Smuxi Issues [FROZEN ARCHIVE] - Support # 721: bad performance with many channels and large history

Status:	Feedback	**Priority:**	Normal
Author:	Dmitrijs Ledkovs	**Category:**	
Created:	06/08/2012	**Assigned to:**	
Updated:	05/06/2016	**Due date:**	
Subject:	bad performance with many channels and large history		

Description:	<pre>
	<xnox_> I am not happy
	<xnox_> smuxi was eating 100% cpu on my server
	<xnox_> and reconnecting to server was painfully slow upto 10 minutes to load up the channel user lists & the backlogs
	<xnox_> and I only had something like 20 channels open
	* xnox_ maybe fiddled with persistent storage settings too much
	<xnox_> overall I'm using xchat right now
	<xnox_> should i be using daily PPA or will that not make a difference
	<Cobrian> Sounds like a bug to me
	<Cobrian> I don't think meebey has fiddled with the server side too much lately
	<Cobrian> Was the 100% CPU condition on from server start or did it appear after extended use?
	<Cobrian> (how long was the server component on before you had problems?)
	<xnox_> like a few weeks
	<xnox_> i killed and restarted the server
	<xnox_> reconnecting from the client cause it to go into 100% cpu again
	<xnox_> and taking forever to load the backlog.
	<xnox_> Cobrian: how long does a reconnect to the server take for you? (and reload all the channels)
	<Cobrian> Uhh, at 9 channels currently, with a 50k persistent buffer, maybe a minute with my 100Mbps line?
	<Cobrian> Haven't really timed it, fast enough for me to not really mind
	<Cobrian> Oh right, and it's a bit slower than that since I only have g-WLAN, so 54mbit maximum
	<Cobrian> I doubt such bandwidth is really even required, it's more about parsing the buffers at both ends, maybe
	<Cobrian> I remember how meebey spent several weeks just making sure he had squeezed as much speed out of the parser as possible
	<xnox_> well I have 100Mbps & 50k persistent buffer and it takes on the range of 15-20 minutes to get all the channels & backlogs
	<xnox_> I have about 20 channels
	<xnox_> something is not right, maybe my server is throttled?
	<Cobrian> Might be, shouldn't take that long
	<Cobrian> Is it a physical server or a virtual one?
	<xnox_> ec2 micro
	<xnox_> virtual
	<xnox_> how to migrate servers correctly?
	<xnox_> smuxi server that is
	<Cobrian> Hmm. The connect phase does use up some cycles, but I'm not familiar with cloud farms to know how badly they start throttling cpu use if they detect a sudden spike
	<xnox_> $ du --si -s .local/share/smuxi/*
	<xnox_> 151M .local/share/smuxi/buffers
	<xnox_> 60M .local/share/smuxi/logs
	<xnox_> and the server has 5Mbit/s symetric link or so
	<Cobrian> Copying those over should be enough, although I might consider clearing the buffer dir and deleting the original ini file
	<xnox_> if I have to redownload *everything* every single time that's bad.
	<Cobrian> And setting it up again

<xnox_> I see no local artifacts, so does it not cache locally and synchronise the delta with the server?

<Cobrian> No local caches

<xnox_> that means I should move my server to LAN, but that will suck when I go away to a conference

<Cobrian> Set your scrollbacks to be shorter, that might help

<xnox_> which one of the settings? cause I still want full logs, at least on the server.... but then notifications will be wrong =(

<Cobrian> Buffer lines

<Cobrian> That's the amount the client will download on connect

<xnox_> It was exceptionaly useful to suspend, move to new meeting room, resume and get the messages across during the UDS

<Cobrian> At some point there should be a system which will download more scrollback when you scroll past the local client cache

<Cobrian> But that's still in development I think

<xnox_> yeah something like http://www.smuxi.org/issues/show/591 but on steroids

<xnox_> do last bandwidth connection, and then start sync up

<Cobrian> There should be a ticket for it...

<xnox_> but I don't understand the reasons for not downloading / keeping historic cache locally

<xnox_> apart from 'not developed yet'

<xnox_> =)

<Cobrian> It's kept in memory I believe, at least my current backlog is loads longer than the 2000 I have my buffer set at

<Cobrian> As long as you don't quit the client, it should just delta

<xnox_> but I do want to quick my client =/

<xnox_> s/quick/quit

* xnox_ does reboot testing

<Cobrian> But the buffer type labels in the preferences are a bit unclear

<xnox_> of kernel/filesystems/installer etc.

<Cobrian> Well, that's what you get for running stuff on a testbed :D

* xnox_ only has one machine =(((((

<xnox_> and no VM is not bare metal testing

<Cobrian> Get a xenclient base and do two VM's on your workstation machine

<Cobrian> Xenclient is as close as

<Cobrian> Especially when you can pick which VM gets hardware level access

* xnox_ works on linux and doesn't like citrix name...

<Cobrian> I tried it, only reason I didn't continue was that my fingerprint reader didn't work and the fact it kept doing weird artefacts on screen sometimes

<Cobrian> Xen stuff is basically a minimal linux that runs the vm base layer

<xnox_> http://www.smuxi.org/issues/show/685 ?

<Cobrian> Yeah, that and just wayback scrolling, first to engine buffer and then over to logs, even

<Cobrian> There's been talk some time back but I guess meebey just hasn't found a good way to bring it about

<xnox_> so right now my option is to move the server to LAN or to continue using xchat, which is actually very nice

<xnox_> and I am not going to use irssi

<Cobrian> Well, yeah, unfortunately, unless meebey is lurking and decides to help you debug the server side, because I'm still convinced it's either a bug caused by you doing the move instead of installing a new engine from scratch alltogether, or a problem caused by EC2

<xnox_> i never moved the engine

<xnox_> i want to move it now, due to performance

</pre>

History

06/11/2012 10:50 AM - Mirco Bauer

This sounds like an issue with the persistent message buffer which is stored in the db4o database. I am working on a new message backend which will be leveldb based and should use much less resources, memory and CPU wise. See #717 for more details.

05/06/2016 04:44 PM - Mirco Bauer

- Status changed from New to Feedback

Smuxi uses SQLite now, can you re-test and say if the situation improved? Our benchmarks showed SQLite is much faster.