Device Mapper statistics

project

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- 1. My Last Year's Google Summer of Code Project
- 2. What I learned from experience of Google Summer of Code

Who am I?



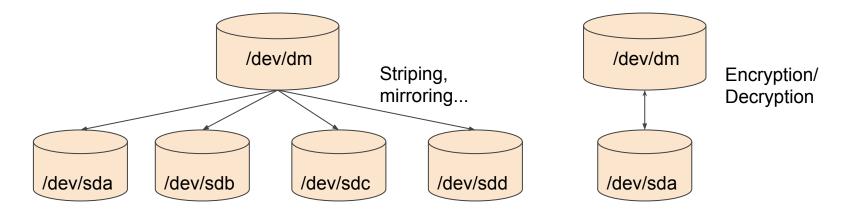
- Fumiya Shigemitsu (重光史也)
- University Student in Japan (usually live in Shimane prefecture)
- A Student of Google Summer of Code 2017 in PCP



MY PROJECT

What is Device Mapper?

- Device Mapper is a framework for block devices.
 - Mapping physical devices onto virtual block devices
- Examples



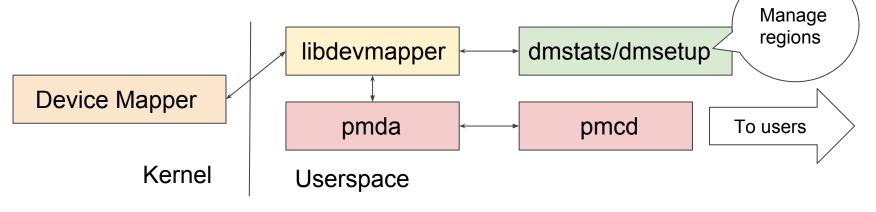
Device Mapper statistics project (in Google Summer of Code 2017)

- Provide flexible IO statistics of device-mapper devices for PCP users
- Update the Device Mapper PMDA
 - Named as pmdadm



Approaches

- With dmstats API (libdevmapper)
 - managing device-mapper statistics regions and obtaining counter values
 - Get the data from API and convert it to a form that pmcd can manage



Metric types

- Basic counters
 - Raw counter data from the kernel
 - 13 types of counters for each statistics area
- I/O histogram latency
 - The frequency distribution of user specified I/O latency intervals
- For details, see pmdadm(1) man page



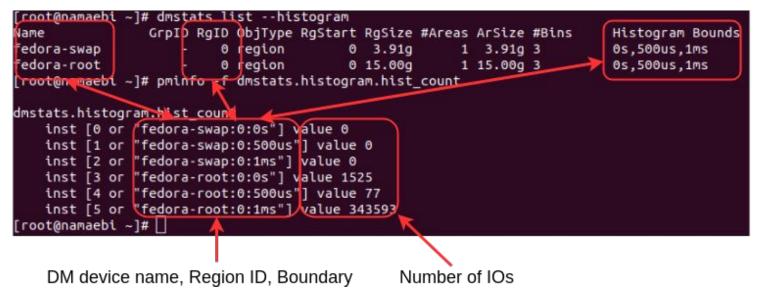


- PMDADM recognizes created DM Devices statistics regions
- Statistics values can be seen from PCP commands



I/O latency histogram

• The instances name include DM device name, Region ID, Histogram Boundary



How to create statistics regions

- "dmstats create" makes statistics regions
 - Histogram boundary is created from
 -histogram bin boundaries
- For details, see dmstats(8)

[root@namaebi ~]# dmstats listhistogram							
[root@namaebi ~]# dmstats createalldevicesbounds 500us,1ms							
fedora-swap: Created new region with 1 area(s) as region ID 0							
fedora-root: Created new region with 1 area(s) as region ID 0							
[root@namaebi ~]# dmstats listhistogram							
Name	GrpID R	gID ObjType	RgStart	RgSize	#Areas ArSize	#Bins	Histogram Bounds
fedora-swap		0 region	0	3.91g	1 3.91g	3	0s,500us,1ms
fedora-root		0 region	0	15.00g	1 15.00g	3	0s,500us,1ms
[root@namaebi ~	~]# []						



What I learned though the project

What I learned through GSoC'17

- To be positive is important for such activity
 - Want to learn I/O technic in Linux
 - Bring myself
 - Get good opportunity
- The project made my ability improved
 - Learn much things
 - Understanding source code deeply
 - Fixing complex bugs





Google Summer of Code

Thank you for listening:)