**Email 1:**  
I honestly cannot remember the meaning of all the columns in the file, could you please explain again? Moreover, what information do you think that file might help to solve the problem of frame rates that we had last year?  
  
We serve mainly to understand:  
    - If there are properties that are put in lock for too long  
    - If there are modules that need to be performed with a frequency greater than is actually required  
    - If there are slow modules  
    - If there are properties that take a long time to be read and / or written  
    - If there are waiting times in which no form is running because of traffic lights stuck waiting for data from NaoQi  
  
These are the information that I have come to mind, if you leave you have any other additions are welcome:)  
  
**Response 1**  
  
the meaning of the columns is:  
1) real timestamp in milliseconds since the start of RAgent  
2) wrong / not working :-)  
3) Thread timestamp  
4) Thread ID  
5) Event Type  
6) Event subject  
7) Other info  
  
example:  
1634601 -1375 1476774 3055285952 LOCK Motion: stats / activityCounter  
1634781 -1375 1476774 3055285952 UNLOCK Motion: stats / activityCounter  
  
explanation:  
the thread number 3055285952, belonging to the module motion, has locked the   
property stats/activityCounter at 1634601 and released at 1634781 all in real-time, the lock then lasted 1634781-1634601 = 180ms  
From his point of view, he locked the property at 1476774 and released it immediately, keeping it locked for 0ms time of thread: this means that in the other 180ms have been other threads taking the time, from his point of view, he locked and unlocked immediately the property

Then:  
- To understand which property`s are locked for too long, check time thread (third column, ie how long they keep locked the property)  
- To understand (la frequenza di scheduling di un modulo) the scheduling frequency of a module, look at the range (first column) between two START: After a change a month ago, no thread should be scheduled faster than 100Hz  
- To understand how long it takes an iteration of a module (between START and  
END), using, of course, the time of threads (third column)  
- Property`s that require a long time to be read/written: it the time between LOCK and UNLOCK (hence the timestamp of the third column)  
- Waiting times ... about waiting times, external locks (type the expectation of events NaoQi) should stay out of the session-> start/session-> end, so the wait is not computed (Erroneously) in time of execution of the module and you also have an idea of how much is waiting for data from NaoQi (or any other source data, such as sockets, Player, etc..)  
  
**Response 2**  
  
2) in addition to information about events START and END, there is also  
the explicit information (scheduling, duration) already calculated by the system  
(In seconds, in this case, differences in practice are the two START-START  
and START-END was telling you about the other e-mail, already calculated)  
  
  
**Email 2**  
  
The question is this: in the log file there is only a series of START and END to a single module and can not really tell when a module is finished or not. Would also like to know what is the intermediate END.  
  
Also what is the meaning of "duration"? Indicates the time required to run motion?  
  
**Response 3**  
  
in theory START corresponds to the session-> start () (or session\_start)  
while the END corresponds to session->end () or session->terminated () (or  
SESSION\_END\_CATCH\_TERMINATE or similar) ... from this log one can say that there is and end() without the corresponding start()   
  
Duration is the calculation of the time between START and END in seconds using the thread timer (schedule, which is on the start, is the time in seconds since the last start () of the same module, again in seconds, using real time)