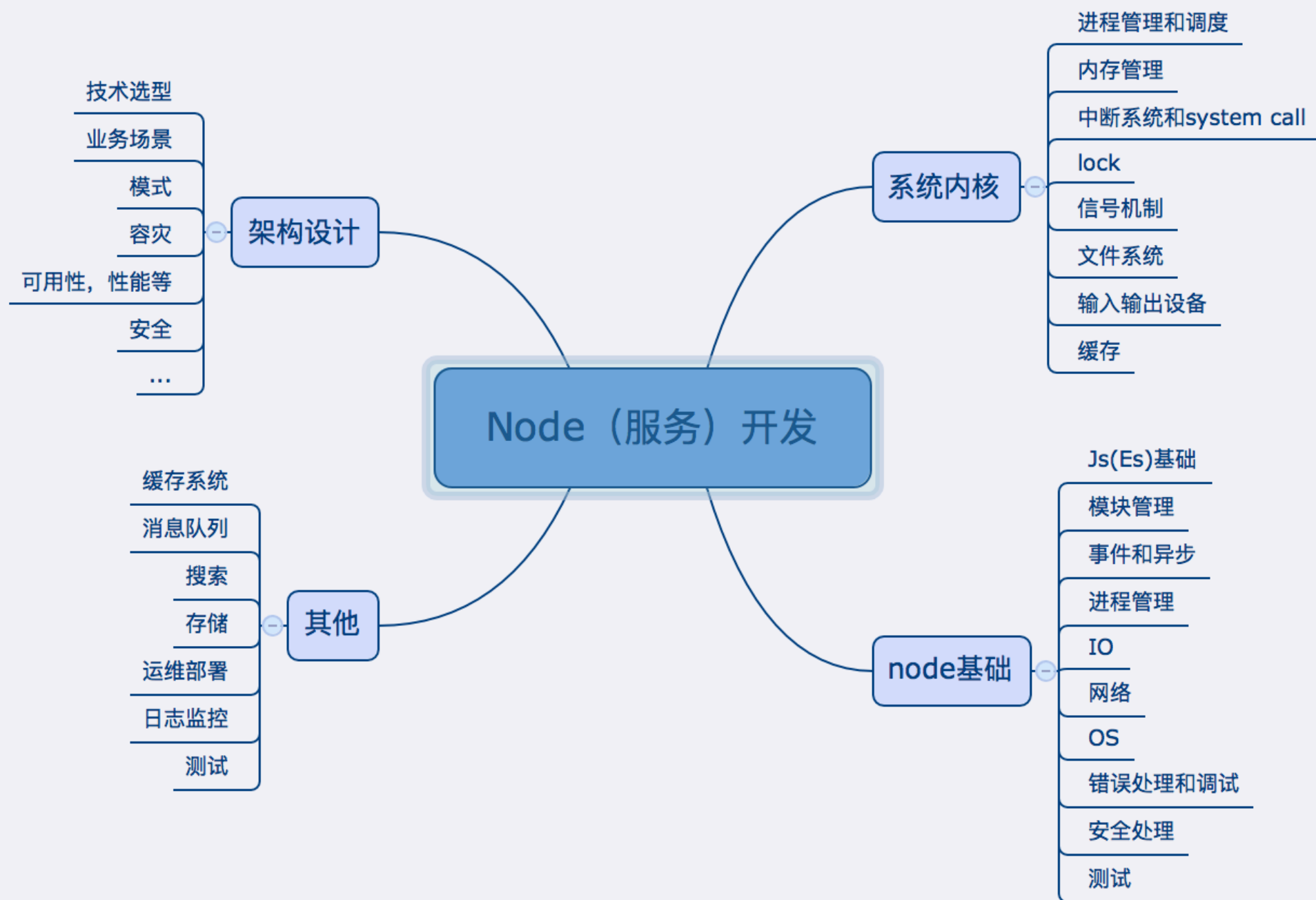


# Node 进程管理





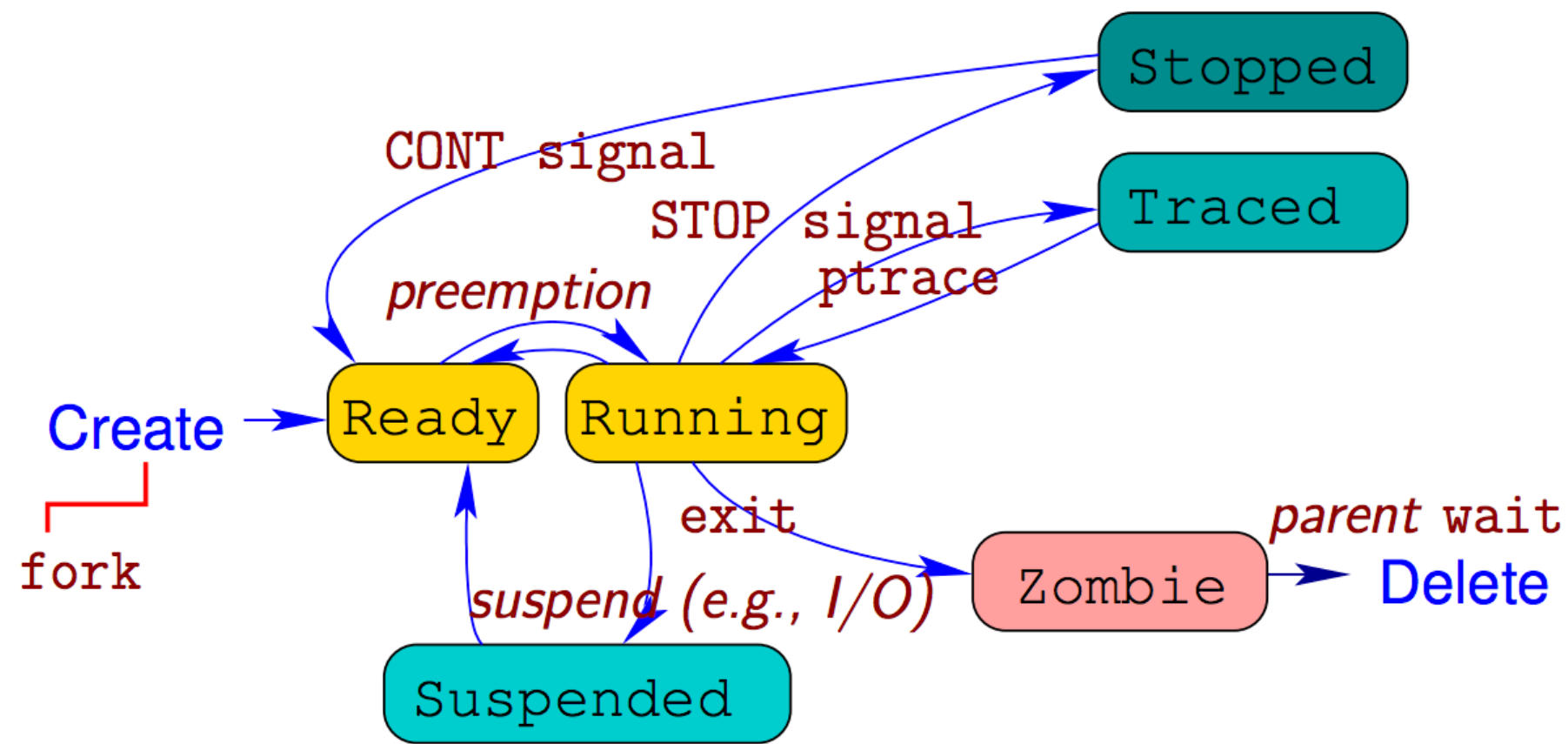


CPU[ 0.0%] Tasks: 103, 181 thr; 2 running  
Mem[|||||||||||||||||||||||||||||611M/993M] Load average: 0.00 0.03 0.15  
Swp[| 11.0M/2.00G] Uptime: 00:43:30

PID	USER	PRI	NI	VIRT	RES	SHR	S	CPU%	MEM%	TIME+	Command
9942	root	20	0	117M	2148	1432	R	0.0	0.2	0:00.08	htop
2671	mysql	20	0	885M	83308	1056	S	0.0	8.2	0:00.35	/usr/libexec/mysqld --basedir=/usr --
2589	root	20	0	540M	14188	3612	S	0.0	1.4	0:00.31	/usr/bin/python -Es /usr/sbin/tuned -
1	root	20	0	120M	3040	1752	S	0.0	0.3	0:01.32	/usr/lib/systemd/systemd --switched-r
461	root	20	0	35096	2536	2352	S	0.0	0.2	0:00.18	/usr/lib/systemd/systemd-journald
487	root	20	0	123M	684	684	S	0.0	0.1	0:00.00	/usr/sbin/lvmtool -f
498	root	20	0	43700	1156	940	S	0.0	0.1	0:00.17	/usr/lib/systemd/systemd-udev
609	root	16	-4	51208	1148	1024	S	0.0	0.1	0:00.00	/sbin/auditd -n
599	root	16	-4	51208	1148	1024	S	0.0	0.1	0:00.01	/sbin/auditd -n
613	root	12	-8	80220	784	680	S	0.0	0.1	0:00.00	/sbin/audispd
610	root	12	-8	80220	784	680	S	0.0	0.1	0:00.01	/sbin/audispd
612	root	16	-4	26200	704	656	S	0.0	0.1	0:00.00	/usr/sbin/sedispd
624	root	39	19	16752	820	788	S	0.0	0.1	0:00.00	/usr/sbin/alsactl -s -n 19 -c -E ALSA
653	root	20	0	395M	2804	1984	S	0.0	0.3	0:00.04	/usr/libexec/accounts-daemon
686	root	20	0	395M	2804	1984	S	0.0	0.3	0:00.00	/usr/libexec/accounts-daemon
625	root	20	0	395M	2804	1984	S	0.0	0.3	0:00.17	/usr/libexec/accounts-daemon
682	root	20	0	280M	2800	2428	S	0.0	0.3	0:00.03	/usr/sbin/rsyslogd -n
683	root	20	0	280M	2800	2428	S	0.0	0.3	0:00.01	/usr/sbin/rsyslogd -n
628	root	20	0	280M	2800	2428	S	0.0	0.3	0:00.07	/usr/sbin/rsyslogd -n
629	root	20	0	4372	508	488	S	0.0	0.0	0:05.68	/sbin/rngd -f
634	dbus	20	0	30316	2896	1224	S	0.0	0.3	0:00.55	/bin/dbus-daemon --system --address=s
F1Help F2Setup F3Search F4Filter F5Tree F6SortBy F7Nice - F8Nice + F9Kill F10Quit											

# 什么是进程？





a process is an instance of a computer program that  
is being executed



# 进程查看

- ◆ `ps -ef | grep node (ps -aux)`
- ◆ `top`



# 状态码

CODE	Meaning
D	Uninterruptible sleep (usually IO)
R	Running or runnable (on run queue)
S	Interruptible sleep (waiting for an event to complete)
T	Stopped, either by a job control signal or because it is being traced.
W	paging (not valid since the 2.6.xx kernel)
X	dead (should never be seen)
Z	Defunct ("zombie") process, terminated but not reaped by its parent.

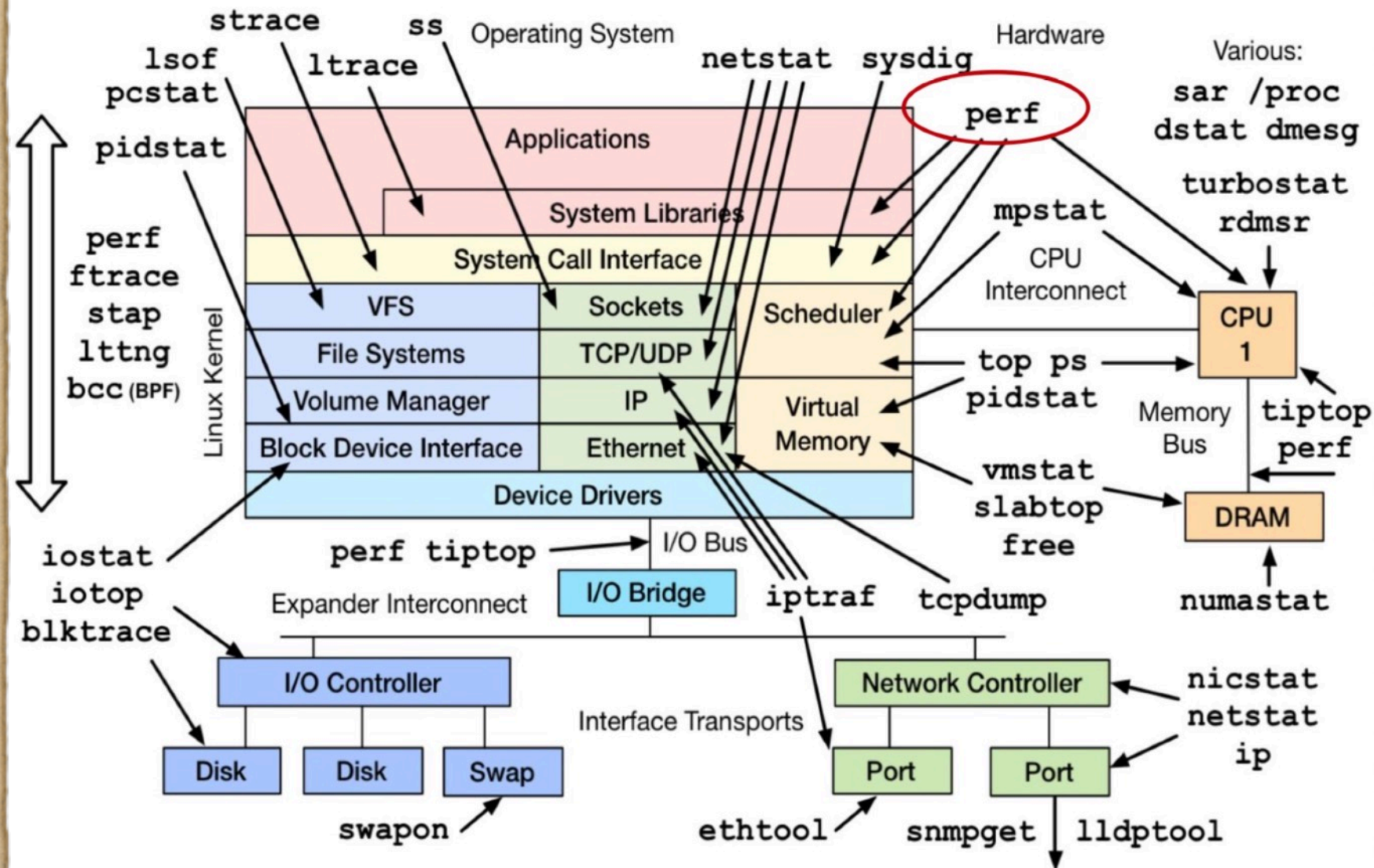


# 其他概念

- ◆ 线程(thread), 协程(coroutine)?



## Linux Performance Observability Tools



常用shell命令



# node进程模块

- ◆ Process: 进程介绍
- ◆ child\_process: 子进程&IPC
- ◆ cluster: 负载均衡实现



- ◆ 进程基础信息
- ◆ 进程 Usage
- ◆ 进程级事件
- ◆ 系统账户信息
- ◆ 环境变量
- ◆ 信号收发
- ◆ 三个标准流
- ◆ Node.js 依赖模块/版本信息
- ◆ 其他



child\_process



# child\_process方法

- `child_process.spawn(command, args)`
- `child_process.exec(command, options)`
- `child_process.execFile(file, args[, callback])`
- `child_process.fork(modulePath, args)`



```
const spawn = require('child_process').spawn;  
const ls = spawn('ls', ['-l', '/']);
```

```
ls.stdout.on('data', (data) => {  
  console.log(`stdout: ${data}`);  
});
```



什么是子进程？



- ◆ 由另一个线程(父进程)创建, 复制父进程数据空间、堆和栈
- ◆ 一般存在于执行多任务的系统
- ◆ 创建方法: the fork system call (Unix-like systems and the POSIX standard) and the spawn ((NT) kernel of Microsoft Windows)



```
#include <stdio.h>
#include <sys/types.h>

int main()
{
    //fork a child process
    pid_t pid = fork();

    if (pid > 0)    //parent process
    {
        printf("in parent process, sleep for one minute...zZ...\n");
        sleep(60);
        printf("after sleeping, and exit!\n");
    }
    else if (pid == 0)
    {
        //child process exit, and to be a zombie process
        printf("in child process, and exit!\n");
        exit(0);
    }

    return 0;
}
```



```
var child_process = require('child_process');  
var child = child_process.fork('./child.js', {  
  silent: true  
});  
  
child.on('message', function(m){  
  console.log('message from child: ' + JSON.stringify(m));  
});  
  
child.stderr.setEncoding('utf8');  
child.stderr.on('data', function(data){  
  console.log(data);  
});
```

```
process.on('message', function(m){  
  console.log('message from parent: ' + JSON.stringify(m));  
});  
  
process.send({from: 'child'});  
  
throw Error('err from child');
```



# 通信方式

Method	中文	Provided by ( <u>operating systems</u> )
<a href="#">File</a>	文件	Most operating systems
<a href="#">Signal</a>	信号	Most operating systems
<a href="#">Socket</a>	socket	Most operating systems
<a href="#">Unix domain socket</a>	UDS	All POSIX operating systems
<a href="#">Message queue</a>	消息队列	Most operating systems
<a href="#">Pipe</a>	管道	All <u>POSIX</u> systems, Windows
<a href="#">Anonymous pipe</a>	匿名管道	?
<a href="#">Named pipe</a>	命名管道	All POSIX systems, Windows, AmigaOS 2.0+
<a href="#">Shared memory</a>	共享内存	All POSIX systems, Windows
<a href="#">Memory-mapped file</a>	内存映射文件	All POSIX systems, Windows



# stdio选项

'pipe' – equivalent to ['pipe', 'pipe', 'pipe'] (the default)

'ignore' – equivalent to ['ignore', 'ignore', 'ignore']

'inherit' – equivalent to [process.stdin, process.stdout, process.stderr] or [0,1,2]



# stdio重定向

```
var child_process = require('child_process');  
var fs = require('fs');  
  
var out = fs.openSync('./out.log', 'a');  
var err = fs.openSync('./err.log', 'a');  
  
var child = child_process.spawn('node', ['child.js'], {  
  detached: true,  
  stdio: ['ignore', out, err]  
});  
  
child.unref();
```



node Cluster



# cluster多进程

- ◆ 利用多核处理任务
- ◆ `child_process.fork()` 实现
- ◆ cluster 产生的进程之间是通过 IPC 来通信



```

const cluster = require('cluster'); // |
const http = require('http'); // |
const numCPUs = require('os').cpus().length; // | 都执行了
// |
if (cluster.isMaster) { // | -----
  // Fork workers. // |
  for (var i = 0; i < numCPUs; i++) { // |
    cluster.fork(); // |
  } // | 仅父进程执行
  cluster.on('exit', (worker) => { // |
    console.log(`${worker.process.pid} died`); // |
  }); // |
} else { // | -----
  // Workers can share any TCP connection // |
  // In this case it is an HTTP server // |
  http.createServer((req, res) => { // |
    console.log('imcoming req')
    res.writeHead(200); // | 仅子进程执行
    res.end('hello world' + process.pid + '\n'); // |
  }).listen(8000); // |
} // | -----
// |
console.log('hello ' + process.pid);

```



# LB算法

- 1.时间片轮转调度算法
- 2.句柄共享(windows)



PM2

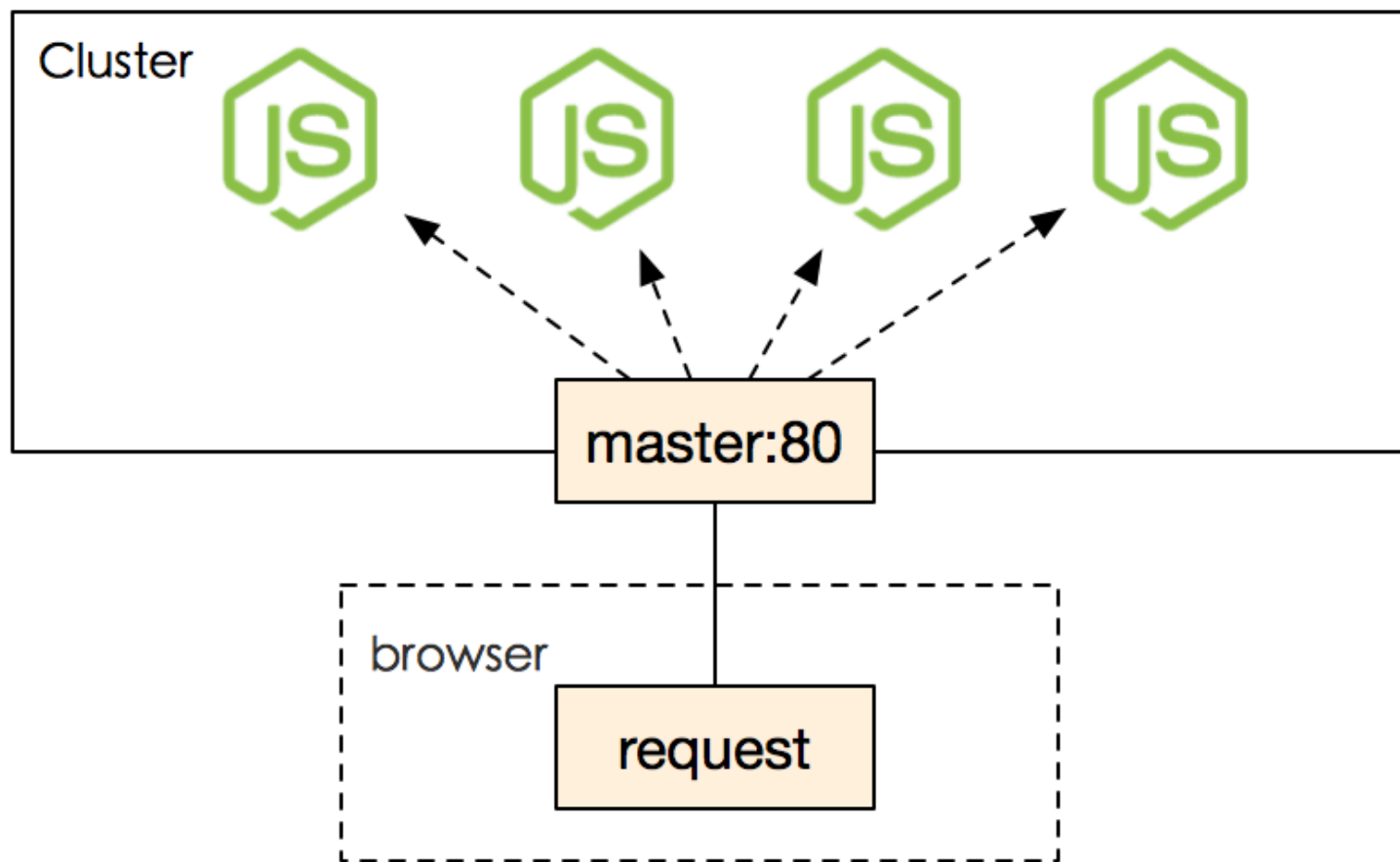
Cluster



master:80

browser

request





nginx LB

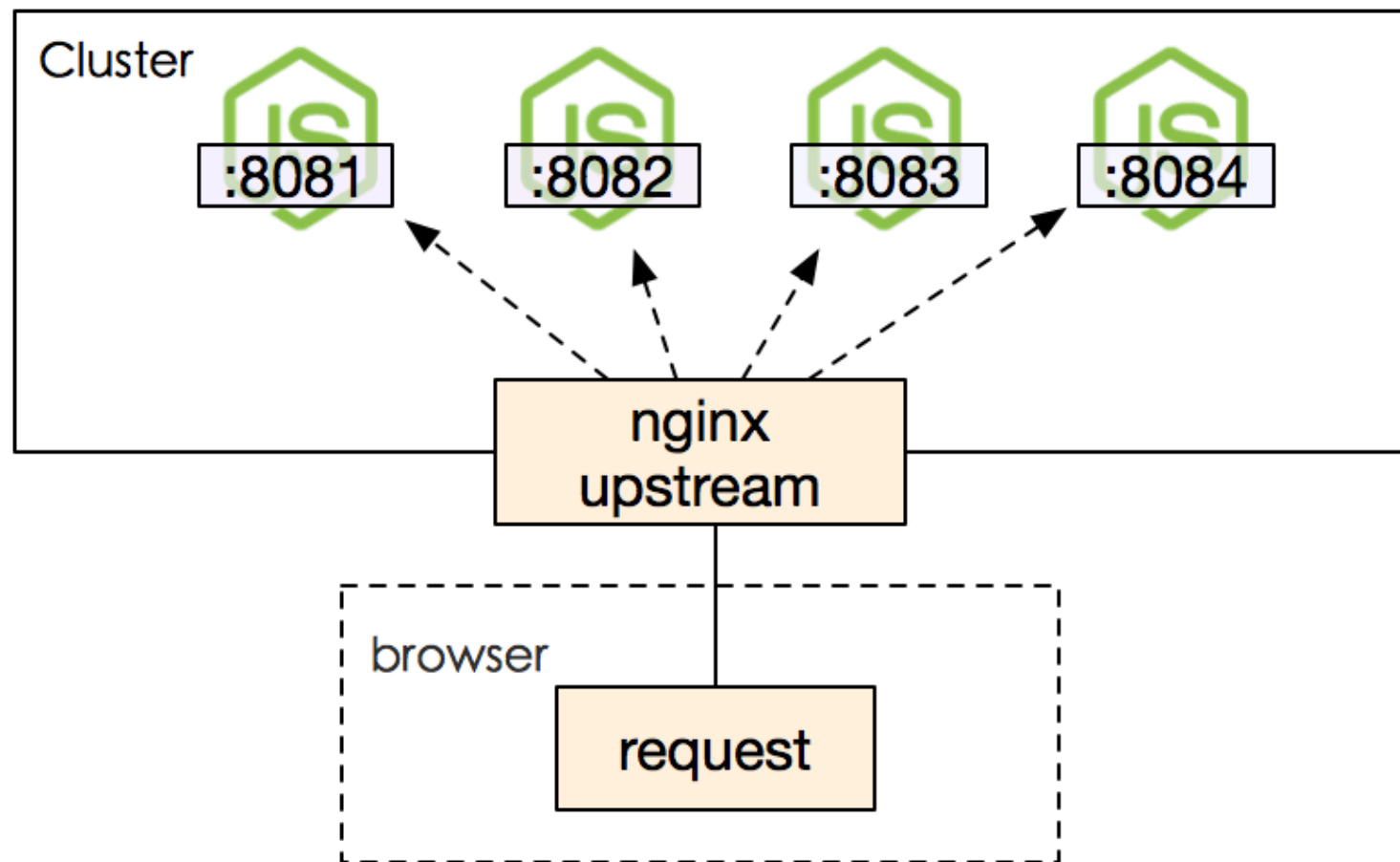
Cluster



nginx  
upstream

browser

request





关于PM2



- ◆ 实现守护进程
- ◆ 支持fork 和 cluster模式, cluster模式基于node cluster
- ◆ 自动重启
- ◆ 进程状态监控



```
{
  "apps": [
    {
      "name": "zb",
      "env": {
        "NODE_ENV": "production",
        "PORT": "80"
      },
      "exec_mode": "cluster",
      "instances": "max",
      "script": "./server.js",
      "out_file": "data/logs/out.log",
      "error_file": "data/logs/err.log",
      "log_file": "data/logs/log.log",
      "log_date_format": "YYYY-MM-DD HH:mm Z",
      "args": "--color"
    }
  ]
}
```

pm2 start server.json



# 异常进程

- ◆ 孤儿进程：爹被干掉了
- ◆ 僵尸进程：爹不给收尸😭



# 后续

- ◆ 完善监控和日志
- ◆ 对接服务化
- ◆ node在适合的场景创造更多价值



the end