GraalVM FastR

Mixed interactive debugging of R and native code with FastR and Visual Studio Code

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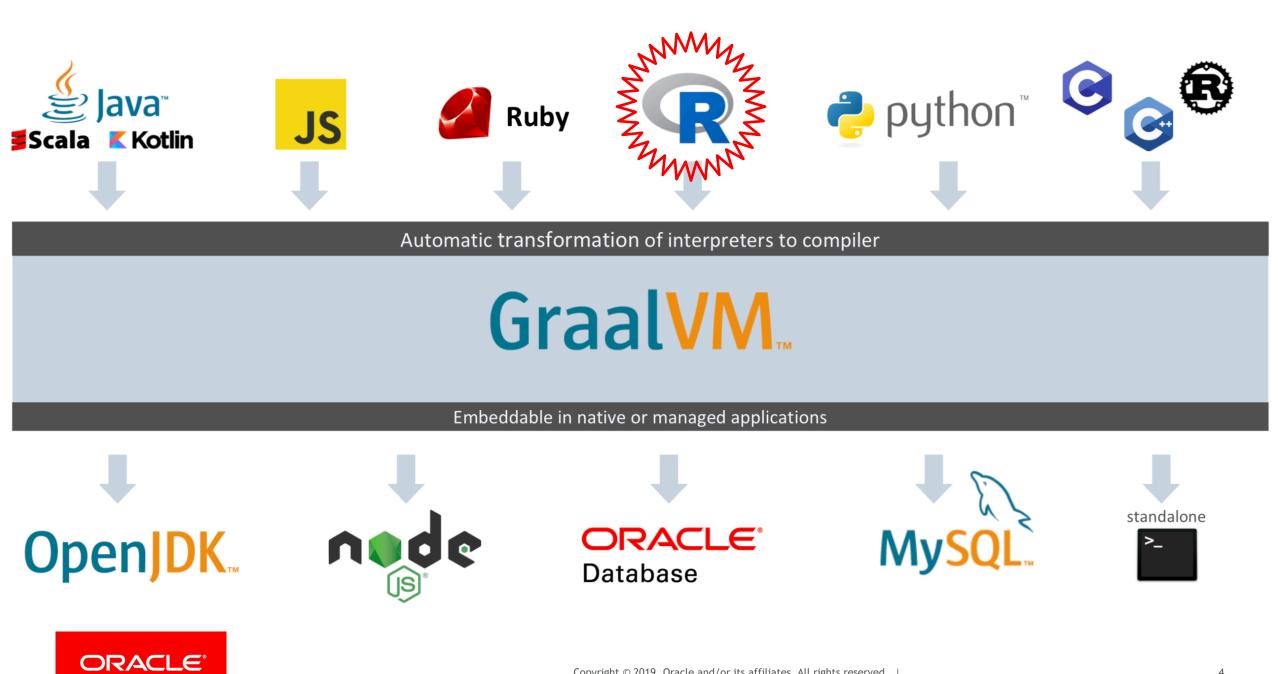
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Agenda

- Quick Intro to GraalVM
- FastR Overview
- Debugging Native Code Examples
- Conclusion
- Q&A





Top 5 Things To Do With GraalVM

- 1. High-performance modern Java (just-in-time mode)
- 2. Low-footprint, fast-startup Java (ahead-of-time mode)
- 3. Combine JavaScript, Java, Ruby, Python and R
- 4. Run native languages (e.g. C, Fortran) via LLVM
- 5. Tools that work across all languages (debugger, profiler ...)
- To learn the Top 10 Things, visit a comprehensive article by Chris Seaton on <u>https://medium.com/graalvm/graalvm-ten-</u> <u>things-12d9111f307d</u>



What's FastR?

- An R implementation running on GraalVM
- Mature, but still in the experimental stage
- Goals
 - Efficient
 - Polyglot
 - -Compatible
 - <u>https://www.graalvm.org/docs/reference-manual/compatibility/</u>
 - Embeddable
- Licence: GPLv3



GraalVM Debugger

- GraalVM supports debugging of guest language applications
- Implements ChromeDev Tools protocol
- GraalVM applications can be debugged using, e.g.:
 - Chrome Developer Tools
 - Visual Studio Code
- Visit https://www.graalvm.org/docs/reference-manual/tools/



Native Code Debugging Examples - Prerequisites

- GraalVM installed
- FastR installed in GraalVM
- Visual Studio Code installed
- VSC R Plugin installed
- Debugging examples cloned from GitHub
- The examples folder added to VSC workspace
- Visit fastr-mixed-debug in <u>https://github.com/graalvm/examples</u> repository for detailed information



Example 1: Debugging Simple Native Code

• Agenda

- How to debug a **simple R and C code** using FastR and GraalVM debugger
- How to use Visual Studio Code and the R plugin to debug the code
- How to use FastR's LLVM backend to debug native code
- How FastR objects are displayed when debugging native code
- <u>https://youtu.be/xc9mS09B7Fk</u>



Debugging Simple Native Code

lapplyNative.c

#include <R.h>
#include <Rdefines.h>

```
SEXP lapplyNative(SEXP list, SEXP fn, SEXP rho) {
    int n = length(list);
    SEXP R_fcall, ans;
```

```
R_fcall = PROTECT(lang2(fn, R_NilValue));
ans = PROTECT(allocVector(VECSXP, n));
for(int i = 0; i < n; i++) {
    SETCADR(R_fcall, VECTOR_ELT(list, i));
    SET_VECTOR_ELT(ans, i, eval(R_fcall, rho));
}
setAttrib(ans, R_NamesSymbol,
    getAttrib(list, R_NamesSymbol));
UNPROTECT(2);
```

lapplyNative.R

lapplyNative <- function (x, fun, env = new.env()) {
 .Call("lapplyNative", x, fun, env)</pre>

R CMD SHLIB -o lapplyNative.so lapplyNative.c

```
> dyn.load("lapplyNative.so")
> source("lapplyNative.R")
> x <- list(a = 1:5, b = rnorm(10))
> lapplyNative(x, sum)
$a
[1] 15
$b
[1] -1.45445
```

Source: https://cran.r-project.org/doc/manuals/r-release/R-exts.html#Named-objects-and-copying

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return ans;

Debugger Activation in FastR

- Launch FastR with this additional argument
 - -- inspect -- activates the GraalVM debugger



Enable LLVM Debugging in FastR

- To debug **native** code, FastR must be instructed to use the **LLVM** version of **shared** libraries
 - The LLVM bitcode is bundled with a shared library during compilation
 - Native code is compiled by the GraalVM LLVM toolchain (clang)
 - The LLVM bitcode is interpreted just as another GraalVM language
- Use these LLVM-related additional arguments
 - --R.BackEndLLVM to instruct FastR to use the LLVM version of libs
 - --R.DebugLLVMLibs to enable debugging of the LLVM bitcode



Attaching Visual Studio Code to GraalVM Debugger

Note: The URL can be copied and pasted to Chrome to start debugging in DevTools



Debugging in Visual Studio Code

- Locate lapplyNative.R in VSC Explorer and toggle a breakpoint in the lapplyNative function
- Execute lapplyNative again

▲ VARIABLES	toulouse 🖻 fastr_llvm_debug_demo 🎙 simple 🕨 🗬 lapplyNative.R
▶ env: promise <unevaluated></unevaluated>▶ fun: promise .Primitive("sum")	<pre>4 5 lapplyNative <- function (x, fun, env = new.env()) { 6 .Call("lapplyNative", x, fun, env)</pre>
<pre> x: promise list(1:5, c(0.03381604384 expression: "x" </pre>	7 } 8 9
isEvaluated: 0 ▶ value: NULL	9 10 11
✓ CALL ST	TACK PAUSED ON BREAKPOINT

1	CALL STACK	PAUSED ON BREAKPOINT
	lapplyNative	lapplyNative.R 6:5
	<repl wrapper=""></repl>	<repl> 1:1</repl>
	(anonymous functior) <repl> 1:1</repl>



Debugging in Visual Studio Code

• Locate lapplyNative.c, toggle a breakpoint and press F5

✓ VARIABLES	toulouse ▶ fastr_llvm_debug_demo ▶ simple ▶ C lapplyNative.c ▲ CALL STACK	PAUSED ON BREAKPOINT
▲ ans: SEXP <foreign></foreign>	1 #include <r.h> lapplyNative</r.h>	lapplyNative.c 16:5
<pre> <foreign>: list \$a\n[1] 15\n\n\$b\n[</foreign></pre>	2 #include <rdefines.h> lapplyNative</rdefines.h>	lapplyNative.R 6:5
▶ a: integer [1] 15	3 <repl wrapper=""></repl>	<pre><repl> 1:1</repl></pre>
▶ b: double [1] -2.144418	<pre>4 SEXP lapplyNative(SEXP list, SEXP fn, SEXP rho) { 5 int n = length(list); </pre> (anonymous fun	action) <repl> 1:1</repl>
▶ 0: integer [1] 15	6 SEXP R_fcall, ans;	
▶ 1: double [1] -2.144418	7	
▶ <offset>: 0</offset>	<pre>8 R_fcall = PROTECT(lang2(fn, R_NilValue));</pre>	
▶ fn: SEXP <foreign></foreign>	9 ans = PROTECT(allocVector(VECSXP, n)); 10 for(int i = 0; i < n; i++) {	
▲ list: SEXP <foreign></foreign>	11 SETCADR(R_fcall, VECTOR_ELT(list, i));	
<pre></pre>	<pre>12 SET_VECTOR_ELT(ans, i, eval(R_fcall, rho));</pre>	
✓ WATCH +	<pre>13 } 14 setAttrib(ans, R NamesSymbol,</pre>	
	<pre>14 setAttrib(ans, R_NamesSymbol, 15 getAttrib(list, R_NamesSymbol));</pre>	
	 If UNPROTECT(2); 	
	17 return ans;	
	18 }	

Example 2: A Package With Rcpp Code

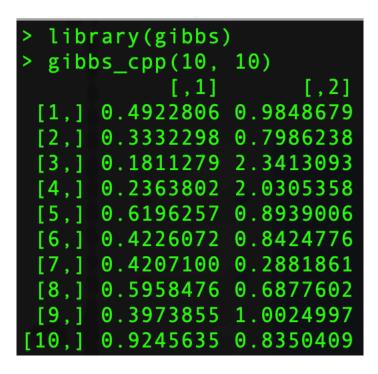
• Agenda

- Debugging a package containing **Rcpp** code
- Stepping into and debugging Rcpp functions
- Prerequisites
 - Rcpp 1.0.0 installed from the unpacked source tarball
 - R CMD INSTALL package-sources/Rcpp
 - The **gibbs** sampler example installed
 - R CMD INSTALL ./gibbs
 - <u>http://adv-r.had.co.nz/Rcpp.html#rcpp-package</u> by Hadley Wickham



Debugging Rcpp Code

- Launch FastR in debug mode
- Load the gibbs package and execute gibbs_cpp(100, 10)





Debugging Rcpp Code (cont.)

- Switch to VSC and attach to the GraalVM debugger
- Locate gibbs/src/gibbs.cpp and toggle a breakpoint

▲ VARIABLES	toulouse ▶	toulouse ▷ fastr_llvm_debug_demo ▷ gibbs ▷ src ▷ 🕒 gibbs.cpp		PAUSED ON BREAKPOINT
▲ Local	1 #ir	nclude <rcpp.h></rcpp.h>	CALL STACK	
♦ this: <none></none>	2 us:	ing namespace Rcpp;	gibbs_cpp	gibbs.cpp 11:11
▶ i: int 0	3 4 //	[[Rcpp::export]]	_gibbs_gib	bs_cpp RcppExpor
▶ j: int 0		<pre>mericMatrix gibbs_cpp(int N, int thin) {</pre>	gibbs_cpp	RcppExports.R 5:5
✓ mat: NumericMatrix 0x13b247ee0	6 1	NumericMatrix mat(N, 2);	<repl th="" wrap<=""><th>per> <repl> 1:1</repl></th></repl>	per> <repl> 1:1</repl>
▶ nrows: int 10	7 0	double $x = 0$, $y = 0$;		
▶ super (MatrixBase<14, true, Rcpp::M	8	for(int i = 0; i < N; i++) {	(anonymous	function) <repl></repl>
⊿ super (Vector<14, PreserveStorage>)…		for(int $j = 0; j < thin; j++) {$		
▶ cache: type 0x13b247ee8	11	x = rgamma(1, 3, 1 / (y * y + 4))[0];		
super (AttributeProxyPolicy <rcpp::< p=""></rcpp::<>	12	y = rnorm(1, 1 / (x + 1), 1 / sqrt(2 * (x + 1)))[0];		
▶ super (NamesProxyPolicy <rcpp::vect…< th=""><th>13</th><th>}</th><th></th><th></th></rcpp::vect…<>	13	}		
▲ super (PreserveStorage <rcpp::vecto< p=""></rcpp::vecto<>	14 15	mat(i, 0) = x; mat(i, 1) = y;		
▶ data SEXP 0xdef0000000087d	16	}		
▲ super (RObjectMethods <rcpp::vector< p=""></rcpp::vector<>	17			
super (SlotProxyPolicy <rcpp::vecto< p=""></rcpp::vecto<>		return(mat);		
Super (VectorRase-14 true Ronn.	19 }			

Source: http://adv-r.had.co.nz/Rcpp.html#rcpp-package

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Debugging Rcpp Code (cont.)

• Step into the rgamma Rcpp function (F11)

▲ Local	165	<pre>inline NumericVector rgamma(int n, double a, double scale){</pre>
▶ this: <none></none>	<mark>></mark> 166	if (!R_FINITE(a) !R_FINITE(scale) a < 0.0 scale <= 0.0) {
▶ a: double 3.0	167	<pre>if(scale == 0.) return NumericVector(n, 0.) ;</pre>
▶ n: int 1	168	return NumericVector(n, R_NaN) ;
▶ n: int I	169	}
▶ scale: double 0.25	170	<pre>if(a == 0.) return NumericVector(n, 0.) ;</pre>
▶ Closure	171	<pre>return NumericVector(n, stats::GammaGenerator(a, scale)) ;</pre>
▶ Global	172	}

CALL STACK	PAUSED ON STEP
rgamma	random.h 166:10
gibbs_cpp	gibbs.cpp 11:11
_gibbs_gibbs	_cpp RcppExpor
gibbs_cpp F	CppExports.R 5:5
<repl th="" wrappe<=""><th>r> <repl> 1:1</repl></th></repl>	r> <repl> 1:1</repl>
(anonymous f	unction) <repl></repl>



Conclusion

- FastR as part of GraalVM provides an advanced support for mixed debugging of native and R code
- Visual Studio Code provides a comfortable debugger UI that can be used in tandem with FastR/GraalVM
- TODO
 - Completeness of LLVM implementation
 - Displaying "nativized" R objects (esp. Rcpp ones)
 - A better source-paths management for packages installed from CRAN



GraalVM

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Website http://www.graalvm.org/ **Other Links**

FastR overview: https://medium.com/graalvm/faster-r-withfastr-4b8db0e0dceb

Github Repository https://github.com/oracle/graal https://github.com/oracle/fastr https://github.com/graalvm/examples GraalVM compatibility (can be used to check the status of a

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package): http://www.graalvm.org/docs/reference-manual/

compatibility/



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