



#### WHY TEST UPSTREAM LLVM



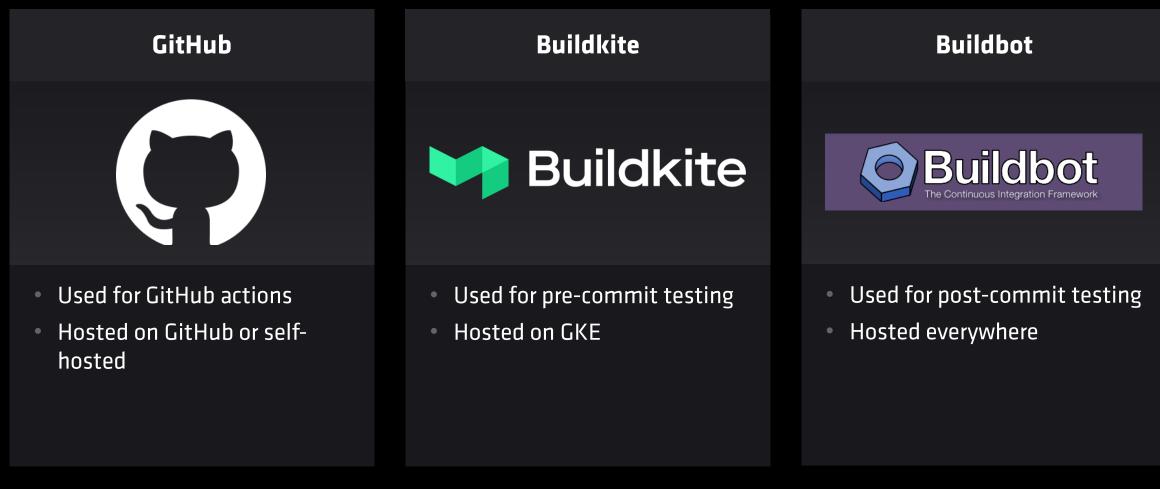
# AMD ROCm

#### Support Upstream Developers

Guard Downstream ROCm<sup>™</sup>

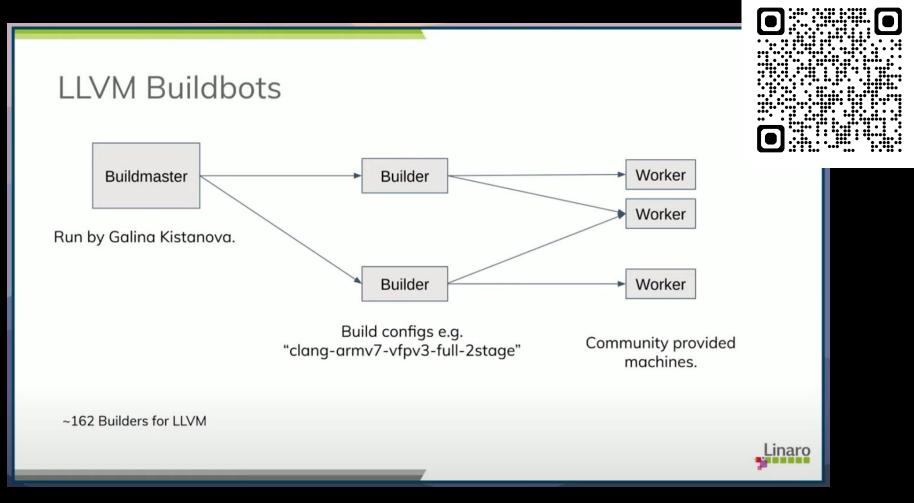
AMD together we advance\_

#### LLVM TESTING LANDSCAPE



#### In this talk: Buildbot

#### TERMINOLOGY



Talk by David Spickett: 2022 LLVM Dev Mtg: What does it take to run LLVM Buildbots?

### TERMINOLOGY

#### AnnotatedBuilder

- Build-your-own builder
- Script defines what the builder is doing
- Not tailored for any particular purpose
- Examples: HIP, libc, ...

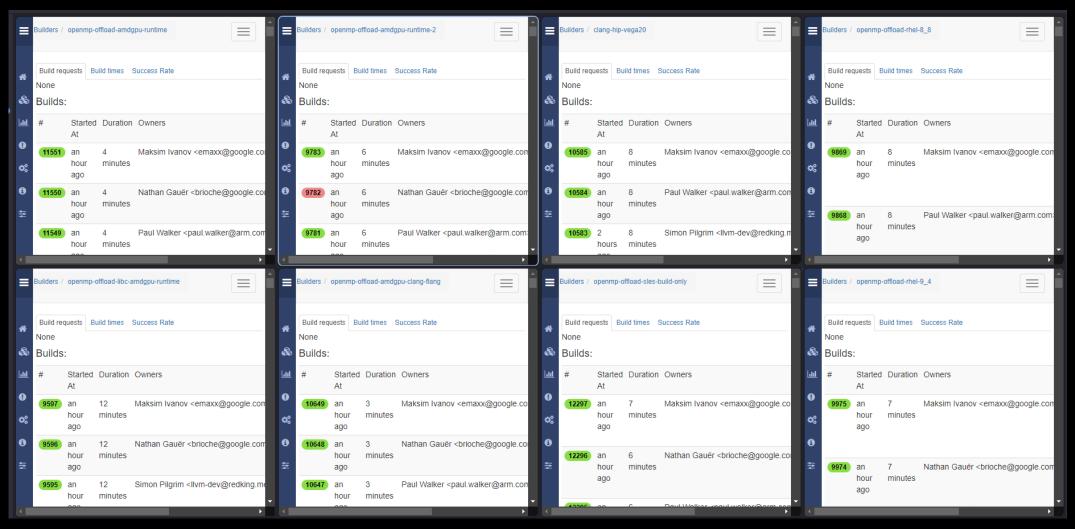
#### OpenMPBuilder

- Off-the-shelve builder
- OpenMPBuilder defines what builder is doing
- Tailored to building OpenMP<sup>®</sup>
- Always adds the check-openmp target

{'name' : "amdgpu-offload-ubuntu-22-cmake-build-only", 'tags' : ["openmp"],	Maintained in Ilvm-zorg repository				
'workernames' : ["rocm-docker-ubu-22"],					
'builddir': "amdgpu-offload-ubuntu-22-cmake-build-only",					
'factory' : AnnotatedBuilder.getAnnotatedBuildFactory(					
depends_on_projects=["llvm", "clang", "lld", "compiler-rt", "libcxx", "libcxxabi", "openmp", "offload", "libunwind"],					
<pre>script="amdgpu-offload-cmake.py",</pre>					
checkout_llvm_sources=True,					
script_interpreter=None					
)},					



#### **CURRENT BUILDBOT FLEET**



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HISTORY

The intermediate time

The current time



HISTORY

The intermediate time

The current time

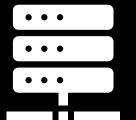
- Three machines: all running bare metal
- Three machines: all w/ different usernames and different systems
- Partly unclear (and undocumented) setup steps
- Existing documentation only available internally
- OpenMP<sup>®</sup> builder uses OpenMPBuilder
- HIP builder uses AnnotatedBuilder
- Changes to llvm-zorg automatically pushed to staging area every 2 hours
- ... unless there was a problem



[Public]

openmp-offload-amdgpuruntime-experimental

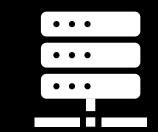
openmp-offload-amdgpu-runtime





llvm-zorg

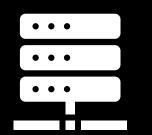




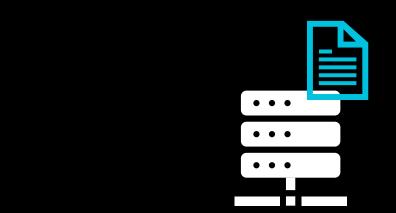
openmp-offload-amdgpuruntime-experimental



openmp-offload-amdgpu-runtime







openmp-offload-amdgpuruntime-experimental



openmp-offload-amdgpu-runtime

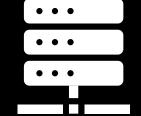




openmp-offload-amdgpuruntime-experimental

openmp-offload-amdgpu-runtime





openmp-offload-amdgpu-

runtime-experimental

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openmp-offload-amdgpu-runtime



clang-hip-vega20

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HISTORY

The intermediate time

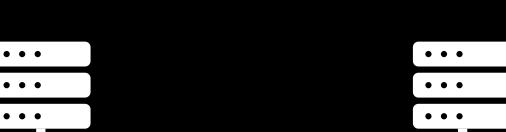
The current time

HISTORY

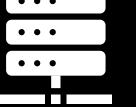
### The intermediate time

The current time

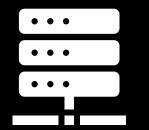
- Additional test-targets for one of two OpenMP<sup>®</sup> builders to cover libc on AMDGPU
- Patches to OpenMPBuilder to allow additional lit arguments
- Added containers for RHEL 8, RHEL 9 and SLES 15 builders
- Setting up new builders manual process (documentation only internally avail)



openmp-offload-amdgpuruntime-experimental



openmp-offload-amdgpu-runtime



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clang-hip-vega20

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openmp-offload-amdgpu-runtime

openmp-offload-libcamdgpu-runtime





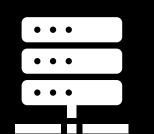
openmp-offload-sles-build-only



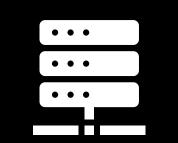
openmp-offload-rhel-8\_8



openmp-offload-rhel-9\_4

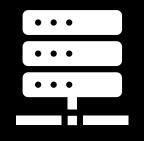


clang-hip-vega20

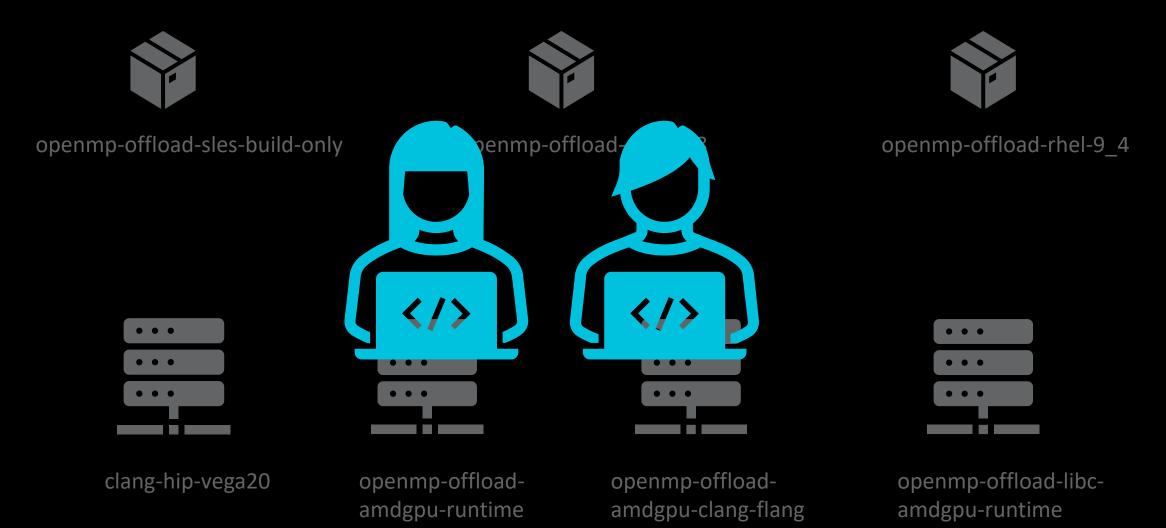


openmp-offloadamdgpu-runtime

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openmp-offloadamdgpu-clang-flang openmp-offload-libcamdgpu-runtime



HISTORY

The intermediate time

The current time

HISTORY

The intermediate time

# The current time

- Still mix of bare metal and containerized builders
- Struggling with flakiness of some OpenMP<sup>®</sup>/GPU tests
- Most actual (not flaky) problems are during build

#### What it should be

- All builders containerized
- All machine setup and builder deployment automated via ansible
- Publicly available Dockerfiles for all builders
- Rely on CMake cache files in-tree for build configuration
- All builders based on AnnotatedBuilder



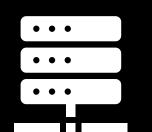
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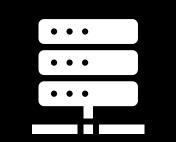
openmp-offload-rhel-8\_8



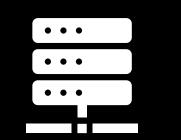
openmp-offload-rhel-9\_4

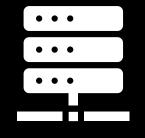


clang-hip-vega20



openmp-offloadamdgpu-runtime

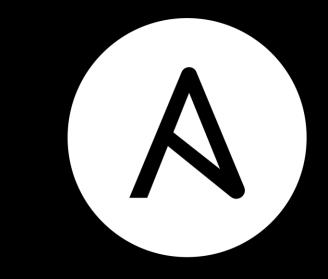




openmp-offloadamdgpu-clang-flang openmp-offload-libcamdgpu-runtime

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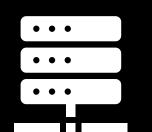
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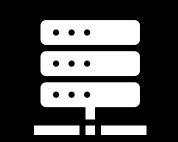
openmp-offload-rhel-8\_8



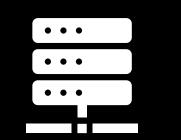
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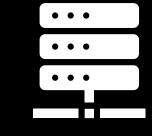


clang-hip-vega20



openmp-offloadamdgpu-runtime





openmp-offloadamdgpu-clang-flang openmp-offload-libcamdgpu-runtime



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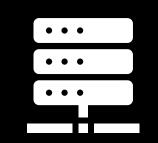


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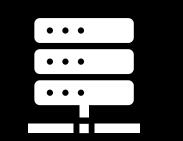
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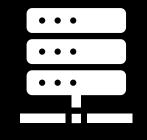




clang-hip-vega20

openmp-offloadamdgpu-runtime





openmp-offloadamdgpu-clang-flang

openmp-offload-libcamdgpu-runtime

HISTORY

The intermediate time

The current time

HISTORY

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The current time





Ubuntu-22-fast



RHEL-8-fast



RHEL-9-fast



SLES-15-fast

#### Post Commit



Ubuntu-22-slow



RHEL-8-slow



RHEL-9-slow



SLES-15-slow







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# **Pre Commit Build**





Pre Commit Build

# Pre Commit Test on GPU





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#### Add pre-commit testing

- Add self-hosted runners to GitHub for pre-commit building and on-GPU testing
- Based on the same container as post-commit buildbots
- Plan is to use the same in-tree CMake config as in post-commit buildbots

Expand test coverage

- Add more compile targets (e.g., HIP programs or ROCm<sup>™</sup> libraries) to post-commit testing
- Likely going to have fast and slow bots in post-commit

#### **LESSONS LEARNED/BEST PRACTICES**

- Running a single (inherited) buildbot is easy enough and well documented
- Testing a buildbot locally can now be easily done (Thank you!)
- Don't forget to enable mail-send on build-fail in buildbot/osuosl/master/config/status.py

Builders should be easily reproducible locally

- Environment (e.g., via containers)
- Build config (e.g., via CMake cache file)



Running a fleet of buildbot is more complex. Because you are managing a fleet, not because of buildbot.

Deployment should be automated: serves as documentation and eases re-deployment

#### **LESSONS LEARNED/BEST PRACTICES**

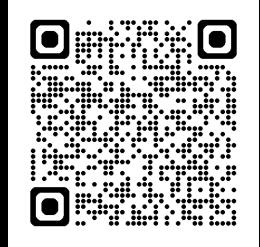
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# We are hiring.

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