



Tracing in Google Chrome : Overview, challenges and userspace-kernel interaction

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Plan

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 - Multi-process Architecture
 - Overview of threads in the browser
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Chrome architectural overview

Multi-process Architecture

- Motivation for using multiple processes
- Types of processes
- Processes have multiple threads

Chrome architectural overview

Overview of some threads in the browser (main process)

- **ui_thread**: Main thread where the application starts up
- **io_thread**: Dispatcher thread that handles communication between the browser process and all the sub-processes
- **file_thread**: A general process thread for file operations
- **db_thread**: A thread for database operations

Chrome architectural overview

Inter-thread communication

- Posting tasks
- Callbacks

Inter-process communication

- IPC directives

⇒ Harder to profile and debug

Built-in tracer (about:tracing)

- Open source project called trace-viewer
- Part of the Catapult project
- Accessed in Chrome by navigating to about:tracing
- Works on all non-mobile platforms
- Records method signatures in a hierarchical view

Built-in tracer (about:tracing)

Advantages

- Platform independant
- Easy to use interface
 - Chrome developers
 - Web developers
 - Extension developers
 - Curious users
- Uses JSON as file format

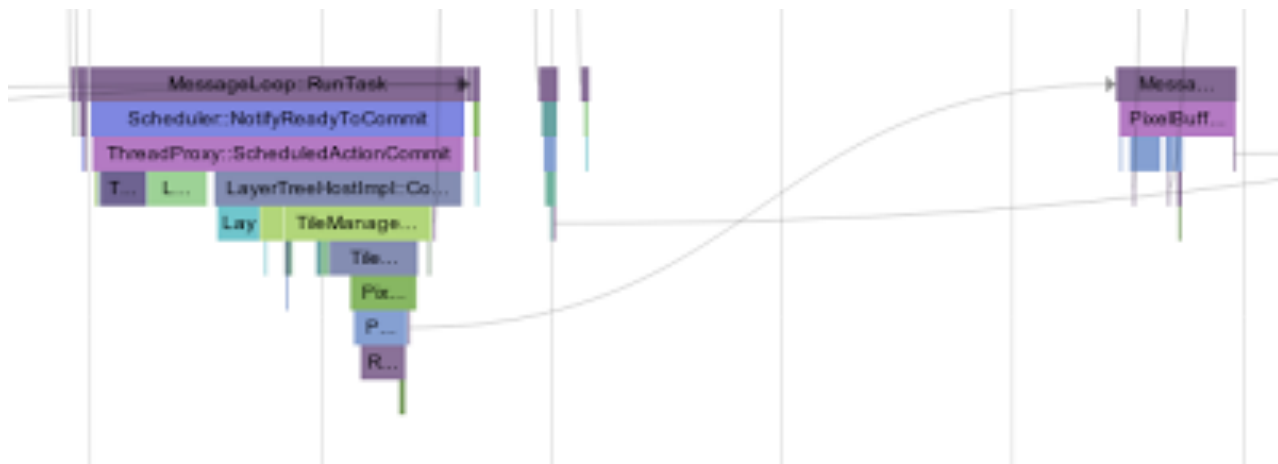
Built-in tracer (about:tracing)

Overview of UI (Demo)

Frame viewer data (Demo)

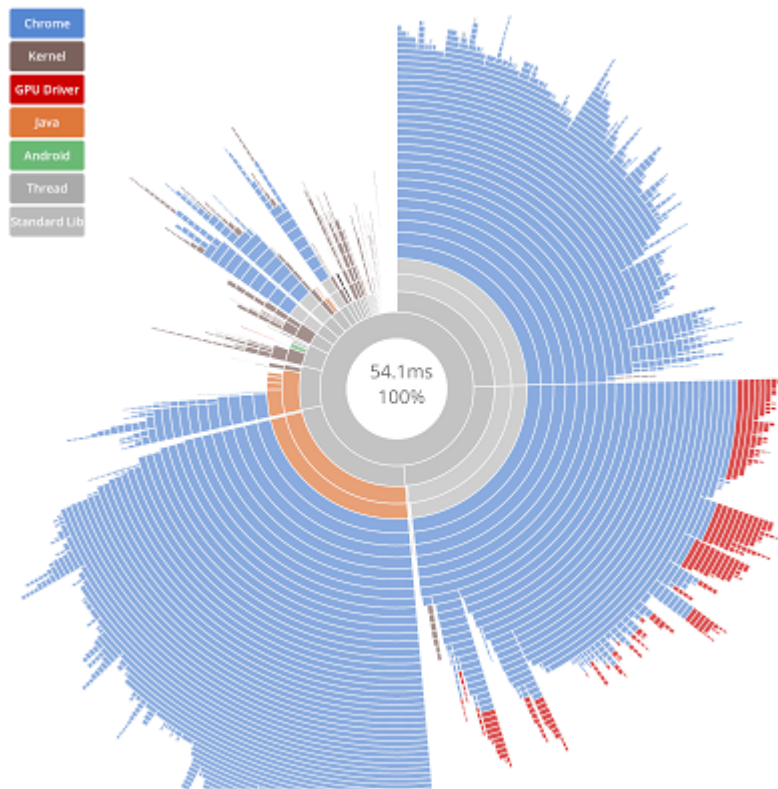
Built-in tracer (about:tracing)

- IPC messages



Built-in tracer (about:tracing)

- Perf profiling data



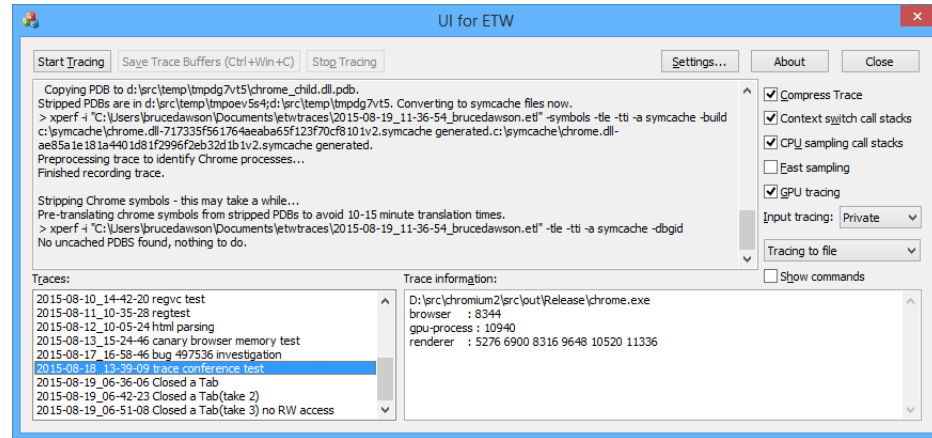
Integration between ETW and Chrome

Motivation

- Get system traces alongside Chrome events
- ETW is very lightweight and has little overhead
- WPA offers interesting features

Integration between ETW and Chrome

- ETW: Event Tracing for Windows
 - Can record context switches, file I/O, disk I/O, GPU activity, CPU samples with stacks, custom data, etc.
- UIforETW: Open source tool to record ETW traces, including Chrome tracing events



Conclusion

- Chrome shares many characteristics with operating systems
 - Tracing and profiling is very challenging
 - Performance is of utter importance
- Features a built-in tracer that is platform-independent
 - Built-in tracer is a separate open source project
 - Built-in tracer is very easy to use
- Recently added integration with ETW tracing on Windows
 - Allows a trace to include both userspace (Chrome) events and kernel events
- UIForETW is a frontend to easily capture ETW traces
 - Simple to use interface
 - Allows a user to quickly and easily capture a trace using ETW

References and links

<https://github.com/catapult-project/catapult>

<https://www.chromium.org/developers/how-tos/trace-event-profiling-tool>

<https://github.com/google/UIforETW>

Questions? Comments?

Emitting traces

- TRACE_EVENT_INSTANT X (with X =number of arguments, between 0 and 2)

```
529 bool GpuProcessHost::Init() {  
530     init_start_time_ = base::TimeTicks::Now();  
531  
532     TRACE_EVENT_INSTANT0("gpu", "LaunchGpuProcess", TRACE_EVENT_SCOPE_THREAD);  
533  
534     std::string channel_id = process_->GetHost()->CreateChannel();  
535     if (channel_id.empty())  
536         return false;  
537 }
```


Emitting traces

- TRACE_EVENT_BEGINX / TRACE_EVENT_ENDX

```
795 | if (command_line.HasSwitch(switches::kHostRules)) {  
796 | TRACE_EVENT_BEGIN0("startup", "IOThread::InitAsync:SetRulesFromString");  
797 |     globals->host_mapping_rules->SetRulesFromString(  
798 |         command_line.GetSwitchValueASCII(switches::kHostRules));  
799 |     TRACE_EVENT_END0("startup", "IOThread::InitAsync:SetRulesFromString");  
800 | }
```

Emitting traces

- TRACE_EVENTX

history_service.cc

```
873
874 bool HistoryService::Init(
875     bool no_db,
876     const std::string& languages,
877     const HistoryDatabaseParams& history_database_params) {
878     TRACE_EVENT0("browser, startup", "HistoryService::Init")
879     SCOPED_UMA_HISTOGRAM_TIMER("History.HistoryServiceInitTime");
880     DCHECK(thread_) << "History service being called after cleanup";
881     DCHECK(thread_checker_.CalledOnValidThread());
882
```

Chrome architectural overview

