

Sweeten Your Yocto Build Times with Icecream

Joshua Watt

Sweeten Your Yocto Build Times with Icecream

Joshua Watt

About Me

- Worked for Garmin for the past 10 years
- Worked with Yocto for the past 4 years
 - I've been using icecream for most of that time
- Joshua.Watt@garmin.com
- JPEWhacker@gmail.com

Outline

- What is Icecream?
- Why use Icecream?
- How to use Icecream
- Maximizing Performance
- What's next
- Conclusion

Outline

- **What is Icecream?**
- Why use Icecream?
- How to use Icecream
- Maximizing Performance
- What's next
- Conclusion

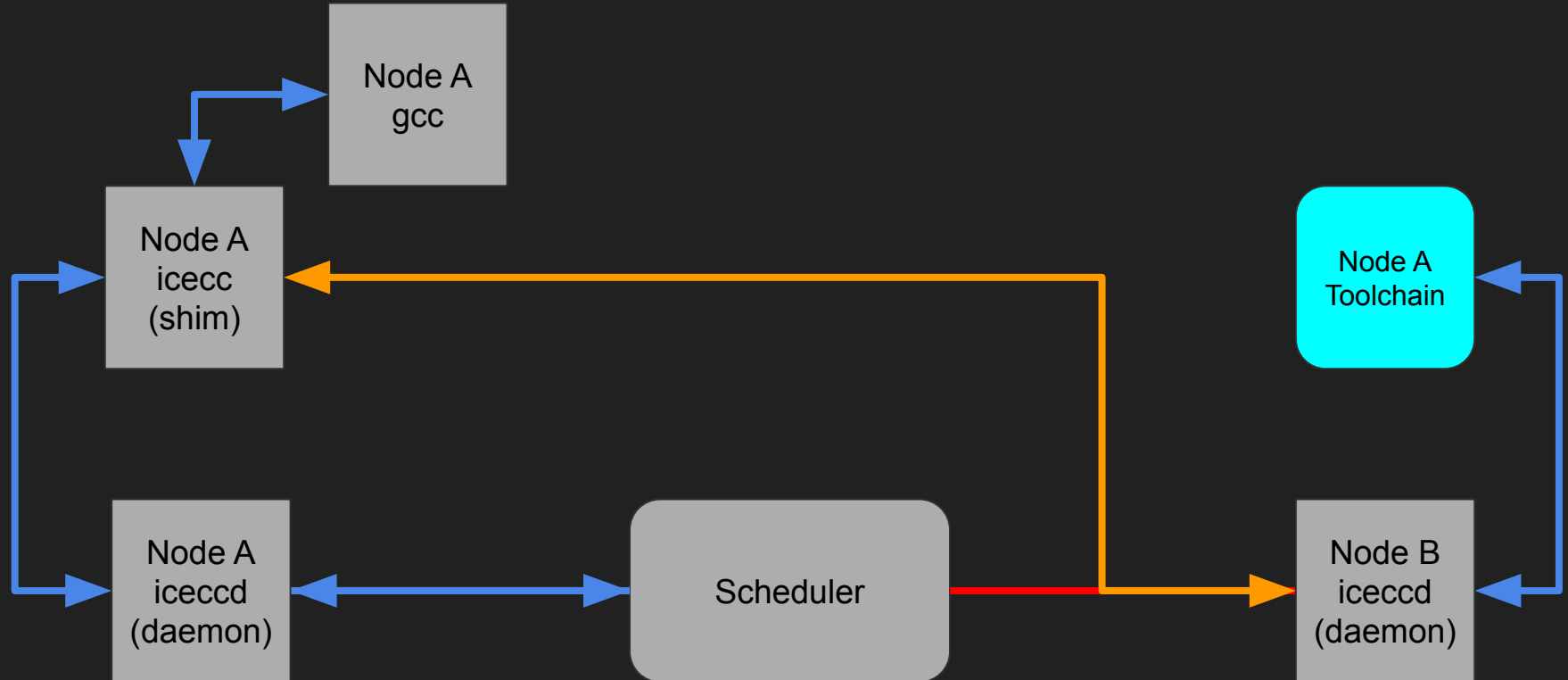
What is Icecream?

- <https://github.com/icecc/icecream>
- A distributed compiler, similar to distcc
 - Unlike distcc, it uses single *scheduler* to dispatch jobs between the various nodes

Advantages of a central scheduler

- Quickly make node selections
- Better distribution of jobs across the cluster
- Holistic approach to scheduling tasks
- Easier cluster administration

What is Icecream?



Outline

- What is Icecream?
- **Why use Icecream?**
- How to use Icecream
- Maximizing Performance
- What's next
- Conclusion

Performance Testing

- `$ bitbake --runonly unpack core-image-minimal && bitbake core-image-minimal`
- Results analyzed using buildstats tools
 - 15 test builds
- <https://github.com/JPEWdev/oe-icecream-demo>

Testing Environment

- Garmin's icecream cluster:
 - ~21 compile nodes
 - ~184 total job capacity
- Test machine:
 - Quad core i7 CPU @ 3.4 GHz
 - 16 GB Memory
 - 1 TB spindle HD
 - Fedora 30

Results (CPU time)

Without With
Icecream -> Icecream

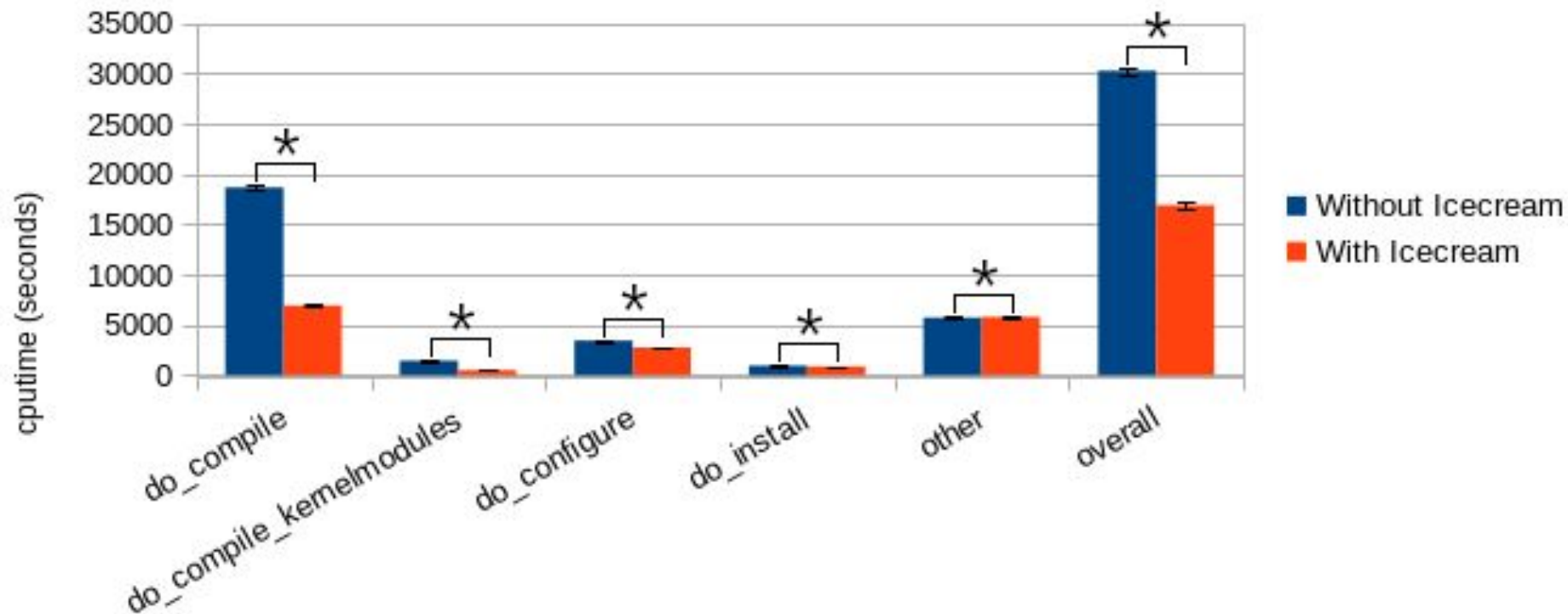
PKG	TASK	ABSDIFF	RELDIFF	CPUTIME1	->	CPUTIME2
qemu-system-native	do_compile	-1597.2s	-76.3%	2093.6s	->	496.4s
gcc-cross-x86_64	do_compile	-1397.8s	-79.3%	1763.1s	->	365.3s
linux-yocto	do_compile	-1269.8s	-67.0%	1895.2s	->	625.4s
cmake-native	do_compile	-1001.4s	-90.9%	1101.2s	->	99.8s
linux-yocto	do_compile_kernelmodules	-954.9s	-65.3%	1462.8s	->	507.9s
qemu-native	do_compile	-817.0s	-81.7%	1000.3s	->	183.3s
binutils-cross-x86_64	do_compile	-493.7s	-80.6%	612.6s	->	118.9s
binutils-native	do_compile	-449.5s	-56.4%	796.8s	->	347.4s
cmake-native	do_configure	-416.0s	-84.9%	490.1s	->	74.2s
gcc-runtime	do_compile	-305.3s	-79.2%	385.6s	->	80.3s
perl	do_compile	-222.1s	-40.3%	550.7s	->	328.6s
libdnf-native	do_compile	-215.8s	-84.9%	254.0s	->	38.2s
python3	do_compile	-203.2s	-84.7%	239.9s	->	36.7s
openssl	do_compile	-194.2s	-58.6%	331.1s	->	136.9s
...						
elfutils-native	do_configure	40.5s	+357.7%	11.3s	->	51.9s
pkgconfig-native	do_configure	45.4s	+95.5%	47.5s	->	92.9s
openssl-native	do_install	55.9s	+98.7%	56.6s	->	112.5s
glibc-locale	do_package	160.5s	+13.7%	1175.2s	->	1335.7s
gmp-native	do_compile	275.5s	+339.6%	81.1s	->	356.7s

Cumulative cputime:

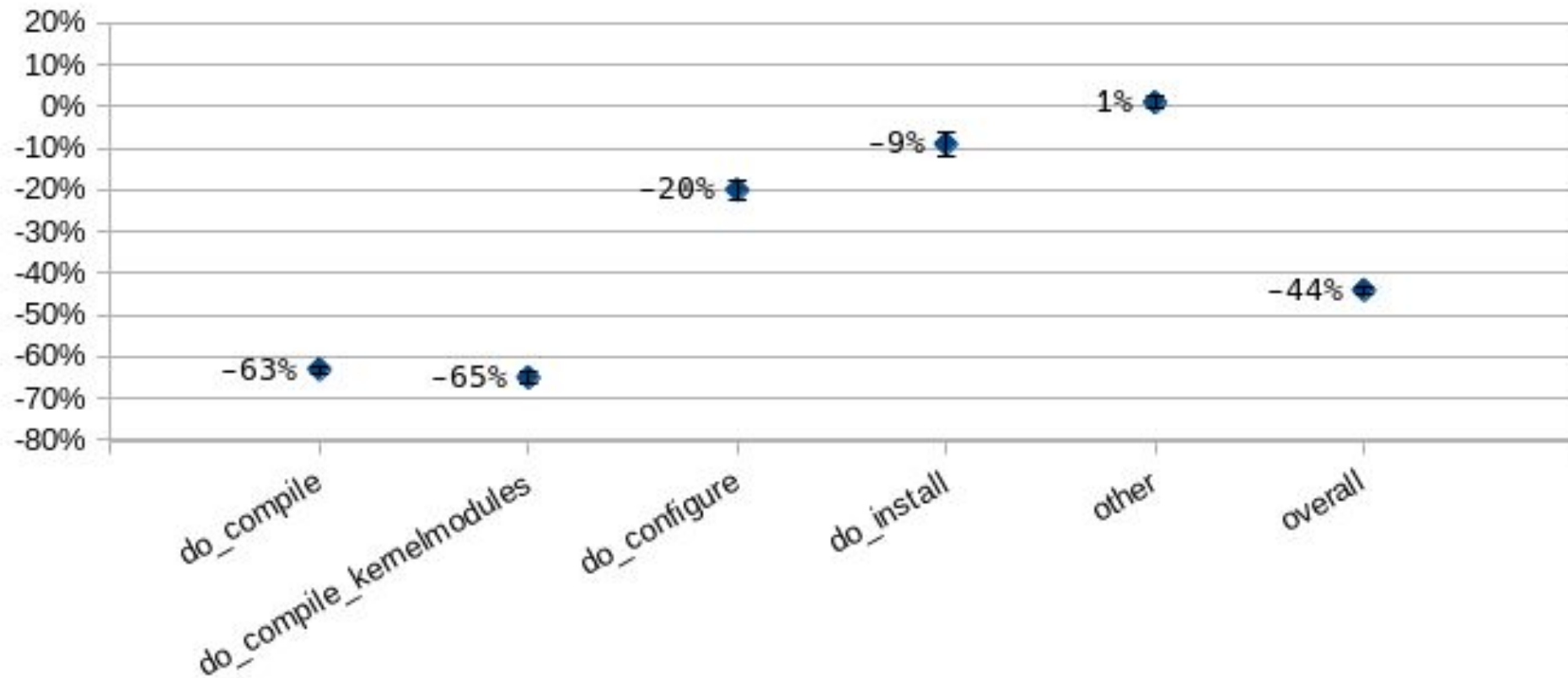
-12419.0s -40.8% 8:26:48.2 (30408.2s) -> 4:59:49.2 (17989.2s)

Average cputime (n = 15)

* $p < 0.05$



Average Percent Change in cputime with Icecream Enabled (n = 15)



Results (Wall Time)

Without With
Icecream -> Icecream

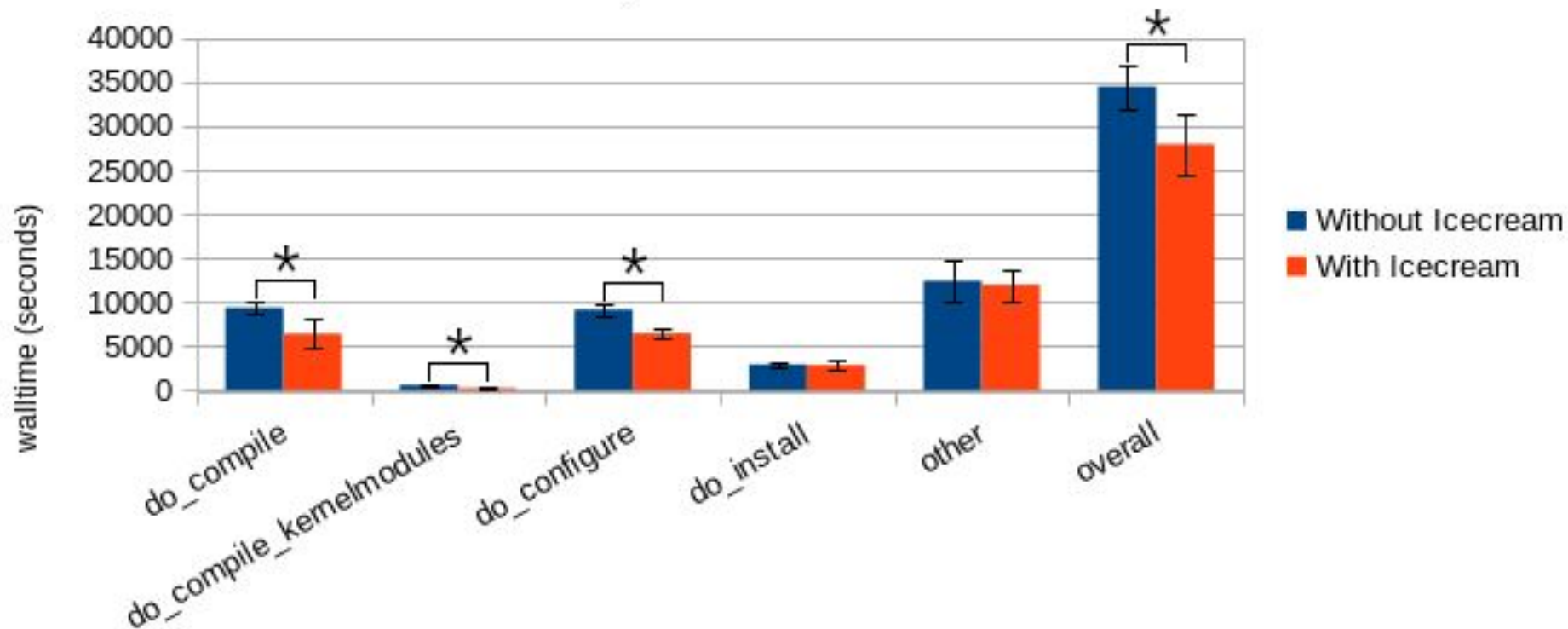
PKG	TASK	ABSDIFF	RELDIFF	WALLTIME1	->	WALLTIME2
qemu-system-native	do_compile	-522.9s	-70.0%	747.4s	->	224.5s
linux-yocto	do_compile_kernelmodules	-430.8s	-76.4%	563.7s	->	132.8s
perl	do_install_ptest_base	-320.1s	-71.9%	445.5s	->	125.4s
glibc-locale	do_package	-320.1s	-51.4%	622.4s	->	302.3s
gcc-cross-x86_64	do_compile	-315.8s	-64.3%	490.9s	->	175.1s
qemu-native	do_compile	-281.3s	-83.7%	336.1s	->	54.8s
linux-yocto	do_kernel_configcheck	-277.0s	-79.8%	347.1s	->	70.1s
cmake-native	do_compile	-262.0s	-70.1%	373.7s	->	111.8s
gcc-runtime	do_configure	-201.8s	-50.9%	396.4s	->	194.6s
libxml2	do_package	-201.1s	-82.0%	245.1s	->	44.1s
libxcb	do_package_write_rpm	-176.3s	-62.5%	282.1s	->	105.8s
gettext-native	do_configure	-175.0s	-43.3%	404.1s	->	229.1s
gcc-runtime	do_compile	-172.4s	-80.1%	215.3s	->	42.9s
nss-native	do_compile	-162.6s	-50.4%	322.5s	->	159.8s
...						
elfutils-native	do_configure	89.6s	+267.4%	33.5s	->	123.1s
perl	do_package	123.7s	+44.6%	277.2s	->	401.0s
shared-mime-info-native	do_install	135.0s	+238.0%	56.7s	->	191.8s
binutils-native	do_install	171.9s	+172.0%	99.9s	->	271.7s
glibc	do_install	206.9s	+64.8%	319.2s	->	526.2s

Cumulative walltime:

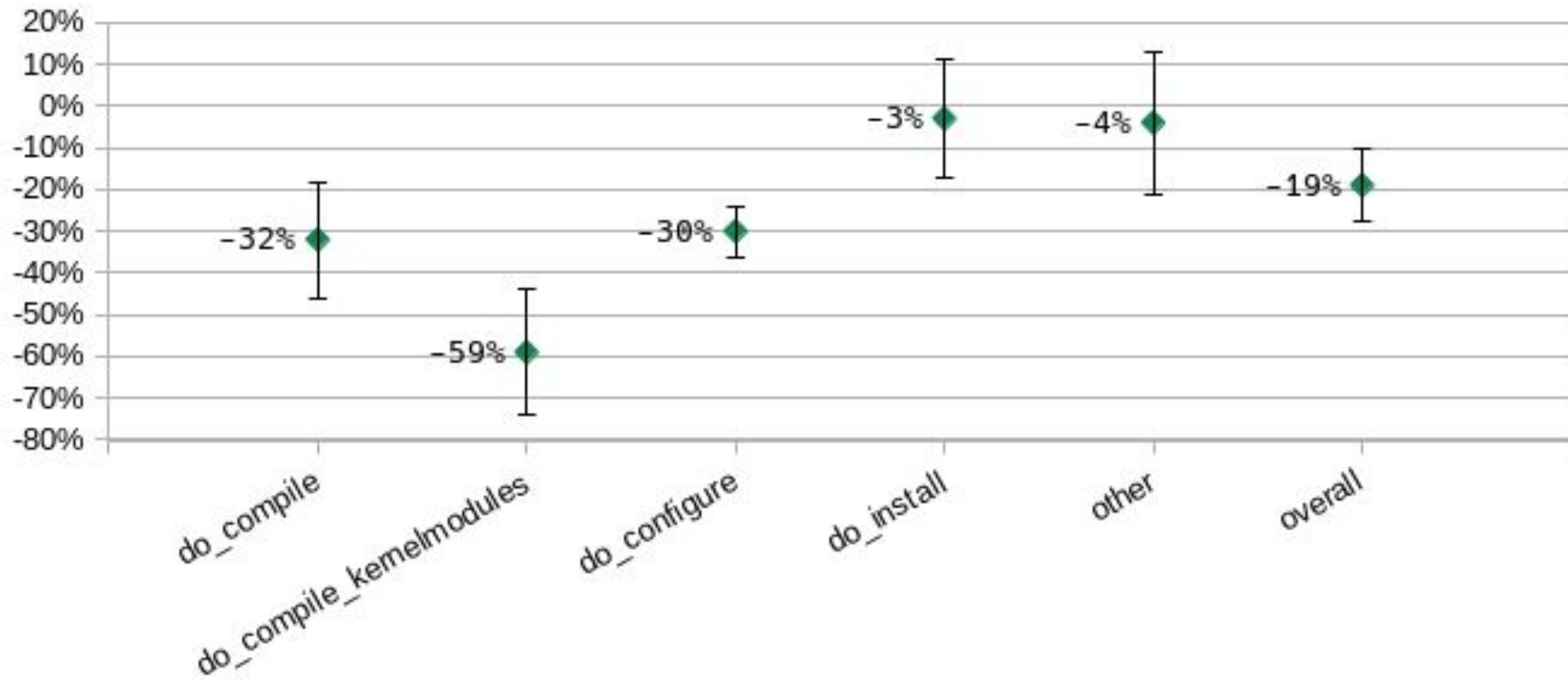
-9335.0s -29.6% 8:46:07.8 (31567.8s) -> 6:10:32.8 (22232.8s)

Average walltime (n = 15)

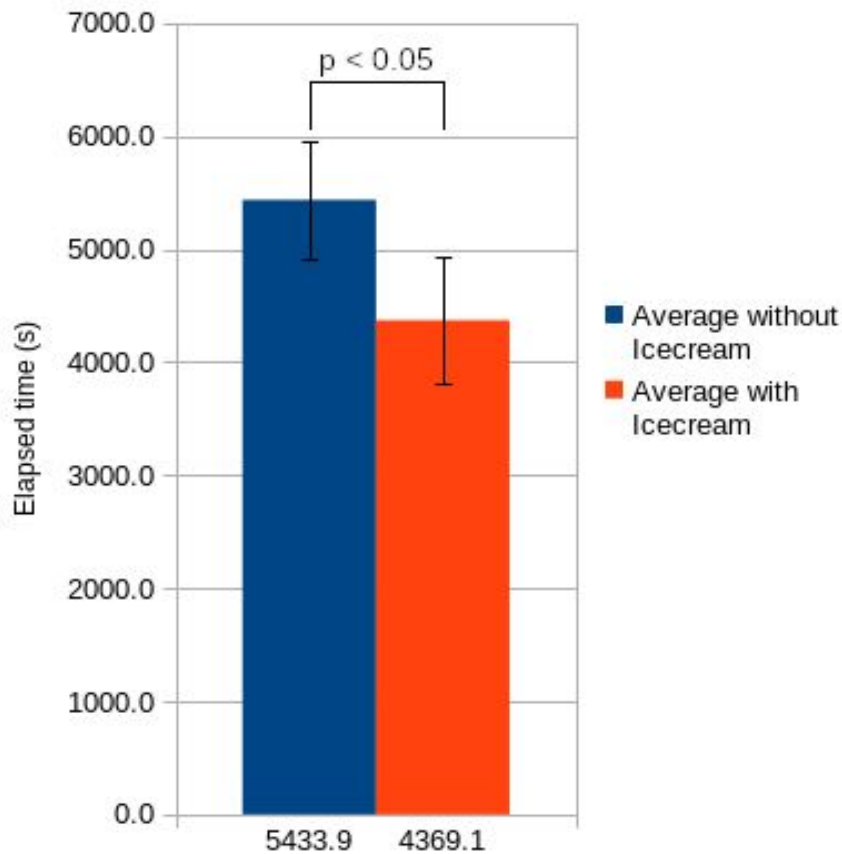
* $p < 0.05$



Average Percent Change in walltime with Icecream Enabled (n = 15)

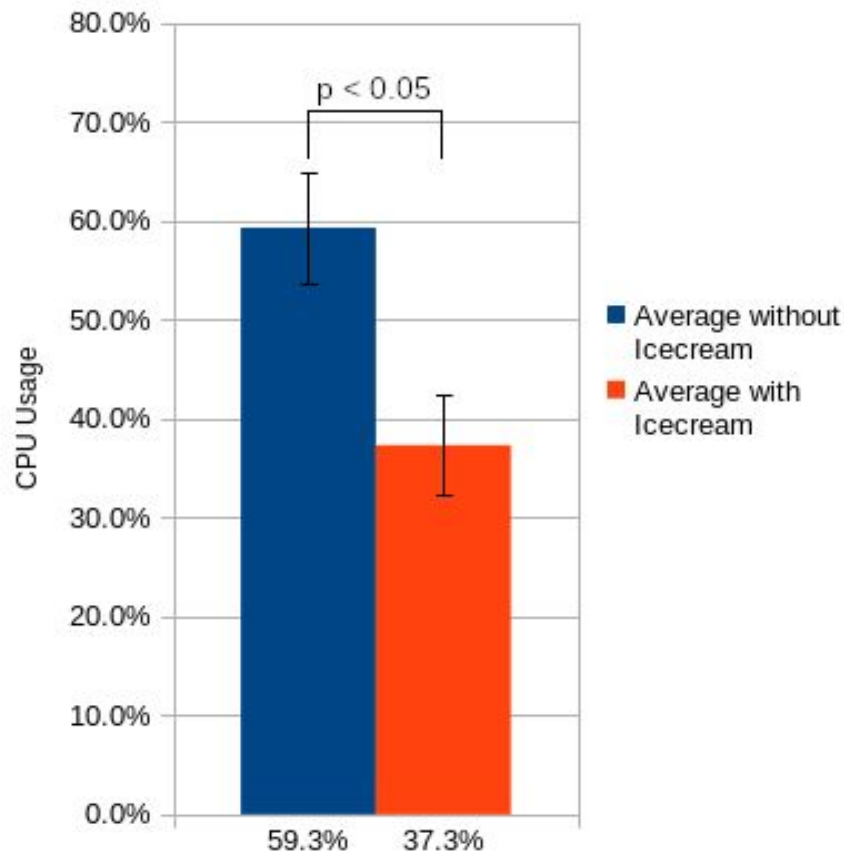


Average Elapsed Build Time (n = 15)



Percent Change: -20%

Average CPU Usage (n = 15)



Difference: -22%

Results (Elapsed Time)

	ABSDIFF	RELDIFF	ELAPSED1	->	ELAPSED2
Elapsed time:	-1185.47s	-24.76%	4787.41s	->	3601.94s
CPU usage:	-19.7%	-29.40%	67.0%	->	47.3%

Results (Per-task totals)

do_configure:

Cumulative cputime:
-341.1s -9.8% 57:51.9 (3471.9s) -> 52:10.7 (3130.7s)
Cumulative walltime:
-1903.0s -21.8% 2:25:48.8 (8748.8s) -> 1:54:05.8 (6845.8s)

do_compile:

Cumulative cputime:
-11284.6s -60.1% 5:13:08.1 (18788.1s) -> 2:05:03.5 (7503.5s)
Cumulative walltime:
-4202.6s -47.0% 2:29:08.5 (8948.5s) -> 1:19:05.8 (4745.8s)

do_install:

Cumulative cputime:
13.2s +1.4% 16:00.5 (960.5s) -> 16:13.7 (973.7s)
Cumulative walltime:
187.7s +8.3% 37:47.4 (2267.4s) -> 40:55.1 (2455.1s)

do_package_write_rpm:

Cumulative cputime:
8.4s +0.5% 28:54.3 (1734.3s) -> 29:02.7 (1742.7s)
Cumulative walltime:
-600.3s -18.4% 54:14.8 (3254.8s) -> 44:14.5 (2654.5s)

Why use Icecream?

- Total elapsed build time reduction of 20%
- Computer is more responsive when building due to lower overall CPU usage
- Full rebuilds of individual recipes can be much faster

Results Analysis

- Total build time performance improvement is marginal
 - Better system responsiveness when building
- Full rebuilds of individual recipes can be much faster

Outline

- What is Icecream?
- Why use Icecream?
- **How to use Icecream**
- Maximizing Performance
- What's next
- Conclusion

How to enable Icecream?

Enabling Icecream is as easy(*) as adding the following to local.conf:

```
INHERIT += "icecc"  
ICECC_PARALLEL_MAKE = "-j 24"
```


SDK Support

- Icecream also integrates with your traditional SDK
 - Building an SDK with `INHERIT += "icecc"` will automatically include support for Icecream
 - Icecream will be enabled for the SDK if the host has `icecc` when the SDK is installed

```
$ ./poky-glibc-x86_64-core-image-minimal-core2-64-qemux86-64-toolchain-2.7+snapshot.sh
Poky (Yocto Project Reference Distro) SDK installer version 2.7+snapshot
=====
Enter target directory for SDK (default: /opt/poky/2.7+snapshot):
You are about to install the SDK to "/opt/poky/2.7+snapshot". Proceed [Y/n]? y
Extracting SDK.....done
Setting it up...done
Setting up IceCream distributed compiling...
creating /opt/.../poky-glibc-x86_64-x86_64-poky-linux-2.7+snapshot-20190722.tar.gz
SDK has been successfully set up and is ready to be used.
Each time you wish to use the SDK in a new shell session, you need to source the environment
setup script e.g.
$ . /opt/poky/2.7+snapshot/environment-setup-core2-64-poky-linux
```

Combining with sstate

- Get sstate working first
 - Icecream will *never* give as much benefit as a well populated sstate server

Problem: Icecream and sstate can be combined, however inheriting `icecc.bbclass` changes most taskhashes

Solution: Always inherit `icecc.bbclass` and use `ICECC_DISABLED ?= "1"` to turn off icecream

Outline

- What is Icecream?
- Why use Icecream?
- How to use Icecream
- **Maximizing Performance**
- What's next
- Conclusion

Blacklisting

- Some massaging of `ICECC_USER_PACKAGE_BL` is necessary
 - There needs to be a better way to do this

Network Performance

- The test cluster has gigabit ethernet between all nodes
- Using 100 Mbps or less network speed is not likely to give good results
- Wi-Fi probably won't work well either

Keep Up to Date with Upstream

- New versions of GCC generally requires updates to Icecream for bug fixes
- Upstream only releases about once a year
- Most of the changes are in the client side icecc shim and scheduler; the daemon is less important
- We build in a Docker container with a patched icecc shim

Use a dedicated scheduler

- The scheduler doesn't take much CPU, but it is sensitive to latency
- Eliminates scheduler ping pong

Avoid Virtual Machines

- Virtual Machines as compile nodes seem to be particularly bad for performance
 - Blacklist or mark as “No Remote”

Remote Preprocessing

- Icecream has the option of preprocessing remotely (`ICECC_REMOTE_CPP`), which improves performance even more
 - GCC has **lots** of bugs related to “`-fdirectives-only`”, which currently makes this impractical in the general case.
 - <https://gcc.gnu.org/bugzilla/buglist.cgi?quicksearch=directives-only>

Outline

- What is Icecream?
- Why use Icecream?
- How to use Icecream
- Maximizing Performance
- **What's next**
- Conclusion

What's Next?

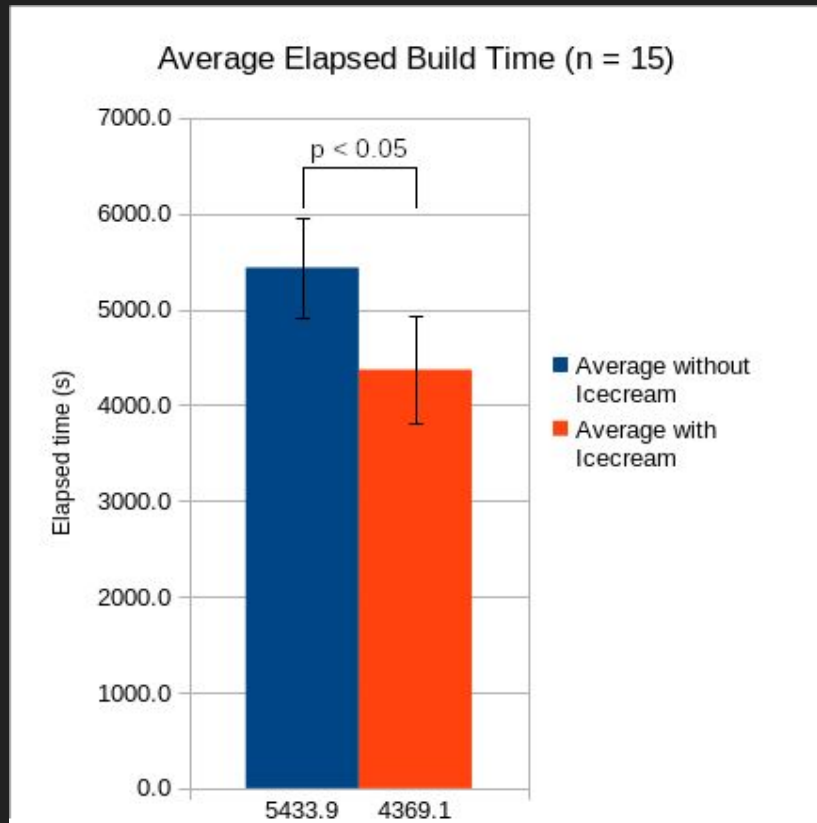
- Build Icecream client shim in OE-core (e.g. icecc-native)?
- Clang support?
- ccache support?
- Gather more data from other clusters
- Fix up GCC's `-fdirectives-only` support
- eSDK support

Outline

- What is Icecream?
- Why use Icecream?
- How to use Icecream
- Maximizing Performance
- What's next
- **Conclusion**

Conclusion

- Icecream distributes jobs compiles with a centralized scheduler
- We saw a 20% build time improvement with Icecream
- There are many ways to get involved if you would like to improve the experience



Percent Change: -20%

Useful Links

- https://www.openembedded.org/wiki/Using_IceCC
- <https://github.com/icecc/icecream>
- Icecream Monitors:
 - <https://github.com/icecc/icemon>
 - <https://github.com/JPEWdev/icecream-sundae> (shameless plug)
- Replicate my test:
 - <https://github.com/JPEWdev/oe-icecream-demo>

Thanks

- Garmin
- Icecream Developers
- Open Emebedded Developers
- Kristin Watt, PhD

Questions?