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 `symdata`.

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 0x%x", 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

n	First argument to get (zero is normally the program itself)
m	Last argument to get (or minus one for all arguments after n)
delim	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 SystemTap 1.5.

function::current_exe_file

function::current_exe_file — get the file struct pointer for the current task's executable file

Synopsis

```
current_exe_file:long()
```

Arguments

None

Description

This function returns the file struct pointer for the current task's executable file. Note that the file struct pointer isn't locked on return. The return value of this function can be passed to `fullpath_struct_file` to get the path from the file struct.

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::module_size

function::module_size — The module size of the current script

Synopsis

```
module_size:string()
```

Arguments

None

Description

This function returns the sizes of various sections of the stap module.

function::ns_egid

function::ns_egid — Returns the effective gid of a target process as seen in a user namespace

Synopsis

```
ns_egid:long()
```

Arguments

None

Description

This function returns the effective gid of a target process as seen in the target user namespace if provided, or the stap process namespace

function::ns_euid

function::ns_euid — Returns the effective user ID of a target process as seen in a user namespace

Synopsis

```
ns_euid:long()
```

Arguments

None

Description

This function returns the effective user ID of the target process as seen in the target user namespace if provided, or the stap process namespace.

function::ns_gid

function::ns_gid — Returns the group ID of a target process as seen in a user namespace

Synopsis

```
ns_gid:long()
```

Arguments

None

Description

This function returns the group ID of a target process as seen in the target user namespace if provided, or the stap process namespace.

function::ns_pgrp

function::ns_pgrp — Returns the process group ID of the current process as seen in a pid namespace

Synopsis

```
ns_pgrp:long()
```

Arguments

None

Description

This function returns the process group ID of the current process as seen in the target pid namespace if provided, or the stap process namespace.

function::ns_pid

function::ns_pid — Returns the ID of a target process as seen in a pid namespace

Synopsis

```
ns_pid:long()
```

Arguments

None

Description

This function returns the ID of a target process as seen in the target pid namespace.

function::ns_ppid

function::ns_ppid — Returns the process ID of a target process's parent process as seen in a pid namespace

Synopsis

```
ns_ppid:long()
```

Arguments

None

Description

This function return the process ID of the target proccess's parent process as seen in the target pid namespace if provided, or the stap process namespace.

function::ns_sid

function::ns_sid — Returns the session ID of the current process as seen in a pid namespace

Synopsis

```
ns_sid:long()
```

Arguments

None

Description

The namespace-aware session ID of a process is the process group ID of the session leader as seen in the target pid namespace if provided, or the stap process namespace. Session ID is stored in the signal_struct since Kernel 2.6.0.

function::ns_tid

function::ns_tid — Returns the thread ID of a target process as seen in a pid namespace

Synopsis

```
ns_tid:long()
```

Arguments

None

Description

This function returns the thread ID of a target process as seen in the target pid namespace if provided, or the stap process namespace.

function::ns_uid

function::ns_uid — Returns the user ID of a target process as seen in a user namespace

Synopsis

```
ns_uid:long()
```

Arguments

None

Description

This function returns the user ID of the target process as seen in the target user namespace if provided, or the stap process namespace.

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 procces.

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 proccess'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_backtrace_fileline

function::print_backtrace_fileline — Print kernel stack back trace

Synopsis

```
print_backtrace_fileline()
```

Arguments

None

Description

This function is equivalent to `print_backtrace`, but output for each symbol is longer including file names and line numbers. 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

```
1) print_ubacktrace()

2) print_ubacktrace(pc:long,sp:long,fp:long)
```

Arguments

pc override PC

sp override SP

fp override FP

Description

1)

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

Equivalent to `print_ubacktrace`, but it performs the backtrace using the pc, sp, and fp provided. Useful

Note

To get (full) backtraces for user space applications and shared 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::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 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::print_ubacktrace_fileline

function::print_ubacktrace_fileline — Print stack back trace for current user-space task.

Synopsis

```
1) print_ubacktrace_fileline()

2) print_ubacktrace_fileline(pc:long,sp:long,fp:long)
```

Arguments

pc override PC

sp override SP

fp override FP

Description

1)

2) Equivalent to`print_ubacktrace`, but output for each symbol is longer including file names and line numbers.

Equivalent to `print_ubacktrace_fileline`, but it performs the backtrace using the pc, sp, and fp passed in.

Note

To get (full) backtraces for user space applications and shared 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::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.

Consider using `ppfunc` instead.

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, xfs/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::set_int_arg

function::set_int_arg — Set function argument as signed int

Synopsis

```
set_int_arg(n:long,v:long)
```

Arguments

n index of argument to return

v value to set

Description

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

function::set_long_arg

function::set_long_arg — Set argument as signed long

Synopsis

```
set_long_arg(n:long,v:long)
```

Arguments

n index of argument to set

v value to set

Description

Set 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::set_longlong_arg

function::set_longlong_arg — Set function argument as 64-bit value

Synopsis

```
set_longlong_arg:long(n:long,v:long)
```

Arguments

n index of argument to return

v value to set

Description

Set the value of argument n as a 64-bit value.

function::set_pointer_arg

function::set_pointer_arg — Set function argument as pointer value

Synopsis

```
set_pointer_arg(n:long,v:long)
```

Arguments

n index of argument to return

v value to set

Description

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

function::set_s32_arg

function::set_s32_arg — Set function argument as signed 32-bit value

Synopsis

```
set_s32_arg(n:long,v:long)
```

Arguments

n index of argument to return

v value to set

Description

Set the signed 32-bit value of argument n, same as int_arg.

function::set_s64_arg

function::set_s64_arg — Set function argument as signed 64-bit value

Synopsis

```
set_s64_arg(n:long,v:long)
```

Arguments

n index of argument to return

v value to set

Description

Set the signed 64-bit value of argument n, same as longlong_arg.

function::set_u32_arg

function::set_u32_arg — Set function argument as unsigned 32-bit value

Synopsis

```
set_u32_arg(n:long,v:long)
```

Arguments

n index of argument to return

v value to set

Description

Set the unsigned 32-bit value of argument n, same as uint_arg.

function::set_u64_arg

function::set_u64_arg — Set function argument as unsigned 64-bit value

Synopsis

```
set_u64_arg(n:long,v:long)
```

Arguments

n index of argument to return

v value to set

Description

Set the unsigned 64-bit value of argument n, same as ulonglong_arg.

function::set_uint_arg

function::set_uint_arg — Set argument as unsigned int

Synopsis

```
set_uint_arg:long(n:long,v:long)
```

Arguments

n index of argument to set

v value to set

Description

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

function::set_ulong_arg

function::set_ulong_arg — Set function argument as unsigned long

Synopsis

```
set_ulong_arg(n:long,v:long)
```

Arguments

n index of argument to return

v value to set

Description

Set 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::set_ulonglong_arg

function::set_ulonglong_arg — Set function argument as 64-bit value

Synopsis

```
set_ulonglong_arg(n:long,v:long)
```

Arguments

n index of argument to return

v value to set

Description

Set the value of argument n as a 64-bit value. (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 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::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::symfile

function::symfile — Return the file name of a given address.

Synopsis

```
symfile:string(addr:long)
```

Arguments

addr The address to translate.

Description

Returns the file name of the given address, if known. If the file name cannot be found, the hex string representation of the address will be returned.

function::symfileline

function::symfileline — Return the file name and line number of an address.

Synopsis

```
symfileline:string(addr:long)
```

Arguments

addr The address to translate.

Description

Returns the file name and the (approximate) line number of the given address, if known. If the file name or the line number cannot be found, the hex string representation of the address will be returned.

function::symline

function::symline — Return the line number of an address.

Synopsis

```
symline:string(addr:long)
```

Arguments

addr The address to translate.

Description

Returns the (approximate) line number of the given address, if known. If the line number cannot be found, the hex string representation of the address will be returned.

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

task	task_struct pointer
with_time	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_cwd_path

function::task_cwd_path — get the path struct pointer for a task's current working directory

Synopsis

```
task_cwd_path:long(task:long)
```

Arguments

task task_struct pointer.

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_exe_file

function::task_exe_file — get the file struct pointer for a task's executable file

Synopsis

```
task_exe_file:long(task:long)
```

Arguments

task task_struct pointer.

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_fd_lookup

function::task_fd_lookup — get the file struct for a task's fd

Synopsis

```
task_fd_lookup:long(task:long,fd:long)
```

Arguments

task task_struct pointer.

fd file descriptor number.

Description

Returns the file struct pointer for a task's file descriptor.

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_ns_egid

function::task_ns_egid — The effective group identifier of the task

Synopsis

```
task_ns_egid:long(task:long)
```

Arguments

task task_struct pointer

Description

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

function::task_ns_euid

function::task_ns_euid — The effective user identifier of the task

Synopsis

```
task_ns_euid:long(task:long)
```

Arguments

task task_struct pointer

Description

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

function::task_ns_gid

function::task_ns_gid — The group identifier of the task as seen in a namespace

Synopsis

```
task_ns_gid:long(task:long)
```

Arguments

task task_struct pointer

Description

This function returns the group id of the given task as seen in in the given user namespace.

function::task_ns_pid

function::task_ns_pid — The process identifier of the task

Synopsis

```
task_ns_pid:long(task:long)
```

Arguments

task task_struct pointer

Description

This fucntion returns the process id of the given task based on the specified pid namespace..

function::task_ns_tid

function::task_ns_tid — The thread identifier of the task as seen in a namespace

Synopsis

```
task_ns_tid:long(task:long)
```

Arguments

task task_struct pointer

Description

This function returns the thread id of the given task as seen in the pid namespace.

function::task_ns_uid

function::task_ns_uid — The user identifier of the task

Synopsis

```
task_ns_uid:long(task:long)
```

Arguments

task task_struct pointer

Description

This function returns the user id 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 fucntion 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 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 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::usymfile

function::usymfile — Return the file name of a given address.

Synopsis

```
usymfile:string(addr:long)
```

Arguments

addr The address to translate.

Description

Returns the file name of the given address, if known. If the file name cannot be found, the hex string representation of the address will be returned.

function::usymfileline

function::usymfileline — Return the file name and line number of an address.

Synopsis

```
usymfileline:string(addr:long)
```

Arguments

addr The address to translate.

Description

Returns the file name and the (approximate) line number of the given address, if known. If the file name or the line number cannot be found, the hex string representation of the address will be returned.

function::usymline

function::usymline — Return the line number of an address.

Synopsis

```
usymline:string(addr:long)
```

Arguments

addr The address to translate.

Description

Returns the (approximate) line number of the given address, if known. If the line number cannot be found, the hex string representation of the address will be returned.

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 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::ktime_get_ns

function::ktime_get_ns — Number of nanoseconds since boot

Synopsis

```
ktime_get_ns:long()
```

Arguments

None

Description

This function returns the system ktime.

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

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

2) ctime:string()
```

Arguments

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

Description

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

2) “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. The runtime may impose a relatively short length limit on the command string. Exceeding it may print a warning.

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 remainer. 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

```
1) proc_mem_data:long()

2) proc_mem_data:long(pid:long)
```

Arguments

pid The pid of process to examine

Description

1) 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.

2) 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

```
1) proc_mem_rss:long()

2) proc_mem_rss:long(pid:long)
```

Arguments

pid The pid of process to examine

Description

1) 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.

2) 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

```
1) proc_mem_shr:long()

2) proc_mem_shr:long(pid:long)
```

Arguments

pid The pid of process to examine

Description

1) 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.

2) 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

```
1) proc_mem_size:long()

2) proc_mem_size:long(pid:long)
```

Arguments

pid The pid of process to examine

Description

1) 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.

2) 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 process memory usage

Synopsis

```
1) proc_mem_string:string()

2) proc_mem_string:string(pid:long)
```

Arguments

pid The pid of process to examine

Description

1) 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”.

2) 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

```
1) proc_mem_txt:long()

2) proc_mem_txt:long(pid:long)
```

Arguments

pid The pid of process to examine

Description

1) 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.

2) 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

value	the fault_type returned by vm.page_fault.return
test	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

address	the requested address
name	name of the probe point
length	the length of the memory segment

Context

The process calling brk.

probe::vm.kfree

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

Synopsis

```
vm.kfree
```

Values

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

probe::vm.kmalloc

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

Synopsis

```
vm.kmalloc
```

Values

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

probe::vm.kmalloc_node

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

Synopsis

```
vm.kmalloc_node
```

Values

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

probe::vm.kmem_cache_alloc

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

Synopsis

```
vm.kmem_cache_alloc
```

Values

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

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

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

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

probe::vm.mmap

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

Synopsis

```
vm.mmap
```

Values

address	the requested address
name	name of the probe point
length	the length of the memory segment

Context

The process calling mmap.

probe::vm.munmap

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

Synopsis

```
vm.munmap
```

Values

address	the requested address
length	the length of the memory segment
name	name of the probe point

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

task the task being killed

name name of the probe point

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

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

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

name	name of the probe point
fault_type	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

name name of the probe point

address 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

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

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 miliseconds 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 ZZZZZZZZZ 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 task

Synopsis

```
1) task_stime:long()

2) task_stime:long(tid:long)
```

Arguments

tid Thread id of the given task

Description

1) 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.

2) 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_utime

function::task_utime — User time of the task

Synopsis

```
1) task_utime:long()

2) task_utime:long(tid:long)
```

Arguments

tid Thread id of the given task

Description

1) 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.

2) 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

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

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

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

Context

The resuming process.

probe::scheduler.ctxswitch

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

Synopsis

```
scheduler.ctxswitch
```

Values

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

thread_pid	PID of the thread being stopped
thread_priority	priority of the thread

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

name	name of the probe point
return_value	return value after stopping the thread

probe::scheduler.migrate

probe::scheduler.migrate — Task migrating across cpus

Synopsis

```
scheduler.migrate
```

Values

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

probe::scheduler.process_exit

probe::scheduler.process_exit — Process exiting

Synopsis

```
scheduler.process_exit
```

Values

priority	priority of the process exiting
pid	PID of the process exiting
name	name of the probe point

probe::scheduler.process_fork

probe::scheduler.process_fork — Process forked

Synopsis

```
scheduler.process_fork
```

Values

child_pid	PID of the child process
name	name of the probe point
parent_pid	PID of the parent process

probe::scheduler.process_free

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

Synopsis

```
scheduler.process_free
```

Values

priority	priority of the process getting freed
pid	PID of the process getting freed
name	name of the probe point

probe::scheduler.process_wait

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

Synopsis

```
scheduler.process_wait
```

Values

name name of the probe point

pid PID of the process scheduler is waiting on

probe::scheduler.signal_send

probe::scheduler.signal_send — Sending a signal

Synopsis

```
scheduler.signal_send
```

Values

signal_number	signal number
pid	pid of the process sending signal
name	name of the probe point

probe::scheduler.tick

probe::scheduler.tick — Schedulers internal tick, a processes timeslice accounting is updated

Synopsis

```
scheduler.tick
```

Values

idle boolean indicating whether current is the idle process

name name of the probe point

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

name	name of the probe point
task_pid	PID of the task the scheduler is waiting on
task_priority	priority of the task

probe::scheduler.wakeup

probe::scheduler.wakeup — Task is woken up

Synopsis

```
scheduler.wakeup
```

Values

name	name of the probe point
task_state	state of the task being woken up
task_priority	priority of the task being woken up
task_pid	PID of the task being woken up
task_cpu	cpu of the task being woken up
task_tid	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

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

devname	block device name
name	name of the probe point
opf	operations and flags
vcnt	bio vector count which represents number of array element (page, offset, length) which makes up this I/O request
bytes_done	number of bytes transferred
ino	i-node number of the mapped file
size	total size in bytes
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
phys_segments	number of segments in this bio after physical address coalescing is performed.
rw	binary trace for read/write request
idx	offset into the bio vector array
sector	beginning sector for the entire bio
error	0 on success
hw_segments	number of segments after physical and DMA remapping hardware coalescing is performed

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

bdev_contains	points to the device object which contains the partition (when bio structure represents a partition)
ino	i-node number of the mapped file
opf	operations and flags
vcnt	bio vector count which represents number of array element (page, offset, length) which make up this I/O request
devname	block device name
name	name of the probe point
bdev	target block device
hw_segments	number of segments after physical and DMA remapping hardware coalescing is performed
sector	beginning sector for the entire bio
idx	offset into the bio vector array
phys_segments	number of segments in this bio after physical address coalescing is performed
p_start_sect	points to the start sector of the partition structure of the device
rw	binary trace for read/write request
size	total size in bytes
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

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

bdev	target block device
name	name of the probe point
devname	device for which a buffer bounce was needed.
vcnt	bio vector count which represents number of array element (page, offset, length) which makes up this I/O request
opf	operations and flags
ino	i-node number of the mapped file
bytes_done	number of bytes transferred
bdev_contains	points to the device object which contains the partition (when bio structure represents a partition)
q	request queue on which this bio was queued.
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
size	total size in bytes
rw	binary trace for read/write request
p_start_sect	points to the start sector of the partition structure of the device
idx	offset into the bio vector array *phys_segments* - number of segments in this bio after physical address coalescing is performed.
sector	beginning sector for the entire bio

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

p_start_sect	points to the start sector of the partition structure of the device
rw	binary trace for read/write request
size	total size in bytes
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
idx	offset into the bio vector array *phys_segments* - number of segments in this bio after physical address coalescing is performed.
sector	beginning sector for the entire bio
opf	operations and flags
vcnt	bio vector count which represents number of array element (page, offset, length) which makes up this I/O request
bytes_done	number of bytes transferred
ino	i-node number of the mapped file
bdev	target block device
name	name of the probe point
devname	block device name
q	request queue on which this bio was queued.
bdev_contains	points to the device object which contains the partition (when bio structure represents a partition)

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

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
size	total size in bytes
p_start_sect	points to the start sector of the partition structure of the device
rw	binary trace for read/write request
sector	beginning sector for the entire bio
idx	offset into the bio vector array *phys_segments* - number of segments in this bio after physical address coalescing is performed.
devname	block device name
name	name of the probe point
bdev	target block device
bytes_done	number of bytes transferred
ino	i-node number of the mapped file
opf	operations and flags
vcnt	bio vector count which represents number of array element (page, offset, length) which make up this I/O request
q	request queue on which this bio was queued.
bdev_contains	points to the device object which contains the partition (when bio structure represents a partition)

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

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

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

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

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

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

probe::ioscheduler.elv_completed_request

probe::ioscheduler.elv_completed_request — Fires when a request is completed

Synopsis

```
ioscheduler.elv_completed_request
```

Values

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

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

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

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

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

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

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

probe::ioscheduler_trace.elv_completed_request

probe::ioscheduler_trace.elv_completed_request — Fires when a request is

Synopsis

```
ioscheduler_trace.elv_completed_request
```

Values

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

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

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

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

Description

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

probe::ioscheduler_trace.plug

probe::ioscheduler_trace.plug — Fires when a request queue is plugged;

Synopsis

```
ioscheduler_trace.plug
```

Values

name	Name of the probe point
rq_queue	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

name	Name of the probe point
rq_queue	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

name	Name of the probe point
rq_queue	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

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

probe::scsi.iodispatching

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

Synopsis

```
scsi.iodispatching
```

Values

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

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

probe::scsi.ioentry

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

Synopsis

```
scsi.ioentry
```

Values

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

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

probe::scsi.set_state

probe::scsi.set_state — Order SCSI device state change

Synopsis

```
scsi.set_state
```

Values

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

Synopsis

```
tty.init
```

Values

name	the driver .dev_name name
module	the module name
driver_name	the driver name

probe::tty.ioctl

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

Synopsis

```
tty.ioctl
```

Values

cmd the ioctl command

arg the ioctl argument

name the file name

probe::tty.open

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

Synopsis

```
tty.open
```

Values

inode_flags	the inode flags
inode_number	the inode number
file_mode	the file mode
file_flags	the file flags
file_name	the file name
inode_state	the inode state

probe::tty.poll

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

Synopsis

```
tty.poll
```

Values

file_name	the tty file name
wait_key	the wait queue key

probe::tty.read

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

Synopsis

```
tty.read
```

Values

driver_name	the driver name
file_name	the file name lreated to the tty
nr	The amount of characters to be read
buffer	the buffer that will receive the characters

probe::tty.receive

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

Synopsis

```
tty.receive
```

Values

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

probe::tty.register

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

Synopsis

```
tty.register
```

Values

index	the tty index requested
name	the driver .dev_name name
module	the module name
driver_name	the driver name

probe::tty.release

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

Synopsis

```
tty.release
```

Values

inode_state	the inode state
file_name	the file name
inode_flags	the inode flags
file_mode	the file mode
file_flags	the file flags
inode_number	the inode number

probe::tty.resize

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

Synopsis

```
tty.resize
```

Values

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

probe::tty.unregister

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

Synopsis

```
tty.unregister
```

Values

name	the driver .dev_name name
module	the module name
index	the tty index requested
driver_name	the driver name

probe::tty.write

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

Synopsis

```
tty.write
```

Values

nr	The amount of characters
buffer	the buffer that will be written
driver_name	the driver name
file_name	the file name lreated to the tty

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

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

probe::irq_handler.exit

probe::irq_handler.exit — Execution of interrupt handler completed

Synopsis

```
irq_handler.exit
```

Values

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

probe::softirq.entry

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

Synopsis

```
softirq.entry
```

Values

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

probe::softirq.exit

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

Synopsis

```
softirq.exit
```

Values

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

probe::workqueue.create

probe::workqueue.create — Creating a new workqueue

Synopsis

```
workqueue.create
```

Values

cpu	cpu for which the worker thread is created
wq_thread	task_struct of the workqueue thread

probe::workqueue.destroy

probe::workqueue.destroy — Destroying workqueue

Synopsis

```
workqueue.destroy
```

Values

wq_thread task_struct of the workqueue thread

probe::workqueue.execute

probe::workqueue.execute — Executing deferred work

Synopsis

```
workqueue.execute
```

Values

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

probe::workqueue.insert

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

Synopsis

```
workqueue.insert
```

Values

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

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

addr	the IP address
family	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::ntohll

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

Synopsis

```
ntohll: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

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

probe::netdev.change_mtu

probe::netdev.change_mtu — Called when the netdev MTU is changed

Synopsis

```
netdev.change_mtu
```

Values

old_mtu	The current MTU
dev_name	The device that will have the MTU changed
new_mtu	The new 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

flags	The new flags
dev_name	The device that will be changed

probe::netdev.close

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

Synopsis

```
netdev.close
```

Values

dev_name 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

dev_name 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

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

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

dev_name The device that is going to be opened

probe::netdev.receive

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

Synopsis

```
netdev.receive
```

Values

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

probe::netdev.register

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

Synopsis

```
netdev.register
```

Values

dev_name 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

protocol	The packet protocol
dev_name	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

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

probe::netdev.transmit

probe::netdev.transmit — Network device transmitting buffer

Synopsis

```
netdev.transmit
```

Values

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

probe::netdev.unregister

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

Synopsis

```
netdev.unregister
```

Values

dev_name 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

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

outdev_name	Name of network device packet will be routed to (if known)

probe::netfilter.arp.in

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

Synopsis

```
netfilter.arp.in
```

Values

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

ar_pro	Format of protocol address

probe::netfilter.arp.out

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

Synopsis

```
netfilter.arp.out
```

Values

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

ar_op	ARP opcode (command)

probe::netfilter.bridge.forward

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

Synopsis

```
netfilter.bridge.forward
```

Values

br_cost	Total cost from transmitting bridge to root
br_mac	Bridge MAC address
br_rid	Identity of root bridge
pf	Protocol family -- always “bridge”
br_poid	Port identifier
nf_stop	Constant used to signify a 'stop' verdict
br_prid	Protocol identifier
br_type	BPDU type
data_str	A string representing the packet buffer contents
br_bid	Identity of bridge
nf_repeat	Constant used to signify a 'repeat' verdict
brhdr	Address of bridge header
nf_drop	Constant used to signify a 'drop' verdict
data_hex	A hexadecimal string representing the packet buffer contents
nf_stolen	Constant used to signify a 'stolen' verdict
br_rmac	Root bridge MAC address
br_fd	Forward delay in 1/256 secs
length	The length of the packet buffer contents, in bytes
br_vid	Protocol version identifier
br_max	Max age in 1/256 secs
outdev_name	Name of network device packet will be routed to (if known)
br_msg	Message age in 1/256 secs
nf_queue	Constant used to signify a 'queue' verdict
llcpdu	Address of LLC Protocol Data Unit

nf_accept	Constant used to signify an 'accept' verdict
indev	Address of net_device representing input device, 0 if unknown
indev_name	Name of network device packet was received on (if known)
br_htime	Hello time in 1/256 secs
llcproto_stp	Constant used to signify Bridge Spanning Tree Protocol packet
br_flags	BPDU flags
outdev	Address of net_device representing output device, 0 if unknown
protocol	Packet protocol

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

br_rid	Identity of root bridge
pf	Protocol family -- always “bridge”
br_cost	Total cost from transmitting bridge to root
br_mac	Bridge MAC address
br_prid	Protocol identifier
nf_stop	Constant used to signify a 'stop' verdict
br_poid	Port identifier
br_type	BPDU type
nf_drop	Constant used to signify a 'drop' verdict
data_hex	A hexadecimal string representing the packet buffer contents
data_str	A string representing the packet buffer contents
br_bid	Identity of bridge
nf_repeat	Constant used to signify a 'repeat' verdict
brhdr	Address of bridge header
br_rmac	Root bridge MAC address
nf_stolen	Constant used to signify a 'stolen' verdict
length	The length of the packet buffer contents, in bytes
br_vid	Protocol version identifier
br_fd	Forward delay in 1/256 secs
br_msg	Message age in 1/256 secs
nf_queue	Constant used to signify a 'queue' verdict
br_max	Max age in 1/256 secs
outdev_name	Name of network device packet will be routed to (if known)
indev	Address of net_device representing input device, 0 if unknown

llcpdu	Address of LLC Protocol Data Unit
nf_accept	Constant used to signify an 'accept' verdict
br_flags	BPDU flags
outdev	Address of net_device representing output device, 0 if unknown
protocol	Packet protocol
indev_name	Name of network device packet was received on (if known)
br_htime	Hello time in 1/256 secs
llcproto_stp	Constant used to signify Bridge Spanning Tree Protocol packet

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

br_poid	Port identifier
nf_stop	Constant used to signify a 'stop' verdict
br_prid	Protocol identifier
br_type	BPDU type
br_cost	Total cost from transmitting bridge to root
br_mac	Bridge MAC address
pf	Protocol family -- always “bridge”
br_rid	Identity of root bridge
nf_stolen	Constant used to signify a 'stolen' verdict
br_rmac	Root bridge MAC address
data_str	A string representing the packet buffer contents
br_bid	Identity of bridge
brhdr	Address of bridge header
nf_repeat	Constant used to signify a 'repeat' verdict
nf_drop	Constant used to signify a 'drop' verdict
data_hex	A hexadecimal string representing the packet buffer contents
br_max	Max age in 1/256 secs
outdev_name	Name of network device packet will be routed to (if known)
br_msg	Message age in 1/256 secs
nf_queue	Constant used to signify a 'queue' verdict
br_fd	Forward delay in 1/256 secs
length	The length of the packet buffer contents, in bytes
br_vid	Protocol version identifier
indev_name	Name of network device packet was received on (if known)

br_htime	Hello time in 1/256 secs
llcproto_stp	Constant used to signify Bridge Spanning Tree Protocol packet
outdev	Address of net_device representing output device, 0 if unknown
br_flags	BPDU flags
protocol	Packet protocol
llcpdu	Address of LLC Protocol Data Unit
nf_accept	Constant used to signify an 'accept' verdict
indev	Address of net_device representing input device, 0 if unknown

probe::netfilter.bridge.post_routing

probe::netfilter.bridge.post_routing — - Called before a bridging packet hits the wire

Synopsis

```
netfilter.bridge.post_routing
```

Values

outdev	Address of net_device representing output device, 0 if unknown
br_flags	BPDU flags
protocol	Packet protocol
indev_name	Name of network device packet was received on (if known)
br_htime	Hello time in 1/256 secs
llcproto_stp	Constant used to signify Bridge Spanning Tree Protocol packet
indev	Address of net_device representing input device, 0 if unknown
llcpdu	Address of LLC Protocol Data Unit
nf_accept	Constant used to signify an 'accept' verdict
br_msg	Message age in 1/256 secs
nf_queue	Constant used to signify a 'queue' verdict
br_max	Max age in 1/256 secs
outdev_name	Name of network device packet will be routed to (if known)
length	The length of the packet buffer contents, in bytes
br_vid	Protocol version identifier
br_fd	Forward delay in 1/256 secs
br_rmac	Root bridge MAC address
nf_stolen	Constant used to signify a 'stolen' verdict
nf_drop	Constant used to signify a 'drop' verdict
data_hex	A hexadecimal string representing the packet buffer contents
data_str	A string representing the packet buffer contents
br_bid	Identity of bridge
brhdr	Address of bridge header
nf_repeat	Constant used to signify a 'repeat' verdict

br_prid	Protocol identifier
nf_stop	Constant used to signify a 'stop' verdict
br_poid	Port identifier
br_type	BPDU type
pf	Protocol family -- always “bridge”
br_rid	Identity of root bridge
br_cost	Total cost from transmitting bridge to root
br_mac	Bridge MAC address

probe::netfilter.bridge.pre_routing

probe::netfilter.bridge.pre_routing — - Called before a bridging packet is routed

Synopsis

```
netfilter.bridge.pre_routing
```

Values

br_fd	Forward delay in 1/256 secs
length	The length of the packet buffer contents, in bytes
br_vid	Protocol version identifier
br_max	Max age in 1/256 secs
outdev_name	Name of network device packet will be routed to (if known)
br_msg	Message age in 1/256 secs
nf_queue	Constant used to signify a 'queue' verdict
llcpdu	Address of LLC Protocol Data Unit
nf_accept	Constant used to signify an 'accept' verdict
indev	Address of net_device representing input device, 0 if unknown
br_htime	Hello time in 1/256 secs
indev_name	Name of network device packet was received on (if known)
llcproto_stp	Constant used to signify Bridge Spanning Tree Protocol packet
br_flags	BPDU flags
outdev	Address of net_device representing output device, 0 if unknown
protocol	Packet protocol
br_cost	Total cost from transmitting bridge to root
br_mac	Bridge MAC address
br_rid	Identity of root bridge
pf	Protocol family -- always “bridge”
br_poid	Port identifier
nf_stop	Constant used to signify a 'stop' verdict
br_prid	Protocol identifier
br_type	BPDU type

br_bid	Identity of bridge
data_str	A string representing the packet buffer contents
nf_repeat	Constant used to signify a 'repeat' verdict
brhdr	Address of bridge header
nf_drop	Constant used to signify a 'drop' verdict
data_hex	A hexadecimal string representing the packet buffer contents
nf_stolen	Constant used to signify a 'stolen' verdict
br_rmac	Root bridge MAC address

probe::netfilter.ip.forward

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

Synopsis

```
netfilter.ip.forward
```

Values

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

sport	TCP or UDP source port (ipv4 only)
nf_queue	Constant used to signify a 'queue' verdict
ack	TCP ACK flag (if protocol is TCP; ipv4 only)
length	The length of the packet buffer contents, in bytes
fin	TCP FIN flag (if protocol is TCP; ipv4 only)

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

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

syn	TCP SYN flag (if protocol is TCP; ipv4 only)
outdev	Address of net_device representing output device, 0 if unknown
protocol	Packet protocol from driver (ipv4 only)
indev_name	Name of network device packet was received on (if known)
daddr	A string representing the destination IP address

probe::netfilter.ip.local_out

probe::netfilter.ip.local_out — Called on an outgoing IP packet

Synopsis

```
netfilter.ip.local_out
```

Values

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

fin	TCP FIN flag (if protocol is TCP; ipv4 only)
ack	TCP ACK flag (if protocol is TCP; ipv4 only)
nf_queue	Constant used to signify a 'queue' verdict
sport	TCP or UDP source port (ipv4 only)
outdev_name	Name of network device packet will be routed to (if known)

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

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

nf_accept	Constant used to signify an 'accept' verdict
ipproto_tcp	Constant used to signify that the packet protocol is TCP
indev	Address of net_device representing input device, 0 if unknown
urg	TCP URG flag (if protocol is TCP; ipv4 only)
iphdr	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

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

nf_stolen	Constant used to signify a 'stolen' verdict
nf_repeat	Constant used to signify a 'repeat' verdict
data_str	A string representing the packet buffer contents
data_hex	A hexadecimal string representing the packet buffer contents
nf_drop	Constant used to signify a 'drop' verdict

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

old_progname	the name of old RPC program
servername	the server machine name
old_vers	the version of old RPC program
prog	the number of new RPC program
old_prog	the number of old RPC program
progname	the name of new RPC program
vers	the version of new RPC program

probe::sunrpc.clnt.call_async

probe::sunrpc.clnt.call_async — Make an asynchronous RPC call

Synopsis

```
sunrpc.clnt.call_async
```

Values

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

probe::sunrpc.clnt.call_sync

probe::sunrpc.clnt.call_sync — Make a synchronous RPC call

Synopsis

```
sunrpc.clnt.call_sync
```

Values

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

probe::sunrpc.clnt.clone_client

probe::sunrpc.clnt.clone_client — Clone an RPC client structure

Synopsis

```
sunrpc.clnt.clone_client
```

Values

vers	the RPC program version number
progname	the RPC program name
prot	the IP protocol number
servername	the server machine name
port	the port number
prog	the RPC program number
authflavor	the authentication flavor

probe::sunrpc.clnt.create_client

probe::sunrpc.clnt.create_client — Create an RPC client

Synopsis

```
sunrpc.clnt.create_client
```

Values

vers	the RPC program version number
servername	the server machine name
prot	the IP protocol number
progname	the RPC program name
authflavor	the authentication flavor
prog	the RPC program number
port	the port number

probe::sunrpc.clnt.restart_call

probe::sunrpc.clnt.restart_call — Restart an asynchronous RPC call

Synopsis

```
sunrpc.clnt.restart_call
```

Values

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

probe::sunrpc.clnt.shutdown_client

probe::sunrpc.clnt.shutdown_client — Shutdown an RPC client

Synopsis

```
sunrpc.clnt.shutdown_client
```

Values

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

probe::sunrpc.sched.delay

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

Synopsis

```
sunrpc.sched.delay
```

Values

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

probe::sunrpc.sched.execute

probe::sunrpc.sched.execute — Execute the RPC `scheduler'

Synopsis

```
sunrpc.sched.execute
```

Values

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

probe::sunrpc.sched.new_task

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

Synopsis

```
sunrpc.sched.new_task
```

Values

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

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

pg_nvers	the number of supported versions
bufsize	the buffer size
prog	the number of the program
progname	the name of the program

probe::sunrpc.svc.destroy

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

Synopsis

```
sunrpc.svc.destroy
```

Values

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

probe::sunrpc.svc.drop

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

Synopsis

```
sunrpc.svc.drop
```

Values

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

probe::sunrpc.svc.process

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

Synopsis

```
sunrpc.svc.process
```

Values

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

sv_nrthreads	the number of concurrent threads
sv_prog	the number of the program
sv_name	the service name
timeout	the timeout of waiting for data

probe::sunrpc.svc.register

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

Synopsis

```
sunrpc.svc.register
```

Values

port	the port number
prot	the IP protocol number
prog	the number of the program
sv_name	the service name
progname	the name of the program

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

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

probe::tcp.disconnect

probe::tcp.disconnect — TCP socket disconnection

Synopsis

```
tcp.disconnect
```

Values

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

Context

The process which disconnects tcp

probe::tcp.disconnect.return

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

Synopsis

```
tcp.disconnect.return
```

Values

name Name of this probe

ret Error code (0: no error)

Context

The process which disconnects tcp

probe::tcp.receive

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

Synopsis

```
tcp.receive
```

Values

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

probe::tcp.recvmsg

probe::tcp.recvmsg — Receiving TCP message

Synopsis

```
tcp.recvmsg
```

Values

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

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

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

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

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

size Number of bytes sent or error code if an error occurred.

name Name of this probe

Context

The process which sends a tcp message

probe::tcp.setsockopt

probe::tcp.setsockopt — Call to `setsockopt`

Synopsis

```
tcp.setsockopt
```

Values

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

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

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

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

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

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

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

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

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

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

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

name The name of this probe

size Number of bytes sent by the process

Context

The process which sent a UDP message

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

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

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

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

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

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

family	Protocol family value
protocol	Protocol value
name	Name of this probe
type	Socket type value
flags	Socket flags value
state	Socket state 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

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

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

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

Context

The requester (user process or kernel)

Description

Fires at the conclusion of creating a socket.

probe::socket.read_iter

probe::socket.read_iter — Receiving message via `sock_read_iter`

Synopsis

```
socket.read_iter
```

Values

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

Context

The message sender

Description

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

probe::socket.read_iter.return

probe::socket.read_iter.return — Conclusion of message received via `sock_read_iter`

Synopsis

```
socket.read_iter.return
```

Values

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

Context

The message receiver.

Description

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

probe::socket.readv

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

Synopsis

```
socket.readv
```

Values

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

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

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

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

Context

The message receiver

probe::socket.recvmsg

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

Synopsis

```
socket.recvmsg
```

Values

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

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

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

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

Context

The message sender

probe::socket.sendmsg

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

Synopsis

```
socket.sendmsg
```

Values

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

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

Context

The message sender.

Description

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

probe::socket.write_iter

probe::socket.write_iter — Message send via `sock_write_iter`

Synopsis

```
socket.write_iter
```

Values

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

Context

The message sender

Description

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

probe::socket.write_iter.return

probe::socket.write_iter.return — Conclusion of message send via `sock_write_iter`

Synopsis

```
socket.write_iter.return
```

Values

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

Context

The message receiver.

Description

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

probe::socket.writev

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

Synopsis

```
socket.writev
```

Values

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

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

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

skb	pointer to the struct sk_buff
op	value to be counted if *skb* passes the filter
SourceIsLocal	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

skb	pointer to a struct sk_buff
SourceIsLocal	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

skb	pointer to a struct sk_buff
SourceIsLocal	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

skb	pointer to a struct sk_buff
SourceIsLocal	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

skb	pointer to a struct sk_buff
SourceIsLocal	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 is counted in the global *ForwDatagrams* (equivalent to SNMP's MIB IPSTATS_MIB_OUTFORWDATAGRAMS)

probe::ipmib.FragFails

probe::ipmib.FragFails — Count datagram fragmented unsuccessfully

Synopsis

```
ipmib.FragFails
```

Values

op Value to be added to the counter (default value of 1)

skb pointer to the struct sk_buff being acted on

Description

The packet pointed to by *skb* is filtered by the function `ipmib_filter_key`. If the packet passes the filter is 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 is counted in the global *FragOKs* (equivalent to SNMP's MIB IPSTATS_MIB_FRAGOKS)

probe::ipmib.InAddrErrors

probe::ipmib.InAddrErrors — Count arriving packets with an incorrect address

Synopsis

```
ipmib.InAddrErrors
```

Values

op value to be added to the counter (default value of 1)

skb pointer to the struct sk_buff being acted on

Description

The packet pointed to by *skb* is filtered by the function `ipmib_filter_key`. If the packet passes the filter is is counted in the global *InAddrErrors* (equivalent to SNMP's MIB IPSTATS_MIB_INADDRERRORS)

probe::ipmib.InDiscards

probe::ipmib.InDiscards — Count discarded inbound packets

Synopsis

```
ipmib.InDiscards
```

Values

op value to be added to the counter (default value of 1)

skb pointer to the struct sk_buff being acted on

Description

The packet pointed to by *skb* is filtered by the function `ipmib_filter_key`. If the packet passes the filter is 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

op value to be added to the counter (default value of 1)

skb pointer to the struct sk_buff being acted on

Description

The packet pointed to by *skb* is filtered by the function `ipmib_filter_key`. If the packet passes the filter is is counted in the global *InNoRoutes* (equivalent to SNMP's MIB IPSTATS_MIB_INNOROUTES)

probe::ipmib.InReceives

probe::ipmib.InReceives — Count an arriving packet

Synopsis

```
ipmib.InReceives
```

Values

op value to be added to the counter (default value of 1)

skb pointer to the struct sk_buff being acted on

Description

The packet pointed to by *skb* is filtered by the function `ipmib_filter_key`. If the packet passes the filter is is counted in the global *InReceives* (equivalent to SNMP's MIB IPSTATS_MIB_INRECEIVES)

probe::ipmib.InUnknownProtos

probe::ipmib.InUnknownProtos — Count arriving packets with an unbound proto

Synopsis

```
ipmib.InUnknownProtos
```

Values

op value to be added to the counter (default value of 1)

skb pointer to the struct sk_buff being acted on

Description

The packet pointed to by *skb* is filtered by the function `ipmib_filter_key`. If the packet passes the filter is 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 is counted in the global *OutRequests* (equivalent to SNMP's MIB IPSTATS_MIB_OUTREQUESTS)

probe::ipmib.ReasmReqds

probe::ipmib.ReasmReqds — Count number of packet fragments reassembly requests

Synopsis

```
ipmib.ReasmReqds
```

Values

op value to be added to the counter (default value of 1)

skb pointer to the struct sk_buff being acted on

Description

The packet pointed to by *skb* is filtered by the function `ipmib_filter_key`. If the packet passes the filter is is counted in the global *ReasmReqds* (equivalent to SNMP's MIB IPSTATS_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 is counted in the global *ReasmTimeout* (equivalent to SNMP's MIB IPSTATS_MIB_REASMTIMEOUT)

probe::linuxmib.DelayedACKs

probe::linuxmib.DelayedACKs — Count of delayed acks

Synopsis

```
linuxmib.DelayedACKs
```

Values

op Value to be added to the counter (default value of 1)

sk Pointer to the struct sock being acted on

Description

The packet pointed to by *skb* is filtered by the function `linuxmib_filter_key`. If the packet passes the filter is 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

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 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 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

op Value to be added to the counter (default value of 1)

sk Pointer to the struct sock being acted on

Description

The packet pointed to by *skb* is filtered by the function `linuxmib_filter_key`. If the packet passes the filter is 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

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 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

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 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

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 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

op value to be added to the counter (default value of 1)

sk pointer to the struct sock being acted on

Description

The packet pointed to by *skb* is filtered by the function `tcpmib_filter_key`. If the packet passes the filter is 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

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` (or `ipmib_filter_key` for tcp v4). If the packet passes the filter is 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 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

op value to be added to the counter (default value of 1)

sk pointer to the struct sock being acted on

Description

The packet pointed to by *skb* is filtered by the function `tcpmib_filter_key`. If the packet passes the filter is 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 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

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 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

new_pid The PID of the newly created process

new_tid The TID of the newly created task

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

args	The arguments to pass to the new executable, including the 0th arg (SystemTap v2.5+)
argstr	A string containing the filename followed by the arguments to pass, excluding 0th arg (SystemTap v2.5+)
filename	The path to the new executable
name	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

errno	The error number resulting from the exec
retstr	A string representation of errno (SystemTap v2.5+)
success	A boolean indicating whether the exec was successful
name	Name of the system call (“execve”) (SystemTap v2.5+)

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

released_tid	TID of the task being released
task	A task handle to the process being released
pid	Same as *released_pid* for compatibility (deprecated)
released_pid	PID of 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

sig	The number of the signal
sig_pid	The PID of the process receiving the signal
sig_name	A string representation of the signal
pid_name	Name 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

retstr Return value as a string

name Name of the probe point

probe::signal.checkperm

probe::signal.checkperm — Check being performed on a sent signal

Synopsis

```
signal.checkperm
```

Values

name	Name of the probe point
sig	The number of the signal
si_code	Indicates the signal type
task	A task handle to the signal recipient
sig_pid	The PID of the process receiving the signal
sig_name	A string representation of the signal
sinfo	The address of the siginfo structure
pid_name	Name 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

name Name of the probe point

retstr Return value as a string

probe::signal.do_action

probe::signal.do_action — Examining or changing a signal action

Synopsis

```
signal.do_action
```

Values

oldsigact_addr	The address of the old sigaction struct associated with the signal
sig	The signal to be examined/changed
sa_mask	The new mask of the signal
name	Name of the probe point
sig_name	A string representation of the signal
sigact_addr	The address of the new sigaction struct associated with the signal
sa_handler	The new handler of 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

retstr Return value as a string

name Name of the probe point

probe::signal.flush

probe::signal.flush — Flushing all pending signals for a task

Synopsis

```
signal.flush
```

Values

name	Name of the probe point
task	The task handler of the process performing the flush
sig_pid	The PID of the process associated with the task performing the flush
pid_name	The name 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

sig	The number of the signal
name	Name of the probe point
pid_name	Name of the process receiving the signal
sig_name	A string representation of the signal
sig_pid	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

retstr Return value as a string

name Name of the probe point

probe::signal.handle

probe::signal.handle — Signal handler being invoked

Synopsis

```
signal.handle
```

Values

ka_addr	The address of the k_sigaction table associated with the signal
sig_code	The si_code value of the siginfo signal
sig	The signal number that invoked the signal handler
name	Name of the probe point
oldset_addr	The address of the bitmask array of blocked signals (deprecated in SystemTap 2.1)
sig_mode	Indicates whether the signal was a user-mode or kernel-mode signal
sig_name	A string representation of the signal
sinfo	The address of the siginfo table
regs	The address of the kernel-mode stack area (deprecated in SystemTap 2.1)

probe::signal.handle.return

probe::signal.handle.return — Signal handler invocation completed

Synopsis

```
signal.handle.return
```

Values

name Name of the probe point

retstr Return value as a string

Description

(deprecated in SystemTap 2.1)

probe::signal.pending

probe::signal.pending — Examining pending signal

Synopsis

```
signal.pending
```

Values

sigset_size	The size of the user-space signal set
name	Name of the probe point
sigset_add	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

retstr Return value as a string

name Name of the probe point

probe::signal.procmask

probe::signal.procmask — Examining or changing blocked signals

Synopsis

```
signal.procmask
```

Values

sigset	The actual value to be set for sigset_t (correct?)
oldsigset_addr	The old address of the signal set (sigset_t)
how	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.
name	Name of the probe point
sigset_addr	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

name	Name of the probe point
retstr	Return value as a string

probe::signal.send

probe::signal.send — Signal being sent to a process

Synopsis

```
signal.send
```

Values

task	A task handle to the signal recipient
send2queue	Indicates whether the signal is sent to an existing sigqueue (deprecated in SystemTap 2.1)
si_code	Indicates the signal type
sig	The number of the signal
name	The name of the function used to send out the signal
pid_name	The name of the signal recipient
sinfo	The address of siginfo struct
shared	Indicates whether the signal is shared by the thread group
sig_name	A string representation of the signal
sig_pid	The PID of the process receiving the signal

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

send2queue	Indicates whether the sent signal was sent to an existing sigqueue
retstr	The return value to either __group_send_sig_info, specific_send_sig_info, or send_sigqueue
name	The name of the function used to send out the signal
shared	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

name	Name of the probe point
sig	The queued signal
sigqueue_addr	The address of the signal queue
pid_name	Name of the process to which the signal is queued
sig_pid	The PID of the process to which the signal is queued
sig_name	A string representation of the signal

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

name Name of the probe point

retstr Return value as a string

probe::signal.sys_tgkill

probe::signal.sys_tgkill — Sending kill signal to a thread group

Synopsis

```
signal.sys_tgkill
```

Values

task	A task handle to the signal recipient
name	Name of the probe point
sig	The specific kill signal sent to the process
pid_name	The name of the signal recipient
tgid	The thread group ID of the thread receiving the kill signal
sig_pid	The PID of the thread receiving the kill signal
sig_name	A string representation of the 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

name Name of the probe point

retstr The return value to either __group_send_sig_info,

probe::signal.sys_tkill

probe::signal.sys_tkill — Sending a kill signal to a thread

Synopsis

```
signal.sys_tkill
```

Values

pid_name	The name of the signal recipient
sig_name	A string representation of the signal
sig_pid	The PID of the process receiving the kill signal
task	A task handle to the signal recipient
sig	The specific signal sent to the process
name	Name of the probe point

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

pid_name	The name of the signal recipient
sig_name	A string representation of the signal
sig_pid	The PID of the process receiving the signal
task	A task handle to the signal recipient
sig	The specific signal sent to the process
name	Name of the probe point

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

retstr The return value to either __group_send_sig_info,

name Name of the probe point

probe::signal.wakeup

probe::signal.wakeup — Sleeping process being wakened for signal

Synopsis

```
signal.wakeup
```

Values

state_mask	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.
resume	Indicates whether to wake up a task in a STOPPED or TRACED state
pid_name	Name of the process to wake
sig_pid	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 giver 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

format	Variable to determine return type base value
ret	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

major Intended major device number.

minor 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::fullpath_struct_file

function::fullpath_struct_file — get the full path

Synopsis

```
fullpath_struct_file:string(task:long,file:long)
```

Arguments

task task_struct pointer.

file Pointer to “struct file”.

Description

Returns the full dirent name (full path to the root), like the kernel d_path function.

function::fullpath_struct_nameidata

function::fullpath_struct_nameidata — get the full nameidata path

Synopsis

```
fullpath_struct_nameidata(nd:)
```

Arguments

nd Pointer to “struct nameidata”.

Description

Returns the full dirent name (full path to the root), like the kernel (and systemtap-tapset) d_path function, with a “/”.

function::fullpath_struct_path

function::fullpath_struct_path — get the full path

Synopsis

```
fullpath_struct_path:string(path:long)
```

Arguments

path Pointer to “struct path”.

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

task	task_struct pointer.
dentry	direntry pointer.
vfsmnt	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::abort

function::abort — Immediately shutting down probing script.

Synopsis

```
abort()
```

Arguments

None

Description

This is similar to `exit` but immediately aborts the current probe handler instead of waiting for its completion. Probe handlers already running on *other* CPU cores, however, will still continue to their completion. Unlike `error`, this function call cannot be caught by 'try ... catch'.

function::assert

function::assert — evaluate assertion

Synopsis

```
1) assert(expression:long)

2) assert(expression:long,msg:string)
```

Arguments

expression	The expression to evaluate
msg	The formatted message string

Description

1) This function checks the expression and aborts the current running probe if expression evaluates to zero. Uses`error` and may be caught by try{} catch{}. A default message will be displayed.

2) This function checks the expression and aborts the current running probe if expression evaluates to zero. Uses`error` and may be caught by try{} catch{}. The specified message will be displayed.

function::dump_stack

function::dump_stack — Send the kernel backtrace to the kernel trace buffer

Synopsis

```
dump_stack()
```

Arguments

None

Description

Print the current kernel backtrace to the kernel trace buffer. not be safely called from all kernel probe contexts, so is restricted to guru mode only. Under the hood, it calls the kernel C API function dump_stack directly.

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

level an integer for the severity level (0=KERN_EMERG ... 7=KERN_DEBUG)

msg 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 characater 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 reqest 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 intialize 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 or 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

qname queue name

scale 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_buffer_quoted

function::kernel_buffer_quoted — Retrieves and quotes buffer from kernel space

Synopsis

```
1) kernel_buffer_quoted:string(addr:long,inlen:long)

2) kernel_buffer_quoted:string(addr:long,inlen:long,outlen:long)
```

Arguments

addr	the kernel space address to retrieve the buffer from
inlen	the exact length of the buffer to read
outlen	the maximum length of the output string

Description

1) Reads inlen characters of a buffer from the given kernel space memory address, and returns up to MAXSTRINGLEN 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 kernel space data is not accessible at the given address, the address itself is returned as a string, without double quotes.

2) Reads inlen characters of a buffer from the given kernel 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 kernel space data is not accessible at the given address, the address itself is returned as a string, without double quotes.

function::kernel_buffer_quoted_error

function::kernel_buffer_quoted_error — Retrieves and quotes buffer from kernel space

Synopsis

```
kernel_buffer_quoted_error:string(addr:long,inlen:long,outlen:long)
```

Arguments

addr	the kernel space address to retrieve the buffer from
inlen	the exact length of the buffer to read
outlen	the maximum length of the output string

Description

Reads inlen characters of a buffer from the given kernel 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 kernel space data is not accessible at the given address, an error is thrown.

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

```
1) kernel_string:string(addr:long)

2) kernel_string:string(addr:long,err_msg:string)
```

Arguments

addr	The kernel address to retrieve the string from
err_msg	The error message to return when data isn't available

Description

1) This function returns the null terminated C string from a given kernel memory address. Reports an error on string copy fault.

2) 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_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_quoted

function::kernel_string_quoted — Retrieves and quotes string from kernel memory

Synopsis

```
kernel_string_quoted:string(addr:long)
```

Arguments

addr the kernel memory address to retrieve the string from

Description

Returns the null terminated C string from a given kernel 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. If the kernel memory data is not accessible at the given address, the address itself is returned as a string, without double quotes.

function::kernel_string_quoted_utf16

function::kernel_string_quoted_utf16 — Quote given kernel UTF-16 string.

Synopsis

```
kernel_string_quoted_utf16:string(addr:long)
```

Arguments

addr The kernel address to retrieve the string from

Description

This function combines quoting as per *string_quoted* and UTF-16 decoding as per *kernel_string_utf16*.

function::kernel_string_quoted_utf32

function::kernel_string_quoted_utf32 — Quote given UTF-32 kernel string.

Synopsis

```
kernel_string_quoted_utf32:string(addr:long)
```

Arguments

addr The kernel address to retrieve the string from

Description

This function combines quoting as per *string_quoted* and UTF-32 decoding as per *kernel_string_utf32*.

function::kernel_string_utf16

function::kernel_string_utf16 — Retrieves UTF-16 string from kernel memory

Synopsis

```
1) kernel_string_utf16:string(addr:long)

2) kernel_string_utf16:string(addr:long,err_msg:string)
```

Arguments

addr	The kernel address to retrieve the string from
err_msg	The error message to return when data isn't available

Description

1) 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.

2) 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_string_utf32

function::kernel_string_utf32 — Retrieves UTF-32 string from kernel memory

Synopsis

```
1) kernel_string_utf32:string(addr:long)

2) kernel_string_utf32:string(addr:long,err_msg:string)
```

Arguments

addr	The kernel address to retrieve the string from
err_msg	The error message to return when data isn't available

Description

1) 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.

2) 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::user_buffer_quoted

function::user_buffer_quoted — Retrieves and quotes buffer from user space

Synopsis

```
user_buffer_quoted:string(addr:long,inlen:long,outlen:long)
```

Arguments

addr	the user space address to retrieve the buffer from
inlen	the exact length of the buffer to read
outlen	the maximum length of the output string

Description

Reads inlen characters of a buffer 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 user space data is not accessible at the given address, the address itself is returned as a string, without double quotes.

function::user_buffer_quoted_error

function::user_buffer_quoted_error — Retrieves and quotes buffer from user space

Synopsis

```
user_buffer_quoted_error:string(addr:long,inlen:long,outlen:long)
```

Arguments

addr	the user space address to retrieve the buffer from
inlen	the exact length of the buffer to read
outlen	the maximum length of the output string

Description

Reads inlen characters of a buffer 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 user space data is not accessible at the given address, an error is thrown.

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_error

function::user_char_error — Retrieves a char value stored in user space

Synopsis

```
user_char_error: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. If the user space data is not accessible, an error will occur.

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 data is not accessible and warns about the failure (but does not error).

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_int16_error

function::user_int16_error — Retrieves a 16-bit integer value stored in user space

Synopsis

```
user_int16_error: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. If the user space data is not accessible, an error will occur.

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_int32_error

function::user_int32_error — Retrieves a 32-bit integer value stored in user space

Synopsis

```
user_int32_error: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. If the user space data is not accessible, an error will occur.

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_int64_error

function::user_int64_error — Retrieves a 64-bit integer value stored in user space

Synopsis

```
user_int64_error: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. If the user space data is not accessible, an error will occur.

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_int8_error

function::user_int8_error — Retrieves a 8-bit integer value stored in user space

Synopsis

```
user_int8_error: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. If the user space data is not accessible, an error will occur.

function::user_int_error

function::user_int_error — Retrieves an int value stored in user space

Synopsis

```
user_int_error: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. If the user space data is not accessible, an error will occur.

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 data is not accessible and warns about the failure (but does not error).

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_error

function::user_long_error — Retrieves a long value stored in user space

Synopsis

```
user_long_error: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. If the user space data is not accessible, an error will occur. 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 data is not accessible and warns about the failure (but does not error). 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_error

function::user_short_error — Retrieves a short value stored in user space

Synopsis

```
user_short_error: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. If the user space data is not accessible, an error will occur.

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 data is not accessible and warns about the failure (but does not error).

function::user_string

function::user_string — Retrieves string from user space

Synopsis

```
1) user_string:string(addr:long)

2) user_string:string(addr:long,err_msg:string)
```

Arguments

addr	the user space address to retrieve the string from
err_msg	the error message to return when data isn't available

Description

1) 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.

2) 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_string_n

function::user_string_n — Retrieves string of given length from user space

Synopsis

```
1) user_string_n:string(addr:long,n:long)

2) user_string_n:string(addr:long,n:long,err_msg:string)
```

Arguments

addr	the user space address to retrieve the string from
n	the maximum length of the string (if not null terminated)
err_msg	the error message to return when data isn't available

Description

1) 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.

2) 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_n_nofault

function::user_string_n_nofault — Retrieves string of given length from user space

Synopsis

```
user_string_n_nofault(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. Returns the empty string when userspace data is not accessible at the given address.

function::user_string_n_quoted

function::user_string_n_quoted — Retrieves and quotes string from user space

Synopsis

```
1) user_string_n_quoted:string(addr:long,n:long)

2) user_string_n_quoted:string(addr:long,inlen:long,outlen:long)
```

Arguments

addr	the user space address to retrieve the string from
n	the maximum length of the string (if not null terminated)
inlen	the maximum length of the string to read (if not null terminated)
outlen	the maximum length of the output string

Description

1) 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.

2) 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_warn

function::user_string_n_warn — Retrieves string from user space

Synopsis

```
1) user_string_n_warn:string(addr:long,n:long)

2) user_string_n_warn:string(addr:long,n:long,warn_msg:string)
```

Arguments

addr	the user space address to retrieve the string from
n	the maximum length of the string (if not null terminated)
warn_msg	the warning message to return when data isn't available

Description

1) 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.

2) 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_string_nofault

function::user_string_nofault — Retrieves string from user space

Synopsis

```
user_string_nofault: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. Returns the empty string if userspace data is not accessible.

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_quoted_utf16

function::user_string_quoted_utf16 — Quote given user UTF-16 string.

Synopsis

```
user_string_quoted_utf16:string(addr:long)
```

Arguments

addr The user address to retrieve the string from

Description

This function combines quoting as per *string_quoted* and UTF-16 decoding as per *user_string_utf16*.

function::user_string_quoted_utf32

function::user_string_quoted_utf32 — Quote given user UTF-32 string.

Synopsis

```
user_string_quoted_utf32:string(addr:long)
```

Arguments

addr The user address to retrieve the string from

Description

This function combines quoting as per *string_quoted* and UTF-32 decoding as per *user_string_utf32*.

function::user_string_utf16

function::user_string_utf16 — Retrieves UTF-16 string from user memory

Synopsis

```
1) user_string_utf16:string(addr:long)

2) user_string_utf16:string(addr:long,err_msg:string)
```

Arguments

addr	The user address to retrieve the string from
err_msg	The error message to return when data isn't available

Description

1) 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.

2) 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_string_utf32

function::user_string_utf32 — Retrieves UTF-32 string from user memory

Synopsis

```
1) user_string_utf32:string(addr:long)

2) user_string_utf32:string(addr:long,err_msg:string)
```

Arguments

addr	The user address to retrieve the string from
err_msg	The error message to return when data isn't available

Description

1) 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.

2) 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_string_warn

function::user_string_warn — Retrieves string from user space

Synopsis

```
1) user_string_warn:string(addr:long)

2) user_string_warn:string(addr:long,warn_msg:string)
```

Arguments

addr	the user space address to retrieve the string from
warn_msg	the warning message to return when data isn't available

Description

1) 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.

2) 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_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_uint16_error

function::user_uint16_error — Retrieves an unsigned 16-bit integer value stored in user space

Synopsis

```
user_uint16_error: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. If the user space data is not accessible, an error will occur.

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_uint32_error

function::user_uint32_error — Retrieves an unsigned 32-bit integer value stored in user space

Synopsis

```
user_uint32_error: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. If the user space data is not accessible, an error will occur.

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_uint64_error

function::user_uint64_error — Retrieves an unsigned 64-bit integer value stored in user space

Synopsis

```
user_uint64_error: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. If the user space data is not accessible, an error will occur.

function::user_uint8

function::user_uint8 — Retrieves a 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_uint8_error

function::user_uint8_error — Retrieves a unsigned 8-bit integer value stored in user space

Synopsis

```
user_uint8_error: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. If the user space data is not accessible, an error will occur.

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_error

function::user_ulong_error — Retrieves a unsigned long value stored in user space

Synopsis

```
user_ulong_error: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. If the user space data is not accessible, an error will occur. 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 data is not accessible and warns about the failure (but does not error). 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_error

function::user_ushort_error — Retrieves an unsigned short value stored in user space

Synopsis

```
user_ushort_error: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. If the user space data is not accessible, an error will occur.

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 data is not accessible and warns about the failure (but does not error).

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

addr	The kernel address to write the string to
n	The maximum length of the string
val	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).

function::set_user_char

function::set_user_char — Writes a char value to user memory

Synopsis

```
set_user_char(addr:long,val:long)
```

Arguments

addr The user address to write the char to

val The char which is to be written

Description

Writes the char value to a given user memory address. Reports an error when writing to the given address fails. Requires the use of guru mode (-g).

function::set_user_int

function::set_user_int — Writes an int value to user memory

Synopsis

```
set_user_int(addr:long,val:long)
```

Arguments

addr The user address to write the int to

val The int which is to be written

Description

Writes the int value to a given user memory address. Reports an error when writing to the given address fails. Requires the use of guru mode (-g).

function::set_user_long

function::set_user_long — Writes a long value to user memory

Synopsis

```
set_user_long(addr:long,val:long)
```

Arguments

addr The user address to write the long to

val The long which is to be written

Description

Writes the long value to a given user memory address. Reports an error when writing to the given address fails. Requires the use of guru mode (-g).

function::set_user_pointer

function::set_user_pointer — Writes a pointer value to user memory.

Synopsis

```
set_user_pointer(addr:long,val:long)
```

Arguments

addr The user address to write the pointer to

val The pointer which is to be written

Description

Writes the pointer value to a given user memory address. Reports an error when writing to the given address fails. Requires the use of guru mode (-g).

function::set_user_short

function::set_user_short — Writes a short value to user memory

Synopsis

```
set_user_short(addr:long,val:long)
```

Arguments

addr The user address to write the short to

val The short which is to be written

Description

Writes the short value to a given user memory address. Reports an error when writing to the given address fails. Requires the use of guru mode (-g).

function::set_user_string

function::set_user_string — Writes a string to user memory

Synopsis

```
set_user_string(addr:long,val:string)
```

Arguments

addr The user address to write the string to

val The string which is to be written

Description

Writes the given string to a given user memory address. Reports an error when writing to the given address fails. Requires the use of guru mode (-g).

function::set_user_string_arg

function::set_user_string_arg — Writes a string to user memory.

Synopsis

```
set_user_string_arg(addr:long,val:string)
```

Arguments

addr The user address to write the string to

val The string which is to be written

Description

Writes the given string to a given user memory address. Reports a warning on string copy fault. Requires the use of guru mode (-g).

function::set_user_string_n

function::set_user_string_n — Writes a string of given length to user memory

Synopsis

```
set_user_string_n(addr:long,n:long,val:string)
```

Arguments

addr	The user address to write the string to
n	The maximum length of the string
val	The string which is to be written

Description

Writes the given string up to a maximum given length to a given user 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::matched

function::matched — Return a given matched subexpression.

Synopsis

```
matched:string(n:long)
```

Arguments

n index to the subexpression to return. 0 corresponds to the entire regular expression.

Description

returns the content of the n'th subexpression of the last successful use of the =~ regex matching operator. Returns an empty string if the n'th subexpression was not matched (e.g. due to alternation). Throws an error if the last use of =~ was a failed match, or if fewer than n subexpressions are present in the original regexp.

function::matched_str

function::matched_str — Return the last matched string.

Synopsis

```
matched_str:string()
```

Arguments

None

Description

returns the string matched by the last successful use of the =~ regexp matching operator. Returns an error if the last use of =~ led to a failed match.

function::ngroups

function::ngroups — Number of subexpressions in the last match.

Synopsis

```
ngroups:long()
```

Arguments

None

Description

returns the number of subexpressions from the last successful use of the =~ regex matching operator.

Note that this number includes subexpressions which are present in the regex but did not match any string; for example, given the regex “a|(b)”, the subexpressions will count the group for (b) regardless of whether it matched a string or not. Throws an error if the last use of =~ was a failed match.

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

prnt_str	the string to search and replace in
srch_str	the substring which is used to search in *prnt_str* string
rplc_str	the substring which is used to replace *srch_str*

Description

This function returns the given string with substrings replaced.

function::string_quoted

function::string_quoted — Quotes a given string

Synopsis

```
string_quoted:string(str:string)
```

Arguments

str The kernel address to retrieve the string from

Description

Returns the quoted string version of the given string, with 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.

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::strpos

function::strpos — Returns location of a substring within another string

Synopsis

```
strpos:long(s1:string,s2:string)
```

Arguments

s1 string to search in

s2 substring to find

Description

This function returns location of the first occurence of string *s2* within *s1*, namely the return value is 0 in case *s2* is a prefix of *s1*. If *s2* is not a substring of *s1*, then the return value is -1.

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

str	the string to take a substring from
start	starting position of the extracted string (first character is 0)
length	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

input	the string to escape
len	maximum length of string to return (0 implies MAXSTRINGLEN)
quoted	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

```
1) tokenize:string(delim:string)

2) tokenize:string(input:string,delim:string)
```

Arguments

delim set of characters that delimit the tokens

input string to tokenize. If empty, returns the next non-empty token in the string passed in the previous call to `tokenize`.

Description

1) This function 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.

2) 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.

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 Colomn 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.

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

```
1) ansi_set_color(fg:long)

2) ansi_set_color(fg:long,bg:long)

3) ansi_set_color(fg:long,bg:long,attr:long)
```

Arguments

fg	Foreground color to set.
bg	Background color to set.
attr	Color attribute to set.

Description

1) Sends ansi code for Select Graphic Rendition mode for the given forground color. Black (30), Blue (34), Green (32), Cyan (36), Red (31), Purple (35), Brown (33), Light Gray (37).

2) Sends ansi code for Select Graphic Rendition mode for the given forground 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).

3) Sends ansi code for Select Graphic Rendition mode for the given forground 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. The timestamp is as per provided by the __indent_timestamp function, which by default measures microseconds.

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)

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

dest_path	the path the .ko file is going to (incl filename)
source_path	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

source_path	the path the .sgn file is coming from (incl filename)
dest_path	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

dest_path	the path the .c file is going to (incl filename)
source_path	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

source_path	the path of the .c source file
module_path	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

pid the pid of the spawned process

ret the return value from posix_spawn

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

data a ptr to a binary blob of data sent as the control message

len the length (in bytes) of the data blob

type type of message being send; defined in runtime/transport/transport_msgs.h

Description

Fires just after a message was receieved 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

type type of message being send; defined in runtime/transport/transport_msgs.h

data a ptr to a binary blob of data sent as the control message

len the length (in bytes) of the data blob

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

ino	inode number
__page	the address of page
i_flag	file flags
i_size	file length in bytes
size	number of pages to be read in this execution
page_index	offset within mapping, can used a page identifier and position identifier in the page frame
file	file argument
rsize	read size (in bytes)
sb_flag	super block flags
dev	device identifier

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

ino	inode number
nr_pages	number of pages attempted to read in this execution
rpages	read size (in pages)
rsize	read size (in bytes)
file	filp argument
size	number of pages attempted to read in this execution
dev	device identifier

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

dev	device identifier
page_index	offset within mapping, can used a page identifier and position identifier in the page frame
size	release pages
__page	the address of page
ino	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_flag	page flags
__page	the address of page

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

dev	device identifier
ino	inode number
__page	the address of page
to	end address of this write operation
size	write bytes
page_index	offset within mapping, can used a page identifier and position identifier in the page frame
offset	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_flag	file flags
dev	device identifier
sb_flag	super block flags
__page	the address of page
to	end address of this write operation
ino	inode number
i_size	file length in bytes
page_index	offset within mapping, can used a page identifier and position identifier in the page frame
size	write bytes
offset	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

for_kupdate	a flag of writeback_control, indicates if it's a kupdate writeback
wsize	write size
i_flag	file flags
dev	device identifier
sb_flag	super block flags
i_size	file length in bytes
for_reclaim	a flag of writeback_control, indicates if it's invoked from the page allocator
__page	the address of page
ino	inode number
i_state	inode state flags
page_index	offset within mapping, can used a page identifier and position identifier in the page frame
size	number of pages to be written in this execution

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

nr_to_write	number of pages attempted to be written in this execution
dev	device identifier
wsize	write size
for_kupdate	a flag of writeback_control, indicates if it's a kupdate writeback
size	number of pages attempted to be written in this execution
wpages	write size (in pages)
ino	inode number
for_reclaim	a flag of writeback_control, indicates if it's invoked from the page allocator

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

count	read bytes
cache_time	when we started read-caching this inode
dev	device identifier
cache_valid	cache related bit mask flag
attrtimeo	how long the cached information is assumed to be valid. We need to revalidate the cached attrs for this inode if jiffies - read_cache_jiffies > attrtimeo.
file_name	file name
pos	current position of file
ino	inode number
parent_name	parent dir name
buf	the address of buf in user space

probe::nfs.fop.aio_write

probe::nfs.fop.aio_write — NFS client aio_write file operation

Synopsis

```
nfs.fop.aio_write
```

Values

pos	offset of the file
ino	inode number
parent_name	parent dir name
buf	the address of buf in user space
file_name	file name
count	read bytes
dev	device identifier

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

ino	inode number
dev	device identifier
ndirty	number of dirty page
mode	file mode

probe::nfs.fop.fsync

probe::nfs.fop.fsync — NFS client fsync operation

Synopsis

```
nfs.fop.fsync
```

Values

ndirty	number of dirty pages
dev	device identifier
ino	inode number

probe::nfs.fop.llseek

probe::nfs.fop.llseek — NFS client llseek operation

Synopsis

```
nfs.fop.llseek
```

Values

dev	device identifier
offset	the offset of the file will be repositioned
whence_str	symbolic string representation of the position to seek from
ino	inode number
whence	the position to seek from

probe::nfs.fop.lock

probe::nfs.fop.lock — NFS client file lock operation

Synopsis

```
nfs.fop.lock
```

Values

fl_type	lock type
dev	device identifier
fl_flag	lock flags
i_mode	file type and access rights
cmd	cmd arguments
fl_end	ending offset of locked region
ino	inode number
fl_start	starting offset of locked region

probe::nfs.fop.mmap

probe::nfs.fop.mmap — NFS client mmap operation

Synopsis

```
nfs.fop.mmap
```

Values

vm_start	start address within vm_mm
parent_name	parent dir name
buf	the address of buf in user space
ino	inode number
vm_end	the first byte after end address within vm_mm
file_name	file name
attrtimeo	how long the cached information is assumed to be valid. We need to revalidate the cached attrs for this inode if jiffies - read_cache_jiffies > attrtimeo.
dev	device identifier
cache_valid	cache related bit mask flag
vm_flag	vm flags
cache_time	when we started read-caching this inode

probe::nfs.fop.open

probe::nfs.fop.open — NFS client file open operation

Synopsis

```
nfs.fop.open
```

Values

flag	file flag
ino	inode number
file_name	file name
i_size	file length in bytes
dev	device identifier

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.read_iter

probe::nfs.fop.read_iter — NFS client read_iter file operation

Synopsis

```
nfs.fop.read_iter
```

Values

cache_valid	cache related bit mask flag
dev	device identifier
cache_time	when we started read-caching this inode
count	read bytes
attrtimeo	how long the cached information is assumed to be valid. We need to revalidate the cached attrs for this inode if jiffies - read_cache_jiffies > attrtimeo.
file_name	file name
parent_name	parent dir name
ino	inode number
pos	current position of file

probe::nfs.fop.release

probe::nfs.fop.release — NFS client release page operation

Synopsis

```
nfs.fop.release
```

Values

dev device identifier

mode file mode

ino inode number

probe::nfs.fop.sendfile

probe::nfs.fop.sendfile — NFS client send file operation

Synopsis

```
nfs.fop.sendfile
```

Values

attrtimeo	how long the cached information is assumed to be valid. We need to revalidate the cached attrs for this inode if jiffies - read_cache_jiffies > attrtimeo.
dev	device identifier
cache_valid	cache related bit mask flag
count	read bytes
cache_time	when we started read-caching this inode
ino	inode number
ppos	current position of file

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.fop.write_iter

probe::nfs.fop.write_iter — NFS client write_iter file operation

Synopsis

```
nfs.fop.write_iter
```

Values

dev	device identifier
count	read bytes
parent_name	parent dir name
pos	offset of the file
ino	inode number
file_name	file name

probe::nfs.proc.commit

probe::nfs.proc.commit — NFS client committing data on server

Synopsis

```
nfs.proc.commit
```

Values

prot	transfer protocol
bitmask0	V4 bitmask representing the set of attributes supported on this filesystem
server_ip	IP address of server
size	read bytes in this execution
version	NFS version
offset	the file offset
bitmask1	V4 bitmask representing the set of attributes supported on this filesystem

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

version	NFS version
valid	fattr->valid, indicates which fields are valid
server_ip	IP address of server
count	number of bytes committed
status	result of last operation
timestamp	V4 timestamp, which is used for lease renewal
prot	transfer protocol

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

prot	transfer protocol
bitmask1	V4 bitmask representing the set of attributes supported on this filesystem
offset	the file offset
version	NFS version
size	bytes in this commit
server_ip	IP address of server
bitmask0	V4 bitmask representing the set of attributes supported on this filesystem
count	bytes in this commit

Description

The commit_setup function is used to setup a commit RPC task. Is is not doing the actual commit operation. It does not exist in NFSv2.

probe::nfs.proc.create

probe::nfs.proc.create — NFS client creating file on server

Synopsis

```
nfs.proc.create
```

Values

filelen	length of file name
server_ip	IP address of server
fh	file handle of parent dir
flag	indicates create mode (only for NFSv3 and NFSv4)
version	NFS version (the function is used for all NFS version)
prot	transfer protocol
filename	file name

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

prot	transfer protocol
filename	the name of file which client opens/searches on server
server_ip	IP address of server
bitmask0	V4 bitmask representing the set of attributes supported on this filesystem
version	NFS version
name_len	the length of file name
bitmask1	V4 bitmask representing the set of attributes supported on this filesystem

probe::nfs.proc.open

probe::nfs.proc.open — NFS client allocates file read/write context information

Synopsis

```
nfs.proc.open
```

Values

filename	file name
prot	transfer protocol
mode	file mode
server_ip	IP address of server
flag	file flag
version	NFS version (the function is used for all NFS version)

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

prot	transfer protocol
count	read bytes in this execution
server_ip	IP address of server
flags	used to set task->tk_flags in rpc_init_task function
offset	the file offset
version	NFS version

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

version	NFS version
count	number of bytes read
server_ip	IP address of server
timestamp	V4 timestamp, which is used for lease renewal
status	result of last operation
prot	transfer protocol

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

prot	transfer protocol
version	NFS version
offset	the file offset
count	read bytes in this execution
server_ip	IP address of server
size	read bytes in this execution

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

server_ip	IP address of server
version	NFS version (the function is used for all NFS version)
flag	file flag
mode	file mode
prot	transfer protocol
filename	file name

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

filename	file name
prot	transfer protocol
fh	file handle of parent dir
server_ip	IP address of server
filelen	length of file name
version	NFS version (the function is used for all NFS version)

probe::nfs.proc.rename

probe::nfs.proc.rename — NFS client renames a file on server

Synopsis

```
nfs.proc.rename
```

Values

server_ip	IP address of server
new_name	new file name
old_name	old file name
version	NFS version (the function is used for all NFS version)
prot	transfer protocol
old_filelen	length of old file name
old_fh	file handle of old parent dir
new_fh	file handle of new parent dir
new_filelen	length of new file name

probe::nfs.proc.rename_done

probe::nfs.proc.rename_done — NFS client response to a rename RPC task

Synopsis

```
nfs.proc.rename_done
```

Values

version	NFS version
server_ip	IP address of server
new_fh	file handle of new parent dir
status	result of last operation
timestamp	V4 timestamp, which is used for lease renewal
prot	transfer protocol
old_fh	file handle of old parent dir

Description

Fires when a reply to a rename RPC task is received or some rename error occurs (timeout or socket shutdown).

probe::nfs.proc.rename_setup

probe::nfs.proc.rename_setup — NFS client setting up a rename RPC task

Synopsis

```
nfs.proc.rename_setup
```

Values

version	NFS version
server_ip	IP address of server
fh	file handle of parent dir
prot	transfer protocol

Description

The rename_setup function is used to setup a rename RPC task. Is is not doing the actual rename operation.

probe::nfs.proc.write

probe::nfs.proc.write — NFS client synchronously writes file to server

Synopsis

```
nfs.proc.write
```

Values

bitmask1	V4 bitmask representing the set of attributes supported on this filesystem
flags	used to set task->tk_flags in rpc_init_task function
offset	the file offset
version	NFS version
size	read bytes in this execution
bitmask0	V4 bitmask representing the set of attributes supported on this filesystem
server_ip	IP address of server
prot	transfer protocol

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

timestamp	V4 timestamp, which is used for lease renewal
status	result of last operation
prot	transfer protocol
version	NFS version
count	number of bytes written
server_ip	IP address of server
valid	fattr->valid, indicates which fields are valid

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

prot	transfer protocol
how	used to set args.stable. The stable value could be: NFS_UNSTABLE,NFS_DATA_SYNC,NFS_FILE_SYNC (in nfs.proc3.write_setup and nfs.proc4.write_setup)
offset	the file offset
bitmask1	V4 bitmask representing the set of attributes supported on this filesystem
version	NFS version
bitmask0	V4 bitmask representing the set of attributes supported on this filesystem
server_ip	IP address of server
count	bytes written in this execution
size	bytes written in this execution

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

Description

This probe point does not exist in kernels starting with 4.2.

probe::nfsd.commit

probe::nfsd.commit — NFS server committing all pending writes to stable storage

Synopsis

```
nfsd.commit
```

Values

size	read bytes
flag	indicates whether this execution is a sync operation
fh	file handle (the first part is the length of the file handle)
offset	the offset of file
count	read bytes
client_ip	the ip address of client

probe::nfsd.create

probe::nfsd.create — NFS server creating a file(regular,dir,device,fifo) for client

Synopsis

```
nfsd.create
```

Values

client_ip	the ip address of client
filelen	the length of file name
type	file type(regular,dir,device,fifo ...)
fh	file handle (the first part is the length of the file handle)
iap_mode	file access mode
filename	file name
iap_valid	Attribute flags

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

filename	file name
iap_mode	file access mode
truncp	trunp arguments, indicates if the file shouldbe truncate
iap_valid	Attribute flags
verifier	file attributes (atime,mtime,mode). It's used to reset file attributes for CREATE_EXCLUSIVE
createmode	create mode .The possible values could be: NFS3_CREATE_EXCLUSIVE, NFS3_CREATE_UNCHECKED, or NFS3_CREATE_GUARDED
client_ip	the ip address of client
filelen	the length of file name
fh	file handle (the first part is the length of the file handle)

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

prog	program number
xid	transmission id
client_ip	the ip address of client
version	nfs version
proto	transfer protocol
proc	procedure number

probe::nfsd.lookup

probe::nfsd.lookup — NFS server opening or searching file for a file for client

Synopsis

```
nfsd.lookup
```

Values

fh	file handle of parent dir(the first part is the length of the file handle)
filelen	the length of file name
client_ip	the ip address of client
filename	file name

probe::nfsd.open

probe::nfsd.open — NFS server opening a file for client

Synopsis

```
nfsd.open
```

Values

access	indicates the type of open (read/write/commit/readdir...)
fh	file handle (the first part is the length of the file handle)
client_ip	the ip address of client
type	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

size	read bytes
gid	requester's group id
version	nfs version
client_ip	the ip address of client
count	read bytes
proto	transfer protocol
offset	the offset of file
uid	requester's user id
fh	file handle (the first part is the length of the file handle)

probe::nfsd.proc.create

probe::nfsd.proc.create — NFS server creating a file for client

Synopsis

```
nfsd.proc.create
```

Values

filename	file name
version	nfs version
gid	requester's group id
fh	file handle (the first part is the length of the file handle)
uid	requester's user id
client_ip	the ip address of client
proto	transfer protocol
filelen	length of file name

probe::nfsd.proc.lookup

probe::nfsd.proc.lookup — NFS server opening or searching for a file for client

Synopsis

```
nfsd.proc.lookup
```

Values

filename	file name
client_ip	the ip address of client
gid	requester's group id
filelen	the length of file name
version	nfs version
proto	transfer protocol
fh	file handle of parent dir (the first part is the length of the file handle)
uid	requester's user id

probe::nfsd.proc.read

probe::nfsd.proc.read — NFS server reading file for client

Synopsis

```
nfsd.proc.read
```

Values

offset	the offset of file
vlen	read blocks
proto	transfer protocol
vec	struct kvec, includes buf address in kernel address and length of each buffer
count	read bytes
client_ip	the ip address of client
fh	file handle (the first part is the length of the file handle)
uid	requester's user id
version	nfs version
gid	requester's group id
size	read bytes

probe::nfsd.proc.remove

probe::nfsd.proc.remove — NFS server removing a file for client

Synopsis

```
nfsd.proc.remove
```

Values

gid	requester's group id
version	nfs version
filename	file name
filelen	length of file name
proto	transfer protocol
client_ip	the ip address of client
fh	file handle (the first part is the length of the file handle)
uid	requester's user id

probe::nfsd.proc.rename

probe::nfsd.proc.rename — NFS Server renaming a file for client

Synopsis

```
nfsd.proc.rename
```

Values

tname	new file name
fh	file handler of old path
uid	requester's user id
flen	length of old file name
client_ip	the ip address of client
tfh	file handler of new path
gid	requester's group id
filename	old file name
tlen	length of new file name

probe::nfsd.proc.write

probe::nfsd.proc.write — NFS server writing data to file for client

Synopsis

```
nfsd.proc.write
```

Values

count	read bytes
client_ip	the ip address of client
proto	transfer protocol
vlen	read blocks
offset	the offset of file
vec	struct kvec, includes buf address in kernel address and length of each buffer
fh	file handle (the first part is the length of the file handle)
uid	requester's user id
size	read bytes
version	nfs version
gid	requester's group id
stable	argp->stable

probe::nfsd.read

probe::nfsd.read — NFS server reading data from a file for client

Synopsis

```
nfsd.read
```

Values

size	read bytes
file	argument file, indicates if the file has been opened.
fh	file handle (the first part is the length of the file handle)
vec	struct kvec, includes buf address in kernel address and length of each buffer
vlen	read blocks
offset	the offset of file
client_ip	the ip address of client
count	read bytes

probe::nfsd.rename

probe::nfsd.rename — NFS server renaming a file for client

Synopsis

```
nfsd.rename
```

Values

flen	length of old file name
client_ip	the ip address of client
tfh	file handler of new path
tname	new file name
fh	file handler of old path
filename	old file name
tlen	length of new file name

probe::nfsd.unlink

probe::nfsd.unlink — NFS server removing a file or a directory for client

Synopsis

```
nfsd.unlink
```

Values

type	file type (file or dir)
filelen	the length of file name
client_ip	the ip address of client
fh	file handle (the first part is the length of the file handle)
filename	file name

probe::nfsd.write

probe::nfsd.write — NFS server writing data to a file for client

Synopsis

```
nfsd.write
```

Values

size	read bytes
client_ip	the ip address of client
count	read bytes
vec	struct kvec, includes buf address in kernel address and length of each buffer
vlen	read blocks
offset	the offset of file
fh	file handle (the first part is the length of the file handle)
file	argument file, indicates if the file has been opened.

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

id	buffer id to store the information in
output	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.

Chapter 33. JSON Tapset

This family of probe points, functions, and macros is used to output data in JSON format. It contains the following probe points, functions, and macros:

function::json_add_array

function::json_add_array — Add an array

Synopsis

```
json_add_array:long(name:string,description:string)
```

Arguments

name	The name of the array.
description	Array description. An empty string can be used.

Description

This function adds a array, setting up everything needed. Arrays contain other metrics, added with `json_add_array_numeric_metric` or `json_add_array_string_metric`.

function::json_add_array_numeric_metric

function::json_add_array_numeric_metric — Add a numeric metric to an array

Synopsis

```
json_add_array_numeric_metric:long(array_name:string,metric_name:string,metric
```

Arguments

array_name	The name of the array the numeric metric should be added to.
metric_name	The name of the numeric metric.
metric_description	Metric description. An empty string can be used.
metric_units	Metic units. An empty string can be used.

Description

This function adds a numeric metric to an array, setting up everything needed.

function::json_add_array_string_metric

function::json_add_array_string_metric — Add a string metric to an array

Synopsis

```
json_add_array_string_metric:long(array_name:string,metric_name:string,metric_
```

Arguments

array_name	The name of the array the string metric should be added to.
metric_name	The name of the string metric.
metric_description	Metric description. An empty string can be used.

Description

This function adds a string metric to an array, setting up everything needed.

function::json_add_numeric_metric

function::json_add_numeric_metric — Add a numeric metric

Synopsis

```
json_add_numeric_metric:long(name:string,description:string,units:string)
```

Arguments

name	The name of the numeric metric.
description	Metric description. An empty string can be used.
units	Metic units. An empty string can be used.

Description

This function adds a numeric metric, setting up everything needed.

function::json_add_string_metric

function::json_add_string_metric — Add a string metric

Synopsis

```
json_add_string_metric:long(name:string,description:string)
```

Arguments

name	The name of the string metric.
description	Metric description. An empty string can be used.

Description

This function adds a string metric, setting up everything needed.

function::json_set_prefix

function::json_set_prefix — Set the metric prefix.

Synopsis

```
json_set_prefix:long(prefix:string)
```

Arguments

prefix The prefix name to be used.

Description

This function sets the “prefix”, which is the name of the base of the metric hierarchy. Calling this function is optional, by default the name of the systemtap module is used.

macro::json_output_array_numeric_value

macro::json_output_array_numeric_value — Output a numeric value for metric in an array.

Synopsis

```
@json_output_array_numeric_value(array_name,array_index,metric_name,value)
```

Arguments

array_name	The name of the array.
array_index	The array index (as a string) indicating where to store the numeric value.
metric_name	The name of the numeric metric.
value	The numeric value to output.

Description

The json_output_array_numeric_value macro is designed to be called from the 'json_data' probe in the user's script to output a metric's numeric value that is in an array. This metric should have been added with `json_add_array_numeric_metric`.

macro::json_output_array_string_value

macro::json_output_array_string_value — Output a string value for metric in an array.

Synopsis

```
@json_output_array_string_value(array_name,array_index,metric_name,value)
```

Arguments

array_name	The name of the array.
array_index	The array index (as a string) indicating where to store the string value.
metric_name	The name of the string metric.
value	The string value to output.

Description

The json_output_array_string_value macro is designed to be called from the 'json_data' probe in the user's script to output a metric's string value that is in an array. This metric should have been added with `json_add_array_string_metric`.

macro::json_output_data_end

macro::json_output_data_end — End the json output.

Synopsis

```
@json_output_data_end()
```

Arguments

None

Description

The json_output_data_end macro is designed to be called from the 'json_data' probe from the user's script. It marks the end of the JSON output.

macro::json_output_data_start

macro::json_output_data_start — Start the json output.

Synopsis

```
@json_output_data_start()
```

Arguments

None

Description

The json_output_data_start macro is designed to be called from the 'json_data' probe from the user's script. It marks the start of the JSON output.

macro::json_output_numeric_value

macro::json_output_numeric_value — Output a numeric value.

Synopsis

```
@json_output_numeric_value(name,value)
```

Arguments

name The name of the numeric metric.

value The numeric value to output.

Description

The json_output_numeric_value macro is designed to be called from the 'json_data' probe in the user's script to output a metric's numeric value. This metric should have been added with `json_add_numeric_metric`.

macro::json_output_string_value

macro::json_output_string_value — Output a string value.

Synopsis

```
@json_output_string_value(name,value)
```

Arguments

name The name of the string metric.

value The string value to output.

Description

The json_output_string_value macro is designed to be called from the 'json_data' probe in the user's script to output a metric's string value. This metric should have been added with `json_add_string_metric`.

probe::json_data

probe::json_data — Fires whenever JSON data is wanted by a reader.

Synopsis

```
json_data
```

Values

None

Context

This probe fires when the JSON data is about to be read. This probe must gather up data and then call the following macros to output the data in JSON format. First, `@json_output_data_start` must be called. That call is followed by one or more of the following (one call for each data item): `@json_output_string_value`, `@json_output_numeric_value`, `@json_output_array_string_value`, and `@json_output_array_numeric_value`. Finally `@json_output_data_end` must be called.

Chapter 34. Output file switching Tapset

Utility function to allow switching of output files.

function::switch_file

function::switch_file — switch to the next output file

Synopsis

```
switch_file()
```

Arguments

None

Description

This function sends a signal to the stapio process, commanding it to rotate to the next output file when output is sent to file(s).

Chapter 35. Floating point processing Tapset

Utility functions to extract, convert, and perform arithmetic on IEEE-754 doubles.

function::fp32_to_fp64

function::fp32_to_fp64 — Convert fp32 to 64 bit floating point

Synopsis

```
fp32_to_fp64:long(input:long)
```

Arguments

input a long integer

Description

Convert from 32 bit floating point to a 64 bit softfloat floating point.

function::fp_add

function::fp_add — Addition between floating points

Synopsis

```
fp_add:long(add1:long,add2:long)
```

Arguments

add1 the 64 bit floating point addend

add2 second 64 bit floating point addend

Description

Given addend 1 and addend 2, apply floating point adding

function::fp_eq

function::fp_eq — fp comparison function equal

Synopsis

```
fp_eq:long(infp1:long,infp2:long)
```

Arguments

infp1 the 64 bit floating point input

infp2 second 64 bit floating point input

Description

check if infp1 is equal to infp2

function::fp_le

function::fp_le — Check if first fp is less than or equal to

Synopsis

```
fp_le:long(infp1:long,infp2:long)
```

Arguments

infp1 the 64 bit floating point input

infp2 second 64 bit floating point input

Description

check if infp1 is less than or equal to infp2

function::fp_lt

function::fp_lt — fp comparison function less than

Synopsis

```
fp_lt:long(infp1:long,infp2:long)
```

Arguments

infp1 the 64 bit floating point input

infp2 second 64 bit floating point input

Description

check if infp1 is strictly less than infp2

function::fp_mul

function::fp_mul — Multiplication between floating points

Synopsis

```
fp_mul:long(mul1:long,mul2:long)
```

Arguments

mul1 the 64 bit floating point multiplicand

mul2 64 bit floating point multiplier

Description

result is multiplicand times multiplier

function::fp_rem

function::fp_rem — Floating point division

Synopsis

```
fp_rem:long(div1:long,div2:long)
```

Arguments

div1 the 64 bit floating point dividend

div2 64 bit floating point divisor

Description

result would be the remainder after divisor divides dividend

function::fp_sqrt

function::fp_sqrt — Floating point square root

Synopsis

```
fp_sqrt:long(infp:long)
```

Arguments

infp the 64 bit floating point input

Description

apply sqrt to input floating point

function::fp_sub

function::fp_sub — Subtraction between floating points

Synopsis

```
fp_sub:long(sub1:long,sub2:long)
```

Arguments

sub1 the 64 bit floating point minuend

sub2 64 bit floating point subtrahend

Description

result would be minuend minus subtrahend

function::fp_to_long

function::fp_to_long — Convert fp to int64

Synopsis

```
fp_to_long:long(infp:long,roundingMode:long,exact:long)
```

Arguments

infp	the 64 bit floating point stored in long
roundingMode	through 0-6, which are round to nearest even, minMag, min, max, near maxMag and round to odd
exact	the boolean value, if exact is 1 than raising inexact exception, otherwise ignore the exception.

Description

Given a 64 bit floating point, which is stored in long, use the long value to initiate self-defined float64_t type, then apply the f64_to_i64 function to get the string representation.

function::fp_to_string

function::fp_to_string — Convert 64 bit floating point to string

Synopsis

```
fp_to_string:string(infp:long,precision:long)
```

Arguments

infp	the 64 bit floating point stored in long
precision	number of digits after decimal point

Description

Given a 64 bit floating point, which is stored in long, use the long value to initiate self-defined float64_t type, then apply the f64_to_i64 function to get the string representation.

function::long_to_fp

function::long_to_fp — Convert long int to 64 bit floating point

Synopsis

```
long_to_fp:long(input:long)
```

Arguments

input a long integer

Description

Convert from a long to a 64 bit softfloat floating point.

function::string_to_fp

function::string_to_fp — Convert the given string into floating point

Synopsis

```
string_to_fp:long(input:string)
```

Arguments

input the string representation of a decimal number

Description

Given the string representation of a decimal number, convert it to a floating point which is stored in 64 bit long.

Chapter 36. Syscall Any Tapset

This family of probe points is designed to provide low cost instrumentation for cases where only the syscall name (or number) and return value are required and there is no need for the detailed syscall argument values. They are restricted versions of syscall.* and syscall.*.return.

probe::syscall_any

probe::syscall_any — Record entry into a syscall

Synopsis

```
syscall_any
```

Values

name	name of the syscall
syscall_nr	number of the syscall

Context

The process performing the syscall

Description

The syscall_any probe point is designed to be a low overhead that monitors all the syscalls entered via a kernel tracepoint. Because of the breadth of syscalls it monitors it provides no information about the syscall arguments or argstr string representation of those arguments.

This requires kernel 3.5+ and newer which have the kernel.trace("sys_enter") probe point.

probe::syscall_any.return

probe::syscall_any.return — Record exit from a syscall

Synopsis

```
syscall_any.return
```

Values

retval	return value of the syscall
name	name of the syscall
syscall_nr	number of the syscall

Context

The process performing the syscall

Description

The syscall_any.return probe point is designed to be a low overhead that monitors all the syscalls returns via a kernel tracepoint. Because of the breadth of syscalls it monitors it provides no information about the syscall arguments, argstr string representation of those arguments, or a string interpretation of the return value (retval).

This requires kernel 3.5+ and newer which have the kernel.trace("sys_exit") probe point.