

# 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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## 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

function::print\_regs — Print a register dump.

## Synopsis

```
print_regs()
```

## Arguments

None

## Name

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

## Synopsis

```
execname:string()
```

## Arguments

None

## Name

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

## Synopsis

```
pid:long()
```

## Arguments

None

## Name

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

## Synopsis

```
tid:long()
```

## Arguments

None

## Name

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

## Synopsis

```
ppid:long()
```

## Arguments

None

## Name

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

## Synopsis

```
pgrp:long()
```

## Arguments

None



## Name

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

## Synopsis

```
sid:long()
```

## Arguments

None

## Description

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

## Name

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

## Synopsis

```
pexecname:string()
```

## Arguments

None

## Name

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

## Synopsis

```
gid:long()
```

## Arguments

None

## Name

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

## Synopsis

```
egid:long()
```

## Arguments

None

## Name

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

## Synopsis

```
uid:long()
```

## Arguments

None

## Name

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

## Synopsis

```
euid:long()
```

## Arguments

None

## Name

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

## Synopsis

```
is_myproc:long()
```

## Arguments

None

## Description

Return 1 if the current probe point has occurred in the user's own process.

## Name

`function::cpu` — Returns the current cpu number.

## Synopsis

```
cpu:long()
```

## Arguments

None



## Name

function::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

`function::registers_valid` — Determines validity of `register` and `u_register` 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, `registers_valid` returns 0 when called from a begin or end probe.

## Name

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

## Synopsis

```
user_mode:long()
```

## Arguments

None

## Description

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

## Name

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

## Synopsis

```
is_return:long()
```

## Arguments

None

## Description

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

## Name

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

## Synopsis

```
target:long()
```

## Arguments

None

## Name

`function::module_name` — The module name of the current script.

## Synopsis

```
module_name:string()
```

## Arguments

None

## Description

Returns the name of the stap module. Either generated randomly (`stap_[0-9a-f]+_[0-9a-f]+`) or set by `stap -m <module_name>`.

## Name

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

## Synopsis

```
stp_pid:long()
```

## Arguments

None

## Description

Returns the process id of the stapio process that launched this script.

## Name

`function::stack_size` — Return the size of the kernel stack.

## Synopsis

```
stack_size:long()
```

## Arguments

None



## Name

`function::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

`function::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

function::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

`function::cmdline_args` — Fetch command line arguments from current process

## Synopsis

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

## Arguments

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

## Description

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

## Name

`function::cmdline_arg` — Fetch a command line argument.

## Synopsis

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

## Arguments

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

## Description

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

## Name

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

## Synopsis

```
cmdline_str:string()
```

## Arguments

None

## Description

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

## Name

`function::print_stack` — Print out stack from string.

## Synopsis

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

## Arguments

*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 `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

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

## Synopsis

```
probefunc:string()
```

## Arguments

None



## Name

function::probemod — Return the probe point's module name, if known.

## Synopsis

```
probemod:string()
```

## Arguments

None

## Name

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

## Synopsis

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

## Arguments

*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

`function::symname` — Return the symbol associated with the given address.

## Synopsis

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

## Arguments

*addr*    The address to translate.

## Description

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

## Name

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

## Synopsis

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

## Arguments

*addr*    The address to translate.

## Description

Returns the (function) symbol name associated with the given address if known, 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

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

## Synopsis

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

## Arguments

*addr*    The address to translate.

## Description

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

## Name

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

## Synopsis

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

## Arguments

*addr*    The address to translate.

## Description

Returns the (function) symbol name associated with the given address in the current task if known, plus the module name (between brackets) and the offset inside the module (shared library), 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

`function::print_ustack` — Print out stack for the current task from string. EXPERIMENTAL!

## Synopsis

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

## Arguments

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

## Description

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

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

## Name

function::print\_backtrace — Print stack back trace

## Synopsis

```
print_backtrace()
```

## Arguments

None

## Description

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



## Name

function::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

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

## Synopsis

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

## Arguments

*task*    pointer to task\_struct

## Description

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

## Name

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

## Synopsis

```
caller:string()
```

## Arguments

None

## Description

Return the address and name of the calling function.

## This is equivalent to calling

```
sprintf("s 0xx", symname(caller_addr, caller_addr))
```

 Works only for return probes at this time.

## Name

`function::caller_addr` — Return caller address

## Synopsis

```
caller_addr:long()
```

## Arguments

None

## Description

Return the address of the calling function. Works only for return probes at this time.

## Name

function::print\_ubacktrace — Print stack back trace for current task. EXPERIMENTAL!

## Synopsis

```
print_ubacktrace()
```

## Arguments

None

## Description

Equivalent to `print_ustack(ubacktrace)`, except that deeper stack nesting may be supported.  
Return nothing.

## Name

function::print\_ubacktrace\_brief — Print stack back trace for current task. EXPERIMENTAL!

## Synopsis

```
print_ubacktrace_brief()
```

## Arguments

None

## Description

Equivalent to `print_ubacktrace`, but output for each symbol is shorter (just name and offset), and the function address is printed if it can't be mapped to a name.

## Name

function::ubacktrace — Hex backtrace of current task stack. EXPERIMENTAL!

## Synopsis

```
ubacktrace:string()
```

## Arguments

None

## Description

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

## Name

`function::task_current` — The current `task_struct` of the current task.

## Synopsis

```
task_current:long()
```

## Arguments

None

## Description

Return the `task_struct` representing the current process.



## Name

`function::task_parent` — The `task_struct` of the parent task.

## Synopsis

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

## Arguments

*task*    `task_struct` pointer.

## Description

Return the parent `task_struct` of the given task.

## Name

`function::task_state` — The state of the task.

## Synopsis

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

## Arguments

*task*    `task_struct` pointer.

## Description

Return the state of the given task, one of: `TASK_RUNNING` (0), `TASK_INTERRUPTIBLE` (1), `TASK_UNINTERRUPTIBLE` (2), `TASK_STOPPED` (4), `TASK_TRACED` (8), `EXIT_ZOMBIE` (16), `EXIT_DEAD` (32).

## Name

`function::task_execname` — The name of the task.

## Synopsis

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

## Arguments

*task* task\_struct pointer.

## Description

Return the name of the given task.

## Name

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

## Synopsis

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

## Arguments

*task* task\_struct pointer.

## Description

Return the process id of the given task.

## Name

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

## Synopsis

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

## Arguments

*pid* Process identifier.

## Description

Return the task struct of the given process id.

## Name

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

## Synopsis

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

## Arguments

*pid* Process identifier.

## Description

Return the name of the given process id.

## Name

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

## Synopsis

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

## Arguments

*task* task\_struct pointer.

## Description

Return the thread id of the given task.

## Name

`function::task_gid` — The group identifier of the task.

## Synopsis

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

## Arguments

*task*    `task_struct` pointer.

## Description

Return the group id of the given task.



## Name

`function::task_egid` — The effective group identifier of the task.

## Synopsis

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

## Arguments

*task*    `task_struct` pointer.

## Description

Return the effective group id of the given task.

## Name

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

## Synopsis

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

## Arguments

*task* task\_struct pointer.

## Description

Return the user id of the given task.

## Name

`function::task_euid` — The effective user identifier of the task.

## Synopsis

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

## Arguments

*task*    `task_struct` pointer.

## Description

Return the effective user id of the given task.

## Name

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

## Synopsis

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

## Arguments

*task* task\_struct pointer.

## Description

Return the priority value of the given task.

## Name

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

## Synopsis

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

## Arguments

*task* task\_struct pointer.

## Description

Return the nice value of the given task.

## Name

`function::task_cpu` — The scheduled cpu of the task.

## Synopsis

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

## Arguments

*task*    `task_struct` pointer.

## Description

Return the scheduled cpu for the given task.

## Name

`function::task_open_file_handles` — The number of open files of the task.

## Synopsis

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

## Arguments

*task* task\_struct pointer.

## Description

Return the number of open file handlers for the given task.

## Name

`function::task_max_file_handles` — The max number of open files for the task.

## Synopsis

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

## Arguments

*task*    `task_struct` pointer.

## Description

Return the maximum number of file handlers for the given task.



---

# 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

function::get\_cycles — Processor cycle count.

## Synopsis

```
get_cycles:long()
```

## Arguments

None

## Description

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

---

# Chapter 4. Time string utility function

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

## Name

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

## Synopsis

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

## Arguments

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

## Description

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

“Wed Jun 30 21:49:08 1993”

The string will always be exactly 24 characters. If the time would be unreasonable far in the past (before what can be represented with a 32 bit offset in seconds from the epoch) the returned string will be “a long, long time ago...”. If the time would be unreasonable far in the future the returned string will be “far far in the future...” (both these strings are also 24 characters wide).

Note that the epoch (zero) corresponds to

“Thu Jan 1 00:00:00 1970”

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

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

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

---

# Chapter 5. Memory Tapset

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

## Name

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

## Synopsis

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

## Arguments

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

## Name

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

## Synopsis

`vm.pagefault`

## Values

*write\_access*                      Indicates whether this was a write or read access; 1 indicates a write, while 0 indicates a read.

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

## Context

The process which triggered the fault

## Name

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

## Synopsis

```
vm.pagefault.return
```

## Values

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



## Name

`function::addr_to_node` — Returns which node a given address belongs to within a NUMA system.

## Synopsis

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

## Arguments

*addr*    The address of the faulting memory access.

## Name

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

## Synopsis

```
vm.write_shared
```

## Values

*address*      The address of the shared write.

## Context

The context is the process attempting the write.

## Description

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

## Name

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

## Synopsis

```
vm.write_shared_copy
```

## Values

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

*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 `vm.shared_write`.

## Name

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

## Synopsis

`vm.mmap`

## Values

*length*      The length of the memory segment

*address*      The requested address

## Context

The process calling mmap.

## Name

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

## Synopsis

`vm.munmap`

## Values

*length*      The length of the memory segment

*address*      The requested address

## Context

The process calling munmap.

## Name

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

## Synopsis

```
vm.brk
```

## Values

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

## Context

The process calling brk.

## Name

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

## Synopsis

```
vm.oom_kill
```

## Values

*task*    The task being killed

## Context

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

## Name

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

## Synopsis

```
vm.kmalloc
```

## Values

<i>ptr</i>	Pointer to the kmemory allocated
<i>caller_function</i>	Name of the caller function.
<i>call_site</i>	Address of the kmemory function.
<i>gfp_flag_name</i>	type of kmemory to allocate (in String format)
<i>bytes_req</i>	Requested Bytes
<i>bytes_alloc</i>	Allocated Bytes
<i>gfp_flags</i>	type of kmemory to allocate



## Name

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

## Synopsis

`vm.kmem_cache_alloc`

## Values

<i>ptr</i>	Pointer to the kmemory allocated
<i>caller_function</i>	Name of the caller function.
<i>call_site</i>	Address of the function calling this kmemory function.
<i>gfp_flag_name</i>	Type of kmemory to allocate(in string format)
<i>bytes_req</i>	Requested Bytes
<i>bytes_alloc</i>	Allocated Bytes
<i>gfp_flags</i>	type of kmemory to allocate

## Description

`kmem_cache_alloc` is requested.

## Name

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

## Synopsis

```
vm.kmalloc_node
```

## Values

<i>ptr</i>	Pointer to the kmemory allocated
<i>caller_function</i>	Name of the caller function.
<i>call_site</i>	Address of the function caling this kmemory function.
<i>gfp_flag_name</i>	Type of kmemory to allocate(in string format)
<i>bytes_req</i>	Requested Bytes
<i>bytes_alloc</i>	Allocated Bytes
<i>gfp_flags</i>	type of kmemory to allocate

## Name

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

## Synopsis

vm.kmem\_cache\_alloc\_node

## Values

<i>ptr</i>	Pointer to the kmemory allocated
<i>caller_function</i>	Name of the caller function.
<i>call_site</i>	Address of the function calling this kmemory function.
<i>gfp_flag_name</i>	Type of kmemory to allocate(in string format)
<i>bytes_req</i>	Requested Bytes
<i>bytes_alloc</i>	Allocated Bytes
<i>gfp_flags</i>	type of kmemory to allocate

## Description

kmem\_cache\_alloc\_node is requested.

## Name

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

## Synopsis

```
vm.kfree
```

## Values

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

## Name

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

## Synopsis

vm.kmem\_cache\_free

## Values

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

## Description

kmem\_cache\_free is requested.

## Name

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

## Synopsis

```
proc_mem_size:long()
```

## Arguments

None

## Description

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

## Name

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

## Synopsis

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

## Arguments

*pid* The pid of process to examine

## Description

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

## Name

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

## Synopsis

```
proc_mem_rss:long()
```

## Arguments

None

## Description

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



## Name

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

## Synopsis

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

## Arguments

*pid* The pid of process to examine

## Description

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

## Name

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

## Synopsis

```
proc_mem_shr:long()
```

## Arguments

None

## Description

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

## Name

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

## Synopsis

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

## Arguments

*pid*    The pid of process to examine

## Description

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

## Name

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

## Synopsis

```
proc_mem_txt:long()
```

## Arguments

None

## Description

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

## Name

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

## Synopsis

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

## Arguments

*pid* The pid of process to examine

## Description

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

## Name

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

## Synopsis

```
proc_mem_data:long()
```

## Arguments

None

## Description

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

## Name

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

## Synopsis

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

## Arguments

*pid* The pid of process to examine

## Description

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

## Name

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

## Synopsis

```
mem_page_size:long()
```

## Arguments

None



## Name

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

## Synopsis

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

## Arguments

*bytes*     Number of bytes to translate.

## Description

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

## Name

`function::pages_to_string` — Turns pages into a human readable string

## Synopsis

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

## Arguments

*pages*     Number of pages to translate.

## Description

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

## Name

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

## Synopsis

```
proc_mem_string:string()
```

## Arguments

None

## Description

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

## Name

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

## Synopsis

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

## Arguments

*pid* The pid of process to examine

## Description

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

---

# Chapter 6. Task Time Tapset

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

## Name

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

## Synopsis

```
task_utime:long()
```

## Arguments

None

## Description

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

## Name

`function::task_utime_tid` — User time of the given task

## Synopsis

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

## Arguments

*tid* Thread id of the given task

## Description

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

## Name

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

## Synopsis

```
task_time:long()
```

## Arguments

None

## Description

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



## Name

`function::task_time_tid` — System time of the given task

## Synopsis

```
task_time_tid:long (tid:long)
```

## Arguments

*tid* Thread id of the given task

## Description

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

## Name

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

## Synopsis

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

## Arguments

*cputime*      Time to convert to milliseconds.

## Name

`function::msecs_to_string` — Human readable string for given milliseconds

## Synopsis

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

## Arguments

*msecs*     Number of milliseconds to translate.

## Description

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

## Name

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

## Synopsis

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

## Arguments

*cputime*      Time to translate.

## Description

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

## Name

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

## Synopsis

```
task_time_string:string()
```

## Arguments

None

## Description

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

## Name

`function::task_time_string_tid` — Human readable string of task time usage

## Synopsis

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

## Arguments

*tid* Thread id of the given task

## Description

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

---

# Chapter 7. IO Scheduler and block IO Tapset

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

## Name

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

## Synopsis

```
ioscheduler.elv_next_request
```

## Values

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



## Name

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

## Name

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

## Synopsis

```
ioscheduler.elv_add_request.kp
```

## Values

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

## Name

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

## Synopsis

```
ioscheduler.elv_completed_request
```

## Values

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

## Name

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

## Synopsis

```
ioscheduler.elv_add_request.tp
```

## Values

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

## Name

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

## Synopsis

```
ioscheduler.elv_add_request
```

## Values

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

## Name

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

## Synopsis

```
ioscheduler_trace.elv_completed_request
```

## Values

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

## Description

completed.

## Name

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

## Synopsis

```
ioscheduler_trace.elv_issue_request
```

## Values

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

## Description

scheduled.

## Name

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

## Synopsis

```
ioscheduler_trace.elv_requeue_request
```

## Values

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

## Description

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



## Name

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

## Synopsis

```
ioscheduler_trace.elv_abort_request
```

## Values

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

## Name

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

## Synopsis

```
ioscheduler_trace.plugin
```

## Values

<i>rq_queue</i>	request queue
-----------------	---------------

## Description

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

## Name

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

## Synopsis

```
ioscheduler_trace.unplug_io
```

## Values

*rq\_queue*      request queue

## Description

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

## Name

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

## Synopsis

```
ioscheduler_trace.unplug_timer
```

## Values

*rq\_queue*      request queue

## Description

with a request queue expires.

## Name

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

## Synopsis

```
ioblock.request
```

## Values

None

## Description

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

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

## Context

The process makes block I/O request

## Name

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

## Synopsis

```
ioblock.end
```

## Values

None

## Description

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

## Context

The process signals the transfer is done.

## Name

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

## Synopsis

```
ioblock_trace.bounce
```

## Values

None

## Description

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

## Context

The process creating a block IO request.

## Name

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

## Synopsis

```
ioblock_trace.request
```

## Values

None

## Description

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

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

## Context

The process makes block I/O request



## Name

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

## Synopsis

```
ioblock_trace.end
```

## Values

None

## Description

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

*rw* - binary trace for read/write request *vcnt* - bio vector count which represents number of array element (page, offset, length) which makes up this I/O request *idx* - offset into the bio vector array *phys\_segments* - number of segments in this bio after physical address coalescing is performed. *size* - total size in bytes

## Context

The process signals the transfer is done.

---

## Chapter 8. SCSI Tapset

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

## Name

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

## Synopsis

```
scsi.ioentry
```

## Values

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

## Name

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

## Synopsis

`scsi.iodispatching`

## Values

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

## Name

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

## Synopsis

```
scsi.iodone
```

## Values

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

## Name

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

## Synopsis

```
scsi.iocompleted
```

## Values

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

## Name

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

## Synopsis

```
scsi.ioexecute
```

## Values

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

## Name

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

## Synopsis

```
scsi.set_state
```

## Values

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



---

## Chapter 9. TTY Tapset

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

## Name

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

## Synopsis

```
tty.open
```

## Values

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

## Name

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

## Synopsis

```
tty.release
```

## Values

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

## Name

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

## Synopsis

```
tty.resize
```

## Values

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

## Name

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

## Synopsis

```
tty.ioctl
```

## Values

*cmd*     the ioctl command

*arg*     the ioctl argument

*name*    the file name

## Name

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

## Synopsis

```
tty.init
```

## Values

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

## Name

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

## Synopsis

```
tty.register
```

## Values

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

## Name

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

## Synopsis

```
tty.unregister
```

## Values

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



## Name

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

## Synopsis

```
tty.poll
```

## Values

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

## Name

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

## Synopsis

```
tty.receive
```

## Values

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

## Name

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

## Synopsis

```
tty.write
```

## Values

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

## Name

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

## Synopsis

```
tty.read
```

## Values

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

---

# Chapter 10. Networking Tapset

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

## Name

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

## Synopsis

```
netdev.receive
```

## Values

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

## Name

probe::netdev.transmit — Network device transmitting buffer

## Synopsis

```
netdev.transmit
```

## Values

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

## Name

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

## Synopsis

```
netdev.change_mtu
```

## Values

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



## Name

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

## Synopsis

```
netdev.open
```

## Values

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

## Name

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

## Synopsis

```
netdev.close
```

## Values

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

## Name

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

## Synopsis

```
netdev.hard_transmit
```

## Values

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

## Name

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

## Synopsis

```
netdev.rx
```

## Values

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

## Name

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

## Synopsis

```
netdev.change_rx_flag
```

## Values

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

## Name

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

## Synopsis

```
netdev.set_promiscuity
```

## Values

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

## Name

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

## Synopsis

```
netdev.ioctl
```

## Values

*cmd*    The IOCTL request

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

## Name

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

## Synopsis

```
netdev.register
```

## Values

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



## Name

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

## Synopsis

```
netdev.unregister
```

## Values

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

## Name

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

## Synopsis

```
netdev.get_stats
```

## Values

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

## Name

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

## Synopsis

```
netdev.change_mac
```

## Values

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

## Name

probe::tcp.sendmsg — Sending a tcp message

## Synopsis

`tcp.sendmsg`

## Values

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

## Context

The process which sends a tcp message

## Name

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

## Synopsis

```
tcp.sendmsg.return
```

## Values

*name*    Name of this probe

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

## Context

The process which sends a tcp message

## Name

probe::tcp.recvmsg — Receiving TCP message

## Synopsis

`tcp.recvmsg`

## Values

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

## Context

The process which receives a tcp message

## Name

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

## Synopsis

```
tcp.recvmsg.return
```

## Values

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

## Context

The process which receives a tcp message

## Name

probe::tcp.disconnect — TCP socket disconnection

## Synopsis

`tcp.disconnect`

## Values

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

## Context

The process which disconnects tcp



## Name

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

## Synopsis

```
tcp.disconnect.return
```

## Values

*ret*     Error code (0: no error)

*name*   Name of this probe

## Context

The process which disconnects tcp

## Name

probe::tcp.setsockopt — Call to setsockopt

## Synopsis

```
tcp.setsockopt
```

## Values

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

## Context

The process which calls setsockopt

## Name

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

## Synopsis

```
tcp.setsockopt.return
```

## Values

*ret*      Error code (0: no error)

*name*     Name of this probe

## Context

The process which calls setsockopt

## Name

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

## Synopsis

```
tcp.receive
```

## Values

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

## Name

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

## Synopsis

```
udp.sendmsg
```

## Values

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

## Context

The process which sent a UDP message

## Name

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

## Synopsis

```
udp.sendmsg.return
```

## Values

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

## Context

The process which sent a UDP message

## Name

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

## Synopsis

`udp.recvmsg`

## Values

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

## Context

The process which received a UDP message

## Name

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

## Synopsis

```
udp.recvmsg.return
```

## Values

*name*    The name of this probe

*size*    Number of bytes received by the process

## Context

The process which received a UDP message



## Name

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

## Synopsis

```
udp.disconnect
```

## Values

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

## Context

The process which requests a UDP disconnection

## Name

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

## Synopsis

```
udp.disconnect.return
```

## Values

*ret*      Error code (0: no error)

*name*    The name of this probe

## Context

The process which requested a UDP disconnection

## Name

function::ip\_ntop — returns a string representation from an integer IP number

## Synopsis

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

## Arguments

*addr* the ip represented as an integer

---

# Chapter 11. Socket Tapset

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

## Name

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

## Synopsis

```
socket.send
```

## Values

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

## Context

The message sender

## Name

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

## Synopsis

```
socket.receive
```

## Values

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

## Context

The message receiver

## Name

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

## Synopsis

`socket.sendmsg`

## Values

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

## Context

The message sender

## Description

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

## Name

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

## Synopsis

```
socket.sendmsg.return
```

## Values

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

## Context

The message sender.

## Description

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



## Name

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

## Synopsis

`socket.recvmsg`

## Values

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

## Context

The message receiver.

## Description

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

## Name

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

## Synopsis

```
socket.recvmsg.return
```

## Values

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

## Context

The message receiver.

## Description

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

## Name

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

## Synopsis

```
socket.aio_write
```

## Values

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

## Context

The message sender

## Description

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

## Name

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

## Synopsis

```
socket.aio_write.return
```

## Values

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

## Context

The message receiver.

## Description

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

## Name

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

## Synopsis

```
socket.aio_read
```

## Values

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

## Context

The message sender

## Description

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

## Name

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

## Synopsis

```
socket.aio_read.return
```

## Values

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

## Context

The message receiver.

## Description

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

## Name

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

## Synopsis

`socket.writev`

## Values

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

## Context

The message sender

## Description

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

## Name

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

## Synopsis

```
socket.writev.return
```

## Values

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

## Context

The message receiver.

## Description

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



## Name

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

## Synopsis

```
socket.readv
```

## Values

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

## Context

The message sender

## Description

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

## Name

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

## Synopsis

```
socket.readv.return
```

## Values

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

## Context

The message receiver.

## Description

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

## Name

probe::socket.create — Creation of a socket

## Synopsis

```
socket.create
```

## Values

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

## Context

The requester (see requester variable)

## Description

Fires at the beginning of creating a socket.

## Name

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

## Synopsis

```
socket.create.return
```

## Values

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

## Context

The requester (user process or kernel)

## Description

Fires at the conclusion of creating a socket.

## Name

probe::socket.close — Close a socket

## Synopsis

```
socket.close
```

## Values

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

## Context

The requester (user process or kernel)

## Description

Fires at the beginning of closing a socket.

## Name

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

## Synopsis

```
socket.close.return
```

## Values

*name*    Name of this probe

## Context

The requester (user process or kernel)

## Description

Fires at the conclusion of closing a socket.

## Name

`function::sock_prot_num2str` — Given a protocol number, return a string representation.

## Synopsis

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

## Arguments

*proto*     The protocol number.

## Name

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

## Synopsis

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

## Arguments

*proto*     The protocol name.



## Name

`function::sock_fam_num2str` — Given a protocol family number, return a string representation.

## Synopsis

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

## Arguments

*family*      The family number.

## Name

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

## Synopsis

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

## Arguments

*family*      The family name.

## Description

protocol family number.

## Name

`function::sock_state_num2str` — Given a socket state number, return a string representation.

## Synopsis

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

## Arguments

*state*     The state number.

## Name

`function::sock_state_str2num` — Given a socket state string, return the corresponding state number.

## Synopsis

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

## Arguments

*state*     The state name.

---

# Chapter 12. Kernel Process Tapset

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

## Name

probe::kprocess.create — Fires whenever a new process is successfully created

## Synopsis

```
kprocess.create
```

## Values

*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 fork (or one of its syscall variants), or a new kernel thread.

## Name

probe::kprocess.start — Starting new process

## Synopsis

```
kprocess.start
```

## Values

None

## Context

Newly created process.

## Description

Fires immediately before a new process begins execution.

## Name

probe::kprocess.exec — Attempt to exec to a new program

## Synopsis

```
kprocess.exec
```

## Values

<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.



## Name

probe::kprocess.exec\_complete — Return from exec to a new program

## Synopsis

```
kprocess.exec_complete
```

## Values

<i>success</i>	A boolean indicating whether the exec was successful
<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.

## Name

probe::kprocess.exit — Exit from process

## Synopsis

```
kprocess.exit
```

## Values

*code*    The exit code of the process

## Context

The process which is terminating.

## Description

Fires when a process terminates. This will always be followed by a `kprocess.release`, though the latter may be delayed if the process waits in a zombie state.

## Name

probe::kprocess.release — Process released

## Synopsis

```
kprocess.release
```

## Values

*pid*     PID of the process being released

*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.

---

# Chapter 13. Signal Tapset

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

## Name

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

## Synopsis

```
signal.send
```

## Values

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

## Context

The signal's sender.

## Name

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

## Synopsis

```
signal.send.return
```

## Values

<i>retstr</i>	The return value to either <code>__group_send_sig_info</code> , <code>specific_send_sig_info</code> , or <code>send_sigqueue</code>
<i>send2queue</i>	Indicates whether the sent signal was sent to an existing sigqueue
<i>name</i>	The name of the function used to send out the signal
<i>shared</i>	Indicates whether the sent signal is shared by the thread group.

## Context

The signal's sender. (correct?)

## Description

Possible `__group_send_sig_info` and `specific_send_sig_info` return values are as follows;

0 -- The signal is successfully sent to a process,

## which means that

(1) the signal was ignored by the receiving process, (2) this is a non-RT signal and the system already has one queued, and (3) the signal was successfully added to the sigqueue of the receiving process.

-EAGAIN -- The sigqueue of the receiving process is overflowing, the signal was RT, and the signal was sent by a user using something other than `kill`.

Possible `send_group_sigqueue` and `send_sigqueue` return values are as follows;

0 -- The signal was either successfully added into the sigqueue of the receiving process, or a `SI_TIMER` entry is already queued (in which case, the overrun count will be simply incremented).

1 -- The signal was ignored by the receiving process.

-1 -- (`send_sigqueue` only) The task was marked exiting, allowing `* posix_timer_event` to redirect it to the group leader.

## Name

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

## Synopsis

`signal.checkperm`

## Values

<i>name</i>	Name of the probe point; default value is <code>signal.checkperm</code>
<i>task</i>	A task handle to the signal recipient
<i>sinfo</i>	The address of the <code>siginfo</code> structure
<i>si_code</i>	Indicates the signal type
<i>sig_name</i>	A string representation of the signal
<i>sig</i>	The number of the signal
<i>pid_name</i>	Name of the process receiving the signal
<i>sig_pid</i>	The PID of the process receiving the signal

## Name

probe::signal.checkperm.return — Check performed on a sent signal completed

## Synopsis

```
signal.checkperm.return
```

## Values

<i>retstr</i>	Return value as a string
<i>name</i>	Name of the probe point; default value is signal.checkperm



## Name

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

## Synopsis

```
signal.wakeup
```

## Values

<i>resume</i>	Indicates whether to wake up a task in a STOPPED or TRACED state
<i>state_mask</i>	A string representation indicating the mask of task states to wake. Possible values are TASK_INTERRUPTIBLE, TASK_STOPPED, TASK_TRACED, and TASK_INTERRUPTIBLE.
<i>pid_name</i>	Name of the process to wake
<i>sig_pid</i>	The PID of the process to wake

## Name

probe::signal.check\_ignored — Checking to see signal is ignored

## Synopsis

```
signal.check_ignored
```

## Values

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

## Name

probe::signal.check\_ignored.return — Check to see signal is ignored completed

## Synopsis

```
signal.check_ignored.return
```

## Values

<i>retstr</i>	Return value as a string
<i>name</i>	Name of the probe point; default value is signal.checkperm

## Name

probe::signal.force\_segv — Forcing send of SIGSEGV

## Synopsis

```
signal.force_segv
```

## Values

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

## Name

probe::signal.force\_segv.return — Forcing send of SIGSEGV complete

## Synopsis

```
signal.force_segv.return
```

## Values

<i>retstr</i>	Return value as a string
<i>name</i>	Name of the probe point; default value is force_sigsegv

## Name

probe::signal.syskill — Sending kill signal to a process

## Synopsis

```
signal.syskill
```

## Values

*sig*    The specific signal sent to the process

*pid*    The PID of the process receiving the signal

## Name

probe::signal.syskill.return — Sending kill signal completed

## Synopsis

```
signal.syskill.return
```

## Values

None

## Name

probe::signal.sys\_tkill — Sending a kill signal to a thread

## Synopsis

```
signal.sys_tkill
```

## Values

<i>sig_name</i>	The specific signal sent to the process
<i>sig</i>	The specific signal sent to the process
<i>pid</i>	The PID of the process receiving the kill signal

## Description

The tkill call is analogous to kill(2), except that it also allows a process within a specific thread group to be targeted. Such processes are targeted through their unique thread IDs (TID).



## Name

probe::signal.systkill.return — Sending kill signal to a thread completed

## Synopsis

```
signal.systkill.return
```

## Values

None

## Name

probe::signal.sys\_tgkill — Sending kill signal to a thread group

## Synopsis

```
signal.sys_tgkill
```

## Values

<i>sig_name</i>	A string representation of the signal
<i>sig</i>	The specific kill signal sent to the process
<i>pid</i>	The PID of the thread receiving the kill signal
<i>tgid</i>	The thread group ID of the thread receiving the kill signal

## Description

The `tgkill` call is similar to `kill`, 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

probe::signal.sys\_tgkill.return — Sending kill signal to a thread group completed

## Synopsis

```
signal.sys_tgkill.return
```

## Values

None

## Name

probe::signal.send\_sig\_queue — Queuing a signal to a process

## Synopsis

```
signal.send_sig_queue
```

## Values

<i>sigqueue_addr</i>	The address of the signal queue
<i>sig_name</i>	A string representation of the signal
<i>sig</i>	The queued signal
<i>pid_name</i>	Name of the process to which the signal is queued
<i>sig_pid</i>	The PID of the process to which the signal is queued

## Name

probe::signal.send\_sig\_queue.return — Queuing a signal to a process completed

## Synopsis

```
signal.send_sig_queue.return
```

## Values

<i>retstr</i>	Return value as a string
---------------	--------------------------

## Name

probe::signal.pending — Examining pending signal

## Synopsis

```
signal.pending
```

## Values

<i>sigset_size</i>	The size of the user-space signal set
<i>sigset_add</i>	The address of the user-space signal set (sigset_t)

## Description

This probe is used to examine a set of signals pending for delivery to a specific thread. This normally occurs when the `do_sigpending` kernel function is executed.

## Name

probe::signal.pending.return — Examination of pending signal completed

## Synopsis

```
signal.pending.return
```

## Values

<i>retstr</i>	Return value as a string
---------------	--------------------------

## Name

probe::signal.handle — Signal handler being invoked

## Synopsis

```
signal.handle
```

## Values

<i>regs</i>	The address of the kernel-mode stack area
<i>sig_code</i>	The <code>si_code</code> value of the <code>siginfo</code> signal
<i>sig_mode</i>	Indicates whether the signal was a user-mode or kernel-mode signal
<i>sinfo</i>	The address of the <code>siginfo</code> table
<i>oldset_addr</i>	The address of the bitmask array of blocked signals
<i>sig</i>	The signal number that invoked the signal handler
<i>ka_addr</i>	The address of the <code>k_sigaction</code> table associated with the signal



## Name

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

## Synopsis

```
signal.handle.return
```

## Values

<i>retstr</i>	Return value as a string
---------------	--------------------------

## Name

probe::signal.do\_action — Examining or changing a signal action

## Synopsis

```
signal.do_action
```

## Values

<i>sa_mask</i>	The new mask of the signal
<i>oldsigact_addr</i>	The address of the old sigaction struct associated with the signal
<i>sig</i>	The signal to be examined/changed
<i>sa_handler</i>	The new handler of the signal
<i>sigact_addr</i>	The address of the new sigaction struct associated with the signal

## Name

probe::signal.do\_action.return — Examining or changing a signal action completed

## Synopsis

```
signal.do_action.return
```

## Values

<i>retstr</i>	Return value as a string
---------------	--------------------------

## Name

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

## Synopsis

```
signal.procmask
```

## Values

<i>how</i>	Indicates how to change the blocked signals; possible values are SIG_BLOCK=0 (for blocking signals), SIG_UNBLOCK=1 (for unblocking signals), and SIG_SETMASK=2 for setting the signal mask.
<i>oldsigset_addr</i>	The old address of the signal set (sigset_t)
<i>sigset</i>	The actual value to be set for sigset_t (correct?)
<i>sigset_addr</i>	The address of the signal set (sigset_t) to be implemented

## Name

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

## Synopsis

```
signal.flush
```

## Values

<i>task</i>	The task handler of the process performing the flush
<i>pid_name</i>	The name of the process associated with the task performing the flush
<i>sig_pid</i>	The PID of the process associated with the task performing the flush

---

# Chapter 14. Directory-entry (dentry) Tapset

This family of functions is used to map kernel VFS directory entry pointers to file or full path names.

## Name

function::d\_name — get the dirent name

## Synopsis

```
d_name:string(dentry:long)
```

## Arguments

*dentry*      Pointer to dentry.

## Description

Returns the dirent name (path basename).

## Name

function::reverse\_path\_walk — get the full dirent path

## Synopsis

```
reverse_path_walk:string(dentry:long)
```

## Arguments

*dentry*      Pointer to dentry.

## Description

Returns the path name (partial path to mount point).



## Name

function::d\_path — get the full nameidata path

## Synopsis

```
d_path:string(nd:long)
```

## Arguments

*nd*    Pointer to nameidata.

## Description

Returns the full dirent name (full path to the root), like the kernel d\_path function.

---

# Chapter 15. Logging Tapset

This family of functions is used to send simple message strings to various destinations.

## Name

`function::log` — Send a line to the common trace buffer.

## Synopsis

```
log(msg:string)
```

## Arguments

*msg*    The formatted message string.

## Description

An implicit end-of-line is added. Same as `println` with a single string argument.

## Name

`function::warn` — Send a line to the warning stream.

## Synopsis

```
warn(msg:string)
```

## Arguments

*msg* The formatted message string.

## Description

An implicit end-of-line is added. `staprun` prepends the string “WARNING:”.

## Name

function::exit — Start shutting down probing script.

## Synopsis

```
exit()
```

## Arguments

None

## Description

This only enqueues a request to start shutting down the script. New probes will not fire (except “end” probes), but all currently running ones may complete their work.

## Name

`function::error` — Send an error message.

## Synopsis

```
error(msg:string)
```

## Arguments

*msg*    The formatted message string.

## Description

An implicit end-of-line is added. `staprun` prepends the string “ERROR:”. Sending an error message aborts the currently running probe. Depending on the `MAXERRORS` parameter, it may trigger an `exit`.

## Name

function::ftrace — Send a message to the ftrace ring-buffer.

## Synopsis

```
ftrace(msg:string)
```

## Arguments

*msg* The formatted message string.

## Description

If the ftrace ring-buffer is configured & available, see `/debugfs/tracing/trace` for the message. Otherwise, the message may be quietly dropped. An implicit end-of-line is added.

---

# Chapter 16. Random functions Tapset

These functions deal with random number generation.



## Name

`function::randint` — Return a random number between  $[0,n)$

## Synopsis

```
randint:long (n:long)
```

## Arguments

*n*    Number past upper limit of range, not larger than  $2^{*}20$ .

---

# Chapter 17. String and data retrieving functions Tapset

Functions to retrieve strings and other primitive types from the kernel or a user space programs based on addresses. All strings are of a maximum length given by MAXSTRINGLEN.

## Name

`function::kernel_string` — Retrieves string from kernel memory.

## Synopsis

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

## Arguments

*addr* The kernel address to retrieve the string from.

## Description

Returns the null terminated C string from a given kernel memory address. Reports an error on string copy fault.

## Name

function::kernel\_string\_n — Retrieves string of given length from kernel memory.

## Synopsis

```
kernel_string_n:string(addr:long,n:long)
```

## Arguments

*addr*     The kernel address to retrieve the string from.

*n*        The maximum length of the string (if not null terminated).

## Description

Returns the C string of a maximum given length from a given kernel memory address. Reports an error on string copy fault.

## Name

function::kernel\_long — Retrieves a long value stored in kernel memory.

## Synopsis

```
kernel_long:long (addr:long)
```

## Arguments

*addr* The kernel address to retrieve the long from.

## Description

Returns the long value from a given kernel memory address. Reports an error when reading from the given address fails.

## Name

`function::kernel_int` — Retrieves an int value stored in kernel memory.

## Synopsis

```
kernel_int:long(addr:long)
```

## Arguments

*addr*    The kernel address to retrieve the int from.

## Description

Returns the int value from a given kernel memory address. Reports an error when reading from the given address fails.

## Name

`function::kernel_short` — Retrieves a short value stored in kernel memory.

## Synopsis

```
kernel_short:long(addr:long)
```

## Arguments

*addr* The kernel address to retrieve the short from.

## Description

Returns the short value from a given kernel memory address. Reports an error when reading from the given address fails.

## Name

function::kernel\_char — Retrieves a char value stored in kernel memory.

## Synopsis

```
kernel_char:long(addr:long)
```

## Arguments

*addr*    The kernel address to retrieve the char from.

## Description

Returns the char value from a given kernel memory address. Reports an error when reading from the given address fails.



## Name

`function::user_string` — Retrieves string from user space.

## Synopsis

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

## Arguments

*addr*    The user space address to retrieve the string from.

## Description

Returns the null terminated C string from a given user space memory address. Reports “<unknown>” on the rare cases when userspace data is not accessible.

## Name

`function::user_string2` — Retrieves string from user space with alternative error string..

## Synopsis

```
user_string2:string(addr:long,err_msg:string)
```

## Arguments

<i>addr</i>	The user space address to retrieve the string from.
<i>err_msg</i>	The error message to return when data isn't available.

## Description

Returns the null terminated C string from a given user space memory address. Reports the given error message on the rare cases when userspace data is not accessible.

## Name

`function::user_string_warn` — Retrieves string from user space.

## Synopsis

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

## Arguments

*addr*    The user space address to retrieve the string from.

## Description

Returns the null terminated C string from a given user space memory address. Reports “<unknown>” on the rare cases when userspace data is not accessible and warns (but does not abort) about the failure.

## Name

`function::user_string_quoted` — Retrieves and quotes string from user space.

## Synopsis

```
user_string_quoted:string(addr:long)
```

## Arguments

*addr*    The user space address to retrieve the string from.

## Description

Returns the null terminated C string from a given user space memory address where any ASCII characters that are not printable are replaced by the corresponding escape sequence in the returned string. Reports “NULL” for address zero. Returns “<unknown>” on the rare cases when userspace data is not accessible at the given address.

## Name

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

## Synopsis

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

## Arguments

*addr*     The user space address to retrieve the string from.

*n*        The maximum length of the string (if not null terminated).

## Description

Returns the C string of a maximum given length from a given user space address. Returns “<unknown>” on the rare cases when userspace data is not accessible at the given address.

## Name

`function::user_string_n2` — Retrieves string of given length from user space.

## Synopsis

```
user_string_n2:string(addr:long,n:long,err_msg:string)
```

## Arguments

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

## Description

Returns the C string of a maximum given length from a given user space address. Returns the given error message string on the rare cases when userspace data is not accessible at the given address.

## Name

`function::user_string_n_warn` — Retrieves string from user space.

## Synopsis

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

## Arguments

*addr*     The user space address to retrieve the string from.

*n*        The maximum length of the string (if not null terminated).

## Description

Returns up to *n* characters of a C string from a given user space memory address. Reports “<unknown>” on the rare cases when userspace data is not accessible and warns (but does not abort) about the failure.

## Name

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

## Synopsis

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

## Arguments

*addr*     The user space address to retrieve the string from.

*n*        The maximum length of the string (if not null terminated).

## Description

Returns up to *n* characters of a C string from the given user space memory address where any ASCII characters that are not printable are replaced by the corresponding escape sequence in the returned string. Reports “NULL” for address zero. Returns “<unknown>” on the rare cases when userspace data is not accessible at the given address.



## Name

`function::user_short` — Retrieves a short value stored in user space.

## Synopsis

```
user_short:long(addr:long)
```

## Arguments

*addr*    The user space address to retrieve the short from.

## Description

Returns the short value from a given user space address. Returns zero when user space data is not accessible.

## Name

`function::user_short_warn` — Retrieves a short value stored in user space.

## Synopsis

```
user_short_warn:long(addr:long)
```

## Arguments

*addr*    The user space address to retrieve the short from.

## Description

Returns the short value from a given user space address. Returns zero when user space and warns (but does not abort) about the failure.

## Name

`function::user_int` — Retrieves an int value stored in user space.

## Synopsis

```
user_int:long(addr:long)
```

## Arguments

*addr*    The user space address to retrieve the int from.

## Description

Returns the int value from a given user space address. Returns zero when user space data is not accessible.

## Name

`function::user_int_warn` — Retrieves an int value stored in user space.

## Synopsis

```
user_int_warn:long(addr:long)
```

## Arguments

*addr*    The user space address to retrieve the int from.

## Description

Returns the int value from a given user space address. Returns zero when user space and warns (but does not abort) about the failure.

## Name

`function::user_long` — Retrieves a long value stored in user space.

## Synopsis

```
user_long:long(addr:long)
```

## Arguments

*addr*    The user space address to retrieve the long from.

## Description

Returns the long value from a given user space address. Returns zero when user space data is not accessible. Note that the size of the long depends on the architecture of the current user space task (for those architectures that support both 64/32 bit compat tasks).

## Name

`function::user_long_warn` — Retrieves a long value stored in user space.

## Synopsis

```
user_long_warn:long(addr:long)
```

## Arguments

*addr* The user space address to retrieve the long from.

## Description

Returns the long value from a given user space address. Returns zero when user space and warns (but does not abort) about the failure. Note that the size of the long depends on the architecture of the current user space task (for those architectures that support both 64/32 bit compat tasks).

## Name

`function::user_char` — Retrieves a char value stored in user space.

## Synopsis

```
user_char:long(addr:long)
```

## Arguments

*addr*    The user space address to retrieve the char from.

## Description

Returns the char value from a given user space address. Returns zero when user space data is not accessible.

## Name

`function::user_char_warn` — Retrieves a char value stored in user space.

## Synopsis

```
user_char_warn:long(addr:long)
```

## Arguments

*addr*    The user space address to retrieve the char from.

## Description

Returns the char value from a given user space address. Returns zero when user space and warns (but does not abort) about the failure.



---

# Chapter 18. A collection of standard string functions

Functions to get the length, a substring, getting at individual characters, string searching, escaping, tokenizing, and converting strings to longs.

## Name

function::strlen — Returns the length of a string.

## Synopsis

```
strlen:long(s:string)
```

## Arguments

*s* the string

## Description

Returns the length of the string, which can be zero up to MAXSTRINGLEN.

## Name

`function::substr` — Returns a substring.

## Synopsis

```
substr:string(str:string, start:long, length:long)
```

## Arguments

<i>str</i>	The string to take a substring from
<i>start</i>	Starting position. 0 = start of the string.
<i>length</i>	Length of string to return.

## Description

Returns the substring of the up to the given length starting at the given start position.

## Name

`function::stringat` — Returns the char at a given position in the string.

## Synopsis

```
stringat:long(str:string,pos:long)
```

## Arguments

*str*    The string to fetch the character from.

*pos*    The position to get the character from. 0 = start of the string.

## Description

Returns the character at a given position in the string or zero if the string doesn't have as many characters.

## Name

function::isinstr — Returns whether a string is a substring of another string.

## Synopsis

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

## Arguments

*s1*   String to search in.

*s2*   Substring to find.

## Description

Returns 1 if *s2* is in *s1*, otherwise 0.

## Name

function::text\_str — Escape any non-printable chars in a string.

## Synopsis

```
text_str:string(input:string)
```

## Arguments

*input*     The string to escape.

## Description

Description Takes a string, and any ASCII characters that are not printable are replaced by the corresponding escape sequence in the returned string.

## Name

function::text\_strn — Escape any non-printable chars in a string.

## Synopsis

```
text_strn:string(input:string, len:long, quoted:long)
```

## Arguments

<i>input</i>	The string to escape.
<i>len</i>	Maximum length of string to return. 0 means MAXSTRINGLEN.
<i>quoted</i>	Put double quotes around the string. If input string is truncated it will have “...” after the second quote.

## Description

Description Takes a string, and any ASCII characters that are not printable are replaced by the corresponding escape sequence in the returned string.

## Name

function::tokenize — Return the next non-empty token in a string.

## Synopsis

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

## Arguments

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

*delim*     Token delimiter. Set of characters that delimit the tokens.

## Description

Given a string and a token delimiter, return the next non-empty token in the string or blank when no more non-empty tokens are left.



## Name

function::str\_replace — str\_replace Replaces all instances of a substring with another.

## Synopsis

```
str_replace:string(prnt_str:string, srch_str:string, rplc_str:string)
```

## Arguments

<i>prnt_str</i>	The string to search and replace in.
<i>srch_str</i>	The substring which is used to search in <i>prnt_str</i> string.
<i>rplc_str</i>	The substring which is used to replace <i>srch_str</i> .

## Description

Returns the given string with substrings replaced.

## Name

function::strtol — strtol - Convert a string to a long.

## Synopsis

```
strtol:long(str:string,base:long)
```

## Arguments

*str*     String to convert.

*base*   The base to use

---

# Chapter 19. Utility functions for using ansi control chars in logs

Utility functions for logging using ansi control characters. This lets you manipulate the cursor position and character color output and attributes of log messages.

## Name

function::ansi\_clear\_screen — Move cursor to top left and clear screen.

## Synopsis

```
ansi_clear_screen()
```

## Arguments

None

## Description

Sends ansi code for moving cursor to top left and then the ansi code for clearing the screen from the cursor position to the end.

## Name

`function::ansi_set_color` — Set the ansi Select Graphic Rendition mode.

## Synopsis

```
ansi_set_color (fg:long)
```

## Arguments

*fg*    Foreground color to set.

## Description

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

## Name

function::ansi\_set\_color2 — Set the ansi Select Graphic Rendition mode.

## Synopsis

```
ansi_set_color2 (fg:long,bg:long)
```

## Arguments

*fg*    Foreground color to set.

*bg*    Background color to set.

## Description

Sends ansi code for Select Graphic Rendition mode for the given foreground color, Black (30), Blue (34), Green (32), Cyan (36), Red (31), Purple (35), Brown (33), Light Gray (37) and the given background color, Black (40), Red (41), Green (42), Yellow (43), Blue (44), Magenta (45), Cyan (46), White (47).

## Name

function::ansi\_set\_color3 — Set the ansi Select Graphic Rendition mode.

## Synopsis

```
ansi_set_color3 (fg:long, bg:long, attr:long)
```

## Arguments

*fg*      Foreground color to set.

*bg*      Background color to set.

*attr*    Color attribute to set.

## Description

Sends ansi code for Select Graphic Rendition mode for the given foreground color, Black (30), Blue (34), Green (32), Cyan (36), Red (31), Purple (35), Brown (33), Light Gray (37), the given background color, Black (40), Red (41), Green (42), Yellow (43), Blue (44), Magenta (45), Cyan (46), White (47) and the color attribute All attributes off (0), Intensity Bold (1), Underline Single (4), Blink Slow (5), Blink Rapid (6), Image Negative (7).

## Name

function::ansi\_reset\_color — Resets Select Graphic Rendition mode.

## Synopsis

```
ansi_reset_color()
```

## Arguments

None

## Description

Sends ansi code to reset foreground, background and color attribute to default values.



## Name

function::ansi\_new\_line — Move cursor to new line.

## Synopsis

```
ansi_new_line()
```

## Arguments

None

## Description

Sends ansi code new line.

## Name

function::ansi\_cursor\_move — Move cursor to new coordinates.

## Synopsis

```
ansi_cursor_move (x:long, y:long)
```

## Arguments

- x*    Row to move the cursor to.
- y*    Column to move the cursor to.

## Description

Sends ansi code for positioning the cursor at row *x* and column *y*. Coordinates start at one, (1,1) is the top-left corner.

## Name

function::ansi\_cursor\_hide — Hides the cursor.

## Synopsis

```
ansi_cursor_hide()
```

## Arguments

None

## Description

Sends ansi code for hiding the cursor.

## Name

function::ansi\_cursor\_save — Saves the cursor position.

## Synopsis

```
ansi_cursor_save()
```

## Arguments

None

## Description

Sends ansi code for saving the current cursor position.

## Name

function::ansi\_cursor\_restore — Restores a previously saved cursor position.

## Synopsis

```
ansi_cursor_restore()
```

## Arguments

None

## Description

Sends ansi code for restoring the current cursor position previously saved with `ansi_cursor_save`.

## Name

function::ansi\_cursor\_show — Shows the cursor.

## Synopsis

```
ansi_cursor_show()
```

## Arguments

None

## Description

Sends ansi code for showing the cursor.