Provisioning Server Datasets

WebRTC Virtual Classroom PLatform

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# Data sets

Provisioning server maintains many data sets. The objective of maintaining datasets is many fold:

1. **React to events**

Events could be fatal error events. Reaction could be notifying someone.

1. **Enable human monitoring**

Provide data for a real-time monitoring console.

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| Data Set |  |
| NODE |  |
| Node health | DATASET NAME = node-status  DATASET UNIQUE KEY = <node-ip/name/id> + “node-status”  {  data\_set : “node-status”,  node\_id : <whatever we’ll use for node id>,  time\_stamp: <UTC time, ISO format>,  cpu : <usage-snapshot>,  load\_average : [],  memory : <usage-snapshot>,  disk : <usage-snapshot>,  network : [  {  if : <if-name>,  ip : <ip-ip>,  status : <up|down>,  in\_packets : <count>,  out\_packets : <count>,  in\_bytes : <count>,  out\_bytes : <count>,  },  ],  log\_server : {  cpu : <usage>,  memory : <usage>  },  dockers : [  <session-id> : {  cpu : <usage>,  memory : <usage>  }  ]  },  /\* Should only contain node-level errors \*/  errors : [  {  level : <WARNING|ERROR>,  code : <have to think about this>,  msg : <the string message>  }  ] |
| SESSION |  |
| Class State | DATASET NAME = session-state-change  DATASET UNIQUE KEY = <session-id> + “session-state-change”  {  data\_set : “session-state-change”,  session\_id : <sess-id>,  time\_stamp : <UTC time, ISO format>  state\_prev : <previous-state>,  state\_curr : <new-state>,  reason : <reason for state change, could be null, unless  error occurred>  } |
| Attendees | DATASET NAME = attendees  DATASET UNIQUE KEY = <session-id> + “attendees”  {  data\_set : “attendees”,  session\_id : <sess-id>,  time\_stamp : <UTC time, ISO format>  count : <current-count>,  } |
| AV QoS | DATASET NAME = av-qos  DATASET UNIQUE KEY = <session-id> + “av-qos”  {  data\_set : “av-qos”,  session\_id : <sess-id>,  time\_stamp : <UTC time, ISO format>  Got to think about this |
| Resources |  |