

# SystemTap Tapset Reference Manual

SystemTap

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# SystemTap Tapset Reference Manual

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.

## Tapset Name Format

In this guide, tapset definitions appear in the following format:

```
name: return (parameters)
definition
```

The *return* field specifies what data type the tapset extracts and returns from the kernel during a probe (and thus, returns). Tapsets use 2 data types for *return*: *long* (tapset extracts and returns an integer) and *string* (tapset extracts and returns a string).

In some cases, tapsets do not have a *return* value. This simply means that the tapset does not extract anything from the kernel. This is common among asynchronous events such as timers, exit functions, and print functions.

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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.

*tapset*

## Tapset Name Format

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```
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*returnreturnlongstring*

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*return*



---

## 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.

## Name

`print_regs` -- Print a register dump.

## Synopsis

```
print_regs()
```

## Arguments

None

## Name

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

## Synopsis

```
execname:string()
```

## Arguments

None

## Name

`pid --` Returns the ID of a target process.

## Synopsis

```
pid:long()
```

## Arguments

None

## Name

tid -- Returns the thread ID of a target process.

## Synopsis

```
tid:long()
```

## Arguments

None

## Name

ppid -- Returns the process ID of a target process's parent process.

## Synopsis

```
ppid:long()
```

## Arguments

None

## Name

`pexecname` -- Returns the `execname` of a target process's parent process.

## Synopsis

```
pexecname:string()
```

## Arguments

None

## Name

`gid --` Returns the group ID of a target process.

## Synopsis

```
gid:long()
```

## Arguments

None



## Name

`egid --` Returns the effective gid of a target process.

## Synopsis

```
egid:long()
```

## Arguments

None

## Name

`uid --` Returns the user ID of a target process.

## Synopsis

```
uid:long()
```

## Arguments

None

## Name

`eid` -- Return the effective uid of a target process.

## Synopsis

```
eid:long()
```

## Arguments

None

## Name

cpu -- Returns the current cpu number.

## Synopsis

```
cpu:long()
```

## Arguments

None

## Name

pp -- Return the probe point associated with the currently running probe handler,

## Synopsis

```
pp:string()
```

## Arguments

None

## Description

including alias and wildcard expansion effects

## Context

The current probe point.

## Name

`registers_valid` -- Determines validity of `<command>register</command>` and `<command>u_register</command>` in current context.

## Synopsis

```
registers_valid:long()
```

## Arguments

None

## Description

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

## Name

`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.

## Name

`is_return` -- Determines if probe point is a return probe.

## Synopsis

```
is_return:long()
```

## Arguments

None

## Description

Return 1 if the probe point is a return probe. *Deprecated.*



## Name

target -- Return the process ID of the target process.

## Synopsis

```
target:long()
```

## Arguments

None

## Name

`stack_size` -- Return the size of the kernel stack.

## Synopsis

```
stack_size:long()
```

## Arguments

None

## Name

`stack_used` -- Returns the amount of kernel stack used.

## Synopsis

```
stack_used:long()
```

## Arguments

None

## Description

Determines how many bytes are currently used in the kernel stack.

## Name

`stack_unused` -- Returns the amount of kernel stack currently available.

## Synopsis

```
stack_unused:long()
```

## Arguments

None

## Description

Determines how many bytes are currently available in the kernel stack.

## Name

`uaddr` -- User space address of current running task. EXPERIMENTAL.

## 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 `symdata`. Often the task will be in the VDSO where it entered the kernel. FIXME - need VDSO tracking support #10080.

## Name

`print_stack` -- Print out stack from string.

## Synopsis

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

## Arguments

*stk* *stk*  
String with list of hexadecimal 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 `<command>backtrace</command>`.

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.

## Name

probefunc -- Return the probe point's function name, if known.

## Synopsis

```
probefunc:string()
```

## Arguments

None

## Name

probemod -- Return the probe point's module name, if known.

## Synopsis

```
probemod:string()
```

## Arguments

None



## Name

`modname` -- Return the kernel module name loaded at the address.

## Synopsis

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

## Arguments

*addr*    *addr*  
The address.

## Description

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

## Name

`symname` -- Return the symbol associated with the given address.

## Synopsis

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

## Arguments

*addr*    *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`.

## Name

`symdata --` Return the symbol and module offset for the address.

## Synopsis

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

## Arguments

*addr*    *addr*

The address to translate.

## Description

Returns the (function) symbol name associated with the given address if known, plus the module name (between brackets) and the offset inside the module, plus the size of the symbol function. 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.

## Name

`print_backtrace -- Print stack back trace`

## Synopsis

```
print_backtrace()
```

## Arguments

None

## Description

Equivalent to `<command>print_stack(backtrace)</command>`, except that deeper stack nesting may be supported. Return nothing.

## Name

backtrace -- Hex backtrace of current stack

## Synopsis

```
backtrace:string()
```

## Arguments

None

## Description

Return a string of hex addresses that are a backtrace of the stack. Output may be truncated as per maximum string length.

## Name

caller -- Return name and address of calling function

## Synopsis

```
caller:string()
```

## Arguments

None

## Description

Return the address and name of the calling function. <emphasis>Works only for return probes at this time.</emphasis>

## Name

caller\_addr -- Return caller address

## Synopsis

```
caller_addr:long()
```

## Arguments

None

## Description

Return the address of the calling function. **<emphasis> Works only for return probes at this time.</emphasis>**

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.



## Name

`print_regs` -- Print a register dump.

## Synopsis

```
print_regs()
```

## Arguments

None

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<date>March 2010</date>

`print_regs``print_regs(3stap)`

## Name

`print_regs` -- Print a register dump.

`print_regs` -- Print a register dump.

## Synopsis

```
print_regs()
```

```
print_regs()
```

## Arguments

None

None

## Name

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

## Synopsis

```
execname:string()
```

## Arguments

None

SystemTap Tapset Reference™

<date>March 2010</date>

execnameexecname(3stap)

## Name

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

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

## Synopsis

```
execname:string()
```

```
execname:string()
```

## Arguments

None

None

## Name

pid -- Returns the ID of a target process.

## Synopsis

```
pid:long()
```

## Arguments

None

SystemTap Tapset Reference™

<date>March 2010</date>

pidpid(3stap)

## Name

pid -- Returns the ID of a target process.

pid -- Returns the ID of a target process.

## Synopsis

```
pid:long()
```

```
pid:long()
```

## Arguments

None

None

## Name

tid -- Returns the thread ID of a target process.

## Synopsis

```
tid:long()
```

## Arguments

None

SystemTap Tapset Reference™

<date>March 2010</date>

tidtid(3stap)

## Name

tid -- Returns the thread ID of a target process.

tid -- Returns the thread ID of a target process.

## Synopsis

```
tid:long()
```

```
tid:long()
```

## Arguments

None

None

## Name

ppid -- Returns the process ID of a target process's parent process.

## Synopsis

```
ppid:long()
```

## Arguments

None

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<date>March 2010</date>

ppidppid(3stap)

## Name

ppid -- Returns the process ID of a target process's parent process.

ppid -- Returns the process ID of a target process's parent process.

## Synopsis

```
ppid:long()
```

```
ppid:long()
```

## Arguments

None

None

## Name

pexecname -- Returns the execname of a target process's parent process.

## Synopsis

```
pexecname:string()
```

## Arguments

None

SystemTap Tapset Reference™

<date>March 2010</date>

pexecnamepexecname(3stap)

## Name

pexecname -- Returns the execname of a target process's parent process.

pexecname -- Returns the execname of a target process's parent process.

## Synopsis

```
pexecname:string()
```

```
pexecname:string()
```

## Arguments

None

None

## Name

gid -- Returns the group ID of a target process.

## Synopsis

```
gid:long()
```

## Arguments

None

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<date>March 2010</date>

gidgid(3stap)

## Name

gid -- Returns the group ID of a target process.

gid -- Returns the group ID of a target process.

## Synopsis

```
gid:long()
```

```
gid:long()
```

## Arguments

None

None

## Name

egid -- Returns the effective gid of a target process.

## Synopsis

```
egid:long()
```

## Arguments

None

SystemTap Tapset Reference™

<date>March 2010</date>

egidegid(3stap)

## Name

egid -- Returns the effective gid of a target process.

egid -- Returns the effective gid of a target process.

## Synopsis

```
egid:long()
```

```
egid:long()
```

## Arguments

None

None



## Name

uid -- Returns the user ID of a target process.

## Synopsis

```
uid:long()
```

## Arguments

None

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<date>March 2010</date>

uiduid(3stap)

## Name

uid -- Returns the user ID of a target process.

uid -- Returns the user ID of a target process.

## Synopsis

```
uid:long()
```

```
uid:long()
```

## Arguments

None

None

## Name

euclid -- Return the effective uid of a target process.

## Synopsis

```
euclid:long()
```

## Arguments

None

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<date>March 2010</date>

euclidean(3step)

## Name

euclid -- Return the effective uid of a target process.

euclid -- Return the effective uid of a target process.

## Synopsis

```
euclid:long()
```

```
euclid:long()
```

## Arguments

None

None

## Name

cpu -- Returns the current cpu number.

## Synopsis

```
cpu:long()
```

## Arguments

None

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<date>March 2010</date>

cpucpu(3stap)

## Name

cpu -- Returns the current cpu number.

cpu -- Returns the current cpu number.

## Synopsis

```
cpu:long()
```

```
cpu:long()
```

## Arguments

None

None

## Name

pp -- Return the probe point associated with the currently running probe handler,

## Synopsis

```
pp:string()
```

## Arguments

None

## Description

including alias and wildcard expansion effects

## Context

The current probe point.

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pppp(3stap)

## Name

pp -- Return the probe point associated with the currently running probe handler,

pp -- Return the probe point associated with the currently running probe handler,

## Synopsis

```
pp:string()
```

```
pp:string()
```

## Arguments

None

None

## Description

including alias and wildcard expansion effects

including alias and wildcard expansion effects

## Context

The current probe point.

The current probe point.

## Name

`registers_valid` -- Determines validity of `<command>register</command>` and `<command>u_register</command>` in current context.

## Synopsis

```
registers_valid:long()
```

## Arguments

None

## Description

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

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<date>March 2010</date>

`registers_valid``registers_valid(3stap)`

## Name

`registers_valid` -- Determines validity of `<command>register</command>` and `<command>u_register</command>` in current context.

`registers_valid` -- Determines validity of `<command>register</command>` and `<command>u_register</command>` in current context. `register``u_register`

## Synopsis

```
registers_valid:long()
```

```
registers_valid:long()
```

## Arguments

None

None

## Description

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

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

`register``u_register``registers_valid`

## Name

`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.

SystemTap Tapset Reference™

<date>March 2010</date>

`user_mode`  
`user_mode(3stap)`

## Name

`user_mode` -- Determines if probe point occurs in user-mode.

`user_mode` -- Determines if probe point occurs in user-mode.

## Synopsis

```
user_mode:long()
```

```
user_mode:long()
```

## Arguments

None

None

## Description

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

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

## Name

is\_return -- Determines if probe point is a return probe.

## Synopsis

```
is_return:long()
```

## Arguments

None

## Description

Return 1 if the probe point is a return probe. **<emphasis>Deprecated.</emphasis>**  
SystemTap Tapset Reference™

**<date>March 2010</date>**

is\_returnis\_return(3stap)

## Name

is\_return -- Determines if probe point is a return probe.

is\_return -- Determines if probe point is a return probe.

## Synopsis

```
is_return:long()
```

```
is_return:long()
```

## Arguments

None

None

## Description

Return 1 if the probe point is a return probe. **<emphasis>Deprecated.</emphasis>**

Return 1 if the probe point is a return probe. **<emphasis>Deprecated.</emphasis>**



## Name

target -- Return the process ID of the target process.

## Synopsis

```
target:long()
```

## Arguments

None

SystemTap Tapset Reference™

<date>March 2010</date>

targettarget(3stap)

## Name

target -- Return the process ID of the target process.

target -- Return the process ID of the target process.

## Synopsis

```
target:long()
```

```
target:long()
```

## Arguments

None

None

## Name

stack\_size -- Return the size of the kernel stack.

## Synopsis

```
stack_size:long()
```

## Arguments

None

SystemTap Tapset Reference™

<date>March 2010</date>

stack\_sizestack\_size(3stap)

## Name

stack\_size -- Return the size of the kernel stack.

stack\_size -- Return the size of the kernel stack.

## Synopsis

```
stack_size:long()
```

```
stack_size:long()
```

## Arguments

None

None

## Name

stack\_used -- Returns the amount of kernel stack used.

## Synopsis

```
stack_used:long()
```

## Arguments

None

## Description

Determines how many bytes are currently used in the kernel stack.

SystemTap Tapset Reference™

<date>March 2010</date>

stack\_usedstack\_used(3stap)

## Name

stack\_used -- Returns the amount of kernel stack used.

stack\_used -- Returns the amount of kernel stack used.

## Synopsis

```
stack_used:long()
```

```
stack_used:long()
```

## Arguments

None

None

## Description

Determines how many bytes are currently used in the kernel stack.

Determines how many bytes are currently used in the kernel stack.

## Name

`stack_unused` -- Returns the amount of kernel stack currently available.

## Synopsis

```
stack_unused:long()
```

## Arguments

None

## Description

Determines how many bytes are currently available in the kernel stack.  
SystemTap Tapset Reference™

<date>March 2010</date>

`stack_unused``stack_unused(3stap)`

## Name

`stack_unused` -- Returns the amount of kernel stack currently available.

`stack_unused` -- Returns the amount of kernel stack currently available.

## Synopsis

```
stack_unused:long()
```

```
stack_unused:long()
```

## Arguments

None

None

## Description

Determines how many bytes are currently available in the kernel stack.

Determines how many bytes are currently available in the kernel stack.

## Name

uaddr -- User space address of current running task. EXPERIMENTAL.

## 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 `syndata`. Often the task will be in the VDSO where it entered the kernel. FIXME - need VDSO tracking support #10080.

SystemTap Tapset Reference™

<date>March 2010</date>

uaddr:long()

## Name

uaddr -- User space address of current running task. EXPERIMENTAL.

uaddr -- User space address of current running task. EXPERIMENTAL.

## Synopsis

```
uaddr:long()
```

```
uaddr:long()
```

## Arguments

None

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 `syndata`. Often the task will be in the VDSO where it entered the kernel. FIXME - need VDSO tracking support #10080.

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 `symdata`. Often the task will be in the VDSO where it entered the kernel. FIXME - need VDSO tracking support #10080.  
`usymnamesymdata`

## Name

`print_stack` -- Print out stack from string.

## Synopsis

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

## Arguments

*stk*    *stk*  
String with list of hexadecimal 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 `<command>backtrace</command>`.

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.

SystemTap Tapset Reference™

<date>March 2010</date>

`print_stack``print_stack(3stap)`

## Name

`print_stack` -- Print out stack from string.

`print_stack` -- Print out stack from string.

## Synopsis

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

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

## Arguments

*stk*    *stk*  
String with list of hexadecimal addresses.

*stk*    *stk*  
String with list of hexadecimal addresses.

`<varlistentry>stk`

String with list of hexadecimal addresses.

`</varlistentry>`

`stkstk`

String with list of hexadecimal addresses.

String with list of hexadecimal 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 `<command>backtrace</command>`.

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.

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

`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.



## Name

probefunc -- Return the probe point's function name, if known.

## Synopsis

```
probefunc:string()
```

## Arguments

None

SystemTap Tapset Reference™

<date>March 2010</date>

probefuncprobefunc(3stap)

## Name

probefunc -- Return the probe point's function name, if known.

probefunc -- Return the probe point's function name, if known.

## Synopsis

```
probefunc:string()
```

```
probefunc:string()
```

## Arguments

None

None

## Name

probemod -- Return the probe point's module name, if known.

## Synopsis

```
probemod:string()
```

## Arguments

None

SystemTap Tapset Reference™

<date>March 2010</date>

probemodprobemod(3stap)

## Name

probemod -- Return the probe point's module name, if known.

probemod -- Return the probe point's module name, if known.

## Synopsis

```
probemod:string()
```

```
probemod:string()
```

## Arguments

None

None

## Name

modname -- Return the kernel module name loaded at the address.

## Synopsis

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

## Arguments

*addr*     *addr*  
The address.

## Description

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

SystemTap Tapset Reference™

<date>March 2010</date>

modnamemodname(3stap)

## Name

modname -- Return the kernel module name loaded at the address.

modname -- Return the kernel module name loaded at the address.

## Synopsis

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

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

## Arguments

*addr*     *addr*  
The address.

*addr*     *addr*  
The address.

**<varlistentry>***addr*

The address.

**</varlistentry>**

*addraddr*

The address.

The address.

## Description

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

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

“<unknown>”“kernel”

## Name

`symname` -- Return the symbol associated with the given address.

## Synopsis

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

## Arguments

*addr*     *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`.

SystemTap Tapset Reference™

<date>March 2010</date>

`symnamesymname(3stap)`

## Name

`symname` -- Return the symbol associated with the given address.

`symname` -- Return the symbol associated with the given address.

## Synopsis

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

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

## Arguments

*addr*     *addr*  
The address to translate.

*addr*     *addr*  
The address to translate.

```
<varlistentry>addr  
The address to translate.  
</varlistentry>  
addraddr  
The address to translate.  
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*.

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

## Name

`symdata --` Return the symbol and module offset for the address.

## Synopsis

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

## Arguments

*addr*     *addr*  
The address to translate.

## Description

Returns the (function) symbol name associated with the given address if known, plus the module name (between brackets) and the offset inside the module, plus the size of the symbol function. 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.

SystemTap Tapset Reference™

<date>March 2010</date>

`symdata``symdata(3stap)`

## Name

`symdata --` Return the symbol and module offset for the address.

`symdata --` Return the symbol and module offset for the address.

## Synopsis

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

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

## Arguments

*addr*     *addr*  
The address to translate.

*addr*     *addr*  
The address to translate.

```
<varlistentry>addr  
The address to translate.  
</varlistentry>  
addraddr  
The address to translate.  
The address to translate.
```

## Description

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

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



## Name

`print_backtrace` -- Print stack back trace

## Synopsis

```
print_backtrace()
```

## Arguments

None

## Description

Equivalent to `<command>print_stack(backtrace)</command>`, except that deeper stack nesting may be supported. Return nothing.

SystemTap Tapset Reference™

**<date>March 2010</date>**

`print_backtrace``print_backtrace(3stap)`

## Name

`print_backtrace` -- Print stack back trace

`print_backtrace` -- Print stack back trace

## Synopsis

```
print_backtrace()
```

```
print_backtrace()
```

## Arguments

None

None

## Description

Equivalent to `<command>print_stack(backtrace)</command>`, except that deeper stack nesting may be supported. Return nothing.

Equivalent to `<command>print_stack(backtrace)</command>`, except that deeper stack nesting may be supported. Return nothing.

`backtrace`

## Name

backtrace -- Hex backtrace of current stack

## Synopsis

```
backtrace:string()
```

## Arguments

None

## Description

Return a string of hex addresses that are a backtrace of the stack. Output may be truncated as per maximum string length.

SystemTap Tapset Reference™

<date>March 2010</date>

backtracebacktrace(3stap)

## Name

backtrace -- Hex backtrace of current stack

backtrace -- Hex backtrace of current stack

## Synopsis

```
backtrace:string()
```

```
backtrace:string()
```

## Arguments

None

None

## Description

Return a string of hex addresses that are a backtrace of the stack. Output may be truncated as per maximum string length.

Return a string of hex addresses that are a backtrace of the stack. Output may be truncated as per maximum string length.

## Name

caller -- Return name and address of calling function

## Synopsis

```
caller:string()
```

## Arguments

None

## Description

Return the address and name of the calling function. **<emphasis>Works only for return probes at this time.</emphasis>**

SystemTap Tapset Reference™

**<date>March 2010</date>**

callercaller(3stap)

## Name

caller -- Return name and address of calling function

caller -- Return name and address of calling function

## Synopsis

```
caller:string()
```

```
caller:string()
```

## Arguments

None

None

## Description

Return the address and name of the calling function. **<emphasis>Works only for return probes at this time.</emphasis>**

Return the address and name of the calling function. **<emphasis>Works only for return probes at this time.</emphasis>**

## Name

caller\_addr -- Return caller address

## Synopsis

```
caller_addr:long()
```

## Arguments

None

## Description

Return the address of the calling function. <emphasis> Works only for return probes at this time.</emphasis>  
SystemTap Tapset Reference™

<date>March 2010</date>

caller\_addr caller\_addr(3stap)

## Name

caller\_addr -- Return caller address

caller\_addr -- Return caller address

## Synopsis

```
caller_addr:long()
```

```
caller_addr:long()
```

## Arguments

None

None

## Description

Return the address of the calling function. <emphasis> Works only for return probes at this time.</emphasis>

Return the address of the calling function. <emphasis> Works only for return probes at this time.</emphasis>

---

# 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.

## Name

`get_cycles` -- Processor cycle count.

## Synopsis

```
get_cycles:long()
```

## Arguments

None

## Description

Return the processor cycle counter value, or 0 if unavailable.

## 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.

## Name

get\_cycles -- Processor cycle count.

## Synopsis

```
get_cycles:long()
```

## Arguments

None

## Description

Return the processor cycle counter value, or 0 if unavailable.

SystemTap Tapset Reference™

<date>March 2010</date>

get\_cyclesget\_cycles(3stap)

## Name

get\_cycles -- Processor cycle count.

get\_cycles -- Processor cycle count.

## Synopsis

```
get_cycles:long()
```

```
get_cycles:long()
```

## Arguments

None

None

## Description

Return the processor cycle counter value, or 0 if unavailable.

Return the processor cycle counter value, or 0 if unavailable.



---

# Chapter 4. Memory Tapset

This family of probe points is used to probe memory-related events. It contains the following probe points:

## Name

`vm_fault_contains` -- Test return value for page fault reason

## Synopsis

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

## Arguments

*value*      *value*

The fault\_type returned by `vm.page_fault.return`

*test*        *test*

The type of fault to test for (VM\_FAULT\_OOM or similar)

## Name

vm.pagefault -- Records that a page fault occurred.

## Synopsis

vm.pagefault

## Values

<i>write_access</i>	<i>write_access</i>
	Indicates whether this was a write or read access; <code>&lt;command&gt;1&lt;/command&gt;</code> indicates a write, while <code>&lt;command&gt;0&lt;/command&gt;</code> indicates a read.

<i>address</i>	<i>address</i>
	The address of the faulting memory access; i.e. the address that caused the page fault.

## Context

The process which triggered the fault

## Name

`vm.pagefault.return` -- Indicates what type of fault occurred.

## Synopsis

`vm.pagefault.return`

## Values

<i>fault_type</i>	<i>fault_type</i>
0	VM_FAULT_OOM
2	VM_FAULT_MINOR
3	VM_FAULT_MAJOR
1	VM_FAULT_SIGBUS

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.

## Name

`addr_to_node` -- Returns which node a given address belongs to within a NUMA system.

## Synopsis

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

## Arguments

*addr*    *addr*

The address of the faulting memory access.

## Name

`vm.write_shared` -- Attempts at writing to a shared page.

## Synopsis

`vm.write_shared`

## Values

*address*      *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 `<command>vm.write_shared_copy</command>`.

## Name

`vm.write_shared_copy` -- Page copy for shared page write.

## Synopsis

`vm.write_shared_copy`

## Values

*zero*                      *zero*  
Boolean indicating whether it is a zero page (can do a clear instead of a copy).

*address*                      *address*  
The address of the shared write.

## Context

The process attempting the write.

## Description

Fires when a write to a shared page requires a page copy.      This is always preceded by a  
<command>vm.shared\_write</command>.

## Name

vm.mmap -- Fires when an <command>mmap</command> is requested.

## Synopsis

vm.mmap

## Values

*length*      *length*  
The length of the memory segment

*address*      *address*  
The requested address

## Context

The process calling <command>mmap</command>.



## Name

vm.munmap -- Fires when an <command>munmap</command> is requested.

## Synopsis

vm.munmap

## Values

*length*      *length*  
The length of the memory segment

*address*      *address*  
The requested address

## Context

The process calling <command>munmap</command>.

## Name

vm.brk -- Fires when a <command>brk</command> is requested (i.e. the heap will be resized).

## Synopsis

vm.brk

## Values

*length*      *length*  
The length of the memory segment

*address*      *address*  
The requested address

## Context

The process calling <command>brk</command>.

## Name

`vm.oom_kill` -- Fires when a thread is selected for termination by the OOM killer.

## Synopsis

```
vm.oom_kill
```

## Values

```
task task
The task being killed
```

## Context

The process that tried to consume excessive memory, and thus triggered the OOM. <remark>(is this correct?)</remark>

This family of probe points is used to probe memory-related events. It contains the following probe points:

## Name

vm\_fault\_contains -- Test return value for page fault reason

## Synopsis

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

## Arguments

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

SystemTap Tapset Reference™

<date>March 2010</date>

vm\_fault\_containsvm\_fault\_contains(3stap)

## Name

vm\_fault\_contains -- Test return value for page fault reason

vm\_fault\_contains -- Test return value for page fault reason

## Synopsis

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

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

## Arguments

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

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

<varlistentry>*value*

The fault\_type returned by vm.page\_fault.return

</varlistentry>

*valuevalue*

The fault\_type returned by vm.page\_fault.return

The fault\_type returned by vm.page\_fault.return

<varlistentry>*test*

The type of fault to test for (VM\_FAULT\_OOM or similar)

</varlistentry>

*testtest*

The type of fault to test for (VM\_FAULT\_OOM or similar)

The type of fault to test for (VM\_FAULT\_OOM or similar)

## Name

vm.pagefault -- Records that a page fault occurred.

## Synopsis

vm.pagefault

## Values

*write\_access*

*write\_access*

Indicates whether this was a write or read access; `<command>1</command>` indicates a write, while `<command>0</command>` indicates a read.

*address*

*address*

The address of the faulting memory access; i.e. the address that caused the page fault.

## Context

The process which triggered the fault

SystemTap Tapset Reference™

`<date>March 2010</date>`

vm.pagefaultvm.pagefault(3stap)

## Name

vm.pagefault -- Records that a page fault occurred.

vm.pagefault -- Records that a page fault occurred.

## Synopsis

vm.pagefault

vm.pagefault

## Values

*write\_access*

*write\_access*

Indicates whether this was a write or read access; `<command>1</command>` indicates a write, while `<command>0</command>` indicates a read.

*address*

*address*

The address of the faulting memory access; i.e. the address that caused the page fault.

*write\_access*

*write\_access*

Indicates whether this was a write or read access; `<command>1</command>` indicates a write, while `<command>0</command>` indicates a read.

*address*

*address*

The address of the faulting memory access; i.e. the address that caused the page fault.

*<varlistentry>write\_access*

Indicates whether this was a write or read access; *<command>1</command>* indicates a write, while *<command>0</command>* indicates a read.

*</varlistentry>*

*write\_accesswrite\_access*

Indicates whether this was a write or read access; *<command>1</command>* indicates a write, while *<command>0</command>* indicates a read.

Indicates whether this was a write or read access; *<command>1</command>* indicates a write, while *<command>0</command>* indicates a read.

*<varlistentry>address*

The address of the faulting memory access; i.e. the address that caused the page fault.

*</varlistentry>*

*addressaddress*

The address of the faulting memory access; i.e. the address that caused the page fault.

The address of the faulting memory access; i.e. the address that caused the page fault.

## Context

The process which triggered the fault

The process which triggered the fault



## Name

vm.pagefault.return -- Indicates what type of fault occurred.

## Synopsis

vm.pagefault.return

## Values

*fault\_type*

*fault\_type*

Returns either `<command>0</command>` (VM\_FAULT\_OOM) for out of memory faults, `<command>2</command>` (VM\_FAULT\_MINOR) for minor faults, `<command>3</command>` (VM\_FAULT\_MAJOR) for major faults, or `<command>1</command>` (VM\_FAULT\_SIGBUS) if the fault was neither OOM, minor fault, nor major fault.

SystemTap Tapset Reference™

`<date>March 2010</date>`

vm.pagefault.returnvm.pagefault.return(3stap)

## Name

vm.pagefault.return -- Indicates what type of fault occurred.

vm.pagefault.return -- Indicates what type of fault occurred.

## Synopsis

vm.pagefault.return

vm.pagefault.return

## Values

*fault\_type*

*fault\_type*

Returns either `<command>0</command>` (VM\_FAULT\_OOM) for out of memory faults, `<command>2</command>` (VM\_FAULT\_MINOR) for minor faults, `<command>3</command>` (VM\_FAULT\_MAJOR) for major faults, or `<command>1</command>` (VM\_FAULT\_SIGBUS) if the fault was neither OOM, minor fault, nor major fault.

*fault\_type*

*fault\_type*

Returns either `<command>0</command>` (VM\_FAULT\_OOM) for out of memory faults, `<command>2</command>` (VM\_FAULT\_MINOR) for minor faults, `<command>3</command>` (VM\_FAULT\_MAJOR) for major faults, or `<command>1</command>` (VM\_FAULT\_SIGBUS) if the fault was neither OOM, minor fault, nor major fault.

*<varlistentry>fault\_type*

Returns either *<command>0</command>* (VM\_FAULT\_OOM) for out of memory faults, *<command>2</command>* (VM\_FAULT\_MINOR) for minor faults, *<command>3</command>* (VM\_FAULT\_MAJOR) for major faults, or *<command>1</command>* (VM\_FAULT\_SIGBUS) if the fault was neither OOM, minor fault, nor major fault.

*</varlistentry>*

*fault\_typefault\_type*

Returns either *<command>0</command>* (VM\_FAULT\_OOM) for out of memory faults, *<command>2</command>* (VM\_FAULT\_MINOR) for minor faults, *<command>3</command>* (VM\_FAULT\_MAJOR) for major faults, or *<command>1</command>* (VM\_FAULT\_SIGBUS) if the fault was neither OOM, minor fault, nor major fault.

Returns either *<command>0</command>* (VM\_FAULT\_OOM) for out of memory faults, *<command>2</command>* (VM\_FAULT\_MINOR) for minor faults, *<command>3</command>* (VM\_FAULT\_MAJOR) for major faults, or *<command>1</command>* (VM\_FAULT\_SIGBUS) if the fault was neither OOM, minor fault, nor major fault.

## Name

`addr_to_node` -- Returns which node a given address belongs to within a NUMA system.

## Synopsis

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

## Arguments

*addr*     *addr*  
The address of the faulting memory access.

SystemTap Tapset Reference™

<date>March 2010</date>

`addr_to_node``addr_to_node(3stap)`

## Name

`addr_to_node` -- Returns which node a given address belongs to within a NUMA system.

`addr_to_node` -- Returns which node a given address belongs to within a NUMA system.

## Synopsis

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

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

## Arguments

*addr*     *addr*  
The address of the faulting memory access.

*addr*     *addr*  
The address of the faulting memory access.

<varlistentry>*addr*  
The address of the faulting memory access.

</varlistentry>

*addr**addr*  
The address of the faulting memory access.  
The address of the faulting memory access.

## Name

vm.write\_shared -- Attempts at writing to a shared page.

## Synopsis

vm.write\_shared

## Values

<i>address</i>	<i>address</i>
	The address of the shared write.

## Context

The context is the process attempting the write.

## Description

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

SystemTap Tapset Reference™

**<date>March 2010</date>**

vm.write\_sharedvm.write\_shared(3stap)

## Name

vm.write\_shared -- Attempts at writing to a shared page.

vm.write\_shared -- Attempts at writing to a shared page.

## Synopsis

vm.write\_shared

vm.write\_shared

## Values

<i>address</i>	<i>address</i>
	The address of the shared write.

<i>address</i>	<i>address</i>
	The address of the shared write.

*<varlistentry>address*

The address of the shared write.

*</varlistentry>*

*addressaddress*

The address of the shared write.

The address of the shared write.

## Context

The context is the process attempting the write.

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 `<command>vm.write_shared_copy</command>`.

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

## Name

vm.write\_shared\_copy -- Page copy for shared page write.

## Synopsis

vm.write\_shared\_copy

## Values

<i>zero</i>	<i>zero</i> Boolean indicating whether it is a zero page (can do a clear instead of a copy).
<i>address</i>	<i>address</i> The address of the shared write.

## Context

The process attempting the write.

## Description

Fires when a write to a shared page requires a page copy. This is always preceded by a  
 <command>vm.shared\_write</command>.  
 SystemTap Tapset Reference™  
 <date>March 2010</date>  
 vm.write\_shared\_copyvm.write\_shared\_copy(3tap)

## Name

vm.write\_shared\_copy -- Page copy for shared page write.

vm.write\_shared\_copy -- Page copy for shared page write.

## Synopsis

vm.write\_shared\_copy

vm.write\_shared\_copy

## Values

<i>zero</i>	<i>zero</i> Boolean indicating whether it is a zero page (can do a clear instead of a copy).
<i>address</i>	<i>address</i> The address of the shared write.
<i>zero</i>	<i>zero</i> Boolean indicating whether it is a zero page (can do a clear instead of a copy).

*address*      *address*  
The address of the shared write.

**<varlistentry>***zero*  
Boolean indicating whether it is a zero page (can do a clear instead of a copy).

**</varlistentry>**

*zerozero*  
Boolean indicating whether it is a zero page (can do a clear instead of a copy).  
Boolean indicating whether it is a zero page (can do a clear instead of a copy).

**<varlistentry>***address*  
The address of the shared write.

**</varlistentry>**

*addressaddress*  
The address of the shared write.  
The address of the shared write.

## Context

The process attempting the write.

The process attempting the write.

## Description

Fires when a write to a shared page requires a page copy.      This is always preceded by a  
**<command>***vm.shared\_write***</command>**.

Fires when a write to a shared page requires a page copy.      This is always preceded by a  
**<command>***vm.shared\_write***</command>**.

## Name

vm.mmap -- Fires when an <command>mmap</command> is requested.

## Synopsis

vm.mmap

## Values

<i>length</i>	<i>length</i>
	The length of the memory segment

<i>address</i>	<i>address</i>
	The requested address

## Context

The process calling <command>mmap</command>.

SystemTap Tapset Reference™

<date>March 2010</date>

vm.mmapvm.mmap(3stap)

## Name

vm.mmap -- Fires when an <command>mmap</command> is requested.

vm.mmap -- Fires when an <command>mmap</command> is requested.

## Synopsis

vm.mmap

vm.mmap

## Values

<i>length</i>	<i>length</i>
	The length of the memory segment

<i>address</i>	<i>address</i>
	The requested address

<i>length</i>	<i>length</i>
	The length of the memory segment

<i>address</i>	<i>address</i>
	The requested address



*<varlistentry>length*  
The length of the memory segment  
*</varlistentry>*  
*lengthlength*  
The length of the memory segment  
The length of the memory segment  
*<varlistentry>address*  
The requested address  
*</varlistentry>*  
*addressaddress*  
The requested address  
The requested address

## Context

The process calling *<command>mmap</command>*.

The process calling *<command>mmap</command>*.

## Name

vm.munmap -- Fires when an <command>munmap</command> is requested.

## Synopsis

vm.munmap

## Values

<i>length</i>	<i>length</i> The length of the memory segment
<i>address</i>	<i>address</i> The requested address

## Context

The process calling <command>munmap</command>.  
SystemTap Tapset Reference™  
<date>March 2010</date>  
vm.munmapvm.munmap(3stap)

## Name

vm.munmap -- Fires when an <command>munmap</command> is requested.

vm.munmap -- Fires when an <command>munmap</command> is requested.

## Synopsis

vm.munmap

vm.munmap

## Values

<i>length</i>	<i>length</i> The length of the memory segment
<i>address</i>	<i>address</i> The requested address

<i>length</i>	<i>length</i> The length of the memory segment
<i>address</i>	<i>address</i> The requested address

*<varlistentry>length*  
The length of the memory segment  
*</varlistentry>*  
*lengthlength*  
The length of the memory segment  
The length of the memory segment  
*<varlistentry>address*  
The requested address  
*</varlistentry>*  
*addressaddress*  
The requested address  
The requested address

## Context

The process calling *<command>munmap</command>*.

The process calling *<command>munmap</command>*.

## Name

vm.brk -- Fires when a <command>brk</command> is requested (i.e. the heap will be resized).

## Synopsis

vm.brk

## Values

<i>length</i>	<i>length</i> The length of the memory segment
<i>address</i>	<i>address</i> The requested address

## Context

The process calling <command>brk</command>.  
SystemTap Tapset Reference™  
<date>March 2010</date>  
vm.brkvm.brk(3stap)

## Name

vm.brk -- Fires when a <command>brk</command> is requested (i.e. the heap will be resized).

vm.brk -- Fires when a <command>brk</command> is requested (i.e. the heap will be resized).

## Synopsis

vm.brk

vm.brk

## Values

<i>length</i>	<i>length</i> The length of the memory segment
<i>address</i>	<i>address</i> The requested address

<i>length</i>	<i>length</i> The length of the memory segment
<i>address</i>	<i>address</i> The requested address

*<varlistentry>length*  
The length of the memory segment  
*</varlistentry>*  
*lengthlength*  
The length of the memory segment  
The length of the memory segment  
*<varlistentry>address*  
The requested address  
*</varlistentry>*  
*addressaddress*  
The requested address  
The requested address

## Context

The process calling *<command>brk</command>*.

The process calling *<command>brk</command>*.

## Name

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

## Synopsis

```
vm.oom_kill
```

## Values

<i>task</i>	<i>task</i>
	The task being killed

## Context

The process that tried to consume excessive memory, and thus triggered the OOM. <remark>(is this correct?)</remark>

SystemTap Tapset Reference™

<date>March 2010</date>

vm.oom\_killvm.oom\_kill(3stap)

## Name

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

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

## Synopsis

```
vm.oom_kill
```

```
vm.oom_kill
```

## Values

<i>task</i>	<i>task</i>
	The task being killed

<i>task</i>	<i>task</i>
	The task being killed

<varlistentry>*task*  
The task being killed  
</varlistentry>  
*tasktask*  
The task being killed  
The task being killed

## Context

The process that tried to consume excessive memory, and thus triggered the OOM. <remark>(is this correct?)</remark>

The process that tried to consume excessive memory, and thus triggered the OOM. <remark>(is this correct?)</remark>

---

# Chapter 5. IO Scheduler Tapset

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



## Name

`ioscheduler.elv_next_request` -- Fires when a request is retrieved from the request queue

## Synopsis

`ioscheduler.elv_next_request`

## Values

*elevator\_name*                      *elevator\_name*  
The type of I/O elevator currently enabled

## Name

`ioscheduler.elv_next_request.return` -- Fires when a request retrieval issues a return signal

## Synopsis

```
ioscheduler.elv_next_request.return
```

## Values

<i>req_flags</i>	<i>req_flags</i>
Request flags	
<i>req</i>	<i>req</i>
Address of the request	
<i>disk_major</i>	<i>disk_major</i>
Disk major number of the request	
<i>disk_minor</i>	<i>disk_minor</i>
Disk minor number of the request	

## Name

`ioscheduler.elv_add_request` -- A request was added to the request queue

## Synopsis

`ioscheduler.elv_add_request`

## Values

<i>req_flags</i>	<i>req_flags</i>
	Request flags
<i>req</i>	<i>req</i>
	Address of the request
<i>disk_major</i>	<i>disk_major</i>
	Disk major number of the request
<i>elevator_name</i>	<i>elevator_name</i>
	The type of I/O elevator currently enabled
<i>disk_minor</i>	<i>disk_minor</i>
	Disk minor number of the request

## Name

`ioscheduler.elv_completed_request` -- Fires when a request is completed

## Synopsis

`ioscheduler.elv_completed_request`

## Values

<i>req_flags</i>	<i>req_flags</i>	Request flags
<i>req</i>	<i>req</i>	Address of the request
<i>disk_major</i>	<i>disk_major</i>	Disk major number of the request
<i>elevator_name</i>	<i>elevator_name</i>	The type of I/O elevator currently enabled
<i>disk_minor</i>	<i>disk_minor</i>	Disk minor number of the request

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

## Name

ioscheduler.elv\_next\_request -- Fires when a request is retrieved from the request queue

## Synopsis

ioscheduler.elv\_next\_request

## Values

<i>elevator_name</i>	<i>elevator_name</i>
	The type of I/O elevator currently enabled

SystemTap Tapset Reference™

<date>March 2010</date>

ioscheduler.elv\_next\_requestioscheduler.elv\_next\_request(3stap)

## Name

ioscheduler.elv\_next\_request -- Fires when a request is retrieved from the request queue

ioscheduler.elv\_next\_request -- Fires when a request is retrieved from the request queue

## Synopsis

ioscheduler.elv\_next\_request

ioscheduler.elv\_next\_request

## Values

<i>elevator_name</i>	<i>elevator_name</i>
	The type of I/O elevator currently enabled

<i>elevator_name</i>	<i>elevator_name</i>
	The type of I/O elevator currently enabled

<varlistentry>*elevator\_name*  
The type of I/O elevator currently enabled  
</varlistentry>

*elevator\_name**elevator\_name*  
The type of I/O elevator currently enabled  
The type of I/O elevator currently enabled

## Name

ioscheduler.elv\_next\_request.return -- Fires when a request retrieval issues a return signal

## Synopsis

```
ioscheduler.elv_next_request.return
```

## Values

<i>req_flags</i>	<i>req_flags</i> Request flags
<i>req</i>	<i>req</i> Address of the request
<i>disk_major</i>	<i>disk_major</i> Disk major number of the request
<i>disk_minor</i>	<i>disk_minor</i> Disk minor number of the request

SystemTap Tapset Reference™

<date>March 2010</date>

ioscheduler.elv\_next\_request.returnioscheduler.elv\_next\_request.return(3stap)

## Name

ioscheduler.elv\_next\_request.return -- Fires when a request retrieval issues a return signal

ioscheduler.elv\_next\_request.return -- Fires when a request retrieval issues a return signal

## Synopsis

```
ioscheduler.elv_next_request.return
```

```
ioscheduler.elv_next_request.return
```

## Values

<i>req_flags</i>	<i>req_flags</i> Request flags
<i>req</i>	<i>req</i> Address of the request
<i>disk_major</i>	<i>disk_major</i> Disk major number of the request
<i>disk_minor</i>	<i>disk_minor</i> Disk minor number of the request

<i>req_flags</i>	<i>req_flags</i> Request flags
<i>req</i>	<i>req</i> Address of the request
<i>disk_major</i>	<i>disk_major</i> Disk major number of the request
<i>disk_minor</i>	<i>disk_minor</i> Disk minor number of the request

<varlistentry>*req\_flags*

Request flags

</varlistentry>

*req\_flagsreq\_flags*

Request flags

Request flags

<varlistentry>*req*

Address of the request

</varlistentry>

*reqreq*

Address of the request

Address of the request

<varlistentry>*disk\_major*

Disk major number of the request

</varlistentry>

*disk\_majordisk\_major*

Disk major number of the request

Disk major number of the request

<varlistentry>*disk\_minor*

Disk minor number of the request

</varlistentry>

*disk\_minordisk\_minor*

Disk minor number of the request

Disk minor number of the request



## Name

ioscheduler.elv\_add\_request -- A request was added to the request queue

## Synopsis

```
ioscheduler.elv_add_request
```

## Values

<i>req_flags</i>	<i>req_flags</i> Request flags
<i>req</i>	<i>req</i> Address of the request
<i>disk_major</i>	<i>disk_major</i> Disk major number of the request
<i>elevator_name</i>	<i>elevator_name</i> The type of I/O elevator currently enabled
<i>disk_minor</i>	<i>disk_minor</i> Disk minor number of the request

SystemTap Tapset Reference™

<date>March 2010</date>

ioscheduler.elv\_add\_requestioscheduler.elv\_add\_request(3stap)

## Name

ioscheduler.elv\_add\_request -- A request was added to the request queue

ioscheduler.elv\_add\_request -- A request was added to the request queue

## Synopsis

```
ioscheduler.elv_add_request
```

```
ioscheduler.elv_add_request
```

## Values

<i>req_flags</i>	<i>req_flags</i> Request flags
<i>req</i>	<i>req</i> Address of the request
<i>disk_major</i>	<i>disk_major</i> Disk major number of the request
<i>elevator_name</i>	<i>elevator_name</i> The type of I/O elevator currently enabled

<i>disk_minor</i>	<i>disk_minor</i> Disk minor number of the request
<i>req_flags</i>	<i>req_flags</i> Request flags
<i>req</i>	<i>req</i> Address of the request
<i>disk_major</i>	<i>disk_major</i> Disk major number of the request
<i>elevator_name</i>	<i>elevator_name</i> The type of I/O elevator currently enabled
<i>disk_minor</i>	<i>disk_minor</i> Disk minor number of the request

```

<varlistentry>req_flags
Request flags
</varlistentry>
req_flagsreq_flags
Request flags
Request flags
<varlistentry>req
Address of the request
</varlistentry>
reqreq
Address of the request
Address of the request
<varlistentry>disk_major
Disk major number of the request
</varlistentry>
disk_majordisk_major
Disk major number of the request
Disk major number of the request
<varlistentry>elevator_name
The type of I/O elevator currently enabled
</varlistentry>
elevator_nameelevator_name
The type of I/O elevator currently enabled
The type of I/O elevator currently enabled
<varlistentry>disk_minor
Disk minor number of the request
</varlistentry>
disk_minordisk_minor
Disk minor number of the request
Disk minor number of the request

```

## Name

ioscheduler.elv\_completed\_request -- Fires when a request is completed

## Synopsis

ioscheduler.elv\_completed\_request

## Values

<i>req_flags</i>	<i>req_flags</i> Request flags
<i>req</i>	<i>req</i> Address of the request
<i>disk_major</i>	<i>disk_major</i> Disk major number of the request
<i>elevator_name</i>	<i>elevator_name</i> The type of I/O elevator currently enabled
<i>disk_minor</i>	<i>disk_minor</i> Disk minor number of the request

SystemTap Tapset Reference™

<date>March 2010</date>

ioscheduler.elv\_completed\_requestioscheduler.elv\_completed\_request(3stap)

## Name

ioscheduler.elv\_completed\_request -- Fires when a request is completed

ioscheduler.elv\_completed\_request -- Fires when a request is completed

## Synopsis

ioscheduler.elv\_completed\_request

ioscheduler.elv\_completed\_request

## Values

<i>req_flags</i>	<i>req_flags</i> Request flags
<i>req</i>	<i>req</i> Address of the request
<i>disk_major</i>	<i>disk_major</i> Disk major number of the request
<i>elevator_name</i>	<i>elevator_name</i> The type of I/O elevator currently enabled

<i>disk_minor</i>	<i>disk_minor</i> Disk minor number of the request
<i>req_flags</i>	<i>req_flags</i> Request flags
<i>req</i>	<i>req</i> Address of the request
<i>disk_major</i>	<i>disk_major</i> Disk major number of the request
<i>elevator_name</i>	<i>elevator_name</i> The type of I/O elevator currently enabled
<i>disk_minor</i>	<i>disk_minor</i> Disk minor number of the request

```

<varlistentry>req_flags
Request flags
</varlistentry>
req_flagsreq_flags
Request flags
Request flags
<varlistentry>req
Address of the request
</varlistentry>
reqreq
Address of the request
Address of the request
<varlistentry>disk_major
Disk major number of the request
</varlistentry>
disk_majordisk_major
Disk major number of the request
Disk major number of the request
<varlistentry>elevator_name
The type of I/O elevator currently enabled
</varlistentry>
elevator_nameelevator_name
The type of I/O elevator currently enabled
The type of I/O elevator currently enabled
<varlistentry>disk_minor
Disk minor number of the request
</varlistentry>
disk_minordisk_minor
Disk minor number of the request
Disk minor number of the request

```

---

## Chapter 6. SCSI Tapset

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

## Name

scsi.ioentry -- Prepares a SCSI mid-layer request

## Synopsis

```
scsi.ioentry
```

## Values

<i>disk_major</i>	<i>disk_major</i>	The major number of the disk (-1 if no information)
<i>device_state</i>	<i>device_state</i>	The current state of the device.
<i>disk_minor</i>	<i>disk_minor</i>	The minor number of the disk (-1 if no information)

## Name

`scsi.iodispatching` -- SCSI mid-layer dispatched low-level SCSI command

## Synopsis

`scsi.iodispatching`

## Values

<i>lun</i>	<i>lun</i> The lun number
<i>req_bufflen</i>	<i>req_bufflen</i> The request buffer length
<i>host_no</i>	<i>host_no</i> The host number
<i>device_state</i>	<i>device_state</i> The current state of the device.
<i>dev_id</i>	<i>dev_id</i> The scsi device id
<i>channel</i>	<i>channel</i> The channel number
<i>data_direction</i>	<i>data_direction</i> The <i>data_direction</i> specifies whether this command is from/to the device. 0 (DMA_BIDIRECTIONAL), 1 (DMA_TO_DEVICE), 2 (DMA_FROM_DEVICE), 3 (DMA_NONE)
<i>request_buffer</i>	<i>request_buffer</i> The request buffer address

## Name

`scsi.iodone` -- SCSI command completed by low level driver and enqueued into the done queue.

## Synopsis

```
scsi.iodone
```

## Values

<i>lun</i>	<i>lun</i> The lun number
<i>host_no</i>	<i>host_no</i> The host number
<i>device_state</i>	<i>device_state</i> The current state of the device
<i>dev_id</i>	<i>dev_id</i> The scsi device id
<i>channel</i>	<i>channel</i> The channel number
<i>data_direction</i>	<i>data_direction</i> The <code>data_direction</code> specifies whether this command is from/to the device.



## Name

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

## Synopsis

`scsi.iocompleted`

## Values

<i>lun</i>	<i>lun</i> The lun number
<i>host_no</i>	<i>host_no</i> The host number
<i>device_state</i>	<i>device_state</i> The current state of the device
<i>dev_id</i>	<i>dev_id</i> The scsi device id
<i>channel</i>	<i>channel</i> The channel number
<i>data_direction</i>	<i>data_direction</i> The <code>data_direction</code> specifies whether this command is from/to the device
<i>goodbytes</i>	<i>goodbytes</i> The bytes completed.

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

## Name

scsi.ioentry -- Prepares a SCSI mid-layer request

## Synopsis

scsi.ioentry

## Values

<i>disk_major</i>	<i>disk_major</i> The major number of the disk (-1 if no information)
<i>device_state</i>	<i>device_state</i> The current state of the device.
<i>disk_minor</i>	<i>disk_minor</i> The minor number of the disk (-1 if no information)

SystemTap Tapset Reference™

<date>March 2010</date>

scsi.ioentryscsi.ioentry(3stap)

## Name

scsi.ioentry -- Prepares a SCSI mid-layer request

scsi.ioentry -- Prepares a SCSI mid-layer request

## Synopsis

scsi.ioentry

scsi.ioentry

## Values

<i>disk_major</i>	<i>disk_major</i> The major number of the disk (-1 if no information)
<i>device_state</i>	<i>device_state</i> The current state of the device.
<i>disk_minor</i>	<i>disk_minor</i> The minor number of the disk (-1 if no information)

<i>disk_major</i>	<i>disk_major</i> The major number of the disk (-1 if no information)
<i>device_state</i>	<i>device_state</i> The current state of the device.

*disk\_minor*

*disk\_minor*

The minor number of the disk (-1 if no information)

<varlistentry>*disk\_major*

The major number of the disk (-1 if no information)

</varlistentry>

*disk\_majordisk\_major*

The major number of the disk (-1 if no information)

The major number of the disk (-1 if no information)

<varlistentry>*device\_state*

The current state of the device.

</varlistentry>

*device\_statedevice\_state*

The current state of the device.

The current state of the device.

<varlistentry>*disk\_minor*

The minor number of the disk (-1 if no information)

</varlistentry>

*disk\_minordisk\_minor*

The minor number of the disk (-1 if no information)

The minor number of the disk (-1 if no information)

## Name

scsi.iodispatching -- SCSI mid-layer dispatched low-level SCSI command

## Synopsis

scsi.iodispatching

## Values

<i>lun</i>	<i>lun</i> The lun number
<i>req_bufflen</i>	<i>req_bufflen</i> The request buffer length
<i>host_no</i>	<i>host_no</i> The host number
<i>device_state</i>	<i>device_state</i> The current state of the device.
<i>dev_id</i>	<i>dev_id</i> The scsi device id
<i>channel</i>	<i>channel</i> The channel number
<i>data_direction</i>	<i>data_direction</i> The <i>data_direction</i> specifies whether this command is from/to the device. 0 (DMA_BIDIRECTIONAL), 1 (DMA_TO_DEVICE), 2 (DMA_FROM_DEVICE), 3 (DMA_NONE)
<i>request_buffer</i>	<i>request_buffer</i> The request buffer address

SystemTap Tapset Reference™

<date>March 2010</date>

scsi.iodispatching(3stap)

## Name

scsi.iodispatching -- SCSI mid-layer dispatched low-level SCSI command

scsi.iodispatching -- SCSI mid-layer dispatched low-level SCSI command

## Synopsis

scsi.iodispatching

scsi.iodispatching

## Values

<i>lun</i>	<i>lun</i> The lun number
<i>req_bufflen</i>	<i>req_bufflen</i> The request buffer length
<i>host_no</i>	<i>host_no</i> The host number
<i>device_state</i>	<i>device_state</i> The current state of the device.
<i>dev_id</i>	<i>dev_id</i> The scsi device id
<i>channel</i>	<i>channel</i> The channel number
<i>data_direction</i>	<i>data_direction</i> The <i>data_direction</i> specifies whether this command is from/to the device. 0 (DMA_BIDIRECTIONAL), 1 (DMA_TO_DEVICE), 2 (DMA_FROM_DEVICE), 3 (DMA_NONE)
<i>request_buffer</i>	<i>request_buffer</i> The request buffer address
<i>lun</i>	<i>lun</i> The lun number
<i>req_bufflen</i>	<i>req_bufflen</i> The request buffer length
<i>host_no</i>	<i>host_no</i> The host number
<i>device_state</i>	<i>device_state</i> The current state of the device.
<i>dev_id</i>	<i>dev_id</i> The scsi device id
<i>channel</i>	<i>channel</i> The channel number
<i>data_direction</i>	<i>data_direction</i> The <i>data_direction</i> specifies whether this command is from/to the device. 0 (DMA_BIDIRECTIONAL), 1 (DMA_TO_DEVICE), 2 (DMA_FROM_DEVICE), 3 (DMA_NONE)
<i>request_buffer</i>	<i>request_buffer</i> The request buffer address

```

<varlistentry>lun
The lun number
</varlistentry>
lunlun
The lun number
The lun number
<varlistentry>req_bufflen
The request buffer length
</varlistentry>
req_bufflenreq_bufflen
The request buffer length
The request buffer length
<varlistentry>host_no
The host number
</varlistentry>
host_nohost_no
The host number
The host number
<varlistentry>device_state
The current state of the device.
</varlistentry>
device_statedevice_state
The current state of the device.
The current state of the device.
<varlistentry>dev_id
The scsi device id
</varlistentry>
dev_iddev_id
The scsi device id
The scsi device id
<varlistentry>channel
The channel number
</varlistentry>
channelchannel
The channel number
The channel number
<varlistentry>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)
</varlistentry>
data_directiondata_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)
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)
<varlistentry>request_buffer
The request buffer address
</varlistentry>
request_bufferrequest_buffer
The request buffer address
The request buffer address

```

## Name

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

## Synopsis

scsi.iodone

## Values

<i>lun</i>	<i>lun</i> The lun number
<i>host_no</i>	<i>host_no</i> The host number
<i>device_state</i>	<i>device_state</i> The current state of the device
<i>dev_id</i>	<i>dev_id</i> The scsi device id
<i>channel</i>	<i>channel</i> The channel number
<i>data_direction</i>	<i>data_direction</i> The data_direction specifies whether this command is from/to the device.

SystemTap Tapset Reference™

<date>March 2010</date>

scsi.iodonescsi.iodone(3stap)

## Name

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

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

## Synopsis

scsi.iodone

scsi.iodone

## Values

<i>lun</i>	<i>lun</i> The lun number
<i>host_no</i>	<i>host_no</i> The host number
<i>device_state</i>	<i>device_state</i> The current state of the device



## SCSI Tapset

<i>dev_id</i>	<i>dev_id</i> The scsi device id
<i>channel</i>	<i>channel</i> The channel number
<i>data_direction</i>	<i>data_direction</i> The data_direction specifies whether this command is from/to the device.
<i>lun</i>	<i>lun</i> The lun number
<i>host_no</i>	<i>host_no</i> The host number
<i>device_state</i>	<i>device_state</i> The current state of the device
<i>dev_id</i>	<i>dev_id</i> The scsi device id
<i>channel</i>	<i>channel</i> The channel number
<i>data_direction</i>	<i>data_direction</i> The data_direction specifies whether this command is from/to the device.

```
<varlistentry>lun
The lun number
</varlistentry>
lunlun
The lun number
The lun number
<varlistentry>host_no
The host number
</varlistentry>
host_nohost_no
The host number
The host number
<varlistentry>device_state
The current state of the device
</varlistentry>
device_statedevice_state
The current state of the device
The current state of the device
<varlistentry>dev_id
The scsi device id
</varlistentry>
dev_iddev_id
The scsi device id
The scsi device id
<varlistentry>channel
The channel number
</varlistentry>
channelchannel
The channel number
The channel number
<varlistentry>data_direction
```

The `data_direction` specifies whether this command is from/to the device.

</varlistentry>

*data\_direction**data\_direction*

The `data_direction` specifies whether this command is from/to the device.

The `data_direction` specifies whether this command is from/to the device.

## Name

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

## Synopsis

scsi.iocompleted

## Values

<i>lun</i>	<i>lun</i> The lun number
<i>host_no</i>	<i>host_no</i> The host number
<i>device_state</i>	<i>device_state</i> The current state of the device
<i>dev_id</i>	<i>dev_id</i> The scsi device id
<i>channel</i>	<i>channel</i> The channel number
<i>data_direction</i>	<i>data_direction</i> The data_direction specifies whether this command is from/to the device
<i>goodbytes</i>	<i>goodbytes</i> The bytes completed.

SystemTap Tapset Reference™

<date>March 2010</date>

scsi.iocompletedscsi.iocompleted(3stap)

## Name

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

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

## Synopsis

scsi.iocompleted

scsi.iocompleted

## Values

<i>lun</i>	<i>lun</i> The lun number
<i>host_no</i>	<i>host_no</i> The host number

<i>device_state</i>	<i>device_state</i> The current state of the device
<i>dev_id</i>	<i>dev_id</i> The scsi device id
<i>channel</i>	<i>channel</i> The channel number
<i>data_direction</i>	<i>data_direction</i> The data_direction specifies whether this command is from/to the device
<i>goodbytes</i>	<i>goodbytes</i> The bytes completed.
<i>lun</i>	<i>lun</i> The lun number
<i>host_no</i>	<i>host_no</i> The host number
<i>device_state</i>	<i>device_state</i> The current state of the device
<i>dev_id</i>	<i>dev_id</i> The scsi device id
<i>channel</i>	<i>channel</i> The channel number
<i>data_direction</i>	<i>data_direction</i> The data_direction specifies whether this command is from/to the device
<i>goodbytes</i>	<i>goodbytes</i> The bytes completed.

<varlistentry>lun

The lun number

</varlistentry>

lunlun

The lun number

The lun number

<varlistentry>host\_no

The host number

</varlistentry>

host\_nohost\_no

The host number

The host number

<varlistentry>device\_state

The current state of the device

</varlistentry>

device\_statedevice\_state

The current state of the device

The current state of the device

<varlistentry>dev\_id

The scsi device id

</varlistentry>

dev\_iddev\_id

The scsi device id

The scsi device id

<varlistentry>*channel*

The channel number

</varlistentry>

*channelchannel*

The channel number

The channel number

<varlistentry>*data\_direction*

The *data\_direction* specifies whether this command is from/to the device

</varlistentry>

*data\_directiondata\_direction*

The *data\_direction* specifies whether this command is from/to the device

The *data\_direction* specifies whether this command is from/to the device

<varlistentry>*goodbytes*

The bytes completed.

</varlistentry>

*goodbytesgoodbytes*

The bytes completed.

The bytes completed.

---

# Chapter 7. Networking Tapset

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

## Name

netdev.receive -- Data recieved from network device.

## Synopsis

```
netdev.receive
```

## Values

```
protocol      protocol
Protocol of recieved packet.
```

```
dev_name      dev_name
The name of the device. e.g: eth0, ath1.
```

```
length        length
The length of the receiving buffer.
```

## Name

`netdev.transmit` -- Network device transmitting buffer

## Synopsis

`netdev.transmit`

## Values

*protocol*            *protocol*  
The protocol of this packet.

*dev\_name*           *dev\_name*  
The name of the device. e.g: eth0, ath1.

*length*             *length*  
The length of the transmit buffer.

*true\_size*           *true\_size*  
The size of the the data to be transmitted.



## Name

tcp.sendmsg -- Sending a tcp message

## Synopsis

tcp.sendmsg

## Values

*name* *name*  
Name of this probe

*size* *size*  
Number of bytes to send

*sock* *sock*  
Network socket

## Context

The process which sends a tcp message

## Name

`tcp.sendmsg.return` -- Sending TCP message is done

## Synopsis

`tcp.sendmsg.return`

## Values

*name*    *name*  
Name of this probe

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

## Context

The process which sends a tcp message

## Name

tcp.recvmsg -- Receiving TCP message

## Synopsis

tcp.recvmsg

## Values

*saddr saddr*

A string representing the source IP address

*daddr daddr*

A string representing the destination IP address

*name name*

Name of this probe

*sport sport*

TCP source port

*dport dport*

TCP destination port

*size size*

Number of bytes to be received

*sock sock*

Network socket

## Context

The process which receives a tcp message

## Name

tcp.recvmsg.return -- Receiving TCP message complete

## Synopsis

```
tcp.recvmsg.return
```

## Values

*saddr*     *saddr*

A string representing the source IP address

*daddr*     *daddr*

A string representing the destination IP address

*name*       *name*

Name of this probe

*sport*     *sport*

TCP source port

*dport*     *dport*

TCP destination port

*size*       *size*

Number of bytes received or error code if an error occurred.

## Context

The process which receives a tcp message

## Name

tcp.disconnect -- TCP socket disconnection

## Synopsis

tcp.disconnect

## Values

*saddr saddr*

A string representing the source IP address

*daddr daddr*

A string representing the destination IP address

*flags flags*

TCP flags (e.g. FIN, etc)

*name name*

Name of this probe

*sport sport*

TCP source port

*dport dport*

TCP destination port

*sock sock*

Network socket

## Context

The process which disconnects tcp

## Name

tcp.disconnect.return -- TCP socket disconnection complete

## Synopsis

```
tcp.disconnect.return
```

## Values

*ret*      *ret*  
Error code (0: no error)

*name*    *name*  
Name of this probe

## Context

The process which disconnects tcp

## Name

tcp.setsockopt -- Call to setsockopt

## Synopsis

tcp.setsockopt

## Values

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

## Context

The process which calls setsockopt

## Name

`tcp.setsockopt.return` -- Return from `setsockopt`

## Synopsis

`tcp.setsockopt.return`

## Values

*ret*      *ret*  
Error code (0: no error)

*name*    *name*  
Name of this probe

## Context

The process which calls `setsockopt`



## Name

`tcp.receive` -- Called when a TCP packet is received

## Synopsis

`tcp.receive`

## Values

*urg*      *urg*  
TCP URG flag

*psh*      *psh*  
TCP PSH flag

*rst*      *rst*  
TCP RST flag

*dport*    *dport*  
TCP destination port

*saddr*    *saddr*  
A string representing the source IP address

*daddr*    *daddr*  
A string representing the destination IP address

*ack*      *ack*  
TCP ACK flag

*syn*      *syn*  
TCP SYN flag

*fin*      *fin*  
TCP FIN flag

*sport*    *sport*  
TCP source port

## Name

udp.sendmsg -- Fires whenever a process sends a UDP message

## Synopsis

udp.sendmsg

## Values

*name*    *name*

The name of this probe

*size*    *size*

Number of bytes sent by the process

*sock*    *sock*

Network socket used by the process

## Context

The process which sent a UDP message

## Name

`udp.sendmsg.return` -- Fires whenever an attempt to send a UDP message is completed

## Synopsis

`udp.sendmsg.return`

## Values

*name*    *name*

The name of this probe

*size*    *size*

Number of bytes sent by the process

## Context

The process which sent a UDP message

## Name

udp.recvmsg -- Fires whenever a UDP message is received

## Synopsis

```
udp.recvmsg
```

## Values

*name*    *name*

The name of this probe

*size*    *size*

Number of bytes received by the process

*sock*    *sock*

Network socket used by the process

## Context

The process which received a UDP message

## Name

`udp.recvmsg.return` -- Fires whenever an attempt to receive a UDP message received is completed

## Synopsis

`udp.recvmsg.return`

## Values

*name*    *name*

The name of this probe

*size*    *size*

Number of bytes received by the process

## Context

The process which received a UDP message

## Name

udp.disconnect -- Fires when a process requests for a UDP disconnection

## Synopsis

udp.disconnect

## Values

*flags flags*  
Flags (e.g. FIN, etc)

*name name*  
The name of this probe

*sock sock*  
Network socket used by the process

## Context

The process which requests a UDP disconnection

## Name

`udp.disconnect.return` -- UDP has been disconnected successfully

## Synopsis

`udp.disconnect.return`

## Values

*ret*      *ret*  
Error code (0: no error)

*name*    *name*  
The name of this probe

## Context

The process which requested a UDP disconnection

## Name

`ip_ntop` -- returns a string representation from an integer IP number

## Synopsis

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

## Arguments

*addr*    *addr*  
the ip represented as an integer



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

## Name

netdev.receive -- Data recieved from network device.

## Synopsis

netdev.receive

## Values

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

SystemTap Tapset Reference™

<date>March 2010</date>

netdev.receive  
netdev.receive(3tap)

## Name

netdev.receive -- Data recieved from network device.

netdev.receive -- Data recieved from network device.

## Synopsis

netdev.receive

netdev.receive

## Values

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

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

*length*                      *length*  
The length of the receiving buffer.

**<varlistentry>***protocol*  
Protocol of recieved packet.  
**</varlistentry>**  
*protocol**protocol*  
Protocol of recieved packet.  
Protocol of recieved packet.  
**<varlistentry>***dev\_name*  
The name of the device. e.g: eth0, ath1.  
**</varlistentry>**  
*dev\_name**dev\_name*  
The name of the device. e.g: eth0, ath1.  
The name of the device. e.g: eth0, ath1.  
**<varlistentry>***length*  
The length of the receiving buffer.  
**</varlistentry>**  
*length**length*  
The length of the receiving buffer.  
The length of the receiving buffer.

## Name

netdev.transmit -- Network device transmitting buffer

## Synopsis

netdev.transmit

## Values

<i>protocol</i>	<i>protocol</i> The protocol of this packet.
<i>dev_name</i>	<i>dev_name</i> The name of the device. e.g: eth0, ath1.
<i>length</i>	<i>length</i> The length of the transmit buffer.
<i>true_size</i>	<i>true_size</i> The size of the the data to be transmitted.

SystemTap Tapset Reference™

<date>March 2010</date>

netdev.transmitnetdev.transmit(3stap)

## Name

netdev.transmit -- Network device transmitting buffer

netdev.transmit -- Network device transmitting buffer

## Synopsis

netdev.transmit

netdev.transmit

## Values

<i>protocol</i>	<i>protocol</i> The protocol of this packet.
<i>dev_name</i>	<i>dev_name</i> The name of the device. e.g: eth0, ath1.
<i>length</i>	<i>length</i> The length of the transmit buffer.
<i>true_size</i>	<i>true_size</i> The size of the the data to be transmitted.

<i>protocol</i>	<i>protocol</i> The protocol of this packet.
<i>dev_name</i>	<i>dev_name</i> The name of the device. e.g: eth0, ath1.
<i>length</i>	<i>length</i> The length of the transmit buffer.
<i>true_size</i>	<i>true_size</i> The size of the the data to be transmitted.

<varlistentry>*protocol*  
The protocol of this packet.

</varlistentry>

*protocol**protocol*  
The protocol of this packet.  
The protocol of this packet.

<varlistentry>*dev\_name*  
The name of the device. e.g: eth0, ath1.

</varlistentry>

*dev\_name**dev\_name*  
The name of the device. e.g: eth0, ath1.  
The name of the device. e.g: eth0, ath1.

<varlistentry>*length*  
The length of the transmit buffer.

</varlistentry>

*length**length*  
The length of the transmit buffer.  
The length of the transmit buffer.

<varlistentry>*true\_size*  
The size of the the data to be transmitted.

</varlistentry>

*true\_size**true\_size*  
The size of the the data to be transmitted.  
The size of the the data to be transmitted.

## Name

tcp.sendmsg -- Sending a tcp message

## Synopsis

tcp.sendmsg

## Values

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

## Context

The process which sends a tcp message  
SystemTap Tapset Reference™  
<date>March 2010</date>  
tcp.sendmsgtcp.sendmsg(3stap)

## Name

tcp.sendmsg -- Sending a tcp message

tcp.sendmsg -- Sending a tcp message

## Synopsis

tcp.sendmsg

tcp.sendmsg

## Values

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

<i>name</i>	<i>name</i> Name of this probe
-------------	-----------------------------------

*size*    *size*  
Number of bytes to send

*sock*    *sock*  
Network socket

<varlistentry>*name*  
Name of this probe  
</varlistentry>  
*name**name*  
Name of this probe  
Name of this probe  
<varlistentry>*size*  
Number of bytes to send  
</varlistentry>  
*size**size*  
Number of bytes to send  
Number of bytes to send  
<varlistentry>*sock*  
Network socket  
</varlistentry>  
*sock**sock*  
Network socket  
Network socket

## Context

The process which sends a tcp message

The process which sends a tcp message

## Name

tcp.sendmsg.return -- Sending TCP message is done

## Synopsis

tcp.sendmsg.return

## Values

*name*    *name*  
Name of this probe

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

## Context

The process which sends a tcp message

SystemTap Tapset Reference™

<date>March 2010</date>

tcp.sendmsg.returntcp.sendmsg.return(3stap)

## Name

tcp.sendmsg.return -- Sending TCP message is done

tcp.sendmsg.return -- Sending TCP message is done

## Synopsis

tcp.sendmsg.return

tcp.sendmsg.return

## Values

*name*    *name*  
Name of this probe

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

*name*    *name*  
Name of this probe

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



*<varlistentry>name*

Name of this probe

*</varlistentry>*

*namenname*

Name of this probe

Name of this probe

*<varlistentry>size*

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

*</varlistentry>*

*sizesize*

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

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

## Context

The process which sends a tcp message

The process which sends a tcp message

## Name

tcp.recvmsg -- Receiving TCP message

## Synopsis

tcp.recvmsg

## Values

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

## Context

The process which receives a tcp message

SystemTap Tapset Reference™

<date>March 2010</date>

tcp.recvmsgtcp.recvmsg(3stap)

## Name

tcp.recvmsg -- Receiving TCP message

tcp.recvmsg -- Receiving TCP message

## Synopsis

tcp.recvmsg

tcp.recvmsg

## Values

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

```
<varlistentry>saddr
A string representing the source IP address
</varlistentry>
saddrsaddr
A string representing the source IP address
A string representing the source IP address
<varlistentry>daddr
A string representing the destination IP address
</varlistentry>
daddrdaddr
A string representing the destination IP address
A string representing the destination IP address
<varlistentry>name
Name of this probe
</varlistentry>
namename
Name of this probe
Name of this probe
<varlistentry>sport
TCP source port
</varlistentry>
sportsport
TCP source port
TCP source port
<varlistentry>dport
TCP destination port
</varlistentry>
dportdport
TCP destination port
TCP destination port
<varlistentry>size
Number of bytes to be received
</varlistentry>
sizesize
Number of bytes to be received
Number of bytes to be received
<varlistentry>sock
Network socket
</varlistentry>
socksock
Network socket
Network socket
```

## Context

The process which receives a tcp message

The process which receives a tcp message

## Name

tcp.recvmsg.return -- Receiving TCP message complete

## Synopsis

tcp.recvmsg.return

## Values

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

## Context

The process which receives a tcp message

SystemTap Tapset Reference™

<date>March 2010</date>

tcp.recvmsg.returntcp.recvmsg.return(3stap)

## Name

tcp.recvmsg.return -- Receiving TCP message complete

tcp.recvmsg.return -- Receiving TCP message complete

## Synopsis

tcp.recvmsg.return

tcp.recvmsg.return

## Values

<i>saddr</i>	<i>saddr</i> A string representing the source IP address
--------------	---

## Networking Tapset

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

<varlistentry>*saddr*  
A string representing the source IP address  
</varlistentry>  
*saddr**saddr*  
A string representing the source IP address  
A string representing the source IP address  
<varlistentry>*daddr*  
A string representing the destination IP address  
</varlistentry>  
*daddr**daddr*  
A string representing the destination IP address  
A string representing the destination IP address  
<varlistentry>*name*  
Name of this probe  
</varlistentry>  
*name**name*  
Name of this probe  
Name of this probe  
<varlistentry>*sport*  
TCP source port  
</varlistentry>  
*sport**sport*  
TCP source port  
TCP source port  
<varlistentry>*dport*  
TCP destination port

```
</varlistentry>  
dportdport  
TCP destination port  
TCP destination port  
<varlistentry>size  
Number of bytes received or error code if an error occurred.  
</varlistentry>  
size  
size  
Number of bytes received or error code if an error occurred.  
Number of bytes received or error code if an error occurred.
```

## Context

The process which receives a tcp message

The process which receives a tcp message

## Name

tcp.disconnect -- TCP socket disconnection

## Synopsis

tcp.disconnect

## Values

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

## Context

The process which disconnects tcp  
SystemTap Tapset Reference™  
<date>March 2010</date>  
tcp.disconnecttcp.disconnect(3stap)

## Name

tcp.disconnect -- TCP socket disconnection

tcp.disconnect -- TCP socket disconnection

## Synopsis

tcp.disconnect

tcp.disconnect

## Values



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

**<varlistentry>saddr**  
A string representing the source IP address  
**</varlistentry>**  
*saddrsaddr*  
A string representing the source IP address  
A string representing the source IP address  
**<varlistentry>daddr**  
A string representing the destination IP address  
**</varlistentry>**  
*daddrdaddr*  
A string representing the destination IP address  
A string representing the destination IP address  
**<varlistentry>flags**  
TCP flags (e.g. FIN, etc)  
**</varlistentry>**  
*flagsflags*  
TCP flags (e.g. FIN, etc)  
TCP flags (e.g. FIN, etc)  
**<varlistentry>name**  
Name of this probe  
**</varlistentry>**  
*namename*  
Name of this probe  
Name of this probe  
**<varlistentry>sport**  
TCP source port  
**</varlistentry>**  
*sportsport*  
TCP source port  
TCP source port  
**<varlistentry>dport**  
TCP destination port  
**</varlistentry>**  
*dportdport*  
TCP destination port  
TCP destination port  
**<varlistentry>sock**  
Network socket  
**</varlistentry>**  
*socksock*  
Network socket  
Network socket

## Context

The process which disconnects tcp

The process which disconnects tcp

## Name

tcp.disconnect.return -- TCP socket disconnection complete

## Synopsis

tcp.disconnect.return

## Values

*ret*      *ret*  
Error code (0: no error)

*name*    *name*  
Name of this probe

## Context

The process which disconnects tcp

SystemTap Tapset Reference™

<date>March 2010</date>

tcp.disconnect.returntcp.disconnect.return(3stap)

## Name

tcp.disconnect.return -- TCP socket disconnection complete

tcp.disconnect.return -- TCP socket disconnection complete

## Synopsis

tcp.disconnect.return

tcp.disconnect.return

## Values

*ret*      *ret*  
Error code (0: no error)

*name*    *name*  
Name of this probe

*ret*      *ret*  
Error code (0: no error)

*name*    *name*  
Name of this probe

```
<varlistentry>ret
Error code (0: no error)
</varlistentry>
retret
Error code (0: no error)
Error code (0: no error)
<varlistentry>name
Name of this probe
</varlistentry>
namenname
Name of this probe
Name of this probe
```

## Context

The process which disconnects tcp

The process which disconnects tcp

## Name

tcp.setsockopt -- Call to setsockopt

## Synopsis

tcp.setsockopt

## Values

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

## Context

The process which calls setsockopt

SystemTap Tapset Reference™

<date>March 2010</date>

tcp.setsockopttcp.setsockopt(3stap)

## Name

tcp.setsockopt -- Call to setsockopt

tcp.setsockopt -- Call to setsockopt setsockopt

## Synopsis

tcp.setsockopt

tcp.setsockopt

## Values

<i>optstr</i>	<i>optstr</i> Resolves optname to a human-readable format
---------------	--

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

<varlistentry>*optstr*  
Resolves *optname* to a human-readable format  
</varlistentry>  
*optstroptstr*  
Resolves *optname* to a human-readable format  
Resolves *optname* to a human-readable format  
<varlistentry>*level*  
The level at which the socket options will be manipulated  
</varlistentry>  
*levellevel*  
The level at which the socket options will be manipulated  
The level at which the socket options will be manipulated  
<varlistentry>*optlen*  
Used to access values for `setsockopt`  
</varlistentry>  
*optlenoptlen*  
Used to access values for `setsockopt`  
Used to access values for `setsockopt`  
`setsockopt`  
<varlistentry>*name*  
Name of this probe  
</varlistentry>  
*namenname*  
Name of this probe  
Name of this probe  
<varlistentry>*optname*

TCP socket options (e.g. TCP\_NODELAY, TCP\_MAXSEG, etc)

</varlistentry>

*optnameoptname*

TCP socket options (e.g. TCP\_NODELAY, TCP\_MAXSEG, etc)

TCP socket options (e.g. TCP\_NODELAY, TCP\_MAXSEG, etc)

<varlistentry>*sock*

Network socket

</varlistentry>

*socksock*

Network socket

Network socket

## Context

The process which calls setsockopt

The process which calls setsockopt

## Name

tcp.setsockopt.return -- Return from setsockopt

## Synopsis

tcp.setsockopt.return

## Values

*ret*      *ret*  
Error code (0: no error)

*name*     *name*  
Name of this probe

## Context

The process which calls setsockopt

SystemTap Tapset Reference™

<date>March 2010</date>

tcp.setsockopt.returntcp.setsockopt.return(3stap)

## Name

tcp.setsockopt.return -- Return from setsockopt

tcp.setsockopt.return -- Return from setsockopt setsockopt

## Synopsis

tcp.setsockopt.return

tcp.setsockopt.return

## Values

*ret*      *ret*  
Error code (0: no error)

*name*     *name*  
Name of this probe

*ret*      *ret*  
Error code (0: no error)

*name*     *name*  
Name of this probe



```
<varlistentry>ret
Error code (0: no error)
</varlistentry>
retret
Error code (0: no error)
Error code (0: no error)
<varlistentry>name
Name of this probe
</varlistentry>
namenname
Name of this probe
Name of this probe
```

## Context

The process which calls setsockopt

The process which calls setsockopt

## Name

tcp.receive -- Called when a TCP packet is received

## Synopsis

tcp.receive

## Values

<i>urg</i>	<i>urg</i> TCP URG flag
<i>psh</i>	<i>psh</i> TCP PSH flag
<i>rst</i>	<i>rst</i> TCP RST flag
<i>dport</i>	<i>dport</i> TCP destination port
<i>saddr</i>	<i>saddr</i> A string representing the source IP address
<i>daddr</i>	<i>daddr</i> A string representing the destination IP address
<i>ack</i>	<i>ack</i> TCP ACK flag
<i>syn</i>	<i>syn</i> TCP SYN flag
<i>fin</i>	<i>fin</i> TCP FIN flag
<i>sport</i>	<i>sport</i> TCP source port

SystemTap Tapset Reference™

<date>March 2010</date>

tcp.receivetcp.receive(3stap)

## Name

tcp.receive -- Called when a TCP packet is received

tcp.receive -- Called when a TCP packet is received

## Synopsis

tcp.receive

tcp.receive

## Values

<i>urg</i>	<i>urg</i> TCP URG flag
<i>psh</i>	<i>psh</i> TCP PSH flag
<i>rst</i>	<i>rst</i> TCP RST flag
<i>dport</i>	<i>dport</i> TCP destination port
<i>saddr</i>	<i>saddr</i> A string representing the source IP address
<i>daddr</i>	<i>daddr</i> A string representing the destination IP address
<i>ack</i>	<i>ack</i> TCP ACK flag
<i>syn</i>	<i>syn</i> TCP SYN flag
<i>fin</i>	<i>fin</i> TCP FIN flag
<i>sport</i>	<i>sport</i> TCP source port
<i>urg</i>	<i>urg</i> TCP URG flag
<i>psh</i>	<i>psh</i> TCP PSH flag
<i>rst</i>	<i>rst</i> TCP RST flag
<i>dport</i>	<i>dport</i> TCP destination port
<i>saddr</i>	<i>saddr</i> A string representing the source IP address
<i>daddr</i>	<i>daddr</i> A string representing the destination IP address
<i>ack</i>	<i>ack</i> TCP ACK flag
<i>syn</i>	<i>syn</i> TCP SYN flag
<i>fin</i>	<i>fin</i> TCP FIN flag
<i>sport</i>	<i>sport</i> TCP source port

```
<varlistentry>urg
TCP URG flag
</varlistentry>
urgurg
TCP URG flag
TCP URG flag
<varlistentry>psh
TCP PSH flag
</varlistentry>
pshpsh
TCP PSH flag
TCP PSH flag
<varlistentry>rst
TCP RST flag
</varlistentry>
rstrst
TCP RST flag
TCP RST flag
<varlistentry>dport
TCP destination port
</varlistentry>
dportdport
TCP destination port
TCP destination port
<varlistentry>saddr
A string representing the source IP address
</varlistentry>
saddrsaddr
A string representing the source IP address
A string representing the source IP address
<varlistentry>daddr
A string representing the destination IP address
</varlistentry>
daddrdaddr
A string representing the destination IP address
A string representing the destination IP address
<varlistentry>ack
TCP ACK flag
</varlistentry>
ackack
TCP ACK flag
TCP ACK flag
<varlistentry>syn
TCP SYN flag
</varlistentry>
synsyn
TCP SYN flag
TCP SYN flag
<varlistentry>fin
TCP FIN flag
</varlistentry>
finfin
TCP FIN flag
TCP FIN flag
<varlistentry>sport
TCP source port
</varlistentry>
sportsport
```

TCP source port  
TCP source port

## Name

udp.sendmsg -- Fires whenever a process sends a UDP message

## Synopsis

udp.sendmsg

## Values

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

## Context

The process which sent a UDP message

SystemTap Tapset Reference™

<date>March 2010</date>

udp.sendmsgudp.sendmsg(3stap)

## Name

udp.sendmsg -- Fires whenever a process sends a UDP message

udp.sendmsg -- Fires whenever a process sends a UDP message

## Synopsis

udp.sendmsg

udp.sendmsg

## Values

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

<i>name</i>	<i>name</i>
	The name of this probe

*size*    *size*  
Number of bytes sent by the process

*sock*    *sock*  
Network socket used by the process

<varlistentry>*name*  
The name of this probe  
</varlistentry>

*name**name*  
The name of this probe  
The name of this probe

<varlistentry>*size*  
Number of bytes sent by the process  
</varlistentry>

*size**size*  
Number of bytes sent by the process  
Number of bytes sent by the process

<varlistentry>*sock*  
Network socket used by the process  
</varlistentry>

*sock**sock*  
Network socket used by the process  
Network socket used by the process

## Context

The process which sent a UDP message

The process which sent a UDP message

## Name

udp.sendmsg.return -- Fires whenever an attempt to send a UDP message is completed

## Synopsis

udp.sendmsg.return

## Values

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

## Context

The process which sent a UDP message  
SystemTap Tapset Reference™  
<date>March 2010</date>  
udp.sendmsg.returnudp.sendmsg.return(3stap)

## Name

udp.sendmsg.return -- Fires whenever an attempt to send a UDP message is completed

udp.sendmsg.return -- Fires whenever an attempt to send a UDP message is completed

## Synopsis

udp.sendmsg.return

udp.sendmsg.return

## Values

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

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



**<varlistentry>***name*

The name of this probe

**</varlistentry>**

*name**name*

The name of this probe

The name of this probe

**<varlistentry>***size*

Number of bytes sent by the process

**</varlistentry>**

*size**size*

Number of bytes sent by the process

Number of bytes sent by the process

## Context

The process which sent a UDP message

The process which sent a UDP message

## Name

udp.recvmsg -- Fires whenever a UDP message is received

## Synopsis

udp.recvmsg

## Values

<i>name</i>	<i>name</i> The name of this probe
<i>size</i>	<i>size</i> Number of bytes received by the process
<i>sock</i>	<i>sock</i> Network socket used by the process

## Context

The process which received a UDP message

SystemTap Tapset Reference™

<date>March 2010</date>

udp.recvmsgudp.recvmsg(3stap)

## Name

udp.recvmsg -- Fires whenever a UDP message is received

udp.recvmsg -- Fires whenever a UDP message is received

## Synopsis

udp.recvmsg

udp.recvmsg

## Values

<i>name</i>	<i>name</i> The name of this probe
<i>size</i>	<i>size</i> Number of bytes received by the process
<i>sock</i>	<i>sock</i> Network socket used by the process

<i>name</i>	<i>name</i> The name of this probe
-------------	---------------------------------------

*size*    *size*  
Number of bytes received by the process

*sock*    *sock*  
Network socket used by the process

<varlistentry>*name*  
The name of this probe  
</varlistentry>

*name**name*  
The name of this probe  
The name of this probe

<varlistentry>*size*  
Number of bytes received by the process  
</varlistentry>

*size**size*  
Number of bytes received by the process  
Number of bytes received by the process

<varlistentry>*sock*  
Network socket used by the process  
</varlistentry>

*sock**sock*  
Network socket used by the process  
Network socket used by the process

## Context

The process which received a UDP message

The process which received a UDP message

## Name

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

## Synopsis

```
udp.recvmsg.return
```

## Values

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

## Context

The process which received a UDP message  
SystemTap Tapset Reference™  
<date>March 2010</date>  
udp.recvmsg.returnudp.recvmsg.return(3stap)

## Name

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

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

## Synopsis

```
udp.recvmsg.return
```

```
udp.recvmsg.return
```

## Values

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

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

`<varlistentry>name`

The name of this probe

`</varlistentry>`

*namenname*

The name of this probe

The name of this probe

`<varlistentry>size`

Number of bytes received by the process

`</varlistentry>`

*sizesize*

Number of bytes received by the process

Number of bytes received by the process

## Context

The process which received a UDP message

The process which received a UDP message

## Name

udp.disconnect -- Fires when a process requests for a UDP disconnection

## Synopsis

udp.disconnect

## Values

<i>flags</i>	<i>flags</i> Flags (e.g. FIN, etc)
<i>name</i>	<i>name</i> The name of this probe
<i>sock</i>	<i>sock</i> Network socket used by the process

## Context

The process which requests a UDP disconnection

SystemTap Tapset Reference™

<date>March 2010</date>

udp.disconnectudp.disconnect(3stap)

## Name

udp.disconnect -- Fires when a process requests for a UDP disconnection

udp.disconnect -- Fires when a process requests for a UDP disconnection

## Synopsis

udp.disconnect

udp.disconnect

## Values

<i>flags</i>	<i>flags</i> Flags (e.g. FIN, etc)
<i>name</i>	<i>name</i> The name of this probe
<i>sock</i>	<i>sock</i> Network socket used by the process

<i>flags</i>	<i>flags</i> Flags (e.g. FIN, etc)
--------------	---------------------------------------

<i>name</i>	<i>name</i> The name of this probe
<i>sock</i>	<i>sock</i> Network socket used by the process

```
<varlistentry>flags
Flags (e.g. FIN, etc)
</varlistentry>
flagsflags
Flags (e.g. FIN, etc)
Flags (e.g. FIN, etc)
<varlistentry>name
The name of this probe
</varlistentry>
namenname
The name of this probe
The name of this probe
<varlistentry>sock
Network socket used by the process
</varlistentry>
socksock
Network socket used by the process
Network socket used by the process
```

## Context

The process which requests a UDP disconnection

The process which requests a UDP disconnection

## Name

udp.disconnect.return -- UDP has been disconnected successfully

## Synopsis

udp.disconnect.return

## Values

*ret*      *ret*  
Error code (0: no error)

*name*    *name*  
The name of this probe

## Context

The process which requested a UDP disconnection

SystemTap Tapset Reference™

<date>March 2010</date>

udp.disconnect.returnudp.disconnect.return(3stap)

## Name

udp.disconnect.return -- UDP has been disconnected successfully

udp.disconnect.return -- UDP has been disconnected successfully

## Synopsis

udp.disconnect.return

udp.disconnect.return

## Values

*ret*      *ret*  
Error code (0: no error)

*name*    *name*  
The name of this probe

*ret*      *ret*  
Error code (0: no error)

*name*    *name*  
The name of this probe



```
<varlistentry>ret
Error code (0: no error)
</varlistentry>
retret
Error code (0: no error)
Error code (0: no error)
<varlistentry>name
The name of this probe
</varlistentry>
namenname
The name of this probe
The name of this probe
```

## Context

The process which requested a UDP disconnection

The process which requested a UDP disconnection

## Name

`ip_ntop` -- returns a string representation from an integer IP number

## Synopsis

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

## Arguments

*addr*     *addr*  
the ip represented as an integer

SystemTap Tapset Reference™

<date>March 2010</date>

`ip_ntop``ip_ntop(3stap)`

## Name

`ip_ntop` -- returns a string representation from an integer IP number

`ip_ntop` -- returns a string representation from an integer IP number

## Synopsis

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

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

## Arguments

*addr*     *addr*  
the ip represented as an integer

*addr*     *addr*  
the ip represented as an integer

<varlistentry>*addr*  
the ip represented as an integer  
</varlistentry>

*addr**addr*  
the ip represented as an integer  
the ip represented as an integer

---

## Chapter 8. Socket Tapset

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

## Name

socket.send -- Message sent on a socket.

## Synopsis

```
socket.send
```

## Values

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

## Context

The message sender

## Name

socket.receive -- Message received on a socket.

## Synopsis

```
socket.receive
```

## Values

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

## Context

The message receiver

## Name

socket.sendmsg -- Message is currently being sent on a socket.

## Synopsis

```
socket.sendmsg
```

## Values

*protocol*            *protocol*  
Protocol value

*flags*              *flags*  
Socket flags value

*name*                *name*  
Name of this probe

*state*               *state*  
Socket state value

*size*                *size*  
Message size in bytes

*type*                *type*  
Socket type value

*family*             *family*  
Protocol family value

## Context

The message sender

## Description

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

## Name

`socket.sendmsg.return` -- Return from `<command>socket.sendmsg</command>`.

## Synopsis

```
socket.sendmsg.return
```

## Values

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

## Context

The message sender.

## Description

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

## Name

socket.recvmsg -- Message being received on socket

## Synopsis

```
socket.recvmsg
```

## Values

*protocol*            *protocol*  
Protocol value

*flags*              *flags*  
Socket flags value

*name*                *name*  
Name of this probe

*state*              *state*  
Socket state value

*size*                *size*  
Message size in bytes

*type*                *type*  
Socket type value

*family*             *family*  
Protocol family value

## Context

The message receiver.

## Description

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



## Name

socket.recvmsg.return -- Return from Message being received on socket

## Synopsis

```
socket.recvmsg.return
```

## Values

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

## Context

The message receiver.

## Description

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

## Name

socket.aio\_write -- Message send via sock\_aio\_write

## Synopsis

```
socket.aio_write
```

## Values

<i>protocol</i>	<i>protocol</i>
Protocol value	

<i>flags</i>	<i>flags</i>
Socket flags value	

<i>name</i>	<i>name</i>
Name of this probe	

<i>state</i>	<i>state</i>
Socket state value	

<i>size</i>	<i>size</i>
Message size in bytes	

<i>type</i>	<i>type</i>
Socket type value	

<i>family</i>	<i>family</i>
Protocol family value	

## Context

The message sender

## Description

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

## Name

socket.aio\_write.return -- Conclusion of message send via `sock_aio_write`

## Synopsis

```
socket.aio_write.return
```

## Values

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

## Context

The message receiver.

## Description

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

## Name

socket.aio\_read -- Receiving message via sock\_aio\_read

## Synopsis

```
socket.aio_read
```

## Values

<i>protocol</i>	<i>protocol</i>
Protocol value	

<i>flags</i>	<i>flags</i>
Socket flags value	

<i>name</i>	<i>name</i>
Name of this probe	

<i>state</i>	<i>state</i>
Socket state value	

<i>size</i>	<i>size</i>
Message size in bytes	

<i>type</i>	<i>type</i>
Socket type value	

<i>family</i>	<i>family</i>
Protocol family value	

## Context

The message sender

## Description

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

## Name

`socket.aio_read.return` -- Conclusion of message received via `sock_aio_read`

## Synopsis

`socket.aio_read.return`

## Values

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

## Context

The message receiver.

## Description

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

## Name

socket.writev -- Message sent via socket\_writev

## Synopsis

```
socket.writev
```

## Values

*protocol*            *protocol*  
Protocol value

*flags*                *flags*  
Socket flags value

*name*                 *name*  
Name of this probe

*state*                *state*  
Socket state value

*size*                 *size*  
Message size in bytes

*type*                 *type*  
Socket type value

*family*              *family*  
Protocol family value

## Context

The message sender

## Description

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

## Name

`socket.writev.return` -- Conclusion of message sent via `socket.writev`

## Synopsis

`socket.writev.return`

## Values

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

## Context

The message receiver.

## Description

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

## Name

socket.readv -- Receiving a message via `sock_readv`

## Synopsis

```
socket.readv
```

## Values

*protocol*            *protocol*  
Protocol value

*flags*              *flags*  
Socket flags value

*name*                *name*  
Name of this probe

*state*               *state*  
Socket state value

*size*                *size*  
Message size in bytes

*type*                *type*  
Socket type value

*family*             *family*  
Protocol family value

## Context

The message sender

## Description

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



## Name

socket.readv.return -- Conclusion of receiving a message via `sock_readv`

## Synopsis

```
socket.readv.return
```

## Values

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

## Context

The message receiver.

## Description

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

## Name

socket.create -- Creation of a socket

## Synopsis

```
socket.create
```

## Values

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

## Context

The requester (see requester variable)

## Description

Fires at the beginning of creating a socket.

## Name

`socket.create.return` -- Return from Creation of a socket

## Synopsis

`socket.create.return`

## Values

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

## Context

The requester (user process or kernel)

## Description

Fires at the conclusion of creating a socket.

## Name

socket.close -- Close a socket

## Synopsis

```
socket.close
```

## Values

<i>protocol</i>	<i>protocol</i>
Protocol value	

<i>flags</i>	<i>flags</i>
Socket flags value	

<i>name</i>	<i>name</i>
Name of this probe	

<i>state</i>	<i>state</i>
Socket state value	

<i>type</i>	<i>type</i>
Socket type value	

<i>family</i>	<i>family</i>
Protocol family value	

## Context

The requester (user process or kernel)

## Description

Fires at the beginning of closing a socket.

## Name

socket.close.return -- Return from closing a socket

## Synopsis

```
socket.close.return
```

## Values

*name*    *name*  
Name of this probe

## Context

The requester (user process or kernel)

## Description

Fires at the conclusion of closing a socket.

## Name

`sock_prot_num2str` -- Given a protocol number, return a string representation.

## Synopsis

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

## Arguments

*proto*    *proto*  
The protocol number.

## Name

`sock_prot_str2num` -- Given a protocol name (string), return the corresponding protocol number.

## Synopsis

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

## Arguments

*proto*    *proto*  
The protocol name.

## Name

`sock_fam_num2str` -- Given a protocol family number, return a string representation.

## Synopsis

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

## Arguments

*family*      *family*  
The family number.



## Name

`sock_fam_str2num` -- Given a protocol family name (string), return the corresponding

## Synopsis

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

## Arguments

*family*      *family*  
The family name.

## Description

protocol family number.

## Name

`sock_state_num2str` -- Given a socket state number, return a string representation.

## Synopsis

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

## Arguments

*state*    *state*  
The state number.

## Name

`sock_state_str2num` -- Given a socket state string, return the corresponding state number.

## Synopsis

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

## Arguments

*state*    *state*  
The state name.

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

## Name

socket.send -- Message sent on a socket.

## Synopsis

```
socket.send
```

## Values

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

## Context

The message sender  
SystemTap Tapset Reference™  
<date>March 2010</date>  
socket.sendsocket.send(3stap)

## Name

socket.send -- Message sent on a socket.

socket.send -- Message sent on a socket.

## Synopsis

```
socket.send
```

```
socket.send
```

## Values

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

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

```
<varlistentry>success
Was send successful? (1 = yes, 0 = no)
</varlistentry>
successsuccess
Was send successful? (1 = yes, 0 = no)
Was send successful? (1 = yes, 0 = no)
<varlistentry>protocol
Protocol value
</varlistentry>
protocolprotocol
Protocol value
Protocol value
<varlistentry>flags
Socket flags value
</varlistentry>
flagsflags
Socket flags value
Socket flags value
<varlistentry>name
Name of this probe
</varlistentry>
namenname
Name of this probe
Name of this probe
<varlistentry>state
Socket state value
</varlistentry>
statestate
Socket state value
Socket state value
<varlistentry>size
Size of message sent (in bytes) or error code if success = 0
</varlistentry>
sisesize
Size of message sent (in bytes) or error code if success = 0
Size of message sent (in bytes) or error code if success = 0
<varlistentry>type
Socket type value
</varlistentry>
typetype
Socket type value
Socket type value
<varlistentry>family
Protocol family value
</varlistentry>
familyfamily
Protocol family value
Protocol family value
```

## Context

The message sender

The message sender

## Name

socket.receive -- Message received on a socket.

## Synopsis

socket.receive

## Values

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

## Context

The message receiver

SystemTap Tapset Reference™

<date>March 2010</date>

socket.receivesocket.receive(3stap)

## Name

socket.receive -- Message received on a socket.

socket.receive -- Message received on a socket.

## Synopsis

socket.receive

socket.receive

## Values



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

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

```
<varlistentry>success
Was send successful? (1 = yes, 0 = no)
</varlistentry>
successsuccess
Was send successful? (1 = yes, 0 = no)
Was send successful? (1 = yes, 0 = no)
<varlistentry>protocol
Protocol value
</varlistentry>
protocolprotocol
Protocol value
Protocol value
<varlistentry>flags
Socket flags value
</varlistentry>
flagsflags
Socket flags value
Socket flags value
<varlistentry>name
Name of this probe
</varlistentry>
namenamename
Name of this probe
Name of this probe
<varlistentry>state
Socket state value
</varlistentry>
statestate
Socket state value
Socket state value
<varlistentry>size
Size of message received (in bytes) or error code if success = 0
</varlistentry>
sisesize
Size of message received (in bytes) or error code if success = 0
Size of message received (in bytes) or error code if success = 0
<varlistentry>type
Socket type value
</varlistentry>
typetype
Socket type value
Socket type value
<varlistentry>family
Protocol family value
</varlistentry>
familyfamily
Protocol family value
Protocol family value
```

## Context

The message receiver

The message receiver

## Name

socket.sendmsg -- Message is currently being sent on a socket.

## Synopsis

socket.sendmsg

## Values

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

## Context

The message sender

## Description

Fires at the beginning of sending a message on a socket via the the sock\_sendmsg function  
SystemTap Tapset Reference™

<date>March 2010</date>

socket.sendmsgsocket.sendmsg(3stap)

## Name

socket.sendmsg -- Message is currently being sent on a socket.

socket.sendmsg -- Message is currently being sent on a socket.

## Synopsis

socket.sendmsg

socket.sendmsg

## Values

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

```
<varlistentry>protocol
Protocol value
</varlistentry>
protocolprotocol
Protocol value
Protocol value
<varlistentry>flags
Socket flags value
</varlistentry>
flagsflags
Socket flags value
Socket flags value
<varlistentry>name
Name of this probe
</varlistentry>
namenamename
Name of this probe
Name of this probe
<varlistentry>state
Socket state value
</varlistentry>
statestate
Socket state value
Socket state value
<varlistentry>size
Message size in bytes
</varlistentry>
sisesize
Message size in bytes
Message size in bytes
<varlistentry>type
Socket type value
</varlistentry>
typetype
Socket type value
Socket type value
<varlistentry>family
Protocol family value
</varlistentry>
familyfamily
Protocol family value
Protocol family value
```

## Context

The message sender

The message sender

## Description

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

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

## Name

socket.sendmsg.return -- Return from <command>socket.sendmsg</command>.

## Synopsis

```
socket.sendmsg.return
```

## Values

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

## Context

The message sender.

## Description

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

SystemTap Tapset Reference™

<date>March 2010</date>

socket.sendmsg.returnssocket.sendmsg.return(3stap)

## Name

socket.sendmsg.return -- Return from <command>socket.sendmsg</command>.

socket.sendmsg.return -- Return from <command>socket.sendmsg</command>.

## Synopsis

```
socket.sendmsg.return
```

`socket.sendmsg.return`

## Values

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

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

```
<varlistentry>success
Was send successful? (1 = yes, 0 = no)
</varlistentry>
successsuccess
Was send successful? (1 = yes, 0 = no)
Was send successful? (1 = yes, 0 = no)
<varlistentry>protocol
Protocol value
</varlistentry>
protocolprotocol
Protocol value
Protocol value
<varlistentry>flags
Socket flags value
</varlistentry>
flagsflags
Socket flags value
Socket flags value
<varlistentry>name
Name of this probe
</varlistentry>
namenamename
Name of this probe
Name of this probe
<varlistentry>state
Socket state value
</varlistentry>
statestate
Socket state value
Socket state value
<varlistentry>size
Size of message sent (in bytes) or error code if success = 0
</varlistentry>
sisesize
Size of message sent (in bytes) or error code if success = 0
Size of message sent (in bytes) or error code if success = 0
<varlistentry>type
Socket type value
</varlistentry>
typetype
Socket type value
Socket type value
<varlistentry>family
Protocol family value
</varlistentry>
familyfamily
Protocol family value
Protocol family value
```

## Context

The message sender.

The message sender.

## Description

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



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

## Name

socket.recvmsg -- Message being received on socket

## Synopsis

socket.recvmsg

## Values

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

## Context

The message receiver.

## Description

Fires at the beginning of receiving a message on a socket via the `sock_recvmsg` function  
SystemTap Tapset Reference™

<date>March 2010</date>

socket.recvmsgsocket.recvmsg(3stap)

## Name

socket.recvmsg -- Message being received on socket

socket.recvmsg -- Message being received on socket

## Synopsis

socket.recvmsg

socket.recvmsg

## Values

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

```
<varlistentry>protocol
Protocol value
</varlistentry>
protocolprotocol
Protocol value
Protocol value
<varlistentry>flags
Socket flags value
</varlistentry>
flagsflags
Socket flags value
Socket flags value
<varlistentry>name
Name of this probe
</varlistentry>
namenamename
Name of this probe
Name of this probe
<varlistentry>state
Socket state value
</varlistentry>
statestate
Socket state value
Socket state value
<varlistentry>size
Message size in bytes
</varlistentry>
sisesize
Message size in bytes
Message size in bytes
<varlistentry>type
Socket type value
</varlistentry>
typetype
Socket type value
Socket type value
<varlistentry>family
Protocol family value
</varlistentry>
familyfamily
Protocol family value
Protocol family value
```

## Context

The message receiver.

The message receiver.

## Description

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

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

## Name

socket.recvmsg.return -- Return from Message being received on socket

## Synopsis

socket.recvmsg.return

## Values

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

## Context

The message receiver.

## Description

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

SystemTap Tapset Reference™

<date>March 2010</date>

socket.recvmsg.returnssocket.recvmsg.return(3stap)

## Name

socket.recvmsg.return -- Return from Message being received on socket

socket.recvmsg.return -- Return from Message being received on socket

## Synopsis

socket.recvmsg.return

`socket.recvmsg.return`

## Values

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

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

```

<varlistentry>success
Was receive successful? (1 = yes, 0 = no)
</varlistentry>
successsuccess
Was receive successful? (1 = yes, 0 = no)
Was receive successful? (1 = yes, 0 = no)
<varlistentry>protocol
Protocol value
</varlistentry>
protocolprotocol
Protocol value
Protocol value
<varlistentry>flags
Socket flags value
</varlistentry>
flagsflags
Socket flags value
Socket flags value
<varlistentry>name
Name of this probe
</varlistentry>
namenname
Name of this probe
Name of this probe
<varlistentry>state
Socket state value
</varlistentry>
statestate
Socket state value
Socket state value
<varlistentry>size
Size of message received (in bytes) or error code if success = 0
</varlistentry>
sisesize
Size of message received (in bytes) or error code if success = 0
Size of message received (in bytes) or error code if success = 0
<varlistentry>type
Socket type value
</varlistentry>
typetype
Socket type value
Socket type value
<varlistentry>family
Protocol family value
</varlistentry>
familyfamily
Protocol family value
Protocol family value

```

## Context

The message receiver.

The message receiver.

## Description

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

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



## Name

socket.aio\_write -- Message send via sock\_aio\_write

## Synopsis

socket.aio\_write

## Values

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

## Context

The message sender

## Description

Fires at the beginning of sending a message on a socket via the sock\_aio\_write function  
SystemTap Tapset Reference™

<date>March 2010</date>

socket.aio\_writesocket.aio\_write(3stap)

## Name

socket.aio\_write -- Message send via sock\_aio\_write

socket.aio\_write -- Message send via sock\_aio\_write sock\_aio\_write

## Synopsis

socket.aio\_write

socket.aio\_write

## Values

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

```
<varlistentry>protocol
Protocol value
</varlistentry>
protocolprotocol
Protocol value
Protocol value
<varlistentry>flags
Socket flags value
</varlistentry>
flagsflags
Socket flags value
Socket flags value
<varlistentry>name
Name of this probe
</varlistentry>
namenamename
Name of this probe
Name of this probe
<varlistentry>state
Socket state value
</varlistentry>
statestate
Socket state value
Socket state value
<varlistentry>size
Message size in bytes
</varlistentry>
sisesizesize
Message size in bytes
Message size in bytes
<varlistentry>type
Socket type value
</varlistentry>
typetype
Socket type value
Socket type value
<varlistentry>family
Protocol family value
</varlistentry>
familyfamily
Protocol family value
Protocol family value
```

## Context

The message sender

The message sender

## Description

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

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

## Name

socket.aio\_write.return -- Conclusion of message send via sock\_aio\_write

## Synopsis

```
socket.aio_write.return
```

## Values

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

## Context

The message receiver.

## Description

Fires at the conclusion of sending a message on a socket via the sock\_aio\_write function

SystemTap Tapset Reference™

<date>March 2010</date>

socket.aio\_write.returnssocket.aio\_write.return(3stap)

## Name

socket.aio\_write.return -- Conclusion of message send via sock\_aio\_write

socket.aio\_write.return -- Conclusion of message send via sock\_aio\_write sock\_aio\_write

## Synopsis

```
socket.aio_write.return
```

```
socket.aio_write.return
```

## Values

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

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

```

<varlistentry>success
Was receive successful? (1 = yes, 0 = no)
</varlistentry>
successsuccess
Was receive successful? (1 = yes, 0 = no)
Was receive successful? (1 = yes, 0 = no)
<varlistentry>protocol
Protocol value
</varlistentry>
protocolprotocol
Protocol value
Protocol value
<varlistentry>flags
Socket flags value
</varlistentry>
flagsflags
Socket flags value
Socket flags value
<varlistentry>name
Name of this probe
</varlistentry>
namenname
Name of this probe
Name of this probe
<varlistentry>state
Socket state value
</varlistentry>
statestate
Socket state value
Socket state value
<varlistentry>size
Size of message received (in bytes) or error code if success = 0
</varlistentry>
sisesize
Size of message received (in bytes) or error code if success = 0
Size of message received (in bytes) or error code if success = 0
<varlistentry>type
Socket type value
</varlistentry>
typetype
Socket type value
Socket type value
<varlistentry>family
Protocol family value
</varlistentry>
familyfamily
Protocol family value
Protocol family value

```

## Context

The message receiver.

The message receiver.

## Description

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

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

## Name

socket.aio\_read -- Receiving message via sock\_aio\_read

## Synopsis

socket.aio\_read

## Values

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

## Context

The message sender

## Description

Fires at the beginning of receiving a message on a socket via the sock\_aio\_read function

SystemTap Tapset Reference™

<date>March 2010</date>

socket.aio\_readsocket.aio\_read(3stap)

## Name

socket.aio\_read -- Receiving message via sock\_aio\_read

socket.aio\_read -- Receiving message via sock\_aio\_read sock\_aio\_read

## Synopsis

socket.aio\_read

socket.aio\_read

## Values



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

```
<varlistentry>protocol
Protocol value
</varlistentry>
protocolprotocol
Protocol value
Protocol value
<varlistentry>flags
Socket flags value
</varlistentry>
flagsflags
Socket flags value
Socket flags value
<varlistentry>name
Name of this probe
</varlistentry>
namenamename
Name of this probe
Name of this probe
<varlistentry>state
Socket state value
</varlistentry>
statestate
Socket state value
Socket state value
<varlistentry>size
Message size in bytes
</varlistentry>
sisesize
Message size in bytes
Message size in bytes
<varlistentry>type
Socket type value
</varlistentry>
typetype
Socket type value
Socket type value
<varlistentry>family
Protocol family value
</varlistentry>
familyfamily
Protocol family value
Protocol family value
```

## Context

The message sender

The message sender

## Description

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

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

## Name

socket.aio\_read.return -- Conclusion of message received via sock\_aio\_read

## Synopsis

socket.aio\_read.return

## Values

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

## Context

The message receiver.

## Description

Fires at the conclusion of receiving a message on a socket via the sock\_aio\_read function

SystemTap Tapset Reference™

<date>March 2010</date>

socket.aio\_read.returnssocket.aio\_read.return(3stap)

## Name

socket.aio\_read.return -- Conclusion of message received via sock\_aio\_read

socket.aio\_read.return -- Conclusion of message received via sock\_aio\_read sock\_aio\_read

## Synopsis

socket.aio\_read.return

```
socket.aio_read.return
```

## Values

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

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

```

<varlistentry>success
Was receive successful? (1 = yes, 0 = no)
</varlistentry>
successsuccess
Was receive successful? (1 = yes, 0 = no)
Was receive successful? (1 = yes, 0 = no)
<varlistentry>protocol
Protocol value
</varlistentry>
protocolprotocol
Protocol value
Protocol value
<varlistentry>flags
Socket flags value
</varlistentry>
flagsflags
Socket flags value
Socket flags value
<varlistentry>name
Name of this probe
</varlistentry>
namenname
Name of this probe
Name of this probe
<varlistentry>state
Socket state value
</varlistentry>
statestate
Socket state value
Socket state value
<varlistentry>size
Size of message received (in bytes) or error code if success = 0
</varlistentry>
sisesize
Size of message received (in bytes) or error code if success = 0
Size of message received (in bytes) or error code if success = 0
<varlistentry>type
Socket type value
</varlistentry>
typetype
Socket type value
Socket type value
<varlistentry>family
Protocol family value
</varlistentry>
familyfamily
Protocol family value
Protocol family value

```

## Context

The message receiver.

The message receiver.

## Description

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

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

## Name

socket.writev -- Message sent via socket\_writev

## Synopsis

socket.writev

## Values

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

## Context

The message sender

## Description

Fires at the beginning of sending a message on a socket via the sock\_writev function

SystemTap Tapset Reference™

<date>March 2010</date>

socket.writevsocket.writev(3stap)

## Name

socket.writev -- Message sent via socket\_writev

socket.writev -- Message sent via socket\_writev socket\_writev

## Synopsis

socket.writev

socket.writev

## Values

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



```
<varlistentry>protocol
Protocol value
</varlistentry>
protocolprotocol
Protocol value
Protocol value
<varlistentry>flags
Socket flags value
</varlistentry>
flagsflags
Socket flags value
Socket flags value
<varlistentry>name
Name of this probe
</varlistentry>
namenamename
Name of this probe
Name of this probe
<varlistentry>state
Socket state value
</varlistentry>
statestate
Socket state value
Socket state value
<varlistentry>size
Message size in bytes
</varlistentry>
sisesize
Message size in bytes
Message size in bytes
<varlistentry>type
Socket type value
</varlistentry>
typetype
Socket type value
Socket type value
<varlistentry>family
Protocol family value
</varlistentry>
familyfamily
Protocol family value
Protocol family value
```

## Context

The message sender

The message sender

## Description

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

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

## Name

socket.writev.return -- Conclusion of message sent via socket\_writev

## Synopsis

socket.writev.return

## Values

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

## Context

The message receiver.

## Description

Fires at the conclusion of sending a message on a socket via the sock\_writev function

SystemTap Tapset Reference™

<date>March 2010</date>

socket.writev.returnssocket.writev.return(3stap)

## Name

socket.writev.return -- Conclusion of message sent via socket\_writev

socket.writev.return -- Conclusion of message sent via socket\_writev socket\_writev

## Synopsis

socket.writev.return

```
socket.writev.return
```

## Values

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

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

```
<varlistentry>success
Was send successful? (1 = yes, 0 = no)
</varlistentry>
successsuccess
Was send successful? (1 = yes, 0 = no)
Was send successful? (1 = yes, 0 = no)
<varlistentry>protocol
Protocol value
</varlistentry>
protocolprotocol
Protocol value
Protocol value
<varlistentry>flags
Socket flags value
</varlistentry>
flagsflags
Socket flags value
Socket flags value
<varlistentry>name
Name of this probe
</varlistentry>
namenname
Name of this probe
Name of this probe
<varlistentry>state
Socket state value
</varlistentry>
statestate
Socket state value
Socket state value
<varlistentry>size
Size of message sent (in bytes) or error code if success = 0
</varlistentry>
sisesize
Size of message sent (in bytes) or error code if success = 0
Size of message sent (in bytes) or error code if success = 0
<varlistentry>type
Socket type value
</varlistentry>
typetype
Socket type value
Socket type value
<varlistentry>family
Protocol family value
</varlistentry>
familyfamily
Protocol family value
Protocol family value
```

## Context

The message receiver.

The message receiver.

## Description

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

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

## Name

socket.readv -- Receiving a message via `sock_readv`

## Synopsis

`socket.readv`

## Values

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

## Context

The message sender

## Description

Fires at the beginning of receiving a message on a socket via the `sock_readv` function  
SystemTap Tapset Reference™

<date>March 2010</date>

socket.readvsocket.readv(3stap)

## Name

socket.readv -- Receiving a message via `sock_readv`

socket.readv -- Receiving a message via `sock_readv` `sock_readv`

## Synopsis

`socket.readv`

`socket.readv`

## Values

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

```
<varlistentry>protocol
Protocol value
</varlistentry>
protocolprotocol
Protocol value
Protocol value
<varlistentry>flags
Socket flags value
</varlistentry>
flagsflags
Socket flags value
Socket flags value
<varlistentry>name
Name of this probe
</varlistentry>
namenamename
Name of this probe
Name of this probe
<varlistentry>state
Socket state value
</varlistentry>
statestate
Socket state value
Socket state value
<varlistentry>size
Message size in bytes
</varlistentry>
sisesize
Message size in bytes
Message size in bytes
<varlistentry>type
Socket type value
</varlistentry>
typetype
Socket type value
Socket type value
<varlistentry>family
Protocol family value
</varlistentry>
familyfamily
Protocol family value
Protocol family value
```

## Context

The message sender

The message sender

## Description

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

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



## Name

socket.readv.return -- Conclusion of receiving a message via sock\_readv

## Synopsis

socket.readv.return

## Values

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

## Context

The message receiver.

## Description

Fires at the conclusion of receiving a message on a socket via the sock\_readv function

SystemTap Tapset Reference™

<date>March 2010</date>

socket.readv.returnssocket.readv.return(3stap)

## Name

socket.readv.return -- Conclusion of receiving a message via sock\_readv

socket.readv.return -- Conclusion of receiving a message via sock\_readv sock\_readv

## Synopsis

socket.readv.return

`socket.readv.return`

## Values

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

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

```

<varlistentry>success
Was receive successful? (1 = yes, 0 = no)
</varlistentry>
successsuccess
Was receive successful? (1 = yes, 0 = no)
Was receive successful? (1 = yes, 0 = no)
<varlistentry>protocol
Protocol value
</varlistentry>
protocolprotocol
Protocol value
Protocol value
<varlistentry>flags
Socket flags value
</varlistentry>
flagsflags
Socket flags value
Socket flags value
<varlistentry>name
Name of this probe
</varlistentry>
namenname
Name of this probe
Name of this probe
<varlistentry>state
Socket state value
</varlistentry>
statestate
Socket state value
Socket state value
<varlistentry>size
Size of message received (in bytes) or error code if success = 0
</varlistentry>
sisesize
Size of message received (in bytes) or error code if success = 0
Size of message received (in bytes) or error code if success = 0
<varlistentry>type
Socket type value
</varlistentry>
typetype
Socket type value
Socket type value
<varlistentry>family
Protocol family value
</varlistentry>
familyfamily
Protocol family value
Protocol family value

```

## Context

The message receiver.

The message receiver.

## Description

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

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

## Name

socket.create -- Creation of a socket

## Synopsis

socket.create

## Values

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

## Context

The requester (see requester variable)

## Description

Fires at the beginning of creating a socket.

SystemTap Tapset Reference™

<date>March 2010</date>

socket.createsocket.create(3stap)

## Name

socket.create -- Creation of a socket

socket.create -- Creation of a socket

## Synopsis

socket.create

socket.create

## Values

<i>protocol</i>	<i>protocol</i> Protocol value
-----------------	-----------------------------------

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

```

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

```

## Context

The requester (see requester variable)

The requester (see requester variable)

## Description

Fires at the beginning of creating a socket.

Fires at the beginning of creating a socket.

## Name

socket.create.return -- Return from Creation of a socket

## Synopsis

socket.create.return

## Values

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

## Context

The requester (user process or kernel)

## Description

Fires at the conclusion of creating a socket.

SystemTap Tapset Reference™

<date>March 2010</date>

socket.create.returnsocket.create.return(3stap)

## Name

socket.create.return -- Return from Creation of a socket

socket.create.return -- Return from Creation of a socket

## Synopsis

socket.create.return

socket.create.return

## Values



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

```

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

```

## Context

The requester (user process or kernel)

The requester (user process or kernel)

## Description

Fires at the conclusion of creating a socket.

Fires at the conclusion of creating a socket.

## Name

socket.close -- Close a socket

## Synopsis

socket.close

## Values

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

## Context

The requester (user process or kernel)

## Description

Fires at the beginning of closing a socket.

SystemTap Tapset Reference™

<date>March 2010</date>

socket.closesocket.close(3stap)

## Name

socket.close -- Close a socket

socket.close -- Close a socket

## Synopsis

socket.close

socket.close

## Values

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

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

<varlistentry>*protocol*

Protocol value

</varlistentry>

*protocolprotocol*

Protocol value

Protocol value

<varlistentry>*flags*

Socket flags value

</varlistentry>

*flagsflags*

Socket flags value

Socket flags value

<varlistentry>*name*

Name of this probe

</varlistentry>

*namenamename*

Name of this probe

Name of this probe

<varlistentry>*state*

Socket state value

</varlistentry>

*statestate*

Socket state value

Socket state value

<varlistentry>*type*

Socket type value

</varlistentry>

*type**type*

Socket type value

Socket type value

<varlistentry>*family*

Protocol family value

</varlistentry>

*family**family*

Protocol family value

Protocol family value

## Context

The requester (user process or kernel)

The requester (user process or kernel)

## Description

Fires at the beginning of closing a socket.

Fires at the beginning of closing a socket.

## Name

socket.close.return -- Return from closing a socket

## Synopsis

```
socket.close.return
```

## Values

*name*     *name*  
            Name of this probe

## Context

The requester (user process or kernel)

## Description

Fires at the conclusion of closing a socket.

SystemTap Tapset Reference™

<date>March 2010</date>

socket.close.returnssocket.close.return(3stap)

## Name

socket.close.return -- Return from closing a socket

socket.close.return -- Return from closing a socket

## Synopsis

```
socket.close.return
```

```
socket.close.return
```

## Values

*name*     *name*  
            Name of this probe

*name*     *name*  
            Name of this probe

<varlistentry>*name*

Name of this probe

</varlistentry>

*name**name*

Name of this probe

Name of this probe

## Context

The requester (user process or kernel)

The requester (user process or kernel)

## Description

Fires at the conclusion of closing a socket.

Fires at the conclusion of closing a socket.

## Name

sock\_prot\_num2str -- Given a protocol number, return a string representation.

## Synopsis

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

## Arguments

*proto*     *proto*  
            The protocol number.

SystemTap Tapset Reference™

<date>March 2010</date>

sock\_prot\_num2strsock\_prot\_num2str(3stap)

## Name

sock\_prot\_num2str -- Given a protocol number, return a string representation.

sock\_prot\_num2str -- Given a protocol number, return a string representation.

## Synopsis

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

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

## Arguments

*proto*     *proto*  
            The protocol number.

*proto*     *proto*  
            The protocol number.

<varlistentry>*proto*  
The protocol number.  
</varlistentry>

*proto**proto*  
The protocol number.  
The protocol number.



## Name

sock\_prot\_str2num -- Given a protocol name (string), return the corresponding protocol number.

## Synopsis

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

## Arguments

*proto*     *proto*  
            The protocol name.

SystemTap Tapset Reference™

<date>March 2010</date>

sock\_prot\_str2numsock\_prot\_str2num(3stap)

## Name

sock\_prot\_str2num -- Given a protocol name (string), return the corresponding protocol number.

sock\_prot\_str2num -- Given a protocol name (string), return the corresponding protocol number.

## Synopsis

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

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

## Arguments

*proto*     *proto*  
            The protocol name.

*proto*     *proto*  
            The protocol name.

<varlistentry>*proto*  
The protocol name.  
</varlistentry>

*proto**proto*  
The protocol name.  
The protocol name.

## Name

sock\_fam\_num2str -- Given a protocol family number, return a string representation.

## Synopsis

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

## Arguments

<i>family</i>	<i>family</i>
	The family number.

SystemTap Tapset Reference™

<date>March 2010</date>

sock\_fam\_num2strsock\_fam\_num2str(3stap)

## Name

sock\_fam\_num2str -- Given a protocol family number, return a string representation.

sock\_fam\_num2str -- Given a protocol family number, return a string representation.

## Synopsis

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

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

## Arguments

<i>family</i>	<i>family</i>
	The family number.

<i>family</i>	<i>family</i>
	The family number.

<varlistentry>*family*

The family number.

</varlistentry>

*familyfamily*

The family number.

The family number.

## Name

sock\_fam\_str2num -- Given a protocol family name (string), return the corresponding

## Synopsis

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

## Arguments

<i>family</i>	<i>family</i>
	The family name.

## Description

protocol family number.

SystemTap Tapset Reference™

<date>March 2010</date>

sock\_fam\_str2numsock\_fam\_str2num(3stap)

## Name

sock\_fam\_str2num -- Given a protocol family name (string), return the corresponding

sock\_fam\_str2num -- Given a protocol family name (string), return the corresponding

## Synopsis

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

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

## Arguments

<i>family</i>	<i>family</i>
	The family name.

<i>family</i>	<i>family</i>
	The family name.

<varlistentry>*family*

The family name.

</varlistentry>

*familyfamily*

The family name.

The family name.

## Description

protocol family number.

protocol family number.

## Name

sock\_state\_num2str -- Given a socket state number, return a string representation.

## Synopsis

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

## Arguments

*state*     *state*  
The state number.

SystemTap Tapset Reference™

<date>March 2010</date>

sock\_state\_num2strsock\_state\_num2str(3stap)

## Name

sock\_state\_num2str -- Given a socket state number, return a string representation.

sock\_state\_num2str -- Given a socket state number, return a string representation.

## Synopsis

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

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

## Arguments

*state*     *state*  
The state number.

*state*     *state*  
The state number.

<varlistentry>*state*

The state number.

</varlistentry>

*state**state*

The state number.

The state number.

## Name

sock\_state\_str2num -- Given a socket state string, return the corresponding state number.

## Synopsis

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

## Arguments

```
state      state
           The state name.
```

SystemTap Tapset Reference™

<date>March 2010</date>

sock\_state\_str2numsock\_state\_str2num(3stap)

## Name

sock\_state\_str2num -- Given a socket state string, return the corresponding state number.

sock\_state\_str2num -- Given a socket state string, return the corresponding state number.

## Synopsis

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

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

## Arguments

```
state      state
           The state name.
```

```
state      state
           The state name.
```

<varlistentry>state  
The state name.  
</varlistentry>

```
statestate
The state name.
The state name.
```

---

# Chapter 9. Kernel Process Tapset

This family of probe points is used to probe process-related activities. It contains the following probe points:

## Name

kprocess.create -- Fires whenever a new process is successfully created

## Synopsis

```
kprocess.create
```

## Values

```
new_pid    new_pid
```

The PID of the newly created process

## Context

Parent of the created process.

## Description

Fires whenever a new process is successfully created, either as a result of <command>fork</command> (or one of its syscall variants), or a new kernel thread.



## Name

kprocess.start -- Starting new process

## Synopsis

```
kprocess.start
```

## Values

None

## Context

Newly created process.

## Description

Fires immediately before a new process begins execution.

## Name

kprocess.exec -- Attempt to exec to a new program

## Synopsis

kprocess.exec

## Values

*filename*      *filename*  
The path to the new executable

## Context

The caller of exec.

## Description

Fires whenever a process attempts to exec to a new program.

## Name

kprocess.exec\_complete -- Return from exec to a new program

## Synopsis

```
kprocess.exec_complete
```

## Values

*success*            *success*

A boolean indicating whether the exec was successful

*errno*            *errno*

The error number resulting from the exec

## Context

On success, the context of the new executable. On failure, remains in the context of the caller.

## Description

Fires at the completion of an exec call.

## Name

kprocess.exit -- Exit from process

## Synopsis

```
kprocess.exit
```

## Values

*code*    *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.

## Name

kprocess.release -- Process released

## Synopsis

```
kprocess.release
```

## Values

```
pid    pid
PID of the process being released
```

```
task    task
A task handle to the process being released
```

## Context

The context of the parent, if it wanted notification of this process' termination, else the context of the process itself.

## Description

Fires when a process is released from the kernel. This always follows a kprocess.exit, though it may be delayed somewhat if the process waits in a zombie state.

This family of probe points is used to probe process-related activities. It contains the following probe points:

## Name

kprocess.create -- Fires whenever a new process is successfully created

## Synopsis

kprocess.create

## Values

<i>new_pid</i>	<i>new_pid</i>
	The PID of the newly created process

## Context

Parent of the created process.

## Description

Fires whenever a new process is successfully created, either as a result of `<command>fork</command>` (or one of its syscall variants), or a new kernel thread.

SystemTap Tapset Reference™

**<date>March 2010</date>**

kprocess.createkprocess.create(3stap)

## Name

kprocess.create -- Fires whenever a new process is successfully created

kprocess.create -- Fires whenever a new process is successfully created

## Synopsis

kprocess.create

kprocess.create

## Values

<i>new_pid</i>	<i>new_pid</i>
	The PID of the newly created process

<i>new_pid</i>	<i>new_pid</i>
	The PID of the newly created process

<varlistentry>*new\_pid*

The PID of the newly created process

</varlistentry>

*new\_pidnew\_pid*

The PID of the newly created process

The PID of the newly created process

## Context

Parent of the created process.

Parent of the created process.

## Description

Fires whenever a new process is successfully created, either as a result of <command>fork</command> (or one of its syscall variants), or a new kernel thread.

Fires whenever a new process is successfully created, either as a result of <command>fork</command> (or one of its syscall variants), or a new kernel thread.



## Name

kprocess.start -- Starting new process

## Synopsis

```
kprocess.start
```

## Values

None

## Context

Newly created process.

## Description

Fires immediately before a new process begins execution.

SystemTap Tapset Reference™

<date>March 2010</date>

```
kprocess.startkprocess.start(3stap)
```

## Name

kprocess.start -- Starting new process

kprocess.start -- Starting new process

## Synopsis

```
kprocess.start
```

```
kprocess.start
```

## Values

None

None

## Context

Newly created process.

Newly created process.

## Description

Fires immediately before a new process begins execution.

Fires immediately before a new process begins execution.

## Name

kprocess.exec -- Attempt to exec to a new program

## Synopsis

kprocess.exec

## Values

<i>filename</i>	<i>filename</i>
	The path to the new executable

## Context

The caller of exec.

## Description

Fires whenever a process attempts to exec to a new program.

SystemTap Tapset Reference™

<date>March 2010</date>

kprocess.execkprocess.exec(3stap)

## Name

kprocess.exec -- Attempt to exec to a new program

kprocess.exec -- Attempt to exec to a new program

## Synopsis

kprocess.exec

kprocess.exec

## Values

<i>filename</i>	<i>filename</i>
	The path to the new executable

<i>filename</i>	<i>filename</i>
	The path to the new executable

```
<varlistentry>filename  
The path to the new executable  
</varlistentry>  
filenamefilename  
The path to the new executable  
The path to the new executable
```

## Context

The caller of exec.

The caller of exec.

## Description

Fires whenever a process attempts to exec to a new program.

Fires whenever a process attempts to exec to a new program.

## Name

kprocess.exec\_complete -- Return from exec to a new program

## Synopsis

kprocess.exec\_complete

## Values

<i>success</i>	<i>success</i> A boolean indicating whether the exec was successful
<i>errno</i>	<i>errno</i> The error number resulting from the exec

## Context

On success, the context of the new executable. On failure, remains in the context of the caller.

## Description

Fires at the completion of an exec call.

SystemTap Tapset Reference™

<date>March 2010</date>

kprocess.exec\_completekprocess.exec\_complete(3stap)

## Name

kprocess.exec\_complete -- Return from exec to a new program

kprocess.exec\_complete -- Return from exec to a new program

## Synopsis

kprocess.exec\_complete

kprocess.exec\_complete

## Values

<i>success</i>	<i>success</i> A boolean indicating whether the exec was successful
<i>errno</i>	<i>errno</i> The error number resulting from the exec
<i>success</i>	<i>success</i> A boolean indicating whether the exec was successful

*errno*                      *errno*  
The error number resulting from the exec

<varlistentry>*success*  
A boolean indicating whether the exec was successful  
</varlistentry>

*success**success*  
A boolean indicating whether the exec was successful  
A boolean indicating whether the exec was successful

<varlistentry>*errno*  
The error number resulting from the exec  
</varlistentry>

*errno**errno*  
The error number resulting from the exec  
The error number resulting from the exec

## Context

On success, the context of the new executable. On failure, remains in the context of the caller.

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.

Fires at the completion of an exec call.

## Name

kprocess.exit -- Exit from process

## Synopsis

```
kprocess.exit
```

## Values

*code*    *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.

SystemTap Tapset Reference™

<date>March 2010</date>

kprocess.exitekprocess.exit(3stap)

## Name

kprocess.exit -- Exit from process

kprocess.exit -- Exit from process

## Synopsis

```
kprocess.exit
```

```
kprocess.exit
```

## Values

*code*    *code*  
The exit code of the process

*code*    *code*  
The exit code of the process

<varlistentry>*code*

The exit code of the process

</varlistentry>

*code**code*

The exit code of the process

The exit code of the process

## Context

The process which is terminating.

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.

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.

## Name

kprocess.release -- Process released

## Synopsis

kprocess.release

## Values

*pid*     *pid*  
          PID of the process being released

*task*     *task*  
          A task handle to the process being released

## Context

The context of the parent, if it wanted notification of this process' termination, else the context of the process itself.

## Description

Fires when a process is released from the kernel. This always follows a kprocess.exit, though it may be delayed somewhat if the process waits in a zombie state.

SystemTap Tapset Reference™

<date>March 2010</date>

kprocess.releasekprocess.release(3stap)

## Name

kprocess.release -- Process released

kprocess.release -- Process released

## Synopsis

kprocess.release

kprocess.release

## Values

*pid*     *pid*  
          PID of the process being released

*task*     *task*  
          A task handle to the process being released



*pid*      *pid*  
PID of the process being released

*task*      *task*  
A task handle to the process being released

<varlistentry>*pid*  
PID of the process being released  
</varlistentry>

*pidpid*  
PID of the process being released  
PID of the process being released  
<varlistentry>*task*  
A task handle to the process being released  
</varlistentry>

*tasktask*  
A task handle to the process being released  
A task handle to the process being released

## Context

The context of the parent, if it wanted notification of this process' termination, else the context of the process itself.

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.

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.

---

# Chapter 10. Signal Tapset

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

## Name

signal.send -- Signal being sent to a process

## Synopsis

```
signal.send
```

## Values

<i>send2queue</i>	<i>send2queue</i>	Indicates whether the signal is sent to an existing <command>sigqueue</command>
<i>name</i>	<i>name</i>	The name of the function used to send out the signal
<i>task</i>	<i>task</i>	A task handle to the signal recipient
<i>sinfo</i>	<i>sinfo</i>	The address of <command>sinfo</command> struct
<i>si_code</i>	<i>si_code</i>	Indicates the signal type
<i>sig_name</i>	<i>sig_name</i>	A string representation of the signal
<i>sig</i>	<i>sig</i>	The number of the signal
<i>shared</i>	<i>shared</i>	Indicates whether the signal is shared by the thread group
<i>sig_pid</i>	<i>sig_pid</i>	The PID of the process receiving the signal
<i>pid_name</i>	<i>pid_name</i>	The name of the signal recipient

## Context

The signal's sender.

## Name

signal.send.return -- Signal being sent to a process completed

## Synopsis

signal.send.return

## Values

<i>retstr</i>	<i>retstr</i>	The return value to either <command>__group_send_sig_info</command>, <command>specific_send_sig_info</command>, or <command>send_sigqueue</command>
<i>send2queue</i>	<i>send2queue</i>	Indicates whether the sent signal was sent to an existing <command>sigqueue</command>
<i>name</i>	<i>name</i>	The name of the function used to send out the signal
<i>shared</i>	<i>shared</i>	Indicates whether the sent signal is shared by the thread group.

## Context

The signal's sender. <remark>(correct?)</remark>

## Description

Possible <command>\_\_group\_send\_sig\_info</command> and <command>specific\_send\_sig\_info</command> return values are as follows;

<command>0</command> -- 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 <command>sigqueue</command> of the receiving process.

<command>-EAGAIN</command> -- The <command>sigqueue</command> of the receiving process is overflowing, the signal was RT, and the signal was sent by a user using something other than <command>kill</command>.

Possible <command>send\_group\_sigqueue</command> and <command>send\_sigqueue</command> return values are as follows;

<command>0</command> -- The signal was either successfully added into the <command>sigqueue</command> of the receiving process, or a <command>SI\_TIMER</command> entry is already queued (in which case, the overrun count will be simply incremented).

<command>1</command> -- The signal was ignored by the receiving process.

<command>-1</command> -- (<command>send\_sigqueue</command> only) The task was marked <command>exiting</command>, allowing \* <command>posix\_timer\_event</command> to redirect it to the group leader.

## Name

signal.checkperm -- Check being performed on a sent signal

## Synopsis

signal.checkperm

## Values

<i>name</i>	<i>name</i>	Name of the probe point; default value is <command>signal.checkperm</command>
<i>task</i>	<i>task</i>	A task handle to the signal recipient
<i>sinfo</i>	<i>sinfo</i>	The address of the <command>siginfo</command> structure
<i>si_code</i>	<i>si_code</i>	Indicates the signal type
<i>sig_name</i>	<i>sig_name</i>	A string representation of the signal
<i>sig</i>	<i>sig</i>	The number of the signal
<i>pid_name</i>	<i>pid_name</i>	Name of the process receiving the signal
<i>sig_pid</i>	<i>sig_pid</i>	The PID of the process receiving the signal

## Name

signal.checkperm.return -- Check performed on a sent signal completed

## Synopsis

```
signal.checkperm.return
```

## Values

```
retstr      retstr  
Return value as a string
```

```
name        name  
Name of the probe point; default value is <command>signal.checkperm</command>
```

## Name

signal.wakeup -- Sleeping process being wakened for signal

## Synopsis

```
signal.wakeup
```

## Values

*resume*

*resume*

Indicates whether to wake up a task in a <command>STOPPED</command> or <command>TRACED</command> state

*state\_mask*

*state\_mask*

A string representation indicating the mask of task states to wake. Possible values are <command>TASK\_INTERRUPTIBLE</command>, <command>TASK\_STOPPED</command>, <command>TASK\_TRACED</command>, and <command>TASK\_INTERRUPTIBLE</command>.

*pid\_name*

*pid\_name*

Name of the process to wake

*sig\_pid*

*sig\_pid*

The PID of the process to wake

## Name

signal.check\_ignored -- Checking to see signal is ignored

## Synopsis

```
signal.check_ignored
```

## Values

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



## Name

signal.check\_ignored.return -- Check to see signal is ignored completed

## Synopsis

```
signal.check_ignored.return
```

## Values

```
retstr      retstr  
Return value as a string
```

```
name        name  
Name of the probe point; default value is <command>signal.checkperm</command>
```

## Name

signal.force\_segv -- Forcing send of <command>SIGSEGV</command>

## Synopsis

signal.force\_segv

## Values

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

## Name

signal.force\_segv.return -- Forcing send of <command>SIGSEGV</command> complete

## Synopsis

```
signal.force_segv.return
```

## Values

*retstr*      *retstr*  
Return value as a string

*name*          *name*  
Name of the probe point; default value is <command>force\_sigsegv</command>

## Name

signal.syskill -- Sending kill signal to a process

## Synopsis

```
signal.syskill
```

## Values

*sig sig*

The specific signal sent to the process

*pid pid*

The PID of the process receiving the signal

## Name

signal.syskill.return -- Sending kill signal completed

## Synopsis

```
signal.syskill.return
```

## Values

None

## Name

signal.sys\_tkill -- Sending a kill signal to a thread

## Synopsis

```
signal.sys_tkill
```

## Values

<i>sig_name</i>	<i>sig_name</i>	The specific signal sent to the process
<i>sig</i>	<i>sig</i>	The specific signal sent to the process
<i>pid</i>	<i>pid</i>	The PID of the process receiving the kill signal

## Description

The <command>tkill</command> call is analogous to <command>kill(2)</command>, except that it also allows a process within a specific thread group to be targetted. Such processes are targetted through their unique thread IDs (TID).

## Name

signal.systkill.return -- Sending kill signal to a thread completed

## Synopsis

```
signal.systkill.return
```

## Values

None

## Name

signal.sys\_tgkill -- Sending kill signal to a thread group

## Synopsis

```
signal.sys_tgkill
```

## Values

<i>sig_name</i>	<i>sig_name</i>	A string representation of the signal
<i>sig</i>	<i>sig</i>	The specific kill signal sent to the process
<i>pid</i>	<i>pid</i>	The PID of the thread receiving the kill signal
<i>tgid</i>	<i>tgid</i>	The thread group ID of the thread receiving the kill signal

## Description

The `<command>tgkill</command>` call is similar to `<command>tkill</command>`, except that it also allows the caller to specify the thread group ID of the thread to be signalled. This protects against TID reuse.



## Name

signal.sys\_tgkill.return -- Sending kill signal to a thread group completed

## Synopsis

```
signal.sys_tgkill.return
```

## Values

None

## Name

signal.send\_sig\_queue -- Queuing a signal to a process

## Synopsis

```
signal.send_sig_queue
```

## Values

<i>sigqueue_addr</i>	<i>sigqueue_addr</i>	The address of the signal queue
<i>sig_name</i>	<i>sig_name</i>	A string representation of the signal
<i>sig</i>	<i>sig</i>	The queued signal
<i>pid_name</i>	<i>pid_name</i>	Name of the process to which the signal is queued
<i>sig_pid</i>	<i>sig_pid</i>	The PID of the process to which the signal is queued

## Name

signal.send\_sig\_queue.return -- Queuing a signal to a process completed

## Synopsis

```
signal.send_sig_queue.return
```

## Values

```
retstr    retstr  
Return value as a string
```

## Name

signal.pending -- Examining pending signal

## Synopsis

signal.pending

## Values

*sigset\_size*                      *sigset\_size*  
The size of the user-space signal set

*sigset\_add*                      *sigset\_add*  
The address of the user-space signal set (<command>sigset\_t</command>)

## Description

This probe is used to examine a set of signals pending for delivery to a specific thread. This normally occurs when the <command>do\_sigpending</command> kernel function is executed.

## Name

signal.pending.return -- Examination of pending signal completed

## Synopsis

```
signal.pending.return
```

## Values

```
retstr    retstr  
Return value as a string
```

## Name

signal.handle -- Signal handler being invoked

## Synopsis

signal.handle

## Values

<i>regs</i>	<i>regs</i>	The address of the kernel-mode stack area
<i>sig_code</i>	<i>sig_code</i>	The <command>si_code</command> value of the <command>siginfo</command> signal
<i>sig_mode</i>	<i>sig_mode</i>	Indicates whether the signal was a user-mode or kernel-mode signal
<i>sinfo</i>	<i>sinfo</i>	The address of the <command>siginfo</command> table
<i>oldset_addr</i>	<i>oldset_addr</i>	The address of the bitmask array of blocked signals
<i>sig</i>	<i>sig</i>	The signal number that invoked the signal handler
<i>ka_addr</i>	<i>ka_addr</i>	The address of the <command>k_sigaction</command> table associated with the signal

## Name

signal.handle.return -- Signal handler invocation completed

## Synopsis

```
signal.handle.return
```

## Values

```
retstr    retstr
```

Return value as a string

## Name

signal.do\_action -- Examining or changing a signal action

## Synopsis

signal.do\_action

## Values

<i>sa_mask</i>	<i>sa_mask</i> The new mask of the signal
<i>oldsigact_addr</i>	<i>oldsigact_addr</i> The address of the old <command>sigaction</command> struct associated with the signal
<i>sig</i>	<i>sig</i> The signal to be examined/changed
<i>sa_handler</i>	<i>sa_handler</i> The new handler of the signal
<i>sigact_addr</i>	<i>sigact_addr</i> The address of the new <command>sigaction</command> struct associated with the signal



## Name

signal.do\_action.return -- Examining or changing a signal action completed

## Synopsis

```
signal.do_action.return
```

## Values

```
retstr    retstr  
Return value as a string
```

## Name

signal.procmask -- Examining or changing blocked signals

## Synopsis

```
signal.procmask
```

## Values

*how*

*how*

Indicates how to change the blocked signals; possible values are `<command>SIG_BLOCK=0</command>` (for blocking signals), `<command>SIG_UNBLOCK=1</command>` (for unblocking signals), and `<command>SIG_SETMASK=2</command>` for setting the signal mask.

*oldsigset\_addr*

*oldsigset\_addr*

The old address of the signal set (`<command>sigset_t</command>`)

*sigset*

*sigset*

The actual value to be set for `<command>sigset_t</command>` `<remark>(correct?)</remark>`

*sigset\_addr*

*sigset\_addr*

The address of the signal set (`<command>sigset_t</command>`) to be implemented

## Name

signal.flush -- Flusing all pending signals for a task

## Synopsis

```
signal.flush
```

## Values

<i>task</i>	<i>task</i>
The task handler of the process performing the flush	
<i>pid_name</i>	<i>pid_name</i>
The name of the process associated with the task performing the flush	
<i>sig_pid</i>	<i>sig_pid</i>
The PID of the process associated with the task performing the flush	

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

## Name

signal.send -- Signal being sent to a process

## Synopsis

signal.send

## Values

<i>send2queue</i>	<i>send2queue</i> Indicates whether the signal is sent to an existing <command>sigqueue</command>
<i>name</i>	<i>name</i> The name of the function used to send out the signal
<i>task</i>	<i>task</i> A task handle to the signal recipient
<i>sinfo</i>	<i>sinfo</i> The address of <command>sinfo</command> struct
<i>si_code</i>	<i>si_code</i> Indicates the signal type
<i>sig_name</i>	<i>sig_name</i> A string representation of the signal
<i>sig</i>	<i>sig</i> The number of the signal
<i>shared</i>	<i>shared</i> Indicates whether the signal is shared by the thread group
<i>sig_pid</i>	<i>sig_pid</i> The PID of the process receiving the signal
<i>pid_name</i>	<i>pid_name</i> The name of the signal recipient

## Context

The signal's sender.

SystemTap Tapset Reference™

<date>March 2010</date>

signal.sendsignal.send(3stap)

## Name

signal.send -- Signal being sent to a process

signal.send -- Signal being sent to a process

## Synopsis

```
signal.send
```

```
signal.send
```

## Values

<i>send2queue</i>	<i>send2queue</i> Indicates whether the signal is sent to an existing <command>sigqueue</command>
<i>name</i>	<i>name</i> The name of the function used to send out the signal
<i>task</i>	<i>task</i> A task handle to the signal recipient
<i>sinfo</i>	<i>sinfo</i> The address of <command>sinfo</command> struct
<i>si_code</i>	<i>si_code</i> Indicates the signal type
<i>sig_name</i>	<i>sig_name</i> A string representation of the signal
<i>sig</i>	<i>sig</i> The number of the signal
<i>shared</i>	<i>shared</i> Indicates whether the signal is shared by the thread group
<i>sig_pid</i>	<i>sig_pid</i> The PID of the process receiving the signal
<i>pid_name</i>	<i>pid_name</i> The name of the signal recipient
<i>send2queue</i>	<i>send2queue</i> Indicates whether the signal is sent to an existing <command>sigqueue</command>

## Signal Tapset

<i>name</i>	<i>name</i> The name of the function used to send out the signal
<i>task</i>	<i>task</i> A task handle to the signal recipient
<i>sinfo</i>	<i>sinfo</i> The address of <command>siginfo</command> struct
<i>si_code</i>	<i>si_code</i> Indicates the signal type
<i>sig_name</i>	<i>sig_name</i> A string representation of the signal
<i>sig</i>	<i>sig</i> The number of the signal
<i>shared</i>	<i>shared</i> Indicates whether the signal is shared by the thread group
<i>sig_pid</i>	<i>sig_pid</i> The PID of the process receiving the signal
<i>pid_name</i>	<i>pid_name</i> The name of the signal recipient

<varlistentry>*send2queue*

Indicates whether the signal is sent to an existing <command>sigqueue</command>

</varlistentry>

*send2queue**send2queue*

Indicates whether the signal is sent to an existing <command>sigqueue</command>

Indicates whether the signal is sent to an existing <command>sigqueue</command>

<varlistentry>*name*

The name of the function used to send out the signal

</varlistentry>

*name**name*

The name of the function used to send out the signal

The name of the function used to send out the signal

<varlistentry>*task*

A task handle to the signal recipient

</varlistentry>

*task**task*

A task handle to the signal recipient

A task handle to the signal recipient

<varlistentry>*sinfo*

The address of <command>siginfo</command> struct

</varlistentry>

*sinfo**sinfo*

The address of <command>siginfo</command> struct

The address of <command>siginfo</command> struct

<varlistentry>*si\_code*

Indicates the signal type

</varlistentry>

*si\_code**si\_code*

Indicates the signal type

Indicates the signal type

<varlistentry>*sig\_name*

A string representation of the signal

</varlistentry>

*sig\_name**sig\_name*

A string representation of the signal

A string representation of the signal

<varlistentry>*sig*

The number of the signal

</varlistentry>

*sig**sig*

The number of the signal

The number of the signal

<varlistentry>*shared*

Indicates whether the signal is shared by the thread group

</varlistentry>

*shared**shared*

Indicates whether the signal is shared by the thread group

Indicates whether the signal is shared by the thread group

<varlistentry>*sig\_pid*

The PID of the process receiving the signal

</varlistentry>

*sig\_pid**sig\_pid*

The PID of the process receiving the signal

The PID of the process receiving the signal

<varlistentry>*pid\_name*

The name of the signal recipient

</varlistentry>

*pid\_name**pid\_name*

The name of the signal recipient

The name of the signal recipient

## Context

The signal's sender.

The signal's sender.



## Name

signal.send.return -- Signal being sent to a process completed

## Synopsis

signal.send.return

## Values

<i>retstr</i>	<i>retstr</i> The return value to either <code>&lt;command&gt;__group_send_sig_info&lt;/command&gt;</code> , <code>&lt;command&gt;specific_send_sig_info&lt;/command&gt;</code> , or <code>&lt;command&gt;send_sigqueue&lt;/command&gt;</code>
<i>send2queue</i>	<i>send2queue</i> Indicates whether the sent signal was sent to an existing <code>&lt;command&gt;sigqueue&lt;/command&gt;</code>
<i>name</i>	<i>name</i> The name of the function used to send out the signal
<i>shared</i>	<i>shared</i> Indicates whether the sent signal is shared by the thread group.

## Context

The signal's sender. `<remark>(correct?)</remark>`

## Description

Possible `<command>__group_send_sig_info</command>` and `<command>specific_send_sig_info</command>` return values are as follows;

`<command>0</command>` -- 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 `<command>sigqueue</command>` of the receiving process.

`<command>-EAGAIN</command>` -- The `<command>sigqueue</command>` of the receiving process is overflowing, the signal was RT, and the signal was sent by a user using something other than `<command>kill</command>`.

Possible `<command>send_group_sigqueue</command>` and `<command>send_sigqueue</command>` return values are as follows;

`<command>0</command>` -- The signal was either successfully added into the `<command>sigqueue</command>` of the receiving process, or a `<command>SI_TIMER</command>` entry is already queued (in which case, the overrun count will be simply incremented).

`<command>1</command>` -- The signal was ignored by the receiving process.

`<command>-1</command>` -- (`<command>send_sigqueue</command>` only) The task was marked `<command>exiting</command>`, allowing `* <command>posix_timer_event</command>` to redirect it to the group leader.

SystemTap Tapset Reference™

**<date>March 2010</date>**

signal.send.returnsignal.send.return(3stap)

## Name

signal.send.return -- Signal being sent to a process completed

signal.send.return -- Signal being sent to a process completed

## Synopsis

```
signal.send.return
```

```
signal.send.return
```

## Values

<i>retstr</i>	<i>retstr</i> The return value to either <code>&lt;command&gt;__group_send_sig_info&lt;/command&gt;</code> , <code>&lt;command&gt;specific_send_sig_info&lt;/command&gt;</code> , or <code>&lt;command&gt;send_sigqueue&lt;/command&gt;</code>
<i>send2queue</i>	<i>send2queue</i> Indicates whether the sent signal was sent to an existing <code>&lt;command&gt;sigqueue&lt;/command&gt;</code>
<i>name</i>	<i>name</i> The name of the function used to send out the signal
<i>shared</i>	<i>shared</i> Indicates whether the sent signal is shared by the thread group.
<i>retstr</i>	<i>retstr</i> The return value to either <code>&lt;command&gt;__group_send_sig_info&lt;/command&gt;</code> , <code>&lt;command&gt;specific_send_sig_info&lt;/command&gt;</code> , or <code>&lt;command&gt;send_sigqueue&lt;/command&gt;</code>
<i>send2queue</i>	<i>send2queue</i> Indicates whether the sent signal was sent to an existing <code>&lt;command&gt;sigqueue&lt;/command&gt;</code>
<i>name</i>	<i>name</i> The name of the function used to send out the signal
<i>shared</i>	<i>shared</i> Indicates whether the sent signal is shared by the thread group.

<varlistentry>*retstr*

The return value to either <command>\_\_group\_send\_sig\_info</command>, <command>specific\_send\_sig\_info</command>, or <command>send\_sigqueue</command>

</varlistentry>

*retstrretstr*

The return value to either <command>\_\_group\_send\_sig\_info</command>, <command>specific\_send\_sig\_info</command>, or <command>send\_sigqueue</command>

The return value to either <command>\_\_group\_send\_sig\_info</command>, <command>specific\_send\_sig\_info</command>, or <command>send\_sigqueue</command>

<varlistentry>*send2queue*

Indicates whether the sent signal was sent to an existing <command>sigqueue</command>

</varlistentry>

*send2queue**send2queue*

Indicates whether the sent signal was sent to an existing <command>sigqueue</command>

Indicates whether the sent signal was sent to an existing <command>sigqueue</command>

<varlistentry>*name*

The name of the function used to send out the signal

</varlistentry>

*name**name*

The name of the function used to send out the signal

The name of the function used to send out the signal

<varlistentry>*shared*

Indicates whether the sent signal is shared by the thread group.

</varlistentry>

*shared**shared*

Indicates whether the sent signal is shared by the thread group.

Indicates whether the sent signal is shared by the thread group.

## Context

The signal's sender. <remark>(correct?)</remark>

The signal's sender. <remark>(correct?)</remark>

## Description

Possible <command>\_\_group\_send\_sig\_info</command> and <command>specific\_send\_sig\_info</command> return values are as follows;

<command>0</command> -- 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 <command>sigqueue</command> of the receiving process.

<command>-EAGAIN</command> -- The <command>sigqueue</command> of the receiving process is overflowing, the signal was RT, and the signal was sent by a user using something other than <command>kill</command>.

Possible <command>send\_group\_sigqueue</command> and <command>send\_sigqueue</command> return values are as follows;

<command>0</command> -- The signal was either successfully added into the <command>sigqueue</command> of the receiving process, or a <command>SI\_TIMER</command> entry is already queued (in which case, the overrun count will be simply incremented).

<command>1</command> -- The signal was ignored by the receiving process.

<command>-1</command> -- (<command>send\_sigqueue</command> only) The task was marked <command>exiting</command>, allowing \* <command>posix\_timer\_event</command> to redirect it to the group leader.

Possible `<command>__group_send_sig_info</command>` and `<command>specific_send_sig_info</command>` return values are as follows;

`<command>0</command>` -- 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 `<command>sigqueue</command>` of the receiving process.

`<command>-EAGAIN</command>` -- The `<command>sigqueue</command>` of the receiving process is overflowing, the signal was RT, and the signal was sent by a user using something other than `<command>kill</command>`.

`kill`

Possible `<command>send_group_sigqueue</command>` and `<command>send_sigqueue</command>` return values are as follows;

`<command>0</command>` -- The signal was either successfully added into the `<command>sigqueue</command>` of the receiving process, or a `<command>SI_TIMER</command>` entry is already queued (in which case, the overrun count will be simply incremented).

`<command>1</command>` -- The signal was ignored by the receiving process.

`<command>-1</command>` -- (`<command>send_sigqueue</command>` only) The task was marked `<command>exiting</command>`, allowing \* `<command>posix_timer_event</command>` to redirect it to the group leader.

## Name

signal.checkperm -- Check being performed on a sent signal

## Synopsis

signal.checkperm

## Values

<i>name</i>	<i>name</i> Name of the probe point; default value is <command>signal.checkperm</command>
<i>task</i>	<i>task</i> A task handle to the signal recipient
<i>sinfo</i>	<i>sinfo</i> The address of the <command>sinfo</command> structure
<i>si_code</i>	<i>si_code</i> Indicates the signal type
<i>sig_name</i>	<i>sig_name</i> A string representation of the signal
<i>sig</i>	<i>sig</i> The number of the signal
<i>pid_name</i>	<i>pid_name</i> Name of the process receiving the signal
<i>sig_pid</i>	<i>sig_pid</i> The PID of the process receiving the signal

SystemTap Tapset Reference™

<date>March 2010</date>

signal.checkpermsignal.checkperm(3stap)

## Name

signal.checkperm -- Check being performed on a sent signal

signal.checkperm -- Check being performed on a sent signal

## Synopsis

signal.checkperm

signal.checkperm

## Values

<i>name</i>	<i>name</i> Name of the probe point; default value is <command>signal.checkperm</command>
-------------	--

<i>task</i>	<i>task</i> A task handle to the signal recipient
<i>sinfo</i>	<i>sinfo</i> The address of the <command>siginfo</command> structure
<i>si_code</i>	<i>si_code</i> Indicates the signal type
<i>sig_name</i>	<i>sig_name</i> A string representation of the signal
<i>sig</i>	<i>sig</i> The number of the signal
<i>pid_name</i>	<i>pid_name</i> Name of the process receiving the signal
<i>sig_pid</i>	<i>sig_pid</i> The PID of the process receiving the signal
<i>name</i>	<i>name</i> Name of the probe point; default value is <command>signal.checkperm</command>
<i>task</i>	<i>task</i> A task handle to the signal recipient
<i>sinfo</i>	<i>sinfo</i> The address of the <command>siginfo</command> structure
<i>si_code</i>	<i>si_code</i> Indicates the signal type
<i>sig_name</i>	<i>sig_name</i> A string representation of the signal
<i>sig</i>	<i>sig</i> The number of the signal
<i>pid_name</i>	<i>pid_name</i> Name of the process receiving the signal
<i>sig_pid</i>	<i>sig_pid</i> The PID of the process receiving the signal

<varlistentry>*name*

Name of the probe point; default value is <command>signal.checkperm</command>

</varlistentry>

*namename*

Name of the probe point; default value is <command>signal.checkperm</command>

Name of the probe point; default value is <command>signal.checkperm</command>

<varlistentry>*task*

A task handle to the signal recipient

</varlistentry>

*tasktask*

A task handle to the signal recipient

A task handle to the signal recipient

<varlistentry>*sinfo*

The address of the <command>siginfo</command> structure

</varlistentry>

*sinfosinfo*

The address of the <command>siginfo</command> structure

The address of the <command>siginfo</command> structure

<varlistentry>*si\_code*

Indicates the signal type

</varlistentry>

*si\_codesi\_code*

Indicates the signal type

Indicates the signal type

<varlistentry>*sig\_name*

A string representation of the signal

</varlistentry>

*sig\_namesig\_name*

A string representation of the signal

A string representation of the signal

<varlistentry>*sig*

The number of the signal

</varlistentry>

*sigsig*

The number of the signal

The number of the signal

<varlistentry>*pid\_name*

Name of the process receiving the signal

</varlistentry>

*pid\_namepid\_name*

Name of the process receiving the signal

Name of the process receiving the signal

<varlistentry>*sig\_pid*

The PID of the process receiving the signal

</varlistentry>

*sig\_pidsig\_pid*

The PID of the process receiving the signal

The PID of the process receiving the signal

## Name

signal.checkperm.return -- Check performed on a sent signal completed

## Synopsis

```
signal.checkperm.return
```

## Values

<i>retstr</i>	<i>retstr</i>
	Return value as a string

<i>name</i>	<i>name</i>
	Name of the probe point; default value is <command>signal.checkperm</command>

SystemTap Tapset Reference™

<date>March 2010</date>

signal.checkperm.returnsignal.checkperm.return(3stap)

## Name

signal.checkperm.return -- Check performed on a sent signal completed

signal.checkperm.return -- Check performed on a sent signal completed

## Synopsis

```
signal.checkperm.return
```

```
signal.checkperm.return
```

## Values

<i>retstr</i>	<i>retstr</i>
	Return value as a string

<i>name</i>	<i>name</i>
	Name of the probe point; default value is <command>signal.checkperm</command>

<i>retstr</i>	<i>retstr</i>
	Return value as a string

<i>name</i>	<i>name</i>
	Name of the probe point; default value is <command>signal.checkperm</command>



**<varlistentry>***retstr*

Return value as a string

**</varlistentry>**

*retstrretstr*

Return value as a string

Return value as a string

**<varlistentry>***name*

Name of the probe point; default value is **<command>**signal.checkperm**</command>**

**</varlistentry>**

*namenname*

Name of the probe point; default value is **<command>**signal.checkperm**</command>**

Name of the probe point; default value is **<command>**signal.checkperm**</command>**

## Name

signal.wakeup -- Sleeping process being wakened for signal

## Synopsis

signal.wakeup

## Values

<i>resume</i>	<i>resume</i> Indicates whether to wake up a task in a <command>STOPPED</command> or <command>TRACED</command> state
<i>state_mask</i>	<i>state_mask</i> A string representation indicating the mask of task states to wake. Possible values are <command>TASK_INTERRUPTIBLE</command>, <command>TASK_STOPPED</command>, <command>TASK_TRACED</command>, and <command>TASK_INTERRUPTIBLE</command>.
<i>pid_name</i>	<i>pid_name</i> Name of the process to wake
<i>sig_pid</i>	<i>sig_pid</i> The PID of the process to wake

SystemTap Tapset Reference™

<date>March 2010</date>

signal.wakeupsignal.wakeup(3stap)

## Name

signal.wakeup -- Sleeping process being wakened for signal

signal.wakeup -- Sleeping process being wakened for signal

## Synopsis

signal.wakeup

signal.wakeup

## Values

<i>resume</i>	<i>resume</i> Indicates whether to wake up a task in a <command>STOPPED</command> or <command>TRACED</command> state
<i>state_mask</i>	<i>state_mask</i> A string representation indicating the mask of task states to wake. Possible values are <command>TASK_INTERRUPTIBLE</command>, <command>TASK_STOPPED</command>, <command>TASK_TRACED</command>, and <command>TASK_INTERRUPTIBLE</command>.

## Signal Tapset

<i>pid_name</i>	<i>pid_name</i> Name of the process to wake
<i>sig_pid</i>	<i>sig_pid</i> The PID of the process to wake
<i>resume</i>	<i>resume</i> Indicates whether to wake up a task in a <code>&lt;command&gt;STOPPED&lt;/command&gt;</code> or <code>&lt;command&gt;TRACED&lt;/command&gt;</code> state
<i>state_mask</i>	<i>state_mask</i> A string representation indicating the mask of task states to wake. Possible values are <code>&lt;command&gt;TASK_INTERRUPTIBLE&lt;/command&gt;</code> , <code>&lt;command&gt;TASK_STOPPED&lt;/command&gt;</code> , <code>&lt;command&gt;TASK_TRACED&lt;/command&gt;</code> , and <code>&lt;command&gt;TASK_INTERRUPTIBLE&lt;/command&gt;</code> .
<i>pid_name</i>	<i>pid_name</i> Name of the process to wake
<i>sig_pid</i>	<i>sig_pid</i> The PID of the process to wake

`<varlistentry>resume`  
Indicates whether to wake up a task in a `<command>STOPPED</command>` or `<command>TRACED</command>` state  
`</varlistentry>`

*resumeresume*  
Indicates whether to wake up a task in a `<command>STOPPED</command>` or `<command>TRACED</command>` state  
Indicates whether to wake up a task in a `<command>STOPPED</command>` or `<command>TRACED</command>` state

`<varlistentry>state_mask`  
A string representation indicating the mask of task states to wake. Possible values are `<command>TASK_INTERRUPTIBLE</command>`, `<command>TASK_STOPPED</command>`, `<command>TASK_TRACED</command>`, and `<command>TASK_INTERRUPTIBLE</command>`.  
`</varlistentry>`

*state\_maskstate\_mask*  
A string representation indicating the mask of task states to wake. Possible values are `<command>TASK_INTERRUPTIBLE</command>`, `<command>TASK_STOPPED</command>`, `<command>TASK_TRACED</command>`, and `<command>TASK_INTERRUPTIBLE</command>`.  
A string representation indicating the mask of task states to wake. Possible values are `<command>TASK_INTERRUPTIBLE</command>`, `<command>TASK_STOPPED</command>`, `<command>TASK_TRACED</command>`, and `<command>TASK_INTERRUPTIBLE</command>`.

`<varlistentry>pid_name`  
Name of the process to wake  
`</varlistentry>`

*pid\_namepid\_name*  
Name of the process to wake  
Name of the process to wake

`<varlistentry>sig_pid`  
The PID of the process to wake  
`</varlistentry>`

*sig\_pidsig\_pid*  
The PID of the process to wake  
The PID of the process to wake

## Name

signal.check\_ignored -- Checking to see signal is ignored

## Synopsis

signal.check\_ignored

## Values

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

SystemTap Tapset Reference™

<date>March 2010</date>

signal.check\_ignoresignal.check\_ignored(3step)

## Name

signal.check\_ignored -- Checking to see signal is ignored

signal.check\_ignored -- Checking to see signal is ignored

## Synopsis

signal.check\_ignored

signal.check\_ignored

## Values

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

## Signal Tapset

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

<varlistentry>*sig\_name*  
A string representation of the signal

</varlistentry>

*sig\_name**sig\_name*  
A string representation of the signal  
A string representation of the signal

<varlistentry>*sig*  
The number of the signal

</varlistentry>

*sig**sig*  
The number of the signal  
The number of the signal

<varlistentry>*pid\_name*  
Name of the process receiving the signal

</varlistentry>

*pid\_name**pid\_name*  
Name of the process receiving the signal  
Name of the process receiving the signal

<varlistentry>*sig\_pid*  
The PID of the process receiving the signal

</varlistentry>

*sig\_pid**sig\_pid*  
The PID of the process receiving the signal  
The PID of the process receiving the signal

## Name

signal.check\_ignored.return -- Check to see signal is ignored completed

## Synopsis

signal.check\_ignored.return

## Values

<i>retstr</i>	<i>retstr</i>
	Return value as a string

<i>name</i>	<i>name</i>
	Name of the probe point; default value is <command>signal.checkperm</command>

SystemTap Tapset Reference™

<date>March 2010</date>

signal.check\_ignored.returnsignal.check\_ignored.return(3stap)

## Name

signal.check\_ignored.return -- Check to see signal is ignored completed

signal.check\_ignored.return -- Check to see signal is ignored completed

## Synopsis

signal.check\_ignored.return

signal.check\_ignored.return

## Values

<i>retstr</i>	<i>retstr</i>
	Return value as a string

<i>name</i>	<i>name</i>
	Name of the probe point; default value is <command>signal.checkperm</command>

<i>retstr</i>	<i>retstr</i>
	Return value as a string

<i>name</i>	<i>name</i>
	Name of the probe point; default value is <command>signal.checkperm</command>

**<varlistentry>***retstr*

Return value as a string

**</varlistentry>**

*retstrretstr*

Return value as a string

Return value as a string

**<varlistentry>***name*

Name of the probe point; default value is **<command>**signal.checkperm**</command>**

**</varlistentry>**

*namenname*

Name of the probe point; default value is **<command>**signal.checkperm**</command>**

Name of the probe point; default value is **<command>**signal.checkperm**</command>**

## Name

signal.force\_segv -- Forcing send of <command>SIGSEGV</command>

## Synopsis

signal.force\_segv

## Values

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

SystemTap Tapset Reference™

<date>March 2010</date>

signal.force\_segvsignal.force\_segv(3stap)

## Name

signal.force\_segv -- Forcing send of <command>SIGSEGV</command>

signal.force\_segv -- Forcing send of <command>SIGSEGV</command>

## Synopsis

signal.force\_segv

signal.force\_segv

## Values

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



## Signal Tapset

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

<varlistentry>*sig\_name*  
A string representation of the signal

</varlistentry>

*sig\_name**sig\_name*  
A string representation of the signal  
A string representation of the signal

<varlistentry>*sig*  
The number of the signal

</varlistentry>

*sig**sig*  
The number of the signal  
The number of the signal

<varlistentry>*pid\_name*  
Name of the process receiving the signal

</varlistentry>

*pid\_name**pid\_name*  
Name of the process receiving the signal  
Name of the process receiving the signal

<varlistentry>*sig\_pid*  
The PID of the process receiving the signal

</varlistentry>

*sig\_pid**sig\_pid*  
The PID of the process receiving the signal  
The PID of the process receiving the signal

## Name

signal.force\_segv.return -- Forcing send of <command>SIGSEGV</command> complete

## Synopsis

```
signal.force_segv.return
```

## Values

<i>retstr</i>	<i>retstr</i>
	Return value as a string

<i>name</i>	<i>name</i>
	Name of the probe point; default value is <command>force_sigsegv</command>

SystemTap Tapset Reference™

<date>March 2010</date>

signal.force\_segv.returnsignal.force\_segv.return(3stap)

## Name

signal.force\_segv.return -- Forcing send of <command>SIGSEGV</command> complete

signal.force\_segv.return -- Forcing send of <command>SIGSEGV</command> complete

## Synopsis

```
signal.force_segv.return
```

```
signal.force_segv.return
```

## Values

<i>retstr</i>	<i>retstr</i>
	Return value as a string

<i>name</i>	<i>name</i>
	Name of the probe point; default value is <command>force_sigsegv</command>

<i>retstr</i>	<i>retstr</i>
	Return value as a string

<i>name</i>	<i>name</i>
	Name of the probe point; default value is <command>force_sigsegv</command>

<varlistentry>*retstr*

Return value as a string

</varlistentry>

*retstrretstr*

Return value as a string

Return value as a string

<varlistentry>*name*

Name of the probe point; default value is <command>force\_sigsegv</command>

</varlistentry>

*namenname*

Name of the probe point; default value is <command>force\_sigsegv</command>

Name of the probe point; default value is <command>force\_sigsegv</command>

## Name

signal.syskill -- Sending kill signal to a process

## Synopsis

signal.syskill

## Values

*sig sig*  
The specific signal sent to the process

*pid pid*  
The PID of the process receiving the signal

SystemTap Tapset Reference™  
<date>March 2010</date>  
signal.syskillsignal.syskill(3stap)

## Name

signal.syskill -- Sending kill signal to a process

signal.syskill -- Sending kill signal to a process

## Synopsis

signal.syskill

signal.syskill

## Values

*sig sig*  
The specific signal sent to the process

*pid pid*  
The PID of the process receiving the signal

*sig sig*  
The specific signal sent to the process

*pid pid*  
The PID of the process receiving the signal

<varlistentry>*sig*

The specific signal sent to the process

</varlistentry>

*sig**sig*

The specific signal sent to the process

The specific signal sent to the process

<varlistentry>*pid*

The PID of the process receiving the signal

</varlistentry>

*pid**pid*

The PID of the process receiving the signal

The PID of the process receiving the signal

## Name

signal.syskill.return -- Sending kill signal completed

## Synopsis

```
signal.syskill.return
```

## Values

None

SystemTap Tapset Reference™

<date>March 2010</date>

signal.syskill.returnsignal.syskill.return(3stap)

## Name

signal.syskill.return -- Sending kill signal completed

signal.syskill.return -- Sending kill signal completed

## Synopsis

```
signal.syskill.return
```

```
signal.syskill.return
```

## Values

None

None

## Name

signal.sys\_tkill -- Sending a kill signal to a thread

## Synopsis

```
signal.sys_tkill
```

## Values

<i>sig_name</i>	<i>sig_name</i> The specific signal sent to the process
<i>sig</i>	<i>sig</i> The specific signal sent to the process
<i>pid</i>	<i>pid</i> The PID of the process receiving the kill signal

## Description

The `<command>tkill</command>` call is analogous to `<command>kill(2)</command>`, except that it also allows a process within a specific thread group to be targetted. Such processes are targetted through their unique thread IDs (TID).

SystemTap Tapset Reference™

**<date>March 2010</date>**

signal.sys\_tkillsignal.sys\_tkill(3stap)

## Name

signal.sys\_tkill -- Sending a kill signal to a thread

signal.sys\_tkill -- Sending a kill signal to a thread

## Synopsis

```
signal.sys_tkill
```

```
signal.sys_tkill
```

## Values

<i>sig_name</i>	<i>sig_name</i> The specific signal sent to the process
<i>sig</i>	<i>sig</i> The specific signal sent to the process
<i>pid</i>	<i>pid</i> The PID of the process receiving the kill signal

<i>sig_name</i>	<i>sig_name</i> The specific signal sent to the process
<i>sig</i>	<i>sig</i> The specific signal sent to the process
<i>pid</i>	<i>pid</i> The PID of the process receiving the kill signal

<varlistentry>*sig\_name*  
The specific signal sent to the process  
</varlistentry>  
*sig\_namesig\_name*  
The specific signal sent to the process  
The specific signal sent to the process  
<varlistentry>*sig*  
The specific signal sent to the process  
</varlistentry>  
*sigsig*  
The specific signal sent to the process  
The specific signal sent to the process  
<varlistentry>*pid*  
The PID of the process receiving the kill signal  
</varlistentry>  
*pidpid*  
The PID of the process receiving the kill signal  
The PID of the process receiving the kill signal

## Description

The <command>tkill</command> call is analogous to <command>kill(2)</command>, except that it also allows a process within a specific thread group to be targetted. Such processes are targetted through their unique thread IDs (TID).

The <command>tkill</command> call is analogous to <command>kill(2)</command>, except that it also allows a process within a specific thread group to be targetted. Such processes are targetted through their unique thread IDs (TID).



## Name

signal.systkill.return -- Sending kill signal to a thread completed

## Synopsis

```
signal.systkill.return
```

## Values

None

SystemTap Tapset Reference™

<date>March 2010</date>

signal.systkill.returnsignal.systkill.return(3stap)

## Name

signal.systkill.return -- Sending kill signal to a thread completed

signal.systkill.return -- Sending kill signal to a thread completed

## Synopsis

```
signal.systkill.return
```

```
signal.systkill.return
```

## Values

None

None

## Name

signal.sys\_tgkill -- Sending kill signal to a thread group

## Synopsis

```
signal.sys_tgkill
```

## Values

<i>sig_name</i>	<i>sig_name</i> A string representation of the signal
<i>sig</i>	<i>sig</i> The specific kill signal sent to the process
<i>pid</i>	<i>pid</i> The PID of the thread receiving the kill signal
<i>tgid</i>	<i>tgid</i> The thread group ID of the thread receiving the kill signal

## Description

The `<command>tgkill</command>` call is similar to `<command>tkill</command>`, except that it also allows the caller to specify the thread group ID of the thread to be signalled. This protects against TID reuse.

SystemTap Tapset Reference™

**<date>March 2010</date>**

signal.sys\_tgkillsignal.sys\_tgkill(3stap)

## Name

signal.sys\_tgkill -- Sending kill signal to a thread group

signal.sys\_tgkill -- Sending kill signal to a thread group

## Synopsis

```
signal.sys_tgkill
```

```
signal.sys_tgkill
```

## Values

<i>sig_name</i>	<i>sig_name</i> A string representation of the signal
<i>sig</i>	<i>sig</i> The specific kill signal sent to the process
<i>pid</i>	<i>pid</i> The PID of the thread receiving the kill signal

*tgid*                    *tgid*  
The thread group ID of the thread receiving the kill signal

*sig\_name*                *sig\_name*  
A string representation of the signal

*sig*                      *sig*  
The specific kill signal sent to the process

*pid*                      *pid*  
The PID of the thread receiving the kill signal

*tgid*                    *tgid*  
The thread group ID of the thread receiving the kill signal

<varlistentry>*sig\_name*  
A string representation of the signal  
</varlistentry>

*sig\_name**sig\_name*  
A string representation of the signal  
A string representation of the signal  
<varlistentry>*sig*  
The specific kill signal sent to the process  
</varlistentry>

*sig**sig*  
The specific kill signal sent to the process  
The specific kill signal sent to the process  
<varlistentry>*pid*  
The PID of the thread receiving the kill signal  
</varlistentry>

*pid**pid*  
The PID of the thread receiving the kill signal  
The PID of the thread receiving the kill signal  
<varlistentry>*tgid*  
The thread group ID of the thread receiving the kill signal  
</varlistentry>

*tgid**tgid*  
The thread group ID of the thread receiving the kill signal  
The thread group ID of the thread receiving the kill signal

## Description

The <command>tkill</command> call is similar to <command>kill</command>, except that it also allows the caller to specify the thread group ID of the thread to be signalled. This protects against TID reuse.

The <command>tckill</command> call is similar to <command>kill</command>, except that it also allows the caller to specify the thread group ID of the thread to be signalled. This protects against TID reuse.

## Name

signal.sys\_tgkill.return -- Sending kill signal to a thread group completed

## Synopsis

```
signal.sys_tgkill.return
```

## Values

None

SystemTap Tapset Reference™

<date>March 2010</date>

signal.sys\_tgkill.returnsignal.sys\_tgkill.return(3stap)

## Name

signal.sys\_tgkill.return -- Sending kill signal to a thread group completed

signal.sys\_tgkill.return -- Sending kill signal to a thread group completed

## Synopsis

```
signal.sys_tgkill.return
```

```
signal.sys_tgkill.return
```

## Values

None

None

## Name

signal.send\_sig\_queue -- Queuing a signal to a process

## Synopsis

```
signal.send_sig_queue
```

## Values

<i>sigqueue_addr</i>	<i>sigqueue_addr</i> The address of the signal queue
<i>sig_name</i>	<i>sig_name</i> A string representation of the signal
<i>sig</i>	<i>sig</i> The queued signal
<i>pid_name</i>	<i>pid_name</i> Name of the process to which the signal is queued
<i>sig_pid</i>	<i>sig_pid</i> The PID of the process to which the signal is queued

SystemTap Tapset Reference™

<date>March 2010</date>

signal.send\_sig\_queuesignal.send\_sig\_queue(3stap)

## Name

signal.send\_sig\_queue -- Queuing a signal to a process

signal.send\_sig\_queue -- Queuing a signal to a process

## Synopsis

```
signal.send_sig_queue
```

```
signal.send_sig_queue
```

## Values

<i>sigqueue_addr</i>	<i>sigqueue_addr</i> The address of the signal queue
<i>sig_name</i>	<i>sig_name</i> A string representation of the signal
<i>sig</i>	<i>sig</i> The queued signal
<i>pid_name</i>	<i>pid_name</i> Name of the process to which the signal is queued

<i>sig_pid</i>	<i>sig_pid</i> The PID of the process to which the signal is queued
----------------	--

<i>sigqueue_addr</i>	<i>sigqueue_addr</i> The address of the signal queue
----------------------	---

<i>sig_name</i>	<i>sig_name</i> A string representation of the signal
-----------------	--

<i>sig</i>	<i>sig</i> The queued signal
------------	---------------------------------

<i>pid_name</i>	<i>pid_name</i> Name of the process to which the signal is queued
-----------------	--

<i>sig_pid</i>	<i>sig_pid</i> The PID of the process to which the signal is queued
----------------	--

<varlistentry>*sigqueue\_addr*  
The address of the signal queue  
</varlistentry>

*sigqueue\_addr**sigqueue\_addr*  
The address of the signal queue  
The address of the signal queue

<varlistentry>*sig\_name*  
A string representation of the signal  
</varlistentry>

*sig\_name**sig\_name*  
A string representation of the signal  
A string representation of the signal

<varlistentry>*sig*  
The queued signal  
</varlistentry>

*sig**sig*  
The queued signal  
The queued signal

<varlistentry>*pid\_name*  
Name of the process to which the signal is queued  
</varlistentry>

*pid\_name**pid\_name*  
Name of the process to which the signal is queued  
Name of the process to which the signal is queued

<varlistentry>*sig\_pid*  
The PID of the process to which the signal is queued  
</varlistentry>

*sig\_pid**sig\_pid*  
The PID of the process to which the signal is queued  
The PID of the process to which the signal is queued

## Name

signal.send\_sig\_queue.return -- Queuing a signal to a process completed

## Synopsis

```
signal.send_sig_queue.return
```

## Values

```
retstr    retstr
          Return value as a string
```

SystemTap Tapset Reference™

<date>March 2010</date>

```
signal.send_sig_queue.returnsignal.send_sig_queue.return(3stap)
```

## Name

signal.send\_sig\_queue.return -- Queuing a signal to a process completed

signal.send\_sig\_queue.return -- Queuing a signal to a process completed

## Synopsis

```
signal.send_sig_queue.return
```

```
signal.send_sig_queue.return
```

## Values

```
retstr    retstr
          Return value as a string
```

```
retstr    retstr
          Return value as a string
```

```
<varlistentry>retstr
Return value as a string
</varlistentry>
```

```
retstrretstr
Return value as a string
Return value as a string
```

## Name

signal.pending -- Examining pending signal

## Synopsis

signal.pending

## Values

<i>sigset_size</i>	<i>sigset_size</i> The size of the user-space signal set
<i>sigset_add</i>	<i>sigset_add</i> The address of the user-space signal set (<command>sigset_t</command>)

## Description

This probe is used to examine a set of signals pending for delivery to a specific thread. This normally occurs when the <command>do\_sigpending</command> kernel function is executed.

SystemTap Tapset Reference™

<date>March 2010</date>

signal.pendingsignal.pending(3stap)

## Name

signal.pending -- Examining pending signal

signal.pending -- Examining pending signal

## Synopsis

signal.pending

signal.pending

## Values

<i>sigset_size</i>	<i>sigset_size</i> The size of the user-space signal set
<i>sigset_add</i>	<i>sigset_add</i> The address of the user-space signal set (<command>sigset_t</command>)
<i>sigset_size</i>	<i>sigset_size</i> The size of the user-space signal set
<i>sigset_add</i>	<i>sigset_add</i> The address of the user-space signal set (<command>sigset_t</command>)



<varlistentry>*sigset\_size*

The size of the user-space signal set

</varlistentry>

*sigset\_size**sigset\_size*

The size of the user-space signal set

The size of the user-space signal set

<varlistentry>*sigset\_add*

The address of the user-space signal set (<command>*sigset\_t*</command>)

</varlistentry>

*sigset\_add**sigset\_add*

The address of the user-space signal set (<command>*sigset\_t*</command>)

The address of the user-space signal set (<command>*sigset\_t*</command>)

## Description

This probe is used to examine a set of signals pending for delivery to a specific thread. This normally occurs when the <command>*do\_sigpending*</command> kernel function is executed.

This probe is used to examine a set of signals pending for delivery to a specific thread. This normally occurs when the <command>*do\_sigpending*</command> kernel function is executed.

## Name

signal.pending.return -- Examination of pending signal completed

## Synopsis

signal.pending.return

## Values

*retstr*      *retstr*  
Return value as a string

SystemTap Tapset Reference™

<date>March 2010</date>

signal.pending.returnsignal.pending.return(3stap)

## Name

signal.pending.return -- Examination of pending signal completed

signal.pending.return -- Examination of pending signal completed

## Synopsis

signal.pending.return

signal.pending.return

## Values

*retstr*      *retstr*  
Return value as a string

*retstr*      *retstr*  
Return value as a string

<varlistentry>*retstr*  
Return value as a string  
</varlistentry>

*retstrretstr*  
Return value as a string  
Return value as a string

## Name

signal.handle -- Signal handler being invoked

## Synopsis

signal.handle

## Values

<i>regs</i>	<i>regs</i> The address of the kernel-mode stack area
<i>sig_code</i>	<i>sig_code</i> The <command>si_code</command> value of the <command>siginfo</command> signal
<i>sig_mode</i>	<i>sig_mode</i> Indicates whether the signal was a user-mode or kernel-mode signal
<i>sinfo</i>	<i>sinfo</i> The address of the <command>siginfo</command> table
<i>oldset_addr</i>	<i>oldset_addr</i> The address of the bitmask array of blocked signals
<i>sig</i>	<i>sig</i> The signal number that invoked the signal handler
<i>ka_addr</i>	<i>ka_addr</i> The address of the <command>k_sigaction</command> table associated with the signal

SystemTap Tapset Reference™

<date>March 2010</date>

signal.handlesignal.handle(3stap)

## Name

signal.handle -- Signal handler being invoked

signal.handle -- Signal handler being invoked

## Synopsis

signal.handle

signal.handle

## Values

<i>regs</i>	<i>regs</i> The address of the kernel-mode stack area
-------------	--

<i>sig_code</i>	<i>sig_code</i> The <command>si_code</command> value of the <command>siginfo</command> signal
<i>sig_mode</i>	<i>sig_mode</i> Indicates whether the signal was a user-mode or kernel-mode signal
<i>sinfo</i>	<i>sinfo</i> The address of the <command>siginfo</command> table
<i>oldset_addr</i>	<i>oldset_addr</i> The address of the bitmask array of blocked signals
<i>sig</i>	<i>sig</i> The signal number that invoked the signal handler
<i>ka_addr</i>	<i>ka_addr</i> The address of the <command>k_sigaction</command> table associated with the signal
<i>regs</i>	<i>regs</i> The address of the kernel-mode stack area
<i>sig_code</i>	<i>sig_code</i> The <command>si_code</command> value of the <command>siginfo</command> signal
<i>sig_mode</i>	<i>sig_mode</i> Indicates whether the signal was a user-mode or kernel-mode signal
<i>sinfo</i>	<i>sinfo</i> The address of the <command>siginfo</command> table
<i>oldset_addr</i>	<i>oldset_addr</i> The address of the bitmask array of blocked signals
<i>sig</i>	<i>sig</i> The signal number that invoked the signal handler
<i>ka_addr</i>	<i>ka_addr</i> The address of the <command>k_sigaction</command> table associated with the signal

<varlistentry>*regs*

The address of the kernel-mode stack area

</varlistentry>

*regsregs*

The address of the kernel-mode stack area

The address of the kernel-mode stack area

<varlistentry>*sig\_code*

The <command>*si\_code*</command> value of the <command>*siginfo*</command> signal

</varlistentry>

*sig\_codesig\_code*

The <command>*si\_code*</command> value of the <command>*siginfo*</command> signal

The <command>*si\_code*</command> value of the <command>*siginfo*</command> signal

<varlistentry>*sig\_mode*

Indicates whether the signal was a user-mode or kernel-mode signal

</varlistentry>

*sig\_modesig\_mode*

Indicates whether the signal was a user-mode or kernel-mode signal

Indicates whether the signal was a user-mode or kernel-mode signal

<varlistentry>*sinfo*

The address of the <command>*siginfo*</command> table

</varlistentry>

*sinfosinfo*

The address of the <command>*siginfo*</command> table

The address of the <command>*siginfo*</command> table

<varlistentry>*oldset\_addr*

The address of the bitmask array of blocked signals

</varlistentry>

*oldset\_addroldset\_addr*

The address of the bitmask array of blocked signals

The address of the bitmask array of blocked signals

<varlistentry>*sig*

The signal number that invoked the signal handler

</varlistentry>

*sigsig*

The signal number that invoked the signal handler

The signal number that invoked the signal handler

<varlistentry>*ka\_addr*

The address of the <command>*k\_sigaction*</command> table associated with the signal

</varlistentry>

*ka\_addrka\_addr*

The address of the <command>*k\_sigaction*</command> table associated with the signal

The address of the <command>*k\_sigaction*</command> table associated with the signal

## Name

signal.handle.return -- Signal handler invocation completed

## Synopsis

signal.handle.return

## Values

*retstr*      *retstr*  
Return value as a string

SystemTap Tapset Reference™

<date>March 2010</date>

signal.handle.returnsignal.handle.return(3stap)

## Name

signal.handle.return -- Signal handler invocation completed

signal.handle.return -- Signal handler invocation completed

## Synopsis

signal.handle.return

signal.handle.return

## Values

*retstr*      *retstr*  
Return value as a string

*retstr*      *retstr*  
Return value as a string

<varlistentry>*retstr*  
Return value as a string  
</varlistentry>

*retstrretstr*  
Return value as a string  
Return value as a string

## Name

signal.do\_action -- Examining or changing a signal action

## Synopsis

signal.do\_action

## Values

<i>sa_mask</i>	<i>sa_mask</i> The new mask of the signal
<i>oldsigact_addr</i>	<i>oldsigact_addr</i> The address of the old <command>sigaction</command> struct associated with the signal
<i>sig</i>	<i>sig</i> The signal to be examined/changed
<i>sa_handler</i>	<i>sa_handler</i> The new handler of the signal
<i>sigact_addr</i>	<i>sigact_addr</i> The address of the new <command>sigaction</command> struct associated with the signal

SystemTap Tapset Reference™

<date>March 2010</date>

signal.do\_actionsignal.do\_action(3stap)

## Name

signal.do\_action -- Examining or changing a signal action

signal.do\_action -- Examining or changing a signal action

## Synopsis

signal.do\_action

signal.do\_action

## Values

<i>sa_mask</i>	<i>sa_mask</i> The new mask of the signal
<i>oldsigact_addr</i>	<i>oldsigact_addr</i> The address of the old <command>sigaction</command> struct associated with the signal
<i>sig</i>	<i>sig</i> The signal to be examined/changed

<i>sa_handler</i>	<i>sa_handler</i> The new handler of the signal
<i>sigact_addr</i>	<i>sigact_addr</i> The address of the new <command>sigaction</command> struct associated with the signal
<i>sa_mask</i>	<i>sa_mask</i> The new mask of the signal
<i>oldsigact_addr</i>	<i>oldsigact_addr</i> The address of the old <command>sigaction</command> struct associated with the signal
<i>sig</i>	<i>sig</i> The signal to be examined/changed
<i>sa_handler</i>	<i>sa_handler</i> The new handler of the signal
<i>sigact_addr</i>	<i>sigact_addr</i> The address of the new <command>sigaction</command> struct associated with the signal

<varlistentry>*sa\_mask*  
The new mask of the signal  
</varlistentry>  
*sa\_masksa\_mask*  
The new mask of the signal  
The new mask of the signal  
<varlistentry>*oldsigact\_addr*  
The address of the old <command>sigaction</command> struct associated with the signal  
</varlistentry>  
*oldsigact\_addroldsigact\_addr*  
The address of the old <command>sigaction</command> struct associated with the signal  
The address of the old <command>sigaction</command> struct associated with the signal  
<varlistentry>*sig*  
The signal to be examined/changed  
</varlistentry>  
*sigsig*  
The signal to be examined/changed  
The signal to be examined/changed  
<varlistentry>*sa\_handler*  
The new handler of the signal  
</varlistentry>  
*sa\_handlersa\_handler*  
The new handler of the signal  
The new handler of the signal  
<varlistentry>*sigact\_addr*  
The address of the new <command>sigaction</command> struct associated with the signal  
</varlistentry>  
*sigact\_addrsigact\_addr*  
The address of the new <command>sigaction</command> struct associated with the signal  
The address of the new <command>sigaction</command> struct associated with the signal



## Name

signal.do\_action.return -- Examining or changing a signal action completed

## Synopsis

```
signal.do_action.return
```

## Values

```
retstr    retstr
          Return value as a string
```

SystemTap Tapset Reference™

<date>March 2010</date>

```
signal.do_action.returnsignal.do_action.return(3stap)
```

## Name

signal.do\_action.return -- Examining or changing a signal action completed

signal.do\_action.return -- Examining or changing a signal action completed

## Synopsis

```
signal.do_action.return
```

```
signal.do_action.return
```

## Values

```
retstr    retstr
          Return value as a string
```

```
retstr    retstr
          Return value as a string
```

```
<varlistentry>retstr
Return value as a string
</varlistentry>
retstrretstr
Return value as a string
Return value as a string
```

## Name

signal.procmask -- Examining or changing blocked signals

## Synopsis

signal.procmask

## Values

*how*

*how*

Indicates how to change the blocked signals; possible values are `<command>SIG_BLOCK=0</command>` (for blocking signals), `<command>SIG_UNBLOCK=1</command>` (for unblocking signals), and `<command>SIG_SETMASK=2</command>` for setting the signal mask.

*oldsigset\_addr*

*oldsigset\_addr*

The old address of the signal set (`<command>sigset_t</command>`)

*sigset*

*sigset*

The actual value to be set for `<command>sigset_t</command>`  
<remark>(correct?)</remark>

*sigset\_addr*

*sigset\_addr*

The address of the signal set (`<command>sigset_t</command>`) to be implemented

SystemTap Tapset Reference™

<date>March 2010</date>

signal.procmasksignal.procmask(3stap)

## Name

signal.procmask -- Examining or changing blocked signals

signal.procmask -- Examining or changing blocked signals

## Synopsis

signal.procmask

signal.procmask

## Values

*how*

*how*

Indicates how to change the blocked signals; possible values are `<command>SIG_BLOCK=0</command>` (for blocking signals), `<command>SIG_UNBLOCK=1</command>` (for unblocking signals), and `<command>SIG_SETMASK=2</command>` for setting the signal mask.

*oldsigset\_addr*

*oldsigset\_addr*

The old address of the signal set (`<command>sigset_t</command>`)

<i>sigset</i>	<i>sigset</i> The actual value to be set for <command>sigset_t</command> <remark>(correct?)</remark>
<i>sigset_addr</i>	<i>sigset_addr</i> The address of the signal set (<command>sigset_t</command>) to be implemented
<i>how</i>	<i>how</i> Indicates how to change the blocked signals; possible values are <command>SIG_BLOCK=0</command> (for blocking signals), <command>SIG_UNBLOCK=1</command> (for unblocking signals), and <command>SIG_SETMASK=2</command> for setting the signal mask.
<i>oldsigset_addr</i>	<i>oldsigset_addr</i> The old address of the signal set (<command>sigset_t</command>)
<i>sigset</i>	<i>sigset</i> The actual value to be set for <command>sigset_t</command> <remark>(correct?)</remark>
<i>sigset_addr</i>	<i>sigset_addr</i> The address of the signal set (<command>sigset_t</command>) to be implemented

<varlistentry>*how*

Indicates how to change the blocked signals; possible values are <command>SIG\_BLOCK=0</command> (for blocking signals), <command>SIG\_UNBLOCK=1</command> (for unblocking signals), and <command>SIG\_SETMASK=2</command> for setting the signal mask.

</varlistentry>

*howhow*

Indicates how to change the blocked signals; possible values are <command>SIG\_BLOCK=0</command> (for blocking signals), <command>SIG\_UNBLOCK=1</command> (for unblocking signals), and <command>SIG\_SETMASK=2</command> for setting the signal mask.

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<varlistentry>*oldsigset\_addr*

The old address of the signal set (<command>sigset\_t</command>)

</varlistentry>

*oldsigset\_addr**oldsigset\_addr*

The old address of the signal set (<command>sigset\_t</command>)

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<varlistentry>*sigset*

The actual value to be set for <command>sigset\_t</command> <remark>(correct?)</remark>

</varlistentry>

*sigsetsigset*

The actual value to be set for <command>sigset\_t</command> <remark>(correct?)</remark>

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<varlistentry>*sigset\_addr*

The address of the signal set (<command>sigset\_t</command>) to be implemented

</varlistentry>

*sigset\_addr**sigset\_addr*

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## Name

signal.flush -- Flusing all pending signals for a task

## Synopsis

signal.flush

## Values

<i>task</i>	<i>task</i> The task handler of the process performing the flush
<i>pid_name</i>	<i>pid_name</i> The name of the process associated with the task performing the flush
<i>sig_pid</i>	<i>sig_pid</i> The PID of the process associated with the task performing the flush

SystemTap Tapset Reference™

<date>March 2010</date>

signal.flushsignal.flush(3stap)

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*sig\_pid*

*sig\_pid*

The PID of the process associated with the task performing the flush

**<varlistentry>***task*

The task handler of the process performing the flush

**</varlistentry>**

*tasktask*

The task handler of the process performing the flush

The task handler of the process performing the flush

**<varlistentry>***pid\_name*

The name of the process associated with the task performing the flush

**</varlistentry>**

*pid\_namepid\_name*

The name of the process associated with the task performing the flush

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**<varlistentry>***sig\_pid*

The PID of the process associated with the task performing the flush

**</varlistentry>**

*sig\_pidsig\_pid*

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