



# Performance evaluation of chromium through task modeling and critical path analysis

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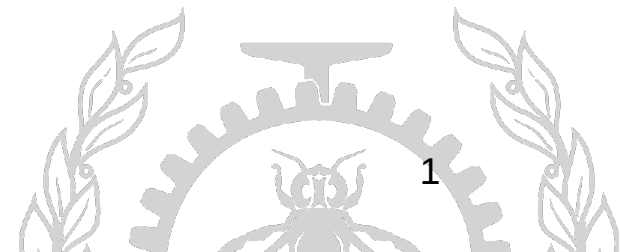
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Polytechnique Montréal  
Laboratoire DORSAL

# Agenda

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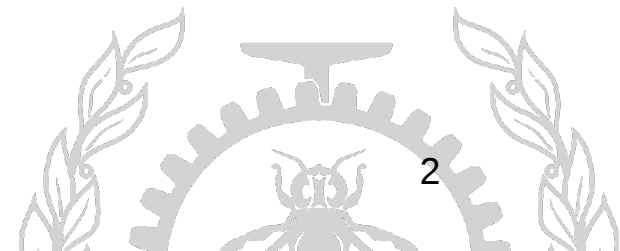
- Motivation
- An overview of task scheduling in Chromium
- Chromium tracer
- Multi-level analysis
- Detection of root cause in more details
- Finding performance bugs and problems
- Trace Compass views
- Conclusion
- Future work



# Motivation

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- Identifying performance degradation and bottlenecks of chromium as a complex multi-threaded program
- Extracting all the important tracing data from a complex shared memory application
- Multi-level analysis of chromium in order to obtain a comprehensive insight into performance problems and issues
- Critical path analysis as an efficient approach to understand the Chromium behavior and enhance its responsiveness

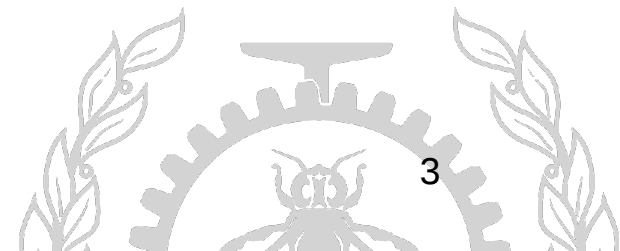
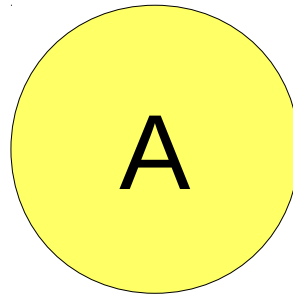


# An overview of task scheduling in Chromium

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## Task

- A task is a unit of work to be executed
- Each task as an object inside the task scheduler has:
  - a closure
  - traits
  - post timestamp



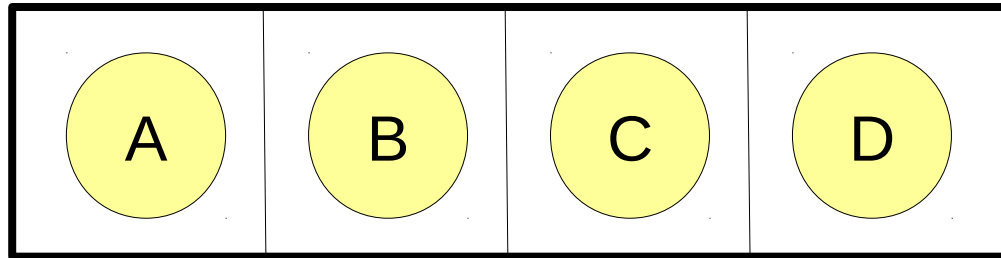


# An overview of task scheduling in Chromium

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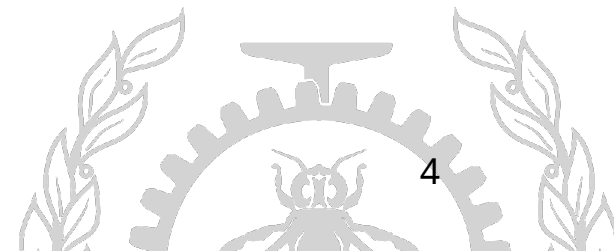
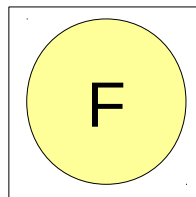
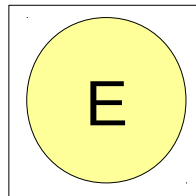
## Sequence

- The tasks in a sequence are executed in the order they were added to the sequence.



'A' is the next task to execute in this sequence

Parallel tasks



# An overview of task scheduling in Chromium

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## Priority Queue (and SequenceSortKey)

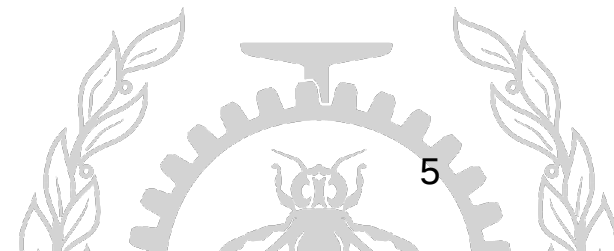
- Sequences which are waiting to be run live in a priority queue
- The SequenceSortKey is used to change the priority of the sequence after being posted



Priority Queue



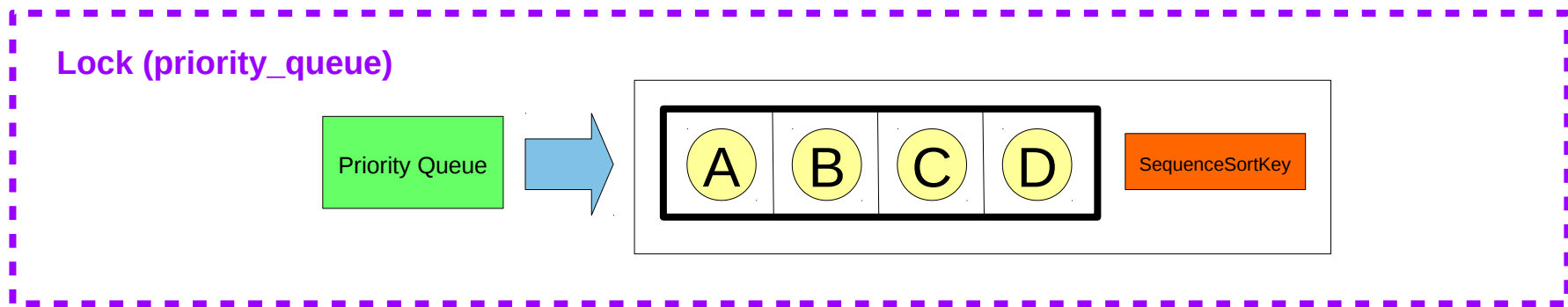
SequenceSortKey



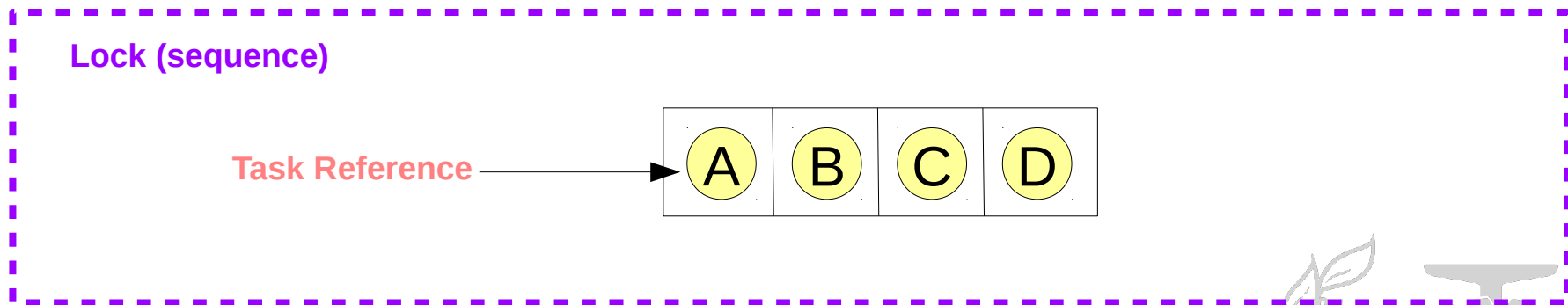
# An overview of task scheduling in Chromium

## Scheduling Algorithm

- Lock the Priority Queue to pop its top sequence



- Lock the sequence to peek the next Task to execute

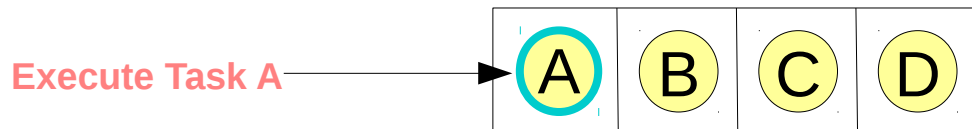


# An overview of task scheduling in Chromium

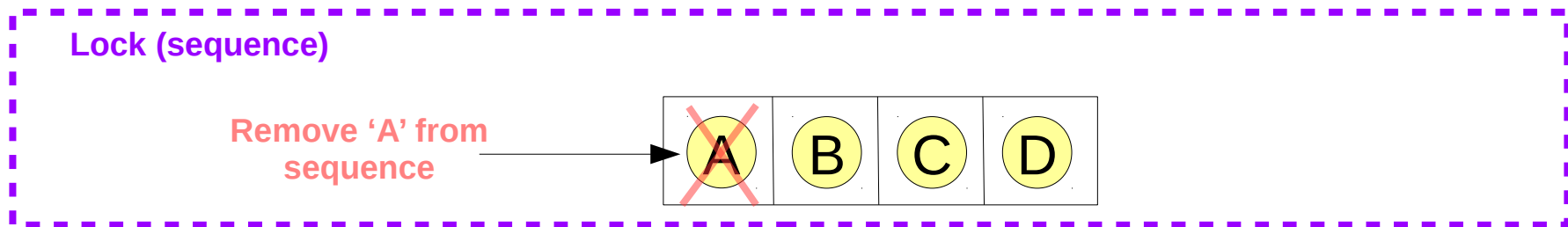
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## Scheduling Algorithm

- Release the sequence lock and execute the task



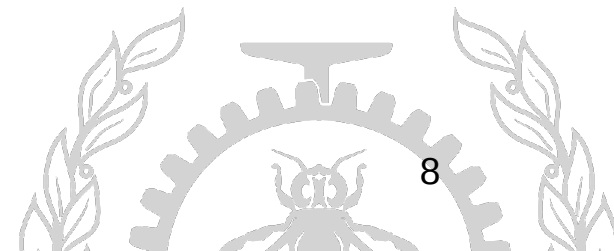
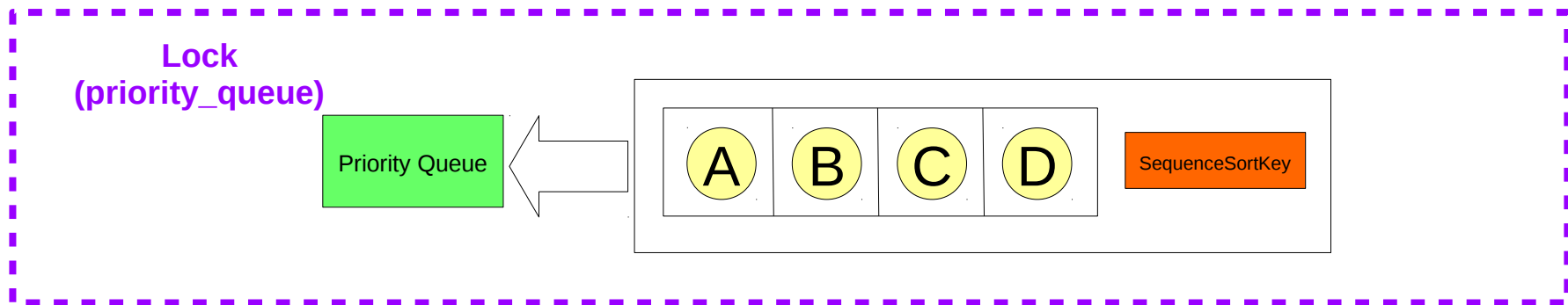
- Lock the sequence and remove the task that was just executed



# An overview of task scheduling in Chromium

## Scheduling Algorithm

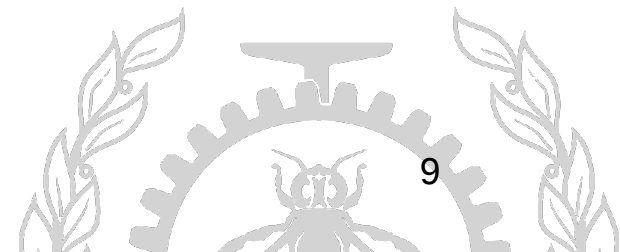
- If (SequenceLength  $\neq$  0), lock the PriorityQueue and insert the sequence into it



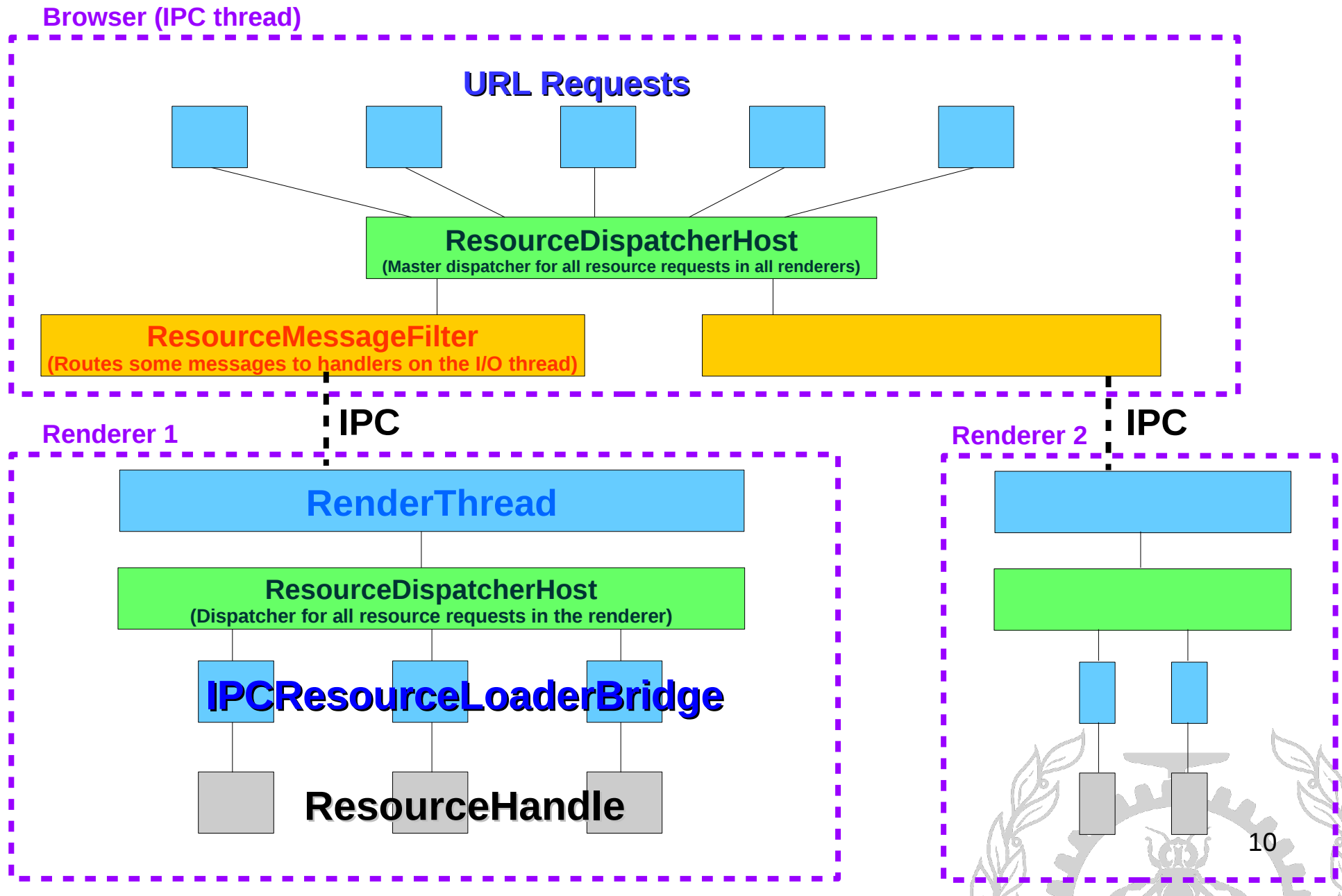
# Chromium processes

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- The Browser Process (**CrBrowserMain**)
  - Receiving input from the OS, controls the browser UI (e.g. omnibox, back buttons, the tabstrip, menus, etc)
- Renderer Processes (**CrRendererMain**)
  - Putting each tab in its own render process
- The GPU Process (**CrGpuMain**)
  - GPU accelerated operations are issued to the graphics driver



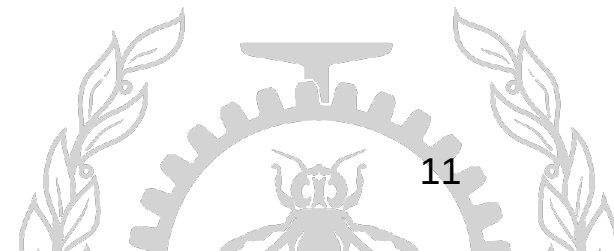
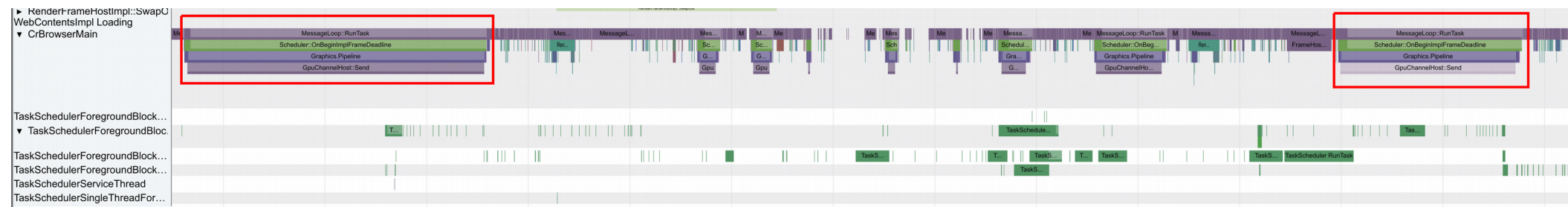
# How pages and images are loaded from the network into the renderer?



# Chromium tracer

## Features and specifications

- Tracing the system at user level to provide a call stack view
- Low overhead tracer with configurable parameters
- Ease of use
- **Lack of information about kernel level**

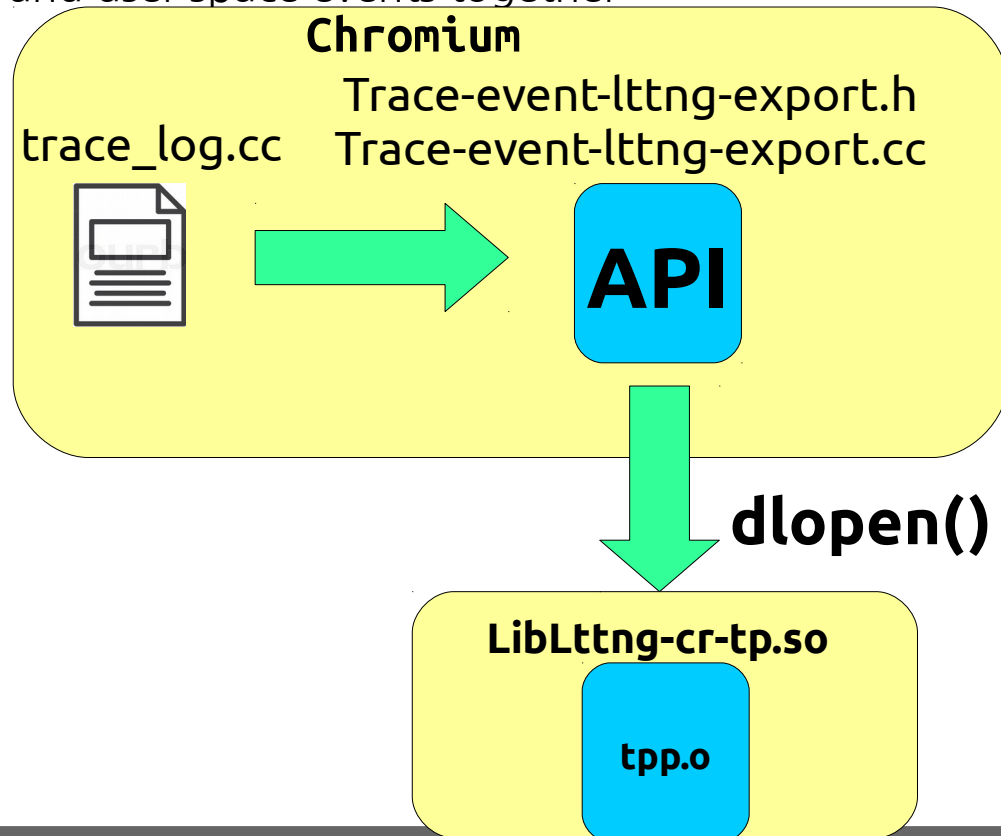




# Multi-level analysis of chromium

## Export Chromium events to Lttng

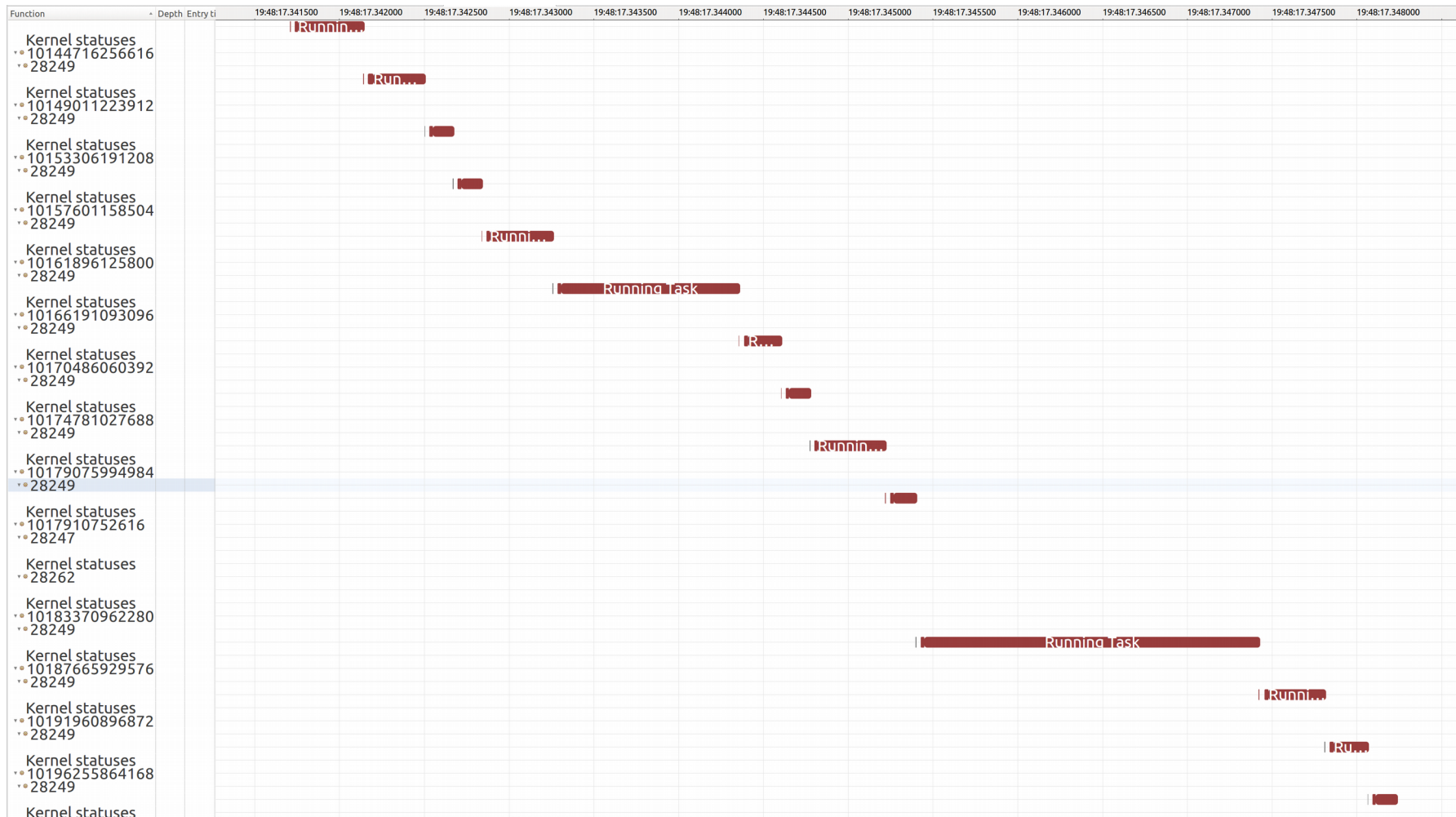
- Lttng tracepoints built into a shared library
- Developed API for exporting Chromium events to Lttng via the shared library
  - `dlopen("lib.so", RTLD_NOW)`
  - `dlsym(var, "[symbol]")`
- Getting kernel and user space events together



# Trace Compass views

## ChromeTaskTrackerPerTask.xml

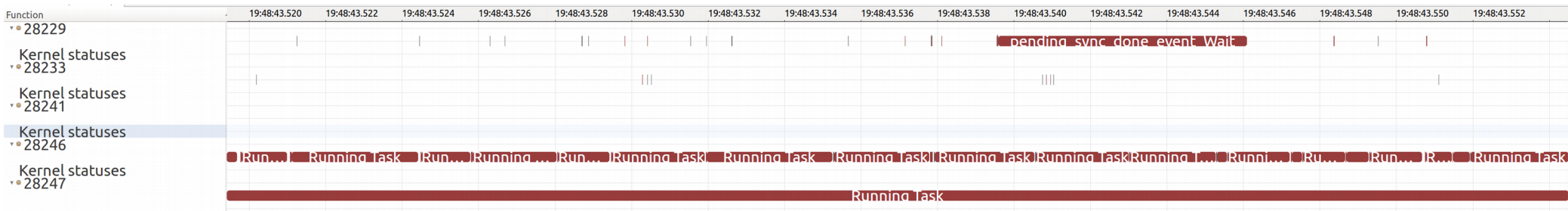
- Tracking the tasks by a unique ID from the start up to the end



# Trace Compass views

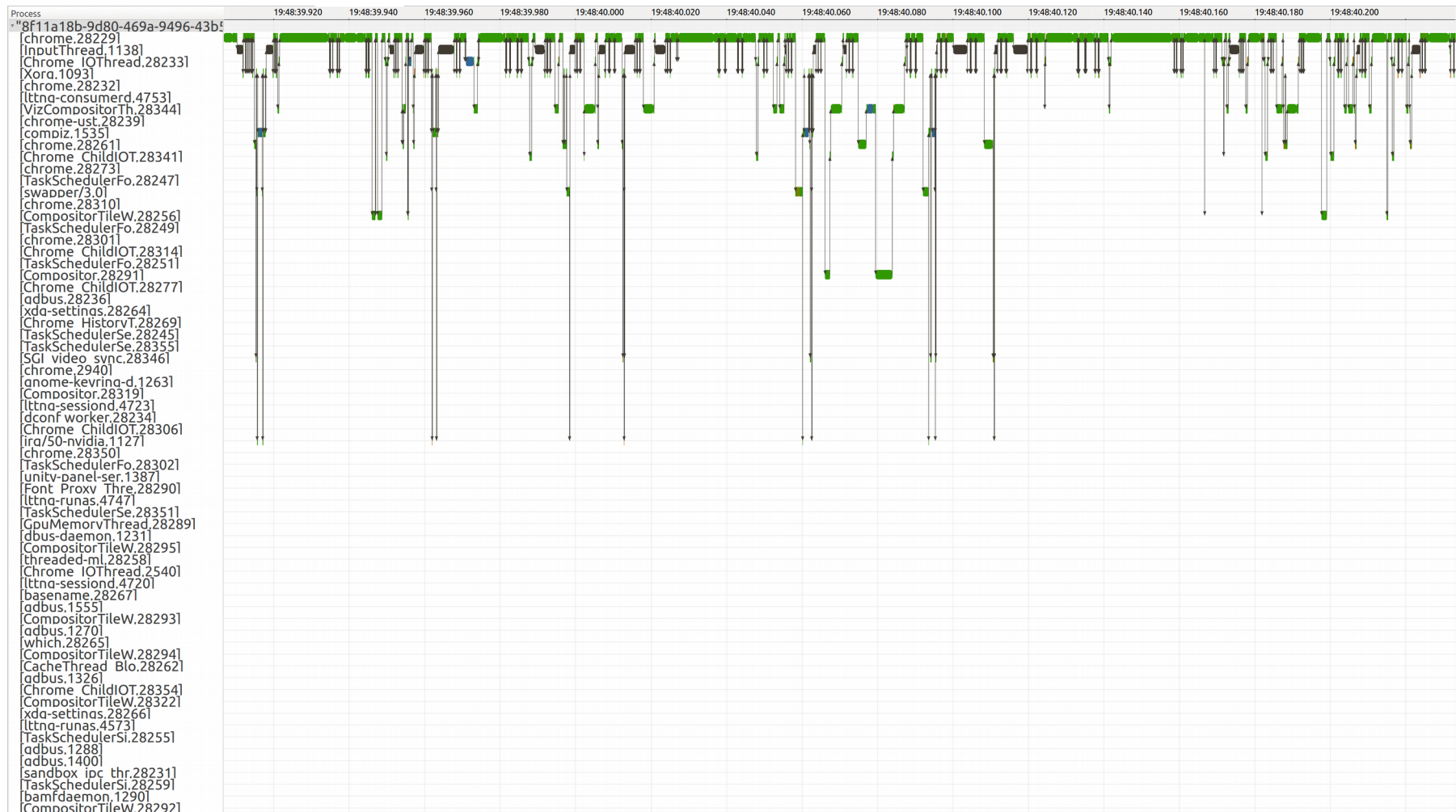
## ChromeTaskTrackerByThread.xml

- Tracking the different states of tasks on different threads



# Trace Compass views

## Critical path view to show the execution bottleneck



# Chromium performance analysis

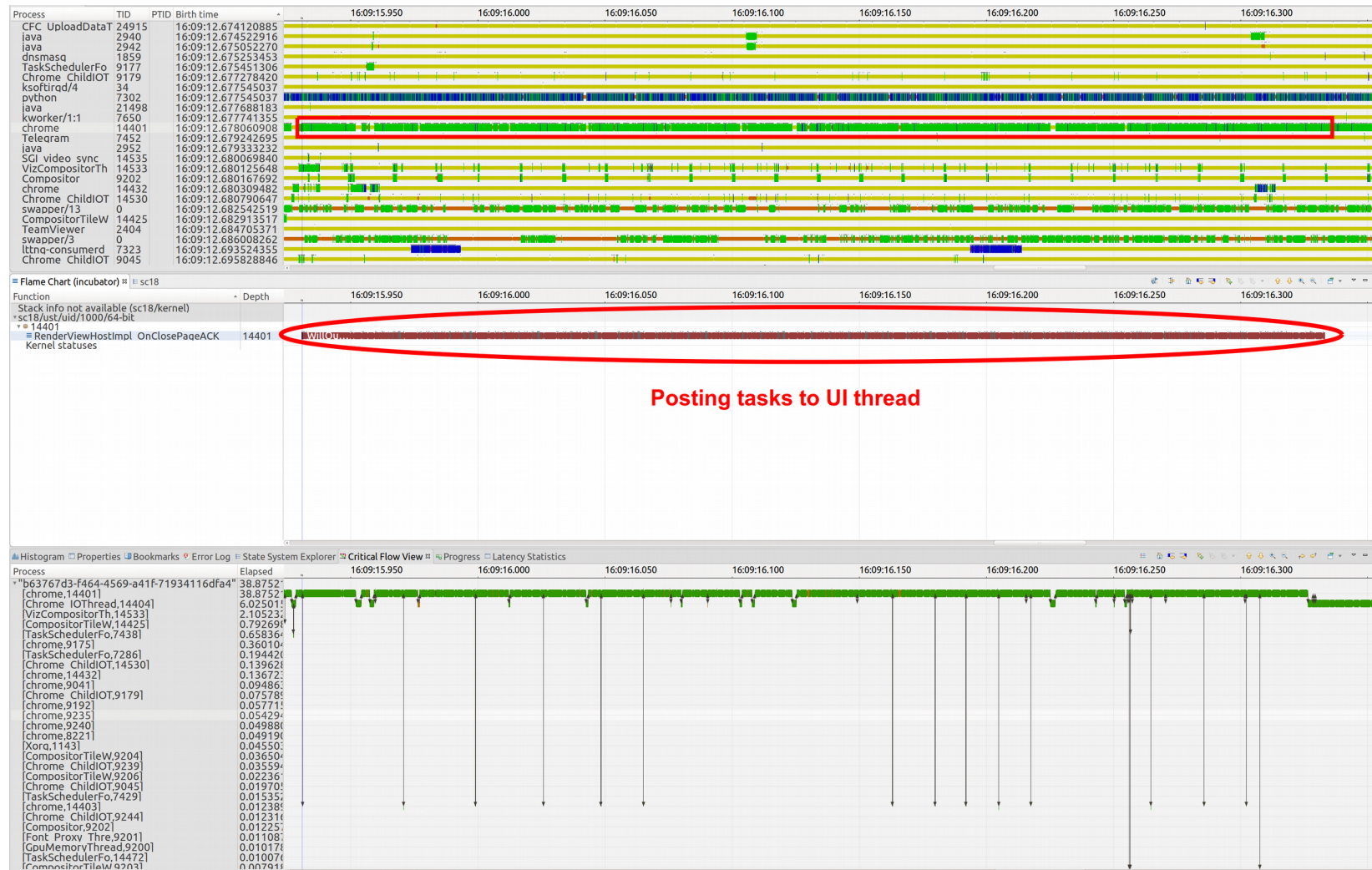
**GpuChannelHost::Send** blocks UI thread to send IPC messages using IPC::SyncChannel (Issue 125264)





# Chromium performance analysis

Processing the IPC message **ViewHostMsg\_ClosePage\_ACK** on the main thread can be too slow (Issue 892747)



# Conclusion

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- Overview of task modeling
- Introducing the multi-process architecture of Chromium
- Proposing an approach to extract more information using LTTng, in order to analyze Chromium in more details
- Critical path analysis to detect performance bugs and latencies

# Future work

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- Analyzing the navigation to detect the root cause of some performance issues
- Building a tool to understand the interaction of tasks for a specific user action
- Making a more flexible and automated tool which is able to analyze Chromium



# References

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[1] Browser I/O Scheduler, URL:

[https://docs.google.com/document/d/1S2AAeoo1xa\\_vsLbDYBsDHCqhrkfiMgoIPlyRi6kxa5k/edit#](https://docs.google.com/document/d/1S2AAeoo1xa_vsLbDYBsDHCqhrkfiMgoIPlyRi6kxa5k/edit#)

[2] TaskTracker in SequenceManager,

URL:<https://docs.google.com/document/d/1sb5PdWz5q2pSZEU1mtR8lei9K-fjtpzkLmjRGGDfAPo/edit?ts=5ba16d8c#>

[3] <https://bugs.chromium.org/p/chromium/issues/detail?id=125264>

[4] <https://bugs.chromium.org/p/chromium/issues/detail?id=892747>

[5] <https://www.chromium.org/developers/design-documents/multi-process-resource-loading>

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

# Questions?

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