

Mesa CI workshop: Recap

What still needs to be done, and how to get there?

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Outline

Recap

Attendees

Hosts: Eric & Martin (Valve)

- Alex Deucher (AMD)
- Kenny Ho (AMD)
- Ed Maste (FreeBSD)
- Juan Suarez (Igalia)
- Ivan Briano (Intel)
- Konstantin Seurer (Valve)
- Samuel Pitoiset (Valve)
- Marek Olsak (Valve)

Pain points / issues

- Flakes management
 - When/how to take tests out of flakes
- Results database/history
 - Interface for devs to see issues
- Common monitoring system
- Sharing machines between projects
- Traces usage is limited
- FreeBSD testing in upstream Mesa CI

Ideas / suggestions

- Performance testing:
 - Trace replays for integration testing (high variance)
 - Synthetic benchmarks for low-level verifications (gpu-ratemeter)
- Detect removed tests -> remove from fails/flakes
 - Tell dev flakes might need to be renamed

Ideas: traces

- Traces rendering:
 - Adding more traces, more APIs
 - Steam: ~2500 games have 100+ active players
 - Support more tracing tools (apitrace, gfxreconstruct, renderdoc, ...)
 - Better expectation management than hashes (cross-driver reference frame?)
 - Trimming for both perf and correctness
 - Better portability of traces across drivers, or suitability checking
 - Use for correctness, performance, power tracking