

XRootD Monitoring Overview

FTS/XRootD Workshop
September 9-13, 2023

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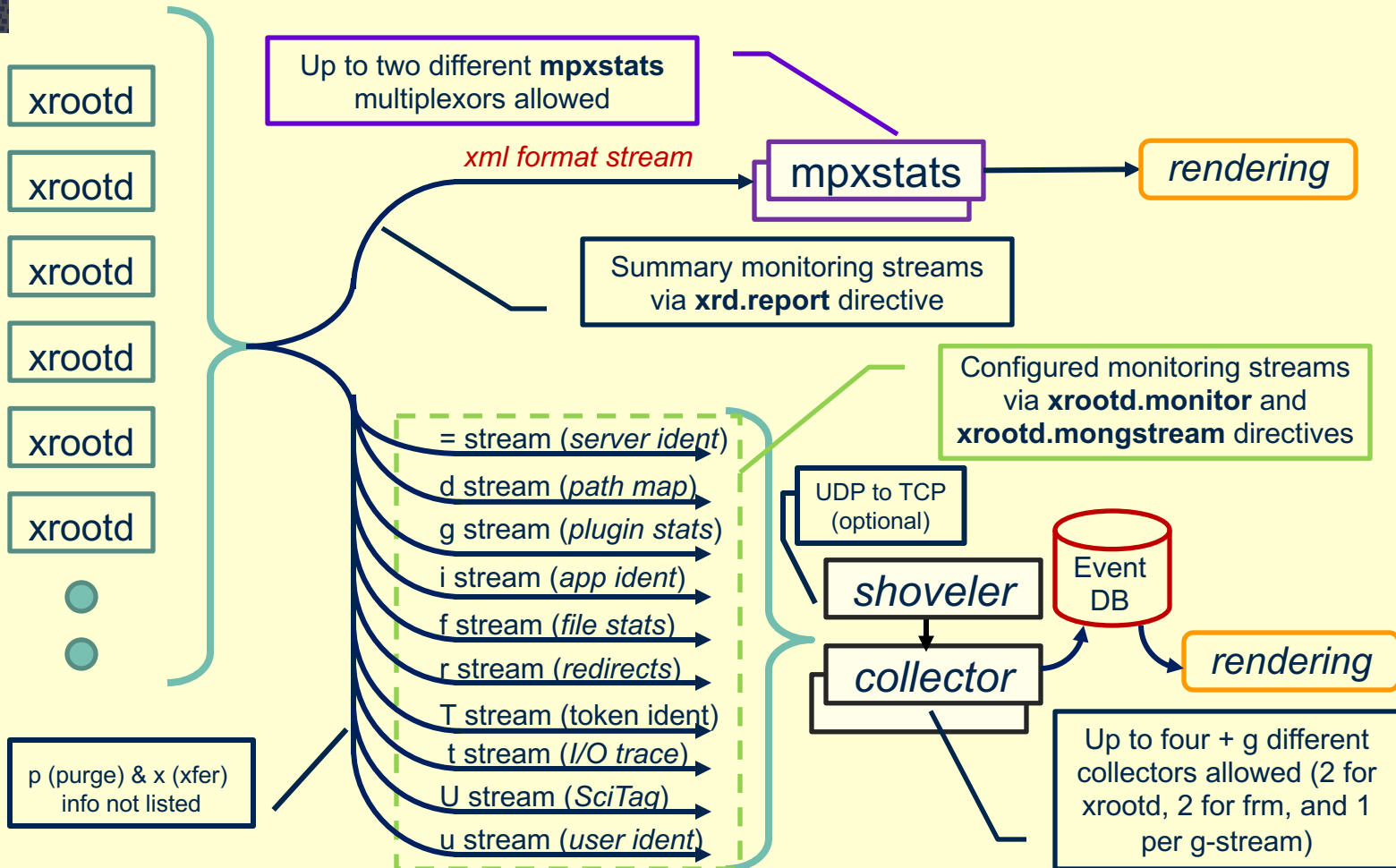
SLAC



Monitoring Architecture

- # Architecture minimizes server impact
 - It is UDP based
 - Extensive use of dictionary compression
 - Non-synchronized information streams
- # What the above means in practice...
 - The heavy work is completely out-boarded
 - UDP to TCP conversion
 - Decompression
 - Context synchronization & annotation

Monitoring Flow Overview



Things to keep in mind

Discussion considerations

- What information is already available
 - What is missing?
- What impact desire **X** has on the server
 - Goal must be to minimize the impact
 - Performance, reliability, and maintenance
 - This usually means making compromises