

Enhanced Debugging with the Vulkan Loader

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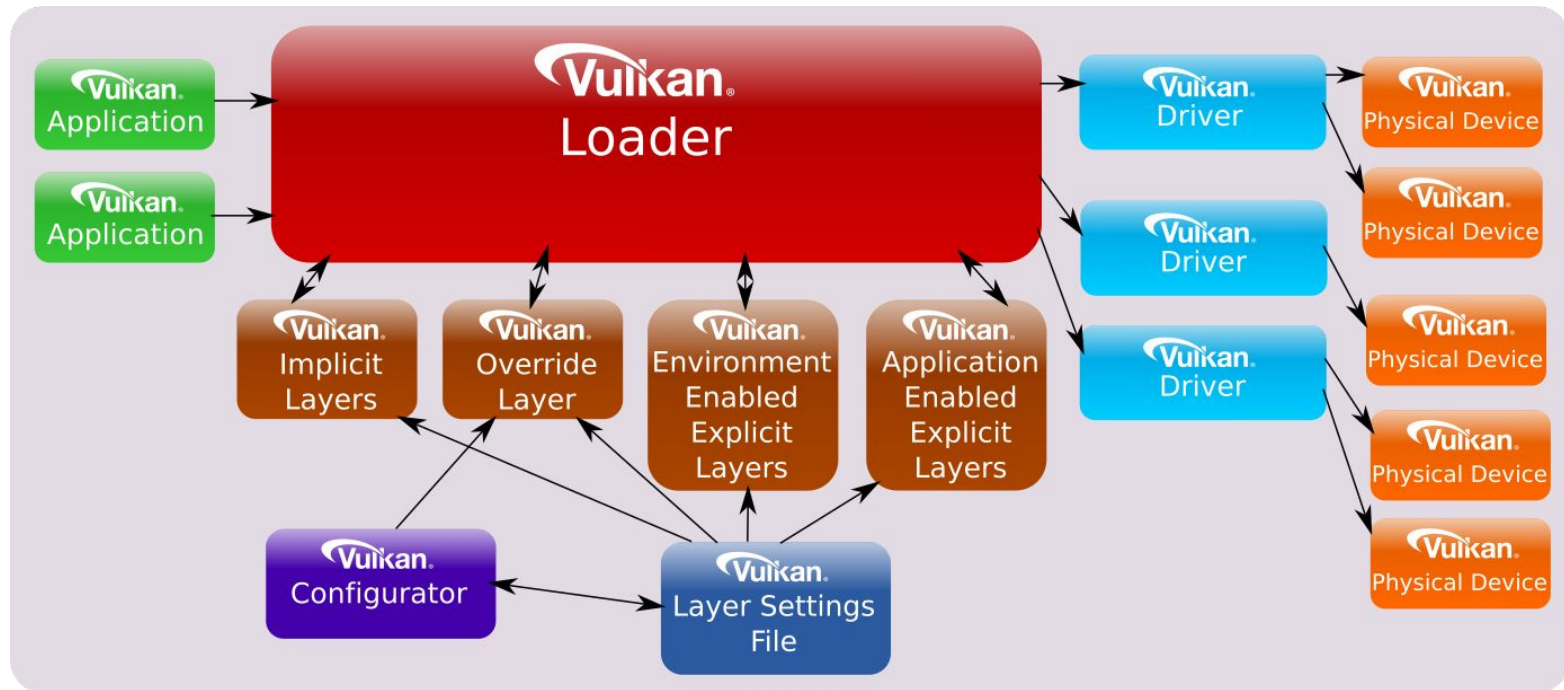
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Agenda

- Recap of Vulkan Desktop Loader and Layers
- Logging Improvements
- Filtering Environment Variables
- New Docs

Vulkan Desktop Loader Overview



Summary: Loader finds layers and drivers on your system

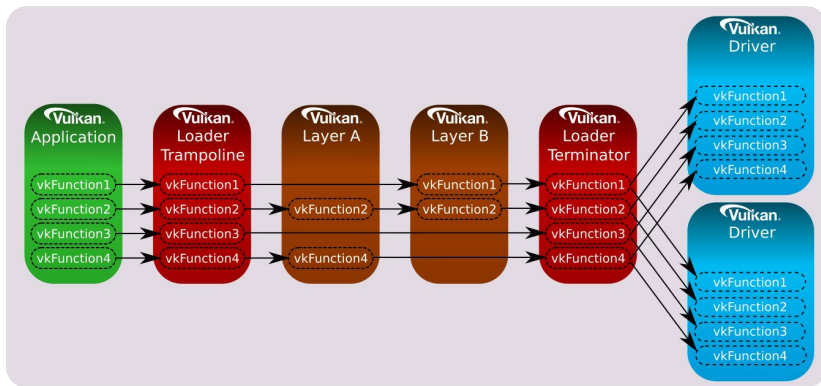
Vulkan Layer Types

- Implicit
 - Automatically loaded
 - Unless defines “enable” environment variable
 - Must define a “disable” environment variable
 - Loader detects “disable” then does not load
 - Typically loaded before explicit layers
 - Example:
 - Steam Fossilize
- Explicit
 - Selected by application, tools, or command-line environment variables
 - Example:
 - Validation

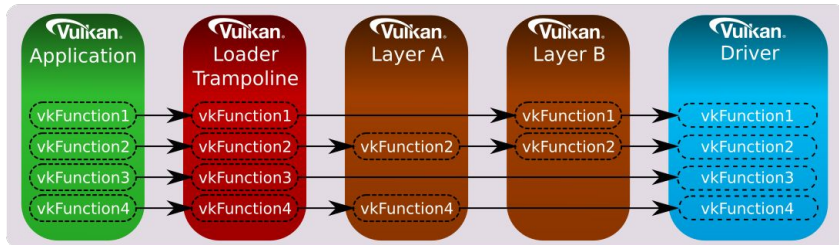


Vulkan Layer Intercepted Call-Chain

Example Instance Call-Chain



Example Device Call-Chain



Note:

If you query your own entrypoints with `vkGetDeviceProcAddr`, most device commands won't include "Loader Trampoline" in call-chain.

Loader Logging Improvements

- Why focus on the Loader?
 - Everyone has loader (requires no extra tools)
- Goals of Improved Logging:
 - Easier diagnosis of warnings and errors
 - Improved analysis of layer and driver issues
 - Understand more about the environment discovered by the loader



Loader Debug Environment Variable

- **VK_LOADER_DEBUG**
 - Comma-delimited list of message levels of interest:
 - error, warn, info, debug, all
- Starting with Vulkan loader 1.3.205*, new options:
 - layer
 - driver
- Examples:
 - Windows: set VK_LOADER_DEBUG=error,warn,layer
 - Linux/Mac: export VK_LOADER_DEBUG=error,warn,driver



* 1.3.205 - GitHub: Feb 2022, Vulkan SDK: April 2022

Layer Discovery Logging

- Searched for during all pre-Instance and CreateInstance calls
- Separate searches for Implicit and Explicit Layers separately

```
LAYER: Searching for layer manifest files
LAYER: In following folders:
LAYER:   /home/$USER/.config/vulkan/implicit_layer.d
LAYER:   /etc/xdg/vulkan/implicit_layer.d
LAYER:   /etc/vulkan/implicit_layer.d
LAYER:   /home/$USER/.local/share/vulkan/implicit_layer.d
LAYER:   /home/$USER/.local/share/flatpak/exports/share/vulkan/implicit_layer.d
LAYER:   /var/lib/flatpak/exports/share/vulkan/implicit_layer.d
LAYER:   /usr/local/share/vulkan/implicit_layer.d
LAYER:   /usr/share/vulkan/implicit_layer.d
LAYER: Found the following files:
LAYER:   /etc/vulkan/implicit_layer.d/renderdoc_capture.json
LAYER:   /home/$USER/.local/share/vulkan/implicit_layer.d/steamfossilize_i386.json
LAYER:   /home/$USER/.local/share/vulkan/implicit_layer.d/steamfossilize_x86_64.json
LAYER:   /home/$USER/.local/share/vulkan/implicit_layer.d/steamoverlay_i386.json
LAYER:   /home/$USER/.local/share/vulkan/implicit_layer.d/steamoverlay_x86_64.json
LAYER:   /usr/share/vulkan/implicit_layer.d/nvidia_layers.json
LAYER:   /usr/share/vulkan/implicit_layer.d/VkLayer_MESA_device_select.json
```


Driver Discovery Logging

- Searched for during all pre-Instance and CreateInstance calls

```
DRIVER: Searching for driver manifest files
DRIVER: In following folders:
DRIVER: /home/$USER/.config/vulkan/icd.d
DRIVER: /etc/xdg/vulkan/icd.d
DRIVER: /etc/vulkan/icd.d
DRIVER: /home/$USER/.local/share/vulkan/icd.d
DRIVER: /home/$USER/.local/share/flatpak/exports/share/vulkan/icd.d
DRIVER: /var/lib/flatpak/exports/share/vulkan/icd.d
DRIVER: /usr/local/share/vulkan/icd.d
DRIVER: /usr/share/vulkan/icd.d
DRIVER: Found the following files:
DRIVER: /usr/share/vulkan/icd.d/intel_icd.x86_64.json
DRIVER: /usr/share/vulkan/icd.d/lvp_icd.x86_64.json
DRIVER: /usr/share/vulkan/icd.d/radeon_icd.x86_64.json
DRIVER: /usr/share/vulkan/icd.d/lvp_icd.i686.json
DRIVER: /usr/share/vulkan/icd.d/radeon_icd.i686.json
DRIVER: /usr/share/vulkan/icd.d/intel_icd.i686.json
DRIVER: /usr/share/vulkan/icd.d/nvidia_icd.json
```

Loader vkCreateInstance Call-Chain Logging

- With “layer” enabled in VK_LOADER_DEBUG, loader will generate a rough instance call-chain during vkCreateInstance
 - Lists enabled implicit and explicit layers
 - If layer is implicit, it also details what its disable environment variable is

```
LAYER:    vkCreateInstance layer callstack setup to:
LAYER:    <Application>
LAYER:    ||
LAYER:    <Loader>
LAYER:    ||
LAYER:    VK_LAYER_MESA_device_select
LAYER:        Type: Implicit
LAYER:        Disable Env Var:  NODEVICE_SELECT
LAYER:        Manifest: /usr/share/vulkan/implicit_layer.d/VkLayer_MESA_device_select.json
LAYER:        Library:  libVkLayer_MESA_device_select.so
LAYER:    ||
LAYER:    VK_LAYER_KHRONOS_validation
LAYER:        Type: Explicit
LAYER:        Manifest: /usr/share/vulkan/explicit_layer.d/VkLayer_khronos_validation.json
LAYER:        Library:  libVkLayer_khronos_validation.so
LAYER:    ||
LAYER:    <Drivers>
```

Loader vkCreateDevice Call-Chain Logging

- With “layer” and “driver” enabled in VK_LOADER_DEBUG, loader will generate a rough device call-chain during vkCreateDevice
 - Lists enabled implicit and explicit layers
 - Lists driver enabled by name and selected device info

```
INFO | LAYER:      Failed to find vkGetDeviceProcAddr in layer libVkLayer_MESA_device_select.so
DRIVER | LAYER:    vkCreateDevice layer callstack setup to:
DRIVER | LAYER:    <Application>
DRIVER | LAYER:    ||
DRIVER | LAYER:    <Loader>
DRIVER | LAYER:    ||
LAYER:            VK_LAYER_KHRONOS_validation
LAYER:            Type: Explicit
LAYER:            Manifest: /usr/share/vulkan/explicit_layer.d/VkLayer_khronos_validation.json
LAYER:            Library:  libVkLayer_khronos_validation.so
LAYER:            ||
DRIVER | LAYER:    <Device>
DRIVER | LAYER:    Using "NVIDIA GeForce GTX 1650" with driver: "libGLX_nvidia.so.0"
```

(Notice no VK_LAYER_MESA_device_select this time)

Loader Filter Environment Variables

- Previously
 - No way to disable layers or drivers easily
 - Enable required full layer name or driver manifest file
 - VK_INSTANCE_LAYERS
 - VK_DRIVER_FILES/VK_ICD_FILENAMES
- Starting in Vulkan Desktop Loader 1.3.234*
- Meant for Debugging
- CI systems could force specific layers and/or individual drivers per test scenario



* 1.3.234 - GitHub: Nov 2022, Vulkan SDK: Dec 2022

Filter Environment Variable Format

- Case insensitive
- Comma-delimited
- Simple Globs
 - Prefix: VKLayer*
 - Suffix: *validation
 - Substring: *KHRONOS*
 - Whole name: VkLayer_Khronos_validation
- Disable env var evaluated first, then enable
 - Disable everything, the re-enable only what you want

Loader Layer Filter Environment Variables

- Enable/Disable Filter Environment Variables
 - VK_LOADER_LAYERS_ENABLE
 - VK_LOADER_LAYERS_DISABLE
- Special Layer Disable Globs
 - ~implicit~
 - ~explicit~
 - ~all~ or *
- Why Debug Only?
 - Disabling a layer that an application is relying on could have consequences



Example Layer Filter Environment Variables

- Disable all implicit layers
 - set VK_LOADER_LAYERS_DISABLE=~implicit~
- Disable all layers
 - set VK_LOADER_LAYERS_DISABLE=*
- Disable all implicit layers, **except** if Valve is in name:
 - set VK_LOADER_LAYERS_DISABLE=~implicit~
 - set VK_LOADER_LAYERS_ENABLE=*valve*

Loader Driver Filter Environment Variables

- Select/Disable Filter Environment Variables
 - VK_LOADER_DRIVERS_SELECT
 - “Select” because all drivers enabled by default
 - VK_LOADER_DRIVERS_DISABLE
- Names matched against driver manifest file name
 - For example: intel_icd.x86_64.json
- Example:
 - Disable all drivers, **except** if Nvidia is in name:
 - set VK_LOADER_DRIVERS_DISABLE=*
 - set VK_LOADER_DRIVERS_SELECT=*nvidia*

Investigating Bad Layer

```
$ vkcube  
Selected GPU 1: NVIDIA GeForce GTX 1650, type: DiscreteGpu  
Segmentation fault (core dumped)
```



Investigating Bad Layer (Debug messages)

```
$ VK_LOADER_DEBUG=layer /kcube
LAYER: Searching for layer manifest files
LAYER: In following folders:
LAYER: /home/marky/.config/vulkan/implicit_layer.d
LAYER: /etc/xdg/vulkan/implicit_layer.d
LAYER: /etc/vulkan/implicit_layer.d
LAYER: /home/marky/.local/share/vulkan/implicit_layer.d
LAYER: /usr/share/vulkan/implicit_layer.d
LAYER: vkCreateInstance layer callstack setup to:
LAYER: <Application>
LAYER: ||
LAYER: <Loader>
LAYER: ||
LAYER: VK_LAYER_LUNARG_monitor
LAYER: Type: Implicit
LAYER: Disable Env Var: DISABLE_OVERRIDE_MONITOR
LAYER: Manifest: /home/marky/.local/share/vulkan/implicit_layer.d/VkLayer_override_monitor.json
LAYER: Library: /home/marky/.local/share/vulkan/implicit_layer.d/.libVkLayer_override_monitor.so
LAYER: ||
LAYER: VK_LAYER_MESA_device_select
LAYER: Type: Implicit
LAYER: Disable Env Var: NODEVICE_SELECT
LAYER: Manifest: /usr/share/vulkan/implicit_layer.d/VkLayer_MESA_device_select.json
LAYER: Library: libVkLayer_MESA_device_select.so
LAYER: ||
LAYER: <Drivers>
```



Investigating Bad Layer (Disable All Layers)

```
] $ VK_LOADER_DEBUG=layer VK_LOADER_LAYERS_DISABLE=* vkcube
LAYER:      Searching for layer manifest files
LAYER:      In following folders:
LAYER:      /home/marky/.config/vulkan/implicit_layer.d
LAYER:      /etc/xdg/vulkan/implicit_layer.d
LAYER:      /etc/vulkan/implicit_layer.d
LAYER:      /home/marky/.local/share/vulkan/implicit_layer.d
LAYER:      /home/marky/.local/share/flatpak/exports/share/vulkan/implicit_layer.d
```

```
LAYER:      vkCreateInstance layer callstack setup to:
LAYER:      <Application>
LAYER:      ||
LAYER:      <Loader>
LAYER:      ||
LAYER:      <Drivers>
```

```
Selected GPU 0: NVIDIA GeForce GTX 1650, type: DiscreteGpu
```

```
LAYER:      vkCreateDevice layer callstack setup to:
```



Investigating Bad Layer (Re-enable Device Select)

```
] $ VK_LOADER_DEBUG=layer VK_LOADER_LAYERS_DISABLE=* VK_LOADER_LAYERS_ENABLE=*mesa* vkcube
LAYER:      Searching for layer manifest files
LAYER:      In following folders:
LAYER:      /home/marky/.config/vulkan/implicit_layer.d
LAYER:      /etc/xdg/vulkan/implicit_layer.d
LAYER:      /etc/vulkan/implicit_layer.d
LAYER:      /home/marky/.local/share/vulkan/implicit_layer.d
LAYER:      /home/marky/.local/share/flatpak/exports/share/vulkan/implicit_layer.d
```

```
DEBUG | LAYER: Loading layer library libVkLayer_MESA_device_select.so
INFO | LAYER: Insert instance layer "VK_LAYER_MESA_device_select" (libVkLayer_MESA_device_select.so)
LAYER: vkCreateInstance layer callstack setup to:
LAYER:   <Application>
LAYER:   ||
LAYER:   <Loader>
LAYER:   ||
LAYER:   VK_LAYER_MESA_device_select
LAYER:     Type: Implicit
LAYER:     Disable Env Var: NODEVICE_SELECT
LAYER:     Manifest: /usr/share/vulkan/implicit_layer.d/VkLayer_MESA_device_select.json
LAYER:     Library: libVkLayer_MESA_device_select.so
LAYER:   ||
LAYER:   <Drivers>
```



Investigating Bad Layer (Look For Layer Disable)

```
$ VK_LOADER_DEBUG=layer vkcube
LAYER:      Searching for layer manifest files
LAYER:      In following folders:
LAYER:      /home/marky/.config/vulkan/implicit_layer.d
LAYER:      /etc/xdg/vulkan/implicit_layer.d
LAYER:      /etc/vulkan/implicit_layer.d
LAYER:      /home/marky/.local/share/vulkan/implicit_layer.d
```

```
LAYER:      vkCreateInstance layer callstack setup to:
LAYER:      <Application>
LAYER:      ||
LAYER:      <Loader>
LAYER:      ||
```

```
LAYER:      VK_LAYER_LUNARG_monitor
LAYER:      Type: Implicit
LAYER:      Disable Env Var:  DISABLE_OVERRIDE_MONITOR
LAYER:      Manifest: /home/marky/.local/share/vulkan/implicit_layer.d/VkLayer_override_monitor.json
LAYER:      Library: /home/marky/.local/share/vulkan/implicit_layer.d/.libVkLayer_override_monitor.so
```

```
LAYER:      ||
LAYER:      VK_LAYER_MESA_device_select
LAYER:      Type: Implicit
LAYER:      Disable Env Var:  NODEVICE_SELECT
LAYER:      Manifest: /usr/share/vulkan/implicit_layer.d/VkLayer_MESA_device_select.json
LAYER:      Library: libVkLayer_MESA_device_select.so
LAYER:      ||
LAYER:      <Drivers>
```



Investigating Bad Layer (Disable Only Bad Layer)

```
] $ VK_LOADER_DEBUG=layer DISABLE_OVERRIDE_MONITOR=1 vkcube
```

```
LAYER:      Searching for layer manifest files
LAYER:      In following folders:
LAYER:      /home/marky/.config/vulkan/implicit_layer.d
LAYER:      /etc/xdg/vulkan/implicit_layer.d
LAYER:      /etc/vulkan/implicit_layer.d
LAYER:      /home/marky/.local/share/vulkan/implicit_layer.d
```

```
DEBUG | LAYER: Loading layer library libVkLayer_MESA_device_select.so
INFO | LAYER: Insert instance layer "VK_LAYER_MESA_device_select" (libVkLayer_MESA_device_select.so)
LAYER: vkCreateInstance layer callstack setup to:
LAYER:     <Application>
LAYER:     ||
LAYER:     <Loader>
LAYER:     ||
LAYER:     VK_LAYER_MESA_device_select
LAYER:     Type: Implicit
LAYER:     Disable Env Var: NODEVICE_SELECT
LAYER:     Manifest: /usr/share/vulkan/implicit_layer.d/VkLayer_MESA_device_select.json
LAYER:     Library: libVkLayer_MESA_device_select.so
LAYER:     ||
LAYER:     <Drivers>
```



New Docs

- Loader Debugging Markdown in Loader Repository
 - <https://github.com/KhronosGroup/Vulkan-Loader/blob/master/docs/LoaderDebugging.md>
- “The Vulkan Loader and Vulkan Layers: Diagnosing Layer Issues” whitepaper
 - https://www.lunarg.com/wp-content/uploads/2022/12/The-Vulkan-Loader-and-Vulkan-Layers_-_Diagnosing-Layer-Issues.pdf



Shout Out!

- Charles Giessen

- Current Vulkan Desktop Loader owner
- Moderator on Vulkan Discord



- Community Involvement

- Helps us continually improve the Desktop Loader



Help Us Improve the
Vulkan SDK and Ecosystem

Share Your Feedback

Take the LunarG annual developer's survey

- Survey results are tabulated
- Shared with the Vulkan Working Group
- Actions are assigned
- Results are reported

Survey closes February 27, 2023



<https://www.surveymonkey.com/r/PVM92RH>

Questions?



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