Key Columns & Their Meaning

| В | C | |
|---|--|--|
| Description | Example | |
| OID (object ID) of the connected database | 16384 | |
| Name of the connected database | mydb | |
| Process ID of the backend process | 24587 | |
| PID of the parallel query leader (if this backend is a worker) | NULL | |
| OID of the user logged in | 10 | |
| Name of the user logged in | postgres | |
| Name the client application sets (via application_name parameter) | psql | |
| IP address of the connected client | 10.83.40.50 | |
| Hostname (if available; requires reverse DNS lookup) | client1.local | |
| Port number of the client's connection | 54022 | |
| When the backend process started | 2025-08-12 11:05:33+05:30 | |
| Time when the current transaction started (NULL if no transaction active) | 2025-08-12 11:06:00+05:30 | |
| Time when the current query started | 2025-08-12 11:06:05+05:30 | |
| Last time the state column changed | 2025-08-12 11:06:07+05:30 | |
| Category of event backend is waiting for (e.g., Lock, LWLock, IO) | Lock | |
| Specific event being waited on | transactionid | |
| | Description OID (object ID) of the connected database Name of the connected database Process ID of the backend process PID of the parallel query leader (if this backend is a worker) OID of the user logged in Name of the user logged in Name the client application sets (via application_name parameter) IP address of the connected client Hostname (if available; requires reverse DNS lookup) Port number of the client's connection When the backend process started Time when the current transaction started (NULL if no transaction active) Time when the current query started Last time the state column changed Category of event backend is waiting for (e.g., Lock, LWLock, IO) | |

1. state — What the session is doing overall:-

| State | Meaning | |
|-------------------------------|---|--|
| active | Running a query right now. | |
| idle | Not doing anything; waiting for the next query from the client. | |
| idle in transaction | Transaction started but no query is running — | |
| | can cause table bloat if held too long. | |
| idle in transaction (aborted) | Transaction failed but not yet rolled back. | |
| fastpath function call | Special fast-path function execution. | |
| disabled | Tracking is turned off (when track_activities = off). | |

. How a session becomes idle:-

- This happens when:
- There is no active transaction, and
- The client has finished sending a query but hasn't sent a new one yet.
- -- Client connects

SELECT now(); -- Runs a query

- -- PostgreSQL executes it, sends results back
- -- Now it waits for next query → state = 'idle'
- Timeline:
- 1. Before query: state = idle (waiting for command).
- 2. While query runs: state = active.

- 3. After query finishes: no transaction open \rightarrow state = idle.
- ☑ Nothing dangerous it's like the connection is parked and waiting.

2. How a session becomes idle in transaction:-

- This happens when:
- The client starts a transaction (BEGIN),
- Runs one or more queries,
- Then pauses without committing or rolling back.

```
BEGIN; -- Transaction starts
```

SELECT * FROM orders; -- Runs a query

- -- Query finishes, but transaction is still open
- -- Client sends nothing → state = 'idle in transaction'
- Timeline:
- 1. BEGIN runs: state changes to active (executing command).
- 2. SELECT runs: still active.
- 3. Query finishes: transaction is still open \rightarrow state = idle in transaction.

- 4. Holds locks.
- 5. Blocks autovacuum.
- 6. Can block other queries until commit/rollback.
- Visual analogy
- 1. idle = You walked into a shop, bought something, and left. Now you're just standing outside waiting.
- 2. idle in transaction = You walked into a shop, started putting items in the cart, but you're just standing there not moving. The shop can't close the counter because you haven't checked out.

3. wait_event_type — The category of what it's waiting for:-

| wait_event_type | Meaning |
|-----------------|--|
| Client | Waiting for client to send a query or fetch results. |
| Lock | Waiting for a lock (row lock, table lock, etc.). |
| LWLock | Lightweight lock (internal synchronization, like buffer access). |
| IO | Waiting for disk read/write. |
| IPC | Waiting for inter-process communication. |
| Timeout | Waiting for a timeout to expire. |
| Activity | Waiting for some internal activity to finish. |
| Extension | Waiting inside an extension function. |

4. wait_event — The specific thing being waited on:-

| wait_event_type | wait_event | Meaning |
|-----------------|---------------|--|
| Lock | relation | Waiting for a table-level lock. |
| Lock | transactionid | Waiting for another transaction to finish. |
| 10 | DataFileRead | Waiting to read from a data file. |
| IO | WALWrite | Waiting to write to the WAL file. |
| LWLock | BufferContent | Waiting to read/write a buffer in memory. |
| Client | ClientRead | Waiting for client to send data. |

Putting them together:-

| State | wait_event_type | ${\tt wait_event}$ | Meaning |
|------------------------|-----------------|---------------------|---|
| active | Lock | transactionid | Running a query but stuck waiting for another transaction to commit/rollback. |
| idle in transaction | Client | ClientRead | Inside a transaction, waiting for the next query from the client. |
| active | 10 | DataFileRead | Actively executing but waiting for disk read. |

- Quick mental picture
- 1. state → "Am I busy or idle?"
- 2. wait_event_type → "If I'm waiting, what kind of thing am I waiting for?"
- 3. wait_event → "Exactly which thing am I waiting on?"