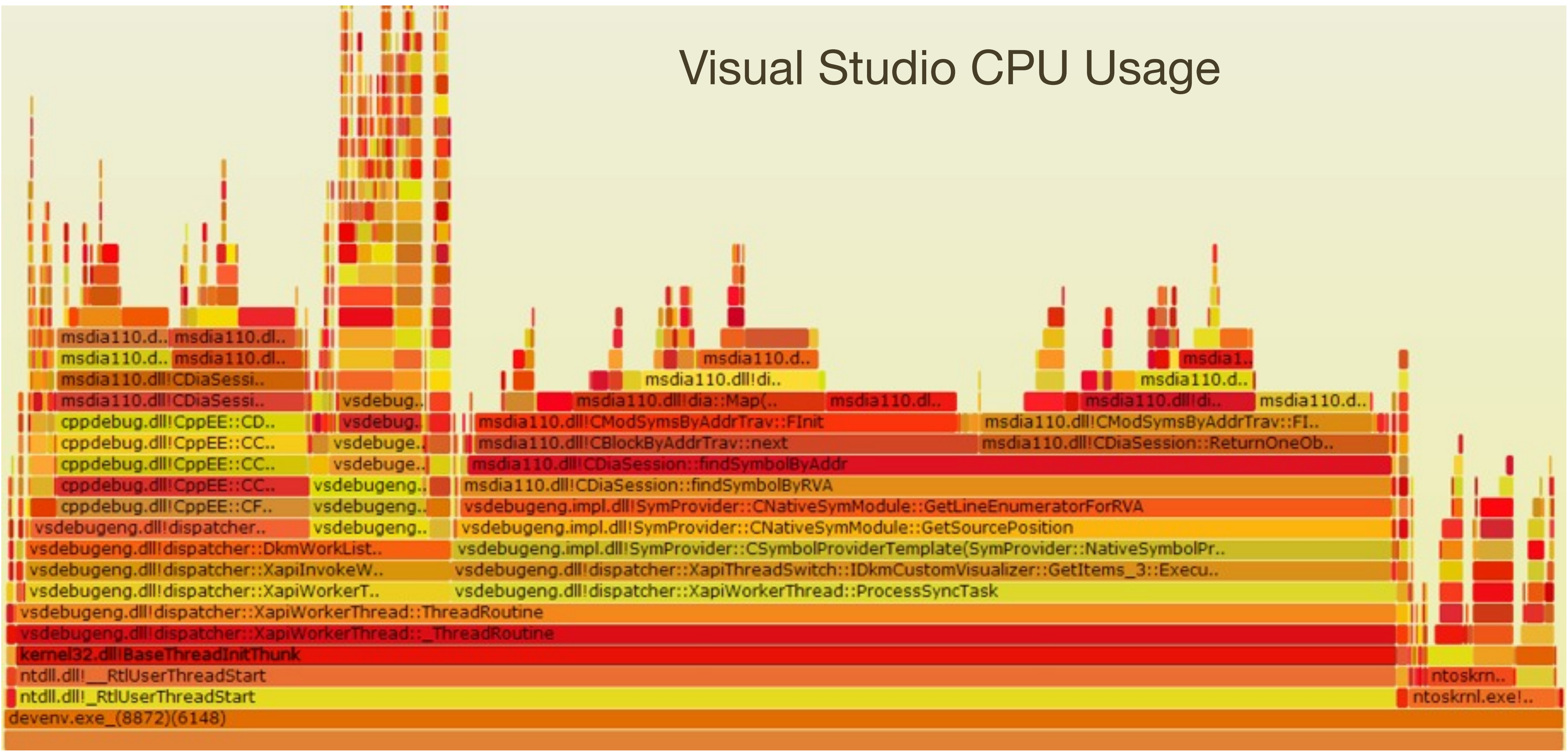
- Sam Saffron developed Flame Graphs with the Ruby MiniProfiler
- These stacks are very deep (many frames), so the function names have been dropped and only the rectangles are drawn
- This preserves the value of seeing the big picture at first glance!



http://samsaffron.com/archive/2013/03/19/flame-graphs-in-ruby-miniprofiler

Windows Xperf Flame Graphs

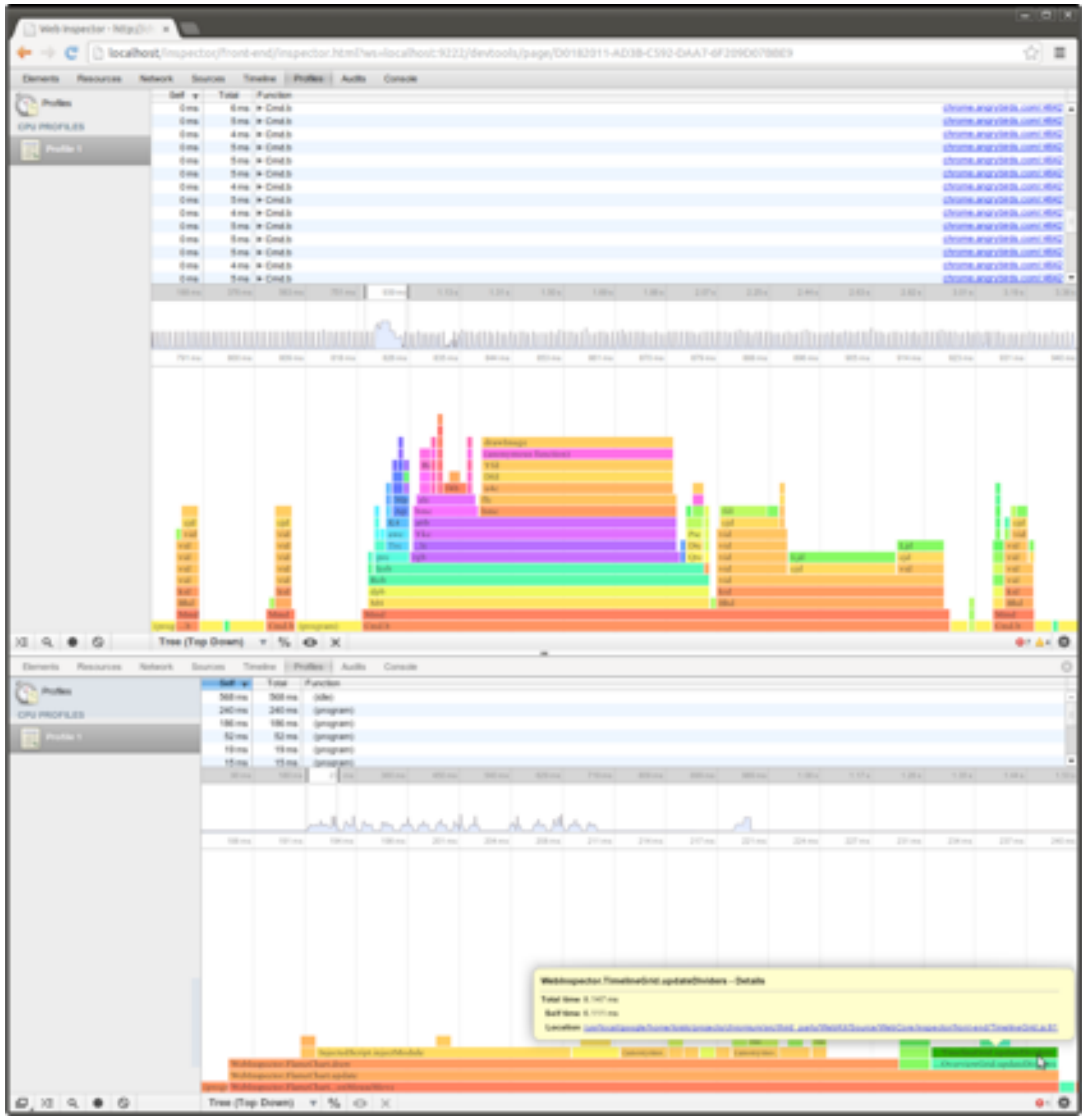
- Bruce Dawson developed Flame Graphs from Xperf data, and an xperf_to_collapsedstacks.py script



http://randomascii.wordpress.com/2013/03/26/summarizing-xperf-cpu-usage-with-flame-graphs/

WebKit Web Inspector Flame Charts

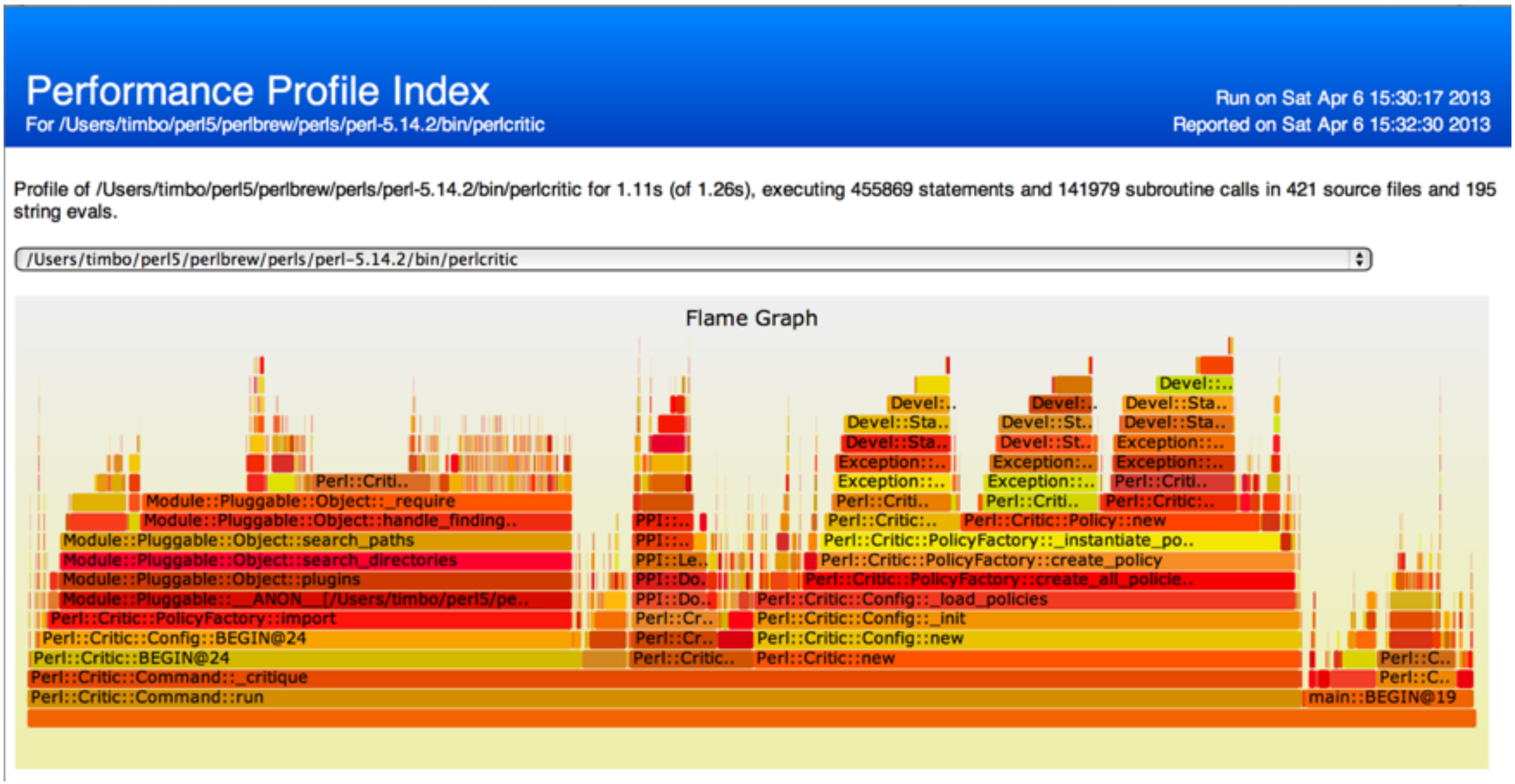
- Available in Google Chrome developer tools, these show JavaScript CPU stacks as colored rectangles
- Inspired by Flame Graphs but not the same: they show the passage of time on the x-axis!
- This generally works here as:
  - the target is single threaded apps often with repetitive code paths
  - ability to zoom
- Can a "Flame Graph" mode be provided for the same data?



https://bugs.webkit.org/show_bug.cgi?id=111162

Perl Devel::NYTProf Flame Graphs

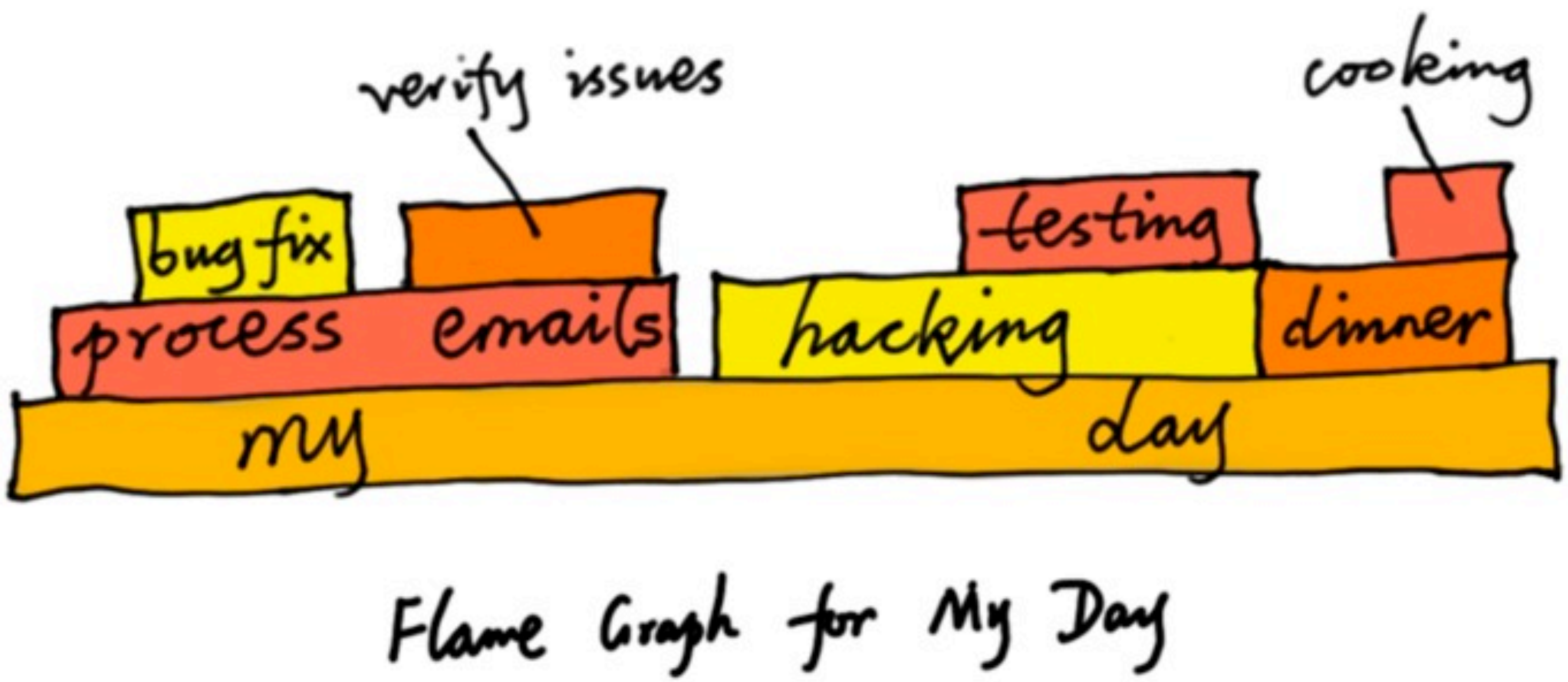
- Tim Bunce has been adding Flame Graph features, and included them in the Perl profiler: Devel::NYTProf



http://blog.timbunce.org/2013/04/08/nytprof-v5-flaming-precision/

Leak and Off-CPU Time Flame Graphs

- Yichun Zhang (agentzh) has created Memory Leak and Off-CPU Time Flame Graphs, and has given good talks to explain how Flame Graphs work

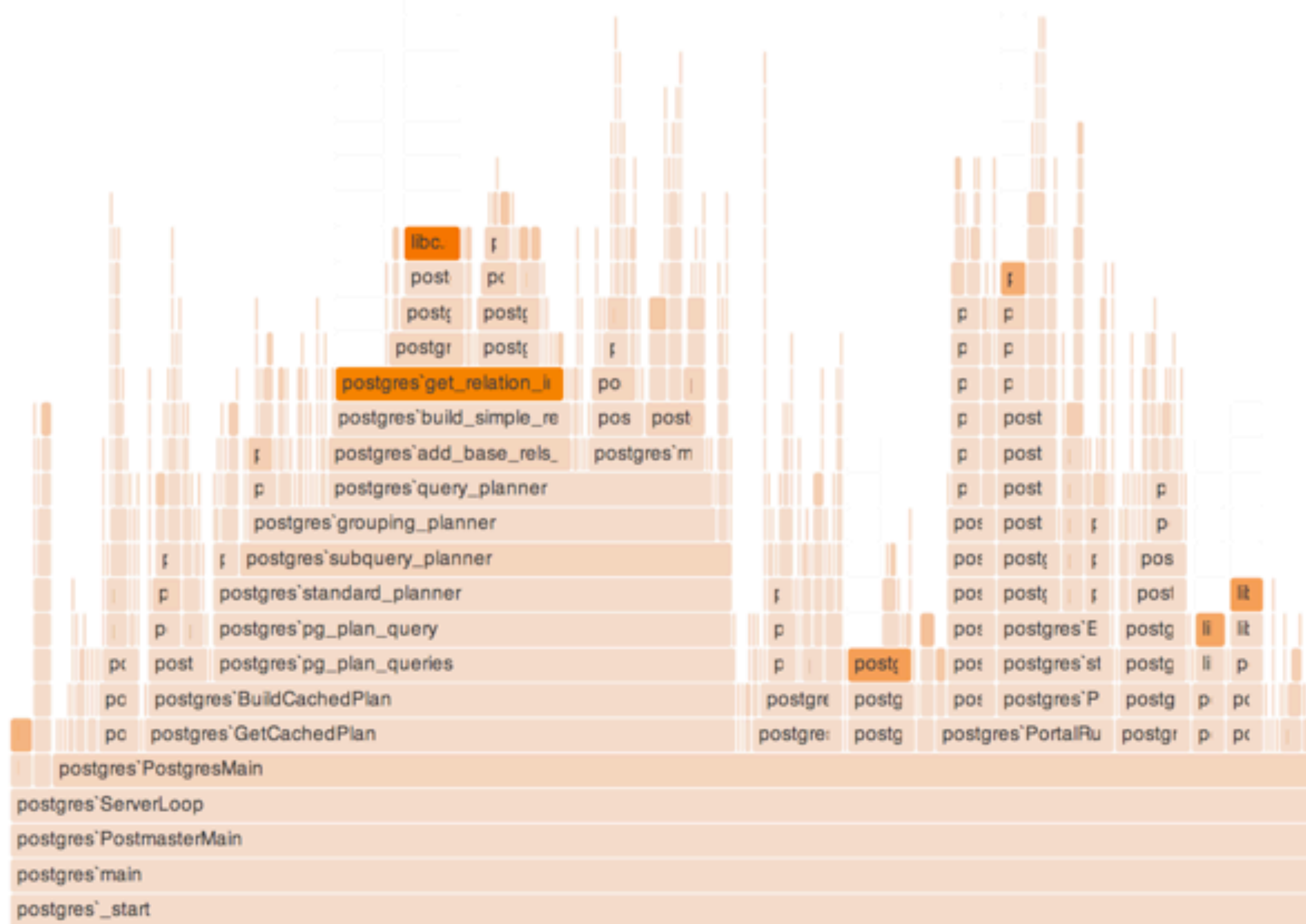


http://agentzh.org/#Presentations
http://agentzh.org/misc/slides/yapc-na-2013-flame-graphs.pdf
http://www.youtube.com/watch?v=rxn7HoNrv9A
http://agentzh.org/misc/slides/off-cpu-flame-graphs.pdf
http://agentzh.org/misc/flamegraph/nginx-leaks-2013-10-08.svg
https://github.com/agentzh/nginx-systemtap-toolkit

... these also provide examples of using SystemTap on Linux

Color Schemes

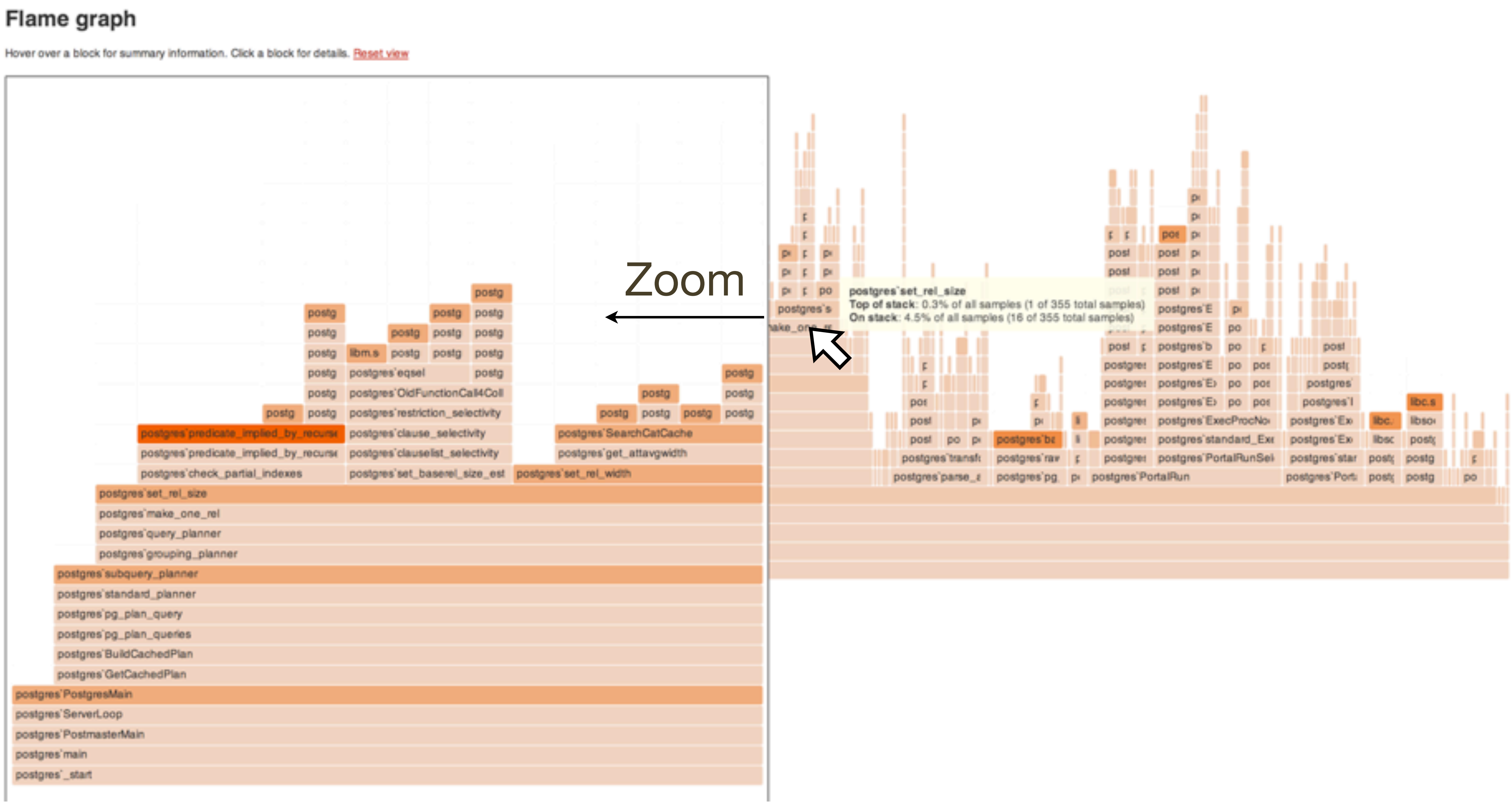
- Colors can be used to convey data, instead of the default random color scheme. This example from Dave Pacheco colors each function by its degree of direct on-CPU execution
- A Flame Graph tool could let you select different color schemes
- Another can be: color by a hash on the function name, so colors are consistent



https://npmjs.org/package/stackvis

Zoomable Flame Graphs

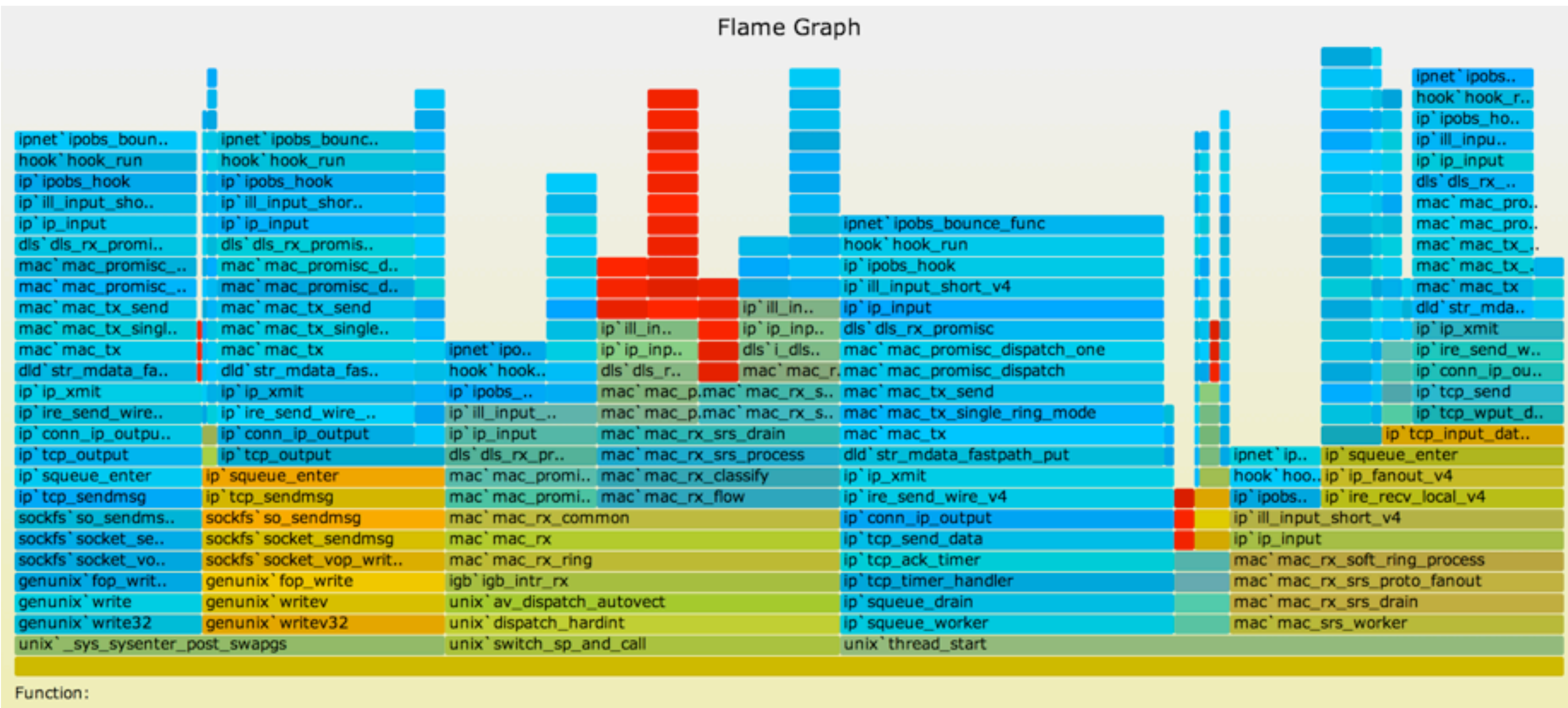
- Dave Pacheco has also used d3 to provide click to zoom!



https://npmjs.org/package/stackvis

Flame Graph Differentials

- Robert Mustacchi has been experimenting with showing the difference between two Flame Graphs, as a Flame Graph. Great potential for non-regression testing, and comparisons!



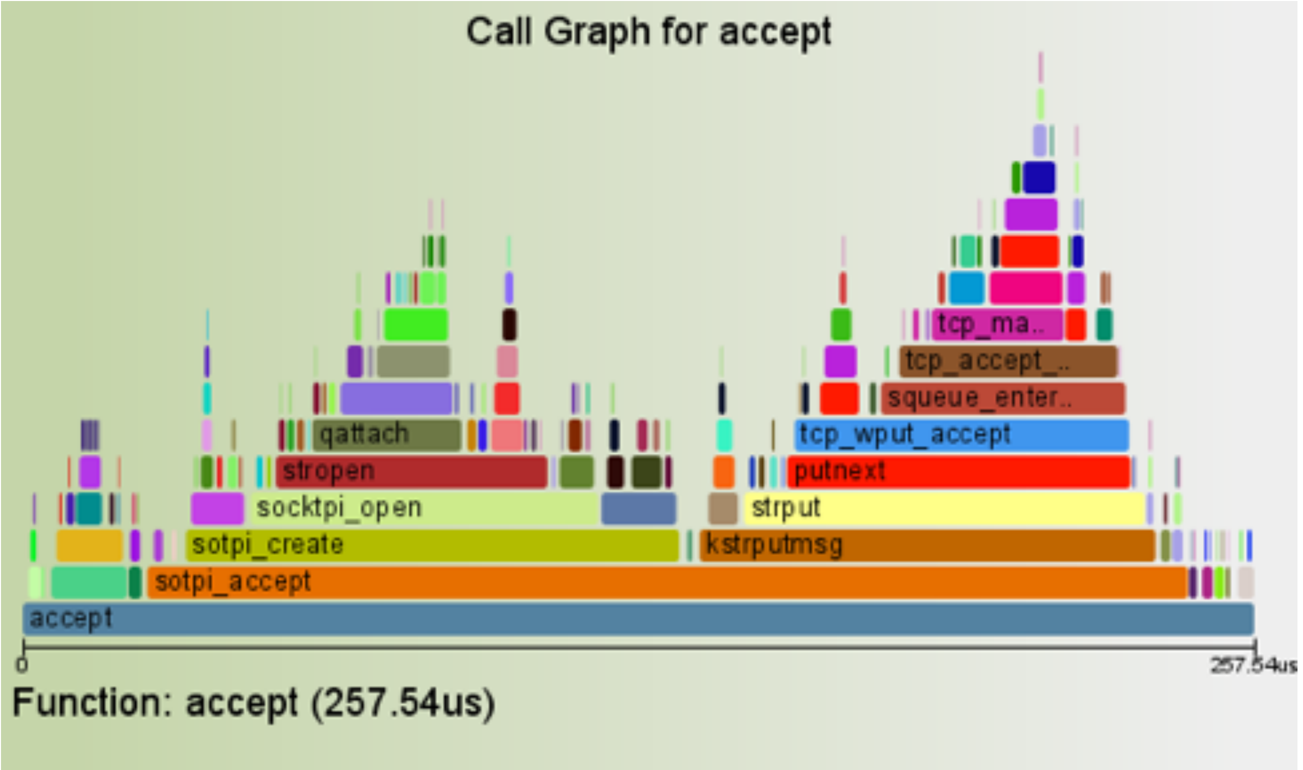
Flame Graphs as a Service

- Pedro Teixeira has a project for node.js Flame Graphs as a service: automatically generated for each github push!

http://www.youtube.com/watch?v=sMohaWP5YqA

References & Acknowledgements

- Neelakanth Nadgir (realneel): developed SVGs using Ruby and JavaScript of time-series function trace data with stack levels, inspired by Roch's work
- Roch Bourbonnais: developed Call Stack Analyzer, which produced similar time-series visualizations
- Edward Tufte: inspired me to explore visualizations that show all the data at once, as Flame Graphs do
- Thanks to all who have developed Flame Graphs further!



realneel's function_call_graph.rb visualization

Thank you!

- Questions?
- Homepage: http://www.brendangregg.com (links to everything)
- Resources and further reading:
  - http://dtrace.org/blogs/brendan/2011/12/16/flame-graphs/: see "Updates"
  - http://dtrace.org/blogs/brendan/2012/03/17/linux-kernel-performance-flame-graphs/
  - http://dtrace.org/blogs/brendan/2013/08/16/memory-leak-growth-flame-graphs/
  - http://dtrace.org/blogs/brendan/2011/07/08/off-cpu-performance-analysis/
  - http://dtrace.org/blogs/dap/2012/01/05/where-does-your-node-program-spend-its-time/