

Kernels and Tracing

Lecture 2, Part 2: The Probe Effect

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The *Probe Effect*

- The **probe effect** is the unintended alteration of system behaviour that arises from measurement
 - Software instrumentation is **active**: execution is changed
- DTrace minimises probe effect when unused...
 - ... but has a very significant impact when it is used
 - Disproportionate effect on probed events
- Potential perturbations:
 - Speed relative to other cores (e.g., lock hold times)
 - Speed relative to external events (e.g., timer ticks)
 - Microarchitectural effects (e.g., cache, branch predictor)

Probe effect example: dd(1) execution time

- Simple (naïve) microbenchmark – `dd(1)`
 - `dd` copies blocks from input to output
 - Copy 10M buffer from `/dev/zero` to `/dev/null`
 - (“Do nothing .. But do it slowly”)
 - Execution time measured with `/usr/bin/time`
 - **Workload chosen to illustrate high overhead**

```
# dd if=/dev/zero of=/dev/null bs=10m count=1 status=none
```

- Simultaneously, run various DTrace scripts
 - Compare resulting execution times using `ministat`
 - Difference is probe effect (+/- measurement error)

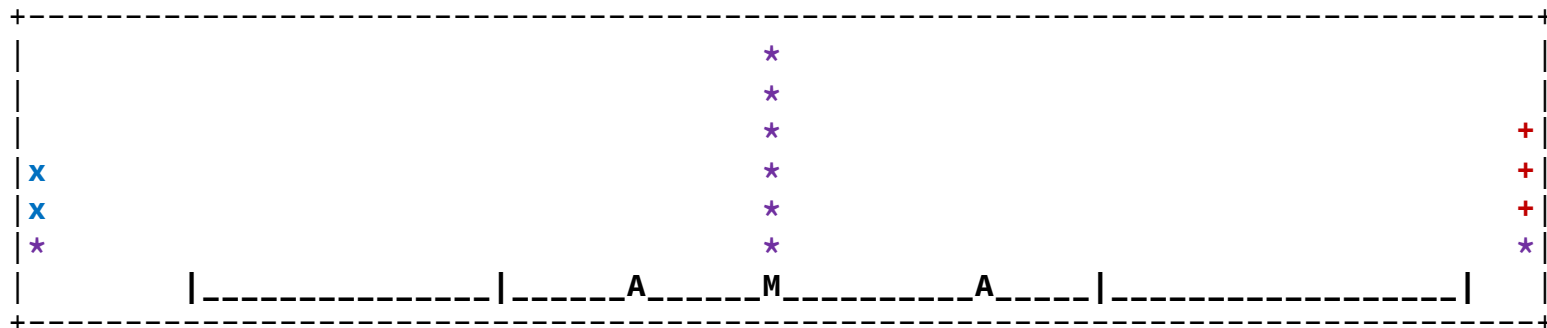
Probe effect 1: memory allocation

- Using the `dtmalloc` provider, count kernel memory allocations:

```
dtmalloc:::  
{ @count = count(); }
```

```
x no-dtrace
```

```
+ dtmalloc-count
```



	N	Min	Max	Median	Avg	Stddev
x	11	0.2	0.22	0.21	0.20818182	0.0060302269
+	11	0.2	0.22	0.21	0.21272727	0.0064666979

No difference proven at 95.0% confidence

- No statistically significant overhead** at 95% confidence level

Probe effect 2: locking

- Using the `lockstat` provider, track kernel lock acquire, release:

```
lockstat:::  
{ @count = count(); }
```

```
x no-dtrace  
+ lockstat-count
```



	N	Min	Max	Median	Avg	Stddev
x	11	0.2	0.22	0.21	0.20818182	0.0060302269
+	11	0.42	0.44	0.44	0.43454545	0.0068755165

Difference at 95.0% confidence
0.226364 +/- 0.00575196
108.734% +/- 2.76295%
(Student's t, pooled s = 0.0064667)

- 109% overhead** – 170K locking operations vs. 6 `malloc()` calls!

Probe effect 3: limiting to dd(1)?

- Limit the action to processes with the name dd:

```
lockstat::: /execname == "dd"/  
{ @count = count(); }
```

```
x no-dtrace  
+ lockstat-count-dd
```



	N	Min	Max	Median	Avg	Stddev
x	11	0.2	0.22	0.21	0.20818182	0.0060302269
+	11	0.54	0.57	0.56	0.55818182	0.0075075719

Difference at 95.0% confidence
0.35 +/- 0.0060565
168.122% +/- 2.90924%
(Student's t, pooled s = 0.00680908)

- Well, crumbs. Now **168% overhead!**

Probe effect 4: stack traces

- Gather more locking information in action – capture call stacks:

```
lockstat::: { @stacks[stack()] = count(); }
lockstat::: /execname == "dd"/ { @stacks[stack()] = count(); }
```

```
x no-dtrace
+ lockstat-stack
* lockstat-stack-dd
```



	N	Min	Max	Median	Avg	Stddev
x	11	0.2	0.22	0.21	0.20818182	0.0060302269
+	11	1.38	1.57	1.44	1.4618182	0.058449668
		1.25364 +/- 0.0369572				602.183% +/- 17.7524%
*	11	1.5	1.55	1.51	1.5127273	0.014206273
		1.30455 +/- 0.00970671				626.638% +/- 4.66261%

What does this mean for us?

- Always think about the potential role of the probe effect when instrumenting a workload
 - E.g., avoid benchmarking while running DTrace ...
 - ... unless **measuring or accounting for the probe effect**
- Traced applications may behave (very) differently
 - E.g., more timer ticks will fire, affecting thread interleaving
 - E.g., I/O will “seem faster” relative to computation, as latter may slow down due to probe effect
- Performance overheads may be disproportionate
 - E.g., if you instrument one way of doing things, but not another, and workloads have a different functional footprint
- Consider ways to decide if an analysis is representative
 - E.g., are the performance inflection points consistent even if absolute performance is lower?