



6.823: Computer System Architecture

Introduction to PIN

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*Adapted from: Prior 6.823 offerings, and
Intel's Tutorial at CGO 2010*

Designing Computer Architectures

Build computers that run programs *efficiently*

Two important components:

1. Study of programs and patterns
 - Guides interface, design choices
2. Engineering under constraints
 - Evaluate tradeoffs of architectural choices

Simulation: An Essential Tool in Architecture Research

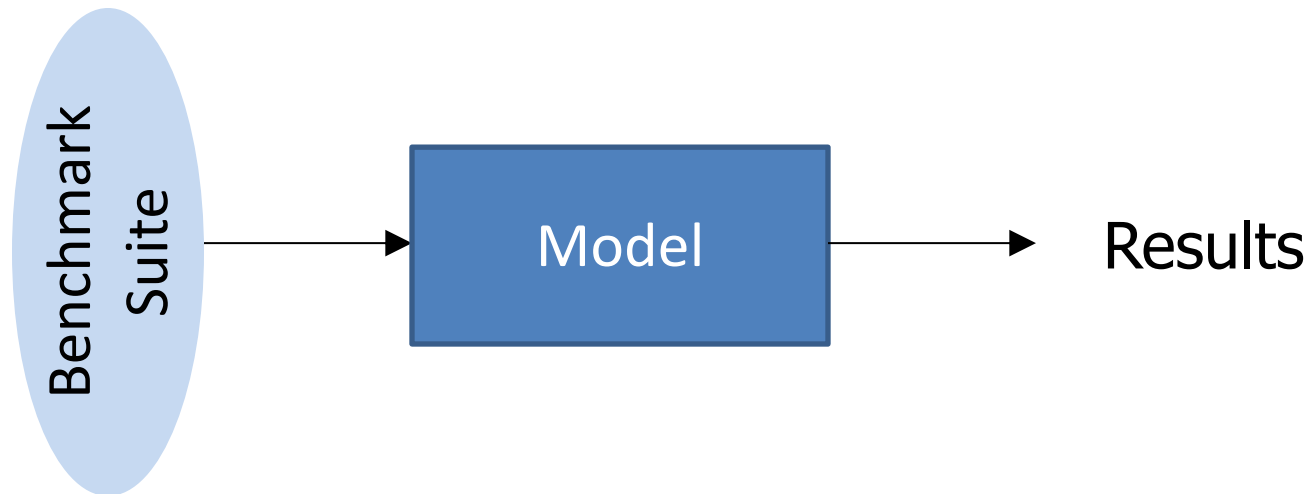


- A tool to reproduce the behavior of a computing device
- Why use simulators?
 - Obtain fine-grained details about internal behavior
 - Enable software development
 - Obtain performance predictions for candidate architectures
 - Cheaper than building system

Labs



- Focus on understanding program behavior, evaluating architectural tradeoffs





PIN

- www.pintool.org
 - Developed by Intel
 - Free for download and use
- A tool for dynamic binary instrumentation

Runtime

No need to
re-compile
or re-link

Insert code in the
program to collect
information

Pin: A Versatile Tool



- Architecture research
 - Simulators: zsim, CMPsim, Graphite, Sniper, Swarm
- Software Development
 - Intel Parallel Studio, Intel SDE
 - Memory debugging, correctness/perf. analysis
- Security
 - Taint analysis

Useful tool to have in
your arsenal!



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Instrumenting Instructions



```
sub $0xff, %edx
```

```
cmp %esi, %edx
```

```
jle <L1>
```

```
mov $0x1, %edi
```

```
add $0x10, %eax
```


Example 1: Instruction Count



*I want to count
the number of
instructions executed..*



```
sub  $0xff, %edx  
cmp  %esi, %edx  
jle  <L1>  
mov  $0x1, %edi  
add  $0x10, %eax
```

Example 1: Instruction Count



*Let's increment
counter by one
before every instruction!*



```
counter++;  
sub $0xff, %edx  
counter++;  
cmp %esi, %edx  
counter++;  
jle <L1>  
counter++;  
mov $0x1, %edi  
counter++;  
add $0x10, %eax
```

Example 2: Instruction Trace



*I want to generate
instruction trace..*



```
sub  $0xff, %edx  
cmp  %esi, %edx  
jle  <L1>  
mov  $0x1, %edi  
add  $0x10, %eax
```

Example 2: Instruction Trace



*Let's print
instruction pointers
before every instruction!*



```
Print(ip);  
sub $0xff, %edx  
Print(ip);  
cmp %esi, %edx  
Print(ip);  
jle <L1>  
Print(ip);  
mov $0x1, %edi  
Print(ip);  
add $0x10, %eax
```

Example 2: Instruction Trace



*Let's print
instruction pointers
before every instruction!*

Print(ip);

```
sub $0xff, %edx
```

This is "Instrumentation"



```
jle <L1>
```

Print(ip);

```
mov $0x1, %edi
```

Print(ip);

```
add $0x10, %eax
```

What is Instrumentation?



- A technique that inserts extra code into a program to collect runtime information
 - Program Analysis: performance profiling, error detection, capture and replay
 - Architectural study: processor and cache simulation, trace collection
- Instrumentation approaches:
 - Source instrumentation:
 - Instrument source programs
 - **Binary instrumentation:**
 - **Instrument executables directly**



What can you do with Pin?

- Pin gives you the ability to
 - inspect every instruction, and then
 - insert extra code (optional)
 - executed the inserted code

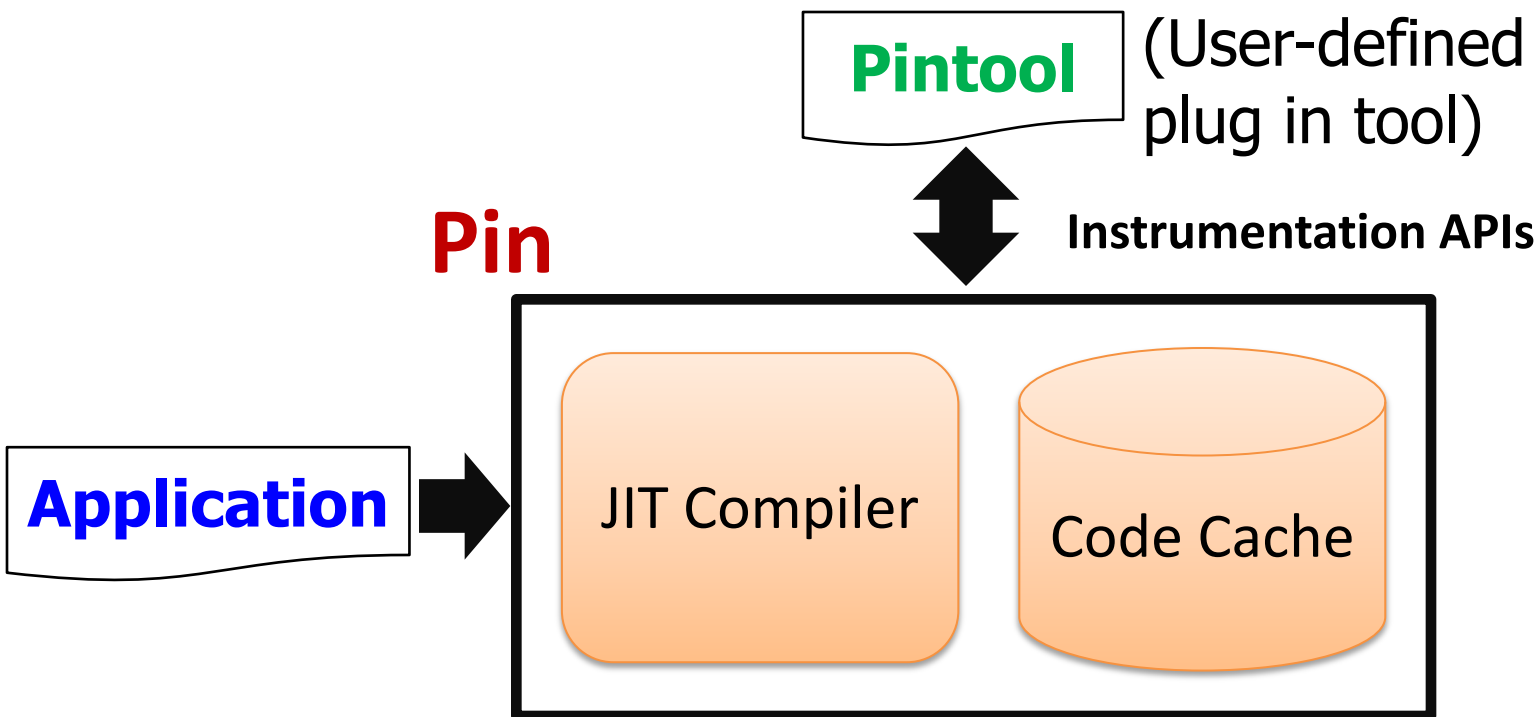
**Instrumentation
routine**

Analysis routine



How to use Pin

```
$ pin -t pintool -- application
```





Advantages of Pin

- Dynamic Instrumentation
 - No need for source code, re-compilation or post-linking
- Programmable Instrumentation
 - Provides rich APIs to write in C/C++ your own instrumentation tools (called **Pintools**)
- Multiplatform
 - Supports IA-32, IA-64, Itanium
 - Supports Linux, Windows, MacOS
- Robust
 - Instrument real life applications: web browsers, databases
 - Instrument multithreaded applications
- **If you can run it, you can Pin it**

How is Instrumentation used in Computer Architecture?



- Trace Generation
- Branch Predictor and Cache Modeling
- Fault Tolerance Study
- Emulating Speculation
- Emulating New Instructions
- Cache Coherence Protocols



Writing Pintools



Pin Instrumentation APIs

- Basic APIs are architecture independent:
 - Provide common functionalities like determining:
 - Control-flow changes
 - Memory accesses
- Architecture-specific APIs
 - E.g., Info about segmentation registers on IA32
- Call-based APIs:
 - Instrumentation routines
 - Analysis routines

Example 1: Instruction Count



*Let's increment
counter by one
before every instruction!*



```
counter++;  
sub $0xff, %edx  
counter++;  
cmp %esi, %edx  
counter++;  
jle <L1>  
counter++;  
mov $0x1, %edi  
counter++;  
add $0x10, %eax
```

Example 1: Instruction Count



*Let's increment
counter by one
before every instruction!*

Instrumentation routine

```
counter++;  
sub $0xff, %edx  
counter++;  
cmp %esi, %edx  
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counter++;  
mov $0x1, %edi  
  
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add $0x10, %eax
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Example 1: Instruction Count



*Let's increment
counter by one
before every instruction!*

Analysis routine

Instrumentation routine

```
counter++;  
sub $0xff, %edx  
counter++;  
cmp %esi, %edx  
counter++;  
jle <L1>  
  
counter++;  
mov $0x1, %edi  
  
counter++;  
add $0x10, %eax
```



Instrumentation vs. Analysis



- **Instrumentation routines** define where instrumentation is **inserted**
 - e.g. before instruction
 - ☞ **Occurs *first time* an instruction is executed**
- **Analysis routines** define what to do when instrumentation is **activated**
 - e.g. increment counter
 - ☞ **Occurs *every time* an instruction is executed**

Pintool 1: Instruction Count



```
counter++;  
sub $0xff, %edx  
counter++;  
cmp %esi, %edx  
counter++;  
jle <L1>  
  
counter++;  
mov $0x1, %edi  
  
counter++;  
add $0x10, %eax
```

Pintool 1: Instruction Count Output

```
$ /bin/ls
```

```
Makefile atrace.o imageload.out itrace  
proccount Makefile.example imageload  
inscount0 itrace.o proccount.o atrace  
imageload.o inscount0.o itrace.out
```

```
$ pin -ifeellucky -t inscount0 -- /bin/ls
```

```
Makefile atrace.o imageload.out itrace  
proccount Makefile.example imageload  
inscount0 itrace.o proccount.o atrace  
imageload.o inscount0.o itrace.out
```

```
Count 422838
```

ManualExamples/inscount0.C



```
#include <iostream>
#include "pin.h"
UINT64 icount = 0;
KNOB<string> KnobOutputFile(KNOB_MODE_WRITEONCE, "pintool", "o",
                             "results.out", "specify output file");
void docount() { icount++; }
```

analysis routine

```
void Instruction(INS ins, void *v)
{
    INS_InsertCall(ins, IPOINT_BEFORE, (AFUNPTR)docount, IARG_END);
}
```

instrumentation routine

```
void Fini(INT32 code, void *v)
{ FILE* outfile = fopen(KnobOutputFile.Value().c_str(), "w");
  fprintf(outfile, "Count %d\n", icount); }
```

```
int main(int argc, char * argv[])
{
    PIN_Init(argc, argv);
    INS_AddInstrumentFunction(Instruction, 0);
    PIN_AddFiniFunction(Fini, 0);
    PIN_StartProgram();
    return 0;
}
```

ManualExamples/inscount0.C



```
#include <iostream>
#include "pin.h"
UINT64 icount = 0;
KNOB<string> KnobOutputFile(KNOB_MODE_WRITEONCE, "pintool", "o",
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instrumentation routine

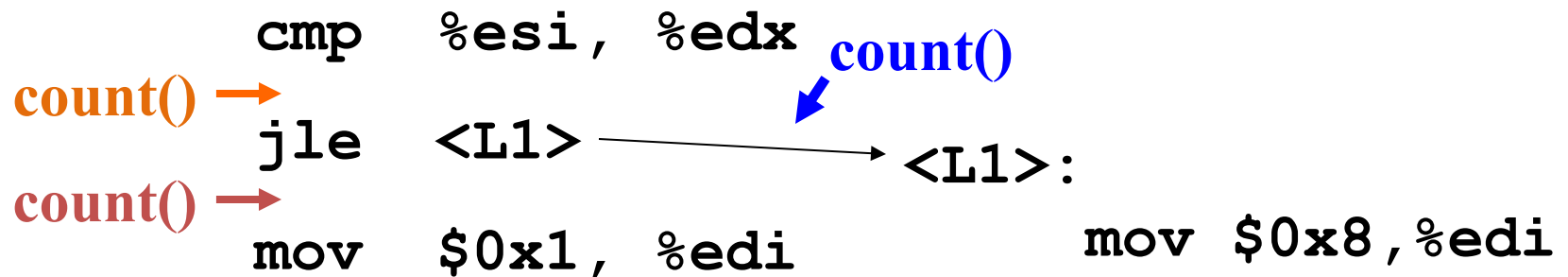
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void Fini(INT32 code, void *v)
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  fprintf(outfile, "Count %d\n", icount); }
```

```
int main(int argc, char * argv[])
{
    PIN_Init(argc, argv);
    INS_AddInstrumentFunction(Instruction, 0);
    PIN_AddFiniFunction(Fini, 0);
    PIN_StartProgram();
    return 0;
}
```



Instrumentation Points

- Instrument points relative to an instruction:
 - *Before (IPOINT_BEFORE)*
 - After:
 - Fall-through edge (IPOINT_AFTER)
 - Taken edge (IPOINT_TAKEN_BRANCH)





Pintool 2: Instruction Trace

Print(ip);

sub \$0xff, %edx

Print(ip);

cmp %esi, %edx

Print(ip);

jle <L1>

Print(ip);

mov \$0x1, %edi

Print(ip);

add \$0x10, %eax

Pintool 2: Instruction Trace Output

```
$ pin -ifeellucky -t itrace --  
/bin/ls  
Makefile atrace.o imageload.out  
itrace proccount  
Makefile.example imageload  
inscount0 itrace.o proccount.o  
atrace imageload.o inscount0.o  
itrace.out
```

```
$ head -4 itrace.out
```

```
0x40001e90  
0x40001e91  
0x40001ee4  
0x40001ee5
```

ManualExamples/itrace.C



```
#include <stdio.h>
#include "pin.H"
FILE * trace;
```

```
void printip(void *ip) { fprintf(trace, "%p\n", ip); }
```

argument to analysis routine

analysis routine

```
void Instruction(INS ins, void *v) {
    INS_InsertCall(ins, IPOINT_BEFORE, (AFUNPTR)printip,
        IARG_INST_PTR, IARG_END);
}
```

instrumentation routine

```
void Fini(INT32 code, void *v) { fclose(trace); }
int main(int argc, char * argv[]) {
    trace = fopen("itrace.out", "w");
    PIN_Init(argc, argv);
    INS_AddInstrumentFunction(Instruction, 0);

    PIN_AddFiniFunction(Fini, 0);
    PIN_StartProgram();
    return 0;
}
```


Examples of Arguments to Analysis Routine



- **IARG_INST_PTR**
 - Instruction pointer (program counter) value
 - **IARG_PTR <pointer>**
 - A pointer to some data
 - **IARG_REG_VALUE <register name>**
 - Value of the register specified
 - **IARG_BRANCH_TARGET_ADDR**
 - Target address of the branch instrumented
 - **IARG_MEMORY_READ_EA**
 - Effective address of a memory read
- And many more ... (refer to the Pin manual for details)*

Modifying Program Behavior



- Pin allows you not only to *observe*, but also *change* program behavior
- Ways to change program behavior:
 - Add/delete instructions
 - Change register values
 - Change memory values
 - Change control flow
 - Inject errors



Writing **Efficient** Pintools

(we will cover this in detail next week)

Reducing Instrumentation Overhead



Total Overhead = Pin's Overhead + Pintool's Overhead

- The job of Pin developers to minimize this
- ~5% for SPECfp and ~20% for SPECint

Reducing Instrumentation Overhead



Total Overhead = Pin's Overhead + **Pintool's Overhead**

- The job of Pin developers to minimize this
- ~5% for SPECfp and ~20% for SPECint

- Pintool writers can help minimize this!

Reducing Pintool's Overhead



Pintool's Overhead

Instrumentation Routines Overhead + Analysis Routines Overhead

Frequency of calling an Analysis Routine x Work required in the Analysis Routine

**Next week, we will see
how we can reduce these overheads**



Conclusions

- **Instrumentation** is a technique for inserting extra code into a program to observe its behavior
- **Pin** is a dynamic binary instrumentation system
- Instrumentation tools (**Pintools**) are written in C/C++ using Pin's rich API
- **Instrumentation routines** define where instrumentation is inserted
- **Analysis routines** define what to do when instrumentation is **activated**



Conclusions

- **Instrumentation** is a technique for inserting extra code into a program to observe its behavior
- **Pin** is a dynamic binary instrumentation system
- Instrumentation tools (DinTools) are written in C/C++
- **Lab 0 released on website**
- Instrumentation routines define where instrumentation is inserted
- **Analysis routines** define what to do when instrumentation is **activated**