

Debugging multicore applications running on embedded platforms is challenging.
Dynamic dataflow programming makes it a daunting task.

Embedded System Development

HD Multimedia Applications

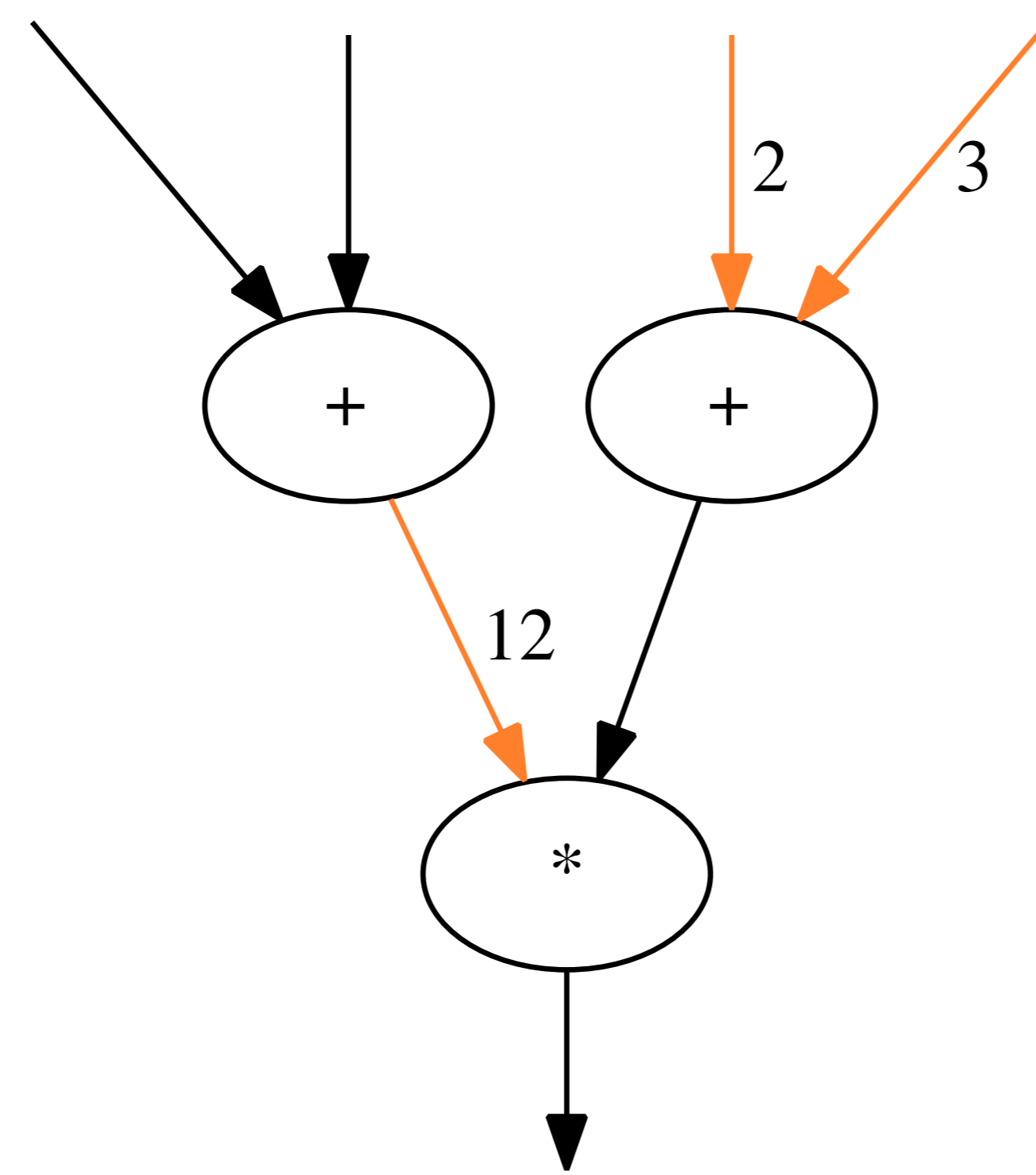
- ⇒ High performance expectations
 - ▶ H.265 HEVC
 - ▶ Augmented reality
 - ▶ 4K digital television
 - ▶ ...

Sharp Time-To-Market Rqmnts

- ⇒ Important demand for:
 - ▶ Powerful parallel architectures:
 - ▶ MultiProcessor-on-Chip (MPSoC)
 - ▶ Convenient programming models:
 - ▶ Dynamic dataflow programming
 - ▶ Efficient verif. and valid. tools:
 - ▶ Our research contribution

Dataflow Programming

- ▶ Alternative to *von Neumann* imperative model (\leftrightarrow C/ASM)
- ▶ Instructions executed when their **operands are ready**, not when the instruction pointer (aka. program counter, %PC) reaches it



- ⇒ Inherently parallel
- × HW did not follow the trend
- ⇒ Only hybrid imperative/object + dataflow frameworks available

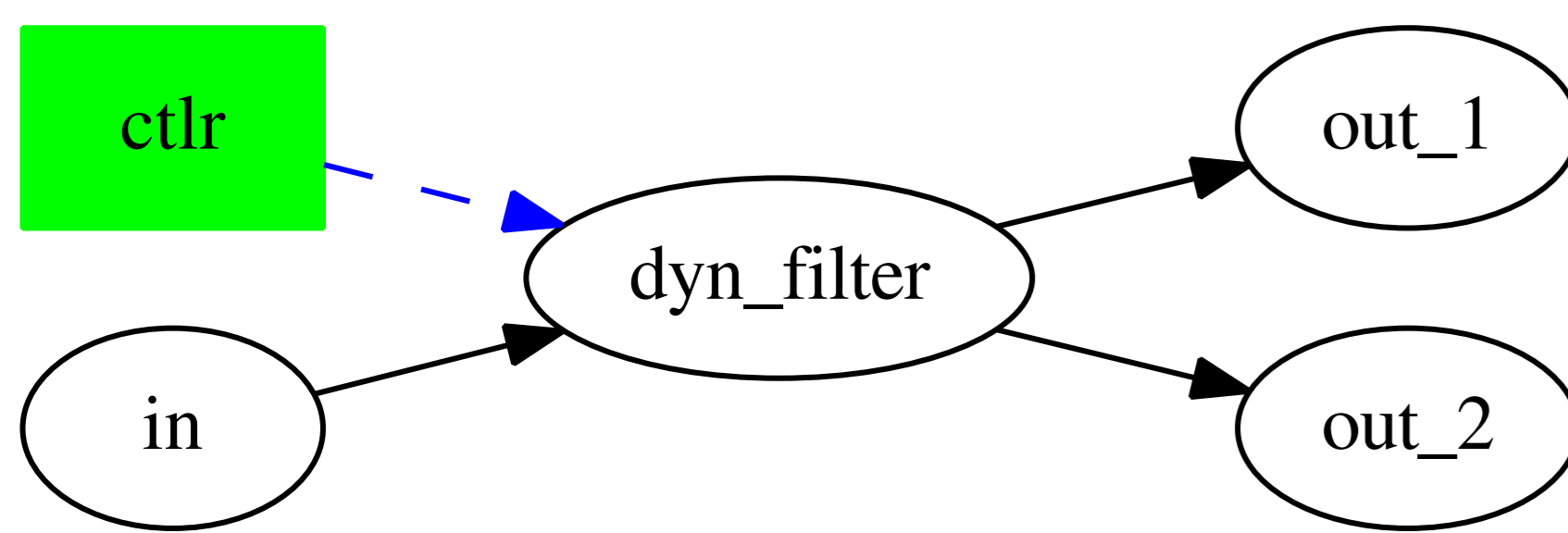
Decidable Dataflow

- ▶ Correctness analysis
- ▶ Deadlock-free static scheduling
- ▶ Powerful optimization

- but:*
- ▶ Strong constraints imposed to dev.
 - ▶ Reduced expressiveness
 - ▶ no dynamic problem

Dynamic Dataflow

- ▶ Increased modeling flexibility
- ▶ Conditional token emission/rcption
- ▶ Variable actor input/output rates
- ▶ Adaptive signal processing
- but:*
- ▶ Debugging is not straightforward ☹



```
WORK() { /* dyn_filter.c */
    flg = ctr.next()
    if (flg)
        dat = ctr.next()
        out_1.send(treat(dat))
    else
        ctr = ctr.next()
        for (i in 0:ctr)
            nxt = in.next()
            out_2.send(treat(nxt))
}
```

Dataflow Debugging Challenges

Single-threaded applications

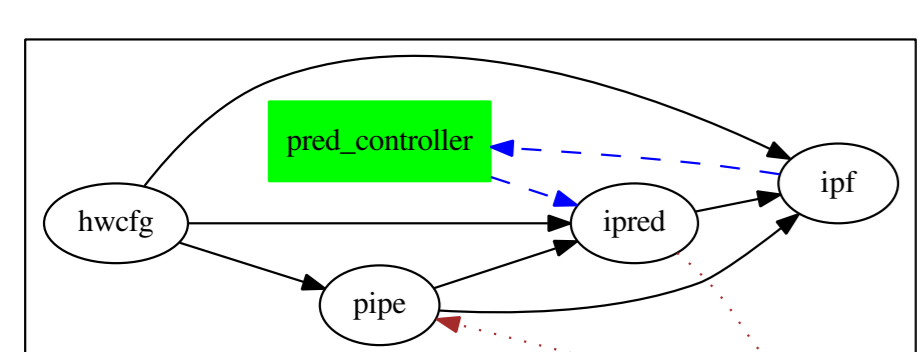
- ▶ sequential exec controlled by %PC
- ▶ only one execution context
- ▶ simple flow-control mechanisms:
 - ▶ functions, if-conditions, loops

Multi-threaded applications

- ▶ multi-sequential execution
- ▶ system view: 1 thrd \Rightarrow 1 filter
- ▶ flat organization:
 - ▶ no inter-thread relationship

Dataflow applications

Graph-Based Architect.



Token-Based Execution

- ▶ concurrent filter exec.
- ▶ no function calls
- ▶ tokens sent/received

Non-Linear Instructions

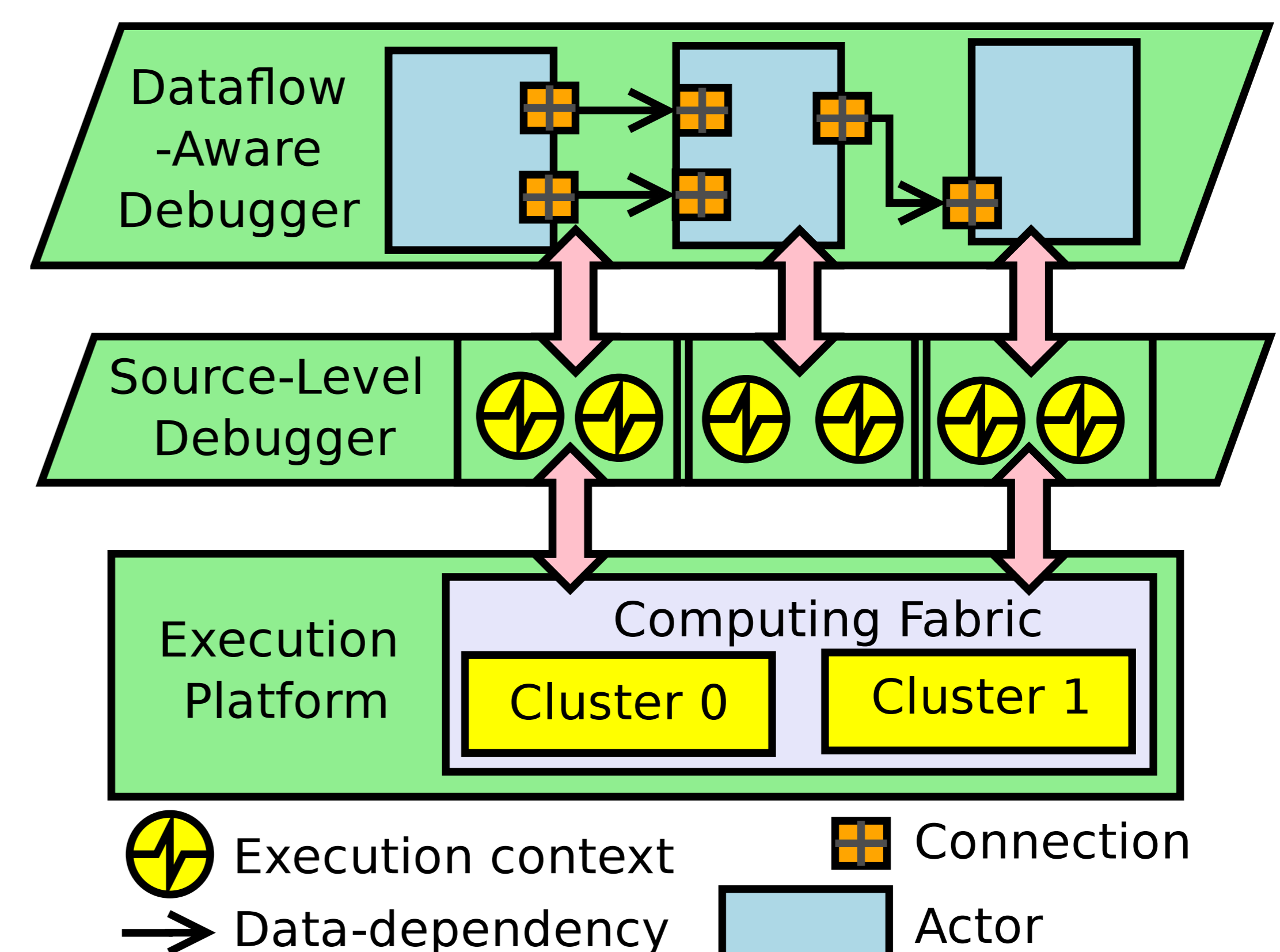
- after this instruction:
out_1.send(treat(dat)),
- ▶ dyn_filter continues
 - ▶ out_1 can run

Objective

Provide debugger users with means to better understand the state of the dataflow execution and easily reach key transition events.

Contribution

Dataflow Aware Debugging

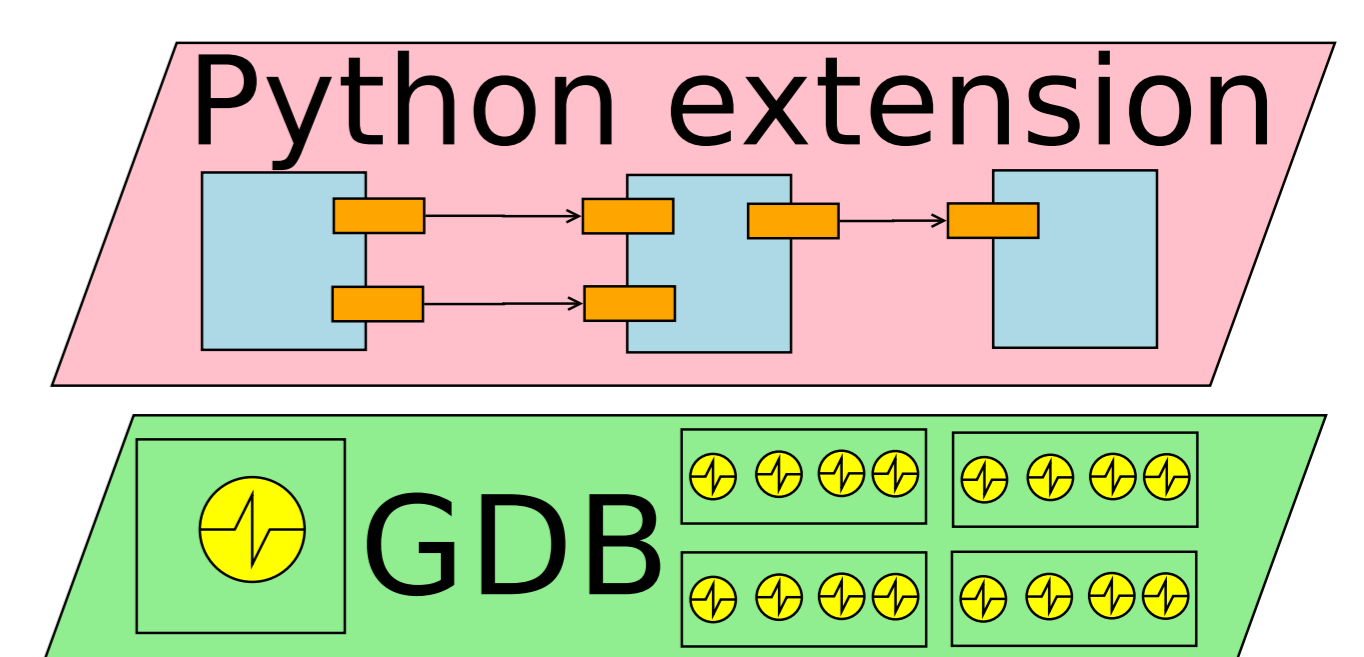


- ▶ Graph of dataflow data-dependencies
- ▶ Breakpoints on dataflow-related events
- ▶ Information about actor interactions
- ▶ Hide the inherent complexity of system low-level aspects
 - ▶ focus on the execution of user-relevant code

Proof-of-Concept Environment

The Gnu Debugger — GDB

- ▶ Extendable with PYTHON API
- ▶ Adapted to low level debugging
- ▶ Patches contributed to FSF

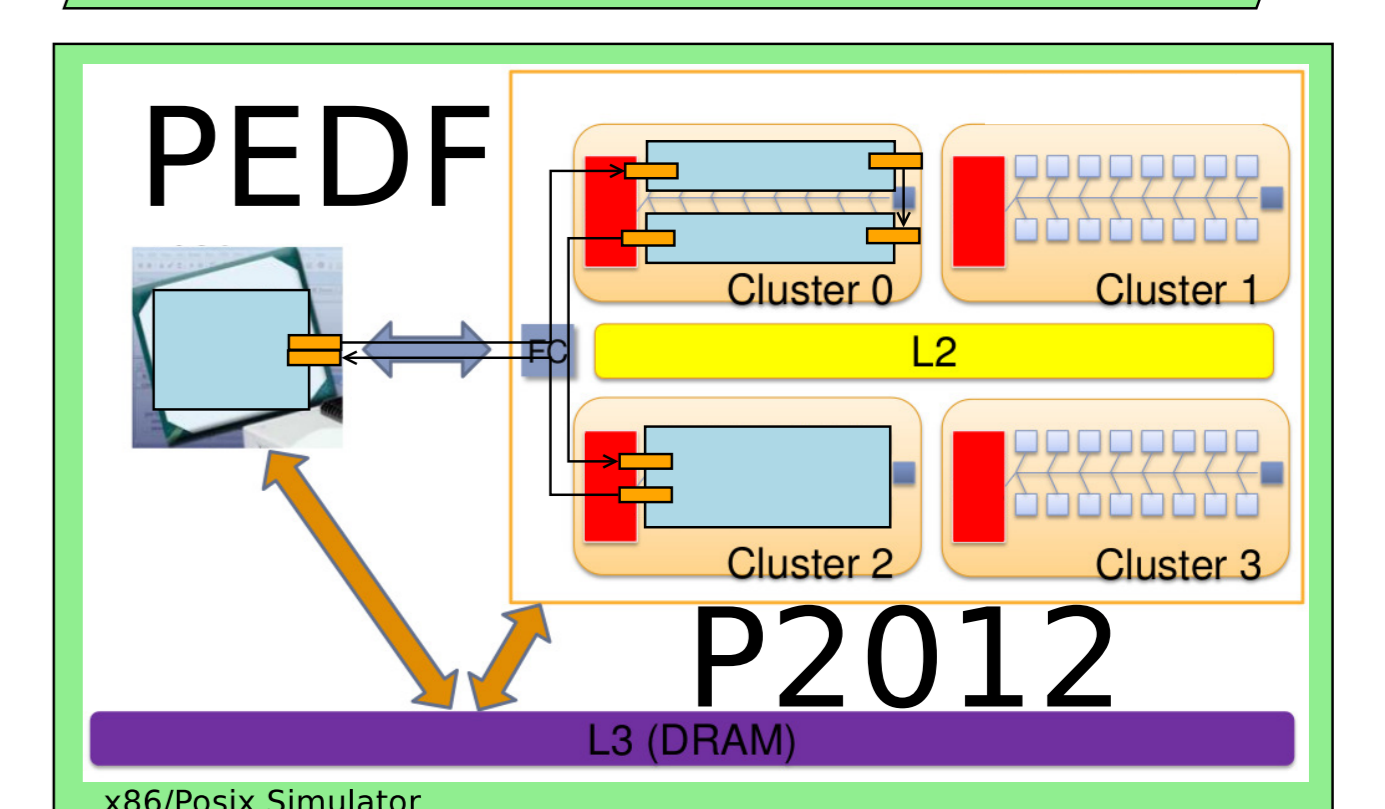


Predicated Execution Dataflow — PEDF

- ▶ P2012 dataflow framework
- ▶ Dynamic dataflow model
- ▶ Designed to exploit heterogeneity

Platform 2012 — P2012

- ▶ ST/CEA MPSoC research platform
- ▶ Heterogeneous environment
- ▶ 4x16 CPU OS-less computing fabric



Perspectives

- ▶ Investigate other programming models
 - ▶ OpenCL and GPU computing
- ▶ Generalize the approach to programming-model centric debugging
- ▶ Use visualization tools to better represent the execution details
- ▶ Analyze performance slowdown vs. bug localization speedup