

# SystemTap Tapset Reference Manual

SystemTap

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by SystemTap

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# Chapter 1. Introduction

SystemTap provides free software (GPL) infrastructure to simplify the gathering of information about the running Linux system. This assists diagnosis of a performance or functional problem. SystemTap eliminates the need for the developer to go through the tedious and disruptive instrument, recompile, install, and reboot sequence that may be otherwise required to collect data.

SystemTap provides a simple command line interface and scripting language for writing instrumentation for a live running kernel. The instrumentation makes extensive use of the probe points and functions provided in the *tapset* library. This document describes the various probe points and functions.

---

# Chapter 2. Context Functions

The context functions provide additional information about where an event occurred. These functions can provide information such as a backtrace to where the event occurred and the current register values for the processor.



# function::addr

function::addr — Address of the current probe point.

## Synopsis

```
addr:long()
```

## Arguments

None

## Description

Returns the instruction pointer from the current probe's register state. Not all probe types have registers though, in which case zero is returned. The returned address is suitable for use with functions like `symname` and `syndata`.

# function::asmlinkage

function::asmlinkage — Mark function as declared asmlinkage

## Synopsis

```
asmlinkage()
```

## Arguments

None

## Description

Call this function before accessing arguments using the \*\_arg functions if the probed kernel function was declared asmlinkage in the source.

# function::backtrace

function::backtrace — Hex backtrace of current kernel stack

## Synopsis

```
backtrace:string()
```

## Arguments

None

## Description

This function returns a string of hex addresses that are a backtrace of the kernel stack. Output may be truncated as per maximum string length (MAXSTRINGLEN). See `ubacktrace` for user-space backtrace.

# function::caller

function::caller — Return name and address of calling function

## Synopsis

```
caller:string()
```

## Arguments

None

## Description

This function returns the address and name of the calling function. This is equivalent to calling:  
`sprintf("s 0xx", symname(caller_addr), caller_addr)`

# function::caller\_addr

function::caller\_addr — Return caller address

## Synopsis

```
caller_addr:long()
```

## Arguments

None

## Description

This function returns the address of the calling function.

# function::callers

function::callers — Return first *n* elements of kernel stack backtrace

## Synopsis

```
callers:string(n:long)
```

## Arguments

*n*    number of levels to descend in the stack (not counting the top level). If *n* is -1, print the entire stack.

## Description

This function returns a string of the first *n* hex addresses from the backtrace of the kernel stack. Output may be truncated as per maximum string length (MAXSTRINGLEN).

# function::cmdline\_arg

function::cmdline\_arg — Fetch a command line argument

## Synopsis

```
cmdline_arg:string(n:long)
```

## Arguments

*n*    Argument to get (zero is the program itself)

## Description

Returns argument the requested argument from the current process or the empty string when there are not that many arguments or there is a problem retrieving the argument. Argument zero is traditionally the command itself.

# function::cmdline\_args

function::cmdline\_args — Fetch command line arguments from current process

## Synopsis

```
cmdline_args:string(n:long,m:long,delim:string)
```

## Arguments

<i>n</i>	First argument to get (zero is normally the program itself)
<i>m</i>	Last argument to get (or minus one for all arguments after <i>n</i> )
<i>delim</i>	String to use to separate arguments when more than one.

## Description

Returns arguments from the current process starting with argument number *n*, up to argument *m*. If there are less than *n* arguments, or the arguments cannot be retrieved from the current process, the empty string is returned. If *m* is smaller than *n* then all arguments starting from argument *n* are returned. Argument zero is traditionally the command itself.



# function::cmdline\_str

function::cmdline\_str — Fetch all command line arguments from current process

## Synopsis

```
cmdline_str:string()
```

## Arguments

None

## Description

Returns all arguments from the current process delimited by spaces. Returns the empty string when the arguments cannot be retrieved.

# function::cpu

function::cpu — Returns the current cpu number

## Synopsis

```
cpu:long()
```

## Arguments

None

## Description

This function returns the current cpu number.

# function::cpuid

function::cpuid — Returns the current cpu number

## Synopsis

```
cpuid:long()
```

## Arguments

None

## Description

This function returns the current cpu number. Deprecated in SystemTap 1.4 and removed in System-Tap 1.5.

# function::egid

function::egid — Returns the effective gid of a target process

## Synopsis

```
egid:long()
```

## Arguments

None

## Description

This function returns the effective gid of a target process

# function::env\_var

function::env\_var — Fetch environment variable from current process

## Synopsis

```
env_var:string(name:string)
```

## Arguments

*name*    Name of the environment variable to fetch

## Description

Returns the contents of the specified environment value for the current process. If the variable isn't set an empty string is returned.

# function::euid

function::euid — Return the effective uid of a target process

## Synopsis

```
euid:long()
```

## Arguments

None

## Description

Returns the effective user ID of the target process.

# function::execname

function::execname — Returns the execname of a target process (or group of processes)

## Synopsis

```
execname:string()
```

## Arguments

None

## Description

Returns the execname of a target process (or group of processes).

# function::fastcall

function::fastcall — Mark function as declared fastcall

## Synopsis

```
fastcall()
```

## Arguments

None

## Description

Call this function before accessing arguments using the \*\_arg functions if the probed kernel function was declared fastcall in the source.



# function::gid

function::gid — Returns the group ID of a target process

## Synopsis

```
gid:long()
```

## Arguments

None

## Description

This function returns the group ID of a target process.

# function::int\_arg

function::int\_arg — Return function argument as signed int

## Synopsis

```
int_arg:long(n:long)
```

## Arguments

*n*    index of argument to return

## Description

Return the value of argument *n* as a signed int (i.e., a 32-bit integer sign-extended to 64 bits).

# function::is\_myproc

function::is\_myproc — Determines if the current probe point has occurred in the user's own process

## Synopsis

```
is_myproc:long()
```

## Arguments

None

## Description

This function returns 1 if the current probe point has occurred in the user's own process.

# function::is\_return

function::is\_return — Whether the current probe context is a return probe

## Synopsis

```
is_return:long()
```

## Arguments

None

## Description

Returns 1 if the current probe context is a return probe, returns 0 otherwise.

# function::long\_arg

function::long\_arg — Return function argument as signed long

## Synopsis

```
long_arg:long (n:long)
```

## Arguments

*n*    index of argument to return

## Description

Return the value of argument *n* as a signed long. On architectures where a long is 32 bits, the value is sign-extended to 64 bits.

# function::longlong\_arg

function::longlong\_arg — Return function argument as 64-bit value

## Synopsis

```
longlong_arg:long (n:long)
```

## Arguments

*n*    index of argument to return

## Description

Return the value of argument *n* as a 64-bit value.

# function::modname

function::modname — Return the kernel module name loaded at the address

## Synopsis

```
modname:string(addr:long)
```

## Arguments

*addr*    The address to map to a kernel module name

## Description

Returns the module name associated with the given address if known. If not known it will raise an error. If the address was not in a kernel module, but in the kernel itself, then the string “kernel” will be returned.

# function::module\_name

function::module\_name — The module name of the current script

## Synopsis

```
module_name:string()
```

## Arguments

None

## Description

This function returns the name of the stap module. Either generated randomly (stap\_[0-9a-f]+\_[0-9a-f]+) or set by stap -m <module\_name>.



# function::pexecname

function::pexecname — Returns the execname of a target process's parent process

## Synopsis

```
pexecname:string()
```

## Arguments

None

## Description

This function returns the execname of a target process's parent process.

# function::pgrp

function::pgrp — Returns the process group ID of the current process

## Synopsis

```
pgrp:long()
```

## Arguments

None

## Description

This function returns the process group ID of the current process.

# function::pid

function::pid — Returns the ID of a target process

## Synopsis

```
pid:long()
```

## Arguments

None

## Description

This function returns the ID of a target process.

# function::pid2execname

function::pid2execname — The name of the given process identifier

## Synopsis

```
pid2execname:string(pid:long)
```

## Arguments

*pid* process identifier

## Description

Return the name of the given process id.

# function::pid2task

function::pid2task — The task\_struct of the given process identifier

## Synopsis

```
pid2task:long(pid:long)
```

## Arguments

*pid* process identifier

## Description

Return the task struct of the given process id.

# function::pn

function::pn — Returns the active probe name

## Synopsis

```
pn:string()
```

## Arguments

None

## Description

This function returns the script-level probe point associated with a currently running probe handler, including wild-card expansion effects. Context: The current probe point.

# function::pnlabel

function::pnlabel — Returns the label name parsed from the probe name

## Synopsis

```
pnlabel:string()
```

## Arguments

None

## Description

This returns the label name as parsed from the script-level probe point. This function will only work if called directly from the body of a '.label' probe point (i.e. no aliases).

## Context

The current probe point.

# function::pointer\_arg

function::pointer\_arg — Return function argument as pointer value

## Synopsis

```
pointer_arg:long (n:long)
```

## Arguments

*n*    index of argument to return

## Description

Return the unsigned value of argument *n*, same as `ulong_arg`. Can be used with any type of pointer.



# function::pp

function::pp — Returns the active probe point

## Synopsis

```
pp:string()
```

## Arguments

None

## Description

This function returns the fully-resolved probe point associated with a currently running probe handler, including alias and wild-card expansion effects. Context: The current probe point.

# function::ppfunc

function::ppfunc — Returns the function name parsed from pp

## Synopsis

```
ppfunc:string()
```

## Arguments

None

## Description

This returns the function name from the current pp. Not all pp have functions in them, in which case "" is returned.

# function::ppid

function::ppid — Returns the process ID of a target process's parent process

## Synopsis

```
ppid:long()
```

## Arguments

None

## Description

This function return the process ID of the target process's parent process.

# function::print\_backtrace

function::print\_backtrace — Print kernel stack back trace

## Synopsis

```
print_backtrace()
```

## Arguments

None

## Description

This function is equivalent to `print_stack(backtrace)`, except that deeper stack nesting may be supported. See `print_ubacktrace` for user-space backtrace. The function does not return a value.

# function::print\_regs

function::print\_regs — Print a register dump

## Synopsis

```
print_regs()
```

## Arguments

None

## Description

This function prints a register dump. Does nothing if no registers are available for the probe point.

# function::print\_stack

function::print\_stack — Print out kernel stack from string

## Synopsis

```
print_stack(stk:string)
```

## Arguments

*stk*    String with list of hexadecimal addresses

## Description

This function performs a symbolic lookup of the addresses in the given `string`, which is assumed to be the result of a prior call to `backtrace`.

Print one line per address, including the address, the name of the function containing the address, and an estimate of its position within that function. Return nothing.

## NOTE

it is recommended to use `print_syms` instead of this function.

# function::print\_syms

function::print\_syms — Print out kernel stack from string

## Synopsis

```
print_syms(callers:string)
```

## Arguments

*callers*      String with list of hexadecimal (kernel) addresses

## Description

This function performs a symbolic lookup of the addresses in the given string, which are assumed to be the result of prior calls to `stack`, `callers`, and similar functions.

Prints one line per address, including the address, the name of the function containing the address, and an estimate of its position within that function, as obtained by `symdata`. Returns nothing.

# function::print\_ubacktrace

function::print\_ubacktrace — Print stack back trace for current user-space task.

## Synopsis

```
print_ubacktrace()
```

## Arguments

None

## Description

Equivalent to `print_ustack(ubacktrace)`, except that deeper stack nesting may be supported. Returns nothing. See `print_backtrace` for kernel backtrace.

## Note

To get (full) backtraces for user space applications and shared libraries not mentioned in the current script run `stap -d /path/to/exe-or-so` and/or add `--ldd` to load all needed unwind data.



# function::print\_ubacktrace\_brief

function::print\_ubacktrace\_brief — Print stack back trace for current user-space task.

## Synopsis

```
print_ubacktrace_brief()
```

## Arguments

None

## Description

Equivalent to `print_ubacktrace`, but output for each symbol is shorter (just name and offset, or just the hex address of no symbol could be found).

## Note

To get (full) backtraces for user space applications and shared libraries not mentioned in the current script run `stap -d /path/to/exe-or-so` and/or add `--ldd` to load all needed unwind data.

# function::print\_ustack

function::print\_ustack — Print out stack for the current task from string.

## Synopsis

```
print_ustack(stk:string)
```

## Arguments

*stk* String with list of hexadecimal addresses for the current task.

## Description

Perform a symbolic lookup of the addresses in the given string, which is assumed to be the result of a prior call to `ubacktrace` for the current task.

Print one line per address, including the address, the name of the function containing the address, and an estimate of its position within that function. Return nothing.

## NOTE

it is recommended to use `print_usyms` instead of this function.

# function::print\_usyms

function::print\_usyms — Print out user stack from string

## Synopsis

```
print_usyms(callers:string)
```

## Arguments

*callers*      String with list of hexadecimal (user) addresses

## Description

This function performs a symbolic lookup of the addresses in the given string, which are assumed to be the result of prior calls to `ustack`, `ucallers`, and similar functions.

Prints one line per address, including the address, the name of the function containing the address, and an estimate of its position within that function, as obtained by `usymdata`. Returns nothing.

# function::probe\_type

function::probe\_type — The low level probe handler type of the current probe.

## Synopsis

```
probe_type:string()
```

## Arguments

None

## Description

Returns a short string describing the low level probe handler type for the current probe point. This is for informational purposes only. Depending on the low level probe handler different context functions can or cannot provide information about the current event (for example some probe handlers only trigger in user space and have no associated kernel context). High-level probes might map to the same or different low-level probes (depending on systemtap version and/or kernel used).

# function::probefunc

function::probefunc — Return the probe point's function name, if known

## Synopsis

```
probefunc:string()
```

## Arguments

None

## Description

This function returns the name of the function being probed based on the current address, as computed by `symname(addr)` or `usymname(uaddr)` depending on probe context (whether the probe is a user probe or a kernel probe).

## Please note

this function's behaviour differs between SystemTap 2.0 and earlier versions. Prior to 2.0, `probefunc` obtained the function name from the probe point string as returned by `pp`, and used the current address as a fallback.

# function::probemod

function::probemod — Return the probe point's kernel module name

## Synopsis

```
probemod:string()
```

## Arguments

None

## Description

This function returns the name of the kernel module containing the probe point, if known.

# function::pstrace

function::pstrace — Chain of processes and pids back to init(1)

## Synopsis

```
pstrace:string(task:long)
```

## Arguments

*task*    Pointer to task struct of process

## Description

This function returns a string listing execname and pid for each process starting from *task* back to the process ancestor that init(1) spawned.

# function::register

function::register — Return the signed value of the named CPU register

## Synopsis

```
register:long(name:string)
```

## Arguments

*name*    Name of the register to return

## Description

Return the value of the named CPU register, as it was saved when the current probe point was hit. If the register is 32 bits, it is sign-extended to 64 bits.

For the i386 architecture, the following names are recognized. (name1/name2 indicates that name1 and name2 are alternative names for the same register.) `eax/ax`, `ebp/bp`, `ebx/bx`, `ecx/cx`, `edi/di`, `edx/dx`, `eflags/flags`, `eip/ip`, `esi/si`, `esp/sp`, `orig_eax/orig_ax`, `xcs/cs`, `xds/ds`, `xes/es`, `xfx/fs`, `xss/ss`.

For the x86\_64 architecture, the following names are recognized: 64-bit registers: `r8`, `r9`, `r10`, `r11`, `r12`, `r13`, `r14`, `r15`, `rax/ax`, `rbp/bp`, `rbx/bx`, `rcx/cx`, `rdi/di`, `rdx/dx`, `rip/ip`, `rsi/si`, `rsp/sp`; 32-bit registers: `eax`, `ebp`, `ebx`, `ecx`, `edx`, `edi`, `edx`, `eip`, `esi`, `esp`, `flags/eflags`, `orig_eax`; segment registers: `xcs/cs`, `xss/ss`.

For powerpc, the following names are recognized: `r0`, `r1`, ... `r31`, `nip`, `msr`, `orig_gpr3`, `ctr`, `link`, `xer`, `ccr`, `softe`, `trap`, `dar`, `dsisr`, `result`.

For s390x, the following names are recognized: `r0`, `r1`, ... `r15`, `args`, `psw.mask`, `psw.addr`, `orig_gpr2`, `ilc`, `trap`.

For AArch64, the following names are recognized: `x0`, `x1`, ... `x30`, `fp`, `lr`, `sp`, `pc`, and `orig_x0`.



# function::registers\_valid

function::registers\_valid — Determines validity of `register` and `u_register` in current context

## Synopsis

```
registers_valid:long()
```

## Arguments

None

## Description

This function returns 1 if `register` and `u_register` can be used in the current context, or 0 otherwise. For example, `registers_valid` returns 0 when called from a begin or end probe.

# function::regparm

function::regparm — Specify regparm value used to compile function

## Synopsis

```
regparm(n:long)
```

## Arguments

*n*    original regparm value

## Description

Call this function with argument *n* before accessing function arguments using the `*_arg` function is the function was build with the `gcc -mregparm=n` option.

(The i386 kernel is built with `\-mregparm=3`, so `systemtap` considers `regparm(3)` the default for kernel functions on that architecture.) Only valid on i386 and x86\_64 (when probing 32bit applications). Produces an error on other architectures.

# function::remote\_id

function::remote\_id — The index of this instance in a remote execution.

## Synopsis

```
remote_id:long()
```

## Arguments

None

## Description

This function returns a number 0..N, which is the unique index of this particular script execution from a swarm of “stap --remote A --remote B ...” runs, and is the same number “stap --remote-prefix” would print. The function returns -1 if the script was not launched with “stap --remote”, or if the remote staprun/stapsh are older than version 1.7.

# function::remote\_uri

function::remote\_uri — The name of this instance in a remote execution.

## Synopsis

```
remote_uri:string()
```

## Arguments

None

## Description

This function returns the remote host used to invoke this particular script execution from a swarm of “stap --remote” runs. It may not be unique among the swarm. The function returns an empty string if the script was not launched with “stap --remote”.

# function::s32\_arg

function::s32\_arg — Return function argument as signed 32-bit value

## Synopsis

```
s32_arg:long(n:long)
```

## Arguments

*n*    index of argument to return

## Description

Return the signed 32-bit value of argument *n*, same as `int_arg`.

# function::s64\_arg

function::s64\_arg — Return function argument as signed 64-bit value

## Synopsis

```
s64_arg:long(n:long)
```

## Arguments

*n*    index of argument to return

## Description

Return the signed 64-bit value of argument *n*, same as `longlong_arg`.

# function::sid

function::sid — Returns the session ID of the current process

## Synopsis

```
sid:long()
```

## Arguments

None

## Description

The session ID of a process is the process group ID of the session leader. Session ID is stored in the `signal_struct` since Kernel 2.6.0.

# function::sprint\_backtrace

function::sprint\_backtrace — Return stack back trace as string

## Synopsis

```
sprint_backtrace:string()
```

## Arguments

None

## Description

Returns a simple (kernel) backtrace. One line per address. Includes the symbol name (or hex address if symbol couldn't be resolved) and module name (if found). Includes the offset from the start of the function if found, otherwise the offset will be added to the module (if found, between brackets). Returns the backtrace as string (each line terminated by a newline character). Note that the returned stack will be truncated to MAXSTRINGLEN, to print fuller and richer stacks use `print_backtrace`. Equivalent to `sprint_stack(backtrace)`, but more efficient (no need to translate between hex strings and final backtrace string).



# function::sprint\_stack

function::sprint\_stack — Return stack for kernel addresses from string

## Synopsis

```
sprint_stack:string(stk:string)
```

## Arguments

*stk* String with list of hexadecimal (kernel) addresses

## Description

Perform a symbolic lookup of the addresses in the given string, which is assumed to be the result of a prior call to `backtrace`.

Returns a simple backtrace from the given hex string. One line per address. Includes the symbol name (or hex address if symbol couldn't be resolved) and module name (if found). Includes the offset from the start of the function if found, otherwise the offset will be added to the module (if found, between brackets). Returns the backtrace as string (each line terminated by a newline character). Note that the returned stack will be truncated to `MAXSTRINGLEN`, to print fuller and richer stacks use `print_stack`.

## NOTE

it is recommended to use `sprint_syms` instead of this function.

# function::sprint\_syms

function::sprint\_syms — Return stack for kernel addresses from string

## Synopsis

```
sprint_syms(callers:string)
```

## Arguments

*callers*      String with list of hexadecimal (kernel) addresses

## Description

Perform a symbolic lookup of the addresses in the given string, which are assumed to be the result of a prior calls to `stack`, `callers`, and similar functions.

Returns a simple backtrace from the given hex string. One line per address. Includes the symbol name (or hex address if symbol couldn't be resolved) and module name (if found), as obtained from `symdata`. Includes the offset from the start of the function if found, otherwise the offset will be added to the module (if found, between brackets). Returns the backtrace as string (each line terminated by a newline character). Note that the returned stack will be truncated to `MAXSTRINGLEN`, to print fuller and richer stacks use `print_syms`.

# function::sprint\_ubacktrace

function::sprint\_ubacktrace — Return stack back trace for current user-space task as string.

## Synopsis

```
sprint_ubacktrace:string()
```

## Arguments

None

## Description

Returns a simple backtrace for the current task. One line per address. Includes the symbol name (or hex address if symbol couldn't be resolved) and module name (if found). Includes the offset from the start of the function if found, otherwise the offset will be added to the module (if found, between brackets). Returns the backtrace as string (each line terminated by a newline character). Note that the returned stack will be truncated to MAXSTRINGLEN, to print fuller and richer stacks use `print_ubacktrace`. Equivalent to `sprint_ustack(ubacktrace)`, but more efficient (no need to translate between hex strings and final backtrace string).

## Note

To get (full) backtraces for user space applications and shared libraries not mentioned in the current script run `stap -d /path/to/exe-or-so` and/or add `--ldd` to load all needed unwind data.

# function::sprint\_ustack

function::sprint\_ustack — Return stack for the current task from string.

## Synopsis

```
sprint_ustack:string(stk:string)
```

## Arguments

*stk* String with list of hexadecimal addresses for the current task.

## Description

Perform a symbolic lookup of the addresses in the given string, which is assumed to be the result of a prior call to `ubacktrace` for the current task.

Returns a simple backtrace from the given hex string. One line per address. Includes the symbol name (or hex address if symbol couldn't be resolved) and module name (if found). Includes the offset from the start of the function if found, otherwise the offset will be added to the module (if found, between brackets). Returns the backtrace as string (each line terminated by a newline character). Note that the returned stack will be truncated to `MAXSTRINGLEN`, to print fuller and richer stacks use `print_ustack`.

## NOTE

it is recommended to use `sprint_usyms` instead of this function.

# function::sprint\_usyms

function::sprint\_usyms — Return stack for user addresses from string

## Synopsis

```
sprint_usyms(callers:string)
```

## Arguments

*callers*      String with list of hexadecimal (user) addresses

## Description

Perform a symbolic lookup of the addresses in the given string, which are assumed to be the result of a prior calls to `ustack`, `ucallers`, and similar functions.

Returns a simple backtrace from the given hex string. One line per address. Includes the symbol name (or hex address if symbol couldn't be resolved) and module name (if found), as obtained from `usymdata`. Includes the offset from the start of the function if found, otherwise the offset will be added to the module (if found, between brackets). Returns the backtrace as string (each line terminated by a newline character). Note that the returned stack will be truncated to `MAXSTRINGLEN`, to print fuller and richer stacks use `print_usyms`.

# function::stack

function::stack — Return address at given depth of kernel stack backtrace

## Synopsis

```
stack:long(n:long)
```

## Arguments

*n*    number of levels to descend in the stack.

## Description

Performs a simple (kernel) backtrace, and returns the element at the specified position. The results of the backtrace itself are cached, so that the backtrace computation is performed at most once no matter how many times `stack` is called, or in what order.

# function::stack\_size

function::stack\_size — Return the size of the kernel stack

## Synopsis

```
stack_size:long()
```

## Arguments

None

## Description

This function returns the size of the kernel stack.

# function::stack\_unused

function::stack\_unused — Returns the amount of kernel stack currently available

## Synopsis

```
stack_unused:long()
```

## Arguments

None

## Description

This function determines how many bytes are currently available in the kernel stack.



# function::stack\_used

function::stack\_used — Returns the amount of kernel stack used

## Synopsis

```
stack_used:long()
```

## Arguments

None

## Description

This function determines how many bytes are currently used in the kernel stack.

# function::stp\_pid

function::stp\_pid — The process id of the stapio process

## Synopsis

```
stp_pid:long()
```

## Arguments

None

## Description

This function returns the process id of the stapio process that launched this script. There could be other SystemTap scripts and stapio processes running on the system.

# function::symdata

function::symdata — Return the kernel symbol and module offset for the address

## Synopsis

```
symdata:string(addr:long)
```

## Arguments

*addr*    The address to translate

## Description

Returns the (function) symbol name associated with the given address if known, the offset from the start and size of the symbol, plus module name (between brackets). If symbol is unknown, but module is known, the offset inside the module, plus the size of the module is added. If any element is not known it will be omitted and if the symbol name is unknown it will return the hex string for the given address.

# function::symname

function::symname — Return the kernel symbol associated with the given address

## Synopsis

```
symname:string(addr:long)
```

## Arguments

*addr*    The address to translate

## Description

Returns the (function) symbol name associated with the given address if known. If not known it will return the hex string representation of *addr*.

# function::target

function::target — Return the process ID of the target process

## Synopsis

```
target:long()
```

## Arguments

None

## Description

This function returns the process ID of the target process. This is useful in conjunction with the -x PID or -c CMD command-line options to stap. An example of its use is to create scripts that filter on a specific process.

-x <pid> `target` returns the pid specified by -x

-c <command> `target` returns the pid for the executed command specified by -c

# function::task\_ancestry

function::task\_ancestry — The ancestry of the given task

## Synopsis

```
task_ancestry:string(task:long,with_time:long)
```

## Arguments

<i>task</i>	task_struct pointer
<i>with_time</i>	set to 1 to also print the start time of processes (given as a delta from boot time)

## Description

Return the ancestry of the given task in the form of “grandparent\_process=>parent\_process=>process”.

# function::task\_backtrace

function::task\_backtrace — Hex backtrace of an arbitrary task

## Synopsis

```
task_backtrace:string(task:long)
```

## Arguments

*task*    pointer to task\_struct

## Description

This function returns a string of hex addresses that are a backtrace of the stack of a particular task. Output may be truncated as per maximum string length. Deprecated in SystemTap 1.6.

# function::task\_cpu

function::task\_cpu — The scheduled cpu of the task

## Synopsis

```
task_cpu:long(task:long)
```

## Arguments

*task*    task\_struct pointer

## Description

This function returns the scheduled cpu for the given task.



# function::task\_current

function::task\_current — The current task\_struct of the current task

## Synopsis

```
task_current:long()
```

## Arguments

None

## Description

This function returns the task\_struct representing the current process. This address can be passed to the various task\_\*( ) functions to extract more task-specific data.

# function::task\_egid

function::task\_egid — The effective group identifier of the task

## Synopsis

```
task_egid:long(task:long)
```

## Arguments

*task*    task\_struct pointer

## Description

This function returns the effective group id of the given task.

# function::task\_euid

function::task\_euid — The effective user identifier of the task

## Synopsis

```
task_euid:long(task:long)
```

## Arguments

*task*    task\_struct pointer

## Description

This function returns the effective user id of the given task.

# function::task\_execname

function::task\_execname — The name of the task

## Synopsis

```
task_execname:string(task:long)
```

## Arguments

*task*    task\_struct pointer

## Description

Return the name of the given task.

# function::task\_gid

function::task\_gid — The group identifier of the task

## Synopsis

```
task_gid:long(task:long)
```

## Arguments

*task*    task\_struct pointer

## Description

This function returns the group id of the given task.

# function::task\_max\_file\_handles

function::task\_max\_file\_handles — The max number of open files for the task

## Synopsis

```
task_max_file_handles:long(task:long)
```

## Arguments

*task*     task\_struct pointer

## Description

This function returns the maximum number of file handlers for the given task.

# function::task\_nice

function::task\_nice — The nice value of the task

## Synopsis

```
task_nice:long(task:long)
```

## Arguments

*task*    task\_struct pointer

## Description

This function returns the nice value of the given task.

# function::task\_open\_file\_handles

function::task\_open\_file\_handles — The number of open files of the task

## Synopsis

```
task_open_file_handles:long(task:long)
```

## Arguments

*task*    task\_struct pointer

## Description

This function returns the number of open file handlers for the given task.



# function::task\_parent

function::task\_parent — The task\_struct of the parent task

## Synopsis

```
task_parent:long(task:long)
```

## Arguments

*task*     task\_struct pointer

## Description

This function returns the parent task\_struct of the given task. This address can be passed to the various task\_\*( ) functions to extract more task-specific data.

# function::task\_pid

function::task\_pid — The process identifier of the task

## Synopsis

```
task_pid:long(task:long)
```

## Arguments

*task*    task\_struct pointer

## Description

This fuction returns the process id of the given task.

# function::task\_prio

function::task\_prio — The priority value of the task

## Synopsis

```
task_prio:long(task:long)
```

## Arguments

*task*    task\_struct pointer

## Description

This function returns the priority value of the given task.

# function::task\_state

function::task\_state — The state of the task

## Synopsis

```
task_state:long(task:long)
```

## Arguments

*task*    task\_struct pointer

## Description

Return the state of the given task, one of: TASK\_RUNNING (0), TASK\_INTERRUPTIBLE (1), TASK\_UNINTERRUPTIBLE (2), TASK\_STOPPED (4), TASK\_TRACED (8), EXIT\_ZOMBIE (16), or EXIT\_DEAD (32).

# function::task\_tid

function::task\_tid — The thread identifier of the task

## Synopsis

```
task_tid:long(task:long)
```

## Arguments

*task*    task\_struct pointer

## Description

This function returns the thread id of the given task.

# function::task\_uid

function::task\_uid — The user identifier of the task

## Synopsis

```
task_uid:long(task:long)
```

## Arguments

*task*    task\_struct pointer

## Description

This function returns the user id of the given task.

# function::tid

function::tid — Returns the thread ID of a target process

## Synopsis

```
tid:long()
```

## Arguments

None

## Description

This function returns the thread ID of the target process.

# function::u32\_arg

function::u32\_arg — Return function argument as unsigned 32-bit value

## Synopsis

```
u32_arg:long(n:long)
```

## Arguments

*n*    index of argument to return

## Description

Return the unsigned 32-bit value of argument *n*, same as `uint_arg`.



# function::u64\_arg

function::u64\_arg — Return function argument as unsigned 64-bit value

## Synopsis

```
u64_arg:long(n:long)
```

## Arguments

*n*    index of argument to return

## Description

Return the unsigned 64-bit value of argument *n*, same as `ulonglong_arg`.

# function::u\_register

function::u\_register — Return the unsigned value of the named CPU register

## Synopsis

```
u_register:long(name:string)
```

## Arguments

*name*    Name of the register to return

## Description

Same as `register(name)`, except that if the register is 32 bits wide, it is zero-extended to 64 bits.

# function::uaddr

function::uaddr — User space address of current running task

## Synopsis

```
uaddr:long()
```

## Arguments

None

## Description

Returns the address in userspace that the current task was at when the probe occurred. When the current running task isn't a user space thread, or the address cannot be found, zero is returned. Can be used to see where the current task is combined with `usymname` or `usymdata`. Often the task will be in the VDSO where it entered the kernel.

# function::ubacktrace

function::ubacktrace — Hex backtrace of current user-space task stack.

## Synopsis

```
ubacktrace:string()
```

## Arguments

None

## Description

Return a string of hex addresses that are a backtrace of the stack of the current task. Output may be truncated as per maximum string length. Returns empty string when current probe point cannot determine user backtrace. See `backtrace` for kernel traceback.

## Note

To get (full) backtraces for user space applications and shared libraries not mentioned in the current script run `stap` with `-d /path/to/exe-or-so` and/or add `--ldd` to load all needed unwind data.

# function::ucallers

function::ucallers — Return first *n* elements of user stack backtrace

## Synopsis

```
ucallers:string(n:long)
```

## Arguments

*n* number of levels to descend in the stack (not counting the top level). If *n* is -1, print the entire stack.

## Description

This function returns a string of the first *n* hex addresses from the backtrace of the user stack. Output may be truncated as per maximum string length (MAXSTRINGLEN).

## Note

To get (full) backtraces for user space applications and shared libraries not mentioned in the current script run stap with -d /path/to/exe-or-so and/or add --ldd to load all needed unwind data.

# function::uid

function::uid — Returns the user ID of a target process

## Synopsis

```
uid:long()
```

## Arguments

None

## Description

This function returns the user ID of the target process.

# function::uint\_arg

function::uint\_arg — Return function argument as unsigned int

## Synopsis

```
uint_arg:long (n:long)
```

## Arguments

*n*    index of argument to return

## Description

Return the value of argument *n* as an unsigned int (i.e., a 32-bit integer zero-extended to 64 bits).

# function::ulong\_arg

function::ulong\_arg — Return function argument as unsigned long

## Synopsis

```
ulong_arg:long (n:long)
```

## Arguments

*n*    index of argument to return

## Description

Return the value of argument *n* as an unsigned long. On architectures where a long is 32 bits, the value is zero-extended to 64 bits.



# function::ulonglong\_arg

function::ulonglong\_arg — Return function argument as 64-bit value

## Synopsis

```
ulonglong_arg:long (n:long)
```

## Arguments

*n*    index of argument to return

## Description

Return the value of argument *n* as a 64-bit value. (Same as `longlong_arg`.)

# function::umodname

function::umodname — Returns the (short) name of the user module.

## Synopsis

```
umodname:string(addr:long)
```

## Arguments

*addr*    User-space address

## Description

Returns the short name of the user space module for the current task that that the given address is part of. Reports an error when the address isn't in a (mapped in) module, or the module cannot be found for some reason.

# function::user\_mode

function::user\_mode — Determines if probe point occurs in user-mode

## Synopsis

```
user_mode:long()
```

## Arguments

None

## Description

Return 1 if the probe point occurred in user-mode.

# function::ustack

function::ustack — Return address at given depth of user stack backtrace

## Synopsis

```
ustack:long (n:long)
```

## Arguments

*n*    number of levels to descend in the stack.

## Description

Performs a simple (user space) backtrace, and returns the element at the specified position. The results of the backtrace itself are cached, so that the backtrace computation is performed at most once no matter how many times `ustack` is called, or in what order.

# function::usymdata

function::usymdata — Return the symbol and module offset of an address.

## Synopsis

```
usymdata:string(addr:long)
```

## Arguments

*addr*    The address to translate.

## Description

Returns the (function) symbol name associated with the given address in the current task if known, the offset from the start and the size of the symbol, plus the module name (between brackets). If symbol is unknown, but module is known, the offset inside the module, plus the size of the module is added. If any element is not known it will be omitted and if the symbol name is unknown it will return the hex string for the given address.

# function::usymname

function::usymname — Return the symbol of an address in the current task.

## Synopsis

```
usymname:string(addr:long)
```

## Arguments

*addr*    The address to translate.

## Description

Returns the (function) symbol name associated with the given address if known. If not known it will return the hex string representation of *addr*.

---

## Chapter 3. Timestamp Functions

Each timestamp function returns a value to indicate when a function is executed. These returned values can then be used to indicate when an event occurred, provide an ordering for events, or compute the amount of time elapsed between two time stamps.

# function::HZ

function::HZ — Kernel HZ

## Synopsis

```
HZ:long()
```

## Arguments

None

## Description

This function returns the value of the kernel HZ macro, which corresponds to the rate of increase of the jiffies value.



# function::cpu\_clock\_ms

function::cpu\_clock\_ms — Number of milliseconds on the given cpu's clock

## Synopsis

```
cpu_clock_ms:long(cpu:long)
```

## Arguments

*cpu* Which processor's clock to read

## Description

This function returns the number of milliseconds on the given cpu's clock. This is always monotonic comparing on the same cpu, but may have some drift between cpus (within about a jiffy).

# function::cpu\_clock\_ns

function::cpu\_clock\_ns — Number of nanoseconds on the given cpu's clock

## Synopsis

```
cpu_clock_ns:long(cpu:long)
```

## Arguments

*cpu* Which processor's clock to read

## Description

This function returns the number of nanoseconds on the given cpu's clock. This is always monotonic comparing on the same cpu, but may have some drift between cpus (within about a jiffy).

# function::cpu\_clock\_s

function::cpu\_clock\_s — Number of seconds on the given cpu's clock

## Synopsis

```
cpu_clock_s:long(cpu:long)
```

## Arguments

*cpu* Which processor's clock to read

## Description

This function returns the number of seconds on the given cpu's clock. This is always monotonic comparing on the same cpu, but may have some drift between cpus (within about a jiffy).

# function::cpu\_clock\_us

function::cpu\_clock\_us — Number of microseconds on the given cpu's clock

## Synopsis

```
cpu_clock_us:long(cpu:long)
```

## Arguments

*cpu* Which processor's clock to read

## Description

This function returns the number of microseconds on the given cpu's clock. This is always monotonic comparing on the same cpu, but may have some drift between cpus (within about a jiffy).

# function::delete\_stopwatch

function::delete\_stopwatch — Remove an existing stopwatch

## Synopsis

```
delete_stopwatch(name:string)
```

## Arguments

*name*    the stopwatch name

## Description

Remove stopwatch *name*.

# function::get\_cycles

function::get\_cycles — Processor cycle count

## Synopsis

```
get_cycles:long()
```

## Arguments

None

## Description

This function returns the processor cycle counter value if available, else it returns zero. The cycle counter is free running and unsynchronized on each processor. Thus, the order of events cannot be determined by comparing the results of the `get_cycles` function on different processors.

# function::gettimeofday\_ms

function::gettimeofday\_ms — Number of milliseconds since UNIX epoch

## Synopsis

```
gettimeofday_ms:long()
```

## Arguments

None

## Description

This function returns the number of milliseconds since the UNIX epoch.

# function::gettimeofday\_ns

function::gettimeofday\_ns — Number of nanoseconds since UNIX epoch

## Synopsis

```
gettimeofday_ns:long()
```

## Arguments

None

## Description

This function returns the number of nanoseconds since the UNIX epoch.



# function::gettimeofday\_s

function::gettimeofday\_s — Number of seconds since UNIX epoch

## Synopsis

```
gettimeofday_s:long()
```

## Arguments

None

## Description

This function returns the number of seconds since the UNIX epoch.

# function::gettimeofday\_us

function::gettimeofday\_us — Number of microseconds since UNIX epoch

## Synopsis

```
gettimeofday_us:long()
```

## Arguments

None

## Description

This function returns the number of microseconds since the UNIX epoch.

# function::jiffies

function::jiffies — Kernel jiffies count

## Synopsis

```
jiffies:long()
```

## Arguments

None

## Description

This function returns the value of the kernel jiffies variable. This value is incremented periodically by timer interrupts, and may wrap around a 32-bit or 64-bit boundary. See `HZ`.

# function::local\_clock\_ms

function::local\_clock\_ms — Number of milliseconds on the local cpu's clock

## Synopsis

```
local_clock_ms:long()
```

## Arguments

None

## Description

This function returns the number of milliseconds on the local cpu's clock. This is always monotonic comparing on the same cpu, but may have some drift between cpus (within about a jiffy).

# function::local\_clock\_ns

function::local\_clock\_ns — Number of nanoseconds on the local cpu's clock

## Synopsis

```
local_clock_ns:long()
```

## Arguments

None

## Description

This function returns the number of nanoseconds on the local cpu's clock. This is always monotonic comparing on the same cpu, but may have some drift between cpus (within about a jiffy).

# function::local\_clock\_s

function::local\_clock\_s — Number of seconds on the local cpu's clock

## Synopsis

```
local_clock_s:long()
```

## Arguments

None

## Description

This function returns the number of seconds on the local cpu's clock. This is always monotonic comparing on the same cpu, but may have some drift between cpus (within about a jiffy).

# function::local\_clock\_us

function::local\_clock\_us — Number of microseconds on the local cpu's clock

## Synopsis

```
local_clock_us:long()
```

## Arguments

None

## Description

This function returns the number of microseconds on the local cpu's clock. This is always monotonic comparing on the same cpu, but may have some drift between cpus (within about a jiffy).

# function::read\_stopwatch\_ms

function::read\_stopwatch\_ms — Reads the time in milliseconds for a stopwatch

## Synopsis

```
read_stopwatch_ms:long(name:string)
```

## Arguments

*name*    stopwatch name

## Description

Returns time in milliseconds for stopwatch *name*. Creates stopwatch *name* if it does not currently exist.



# function::read\_stopwatch\_ns

function::read\_stopwatch\_ns — Reads the time in nanoseconds for a stopwatch

## Synopsis

```
read_stopwatch_ns:long(name:string)
```

## Arguments

*name*    stopwatch name

## Description

Returns time in nanoseconds for stopwatch *name*. Creates stopwatch *name* if it does not currently exist.

# function::read\_stopwatch\_s

function::read\_stopwatch\_s — Reads the time in seconds for a stopwatch

## Synopsis

```
read_stopwatch_s:long(name:string)
```

## Arguments

*name*    stopwatch name

## Description

Returns time in seconds for stopwatch *name*. Creates stopwatch *name* if it does not currently exist.

# function::read\_stopwatch\_us

function::read\_stopwatch\_us — Reads the time in microseconds for a stopwatch

## Synopsis

```
read_stopwatch_us:long(name:string)
```

## Arguments

*name*    stopwatch name

## Description

Returns time in microseconds for stopwatch *name*. Creates stopwatch *name* if it does not currently exist.

# function::start\_stopwatch

function::start\_stopwatch — Start a stopwatch

## Synopsis

```
start_stopwatch(name:string)
```

## Arguments

*name*    the stopwatch name

## Description

Start stopwatch *name*. Creates stopwatch *name* if it does not currently exist.

# function::stop\_stopwatch

function::stop\_stopwatch — Stop a stopwatch

## Synopsis

```
stop_stopwatch(name:string)
```

## Arguments

*name*    the stopwatch name

## Description

Stop stopwatch *name*. Creates stopwatch *name* if it does not currently exist.

---

# Chapter 4. Time utility functions

Utility functions to turn seconds since the epoch (as returned by the timestamp function `gettimeofday_s()`) into a human readable date/time strings.

# function::ctime

function::ctime — Convert seconds since epoch into human readable date/time string

## Synopsis

```
ctime:string(epochsecs:long)
```

## Arguments

*epochsecs*      Number of seconds since epoch (as returned by `gettimeofday_s`)

## Description

Takes an argument of seconds since the epoch as returned by `gettimeofday_s`. Returns a string of the form

“Wed Jun 30 21:49:08 1993”

The string will always be exactly 24 characters. If the time would be unreasonable far in the past (before what can be represented with a 32 bit offset in seconds from the epoch) an error will occur (which can be avoided with try/catch). If the time would be unreasonable far in the future, an error will also occur.

Note that the epoch (zero) corresponds to

“Thu Jan 1 00:00:00 1970”

The earliest full date given by `ctime`, corresponding to `epochsecs -2147483648` is “Fri Dec 13 20:45:52 1901”. The latest full date given by `ctime`, corresponding to `epochsecs 2147483647` is “Tue Jan 19 03:14:07 2038”.

The abbreviations for the days of the week are ‘Sun’, ‘Mon’, ‘Tue’, ‘Wed’, ‘Thu’, ‘Fri’, and ‘Sat’. The abbreviations for the months are ‘Jan’, ‘Feb’, ‘Mar’, ‘Apr’, ‘May’, ‘Jun’, ‘Jul’, ‘Aug’, ‘Sep’, ‘Oct’, ‘Nov’, and ‘Dec’.

Note that the real C library `ctime` function puts a newline (‘\n’) character at the end of the string that this function does not. Also note that since the kernel has no concept of timezones, the returned time is always in GMT.

## function::tz\_ctime

function::tz\_ctime — Convert seconds since epoch into human readable date/time string, with local time zone

### Synopsis

```
tz_ctime(epochsecs:)
```

### Arguments

*epochsecs*            number of seconds since epoch (as returned by `gettimeofday_s`)

### Description

Takes an argument of seconds since the epoch as returned by `gettimeofday_s`. Returns a string of the same form as `ctime`, but offsets the epoch time for the local time zone, and appends the name of the local time zone. The string length may vary. The time zone information is passed by `staprun` at script startup only.



# function::tz\_gmtoff

function::tz\_gmtoff — Return local time zone offset

## Synopsis

```
tz_gmtoff()
```

## Arguments

None

## Description

Returns the local time zone offset (seconds west of UTC), as passed by staprun at script startup only.

## function::tz\_name

function::tz\_name — Return local time zone name

### Synopsis

```
tz_name ()
```

### Arguments

None

### Description

Returns the local time zone name, as passed by staprun at script startup only.

---

# Chapter 5. Shell command functions

Utility functions to enqueue shell commands.

# function::system

function::system — Issue a command to the system

## Synopsis

```
system(cmd:string)
```

## Arguments

*cmd*    the command to issue to the system

## Description

This function runs a command on the system. The command is started in the background some time after the current probe completes. The command is run with the same UID as the user running the `stap` or `staprun` command.

---

# Chapter 6. Memory Tapset

This family of probe points is used to probe memory-related events or query the memory usage of the current process. It contains the following probe points:

# function::addr\_to\_node

function::addr\_to\_node — Returns which node a given address belongs to within a NUMA system

## Synopsis

```
addr_to_node:long(addr:long)
```

## Arguments

*addr* the address of the faulting memory access

## Description

This function accepts an address, and returns the node that the given address belongs to in a NUMA system.

# function::bytes\_to\_string

function::bytes\_to\_string — Human readable string for given bytes

## Synopsis

```
bytes_to_string:string(bytes:long)
```

## Arguments

*bytes*      Number of bytes to translate.

## Description

Returns a string representing the number of bytes (up to 1024 bytes), the number of kilobytes (when less than 1024K) postfixed by 'K', the number of megabytes (when less than 1024M) postfixed by 'M' or the number of gigabytes postfixed by 'G'. If representing K, M or G, and the number is amount is less than 100, it includes a '.' plus the remainder. The returned string will be 5 characters wide (padding with whitespace at the front) unless negative or representing more than 9999G bytes.

# function::mem\_page\_size

function::mem\_page\_size — Number of bytes in a page for this architecture

## Synopsis

```
mem_page_size:long()
```

## Arguments

None



# function::pages\_to\_string

function::pages\_to\_string — Turns pages into a human readable string

## Synopsis

```
pages_to_string:string(pages:long)
```

## Arguments

*pages*      Number of pages to translate.

## Description

Multiplies `pages` by `page_size` to get the number of bytes and returns the result of `bytes_to_string`.

# function::proc\_mem\_data

function::proc\_mem\_data — Program data size (data + stack) in pages

## Synopsis

```
proc_mem_data:long()
```

## Arguments

None

## Description

Returns the current process data size (data + stack) in pages, or zero when there is no current process or the number of pages couldn't be retrieved.

# function::proc\_mem\_data\_pid

function::proc\_mem\_data\_pid — Program data size (data + stack) in pages

## Synopsis

```
proc_mem_data_pid:long(pid:long)
```

## Arguments

*pid*    The pid of process to examine

## Description

Returns the given process data size (data + stack) in pages, or zero when the process doesn't exist or the number of pages couldn't be retrieved.

# function::proc\_mem\_rss

function::proc\_mem\_rss — Program resident set size in pages

## Synopsis

```
proc_mem_rss:long()
```

## Arguments

None

## Description

Returns the resident set size in pages of the current process, or zero when there is no current process or the number of pages couldn't be retrieved.

# function::proc\_mem\_rss\_pid

function::proc\_mem\_rss\_pid — Program resident set size in pages

## Synopsis

```
proc_mem_rss_pid:long(pid:long)
```

## Arguments

*pid*    The pid of process to examine

## Description

Returns the resident set size in pages of the given process, or zero when the process doesn't exist or the number of pages couldn't be retrieved.

# function::proc\_mem\_shr

function::proc\_mem\_shr — Program shared pages (from shared mappings)

## Synopsis

```
proc_mem_shr:long()
```

## Arguments

None

## Description

Returns the shared pages (from shared mappings) of the current process, or zero when there is no current process or the number of pages couldn't be retrieved.

# function::proc\_mem\_shr\_pid

function::proc\_mem\_shr\_pid — Program shared pages (from shared mappings)

## Synopsis

```
proc_mem_shr_pid:long(pid:long)
```

## Arguments

*pid*    The pid of process to examine

## Description

Returns the shared pages (from shared mappings) of the given process, or zero when the process doesn't exist or the number of pages couldn't be retrieved.

# function::proc\_mem\_size

function::proc\_mem\_size — Total program virtual memory size in pages

## Synopsis

```
proc_mem_size:long()
```

## Arguments

None

## Description

Returns the total virtual memory size in pages of the current process, or zero when there is no current process or the number of pages couldn't be retrieved.



# function::proc\_mem\_size\_pid

function::proc\_mem\_size\_pid — Total program virtual memory size in pages

## Synopsis

```
proc_mem_size_pid:long(pid:long)
```

## Arguments

*pid*    The pid of process to examine

## Description

Returns the total virtual memory size in pages of the given process, or zero when that process doesn't exist or the number of pages couldn't be retrieved.

# function::proc\_mem\_string

function::proc\_mem\_string — Human readable string of current proc memory usage

## Synopsis

```
proc_mem_string:string()
```

## Arguments

None

## Description

Returns a human readable string showing the size, rss, shr, txt and data of the memory used by the current process. For example “size: 301m, rss: 11m, shr: 8m, txt: 52k, data: 2248k”.

# function::proc\_mem\_string\_pid

function::proc\_mem\_string\_pid — Human readable string of process memory usage

## Synopsis

```
proc_mem_string_pid:string(pid:long)
```

## Arguments

*pid*    The pid of process to examine

## Description

Returns a human readable string showing the size, rss, shr, txt and data of the memory used by the given process. For example “size: 301m, rss: 11m, shr: 8m, txt: 52k, data: 2248k”.

# function::proc\_mem\_txt

function::proc\_mem\_txt — Program text (code) size in pages

## Synopsis

```
proc_mem_txt:long()
```

## Arguments

None

## Description

Returns the current process text (code) size in pages, or zero when there is no current process or the number of pages couldn't be retrieved.

# function::proc\_mem\_txt\_pid

function::proc\_mem\_txt\_pid — Program text (code) size in pages

## Synopsis

```
proc_mem_txt_pid:long(pid:long)
```

## Arguments

*pid*    The pid of process to examine

## Description

Returns the given process text (code) size in pages, or zero when the process doesn't exist or the number of pages couldn't be retrieved.

# function::vm\_fault\_contains

function::vm\_fault\_contains — Test return value for page fault reason

## Synopsis

```
vm_fault_contains:long (value:long, test:long)
```

## Arguments

<i>value</i>	the fault_type returned by vm.page_fault.return
<i>test</i>	the type of fault to test for (VM_FAULT_OOM or similar)

# probe::vm.brk

probe::vm.brk — Fires when a brk is requested (i.e. the heap will be resized)

## Synopsis

`vm.brk`

## Values

<i>length</i>	the length of the memory segment
<i>name</i>	name of the probe point
<i>address</i>	the requested address

## Context

The process calling brk.

# probe::vm.kfree

probe::vm.kfree — Fires when kfree is requested

## Synopsis

```
vm.kfree
```

## Values

<i>ptr</i>	pointer to the kmemory allocated which is returned by kmalloc
<i>caller_function</i>	name of the caller function.
<i>call_site</i>	address of the function calling this kmemory function
<i>name</i>	name of the probe point



# probe::vm.kmalloc

probe::vm.kmalloc — Fires when kmalloc is requested

## Synopsis

```
vm.kmalloc
```

## Values

<i>ptr</i>	pointer to the kmemory allocated
<i>caller_function</i>	name of the caller function
<i>call_site</i>	address of the kmemory function
<i>gfp_flag_name</i>	type of kmemory to allocate (in String format)
<i>name</i>	name of the probe point
<i>bytes_req</i>	requested Bytes
<i>bytes_alloc</i>	allocated Bytes
<i>gfp_flags</i>	type of kmemory to allocate

# probe::vm.kmalloc\_node

probe::vm.kmalloc\_node — Fires when kmalloc\_node is requested

## Synopsis

vm.kmalloc\_node

## Values

<i>ptr</i>	pointer to the kmemory allocated
<i>caller_function</i>	name of the caller function
<i>call_site</i>	address of the function caling this kmemory function
<i>gfp_flag_name</i>	type of kmemory to allocate(in string format)
<i>name</i>	name of the probe point
<i>bytes_req</i>	requested Bytes
<i>bytes_alloc</i>	allocated Bytes
<i>gfp_flags</i>	type of kmemory to allocate

# probe::vm.kmem\_cache\_alloc

probe::vm.kmem\_cache\_alloc — Fires when kmem\_cache\_alloc is requested

## Synopsis

`vm.kmem_cache_alloc`

## Values

<i>ptr</i>	pointer to the kmemory allocated
<i>caller_function</i>	name of the caller function.
<i>call_site</i>	address of the function calling this kmemory function.
<i>gfp_flag_name</i>	type of kmemory to allocate(in string format)
<i>name</i>	name of the probe point
<i>bytes_req</i>	requested Bytes
<i>bytes_alloc</i>	allocated Bytes
<i>gfp_flags</i>	type of kmemory to allocate

# probe::vm.kmem\_cache\_alloc\_node

probe::vm.kmem\_cache\_alloc\_node — Fires when kmem\_cache\_alloc\_node is requested

## Synopsis

vm.kmem\_cache\_alloc\_node

## Values

<i>ptr</i>	pointer to the kmemory allocated
<i>caller_function</i>	name of the caller function
<i>call_site</i>	address of the function calling this kmemory function
<i>gfp_flag_name</i>	type of kmemory to allocate(in string format)
<i>name</i>	name of the probe point
<i>bytes_req</i>	requested Bytes
<i>bytes_alloc</i>	allocated Bytes
<i>gfp_flags</i>	type of kmemory to allocate

# probe::vm.kmem\_cache\_free

probe::vm.kmem\_cache\_free — Fires when kmem\_cache\_free is requested

## Synopsis

`vm.kmem_cache_free`

## Values

<i>ptr</i>	Pointer to the kmemory allocated which is returned by <code>kmem_cache</code>
<i>caller_function</i>	Name of the caller function.
<i>call_site</i>	Address of the function calling this kmemory function
<i>name</i>	Name of the probe point

# probe::vm.mmap

probe::vm.mmap — Fires when an mmap is requested

## Synopsis

`vm.mmap`

## Values

<i>length</i>	the length of the memory segment
<i>name</i>	name of the probe point
<i>address</i>	the requested address

## Context

The process calling mmap.

# probe::vm.munmap

probe::vm.munmap — Fires when an munmap is requested

## Synopsis

`vm.munmap`

## Values

<i>length</i>	the length of the memory segment
<i>name</i>	name of the probe point
<i>address</i>	the requested address

## Context

The process calling munmap.

# probe::vm.oom\_kill

probe::vm.oom\_kill — Fires when a thread is selected for termination by the OOM killer

## Synopsis

```
vm.oom_kill
```

## Values

*name*    name of the probe point

*task*    the task being killed

## Context

The process that tried to consume excessive memory, and thus triggered the OOM.



# probe::vm.pagefault

probe::vm.pagefault — Records that a page fault occurred

## Synopsis

`vm.pagefault`

## Values

<i>write_access</i>	indicates whether this was a write or read access; 1 indicates a write, while 0 indicates a read
<i>name</i>	name of the probe point
<i>address</i>	the address of the faulting memory access; i.e. the address that caused the page fault

## Context

The process which triggered the fault

# probe::vm.pagefault.return

probe::vm.pagefault.return — Indicates what type of fault occurred

## Synopsis

```
vm.pagefault.return
```

## Values

<i>name</i>	name of the probe point
<i>fault_type</i>	returns either 0 (VM_FAULT_OOM) for out of memory faults, 2 (VM_FAULT_MINOR) for minor faults, 3 (VM_FAULT_MAJOR) for major faults, or 1 (VM_FAULT_SIGBUS) if the fault was neither OOM, minor fault, nor major fault.

# probe::vm.write\_shared

probe::vm.write\_shared — Attempts at writing to a shared page

## Synopsis

```
vm.write_shared
```

## Values

<i>name</i>	name of the probe point
<i>address</i>	the address of the shared write

## Context

The context is the process attempting the write.

## Description

Fires when a process attempts to write to a shared page. If a copy is necessary, this will be followed by a `vm.write_shared_copy`.

# probe::vm.write\_shared\_copy

probe::vm.write\_shared\_copy — Page copy for shared page write

## Synopsis

```
vm.write_shared_copy
```

## Values

<i>name</i>	Name of the probe point
<i>zero</i>	boolean indicating whether it is a zero page (can do a clear instead of a copy)
<i>address</i>	The address of the shared write

## Context

The process attempting the write.

## Description

Fires when a write to a shared page requires a page copy. This is always preceded by a `vm.write_shared`.

---

# Chapter 7. Task Time Tapset

This tapset defines utility functions to query time related properties of the current tasks, translate those in milliseconds and human readable strings.

# function::cputime\_to\_msecs

function::cputime\_to\_msecs — Translates the given cputime into milliseconds

## Synopsis

```
cputime_to_msecs:long(cputime:long)
```

## Arguments

*cputime*      Time to convert to milliseconds.

# function::cputime\_to\_string

function::cputime\_to\_string — Human readable string for given cputime

## Synopsis

```
cputime_to_string:string(cputime:long)
```

## Arguments

*cputime*      Time to translate.

## Description

Equivalent to calling: msec\_to\_string (cputime\_to\_msecs (cputime)).

# function::cputime\_to\_usecs

function::cputime\_to\_usecs — Translates the given cputime into microseconds

## Synopsis

```
cputime_to_usecs:long(cputime:long)
```

## Arguments

*cputime*      Time to convert to microseconds.



# function::msecs\_to\_string

function::msecs\_to\_string — Human readable string for given milliseconds

## Synopsis

```
msecs_to_string:string(msecs:long)
```

## Arguments

*msecs*      Number of milliseconds to translate.

## Description

Returns a string representing the number of milliseconds as a human readable string consisting of “XmY.ZZZs”, where X is the number of minutes, Y is the number of seconds and ZZZ is the number of milliseconds.

# function::nsecs\_to\_string

function::nsecs\_to\_string — Human readable string for given nanoseconds

## Synopsis

```
nsecs_to_string:string(nsecs:long)
```

## Arguments

*nsecs*     Number of nanoseconds to translate.

## Description

Returns a string representing the number of nanoseconds as a human readable string consisting of “XmY.ZZZZZZs”, where X is the number of minutes, Y is the number of seconds and ZZZZZZZZ is the number of nanoseconds.

# function::task\_start\_time

function::task\_start\_time — Start time of the given task

## Synopsis

```
task_start_time:long(tid:long)
```

## Arguments

*tid* Thread id of the given task

## Description

Returns the start time of the given task in nanoseconds since boot time or 0 if the task does not exist.

# function::task\_stime

function::task\_stime — System time of the current task

## Synopsis

```
task_stime:long()
```

## Arguments

None

## Description

Returns the system time of the current task in cputime. Does not include any time used by other tasks in this process, nor does it include any time of the children of this task.

# function::task\_stime\_tid

function::task\_stime\_tid — System time of the given task

## Synopsis

```
task_stime_tid:long(tid:long)
```

## Arguments

*tid* Thread id of the given task

## Description

Returns the system time of the given task in cputime, or zero if the task doesn't exist. Does not include any time used by other tasks in this process, nor does it include any time of the children of this task.

# function::task\_time\_string

function::task\_time\_string — Human readable string of task time usage

## Synopsis

```
task_time_string:string()
```

## Arguments

None

## Description

Returns a human readable string showing the user and system time the current task has used up to now. For example “usr: 0m12.908s, sys: 1m6.851s”.

# function::task\_time\_string\_tid

function::task\_time\_string\_tid — Human readable string of task time usage

## Synopsis

```
task_time_string_tid:string(tid:long)
```

## Arguments

*tid* Thread id of the given task

## Description

Returns a human readable string showing the user and system time the given task has used up to now. For example “usr: 0m12.908s, sys: 1m6.851s”.

# function::task\_untime

function::task\_untime — User time of the current task

## Synopsis

```
task_untime:long()
```

## Arguments

None

## Description

Returns the user time of the current task in cputime. Does not include any time used by other tasks in this process, nor does it include any time of the children of this task.



# function::task\_utime\_tid

function::task\_utime\_tid — User time of the given task

## Synopsis

```
task_utime_tid:long(tid:long)
```

## Arguments

*tid* Thread id of the given task

## Description

Returns the user time of the given task in cputime, or zero if the task doesn't exist. Does not include any time used by other tasks in this process, nor does it include any time of the children of this task.

# function::usecs\_to\_string

function::usecs\_to\_string — Human readable string for given microseconds

## Synopsis

```
usecs_to_string:string(usecs:long)
```

## Arguments

*usecs*      Number of microseconds to translate.

## Description

Returns a string representing the number of microseconds as a human readable string consisting of “XmY.ZZZZZZs”, where X is the number of minutes, Y is the number of seconds and ZZZZZZ is the number of microseconds.

---

## Chapter 8. Scheduler Tapset

This family of probe points is used to probe the task scheduler activities. It contains the following probe points:

# probe::scheduler.balance

probe::scheduler.balance — A cpu attempting to find more work.

## Synopsis

`scheduler.balance`

## Values

*name*    name of the probe point

## Context

The cpu looking for more work.

# probe::scheduler.cpu\_off

probe::scheduler.cpu\_off — Process is about to stop running on a cpu

## Synopsis

```
scheduler.cpu_off
```

## Values

<i>task_prev</i>	the process leaving the cpu (same as current)
<i>name</i>	name of the probe point
<i>idle</i>	boolean indicating whether current is the idle process
<i>task_next</i>	the process replacing current

## Context

The process leaving the cpu.

# probe::scheduler.cpu\_on

probe::scheduler.cpu\_on — Process is beginning execution on a cpu

## Synopsis

```
scheduler.cpu_on
```

## Values

<i>task_prev</i>	the process that was previously running on this cpu
<i>name</i>	name of the probe point
<i>idle</i>	- boolean indicating whether current is the idle process

## Context

The resuming process.

# probe::scheduler.ctxswitch

probe::scheduler.ctxswitch — A context switch is occurring.

## Synopsis

`scheduler.ctxswitch`

## Values

<i>prev_pid</i>	The PID of the process to be switched out
<i>name</i>	name of the probe point
<i>next_task_name</i>	The name of the process to be switched in
<i>nexttsk_state</i>	the state of the process to be switched in
<i>prev_priority</i>	The priority of the process to be switched out
<i>next_pid</i>	The PID of the process to be switched in
<i>next_priority</i>	The priority of the process to be switched in
<i>prevtsk_state</i>	the state of the process to be switched out
<i>next_tid</i>	The TID of the process to be switched in
<i>prev_task_name</i>	The name of the process to be switched out
<i>prev_tid</i>	The TID of the process to be switched out

# probe::scheduler.kthread\_stop

probe::scheduler.kthread\_stop — A thread created by kthread\_create is being stopped

## Synopsis

```
scheduler.kthread_stop
```

## Values

<i>thread_priority</i>	priority of the thread
<i>thread_pid</i>	PID of the thread being stopped



# probe::scheduler.kthread\_stop.return

probe::scheduler.kthread\_stop.return — A kthread is stopped and gets the return value

## Synopsis

```
scheduler.kthread_stop.return
```

## Values

<i>return_value</i>	return value after stopping the thread
<i>name</i>	name of the probe point

# probe::scheduler.migrate

probe::scheduler.migrate — Task migrating across cpus

## Synopsis

```
scheduler.migrate
```

## Values

<i>priority</i>	priority of the task being migrated
<i>cpu_from</i>	the original cpu
<i>name</i>	name of the probe point
<i>task</i>	the process that is being migrated
<i>cpu_to</i>	the destination cpu
<i>pid</i>	PID of the task being migrated

# probe::scheduler.process\_exit

probe::scheduler.process\_exit — Process exiting

## Synopsis

`scheduler.process_exit`

## Values

<i>priority</i>	priority of the process exiting
<i>name</i>	name of the probe point
<i>pid</i>	PID of the process exiting

# probe::scheduler.process\_fork

probe::scheduler.process\_fork — Process forked

## Synopsis

```
scheduler.process_fork
```

## Values

<i>name</i>	name of the probe point
<i>parent_pid</i>	PID of the parent process
<i>child_pid</i>	PID of the child process

# probe::scheduler.process\_free

probe::scheduler.process\_free — Scheduler freeing a data structure for a process

## Synopsis

```
scheduler.process_free
```

## Values

<i>priority</i>	priority of the process getting freed
<i>name</i>	name of the probe point
<i>pid</i>	PID of the process getting freed

# probe::scheduler.process\_wait

probe::scheduler.process\_wait — Scheduler starting to wait on a process

## Synopsis

```
scheduler.process_wait
```

## Values

<i>name</i>	name of the probe point
<i>pid</i>	PID of the process scheduler is waiting on

# probe::scheduler.signal\_send

probe::scheduler.signal\_send — Sending a signal

## Synopsis

```
scheduler.signal_send
```

## Values

<i>signal_number</i>	signal number
<i>name</i>	name of the probe point
<i>pid</i>	pid of the process sending signal

# probe::scheduler.tick

probe::scheduler.tick — Scheduler's internal tick, a process's timeslice accounting is updated

## Synopsis

```
scheduler.tick
```

## Values

<i>name</i>	name of the probe point
<i>idle</i>	boolean indicating whether current is the idle process

## Context

The process whose accounting will be updated.



# probe::scheduler.wait\_task

probe::scheduler.wait\_task — Waiting on a task to unschedule (become inactive)

## Synopsis

```
scheduler.wait_task
```

## Values

<i>name</i>	name of the probe point
<i>task_pid</i>	PID of the task the scheduler is waiting on
<i>task_priority</i>	priority of the task

# probe::scheduler.wakeup

probe::scheduler.wakeup — Task is woken up

## Synopsis

`scheduler.wakeup`

## Values

<i>task_cpu</i>	cpu of the task being woken up
<i>name</i>	name of the probe point
<i>task_pid</i>	PID of the task being woken up
<i>task_priority</i>	priority of the task being woken up
<i>task_state</i>	state of the task being woken up
<i>task_tid</i>	tid of the task being woken up

# probe::scheduler.wakeup\_new

probe::scheduler.wakeup\_new — Newly created task is woken up for the first time

## Synopsis

```
scheduler.wakeup_new
```

## Values

<i>task_cpu</i>	cpu of the task woken up
<i>name</i>	name of the probe point
<i>task_pid</i>	PID of the new task woken up
<i>task_priority</i>	priority of the new task
<i>task_state</i>	state of the task woken up
<i>task_tid</i>	TID of the new task woken up

---

# Chapter 9. IO Scheduler and block IO Tapset

This family of probe points is used to probe block IO layer and IO scheduler activities. It contains the following probe points:

# probe::ioblock.end

probe::ioblock.end — Fires whenever a block I/O transfer is complete.

## Synopsis

ioblock.end

## Values

None

## Description

*name* - name of the probe point *devname* - block device name *ino* - i-node number of the mapped file *bytes\_done* - number of bytes transferred *sector* - beginning sector for the entire bio *flags* - see below BIO\_UPTODATE 0 ok after I/O completion BIO\_RW\_BLOCK 1 RW\_AHEAD set, and read/write would block BIO\_EOF 2 out-out-bounds error BIO\_SEG\_VALID 3 nr\_hw\_seg valid BIO\_CLONED 4 doesn't own data BIO\_BOUNCED 5 bio is a bounce bio BIO\_USER\_MAPPED 6 contains user pages BIO\_EOPNOTSUPP 7 not supported *error* - 0 on success *rw* - binary trace for read/write request *vcnt* - bio vector count which represents number of array element (page, offset, length) which makes up this I/O request *idx* - offset into the bio vector array *phys\_segments* - number of segments in this bio after physical address coalescing is performed. *hw\_segments* - number of segments after physical and DMA remapping hardware coalescing is performed *size* - total size in bytes

## Context

The process signals the transfer is done.

# probe::ioblock.request

probe::ioblock.request — Fires whenever making a generic block I/O request.

## Synopsis

ioblock.request

## Values

None

## Description

*name* - name of the probe point *devname* - block device name *ino* - i-node number of the mapped file *sector* - beginning sector for the entire bio *flags* - see below BIO\_UPTODATE 0 ok after I/O completion BIO\_RW\_BLOCK 1 RW\_AHEAD set, and read/write would block BIO\_EOF 2 out-out-bounds error BIO\_SEG\_VALID 3 nr\_hw\_seg valid BIO\_CLONED 4 doesn't own data BIO\_BOUNCED 5 bio is a bounce bio BIO\_USER\_MAPPED 6 contains user pages BIO\_EOPNOTSUPP 7 not supported

*rw* - binary trace for read/write request *vcnt* - bio vector count which represents number of array element (page, offset, length) which make up this I/O request *idx* - offset into the bio vector array *phys\_segments* - number of segments in this bio after physical address coalescing is performed *hw\_segments* - number of segments after physical and DMA remapping hardware coalescing is performed *size* - total size in bytes *bdev* - target block device *bdev\_contains* - points to the device object which contains the partition (when bio structure represents a partition) *p\_start\_sect* - points to the start sector of the partition structure of the device

## Context

The process makes block I/O request

# probe::ioblock\_trace.bounce

probe::ioblock\_trace.bounce — Fires whenever a buffer bounce is needed for at least one page of a block IO request.

## Synopsis

ioblock\_trace.bounce

## Values

None

## Description

*name* - name of the probe point *q* - request queue on which this bio was queued. *devname* - device for which a buffer bounce was needed. *ino* - i-node number of the mapped file *bytes\_done* - number of bytes transferred *sector* - beginning sector for the entire bio *flags* - see below BIO\_UPTODATE 0 ok after I/O completion BIO\_RW\_BLOCK 1 RW\_AHEAD set, and read/write would block BIO\_EOF 2 out-out-bounds error BIO\_SEG\_VALID 3 nr\_hw\_seg valid BIO\_CLONED 4 doesn't own data BIO\_BOUNCED 5 bio is a bounce bio BIO\_USER\_MAPPED 6 contains user pages BIO\_EOPNOTSUPP 7 not supported *rw* - binary trace for read/write request *vcnt* - bio vector count which represents number of array element (page, offset, length) which makes up this I/O request *idx* - offset into the bio vector array *phys\_segments* - number of segments in this bio after physical address coalescing is performed. *size* - total size in bytes *bdev* - target block device *bdev\_contains* - points to the device object which contains the partition (when bio structure represents a partition) *p\_start\_sect* - points to the start sector of the partition structure of the device

## Context

The process creating a block IO request.

# probe::ioblock\_trace.end

probe::ioblock\_trace.end — Fires whenever a block I/O transfer is complete.

## Synopsis

```
ioblock_trace.end
```

## Values

None

## Description

*name* - name of the probe point *q* - request queue on which this bio was queued. *devname* - block device name *ino* - i-node number of the mapped file *bytes\_done* - number of bytes transferred *sector* - beginning sector for the entire bio *flags* - see below BIO\_UPTODATE 0 ok after I/O completion BIO\_RW\_BLOCK 1 RW\_AHEAD set, and read/write would block BIO\_EOF 2 out-out-bounds error BIO\_SEG\_VALID 3 nr\_hw\_seg valid BIO\_CLONED 4 doesn't own data BIO\_BOUNCED 5 bio is a bounce bio BIO\_USER\_MAPPED 6 contains user pages BIO\_EOPNOTSUPP 7 not supported

*rw* - binary trace for read/write request *vcnt* - bio vector count which represents number of array element (page, offset, length) which makes up this I/O request *idx* - offset into the bio vector array *phys\_segments* - number of segments in this bio after physical address coalescing is performed. *size* - total size in bytes *bdev* - target block device *bdev\_contains* - points to the device object which contains the partition (when bio structure represents a partition) *p\_start\_sect* - points to the start sector of the partition structure of the device

## Context

The process signals the transfer is done.



# probe::ioblock\_trace.request

probe::ioblock\_trace.request — Fires just as a generic block I/O request is created for a bio.

## Synopsis

ioblock\_trace.request

## Values

None

## Description

*name* - name of the probe point *q* - request queue on which this bio was queued. *devname* - block device name *ino* - i-node number of the mapped file *bytes\_done* - number of bytes transferred *sector* - beginning sector for the entire bio *flags* - see below BIO\_UPTODATE 0 ok after I/O completion BIO\_RW\_BLOCK 1 RW\_AHEAD set, and read/write would block BIO\_EOF 2 out-out-bounds error BIO\_SEG\_VALID 3 nr\_hw\_seg valid BIO\_CLONED 4 doesn't own data BIO\_BOUNCED 5 bio is a bounce bio BIO\_USER\_MAPPED 6 contains user pages BIO\_EOPNOTSUPP 7 not supported

*rw* - binary trace for read/write request *vcnt* - bio vector count which represents number of array element (page, offset, length) which make up this I/O request *idx* - offset into the bio vector array *phys\_segments* - number of segments in this bio after physical address coalescing is performed. *size* - total size in bytes *bdev* - target block device *bdev\_contains* - points to the device object which contains the partition (when bio structure represents a partition) *p\_start\_sect* - points to the start sector of the partition structure of the device

## Context

The process makes block I/O request

# probe::ioscheduler.elv\_add\_request

probe::ioscheduler.elv\_add\_request — probe to indicate request is added to the request queue.

## Synopsis

```
ioscheduler.elv_add_request
```

## Values

<i>disk_major</i>	Disk major no of request.
<i>rq</i>	Address of request.
<i>q</i>	Pointer to request queue.
<i>elevator_name</i>	The type of I/O elevator currently enabled.
<i>disk_minor</i>	Disk minor number of request.
<i>rq_flags</i>	Request flags.

# probe::ioscheduler.elv\_add\_request.kp

probe::ioscheduler.elv\_add\_request.kp — kprobe based probe to indicate that a request was added to the request queue

## Synopsis

```
ioscheduler.elv_add_request.kp
```

## Values

<i>disk_major</i>	Disk major number of the request
<i>rq</i>	Address of the request
<i>q</i>	pointer to request queue
<i>name</i>	Name of the probe point
<i>elevator_name</i>	The type of I/O elevator currently enabled
<i>disk_minor</i>	Disk minor number of the request
<i>rq_flags</i>	Request flags

# probe::ioscheduler.elv\_add\_request.tp

probe::ioscheduler.elv\_add\_request.tp — tracepoint based probe to indicate a request is added to the request queue.

## Synopsis

```
ioscheduler.elv_add_request.tp
```

## Values

<i>disk_major</i>	Disk major no of request.
<i>rq</i>	Address of request.
<i>q</i>	Pointer to request queue.
<i>name</i>	Name of the probe point
<i>elevator_name</i>	The type of I/O elevator currently enabled.
<i>disk_minor</i>	Disk minor number of request.
<i>rq_flags</i>	Request flags.

# probe::ioscheduler.elv\_completed\_request

probe::ioscheduler.elv\_completed\_request — Fires when a request is completed

## Synopsis

```
ioscheduler.elv_completed_request
```

## Values

<i>disk_major</i>	Disk major number of the request
<i>rq</i>	Address of the request
<i>name</i>	Name of the probe point
<i>elevator_name</i>	The type of I/O elevator currently enabled
<i>disk_minor</i>	Disk minor number of the request
<i>rq_flags</i>	Request flags

# probe::ioscheduler.elv\_next\_request

probe::ioscheduler.elv\_next\_request — Fires when a request is retrieved from the request queue

## Synopsis

```
ioscheduler.elv_next_request
```

## Values

<i>name</i>	Name of the probe point
<i>elevator_name</i>	The type of I/O elevator currently enabled

# probe::ioscheduler.elv\_next\_request.return

probe::ioscheduler.elv\_next\_request.return — Fires when a request retrieval issues a return signal

## Synopsis

```
ioscheduler.elv_next_request.return
```

## Values

<i>disk_major</i>	Disk major number of the request
<i>rq</i>	Address of the request
<i>name</i>	Name of the probe point
<i>disk_minor</i>	Disk minor number of the request
<i>rq_flags</i>	Request flags

# probe::ioscheduler\_trace.elv\_abort\_request

probe::ioscheduler\_trace.elv\_abort\_request — Fires when a request is aborted.

## Synopsis

```
ioscheduler_trace.elv_abort_request
```

## Values

<i>disk_major</i>	Disk major no of request.
<i>rq</i>	Address of request.
<i>name</i>	Name of the probe point
<i>elevator_name</i>	The type of I/O elevator currently enabled.
<i>disk_minor</i>	Disk minor number of request.
<i>rq_flags</i>	Request flags.



# probe::ioscheduler\_trace.elv\_completed\_request

probe::ioscheduler\_trace.elv\_completed\_request — Fires when a request is

## Synopsis

`ioscheduler_trace.elv_completed_request`

## Values

<i>disk_major</i>	Disk major no of request.
<i>rq</i>	Address of request.
<i>name</i>	Name of the probe point
<i>elevator_name</i>	The type of I/O elevator currently enabled.
<i>disk_minor</i>	Disk minor number of request.
<i>rq_flags</i>	Request flags.

## Description

completed.

# probe::ioscheduler\_trace.elv\_issue\_request

probe::ioscheduler\_trace.elv\_issue\_request — Fires when a request is

## Synopsis

`ioscheduler_trace.elv_issue_request`

## Values

<i>disk_major</i>	Disk major no of request.
<i>rq</i>	Address of request.
<i>name</i>	Name of the probe point
<i>elevator_name</i>	The type of I/O elevator currently enabled.
<i>disk_minor</i>	Disk minor number of request.
<i>rq_flags</i>	Request flags.

## Description

scheduled.

# probe::ioscheduler\_trace.elv\_requeue\_request

probe::ioscheduler\_trace.elv\_requeue\_request — Fires when a request is

## Synopsis

`ioscheduler_trace.elv_requeue_request`

## Values

<i>disk_major</i>	Disk major no of request.
<i>rq</i>	Address of request.
<i>name</i>	Name of the probe point
<i>elevator_name</i>	The type of I/O elevator currently enabled.
<i>disk_minor</i>	Disk minor number of request.
<i>rq_flags</i>	Request flags.

## Description

put back on the queue, when the hardware cannot accept more requests.

# probe::ioscheduler\_trace.plugin

probe::ioscheduler\_trace.plugin — Fires when a request queue is plugged;

## Synopsis

```
ioscheduler_trace.plugin
```

## Values

<i>name</i>	Name of the probe point
<i>rq_queue</i>	request queue

## Description

ie, requests in the queue cannot be serviced by block driver.

# probe::ioscheduler\_trace.unplug\_io

probe::ioscheduler\_trace.unplug\_io — Fires when a request queue is unplugged;

## Synopsis

```
ioscheduler_trace.unplug_io
```

## Values

<i>name</i>	Name of the probe point
<i>rq_queue</i>	request queue

## Description

Either, when number of pending requests in the queue exceeds threshold or, upon expiration of timer that was activated when queue was plugged.

# probe::ioscheduler\_trace.unplug\_timer

probe::ioscheduler\_trace.unplug\_timer — Fires when unplug timer associated

## Synopsis

```
ioscheduler_trace.unplug_timer
```

## Values

<i>name</i>	Name of the probe point
<i>rq_queue</i>	request queue

## Description

with a request queue expires.

---

# Chapter 10. SCSI Tapset

This family of probe points is used to probe SCSI activities. It contains the following probe points:

# probe::scsi.iocompleted

probe::scsi.iocompleted — SCSI mid-layer running the completion processing for block device I/O requests

## Synopsis

`scsi.iocompleted`

## Values

<i>device_state_str</i>	The current state of the device, as a string
<i>dev_id</i>	The scsi device id
<i>channel</i>	The channel number
<i>data_direction</i>	The <i>data_direction</i> specifies whether this command is from/to the device
<i>lun</i>	The lun number
<i>host_no</i>	The host number
<i>data_direction_str</i>	Data direction, as a string
<i>device_state</i>	The current state of the device
<i>req_addr</i>	The current struct request pointer, as a number
<i>goodbytes</i>	The bytes completed



# probe::scsi.iodispatching

probe::scsi.iodispatching — SCSI mid-layer dispatched low-level SCSI command

## Synopsis

`scsi.iodispatching`

## Values

<i>device_state_str</i>	The current state of the device, as a string
<i>dev_id</i>	The scsi device id
<i>channel</i>	The channel number
<i>data_direction</i>	The <code>data_direction</code> specifies whether this command is from/to the device 0 (DMA_BIDIRECTIONAL), 1 (DMA_TO_DEVICE), 2 (DMA_FROM_DEVICE), 3 (DMA_NONE)
<i>lun</i>	The lun number
<i>request_bufflen</i>	The request buffer length
<i>host_no</i>	The host number
<i>device_state</i>	The current state of the device
<i>data_direction_str</i>	Data direction, as a string
<i>req_addr</i>	The current struct request pointer, as a number
<i>request_buffer</i>	The request buffer address

# probe::scsi.iodone

probe::scsi.iodone — SCSI command completed by low level driver and enqueued into the done queue.

## Synopsis

`scsi.iodone`

## Values

<i>device_state_str</i>	The current state of the device, as a string
<i>dev_id</i>	The scsi device id
<i>channel</i>	The channel number
<i>data_direction</i>	The <i>data_direction</i> specifies whether this command is from/to the device.
<i>lun</i>	The lun number
<i>host_no</i>	The host number
<i>data_direction_str</i>	Data direction, as a string
<i>device_state</i>	The current state of the device
<i>scsi_timer_pending</i>	1 if a timer is pending on this request
<i>req_addr</i>	The current struct request pointer, as a number

# probe::scsi.ioentry

probe::scsi.ioentry — Prepares a SCSI mid-layer request

## Synopsis

```
scsi.ioentry
```

## Values

<i>disk_major</i>	The major number of the disk (-1 if no information)
<i>device_state_str</i>	The current state of the device, as a string
<i>device_state</i>	The current state of the device
<i>req_addr</i>	The current struct request pointer, as a number
<i>disk_minor</i>	The minor number of the disk (-1 if no information)

# probe::scsi.ioexecute

probe::scsi.ioexecute — Create mid-layer SCSI request and wait for the result

## Synopsis

`scsi.ioexecute`

## Values

<i>retries</i>	Number of times to retry request
<i>device_state_str</i>	The current state of the device, as a string
<i>dev_id</i>	The scsi device id
<i>channel</i>	The channel number
<i>data_direction</i>	The <i>data_direction</i> specifies whether this command is from/to the device.
<i>lun</i>	The lun number
<i>timeout</i>	Request timeout in seconds
<i>request_bufflen</i>	The data buffer buffer length
<i>host_no</i>	The host number
<i>data_direction_str</i>	Data direction, as a string
<i>device_state</i>	The current state of the device
<i>request_buffer</i>	The data buffer address

# probe::scsi.set\_state

probe::scsi.set\_state — Order SCSI device state change

## Synopsis

```
scsi.set_state
```

## Values

<i>state_str</i>	The new state of the device, as a string
<i>dev_id</i>	The scsi device id
<i>channel</i>	The channel number
<i>state</i>	The new state of the device
<i>old_state_str</i>	The current state of the device, as a string
<i>lun</i>	The lun number
<i>old_state</i>	The current state of the device
<i>host_no</i>	The host number

---

# Chapter 11. TTY Tapset

This family of probe points is used to probe TTY (Teletype) activities. It contains the following probe points:

# probe::tty.init

probe::tty.init — Called when a tty is being initialized

## Synopsis

```
tty.init
```

## Values

<i>driver_name</i>	the driver name
<i>name</i>	the driver .dev_name name
<i>module</i>	the module name

# probe::tty.ioctl

probe::tty.ioctl — called when a ioctl is request to the tty

## Synopsis

```
tty.ioctl
```

## Values

<i>cmd</i>	the ioctl command
<i>arg</i>	the ioctl argument
<i>name</i>	the file name



# probe::tty.open

probe::tty.open — Called when a tty is opened

## Synopsis

`tty.open`

## Values

<i>inode_state</i>	the inode state
<i>file_name</i>	the file name
<i>file_mode</i>	the file mode
<i>file_flags</i>	the file flags
<i>inode_number</i>	the inode number
<i>inode_flags</i>	the inode flags

# probe::tty.poll

probe::tty.poll — Called when a tty device is being polled

## Synopsis

```
tty.poll
```

## Values

<i>file_name</i>	the tty file name
<i>wait_key</i>	the wait queue key

# probe::tty.read

probe::tty.read — called when a tty line will be read

## Synopsis

```
tty.read
```

## Values

<i>driver_name</i>	the driver name
<i>buffer</i>	the buffer that will receive the characters
<i>file_name</i>	the file name created to the tty
<i>nr</i>	The amount of characters to be read

# probe::tty.receive

probe::tty.receive — called when a tty receives a message

## Synopsis

```
tty.receive
```

## Values

<i>driver_name</i>	the driver name
<i>count</i>	The amount of characters received
<i>name</i>	the name of the module file
<i>fp</i>	The flag buffer
<i>cp</i>	the buffer that was received
<i>index</i>	The tty Index
<i>id</i>	the tty id

# probe::tty.register

probe::tty.register — Called when a tty device is registred

## Synopsis

```
tty.register
```

## Values

<i>driver_name</i>	the driver name
<i>name</i>	the driver .dev_name name
<i>index</i>	the tty index requested
<i>module</i>	the module name

# probe::tty.release

probe::tty.release — Called when the tty is closed

## Synopsis

```
tty.release
```

## Values

<i>inode_state</i>	the inode state
<i>file_name</i>	the file name
<i>file_mode</i>	the file mode
<i>file_flags</i>	the file flags
<i>inode_number</i>	the inode number
<i>inode_flags</i>	the inode flags

# probe::tty.resize

probe::tty.resize — Called when a terminal resize happens

## Synopsis

```
tty.resize
```

## Values

<i>new_ypixel</i>	the new ypixel value
<i>old_col</i>	the old col value
<i>old_xpixel</i>	the old xpixel
<i>old_ypixel</i>	the old ypixel
<i>name</i>	the tty name
<i>old_row</i>	the old row value
<i>new_row</i>	the new row value
<i>new_xpixel</i>	the new xpixel value
<i>new_col</i>	the new col value

# probe::tty.unregister

probe::tty.unregister — Called when a tty device is being unregistered

## Synopsis

```
tty.unregister
```

## Values

<i>driver_name</i>	the driver name
<i>name</i>	the driver .dev_name name
<i>index</i>	the tty index requested
<i>module</i>	the module name



# probe::tty.write

probe::tty.write — write to the tty line

## Synopsis

```
tty.write
```

## Values

<i>driver_name</i>	the driver name
<i>buffer</i>	the buffer that will be written
<i>file_name</i>	the file name created to the tty
<i>nr</i>	The amount of characters

---

# Chapter 12. Interrupt Request (IRQ) Tapset

This family of probe points is used to probe interrupt request (IRQ) activities. It contains the following probe points:

# probe::irq\_handler.entry

probe::irq\_handler.entry — Execution of interrupt handler starting

## Synopsis

```
irq_handler.entry
```

## Values

<i>dev_name</i>	name of device
<i>flags</i>	Flags for IRQ handler
<i>dev_id</i>	Cookie to identify device
<i>dir</i>	pointer to the proc/irq/NN/name entry
<i>irq</i>	irq number
<i>next_irqaction</i>	pointer to next irqaction for shared interrupts
<i>thread_flags</i>	Flags related to thread
<i>thread</i>	thread pointer for threaded interrupts
<i>thread_fn</i>	interrupt handler function for threaded interrupts
<i>handler</i>	interrupt handler function
<i>flags_str</i>	symbolic string representation of IRQ flags
<i>action</i>	struct irqaction* for this interrupt num

# probe::irq\_handler.exit

probe::irq\_handler.exit — Execution of interrupt handler completed

## Synopsis

`irq_handler.exit`

## Values

<i>dev_name</i>	name of device
<i>ret</i>	return value of the handler
<i>flags</i>	flags for IRQ handler
<i>dev_id</i>	Cookie to identify device
<i>dir</i>	pointer to the <code>proc/irq/NN/name</code> entry
<i>next_irqaction</i>	pointer to next <code>irqaction</code> for shared interrupts
<i>irq</i>	interrupt number
<i>thread_flags</i>	Flags related to thread
<i>thread</i>	thread pointer for threaded interrupts
<i>thread_fn</i>	interrupt handler function for threaded interrupts
<i>flags_str</i>	symbolic string representation of IRQ flags
<i>handler</i>	interrupt handler function that was executed
<i>action</i>	struct <code>irqaction*</code>

# probe::softirq.entry

probe::softirq.entry — Execution of handler for a pending softirq starting

## Synopsis

```
softirq.entry
```

## Values

<i>vec</i>	softirq_action vector
<i>h</i>	struct softirq_action* for current pending softirq
<i>vec_nr</i>	softirq vector number
<i>action</i>	pointer to softirq handler just about to execute

# probe::softirq.exit

probe::softirq.exit — Execution of handler for a pending softirq completed

## Synopsis

```
softirq.exit
```

## Values

<i>vec</i>	softirq_action vector
<i>h</i>	struct softirq_action* for just executed softirq
<i>vec_nr</i>	softirq vector number
<i>action</i>	pointer to softirq handler that just finished execution

# probe::workqueue.create

probe::workqueue.create — Creating a new workqueue

## Synopsis

`workqueue.create`

## Values

<i>wq_thread</i>	task_struct of the workqueue thread
<i>cpu</i>	cpu for which the worker thread is created

# probe::workqueue.destroy

probe::workqueue.destroy — Destroying workqueue

## Synopsis

```
workqueue.destroy
```

## Values

<i>wq_thread</i>	task_struct of the workqueue thread
------------------	-------------------------------------



# probe::workqueue.execute

probe::workqueue.execute — Executing deferred work

## Synopsis

`workqueue.execute`

## Values

<i>wq_thread</i>	task_struct of the workqueue thread
<i>work_func</i>	pointer to handler function
<i>work</i>	work_struct* being executed

# probe::workqueue.insert

probe::workqueue.insert — Queuing work on a workqueue

## Synopsis

```
workqueue.insert
```

## Values

<i>wq_thread</i>	task_struct of the workqueue thread
<i>work_func</i>	pointer to handler function
<i>work</i>	work_struct* being queued

---

# Chapter 13. Networking Tapset

This family of probe points is used to probe the activities of the network device and protocol layers.

# function::format\_ipaddr

function::format\_ipaddr — Returns a string representation for an IP address

## Synopsis

```
format_ipaddr:string(addr:long, family:long)
```

## Arguments

<i>addr</i>	the IP address
<i>family</i>	the IP address family (either AF_INET or AF_INET6)

# function::htonl

function::htonl — Convert 32-bit long from host to network order

## Synopsis

```
htonl:long(x:long)
```

## Arguments

*x*    Value to convert

# function::htonll

function::htonll — Convert 64-bit long long from host to network order

## Synopsis

```
htonll:long(x:long)
```

## Arguments

*x*    Value to convert

# function::htons

function::htons — Convert 16-bit short from host to network order

## Synopsis

```
htons:long(x:long)
```

## Arguments

*x*    Value to convert

## function::ip\_ntop

function::ip\_ntop — Returns a string representation for an IPv4 address

### Synopsis

```
ip_ntop:string(addr:long)
```

### Arguments

*addr* the IPv4 address represented as an integer



# function::ntohl

function::ntohl — Convert 32-bit long from network to host order

## Synopsis

```
ntohl:long(x:long)
```

## Arguments

*x*    Value to convert

# function::ntohl

function::ntohl — Convert 64-bit long long from network to host order

## Synopsis

```
ntohl:long(x:long)
```

## Arguments

*x*    Value to convert

# function::ntohs

function::ntohs — Convert 16-bit short from network to host order

## Synopsis

```
ntohs:long(x:long)
```

## Arguments

*x*    Value to convert

# probe::netdev.change\_mac

probe::netdev.change\_mac — Called when the netdev\_name has the MAC changed

## Synopsis

netdev.change\_mac

## Values

<i>dev_name</i>	The device that will have the MAC changed
<i>new_mac</i>	The new MAC address
<i>mac_len</i>	The MAC length
<i>old_mac</i>	The current MAC address

# probe::netdev.change\_mtu

probe::netdev.change\_mtu — Called when the netdev MTU is changed

## Synopsis

`netdev.change_mtu`

## Values

<i>dev_name</i>	The device that will have the MTU changed
<i>new_mtu</i>	The new MTU
<i>old_mtu</i>	The current MTU

# probe::netdev.change\_rx\_flag

probe::netdev.change\_rx\_flag — Called when the device RX flag will be changed

## Synopsis

```
netdev.change_rx_flag
```

## Values

<i>dev_name</i>	The device that will be changed
<i>flags</i>	The new flags

# probe::netdev.close

probe::netdev.close — Called when the device is closed

## Synopsis

```
netdev.close
```

## Values

<i>dev_name</i>	The device that is going to be closed
-----------------	---------------------------------------

# probe::netdev.get\_stats

probe::netdev.get\_stats — Called when someone asks the device statistics

## Synopsis

```
netdev.get_stats
```

## Values

<i>dev_name</i>	The device that is going to provide the statistics
-----------------	--



# probe::netdev.hard\_transmit

probe::netdev.hard\_transmit — Called when the devices is going to TX (hard)

## Synopsis

```
netdev.hard_transmit
```

## Values

<i>protocol</i>	The protocol used in the transmission
<i>dev_name</i>	The device scheduled to transmit
<i>length</i>	The length of the transmit buffer.
<i>truesize</i>	The size of the data to be transmitted.

# probe::netdev.ioctl

probe::netdev.ioctl — Called when the device suffers an IOCTL

## Synopsis

```
netdev.ioctl
```

## Values

*cmd*    The IOCTL request

*arg*    The IOCTL argument (usually the netdev interface)

# probe::netdev.open

probe::netdev.open — Called when the device is opened

## Synopsis

`netdev.open`

## Values

<i>dev_name</i>	The device that is going to be opened
-----------------	---------------------------------------

# probe::netdev.receive

probe::netdev.receive — Data received from network device.

## Synopsis

```
netdev.receive
```

## Values

<i>protocol</i>	Protocol of received packet.
<i>dev_name</i>	The name of the device. e.g: eth0, ath1.
<i>length</i>	The length of the receiving buffer.

# probe::netdev.register

probe::netdev.register — Called when the device is registered

## Synopsis

```
netdev.register
```

## Values

<i>dev_name</i>	The device that is going to be registered
-----------------	---

# probe::netdev.rx

probe::netdev.rx — Called when the device is going to receive a packet

## Synopsis

`netdev.rx`

## Values

<i>protocol</i>	The packet protocol
<i>dev_name</i>	The device received the packet

# probe::netdev.set\_promiscuity

probe::netdev.set\_promiscuity — Called when the device enters/leaves promiscuity

## Synopsis

```
netdev.set_promiscuity
```

## Values

<i>dev_name</i>	The device that is entering/leaving promiscuity mode
<i>enable</i>	If the device is entering promiscuity mode
<i>inc</i>	Count the number of promiscuity openers
<i>disable</i>	If the device is leaving promiscuity mode

# probe::netdev.transmit

probe::netdev.transmit — Network device transmitting buffer

## Synopsis

`netdev.transmit`

## Values

<i>protocol</i>	The protocol of this packet(defined in include/linux/if_ether.h).
<i>dev_name</i>	The name of the device. e.g: eth0, ath1.
<i>length</i>	The length of the transmit buffer.
<i>truesize</i>	The size of the data to be transmitted.



# probe::netdev.unregister

probe::netdev.unregister — Called when the device is being unregistered

## Synopsis

```
netdev.unregister
```

## Values

<i>dev_name</i>	The device that is going to be unregistered
-----------------	---

# probe::netfilter.arp.forward

probe::netfilter.arp.forward — - Called for each ARP packet to be forwarded

## Synopsis

`netfilter.arp.forward`

## Values

<i>indev</i>	Address of net_device representing input device, 0 if unknown
<i>nf_accept</i>	Constant used to signify an 'accept' verdict
<i>ar_sha</i>	Ethernet+IP only (ar_pro==0x800): source hardware (MAC) address
<i>pf</i>	Protocol family -- always "arp"
<i>ar_sip</i>	Ethernet+IP only (ar_pro==0x800): source IP address
<i>nf_queue</i>	Constant used to signify a 'queue' verdict
<i>ar_op</i>	ARP opcode (command)
<i>nf_stolen</i>	Constant used to signify a 'stolen' verdict
<i>outdev_name</i>	Name of network device packet will be routed to (if known)
<i>nf_drop</i>	Constant used to signify a 'drop' verdict
<i>ar_hln</i>	Length of hardware address
<i>ar_pro</i>	Format of protocol address
<i>ar_pln</i>	Length of protocol address
<i>ar_tip</i>	Ethernet+IP only (ar_pro==0x800): target IP address
<i>nf_stop</i>	Constant used to signify a 'stop' verdict
<i>arphdr</i>	Address of ARP header
<i>length</i>	The length of the packet buffer contents, in bytes
<i>outdev</i>	Address of net_device representing output device, 0 if unknown
<i>ar_tha</i>	Ethernet+IP only (ar_pro==0x800): target hardware (MAC) address
<i>ar_data</i>	Address of ARP packet data region (after the header)
<i>nf_repeat</i>	Constant used to signify a 'repeat' verdict
<i>indev_name</i>	Name of network device packet was received on (if known)
<i>ar_hrd</i>	Format of hardware address

# probe::netfilter.arp.in

probe::netfilter.arp.in — - Called for each incoming ARP packet

## Synopsis

netfilter.arp.in

## Values

<i>indev</i>	Address of net_device representing input device, 0 if unknown
<i>nf_accept</i>	Constant used to signify an 'accept' verdict
<i>ar_sha</i>	Ethernet+IP only (ar_pro==0x800): source hardware (MAC) address
<i>pf</i>	Protocol family -- always "arp"
<i>ar_sip</i>	Ethernet+IP only (ar_pro==0x800): source IP address
<i>nf_queue</i>	Constant used to signify a 'queue' verdict
<i>ar_op</i>	ARP opcode (command)
<i>nf_stolen</i>	Constant used to signify a 'stolen' verdict
<i>outdev_name</i>	Name of network device packet will be routed to (if known)
<i>nf_drop</i>	Constant used to signify a 'drop' verdict
<i>ar_hln</i>	Length of hardware address
<i>ar_pro</i>	Format of protocol address
<i>ar_pln</i>	Length of protocol address
<i>ar_tip</i>	Ethernet+IP only (ar_pro==0x800): target IP address
<i>nf_stop</i>	Constant used to signify a 'stop' verdict
<i>arphdr</i>	Address of ARP header
<i>length</i>	The length of the packet buffer contents, in bytes
<i>outdev</i>	Address of net_device representing output device, 0 if unknown
<i>ar_tha</i>	Ethernet+IP only (ar_pro==0x800): target hardware (MAC) address
<i>ar_data</i>	Address of ARP packet data region (after the header)
<i>nf_repeat</i>	Constant used to signify a 'repeat' verdict
<i>indev_name</i>	Name of network device packet was received on (if known)
<i>ar_hrd</i>	Format of hardware address

# probe::netfilter.arp.out

probe::netfilter.arp.out — - Called for each outgoing ARP packet

## Synopsis

netfilter.arp.out

## Values

<i>indev</i>	Address of net_device representing input device, 0 if unknown
<i>nf_accept</i>	Constant used to signify an 'accept' verdict
<i>ar_sha</i>	Ethernet+IP only (ar_pro==0x800): source hardware (MAC) address
<i>pf</i>	Protocol family -- always "arp"
<i>ar_sip</i>	Ethernet+IP only (ar_pro==0x800): source IP address
<i>nf_queue</i>	Constant used to signify a 'queue' verdict
<i>ar_op</i>	ARP opcode (command)
<i>nf_stolen</i>	Constant used to signify a 'stolen' verdict
<i>outdev_name</i>	Name of network device packet will be routed to (if known)
<i>nf_drop</i>	Constant used to signify a 'drop' verdict
<i>ar_hln</i>	Length of hardware address
<i>ar_pro</i>	Format of protocol address
<i>ar_pln</i>	Length of protocol address
<i>ar_tip</i>	Ethernet+IP only (ar_pro==0x800): target IP address
<i>nf_stop</i>	Constant used to signify a 'stop' verdict
<i>arphdr</i>	Address of ARP header
<i>length</i>	The length of the packet buffer contents, in bytes
<i>outdev</i>	Address of net_device representing output device, 0 if unknown
<i>ar_tha</i>	Ethernet+IP only (ar_pro==0x800): target hardware (MAC) address
<i>ar_data</i>	Address of ARP packet data region (after the header)
<i>nf_repeat</i>	Constant used to signify a 'repeat' verdict
<i>indev_name</i>	Name of network device packet was received on (if known)
<i>ar_hrd</i>	Format of hardware address

# probe::netfilter.bridge.forward

probe::netfilter.bridge.forward — Called on an incoming bridging packet destined for some other computer

## Synopsis

netfilter.bridge.forward

## Values

<i>indev</i>	Address of net_device representing input device, 0 if unknown
<i>nf_accept</i>	Constant used to signify an 'accept' verdict
<i>pf</i>	Protocol family -- always "bridge"
<i>nf_queue</i>	Constant used to signify a 'queue' verdict
<i>nf_stolen</i>	Constant used to signify a 'stolen' verdict
<i>outdev_name</i>	Name of network device packet will be routed to (if known)
<i>nf_drop</i>	Constant used to signify a 'drop' verdict
<i>nf_stop</i>	Constant used to signify a 'stop' verdict
<i>length</i>	The length of the packet buffer contents, in bytes
<i>outdev</i>	Address of net_device representing output device, 0 if unknown
<i>nf_repeat</i>	Constant used to signify a 'repeat' verdict
<i>indev_name</i>	Name of network device packet was received on (if known)

# probe::netfilter.bridge.local\_in

probe::netfilter.bridge.local\_in — Called on a bridging packet destined for the local computer

## Synopsis

netfilter.bridge.local\_in

## Values

<i>indev</i>	Address of net_device representing input device, 0 if unknown
<i>nf_accept</i>	Constant used to signify an 'accept' verdict
<i>pf</i>	Protocol family -- always "bridge"
<i>nf_queue</i>	Constant used to signify a 'queue' verdict
<i>nf_stolen</i>	Constant used to signify a 'stolen' verdict
<i>outdev_name</i>	Name of network device packet will be routed to (if known)
<i>nf_drop</i>	Constant used to signify a 'drop' verdict
<i>nf_stop</i>	Constant used to signify a 'stop' verdict
<i>length</i>	The length of the packet buffer contents, in bytes
<i>outdev</i>	Address of net_device representing output device, 0 if unknown
<i>nf_repeat</i>	Constant used to signify a 'repeat' verdict
<i>indev_name</i>	Name of network device packet was received on (if known)

# probe::netfilter.bridge.local\_out

probe::netfilter.bridge.local\_out — Called on a bridging packet coming from a local process

## Synopsis

netfilter.bridge.local\_out

## Values

<i>indev</i>	Address of net_device representing input device, 0 if unknown
<i>nf_accept</i>	Constant used to signify an 'accept' verdict
<i>pf</i>	Protocol family -- always "bridge"
<i>nf_queue</i>	Constant used to signify a 'queue' verdict
<i>nf_stolen</i>	Constant used to signify a 'stolen' verdict
<i>outdev_name</i>	Name of network device packet will be routed to (if known)
<i>nf_drop</i>	Constant used to signify a 'drop' verdict
<i>nf_stop</i>	Constant used to signify a 'stop' verdict
<i>length</i>	The length of the packet buffer contents, in bytes
<i>outdev</i>	Address of net_device representing output device, 0 if unknown
<i>nf_repeat</i>	Constant used to signify a 'repeat' verdict
<i>indev_name</i>	Name of network device packet was received on (if known)

# probe::netfilter.bridge.post\_routing

probe::netfilter.bridge.post\_routing — - Called before a bridging packet hits the wire

## Synopsis

netfilter.bridge.post\_routing

## Values

<i>indev</i>	Address of net_device representing input device, 0 if unknown
<i>nf_accept</i>	Constant used to signify an 'accept' verdict
<i>pf</i>	Protocol family -- always "bridge"
<i>nf_queue</i>	Constant used to signify a 'queue' verdict
<i>nf_stolen</i>	Constant used to signify a 'stolen' verdict
<i>outdev_name</i>	Name of network device packet will be routed to (if known)
<i>nf_drop</i>	Constant used to signify a 'drop' verdict
<i>nf_stop</i>	Constant used to signify a 'stop' verdict
<i>length</i>	The length of the packet buffer contents, in bytes
<i>outdev</i>	Address of net_device representing output device, 0 if unknown
<i>nf_repeat</i>	Constant used to signify a 'repeat' verdict
<i>indev_name</i>	Name of network device packet was received on (if known)



# probe::netfilter.bridge.pre\_routing

probe::netfilter.bridge.pre\_routing — - Called before a bridging packet is routed

## Synopsis

netfilter.bridge.pre\_routing

## Values

<i>indev</i>	Address of net_device representing input device, 0 if unknown
<i>nf_accept</i>	Constant used to signify an 'accept' verdict
<i>pf</i>	Protocol family -- always "bridge"
<i>nf_queue</i>	Constant used to signify a 'queue' verdict
<i>nf_stolen</i>	Constant used to signify a 'stolen' verdict
<i>outdev_name</i>	Name of network device packet will be routed to (if known)
<i>nf_drop</i>	Constant used to signify a 'drop' verdict
<i>nf_stop</i>	Constant used to signify a 'stop' verdict
<i>length</i>	The length of the packet buffer contents, in bytes
<i>outdev</i>	Address of net_device representing output device, 0 if unknown
<i>nf_repeat</i>	Constant used to signify a 'repeat' verdict
<i>indev_name</i>	Name of network device packet was received on (if known)

# probe::netfilter.ip.forward

probe::netfilter.ip.forward — Called on an incoming IP packet addressed to some other computer

## Synopsis

netfilter.ip.forward

## Values

<i>urg</i>	TCP URG flag (if protocol is TCP; ipv4 only)
<i>protocol</i>	Packet protocol from driver (ipv4 only)
<i>indev</i>	Address of net_device representing input device, 0 if unknown
<i>nf_accept</i>	Constant used to signify an 'accept' verdict
<i>pf</i>	Protocol family -- either "ipv4" or "ipv6"
<i>ipproto_tcp</i>	Constant used to signify that the packet protocol is TCP
<i>rst</i>	TCP RST flag (if protocol is TCP; ipv4 only)
<i>dport</i>	TCP or UDP destination port (ipv4 only)
<i>nf_queue</i>	Constant used to signify a 'queue' verdict
<i>nf_stolen</i>	Constant used to signify a 'stolen' verdict
<i>ipproto_udp</i>	Constant used to signify that the packet protocol is UDP
<i>outdev_name</i>	Name of network device packet will be routed to (if known)
<i>ack</i>	TCP ACK flag (if protocol is TCP; ipv4 only)
<i>fin</i>	TCP FIN flag (if protocol is TCP; ipv4 only)
<i>nf_drop</i>	Constant used to signify a 'drop' verdict
<i>psh</i>	TCP PSH flag (if protocol is TCP; ipv4 only)
<i>saddr</i>	A string representing the source IP address
<i>nf_stop</i>	Constant used to signify a 'stop' verdict
<i>length</i>	The length of the packet buffer contents, in bytes
<i>daddr</i>	A string representing the destination IP address
<i>outdev</i>	Address of net_device representing output device, 0 if unknown
<i>syn</i>	TCP SYN flag (if protocol is TCP; ipv4 only)
<i>sport</i>	TCP or UDP source port (ipv4 only)
<i>nf_repeat</i>	Constant used to signify a 'repeat' verdict
<i>indev_name</i>	Name of network device packet was received on (if known)
<i>family</i>	IP address family
<i>iphdr</i>	Address of IP header

# probe::netfilter.ip.local\_in

probe::netfilter.ip.local\_in — Called on an incoming IP packet addressed to the local computer

## Synopsis

netfilter.ip.local\_in

## Values

<i>urg</i>	TCP URG flag (if protocol is TCP; ipv4 only)
<i>protocol</i>	Packet protocol from driver (ipv4 only)
<i>indev</i>	Address of net_device representing input device, 0 if unknown
<i>nf_accept</i>	Constant used to signify an 'accept' verdict
<i>pf</i>	Protocol family -- either "ipv4" or "ipv6"
<i>ipproto_tcp</i>	Constant used to signify that the packet protocol is TCP
<i>rst</i>	TCP RST flag (if protocol is TCP; ipv4 only)
<i>dport</i>	TCP or UDP destination port (ipv4 only)
<i>nf_queue</i>	Constant used to signify a 'queue' verdict
<i>nf_stolen</i>	Constant used to signify a 'stolen' verdict
<i>ipproto_udp</i>	Constant used to signify that the packet protocol is UDP
<i>outdev_name</i>	Name of network device packet will be routed to (if known)
<i>ack</i>	TCP ACK flag (if protocol is TCP; ipv4 only)
<i>fin</i>	TCP FIN flag (if protocol is TCP; ipv4 only)
<i>nf_drop</i>	Constant used to signify a 'drop' verdict
<i>psh</i>	TCP PSH flag (if protocol is TCP; ipv4 only)
<i>saddr</i>	A string representing the source IP address
<i>nf_stop</i>	Constant used to signify a 'stop' verdict
<i>length</i>	The length of the packet buffer contents, in bytes
<i>daddr</i>	A string representing the destination IP address
<i>outdev</i>	Address of net_device representing output device, 0 if unknown
<i>syn</i>	TCP SYN flag (if protocol is TCP; ipv4 only)
<i>sport</i>	TCP or UDP source port (ipv4 only)
<i>nf_repeat</i>	Constant used to signify a 'repeat' verdict
<i>indev_name</i>	Name of network device packet was received on (if known)
<i>family</i>	IP address family
<i>iphdr</i>	Address of IP header

# probe::netfilter.ip.local\_out

probe::netfilter.ip.local\_out — Called on an outgoing IP packet

## Synopsis

netfilter.ip.local\_out

## Values

<i>urg</i>	TCP URG flag (if protocol is TCP; ipv4 only)
<i>protocol</i>	Packet protocol from driver (ipv4 only)
<i>indev</i>	Address of net_device representing input device, 0 if unknown
<i>nf_accept</i>	Constant used to signify an 'accept' verdict
<i>pf</i>	Protocol family -- either "ipv4" or "ipv6"
<i>ipproto_tcp</i>	Constant used to signify that the packet protocol is TCP
<i>rst</i>	TCP RST flag (if protocol is TCP; ipv4 only)
<i>dport</i>	TCP or UDP destination port (ipv4 only)
<i>nf_queue</i>	Constant used to signify a 'queue' verdict
<i>nf_stolen</i>	Constant used to signify a 'stolen' verdict
<i>ipproto_udp</i>	Constant used to signify that the packet protocol is UDP
<i>outdev_name</i>	Name of network device packet will be routed to (if known)
<i>ack</i>	TCP ACK flag (if protocol is TCP; ipv4 only)
<i>fin</i>	TCP FIN flag (if protocol is TCP; ipv4 only)
<i>nf_drop</i>	Constant used to signify a 'drop' verdict
<i>psh</i>	TCP PSH flag (if protocol is TCP; ipv4 only)
<i>saddr</i>	A string representing the source IP address
<i>nf_stop</i>	Constant used to signify a 'stop' verdict
<i>length</i>	The length of the packet buffer contents, in bytes
<i>daddr</i>	A string representing the destination IP address
<i>outdev</i>	Address of net_device representing output device, 0 if unknown
<i>syn</i>	TCP SYN flag (if protocol is TCP; ipv4 only)
<i>sport</i>	TCP or UDP source port (ipv4 only)
<i>nf_repeat</i>	Constant used to signify a 'repeat' verdict
<i>indev_name</i>	Name of network device packet was received on (if known)
<i>family</i>	IP address family
<i>iphdr</i>	Address of IP header

# probe::netfilter.ip.post\_routing

probe::netfilter.ip.post\_routing — Called immediately before an outgoing IP packet leaves the computer

## Synopsis

netfilter.ip.post\_routing

## Values

<i>urg</i>	TCP URG flag (if protocol is TCP; ipv4 only)
<i>protocol</i>	Packet protocol from driver (ipv4 only)
<i>indev</i>	Address of net_device representing input device, 0 if unknown
<i>nf_accept</i>	Constant used to signify an 'accept' verdict
<i>pf</i>	Protocol family -- either "ipv4" or "ipv6"
<i>ipproto_tcp</i>	Constant used to signify that the packet protocol is TCP
<i>rst</i>	TCP RST flag (if protocol is TCP; ipv4 only)
<i>dport</i>	TCP or UDP destination port (ipv4 only)
<i>nf_queue</i>	Constant used to signify a 'queue' verdict
<i>nf_stolen</i>	Constant used to signify a 'stolen' verdict
<i>ipproto_udp</i>	Constant used to signify that the packet protocol is UDP
<i>outdev_name</i>	Name of network device packet will be routed to (if known)
<i>ack</i>	TCP ACK flag (if protocol is TCP; ipv4 only)
<i>fin</i>	TCP FIN flag (if protocol is TCP; ipv4 only)
<i>nf_drop</i>	Constant used to signify a 'drop' verdict
<i>psh</i>	TCP PSH flag (if protocol is TCP; ipv4 only)
<i>saddr</i>	A string representing the source IP address
<i>nf_stop</i>	Constant used to signify a 'stop' verdict
<i>length</i>	The length of the packet buffer contents, in bytes
<i>daddr</i>	A string representing the destination IP address
<i>outdev</i>	Address of net_device representing output device, 0 if unknown
<i>syn</i>	TCP SYN flag (if protocol is TCP; ipv4 only)
<i>sport</i>	TCP or UDP source port (ipv4 only)
<i>nf_repeat</i>	Constant used to signify a 'repeat' verdict

<i>indev_name</i>	Name of network device packet was received on (if known)
<i>family</i>	IP address family
<i>iphdr</i>	Address of IP header

# probe::netfilter.ip.pre\_routing

probe::netfilter.ip.pre\_routing — Called before an IP packet is routed

## Synopsis

netfilter.ip.pre\_routing

## Values

<i>urg</i>	TCP URG flag (if protocol is TCP; ipv4 only)
<i>protocol</i>	Packet protocol from driver (ipv4 only)
<i>indev</i>	Address of net_device representing input device, 0 if unknown
<i>nf_accept</i>	Constant used to signify an 'accept' verdict
<i>pf</i>	Protocol family - either 'ipv4' or 'ipv6'
<i>ipproto_tcp</i>	Constant used to signify that the packet protocol is TCP
<i>rst</i>	TCP RST flag (if protocol is TCP; ipv4 only)
<i>dport</i>	TCP or UDP destination port (ipv4 only)
<i>nf_queue</i>	Constant used to signify a 'queue' verdict
<i>nf_stolen</i>	Constant used to signify a 'stolen' verdict
<i>ipproto_udp</i>	Constant used to signify that the packet protocol is UDP
<i>outdev_name</i>	Name of network device packet will be routed to (if known)
<i>ack</i>	TCP ACK flag (if protocol is TCP; ipv4 only)
<i>fin</i>	TCP FIN flag (if protocol is TCP; ipv4 only)
<i>nf_drop</i>	Constant used to signify a 'drop' verdict
<i>psh</i>	TCP PSH flag (if protocol is TCP; ipv4 only)
<i>saddr</i>	A string representing the source IP address
<i>nf_stop</i>	Constant used to signify a 'stop' verdict
<i>length</i>	The length of the packet buffer contents, in bytes
<i>daddr</i>	A string representing the destination IP address
<i>outdev</i>	Address of net_device representing output device, 0 if unknown
<i>syn</i>	TCP SYN flag (if protocol is TCP; ipv4 only)
<i>sport</i>	TCP or UDP source port (ipv4 only)
<i>indev_name</i>	Name of network device packet was received on (if known)
<i>nf_repeat</i>	Constant used to signify a 'repeat' verdict
<i>iphdr</i>	Address of IP header
<i>family</i>	IP address family

# probe::sunrpc.clnt.bind\_new\_program

probe::sunrpc.clnt.bind\_new\_program — Bind a new RPC program to an existing client

## Synopsis

`sunrpc.clnt.bind_new_program`

## Values

<i>prog</i>	the number of new RPC program
<i>progrname</i>	the name of new RPC program
<i>old_vers</i>	the version of old RPC program
<i>old_progrname</i>	the name of old RPC program
<i>vers</i>	the version of new RPC program
<i>servername</i>	the server machine name
<i>old_prog</i>	the number of old RPC program



# probe::sunrpc.clnt.call\_async

probe::sunrpc.clnt.call\_async — Make an asynchronous RPC call

## Synopsis

`sunrpc.clnt.call_async`

## Values

<i>prog</i>	the RPC program number
<i>progrname</i>	the RPC program name
<i>procname</i>	the procedure name in this RPC call
<i>proc</i>	the procedure number in this RPC call
<i>dead</i>	whether this client is abandoned
<i>flags</i>	flags
<i>vers</i>	the RPC program version number
<i>port</i>	the port number
<i>prot</i>	the IP protocol number
<i>servername</i>	the server machine name
<i>xid</i>	current transmission id

# probe::sunrpc.clnt.call\_sync

probe::sunrpc.clnt.call\_sync — Make a synchronous RPC call

## Synopsis

`sunrpc.clnt.call_sync`

## Values

<i>prog</i>	the RPC program number
<i>progrname</i>	the RPC program name
<i>procname</i>	the procedure name in this RPC call
<i>proc</i>	the procedure number in this RPC call
<i>dead</i>	whether this client is abandoned
<i>flags</i>	flags
<i>vers</i>	the RPC program version number
<i>port</i>	the port number
<i>prot</i>	the IP protocol number
<i>servername</i>	the server machine name
<i>xid</i>	current transmission id

# probe::sunrpc.clnt.clone\_client

probe::sunrpc.clnt.clone\_client — Clone an RPC client structure

## Synopsis

```
sunrpc.clnt.clone_client
```

## Values

<i>servername</i>	the server machine name
<i>vers</i>	the RPC program version number
<i>prog</i>	the RPC program number
<i>authflavor</i>	the authentication flavor
<i>progrname</i>	the RPC program name
<i>port</i>	the port number
<i>prot</i>	the IP protocol number

# probe::sunrpc.clnt.create\_client

probe::sunrpc.clnt.create\_client — Create an RPC client

## Synopsis

`sunrpc.clnt.create_client`

## Values

<i>servername</i>	the server machine name
<i>vers</i>	the RPC program version number
<i>prog</i>	the RPC program number
<i>authflavor</i>	the authentication flavor
<i>progrname</i>	the RPC program name
<i>port</i>	the port number
<i>prot</i>	the IP protocol number

# probe::sunrpc.clnt.restart\_call

probe::sunrpc.clnt.restart\_call — Restart an asynchronous RPC call

## Synopsis

```
sunrpc.clnt.restart_call
```

## Values

<i>tk_priority</i>	the task priority
<i>prog</i>	the RPC program number
<i>tk_pid</i>	the debugging aid of task
<i>tk_flags</i>	the task flags
<i>servername</i>	the server machine name
<i>tk_runstate</i>	the task run status
<i>xid</i>	the transmission id

# probe::sunrpc.clnt.shutdown\_client

probe::sunrpc.clnt.shutdown\_client — Shutdown an RPC client

## Synopsis

`sunrpc.clnt.shutdown_client`

## Values

<i>om_ops</i>	the count of operations
<i>om_bytes_sent</i>	the count of bytes out
<i>prog</i>	the RPC program number
<i>authflavor</i>	the authentication flavor
<i>progrname</i>	the RPC program name
<i>om_queue</i>	the jiffies queued for xmit
<i>om_rtt</i>	the RPC RTT jiffies
<i>om_bytes_recv</i>	the count of bytes in
<i>tasks</i>	the number of references
<i>netreconn</i>	the count of reconnections
<i>vers</i>	the RPC program version number
<i>om_execute</i>	the RPC execution jiffies
<i>prot</i>	the IP protocol number
<i>port</i>	the port number
<i>clones</i>	the number of clones
<i>servername</i>	the server machine name
<i>rpccnt</i>	the count of RPC calls
<i>om_ntrans</i>	the count of RPC transmissions

# probe::sunrpc.sched.delay

probe::sunrpc.sched.delay — Delay an RPC task

## Synopsis

`sunrpc.sched.delay`

## Values

<i>prog</i>	the program number in the RPC call
<i>delay</i>	the time delayed
<i>tk_pid</i>	the debugging id of the task
<i>tk_flags</i>	the flags of the task
<i>vers</i>	the program version in the RPC call
<i>prot</i>	the IP protocol in the RPC call
<i>xid</i>	the transmission id in the RPC call

# probe::sunrpc.sched.execute

probe::sunrpc.sched.execute — Execute the RPC ‘scheduler’

## Synopsis

`sunrpc.sched.execute`

## Values

<i>prog</i>	the program number in the RPC call
<i>tk_pid</i>	the debugging id of the task
<i>tk_flags</i>	the flags of the task
<i>vers</i>	the program version in the RPC call
<i>prot</i>	the IP protocol in the RPC call
<i>xid</i>	the transmission id in the RPC call



# probe::sunrpc.sched.new\_task

probe::sunrpc.sched.new\_task — Create new task for the specified client

## Synopsis

```
sunrpc.sched.new_task
```

## Values

<i>prog</i>	the program number in the RPC call
<i>tk_flags</i>	the flags of the task
<i>vers</i>	the program version in the RPC call
<i>prot</i>	the IP protocol in the RPC call
<i>xid</i>	the transmission id in the RPC call

# probe::sunrpc.sched.release\_task

probe::sunrpc.sched.release\_task — Release all resources associated with a task

## Synopsis

```
sunrpc.sched.release_task
```

## Values

<i>prog</i>	the program number in the RPC call
<i>tk_flags</i>	the flags of the task
<i>vers</i>	the program version in the RPC call
<i>prot</i>	the IP protocol in the RPC call
<i>xid</i>	the transmission id in the RPC call

## Description

`rpc_release_task` function might not be found for a particular kernel. So, if we can't find it, just return '-1' for everything.

# probe::sunrpc.svc.create

probe::sunrpc.svc.create — Create an RPC service

## Synopsis

`sunrpc.svc.create`

## Values

<i>prog</i>	the number of the program
<i>progrname</i>	the name of the program
<i>pg_nvers</i>	the number of supported versions
<i>bufsize</i>	the buffer size

# probe::sunrpc.svc.destroy

probe::sunrpc.svc.destroy — Destroy an RPC service

## Synopsis

`sunrpc.svc.destroy`

## Values

<i>sv_name</i>	the service name
<i>sv_prog</i>	the number of the program
<i>nettcpconn</i>	the count of accepted TCP connections
<i>netcnt</i>	the count of received RPC requests
<i>rpcbadauth</i>	the count of requests drooped for authentication failure
<i>sv_nrthreads</i>	the number of concurrent threads
<i>sv_progname</i>	the name of the program
<i>rpcbadfmt</i>	the count of requests dropped for bad formats
<i>rpccnt</i>	the count of valid RPC requests

# probe::sunrpc.svc.drop

probe::sunrpc.svc.drop — Drop RPC request

## Synopsis

`sunrpc.svc.drop`

## Values

<i>rq_prot</i>	the IP protocol of the request
<i>rq_proc</i>	the procedure number in the request
<i>rq_vers</i>	the program version in the request
<i>sv_name</i>	the service name
<i>rq_xid</i>	the transmission id in the request
<i>peer_ip</i>	the peer address where the request is from
<i>rq_prog</i>	the program number in the request

# probe::sunrpc.svc.process

probe::sunrpc.svc.process — Process an RPC request

## Synopsis

`sunrpc.svc.process`

## Values

<i>rq_prot</i>	the IP protocol of the request
<i>rq_proc</i>	the procedure number in the request
<i>rq_vers</i>	the program version in the request
<i>sv_name</i>	the service name
<i>sv_prog</i>	the number of the program
<i>sv_nrthreads</i>	the number of concurrent threads
<i>rq_xid</i>	the transmission id in the request
<i>peer_ip</i>	the peer address where the request is from
<i>rq_prog</i>	the program number in the request

# probe::sunrpc.svc.recv

probe::sunrpc.svc.recv — Listen for the next RPC request on any socket

## Synopsis

`sunrpc.svc.recv`

## Values

<i>sv_name</i>	the service name
<i>sv_prog</i>	the number of the program
<i>timeout</i>	the timeout of waiting for data
<i>sv_nrthreads</i>	the number of concurrent threads

# probe::sunrpc.svc.register

probe::sunrpc.svc.register — Register an RPC service with the local portmapper

## Synopsis

`sunrpc.svc.register`

## Values

<i>prog</i>	the number of the program
<i>progrname</i>	the name of the program
<i>sv_name</i>	the service name
<i>port</i>	the port number
<i>prot</i>	the IP protocol number

## Description

If *proto* and *port* are both 0, then unregister a service.



# probe::sunrpc.svc.send

probe::sunrpc.svc.send — Return reply to RPC client

## Synopsis

`sunrpc.svc.send`

## Values

<i>rq_prot</i>	the IP protocol of the request
<i>rq_proc</i>	the procedure number in the request
<i>rq_vers</i>	the program version in the request
<i>sv_name</i>	the service name
<i>rq_xid</i>	the transmission id in the request
<i>peer_ip</i>	the peer address where the request is from
<i>rq_prog</i>	the program number in the request

# probe::tcp.disconnect

probe::tcp.disconnect — TCP socket disconnection

## Synopsis

`tcp.disconnect`

## Values

<i>flags</i>	TCP flags (e.g. FIN, etc)
<i>name</i>	Name of this probe
<i>dport</i>	TCP destination port
<i>saddr</i>	A string representing the source IP address
<i>daddr</i>	A string representing the destination IP address
<i>sport</i>	TCP source port
<i>family</i>	IP address family
<i>sock</i>	Network socket

## Context

The process which disconnects tcp

# probe::tcp.disconnect.return

probe::tcp.disconnect.return — TCP socket disconnection complete

## Synopsis

```
tcp.disconnect.return
```

## Values

*ret*      Error code (0: no error)

*name*     Name of this probe

## Context

The process which disconnects tcp

# probe::tcp.receive

probe::tcp.receive — Called when a TCP packet is received

## Synopsis

`tcp.receive`

## Values

<i>urg</i>	TCP URG flag
<i>protocol</i>	Packet protocol from driver
<i>psh</i>	TCP PSH flag
<i>name</i>	Name of the probe point
<i>rst</i>	TCP RST flag
<i>dport</i>	TCP destination port
<i>saddr</i>	A string representing the source IP address
<i>daddr</i>	A string representing the destination IP address
<i>ack</i>	TCP ACK flag
<i>fin</i>	TCP FIN flag
<i>syn</i>	TCP SYN flag
<i>sport</i>	TCP source port
<i>family</i>	IP address family
<i>iphdr</i>	IP header address

# probe::tcp.recvmsg

probe::tcp.recvmsg — Receiving TCP message

## Synopsis

`tcp.recvmsg`

## Values

<i>name</i>	Name of this probe
<i>dport</i>	TCP destination port
<i>size</i>	Number of bytes to be received
<i>saddr</i>	A string representing the source IP address
<i>daddr</i>	A string representing the destination IP address
<i>sport</i>	TCP source port
<i>sock</i>	Network socket
<i>family</i>	IP address family

## Context

The process which receives a tcp message

# probe::tcp.recvmsg.return

probe::tcp.recvmsg.return — Receiving TCP message complete

## Synopsis

`tcp.recvmsg.return`

## Values

<i>name</i>	Name of this probe
<i>dport</i>	TCP destination port
<i>size</i>	Number of bytes received or error code if an error occurred.
<i>saddr</i>	A string representing the source IP address
<i>daddr</i>	A string representing the destination IP address
<i>sport</i>	TCP source port
<i>family</i>	IP address family

## Context

The process which receives a tcp message

# probe::tcp.sendmsg

probe::tcp.sendmsg — Sending a tcp message

## Synopsis

`tcp.sendmsg`

## Values

<i>name</i>	Name of this probe
<i>size</i>	Number of bytes to send
<i>family</i>	IP address family
<i>sock</i>	Network socket

## Context

The process which sends a tcp message

# probe::tcp.sendmsg.return

probe::tcp.sendmsg.return — Sending TCP message is done

## Synopsis

`tcp.sendmsg.return`

## Values

*name*    Name of this probe  
*size*    Number of bytes sent or error code if an error occurred.

## Context

The process which sends a tcp message



# probe::tcp.setsockopt

probe::tcp.setsockopt — Call to setsockopt

## Synopsis

tcp.setsockopt

## Values

<i>optlen</i>	Used to access values for setsockopt
<i>name</i>	Name of this probe
<i>optname</i>	TCP socket options (e.g. TCP_NODELAY, TCP_MAXSEG, etc)
<i>optstr</i>	Resolves optname to a human-readable format
<i>level</i>	The level at which the socket options will be manipulated
<i>family</i>	IP address family
<i>sock</i>	Network socket

## Context

The process which calls setsockopt

# probe::tcp.setsockopt.return

probe::tcp.setsockopt.return — Return from setsockopt

## Synopsis

`tcp.setsockopt.return`

## Values

*ret*      Error code (0: no error)

*name*     Name of this probe

## Context

The process which calls setsockopt

# probe::udp.disconnect

probe::udp.disconnect — Fires when a process requests for a UDP disconnection

## Synopsis

udp.disconnect

## Values

<i>flags</i>	Flags (e.g. FIN, etc)
<i>name</i>	The name of this probe
<i>dport</i>	UDP destination port
<i>saddr</i>	A string representing the source IP address
<i>daddr</i>	A string representing the destination IP address
<i>sport</i>	UDP source port
<i>family</i>	IP address family
<i>sock</i>	Network socket used by the process

## Context

The process which requests a UDP disconnection

# probe::udp.disconnect.return

probe::udp.disconnect.return — UDP has been disconnected successfully

## Synopsis

```
udp.disconnect.return
```

## Values

<i>ret</i>	Error code (0: no error)
<i>name</i>	The name of this probe
<i>dport</i>	UDP destination port
<i>saddr</i>	A string representing the source IP address
<i>daddr</i>	A string representing the destination IP address
<i>sport</i>	UDP source port
<i>family</i>	IP address family

## Context

The process which requested a UDP disconnection

# probe::udp.recvmsg

probe::udp.recvmsg — Fires whenever a UDP message is received

## Synopsis

`udp.recvmsg`

## Values

<i>name</i>	The name of this probe
<i>dport</i>	UDP destination port
<i>size</i>	Number of bytes received by the process
<i>saddr</i>	A string representing the source IP address
<i>daddr</i>	A string representing the destination IP address
<i>sport</i>	UDP source port
<i>family</i>	IP address family
<i>sock</i>	Network socket used by the process

## Context

The process which received a UDP message

# probe::udp.recvmsg.return

probe::udp.recvmsg.return — Fires whenever an attempt to receive a UDP message received is completed

## Synopsis

```
udp.recvmsg.return
```

## Values

<i>name</i>	The name of this probe
<i>dport</i>	UDP destination port
<i>size</i>	Number of bytes received by the process
<i>saddr</i>	A string representing the source IP address
<i>daddr</i>	A string representing the destination IP address
<i>sport</i>	UDP source port
<i>family</i>	IP address family

## Context

The process which received a UDP message

# probe::udp.sendmsg

probe::udp.sendmsg — Fires whenever a process sends a UDP message

## Synopsis

`udp.sendmsg`

## Values

<i>name</i>	The name of this probe
<i>dport</i>	UDP destination port
<i>size</i>	Number of bytes sent by the process
<i>saddr</i>	A string representing the source IP address
<i>daddr</i>	A string representing the destination IP address
<i>sport</i>	UDP source port
<i>sock</i>	Network socket used by the process
<i>family</i>	IP address family

## Context

The process which sent a UDP message

# probe::udp.sendmsg.return

probe::udp.sendmsg.return — Fires whenever an attempt to send a UDP message is completed

## Synopsis

```
udp.sendmsg.return
```

## Values

<i>name</i>	The name of this probe
<i>size</i>	Number of bytes sent by the process

## Context

The process which sent a UDP message



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# Chapter 14. Socket Tapset

This family of probe points is used to probe socket activities. It contains the following probe points:

# function::inet\_get\_ip\_source

function::inet\_get\_ip\_source — Provide IP source address string for a kernel socket

## Synopsis

```
inet_get_ip_source:string(sock:long)
```

## Arguments

*sock*    pointer to the kernel socket

# function::inet\_get\_local\_port

function::inet\_get\_local\_port — Provide local port number for a kernel socket

## Synopsis

```
inet_get_local_port:long(sock:long)
```

## Arguments

*sock*    pointer to the kernel socket

# function::sock\_fam\_num2str

function::sock\_fam\_num2str — Given a protocol family number, return a string representation

## Synopsis

```
sock_fam_num2str:string(family:long)
```

## Arguments

*family*      The family number

# function::sock\_fam\_str2num

function::sock\_fam\_str2num — Given a protocol family name (string), return the corresponding protocol family number

## Synopsis

```
sock_fam_str2num:long(family:string)
```

## Arguments

*family*      The family name

# function::sock\_prot\_num2str

function::sock\_prot\_num2str — Given a protocol number, return a string representation

## Synopsis

```
sock_prot_num2str:string(proto:long)
```

## Arguments

*proto*     The protocol number

# function::sock\_prot\_str2num

function::sock\_prot\_str2num — Given a protocol name (string), return the corresponding protocol number

## Synopsis

```
sock_prot_str2num:long(proto:string)
```

## Arguments

*proto*     The protocol name

# function::sock\_state\_num2str

function::sock\_state\_num2str — Given a socket state number, return a string representation

## Synopsis

```
sock_state_num2str:string(state:long)
```

## Arguments

*state*     The state number



## function::sock\_state\_str2num

function::sock\_state\_str2num — Given a socket state string, return the corresponding state number

### Synopsis

```
sock_state_str2num:long(state:string)
```

### Arguments

*state*     The state name

# probe::socket.aio\_read

probe::socket.aio\_read — Receiving message via `sock_aio_read`

## Synopsis

```
socket.aio_read
```

## Values

<i>protocol</i>	Protocol value
<i>flags</i>	Socket flags value
<i>name</i>	Name of this probe
<i>state</i>	Socket state value
<i>size</i>	Message size in bytes
<i>type</i>	Socket type value
<i>family</i>	Protocol family value

## Context

The message sender

## Description

Fires at the beginning of receiving a message on a socket via the `sock_aio_read` function

# probe::socket.aio\_read.return

probe::socket.aio\_read.return — Conclusion of message received via `sock_aio_read`

## Synopsis

```
socket.aio_read.return
```

## Values

<i>success</i>	Was receive successful? (1 = yes, 0 = no)
<i>protocol</i>	Protocol value
<i>flags</i>	Socket flags value
<i>name</i>	Name of this probe
<i>state</i>	Socket state value
<i>size</i>	Size of message received (in bytes) or error code if success = 0
<i>type</i>	Socket type value
<i>family</i>	Protocol family value

## Context

The message receiver.

## Description

Fires at the conclusion of receiving a message on a socket via the `sock_aio_read` function

# probe::socket.aio\_write

probe::socket.aio\_write — Message send via `sock_aio_write`

## Synopsis

```
socket.aio_write
```

## Values

<i>protocol</i>	Protocol value
<i>flags</i>	Socket flags value
<i>name</i>	Name of this probe
<i>state</i>	Socket state value
<i>size</i>	Message size in bytes
<i>type</i>	Socket type value
<i>family</i>	Protocol family value

## Context

The message sender

## Description

Fires at the beginning of sending a message on a socket via the `sock_aio_write` function

# probe::socket.aio\_write.return

probe::socket.aio\_write.return — Conclusion of message send via `sock_aio_write`

## Synopsis

```
socket.aio_write.return
```

## Values

<i>success</i>	Was receive successful? (1 = yes, 0 = no)
<i>protocol</i>	Protocol value
<i>flags</i>	Socket flags value
<i>name</i>	Name of this probe
<i>state</i>	Socket state value
<i>size</i>	Size of message received (in bytes) or error code if success = 0
<i>type</i>	Socket type value
<i>family</i>	Protocol family value

## Context

The message receiver.

## Description

Fires at the conclusion of sending a message on a socket via the `sock_aio_write` function

# probe::socket.close

probe::socket.close — Close a socket

## Synopsis

`socket.close`

## Values

<i>protocol</i>	Protocol value
<i>flags</i>	Socket flags value
<i>name</i>	Name of this probe
<i>state</i>	Socket state value
<i>type</i>	Socket type value
<i>family</i>	Protocol family value

## Context

The requester (user process or kernel)

## Description

Fires at the beginning of closing a socket.

# probe::socket.close.return

probe::socket.close.return — Return from closing a socket

## Synopsis

```
socket.close.return
```

## Values

*name*    Name of this probe

## Context

The requester (user process or kernel)

## Description

Fires at the conclusion of closing a socket.

# probe::socket.create

probe::socket.create — Creation of a socket

## Synopsis

```
socket.create
```

## Values

<i>protocol</i>	Protocol value
<i>name</i>	Name of this probe
<i>requester</i>	Requested by user process or the kernel (1 = kernel, 0 = user)
<i>type</i>	Socket type value
<i>family</i>	Protocol family value

## Context

The requester (see requester variable)

## Description

Fires at the beginning of creating a socket.



# probe::socket.create.return

probe::socket.create.return — Return from Creation of a socket

## Synopsis

`socket.create.return`

## Values

<i>success</i>	Was socket creation successful? (1 = yes, 0 = no)
<i>protocol</i>	Protocol value
<i>err</i>	Error code if success == 0
<i>name</i>	Name of this probe
<i>requester</i>	Requested by user process or the kernel (1 = kernel, 0 = user)
<i>type</i>	Socket type value
<i>family</i>	Protocol family value

## Context

The requester (user process or kernel)

## Description

Fires at the conclusion of creating a socket.

# probe::socket.readv

probe::socket.readv — Receiving a message via `sock_readv`

## Synopsis

`socket.readv`

## Values

<i>protocol</i>	Protocol value
<i>flags</i>	Socket flags value
<i>name</i>	Name of this probe
<i>state</i>	Socket state value
<i>size</i>	Message size in bytes
<i>type</i>	Socket type value
<i>family</i>	Protocol family value

## Context

The message sender

## Description

Fires at the beginning of receiving a message on a socket via the `sock_readv` function

# probe::socket.readv.return

probe::socket.readv.return — Conclusion of receiving a message via `sock_readv`

## Synopsis

`socket.readv.return`

## Values

<i>success</i>	Was receive successful? (1 = yes, 0 = no)
<i>protocol</i>	Protocol value
<i>flags</i>	Socket flags value
<i>name</i>	Name of this probe
<i>state</i>	Socket state value
<i>size</i>	Size of message received (in bytes) or error code if success = 0
<i>type</i>	Socket type value
<i>family</i>	Protocol family value

## Context

The message receiver.

## Description

Fires at the conclusion of receiving a message on a socket via the `sock_readv` function

# probe::socket.receive

probe::socket.receive — Message received on a socket.

## Synopsis

```
socket.receive
```

## Values

<i>success</i>	Was send successful? (1 = yes, 0 = no)
<i>protocol</i>	Protocol value
<i>flags</i>	Socket flags value
<i>name</i>	Name of this probe
<i>state</i>	Socket state value
<i>size</i>	Size of message received (in bytes) or error code if success = 0
<i>type</i>	Socket type value
<i>family</i>	Protocol family value

## Context

The message receiver

# probe::socket.recvmsg

probe::socket.recvmsg — Message being received on socket

## Synopsis

`socket.recvmsg`

## Values

<i>protocol</i>	Protocol value
<i>flags</i>	Socket flags value
<i>name</i>	Name of this probe
<i>state</i>	Socket state value
<i>size</i>	Message size in bytes
<i>type</i>	Socket type value
<i>family</i>	Protocol family value

## Context

The message receiver.

## Description

Fires at the beginning of receiving a message on a socket via the `sock_recvmsg` function

# probe::socket.recvmsg.return

probe::socket.recvmsg.return — Return from Message being received on socket

## Synopsis

```
socket.recvmsg.return
```

## Values

<i>success</i>	Was receive successful? (1 = yes, 0 = no)
<i>protocol</i>	Protocol value
<i>flags</i>	Socket flags value
<i>name</i>	Name of this probe
<i>state</i>	Socket state value
<i>size</i>	Size of message received (in bytes) or error code if success = 0
<i>type</i>	Socket type value
<i>family</i>	Protocol family value

## Context

The message receiver.

## Description

Fires at the conclusion of receiving a message on a socket via the `sock_recvmsg` function.

# probe::socket.send

probe::socket.send — Message sent on a socket.

## Synopsis

`socket.send`

## Values

<i>success</i>	Was send successful? (1 = yes, 0 = no)
<i>protocol</i>	Protocol value
<i>flags</i>	Socket flags value
<i>name</i>	Name of this probe
<i>state</i>	Socket state value
<i>size</i>	Size of message sent (in bytes) or error code if success = 0
<i>type</i>	Socket type value
<i>family</i>	Protocol family value

## Context

The message sender

# probe::socket.sendmsg

probe::socket.sendmsg — Message is currently being sent on a socket.

## Synopsis

`socket.sendmsg`

## Values

<i>protocol</i>	Protocol value
<i>flags</i>	Socket flags value
<i>name</i>	Name of this probe
<i>state</i>	Socket state value
<i>size</i>	Message size in bytes
<i>type</i>	Socket type value
<i>family</i>	Protocol family value

## Context

The message sender

## Description

Fires at the beginning of sending a message on a socket via the `sock_sendmsg` function



# probe::socket.sendmsg.return

probe::socket.sendmsg.return — Return from socket.sendmsg.

## Synopsis

```
socket.sendmsg.return
```

## Values

<i>success</i>	Was send successful? (1 = yes, 0 = no)
<i>protocol</i>	Protocol value
<i>flags</i>	Socket flags value
<i>name</i>	Name of this probe
<i>state</i>	Socket state value
<i>size</i>	Size of message sent (in bytes) or error code if success = 0
<i>type</i>	Socket type value
<i>family</i>	Protocol family value

## Context

The message sender.

## Description

Fires at the conclusion of sending a message on a socket via the `sock_sendmsg` function

# probe::socket.writev

probe::socket.writev — Message sent via `socket_writev`

## Synopsis

`socket.writev`

## Values

<i>protocol</i>	Protocol value
<i>flags</i>	Socket flags value
<i>name</i>	Name of this probe
<i>state</i>	Socket state value
<i>size</i>	Message size in bytes
<i>type</i>	Socket type value
<i>family</i>	Protocol family value

## Context

The message sender

## Description

Fires at the beginning of sending a message on a socket via the `sock_writev` function

# probe::socket.writev.return

probe::socket.writev.return — Conclusion of message sent via `socket_writev`

## Synopsis

```
socket.writev.return
```

## Values

<i>success</i>	Was send successful? (1 = yes, 0 = no)
<i>protocol</i>	Protocol value
<i>flags</i>	Socket flags value
<i>name</i>	Name of this probe
<i>state</i>	Socket state value
<i>size</i>	Size of message sent (in bytes) or error code if success = 0
<i>type</i>	Socket type value
<i>family</i>	Protocol family value

## Context

The message receiver.

## Description

Fires at the conclusion of sending a message on a socket via the `sock_writev` function

---

# Chapter 15. SNMP Information Tapset

This family of probe points is used to probe socket activities to provide SNMP type information. It contains the following functions and probe points:

# function::ipmib\_filter\_key

function::ipmib\_filter\_key — Default filter function for ipmib.\* probes

## Synopsis

```
ipmib_filter_key:long(skb:long,op:long,SourceIsLocal:long)
```

## Arguments

<i>skb</i>	pointer to the struct sk_buff
<i>op</i>	value to be counted if <i>skb</i> passes the filter
<i>SourceIsLocal</i>	1 is local operation and 0 is non-local operation

## Description

This function is a default filter function. The user can replace this function with their own. The user-supplied filter function returns an index key based on the values in *skb*. A return value of 0 means this particular *skb* should be not be counted.

# function::ipmib\_get\_proto

function::ipmib\_get\_proto — Get the protocol value

## Synopsis

```
ipmib_get_proto:long(skb:long)
```

## Arguments

*skb* pointer to a struct sk\_buff

## Description

Returns the protocol value from *skb*.

# function::ipmib\_local\_addr

function::ipmib\_local\_addr — Get the local ip address

## Synopsis

```
ipmib_local_addr:long(skb:long, SourceIsLocal:long)
```

## Arguments

<i>skb</i>	pointer to a struct <code>sk_buff</code>
<i>SourceIsLocal</i>	flag to indicate whether local operation

## Description

Returns the local ip address *skb*.

# function::ipmib\_remote\_addr

function::ipmib\_remote\_addr — Get the remote ip address

## Synopsis

```
ipmib_remote_addr:long(skb:long, SourceIsLocal:long)
```

## Arguments

<i>skb</i>	pointer to a struct sk_buff
<i>SourceIsLocal</i>	flag to indicate whether local operation

## Description

Returns the remote ip address from *skb*.



# function::ipmib\_tcp\_local\_port

function::ipmib\_tcp\_local\_port — Get the local tcp port

## Synopsis

```
ipmib_tcp_local_port:long(skb:long, SourceIsLocal:long)
```

## Arguments

<i>skb</i>	pointer to a struct sk_buff
<i>SourceIsLocal</i>	flag to indicate whether local operation

## Description

Returns the local tcp port from *skb*.

# function::ipmib\_tcp\_remote\_port

function::ipmib\_tcp\_remote\_port — Get the remote tcp port

## Synopsis

```
ipmib_tcp_remote_port:long(skb:long, SourceIsLocal:long)
```

## Arguments

<i>skb</i>	pointer to a struct sk_buff
<i>SourceIsLocal</i>	flag to indicate whether local operation

## Description

Returns the remote tcp port from *skb*.

# function::linuxmib\_filter\_key

function::linuxmib\_filter\_key — Default filter function for linuxmib.\* probes

## Synopsis

```
linuxmib_filter_key:long(sk:long,op:long)
```

## Arguments

*sk*    pointer to the struct sock

*op*    value to be counted if *sk* passes the filter

## Description

This function is a default filter function. The user can replace this function with their own. The user-supplied filter function returns an index key based on the values in *sk*. A return value of 0 means this particular *sk* should be not be counted.

## function::tcpmib\_filter\_key

function::tcpmib\_filter\_key — Default filter function for tcpmib.\* probes

### Synopsis

```
tcpmib_filter_key:long(sk:long,op:long)
```

### Arguments

*sk*    pointer to the struct sock being acted on

*op*    value to be counted if *sk* passes the filter

### Description

This function is a default filter function. The user can replace this function with their own. The user-supplied filter function returns an index key based on the values in *sk*. A return value of 0 means this particular *sk* should be not be counted.

# function::tcpmib\_get\_state

function::tcpmib\_get\_state — Get a socket's state

## Synopsis

```
tcpmib_get_state:long(sk:long)
```

## Arguments

*sk* pointer to a struct sock

## Description

Returns the sk\_state from a struct sock.

# function::tcpmib\_local\_addr

function::tcpmib\_local\_addr — Get the source address

## Synopsis

```
tcpmib_local_addr:long(sk:long)
```

## Arguments

*sk* pointer to a struct `inet_sock`

## Description

Returns the `saddr` from a struct `inet_sock` in host order.

# function::tcpmib\_local\_port

function::tcpmib\_local\_port — Get the local port

## Synopsis

```
tcpmib_local_port:long(sk:long)
```

## Arguments

*sk* pointer to a struct `inet_sock`

## Description

Returns the sport from a struct `inet_sock` in host order.

# function::tcpmib\_remote\_addr

function::tcpmib\_remote\_addr — Get the remote address

## Synopsis

```
tcpmib_remote_addr:long(sk:long)
```

## Arguments

*sk* pointer to a struct `inet_sock`

## Description

Returns the `daddr` from a struct `inet_sock` in host order.



## function::tcpmib\_remote\_port

function::tcpmib\_remote\_port — Get the remote port

### Synopsis

```
tcpmib_remote_port:long(sk:long)
```

### Arguments

*sk* pointer to a struct `inet_sock`

### Description

Returns the dport from a struct `inet_sock` in host order.

# probe::ipmib.ForwDatagrams

probe::ipmib.ForwDatagrams — Count forwarded packet

## Synopsis

`ipmib.ForwDatagrams`

## Values

*skb* pointer to the struct `sk_buff` being acted on

*op* value to be added to the counter (default value of 1)

## Description

The packet pointed to by *skb* is filtered by the function `ipmib_filter_key`. If the packet passes the filter is counted in the global *ForwDatagrams* (equivalent to SNMP's MIB IP-STATS\_MIB\_OUTFORWDATAGRAMS)

# probe::ipmib.FragFails

probe::ipmib.FragFails — Count datagram fragmented unsuccessfully

## Synopsis

`ipmib.FragFails`

## Values

*skb* pointer to the struct `sk_buff` being acted on

*op* Value to be added to the counter (default value of 1)

## Description

The packet pointed to by *skb* is filtered by the function `ipmib_filter_key`. If the packet passes the filter is counted in the global *FragFails* (equivalent to SNMP's MIB `IPSTATS_MIB_FRAGFAILS`)

# probe::ipmib.FragOKs

probe::ipmib.FragOKs — Count datagram fragmented successfully

## Synopsis

`ipmib.FragOKs`

## Values

*skb* pointer to the struct `sk_buff` being acted on

*op* value to be added to the counter (default value of 1)

## Description

The packet pointed to by *skb* is filtered by the function `ipmib_filter_key`. If the packet passes the filter is counted in the global *FragOKs* (equivalent to SNMP's MIB IP-STATS\_MIB\_FRAGOKS)

## probe::ipmib.InAddrErrors

probe::ipmib.InAddrErrors — Count arriving packets with an incorrect address

### Synopsis

```
ipmib.InAddrErrors
```

### Values

*skb* pointer to the struct `sk_buff` being acted on

*op* value to be added to the counter (default value of 1)

### Description

The packet pointed to by *skb* is filtered by the function `ipmib_filter_key`. If the packet passes the filter is counted in the global *InAddrErrors* (equivalent to SNMP's MIB IP-STATS\_MIB\_INADDRERRORS)

# probe::ipmib.InDiscards

probe::ipmib.InDiscards — Count discarded inbound packets

## Synopsis

```
ipmib.InDiscards
```

## Values

*skb* pointer to the struct *sk\_buff* being acted on

*op* value to be added to the counter (default value of 1)

## Description

The packet pointed to by *skb* is filtered by the function *ipmib\_filter\_key*. If the packet passes the filter is counted in the global *InDiscards* (equivalent to SNMP's MIB *STATS\_MIB\_INDISCARDS*)

# probe::ipmib.InNoRoutes

probe::ipmib.InNoRoutes — Count an arriving packet with no matching socket

## Synopsis

`ipmib.InNoRoutes`

## Values

*skb* pointer to the struct `sk_buff` being acted on

*op* value to be added to the counter (default value of 1)

## Description

The packet pointed to by *skb* is filtered by the function `ipmib_filter_key`. If the packet passes the filter is counted in the global *InNoRoutes* (equivalent to SNMP's MIB IP-STATS\_MIB\_INNOROUTES)

# probe::ipmib.InReceives

probe::ipmib.InReceives — Count an arriving packet

## Synopsis

```
ipmib.InReceives
```

## Values

*skb* pointer to the struct *sk\_buff* being acted on

*op* value to be added to the counter (default value of 1)

## Description

The packet pointed to by *skb* is filtered by the function `ipmib_filter_key`. If the packet passes the filter is counted in the global *InReceives* (equivalent to SNMP's MIB IP-STATS\_MIB\_INRECEIVES)



# probe::ipmib.InUnknownProtos

probe::ipmib.InUnknownProtos — Count arriving packets with an unbound proto

## Synopsis

```
ipmib.InUnknownProtos
```

## Values

*skb* pointer to the struct *sk\_buff* being acted on

*op* value to be added to the counter (default value of 1)

## Description

The packet pointed to by *skb* is filtered by the function `ipmib_filter_key`. If the packet passes the filter is counted in the global *InUnknownProtos* (equivalent to SNMP's MIB IPSTATS\_MIB\_INUNKNOWNPROTOS)

# probe::ipmib.OutRequests

probe::ipmib.OutRequests — Count a request to send a packet

## Synopsis

```
ipmib.OutRequests
```

## Values

*skb* pointer to the struct *sk\_buff* being acted on

*op* value to be added to the counter (default value of 1)

## Description

The packet pointed to by *skb* is filtered by the function *ipmib\_filter\_key*. If the packet passes the filter is counted in the global *OutRequests* (equivalent to SNMP's MIB IP-STATS\_MIB\_OUTREQUESTS)

# probe::ipmib.ReasmReqds

probe::ipmib.ReasmReqds — Count number of packet fragments reassembly requests

## Synopsis

`ipmib.ReasmReqds`

## Values

*skb* pointer to the struct `sk_buff` being acted on

*op* value to be added to the counter (default value of 1)

## Description

The packet pointed to by *skb* is filtered by the function `ipmib_filter_key`. If the packet passes the filter is counted in the global *ReasmReqds* (equivalent to SNMP's MIB IP-STATS\_MIB\_REASMREQDS)

# probe::ipmib.ReasmTimeout

probe::ipmib.ReasmTimeout — Count Reassembly Timeouts

## Synopsis

`ipmib.ReasmTimeout`

## Values

*skb* pointer to the struct `sk_buff` being acted on

*op* value to be added to the counter (default value of 1)

## Description

The packet pointed to by *skb* is filtered by the function `ipmib_filter_key`. If the packet passes the filter is counted in the global *ReasmTimeout* (equivalent to SNMP's MIB IP-STATS\_MIB\_REASMTIMEOUT)

# probe::linuxmib.DelayedACKs

probe::linuxmib.DelayedACKs — Count of delayed acks

## Synopsis

`linuxmib.DelayedACKs`

## Values

- skb*    Pointer to the struct sock being acted on
- op*    Value to be added to the counter (default value of 1)

## Description

The packet pointed to by *skb* is filtered by the function `linuxmib_filter_key`. If the packet passes the filter is counted in the global *DelayedACKs* (equivalent to SNMP's MIB LINUX\_MIB\_DELAYEDACKS)

# probe::linuxmib.ListenDrops

probe::linuxmib.ListenDrops — Count of times conn request that were dropped

## Synopsis

`linuxmib.ListenDrops`

## Values

- skb*    Pointer to the struct sock being acted on
- op*    Value to be added to the counter (default value of 1)

## Description

The packet pointed to by *skb* is filtered by the function `linuxmib_filter_key`. If the packet passes the filter is counted in the global *ListenDrops* (equivalent to SNMP's MIB LINUX\_MIB\_LISTENDROPS)

# probe::linuxmib.ListenOverflows

probe::linuxmib.ListenOverflows — Count of times a listen queue overflowed

## Synopsis

```
linuxmib.ListenOverflows
```

## Values

- sk*    Pointer to the struct sock being acted on
- op*    Value to be added to the counter (default value of 1)

## Description

The packet pointed to by *skb* is filtered by the function `linuxmib_filter_key`. If the packet passes the filter is counted in the global *ListenOverflows* (equivalent to SNMP's MIB `LINUX_MIB_LISTENOVERFLOWS`)

# probe::linuxmib.TCPMemoryPressures

probe::linuxmib.TCPMemoryPressures — Count of times memory pressure was used

## Synopsis

`linuxmib.TCPMemoryPressures`

## Values

- skb* Pointer to the struct sock being acted on
- op* Value to be added to the counter (default value of 1)

## Description

The packet pointed to by *skb* is filtered by the function `linuxmib_filter_key`. If the packet passes the filter is counted in the global `TCPMemoryPressures` (equivalent to SNMP's MIB `LINUX_MIB_TCPMEMORYPRESSURES`)



# probe::tcpmib.ActiveOpens

probe::tcpmib.ActiveOpens — Count an active opening of a socket

## Synopsis

`tcpmib.ActiveOpens`

## Values

*skb* pointer to the struct sock being acted on

*op* value to be added to the counter (default value of 1)

## Description

The packet pointed to by *skb* is filtered by the function `tcpmib_filter_key`. If the packet passes the filter is counted in the global *ActiveOpens* (equivalent to SNMP's MIB TCP\_MIB\_ACTIVEOPENS)

# probe::tcpmib.AttemptFails

probe::tcpmib.AttemptFails — Count a failed attempt to open a socket

## Synopsis

`tcpmib.AttemptFails`

## Values

*skb* pointer to the struct sock being acted on

*op* value to be added to the counter (default value of 1)

## Description

The packet pointed to by *skb* is filtered by the function `tcpmib_filter_key`. If the packet passes the filter is counted in the global *AttemptFails* (equivalent to SNMP's MIB `TCP_MIB_ATTEMPTFAILS`)

# probe::tcpmib.CurrEstab

probe::tcpmib.CurrEstab — Update the count of open sockets

## Synopsis

`tcpmib.CurrEstab`

## Values

*skb* pointer to the struct sock being acted on  
*op* value to be added to the counter (default value of 1)

## Description

The packet pointed to by *skb* is filtered by the function `tcpmib_filter_key`. If the packet passes the filter is counted in the global *CurrEstab* (equivalent to SNMP's MIB TCP\_MIB\_CURRESTAB)

# probe::tcpmib.EstabResets

probe::tcpmib.EstabResets — Count the reset of a socket

## Synopsis

tcpmib.EstabResets

## Values

*skb* pointer to the struct sock being acted on  
*op* value to be added to the counter (default value of 1)

## Description

The packet pointed to by *skb* is filtered by the function `tcpmib_filter_key`. If the packet passes the filter is counted in the global *EstabResets* (equivalent to SNMP's MIB TCP\_MIB\_ESTABRESETS)

# probe::tcpmib.InSegs

probe::tcpmib.InSegs — Count an incoming tcp segment

## Synopsis

`tcpmib.InSegs`

## Values

*skb* pointer to the struct sock being acted on  
*op* value to be added to the counter (default value of 1)

## Description

The packet pointed to by *skb* is filtered by the function `tcpmib_filter_key` (or `ipmib_filter_key` for tcp v4). If the packet passes the filter is counted in the global *InSegs* (equivalent to SNMP's MIB TCP\_MIB\_INSEGS)

# probe::tcpmib.OutRsts

probe::tcpmib.OutRsts — Count the sending of a reset packet

## Synopsis

`tcpmib.OutRsts`

## Values

*sk* pointer to the struct sock being acted on  
*op* value to be added to the counter (default value of 1)

## Description

The packet pointed to by *skb* is filtered by the function `tcpmib_filter_key`. If the packet passes the filter is counted in the global *OutRsts* (equivalent to SNMP's MIB TCP\_MIB\_OUTRSTS)

# probe::tcpmib.OutSegs

probe::tcpmib.OutSegs — Count the sending of a TCP segment

## Synopsis

`tcpmib.OutSegs`

## Values

*sk* pointer to the struct sock being acted on

*op* value to be added to the counter (default value of 1)

## Description

The packet pointed to by *skb* is filtered by the function `tcpmib_filter_key`. If the packet passes the filter is counted in the global *OutSegs* (equivalent to SNMP's MIB TCP\_MIB\_OUTSEGS)

# probe::tcpmib.PassiveOpens

probe::tcpmib.PassiveOpens — Count the passive creation of a socket

## Synopsis

`tcpmib.PassiveOpens`

## Values

*sk* pointer to the struct sock being acted on

*op* value to be added to the counter (default value of 1)

## Description

The packet pointed to by *skb* is filtered by the function `tcpmib_filter_key`. If the packet passes the filter is counted in the global *PassiveOpens* (equivalent to SNMP's MIB TCP\_MIB\_PASSIVEOPENS)



# probe::tcpmib.RetransSegs

probe::tcpmib.RetransSegs — Count the retransmission of a TCP segment

## Synopsis

`tcpmib.RetransSegs`

## Values

*skb* pointer to the struct sock being acted on  
*op* value to be added to the counter (default value of 1)

## Description

The packet pointed to by *skb* is filtered by the function `tcpmib_filter_key`. If the packet passes the filter is counted in the global *RetransSegs* (equivalent to SNMP's MIB `TCP_MIB_RETRANSSEGS`)

---

# Chapter 16. Kernel Process Tapset

This family of probe points is used to probe process-related activities. It contains the following probe points:

# function::get\_loadavg\_index

function::get\_loadavg\_index — Get the load average for a specified interval

## Synopsis

```
get_loadavg_index:long(indx:long)
```

## Arguments

*indx*    The load average interval to capture.

## Description

This function returns the load average at a specified interval. The three load average values 1, 5 and 15 minute average corresponds to indexes 0, 1 and 2 of the avenrun array - see linux/sched.h. Please note that the truncated-integer portion of the load average is returned. If the specified index is out-of-bounds, then an error message and exception is thrown.

# function::sprint\_loadavg

function::sprint\_loadavg — Report a pretty-printed load average

## Synopsis

```
sprint_loadavg:string()
```

## Arguments

None

## Description

Returns the a string with three decimal numbers in the usual format for 1-, 5- and 15-minute load averages.

# function::target\_set\_pid

function::target\_set\_pid — Does pid descend from target process?

## Synopsis

```
target_set_pid(pid:)
```

## Arguments

*pid*    The pid of the process to query

## Description

This function returns whether the given process-id is within the “target set”, that is whether it is a descendant of the top-level `target` process.

# function::target\_set\_report

function::target\_set\_report — Print a report about the target set

## Synopsis

```
target_set_report()
```

## Arguments

None

## Description

This function prints a report about the processes in the target set, and their ancestry.

# probe::kprocess.create

probe::kprocess.create — Fires whenever a new process or thread is successfully created

## Synopsis

```
kprocess.create
```

## Values

<i>new_tid</i>	The TID of the newly created task
<i>new_pid</i>	The PID of the newly created process

## Context

Parent of the created process.

## Description

Fires whenever a new process is successfully created, either as a result of fork (or one of its syscall variants), or a new kernel thread.

# probe::kprocess.exec

probe::kprocess.exec — Attempt to exec to a new program

## Synopsis

`kprocess.exec`

## Values

<i>argstr</i>	A string containing the filename followed by the arguments to pass, excluding 0th arg (SystemTap v2.5+)
<i>filename</i>	The path to the new executable
<i>args</i>	The arguments to pass to the new executable, including the 0th arg (SystemTap v2.5+)
<i>name</i>	Name of the system call (“execve”) (SystemTap v2.5+)

## Context

The caller of `exec`.

## Description

Fires whenever a process attempts to `exec` to a new program. Aliased to the `syscall.execve` probe in SystemTap v2.5+.



# probe::kprocess.exec\_complete

probe::kprocess.exec\_complete — Return from exec to a new program

## Synopsis

```
kprocess.exec_complete
```

## Values

<i>retstr</i>	A string representation of errno (SystemTap v2.5+)
<i>success</i>	A boolean indicating whether the exec was successful
<i>name</i>	Name of the system call (“execve”) (SystemTap v2.5+)
<i>errno</i>	The error number resulting from the exec

## Context

On success, the context of the new executable. On failure, remains in the context of the caller.

## Description

Fires at the completion of an exec call. Aliased to the syscall.execve.return probe in SystemTap v2.5+.

# probe::kprocess.exit

probe::kprocess.exit — Exit from process

## Synopsis

```
kprocess.exit
```

## Values

*code*    The exit code of the process

## Context

The process which is terminating.

## Description

Fires when a process terminates. This will always be followed by a `kprocess.release`, though the latter may be delayed if the process waits in a zombie state.

# probe::kprocess.release

probe::kprocess.release — Process released

## Synopsis

kprocess.release

## Values

<i>pid</i>	Same as <i>released_pid</i> for compatibility (deprecated)
<i>released_pid</i>	PID of the process being released
<i>released_tid</i>	TID of the task being released
<i>task</i>	A task handle to the process being released

## Context

The context of the parent, if it wanted notification of this process' termination, else the context of the process itself.

## Description

Fires when a process is released from the kernel. This always follows a kprocess.exit, though it may be delayed somewhat if the process waits in a zombie state.

# probe::kprocess.start

probe::kprocess.start — Starting new process

## Synopsis

`kprocess.start`

## Values

None

## Context

Newly created process.

## Description

Fires immediately before a new process begins execution.

---

# Chapter 17. Signal Tapset

This family of probe points is used to probe signal activities. It contains the following probe points:

# function::get\_sa\_flags

function::get\_sa\_flags — Returns the numeric value of sa\_flags

## Synopsis

```
get_sa_flags:long (act:long)
```

## Arguments

*act* address of the sigaction to query.

# function::get\_sa\_handler

function::get\_sa\_handler — Returns the numeric value of sa\_handler

## Synopsis

```
get_sa_handler:long (act:long)
```

## Arguments

*act*    address of the sigaction to query.

# function::is\_sig\_blocked

function::is\_sig\_blocked — Returns 1 if the signal is currently blocked, or 0 if it is not

## Synopsis

```
is_sig_blocked:long(task:long,sig:long)
```

## Arguments

*task*     address of the task\_struct to query.

*sig*     the signal number to test.



# function::sa\_flags\_str

function::sa\_flags\_str — Returns the string representation of sa\_flags

## Synopsis

```
sa_flags_str:string(sa_flags:long)
```

## Arguments

*sa\_flags*      the set of flags to convert to string.

# function::sa\_handler\_str

function::sa\_handler\_str — Returns the string representation of an sa\_handler

## Synopsis

```
sa_handler_str(handler:)
```

## Arguments

*handler*      the sa\_handler to convert to string.

## Description

Returns the string representation of an sa\_handler. If it is not SIG\_DFL, SIG\_IGN or SIG\_ERR, it will return the address of the handler.

# function::signal\_str

function::signal\_str — Returns the string representation of a signal number

## Synopsis

```
signal_str(num:)
```

## Arguments

*num* the signal number to convert to string.

# function::sigset\_mask\_str

function::sigset\_mask\_str — Returns the string representation of a sigset

## Synopsis

```
sigset_mask_str:string(mask:long)
```

## Arguments

*mask* the sigset to convert to string.

# probe::signal.check\_ignored

probe::signal.check\_ignored — Checking to see signal is ignored

## Synopsis

```
signal.check_ignored
```

## Values

<i>sig_name</i>	A string representation of the signal
<i>sig</i>	The number of the signal
<i>pid_name</i>	Name of the process receiving the signal
<i>sig_pid</i>	The PID of the process receiving the signal

# probe::signal.check\_ignored.return

probe::signal.check\_ignored.return — Check to see signal is ignored completed

## Synopsis

```
signal.check_ignored.return
```

## Values

<i>retstr</i>	Return value as a string
<i>name</i>	Name of the probe point

# probe::signal.checkperm

probe::signal.checkperm — Check being performed on a sent signal

## Synopsis

`signal.checkperm`

## Values

<i>name</i>	Name of the probe point
<i>task</i>	A task handle to the signal recipient
<i>sinfo</i>	The address of the sinfo structure
<i>si_code</i>	Indicates the signal type
<i>sig_name</i>	A string representation of the signal
<i>sig</i>	The number of the signal
<i>pid_name</i>	Name of the process receiving the signal
<i>sig_pid</i>	The PID of the process receiving the signal

# probe::signal.checkperm.return

probe::signal.checkperm.return — Check performed on a sent signal completed

## Synopsis

```
signal.checkperm.return
```

## Values

<i>retstr</i>	Return value as a string
<i>name</i>	Name of the probe point



# probe::signal.do\_action

probe::signal.do\_action — Examining or changing a signal action

## Synopsis

```
signal.do_action
```

## Values

<i>sa_mask</i>	The new mask of the signal
<i>name</i>	Name of the probe point
<i>sig_name</i>	A string representation of the signal
<i>oldsigact_addr</i>	The address of the old sigaction struct associated with the signal
<i>sig</i>	The signal to be examined/changed
<i>sa_handler</i>	The new handler of the signal
<i>sigact_addr</i>	The address of the new sigaction struct associated with the signal

# probe::signal.do\_action.return

probe::signal.do\_action.return — Examining or changing a signal action completed

## Synopsis

```
signal.do_action.return
```

## Values

<i>retstr</i>	Return value as a string
<i>name</i>	Name of the probe point

# probe::signal.flush

probe::signal.flush — Flushing all pending signals for a task

## Synopsis

```
signal.flush
```

## Values

<i>name</i>	Name of the probe point
<i>task</i>	The task handler of the process performing the flush
<i>pid_name</i>	The name of the process associated with the task performing the flush
<i>sig_pid</i>	The PID of the process associated with the task performing the flush

# probe::signal.force\_segv

probe::signal.force\_segv — Forcing send of SIGSEGV

## Synopsis

```
signal.force_segv
```

## Values

<i>name</i>	Name of the probe point
<i>sig_name</i>	A string representation of the signal
<i>sig</i>	The number of the signal
<i>pid_name</i>	Name of the process receiving the signal
<i>sig_pid</i>	The PID of the process receiving the signal

# probe::signal.force\_segv.return

probe::signal.force\_segv.return — Forcing send of SIGSEGV complete

## Synopsis

```
signal.force_segv.return
```

## Values

<i>retstr</i>	Return value as a string
<i>name</i>	Name of the probe point

# probe::signal.handle

probe::signal.handle — Signal handler being invoked

## Synopsis

`signal.handle`

## Values

<i>regs</i>	The address of the kernel-mode stack area (deprecated in SystemTap 2.1)
<i>sig_code</i>	The <code>si_code</code> value of the <code>siginfo</code> signal
<i>name</i>	Name of the probe point
<i>sig_mode</i>	Indicates whether the signal was a user-mode or kernel-mode signal
<i>sinfo</i>	The address of the <code>siginfo</code> table
<i>sig_name</i>	A string representation of the signal
<i>oldset_addr</i>	The address of the bitmask array of blocked signals (deprecated in SystemTap 2.1)
<i>sig</i>	The signal number that invoked the signal handler
<i>ka_addr</i>	The address of the <code>k_sigaction</code> table associated with the signal

# probe::signal.handle.return

probe::signal.handle.return — Signal handler invocation completed

## Synopsis

```
signal.handle.return
```

## Values

<i>retstr</i>	Return value as a string
<i>name</i>	Name of the probe point

## Description

(deprecated in SystemTap 2.1)

# probe::signal.pending

probe::signal.pending — Examining pending signal

## Synopsis

```
signal.pending
```

## Values

<i>name</i>	Name of the probe point
<i>sigset_size</i>	The size of the user-space signal set
<i>sigset_add</i>	The address of the user-space signal set (sigset_t)

## Description

This probe is used to examine a set of signals pending for delivery to a specific thread. This normally occurs when the `do_sigpending` kernel function is executed.



# probe::signal.pending.return

probe::signal.pending.return — Examination of pending signal completed

## Synopsis

```
signal.pending.return
```

## Values

<i>retstr</i>	Return value as a string
<i>name</i>	Name of the probe point

# probe::signal.procmask

probe::signal.procmask — Examining or changing blocked signals

## Synopsis

`signal.procmask`

## Values

<i>how</i>	Indicates how to change the blocked signals; possible values are SIG_BLOCK=0 (for blocking signals), SIG_UNBLOCK=1 (for unblocking signals), and SIG_SETMASK=2 for setting the signal mask.
<i>name</i>	Name of the probe point
<i>oldsigset_addr</i>	The old address of the signal set (sigset_t)
<i>sigset</i>	The actual value to be set for sigset_t (correct?)
<i>sigset_addr</i>	The address of the signal set (sigset_t) to be implemented

# probe::signal.procmask.return

probe::signal.procmask.return — Examining or changing blocked signals completed

## Synopsis

```
signal.procmask.return
```

## Values

<i>retstr</i>	Return value as a string
<i>name</i>	Name of the probe point

# probe::signal.send

probe::signal.send — Signal being sent to a process

## Synopsis

`signal.send`

## Values

<i>send2queue</i>	Indicates whether the signal is sent to an existing sigqueue (deprecated in SystemTap 2.1)
<i>name</i>	The name of the function used to send out the signal
<i>task</i>	A task handle to the signal recipient
<i>sinfo</i>	The address of sinfo struct
<i>si_code</i>	Indicates the signal type
<i>sig_name</i>	A string representation of the signal
<i>sig</i>	The number of the signal
<i>shared</i>	Indicates whether the signal is shared by the thread group
<i>sig_pid</i>	The PID of the process receiving the signal
<i>pid_name</i>	The name of the signal recipient

## Context

The signal's sender.

# probe::signal.send.return

probe::signal.send.return — Signal being sent to a process completed (deprecated in SystemTap 2.1)

## Synopsis

```
signal.send.return
```

## Values

<i>retstr</i>	The return value to either <code>__group_send_sig_info</code> , <code>specific_send_sig_info</code> , or <code>send_sigqueue</code>
<i>send2queue</i>	Indicates whether the sent signal was sent to an existing sigqueue
<i>name</i>	The name of the function used to send out the signal
<i>shared</i>	Indicates whether the sent signal is shared by the thread group.

## Context

The signal's sender. (correct?)

## Description

Possible `__group_send_sig_info` and `specific_send_sig_info` return values are as follows;

0 -- The signal is successfully sent to a process, which means that, (1) the signal was ignored by the receiving process, (2) this is a non-RT signal and the system already has one queued, and (3) the signal was successfully added to the sigqueue of the receiving process.

-EAGAIN -- The sigqueue of the receiving process is overflowing, the signal was RT, and the signal was sent by a user using something other than `kill`.

Possible `send_group_sigqueue` and `send_sigqueue` return values are as follows;

0 -- The signal was either successfully added into the sigqueue of the receiving process, or a `SI_TIMER` entry is already queued (in which case, the overrun count will be simply incremented).

1 -- The signal was ignored by the receiving process.

-1 -- (`send_sigqueue` only) The task was marked exiting, allowing `* posix_timer_event` to redirect it to the group leader.

# probe::signal.send\_sig\_queue

probe::signal.send\_sig\_queue — Queuing a signal to a process

## Synopsis

```
signal.send_sig_queue
```

## Values

<i>sigqueue_addr</i>	The address of the signal queue
<i>name</i>	Name of the probe point
<i>sig_name</i>	A string representation of the signal
<i>sig</i>	The queued signal
<i>pid_name</i>	Name of the process to which the signal is queued
<i>sig_pid</i>	The PID of the process to which the signal is queued

# probe::signal.send\_sig\_queue.return

probe::signal.send\_sig\_queue.return — Queuing a signal to a process completed

## Synopsis

```
signal.send_sig_queue.return
```

## Values

<i>retstr</i>	Return value as a string
<i>name</i>	Name of the probe point

# probe::signal.sys\_tgkill

probe::signal.sys\_tgkill — Sending kill signal to a thread group

## Synopsis

```
signal.sys_tgkill
```

## Values

<i>name</i>	Name of the probe point
<i>task</i>	A task handle to the signal recipient
<i>sig_name</i>	A string representation of the signal
<i>sig</i>	The specific kill signal sent to the process
<i>tgid</i>	The thread group ID of the thread receiving the kill signal
<i>pid_name</i>	The name of the signal recipient
<i>sig_pid</i>	The PID of the thread receiving the kill signal

## Description

The tgkill call is similar to tkill, except that it also allows the caller to specify the thread group ID of the thread to be signalled. This protects against TID reuse.



# probe::signal.sys\_tgkill.return

probe::signal.sys\_tgkill.return — Sending kill signal to a thread group completed

## Synopsis

```
signal.sys_tgkill.return
```

## Values

<i>retstr</i>	The return value to either <code>__group_send_sig_info</code> ,
<i>name</i>	Name of the probe point

# probe::signal.sys\_tkill

probe::signal.sys\_tkill — Sending a kill signal to a thread

## Synopsis

```
signal.sys_tkill
```

## Values

<i>name</i>	Name of the probe point
<i>task</i>	A task handle to the signal recipient
<i>sig_name</i>	A string representation of the signal
<i>sig</i>	The specific signal sent to the process
<i>pid_name</i>	The name of the signal recipient
<i>sig_pid</i>	The PID of the process receiving the kill signal

## Description

The tkill call is analogous to kill(2), except that it also allows a process within a specific thread group to be targeted. Such processes are targeted through their unique thread IDs (TID).

# probe::signal.syskill

probe::signal.syskill — Sending kill signal to a process

## Synopsis

```
signal.syskill
```

## Values

<i>name</i>	Name of the probe point
<i>task</i>	A task handle to the signal recipient
<i>sig_name</i>	A string representation of the signal
<i>sig</i>	The specific signal sent to the process
<i>pid_name</i>	The name of the signal recipient
<i>sig_pid</i>	The PID of the process receiving the signal

# probe::signal.syskill.return

probe::signal.syskill.return — Sending kill signal completed

## Synopsis

```
signal.syskill.return
```

## Values

None

# probe::signal.systkill.return

probe::signal.systkill.return — Sending kill signal to a thread completed

## Synopsis

```
signal.systkill.return
```

## Values

<i>retstr</i>	The return value to either <code>__group_send_sig_info</code> ,
<i>name</i>	Name of the probe point

# probe::signal.wakeup

probe::signal.wakeup — Sleeping process being wakened for signal

## Synopsis

`signal.wakeup`

## Values

<i>resume</i>	Indicates whether to wake up a task in a STOPPED or TRACED state
<i>state_mask</i>	A string representation indicating the mask of task states to wake. Possible values are TASK_INTERRUPTIBLE, TASK_STOPPED, TASK_TRACED, TASK_WAKEKILL, and TASK_INTERRUPTIBLE.
<i>pid_name</i>	Name of the process to wake
<i>sig_pid</i>	The PID of the process to wake

---

# Chapter 18. Errno Tapset

This set of functions is used to handle errno number values. It contains the following functions:

# function::errno\_str

function::errno\_str — Symbolic string associated with error code

## Synopsis

```
errno_str:string(err:long)
```

## Arguments

*err*    The error number received

## Description

This function returns the symbolic string associated with the given error code, such as ENOENT for the number 2, or E#3333 for an out-of-range value such as 3333.



# function::return\_str

function::return\_str — Formats the return value as a string

## Synopsis

```
return_str:string(format:long,ret:long)
```

## Arguments

<i>format</i>	Variable to determine return type base value
<i>ret</i>	Return value (typically \$return)

## Description

This function is used by the syscall tapset, and returns a string. Set format equal to 1 for a decimal, 2 for hex, 3 for octal.

Note that this function is preferred over `returnstr`.

# function::returnstr

function::returnstr — Formats the return value as a string

## Synopsis

```
returnstr:string(format:long)
```

## Arguments

*format*      Variable to determine return type base value

## Description

This function is used by the `nd_syscall` tapset, and returns a string. Set `format` equal to 1 for a decimal, 2 for hex, 3 for octal.

Note that this function should only be used in dwarfless probes (i.e. `'kprobe.function("foo")'`). Other probes should use `return_str`.

# function::returnval

function::returnval — Possible return value of probed function

## Synopsis

```
returnval:long()
```

## Arguments

None

## Description

Return the value of the register in which function values are typically returned. Can be used in probes where `$return` isn't available. This is only a guess of the actual return value and can be totally wrong. Normally only used in dwarfless probes.

---

# Chapter 19. RLIMIT Tapset

This set of functions is used to handle string which defines resource limits (RLIMIT\_\*) and returns corresponding number of resource limit. It contains the following functions:

# function::rlimit\_from\_str

function::rlimit\_from\_str — Symbolic string associated with resource limit code

## Synopsis

```
rlimit_from_str:long(lim_str:string)
```

## Arguments

*lim\_str*      The string representation of limit

## Description

This function returns the number associated with the given string, such as 0 for the string RLIMIT\_CPU, or -1 for an out-of-range value.

---

## Chapter 20. Device Tapset

This set of functions is used to handle kernel and userspace device numbers. It contains the following functions:

# function::MAJOR

function::MAJOR — Extract major device number from a kernel device number (`kdev_t`)

## Synopsis

```
MAJOR:long (dev:long)
```

## Arguments

*dev*    Kernel device number to query.

# function::MINOR

function::MINOR — Extract minor device number from a kernel device number (`kdev_t`)

## Synopsis

```
MINOR:long (dev:long)
```

## Arguments

*dev*    Kernel device number to query.



# function::MKDEV

function::MKDEV — Creates a value that can be compared to a kernel device number (kdev\_t)

## Synopsis

```
MKDEV:long (major:long,minor:long)
```

## Arguments

<i>major</i>	Intended major device number.
<i>minor</i>	Intended minor device number.

# function::usrdev2kerndev

function::usrdev2kerndev — Converts a user-space device number into the format used in the kernel

## Synopsis

```
usrdev2kerndev:long (dev:long)
```

## Arguments

*dev*    Device number in user-space format.

---

# Chapter 21. Directory-entry (dentry) Tapset

This family of functions is used to map kernel VFS directory entry pointers to file or full path names.

## function::d\_name

function::d\_name — get the dirent name

### Synopsis

```
d_name:string(dentry:long)
```

### Arguments

*dentry*      Pointer to dentry.

### Description

Returns the dirent name (path basename).

## function::d\_path

function::d\_path — get the full nameidata path

### Synopsis

```
d_path:string(nd:long)
```

### Arguments

*nd*    Pointer to nameidata.

### Description

Returns the full dirent name (full path to the root), like the kernel `d_path` function.

# function::inode\_name

function::inode\_name — get the inode name

## Synopsis

```
inode_name:string(inode:long)
```

## Arguments

*inode*     Pointer to inode.

## Description

Returns the first path basename associated with the given inode.

# function::inode\_path

function::inode\_path — get the path to an inode

## Synopsis

```
inode_path:string(inode:long)
```

## Arguments

*inode*     Pointer to inode.

## Description

Returns the full path associated with the given inode.

# function::real\_mount

function::real\_mount — get the 'struct mount' pointer

## Synopsis

```
real_mount:long(vfsmnt:long)
```

## Arguments

*vfsmnt*      Pointer to 'struct vfsmount'

## Description

Returns the 'struct mount' pointer value for a 'struct vfsmount' pointer.



# function::reverse\_path\_walk

function::reverse\_path\_walk — get the full dirent path

## Synopsis

```
reverse_path_walk:string(dentry:long)
```

## Arguments

*dentry*      Pointer to dentry.

## Description

Returns the path name (partial path to mount point).

# function::task\_dentry\_path

function::task\_dentry\_path — get the full dentry path

## Synopsis

```
task_dentry_path:string(task:long,dentry:long,vfsmnt:long)
```

## Arguments

<i>task</i>	task_struct pointer.
<i>dentry</i>	dirent pointer.
<i>vfsmnt</i>	vfsmnt pointer.

## Description

Returns the full dirent name (full path to the root), like the kernel `d_path` function.

---

# Chapter 22. Logging Tapset

This family of functions is used to send simple message strings to various destinations.

# function::error

function::error — Send an error message

## Synopsis

```
error(msg:string)
```

## Arguments

*msg*    The formatted message string

## Description

An implicit end-of-line is added. `staprun` prepends the string “ERROR:”. Sending an error message aborts the currently running probe. Depending on the `MAXERRORS` parameter, it may trigger an `exit`.

# function::exit

function::exit — Start shutting down probing script.

## Synopsis

```
exit()
```

## Arguments

None

## Description

This only enqueues a request to start shutting down the script. New probes will not fire (except “end” probes), but all currently running ones may complete their work.

# function::ftrace

function::ftrace — Send a message to the ftrace ring-buffer

## Synopsis

```
ftrace(msg:string)
```

## Arguments

*msg*    The formatted message string

## Description

If the ftrace ring-buffer is configured & available, see `/debugfs/tracing/trace` for the message. Otherwise, the message may be quietly dropped. An implicit end-of-line is added.

# function::log

function::log — Send a line to the common trace buffer

## Synopsis

```
log(msg:string)
```

## Arguments

*msg*    The formatted message string

## Description

This function logs data. `log` sends the message immediately to `staprun` and to the bulk transport (relayfs) if it is being used. If the last character given is not a newline, then one is added. This function is not as efficient as `printf` and should be used only for urgent messages.

# function::printk

function::printk — Send a message to the kernel trace buffer

## Synopsis

```
printk(level:long,msg:string)
```

## Arguments

<i>level</i>	an integer for the severity level (0=KERN_EMERG ... 7=KERN_DEBUG)
<i>msg</i>	The formatted message string

## Description

Print a line of text to the kernel dmesg/console with the given severity. An implicit end-of-line is added. This function may not be safely called from all kernel probe contexts, so is restricted to guru mode only.



# function::warn

function::warn — Send a line to the warning stream

## Synopsis

```
warn(msg:string)
```

## Arguments

*msg*    The formatted message string

## Description

This function sends a warning message immediately to staprun. It is also sent over the bulk transport (relayfs) if it is being used. If the last character is not a newline, the one is added.

---

# Chapter 23. Queue Statistics Tapset

This family of functions is used to track performance of queuing systems.

# function::qs\_done

function::qs\_done — Function to record finishing request

## Synopsis

```
qs_done(qname:string)
```

## Arguments

*qname*      the name of the service that finished

## Description

This function records that a request originally from the given queue has completed being serviced.

# function::qs\_run

function::qs\_run — Function to record being moved from wait queue to being serviced

## Synopsis

```
qs_run(qname:string)
```

## Arguments

*qname*      the name of the service being moved and started

## Description

This function records that the previous enqueued request was removed from the given wait queue and is now being serviced.

# function::qs\_wait

function::qs\_wait — Function to record enqueue requests

## Synopsis

```
qs_wait(qname:string)
```

## Arguments

*qname*      the name of the queue requesting enqueue

## Description

This function records that a new request was enqueued for the given queue name.

# function::qsq\_blocked

function::qsq\_blocked — Returns the time request was on the wait queue

## Synopsis

```
qsq_blocked:long(qname:string, scale:long)
```

## Arguments

*qname*      queue name

*scale*      scale variable to take account for interval fraction

## Description

This function returns the fraction of elapsed time during which one or more requests were on the wait queue.

# function::qsq\_print

function::qsq\_print — Prints a line of statistics for the given queue

## Synopsis

```
qsq_print (qname:string)
```

## Arguments

*qname*      queue name

## Description

This function prints a line containing the following

### statistics for the given queue

the queue name, the average rate of requests per second, the average wait queue length, the average time on the wait queue, the average time to service a request, the percentage of time the wait queue was used, and the percentage of time request was being serviced.

# function::qsq\_service\_time

function::qsq\_service\_time — Amount of time per request service

## Synopsis

```
qsq_service_time:long(qname:string, scale:long)
```

## Arguments

*qname*      queue name

*scale*      scale variable to take account for interval fraction

## Description

This function returns the average time in microseconds required to service a request once it is removed from the wait queue.



# function::qsq\_start

function::qsq\_start — Function to reset the stats for a queue

## Synopsis

```
qsq_start(qname:string)
```

## Arguments

*qname*      the name of the service that finished

## Description

This function resets the statistics counters for the given queue, and restarts tracking from the moment the function was called. This function is also used to create initialize a queue.

# function::qsq\_throughput

function::qsq\_throughput — Number of requests served per unit time

## Synopsis

```
qsq_throughput:long(qname:string, scale:long)
```

## Arguments

*qname*      queue name

*scale*      scale variable to take account for interval fraction

## Description

This function returns the average number of requests served per microsecond.

# function::qsq\_utilization

function::qsq\_utilization — Fraction of time that any request was being serviced

## Synopsis

```
qsq_utilization:long(qname:string, scale:long)
```

## Arguments

*qname*      queue name

*scale*      scale variable to take account for interval fraction

## Description

This function returns the average time in microseconds that at least one request was being serviced.

# function::qsq\_wait\_queue\_length

function::qsq\_wait\_queue\_length — length of wait queue

## Synopsis

```
qsq_wait_queue_length:long(qname:string,scale:long)
```

## Arguments

*qname*      queue name

*scale*      scale variable to take account for interval fraction

## Description

This function returns the average length of the wait queue

# function::qsq\_wait\_time

function::qsq\_wait\_time — Amount of time in queue + service per request

## Synopsis

```
qsq_wait_time:long(qname:string, scale:long)
```

## Arguments

<i>qname</i>	queue name
<i>scale</i>	scale variable to take account for interval fraction

## Description

This function returns the average time in microseconds that it took for a request to be serviced (qs\_wait to qa\_done).

---

# Chapter 24. Random functions Tapset

These functions deal with random number generation.

# function::randint

function::randint — Return a random number between [0,n)

## Synopsis

```
randint:long (n:long)
```

## Arguments

*n*    Number past upper limit of range, not larger than 2\*\*20.

---

# Chapter 25. String and data retrieving functions Tapset

Functions to retrieve strings and other primitive types from the kernel or a user space programs based on addresses. All strings are of a maximum length given by MAXSTRINGLEN.



# function::atomic\_long\_read

function::atomic\_long\_read — Retrieves an atomic long variable from kernel memory

## Synopsis

```
atomic_long_read:long(addr:long)
```

## Arguments

*addr*    pointer to atomic long variable

## Description

Safely perform the read of an atomic long variable. This will be a NOP on kernels that do not have ATOMIC\_LONG\_INIT set on the kernel config.

# function::atomic\_read

function::atomic\_read — Retrieves an atomic variable from kernel memory

## Synopsis

```
atomic_read:long(addr:long)
```

## Arguments

*addr*    pointer to atomic variable

## Description

Safely perform the read of an atomic variable.

# function::kernel\_char

function::kernel\_char — Retrieves a char value stored in kernel memory

## Synopsis

```
kernel_char:long(addr:long)
```

## Arguments

*addr*    The kernel address to retrieve the char from

## Description

Returns the char value from a given kernel memory address. Reports an error when reading from the given address fails.

# function::kernel\_int

function::kernel\_int — Retrieves an int value stored in kernel memory

## Synopsis

```
kernel_int:long(addr:long)
```

## Arguments

*addr*    The kernel address to retrieve the int from

## Description

Returns the int value from a given kernel memory address. Reports an error when reading from the given address fails.

# function::kernel\_long

function::kernel\_long — Retrieves a long value stored in kernel memory

## Synopsis

```
kernel_long:long(addr:long)
```

## Arguments

*addr*    The kernel address to retrieve the long from

## Description

Returns the long value from a given kernel memory address. Reports an error when reading from the given address fails.

# function::kernel\_pointer

function::kernel\_pointer — Retrieves a pointer value stored in kernel memory

## Synopsis

```
kernel_pointer:long(addr:long)
```

## Arguments

*addr*    The kernel address to retrieve the pointer from

## Description

Returns the pointer value from a given kernel memory address. Reports an error when reading from the given address fails.

# function::kernel\_short

function::kernel\_short — Retrieves a short value stored in kernel memory

## Synopsis

```
kernel_short:long(addr:long)
```

## Arguments

*addr*    The kernel address to retrieve the short from

## Description

Returns the short value from a given kernel memory address. Reports an error when reading from the given address fails.

# function::kernel\_string

function::kernel\_string — Retrieves string from kernel memory

## Synopsis

```
kernel_string:string(addr:long)
```

## Arguments

*addr*    The kernel address to retrieve the string from

## Description

This function returns the null terminated C string from a given kernel memory address. Reports an error on string copy fault.



# function::kernel\_string2

function::kernel\_string2 — Retrieves string from kernel memory with alternative error string

## Synopsis

```
kernel_string2:string(addr:long,err_msg:string)
```

## Arguments

<i>addr</i>	The kernel address to retrieve the string from
<i>err_msg</i>	The error message to return when data isn't available

## Description

This function returns the null terminated C string from a given kernel memory address. Reports the given error message on string copy fault.

# function::kernel\_string2\_utf16

function::kernel\_string2\_utf16 — Retrieves UTF-16 string from kernel memory with alternative error string

## Synopsis

```
kernel_string2_utf16:string(addr:long,err_msg:string)
```

## Arguments

<i>addr</i>	The kernel address to retrieve the string from
<i>err_msg</i>	The error message to return when data isn't available

## Description

This function returns a null terminated UTF-8 string converted from the UTF-16 string at a given kernel memory address. Reports the given error message on string copy fault or conversion error.

# function::kernel\_string2\_utf32

function::kernel\_string2\_utf32 — Retrieves UTF-32 string from kernel memory with alternative error string

## Synopsis

```
kernel_string2_utf32:string(addr:long,err_msg:string)
```

## Arguments

<i>addr</i>	The kernel address to retrieve the string from
<i>err_msg</i>	The error message to return when data isn't available

## Description

This function returns a null terminated UTF-8 string converted from the UTF-32 string at a given kernel memory address. Reports the given error message on string copy fault or conversion error.

# function::kernel\_string\_n

function::kernel\_string\_n — Retrieves string of given length from kernel memory

## Synopsis

```
kernel_string_n:string(addr:long,n:long)
```

## Arguments

*addr*    The kernel address to retrieve the string from

*n*        The maximum length of the string (if not null terminated)

## Description

Returns the C string of a maximum given length from a given kernel memory address. Reports an error on string copy fault.

# function::kernel\_string\_utf16

function::kernel\_string\_utf16 — Retrieves UTF-16 string from kernel memory

## Synopsis

```
kernel_string_utf16:string(addr:long)
```

## Arguments

*addr*    The kernel address to retrieve the string from

## Description

This function returns a null terminated UTF-8 string converted from the UTF-16 string at a given kernel memory address. Reports an error on string copy fault or conversion error.

# function::kernel\_string\_utf32

function::kernel\_string\_utf32 — Retrieves UTF-32 string from kernel memory

## Synopsis

```
kernel_string_utf32:string(addr:long)
```

## Arguments

*addr*    The kernel address to retrieve the string from

## Description

This function returns a null terminated UTF-8 string converted from the UTF-32 string at a given kernel memory address. Reports an error on string copy fault or conversion error.

## function::user\_char

function::user\_char — Retrieves a char value stored in user space

### Synopsis

```
user_char:long(addr:long)
```

### Arguments

*addr*    the user space address to retrieve the char from

### Description

Returns the char value from a given user space address. Returns zero when user space data is not accessible.

## function::user\_char\_warn

function::user\_char\_warn — Retrieves a char value stored in user space

### Synopsis

```
user_char_warn:long(addr:long)
```

### Arguments

*addr* the user space address to retrieve the char from

### Description

Returns the char value from a given user space address. Returns zero when user space and warns (but does not abort) about the failure.



## function::user\_int

function::user\_int — Retrieves an int value stored in user space

### Synopsis

```
user_int:long(addr:long)
```

### Arguments

*addr* the user space address to retrieve the int from

### Description

Returns the int value from a given user space address. Returns zero when user space data is not accessible.

# function::user\_int16

function::user\_int16 — Retrieves a 16-bit integer value stored in user space

## Synopsis

```
user_int16:long(addr:long)
```

## Arguments

*addr* the user space address to retrieve the 16-bit integer from

## Description

Returns the 16-bit integer value from a given user space address. Returns zero when user space data is not accessible.

# function::user\_int32

function::user\_int32 — Retrieves a 32-bit integer value stored in user space

## Synopsis

```
user_int32:long(addr:long)
```

## Arguments

*addr* the user space address to retrieve the 32-bit integer from

## Description

Returns the 32-bit integer value from a given user space address. Returns zero when user space data is not accessible.

# function::user\_int64

function::user\_int64 — Retrieves a 64-bit integer value stored in user space

## Synopsis

```
user_int64:long(addr:long)
```

## Arguments

*addr* the user space address to retrieve the 64-bit integer from

## Description

Returns the 64-bit integer value from a given user space address. Returns zero when user space data is not accessible.

# function::user\_int8

function::user\_int8 — Retrieves a 8-bit integer value stored in user space

## Synopsis

```
user_int8:long(addr:long)
```

## Arguments

*addr* the user space address to retrieve the 8-bit integer from

## Description

Returns the 8-bit integer value from a given user space address. Returns zero when user space data is not accessible.

## function::user\_int\_warn

function::user\_int\_warn — Retrieves an int value stored in user space

### Synopsis

```
user_int_warn:long(addr:long)
```

### Arguments

*addr* the user space address to retrieve the int from

### Description

Returns the int value from a given user space address. Returns zero when user space and warns (but does not abort) about the failure.

# function::user\_long

function::user\_long — Retrieves a long value stored in user space

## Synopsis

```
user_long:long(addr:long)
```

## Arguments

*addr* the user space address to retrieve the long from

## Description

Returns the long value from a given user space address. Returns zero when user space data is not accessible. Note that the size of the long depends on the architecture of the current user space task (for those architectures that support both 64/32 bit compat tasks).

# function::user\_long\_warn

function::user\_long\_warn — Retrieves a long value stored in user space

## Synopsis

```
user_long_warn:long(addr:long)
```

## Arguments

*addr* the user space address to retrieve the long from

## Description

Returns the long value from a given user space address. Returns zero when user space and warns (but does not abort) about the failure. Note that the size of the long depends on the architecture of the current user space task (for those architectures that support both 64/32 bit compat tasks).



# function::user\_short

function::user\_short — Retrieves a short value stored in user space

## Synopsis

```
user_short:long(addr:long)
```

## Arguments

*addr* the user space address to retrieve the short from

## Description

Returns the short value from a given user space address. Returns zero when user space data is not accessible.

# function::user\_short\_warn

function::user\_short\_warn — Retrieves a short value stored in user space

## Synopsis

```
user_short_warn:long(addr:long)
```

## Arguments

*addr* the user space address to retrieve the short from

## Description

Returns the short value from a given user space address. Returns zero when user space and warns (but does not abort) about the failure.

# function::user\_string

function::user\_string — Retrieves string from user space

## Synopsis

```
user_string:string(addr:long)
```

## Arguments

*addr* the user space address to retrieve the string from

## Description

Returns the null terminated C string from a given user space memory address. Reports an error on the rare cases when userspace data is not accessible.

# function::user\_string2

function::user\_string2 — Retrieves string from user space with alternative error string

## Synopsis

```
user_string2:string(addr:long,err_msg:string)
```

## Arguments

<i>addr</i>	the user space address to retrieve the string from
<i>err_msg</i>	the error message to return when data isn't available

## Description

Returns the null terminated C string from a given user space memory address. Reports the given error message on the rare cases when userspace data is not accessible.

# function::user\_string2\_n\_warn

function::user\_string2\_n\_warn — Retrieves string from user space with alternative warning string

## Synopsis

```
user_string2_n_warn:string(addr:long,n:long,warn_msg:string)
```

## Arguments

<i>addr</i>	the user space address to retrieve the string from
<i>n</i>	the maximum length of the string (if not null terminated)
<i>warn_msg</i>	the warning message to return when data isn't available

## Description

Returns up to *n* characters of a C string from a given user space memory address. Reports the given warning message on the rare cases when userspace data is not accessible and warns (but does not abort) about the failure.

# function::user\_string2\_utf16

function::user\_string2\_utf16 — Retrieves UTF-16 string from user memory with alternative error string

## Synopsis

```
user_string2_utf16:string(addr:long,err_msg:string)
```

## Arguments

<i>addr</i>	The user address to retrieve the string from
<i>err_msg</i>	The error message to return when data isn't available

## Description

This function returns a null terminated UTF-8 string converted from the UTF-16 string at a given user memory address. Reports the given error message on string copy fault or conversion error.

# function::user\_string2\_utf32

function::user\_string2\_utf32 — Retrieves UTF-32 string from user memory with alternative error string

## Synopsis

```
user_string2_utf32:string(addr:long,err_msg:string)
```

## Arguments

<i>addr</i>	The user address to retrieve the string from
<i>err_msg</i>	The error message to return when data isn't available

## Description

This function returns a null terminated UTF-8 string converted from the UTF-32 string at a given user memory address. Reports the given error message on string copy fault or conversion error.

# function::user\_string2\_warn

function::user\_string2\_warn — Retrieves string from user space with alternative warning string

## Synopsis

```
user_string2_warn:string(addr:long, warn_msg:string)
```

## Arguments

<i>addr</i>	the user space address to retrieve the string from
<i>warn_msg</i>	the warning message to return when data isn't available

## Description

Returns the null terminated C string from a given user space memory address. Reports the given warning message on the rare cases when userspace data is not accessible and warns (but does not abort) about the failure.



## function::user\_string\_n

function::user\_string\_n — Retrieves string of given length from user space

### Synopsis

```
user_string_n:string(addr:long,n:long)
```

### Arguments

*addr*     the user space address to retrieve the string from

*n*        the maximum length of the string (if not null terminated)

### Description

Returns the C string of a maximum given length from a given user space address. Reports an error on the rare cases when userspace data is not accessible at the given address.

# function::user\_string\_n2

function::user\_string\_n2 — Retrieves string of given length from user space

## Synopsis

```
user_string_n2:string(addr:long,n:long,err_msg:string)
```

## Arguments

<i>addr</i>	the user space address to retrieve the string from
<i>n</i>	the maximum length of the string (if not null terminated)
<i>err_msg</i>	the error message to return when data isn't available

## Description

Returns the C string of a maximum given length from a given user space address. Returns the given error message string on the rare cases when userspace data is not accessible at the given address.

# function::user\_string\_n2\_quoted

function::user\_string\_n2\_quoted — Retrieves and quotes string from user space

## Synopsis

```
user_string_n2_quoted:string(addr:long,inlen:long,outlen:long)
```

## Arguments

<i>addr</i>	the user space address to retrieve the string from
<i>inlen</i>	the maximum length of the string to read (if not null terminated)
<i>outlen</i>	the maximum length of the output string

## Description

Reads up to *inlen* characters of a C string from the given user space memory address, and returns up to *outlen* characters, where any ASCII characters that are not printable are replaced by the corresponding escape sequence in the returned string. Note that the string will be surrounded by double quotes. On the rare cases when userspace data is not accessible at the given address, the address itself is returned as a string, without double quotes.

# function::user\_string\_n\_quoted

function::user\_string\_n\_quoted — Retrieves and quotes string from user space

## Synopsis

```
user_string_n_quoted:string(addr:long,n:long)
```

## Arguments

*addr*    the user space address to retrieve the string from

*n*       the maximum length of the string (if not null terminated)

## Description

Returns up to *n* characters of a C string from the given user space memory address where any ASCII characters that are not printable are replaced by the corresponding escape sequence in the returned string. Note that the string will be surrounded by double quotes. On the rare cases when userspace data is not accessible at the given address, the address itself is returned as a string, without double quotes.

# function::user\_string\_n\_warn

function::user\_string\_n\_warn — Retrieves string from user space

## Synopsis

```
user_string_n_warn:string(addr:long,n:long)
```

## Arguments

*addr*    the user space address to retrieve the string from

*n*        the maximum length of the string (if not null terminated)

## Description

Returns up to *n* characters of a C string from a given user space memory address. Reports “<unknown>” on the rare cases when userspace data is not accessible and warns (but does not abort) about the failure.

# function::user\_string\_quoted

function::user\_string\_quoted — Retrieves and quotes string from user space

## Synopsis

```
user_string_quoted:string(addr:long)
```

## Arguments

*addr* the user space address to retrieve the string from

## Description

Returns the null terminated C string from a given user space memory address where any ASCII characters that are not printable are replaced by the corresponding escape sequence in the returned string. Note that the string will be surrounded by double quotes. On the rare cases when userspace data is not accessible at the given address, the address itself is returned as a string, without double quotes.

# function::user\_string\_utf16

function::user\_string\_utf16 — Retrieves UTF-16 string from user memory

## Synopsis

```
user_string_utf16:string(addr:long)
```

## Arguments

*addr*    The user address to retrieve the string from

## Description

This function returns a null terminated UTF-8 string converted from the UTF-16 string at a given user memory address. Reports an error on string copy fault or conversion error.

# function::user\_string\_utf32

function::user\_string\_utf32 — Retrieves UTF-32 string from user memory

## Synopsis

```
user_string_utf32:string(addr:long)
```

## Arguments

*addr*    The user address to retrieve the string from

## Description

This function returns a null terminated UTF-8 string converted from the UTF-32 string at a given user memory address. Reports an error on string copy fault or conversion error.



# function::user\_string\_warn

function::user\_string\_warn — Retrieves string from user space

## Synopsis

```
user_string_warn:string(addr:long)
```

## Arguments

*addr* the user space address to retrieve the string from

## Description

Returns the null terminated C string from a given user space memory address. Reports "" on the rare cases when userspace data is not accessible and warns (but does not abort) about the failure.

# function::user\_uint16

function::user\_uint16 — Retrieves an unsigned 16-bit integer value stored in user space

## Synopsis

```
user_uint16:long(addr:long)
```

## Arguments

*addr* the user space address to retrieve the unsigned 16-bit integer from

## Description

Returns the unsigned 16-bit integer value from a given user space address. Returns zero when user space data is not accessible.

# function::user\_uint32

function::user\_uint32 — Retrieves an unsigned 32-bit integer value stored in user space

## Synopsis

```
user_uint32:long(addr:long)
```

## Arguments

*addr* the user space address to retrieve the unsigned 32-bit integer from

## Description

Returns the unsigned 32-bit integer value from a given user space address. Returns zero when user space data is not accessible.

# function::user\_uint64

function::user\_uint64 — Retrieves an unsigned 64-bit integer value stored in user space

## Synopsis

```
user_uint64:long(addr:long)
```

## Arguments

*addr* the user space address to retrieve the unsigned 64-bit integer from

## Description

Returns the unsigned 64-bit integer value from a given user space address. Returns zero when user space data is not accessible.

## function::user\_uint8

function::user\_uint8 — Retrieves an unsigned 8-bit integer value stored in user space

### Synopsis

```
user_uint8:long(addr:long)
```

### Arguments

*addr* the user space address to retrieve the unsigned 8-bit integer from

### Description

Returns the unsigned 8-bit integer value from a given user space address. Returns zero when user space data is not accessible.

## function::user\_ulong

function::user\_ulong — Retrieves an unsigned long value stored in user space

### Synopsis

```
user_ulong:long(addr:long)
```

### Arguments

*addr* the user space address to retrieve the unsigned long from

### Description

Returns the unsigned long value from a given user space address. Returns zero when user space data is not accessible. Note that the size of the unsigned long depends on the architecture of the current user space task (for those architectures that support both 64/32 bit compat tasks).

## function::user\_ulong\_warn

function::user\_ulong\_warn — Retrieves an unsigned long value stored in user space

### Synopsis

```
user_ulong_warn:long(addr:long)
```

### Arguments

*addr* the user space address to retrieve the unsigned long from

### Description

Returns the unsigned long value from a given user space address. Returns zero when user space and warns (but does not abort) about the failure. Note that the size of the unsigned long depends on the architecture of the current user space task (for those architectures that support both 64/32 bit compat tasks).

# function::user\_ushort

function::user\_ushort — Retrieves an unsigned short value stored in user space

## Synopsis

```
user_ushort:long(addr:long)
```

## Arguments

*addr* the user space address to retrieve the unsigned short from

## Description

Returns the unsigned short value from a given user space address. Returns zero when user space data is not accessible.



## function::user\_ushort\_warn

function::user\_ushort\_warn — Retrieves an unsigned short value stored in user space

### Synopsis

```
user_ushort_warn:long(addr:long)
```

### Arguments

*addr* the user space address to retrieve the unsigned short from

### Description

Returns the unsigned short value from a given user space address. Returns zero when user space and warns (but does not abort) about the failure.

---

## Chapter 26. String and data writing functions Tapset

The SystemTap guru mode can be used to test error handling in kernel code by simulating faults. The functions in the this tapset provide standard methods of writing to primitive types in the kernel's memory. All the functions in this tapset require the use of guru mode (**-g**).

## function::set\_kernel\_char

function::set\_kernel\_char — Writes a char value to kernel memory

### Synopsis

```
set_kernel_char(addr:long, val:long)
```

### Arguments

*addr*     The kernel address to write the char to

*val*      The char which is to be written

### Description

Writes the char value to a given kernel memory address. Reports an error when writing to the given address fails. Requires the use of guru mode (-g).

# function::set\_kernel\_int

function::set\_kernel\_int — Writes an int value to kernel memory

## Synopsis

```
set_kernel_int (addr:long, val:long)
```

## Arguments

*addr*    The kernel address to write the int to

*val*     The int which is to be written

## Description

Writes the int value to a given kernel memory address. Reports an error when writing to the given address fails. Requires the use of guru mode (-g).

# function::set\_kernel\_long

function::set\_kernel\_long — Writes a long value to kernel memory

## Synopsis

```
set_kernel_long(addr:long, val:long)
```

## Arguments

*addr*     The kernel address to write the long to

*val*      The long which is to be written

## Description

Writes the long value to a given kernel memory address. Reports an error when writing to the given address fails. Requires the use of guru mode (-g).

# function::set\_kernel\_pointer

function::set\_kernel\_pointer — Writes a pointer value to kernel memory.

## Synopsis

```
set_kernel_pointer(addr:long, val:long)
```

## Arguments

*addr*    The kernel address to write the pointer to

*val*     The pointer which is to be written

## Description

Writes the pointer value to a given kernel memory address. Reports an error when writing to the given address fails. Requires the use of guru mode (-g).

# function::set\_kernel\_short

function::set\_kernel\_short — Writes a short value to kernel memory

## Synopsis

```
set_kernel_short (addr:long, val:long)
```

## Arguments

*addr*     The kernel address to write the short to

*val*      The short which is to be written

## Description

Writes the short value to a given kernel memory address. Reports an error when writing to the given address fails. Requires the use of guru mode (-g).

# function::set\_kernel\_string

function::set\_kernel\_string — Writes a string to kernel memory

## Synopsis

```
set_kernel_string(addr:long, val:string)
```

## Arguments

*addr*    The kernel address to write the string to

*val*     The string which is to be written

## Description

Writes the given string to a given kernel memory address. Reports an error on string copy fault. Requires the use of guru mode (-g).



## function::set\_kernel\_string\_n

function::set\_kernel\_string\_n — Writes a string of given length to kernel memory

### Synopsis

```
set_kernel_string_n(addr:long,n:long,val:string)
```

### Arguments

<i>addr</i>	The kernel address to write the string to
<i>n</i>	The maximum length of the string
<i>val</i>	The string which is to be written

### Description

Writes the given string up to a maximum given length to a given kernel memory address. Reports an error on string copy fault. Requires the use of guru mode (-g).

---

# Chapter 27. Guru tapsets

Functions to deliberately interfere with the system's behavior, in order to inject faults or improve observability. All the functions in this tapset require the use of guru mode (**-g**).

# function::mdelay

function::mdelay — millisecond delay

## Synopsis

```
mdelay (ms:long)
```

## Arguments

*ms*    Number of milliseconds to delay.

## Description

This function inserts a multi-millisecond busy-delay into a probe handler. It requires guru mode.

# function::panic

function::panic — trigger a panic

## Synopsis

```
panic(msg:string)
```

## Arguments

*msg*    message to pass to kernel's `panic` function

## Description

This function triggers an immediate panic of the running kernel with a user-specified panic message. It requires guru mode.

# function::raise

function::raise — raise a signal in the current thread

## Synopsis

```
raise(signo:long)
```

## Arguments

*signo*     signal number

## Description

This function calls the kernel `send_sig` routine on the current thread, with the given raw unchecked signal number. It may raise an error if `send_sig` failed. It requires guru mode.

# function::udelay

function::udelay — microsecond delay

## Synopsis

```
udelay(us:long)
```

## Arguments

*us*    Number of microseconds to delay.

## Description

This function inserts a multi-microsecond busy-delay into a probe handler. It requires guru mode.

---

# Chapter 28. A collection of standard string functions

Functions to get the length, a substring, getting at individual characters, string seaching, escaping, tokenizing, and converting strings to longs.

# function::isdigit

function::isdigit — Checks for a digit

## Synopsis

```
isdigit:long(str:string)
```

## Arguments

*str*    string to check

## Description

Checks for a digit (0 through 9) as the first character of a string. Returns non-zero if true, and a zero if false.



## function::isinstr

function::isinstr — Returns whether a string is a substring of another string

### Synopsis

```
isinstr:long(s1:string, s2:string)
```

### Arguments

*s1*    string to search in

*s2*    substring to find

### Description

This function returns 1 if string *s1* contains *s2*, otherwise zero.

# function::str\_replace

function::str\_replace — str\_replace Replaces all instances of a substring with another

## Synopsis

```
str_replace:string(prnt_str:string, srch_str:string, rplc_str:string)
```

## Arguments

<i>prnt_str</i>	the string to search and replace in
<i>srch_str</i>	the substring which is used to search in <i>prnt_str</i> string
<i>rplc_str</i>	the substring which is used to replace <i>srch_str</i>

## Description

This function returns the given string with substrings replaced.

# function::stringat

function::stringat — Returns the char at a given position in the string

## Synopsis

```
stringat:long(str:string,pos:long)
```

## Arguments

*str*    the string to fetch the character from

*pos*    the position to get the character from (first character is 0)

## Description

This function returns the character at a given position in the string or zero if the string doesn't have as many characters. Reports an error if *pos* is out of bounds.

# function::strlen

function::strlen — Returns the length of a string

## Synopsis

```
strlen:long(s:string)
```

## Arguments

*s* the string

## Description

This function returns the length of the string, which can be zero up to MAXSTRINGLEN.

# function::strtol

function::strtol — strtol - Convert a string to a long

## Synopsis

```
strtol:long(str:string, base:long)
```

## Arguments

*str*      string to convert

*base*    the base to use

## Description

This function converts the string representation of a number to an integer. The *base* parameter indicates the number base to assume for the string (eg. 16 for hex, 8 for octal, 2 for binary).

# function::substr

function::substr — Returns a substring

## Synopsis

```
substr:string(str:string, start:long, length:long)
```

## Arguments

<i>str</i>	the string to take a substring from
<i>start</i>	starting position of the extracted string (first character is 0)
<i>length</i>	length of string to return

## Description

Returns the substring of the given string at the given start position with the given length (or smaller if the length of the original string is less than start + length, or length is bigger than MAXSTRINGLEN).

## function::text\_str

function::text\_str — Escape any non-printable chars in a string

### Synopsis

```
text_str:string(input:string)
```

### Arguments

*input*      the string to escape

### Description

This function accepts a string argument, and any ASCII characters that are not printable are replaced by the corresponding escape sequence in the returned string.

## function::text\_strn

function::text\_strn — Escape any non-printable chars in a string

### Synopsis

```
text_strn:string(input:string, len:long, quoted:long)
```

### Arguments

<i>input</i>	the string to escape
<i>len</i>	maximum length of string to return (0 implies MAXSTRINGLEN)
<i>quoted</i>	put double quotes around the string. If input string is truncated it will have “...” after the second quote

### Description

This function accepts a string of designated length, and any ASCII characters that are not printable are replaced by the corresponding escape sequence in the returned string.



# function::tokenize

function::tokenize — Return the next non-empty token in a string

## Synopsis

```
tokenize:string(input:string, delim:string)
```

## Arguments

*input*      string to tokenize. If empty, returns the next non-empty token in the string passed in the previous call to `tokenize`.

*delim*      set of characters that delimit the tokens

## Description

This function returns the next non-empty token in the given input string, where the tokens are delimited by characters in the `delim` string. If the input string is non-empty, it returns the first token. If the input string is empty, it returns the next token in the string passed in the previous call to `tokenize`. If no delimiter is found, the entire remaining input string is returned. It returns empty when no more tokens are available.

---

# Chapter 29. Utility functions for using ansi control chars in logs

Utility functions for logging using ansi control characters. This lets you manipulate the cursor position and character color output and attributes of log messages.

## function::ansi\_clear\_screen

function::ansi\_clear\_screen — Move cursor to top left and clear screen.

### Synopsis

```
ansi_clear_screen()
```

### Arguments

None

### Description

Sends ansi code for moving cursor to top left and then the ansi code for clearing the screen from the cursor position to the end.

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## function::ansi\_cursor\_hide

function::ansi\_cursor\_hide — Hides the cursor.

### Synopsis

```
ansi_cursor_hide()
```

### Arguments

None

### Description

Sends ansi code for hiding the cursor.

## function::ansi\_cursor\_move

function::ansi\_cursor\_move — Move cursor to new coordinates.

### Synopsis

```
ansi_cursor_move(x:long,y:long)
```

### Arguments

- x*    Row to move the cursor to.
- y*    Column to move the cursor to.

### Description

Sends ansi code for positioning the cursor at row *x* and column *y*. Coordinates start at one, (1,1) is the top-left corner.

## function::ansi\_cursor\_restore

function::ansi\_cursor\_restore — Restores a previously saved cursor position.

### Synopsis

```
ansi_cursor_restore()
```

### Arguments

None

### Description

Sends ansi code for restoring the current cursor position previously saved with `ansi_cursor_save`.

## function::ansi\_cursor\_save

function::ansi\_cursor\_save — Saves the cursor position.

### Synopsis

```
ansi_cursor_save()
```

### Arguments

None

### Description

Sends ansi code for saving the current cursor position.

## function::ansi\_cursor\_show

function::ansi\_cursor\_show — Shows the cursor.

### Synopsis

```
ansi_cursor_show()
```

### Arguments

None

### Description

Sends ansi code for showing the cursor.



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## function::ansi\_new\_line

function::ansi\_new\_line — Move cursor to new line.

### Synopsis

```
ansi_new_line()
```

### Arguments

None

### Description

Sends ansi code new line.

## function::ansi\_reset\_color

function::ansi\_reset\_color — Resets Select Graphic Rendition mode.

### Synopsis

```
ansi_reset_color()
```

### Arguments

None

### Description

Sends ansi code to reset foreground, background and color attribute to default values.

---

## function::ansi\_set\_color

function::ansi\_set\_color — Set the ansi Select Graphic Rendition mode.

### Synopsis

```
ansi_set_color (fg:long)
```

### Arguments

*fg*    Foreground color to set.

### Description

Sends ansi code for Select Graphic Rendition mode for the given foreground color. Black (30), Blue (34), Green (32), Cyan (36), Red (31), Purple (35), Brown (33), Light Gray (37).

---

## function::ansi\_set\_color2

function::ansi\_set\_color2 — Set the ansi Select Graphic Rendition mode.

### Synopsis

```
ansi_set_color2 (fg:long,bg:long)
```

### Arguments

*fg*    Foreground color to set.

*bg*    Background color to set.

### Description

Sends ansi code for Select Graphic Rendition mode for the given foreground color, Black (30), Blue (34), Green (32), Cyan (36), Red (31), Purple (35), Brown (33), Light Gray (37) and the given background color, Black (40), Red (41), Green (42), Yellow (43), Blue (44), Magenta (45), Cyan (46), White (47).

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## function::ansi\_set\_color3

function::ansi\_set\_color3 — Set the ansi Select Graphic Rendition mode.

### Synopsis

```
ansi_set_color3 (fg:long,bg:long,attr:long)
```

### Arguments

*fg*      Foreground color to set.

*bg*      Background color to set.

*attr*    Color attribute to set.

### Description

Sends ansi code for Select Graphic Rendition mode for the given foreground color, Black (30), Blue (34), Green (32), Cyan (36), Red (31), Purple (35), Brown (33), Light Gray (37), the given background color, Black (40), Red (41), Green (42), Yellow (43), Blue (44), Magenta (45), Cyan (46), White (47) and the color attribute All attributes off (0), Intensity Bold (1), Underline Single (4), Blink Slow (5), Blink Rapid (6), Image Negative (7).

## function::indent

function::indent — returns an amount of space to indent

### Synopsis

```
indent:string(delta:long)
```

### Arguments

*delta*     the amount of space added/removed for each call

### Description

This function returns a string with appropriate indentation. Call it with a small positive or matching negative delta. Unlike the `thread_indent` function, the `indent` does not track individual indent values on a per thread basis.

---

## function::indent\_depth

function::indent\_depth — returns the global nested-depth

### Synopsis

```
indent_depth:long(delta:long)
```

### Arguments

*delta*      the amount of depth added/removed for each call

### Description

This function returns a number for appropriate indentation, similar to `indent`. Call it with a small positive or matching negative delta. Unlike the `thread_indent_depth` function, the `indent` does not track individual indent values on a per thread basis.

---

## function::thread\_indent

function::thread\_indent — returns an amount of space with the current task information

### Synopsis

```
thread_indent:string(delta:long)
```

### Arguments

*delta*      the amount of space added/removed for each call

### Description

This function returns a string with appropriate indentation for a thread. Call it with a small positive or matching negative delta. If this is the real outermost, initial level of indentation, then the function resets the relative timestamp base to zero. An example is shown at the end of this file.



# function::thread\_indent\_depth

function::thread\_indent\_depth — returns the nested-depth of the current task

## Synopsis

```
thread_indent_depth:long(delta:long)
```

## Arguments

*delta*      the amount of depth added/removed for each call

## Description

This function returns an integer equal to the nested function-call depth starting from the outermost initial level. This function is useful for saving space (consumed by whitespace) in traces with long nested function calls. Use this function in a similar fashion to `thread_indent`, i.e., in call-probe, use `thread_indent_depth(1)` and in return-probe, use `thread_indent_depth(-1)`

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# Chapter 30. SystemTap Translator Tapset

This family of user-space probe points is used to probe the operation of the SystemTap translator (**stap**) and run command (**staprun**). The tapset includes probes to watch the various phases of SystemTap and SystemTap's management of instrumentation cache. It contains the following probe points:

# probe::stap.cache\_add\_mod

probe::stap.cache\_add\_mod — Adding kernel instrumentation module to cache

## Synopsis

```
stap.cache_add_mod
```

## Values

<i>dest_path</i>	the path the .ko file is going to (incl filename)
<i>source_path</i>	the path the .ko file is coming from (incl filename)

## Description

Fires just before the file is actually moved. Note: if moving fails, `cache_add_src` and `cache_add_nss` will not fire.

# probe::stap.cache\_add\_nss

probe::stap.cache\_add\_nss — Add NSS (Network Security Services) information to cache

## Synopsis

```
stap.cache_add_nss
```

## Values

<i>dest_path</i>	the path the .sgn file is coming from (incl filename)
<i>source_path</i>	the path the .sgn file is coming from (incl filename)

## Description

Fires just before the file is actually moved. Note: stap must compiled with NSS support; if moving the kernel module fails, this probe will not fire.

# probe::stap.cache\_add\_src

probe::stap.cache\_add\_src — Adding C code translation to cache

## Synopsis

```
stap.cache_add_src
```

## Values

<i>dest_path</i>	the path the .c file is going to (incl filename)
<i>source_path</i>	the path the .c file is coming from (incl filename)

## Description

Fires just before the file is actually moved. Note: if moving the kernel module fails, this probe will not fire.

# probe::stap.cache\_clean

probe::stap.cache\_clean — Removing file from stap cache

## Synopsis

```
stap.cache_clean
```

## Values

*path* the path to the .ko/.c file being removed

## Description

Fires just before the call to unlink the module/source file.

# probe::stap.cache\_get

probe::stap.cache\_get — Found item in stap cache

## Synopsis

`stap.cache_get`

## Values

<i>source_path</i>	the path of the .c source file
<i>module_path</i>	the path of the .ko kernel module file

## Description

Fires just before the return of `get_from_cache`, when the cache grab is successful.

# probe::stap.pass0

probe::stap.pass0 — Starting stap pass0 (parsing command line arguments)

## Synopsis

`stap.pass0`

## Values

*session*      the systemtap\_session variable *s*

## Description

pass0 fires after command line arguments have been parsed.



# probe::stap.pass0.end

probe::stap.pass0.end — Finished stap pass0 (parsing command line arguments)

## Synopsis

```
stap.pass0.end
```

## Values

*session*      the systemtap\_session variable *s*

## Description

pass0.end fires just before the `gettimeofday` call for pass1.

# probe::stap.pass1.end

probe::stap.pass1.end — Finished stap pass1 (parsing scripts)

## Synopsis

```
stap.pass1.end
```

## Values

*session*      the systemtap\_session variable s

## Description

pass1.end fires just before the jump to cleanup if s.last\_pass = 1.

# probe::stap.pass1a

probe::stap.pass1a — Starting stap pass1 (parsing user script)

## Synopsis

`stap.pass1a`

## Values

*session*      the systemtap\_session variable *s*

## Description

pass1a fires just after the call to `gettimeofday`, before the user script is parsed.

# probe::stap.pass1b

probe::stap.pass1b — Starting stap pass1 (parsing library scripts)

## Synopsis

`stap.pass1b`

## Values

*session*      the systemtap\_session variable *s*

## Description

pass1b fires just before the library scripts are parsed.

# probe::stap.pass2

probe::stap.pass2 — Starting stap pass2 (elaboration)

## Synopsis

`stap.pass2`

## Values

*session*      the systemtap\_session variable *s*

## Description

pass2 fires just after the call to `gettimeofday`, just before the call to `semantic_pass`.

# probe::stap.pass2.end

probe::stap.pass2.end — Finished stap pass2 (elaboration)

## Synopsis

`stap.pass2.end`

## Values

*session*      the systemtap\_session variable *s*

## Description

pass2.end fires just before the jump to cleanup if `s.last_pass = 2`

## probe::stap.pass3

probe::stap.pass3 — Starting stap pass3 (translation to C)

### Synopsis

`stap.pass3`

### Values

*session*      the systemtap\_session variable *s*

### Description

pass3 fires just after the call to `gettimeofday`, just before the call to `translate_pass`.

# probe::stap.pass3.end

probe::stap.pass3.end — Finished stap pass3 (translation to C)

## Synopsis

`stap.pass3.end`

## Values

*session*      the systemtap\_session variable *s*

## Description

pass3.end fires just before the jump to cleanup if `s.last_pass = 3`



# probe::stap.pass4

probe::stap.pass4 — Starting stap pass4 (compile C code into kernel module)

## Synopsis

`stap.pass4`

## Values

*session*      the `systemtap_session` variable `s`

## Description

`pass4` fires just after the call to `gettimeofday`, just before the call to `compile_pass`.

# probe::stap.pass4.end

probe::stap.pass4.end — Finished stap pass4 (compile C code into kernel module)

## Synopsis

`stap.pass4.end`

## Values

*session*      the systemtap\_session variable *s*

## Description

pass4.end fires just before the jump to cleanup if `s.last_pass = 4`

# probe::stap.pass5

probe::stap.pass5 — Starting stap pass5 (running the instrumentation)

## Synopsis

`stap.pass5`

## Values

*session*      the systemtap\_session variable *s*

## Description

pass5 fires just after the call to `gettimeofday`, just before the call to `run_pass`.

# probe::stap.pass5.end

probe::stap.pass5.end — Finished stap pass5 (running the instrumentation)

## Synopsis

`stap.pass5.end`

## Values

*session*      the systemtap\_session variable *s*

## Description

pass5.end fires just before the cleanup label

## probe::stap.pass6

probe::stap.pass6 — Starting stap pass6 (cleanup)

### Synopsis

`stap.pass6`

### Values

*session*      the systemtap\_session variable *s*

### Description

pass6 fires just after the cleanup label, essentially the same spot as pass5.end

# probe::stap.pass6.end

probe::stap.pass6.end — Finished stap pass6 (cleanup)

## Synopsis

`stap.pass6.end`

## Values

*session*      the systemtap\_session variable *s*

## Description

pass6.end fires just before main's return.

# probe::stap.system

probe::stap.system — Starting a command from stap

## Synopsis

```
stap.system
```

## Values

*command*      the command string to be run by posix\_spawn (as sh -c <str>)

## Description

Fires at the entry of the stap\_system command.

# probe::stap.system.return

probe::stap.system.return — Finished a command from stap

## Synopsis

```
stap.system.return
```

## Values

*ret* a return code associated with running waitpid on the spawned process; a non-zero value indicates error

## Description

Fires just before the return of the `stap_system` function, after `waitpid`.



# probe::stap.system.spawn

probe::stap.system.spawn — stap spawned new process

## Synopsis

```
stap.system.spawn
```

## Values

*ret*    the return value from `posix_spawn`

*pid*    the pid of the spawned process

## Description

Fires just after the call to `posix_spawn`.

# probe::stapio.receive\_control\_message

probe::stapio.receive\_control\_message — Received a control message

## Synopsis

```
stapio.receive_control_message
```

## Values

*len*     the length (in bytes) of the data blob

*data*    a ptr to a binary blob of data sent as the control message

*type*    type of message being send; defined in runtime/transport/transport\_msgs.h

## Description

Fires just after a message was received and before it's processed.

# probe::staprun.insert\_module

probe::staprun.insert\_module — Inserting SystemTap instrumentation module

## Synopsis

```
staprun.insert_module
```

## Values

*path* the full path to the .ko kernel module about to be inserted

## Description

Fires just before the call to insert the module.

# probe::staprun.remove\_module

probe::staprun.remove\_module — Removing SystemTap instrumentation module

## Synopsis

```
staprun.remove_module
```

## Values

*name* the stap module name to be removed (without the .ko extension)

## Description

Fires just before the call to remove the module.

# probe::staprun.send\_control\_message

probe::staprun.send\_control\_message — Sending a control message

## Synopsis

```
staprun.send_control_message
```

## Values

*len*     the length (in bytes) of the data blob

*data*    a ptr to a binary blob of data sent as the control message

*type*    type of message being send; defined in runtime/transport/transport\_msgs.h

## Description

Fires at the beginning of the send\_request function.

---

# Chapter 31. Network File Storage Tapsets

This family of probe points is used to probe network file storage functions and operations.

# function::nfsderror

function::nfsderror — Convert nfsd error number into string

## Synopsis

```
nfsderror:string(err:long)
```

## Arguments

*err*    *errnum*

## Description

This function returns a string for the error number passed into the function.

# probe::nfs.aop.readpage

probe::nfs.aop.readpage — NFS client synchronously reading a page

## Synopsis

`nfs.aop.readpage`

## Values

<i>i_size</i>	file length in bytes
<i>dev</i>	device identifier
<i>rsize</i>	read size (in bytes)
<i>sb_flag</i>	super block flags
<i>file</i>	file argument
<i>page_index</i>	offset within mapping, can used a page identifier and position identifier in the page frame
<i>__page</i>	the address of page
<i>size</i>	number of pages to be read in this execution
<i>i_flag</i>	file flags
<i>ino</i>	inode number

## Description

Read the page over, only fires when a previous async read operation failed



# probe::nfs.aop.readpages

probe::nfs.aop.readpages — NFS client reading multiple pages

## Synopsis

`nfs.aop.readpages`

## Values

<i>dev</i>	device identifier
<i>rsize</i>	read size (in bytes)
<i>file</i>	filp argument
<i>size</i>	number of pages attempted to read in this execution
<i>nr_pages</i>	number of pages attempted to read in this execution
<i>rpages</i>	read size (in pages)
<i>ino</i>	inode number

## Description

Fires when in readahead way, read several pages once

# probe::nfs.aop.release\_page

probe::nfs.aop.release\_page — NFS client releasing page

## Synopsis

`nfs.aop.release_page`

## Values

<i>dev</i>	device identifier
<i>page_index</i>	offset within mapping, can used a page identifier and position identifier in the page frame
<i>__page</i>	the address of page
<i>size</i>	release pages
<i>ino</i>	inode number

## Description

Fires when do a release operation on NFS.

# probe::nfs.aop.set\_page\_dirty

probe::nfs.aop.set\_page\_dirty — NFS client marking page as dirty

## Synopsis

```
nfs.aop.set_page_dirty
```

## Values

*\_\_page*                    the address of page

*page\_flag*                page flags

## Description

This probe attaches to the generic `__set_page_dirty_nobuffers` function. Thus, this probe is going to fire on many other file systems in addition to the NFS client.

# probe::nfs.aop.write\_begin

probe::nfs.aop.write\_begin — NFS client begin to write data

## Synopsis

```
nfs.aop.write_begin
```

## Values

<i>dev</i>	device identifier
<i>page_index</i>	offset within mapping, can used a page identifier and position identifier in the page frame
<i>__page</i>	the address of page
<i>size</i>	write bytes
<i>to</i>	end address of this write operation
<i>ino</i>	inode number
<i>offset</i>	start address of this write operation

## Description

Occurs when write operation occurs on nfs. It prepare a page for writing, look for a request corresponding to the page. If there is one, and it belongs to another file, it flush it out before it tries to copy anything into the page. Also do the same if it finds a request from an existing dropped page

# probe::nfs.aop.write\_end

probe::nfs.aop.write\_end — NFS client complete writing data

## Synopsis

```
nfs.aop.write_end
```

## Values

<i>i_size</i>	file length in bytes
<i>dev</i>	device identifier
<i>sb_flag</i>	super block flags
<i>page_index</i>	offset within mapping, can used a page identifier and position identifier in the page frame
<i>__page</i>	the address of page
<i>size</i>	write bytes
<i>i_flag</i>	file flags
<i>to</i>	end address of this write operation
<i>ino</i>	inode number
<i>offset</i>	start address of this write operation

## Description

Fires when do a write operation on nfs, often after prepare\_write

Update and possibly write a cached page of an NFS file.

# probe::nfs.aop.writepage

probe::nfs.aop.writepage — NFS client writing a mapped page to the NFS server

## Synopsis

`nfs.aop.writepage`

## Values

<i>for_reclaim</i> tor	a flag of <code>writeback_control</code> , indicates if it's invoked from the page allocator
<i>i_size</i>	file length in bytes
<i>dev</i>	device identifier
<i>sb_flag</i>	super block flags
<i>page_index</i> the page frame	offset within mapping, can used a page identifier and position identifier in the page frame
<i>__page</i>	the address of page
<i>size</i>	number of pages to be written in this execution
<i>for_kupdate</i>	a flag of <code>writeback_control</code> , indicates if it's a kupdate writeback
<i>wsiz</i>	write size
<i>i_flag</i>	file flags
<i>i_state</i>	inode state flags
<i>ino</i>	inode number

## Description

The priority of wb is decided by the flags *for\_reclaim* and *for\_kupdate*.

# probe::nfs.aop.writepages

probe::nfs.aop.writepages — NFS client writing several dirty pages to the NFS server

## Synopsis

`nfs.aop.writepages`

## Values

<i>for_reclaim</i> tor	a flag of <code>writeback_control</code> , indicates if it's invoked from the page allocator
<i>dev</i>	device identifier
<i>wpages</i>	write size (in pages)
<i>size</i>	number of pages attempted to be written in this execution
<i>for_kupdate</i>	a flag of <code>writeback_control</code> , indicates if it's a kupdate writeback
<i>wsiz</i> e	write size
<i>nr_to_write</i>	number of pages attempted to be written in this execution
<i>ino</i>	inode number

## Description

The priority of wb is decided by the flags *for\_reclaim* and *for\_kupdate*.

# probe::nfs.fop.aio\_read

probe::nfs.fop.aio\_read — NFS client aio\_read file operation

## Synopsis

`nfs.fop.aio_read`

## Values

<i>attrtimeo</i>	how long the cached information is assumed to be valid. We need to revalidate the cached attrs for this inode if <code>jiffies - read_cache_jiffies &gt; attrtimeo</code> .
<i>cache_valid</i>	cache related bit mask flag
<i>count</i>	read bytes
<i>parent_name</i>	parent dir name
<i>dev</i>	device identifier
<i>buf</i>	the address of buf in user space
<i>cache_time</i>	when we started read-caching this inode
<i>file_name</i>	file name
<i>pos</i>	current position of file
<i>ino</i>	inode number



# probe::nfs.fop.aio\_write

probe::nfs.fop.aio\_write — NFS client aio\_write file operation

## Synopsis

`nfs.fop.aio_write`

## Values

<i>count</i>	read bytes
<i>parent_name</i>	parent dir name
<i>dev</i>	device identifier
<i>buf</i>	the address of buf in user space
<i>file_name</i>	file name
<i>pos</i>	offset of the file
<i>ino</i>	inode number

# probe::nfs.fop.check\_flags

probe::nfs.fop.check\_flags — NFS client checking flag operation

## Synopsis

`nfs.fop.check_flags`

## Values

*flag*    file flag

# probe::nfs.fop.flush

probe::nfs.fop.flush — NFS client flush file operation

## Synopsis

`nfs.fop.flush`

## Values

<i>dev</i>	device identifier
<i>mode</i>	file mode
<i>ndirty</i>	number of dirty page
<i>ino</i>	inode number

# probe::nfs.fop.fsync

probe::nfs.fop.fsync — NFS client fsync operation

## Synopsis

`nfs.fop.fsync`

## Values

<i>dev</i>	device identifier
<i>ndirty</i>	number of dirty pages
<i>ino</i>	inode number

# probe::nfs.fop.llseek

probe::nfs.fop.llseek — NFS client llseek operation

## Synopsis

`nfs.fop.llseek`

## Values

<i>whence_str</i>	symbolic string representation of the position to seek from
<i>whence</i>	the position to seek from
<i>dev</i>	device identifier
<i>ino</i>	inode number
<i>offset</i>	the offset of the file will be repositioned

# probe::nfs.fop.lock

probe::nfs.fop.lock — NFS client file lock operation

## Synopsis

`nfs.fop.lock`

## Values

<i>cmd</i>	cmd arguments
<i>dev</i>	device identifier
<i>fl_type</i>	lock type
<i>fl_end</i>	ending offset of locked region
<i>fl_flag</i>	lock flags
<i>i_mode</i>	file type and access rights
<i>fl_start</i>	starting offset of locked region
<i>ino</i>	inode number

# probe::nfs.fop.mmap

probe::nfs.fop.mmap — NFS client mmap operation

## Synopsis

`nfs.fop.mmap`

## Values

<i>attrtimeo</i>	how long the cached information is assumed to be valid. We need to revalidate the cached attrs for this inode if <code>jiffies - read_cache_jiffies &gt; attrtimeo</code> .
<i>cache_valid</i>	cache related bit mask flag
<i>parent_name</i>	parent dir name
<i>vm_flag</i>	vm flags
<i>vm_start</i>	start address within <code>vm_mm</code>
<i>dev</i>	device identifier
<i>buf</i>	the address of buf in user space
<i>vm_end</i>	the first byte after end address within <code>vm_mm</code>
<i>cache_time</i>	when we started read-caching this inode
<i>file_name</i>	file name
<i>ino</i>	inode number

# probe::nfs.fop.open

probe::nfs.fop.open — NFS client file open operation

## Synopsis

`nfs.fop.open`

## Values

<i>i_size</i>	file length in bytes
<i>dev</i>	device identifier
<i>flag</i>	file flag
<i>file_name</i>	file name
<i>ino</i>	inode number



# probe::nfs.fop.read

probe::nfs.fop.read — NFS client read operation

## Synopsis

`nfs.fop.read`

## Values

*devname*      block device name

## Description

SystemTap uses the `vfs.do_sync_read` probe to implement this probe and as a result will get operations other than the NFS client read operations.

# probe::nfs.fop.release

probe::nfs.fop.release — NFS client release page operation

## Synopsis

`nfs.fop.release`

## Values

<i>dev</i>	device identifier
<i>mode</i>	file mode
<i>ino</i>	inode number

# probe::nfs.fop.sendfile

probe::nfs.fop.sendfile — NFS client send file operation

## Synopsis

`nfs.fop.sendfile`

## Values

<i>attrtimeo</i>	how long the cached information is assumed to be valid. We need to revalidate the cached attrs for this inode if <code>jiffies - read_cache_jiffies &gt; attrtimeo</code> .
<i>cache_valid</i>	cache related bit mask flag
<i>count</i>	read bytes
<i>ppos</i>	current position of file
<i>dev</i>	device identifier
<i>cache_time</i>	when we started read-caching this inode
<i>ino</i>	inode number

# probe::nfs.fop.write

probe::nfs.fop.write — NFS client write operation

## Synopsis

`nfs.fop.write`

## Values

*devname*      block device name

## Description

SystemTap uses the `vfs.do_sync_write` probe to implement this probe and as a result will get operations other than the NFS client write operations.

# probe::nfs.proc.commit

probe::nfs.proc.commit — NFS client committing data on server

## Synopsis

`nfs.proc.commit`

## Values

<i>bitmask1</i>	V4 bitmask representing the set of attributes supported on this filesystem
<i>version</i>	NFS version
<i>bitmask0</i>	V4 bitmask representing the set of attributes supported on this filesystem
<i>prot</i>	transfer protocol
<i>size</i>	read bytes in this execution
<i>offset</i>	the file offset
<i>server_ip</i>	IP address of server

## Description

All the `nfs.proc.commit` kernel functions were removed in kernel commit 200baa in December 2006, so these probes do not exist on Linux 2.6.21 and newer kernels.

Fires when client writes the buffered data to disk. The buffered data is asynchronously written by client earlier. The commit function works in sync way. This probe point does not exist in NFSv2.

# probe::nfs.proc.commit\_done

probe::nfs.proc.commit\_done — NFS client response to a commit RPC task

## Synopsis

nfs.proc.commit\_done

## Values

<i>count</i>	number of bytes committed
<i>status</i>	result of last operation
<i>version</i>	NFS version
<i>prot</i>	transfer protocol
<i>valid</i>	fattr->valid, indicates which fields are valid
<i>timestamp</i>	V4 timestamp, which is used for lease renewal
<i>server_ip</i>	IP address of server

## Description

Fires when a reply to a commit RPC task is received or some commit operation error occur (timeout or socket shutdown).

# probe::nfs.proc.commit\_setup

probe::nfs.proc.commit\_setup — NFS client setting up a commit RPC task

## Synopsis

`nfs.proc.commit_setup`

## Values

<i>count</i>	bytes in this commit
<i>bitmask1</i>	V4 bitmask representing the set of attributes supported on this filesystem
<i>version</i>	NFS version
<i>bitmask0</i>	V4 bitmask representing the set of attributes supported on this filesystem
<i>prot</i>	transfer protocol
<i>size</i>	bytes in this commit
<i>offset</i>	the file offset
<i>server_ip</i>	IP address of server

## Description

The `commit_setup` function is used to setup a commit RPC task. Is is not doing the actual commit operation. It is does not exist in NFSv2.

# probe::nfs.proc.create

probe::nfs.proc.create — NFS client creating file on server

## Synopsis

`nfs.proc.create`

## Values

<i>version</i>	NFS version (the function is used for all NFS version)
<i>flag</i>	indicates create mode (only for NFSv3 and NFSv4)
<i>prot</i>	transfer protocol
<i>filelen</i>	length of file name
<i>filename</i>	file name
<i>fh</i>	file handler of parent dir
<i>server_ip</i>	IP address of server



# probe::nfs.proc.handle\_exception

probe::nfs.proc.handle\_exception — NFS client handling an NFSv4 exception

## Synopsis

```
nfs.proc.handle_exception
```

## Values

*errorcode*            indicates the type of error

## Description

This is the error handling routine for processes for NFSv4.

# probe::nfs.proc.lookup

probe::nfs.proc.lookup — NFS client opens/searches a file on server

## Synopsis

`nfs.proc.lookup`

## Values

<i>name_len</i>	the length of file name
<i>filename</i>	the name of file which client opens/searches on server
<i>bitmask1</i>	V4 bitmask representing the set of attributes supported on this filesystem
<i>version</i>	NFS version
<i>bitmask0</i>	V4 bitmask representing the set of attributes supported on this filesystem
<i>prot</i>	transfer protocol
<i>server_ip</i>	IP address of server

# probe::nfs.proc.open

probe::nfs.proc.open — NFS client allocates file read/write context information

## Synopsis

```
nfs.proc.open
```

## Values

<i>mode</i>	file mode
<i>version</i>	NFS version (the function is used for all NFS version)
<i>flag</i>	file flag
<i>prot</i>	transfer protocol
<i>filename</i>	file name
<i>server_ip</i>	IP address of server

## Description

Allocate file read/write context information

# probe::nfs.proc.read

probe::nfs.proc.read — NFS client synchronously reads file from server

## Synopsis

`nfs.proc.read`

## Values

<i>count</i>	read bytes in this execution
<i>flags</i>	used to set task->tk_flags in rpc_init_task function
<i>version</i>	NFS version
<i>prot</i>	transfer protocol
<i>offset</i>	the file offset
<i>server_ip</i>	IP address of server

## Description

All the `nfs.proc.read` kernel functions were removed in kernel commit 8e0969 in December 2006, so these probes do not exist on Linux 2.6.21 and newer kernels.

# probe::nfs.proc.read\_done

probe::nfs.proc.read\_done — NFS client response to a read RPC task

## Synopsis

`nfs.proc.read_done`

## Values

<i>count</i>	number of bytes read
<i>status</i>	result of last operation
<i>version</i>	NFS version
<i>prot</i>	transfer protocol
<i>timestamp</i>	V4 timestamp, which is used for lease renewal
<i>server_ip</i>	IP address of server

## Description

Fires when a reply to a read RPC task is received or some read error occurs (timeout or socket shutdown).

# probe::nfs.proc.read\_setup

probe::nfs.proc.read\_setup — NFS client setting up a read RPC task

## Synopsis

```
nfs.proc.read_setup
```

## Values

<i>count</i>	read bytes in this execution
<i>version</i>	NFS version
<i>prot</i>	transfer protocol
<i>size</i>	read bytes in this execution
<i>offset</i>	the file offset
<i>server_ip</i>	IP address of server

## Description

The `read_setup` function is used to setup a read RPC task. It is not doing the actual read operation.

# probe::nfs.proc.release

probe::nfs.proc.release — NFS client releases file read/write context information

## Synopsis

`nfs.proc.release`

## Values

<i>mode</i>	file mode
<i>version</i>	NFS version (the function is used for all NFS version)
<i>flag</i>	file flag
<i>prot</i>	transfer protocol
<i>filename</i>	file name
<i>server_ip</i>	IP address of server

## Description

Release file read/write context information

# probe::nfs.proc.remove

probe::nfs.proc.remove — NFS client removes a file on server

## Synopsis

`nfs.proc.remove`

## Values

<i>version</i>	NFS version (the function is used for all NFS version)
<i>prot</i>	transfer protocol
<i>filelen</i>	length of file name
<i>filename</i>	file name
<i>fh</i>	file handler of parent dir
<i>server_ip</i>	IP address of server



# probe::nfs.proc.rename

probe::nfs.proc.rename — NFS client renames a file on server

## Synopsis

`nfs.proc.rename`

## Values

<i>new_fh</i>	file handler of new parent dir
<i>old_filelen</i>	length of old file name
<i>version</i>	NFS version (the function is used for all NFS version)
<i>prot</i>	transfer protocol
<i>new_filelen</i>	length of new file name
<i>old_fh</i>	file handler of old parent dir
<i>new_name</i>	new file name
<i>old_name</i>	old file name
<i>server_ip</i>	IP address of server

# probe::nfs.proc.write

probe::nfs.proc.write — NFS client synchronously writes file to server

## Synopsis

```
nfs.proc.write
```

## Values

<i>flags</i>	used to set task->tk_flags in rpc_init_task function
<i>bitmask1</i>	V4 bitmask representing the set of attributes supported on this filesystem
<i>version</i>	NFS version
<i>bitmask0</i>	V4 bitmask representing the set of attributes supported on this filesystem
<i>prot</i>	transfer protocol
<i>size</i>	read bytes in this execution
<i>server_ip</i>	IP address of server
<i>offset</i>	the file offset

## Description

All the nfs.proc.write kernel functions were removed in kernel commit 200baa in December 2006, so these probes do not exist on Linux 2.6.21 and newer kernels.

# probe::nfs.proc.write\_done

probe::nfs.proc.write\_done — NFS client response to a write RPC task

## Synopsis

nfs.proc.write\_done

## Values

<i>count</i>	number of bytes written
<i>status</i>	result of last operation
<i>version</i>	NFS version
<i>prot</i>	transfer protocol
<i>valid</i>	fattr->valid, indicates which fields are valid
<i>timestamp</i>	V4 timestamp, which is used for lease renewal
<i>server_ip</i>	IP address of server

## Description

Fires when a reply to a write RPC task is received or some write error occurs (timeout or socket shutdown).

# probe::nfs.proc.write\_setup

probe::nfs.proc.write\_setup — NFS client setting up a write RPC task

## Synopsis

```
nfs.proc.write_setup
```

## Values

<i>count</i>	bytes written in this execution
<i>bitmask1</i>	V4 bitmask representing the set of attributes supported on this filesystem
<i>how</i>	used to set args.stable. The stable value could be: NFS_UNSTABLE,NFS_DATA_SYNC,NFS_FI (in nfs.proc3.write_setup and nfs.proc4.write_setup)
<i>version</i>	NFS version
<i>bitmask0</i>	V4 bitmask representing the set of attributes supported on this filesystem
<i>prot</i>	transfer protocol
<i>size</i>	bytes written in this execution
<i>offset</i>	the file offset
<i>server_ip</i>	IP address of server

## Description

The write\_setup function is used to setup a write RPC task. It is not doing the actual write operation.

# probe::nfsd.close

probe::nfsd.close — NFS server closing a file for client

## Synopsis

`nfsd.close`

## Values

*filename*      file name

# probe::nfsd.commit

probe::nfsd.commit — NFS server committing all pending writes to stable storage

## Synopsis

`nfsd.commit`

## Values

<i>count</i>	read bytes
<i>flag</i>	indicates whether this execution is a sync operation
<i>size</i>	read bytes
<i>fh</i>	file handle (the first part is the length of the file handle)
<i>client_ip</i>	the ip address of client
<i>offset</i>	the offset of file

# probe::nfsd.create

probe::nfsd.create — NFS server creating a file(regular,dir,device,fifo) for client

## Synopsis

`nfsd.create`

## Values

<i>iap_mode</i>	file access mode
<i>iap_valid</i>	Attribute flags
<i>filelen</i>	the length of file name
<i>filename</i>	file name
<i>fh</i>	file handle (the first part is the length of the file handle)
<i>client_ip</i>	the ip address of client
<i>type</i>	file type(regular,dir,device,fifo ...)

## Description

Sometimes nfsd will call `nfsd_create_v3` instead of this this probe point.

# probe::nfsd.createv3

probe::nfsd.createv3 — NFS server creating a regular file or set file attributes for client

## Synopsis

`nfsd.createv3`

## Values

<i>iap_mode</i>	file access mode
<i>createmode</i>	create mode .The possible values could be: NFS3_CREATE_EXCLUSIVE, NFS3_CREATE_UNCHECKED, or NFS3_CREATE_GUARDED
<i>verifier</i>	file attributes (atime,mtime,mode). It's used to reset file attributes for CREATE_EXCLUSIVE
<i>iap_valid</i>	Attribute flags
<i>truncp</i>	truncp arguments, indicates if the file shouldbe truncate
<i>filelen</i>	the length of file name
<i>filename</i>	file name
<i>fh</i>	file handle (the first part is the length of the file handle)
<i>client_ip</i>	the ip address of client

## Description

This probepoints is only called by `nfsd3_proc_create` and `nfsd4_open` when `op_claim_type` is `NFS4_OPEN_CLAIM_NULL`.



# probe::nfsd.dispatch

probe::nfsd.dispatch — NFS server receives an operation from client

## Synopsis

`nfsd.dispatch`

## Values

<i>proto</i>	transfer protocol
<i>proc</i>	procedure number
<i>prog</i>	program number
<i>version</i>	nfs version
<i>client_ip</i>	the ip address of client
<i>xid</i>	transmission id

# probe::nfsd.lookup

probe::nfsd.lookup — NFS server opening or searching file for a file for client

## Synopsis

`nfsd.lookup`

## Values

<i>filelen</i>	the length of file name
<i>filename</i>	file name
<i>fh</i>	file handle of parent dir(the first part is the length of the file handle)
<i>client_ip</i>	the ip address of client

# probe::nfsd.open

probe::nfsd.open — NFS server opening a file for client

## Synopsis

`nfsd.open`

## Values

<i>access</i>	indicates the type of open (read/write/commit/readdir...)
<i>fh</i>	file handle (the first part is the length of the file handle)
<i>client_ip</i>	the ip address of client
<i>type</i>	type of file (regular file or dir)

# probe::nfsd.proc.commit

probe::nfsd.proc.commit — NFS server performing a commit operation for client

## Synopsis

`nfsd.proc.commit`

## Values

<i>count</i>	read bytes
<i>proto</i>	transfer protocol
<i>uid</i>	requester's user id
<i>version</i>	nfs version
<i>size</i>	read bytes
<i>fh</i>	file handle (the first part is the length of the file handle)
<i>client_ip</i>	the ip address of client
<i>gid</i>	requester's group id
<i>offset</i>	the offset of file

# probe::nfsd.proc.create

probe::nfsd.proc.create — NFS server creating a file for client

## Synopsis

`nfsd.proc.create`

## Values

<i>proto</i>	transfer protocol
<i>uid</i>	requester's user id
<i>version</i>	nfs version
<i>filelen</i>	length of file name
<i>filename</i>	file name
<i>fh</i>	file handle (the first part is the length of the file handle)
<i>client_ip</i>	the ip address of client
<i>gid</i>	requester's group id

# probe::nfsd.proc.lookup

probe::nfsd.proc.lookup — NFS server opening or searching for a file for client

## Synopsis

`nfsd.proc.lookup`

## Values

<i>proto</i>	transfer protocol
<i>uid</i>	requester's user id
<i>filelen</i>	the length of file name
<i>filename</i>	file name
<i>fh</i>	file handle of parent dir (the first part is the length of the file handle)
<i>version</i>	nfs version
<i>client_ip</i>	the ip address of client
<i>gid</i>	requester's group id

# probe::nfsd.proc.read

probe::nfsd.proc.read — NFS server reading file for client

## Synopsis

`nfsd.proc.read`

## Values

<i>count</i>	read bytes
<i>proto</i>	transfer protocol
<i>uid</i>	requester's user id
<i>version</i>	nfs version
<i>size</i>	read bytes
<i>vec</i>	struct kvec, includes buf address in kernel address and length of each buffer
<i>client_ip</i>	the ip address of client
<i>fh</i>	file handle (the first part is the length of the file handle)
<i>vlen</i>	read blocks
<i>offset</i>	the offset of file
<i>gid</i>	requester's group id

# probe::nfsd.proc.remove

probe::nfsd.proc.remove — NFS server removing a file for client

## Synopsis

`nfsd.proc.remove`

## Values

<i>proto</i>	transfer protocol
<i>uid</i>	requester's user id
<i>version</i>	nfs version
<i>filelen</i>	length of file name
<i>filename</i>	file name
<i>fh</i>	file handle (the first part is the length of the file handle)
<i>client_ip</i>	the ip address of client
<i>gid</i>	requester's group id



# probe::nfsd.proc.rename

probe::nfsd.proc.rename — NFS Server renaming a file for client

## Synopsis

`nfsd.proc.rename`

## Values

<i>tlen</i>	length of new file name
<i>uid</i>	requester's user id
<i>flen</i>	length of old file name
<i>tfh</i>	file handler of new path
<i>filename</i>	old file name
<i>fh</i>	file handler of old path
<i>client_ip</i>	the ip address of client
<i>gid</i>	requester's group id
<i>tname</i>	new file name

# probe::nfsd.proc.write

probe::nfsd.proc.write — NFS server writing data to file for client

## Synopsis

`nfsd.proc.write`

## Values

<i>count</i>	read bytes
<i>proto</i>	transfer protocol
<i>uid</i>	requester's user id
<i>version</i>	nfs version
<i>size</i>	read bytes
<i>vec</i>	struct kvec, includes buf address in kernel address and length of each buffer
<i>fh</i>	file handle (the first part is the length of the file handle)
<i>client_ip</i>	the ip address of client
<i>vlen</i>	read blocks
<i>gid</i>	requester's group id
<i>stable</i>	argp->stable
<i>offset</i>	the offset of file

# probe::nfsd.read

probe::nfsd.read — NFS server reading data from a file for client

## Synopsis

`nfsd.read`

## Values

<i>count</i>	read bytes
<i>file</i>	argument file, indicates if the file has been opened.
<i>size</i>	read bytes
<i>vec</i>	struct kvec, includes buf address in kernel address and length of each buffer
<i>fh</i>	file handle (the first part is the length of the file handle)
<i>client_ip</i>	the ip address of client
<i>vlen</i>	read blocks
<i>offset</i>	the offset of file

# probe::nfsd.rename

probe::nfsd.rename — NFS server renaming a file for client

## Synopsis

`nfsd.rename`

## Values

<i>tlen</i>	length of new file name
<i>flen</i>	length of old file name
<i>tfh</i>	file handler of new path
<i>filename</i>	old file name
<i>fh</i>	file handler of old path
<i>client_ip</i>	the ip address of client
<i>tname</i>	new file name

# probe::nfsd.unlink

probe::nfsd.unlink — NFS server removing a file or a directory for client

## Synopsis

`nfsd.unlink`

## Values

<i>filelen</i>	the length of file name
<i>filename</i>	file name
<i>fh</i>	file handle (the first part is the length of the file handle)
<i>client_ip</i>	the ip address of client
<i>type</i>	file type (file or dir)

# probe::nfsd.write

probe::nfsd.write — NFS server writing data to a file for client

## Synopsis

`nfsd.write`

## Values

<i>count</i>	read bytes
<i>file</i>	argument file, indicates if the file has been opened.
<i>size</i>	read bytes
<i>vec</i>	struct kvec, includes buf address in kernel address and length of each buffer
<i>fh</i>	file handle (the first part is the length of the file handle)
<i>client_ip</i>	the ip address of client
<i>vlen</i>	read blocks
<i>offset</i>	the offset of file

---

## Chapter 32. Speculation

This family of functions provides the ability to speculative record information and then at a later point in the SystemTap script either commit the information or discard it.

# function::commit

function::commit — Write out all output related to a speculation buffer

## Synopsis

```
commit(id:long)
```

## Arguments

*id* of the buffer to store the information in

## Description

Output all the output for *id* in the order that it was entered into the speculative buffer by `speculative`.



# function::discard

function::discard — Discard all output related to a speculation buffer

## Synopsis

```
discard(id:long)
```

## Arguments

*id* of the buffer to store the information in

# function::speculate

function::speculate — Store a string for possible output later

## Synopsis

```
speculate (id:long, output:string)
```

## Arguments

<i>id</i>	buffer id to store the information in
<i>output</i>	string to write out when commit occurs

## Description

Add a string to the speculaive buffer for id.

# function::speculation

function::speculation — Allocate a new id for speculative output

## Synopsis

```
speculation:long()
```

## Arguments

None

## Description

The `speculation` function is called when a new speculation buffer is needed. It returns an id for the speculative output. There can be multiple threads being speculated on concurrently. This id is used by other speculation functions to keep the threads separate.