

Smuxi - Bug # 1012: no stats provided by smuxi-server

Status:	New	Priority:	Normal
Author:	Andre n	Category:	Engine
Created:	01/05/2015	Assigned to:	
Updated:	01/05/2015	Due date:	
Complexity:			
Found in Version:			
Subject:	no stats provided by smuxi-server		
Description:	<p>when running smuxi-server there is no obvious way to discover how it is currently used.</p> <p>something like that but also with network usage (nethogs provide this but not for user and not a single process as i could see)</p> <pre>&lt;pre&gt;pidstat -ullhd -p `pgrep -fl mono   grep server   awk '{print \$1}'` 2 5&lt;/pre&gt;</pre> <p>A possible reason why such functionality could be wanted is, before doing the maintance work it would be usefull to see how heavy it is used by the end users.</p> <p>Another usecase might be to collect perfomance and usage data of the server, so the schedule of the maintance gets easier.</p> <p>Usefull information i would be interested in</p> <ul style="list-style-type: none"><li>* connected user/frontends</li><li>* uptime</li><li>* time since last connects (could be merged in --list-users)</li><li>* io or netio</li><li>* (size of buffers when they are limited)</li></ul>		

History

01/05/2015 12:39 PM - Mirco Bauer

- Category set to Engine

01/05/2015 12:40 PM - Mirco Bauer

Not sure how this works. Can you provide a working/assumed example? It this using signals and prints to stdout or so?

01/05/2015 01:39 PM - Andre n

Mirco Bauer wrote:

> Not sure how this works. Can you provide a working/assumed example? It this using signals and prints to stdout or so?

me neither. (to be sure)

But i would split the functionality between an internal "API" to query and a dedicated binary for that to not affect the engine, when statistics are hanging or producing too much load.

For connected user/frontends i have to less insights how smuxi works, it might be good to react on a SIGnal or some method to query the state.

But for the rest the rest some notes:

you find network statistics for a process in:

```
<pre>cat /proc/`pgrep -fl mono | grep server | awk '{print $1}'`/net/dev</pre>
```

a tool to observe this for all processes might be nethogs, but it is written in c++ :/ So i'm not very motivated to analyze what they do

since i cannot say from monitoring the application from the outside if there is any user connected, i cannot  
i didn't find any way to discover if users are connected to it.

If there is interest in i could to wrap the the provided oneliner up in a script.

If the performance impact is too high someone can still try to migrate from accessing proc or sysfs to using some lower API.