

libosmcore - Bug #4450

rate_ctr counter seems to omit recent changes in timed stats

03/09/2020 10:05 PM - neels

Status: Rejected	Start date: 03/09/2020
Priority: Low	Due date:
Assignee:	% Done: 0%
Category: libosmcore	
Target version:	
Spec Reference:	
Description	
After having just attached 200 MS in a short time, the vty 'show stats' yields:	
Successful Location Update procedures.: 200 (0/s 0/m 0/h 0/d)	
How can the 200 LU have been successful just now, but still be zero for all of 0/s 0/m 0/h 0/d?	

History

#1 - 03/10/2020 10:24 AM - laforge

- Project changed from OsmoMSC to libosmcore

- Subject changed from osmo-msc stats: LU counter seems to omit recent changes in timed stats to rate_ctr counter seems to omit recent changes in timed stats

- Category set to libosmcore

#2 - 03/10/2020 10:26 AM - laforge

On Mon, Mar 09, 2020 at 10:05:21PM +0000, neels [REDMINE] wrote:

After having just attached 200 MS in a short time, the vty 'show stats' yields:

Successful Location Update procedures.: 200 (0/s 0/m 0/h 0/d)

How can the 200 LU have been successful just now, but still be zero for all of 0/s 0/m 0/h 0/d?

This is "normal" with the way rate_ctr have worked since their inception in 2010.

They are based around a 1s periodic timer, and each interval is updated only at the expiration of the interval, i.e. the second timer is updated every second, the minute timer every minute, the hour timer every hour, the day timer every day. See [rate_ctr_group_intv\(\)](source:src/rate_ctr.c) and [interval_expired\(\)](#) in source:src/rate_ctr.c

#3 - 03/10/2020 10:28 AM - laforge

I'm not saying it cannot be done differently, I'm just saying it is as it has always been, and is not a surprise.

#4 - 01/30/2021 09:51 PM - laforge

- Priority changed from Normal to Low

#5 - 01/30/2021 09:51 PM - laforge

- Status changed from New to Rejected