



# NightStar RT Tutorial

Version 4.2

(RedHawk™ Linux®)

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## General Information

NightStar RT™ allows users running RedHawk to schedule, monitor, debug and analyze the run-time behavior of their time-critical applications as well as the operating system kernel.

NightStar RT consists of the NightTrace™ event analyzer; the NightProbe™ data monitoring tool, the NightView™ symbolic debugger, the NightSim™ scheduler, the Night-Tune™ system and application tuner, the Data Monitoring API, and the Shmdefine shared memory utility.

## Scope of Manual

This manual is a tutorial for NightStar RT.

## Structure of Manual

This manual consists of seven chapters and an appendix which comprise the tutorial for NightStar RT.

## Syntax Notation

The following notation is used throughout this guide:

*italic*

Books, reference cards, and items that the user must specify appear in *italic* type. Special terms and comments in code may also appear in *italic*.

**list bold**

User input appears in **list bold** type and must be entered exactly as shown. Names of directories, files, commands, options and man page references also appear in **list bold** type.

list

Operating system and program output such as prompts and messages and listings of files and programs appears in list type. Keywords also appear in list type.

emphasis

Words or phrases that require extra emphasis use emphasis type.

## window

Keyboard sequences and window features such as push buttons, radio buttons, menu items, labels, and titles appear in **window** type.

[ ]

Brackets enclose command options and arguments that are optional. You do not type the brackets if you choose to specify such option or arguments.

{ }

Braces enclose mutually exclusive choices separated by the pipe (|) character, where one choice must be selected. You do not type the braces or the pipe character with the choice.

...

An ellipsis follows an item that can be repeated.

::=

This symbol means *is defined as* in Backus-Naur Form (BNF).

## Referenced Publications

The following publications are referenced in this document:

0898395	<i>NightView™ User's Guide</i>
0898398	<i>NightTrace™ User's Guide</i>
0898465	<i>NightProbe™ User's Guide</i>
0898480	<i>NightSim™ User's Guide</i>
0898515	<i>NightTune™ User's Guide</i>

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# 1 Overview

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NightStar RT™ is an integrated set of debugging tools for developing time-critical Linux® applications. NightStar RT are designed to be minimally intrusive, preserving the execution behavior and determinism of your applications. Users can quickly and easily debug, monitor, analyze, and tune their applications.

The NightStar RT tools consist of:

- NightView™ source-level debugger
- NightTrace™ event analyzer
- NightProbe™ data monitor
- NightTune™ system and application tuner
- NightSim™ scheduler

In this tutorial, we will integrate these tools into one cohesive example incorporating various scenarios which demonstrate their extensive functionality.

## Getting Started

Certain activities in this tutorial require enhanced user privileges which are not granted to user accounts by default. You will need to run as the root user, where indicated within this tutorial, or obtain appropriate privileges as detailed in the “Setting Up User Privileges” on page 1-2.

## Setting Up User Privileges

Linux provides a means to grant otherwise unprivileged users the authority to perform certain privileged operations. **pam\_capability(8)**, the Pluggable Authentication Module, is used to manage sets of capabilities, called roles, required for various activities.

Linux systems should be configured with a `nightstar` role which provides the capabilities required by NightStar RT. In order to take full advantages of NightStar RT features, each user must be configured to use (at a minimum) the capabilities specified below.

Edit `/etc/security/capability.conf` and define the `nightstar` role (if it is not already defined) in the “ROLES” section:

```
role nightstar cap_sys_nice cap_ipc_lock
```

Additionally, for each NightStar RT user on the target system, add the following line at the end of the file:

```
user username nightstar
```

where *username* is the login name of the user.

If the user requires capabilities not defined in the `nightstar` role, add a new role which contains `nightstar` and the additional capabilities needed, and substitute the new role name for `nightstar` in the text above.

In addition to registering your login name in `/etc/security/capability.conf`, files under the `/etc/pam.d` directory must also be configured to allow capabilities to be activated.

To activate capabilities, add the following line to the end of selected files in `/etc/pam.d` if it is not already present:

```
session required pam_capability.so
```

The list of files to modify is dependent on the list of methods that will be used to access the system. The following table presents a recommended configuration that will grant capabilities to users of the services most commonly employed in accessing a system.

Table 1-1. Recommended /etc/pam.d Configuration

/etc/pam.d File	Affected Services	Comment
<b>remote</b>	telnet rlogin rsh (when used <u>w/o</u> a command)	Depending on your system, the <b>remote</b> file may not exist. Do not create the <b>remote</b> file, but edit it if it is present.
<b>login</b>	local login (e.g. console) telnet* rlogin* rsh* (when used <u>w/o</u> a command)	*On some versions of Linux, the presence of the <b>remote</b> file limits the scope of the <b>login</b> file to local logins. In such cases, the other services listed here with <b>login</b> are then affected solely by the <b>remote</b> configuration file.
<b>rsh</b>	rsh (when used <u>with</u> a command)	e.g. <b>rsh system_name a.out</b>
<b>sshd</b>	ssh	You must also edit <b>/etc/ssh/sshd_config</b> and ensure that the following line is present: <b>UsePrivilegeSeparation no</b>
<b>gdm</b> <b>gdm-password</b>	gnome sessions	On some systems you must modify <b>gdm-password</b> as well, if it exists.
<b>kde</b>	kde sessions	

If you modify **/etc/pam.d/sshd** or **/etc/ssh/sshd\_config**, you must restart the **sshd** service for the changes to take effect:

```
service sshd restart
```

In order for the above changes to take effect, the user must log off and log back onto the target system.

#### NOTE

To verify that you have been granted capabilities, issue the following command:

```
/usr/sbin/getpcaps $$
```

The output from that command will list the roles currently assigned to you.

## Creating a Tutorial Directory

We will start by creating a directory in which we will do all our work. Create a directory and position yourself in it:

- Use the **mkdir(1)** command to create a working directory.

We will name our directory **tutorial** using the following command:

```
mkdir tutorial
```

- Position yourself in the newly created directory using the **cd(1)** command:

```
cd tutorial
```

Source files, as well as configuration files for the various tools, are copied to **/usr/lib/NightStar/tutorial** during the installation of NightStar RT. We will copy these tutorial-related files to our **tutorial** directory.

- Copy all tutorial-related files to our local directory.

```
cp /usr/lib/NightStar/tutorial/* .
```

## Building the Program

Our example uses a cyclic multi-threaded program which performs various tasks during each cycle. The cycle will be controlled by the main thread which uses a timeout with a configurable rate.

A portion of the main source file, **app.c**, is shown below:

```
int
main (int argc, char * argv[])
{
    pthread_t thread;
    pthread_attr_t attr;
    struct sembuf trigger = {0, 2, 0};
    nosighup();

    trace_begin ("/tmp/data",NULL);

    sema = semget (IPC_PRIVATE, 1, IPC_CREAT+0666);

    pthread_attr_init(&attr);
    pthread_create (&thread, &attr, sine_thread, &data[0]);

    pthread_attr_init(&attr);
    pthread_create (&thread, &attr, cosine_thread, &data[1]);

    pthread_attr_init(&attr);
    pthread_create (&thread, &attr, heap_thread, NULL);

    for (;;) {
        struct timespec delay = { 0, rate } ;
        nanosleep(&delay,NULL);
        work(random() % 1000);
        if (state != hold) semop(sema,&trigger,1);
    }
}
```

```
        trace_end () ;  
    }
```

The program creates three threads and then enters a loop which cyclically activates each of two threads based on a common timeout. The third thread, `heap_thread`, runs asynchronously.

### To build the executable

From the local `tutorial` directory, enter the following command:

```
cc -g -o app app.c -ltrace_thr -lpthread -lm
```

### NOTE

The NightStar RT tools require that the user application is built with DWARF debugging information in order to read symbol table information from user application program files. For this reason, the `-g` compile option is specified. However, the tools can be used to debug programs without symbols with reduced functionality.





# 2 Panels

---

NightStar provides flexibility in configuring the graphical user interface to suit your needs through the use of resizable and movable panels.

This chapter presents the concepts involved in moving and resizing panels. It is designed merely for reference, not as a step-by-step instructional guide.

Please read this chapter before proceeding to the first steps in using the tools, which follows in “Using NightView” on page 3-1.

## Moving Panels

Consider the following NightProbe page which contains a List view and a Graph view each in their own panel:

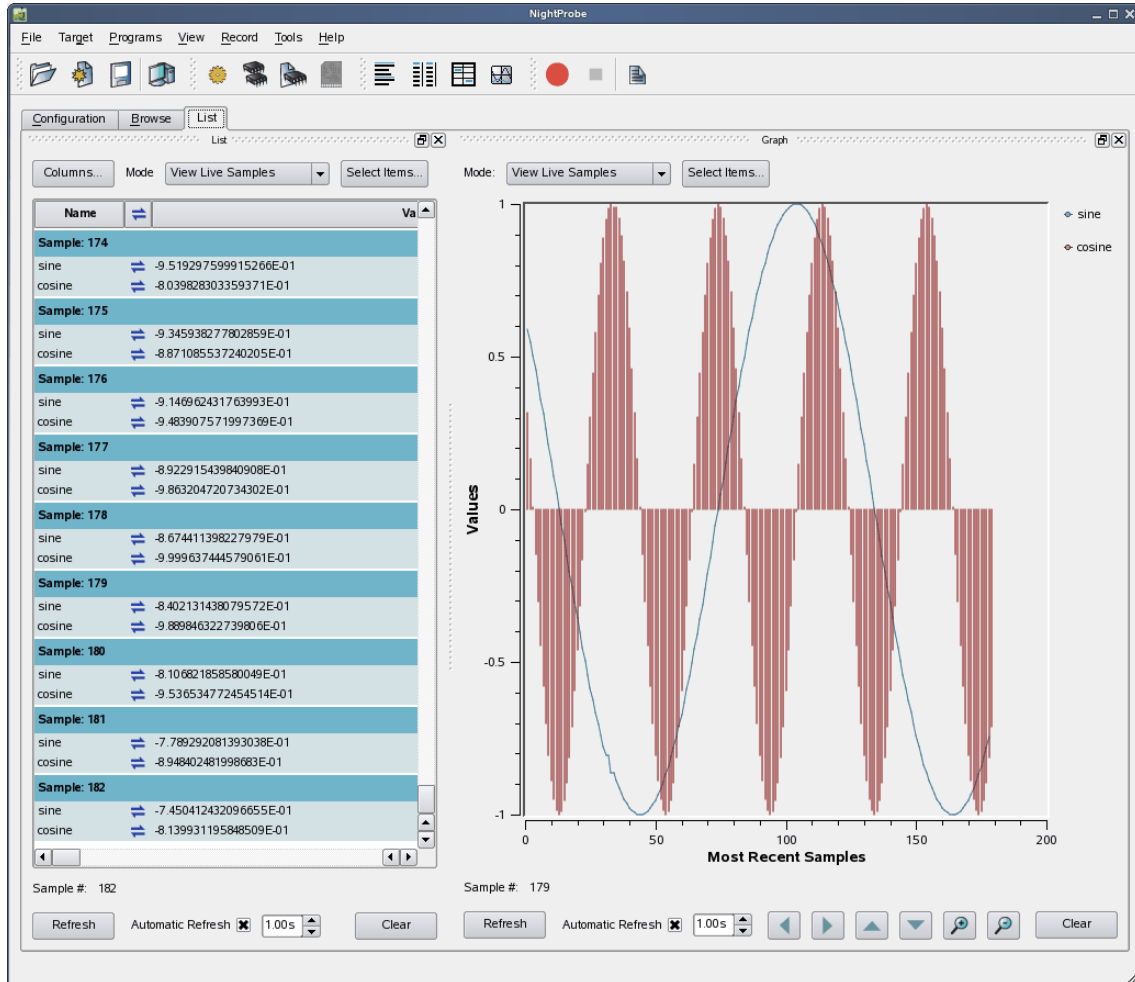
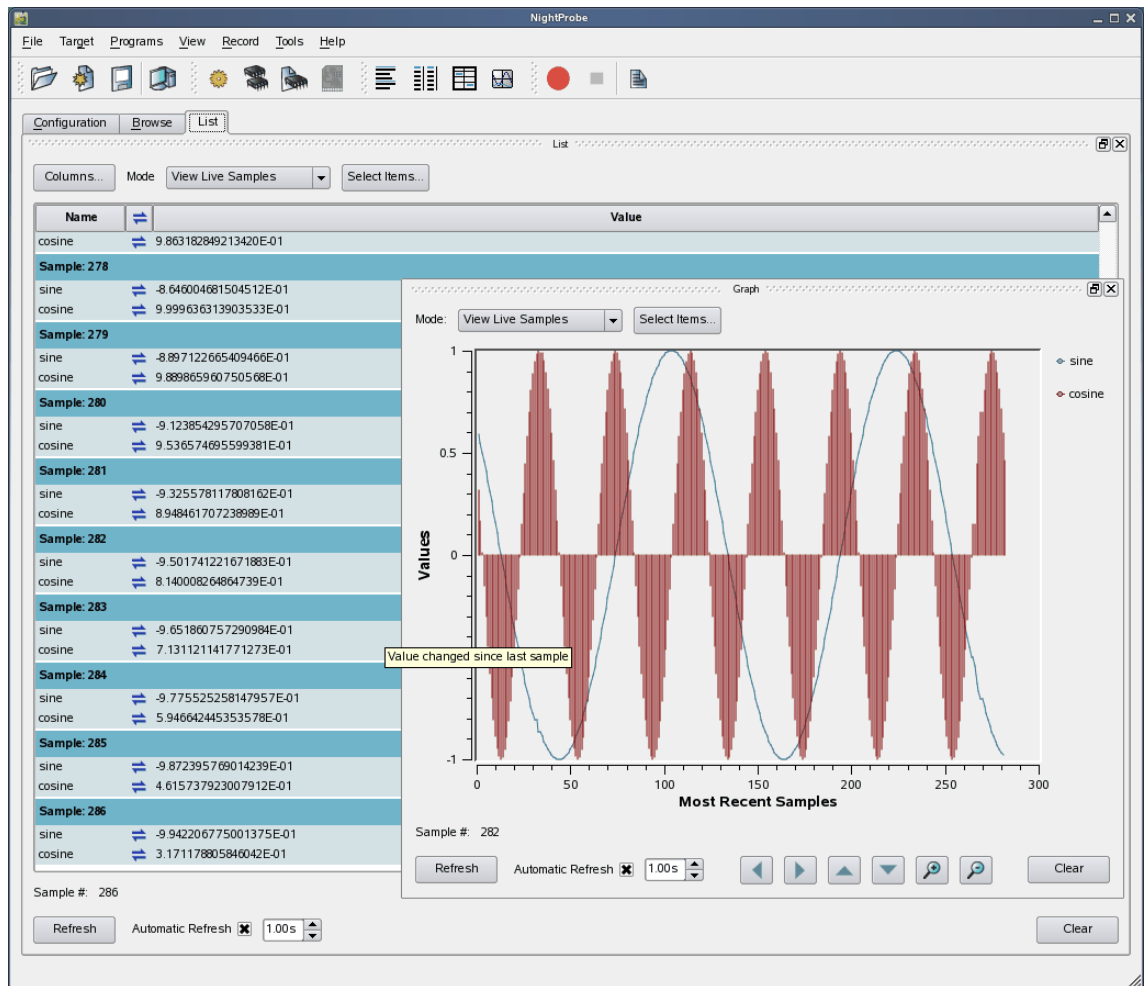


Figure 2-1. Viewing Page with List & Graph Panels

Panels are moved by left-clicking the title bar, dragging them to a new location, and then releasing the mouse button. Depending on the location of the panel when the mouse button is released, the panel will either remain detached or will be inserted into the page again.

To detach the panel from the page without inserting it, click the left-most control box in the upper right-hand corner of the panel.



**Figure 2-2. Panel Detaches from Page**

The Graph panel detaches from the page and becomes free floating.

If moved outside the boundaries of the main window and released, the panel will remain detached from the main window. However, even in detached mode, if the main window is iconified, the detached panel will be iconified with it. For this reason, detached panels are not very useful in and of themselves.

Detaching is most often useful as part of moving a panel and re-docking it.

To insert a panel into the page at a new location, drag the panel using the left mouse button on its title bar and move it until it approaches a boundary of the page. The window will respond by creating space indicating where the panel will be inserted.

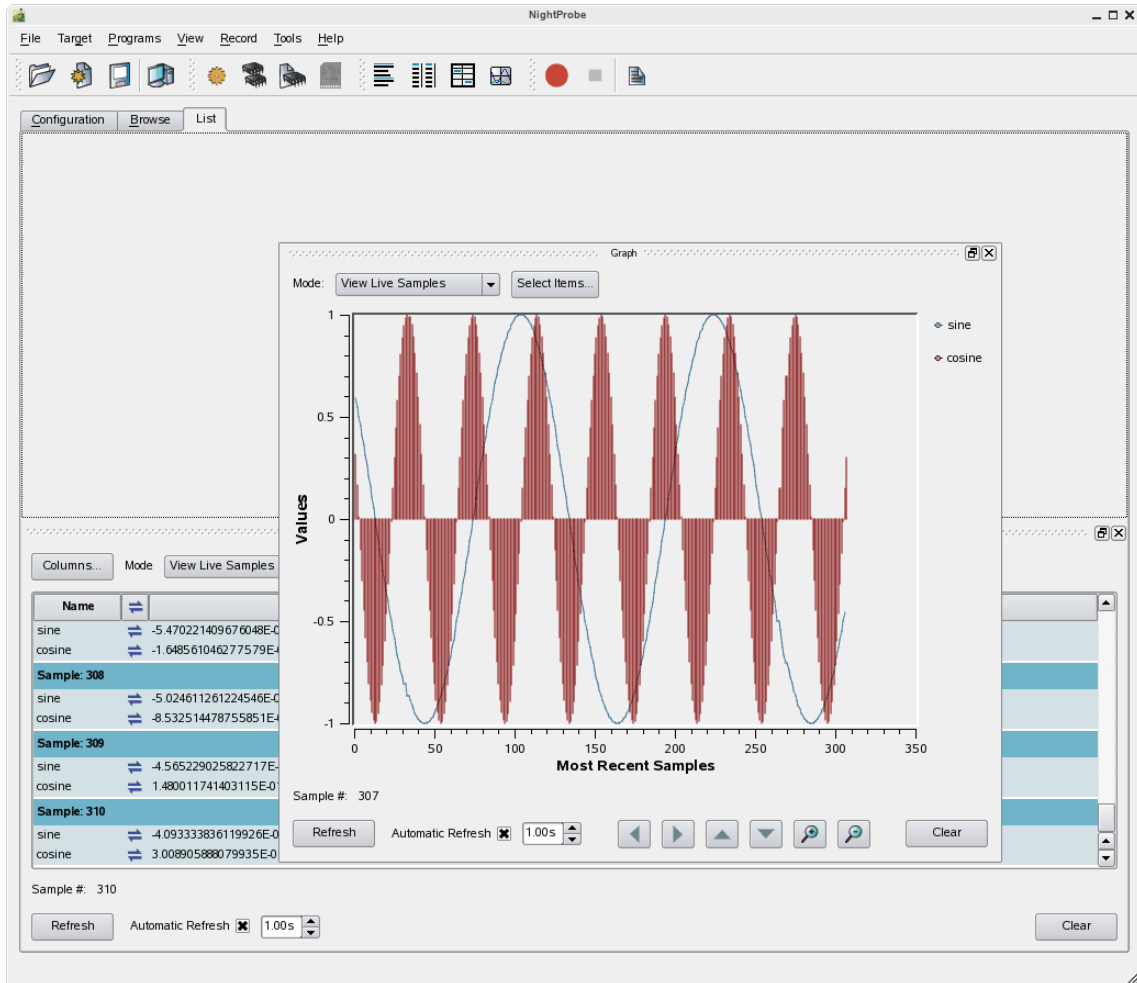
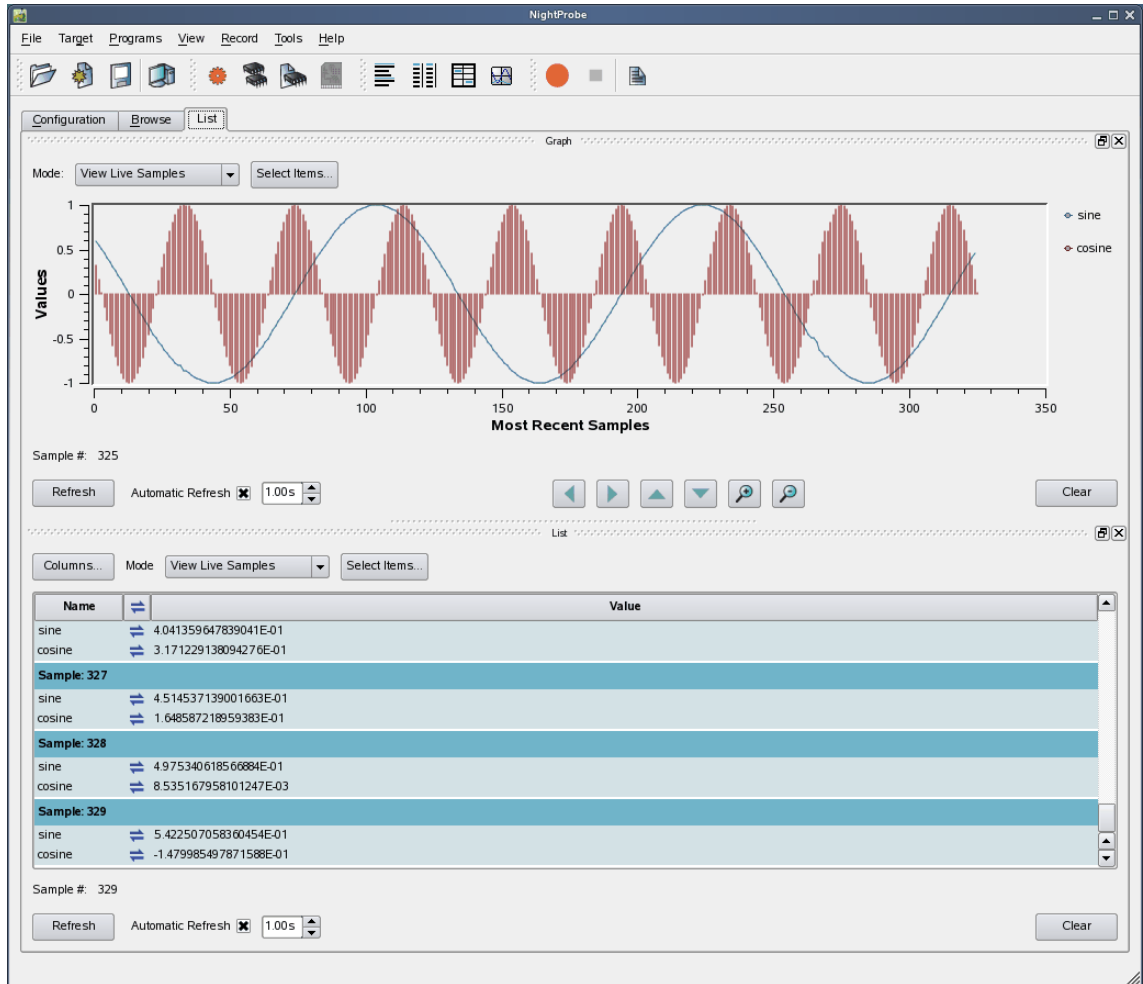


Figure 2-3. Panel Movement in Progress

The figure above shows space being created above the List panel as the Graph panel is dragged towards the upper horizontal boundary of the page.

At this point, releasing the mouse button will cause the Graph panel to be inserted into the page, consuming the recently created space.



**Figure 2-4. Graph Panel on Top of List Panel**

### IMPORTANT

When attempting to move panels inside of a page, if an empty space does not appear where you desire it, try increasing the size of the main window, decreasing the size of the undocked panel, and moving an alternative edge of the undocked panel near where you want to place it.

By default, the tools usually add panels to the right-hand side of the page when a new panel is created.

In the following figure, a Table panel has been added to the right-hand side of the Graph and List panels.

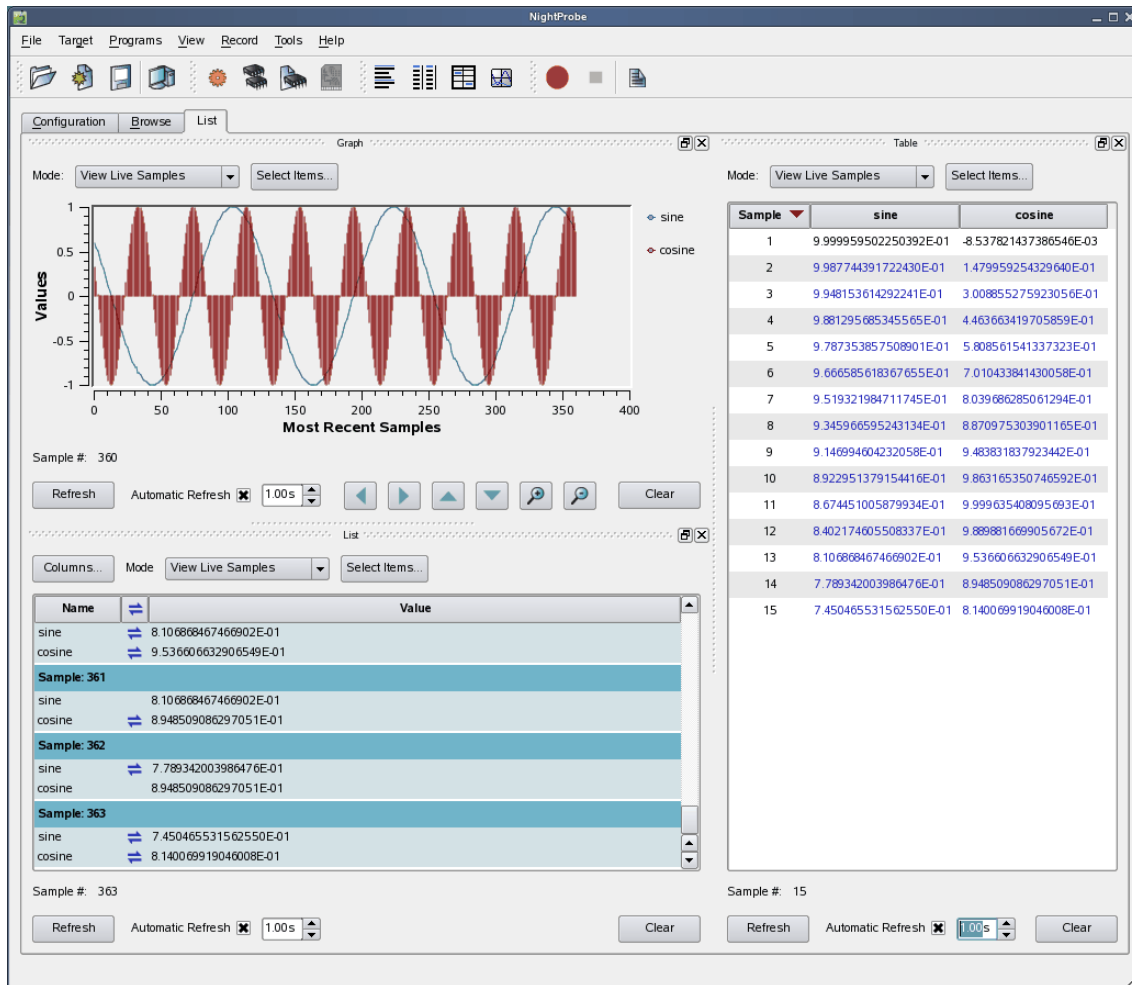


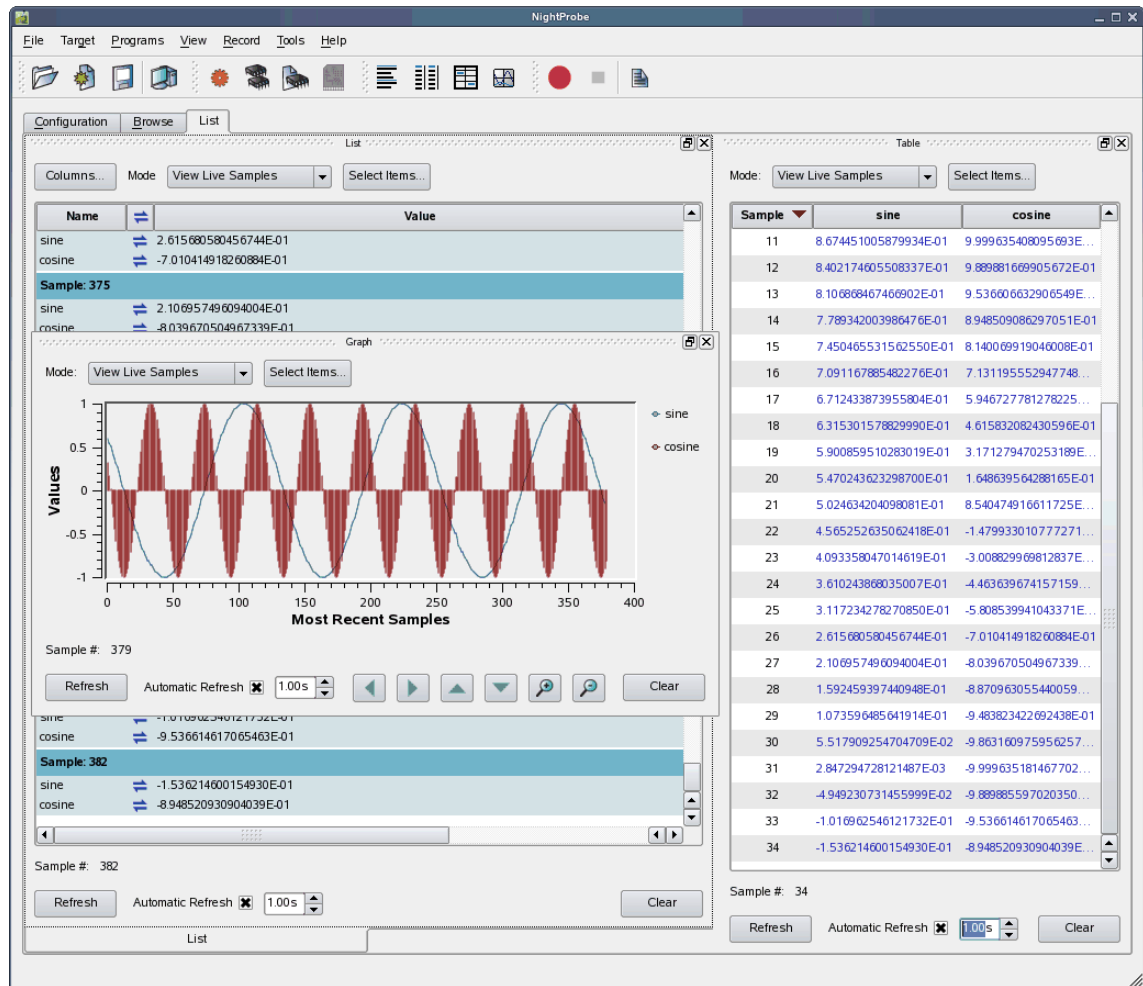
Figure 2-5. Table View added to Page

Panels can be resized by left-clicking on the separator between the panels and dragging it to the desired size.

## Tabbed Panels

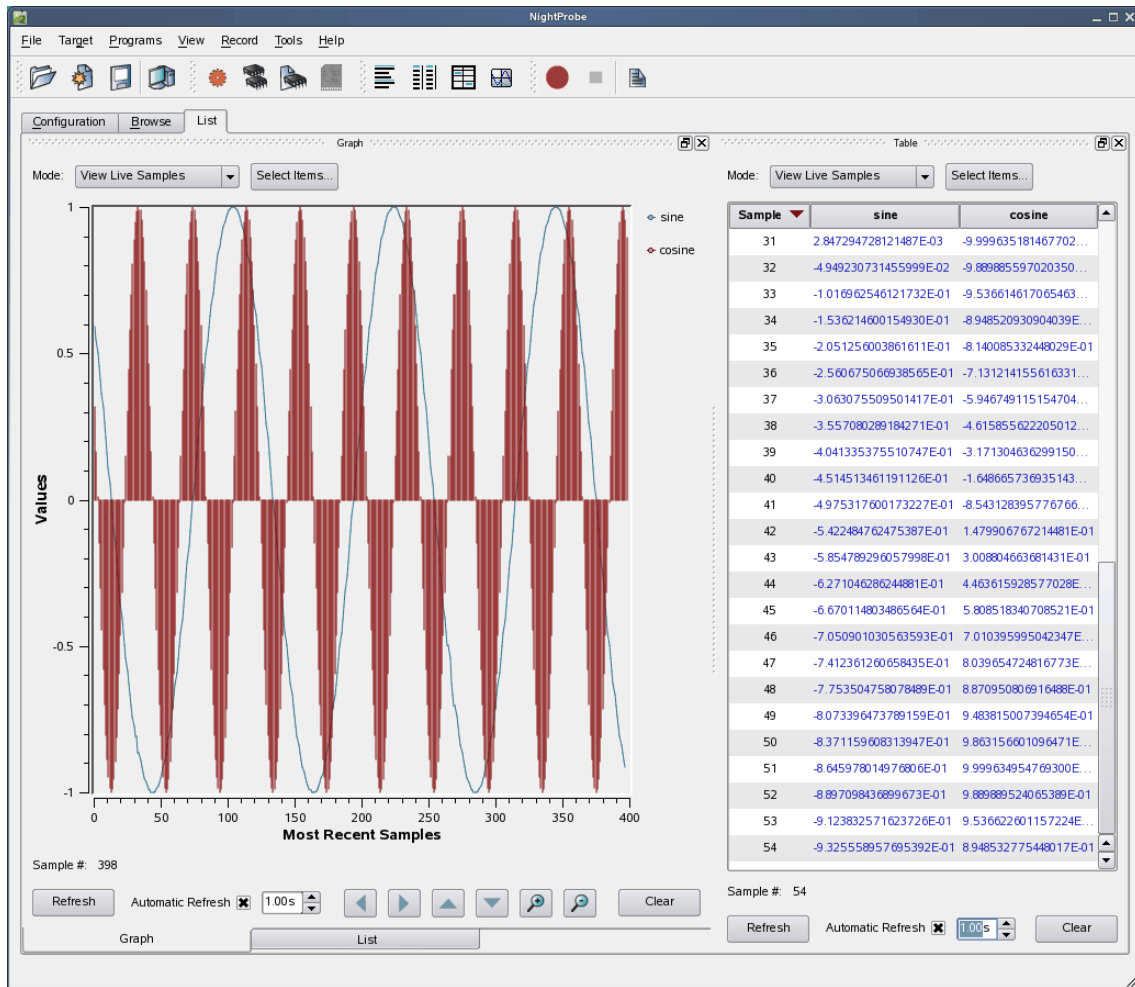
Another feature of the graphical user interface is the use of tabbed panels. Tabbed panels allow you to maximize your GUI real estate by placing two or more panels in the same location by stacking them on top of each other. You can then raise a panel to the top by clicking on its tab.

To create a tabbed panel, move a panel to the lower horizontal edge of another panel until a tab appears at the bottom of the panel still connected to the page.



**Figure 2-6. Panel in Motion Creating Tab**

In the figure above, the Graph panel is being dragged from its original position on top of the List panel towards the bottom of the List panel. A tab appears on the List panel indicating that if the mouse button is released, the Graph and List panels will be tabbed and therefore consume the same area of the page.



### IMPORTANT

To move a panel above another panel, move the desired panel to the top boundary of the other panel. If you move a panel to the bottom boundary of another panel, it will become a tabbed panel instead.

## Context Menus

The NightStar tools rely heavily on use of context menus.

Context menus are menus that appear when you use the mouse to right-click when the mouse cursor is positioned over an area or item of interest. They are called context menus because their content is often dependent on the context of the area in which you right-click, or the item which you right-click upon.

When in doubt, try a right-click operation and see if a menu becomes available.



## **Tutorial Screen Shots**

In order to show full screen shots in this tutorial, the size of each main window has often been left to its default setting. Displaying larger windows would require compression in order to fit the image within the available space of a printed page; such compression obscures detail.

However, as a user of the tutorial, increasing the size of the main window is highly recommended so you can see more data without having to scroll the contents of individual panels.

In many cases within this tutorial, portions of expanded areas of the screen have been extracted from the main window and are included as stand-alone screen shots. These correspond to panels within the main window of each tool.



## Using NightView

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NightView is a graphical source-level debugging and monitoring tool specifically designed for time-critical applications. NightView can monitor, debug, and patch multiple processes running on multiple processors with minimal intrusion.

NightView supports all the features you find in standard debuggers, including:

- breakpoints
- single stepping through statements
- single stepping over function calls
- full symbolic expression analysis
- conditions and ignore counts for breakpoints
- hardware-assisted address traps (watchpoints)
- assembly and symbolic debugging

In addition to standard debugging capabilities, NightView provides the following features:

- application-speed eventpoint conditions
- the ability to patch code to change program flow or modify memory or registers during program execution
- hot patch and eventpoint control
- synchronous data monitoring
- loadable modules
- support of multi-threaded programs
- debugging of multiple processes
- dynamic memory debugging
- traversing linked lists
- searching segments of memory

## Invoking NightView

- Execute NightView by issuing the following command:

**nview &**

at the command prompt or by double-clicking on the desktop icon.

### NOTE

If you do not have desktop icons for the NightStar tools, run `/usr/lib/NightStar/bin/install_icons`.

When we launch NightView, the NightView main window is presented.

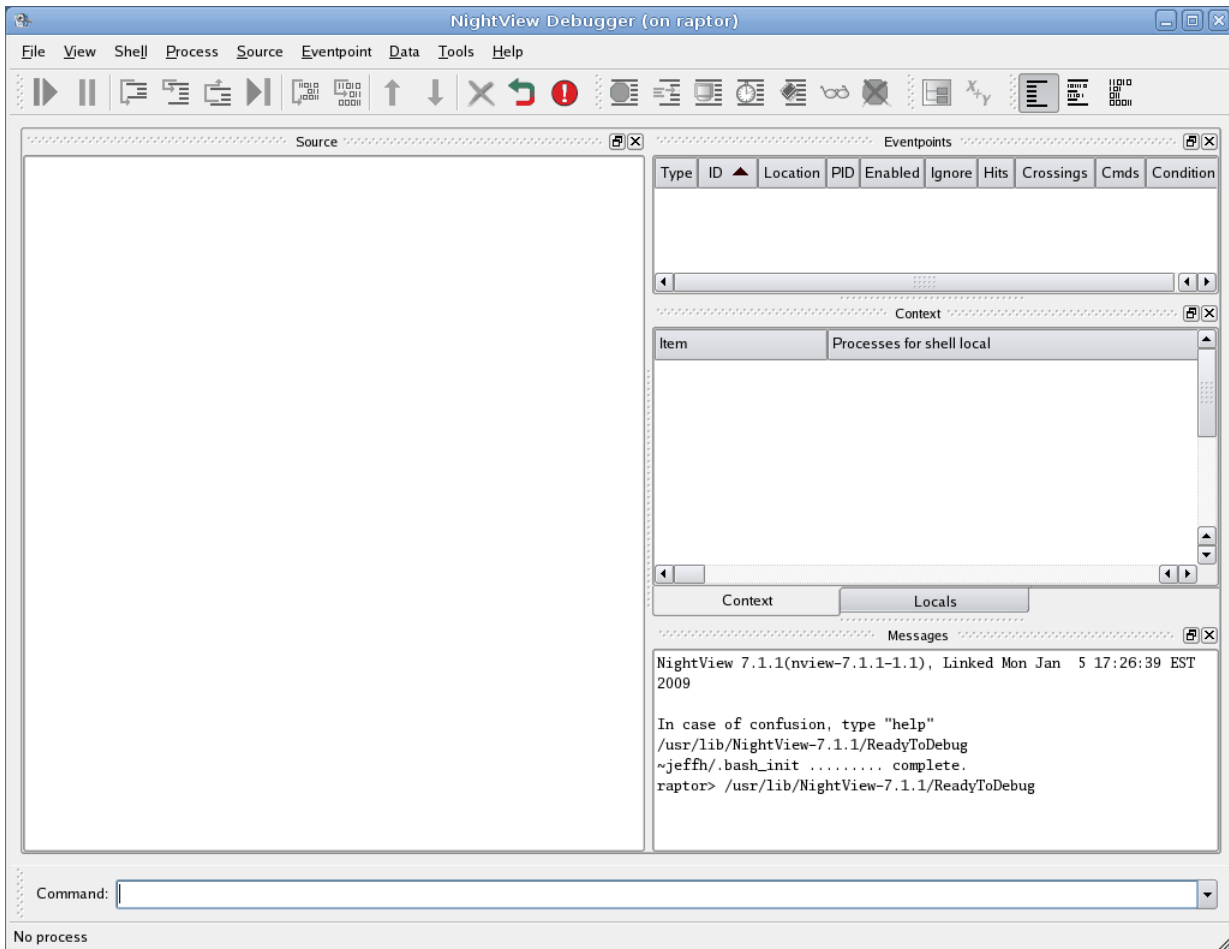


Figure 3-1. NightView Main Window

**NOTE**

If this is the first time you've invoked NightView since installing NightStar or upgrading to the latest version, you may see a welcome screen. You can disable the welcome screen for subsequent invocations using a checkbox in the lower left corner of that screen. If the screen appears, press the **NightView** button to proceed.

In our example, we'll be debugging a single application.

**NOTE**

If you have not yet created the **app** program, see "Building the Program" on page 1-4.

- Invoke our tutorial application in the NightView main window by selecting **Run...** from the **Process** menu and entering:

`./app`

in the text field of the **Run on local** dialog.

- Press **OK** to close the dialog and run the program.

Any output generated by the program will appear in the **Messages** panel.

When the **app** program begins to execute, NightView displays the source in the source panel and stops the program at the first line of code.

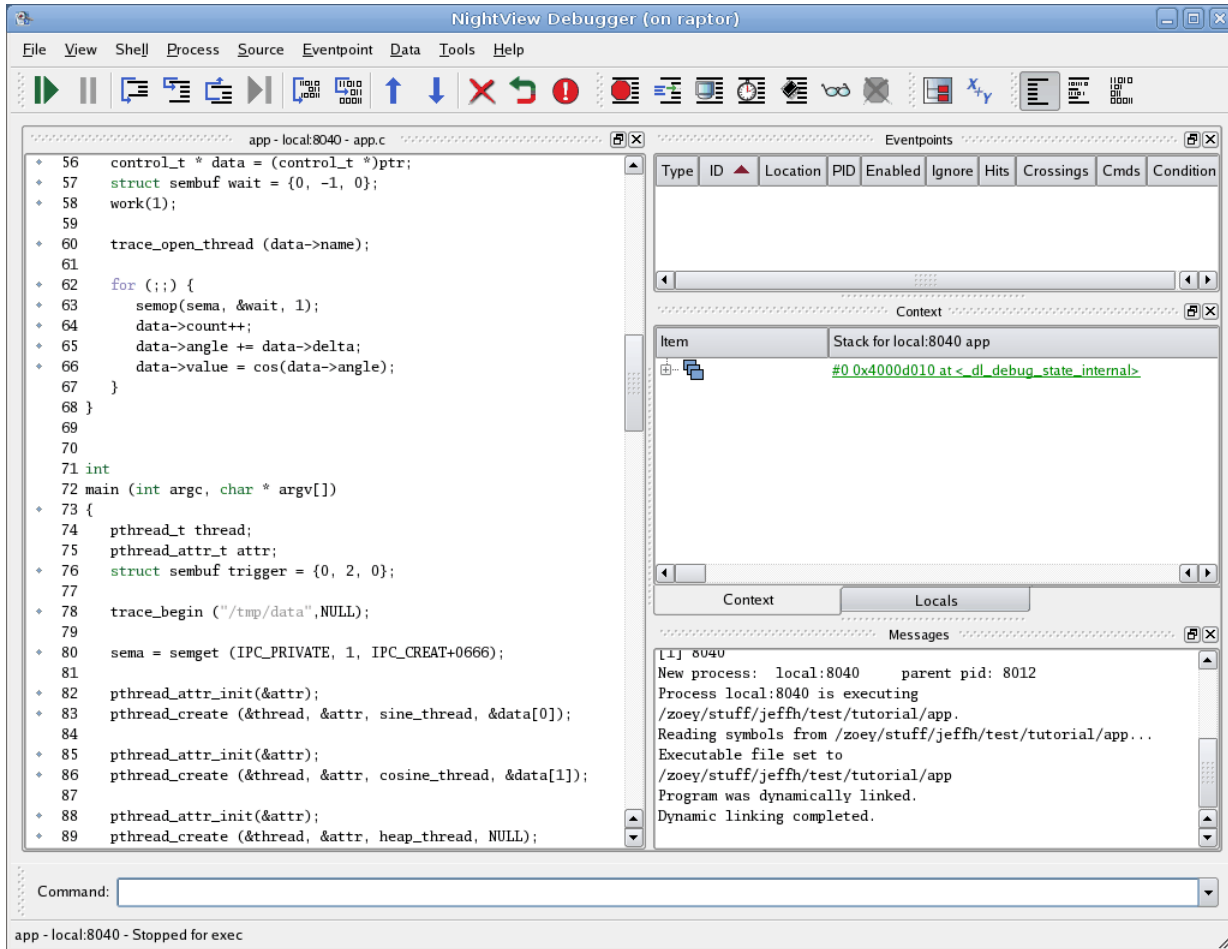


Figure 3-2. app Program Loaded

**IMPORTANT**

Do not resume execution of the program at this time.

NightView supports debugging multiple processes as well as single and multi-threaded processes. In this tutorial, you will be debugging a single process.

## Heap Debugging

Debugging dynamic memory problems can be difficult and extremely time-consuming. The word *heap* refers to a collection of allocated and freed memory typically controlled by the `malloc()` and `free()` utilities in the C language.

NightView provides the unique ability to monitor and detect memory allocations, frees, and sets of user errors without requiring a non-standard allocator to be compiled or linked into your program.

One advantage of this is that often when you switch to a debugging allocator, the way blocks are allocated and freed changes -- often hiding the very bugs you're trying to find.

NightView offers a variety of settings and debugging levels that are useful in catching common heap-related errors. Some settings will change the behavior of the system allocator, affecting the size of allocated blocks and, ultimately, the address values returned.

Dynamic memory errors are detected in one of four ways:

- a check of the entire heap at a specified frequency in terms of the number of heap functions (e.g., `malloc`, `free`, `calloc`, etc.) called
- a check of an individual allocated block when `free` or `realloc` is called
- a check of the entire heap when a **heappoint** is crossed
- a check of the entire heap when a **heapcheck** command is issued

The frequency setting of the **heapdebug** command or **Debug Heap** window controls how often NightView should check for heap errors when a utility routine is called. Setting the frequency to 1 causes NightView to check for heap errors on every heap operation.

A **heappoint** causes NightView to check for errors when the process executes instructions where the heappoint is inserted. An unlimited number of heappoints can be inserted into your program.

The check of an individual block when `free` or `realloc` is called is automatic.

All four mechanisms are useful. With the first three mechanisms, the heap error detection is executed at program application speed without context switching to the debugger.

## Activating Heap Debugging

One limitation of heap debugging is that it requires that you activate the debugging before any allocations occur in your program. If you attempt to activate the heap debugging features after allocations have already occurred, NightView will inform you of its inability to satisfy your request.

**NOTE**

If you have mistakenly resumed execution of the program already, kill the program and restart it in the NightView main window. Type the following commands in the **Command** area:

```
kill  
run ./app
```

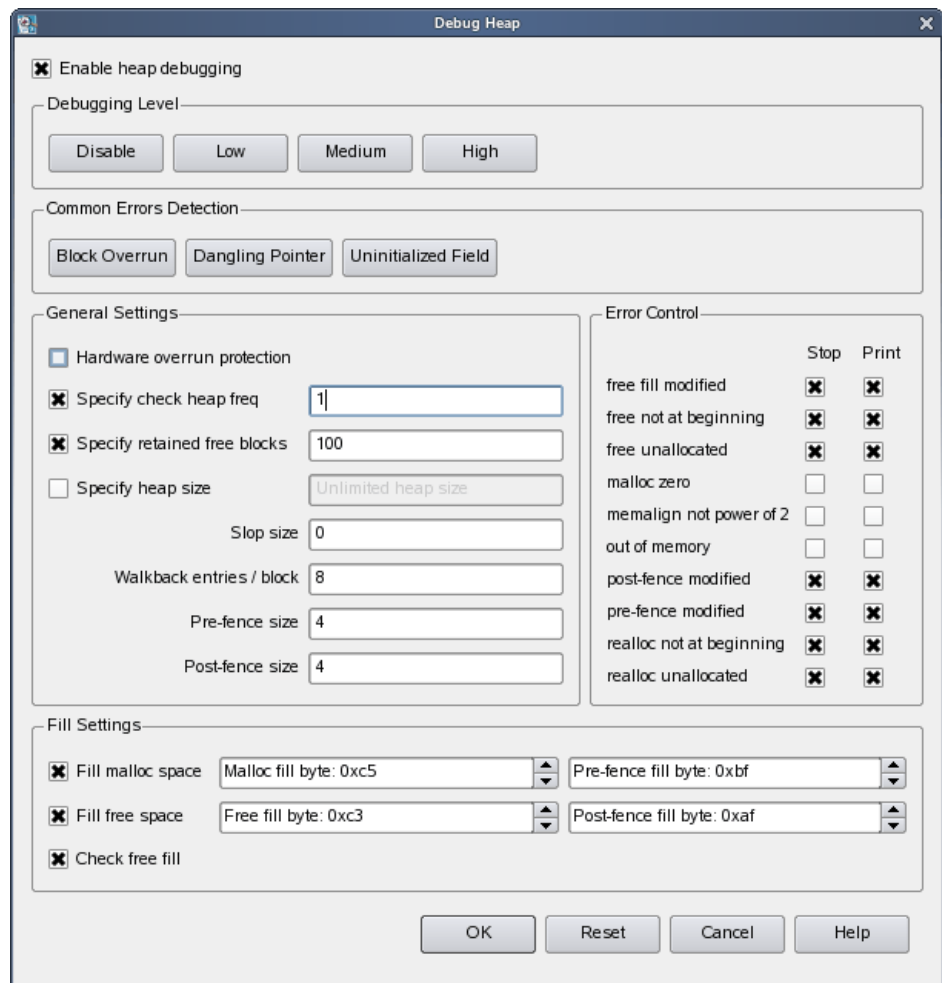
- Select the **Debug Heap...** menu option from the **Process** menu in the NightView main window.

The **Debug Heap** window is shown.

- Select the **Enable heap debugging** checkbox at the top of the dialog.
- Press the **Medium** button in the **Debugging Level** area.
- Change the **Specify check heap freq** text field to 1.



The Debug Heap window should look similar to the following figure:



**Figure 3-3. NightView Debug Heap Dialog**

- Press the OK button to apply the changes and close the dialog.

These options instruct the debugger to activate heap debugging, retain freed blocks to detect certain kinds of errors, allocate some additional memory past the end of the requested size to detect errors, and stop the program when any heap error is detected.

## Controlling the app Program

The third thread created by the main program executes a routine called `heap_thread`.

This routine iteratively executes various dynamic memory operations based on the setting of the `scenario` variable. These operations are representative of common user errors relating to dynamic memory.

Let's set a breakpoint on line 115.

- Scroll to line 115 in the source window:

```
sleep(5);
```

- Right-click anywhere on that line and select **Set simple breakpoint** from the pop-up menu.

#### **NOTE**

Optionally, you could set a breakpoint on line 115 by using either the **Set Breakpoint** menu item from the **Eventpoint** menu or enter the following command in the **Command** panel of the **NightView** main window:

```
break app.c:115
```

## Scenario 1: Use of a Freed Pointer

A common error is to read or write a block of memory that has already been freed.

A way to detect this is to tell NightView to retain freed blocks and fill the freed blocks with a specific pattern. If the blocks are subsequently read, your application may more quickly discover the error since the contents are unexpected. If the blocks are subsequently written, NightView can detect this.

- Resume the process and let it reach the breakpoint on line 115 by pressing the Resume icon on the Process toolbar:



### NOTE

Alternatively, you can resume the process by typing **resume** into the **Command** field:

By default, the `heap_thread` will not actually execute any of the five scenarios.

- To cause it to execute scenario 1, set the variable `scenario` to 1 by entering the following commands in the **Command** field:

```
set scenario=1
resume
```

This causes the following snippet of code to be executed after a delay of 5 seconds:

```
ptr = alloc_ptr(1024,3);
free_ptr (ptr,2);
memset (ptr, 47, 64);
```

The last line represents usage of dynamically allocated space that has already been freed.

NightView will detect this at a heappoint inserted by the user, or at a subsequent heap operation (based on the **frequency** setting of the **heapdebug** command), in this case on line 155.

NightView will stop the process once the heap error has been detected and issue a diagnostic similar to the following:

```
Heap errors in process local:3771:
  free-fill modified in free block (value=0x804a818)
#0 0x8048b6d in heap_thread(void*unused=0) at app.c line 155
```

The error refers to the fact that locations within the freed block were modified by the process after the block was freed.

The **Data** panel is useful for displaying heap-related information as well as a variety of other attributes.

- Select Heap Information from the Data menu.

The Data panel is added to the NightView main window in the same location as the Locals and Context panels. A new tab will be created for the Data panel.

- Click on the newly-created Data tab.
- Resize the first column (if necessary) by clicking on the divider between the column headings and dragging it to the right so that the items of interest below can be seen in their entirety.
- Expand the Configuration item under Heap Information in the Data panel to show the current **heapdebug** settings.
- Expand the Totals item under Heap Information to show summary statistics related to heap activity.

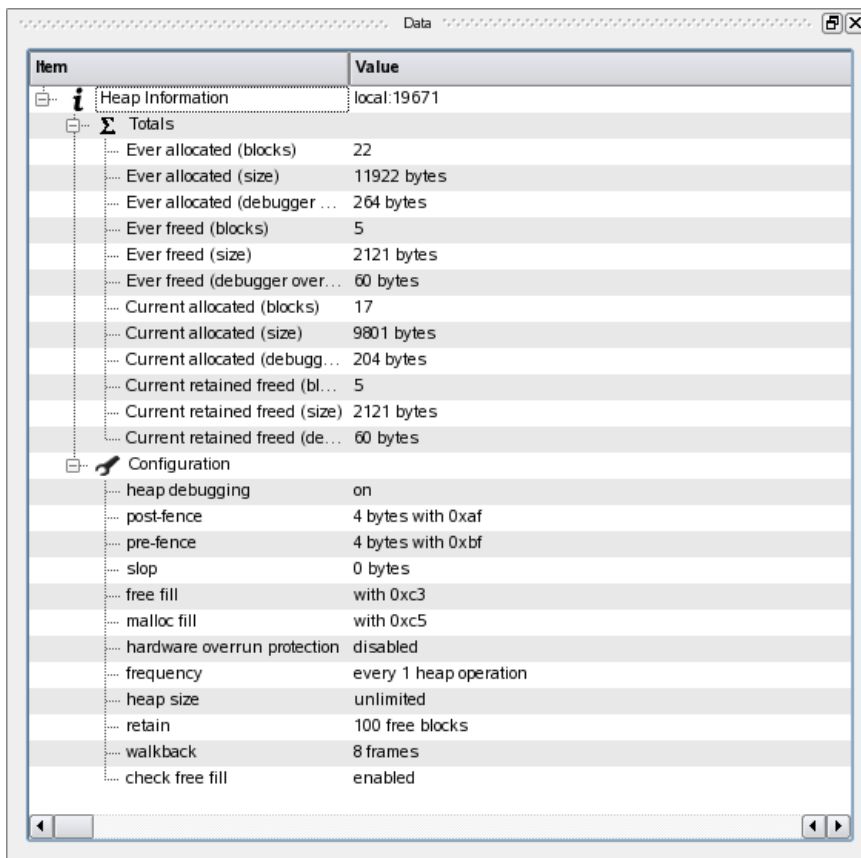


Figure 3-4. Heap Totals and Configuration

**NOTE**

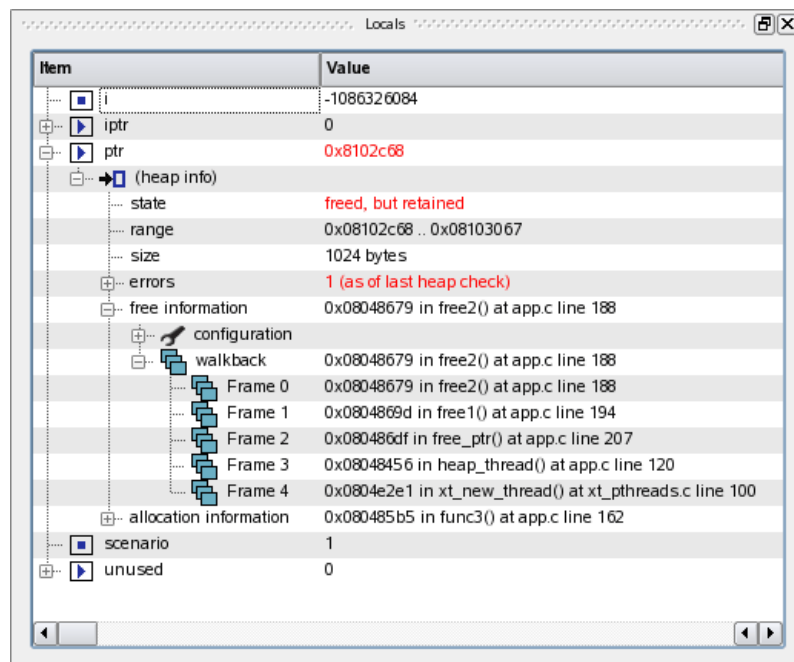
In general, all information in the Data panel is updated whenever the process being debugged stops.

- Collapse the Totals and Configuration items.
- Click on the tab labeled Locals.

The list of items in the **Locals** panel changes each time the process stops to represent the local variables associated with the current frame being displayed. Note that the value of the variable `ptr` is displayed in red because it no longer contains a valid (allocated) heap address.

Expanding the `ptr` item reveals the `(heap info)` item. Expanding that item reveals additional information relating to the block that the pointer once referred to including:

- its state - **freed, but retained**
- its address range
- its size
- errors
- free and allocation information, which when expanded include walkback information relating to the routines which allocated and freed the block



## Scenario 2: Freeing an Invalid Pointer Value

Another common error is to free a pointer multiple times or to free a value which doesn't actually refer to a heap block.

- Resume the process and let it reach the breakpoint on line 115:

```
resume
```

- Set the variable `scenario` to 2:

```
set scenario=2  
resume
```

This causes the following snippet of code to be executed after a delay of 5 seconds:

```
ptr = alloc_ptr(1024,3);  
free_ptr(ptr,2);  
free(ptr);
```

NightView will detect the failure and print a diagnostic similar to the following:

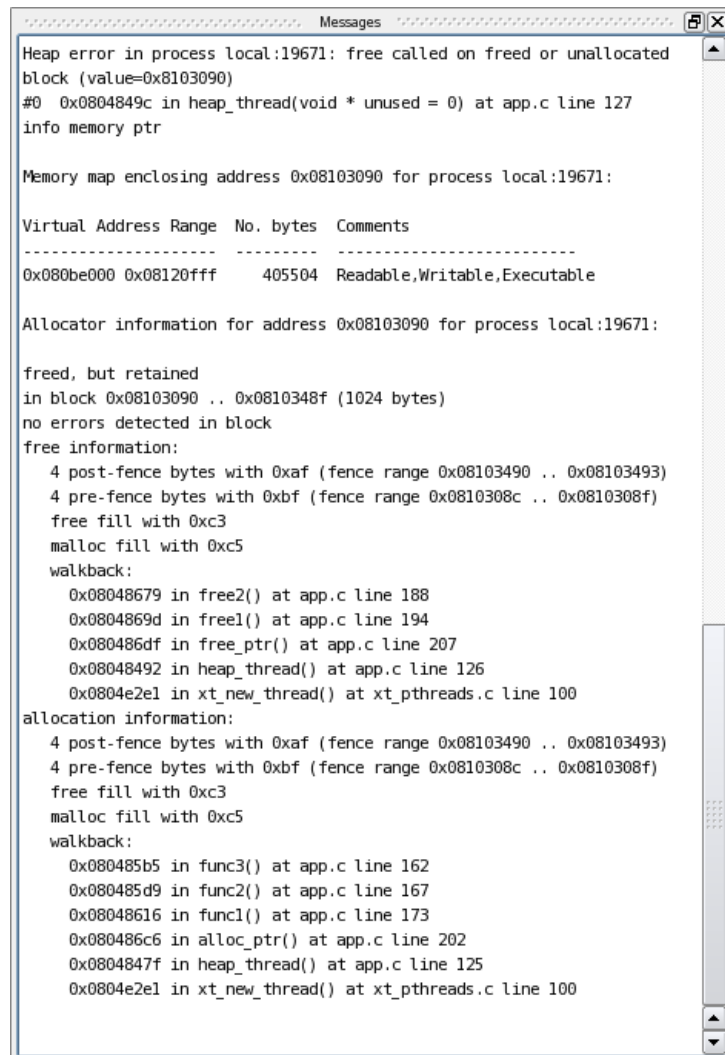
```
Heap error in process local:3771: free called on freed or  
unallocated block (value=0x804ac40)  
#0 0x8048a78 in heap_thread(void*unused=0) at app.c line 127
```

Another way of obtaining information about the heap block in question is to use the **info memory** command. It provides textual output of the information available in the **Locals** panel under the `ptr` item to the **Messages** panel of the NightView main window.

- Issue the following command in the **Command** panel:

```
info memory ptr
```

NightView will provide output similar to the following in the **Messages** panel:



```

Messages
Heap error in process local:19671: free called on freed or unallocated
block (value=0x8103090)
#0 0x0804849c in heap_thread(void * unused = 0) at app.c line 127
info memory ptr

Memory map enclosing address 0x08103090 for process local:19671:

Virtual Address Range  No. bytes  Comments
-----
0x080be000 0x08120fff      405504  Readable,Writable,Executable

Allocator information for address 0x08103090 for process local:19671:

freed, but retained
in block 0x08103090 .. 0x0810348f (1024 bytes)
no errors detected in block
free information:
 4 post-fence bytes with 0xaf (fence range 0x08103490 .. 0x08103493)
 4 pre-fence bytes with 0xbf (fence range 0x0810308c .. 0x0810308f)
free fill with 0xc3
malloc fill with 0xc5
walkback:
 0x08048679 in free2() at app.c line 188
 0x0804869d in free1() at app.c line 194
 0x080486df in free_ptr() at app.c line 207
 0x08048492 in heap_thread() at app.c line 126
 0x0804e2e1 in xt_new_thread() at xt_threads.c line 100
allocation information:
 4 post-fence bytes with 0xaf (fence range 0x08103490 .. 0x08103493)
 4 pre-fence bytes with 0xbf (fence range 0x0810308c .. 0x0810308f)
free fill with 0xc3
malloc fill with 0xc5
walkback:
 0x080485b5 in func3() at app.c line 162
 0x080485d9 in func2() at app.c line 167
 0x08048616 in func1() at app.c line 173
 0x080486c6 in alloc_ptr() at app.c line 202
 0x0804847f in heap_thread() at app.c line 125
 0x0804e2e1 in xt_new_thread() at xt_threads.c line 100

```

**Figure 3-5. info memory Command Output**

Note that it reports no error in the block per se. The actual problem here is that a second attempt was made to free the block when it already had been freed previously.

In this case, the walkback information associated with the actual free is useful as you can quickly locate what code segment actually freed the block.

## Scenario 3: Writing Past the End of an Allocated Block

Another common error is to allocate insufficient space or to write past the end of an allocated block.

- Resume the process and let it reach the breakpoint on line 115:

```
resume
```

- Set the variable `scenario` to 3:

```
set scenario=3
resume
```

This causes the following snippet of code to be executed after a delay of 5 seconds:

```
ptr = alloc_ptr(strlen(MyString),2);
strcpy(ptr, MyString); // oops -- forgot the zero-byte
```

NightView will detect the failure and print a diagnostic similar to the following:

```
Heap errors in process local:3771:
  post-fence modified in block (value=0x804b068)
#0 0x8048b6d in heap_thread(void*unused=0) at app.c line 155
```

Note that the description of the variable `ptr` in the **Locals** panel does not indicate an invalid status. That is because `ptr` does point to a valid heap block.

However, expanding the (heap info) information for `ptr` and the errors list indicates that the block referenced by the `ptr` is invalid because the post-fence was modified.

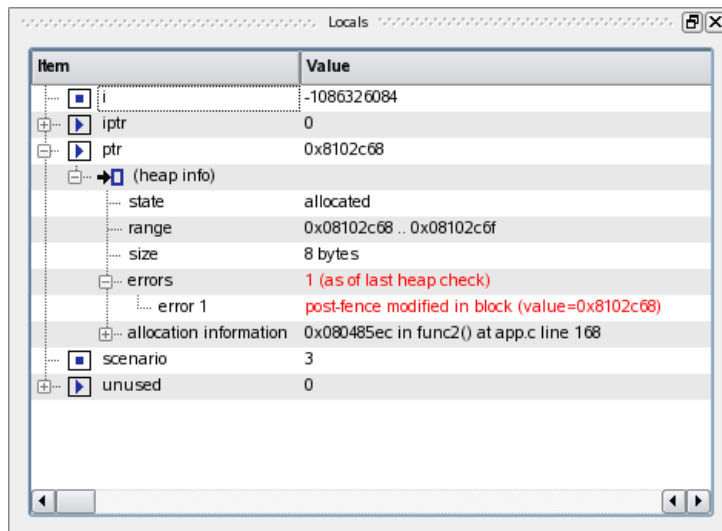


Figure 3-6. Heap Error Description



## Scenario 4: Use of Uninitialized Heap Blocks

Another common error is forgetting to initialize dynamically allocated memory before using it. Code segments may assume that dynamically allocated memory is initialized to zero, as is the case with `calloc()` but not `malloc()`.

- Resume the process and let it reach the breakpoint on line 115:

```
resume
```

- Tell NightView to stop whenever a SIGSEGV is sent to the process and also set the variable `scenario` to 4:

```
handle sigsegv stop print pass  
set scenario=4  
resume
```

This causes the following snippet of code to be executed after a delay of 5 seconds:

```
iptr = (int**)alloc_ptr(sizeof(int*),2);  
if (*iptr) **iptr = 2778;
```

NightView will detect the failure and print a diagnostic similar to the following:

```
Process local:3771 received SIGSEGV  
#0 0x8048ad2 in heap_thread(void*unused=0) at app.c line 138
```

One heap debugging option instructs NightView to fill newly allocated, uninitialized space with a specific pattern to make it easier to detect use of uninitialized memory. The **Fill malloc space** field in the **Debug Heap** dialog that we used when enabling heap debugging specified the byte pattern to be `0xc5`.

- Issue the following command to view the content of the uninitialized memory block:

```
x/x iptr
```

A SIGSEGV signal is a fatal error so we must restart the process to continue the tutorial.

- Issue the following command:

```
kill
```

- Re-initiate the program by pressing the **ReRun** icon in the Process toolbar:



### NOTE

Alternatively, you can issue the following command directly from the **Command** field to initiate the process:

```
rerun
```

**NOTE**

NightView automatically re-applies all eventpoint and heap control settings when it sees the subsequent execution of the program.

## Scenario 5: Detection of Leaks

Another situation which may be indicative of error or inappropriate use of memory are leaks. In this instance, we define a leak as a dynamically allocated block of memory that is no longer referred to by any pointer in the program.

Detection of leaks is a *very expensive* process with respect to CPU utilization and intrusion on the user application. As such, leak detection is only executed when an explicit request is made from the user.

- Resume the process and let it reach the breakpoint on line 115:

```
resume
```

- Set the variable `scenario` to 5:

```
set scenario=5  
resume
```

This causes the following snippet of code to be executed after a delay of 5 seconds:

```
ptr = alloc_ptr(37,1);  
ptr = 0;
```

NightView does not detect the leak automatically, as mentioned above. The process will stop again when the breakpoint on line 115 is reached.

- At that time, specifically request a leak report by selecting **Heap Leaks...** from the **Data** menu, check the **New Leaks** radio button, and press **OK** in the **Data Heap Leaks** dialog to add the item to the **Data** panel.

This operation causes NightView to analyze the program for leaks and displays a **Leak Sets** item in the **Data** panel. On small programs, this operation may appear to be insignificant, but for larger programs it can take some significant time.

- Click on the **Data** tab.
- Expand the **Leak Sets** item, if necessary.

An additional item is displayed for every leak set with a matching block size that was allocated with a matching walkback. Expansion of individual sets provides the common walkback shown for each allocation as well as expandable descriptions of each individual leaked block.

- Expand the leak set item with size 37 and then expand the `walkback` item associated with it.

Note the walkback indicating that it was allocated by the `heap_thread()` routine on line 142 of `app.c`.

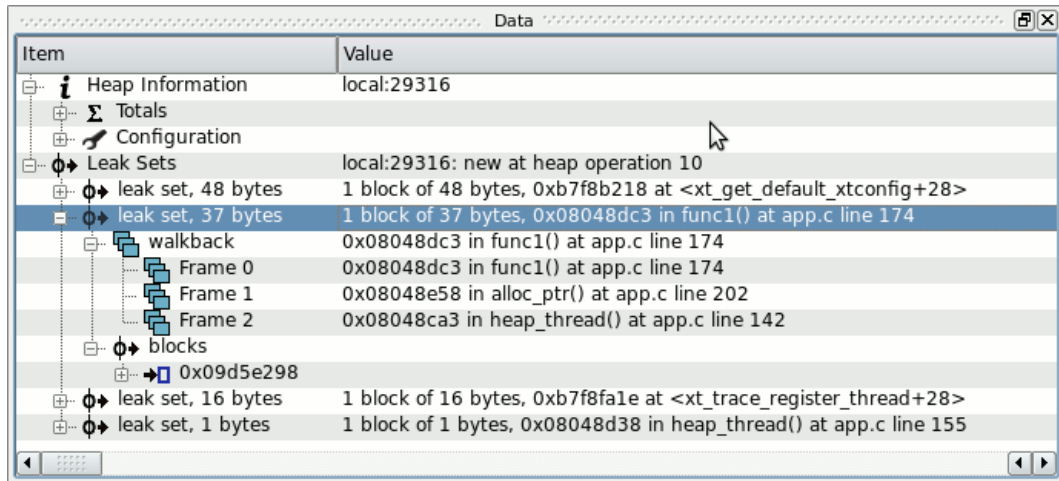


Figure 3-7. Heap Leaks Display

**NOTE**

The **Leak Sets** display will vary depending on your system type. Concentrate on the leak set of 37 bytes as shown above.

**NOTE**

Unlike most items in the **Data** panel, the `leak sets` item is not automatically updated when the process stops. The description is a snapshot of the leaks at a certain moment in the execution of the program, and therefore it will remain unchanged even if additional leaks occur. To get updated information, request another leak report (select **Heap Leaks...** from the **Data** menu).

## Scenario 6: Allocation Reports

NightView provides a detailed report of all allocated memory.

Construction of this report is a *very expensive* process with respect to CPU utilization and intrusion on the user application execution time. As such, allocation reports are only executed when an explicit request is made from the user.

- Set the variable `scenario` to 6:

```
set scenario=6
resume
```

This causes additional allocations to be made.

The process will stop again when the breakpoint on line 115 is reached.

- At that time, specifically request an allocation report by selecting **Still Allocated Blocks...** from the **Data** menu, click the **All Blocks** radio button, and press **OK** in the **Data Still Allocated Blocks** dialog to add the item to the **Data** panel.

This operation causes NightView to analyze the program and displays a *Still Allocated Sets* item in the **Data** panel. On small programs, this operation may appear to be insignificant, but for larger programs it can take some significant time.

- Resize the first column (if necessary) by clicking on the divider between the column headings and dragging it to the right so that the items of interest below can be seen in their entirety.
- Expand the *Still Allocated Sets* item, if necessary. An additional item is displayed for every allocation set with a matching block size that was allocated with a matching walkback. Expansion of individual sets provides the common walkback shown for each allocation as well as expandable descriptions of each individual leaked block.
- Expand the *allocated set* item with size 1048576 and then expand the *walkback* item associated with it.

Note the walkback indicating that it was allocated by the `heap_thread()` routine on line 147 of `app.c`.

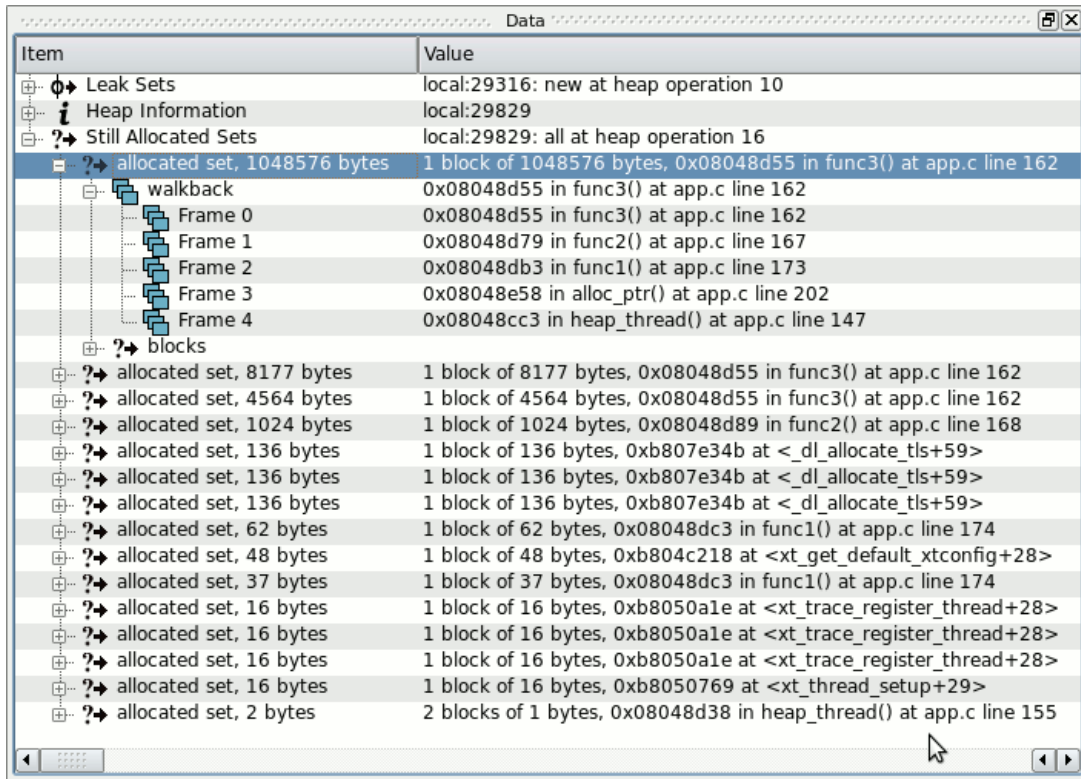


Figure 3-8. Still Allocated Blocks Display

**NOTE**

The data from the Still Allocated Sets will vary depending on your system. Concentrate on the allocated set of 1048576 bytes as shown above.

**NOTE**

Unlike most items in the Data panel, the Still Allocated Sets item is not automatically updated when the process stops. The description is a snapshot of the leaks at a certain moment in the execution of the program, and therefore it will remain unchanged even if additional items are allocated or freed. To update the information, request another allocation report (select Still Allocated Blocks... from the Data menu).

## Disabling Heap Debugging

- Disable all overhead associated with heap debugging, issue the following command:

```
heapdebug off
```

- Delete the breakpoint on line 115 by right-clicking on that breakpoint in the Eventpoints panel and selecting **Delete** or by issuing the following command:

```
clear app.c:115
```

This concludes the tutorial's topic on heap debugging. We will now continue on to other capabilities of NightView.

## Debugging Multiple Threads

Our application consists of the main thread and three additional ones created by the main thread.

- Set a breakpoint on line 47 by issuing the following command:

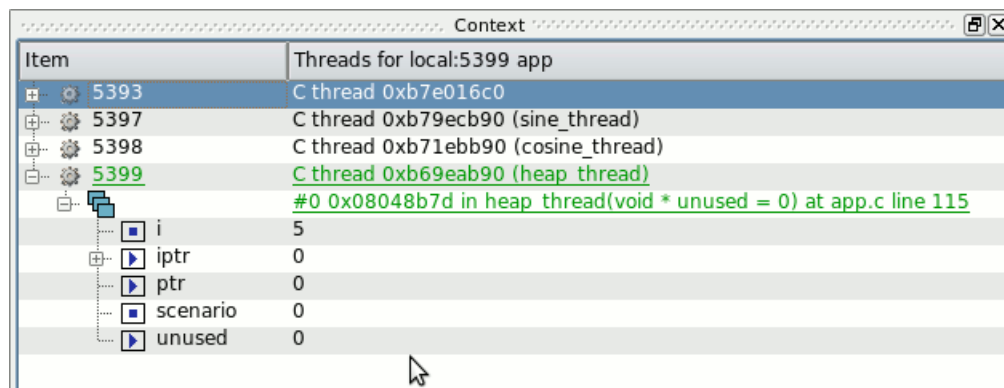
```
b 47
```

- Resume the process by clicking on the resume icon or by issuing the following command:

```
resume
```

The process will run until one of the threads reaches the breakpoint on line 47.

- Click on the **Context** tab to raise the **Context** panel.
- Expand the thread which is displayed in green.
- Expand the first item in the walkback list that appeared as a result of the last step



**Figure 3-9. Context Panel With Stack Frames Expanded**

Expanding an individual **Frame** in the walkback list shows all local variables for that frame. You can further expand composite and pointer variables in the local variables items.

The source shown in the **Source** panel is that associated with the program counter of the thread which caused the process to stop. You can tell which thread you are stopped in by looking for the name of the thread's start routine in parenthesis. NightView automatically assigns names to threads based on the start routine which was passed to **pthread\_create(2)**. Additionally, you can set the name of a thread inside NightView using the **set-thread-name** command.

You can switch to the context of other threads by clicking on the thread of interest. When you click on a thread, the source displayed in the NightView main window changes to location where that thread is executing.



Alternatively, you can use the **select-context** command and specify the thread name as shown in the C Threads display or from the output of the **info threads** command:

```
info threads /v
select-context name="cosine_thread"
```

When thread names are not unique across threads, you can use the thread ID which is always unique. A thread ID is a hexadecimal number representing the thread -- it is assigned by the threads library upon thread creation. The thread ID immediately follows the words "C thread" on each thread item in the **Context** panel.

- Switch to the context of the thread executing `sine_thread()` by clicking on it.

NightView provides a **Run Mode** which specifies how threads are resumed and stopped. By default, the **Run Mode** is **Run All Threads**. Thus when the application hits a breakpoint or is otherwise stopped by NightView, all threads in the application will stop. Similarly, when NightView resumes execution of a thread, all threads will resume execution.



If you change the **Run Mode** to **Run One Thread**, then when you resume a thread, it is the only one that runs. All stopped threads remain stopped.

On one of the toolbars, you will see a option list which represents the current run mode. By default, this item is at the bottom of the screen to the right of the **Command** area.



**Figure 3-10. Run Mode Selector**

- Change the mode to **Run One Thread** by clicking on the list and selecting that mode.

- Click the **Next** icon  several times until the green PC icon  stops on line 46, the call to `semop()`.

- Now click the **Next** icon one more time.

Notice that the **Next** operation does not complete. This is because we were only allowing a single thread to execute, and the thread is blocked in the `semop()` call, waiting for another thread to unblock it (the main thread).

- Press the **Interrupt** icon  to cancel the **Next** operation.

## NOTE

Some versions of glibc on some distributions may be missing proper walkback information for the **semop (2)** routine, which is where the thread is stopped. In this case, the **walkback** and **interest** instructions below will not react as described below for this specific example.

Also, some systems may have debug versions of glibc installed, in which case NightView may show you source code inside `semop ()`, or routines it calls. Regardless, you will likely be presented with a gray triangular arrow, as described below, unless you are stopped at the lowest level, a system call.

The gray triangular arrow before the line number in the source panel represents the fact that we are positioned at a stack frame which is not the topmost stack frame and that the current frame is executing a subprogram call.

By default, NightView hides uninteresting frames. If you desire to see all frames for all routines, even those that have no debug information, you can set your *interest threshold* to the keyword `min`:

```
interest threshold min
```

Once that command is issued, the walkback information shows all frames and you can position to any frame and debug at the assembly level if desired.

- Reset the **interest threshold** to zero via the following command:

```
interest threshold 0
```

- Delete the breakpoint on line 47 by right-clicking on that breakpoint in the **Eventpoints** panel and selecting **Delete** or by issuing the following command:

```
clear app.c:47
```

- Change the **Run Mode** to **Run All Threads**.
- Resume execution of the process.

## NOTE

A significant feature of NightView is the ability to execute most debugging operations without having to stop execution of the process.

All subsequent debugging operations in this tutorial can be done without stopping the process!

## Traversing Linked Lists

NightView's data display panels allow you to view variables, indirect through pointers, and expand or collapse levels of detail. Variables are presented in a tree to facilitate viewing.

NightView provides two features which make viewing complex data structures easier: linked lists and filtering.

Our application has created a list of structures which are linked via a member of each structure. The variable `head` represents the start of this linked list.

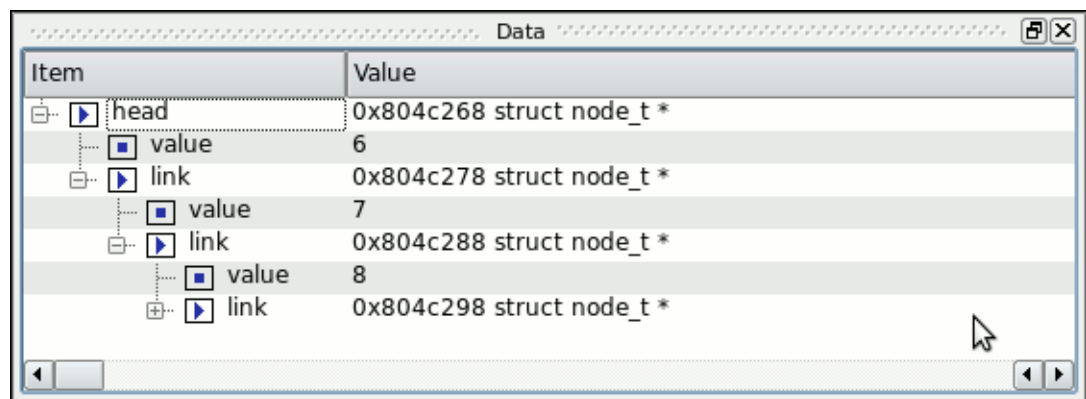
For simplicity, we will remove the existing data panel before proceeding with this section.

- Raise the existing data panel and then close it by clicking the close icon in the upper-right of the panel's control area.
- Add the variable `head` to a new data panel by typing the following command:

**data head**

A new data panel now appears and contains the pointer variable `head`.

- Expand the pointer variable and the `link` pointer member of it, and several of its children.



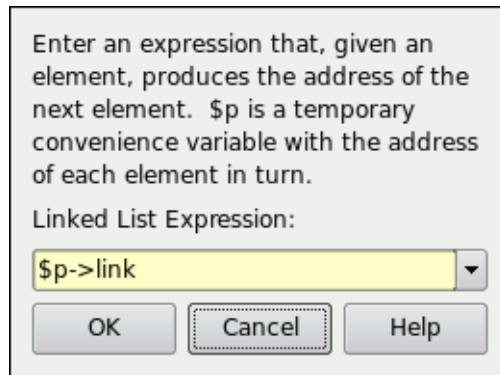
**Figure 3-11. Pointer to Linked List Expanded**

As shown in the figure above, each node in the linked list is nested under the previous node in the list. While this is a fine representation, it becomes cumbersome once you display more than just a few nodes.

As an alternative, you can tell NightView that the pointer is a member of a linked list.

- Right-click on the `head` variable and select **Treat As Pointer To Linked List...**

A small dialog is presented which allows you to specify the member of the structure which defines the next element in the list.

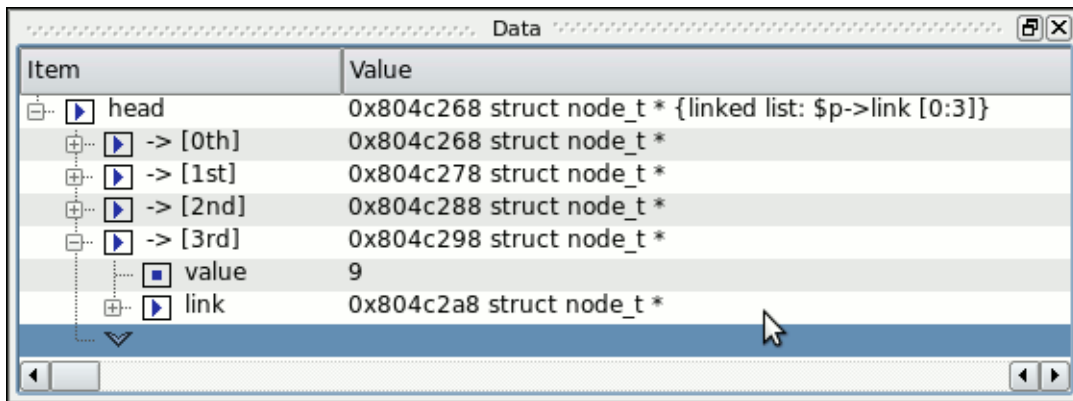


**Figure 3-12. Dialog Selecting Linked List Component**

NightView automatically populates a drop-down list with all members which have types appropriate for indicating a link in a list. In our case, it has correctly chosen the member which identifies the next node in the list.

- Press OK

The head variable in the data panel is now displayed using an alternative method.



**Figure 3-13. Pointer Variable Displayed As Linked List**

In the figure above, the various nodes in the linked list are displayed at the same level and are numbered, starting from 0.

- Click on the guard symbol (blue triangle) several times until the “3rd” node is shown and then expand it to match the figure above.

NightView will allow you to expand the list as long as the member that you selected above that defines the next item in the list is not NULL. You can also use the context-menu to tell NightView how many nodes in the list to display (as opposed to continuing to click on the guard symbol to extend the list).

Often when viewing a linked list you may want to identify a particular node in the list. We will use NightView's filtering capability to do this.

- Right-click on the head variable and select **Filter Elements with a Condition...**

The following dialog appears which allows you to type in an expression which defines the nodes in the list to be shown.

Enter a condition expression. Only the elements that match the condition will be shown. Some temporary convenience variables are set as the condition is evaluated for each element in turn:

\$i has the index of the element. Example: my\_array[\$i] < 5  
 \$p has the address of the element. Example: \*\$p < 5  
 \$v refers to the element. Example: \$v < 5

Clear the text field to remove the filter.

Condition Filter Expression:

When looking for each filtered element, how many of the underlying elements should the filter check?

Search Limit:

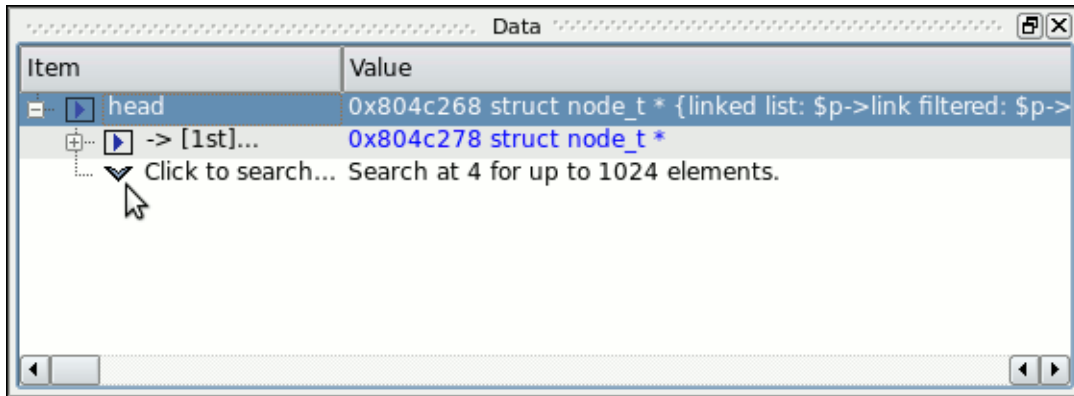
**Figure 3-14. Filter Dialog**

The expression can include several special built-in variables which aid you in specifying the filter. The text in the dialog explains these variables: \$i, \$p, and \$v.

- Type in the following text in the **Condition Filter Expression** field, as shown in the figure above, and the press **OK**.

**\$p->value % 7 == 0**

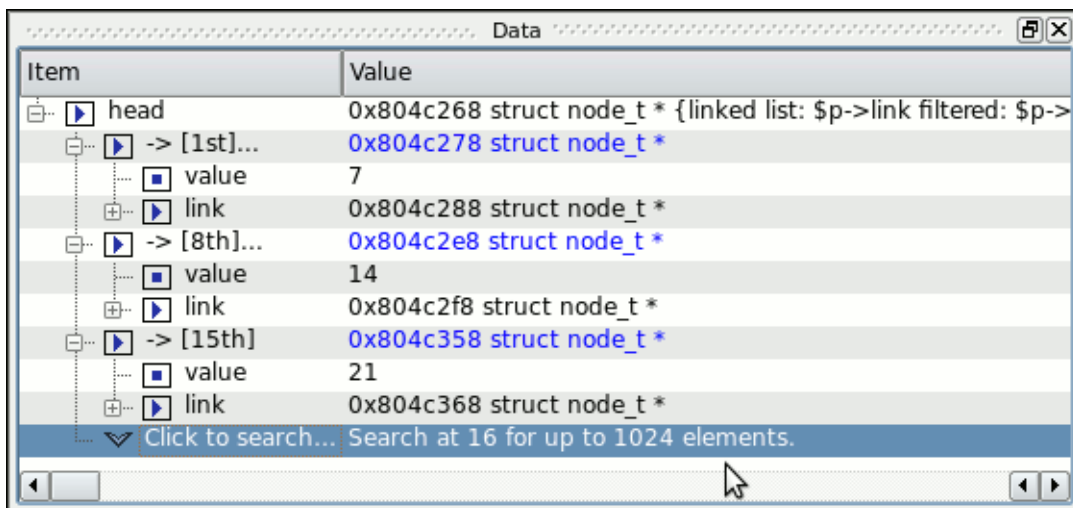
We have told NightView to only show us nodes in the list whose member value is a multiple of seven.



**Figure 3-15. Filtered Linked List**

Initially, the first node in the list matching the filter condition is shown -- it is node # 1, the second node in the list (node numbering starts at 0).

- Expand the filtered list by clicking the guard symbol two times, and then expand all three filtered elements to match the figure below:



**Figure 3-16. Filtered Linked List Expanded**

See that all nodes shown in the list have a value member which is a multiple of seven, which satisfies the filter expression we specified above.

Notice that an ellipsis follows each node number when the next node in the list is not consecutive, indicating that there are gaps in the displayed list due to filtering. The description field of the head of the linked list also indicates filtering is active.

You can use NightView's filtering capability on arrays as well as linked lists. In fact, you can use it to search through memory for a particular value. Just add a pointer value to the

data panel, tell NightView to treat it as an array using the context menu, and then apply a filter expression.

## Using Monitorpoints

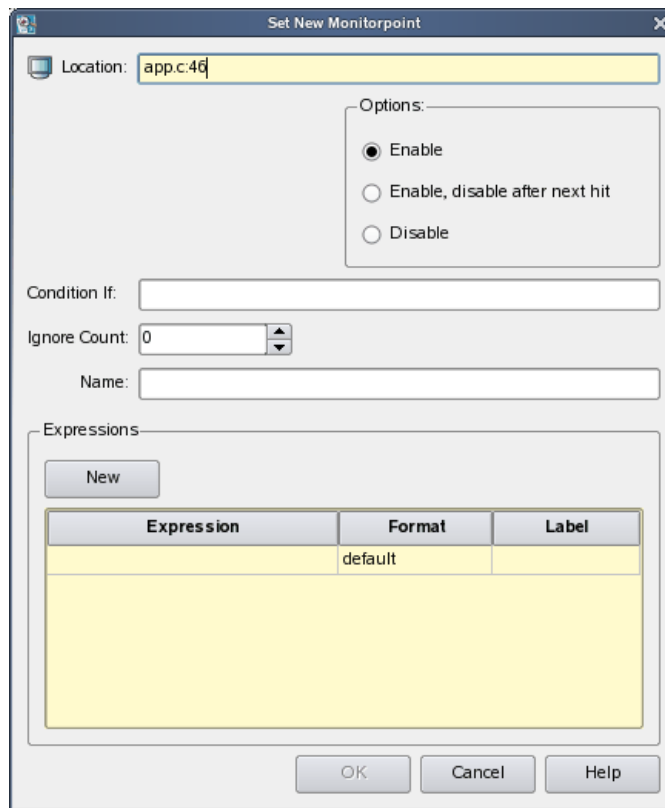
Monitorpoints provide a means of monitoring the values of variables in your program without stopping it. A monitorpoint is code inserted by the debugger at a specified location that will save the value of one or more expressions, which you specify. The saved values are then periodically displayed by NightView in a Monitor panel.

Unlike asynchronous sampling, monitorpoints allow you to view data which is synchronized with execution of a particular location in your application.

- Right-click on line 46 and select **Set eventpoint** from the pop-up menu and select **Set Monitorpoint...** from the sub-menu.

### NOTE

Alternatively, you could select the **Set Monitorpoint...** option from the **Eventpoint** menu or click the **Set Monitorpoint** icon from the toolbar to launch the **Set New Monitorpoint** dialog.



**Figure 3-17. Monitorpoint Dialog**

- Ensure that the **Location** text field has `app.c:46`, correcting if it need be.



- Enter the following:

**data->count**

in the text field below the **Expression** column head, but do *not* press the **Enter** key yet.

- You can control the format in which the value is displayed by clicking the option list under the **Format** column. Using the mouse, click and select **Hexadecimal** from the list.
- Enter the following in the **Label** column:

**sine count**

- While still positioned in the cell under the **Label** column, press the **Tab** key. This positions you to the next row and allows you to continue adding expressions.

### NOTE

If you have already left the cell and only one row is shown, press the **New** button.

- In the second row under the **Expression** column, type the following:

**data->value**

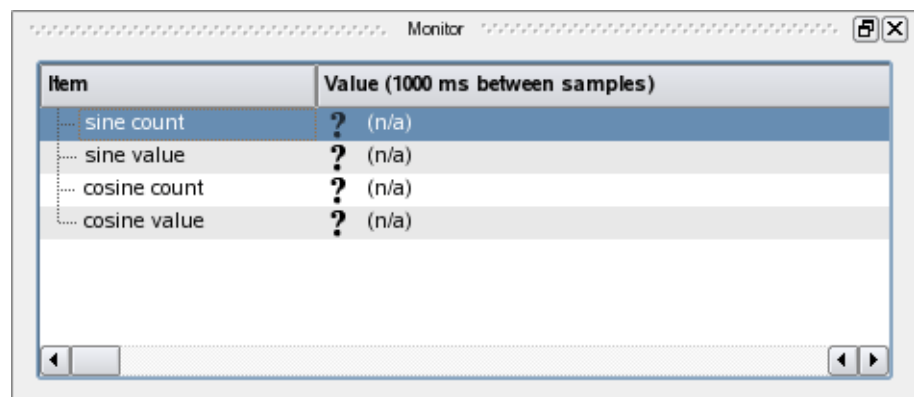
- Set its label value in the **Label** column, by typing the following there:

**sine value**

- Press the **OK** button in the **Set New Monitorpoint** dialog.

A **Monitor** panel is created containing an entry for the commands entered above.

- Likewise, set a monitorpoint on line 63 with the same commands as in the previous monitorpoint, substituting **cosine** for **sine** in the **Label** fields.



**Figure 3-18. NightView Monitor Panel**

At this point, the data values in the **Monitor** panel change.

The values are sampled whenever line 46 or 63 are executed, respectively. NightView displays the latest set of values in the **Monitor** panel at a user-selectable rate.

## Using Eventpoint Conditions and Ignore Counts

All eventpoints in NightView have optional *condition* and *ignore* attributes.

A *condition* is a user-supplied boolean expression of arbitrary complexity which is evaluated before the eventpoint is executed. Conditions can involve function calls in the user application.

Similarly, the *ignore* attribute is a count of the number of times to ignore an eventpoint before actually executing it.

Conditions and ignore counts are evaluated by the application itself via patched-in code and, as such, run at full application speed. Other debuggers evaluate the conditions and ignore counts from within the context of the debugger which takes significant time and can drastically affect the behavior of your program.

- Click the cell in the Ignore column of the first row of the Eventpoint panel.
- Change the value to 500 and press Enter.

The Monitor panel now indicates that the values for that monitorpoint have not been sampled by displaying a question mark before the value. When the ignore count reaches zero, the values will start updating again.

Finally, monitorpoints can include complex expressions that aren't just simple variables.

- Enter the following commands in the Command field of the NightView main window:

```
monitor app.c:93
  p FunctionCall()
end monitor
```

A new item is added to the Monitor panel which represents the result of the function call `FunctionCall()` as executed by the user application each time line 93 is crossed.

## Using Patchpoints

Unlike breakpoints and monitorpoints, patchpoints allow you to modify the behavior of your program.

Patchpoints allow you to change program flow or modify variables or machine registers.

First, we will use a patchpoint to branch around some statements in our program.

### NOTE

If the source file `app.c` is not displayed, issue the following command:

```
1 app.c:48
```

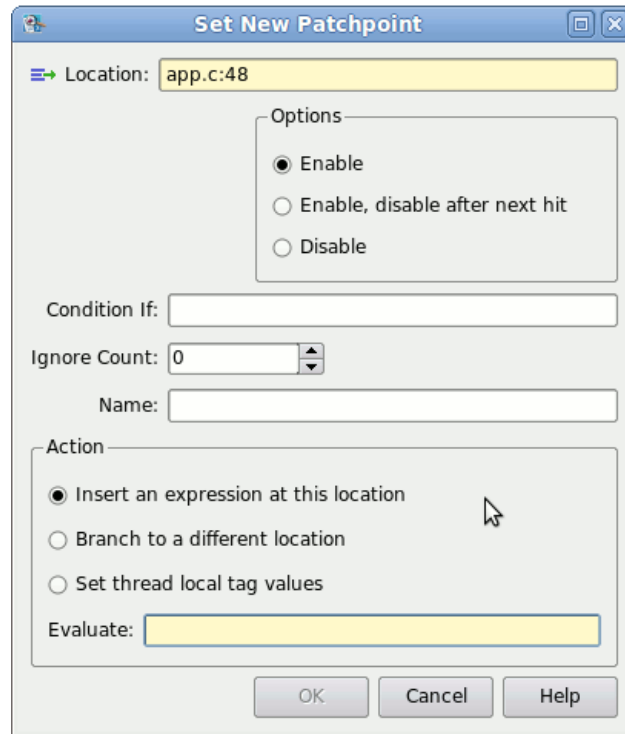
- Scroll the source file displayed in the NightView main window and right-click on line 48:

```
data->angle += data->delta
```

and select **Set eventpoint** from the context menu and select **Set Patchpoint...** from the sub-menu.

**NOTE**

Alternatively, you could select the **Set Patchpoint...** option from the **Eventpoint** menu or click on the **Set Patchpoint** icon in the toolbar to launch the **Set New Patchpoint** dialog.



**Figure 3-19. Patchpoint Dialog**

- In the **Location** text area, ensure the text indicates `app.c:48`.
- Click on the **Branch to a different location** radio button in the lower portion of the dialog.
- In the **Go To:** text area, type:

**`app.c:49`**

then press the **OK** button.

This will effectively cause the application to skip execution of line 48, where it updates the angle used in the subsequent `sin()` call.

Note that the `sine` value in the **Monitor** panel stops changing, yet the associated `sine count` value continues to change.

Alternatively, we can use patchpoints to change the value of expressions or variables.

- Type the following command in the **Command** panel of the NightView main window:

```
patch app.c:49 eval data->count -= 2
```

Note that the value of `sine count` is decrementing, because for each iteration, it continues to be incremented by 1, but now also is decremented by 2.

We can disable the patchpoints without deleting them.

- Select both patchpoints in the **Eventpoints** panel (as indicated in the **Type** column by the word `Patch`), right-click and select **Disable** from the pop-up menu.

The patches are disabled and the values shown in the **Monitor** panel return to their original behavior.

## Adding and Replacing Functions Dynamically

NightView provides the ability to dynamically add new functions to the application being debugged, as well as to replace existing functions.

- In a terminal session outside of NightView, compile the `report.c` source file which was copied into your current directory in the initial steps of this tutorial:

```
cc -g -c report.c
```

- Load the new module into the program using the following command in the Command panel of the NightView main window:

```
load report.o
```

### NOTE

The source displayed in the NightView main window may change as a result of the `load` command. This annoyance will be addressed in the future.

We have added a simple function which prints information to `stdout`. The function could have been arbitrarily complex and referenced any variable in the application. The only limitation is that the function cannot reference symbols that are absent from the module being loaded and are not already in the user application.

- Issue the following command to see the source code for the function `report()`:

```
l report.c
```

You will see that the `report()` function expects a pair of arguments whose types are `char *` and `double`, respectively.

- Go back to the application source file by issuing the following command:

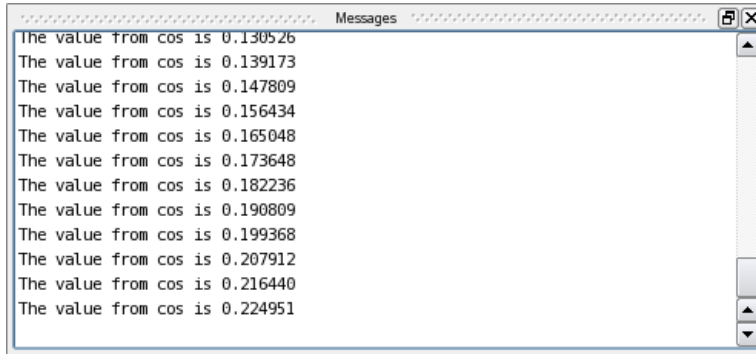
```
l app.c
```

We will install a new patchpoint which will call the newly added function.

- Set a patchpoint on line `app.c:63` with the following expression:

```
report("cos",data->value)
```

The program is now generating output to **stdout** in the **Messages** panel of the NightView main window as calls to the `report()` function are executed.



**Figure 3-20. Result of Patching in Call to Newly Loaded Function**

- Disable the patchpoint that was just added by clearing its **Enabled** checkbox in the **Eventpoint** panel.

Finally, we will replace a function that already exists in the application.

- In a terminal session outside of NightView, list the contents of the source file **function.c** which was copied into your current directory in the initial steps of this tutorial, and compile it with the following commands:

```
cat function.c
cc -g -c function.c
```

- Now load the replacement code by entering the following command in the **Command** panel of the NightView main window:

```
load function.o
```

Note how the **Monitor** panel value for the `FunctionCall()` value no longer pertains to the value computed by the application, but rather is a monotonically increasing number as per the source file **function.c**.

- Return the NightView main window source panel to the **app.c** source file via the following command:

```
l app.c:40
```



## Using Tracepoints

The last portion of NightView we will cover in this tutorial is integration with NightTrace.

A tracepoint is a specialized eventpoint which essentially patches a call to log a trace event with optional arguments.

Even if the application doesn't already use the NightTrace API, NightView can link in the required components and activate the tracing module. Our application already uses the NightTrace API, so this will not be necessary (see the **set-trace** command in the *NightView User's Guide* for more information on using tracepoints in applications which don't already use the NightTrace API).

Suppose that we were interested in measuring the performance of our cycles in the `sine_thread()` and `cosine_thread()` routines and that we also were interested in logging data values during the cycle.

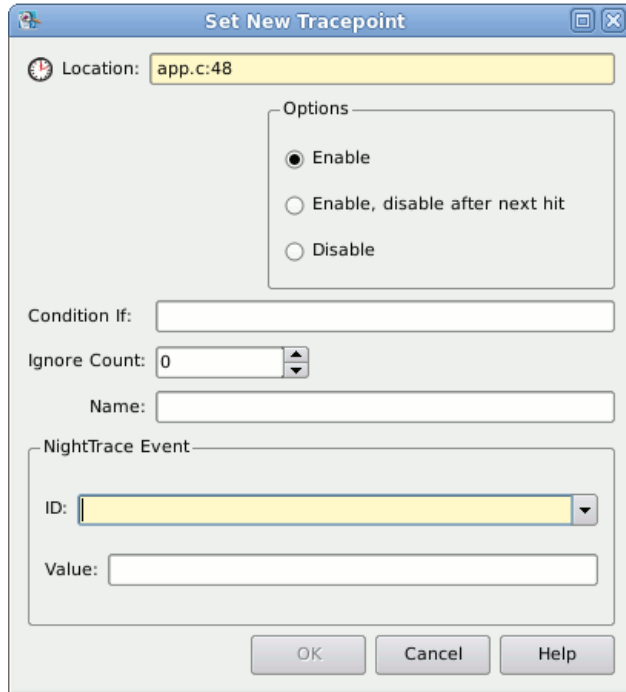
- Scroll the source file displayed in the NightView main window and right-click on line 48:

```
data->angle += data->delta
```

and select **Set eventpoint** from the pop-up menu and select **Set Tracepoint...** from the sub-menu.

**NOTE**

Alternatively, you could launch the dialog by selecting **Set Tracepoint...** from the **Eventpoint** menu or click on the **Set Tracepoint** icon on the toolbar to launch the **Set New Tracepoint** dialog.



**Figure 3-21. Tracepoint Dialog**

- In the **Location:** text field ensure that **app.c:48** is displayed.
- In the **Event ID** field, type the following:  
**1**
- Press the **OK** button

Similarly, we'll set additional tracepoints but we will also specify a value to be logged with the tracepoint.

- Set a tracepoint on line **app.c:46** and specify an **Event ID** of **2** and enter the following in the **Value** text field:

**data->value**

- Set a tracepoint on line **app.c:63** and specify an **Event ID** of **3** and enter the following in the **Value** text field:

**data->value**

Trace events can now be logged with the NightTrace tool which is described in the next section of this tutorial.

- Launch NightTrace by selecting the **NightTrace Analyzer** menu item from the **Tools** menu of the NightView main window.

The remaining sections of the tutorial do not use NightView, however, we want to keep the tracepoints patched into the executable. We will now detach the program from NightView but it will continue to execute and will retain all patchpoints and tracepoints.

- Stop the processes by typing the following into the Command field:

**stop**

- Select the **Detach** option from the **Process** menu
- Select the **Exit NightView** option from the **File** menu to exit NightView.

#### **NOTE**

Normally, processes started from within NightView will be killed when NightView exits, even if they have been detached. This is because the shell that is used by NightView to invoke them sends them a SIGHUP signal. Our application ignores SIGHUP, so it can continue to execute.

## **Conclusion - NightView**

This concludes the NightView portion of the NightStar RT Tutorial.



## Using NightTrace

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NightTrace is a graphical tool for analyzing the dynamic behavior of single and multiprocessor applications. NightTrace can log user-defined application data events from simultaneous processes executing on multiple CPUs or even multiple systems. NightTrace can also log kernel events such as individual system calls, context switches, machine exceptions, page faults and interrupts. By combining application events with kernel events, NightTrace presents a synchronized view of the entire system. Furthermore, NightTrace allows users to zoom, search, filter, summarize, and analyze those events in a wide variety of ways.

Using NightTrace, users can manage multiple user and kernel NightTrace daemons simultaneously from a central location. NightTrace provides the user with the ability to start, stop, pause, and resume execution of any of the daemons under its management.

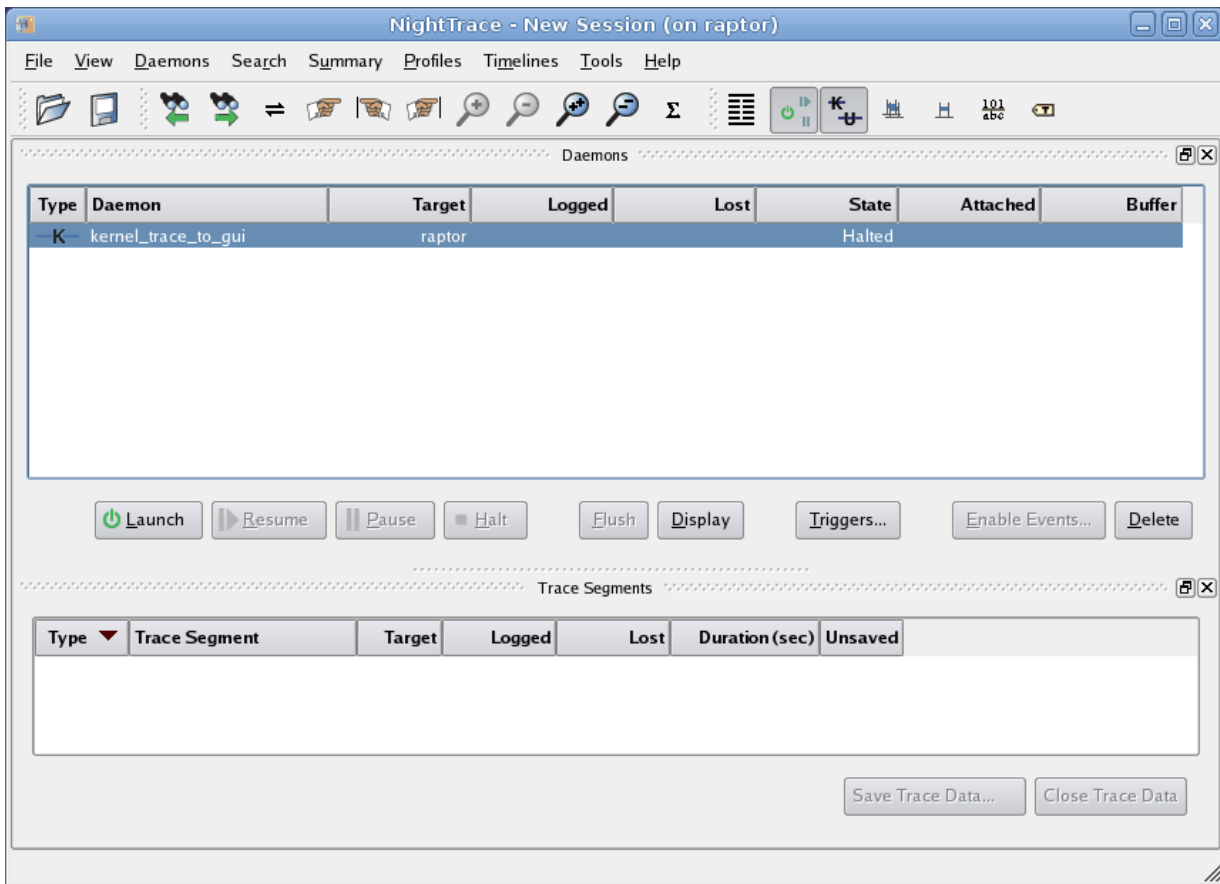
NightTrace users can define and save a “session” consisting of one or more daemon definitions. These definitions include daemon collection modes and settings, daemon priorities and CPU bindings, and data output formats, as well as the trace event types that are logged by that particular daemon.

### Invoking NightTrace

NightTrace was invoked during the last step of the Using NightView section.

If you skipped the Using NightView section, execute the steps in “Using Tracepoints” on page 3-39 before beginning this section of the tutorial (and resume execution of the pro-

cess).



**Figure 4-1. NightTrace main window**

Below the menu bar and toolbar, the first page of the NightTrace main window contains the following two panels:

**Table 4-1. NightTrace Panels**

Daemons	Shows the daemons configured.
Trace Segments	Shows each trace segment (contiguous collection of trace data).

The statistics on the **Daemons** panel indicate the number of raw events in the shared memory buffer used between the daemon and the user application and the number of raw events written to NightTrace by the daemon (under the **Buffer** and **Logged** columns, respectively).

The **Trace Segments** panel indicates the number of processed events that are currently available for immediate analysis through the **Events** panels and timelines, which have not been shown yet.

**NOTE**

The number of events shown in the Trace Segments panel will normally differ from the number of events shown in the Daemons panel. The former are processed events whereas the latter are raw events -- a processed event is often constructed from multiple raw events.

## Configuring a User Daemon

NightTrace allows the user to configure a user daemon to collect user trace events.

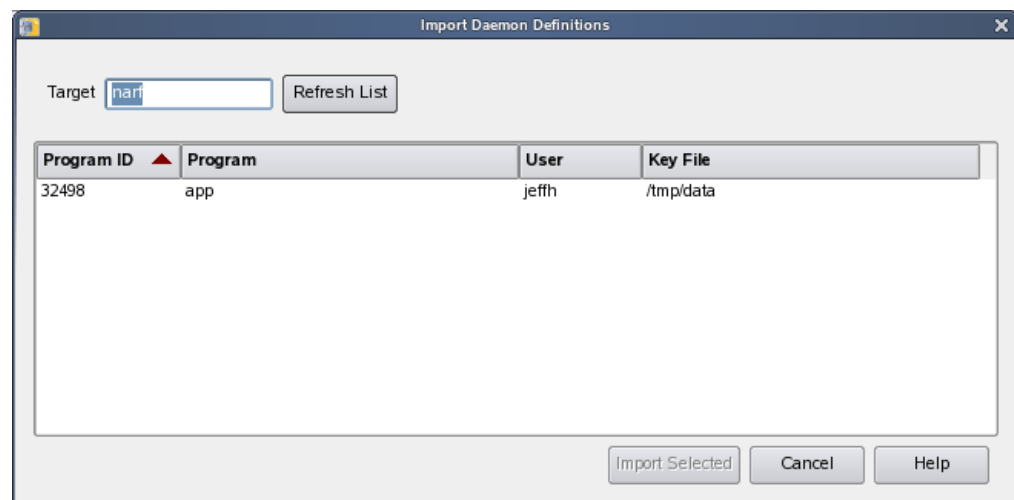
User trace events are generated by user applications that use the NightTrace API.

We will configure a user daemon to collect the events that our **app** program logs.

### To configure a user daemon based on a running application

- Select the Running Application option from the Import... menu option from the Daemons menu.

The Import Daemon Definitions dialog is presented:



**Figure 4-2. Import Daemon Definitions Dialog**

The Import Daemon Definitions dialog allows the user to define daemon attributes based on a running user application containing NightTrace API calls.

- Select the entry corresponding to the **app** application.
- Press the Import Selected button.

The Import Daemon Definitions dialog closes and a new user daemon is created and added to the Daemon Control Area in the NightTrace main window.

## Streaming Live Data to the NightTrace GUI

NightTrace allows you to use a daemon to capture trace events and store them in a file for subsequent analysis or to stream the events directly into the graphical interface for live analysis.

Our daemon is configured for live streaming.

- Select the daemon labeled `app_data` from the **Daemons** panel in the NightTrace main window.
- Press the **Launch** button.
- Press the **Resume** button.

The daemon is now collecting events which are being generated by the `app` program from the tracepoints we inserted in “Using Tracepoints” on page 3-39.

In the **Daemons** panel, the count of events shown in the **Buffer** column will begin to change.

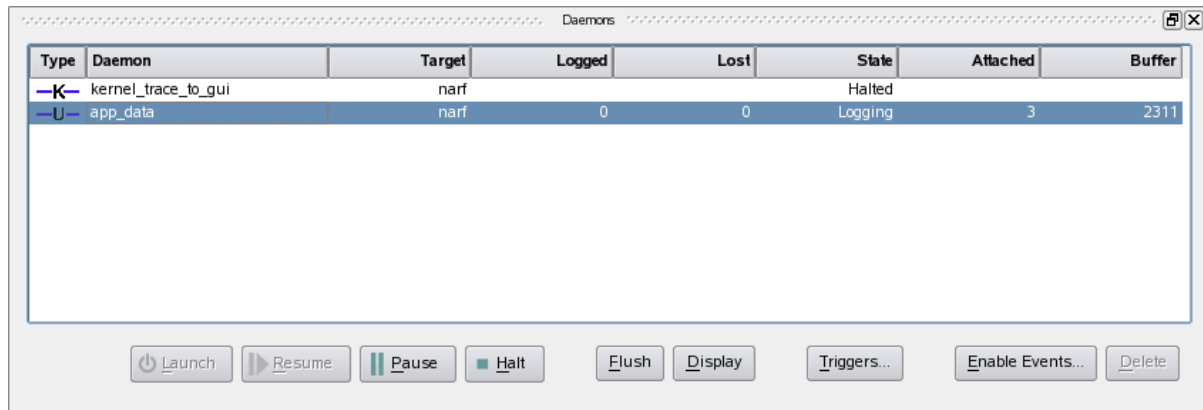


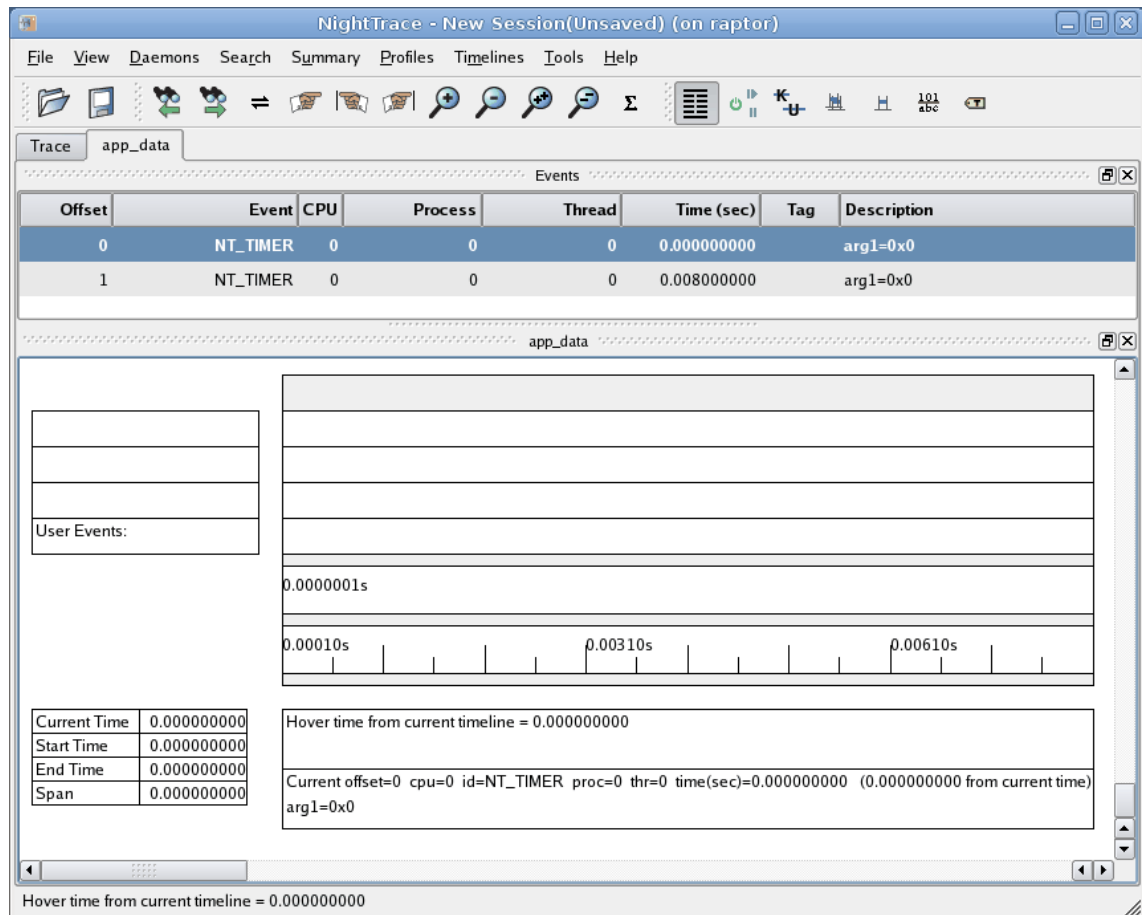
Figure 4-3. Logging Data

### NOTE

A tabbed page is created in the NightTrace main window when **Launch** is pressed. This page is an automatically customized page containing a list of the events logged and a timeline for graphical representation of those events.



- Click on the newly-created tab labeled `app_data` which contains the Events panel and the timeline associated with those events.



**Figure 4-4. app\_data Page**

Initially, the panels will be mostly blank.

You can force events to be flushed from the daemon buffer and output stream to be brought into the segment area for immediate viewing by zooming out on a timeline.

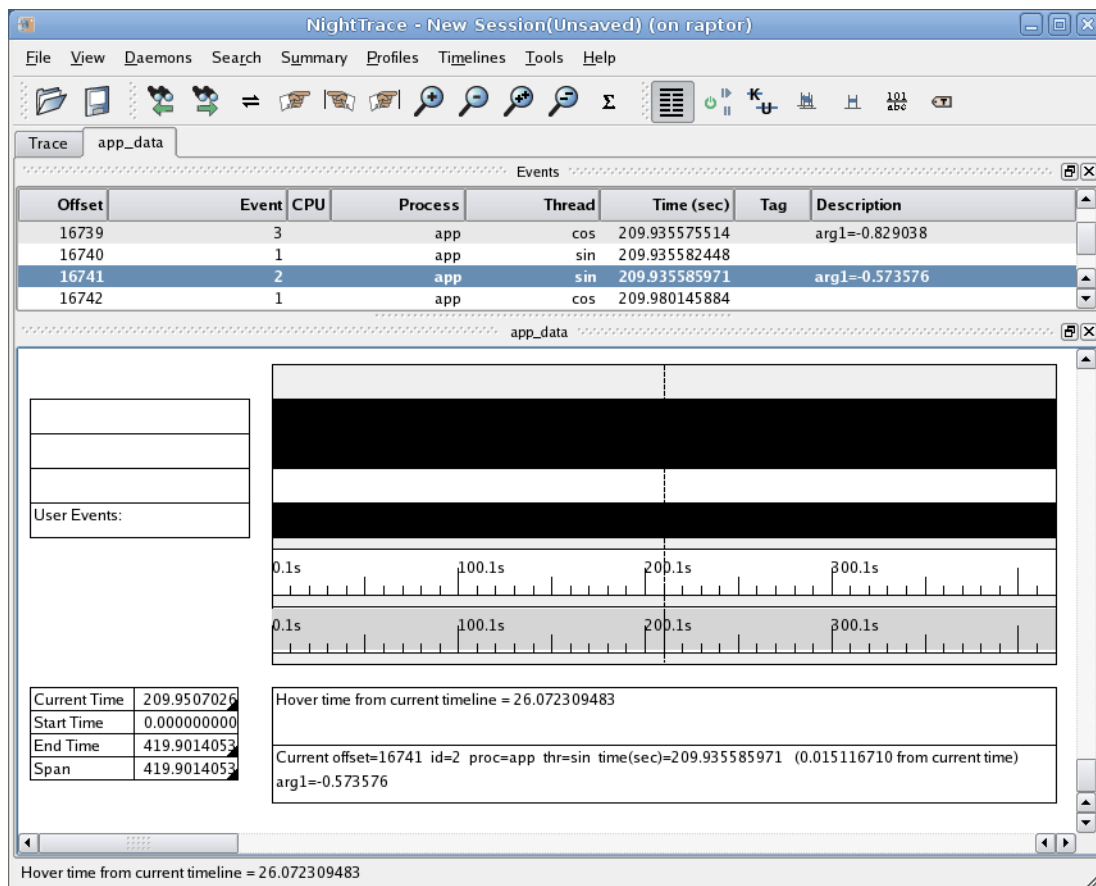
- Click anywhere in the display area containing the timelines.
- Press `UpArrow` to zoom out
- Press `Alt-UpArrow` to zoom out completely.

The Events list will be populated with the events currently logged and the timeline will graphically display those events.

**NOTE**

If you plan to leave the tutorial for an extended period of time before returning, press the **Pause** button on the **Trace** page to temporarily prevent the collection of trace points. When you return, press the **Resume** button.

## Using NightTrace Timelines



**Figure 4-5. NightTrace Timeline**

The timeline contains static and dynamic labels and event and state graphs.

By default, NightTrace detects the threads that have registered themselves through NightTrace API calls and creates individual labels and graphs for each thread. In addition, there is a user events graph near the bottom that shows events for threads.

### NOTE

You may see a blank label and graph in your timeline. This is likely the label and graph for the main thread. The contents of the label are not shown until at least one event is logged by the main thread. In our application, the main thread does not log events so the row will remain blank.

In “Using Tracepoints” on page 3-39 in the Using NightView section, we inserted tracepoints into the `sine` thread, which registered itself with the string “`sin`”.

## Zooming

Each vertical line in the graph represents at least one event. You can zoom in and zoom out to adjust the level of detail.

- Left click anywhere within the timeline
- Press the `DownArrow` key repeatedly until you can see individual lines in the graph
- Press the `UpArrow` key to zoom back out
- If you have a mouse wheel, move the wheel back and forth to zoom in and out

The vertical dashed line is the current timeline and is directly connected to the highlighted event in the Events panel.

Left-clicking the mouse in the display area moves the current timeline. The information in the Event Detail area below the timeline changes to reflect the event closest to the left of the current timeline.

## Moving The Interval

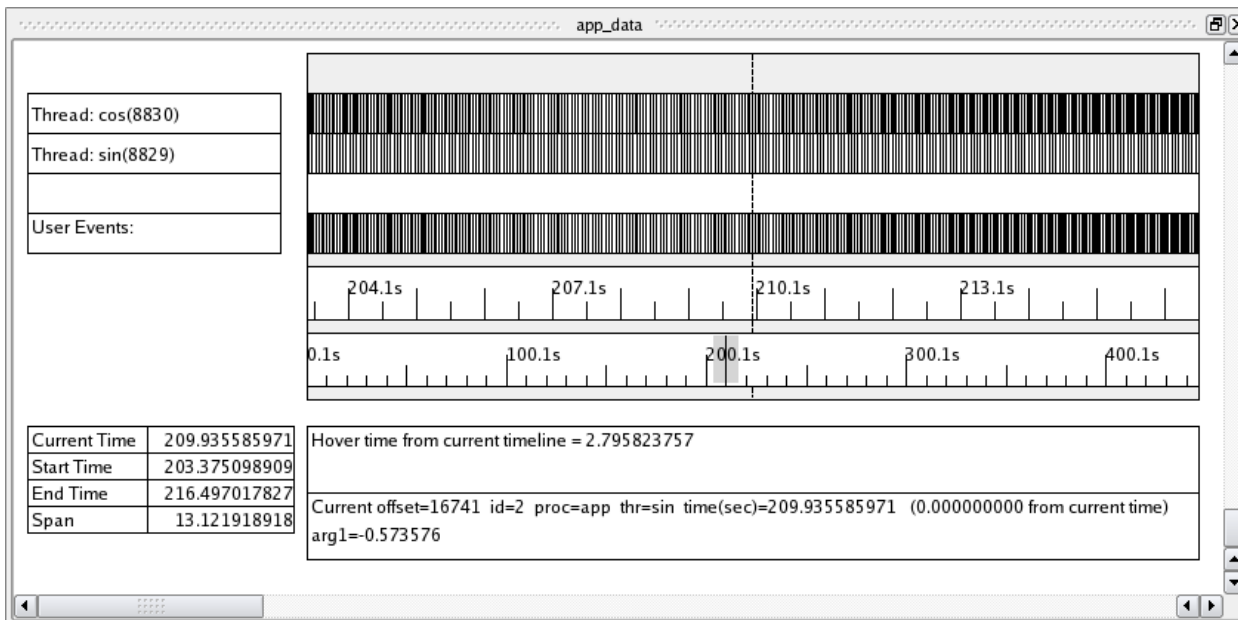


Figure 4-6. Timeline Interval Panel

By default, each timeline panel has two ruler rows positioned below the event graphs and above the descriptive boxes at the bottom of the panel.

The ruler on top indicates the timespan currently shown.

The ruler on the bottom indicates the timespan for all data currently available for viewing. This ruler is called the control ruler and has a gray area within it. The gray area represents the amount of the entire timespan that is currently shown in the panel. Thus zooming in will decrease the width of the gray area and zooming out will have the opposite effect.

### NOTE

If you do not see a gray area, zoom out until you do.

There are several methods of moving through the entire timeline.

- Press the **RightArrow** key

This causes the current timeline to go to the next event. If you are zoomed out too far, you may not notice the timeline moving. In this case, either zoom out or hold the Right key down until you can see the timeline move.

Alternatively, pressing the **LeftArrow** key causes the current timeline to go to the previous event.

- Press **Ctrl+RightArrow**

This causes the displayed interval to move 25% of a section to the right by default. The section is the amount of time currently visible in the interval. Notice how the gray area in the control ruler moves.

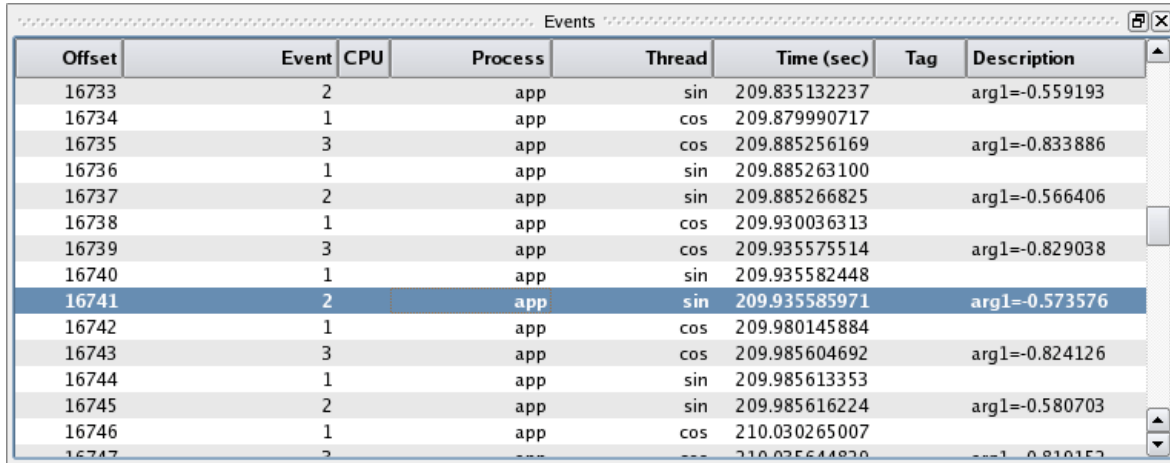
Alternatively, pressing **Ctrl+LeftArrow** causes a shift one section to the left.

- Click midway between the gray area and the right hand portion of the control ruler

Clicking anywhere in the control ruler causes the interval to shift to be centered at the selected time at the current zoom setting.

Thus to move the very beginning of the data set or the end, you can click the beginning or end of the control ruler.

## Using the Events Panel for Textual Analysis



Offset	Event	CPU	Process	Thread	Time (sec)	Tag	Description
16733	2		app	sin	209.835132237		arg1=-0.559193
16734	1		app	cos	209.879990717		
16735	3		app	cos	209.885256169		arg1=-0.833886
16736	1		app	sin	209.885263100		
16737	2		app	sin	209.885266825		arg1=-0.566406
16738	1		app	cos	209.930036313		
16739	3		app	cos	209.935575514		arg1=-0.829038
16740	1		app	sin	209.935582448		
16741	2		app	sin	209.935585971		arg1=-0.573576
16742	1		app	cos	209.980145884		
16743	3		app	cos	209.985604692		arg1=-0.824126
16744	1		app	sin	209.985613353		
16745	2		app	sin	209.985616224		arg1=-0.580703
16746	1		app	cos	210.030265007		
16747	2		app	sin	210.035644820		arg1=-0.810152

**Figure 4-7. Events Panel**

The events shown in the **Events** panel are synchronized with the events shown in the timeline. The highlighted event indicates the current timeline.

- Click on a line in the **Events** panel
- Press the **DownArrow** key to advance to the next event.
- Press the **UpArrow** key to advance to the previous event.

Whenever an event is selected or the current event line moves, the **Event Detail** area below the timeline on the right shows additional information about the event, if available.

- Press the **PageDown** to advance to the next set of events.
- Press the **PageUp** to shift to the previous set

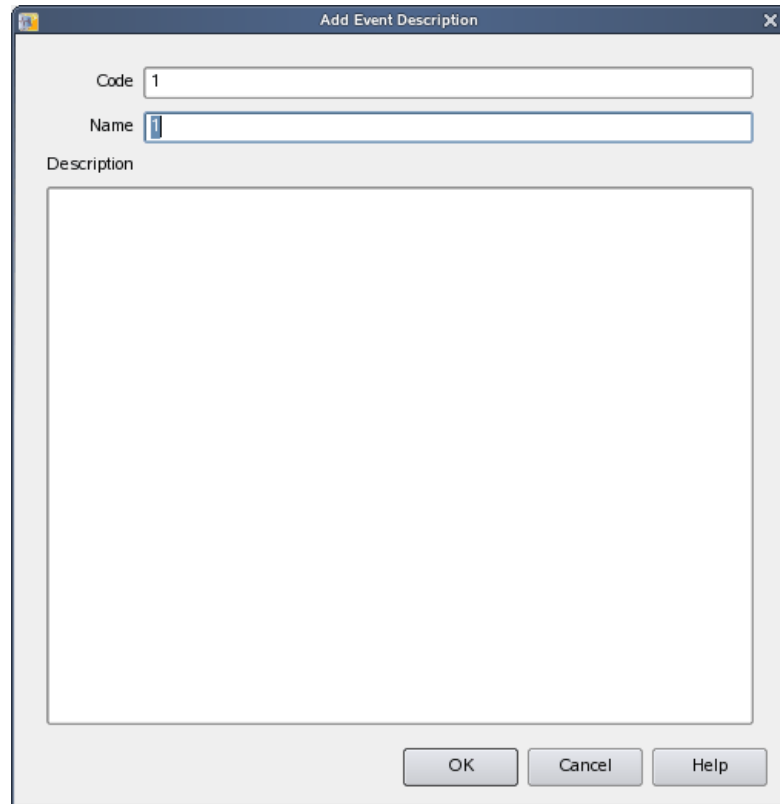
These actions only move the current timeline by the number of events that can be shown in the **Events** panel.

## Customizing Event Descriptions

The event values we logged with the **tracepoint** commands in NightView were event IDs 1-3. We will customize the description of these events.

- Click on a row in the **Event** panel that shows event ID **1**.

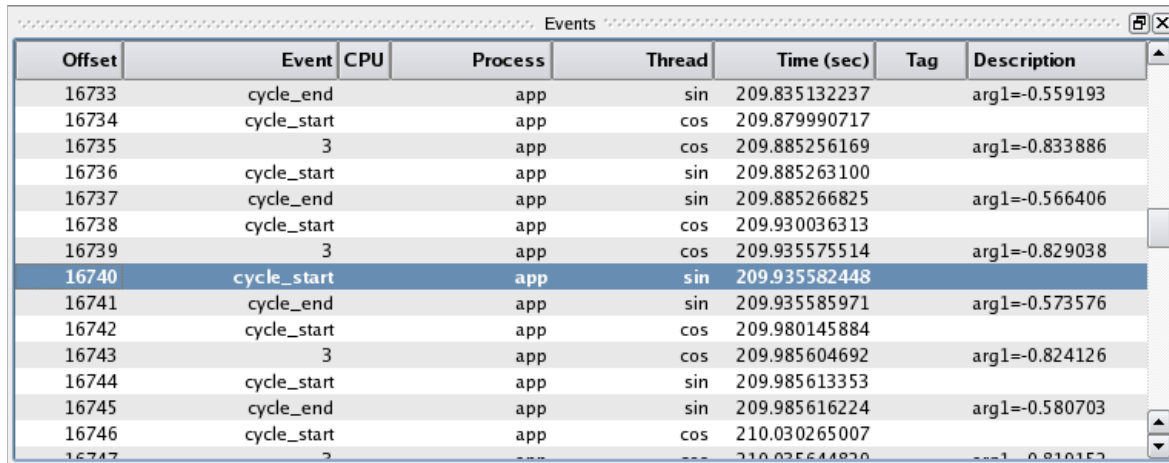
- Right-click that row and select Edit Current Event Description... from the context menu.



**Figure 4-8. Add Event Description dialog**

- Enter:  
**cycle\_start**  
in the Name field.
- Press OK.
- Right-click on an entry whose value in the Event column has the value **2**.
- Select Edit Current Event Description... from the context menu.
- Enter:  
**cycle\_end**  
in the Name text field.
- Press the OK button.

The descriptions of the events in the **Events** panel now correspond to the textual identifiers we assigned to them.



Offset	Event	CPU	Process	Thread	Time (sec)	Tag	Description
16733	cycle_end		app	sin	209.835132237		arg1=-0.559193
16734	cycle_start		app	cos	209.879990717		
16735	3		app	cos	209.885256169		arg1=-0.833886
16736	cycle_start		app	sin	209.885263100		
16737	cycle_end		app	sin	209.885266825		arg1=-0.566406
16738	cycle_start		app	cos	209.930036313		
16739	3		app	cos	209.935575514		arg1=-0.829038
16740	cycle_start		app	sin	209.935582448		
16741	cycle_end		app	sin	209.935585971		arg1=-0.573576
16742	cycle_start		app	cos	209.980145884		
16743	3		app	cos	209.985604692		arg1=-0.824126
16744	cycle_start		app	sin	209.985613353		
16745	cycle_end		app	sin	209.985616224		arg1=-0.580703
16746	cycle_start		app	cos	210.030265007		
16747	3		app	cos	210.035644830		arg1=-0.810153

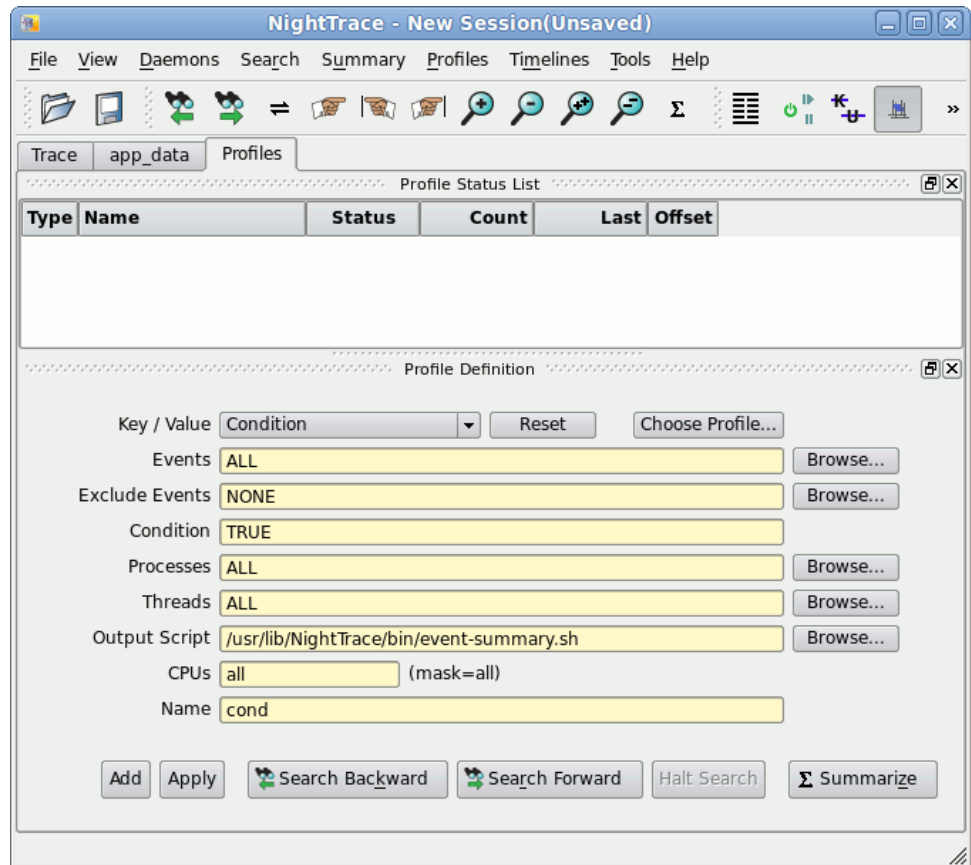
## Searching the Events List

We can use the search capabilities of NightTrace to search for a specific occurrence of an event or condition relating to an event or its arguments.

- Select the **Change Search Profile...** menu item from the **Search** menu in the NightTrace main window or press **Ctrl+F**.



A new page is created containing the Profile Status List panel and the Profile Definition panel:



**Figure 4-9. Searching using the Profiles panel**

- Press the **Browse...** button to the right of the **Events** field.



**Figure 4-10. Browse Events Dialog**

- Click in the **Search** text field and type **cycle**. The first event name that includes that word is shown. Ensure that **cycle\_end** is selected in the event list, or press the **Next** icon until it is. Then press the **Select** button.
- Enter the following text in the **Condition** text field of the **Profile** panel:  
**arg\_db1 > 0.8**
- Enter the following text into the **Name** text field:  
**obtuse**
- Press the **Add** button in the **Profiles** panel.

A profile called **obtuse** is now defined and appears in the **Profile Status List** panel.

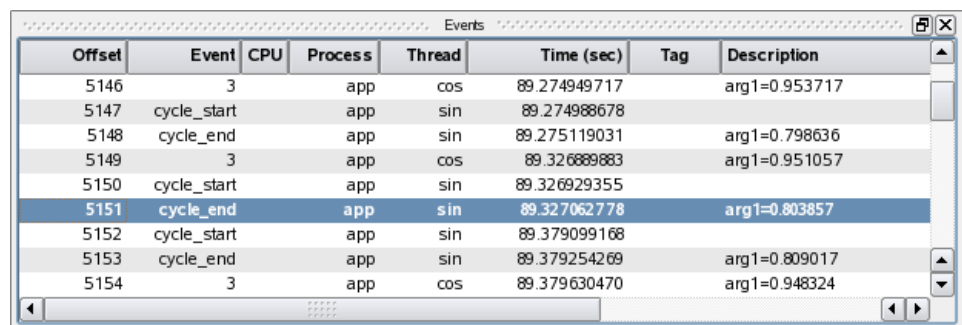
- Press the **Search Forward** button at the bottom of the Profiles panel.

The current timeline is moved to the first event that matched the search criteria, that being the end of a cycle when the sine value exceeded 0.8.

### NOTE

If a pop-up dialog telling you that NightTrace has reached the end of the available dataset and asks you whether it should resume the search at the beginning, press **OK**.

- Click on the tab labeled `app_data` and verify that the current event listed in the **Events** panel indicates `arg1` with a value exceeding 0.8.



Offset	Event	CPU	Process	Thread	Time (sec)	Tag	Description
5146		3	app	cos	89.274949717		arg1=0.953717
5147	cycle_start		app	sin	89.274988678		
5148	cycle_end		app	sin	89.275119031		arg1=0.798636
5149		3	app	cos	89.326889883		arg1=0.951057
5150	cycle_start		app	sin	89.326929355		
5151	cycle_end		app	sin	89.327062778		arg1=0.803857
5152	cycle_start		app	sin	89.379099168		
5153	cycle_end		app	sin	89.379254269		arg1=0.809017
5154		3	app	cos	89.379630470		arg1=0.948324

**Figure 4-11. Events Panel After Search**

Similarly, the timeline shows a description of the current event in the **Event Detail** area in the bottom portion of the panel.

- Move the mouse cursor to the event description box at the bottom of the panel and leave it there without moving it

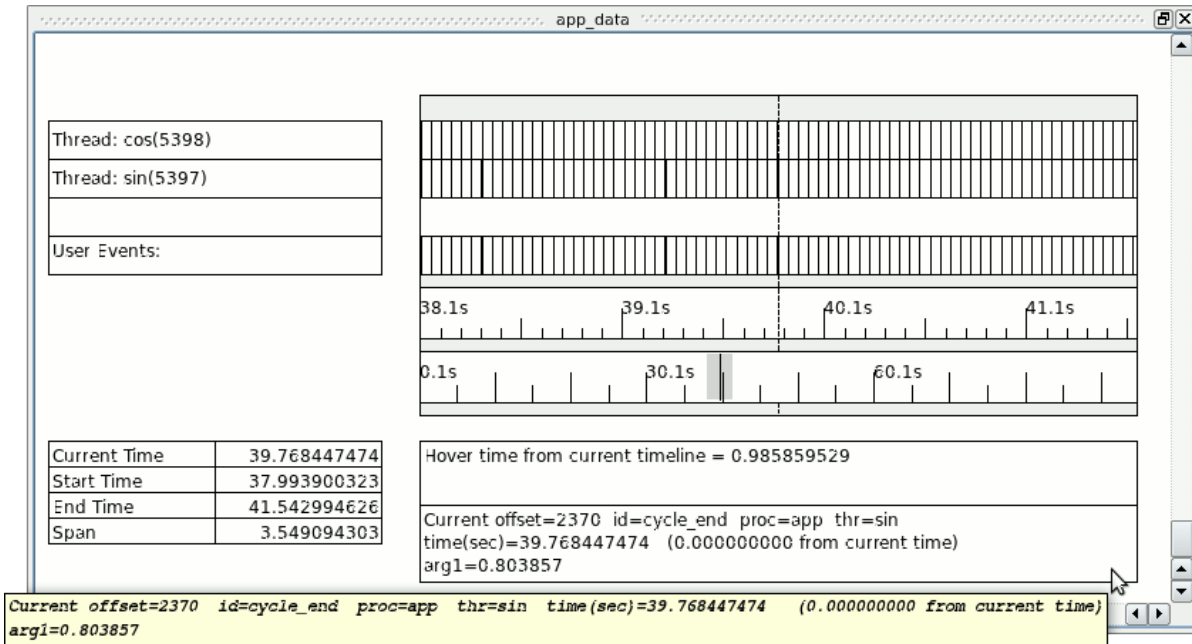


Figure 4-12. Timeline Panel w/ Tool Tip

A tool tip is also displayed which describes the current event.

**NOTE**

It is possible that the search will fail if an insufficient number of events have been brought into live analysis. If this occurs, bring in more events using the Event list scroll bar and retry the search by pressing the forward search icon on the tool bar.

## Halting the Daemon

Since the NightTrace portion of the tutorial is rather lengthy and may likely be a new experience for many users, we will halt the daemon to reduce memory usage.

Examine the daemon statistics in the Daemon Control Area on the first page. If the application has logged over 100,000 events, halt the daemon by pressing the **Halt** button to reduce memory usage as we slowly move through the NightTrace portion of the tutorial.

## **NOTE**

Do not be concerned if the number of events shown in the **Trace Segments** panel is smaller than the number of events shown in the **Daemon Control Area** just before you halted the daemon. The latter shows raw event counts whereas the **Trace Segments** panel shows processed event counts -- a processed event is often constructed from multiple raw events.

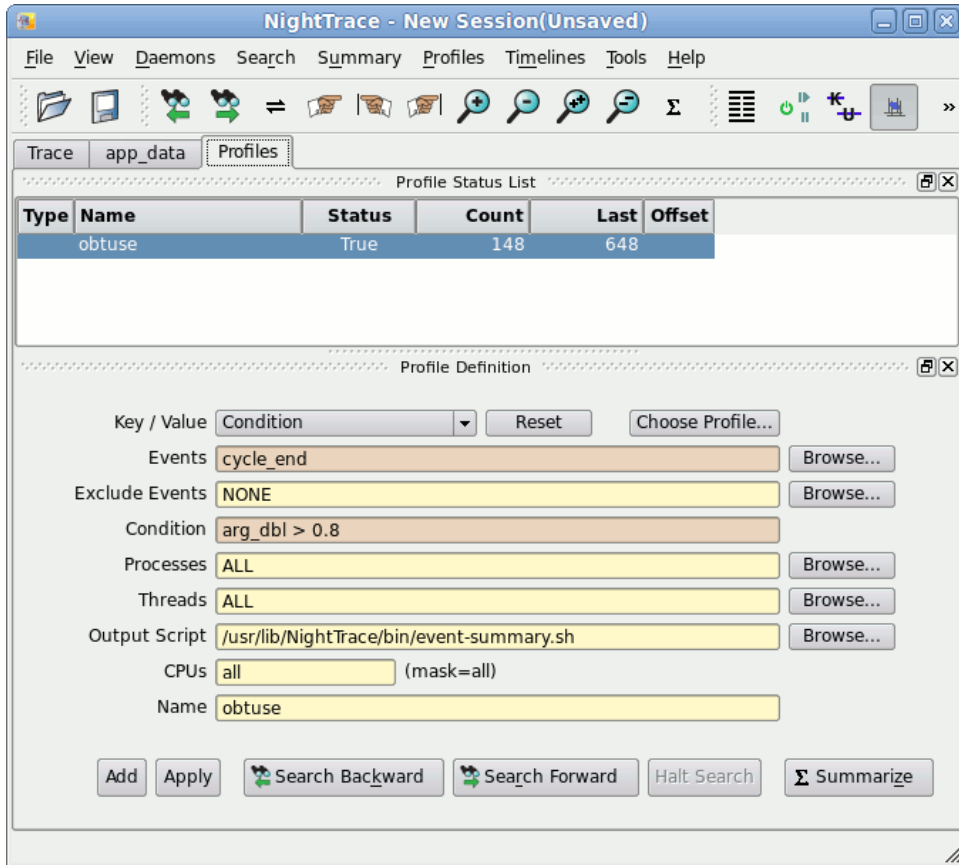
If it has not reached this stage yet, you may leave the daemon running and occasionally glance at the statistics. If NightTrace becomes unresponsive or slows down as the event counts reach into the millions, halt the daemon. NightTrace has a configurable memory consumption limit that will automatically halt the daemon when the limit is reached; a dialog will be presented informing the user when this occurs.

## **Using States**

In addition to displaying individual events, NightTrace can display states.

- Click on the **Profiles** tab created in “Searching the Events List” on page 4-12.

The Profiles page is displayed with the previously defined profile selected.



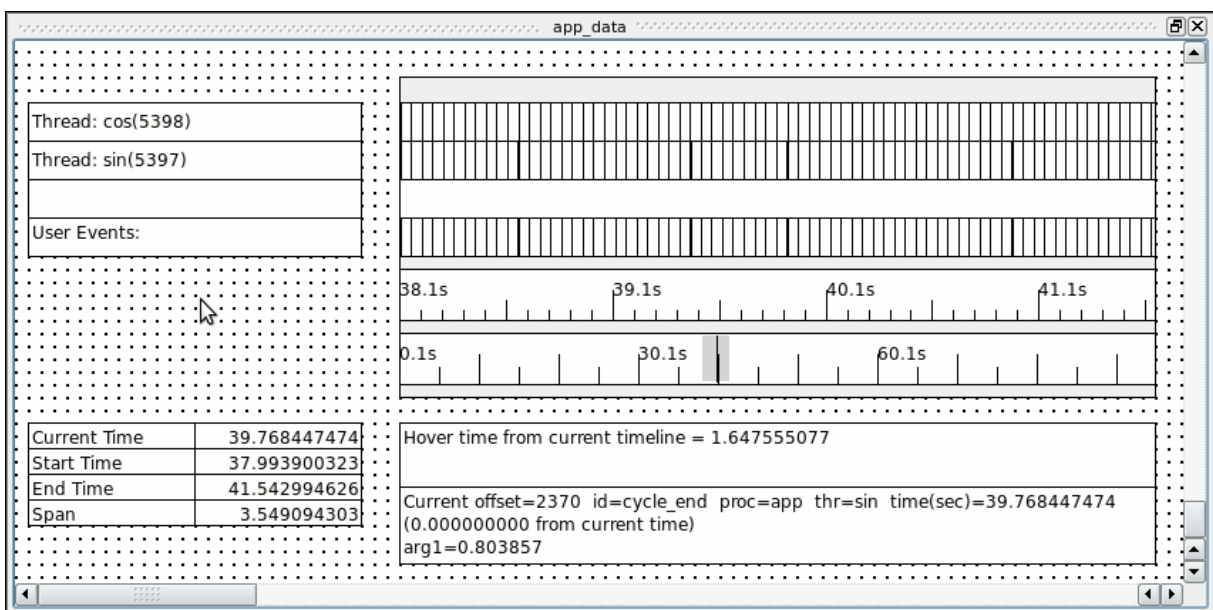
**Figure 4-13. Profiles Panel With Obtuse Profile Selected**

- Press the Reset button.
- Select State in the Key / Value option list.
- Enter:
  - cycle\_start**
  - in the Start Events text area
- Enter:
  - cycle\_end**
  - in the End Events text field.
- Enter:
  - sin**
  - in the Threads text field.

- Enter:  
**sine**  
in the Name text field.
- Press the Add button.

A state named `sine` has now been defined and occurrences can be displayed in the graphs in the display page.

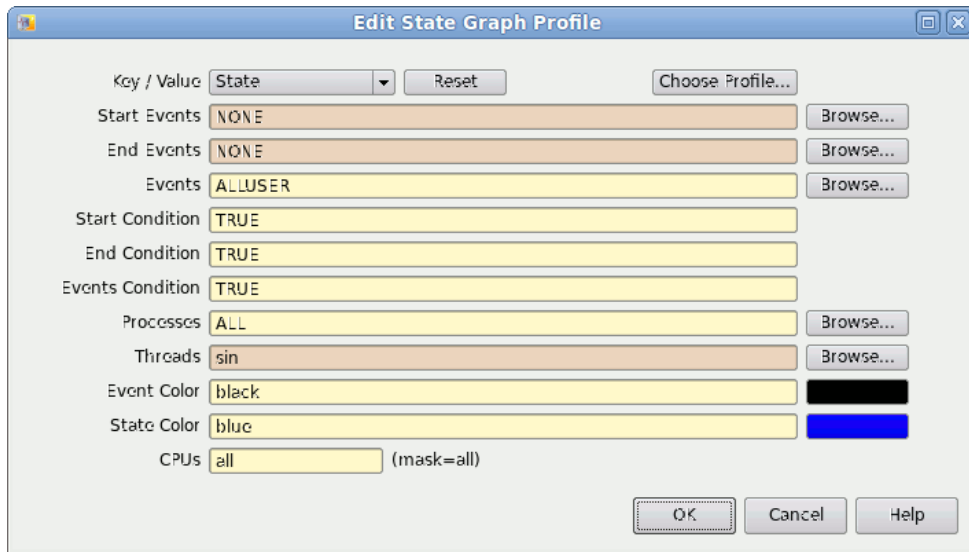
- Click on the tab labeled `app_data` to show the timeline.
- Right-click anywhere in the display area and select **Edit Mode** from the context menu or press **Ctrl-E** to enter *edit mode*.



**Figure 4-14. Timeline Editing**

- Double-click on the graph associated with the row labeled “Thread: sin”. That graph is a row with vertical lines representing events inside the larger graph area, aligned with the label “Thread: sin”.

The Edit State Graph Profile dialog is displayed as shown below:

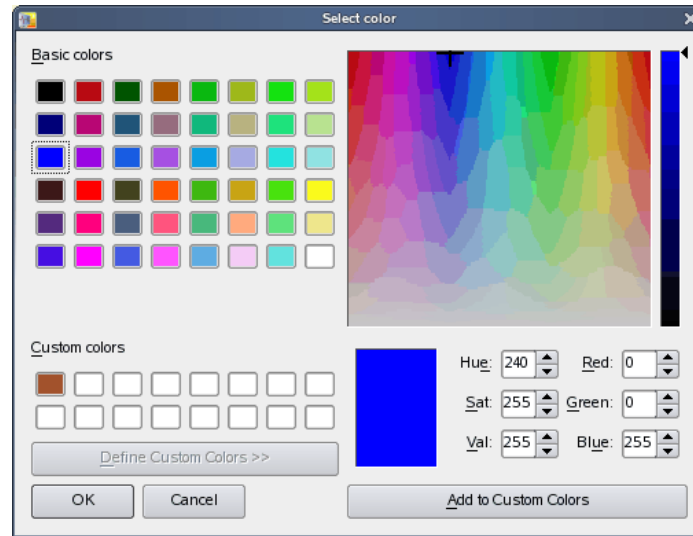


**Figure 4-15. Edit State Graph Profile dialog**

- Select State from the Key / Value option list.
- Press the Choose Profile... button.  
The Choose Profile dialog is displayed.
- Select the sine state from the list.
- Make sure the Import by reference checkbox is checked.
- Press Select.




- Click on the colored button to the right of the row labelled **State Color**. The **Select color** dialog is presented.



- Select a pleasing color in the **Select color** dialog and press **OK**.
- Press **OK** in the **Edit State Graph Profile** dialog.
- Right-click anywhere in the display area and select **Edit Mode** from the pop-up menu or press **Ctrl-E** to return to *view mode*.

The graph has now been configured to display the sine state as a solid bar in the lower portion of the state graph. Events will still be displayed as vertical black lines that extend over the entire vertical height of the graph.

It is likely that the display page has not changed in a significant way. This is because the `cycle_start` and `cycle_end` events occur so closely together in time that you cannot distinguish them at the current zoom setting.

- Click in the middle of the state graph.
- Zoom in using the mouse wheel or using the **Zoom In** icon on the toolbar or the **Down Arrow** key until the two events can be distinguished and a state bar is shown. 

You may need to readjust the current timeline as you zoom in.

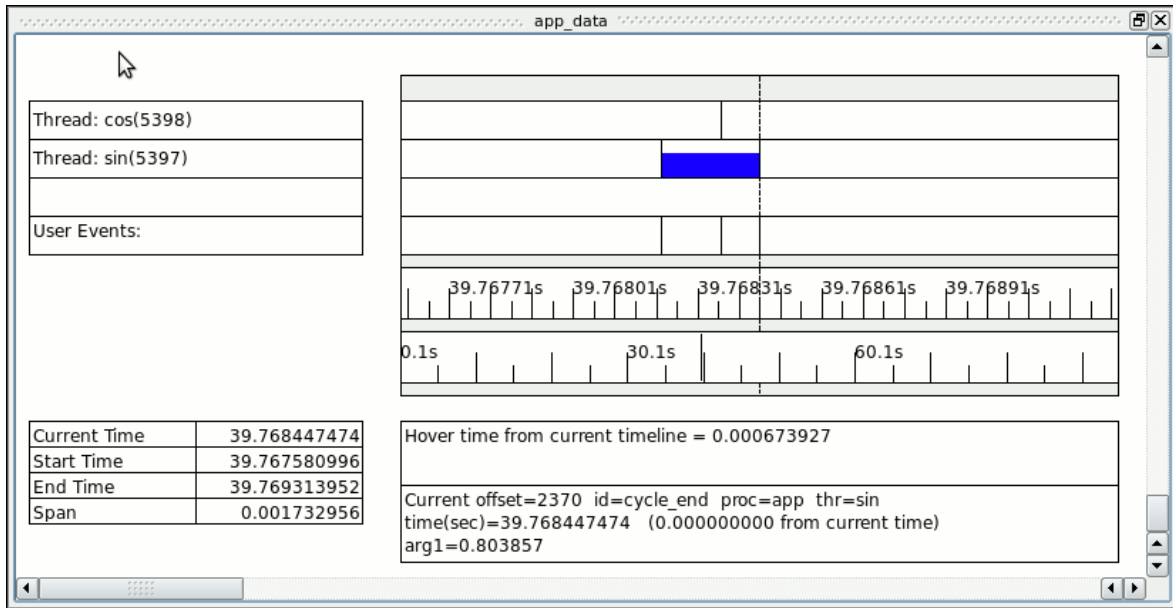
## NOTE

If the **Down Arrow** key has no effect, press the **Num Lock** key and try again.

**NOTE**

The state may vanish at some zoom levels where it is still very small compared to the zoom level's scale. If so, just continue to zoom in and it will reappear.

The figure below displays an instance of the sine state.



**Figure 4-16. Sine State in Timeline**

**NOTE**

If no states are visible, recheck the definition of the sine profile in the Profiles panel as described in “Using States” on page 4-17.

## Displaying State Duration

The duration of the most recently completed state can be displayed via a data box.

- Right-click anywhere in the display area on the page labeled `app_data` and select **Edit Mode** from the pop-up menu or press **Ctrl-E** to enter *edit mode*.
- Right-click anywhere in the grid and select **Add Data Box** option from the pop-up menu.

The cursor will turn into a + character.

- Using the left mouse button, click an empty area in the left-side of the display page on the grid (outside of any currently displayed graph or data box -- i.e. only on an available area whose background shows the dotted grid) and drag the mouse to create the outline of the new data box -- release the mouse button.
- Double-click the data box. The **Edit Data Box Profile** dialog is presented.
- Enter the following into the **Output** field:
 

```
format ("cycle = %F. ms", state_dur(sine)*1000.0)
```
- Press the **OK** button.
- Right-click anywhere in the display area and select **Edit Mode** from the pop-up menu or press **Ctrl-E** to return to *view mode*.

The data box now displays the length of the most recently completed instance of the sine state in milliseconds.

## Generating Summary Information

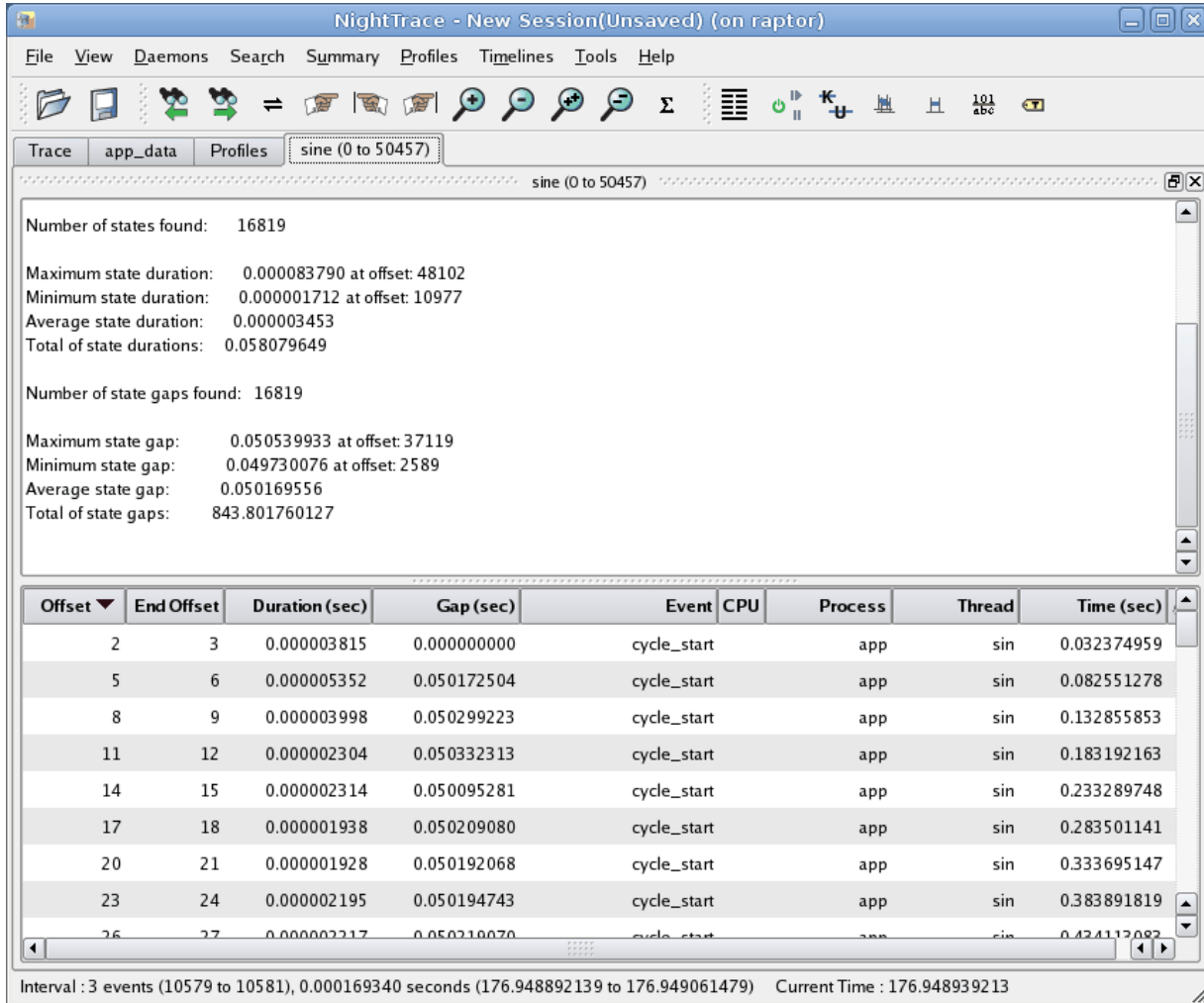
In addition to obtaining detailed information about specific events and states, summary information is easily generated.

- Select the **Change Summary Profile...** menu item from the **Summary** menu.
- Select the profile matching the `sine` state from the list of profiles shown in the **Profile Status List** panel.

It is likely that the `sine` profile is already selected. Check the profile name shown in the **Name** text area near the bottom of the dialog.

- Press the **Summarize** button.

A new page is created displaying the results of the summary.



**Figure 4-17. Summary Results Page**

The summary results page provides a number of columns of information including the state’s starting and ending offsets, the state’s duration, and the gap between a state and its most recent previous occurrence. You can click on the column headers to control how the list is sorted.

Double-clicking on a row in the list positions the current timeline to the beginning of that instance of the state and creates a tag at that position.

To go to the instance of the longest state duration, do the following:

- Click on the Duration header to select duration as the sort key

Repeated clicking on the header toggles the direction of the sort.

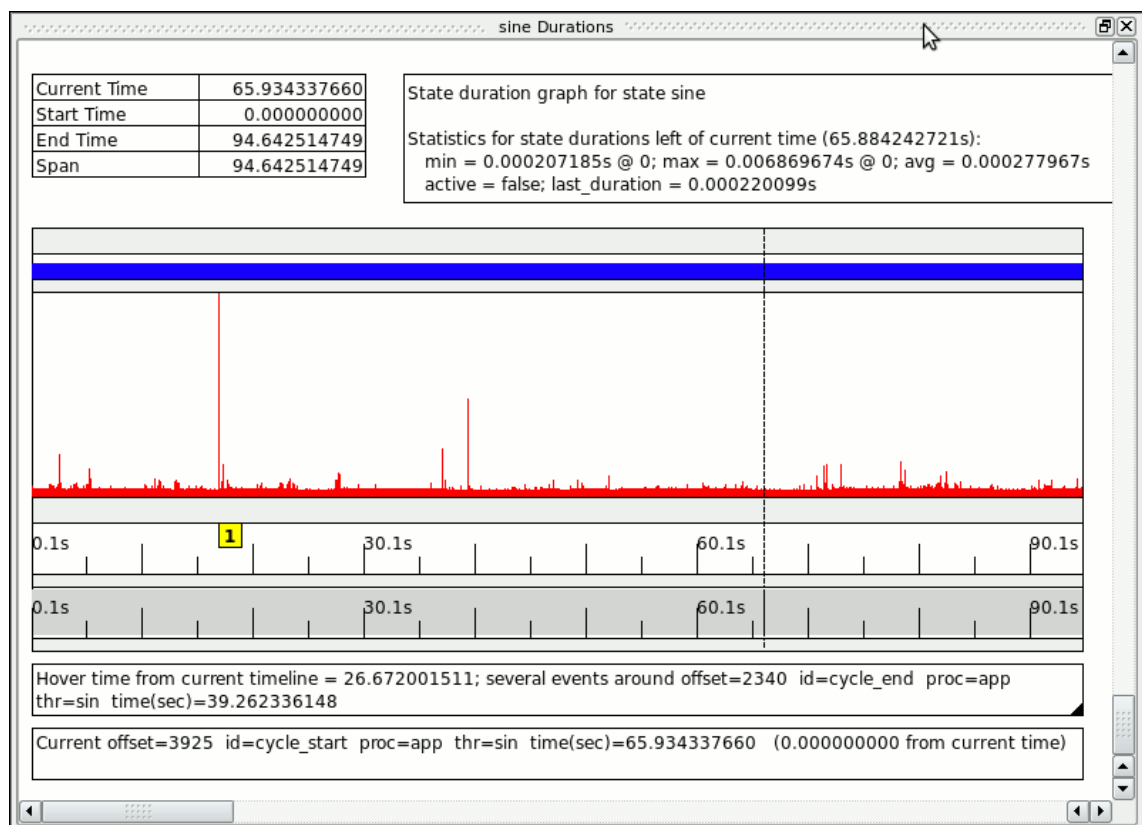
- Click the Duration header until the sort order is largest to smallest.

- The instance of the state with the longest duration is shown in the top row
- Double click on that row

The current timeline is moved to that instance of the state, as shown in the **Events** and **Timeline** panels.

The minimum and maximum state occurrences are often of interest. However, a graphical display of state durations can be more enlightening.

- Select the **Graph State Durations...** option from the **Summary** menu in the **Profiles** dialog.
- Change the standard deviation value in the dialog to **0**.
- Press the **OK** button.



**Figure 4-18. Summary Graph**

A new page is created with a summary graph and a textual description of the instances of the state.

The row with blue shown indicates individual instances of the state. If the blue bar appears to be a single bar, zoom in until individual instances can be seen.

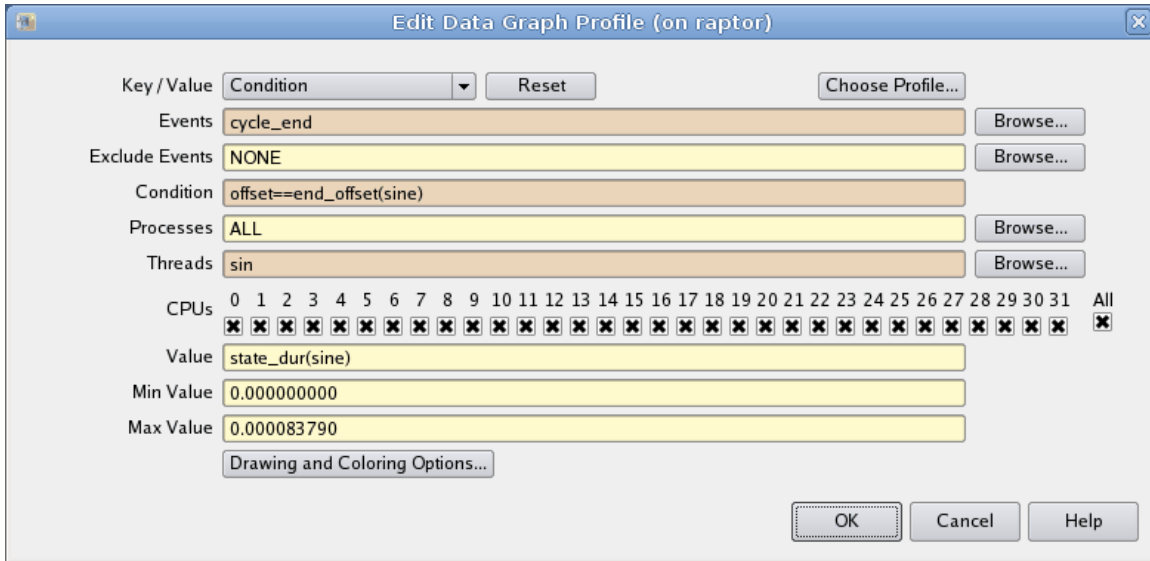
- Zoom all the way out by pressing **Alt+UpArrow**.

A data graph is shown in the wide column beneath the row with blue state indicators.

Each red line indicates the duration of an instance of the state.

Sometimes a single occurrence of the state may be much longer than most occurrences. In such cases, the detail is obscured.

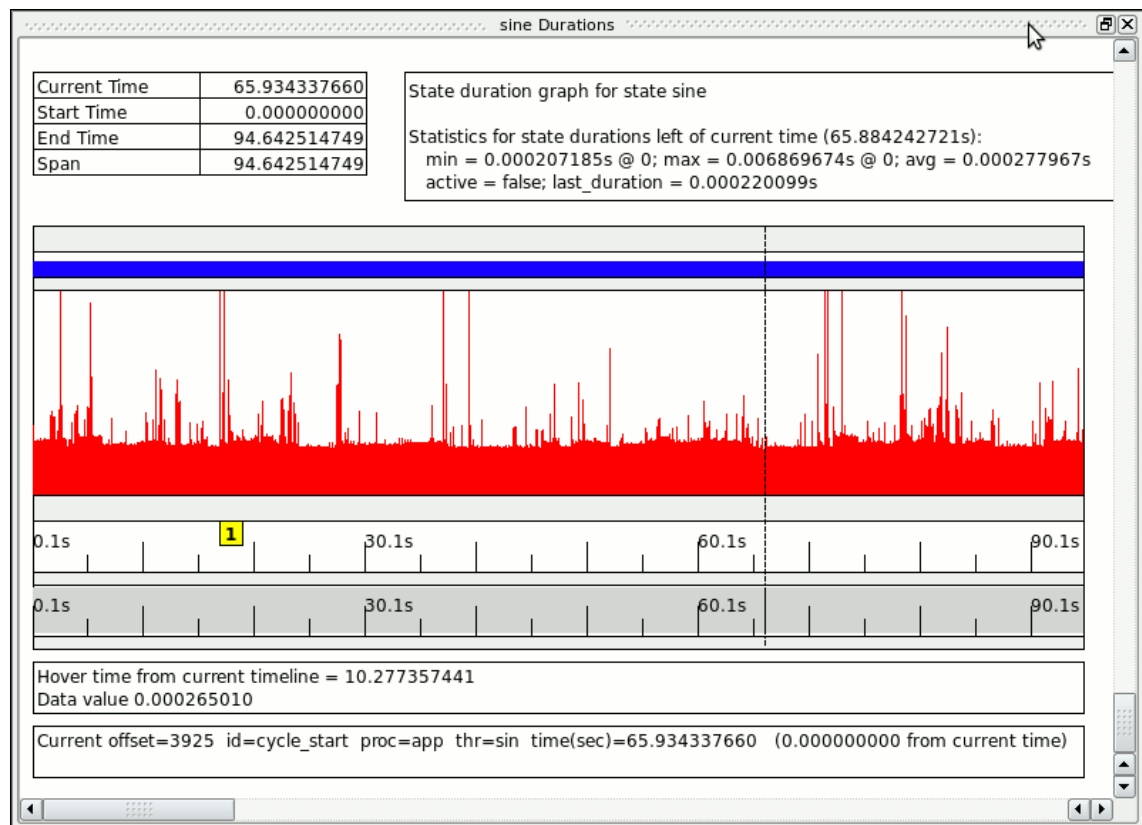
- Click anywhere in the data graph and enter Edit mode by pressing Ctrl+E.
- Double-click anywhere in the data graph.



**Figure 4-19. Data Graph Profile Dialog**

- Change the Max Value text field to 0.001 or a value representative of most of typically long state durations (refer to the sorted list of state durations in “Generating Summary Information” on page 4-23).
- Press the OK button.

- Return from Edit mode by pressing Ctrl+E.



**Figure 4-20. Modified Data Graph**

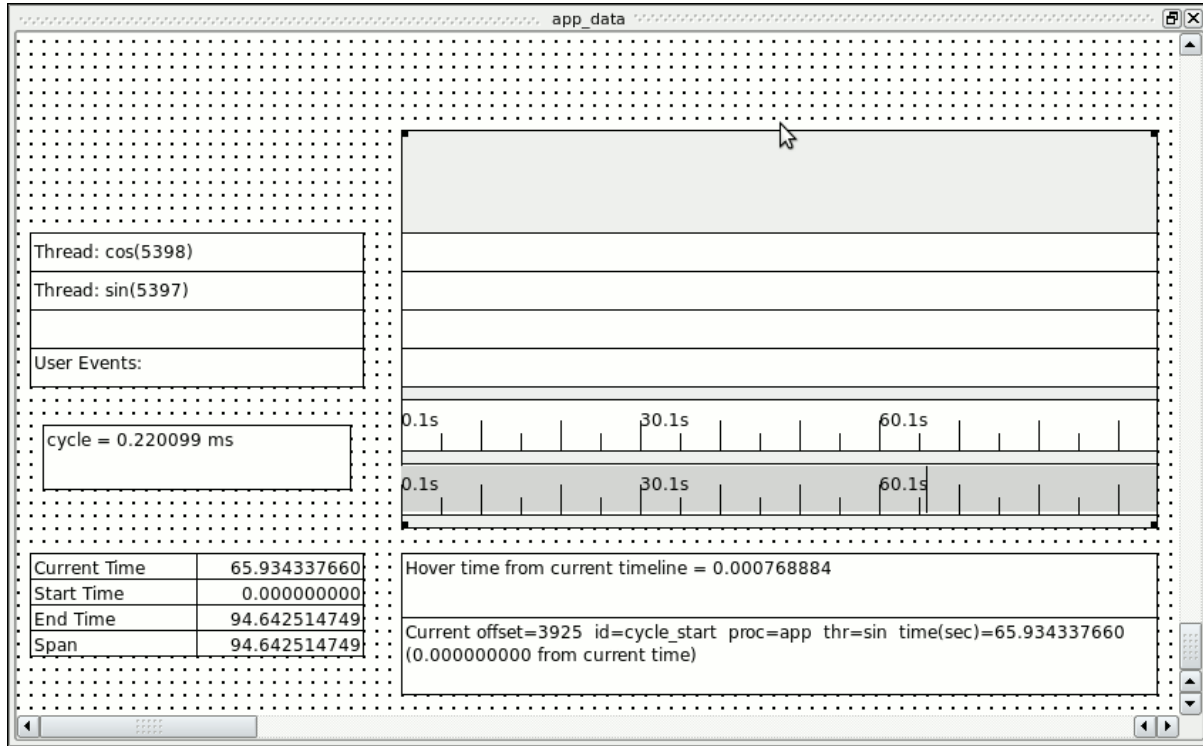
The graph now shows more detail. The current timeline in the data graph is linked to the current timeline in all timelines and the Events panel. Clicking anywhere in the graph will move the current timeline in all such panels.

## Defining a Data Graph

The area containing the timelines has a blank area above the graphs for each of the threads in the program. We will now add a data graph in this area.

- Raise the `app_data` timeline page by clicking on its tab.
- Remove the Events panel by clicking the close box at the upper right-most portion of the panel's title bar.
- Right-click anywhere in the display panel labeled `app_data` and select **Edit Mode** from the pop-up menu or press Ctrl-E to enter *edit mode*.
- Click on the middle of the upper horizontal line of the column containing the graphs in the panel.

- Move the mouse cursor so that it hovers over the middle of the upper horizontal line of the column.
- When the cursor changes to two arrows pointing up and down, click and drag the upper boundary of the column upward to make space for the data graph.



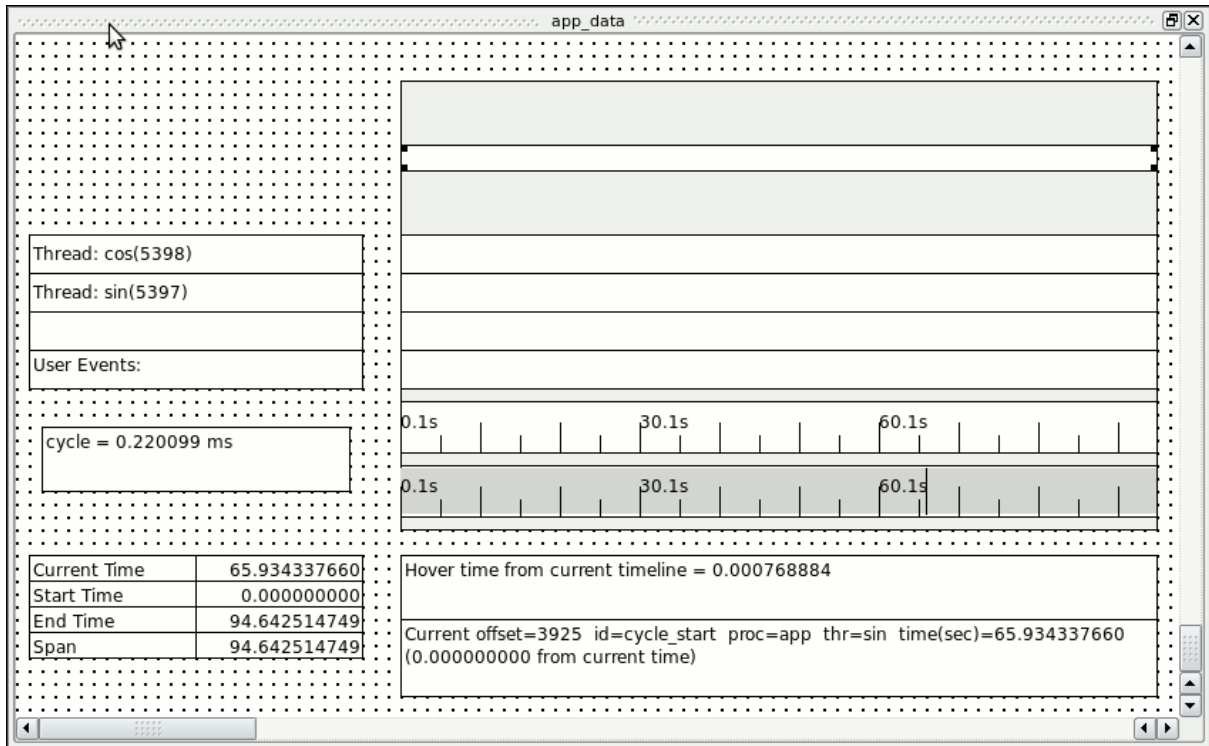
**Figure 4-21. Resizing in Progress**

- Release the mouse button when sufficient space has been made (approximately an inch or more vertically).
- Click on the upper horizontal line of the column.
- Right-click inside the graph container and select **Add to Selected Graph Container** from the pop-up menu and select **Data Graph** from the sub-menu.

The cursor changes to a block plus sign



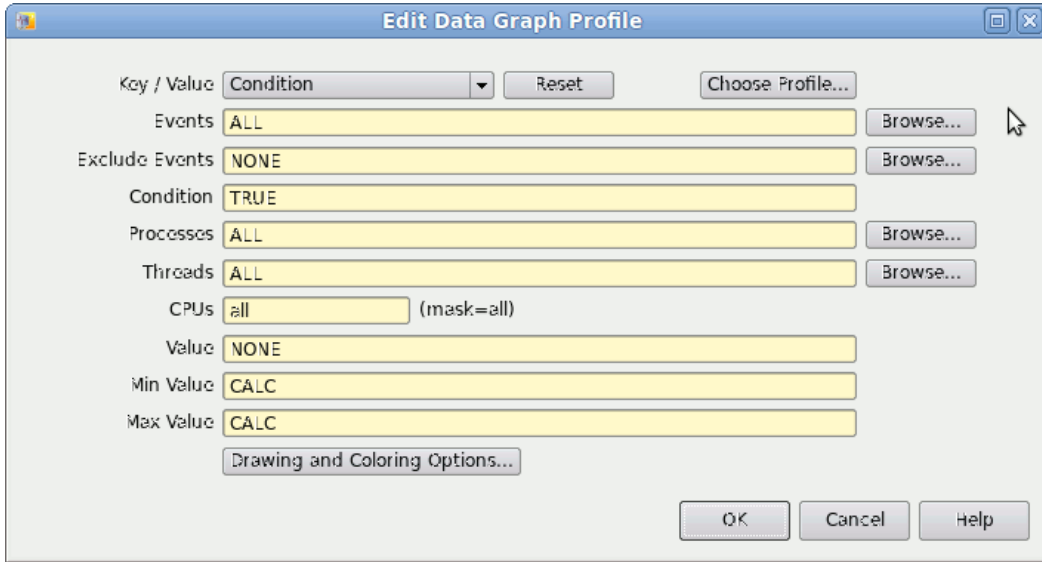
- Click in the space created by the previous steps.



**Figure 4-22. Adding a Data Graph**

- Click inside data graph you just inserted.
- Drag the top border to the top of the graph container and the bottom border to the bottom of the graph container so that the data graph fills the graph container you created.
- Click and drag the upper and lower lines of the newly inserted data graph to fill the available space.
- Double-click in the middle of the data graph.

The Edit Data Graph Profile dialog is presented.



**Figure 4-23. Edit Data Graph Profile Dialog**

- Enter:

**cycle\_end**

in the Events text field.

- Enter:

**arg1\_db1**

in the Value text field.

- Press OK to close the Edit Data Graph Profile dialog.
- Right-click inside the data graph and select Adjust Colors in Selected from the pop-up menu and select Data Graph Value Color... from the sub-menu.
- Select a pleasing color from the Select color dialog for the data graph. Click OK to close the Select color dialog.
- Right-click anywhere in the display panel labeled app\_data and select Edit Mode from the pop-up menu or press Ctrl-E to return to view mode.

- Zoom the display to see the sine wave generated by the program.

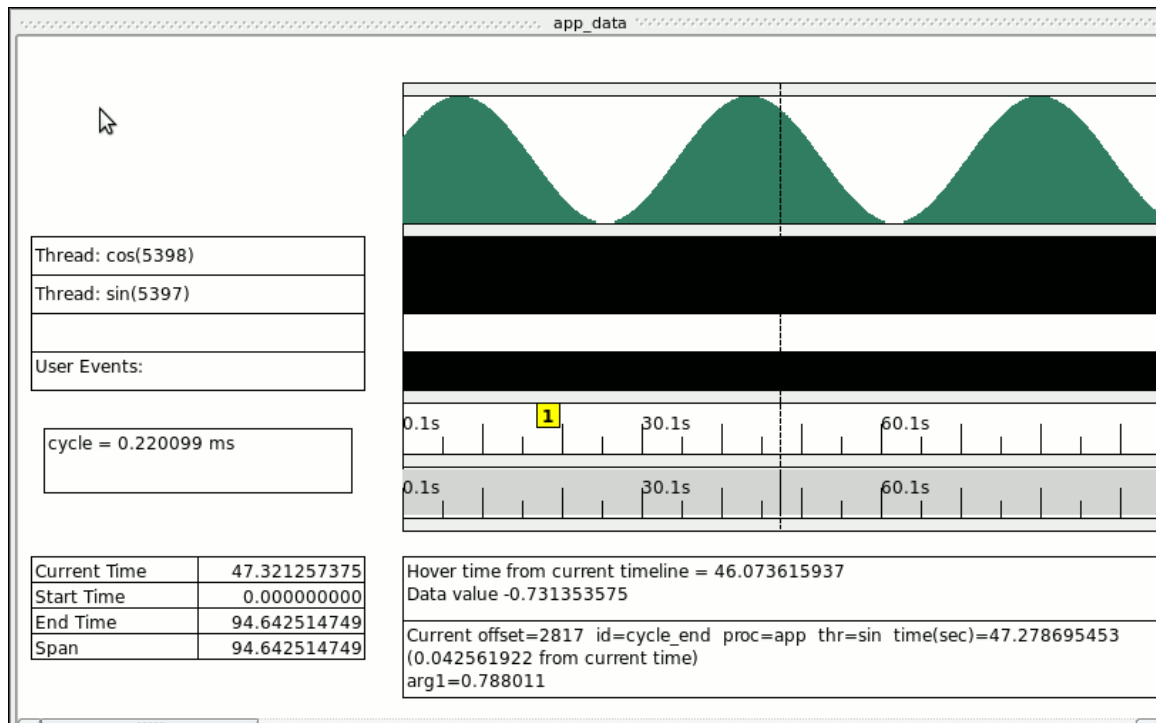


Figure 4-24. Display Page with Data Graph

## Kernel Tracing

Kernel tracing provides amazing insight into the activities of the system and how applications interact with each other and the kernel.

In order to use kernel tracing you must be running a trace-enabled kernel.

Kernels names ending in **-trace** and **-debug** have kernel tracing enabled. You may check to see which kernel is running by using the following command:

```
uname -r
```

If you are not running a trace-enabled kernel, reboot now and select it from the GRUB menu at boot time. If you are unable to reboot your system at this time, please follow the tutorial and load the pre-recorded kernel data as instructed.

- Click on the first tab of the NightTrace main window.
- Ensure the user daemon is stopped by pressing the Halt button in the Daemon Control Area if it is sensitized.
- Select the `app_data` segment in the Trace Segments panel.
- Press the Close Trace Data button in the Trace Segments panel.

### CAUTION

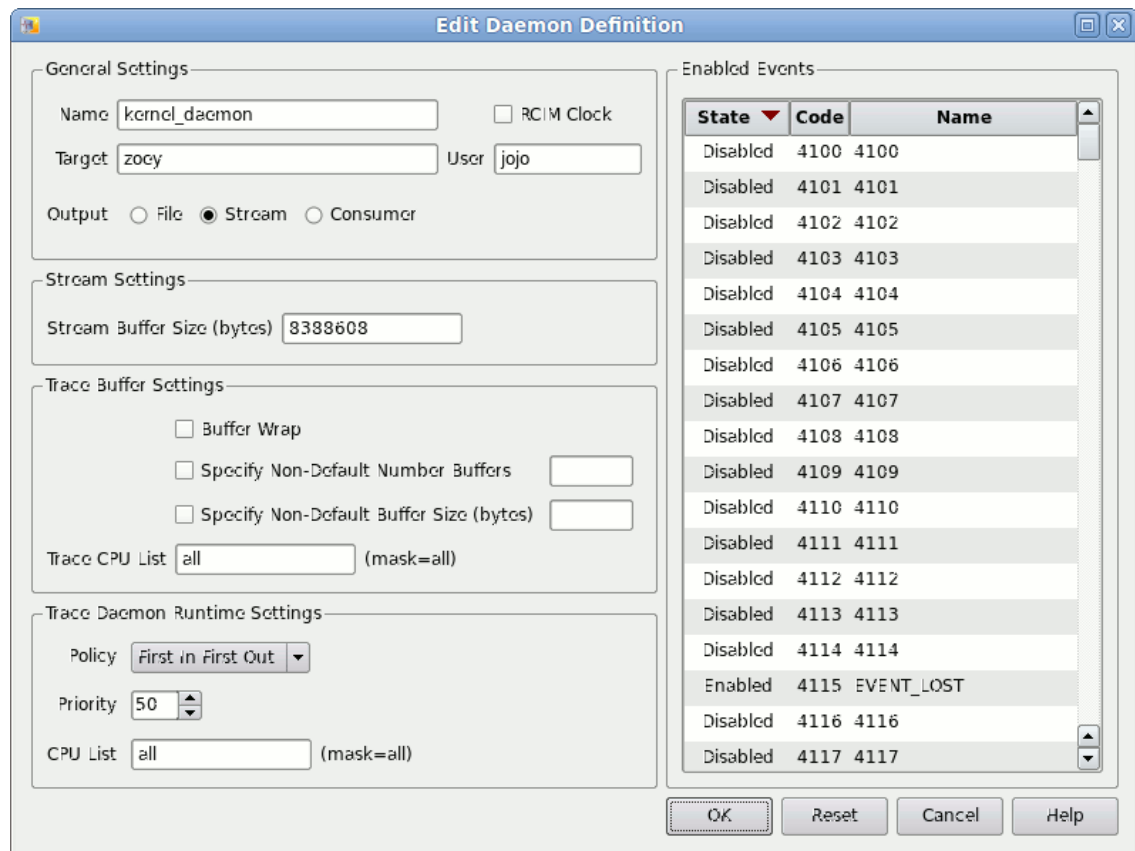
If the trace segment was not removed it is likely that you selected the `app_data` line from the Daemon Definition Area and not the Trace Segments panel.

NightTrace will pop up a dialog warning you that the trace data has not been saved and will be discarded; the data does not need to be saved for this tutorial.

## Obtaining Kernel Trace Data

*If you are not running a trace-enabled kernel, skip this section and refer to the section “Using Prerecorded Kernel Data” on page 4-34.*

- Double-click on the `kernel_trace_to_gui` entry in the **Daemons** panel on the first page of the NightTrace main window.



**Figure 4-25. Edit Daemon Definition Dialog**

- Check the **Buffer Wrap** checkbox in the **Trace Buffer Settings** section of the **Edit Daemon Definition** dialog.
- Press **OK**.

The kernel daemon is now configured to run in `bufferwrap` mode. This means that kernel events are collected in kernel memory buffers and are not passed to NightTrace except by explicit flush operations.

Depending on system activity, huge amounts of kernel trace data can be generated in a relatively short period of time. Since operation of NightTrace is likely a new experience for many users, we will restrict the data flow to a manageable size for new users.

- Ensure that `kernel_trace_to_gui` is selected in the **Daemon Control Area**.
- Press the **Launch** button.
- Press the **Resume** button.

- Watch the daemon statistics in the Daemon Control Area; once 30,000-50,000 events are present in the Buffer column, press the Flush button and then the Halt button.

Skip the next section and jump directly to “Analyzing Kernel Data” on page 4-34.

## Using Prerecorded Kernel Data

*This section is provided only for those using the tutorial that have not booted a trace-enabled kernel.*

*If you collected live kernel trace data in the preceding section, skip to “Analyzing Kernel Data” on page 4-34.*

The NightStar RT **tutorial** directory contains some pre-recorded kernel data which can be used in the section titled “Analyzing Kernel Data” on page 4-34.

- Select the **Open Files...** menu item from the **NightTrace** menu in the NightTrace main window.
- Type the following into the file dialog in the **Selection** text field:  

```
        /usr/lib/NightStar/tutorial/.kernel-data
```
- Press the OK button.

*Proceed to the next section.*

## Analyzing Kernel Data

NightTrace automatically generates a default kernel display page that is customized to the system from which the kernel data was captured.

- Click on the tab created in the NightTrace main window to display the newly-created kernel display page. The tab will have a name like <machine\_name> Timeline.
- Zoom out until the data and state graphs are populated with events.

- Click in an active area and zoom in until detail can be seen.

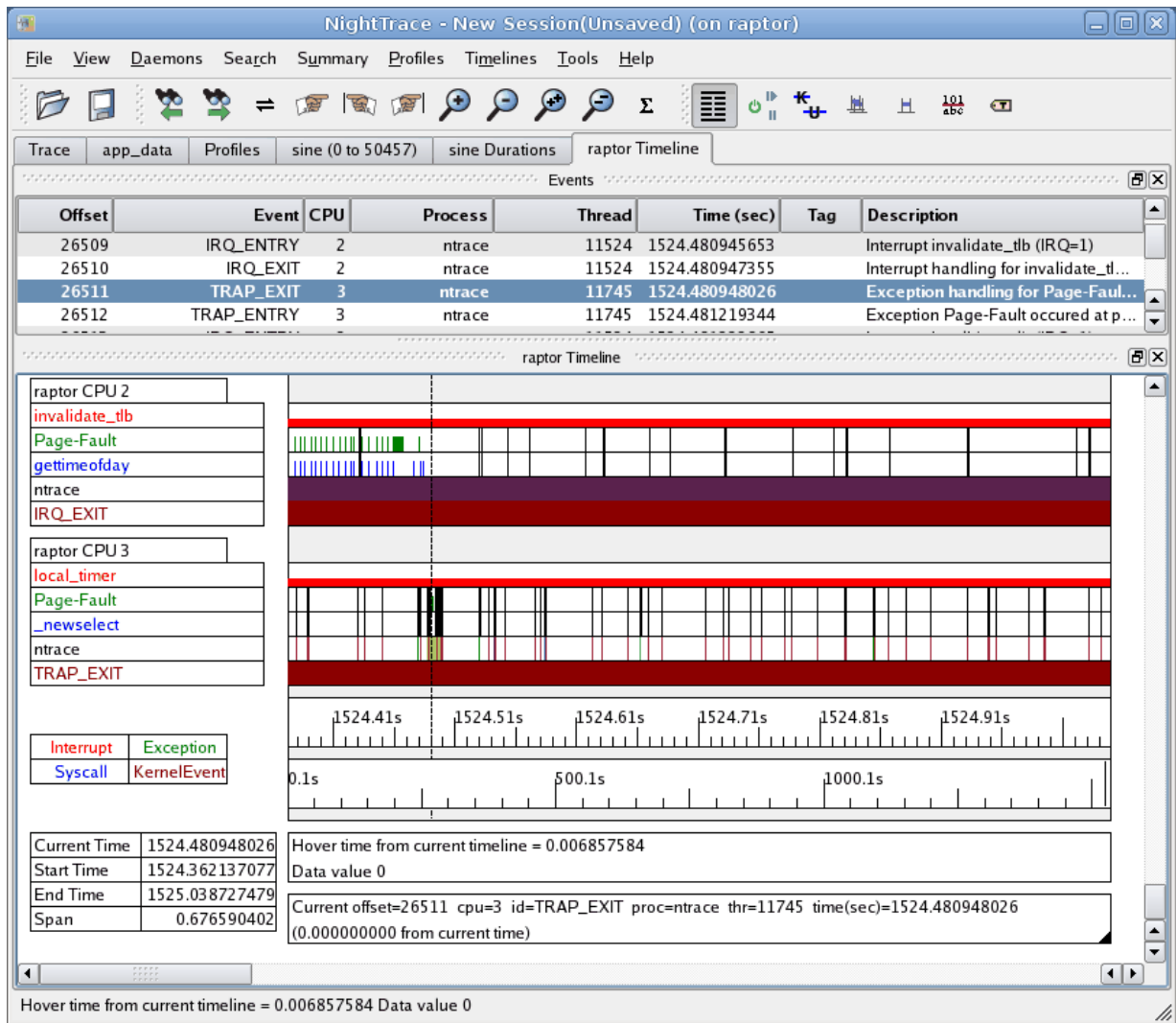


Figure 4-26. Kernel Display Page

#### NOTE

Your timelines may look significantly different if you have a different number of CPUs. Additional system activity can make the display vary as well. Do not be concerned about such differences at this step.

For each CPU, the following information is displayed:

- interrupt activity (in red)
- machine exception activity (in green)

- system call activity (in blue)
- per-process CPU utilization (shown in a variety of colors)
- detailed kernel events (in dark red)

The data boxes on the left hand side of the display page are color coded to match the information they describe. Their contents change dynamically based on the position of the current timeline.

- Press **Ctrl+F** to switch to the **Profiles** panel.
- Click the **Reset** button to the right of the **Key/Value** selection area.
- Press the **Browse...** button to the right of the **Processes** text field.

The **Select Processes** dialog is presented.

- Select the **app** process from the list of known processes.
- Press the **Select** button to close the **Select Processes** dialog.
- Select the **System Call Enter Events** option from the **Key / Value** option list.

The **Select System Calls** dialog is presented.

- Select **nanosleep** from the list of system calls shown.
- Press the **Select** button to close the **Select System Calls** dialog.
- Change the list of events in the **Events** text field to include only **SYSCALL\_RESUME**.
- Press the **Search Forward** button.

A new profile based on the information entered is added to the **Profile Status List** and the current timeline is changed to the next occurrence of a resumption of a suspended **nanosleep** system call in process **app**.

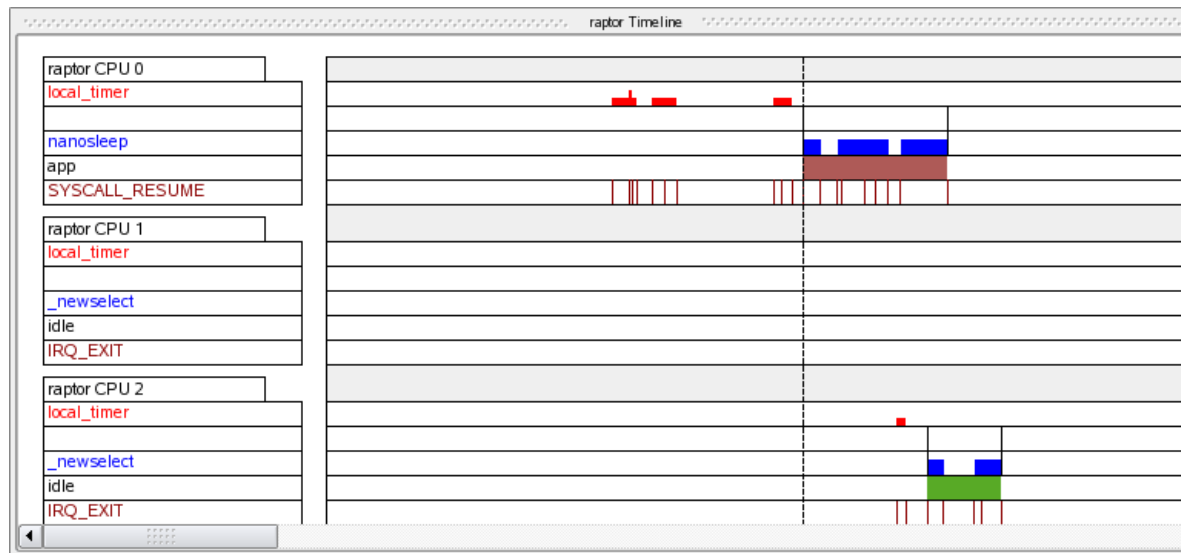
#### NOTE

If NightTrace fails to find an occurrence matching the sort criteria just entered, recheck the search criteria. It is likely that you may have skipped pressing the **Reset** button in the steps above. Ensure that the **Threads** text field indicates **ALL** and not **sin**.

- Click on the tab corresponding to the kernel display page.



- Zoom in until detailed information is visible, similar to what is shown below:



**Figure 4-27. System Call Resume for Nanosleep**

#### NOTE

Your timeline may look significantly different if you have a different number of CPUs. Additional system activity can make the display vary as well. Repeat the search a few times to find an occurrence that looks similar to the row which indicates the **app** process. You can repeat the last search by pressing the forward search icon on the toolbar or by pressing the **Ctrl-G**.

The red bar to the left of the current timeline indicates that an interrupt occurred. In this case, it was a `local_timer` interrupt.

The tall vertical black line spanning the system call and exception rows represents a context switch. The current timeline (dashed line spanning the entire rectangular display area) is likely overlaid with the context switch line at this zoom setting.

- Select the highlighted event in the **Events** panel. This is the event at the current timeline, which should be `SYSCALL_RESUME`.

The Description column in the Events panel for the currently highlighted event describes the event in more detail with:

Offset	Event	CPU	Process	Thread	Time (sec)	Tag	Description
44075	KERNEL_TIMER	0	idle	0	1.723053551		
44076	IRQ_EXIT	0	idle	0	1.723056368		Interrupt handling for timer (IRQ=0) exited
44077	IRQ_ENTRY	0	idle	0	1.723077693		Interrupt local_timer (IRQ=1)
44078	PROCESS	0	idle	0	1.723079367		Wake process app (23540)
44079	IRQ_EXIT	0	idle	0	1.723081714		Interrupt handling for local_timer (IRQ=0) exited
44080	SCHEDCHANGE	0	app	23540	1.723084038		idle switched out (runnable); app (23540) switched in
44081	SYSCALL_RESUME	0	app	23540	1.723084039		Resuming system call nanosleep
44082	SYSCALL_EXIT	0	app	23540	1.723087713		Exited system call nanosleep
44083	SYSCALL_ENTRY	0	app	23540	1.723091497		Entering system call ipc from pc=0x40
44084	IPC	0	app	23540	1.723092484		System V IPC call to semop (arg1=0xf800d)
44085	PROCESS	0	app	23540	1.723097665		Wake process app (23541)
44086	PROCESS	0	app	23540	1.723100008		Wake process app (23542)
44087	IRQ_ENTRY	3	idle	0	1.723101277		Interrupt reschedule (IRQ=1)

**Figure 4-28. Events Panel after Search**

- While the current timeline is at the SYSCALL\_RESUME event, press the Up Arrow key.

The current timeline is changed to the preceding event and the text description indicates a context switch with text similar to the following:

```
idle switched out (runnable); app (5336) switched in
```

The blue bar represents system call activity. The data box to the left will describe the system call name for the system call at or to the left of the current time line.

- Press the Ctrl-G key to advance back to the SYSCALL\_RESUME event.

In the instance shown in the screen shot above, shortly after the `main` thread returns from `nanosleep`, the main thread is exiting the `nanosleep` call on line 93 of `app.c`. It then enters an `ipc` system call to execute the `semop` library call on line 94.

#### NOTE

On some systems, the system call may be described as `semop` instead of `ipc`.

## Mixing Kernel and User Data

*If you are not running a trace-enabled kernel, skip this section and proceed to “Using the NightTrace Analysis API” on page 4-42.*

- Click on the first tab of the NightTrace main window.
- Ensure the kernel daemon is halted by pressing the Halt button if it is sensitized (it should have been halted in a previous step).

- Select the `kernel_trace_to_gui` segment in the **Trace Segments** panel and select the **Close Trace Data** menu option of the context menu.
- Select both daemons in the Daemon Control Area using **Click** and **Shift+Click** mouse and keyboard actions.
- Press the **Launch** button.

Read the next four steps before proceeding, then execute them in order.

- Press the **Resume** button.
- Wait about 2 seconds.
- Press the **Flush** button.
- Press the **Halt** button.

Data from both the user application and the kernel have been captured and brought into NightTrace.

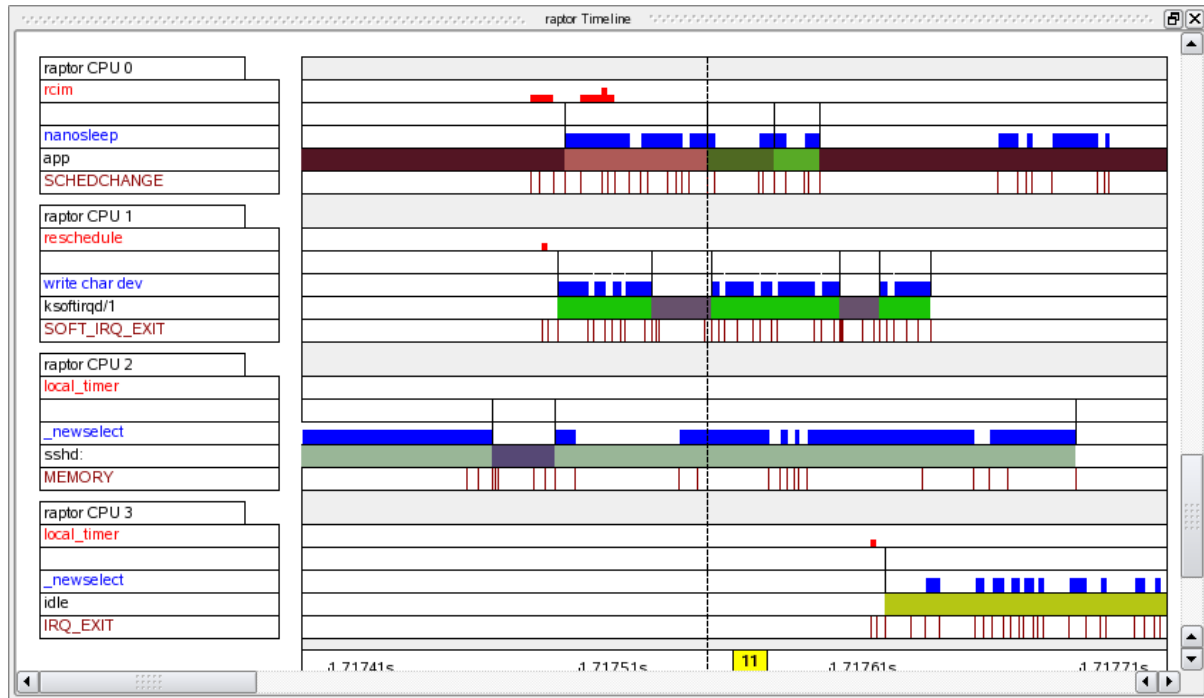
- Click on the **Profiles** tab.
- Select the `sine` profile from the **Profile Status List** at the top of the page.
- Press the **Summarize** icon on the toolbar.

The last action caused a new page to be created containing a summary of the `sine` state defined in “Generating Summary Information” on page 4-23.

The current timeline is automatically positioned to the longest instance of the state.

- Click on the tab corresponding to the kernel display page.
- Zoom in or out as required until you can clearly see the detail relating to the `sine` thread’s cycle.

In the graphic shown below, the `sine` thread was preempted by a kernel processing of a `rcim` interrupt.



**Figure 4-29. Longest Instance of State**

The reason for the extended cycle in your trace data may be due to other circumstances.

- Was the `sine_thread()` preempted by another process?
- Did an interrupt occur during the cycle?
- Was there significant activity on the hyper-threaded sibling CPU which stole cycles from the CPU where the `sine` thread was executing?
- Did the application get a page fault or other machine exception?
- Did activity on a hyper-threaded sibling CPU interfere with the CPU where `app` is executing.

Some of these circumstances are discussed in more detail in “Overrun Detection and System Tuning” on page 7-9.

Machine exceptions include information detailing the type of exception, the faulting address (when applicable), and the PC at which the exception occurred.

- Type **Ctrl+F** while the kernel display page is selected.
- Select **Exception All Events** from the **Key / Value** option list.
- Select **Page-Fault** from the list of exceptions.
- Press the **Select** button.

- Press the **Search/Forward** button.

If a page fault is located, the current timeline is moved to the next occurrence of a page fault. The text area at the top of the kernel display page includes detailed information about the exception, including the PC at which the fault occurred and the faulting address.

You can use NightView to see the actual line number of programs (if they have debugging information) based on the PC information with a command like: **list \*pc-address**.

## Using the NightTrace Analysis API

NightTrace provides a powerful API which allows user applications to analyze pre-recorded trace data or to monitor and analyze live trace data.

Users can write programs that define states and conditions and process events as they occur.

In this tutorial, we will instruct NightTrace to build an API program automatically.

- Click on the Profiles tab.
- Select the `sine` profile from the Profile Status List.
- Select the Export to API Source... menu item from the Profiles menu.

The following dialog is displayed:

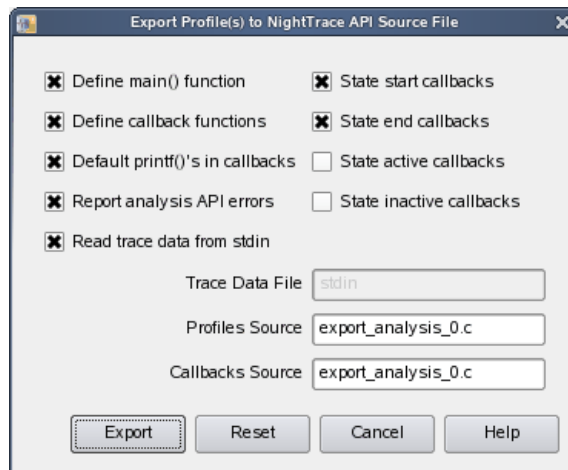


Figure 4-30. Export Profiles to NightTrace API Source File dialog

- Clear the State start callbacks checkbox.
- Press the Export button.
- Select the Exit Immediately menu item from the NightTrace menu to exit NightTrace.

NightTrace has created an API program which listens for occurrences of the state defined by the `sine` profile and prints out some information for each instance.

- Build the API program using the following command:

```
cc -g export_analysis_0.c -lntrace_analysis
```

This program expects to consume live trace data.

You can configure a user daemon with the NightTrace GUI and have NightTrace launch the analysis program automatically.

Alternatively, you can use the command line user daemon program **ntraceud** to achieve the same effect.

- Type the following command:

```
ntraceud --stream --join /tmp/data | ./a.out
```

This command instructs **ntraceud** to start capturing trace data from a running application which is using the file **/tmp/data** as a handle. The **--stream** option indicates that instead of logging the data to the named file, it should be sent to **stdout**.

The application program may not immediately begin generating output because the data rate is fairly low and buffering is involved.

- To flush the current buffers for immediate consumption by the application, issue the following command in a different terminal session:

```
ntraceud --flush /tmp/data
```

#### NOTE

You may need to repeat that command several times over a period of a few seconds to allow the data to pass through system buffers.

Data similar to the following will appear on **stdout** in the terminal session where the analysis program was launched:

```
sine (end)offset 665 occur 333 code 2 pid 3399 time 16.628649 duration 0.000003
sine (end)offset 667 occur 334 code 2 pid 3399 time 16.678631 duration 0.000003
sine (end)offset 669 occur 335 code 2 pid 3399 time 16.728655 duration 0.000003
sine (end)offset 671 occur 336 code 2 pid 3399 time 16.778676 duration 0.000003
sine (end)offset 673 occur 337 code 2 pid 3399 time 16.828693 duration 0.000003
sine (end)offset 675 occur 338 code 2 pid 3399 time 16.878716 duration 0.000004
sine (end)offset 677 occur 339 code 2 pid 3399 time 16.928745 duration 0.000003
sine (end)offset 679 occur 340 code 2 pid 3399 time 16.978760 duration 0.000003
sine (end)offset 681 occur 341 code 2 pid 3399 time 17.028779 duration 0.000003
```

- Issue the following command to terminate the daemon:

```
ntraceud --quit-now /tmp/data
```

*If you are not running a trace-enabled kernel daemon, skip the remaining of this section and proceed to “Conclusion - NightTrace” on page 4-69.*

Several sample API programs are provided with NightTrace.

- Type the following commands to build the watchdog example program:

```
cp /usr/lib/NightTrace/examples/watchdog.c .
cc -g -o watchdog watchdog.c -lntrace_analysis
```

This simple sample program watches for context switches on a specific CPU and prints the name of the process that is switching in.

This time the **ntracekd** kernel daemon will be used to capture 5 seconds of kernel data and stream the output to the **watchdog** program.

- Issue the following command:

```
ntracekd --stream --wait=5 /tmp/x | ./watchdog 1
```

The program will generate output similar to the following:

```
context switch: 4.979350027      4 ksoftirqd/0
context switch: 4.979358275    2846 X
context switch: 4.983906074      0 idle
context switch: 4.983960385    2846 X
context switch: 4.994892976    3167 firefox-bin
context switch: 4.994989171    4492 ntfilterl
context switch: 4.995070736    4489 watchdog
context switch: 4.995092415    4492 ntfilterl
context switch: 4.995173214    4489 watchdog
context switch: 4.995188096    4492 ntfilterl
context switch: 4.995256175    4489 watchdog
context switch: 4.995270824    4492 ntfilterl
context switch: 4.995332743    4489 watchdog
context switch: 4.995355783    2846 X
context switch: 5.000351519      4 ksoftirqd/0
context switch: 5.000360675    2846 X
```

## Automatically Tracing Your Application

This section will utilize a new invocation of the NightTrace analysis tool.

- If you still have a NightTrace session active, exit NightTrace by selecting **Exit NightTrace Immediately** from the **File** menu.

NightTrace provides a component called Application Illumination, which automatically instruments your application with trace points that record the entry and exit of subprograms.

The arguments and return values to those subprogram calls, among other things, can be included as part of the trace data, so that you can see them when you analyze the data.

Not all subprograms can be automatically instrumented. Application Illumination cannot detect functions which do not have globally visible external symbol names (e.g. `static void func();` in the C programming language). Similarly, it cannot detect functions which are completely internal to a linked shared library (i.e. functions that have no external entry point). Similarly, by default, Application Illumination only operates on functions which have compiler-generated debug information -- although you can change this behavior.

The utility `/usr/bin/nlight` is the primary interface used to instrument your application.

**nlight** provides for selection and exclusion of subprograms as well as customization of detail levels.



In this tutorial, we'll use **nlight**'s wizard to quickly and easily instrument the **app** program we've been using thus far.

## nlight Wizard - Selecting Programs

- While positioned in the tutorial test directory you created in the initial stages of this tutorial, invoke the **nlight** tool:

```
nlight &
```

The following window is displayed.

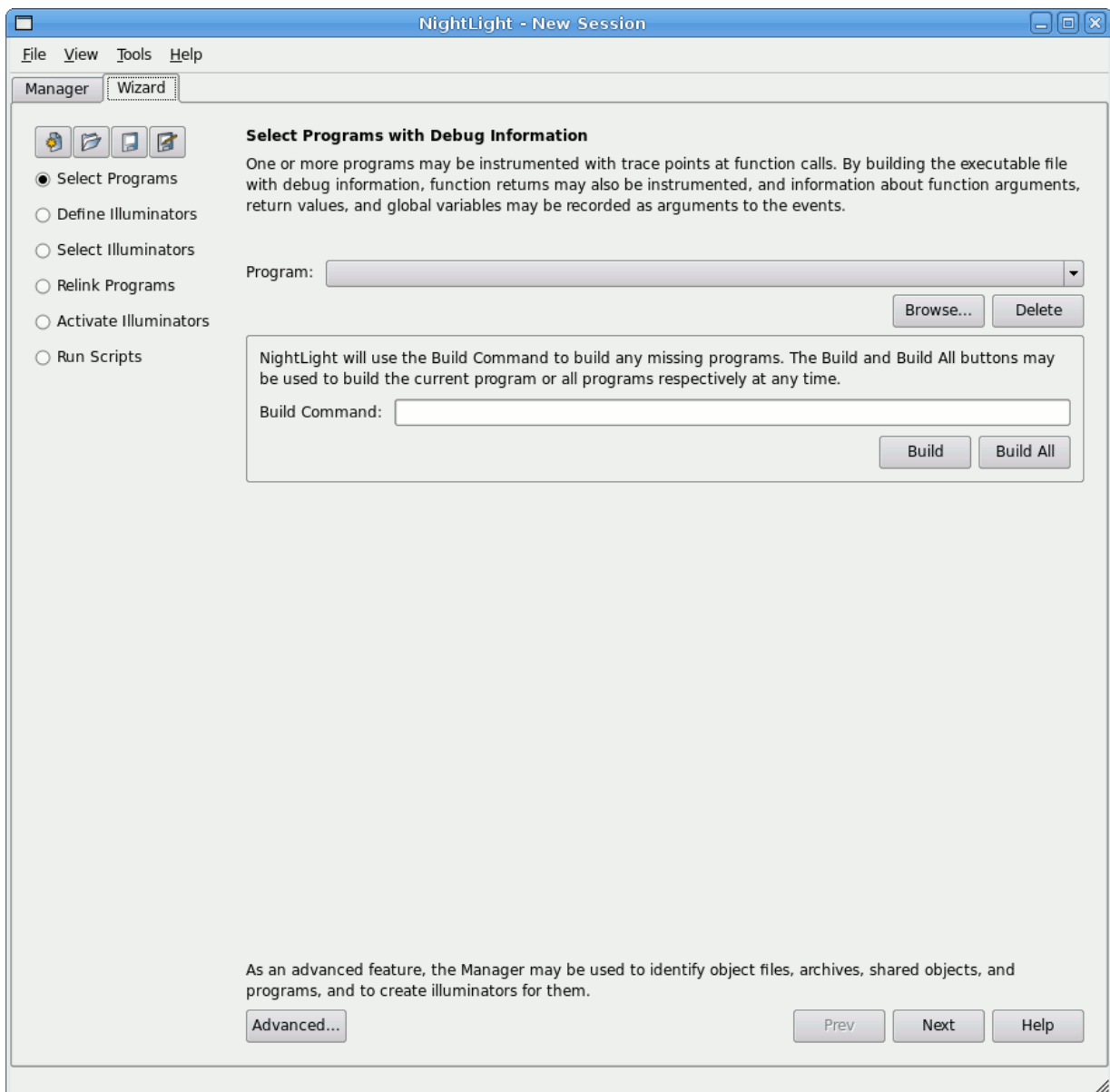


Figure 4-31. nlight Wizard - Select Programs Step

The **Wizard** tab is raised by default and provides step-wise instructions for instrumenting your application.

The bullet list on the left side of the page indicates what step you're currently working on within the wizard, while the **Prev** and **Next** buttons at the bottom navigate through the steps.

The initial step is **Select Program**, in which we tell **nlight** which program to illuminate.

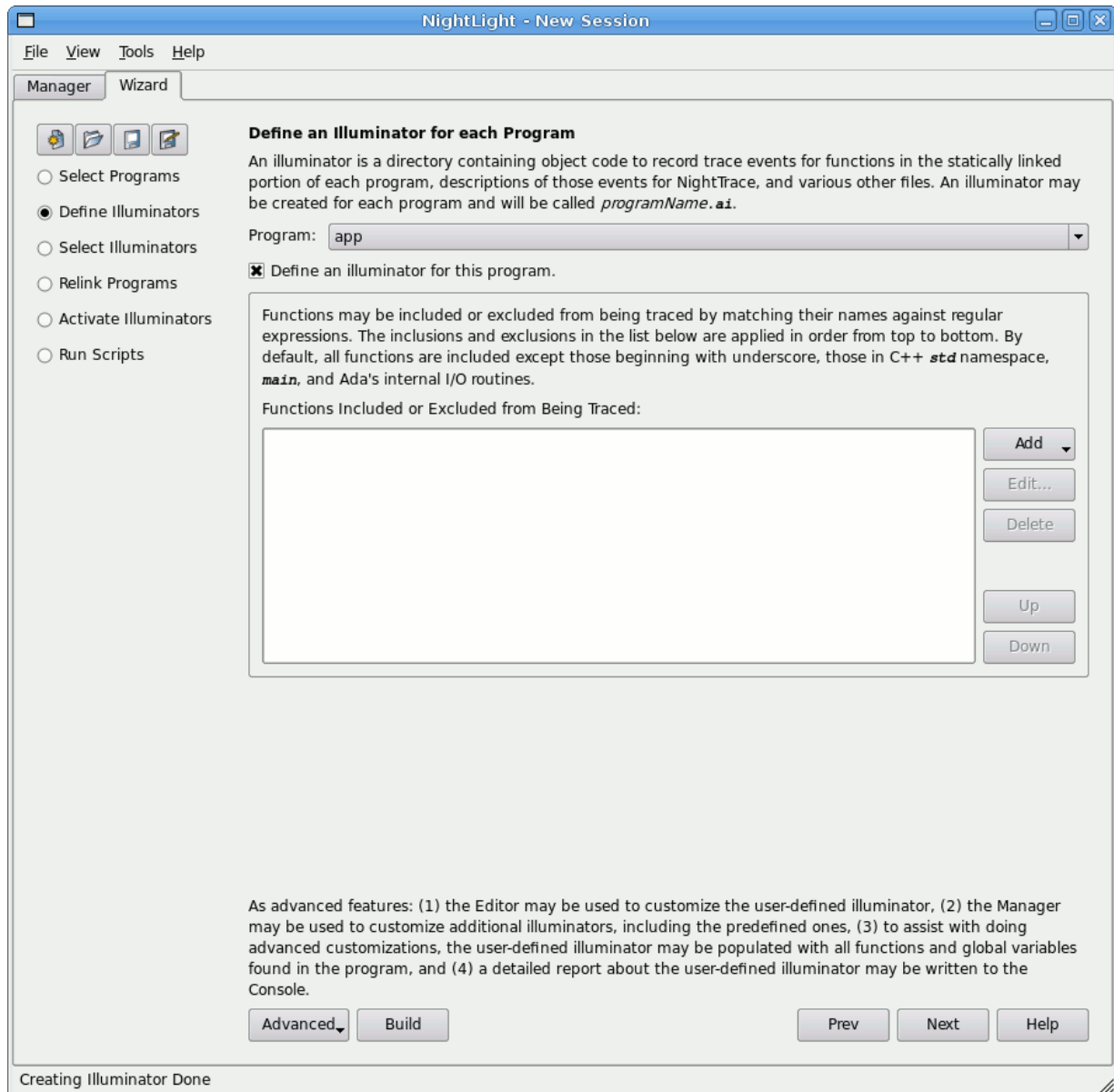
- Press the **Browse...** button and select the **app** program file from the file selection dialog, then press **Save** to close the file selection dialog.

Note that the **Build Command** text area below the program selection now contains a default **make** command. While not specifically required, it is convenient to provide **nlight** a command which can rebuild your original program, in case you should choose to do so from within **nlight**. Further, **nlight** will automatically invoke this command if it finds that the specified program file does not exist.

- Press the **Next** button to proceed to the next step.

## nlight Wizard - Defining Illuminators

The Define Illuminators step is displayed, which allows us to select the portions of code in the application that we want to illuminate.



**Figure 4-32. nlight Wizard - Define Illuminators Step**

The term *illuminator* refers to a directory which contains the **nlight**-generated files required for instrumenting code. Normally, you don't interact directly with the contents of that directory; **nlight** does all the work. The Define an illuminator for this program checkbox tells **nlight** that we want to instrument the statically-linked portions of the **app** program.

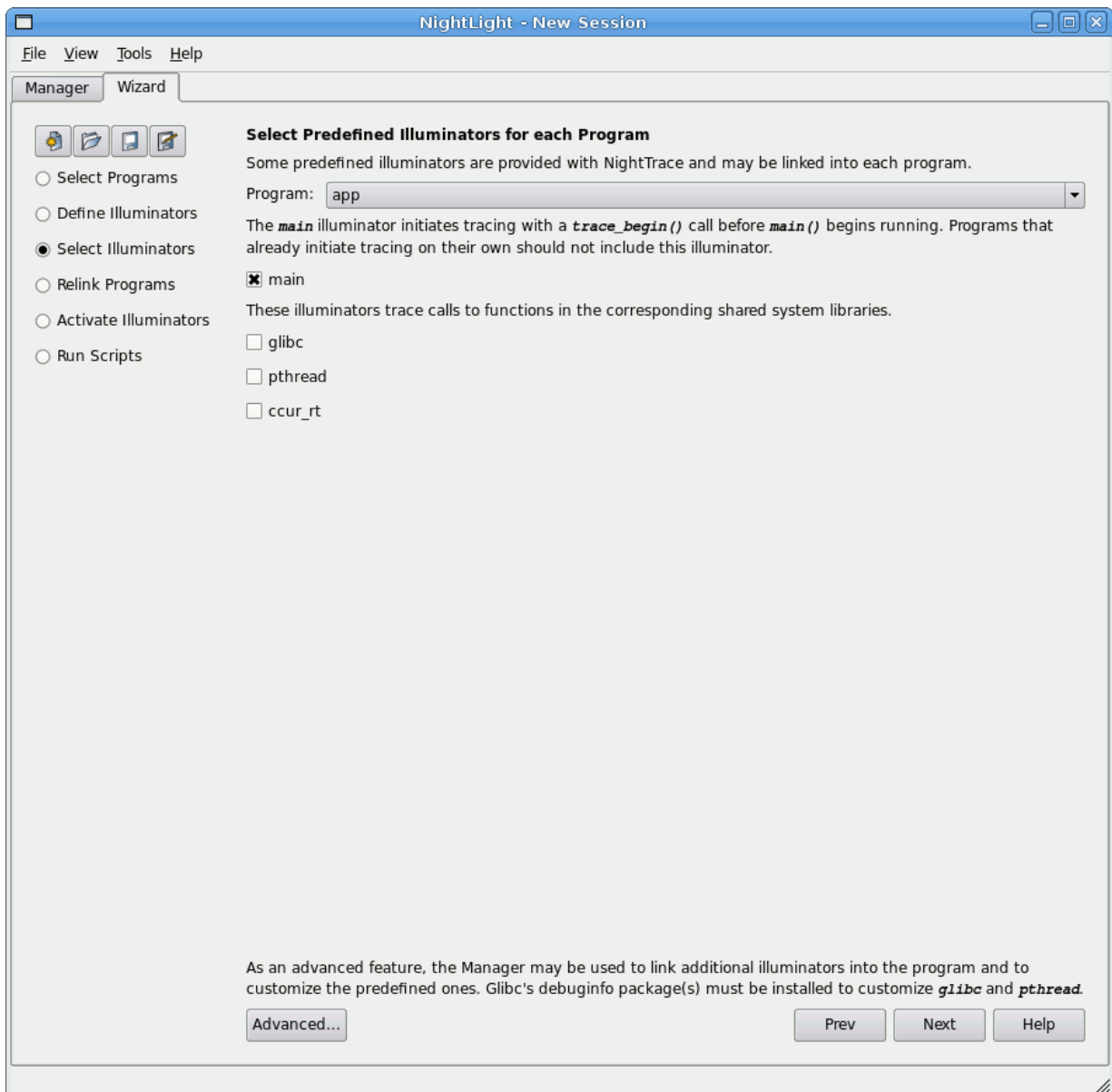
This page also includes a selection and exclusion area which allows you to specify specific subprograms you want to include or exclude from instrumentation. You can also specify patterns via regular expressions to include or exclude multiple functions easily.

We'll just let **nlight** illuminate all the statically-linked portions of our **app** program at this step.

- Ensure the checkbox labeled **Define an illuminator for this program** is checked.
- Press the **Next** button to proceed to the next step.

## nlight Wizard - Selecting Illuminators

The Select Illuminators step is now displayed.



**Figure 4-33. nlight Wizard - Select Illuminators Step**

This step allows us to select additional, predefined illuminators for our program.

The **main** illuminator is special and is only needed if your application doesn't already use the NightTrace API. Our **app** program already does, so we should clear this checkbox.

- Clear the **main** checkbox.

Additional illuminators are already built and shipped with NightTrace. In the middle section of the page, we can include illuminators for system libraries that our program uses.

- Check the `glibc` checkbox to include the `glibc` illuminator.
- Check the `pthread` checkbox to include the `pthread` illuminator.
- Press the `Next` button to proceed to the next step.

## nlight Wizard - Relinking the Program

The Relink Programs step is now displayed.

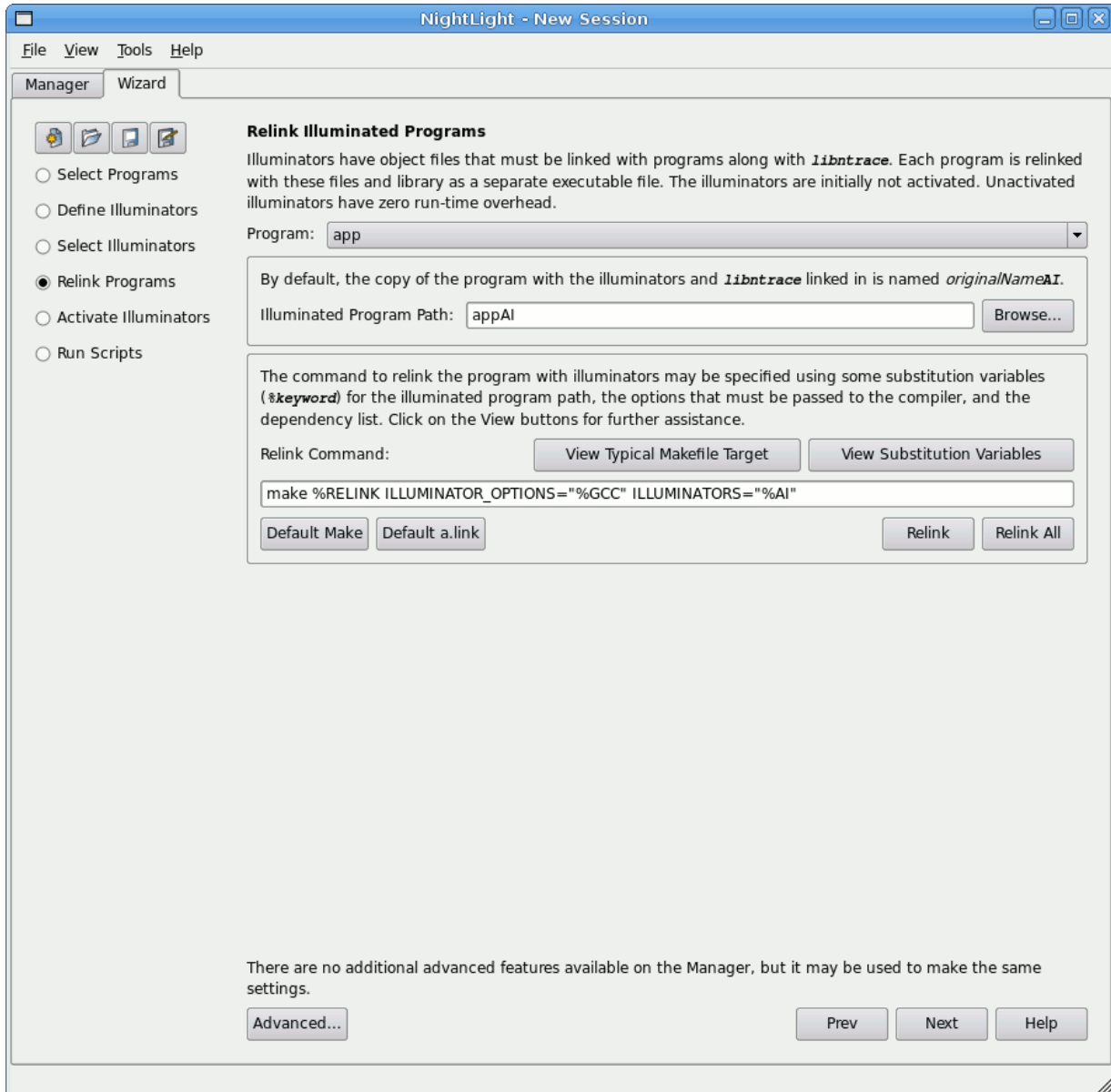


Figure 4-34. nlight Wizard - Relink Programs Step

In order to utilize the illuminators, we need to create a new version of our executable program which links with exactly the same objects and libraries as the original program, but also includes the **nlight**-generated illuminator files.

The resultant executable will contain the unmodified object files and libraries from the original program, but it will also include instrumented “wrapper” functions which inject the actual trace event calls at runtime.

Since we need to essentially recreate the original program and add some new link options, the wizard needs you to enter a command that will do this. The default “relink” command is already filled in and assumes you will use the **make** utility to build the program. It passes some **make** parameters which make it very easy for you to form the **Makefile** rule to build the new program.

In most cases, you can simply copy the final rule required to create your original application and rename it and add the options passed by the wizard on the link line.

Our **Makefile** in the tutorial test directory already has a rule defined for the instrumented program name, which, by convention, is the original name of the program with the letters “AI” appended to it. The following is an excerpt from the **Makefile** that shows the rules to build **app** and **appAI**.

```

app: app.c
    cc -g -o app app.c \
        -ltrace_thr -lpthread -lm

appAI: app.c $(ILLUMINATORS)
    cc -g -o appAI app.c \
        $(ILLUMINATOR_OPTIONS) -ltrace_thr -lpthread -lm

```

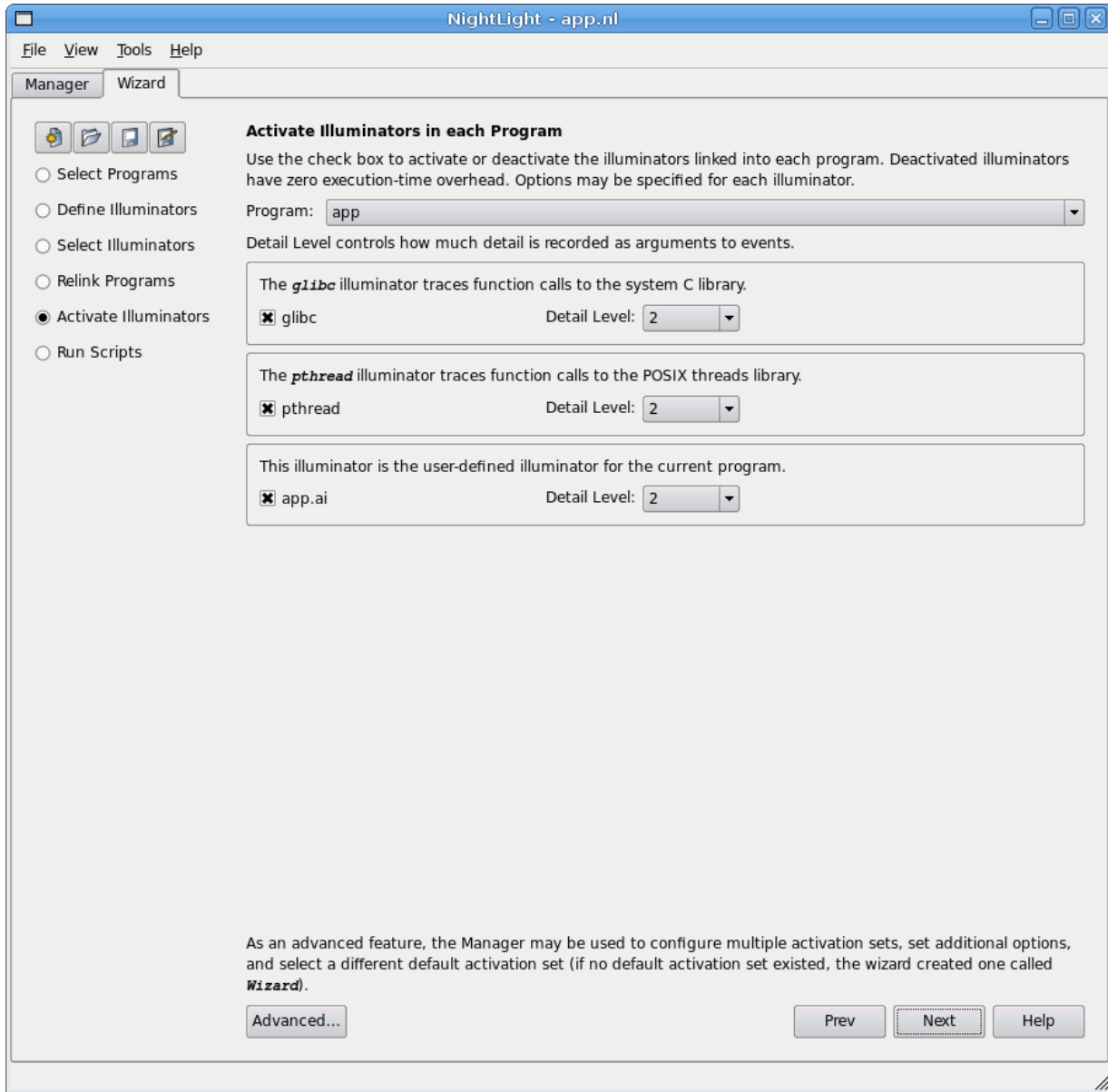
Notice that the rule to build **appAI** (the instrumented version of the program) is exactly the same as the rule to build the original **app** program, except that we also include the options passed in by the wizard in the “relink” command.

Note that we also included a dependency on the illuminator itself (**\$ILLUMINATORS**), so that the **make** command will definitely relink the **appAI** executable if we make custom changes to the illuminator, even if no other changes are made to your application.

- Press the **Next** button to proceed to the next step.

## nlight Wizard - Activating Illuminators

The Activate Illuminators step is now displayed.



**Figure 4-35. nlight Wizard - Activate Illuminators Step**

An important feature of Application Illumination is that once you relink your program and include the illuminators, the illuminators are inert. You can run your application with zero overhead while the illuminators are inert.

In this step, we'll activate them so that when we run the program trace data will be logged.



The default activation level is 2, which provides a medium amount of detail with each event. In this tutorial we want to see more detail, so we'll increase the detail level of each illuminator.

- Change the **Detail Level** for the glibc illuminator to 3.
- Change the **Detail Level** for the pthread illuminator to 3.
- Change the **Detail Level** for the appAI illuminator to 3.
- Press the **Next** button to proceed to the next step.

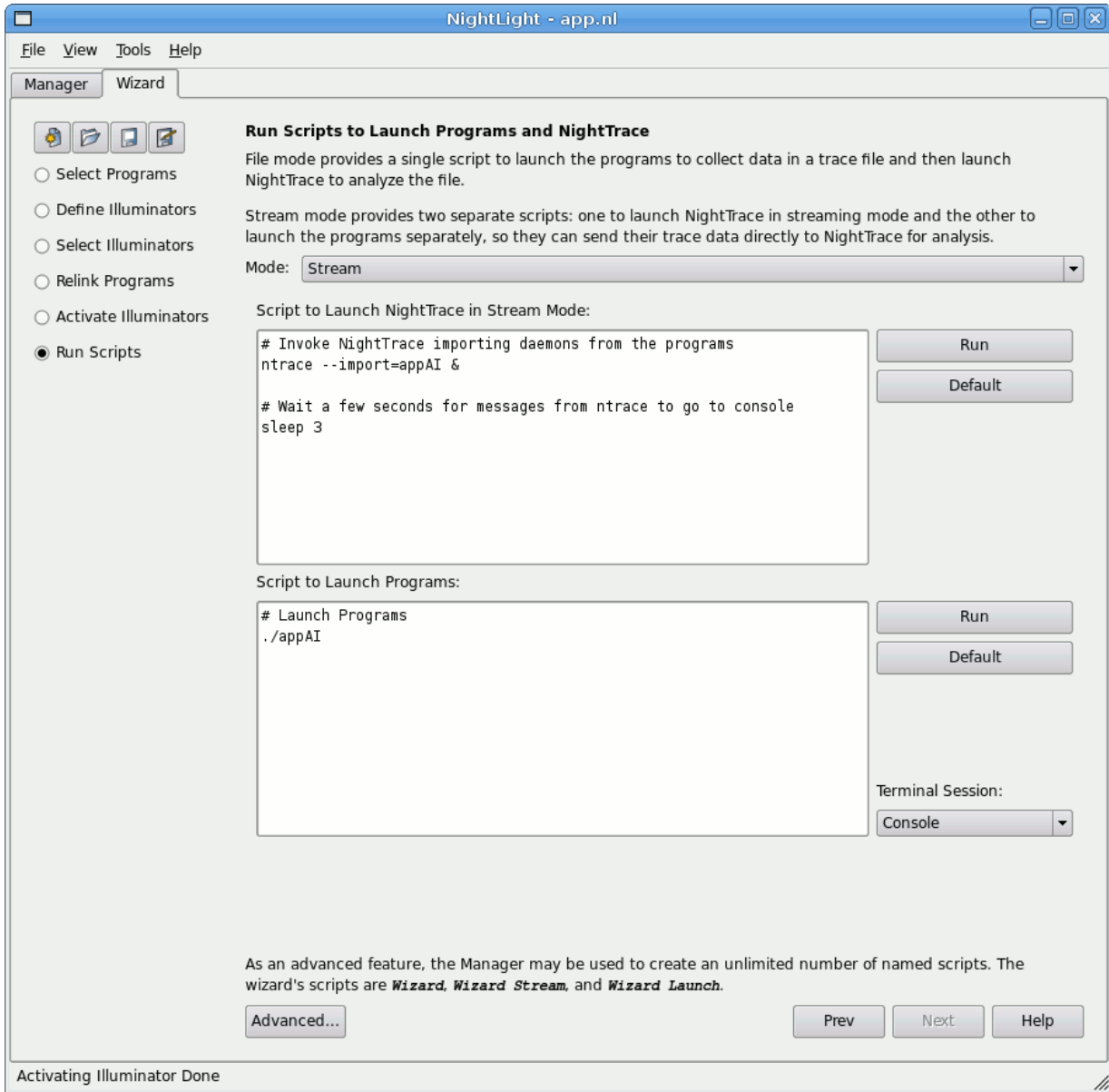
## **night Wizard - Running the Program**

The **Run Scripts** step is now displayed.

The wizard provides this step for convenience, but in reality, you're just ready to run your instrumented program right now outside of the wizard.

We'll go ahead and use the wizard to invoke NightTrace and the instrumented program for demonstration purposes.

- Change the Mode to Stream mode by selecting Stream from the option list.



**Figure 4-36. nlight Wizard - Run Scripts Step (with Stream Mode selected)**

In Stream mode, **nlight** presents two scripts with example commands.

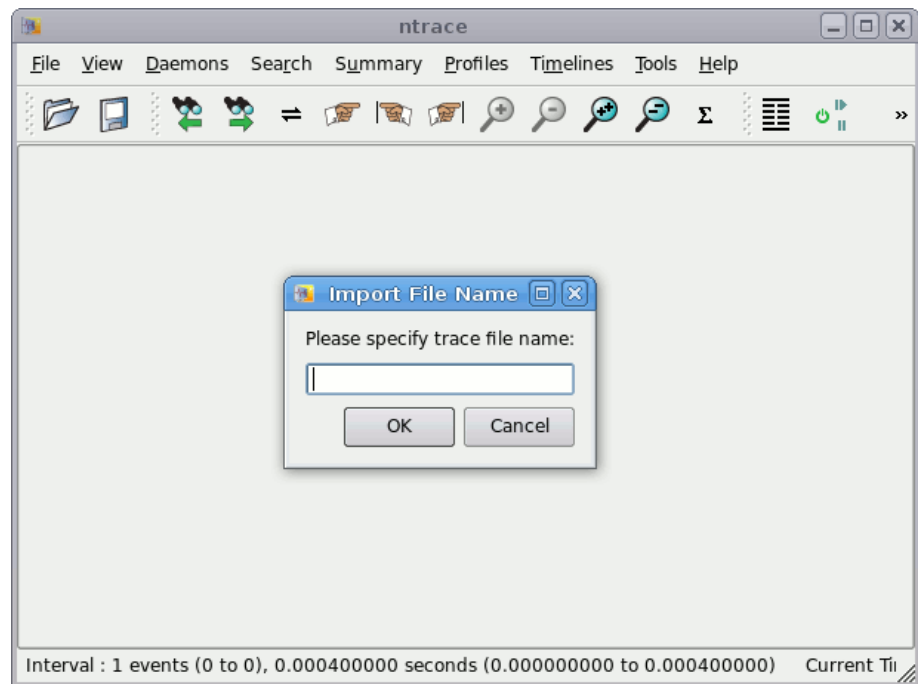
The first script launches NightTrace so that you can start a streaming daemon and immediately collect trace data from your program when you launch it.

The second script simply launches the instrumented program.

- Press the Run button to the right of the first script, entitled Script to launch NightTrace in Stream Mode.

## Analyzing Application Illumination Events

The NightTrace analysis interface appears.



**Figure 4-37. NightTrace - Import File Name**

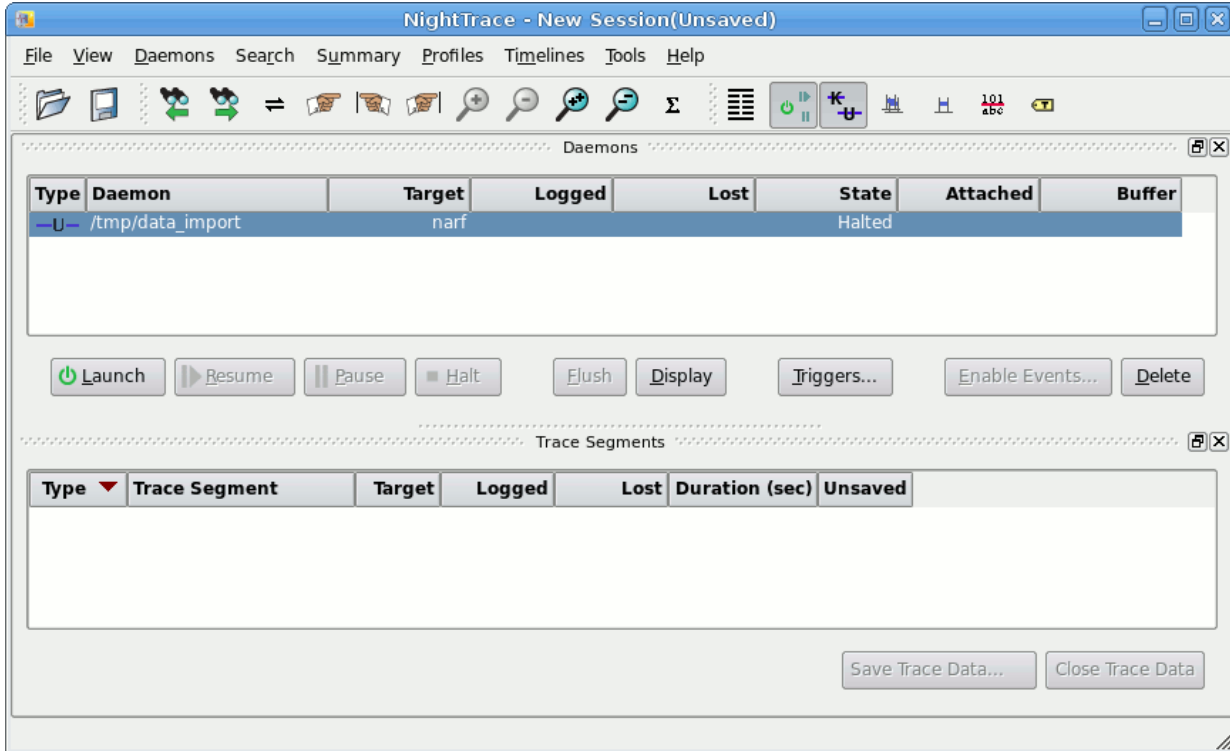
Since NightTrace was invoked with the `--import` option, it prompts you for the name of the trace data file, which is the first parameter your program passed to the `trace_begin` call.

- Enter `/tmp/data` in the prompt dialog and press OK.

### NOTE

If the `main` illuminator had been selected in `nlight`, `ntrace` would have already known the name of the trace file. In our example, we didn't include the `main` illuminator, because our program already initiated tracing independently of `nlight`.

The **Daemons** panel now includes a user daemon which is ready to collect trace points from our instrumented **appAI** program.



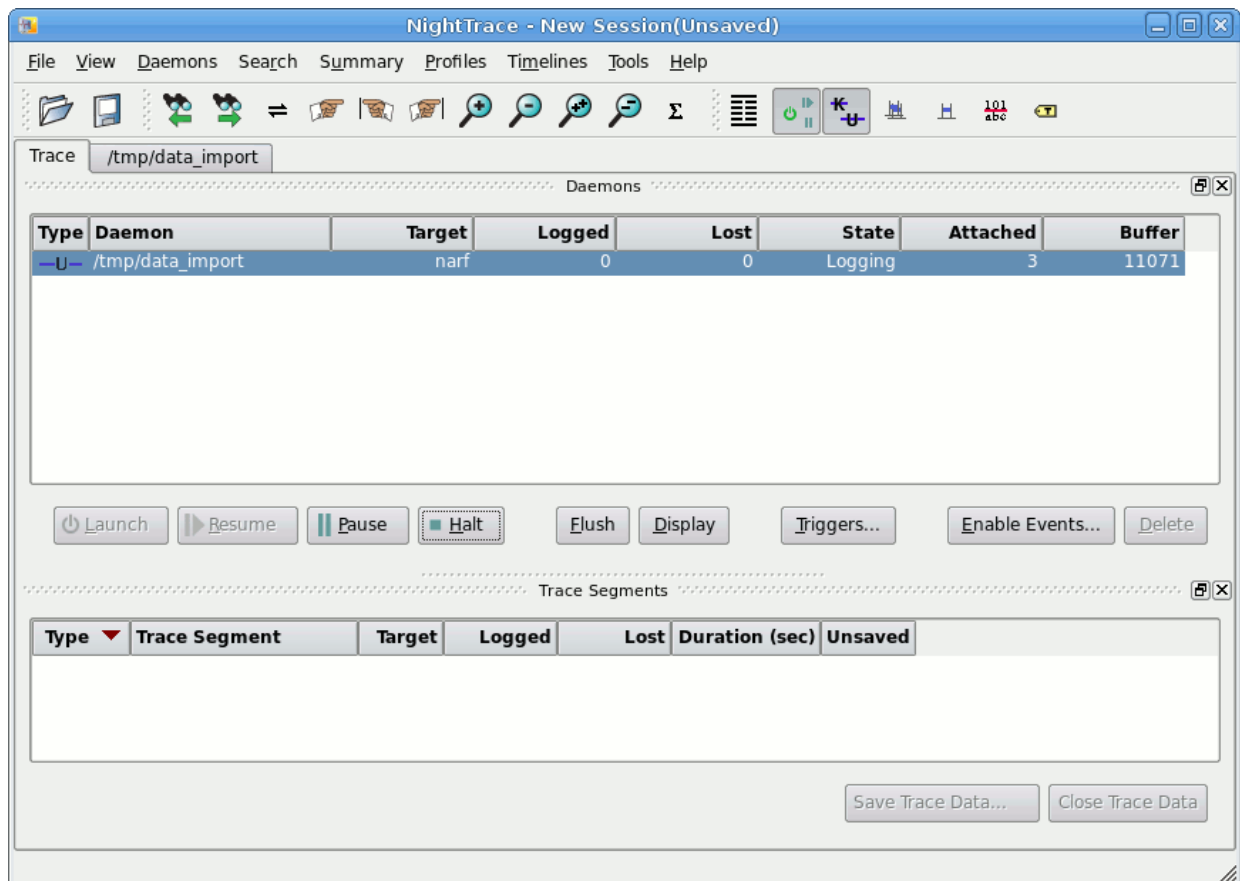
**Figure 4-38. NightTrace - Daemon Ready to Launch**

- Press the **Launch** button to launch the daemon.
- Press the **Resume** button to start collecting trace events.

Now we're ready to run our instrumented application and collect trace data as the application executes.

- In the **nlight** wizard, press the **Run** button next to the script entitled **Script to Launch Programs**.

Returning to the NightTrace window, you can see that the user daemon is collecting events as the number in the Buffer column in the Daemons panel is steadily increasing.



**Figure 4-39. NightTrace - Daemon Collection Events**

It is likely that the Attached count in the Daemons panel will indicate three attachments, since we left the `app` program running earlier in this chapter. The daemon itself is included in the count of attached processes; thus our two applications `app`, `appAI` and the daemon bring us to a total of three processes that are associated with the logging session.

- Press the Halt button in the Daemons panel to stop the daemon.
- Click on the `/tmp/data_import` tab to bring the Events and Timeline panels to the top of the NightTrace window.

The NightTrace display now includes a timeline which describes the applications events graphically as well as an events panel which lists the events in chronological order.

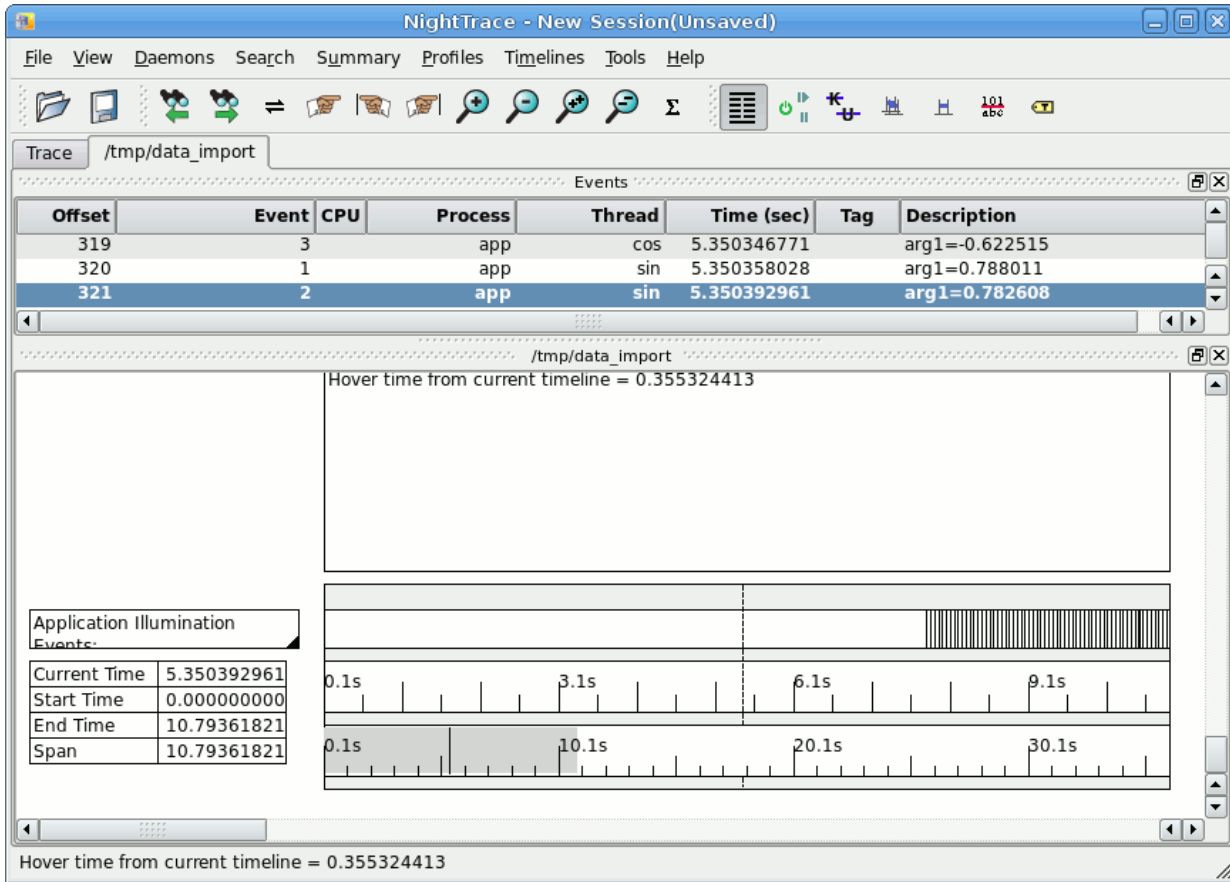
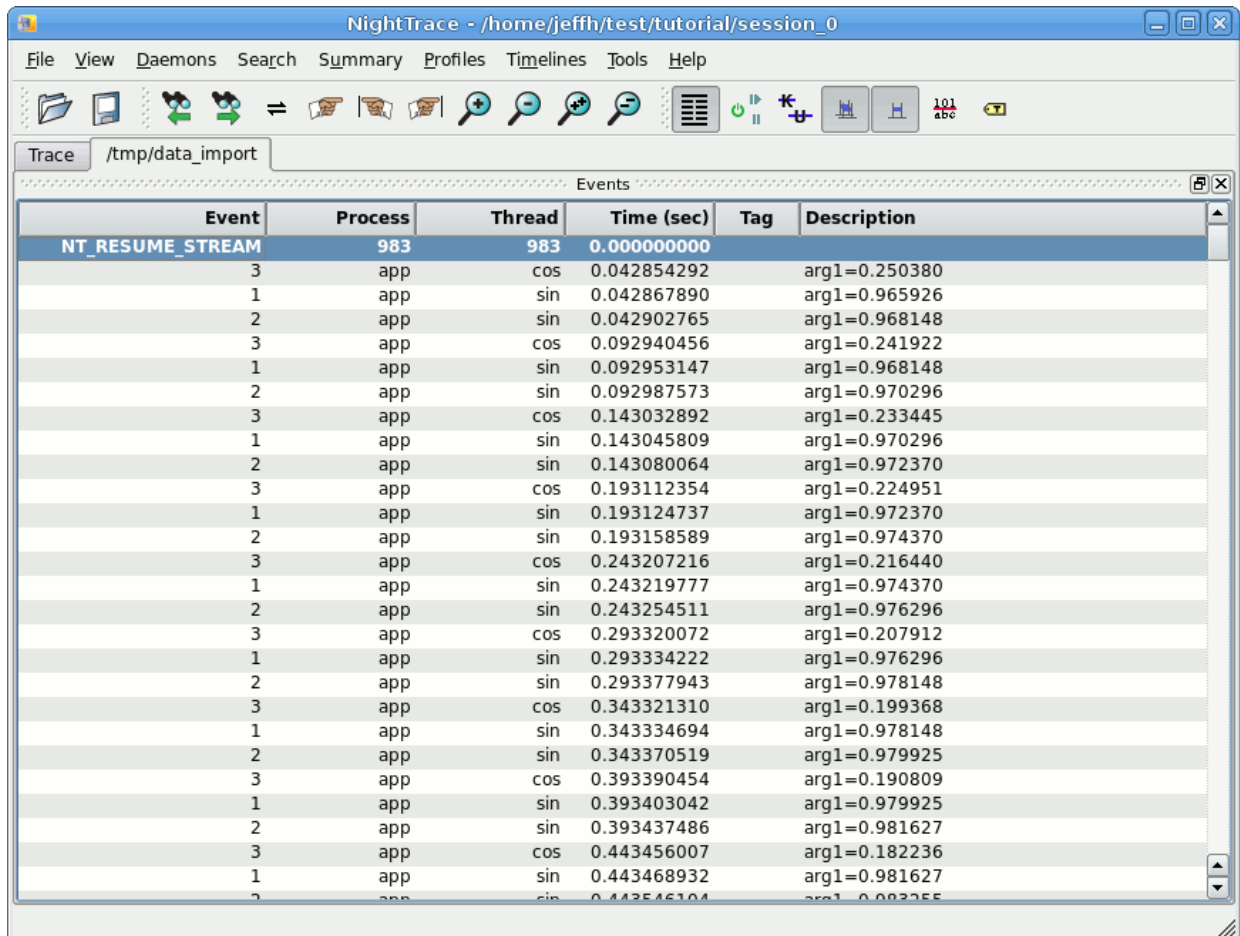


Figure 4-40. NightTrace - /tmp/data\_import Tab

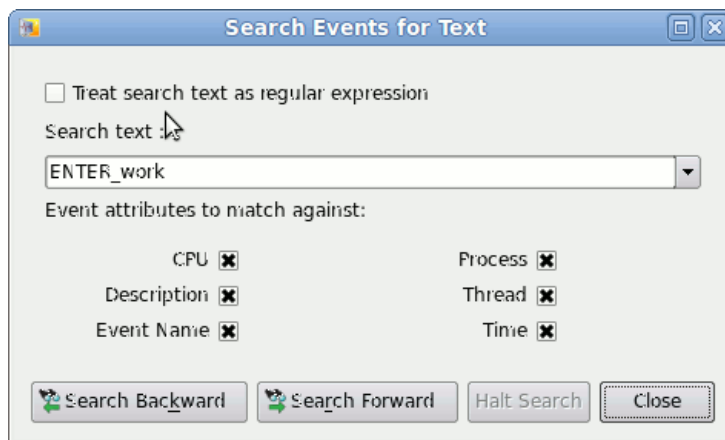
In the following screen shot, the Timeline panel has been closed and the Events panel has some columns hidden (use the context menu to select columns to show or hide).



**Figure 4-41. NightTrace - Customized Events Panel**

- Close the Timeline panel by selecting the upper-right control box in the panel.
- Activate the Textual Search dialog by pressing Ctrl+T while the focus is in the Events panel.

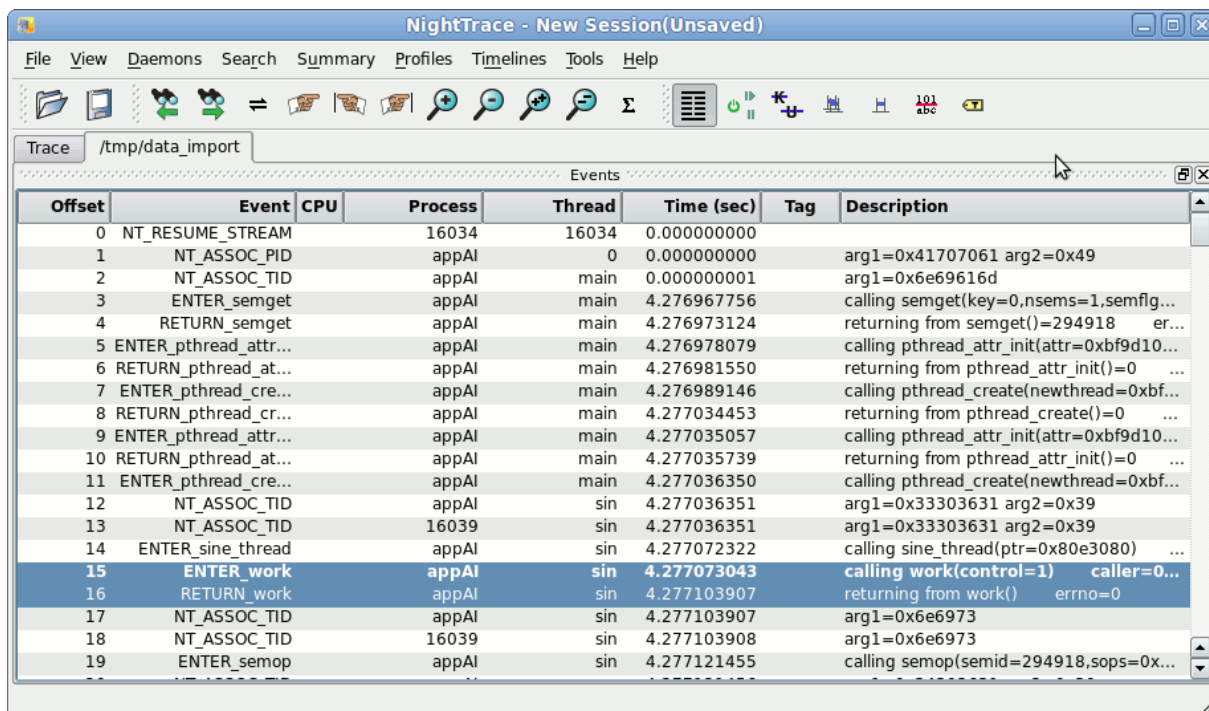
The Search Events for Text dialog is shown.



**Figure 4-42. NightTrace - Search Events for Text**

- Type ENTER\_work into the text field and press the Search Forward button.
- Press the Close button.

The Events panel now has the first occurrence of the ENTER\_work event selected. In the figure below, the RETURN\_work event was also selected manually.



**Figure 4-43. NightTrace - Events Panel with Selected Events**

These events correspond to the sin thread executing the work function.



NightTrace provides “tool-tip” displays of additional data when you hover the mouse cursor over various areas of the display. For the **Events** panel, the tool-tip text is dependent on which row and column you hover over.

- Place the mouse cursor over the description cell for the `ENTER_work` event and leave it there.

A tool-tip appears which contains the entire description of the event.

```
calling work(control=1)
  caller=0x80489e1 [sine_thread() at app.c:43]
  frame=0xb79413ac

Raw Arguments: 0x80489e1, 0xb79413ac, 0x1
```

**Figure 4-44. NightTrace - Descriptive Tool Tip**

Notice that the description includes the location of the caller using both the hexadecimal PC location as well as the name of the subprogram and file and line number information:




```
caller=0x80489e1 [sine_thread() at app.c:43]
```

#### NOTE

Depending on compiler versions and actual source line contents, the line number displayed may actually be associated with the next code-generating source line after the actual call. This is because the value of the PC that is included with the trace event is the “return address”; the instruction that will execute after the called function returns.

NightTrace will always attempt to map the PC address in the caller portion of the description to the subprogram and file/line descriptions, but it will not be able to provide this information if the corresponding routine wasn’t built with debug information.

When a file and line number is available in an event’s description, you can ask NightTrace to show you the source line in a text editor using the context menu.

Text Search...	Ctrl+T
 Search Forward	Ctrl+G
 Search Backward	Ctrl+B
 Goto...	Ctrl+I
<input type="checkbox"/> Distinguish Process Name by PID	
E <u>d</u> it Current Event Description...	Ctrl+D
C <u>l</u> ose All Trace <u>D</u> ata	Alt+W
S <u>h</u> ow Source <u>F</u> ile from Description...	
D <u>i</u> splay Fields	▶

- Right-click the mouse on the description of the ENTER\_pthread\_create event and select the Show Source File From Description... option from the context menu.

NightTrace will load the source file and position your text editor at the appropriate line number, as shown in the following figure.

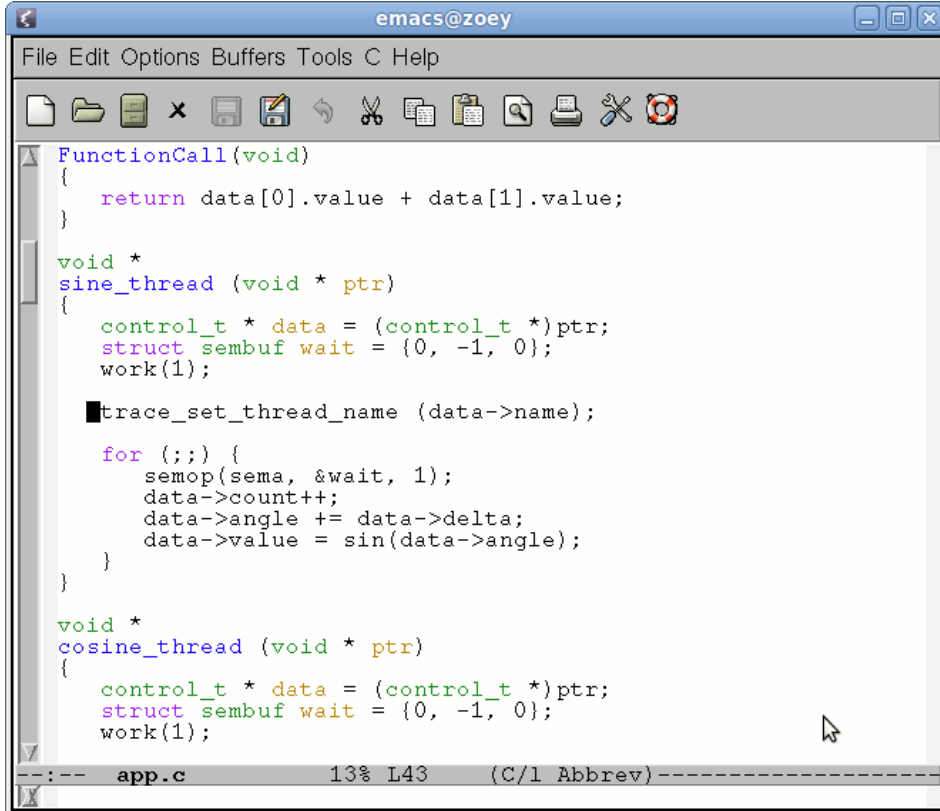


Figure 4-45. NightTrace - Launches Editor with Source File at Line Number

**NOTE**

NightTrace selects your editor via the EDITOR environment variable.

### Summarizing Workload Performance

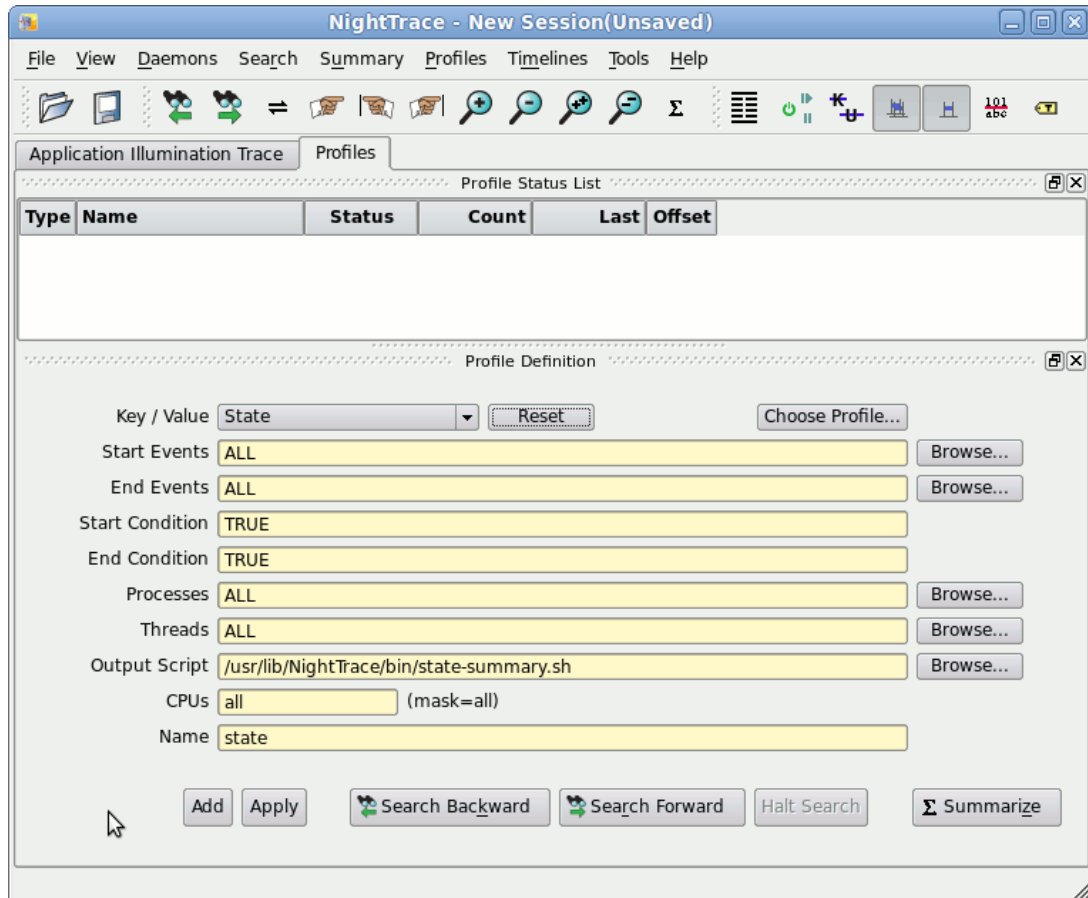
Remember that we summarized the workload performance of our threads in a previous section of this tutorial? We used trace points that we inserted via NightView and defined states for them.

We'll do the same basic thing here, but this time we'll just use the trace events that were automatically created for us by **nlight**.

The workload of the `main` thread is defined by the subprogram `work`. We'll use the entry and subsequent return of that subprogram to define a state which represents the work the `main` thread does each cycle.

- Select Change Summary Profile from the Summary menu.

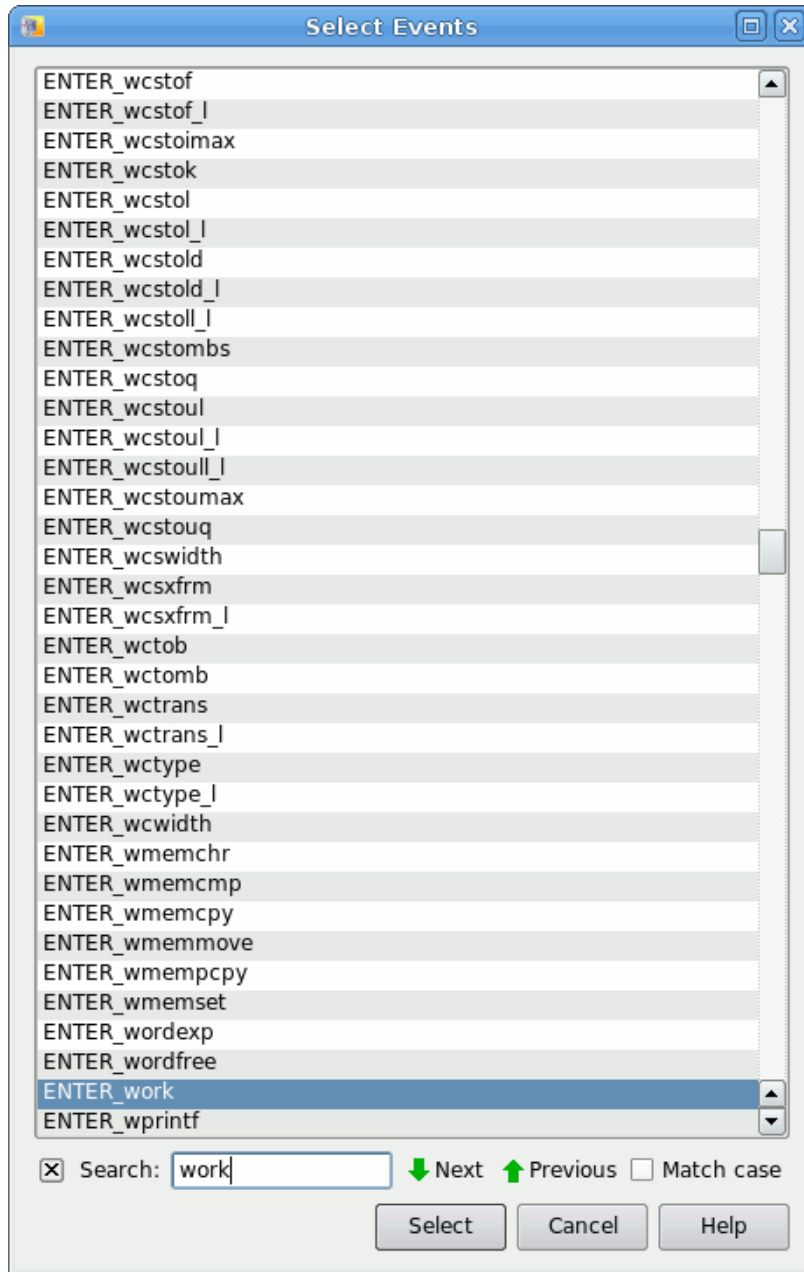
The Profile Definition panel appears.



**Figure 4-46. NightTrace - Profile Definition Panel - State Mode**

- Select `State` from the Key/Value option box to make the profile panel look the same as it does in the figure above.
- Press the `Browse...` button to the right of the `Start Events` row.

The Select Events dialog appears.



**Figure 4-47. NightTrace - Select Events Dialog with Search Active**

For every function that has been illuminated, NightTrace assigns two events; ENTER\_*function\_name* and RETURN\_*function\_name*.

- Click in the **Search** text field and type `work`.

As you type the characters, the dialog automatically searches for an event whose name includes a sub-string of the characters you've typed. In the figure above, the first event found, ENTER\_`work`, is selected.

**NOTE**

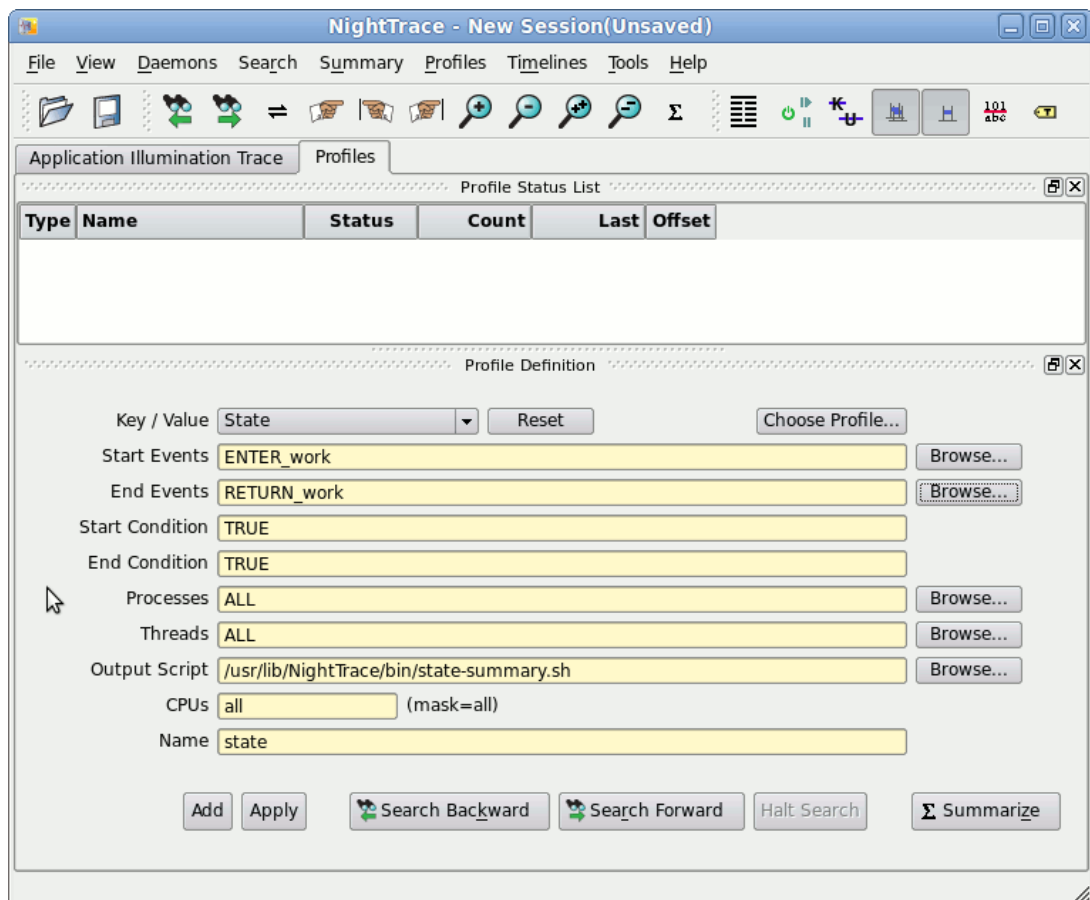
On your system, `ENTER_work` may not be the first event that matches the substring `work`. Press the **Next** button if required to advance to the correct event.

**NOTE**

You can use the `Ctrl+F` and `Ctrl+G` key sequences to initiate and repeat a search instead of using the mouse.

- Once the `ENTER_work` event is selected, press the **Select** button to choose this event and close the dialog.
- Repeat the procedure for the **End Events** selection using the **Browse...** button at the right, but select `RETURN_work` as the events of interest.

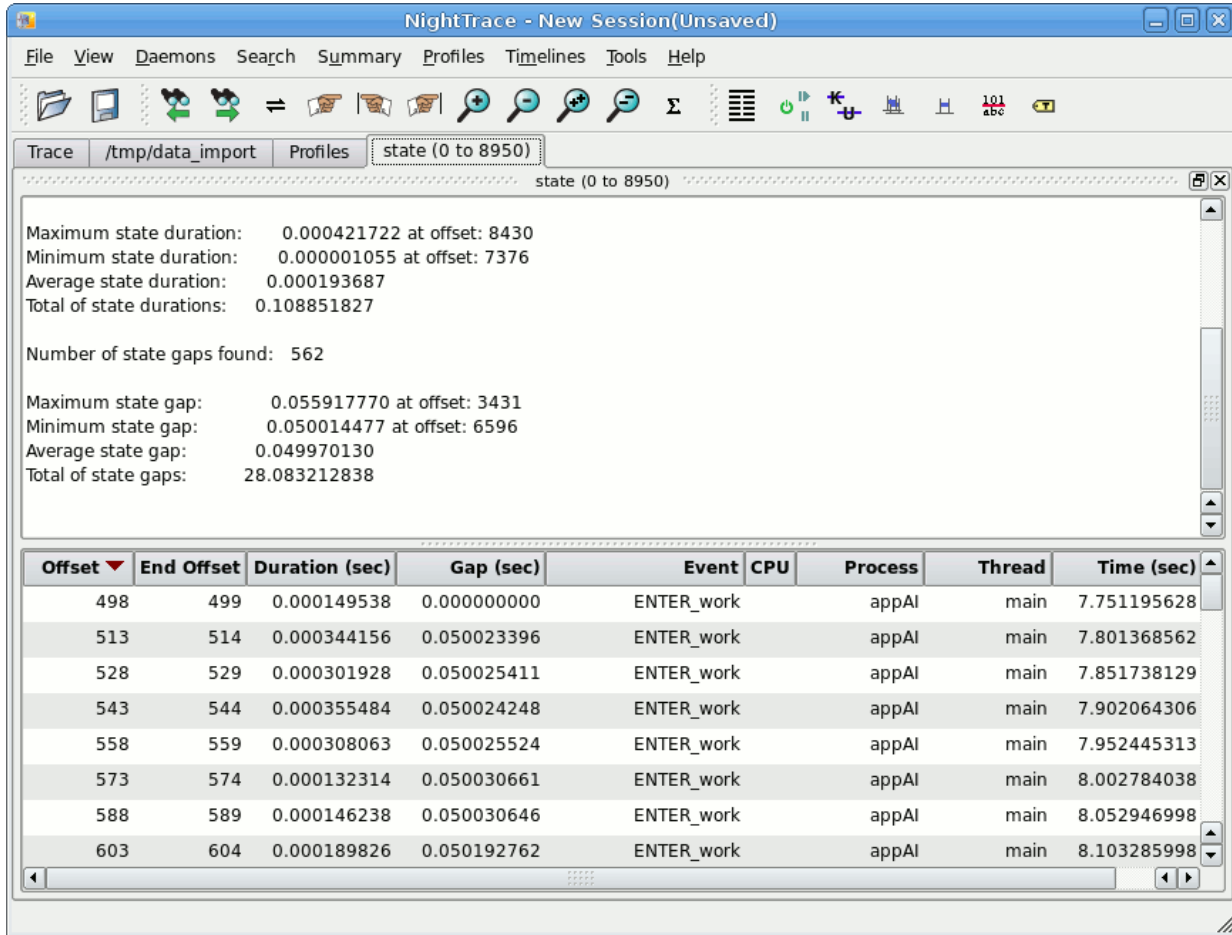
The **Profile Definition** panel now reflects our selection of the `ENTER_work` and `RETURN_work` events which define the start and end of our state.



**Figure 4-48. NightTrace - Profile Definition Panel with State Defined**

- Press the **Summarize** button to summarize all occurrences of the defined state.

A new tab appears with the results of the summary.



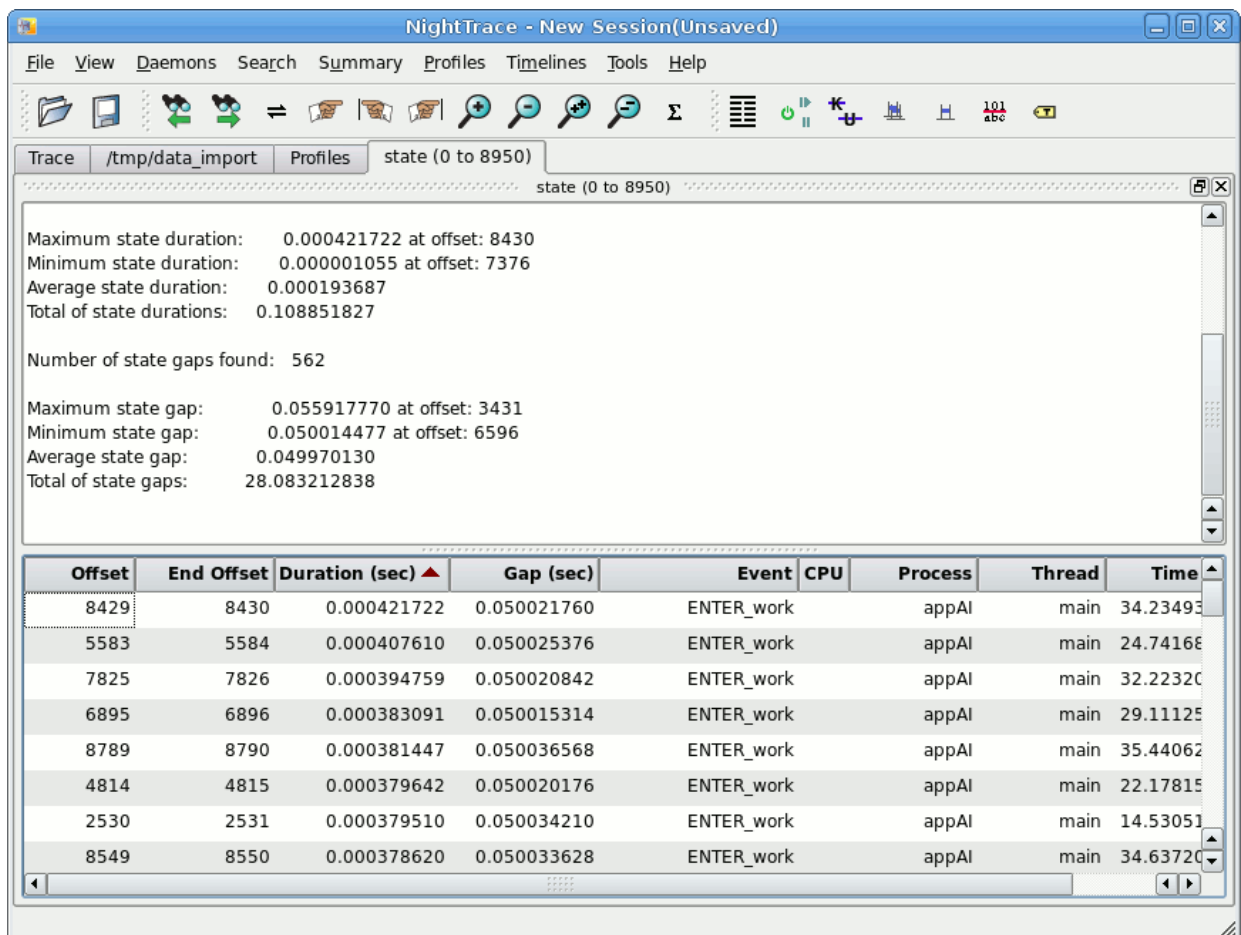
**Figure 4-49. NightTrace - Tab with Results of Summary**

The tab includes summary statistics at the top, including minimum, maximum, and average duration, as well as a table of individual occurrences of each state at the bottom.

You can change the sort criteria of the table to find the longest state duration by clicking the column headers.

- Click the column header that says **Duration (sec)**.

This causes the table to sort in descending order by duration; thus the occurrence of the function `work` with the longest duration is shown at the top.



**Figure 4-50. NightTrace - Summary Results Sorted By Duration**

- Double click on the first row in the table.

This causes the corresponding event to become the current event in the Events panel.

- Return to the Events panel by clicking on the `/tmp/data_import` tab.

- Hover the mouse cursor over the description of the current event to see the details of the arguments passed to the instance of the `work` function which consumed the most time.

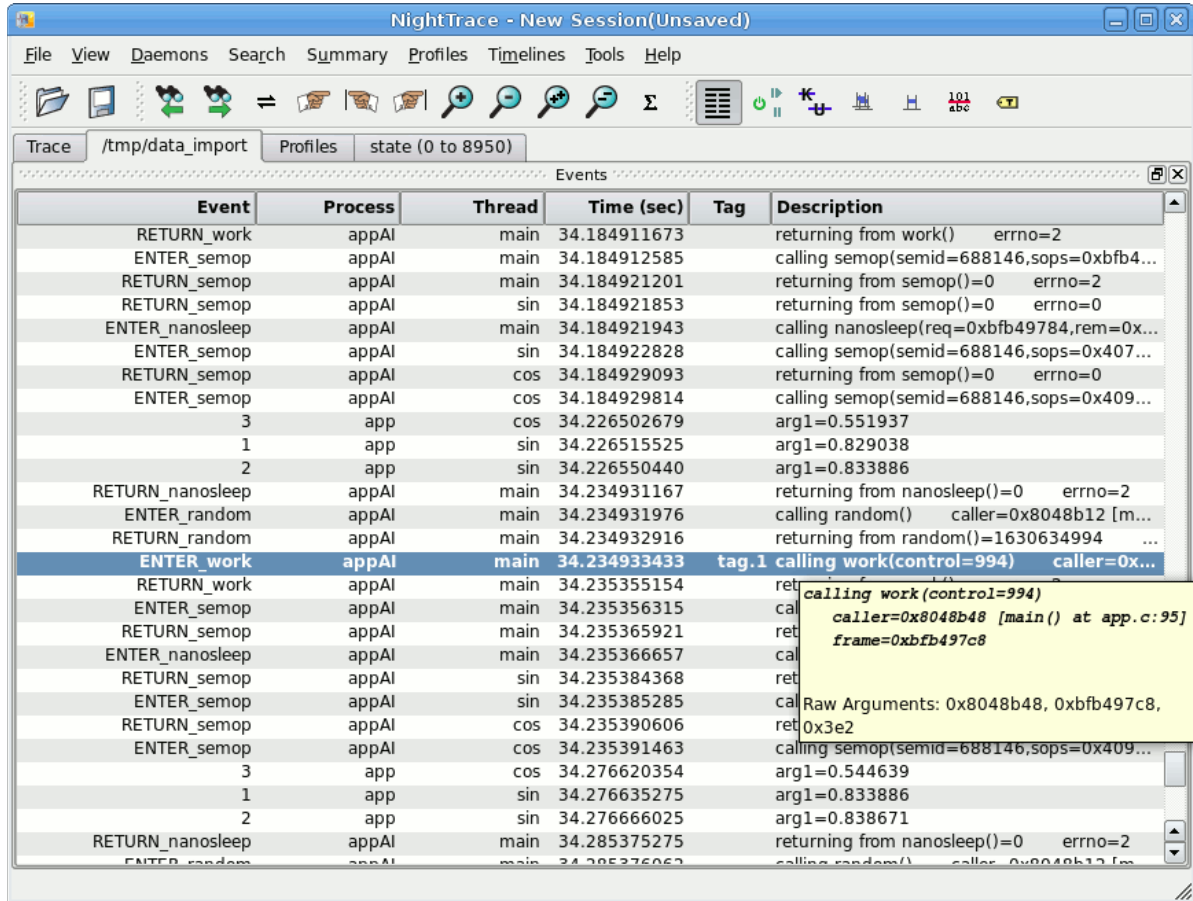


Figure 4-51. NightTrace - Description of Longest Instance of work Function

If you look at the code for the `work` function, its duration is completely dependent on the single parameter `control`.

Of course the actual value of the argument for your trace run may differ from the figure above, since the value of the argument is generated at random.

### Batch Summary of Functions

You can also use `ntrace` in non-GUI mode to obtain summary information for specific functions. Assuming you had captured some trace data for your application; perhaps like this:

```
./appAI &
ntraceud --join /tmp/data
sleep 5
ntraceud --quit-now /tmp/data
killall appAI
```



You could invoke **ntrace** with the following parameters:

```
ntrace --summary=fs:work appAI /tmp/data
```

and it would generate output similar to the following:

```
Summary: work Function entry/return states
```

```
State Summary Results
=====
```

```
Number of states found:      362
```

```
Maximum state duration:    0.000134952 at offset: 2444
```

```
Minimum state duration:    0.000001614 at offset: 976
```

```
Average state duration:    0.000058733
```

```
Total of state durations:  0.021261507
```

```
Number of state gaps found: 362
```

```
Maximum state gap:         0.032288239 at offset: 58
```

```
Minimum state gap:         0.017699007 at offset: 46
```

```
Average state gap:        0.024923208
```

```
Total of state gaps:      9.022201284
```

## Shutting Down

- Select **Exit Immediately** from the **File** menu of NightTrace to terminate the NightTrace session.
- Select **Exit Immediately** from the **File** menu of **nlight** to terminate the **nlight** session.
- Issue the following command from a terminal shell to kill the **appAI** process which we left running:

```
killall appAI 2>/dev/null
```

## Conclusion - NightTrace

This concludes the NightTrace portion of the NightStar RT Tutorial.



## Using NightProbe

---

NightProbe is a graphical tool for viewing and modifying data from independently executing programs as well as recording data for subsequent analysis.

This chapter assumes you have already built the **app** program and it is running under the control of NightView. If you have not built the program, do so using the instructions in “Building the Program” on page 1-4 and execute the application via the following command before proceeding:

```
./app &
```

### Invoking NightProbe

Programs to be probed do not need to be instrumented with any special API calls. However, in order for NightProbe to refer to symbolic variable names, the program should be compiled with debug information (typically the **-g** compilation option).

NightProbe takes advantage of significant performance capabilities of the RedHawk kernel, eliminating intrusion on the process by sampling and modifying variables in other programs using direct memory fetches and stores.

Invoke NightProbe by selecting NightProbe Monitor from the Tools menu of any of the NightStar Tools currently running. You may also invoke NightProbe by using the NightProbe desktop icon or type the following command:

```
nprobe &
```

at a command prompt.

The NightProbe main window is displayed.

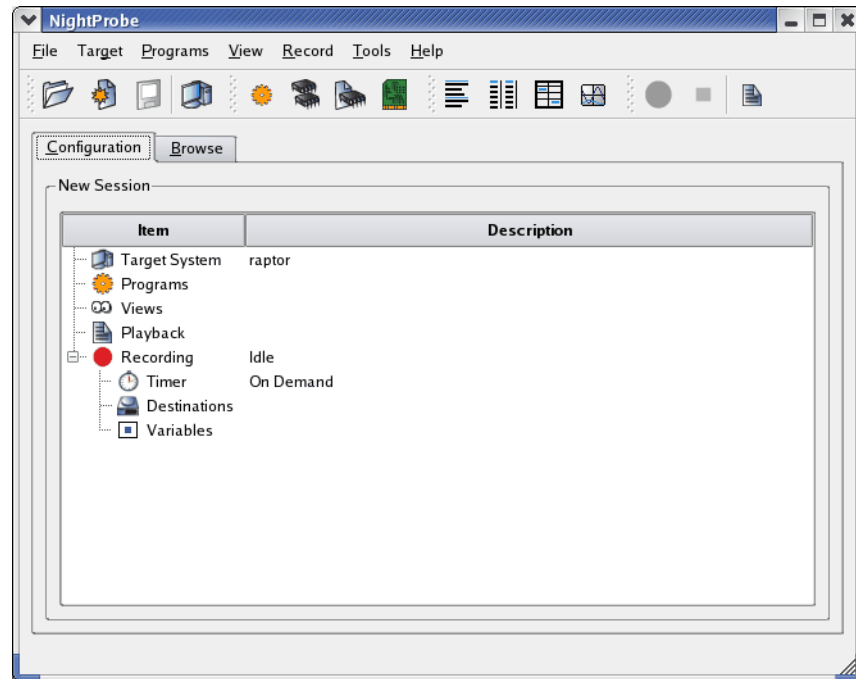


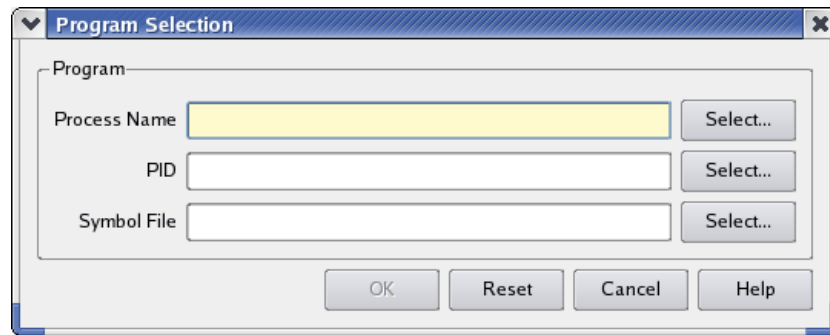
Figure 5-1. NightProbe Main Window

## Selecting Processes

NightProbe has the ability to probe several kinds of resources, including programs, shared memory segments, memory mapped entities, and PCI devices.

- Right-click the Programs icon on the Configuration page and select the Program... menu option.

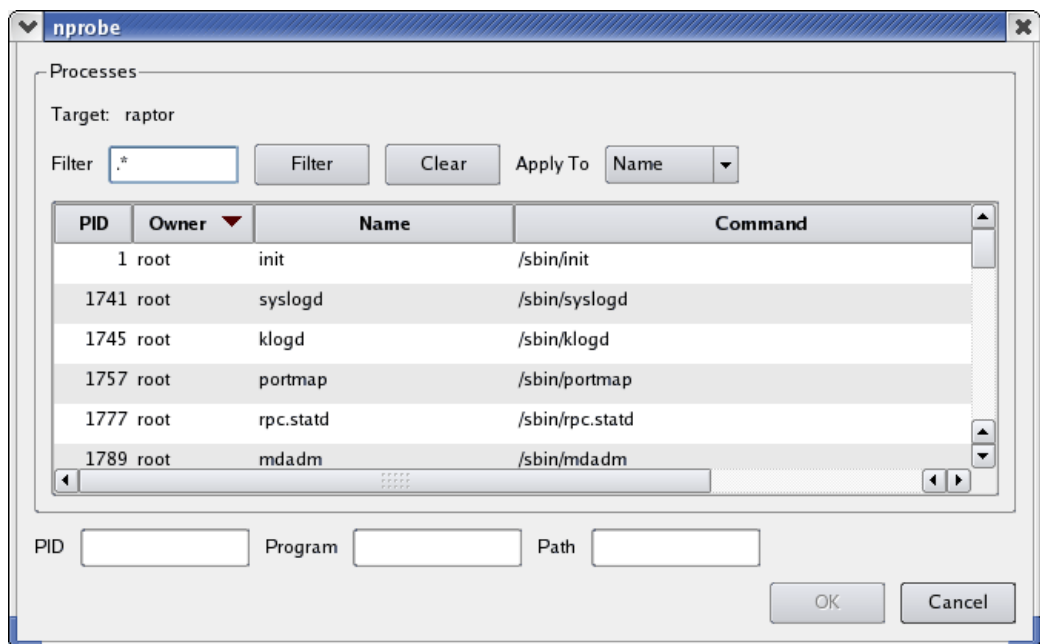
The Program Selection dialog is presented:



**Figure 5-2. Program Selection Dialog**

- Press the Select... button to the right of the PID field

The Process Selection dialog will appear.



**Figure 5-3. Process Selection Dialog**

- Enter `app` in the Filter field and press the Enter key.

The list is filtered to only those process whose name includes `app` and an entry should be selected in the table.

- Ensure that a single item appears in the table and press Enter again to close the dialog. If multiple items appear in the table, double-click on the `app` process associated with your user name.

The process ID associated with the **app** program is placed in the PID text field and the Process Name and Symbol File text fields are updated accordingly.

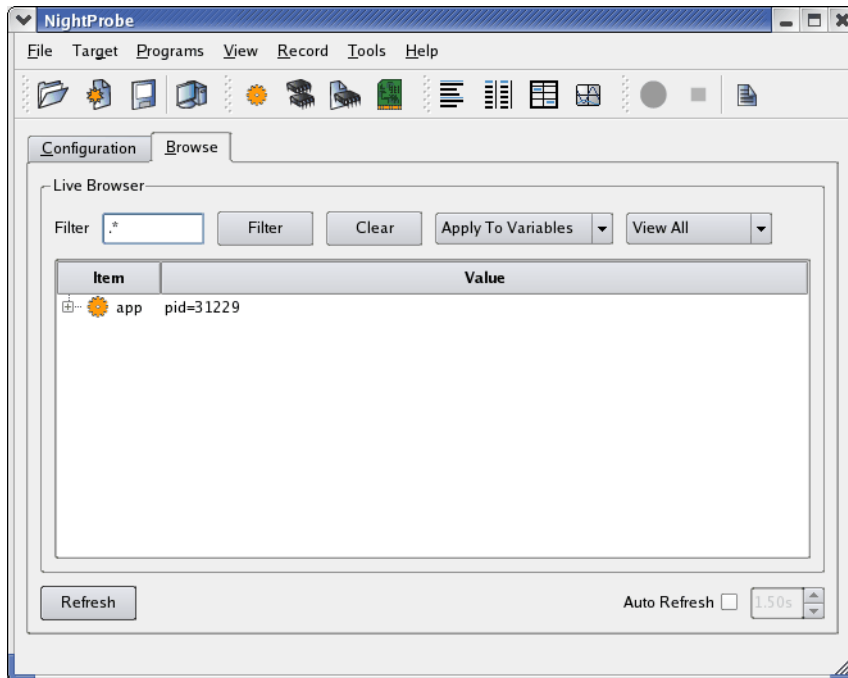
- Press **Enter** to close the dialog.

The **app** program is added to the list of resources to be probed as is shown under the **Programs** item in the Configuration page.

## Viewing Live Data

- Click on the **Browse** tab in the NightProbe main window.

The Live Browser is displayed.



**Figure 5-4. NightProbe Browse Panel**

The **Browse** page serves two purposes. It allows you to browse your program to select variables of interest for recording or for viewing with alternative **View** panels.

It also provides you instant viewing of variables using the tree shown directly within the **Browse** page.

- Expand the **app** entry in the tree.

The items under a program's icon include all global variables as well as any nested scopes such as Ada packages, or functions that contain static data items.

Each variable item has an icon which indicates whether the variable is a scalar, a pointer, or a composite item such as an array or structure.

The data variable is a composite object and can be expanded.

- Expand the data variable.

Item	Value
app	pid=4640
f(x) add_link	
head	0x0804b220
data	
data[0]	
sema	294919
tail	0x0804e200
rate	50000000
ptrs	
state	run

**Figure 5-5. Expanded Data Item**

The downward pointing arrow head is the array subscript expansion icon. By clicking the icon, an additional component of the array is shown.

- Click the array expansion icon so that `data[1]` is shown
- Expand both structures displayed, `data[0]` and `data[1]`.

In the **Browse** page, the current value of all variables shown in the tree is displayed whenever you press the **Refresh** button at the bottom of the page, whenever an automatic refresh occurs as controlled by the **Auto refresh** checkbox.

- Click the **Auto Refresh** checkbox.

This causes the display to automatically refresh at the rate shown in the spinbox to the right of the **Auto Refresh** checkbox.

Note the values of the count, angle, and value components of each component of the data array changing.

## Modifying Variables

The app main program wakes each thread iteratively to do processing. The `state` variable controls whether this should occur or not.

Note that the current value of the state variable is the enumeration value `run`.

Double-click the value of the state variable.

Item	Value
app	pid=31450
data	
data[0]	
name	0x08048e4c
count	23098
delta	8.726646259971648E-03
angle	2.015680753127312E+02
value	4.848096201641618E-01
data[1]	
name	0x08048e50
count	23098
delta	8.726646259971648E-03
angle	2.015680753127312E+02
value	8.746197071849462E-01
sema	1081359
rate	50000000
ptrs	
state	run

**Figure 5-6. Variable Modification in Progress**

The cell containing the value is frozen from updates and the current value is selected.

To change the value of a variable, all we need to do is supply a new value and commit the change to the program.

- Type the following in the cell:

**hold**

- Press the **Enter** key to commit the value to the program.

The value of the state variable is now hold which prevents the program from waking the threads for computation, as shown in the source code snippet from **app.c**:

```

91     for (;;) {
92         struct timespec delay = { 0, rate };
93         nanosleep(&delay, NULL);
94         work(random() % 1000);
95         if (state != hold) semop(sema.&trigger, 1);
96     }

```

- Change the value of the state variable back to **run** by double clicking the cell and then selecting **run** from the enumeration list and press **Enter**.



## Selecting Variables for Recording and Alternative Viewing

Each variable has a **Mark** and a **Record** attribute. The **Mark** attribute, when set, indicates that the variable is of particular interest and may be viewed in other panels. The **Record** attributes specifies that the variable is to be included in recording sessions.

Double-clicking an item causes the color to turn a reddish color and sets its **Mark** and **Record** attributes. Alternatively, you can use an item's context menu to individually set its attributes.

- Double-click the `count`, `angle`, and `value` fields from both `data[0]` and `data[1]` structures.
- Double-click the `rate` variable.

The Browse page tree should look similar to the following:

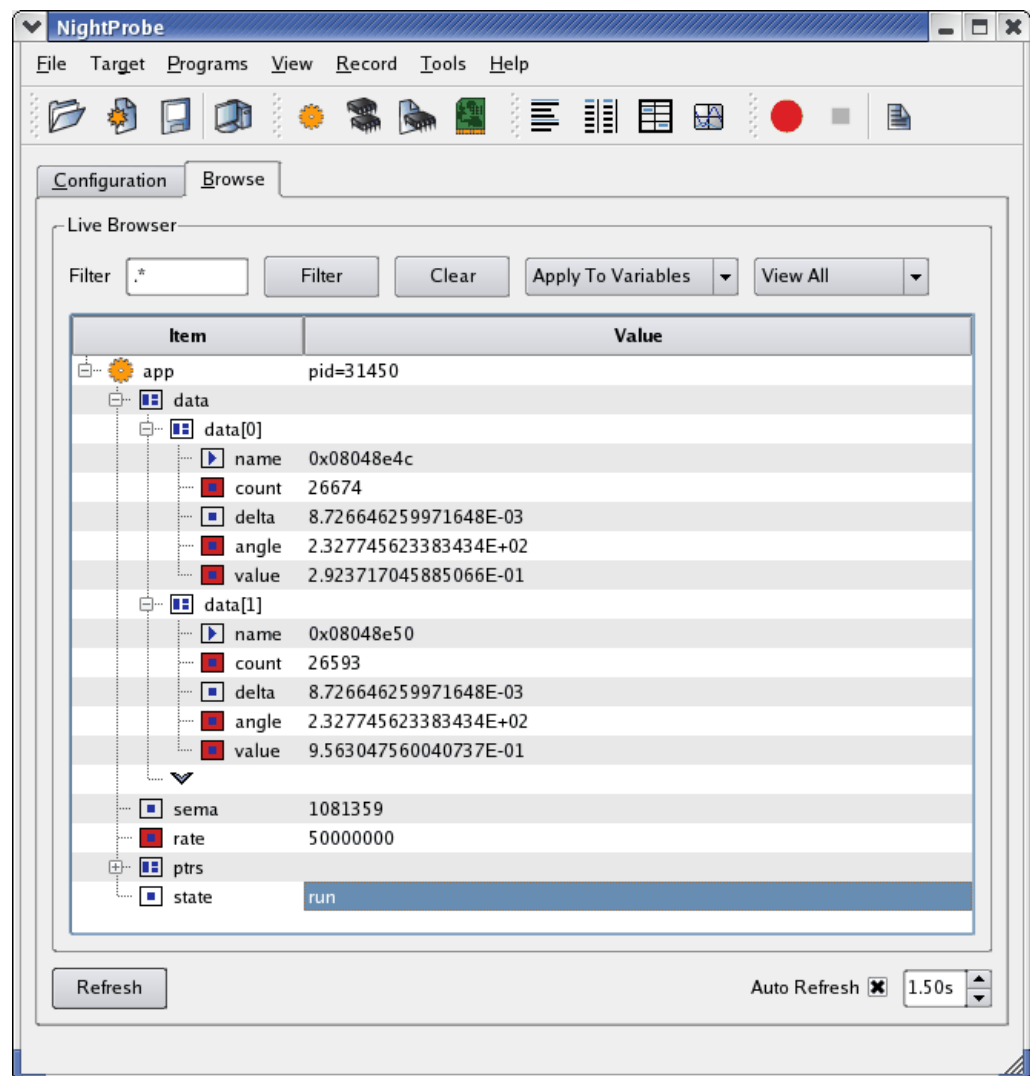


Figure 5-7. Mark and Record Attributes Set

## **Selection of Views**

NightProbe provides various methods for viewing data:

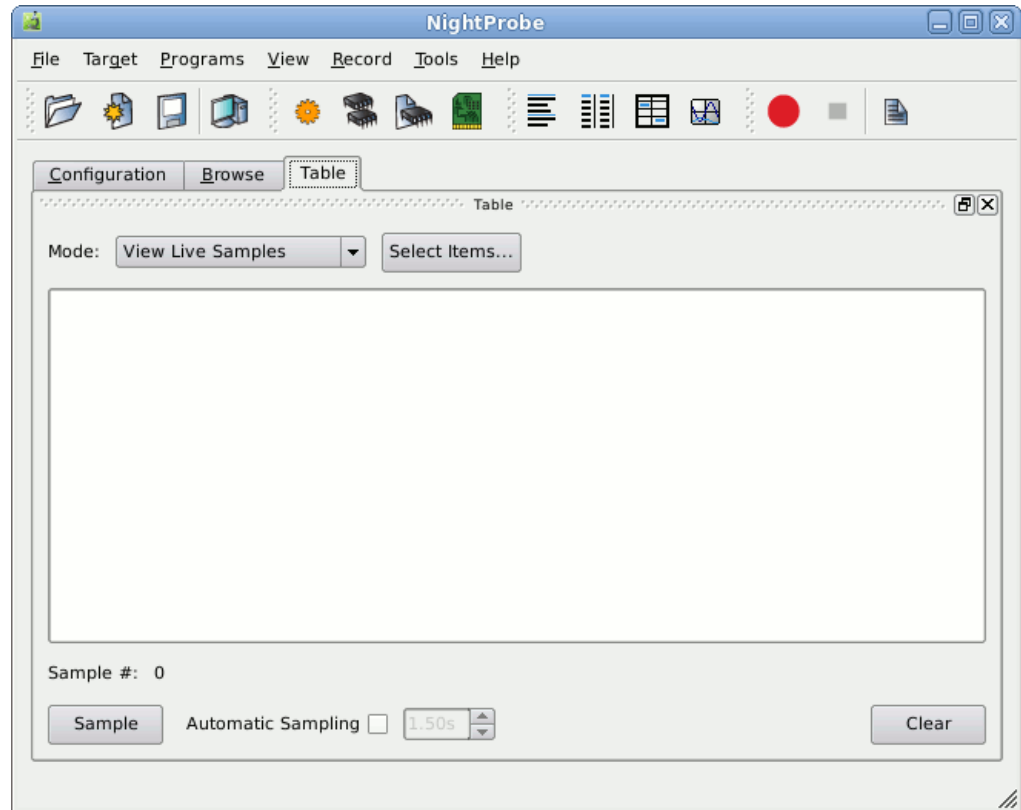
- The Browse page
- List View
- Table View
- Spreadsheet View
- Graph View

Additionally, you can stream the output of a recording session to NightTrace or a user application for live analysis, or to a file for subsequent analysis within NightProbe.

### **Table View**

A Table view provides a scrollable table with variables spread across the columns and rows containing the values of the variables, over time.

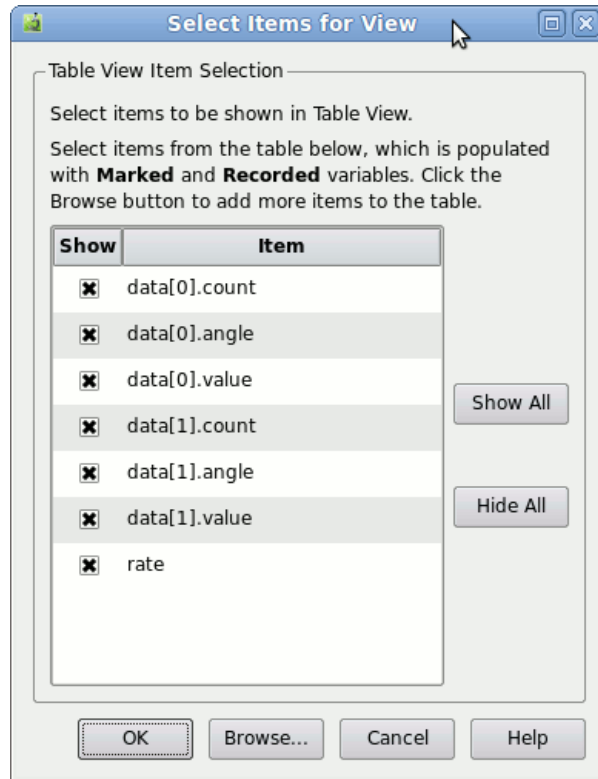
- Select the Table option from the View menu.



**Figure 5-8. Table View**

Initially, the table is empty. The first step is to select the items we wish to display in the table.

- Press the **Select Items...** button.



**Figure 5-9. Item Selection Dialog**

This dialog allows you to select items that have the Mark or Record attribute set.

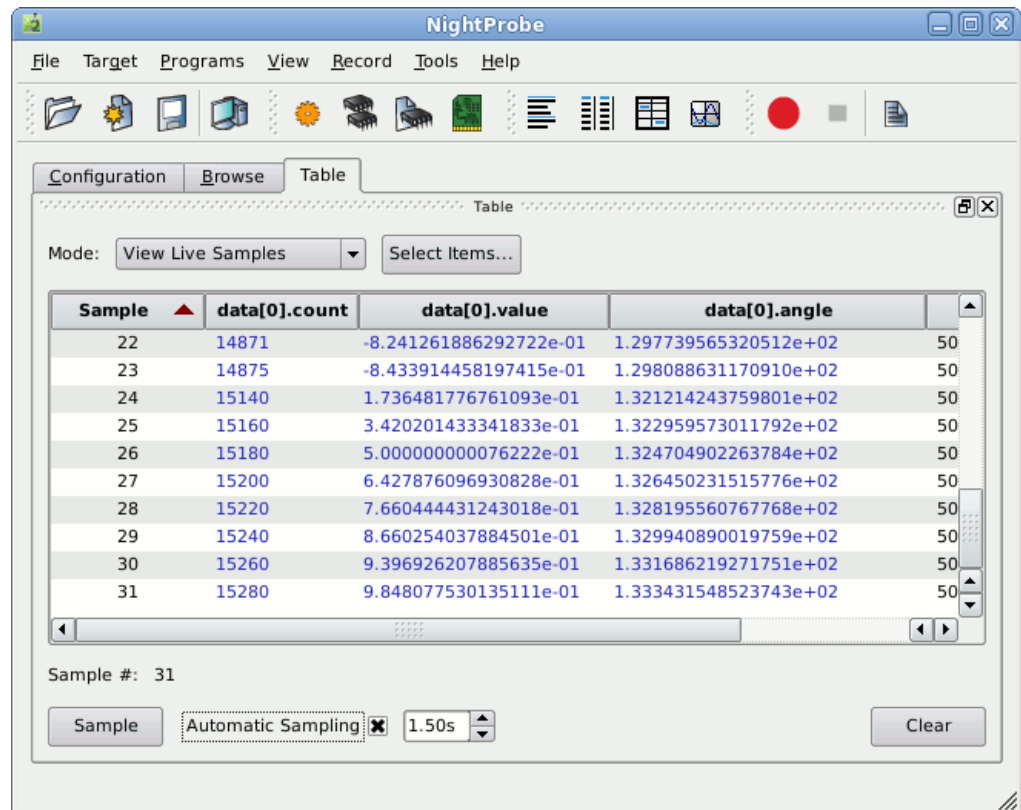
By default, the dialog sets up defaults to display such variables.

- Hide all elements of the `data[1]` component by clicking their rows in the Hide column.
- Press the OK button.

The table now has five columns, one for the sample number and one for each of the variables we selected in the previous step.

- Check the Automatic Refresh checkbox

At the rate defined in the spinbox to the right of the Automatic Sampling checkbox, new samples are taken of the variables in the table.



**Figure 5-10. Table in Automatic Sampling Mode**

Values are shown in blue if they have changed since the previous sample.

You can sort by variable value by clicking on a column header.

- Clear the Automatic Sampling checkbox
- Click on the column header for `data[0].value` and then click again so that the table is sorted from largest to smallest value.

The value shown at the top should be nearly 1.0 if enough samples have been taken (the value of `data[0].value` is that of a sine wave).

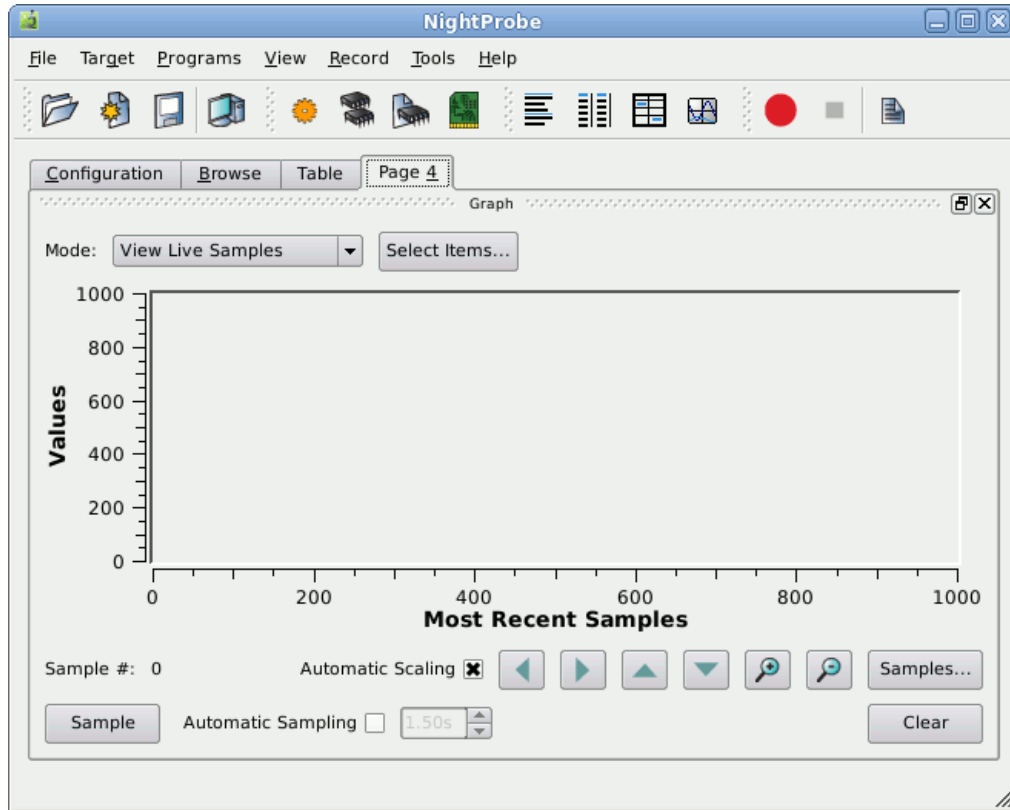
You can modify variables using the Table view in the same manner as described in “Modifying Variables” on page 5-5.

## Graph View

The Graph panel presents individual variables as separate lines on a graph.

- Select the Add New Page option from the View menu.

- Select the Graph option from the View menu.



**Figure 5-11. Graph Panel**

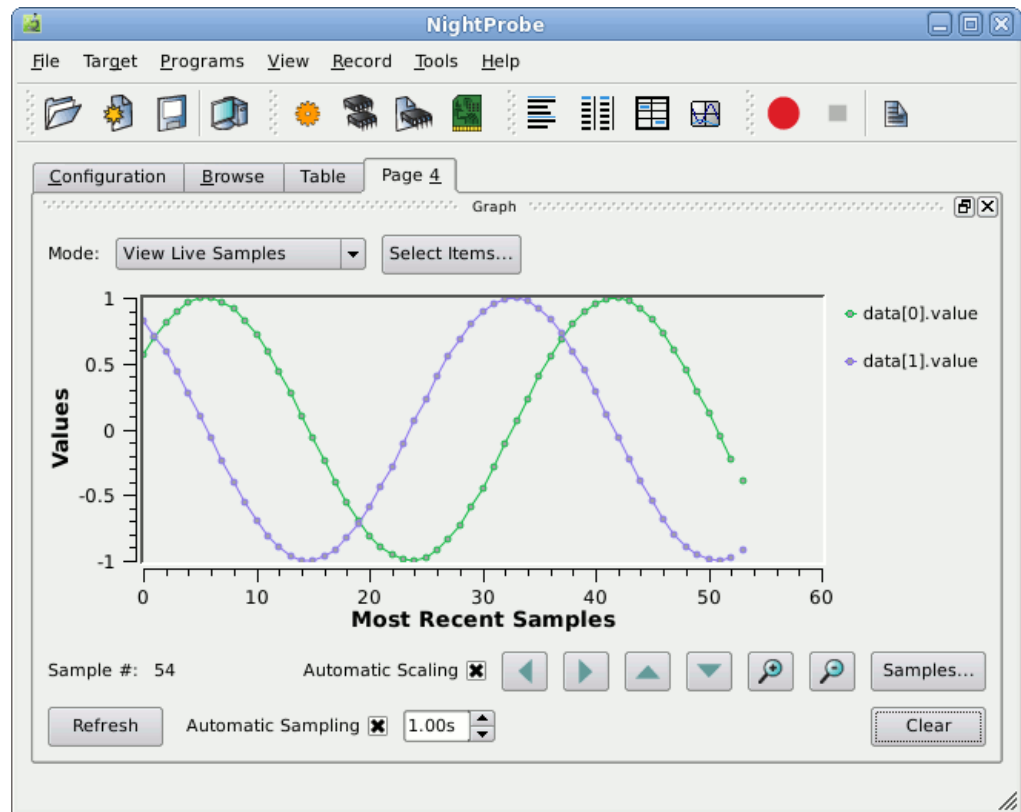
Initially, the graph is empty.

- Press the **Select items...** button.

Unlike the table view, none of the items in the Select Item dialog are selected to be shown. Typically, only one or very few items are shown on a single graph.

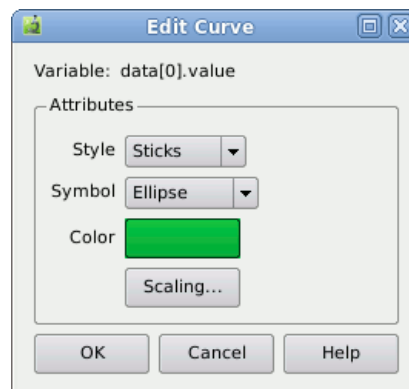
- Mark the `data[0].value` and `data[1].value` items as **Shown** by clicking their respective rows in the **Show** column.
- Press the **OK** button.
- Check the **Automatic Refresh** checkbox.
- Change the refresh rate to 1.0 seconds in the spinbox to the right of the **Automatic Sampling** checkbox.

Two lines begin to be plotted as shown below.



**Figure 5-12. Graph Panel Actively Displaying Values**

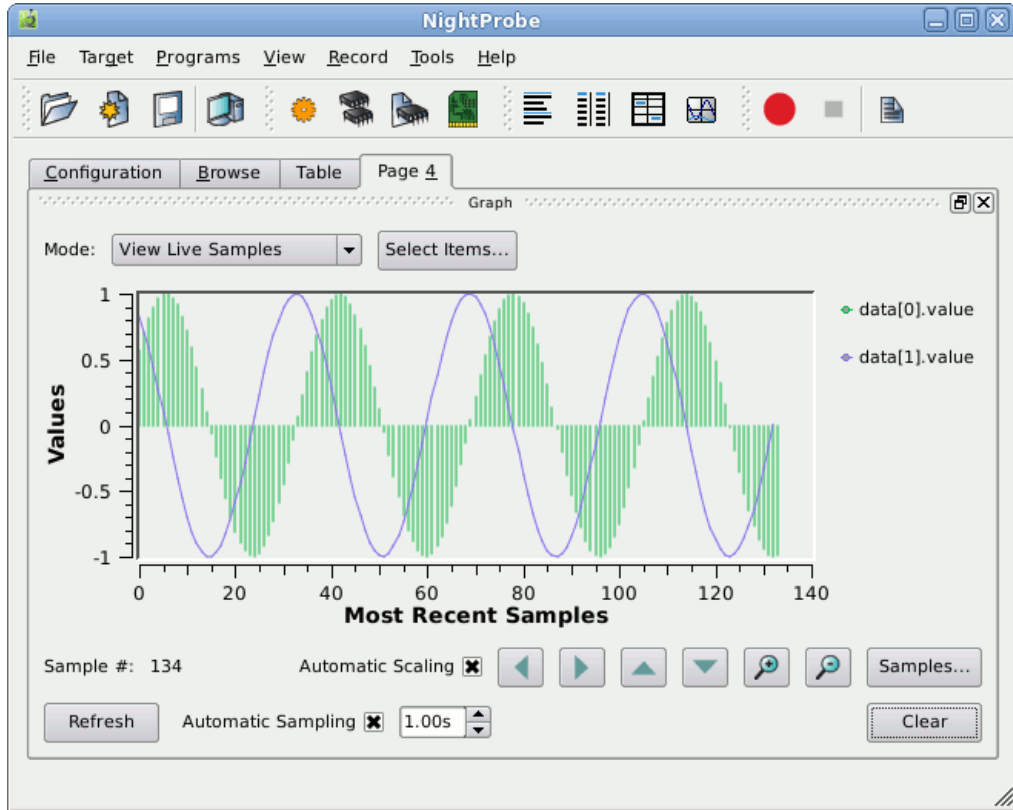
- Select the Edit... option from the context menu of one of the value items in the legend at the right-hand side of the graph panel (right-clicking activates the context menu).



**Figure 5-13. Edit Curve Attributes Dialog**

- Select Sticks from the Style option list.

- Click on the colored block to activate a color selection dialog to change the color.
- Press the OK button to close the color selection dialog.
- Press the OK button to close the Edit Curve Attributes dialog.



**Figure 5-14. Graph Panel with Modified Curves**

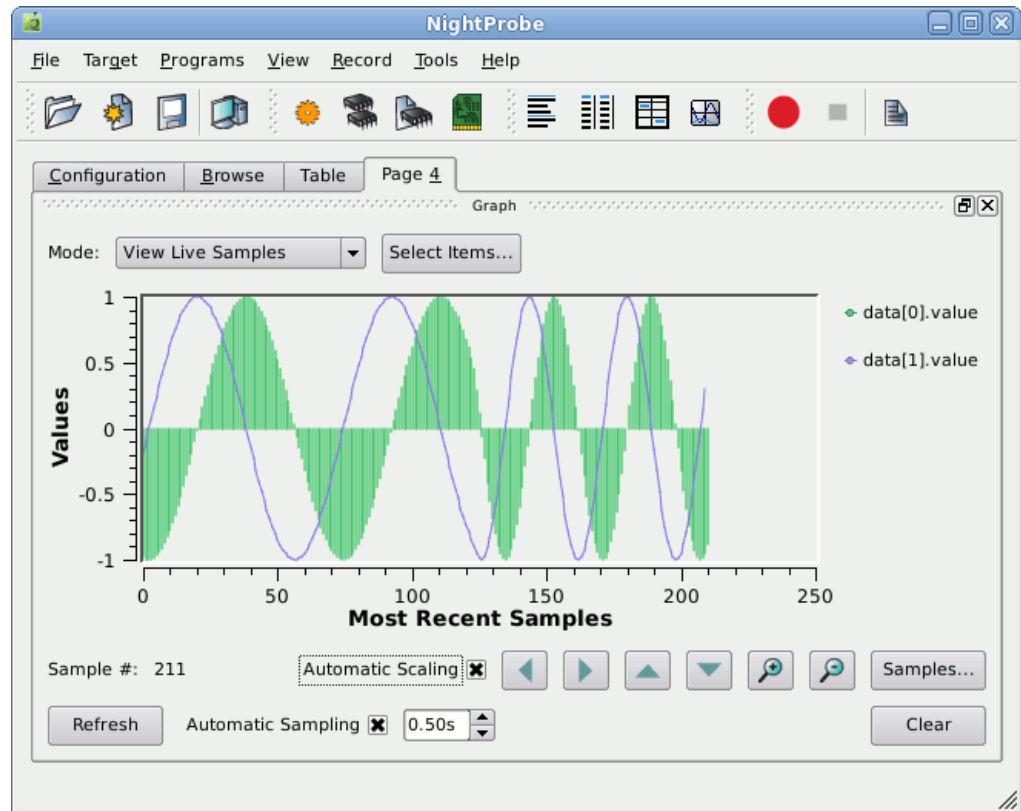
- Check the Automatic Scaling checkbox
- Change the refresh rate to 0.5 seconds

The program uses the rate variable to determine the frequency at which the threads are activated to do their calculations.

- Using the Browse page or the Table panel, change the value of the rate variable from 50000000 to 25000000.



This change effectively doubles the frequency at which the threads operate, so the sine and cosine waves will change shape.



## Sending Probed Data to Other Programs

Data values may be recorded to files for subsequent processing, or may be recorded and streamed to NightTrace for live processing.

Similarly, you can send recorded data to any process of choice.

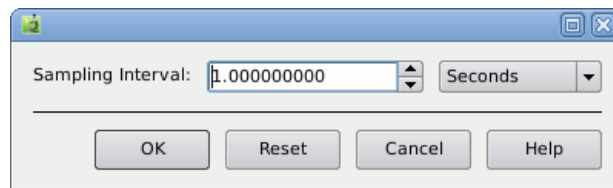
- Raise the Configuration page by clicking on its tab.

Item	Description
Target System	narf
Programs	
app	pid=18128
Views	
Playback	
Recording	Idle
Timer	On Demand
Destinations	
Variables	
data[0].count	int
data[0].angle	double
data[0].value	double
data[1].count	int
data[1].angle	double
data[1].value	double
rate	int

**Figure 5-15. Recording area of Configuration Page**

The Recording portion of the configuration tree indicates the Timing source for recording, the recording Destinations, and the list of variables whose Record attributes are set.

- Right-click on the Timer item in the Recording tree and select the Clock... option.



**Figure 5-16. Clock Selection Dialog**

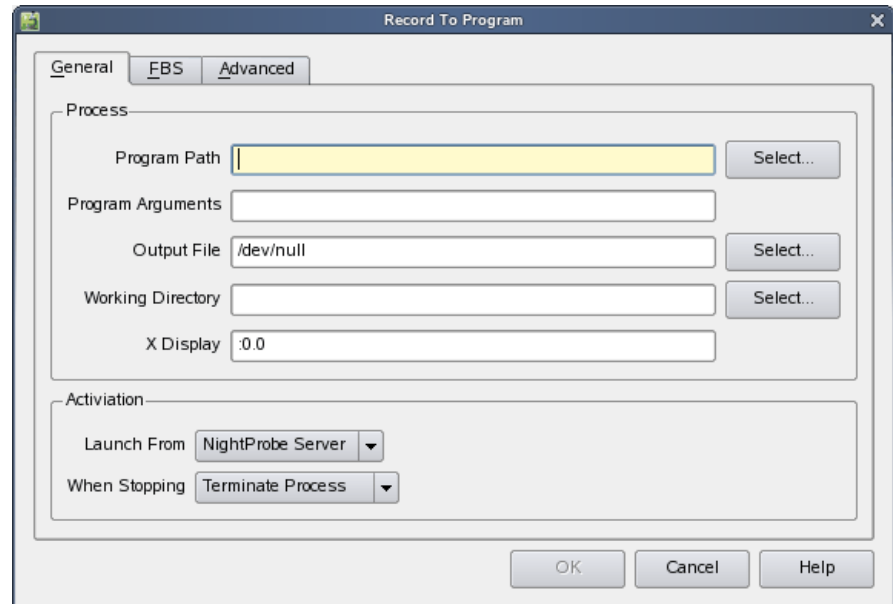
This dialog controls the rate at which recording samples will be taken.

- Change the units to **Milliseconds** from the option list **Sampling Interval** option list.
- Change the **Sampling Rate** value to 100.0.
- Press the **OK** button.

The **Timer** item and description in the tree changes to reflect this activity.

The recording destination will be a user application.

- Right-click the Destinations item and select To Program...



**Figure 5-17. Record To Program Dialog**

- Type **api** into the Program Path text field.
- Replace the **/dev/null** text in the Output File text field with the following.

**/tmp/api.out**

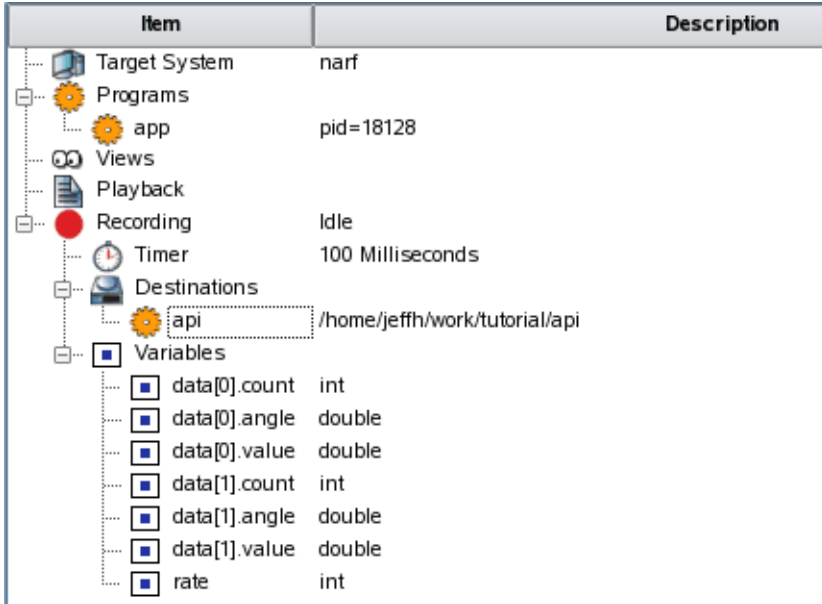
- Press the OK button.

A simple application which uses the NightProbe API to consume and print the values of recorded samples was copied into the **tutorial** directory in “Creating a Tutorial Directory” on page 1-3.

- Type the following command in your terminal session to build the program:

```
cc -g -o api api.c -lnprobe
```

The Recording area of the Configuration page should look similar to the following.



Item	Description
Target System	narf
Programs	
app	pid=18128
Views	
Playback	
Recording	Idle
Timer	100 Milliseconds
Destinations	
api	/home/jeffh/work/tutorial/api
Variables	
data[0].count	int
data[0].angle	double
data[0].value	double
data[1].count	int
data[1].angle	double
data[1].value	double
rate	int

**Figure 5-18. Recording Area of Configuration Page w/ Destination**

Now that we have selected the variables to record, the recording timing source, and the recording destination, we can proceed to record samples and stream them to the **api** application.

- Press the Record icon on the toolbar:



- View the output of the api program as samples are recorded and passed to it.
- Enter the following command in a terminal session:

```
tail -f /tmp/api.out
```

The program will generate output similar to the following:

```

gnome-terminal
File Edit View Terminal Tabs Help
item: count: 29072
item: angle: 253.701060
item: value: 0.694658
item: count: 29072
item: angle: 253.701060
item: value: -0.719340
item: rate: 50000000
Sample 479
item: count: 29074
item: angle: 253.718513
item: value: 0.681998
item: count: 29074
item: angle: 253.718513
item: value: -0.731354
item: rate: 50000000
Sample 480
item: count: 29076
item: angle: 253.735967
item: value: 0.669131
item: count: 29076
item: angle: 253.735967
item: value: -0.743145
item: rate: 50000000

```

**Figure 5-19. Example Output of Graph Program**

- Stop the recording process by pressing the Stop icon on the Recording toolbar:



For more information on the NightProbe API, refer to the “NightProbe API” chapter in the *NightProbe User’s Guide*.

## Using Datamon to Modify Program Variables

The Data Monitoring Application Programming Interface is part of the NightStar RT tool set.

Data Monitoring allows you to specify executable programs that contain Ada, C, or Fortran variables to be monitored, obtain and modify the values of selected variables by specifying their names, and obtain information about the variables such as their addresses, types, and sizes.

**NOTE**

Ada programs are only supported if compiled with the Concurrent MAXAda compiler which generates proper DWARF debug information.

Data Monitoring is a powerful capability with a rich API. It also allows you to obtain detailed symbolic and attribute information for variables in a program file. However, for our purposes, we will write a very simple program which changes the value of a single variable.

Refer to the *Data Monitoring Reference Manual* for more information about Data Monitoring.

The source code for our **set\_rate** program follows:

```
#include <stdlib.h>
#include <stdio.h>
#include <datamon.h>

#define check(x) \
    if((x)) {fprintf(stderr, "%s\n", dm_get_error_string());exit(1);}

main(int argc, char * argv[])
{
    program_descriptor_t pgm;
    object_descriptor_t obj;
    char buffer[100];

    if (argc != 2) {
        fprintf (stderr, "Usage: set_rate integer-value\n");
        exit(1);
    }

    check(dm_open_program("app", 0, &pgm));
    check(dm_get_descriptor("rate", 0, pgm, &obj));
    check(dm_get_value(&obj, buffer, sizeof(buffer)));
    check(dm_set_value(&obj, argv[1]));

    printf ("rate: old_value=%s, new_value=%s\n", buffer, argv[1]);
}
```

The `dm_open_program` function initializes Data Monitoring on the specified process name and PID (in this case zero, which instructs the call to use any process matching the specified name).

The `dm_get_descriptor` call looks for the specified variable name and returns information about the variable. It also maps the underlying memory page of the variable in the **app** process into the monitoring process.

The `dm_get_value` and `dm_set_value` routines return and set the value of the variable using direct memory reads and writes; the **app** process is not affected in any other way than having the value of the `rate` variable changed.

The **set\_rate.c** source file was copied into the current working directory during the activities in “Creating a Tutorial Directory” on page 1-3.

- Compile the program using the following command:

```
cc -g -o set_rate set_rate.c -ldatamon -lccur_rt
```

While this portion of the tutorial is in no way dependent on NightProbe itself, we will use NightProbe to see the effect of changing the rate variable using the Datamon API.

- Raise the **Graph** panel by clicking on the tab labelled **Page 4** in NightProbe.
- Use the **Pan Right** button in the graph panel to move the viewport to the end of the graph set -- click the button repeatedly until the end of the graph is seen:



- Change the value of the `rate` variable in the **app** process by issuing the following command:

```
./set_rate 123456789
```

As shown in the source code above, the program prints the previous value of the `rate` variable and then sets it to the value specified as an argument to **set\_rate**.

The sine and cosine waves change shape as shown in the **Graph** panel.

## Conclusion - NightProbe

To terminate NightProbe operations, execute the following steps:

- Select the **Exit Immediately** option from the **File** menu

This concludes the NightProbe portion of the NightStar RT Tutorial.





# 6

## Using NightTune

NightTune is a graphical tool for analyzing and adjusting system activities.

This chapter assumes you have already built the **app** program and it is running. If you have not built the program, do so using the instructions in “Building the Program” on page 1-4 and execute the application before proceeding: `./app &`

### Invoking NightTune

NightTune can be launched with the following command at a command prompt:

```
ntune &
```

Or it may be launched by double-clicking on the NightTune desktop icon.

For some aspects of this tutorial, it will be necessary to execute NightTune as the **root** user or to ensure that your user account has appropriate privileges. See the “Setting Up User Privileges” on page 1-2 for more information.

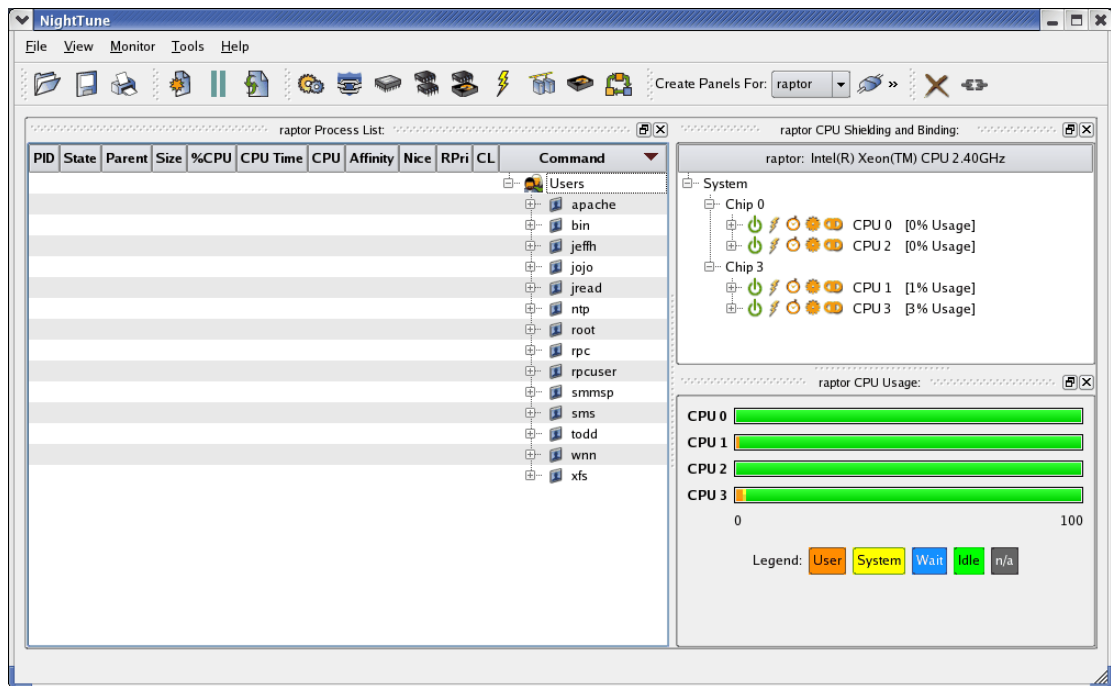


Figure 6-1. NightTune initial panels

## Monitoring a Process

First monitor the running **app** process.

- In the Process List panel, click anywhere within the panel and the type Ctrl+F.
- A Find bar appears at the bottom of the panel. Type **app**, and the process list will be automatically expanded and the first process whose process name includes the word **app** will be selected.

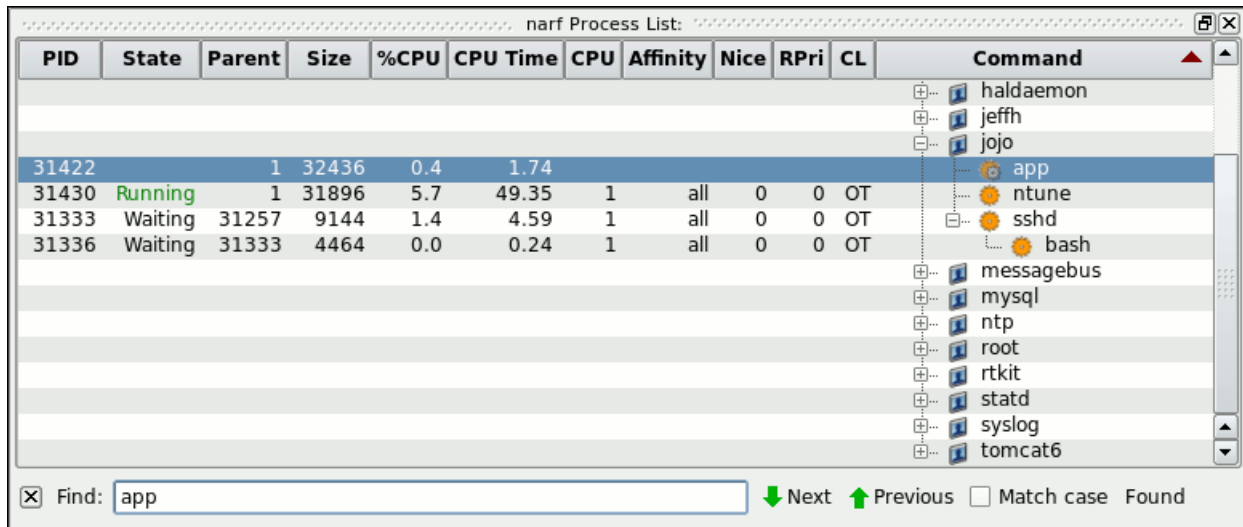


Figure 6-2. Expanded Process List

If the selected process is not our **app** process, press the Next icon in the Find bar until the correct process is selected.

Notice that the icon associated with the **app** process has a small gray gear superimposed on the orange process icon. This indicates that process is multi-threaded.



- Select the **Show Threads** option from the context menu associated with the **app** process.

PID	State	Parent	Size	%CPU	CPU Time	CPU	Affinity	Nice	RPri	CL	Command
31422	Waiting	1	32436	0.8	1.79	1	all	0	0	OT	app
31422	Waiting			0.0	1.37	1	all	0	0	OT	main
31425	Waiting			0.4	0.21	0	all	0	0	OT	sin
31426	Waiting			0.4	0.21	0	all	0	0	OT	cos
31427	Waiting			0.0	0.00	1	all	0	0	OT	heap_thread
31430	Running	1	31896	5.2	51.45	0	all	0	0	OT	ntune
31333	Waiting	31257	9144	0.4	4.84	1	all	0	0	OT	ssh
31336	Waiting	31333	4464	0.0	0.24	1	all	0	0	OT	bash

narf Process List: Find: app [Next] [Previous] [Match case] Found

**Figure 6-3. Process List with Threads**

The panel shows characteristics of each thread and of the entire process. In particular, they include:

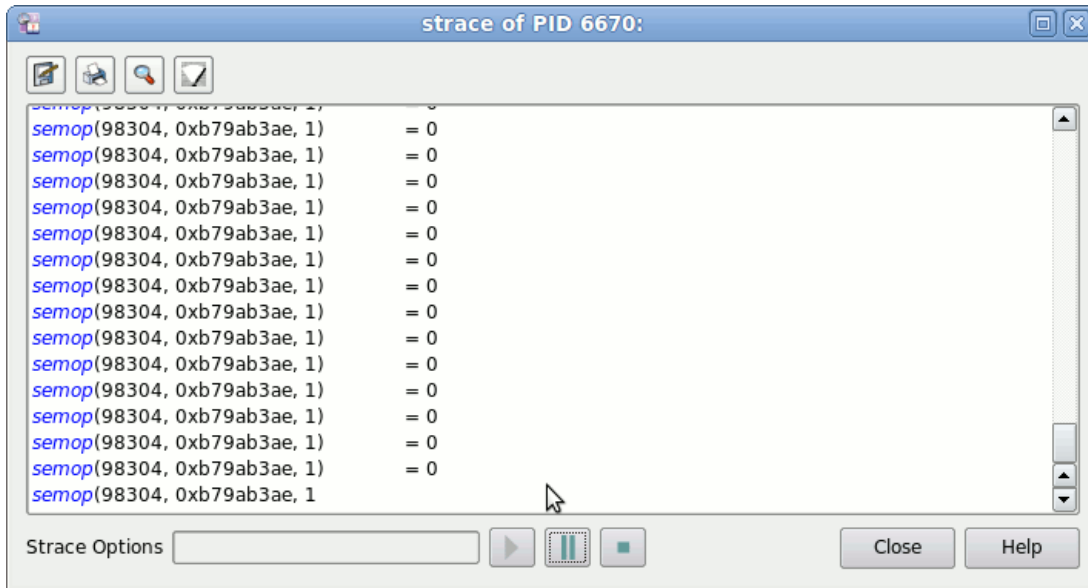
- the virtual memory size of the process
- the percentage and amount of CPU time used by each thread and by the whole process.
- CPU on which each thread ran most recently
- CPU affinity for each thread (the set of CPUs on which the thread is allowed to run)
- scheduling characteristics of each thread
- the thread name, if it is being debugged by NightView, or, if the application is using the NightTrace API and names its threads via a call to `trace_set_thread_name(3x)`.

The set of columns displayed can be modified by clicking the **Display Fields** option of the context menu for the panel, and then choosing individual fields by checking or unchecking their menu items.

## Tracing System Calls

NightTune provides a handy interface for tracing system calls made by a process. This is essentially the same as using the `strace(1)` command, except that NightTune provides the output in a dialog which can be searched and controlled.

- Select the **Trace System Calls...** option from the context menu associated with the `sin` thread in the `app` program and press the run button.



**Figure 6-4. Strace Output of Thread**

As shown in the figure above, the selected thread makes no system calls other than **semop (2)** which is associated with the line 46 of `api.c`, as shown in this code segment:

```

36 void *
37 sine_thread (void * ptr)
38 {
39     control_t * data = (control_t *)ptr;
40     struct sembuf wait = {0, -1, 0};
41     work(1);
42
43     trace_set_thread_name (data->name);
44
45     for (;;) {
46         semop(sema, &wait, 1);
47         data->count++;
48         data->angle += data->delta;
49         data->value = sin(data->angle);
50     }
51 }

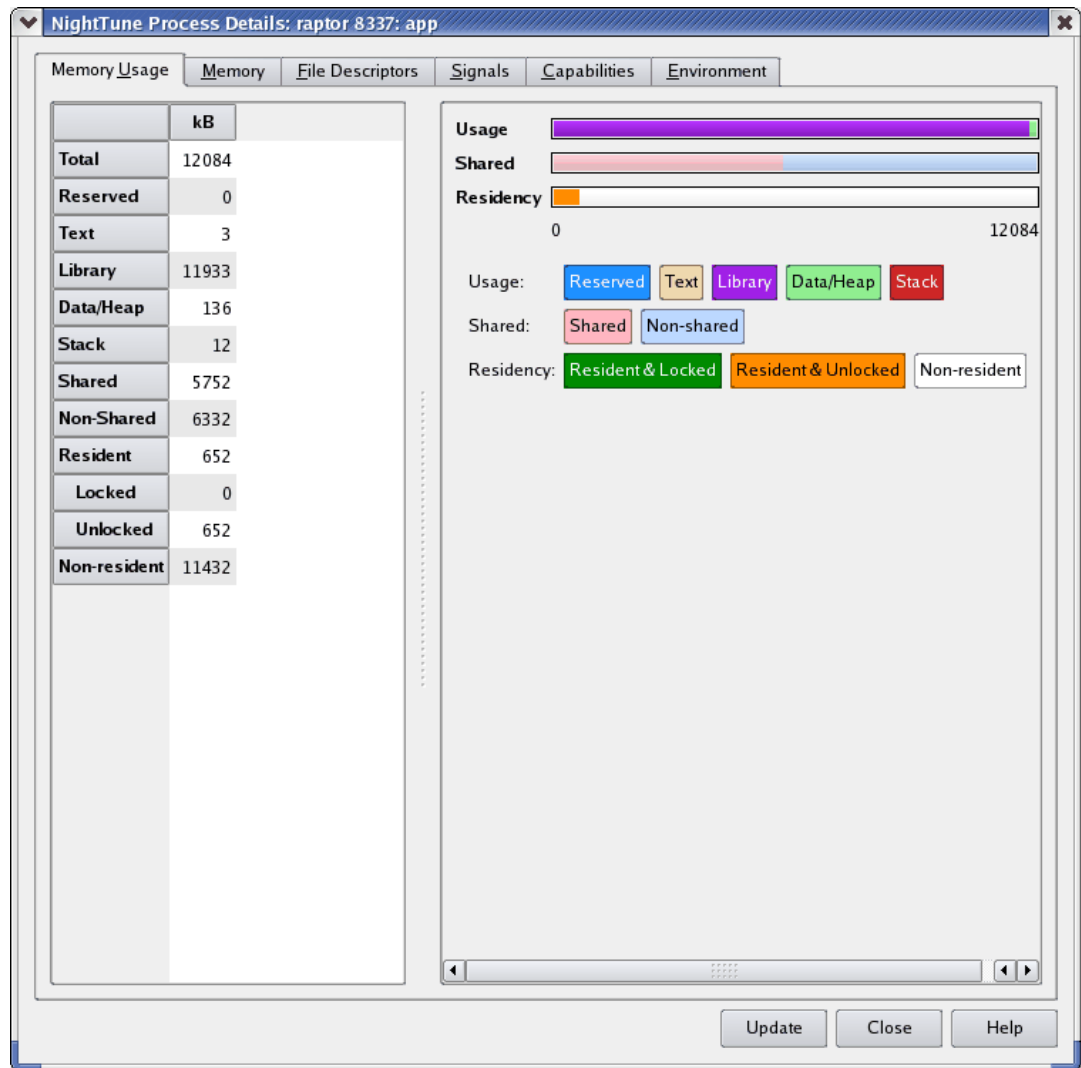
```

- Press the **Close** button to stop the system call trace and close the dialog.

## Process Details

NightTune provides detailed analysis of process attributes.

- Select the **Process Details...** option from the context menu of any thread in the **app** program.



**Figure 6-5. Process Details Dialog**

All information displayed in this dialog is read-only in nature. You cannot make changes to process attributes using this dialog.

Six tabbed pages provide detailed information about the process, including:

- Memory Usage
- Memory details
- File Descriptors
- Signals
- Capabilities

- Environment

The Memory Usage page provides summary information of the virtual and resident usage of memory in both textual and graphical panes.

## Process Details - Memory Details

- Click on the Memory tab to raise that page.

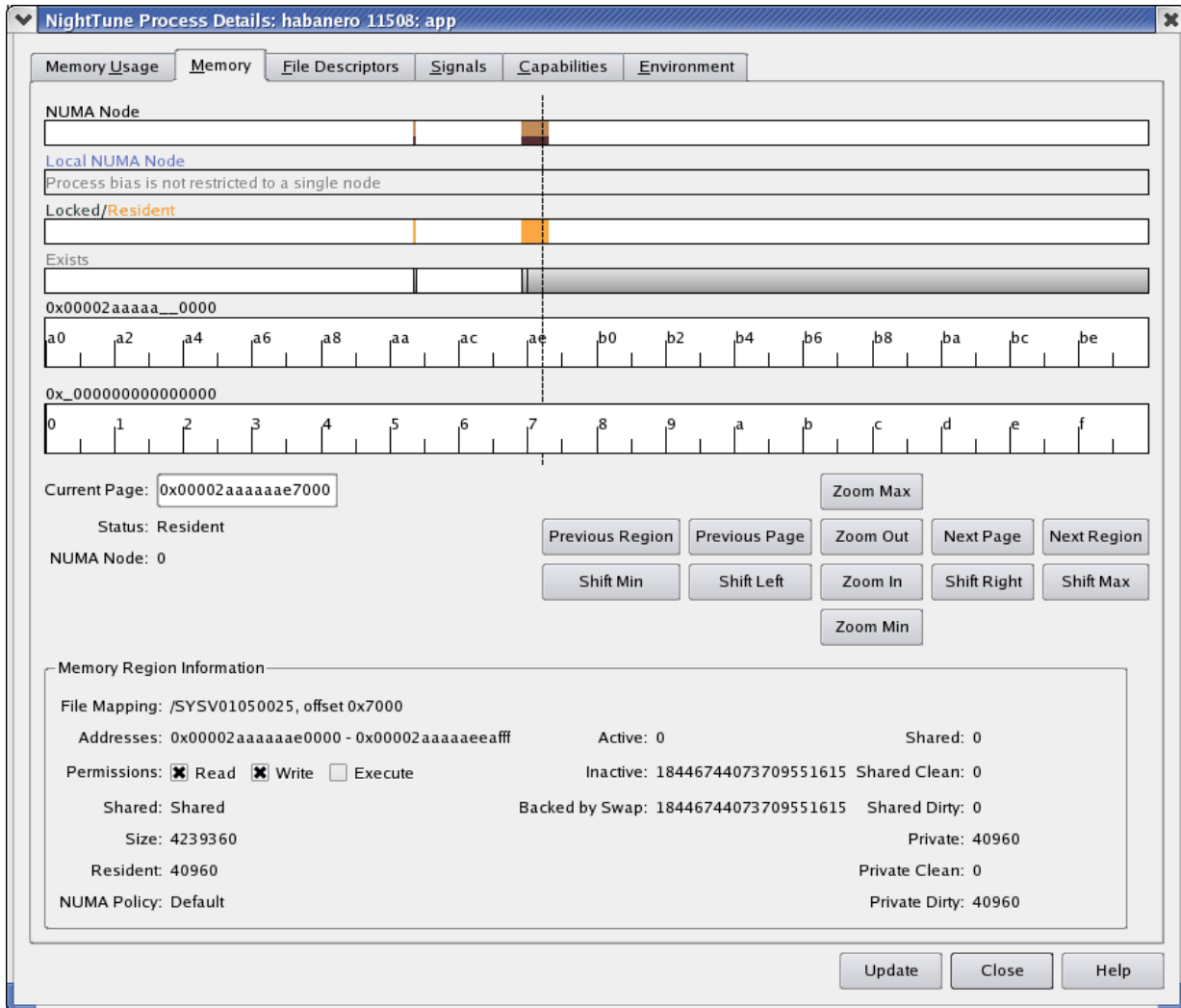


Figure 6-6. Process Memory Details Page

This dialog provides controls to allow you to get detailed memory information for any segment or page within the address space.

The controls in the graphical rows are similar to NightTrace in nature.

- Click anywhere on or above the rulers.

- Press **Alt+UpArrow** to zoom out completely.

The process's entire address space is now displayed. Each segment of the memory address space that is associated with pages in your process is indicated by at least a single vertical black line in the **Exists** row.

- Click on one of these lines
- Use the mouse wheel or the **Zoom In** button to zoom in until sufficient detail is available.

In the figure above, memory segments are shown as gray areas in the **Exists** row. The boundaries of memory segments are shown as vertical black lines. If the zoom factor is large enough, a memory segment may be portrayed as merely one or two vertical black lines.

Details about the memory segment are shown in the textual area in the bottom portion of the page.

The other rows show per-page information, including NUMA pools, and Locked and Resident attributes of the page.

#### **NOTE**

Locked and Resident information may not be available on all operating system versions. NUMA information is only applicable to systems supporting a Non-Uniform Memory Architecture and the information is only provided by some operating systems.

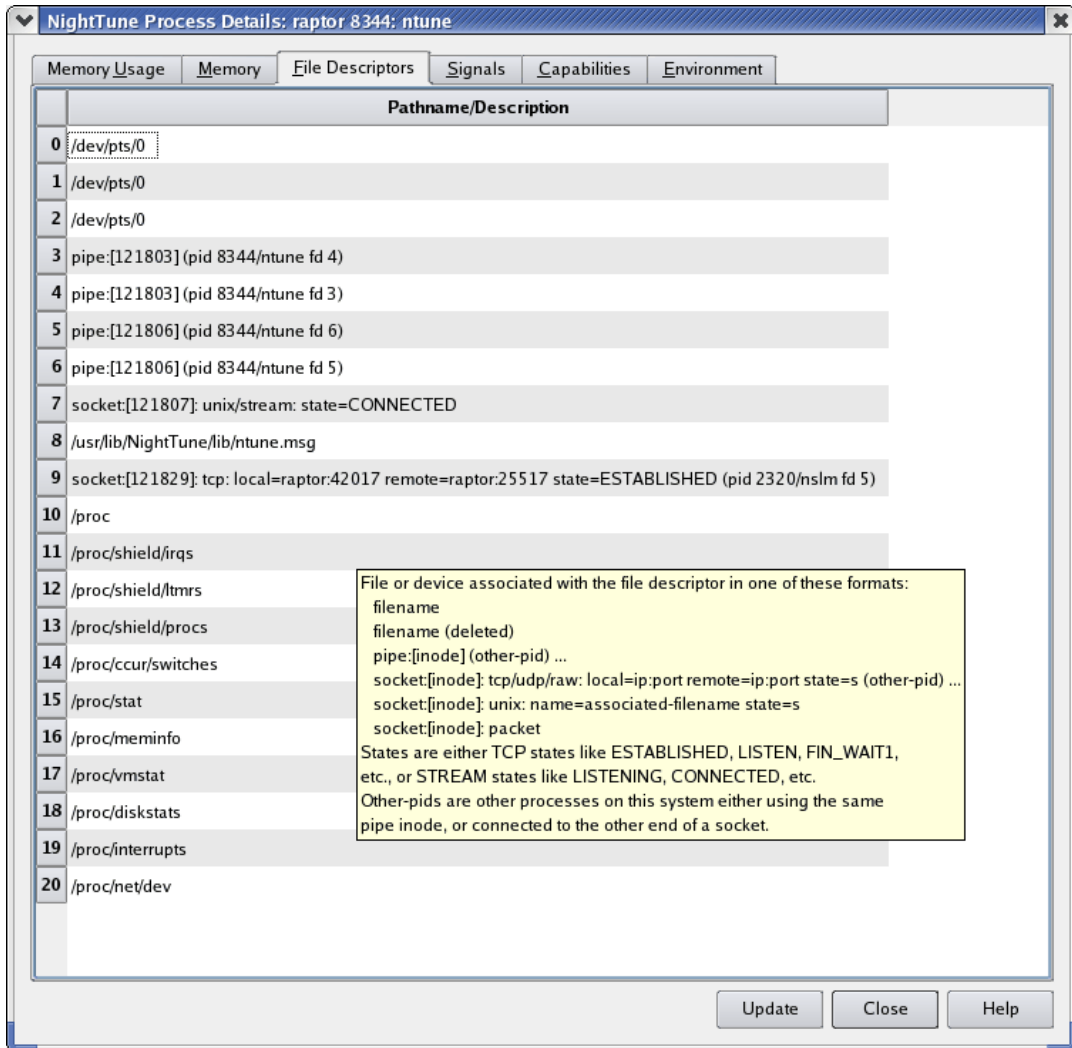
Alternatively, you can select a specific address by typing it into the **Current Page** text field.

See the NightTune User's Guide for more information on the **Memory** page.

## **Process Details - File Descriptors**

The **File Descriptors** page lists all open file descriptors associated with the process, and provides a description of each.

The figure below shows the file descriptors in use by an **ntune** process.



**Figure 6-7. File Descriptors Page**

The description includes the file name associated with a file descriptor (when relevant), connection information for a socket, and even identifies other processes using a pipe or socket when those processes are on the same system.



## Process Details - Signals

The Signals table displays attributes of signals.

Number	Name	Pending	Shared Pending	Blocked	Ignored	Handled	Restart	Description
1	SIGHUP	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Hangup
2	SIGINT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Interrupt
3	SIGQUIT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Quit
4	SIGILL	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Illegal instruction
5	SIGTRAP	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Trace/breakpoint trap
6	SIGABRT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Aborted
7	SIGBUS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Bus error
8	SIGFPE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Floating point exception
9	SIGKILL	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Killed
10	SIGUSR1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	User defined signal 1
11	SIGSEGV	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Segmentation fault
12	SIGUSR2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	User defined signal 2
13	SIGPIPE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Broken pipe
14	SIGALRM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Alarm clock
15	SIGTERM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Terminated
16	SIGSTKFLT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Stack fault
17	SIGCHLD	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Child exited
18	SIGCONT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Continued
19	SIGSTOP	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Stopped (signal)
20	SIGTSTP	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Stopped
21	SIGTTIN	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Stopped (tty input)
22	SIGTTOU	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Stopped (tty output)
23	SIGURG	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Urgent I/O condition

**Figure 6-8. Signals Page**

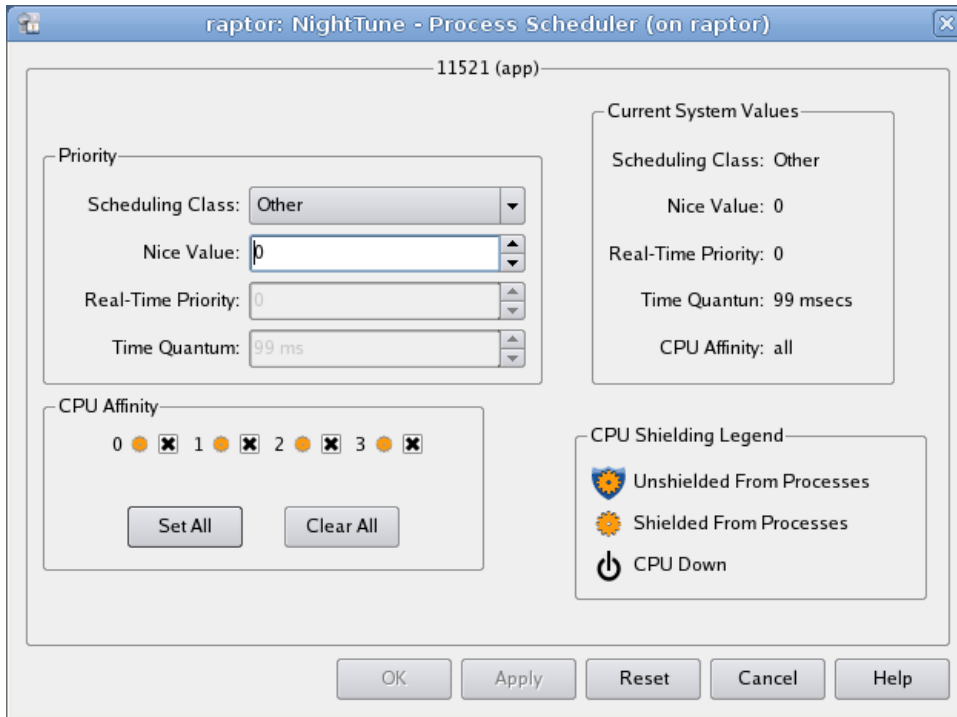
The information shown includes indicators of signals currently pending or blocked by the application, as well as whether the application has a handler installed for a signal.

In the figure above, the application has a handler registered for SIGUSR2.

## Changing Process Scheduling Parameters

It may be desirable to change the scheduling properties of a thread or process while it is running to see how that changes the behavior of an application. For instance, perhaps one thread is being starved of CPU time by other threads. You may wish to change its scheduling class to a real-time class and/or its priority to a higher priority.

- Select the Process Scheduler... option of the context menu associated with the `sin` thread in the `app` process.



**Figure 6-9. Process Scheduler Dialog**

In this dialog, it is possible to change the **Scheduling Class**, **Nice Value**, **Real-time Priority**, and/or **Time Quantum**. On multi-processor systems, it is also possible to change the **CPU Affinity**. For each CPU on which the process or thread is allowed to run, the checkbox with the number of that CPU should be checked. See “Setting Process CPU Affinity” on page 6-11 for more on this topic.

- Change the **Scheduling Class** to Round Robin by selecting that from a drop down list.
- Change the **Real-time Priority** to 3.
- Press the **OK** button.

**NOTE**

To change the Scheduling Class to Round Robin and change the Real-time Priority, it is necessary that NightTune be run by the `root` user or that your user account has appropriate privileges as described in “Setting Up User Privileges” on page 1-2.

The Process List panel now reflects these changes to the thread.

PID	State	Parent	Size	%CPU	CPU Time	CPU	Affinity	Nice	RPri	CL	Command
31422		1	32436	0.0	2.90						app
31422											main
31425	Waiting			0.0	0.34	1	all	0	3	RR	sin
31426	Waiting			0.0	0.34	0	all	0	0	OT	cos
31427	Waiting			0.0	0.00	1	all	0	0	OT	heap_thread
31333	Waiting	31257	9144	1.4	7.60	0	all	0	0	OT	sshd
											messagebus
											mysql
											ntp
											root
											rtkit
											statd
											syslogd

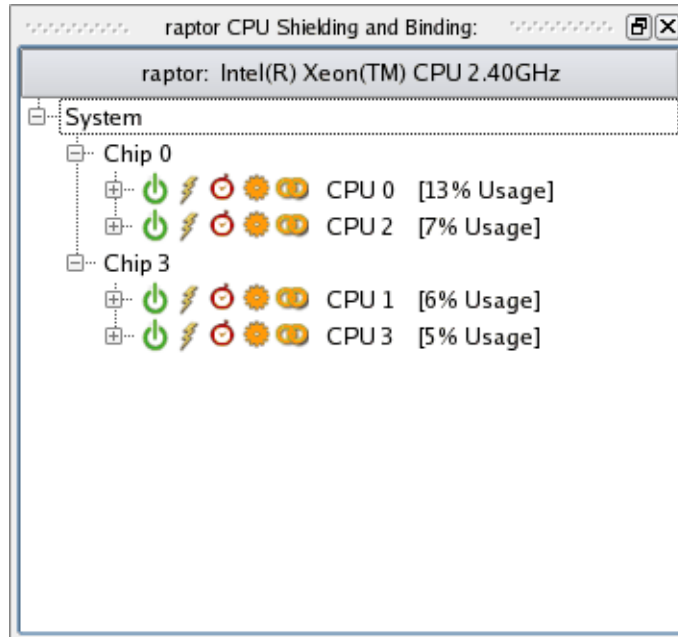
**Figure 6-10. NightTune Process List with modified thread**

For the modified thread, the CL (Scheduling Class) field displays the value RR (Round Robin), and the RPri (Real-time Priority) field displays the value 3.

## Setting Process CPU Affinity

This section only is applicable if the system running NightTune is a multi-processor system. If not, skip to “Conclusion - NightTune” on page 6-17.

The CPU Shielding and Binding panel shows the CPU hierarchy, shielding status (on Concurrent RedHawk Linux only), CPU usage, and process and IRQ bindings.



**Figure 6-11. CPU Shielding and Binding Panel**

The hierarchy is useful in visualizing the relationship of logical CPUs, especially in the presence of hyper-threaded and multi-core chips.

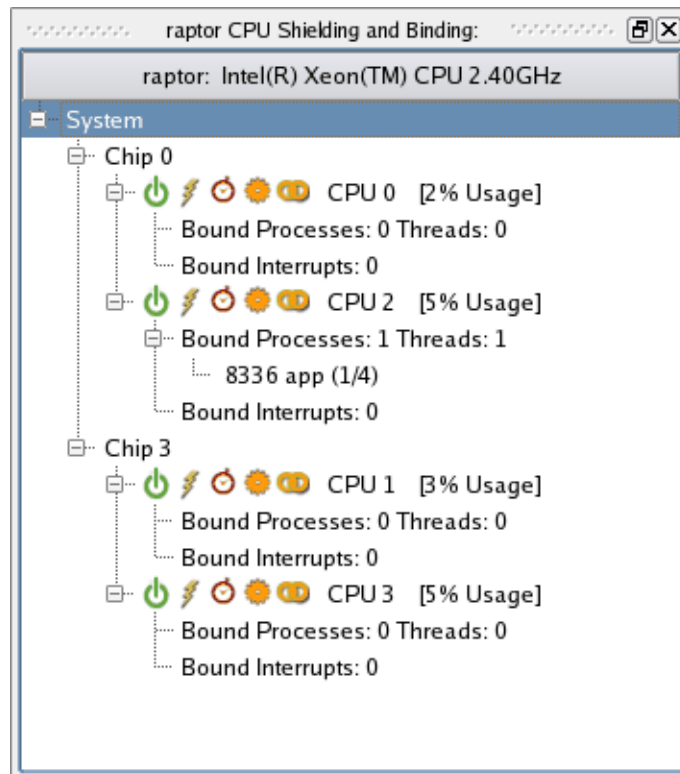
In the figure above, two chips each contain two local CPUs which are hyper-threaded siblings of each other. Hyper-threaded CPUs share some physical resources between them, yet operate in all user-visible ways as independent processors. Multi-core CPUs also share physical resources between their siblings, but much less so than with the hyper-threaded technology.

A process or thread has a CPU affinity, which determines the set of CPUs on which it may execute. It may even be restricted such that it may run on only a single CPU. Often this is called *binding* the process or thread. “Changing Process Scheduling Parameters” on page 6-10 described one way to change the CPU affinity. In addition, the CPU Status panel can be used to bind a process or thread quickly.

- Select **Expand All** from the context menu associated with the **System** item in the panel

The tree expands with leaves for bound processes and interrupts for each CPU.

- While the cursor is positioned over one of the threads in the **app** process, press and hold the *left* mouse button, then drag the thread to one of the CPUs in the CPU Shielding and Binding panel and release the mouse button.



**Figure 6-12. CPU Shielding and Binding Panel with Bound Thread**

This action binds the selected thread to the particular CPU. That is, its CPU affinity is set to include only that single CPU. When a process' or thread's CPU affinity contains only a single CPU, that process or thread is listed in the **CPU Status** panel under the particular CPU's Processes tab. In this case, there is one entry under CPU 1. Because only one thread was bound to CPU 1 in this example, the entry includes the suffix (1/4), indicating that only 1 of the 4 threads is bound to that CPU.

The thread's new CPU affinity also is reflected in the **Affinity** field of the **Process Monitor** panel. That field displays a bit mask in hexadecimal, where the low order bit represents CPU 0, the next bit represents CPU 1, etc. In this case, the value 0x1 has only the lowest bit turned on, indicating CPU 0.

NightTune also can unbind a process quickly.

- While the cursor is over the thread entry in the **CPU Status** panel, press and hold the *left* mouse button, then drag the item to the **Unbind** icon at the upper right of the window (resembling a broken chain link) and release the mouse button.



The **Process List** panel will reflect that the thread is unbound once again.

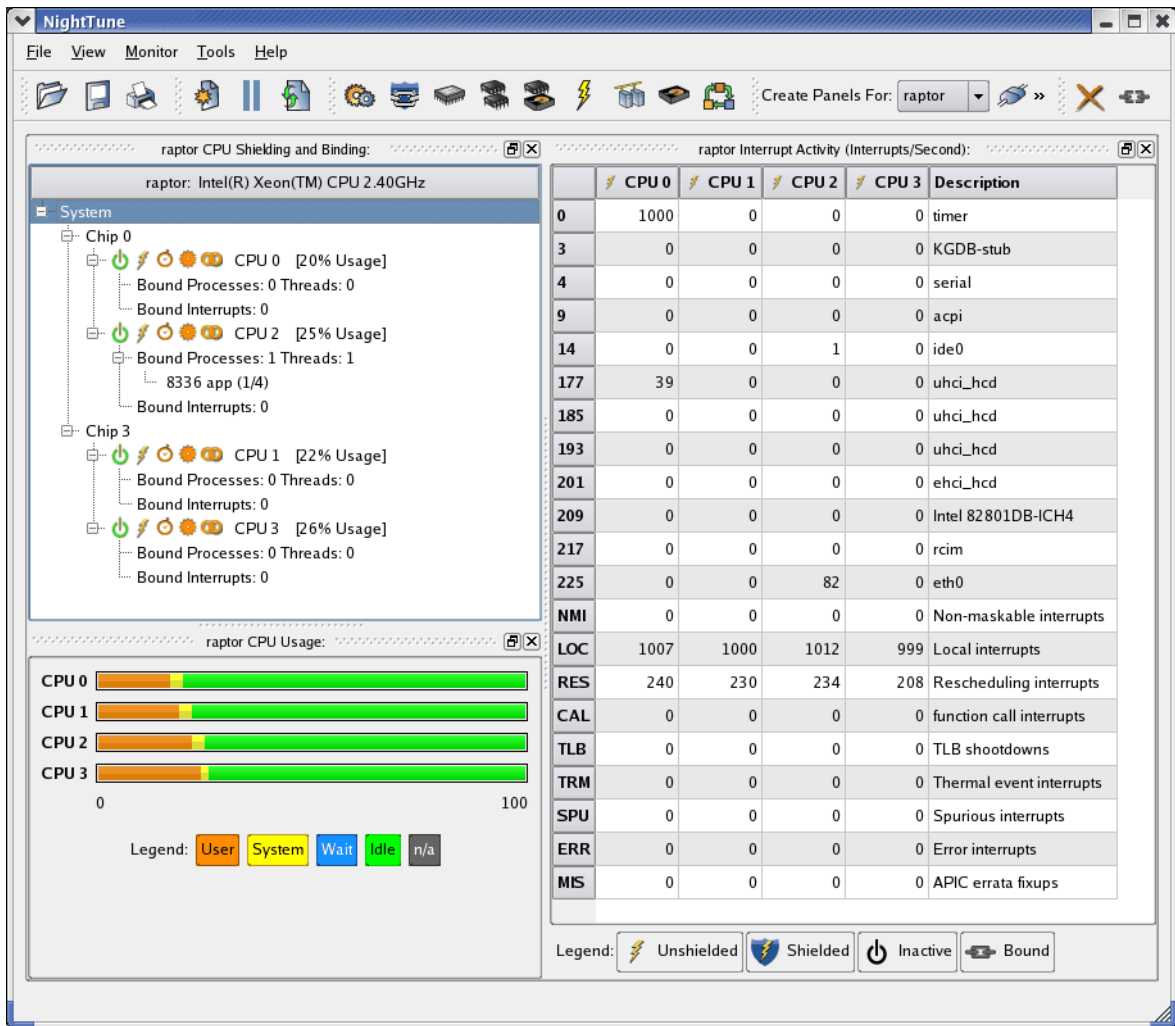
## Setting Interrupt CPU Affinity

The functionality described in this section only is available if NightTune was executed by the **root** user or your user account has appropriate privileges as described in “Setting Up User Privileges” on page 1-2. If this is not the case, skip to “Conclusion - NightTune” on page 6-17.

In addition to being able to set the CPU affinity of a process, NightTune can control the CPU affinity of an interrupt.

It may be desirable to change the CPU affinity of an interrupt. For instance, an interrupt may be occurring frequently and, depending on the CPU which handles it, may be interfering with an application running on that same CPU.

- Close the **Process List** panel by clicking on the right-hand most box in its title bar.
- In its place, open the **Interrupt Activity** panel by selecting the **Interrupt Activity** option from the **Monitor** menu and then the **Text Pane** option from its sub-menu.



**Figure 6-13. NightTune with Interrupt Activity Panel**

The panel shows the number of interrupts per second for each interrupt as handled on each CPU (if on a multi-processor system).

The chain link icon in the Interrupt Activity panel indicates that an interrupt may be handled by that particular CPU. However, if an interrupt may be handled by all CPUs, then no icon appears for that interrupt. The same information is displayed in the Bound Interrupts items for each CPU in the CPU Shielding and Binding panel.

Some systems may employ IRQ balancing which automatically changes IRQ affinities over time. This interferes with attempts to control interrupt affinity manually. For purposes of this tutorial, ensure that IRQ balancing is currently disabled by executing the following command as the root user:

```
/sbin/service irqbalance stop
```

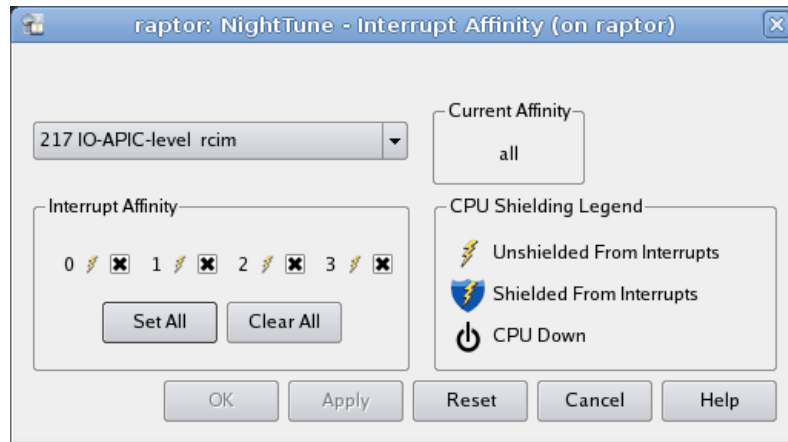
To bind an interrupt to a single CPU, it may be dragged in much the same way as a process.

While the cursor is over an interrupt in the **Interrupt Activity** panel, you may press and hold the *left* mouse button, then drag the interrupt to the particular CPU in the **CPU Shielding and Binding** panel. Similarly, while the cursor is over an interrupt in the **Bound Interrupts** list of a CPU in the **CPU Shielding and Binding** panel, you may press and hold the *middle* mouse button, then drag the interrupt to a different CPU in the **CPU Shielding and Binding** panel.

To change an interrupt’s affinity to allow multiple CPUs, but possibly exclude one or more, select the **Set CPU Affinity...** option from the context menu of any interrupt row in the panel.

**NOTE**

If you are not running as the root user or your user lacks appropriate privileges, the **Set CPU Affinity...** option will not be present in the context menu.



**Figure 6-14. Interrupt Affinity Dialog**

For each CPU on which the interrupt is allowed to be handled, the checkbox with the number of that CPU should be checked. The changes take effect when the **OK** or **Apply** button is pressed.

**NOTE**

For certain interrupts, such as **NMI**, it is impossible to control their CPU affinity.



## Shielding CPUs for Maximum Determinism and Performance

NightTune allows you to easily shield specific CPUs from processes, interrupts, and shared resource interference from other CPUs.

This is demonstrated as part of the NightSim section in this tutorial. See “Overrun Detection and System Tuning” on page 7-9 for more information.

## Conclusion - NightTune

The remaining portion of the tutorial is unrelated to the execution of the **app** program. Terminate the program by executing the following steps:

- Drag the **app** process from the **Process List** panel using the left mouse button to the **Kill** icon on the toolbar and release.



- Terminate NightTune by selecting **Exit** from the **File** menu.

This concludes the NightTune portion of the NightStar RT Tutorial.



## Using NightSim

NightSim is a graphical tool for scheduling multiple processes in a synchronized manner and monitoring their execution.

NightSim provides a graphical interface to the Frequency Based Scheduler utilities.

If you don't have the Frequency Based Scheduler installed on your system, this portion of the tutorial isn't applicable to you. Use the following command to see if the Frequency Based Scheduler is installed:

```
rpm -q ccur-fbsched
```

This chapter of the tutorial also uses a real-time clock interrupt source from the Real-Time Clock and Interrupt Module (RCIM) which is standard equipment on all Concurrent iHawk systems. If your system does not include an RCIM device, this portion of the tutorial isn't applicable to you. Use the following command to see if an RCIM is installed:

```
cat /proc/driver/rcim/status
```

If the file shown above does not exist, an RCIM does not exist on your system or your kernel has had the RCIM support removed.

For some aspects of this section, it will be necessary to execute NightSim and NightTune as the **root** user or to ensure that your user account has appropriate privileges. See the "Setting Up User Privileges" on page 1-2 for more information.

## Creating FBS Applications

It is trivial to modify cyclic applications so that they may be scheduled via NightSim.

A single API call is required.

The source code for our simplistic **work** application follows:

```
#include <fbsched.h>
int workload = 1000;
main()
{
    int data = 0;
    int i;
    volatile double d = 1.0;
    while (fbswait()>=0) {
        data = !data;
        for (i=0; i<workload; ++i) d = d/d;
    }
}
```

The call to `fbswait()` causes the process to block until its next scheduled cycle at which point it returns. The process then performs its workload and then loops to block in `fbswait()` until its next scheduled cycle.

The `work.c` source file was copied from `/usr/lib/NightStar/tutorial` into the current working directory in an earlier portion of this tutorial.

Compile and link the application using the following command:

```
cc -g -o work work.c -lcur_fbsched -lcur_rt
```

## Invoking NightSim

A NightSim configuration file has been prepared for this tutorial and should have been copied to your current working directory during the activities in the section entitled “Creating a Tutorial Directory” on page 1-3.

Launch NightSim specifying the configuration file, as show below:

```
nsim -c nsim.nsc &
```

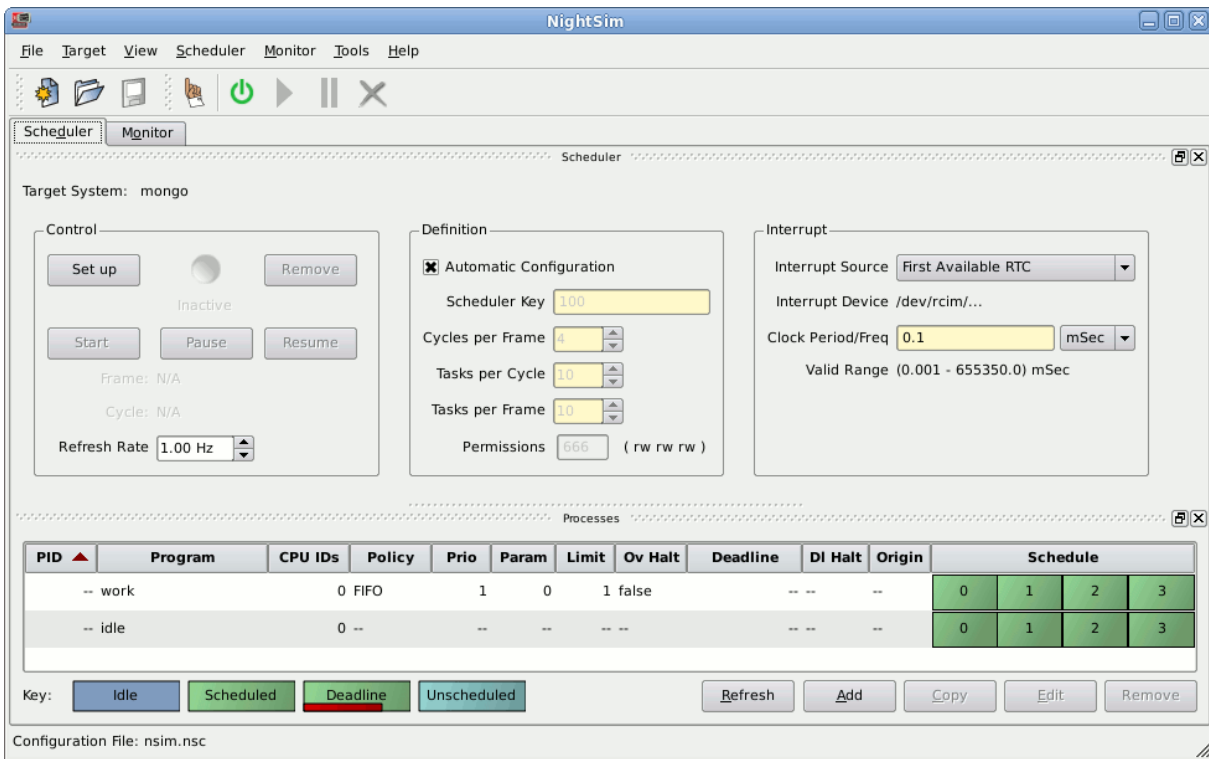


Figure 7-1. NightSim Initial Window

## Creating a Scheduler

NightSim allows you to define the scheduling of multiple processes, using the following parameters:

- The scheduling source (usually an external interrupt)
- The rate at which the interrupts occur (for clock-based interrupts)
- The period at which a process is scheduled
- The CPU affinity, scheduling policy and priority of scheduled processes

Collectively, these parameters define a *scheduler*.

A cycle is defined as the time between the scheduling sources (interrupts).

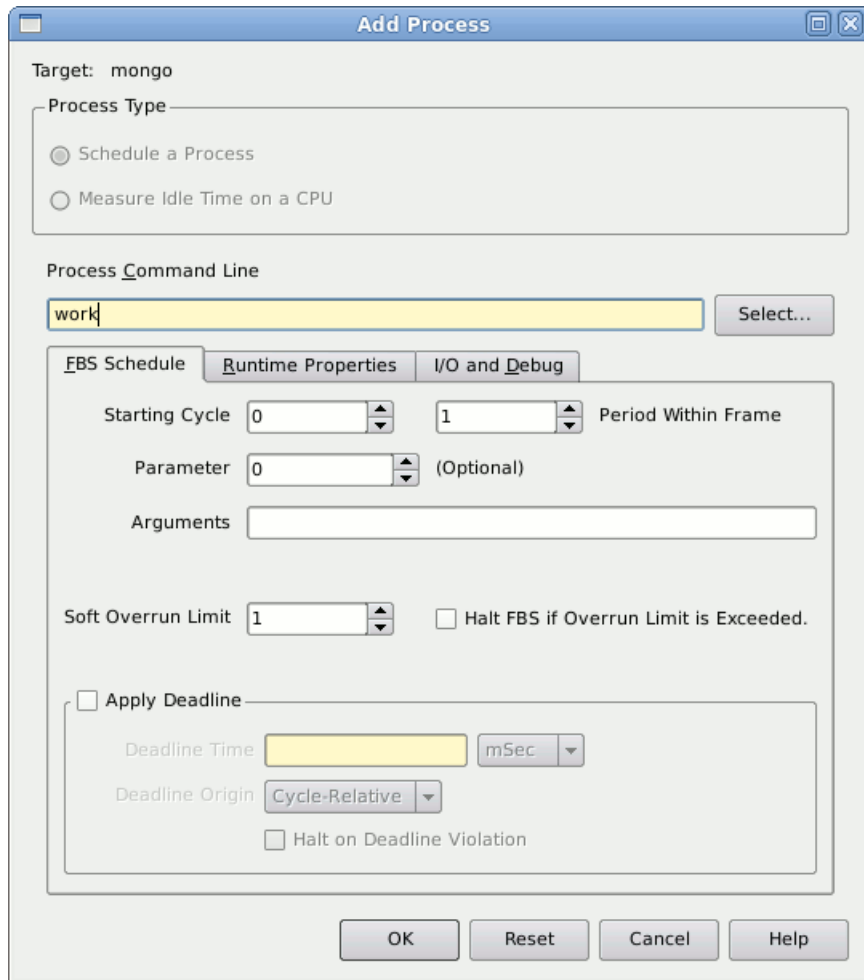
A frame is defined by a fixed number of cycles. Frames are useful concepts in many cyclic applications where a series of discrete steps (cycles) must be executed in order before the entire algorithm (frame) repeats.

The scheduler configured by the `nsim.config` file specified on the command line in the previous section defined a scheduler with the following attributes visible on the main window:

- **Cycles Per Frame** -- four cycles per frame
- **Timing Source** - an interrupt source using the **First Available RTC** (real-time clock) of the Real-time Clock and Interrupt Module device (RCIM)
- **Clock Period** -- a cycle time of 100 microseconds
- **Processes** -- a single process, **work**, schedule to run on every cycle of the frame

To view the details of the attributes of the scheduled process, select the `./work` process in the process area at the bottom portion of the **Processes** panel and then press the **Edit...** button in the lower-right portion of the panel.

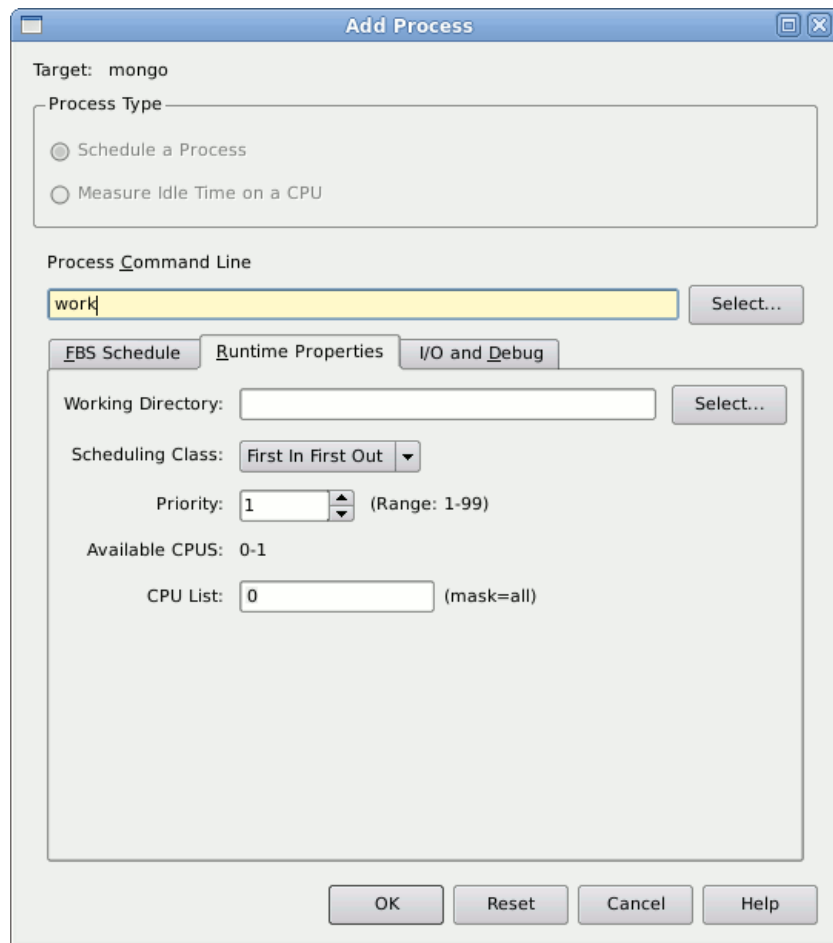
The Edit Process dialog is displayed.



**Figure 7-2. NightSim Edit Process Dialog**

The FBS Schedule tab shows the starting cycle and period of the **work** process. The Starting Cycle defines the cycle within the frame where the process will begin its execution. The Period defines the frequency of execution, in cycles. A period value of 1 causes the application to execute every cycle in the frame.

Click on the Runtime Properties tab in the dialog.



**Figure 7-3. Runtime Properties Tab**

#### NOTE

The CPU Bias description area of the Runtime Properties tab may vary depending on the number of CPUs on your system.

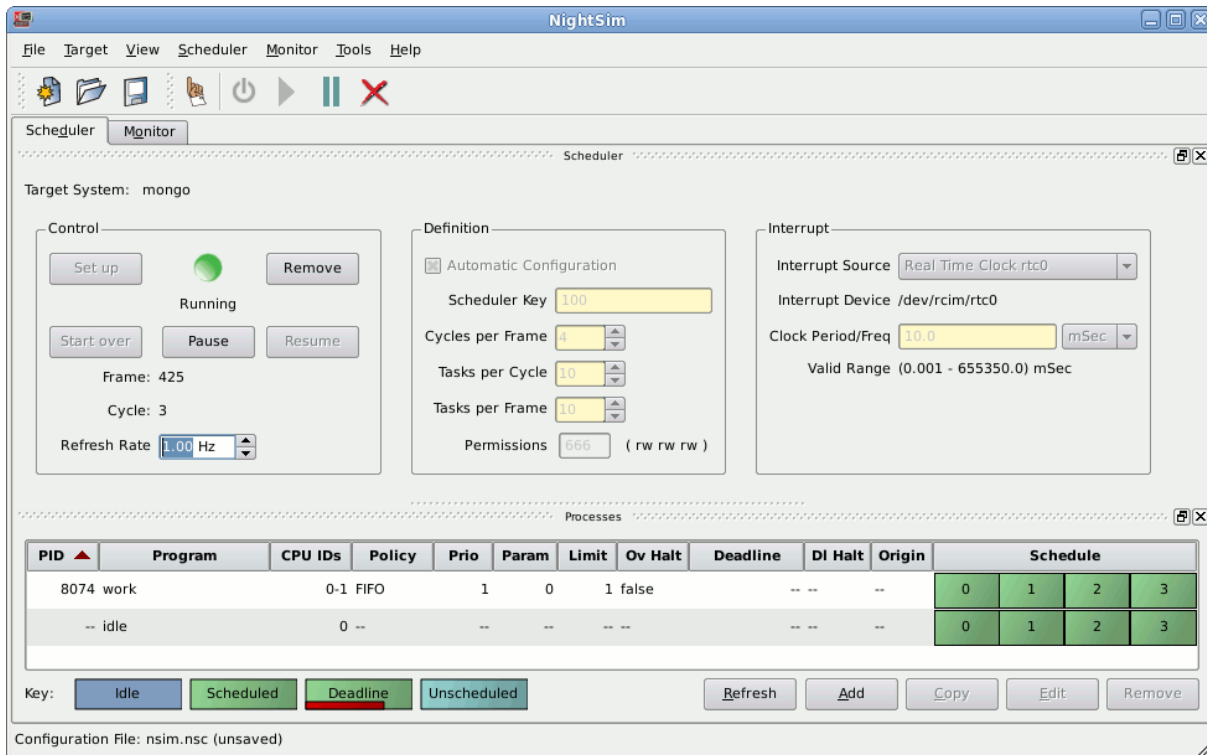
The Runtime Properties tab allows you to choose the CPU on which execution is allowed, the scheduling policy, and the scheduling priority of the process.

Close the Edit Process window by pressing the Cancel button.

Notice that in addition to the **work** process, the **/idle** process is listed in the scheduling area of the NightSim window. We have registered the **/idle** process so that we may subsequently monitor the amount of idle time available for each cycle. The **/idle** process is not a process that is scheduled, but rather it is a placeholder used to represent idle cycles.

## Running the Scheduler

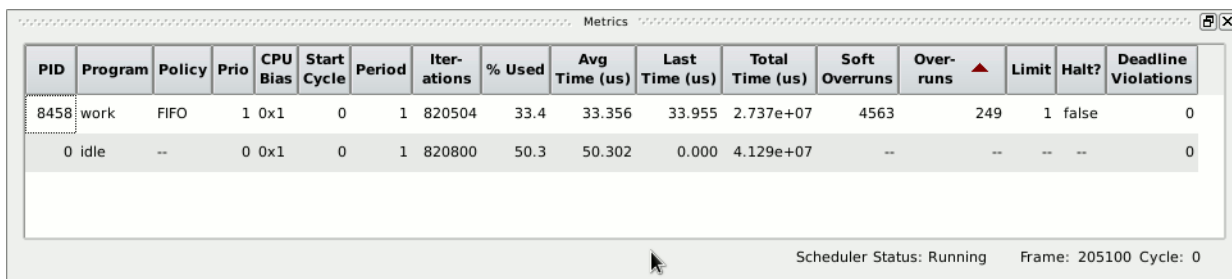
To start the scheduling of the process, press the **Setup** button followed by the **Start** button in the **Control** area.



**Figure 7-4. Scheduling Started**

Note the Frame count begins to increase under the Control area as the Cycle oscillates between 0 and 3.

To monitor the execution of the process, click on the Monitor tab near the top of the window.

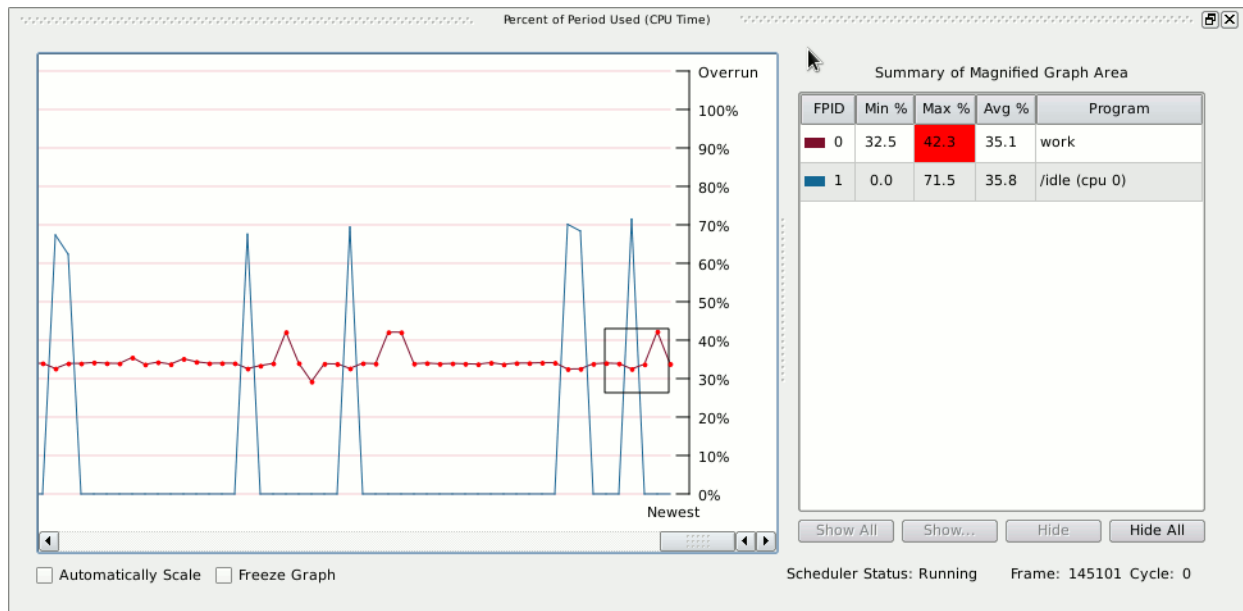


**Figure 7-5. NightSim Monitor Page - Metrics Panel**

The figure above isolates the Metrics panel from the rest of the NightSim window in order to make the panel more readable in this manual.



The NightSim Monitor Metrics panel provides statistics about each individual process on the scheduler. It includes the PID, program name, CPU bias, number of cycles executed, the CPU times related to per cycle execution, counts of overruns, and the average percentage of the frame used by each process. Additional statistics can be selected for display via the Display Monitor Columns option item of the Monitor menu.



**Figure 7-6. NightSim Monitor Page - Percent of Period Used Panel**

The lower half of the page shows the Percent of Period Used (CPU Time) graph, which has been extracted in the figure above. There is a line for each process on the scheduler; the percent of time used (CPU time) during the last cycle is plotted over time. If an application overruns its timeslot, a red dot is shown on the graph. Points that fall within the square magnifier are detailed in the table to the right. (Note that a process can overrun its deadline even if it doesn't use more than 100% of its allotted CPU time -- other processes could be interfering with it or it may be waiting on I/O, etc.).

Watch the Last Time column. The values displayed are the CPU time used by each process for their last cycle's execution in microseconds. The values attributed to the /idle process indicate the remaining CPU time available within the cycle.

We will adjust the workload of the **work** process and see the effects shown in the NightSim Monitor window.

## Using Datamon to Modify Program Variables

The Data Monitoring Application Programming Interface is part of the NightStar RT tool set.

Data monitoring allows you to specify executable programs that contain Ada, C, or Fortran variables to be monitored, obtain and modify the values of selected variables by specifying their names, and obtain information about the variables such as their addresses, types, and sizes.

Data monitoring is a powerful capability with a rich API. However, for our purposes, we will write a very simple program which changes the value of a single variable.

Refer to the *Data Monitoring Reference Manual* for more information about data monitoring.

The source code for our `set_workload` program follows:

```
#include <stdlib.h>
#include <stdio.h>
#include <datamon.h>

#define check(x) \
    if((x)) {fprintf(stderr, "%s\n", dm_get_error_string());exit(1);}

main(int argc, char * argv[])
{
    program_descriptor_t pgm;
    object_descriptor_t obj;
    char buffer[100];

    if (argc != 2) {
        fprintf (stderr, "Usage: set_workload integer-value\n");
        exit(1);
    }

    check(dm_open_program("work",0,&pgm));
    check(dm_get_descriptor("workload",0,pgm,&obj));
    check(dm_get_value(&obj,buffer,sizeof(buffer)));
    check(dm_set_value(&obj,argv[1]));

    printf ("workload: old_value=%s, new_value=%s\n", buffer, argv[1]);
}
```

The `dm_open_program` function initializes Data Monitoring on the specified process name and PID (in this case zero, which instructs the call to use any process matching the specified name).

The `dm_get_descriptor` call looks for the specified variable name and returns information about the variable. It also maps the underlying memory page of the variable in the **work** process into the monitoring process.

The `dm_get_value` and `dm_set_value` routines return and set the value of the variable using direct memory reads and writes; the **work** process is not affected in any other way than having the value of the workload variable changed.

The `set_workload.c` source file was copied into the current working directory during the activities in “Creating a Tutorial Directory” on page 1-3.

Compile the program using the following command:

```
cc -g -o set_workload set_workload.c -ldatamon -lcurr_rt
```

Change the value of the `workload` variable in the **work** process by issuing the following command:

```
./set_workload 0
```

As shown in the source code above, the program prints the previous value of the `workload` variable and then sets it to the value specified as an argument to `set_workload`.

The Last Time field for `./work` is affected by the reduced workload as shown in the NightSim Monitor window.

Experiment with various values of `workload` using the `set_workload` program until the average Last Cycle time for `./work` is approximately 50 microseconds.

## Overrun Detection and System Tuning

A scheduling *overrun* occurs when a process's next cycle begins but it has not yet finished execution of its previous cycle.

The NightSim Monitor window includes overrun counts for each process.

It is likely that several overruns have occurred for the `work` process.

### NOTE

If overruns have not yet occurred, place some additional load on the system. Running the following command in a separate terminal session should have the desired effect:

```
find / -print
```

The NightTrace tool, as described in a previous chapter, is well suited for determining the specific cause of process overruns. NightTrace kernel tracing provides a detailed view of system activity on all CPUs, including process context switches, interrupts, system calls, and machine exceptions.

For brevity, we will assume that the cause of the overruns is due to additional activities unrelated to the scheduler are occurring on the CPU where `work` executes.

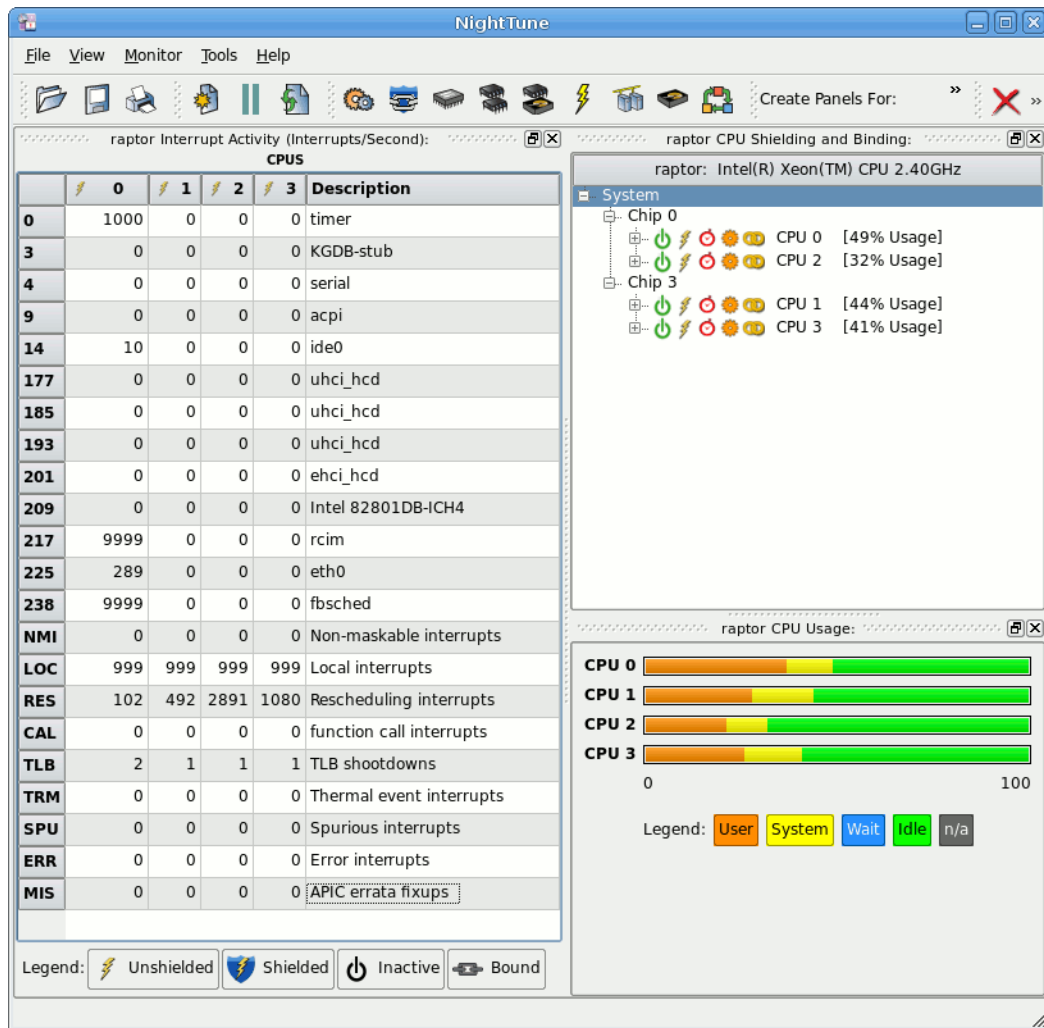
We will use NightTune to shield the CPU associated with our scheduler from other activities.

### NOTE

If your system only has a single CPU, the remaining portion of this section is inapplicable. Skip to “Shutting Down the Scheduler” on page 7-13 in this case.

Launch NightTune using the `ntune.config` file that was copied into the current working directory during the activities in “Creating a Tutorial Directory” on page 1-3:

```
ntune -c ./ntune.config &
```



**Figure 7-7. NightTune with Interrupt and CPU Shielding & Binding Panels**

A NightTune window appears which displays interrupt activity and the shielding and bound status of all CPUs.

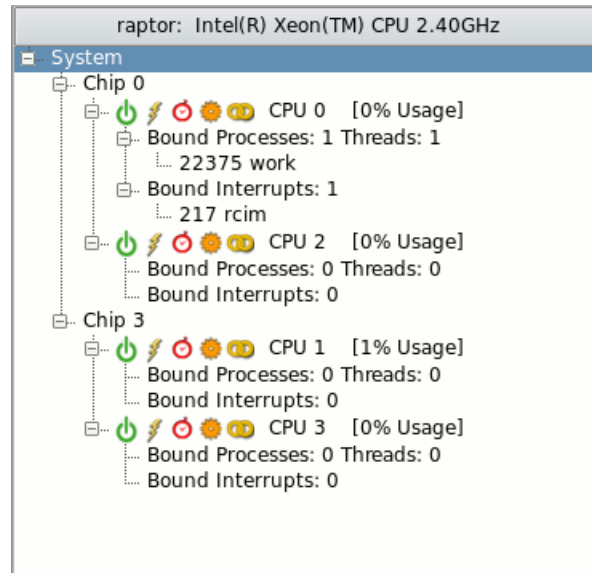
Right-click on the **System** icon in the CPU Shielding & Binding panel and select **Expand All** from the context menu.

Note that **work** process is listed in the Bound Processes list of CPU 0.

Take the following actions to bind the RCIM interrupt to CPU 0 and shield CPU 0 from all other activities:

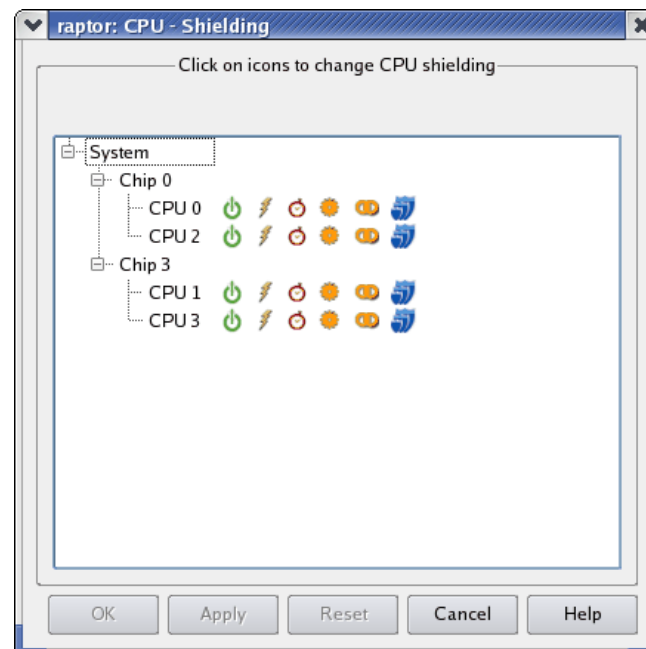
- While the cursor is positioned in the Interrupt panel over the cell in the Description column which contains the word **rcim**, press and hold the left mouse button, then drag the interrupt onto the CPU 0

row in the CPU Shielding and Binding panel, and release the mouse button. The `rcim` interrupt is now bound to CPU 0.



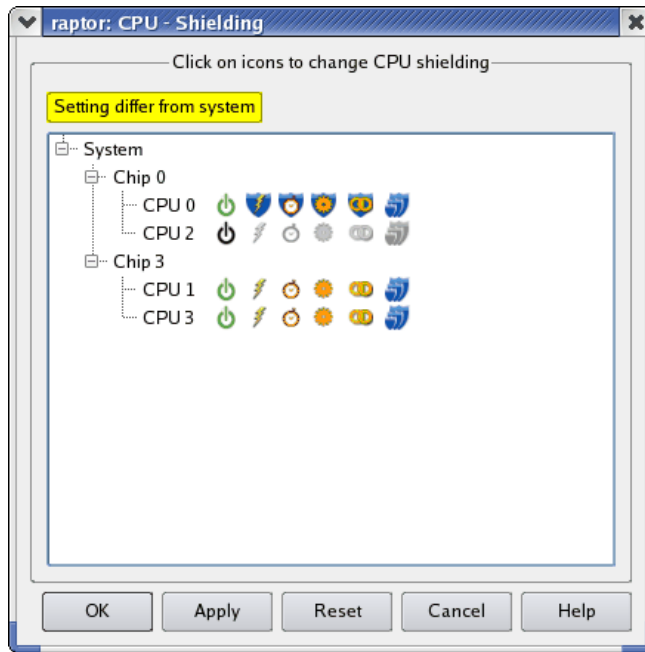
**Figure 7-8. Process and Interrupt Bound to CPU 0**

- Right-click the row corresponding to CPU 0 in the CPU Shielding and Binding panel and select the Change Shielding... option from the context menu.



**Figure 7-9. Change Shielding Dialog**

- Click the **Maximize Shielding** icon in the CPU 0 line (the maximize shielding icon is the right-most icon with three overlapping shield figures).



**Figure 7-10. Shielding Changes Pending**

The CPU 0 line changes its display to indicate that all processes and interrupts other than **work** and **rcim** will be shielded from CPU 0. Additionally, the sibling hyper-threaded CPU (in this case CPU 2 as shown below CPU 0) is marked down so that hyper-threaded execution on CPU 2 does not interfere with CPU 0.

**NOTE**

The hyperthreaded sibling of CPU 0 may be a logical CPU number other than CPU 2.

**NOTE:**

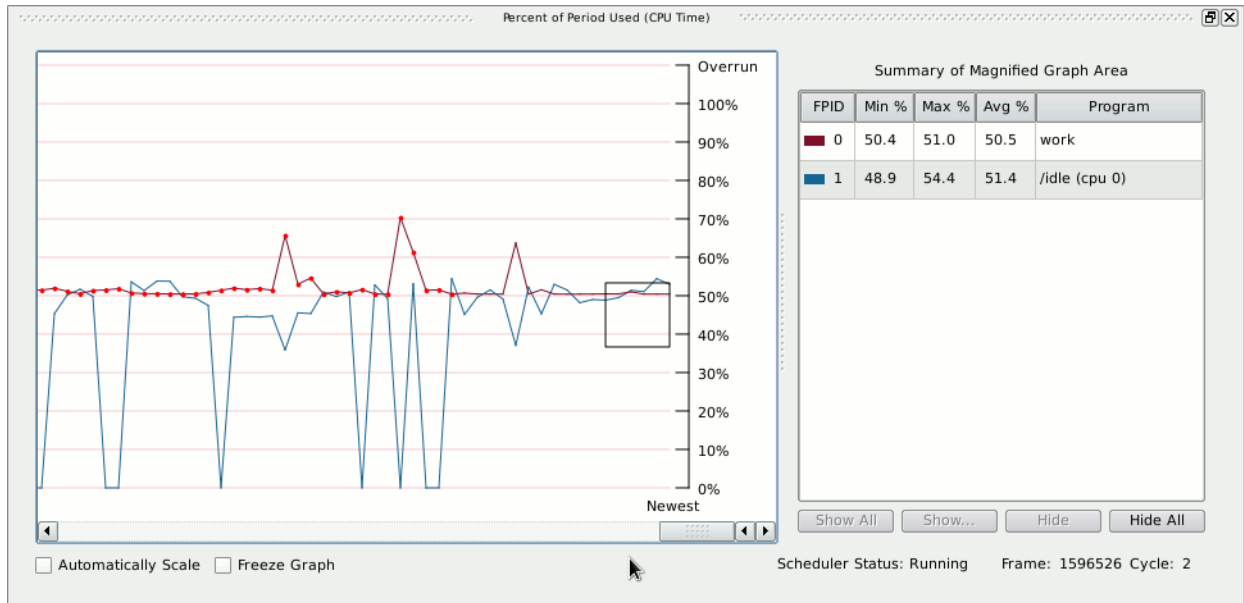
Your system may not support hyper-threading or it may not have hyper-threading enabled in which case the CPUs are not displayed in hyper-threaded groups.

- Press the **OK** button to activate the shielding changes.

Return to the NightSim Monitor window and watch the **Overrun** column. It is likely that overruns have ceased to occur. Clear the overrun count by selecting the **Clear Performance Data** option item from the **Monitor** menu. This action resets all the statistics to zero.

Watch the **Overrun** column to see if any overruns still occur.

If the system is properly configured, the scheduler should continue to execute without any overruns on the shielded CPU.



**Figure 7-11. NightSim Percentage of Period Panel - Shielded CPU**

In the figure above, you can see when the process overruns stopped, due to the shielding activities we took in NightTune.

## Shutting Down the Scheduler

Return to the NightSim window and press the **Remove** button to terminate the scheduler. Press **Yes** when presented with the dialog which asks whether to kill the processes associated with the scheduler.

Exit NightSim by selecting the **Exit** menu item from the **File** menu. A dialog asking whether or not to save changes to **nsim.nsc** may appear; if so, press **NO**.

You may also wish to clear the shielding attributes for CPU 0 and return the system to its previous state using NightTune.

Exit NightTune by selecting the **Exit** from the **File** menu.

This concludes the NightSim portion of the NightStar RT Tutorial.





# A

## Tutorial Files

---

The following sections show the source listings for the files used in the *NightStar RT Tutorial*.

- `api.c`
- `app.c`
- `function.c`
- `report.c`
- `set_workload.c`
- `set_rate.c`

## api.c

```
#include <stdio.h>
#include <unistd.h>
#include <stdlib.h>
#include <fcntl.h>
#include <errno.h>
#include <string.h>
#include <nprobe.h>

int cycles = 0;
int overruns = 0;
char * sample;

// Perform the work of consuming a single Data Recording
sample from NightProbe.
//
int
work (FILE * ofile, np_handle h, np_header * hdr) {
    np_item * i;
    int status;
    int which;

    // Read one sample, which may contain data for multiple
processes
    // and variables.
    //
    status = np_read (h, sample);
    if (status <= 0) {
        return status;
    }

    cycles++;

    fprintf (ofile, "Sample %d\n", cycles);
    for (i = hdr->items; i; i = i->link) {
        char buffer [1024];
        sprintf (buffer, "item: %s:", i->name);
        fprintf (ofile, "%-30s", buffer); // Nice formatting :-
    )

    // Display the value of each item.
    // For arrays, format each individual item.
    //
    for (which = 1; which <= i->count; ++which) {
        char * image = np_format (h, i, sample, which);

        if (image != NULL) {
            fprintf (ofile, " %s", image);
        }
    }
}
```

```

        } else {
            fprintf (ofile, "\n<error: %s>\n", np_error (h));
            return -1;
        }

        free (image);
    }
    fprintf (ofile, "\n");
}
fflush (ofile);

return 1;
}

```

```

int
main (int argc, char *argv[])
{
    np_handle h;
    np_header hdr;
    np_process * p;
    np_item * i;
    int fd;
    int status;
    FILE * ofile = stdout;

    fd = 0; // stdin

    status = np_open (fd, &hdr, &h);
    if (status) {
        fprintf (stderr, "%s\n", np_error (h));
        exit(1);
    }

    sample = (char *) malloc(hdr.sample_size);
    if (sample == NULL) {
        fprintf (stderr, "insufficient memory to allocate
sample buffer\n");
        exit(1);
    }

    for (p = hdr.processes; p; p = p->link) {
        if (p->pid >= 0) {
            fprintf (ofile, "process: %s (%d)\n", p->name, p-
>pid);
        } else {
            fprintf (ofile, "resource: %s (%s)\n", p->name, p-
>label);
        }
    }
    fprintf (ofile, "\n");
}

```

```
    for (i = hdr.items; i; i = i->link) {
        fprintf (ofile, "item: %s (%s), size=%d bits, count=%d,
type=%d\n",
            i->name, i->process->name, i->bit_size, i-
>count, i->type);
    }
    fprintf (ofile, "\n");

    for (;;) {
        status = work (ofile, h, &hdr);
        if (status <= 0) break;
    }

    fprintf (ofile, "Data Recording done: %d cycles fired, %d
overruns\n",
        cycles, overruns);

    if (ofile != stdout) {
        fclose (ofile);
    }

    if (status < 0) {
        fprintf (stderr, "%s\n", np_error (h));
    }

    np_close (h);

    // At this point, file descriptor 0 remains open, but is
no
    // longer a NightProbe Data File/Stream.
}
```

**app.c**

```

#include <stdlib.h>
#include <string.h>
#include <time.h>
#include <unistd.h>
#include <pthread.h>
#include <errno.h>
#include <ntrace.h>
#include <math.h>
#include <sys/ipc.h>
#include <sys/sem.h>

static void * heap_thread (void * ptr);
extern void work (int control);

typedef struct {
    char * name;
    int count;
    double delta;
    double angle;
    double value;
} control_t;

control_t data[2] = { { "sin", 0, M_PI/360.0, 0.0, 0.0 },
                     { "cos", 0, M_PI/360.0, 0.0, 0.0 } };
enum { run, hold } state;
int rate = 50000000;
int sema;

extern double
FunctionCall(void)
{
    return data[0].value + data[1].value;
}

void *
sine_thread (void * ptr)
{
    control_t * data = (control_t *)ptr;
    struct sembuf wait = {0, -1, 0};
    work(1);

    trace_set_thread_name (data->name);

    for (;;) {
        semop(sema, &wait, 1);
        data->count++;
        data->angle += data->delta;
        data->value = sin(data->angle);
    }
}

```

```
void *
cosine_thread (void * ptr)
{
    control_t * data = (control_t *)ptr;
    struct sembuf wait = {0, -1, 0};
    work(1);

    trace_set_thread_name (data->name);

    for (;;) {
        semop(sema, &wait, 1);
        data->count++;
        data->angle += data->delta;
        data->value = cos(data->angle);
    }
}

int
main (int argc, char * argv[])
{
    pthread_t thread;
    pthread_attr_t attr;
    struct sembuf trigger = {0, 2, 0};

    trace_begin ("/tmp/data",NULL);

    sema = semget (IPC_PRIVATE, 1, IPC_CREAT+0666);

    pthread_attr_init(&attr);
    pthread_create (&thread, &attr, sine_thread, &data[0]);

    pthread_attr_init(&attr);
    pthread_create (&thread, &attr, cosine_thread, &data[1]);

    pthread_attr_init(&attr);
    pthread_create (&thread, &attr, heap_thread, NULL);

    for (;;) {
        struct timespec delay = { 0, rate } ;
        nanosleep(&delay,NULL);
        work (random() % 1000);
        if (state != hold) semop(sema,&trigger,1);
    }

    trace_end () ;
}

void * ptrs[5];

static void *
heap_thread (void * unused)
{
```

```

int i = 5;
int scenario = -1;
void * ptr;
int * * iptr;
extern void * alloc_ptr (int size, int swtch);
extern void free_ptr (void * ptr, int swtch);
trace_set_thread_name("heap_thread");

for (;;) {
    sleep (5);
    switch (scenario) {
    case 1:
        // Use of freed pointer
        ptr = alloc_ptr(1024,3);
        free_ptr(ptr,2);
        memset (ptr, 47, 64);
        break;
    case 2:
        // Double-free
        ptr = alloc_ptr(1024,3);
        free_ptr(ptr,2);
        free(ptr);
        break;
    case 3:
        // Overwriting past end of an allocated block
#define MyString "mystring"
        ptr = alloc_ptr(strlen(MyString),2);
        strcpy (ptr,MyString); // oops -- forgot the zero-
byte
        break;
    case 4:
        // Uninitialized use
        iptr = (int * *) alloc_ptr(sizeof(void*),2);
        if (*iptr) **iptr = 2778;
        break;
    case 5:
        // Leak -- all references to block removed
        ptr = alloc_ptr(37,1);
        ptr = 0;
        break;
    case 6:
        // Some more allocations we'll check on...
        ptrs[0] = alloc_ptr(1024*1024,3);
        ptrs[1] = alloc_ptr(1024,2);
        ptrs[2] = alloc_ptr(62,1);
        ptrs[3] = alloc_ptr(4564,3);
        ptrs[4] = alloc_ptr(8177,3);
        break;
    }

    (void) malloc(1);
    scenario = 0;
}
}

```

```
void * func3 (int size, int count)
{
    return malloc(size);
}

void * func2 (int size, int count)
{
    if (--count > 0) return func3(size,count);
    return malloc(size);
}

void * func1 (int size, int count)
{
    if (--count > 0) return func2(size,count);
    return malloc(size);
}

void free3 (void * ptr, int count)
{
    free(ptr);
}

void free2 (void * ptr, int count)
{
    if (--count > 0) {
        free3(ptr,count);
        return;
    }
    free(ptr);
}

void free1 (void * ptr, int count)
{
    if (--count > 0) {
        free2(ptr,count);
        return;
    }
    free(ptr);
}

void * alloc_ptr (int size, int count)
{
    return func1(size,count);
}

void free_ptr (void * ptr, int count)
{
    free1(ptr,count);
}

void work (int control)
{
    volatile double calculations[2048];
```



```

volatile double d = 0.0;
int i;
for (i=0; i<2048; ++i) {
    calculations[i] = 3.14159;
}
for (i=0; i<control*10; ++i) {
    d = d*d;
    calculations[i%2048] = d;
}
}

struct node_t {
    int value;
    struct node_t * link;
};
struct node_t * head;
struct node_t * tail;

int add_link (void)
{
    static int count;
    count++;
    if (count > 5 && count < 1000) {
        struct node_t * n = (struct
node_t*)malloc(sizeof(struct node_t));
        n->value = count;
        n->link = NULL;
        if (tail) {
            tail->link = n;
        } else {
            head = n;
        }
        tail = n;
    }
}

#include <signal.h>
int nosighup (void)
{
    struct sigaction ignore;
    ignore.sa_flags = 0;
    ignore.sa_handler = SIG_IGN;
    sigemptyset(&ignore.sa_mask);
    sigaction(SIGHUP, &ignore, NULL);
}

```

## function.c

```
double  
FunctionCall(void)  
{  
    static double counter;  
    return counter++;  
}
```

## report.c

```
#include <stdio.h>  
  
void report (char * caller, double value)  
{  
    static int count;  
  
    if (++count % 40) printf ("The value from %s is %f\n",  
caller, value);  
}
```

## set\_workload.c

```
#include <stdlib.h>  
#include <stdio.h>  
#include <datamon.h>  
  
#define check(x) if((x)) {fprintf(stderr, "%s\n",  
dm_get_error_string());exit(1);}  
  
main(int argc, char * argv[])  
{  
    program_descriptor_t pgm;  
    object_descriptor_t obj;  
    char buffer[100];  
  
    if (argc != 2) {  
        fprintf (stderr, "Usage: set_workload integer-  
value\n");  
        exit(1);  
    }  
  
    check(dm_open_program("work", 0, &pgm));  
    check(dm_get_descriptor("workload", 0, pgm, &obj));  
    check(dm_get_value(&obj, buffer, sizeof(buffer)));  
    check(dm_set_value(&obj, argv[1]));  
}
```

```

    printf ("workload: old_value=%s, new_value=%s\n", buffer,
argv[1]);
}

```

## set\_rate.c

```

#include <stdlib.h>
#include <stdio.h>
#include <datamon.h>

#define check(x) if((x)) {fprintf(stderr, "%s\n",
dm_get_error_string());exit(1);}

main(int argc, char * argv[])
{
    program_descriptor_t pgm;
    object_descriptor_t  obj;
    char buffer[100];

    if (argc != 2) {
        fprintf (stderr, "Usage: set_rate: integer-value\n");
        exit(1);
    }

    check(dm_open_program("app",0,&pgm));
    check(dm_get_descriptor("rate",0,pgm,&obj));
    check(dm_get_value(&obj,buffer,sizeof(buffer)));
    check(dm_set_value(&obj,argv[1]));

    printf ("rate: old_value=%s, new_value=%s\n", buffer,
argv[1]);
}

```

