

Visão geral do sistema

Visão geral das principais métricas do sistema.

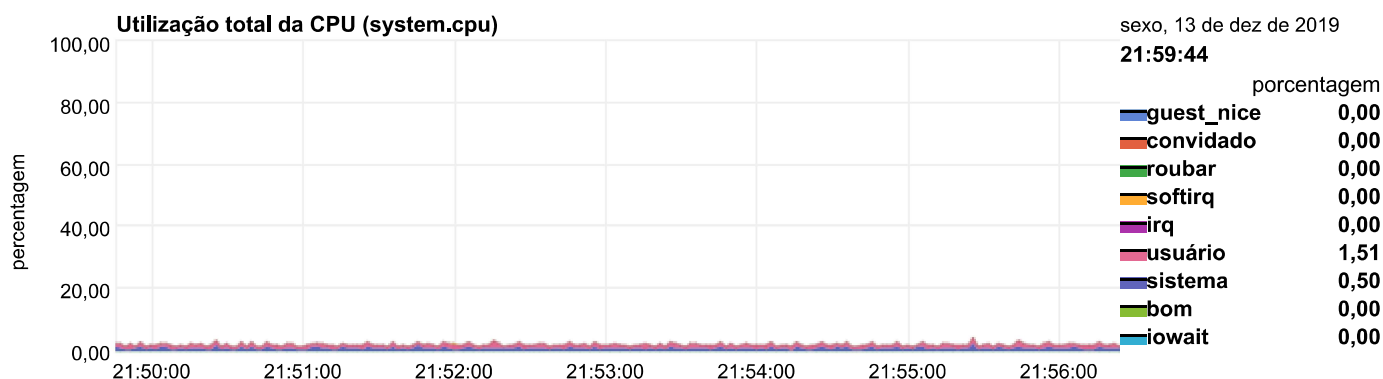
CPU

Utilização total da CPU (todos os núcleos). 100% aqui significa que não há tempo ocioso da CPU. Você pode obter por uso principal na seção CPUs e por uso de aplicativo na seção Monitoramento de aplicativos .

Fique de olho no **iowait** (0,00 %). Se estiver constantemente alto, seus discos são um gargalo e tornam o sistema lento.

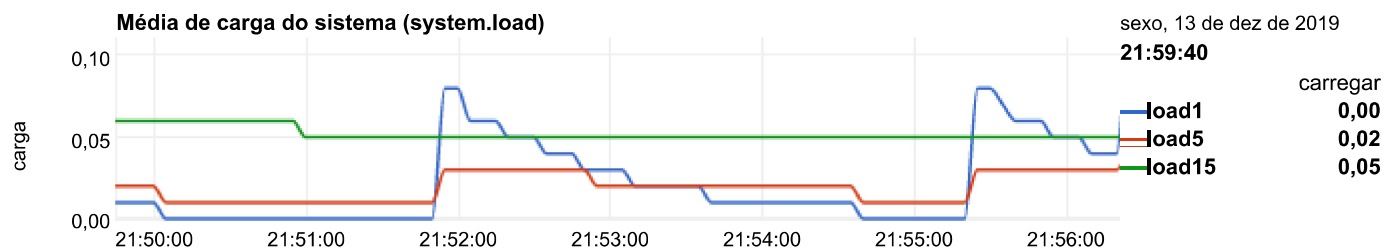
Uma métrica importante que vale a pena monitorar é a **softirq** (0,00 %).

Uma porcentagem constantemente alta de softirq pode indicar problemas de driver de rede.



carga

Carga atual do sistema, ou seja, o número de processos usando CPU ou aguardando recursos do sistema (geralmente CPU e disco). As três métricas referem-se às médias de 1, 5 e 15 minutos. O sistema calcula isso uma vez a cada 5 segundos. Para mais informações, consulte este artigo da Wikipedia ([https://en.wikipedia.org/wiki/Load_\(computing\)](https://en.wikipedia.org/wiki/Load_(computing)))

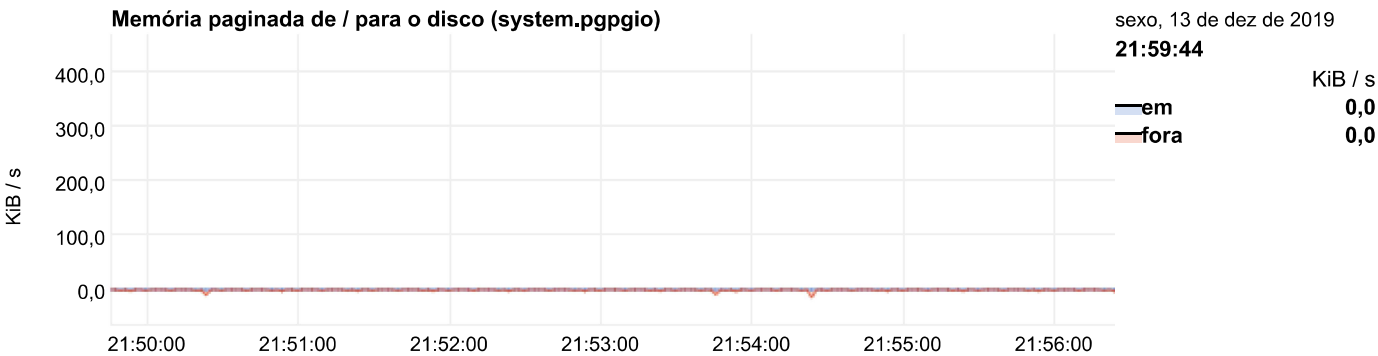


disco

E / S total de disco, para todos os discos físicos. Você pode obter informações detalhadas sobre cada disco na seção Discos e por aplicativo Uso do disco na seção Monitoramento de Aplicativos . Físico são todos os discos listados /sys/block , mas não existem /sys/devices/virtual/block .

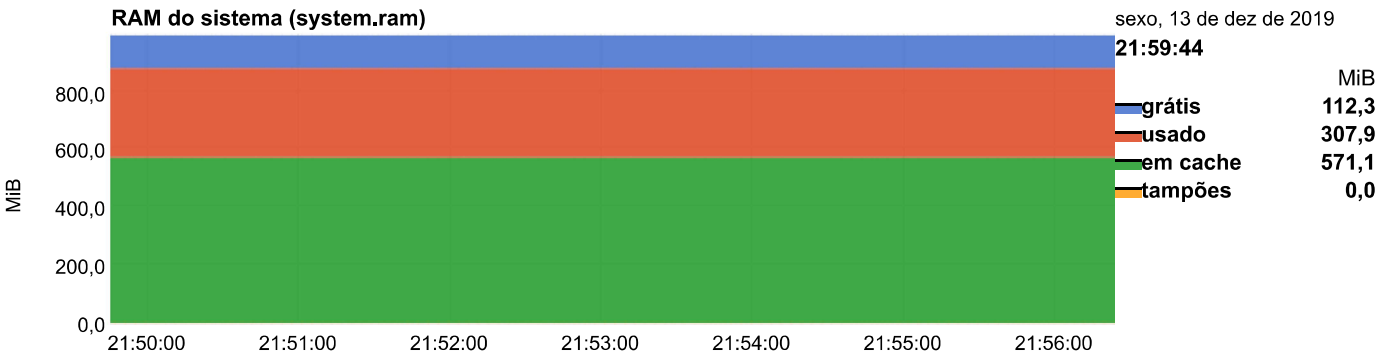


Memória paginada de / para o disco. Geralmente, esse é o total de E / S de disco do sistema.



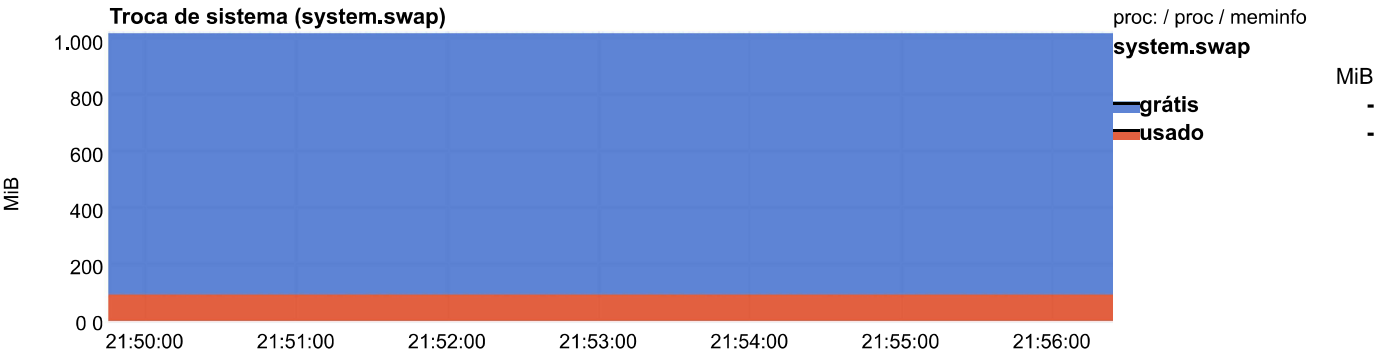
RAM

Uso de memória de acesso aleatório do sistema (ou seja, memória física).

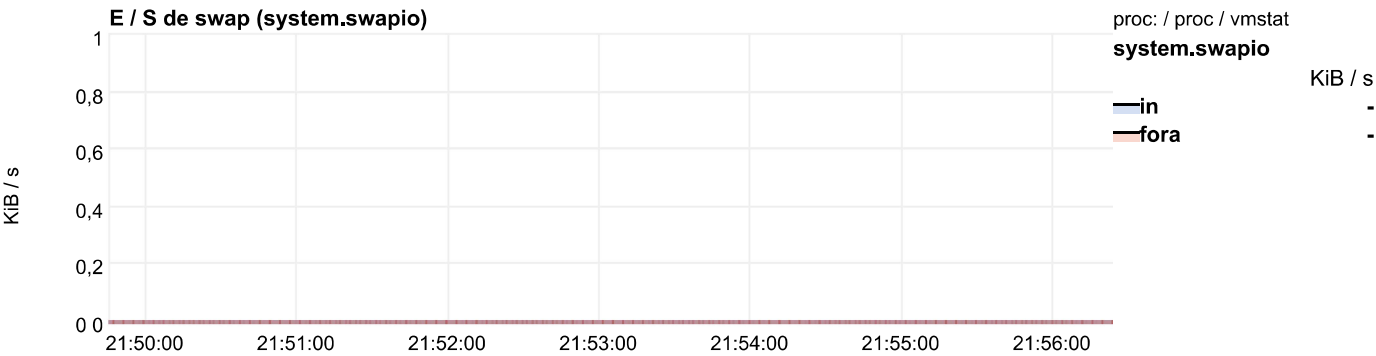


troca

System swap memory usage. Swap space is used when the amount of physical memory (RAM) is full. When the system needs more memory resources and the RAM is full, inactive pages in memory are moved to the swap space (usually a disk, a disk partition or a file).

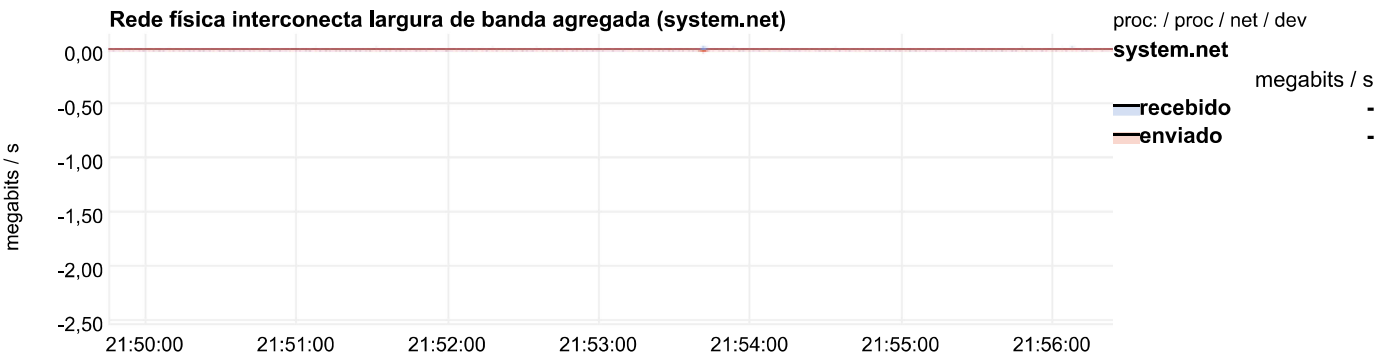


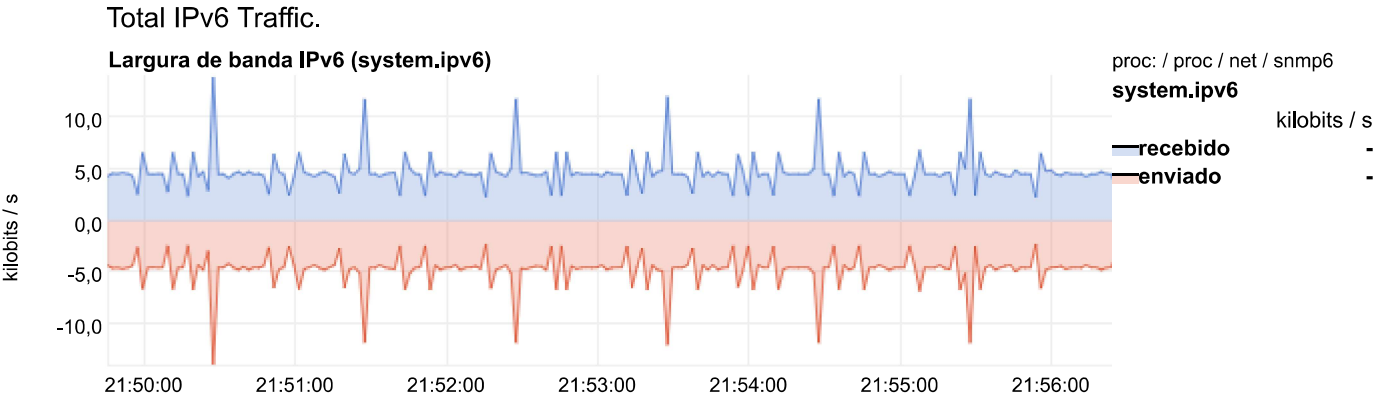
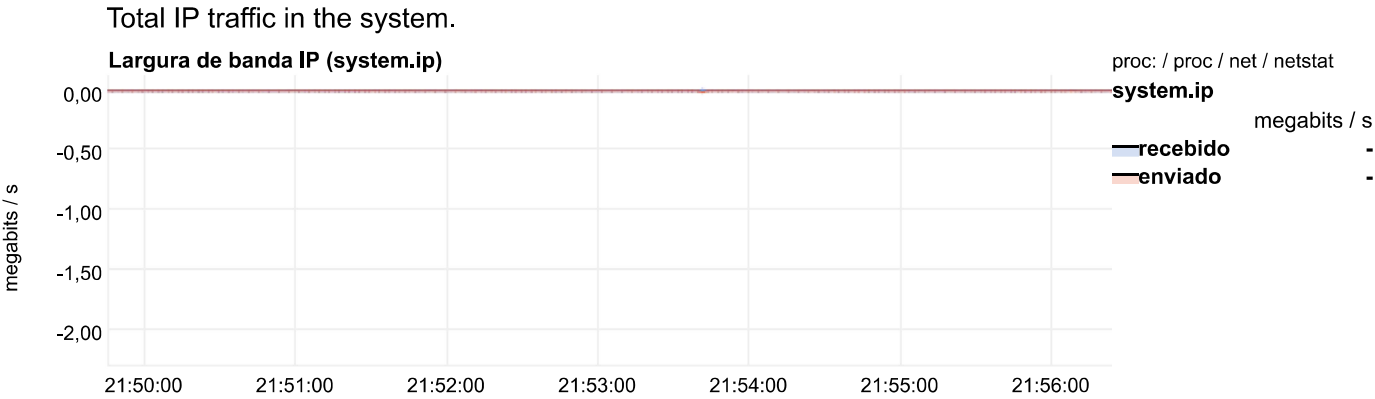
Total Swap I/O. (netdata measures both in and out . If either of the metrics in or out is not shown in the chart, the reason is that the metric is zero. - you can change the page settings to always render all the available dimensions on all charts).



network

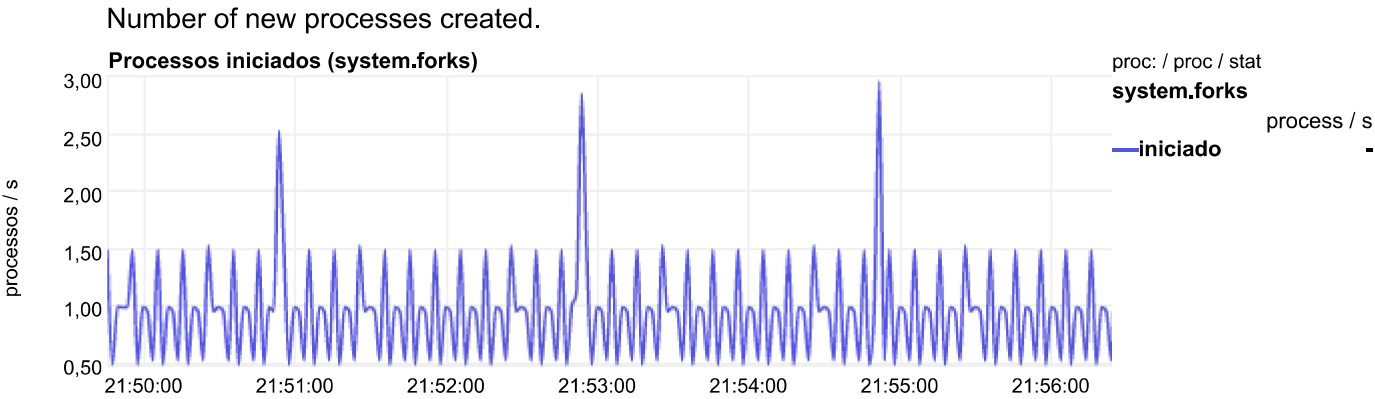
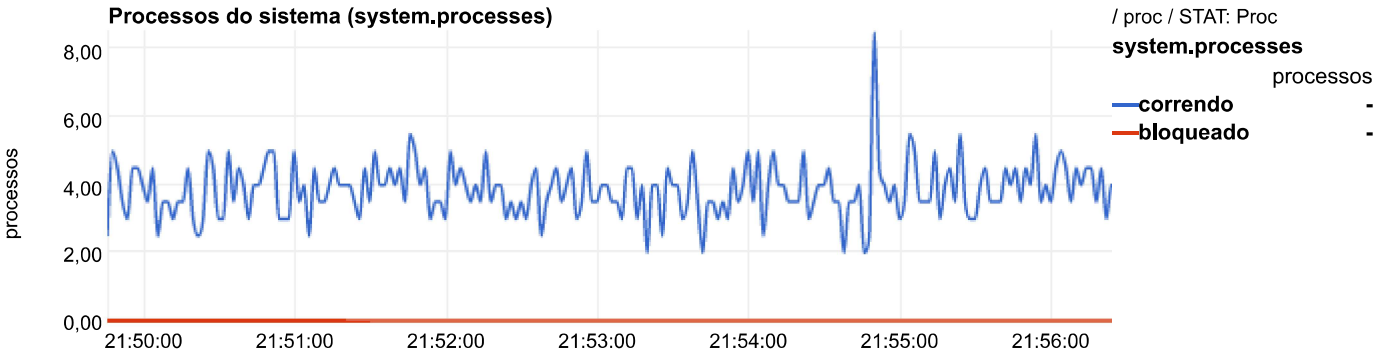
Total bandwidth of all physical network interfaces. This does not include lo , VPNs, network bridges, IFB devices, bond interfaces, etc. Only the bandwidth of physical network interfaces is aggregated. Physical are all the network interfaces that are listed in /proc/net/dev , but do not exist in /sys/devices/virtual/net .



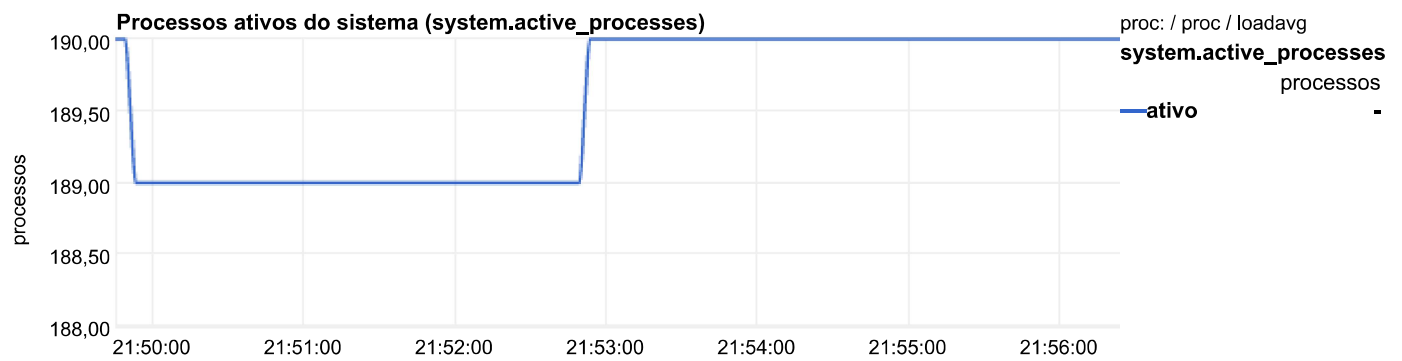


processes

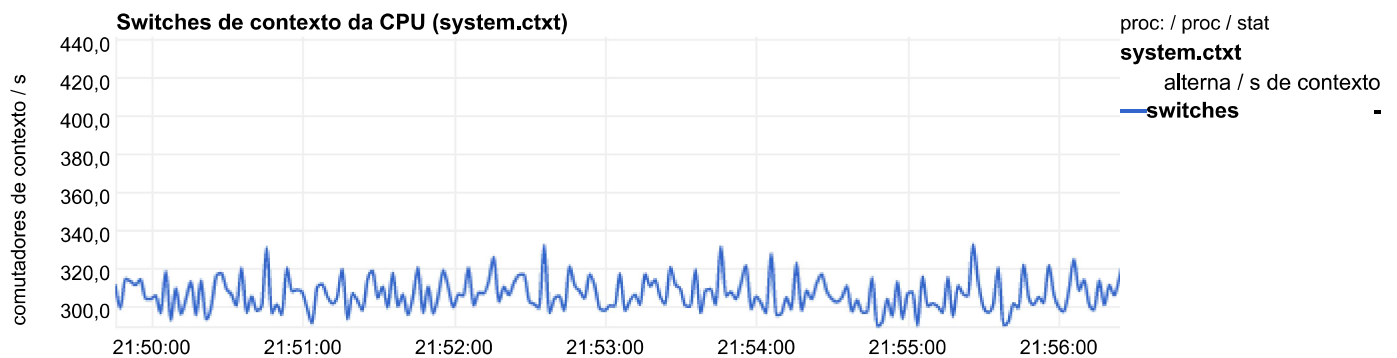
System processes. **Running** are the processes in the CPU. **Blocked** are processes that are willing to enter the CPU, but they cannot, e.g. because they wait for disk activity.



All system processes.

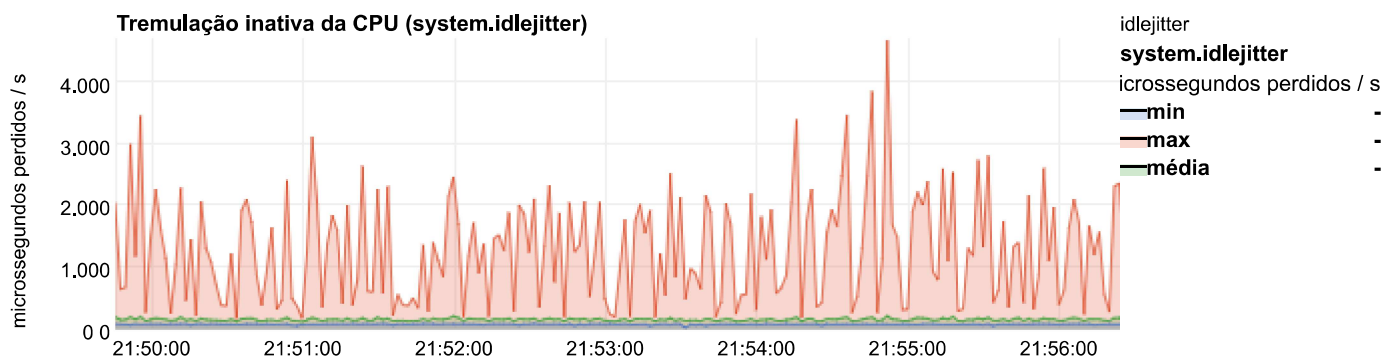


Context Switches (https://en.wikipedia.org/wiki/Context_switch), is the switching of the CPU from one process, task or thread to another. If there are many processes or threads willing to execute and very few CPU cores available to handle them, the system is making more context switching to balance the CPU resources among them. The whole process is computationally intensive. The more the context switches, the slower the system gets.



idlejitter

Idle jitter is calculated by netdata. A thread is spawned that requests to sleep for a few microseconds. When the system wakes it up, it measures how many microseconds have passed. The difference between the requested and the actual duration of the sleep, is the **idle jitter**. This number is useful in real-time environments, where CPU jitter can affect the quality of the service (like VoIP media gateways).



interrupts