

List of Statistics

- [List of Statistics](#)
 - [execPagesPagedInCacheClientNotifierStatistics \(CacheClientNotifierStatistics\)](#)
 - [CacheClientProxyStatistics \(CacheClientProxyStatistics\)](#)
 - [CachePerfStats \(Statistics about GemFire cache performance\)](#)
 - [CacheServerStats \(Stats for activity in the CacheServer\)](#)
 - [ClientSendStats \(Statistics about client to server communication\)](#)
 - [ClientStats \(Statistics about client to server communication\)](#)
 - [ClientSubscriptionStats \(ClientSubscriptionStats\)](#)
 - [DLockStats \(Statistics on the gemfire distribution lock service.\)](#)
 - [DiskDirStatistics \(Statistics about a single disk directory for a region\)](#)
 - [DiskRegionStatistics \(Statistics about a Region's use of the disk\)](#)
 - [DiskStoreStatistics \(Statistics about a Region's use of the disk\)](#)
 - [DistributionStats \(Statistics on the gemfire distribution layer.\)](#)
 - [FunctionServiceStatistics \(This is the aggregate Function Execution Stats \(for all function Executions\)\)](#)
 - [FunctionStatistics \(This is the stats for the individual Function's Execution\)](#)
 - [GatewayHubStatistics \(GatewayHubStatistics\)](#)
 - [GatewayStatistics \(GatewayStatistics\)](#)
 - [LinuxProcessStats \(Statistics on a Linux process.\)](#)
 - [LinuxSystemStats \(Statistics on a Linux machine.\)](#)
 - [MemLRUStatistics \(Statistics about byte based Least Recently Used region entry disposal\)](#)
 - [PartitionedRegionStats \(Statistics for operations and connections in the Partitioned Region\)](#)
 - [PoolStats \(PoolStats\)](#)
 - [ResourceManagerStats \(Statistics about resource management\)](#)
 - [SolarisProcessStats \(Statistics on a Solaris process.\)](#)
 - [SolarisSystemStats \(Statistics on a Solaris machine.\)](#)
 - [StatSampler \(Stats on the statistic sampler.\)](#)
 - [VMGCStats \(Stats available on a 1.5 garbage collector\)](#)
 - [VMMemoryPoolStats \(Stats available on a 1.5 memory pool\)](#)
 - [VMMemoryUsageStats \(Stats available on a 1.5 memory usage area\)](#)
 - [VMStats \(Stats available on a 1.5 java virtual machine.\)](#)
 - [WindowsProcessStats \(Statistics on a Microsoft Window's process.\)](#)
 - [WindowsSystemStats \(Statistics on a Microsoft Windows machine.\)](#)

List of Statistics

Below is a list of GemFire 6.6 statistics. The ones in **bold** have been most useful in customer applications.

execPagesPagedInCacheClientNotifierStatistics (CacheClientNotifierStatistics)

Statistic	Description
events	Number of events processed by the cache client notifier.
eventProcessingTime	Total time spent by the cache client notifier processing events.
clientRegistrations	Number of clients that have registered for updates.
clientRegistrationTime	Total time spent doing client registrations.
clientHealthMonitorRegister	Number of client Register.
clientHealthMonitorUnRegister	Number of client UnRegister.
durableReconnectionCount	Number of times the same durable client connects to the server
queueDroppedCount	Number of times client queue for a particular durable client is dropped
eventsEnqueuedWhileClientAwayCount	Number of events enqueued in queue for a durable client
cqProcessingTime	Total time spent by the cache client notifier processing cq's.
compiledQueryCount	Number of compiled queries maintained.
compiledQueryUsedCount	Number of times compiled queries are used.

CacheClientProxyStatistics (CacheClientProxyStatistics)

Statistic	Description
messagesReceived	Number of client messages received.
messagesQueued	Number of client messages added to the message queue.

messagesFailedQueued	Number of client messages attempted but failed to be added to the message queue.
messagesNotQueuedOriginator	Number of client messages received but not added to the message queue because the receiving proxy represents the client originating the message.
messagesNotQueuedNotInterested	Number of client messages received but not added to the message queue because the client represented by the receiving proxy was not interested in the message's key.
messagesNotQueuedConflated	Number of client messages received but not added to the message queue because the queue already contains a message with the message's key.
messageQueueSize	Size of the message queue.
messagesProcessed	Number of client messages removed from the message queue and sent.
messageProcessingTime	Total time spent sending messages to clients.
deltaMessagesSent	Number of client messages containing only delta bytes dispatched to the client.
deltaFullMessagesSent	Number of client messages dispatched in response to failed delta at client.
cqCount	Number of CQs on the client.
sentBytes	Total number of bytes sent to client.

CachePerfStats (Statistics about GemFire cache performance)

Statistic	Description
loadsInProgress	Current number of threads in this cache doing a cache load.
loadsCompleted	Total number of times a load on this cache has completed (as a result of either a local get() or a remote netload).
loadTime	Total time spent invoking loaders on this cache.
netloadsInProgress	Current number of threads doing a network load initiated by a get() in this cache.
netloadsCompleted	Total number of times a network load initiated on this cache has completed.
netloadTime	Total time spent doing network loads on this cache.
netsearchesInProgress	Current number of threads doing a network search initiated by a get() in this cache.
netsearchesCompleted	Total number of times network searches initiated by this cache have completed.
netsearchTime	Total time spent doing network searches for cache values.
cacheWriterCallsInProgress	Current number of threads doing a cache writer call.
cacheWriterCallsCompleted	Total number of times a cache writer call has completed.
cacheWriterCallTime	Total time spent doing cache writer calls.
cacheListenerCallsInProgress	Current number of threads doing a cache listener call.
cacheListenerCallsCompleted	Total number of times a cache listener call has completed.
cacheListenerCallTime	Total time spent doing cache listener calls.
indexUpdateInProgress	Current number of ops in progress
indexUpdateCompleted	Total number of ops that have completed
indexUpdateTime	Total amount of time spent doing this op

getInitialImagesInProgress	Current number of getInitialImage operations currently in progress.
getInitialImagesCompleted	Total number of times getInitialImages initiated by this cache have completed.
getInitialImageTime	Total time spent doing getInitialImages for region creation.
getInitialImageKeysReceived	Total number of keys received while doing getInitialImage operations.
regions	The current number of regions in the cache.
partitionedRegions	The current number of partitioned regions in the cache.
destroys	The total number of times a cache object entry has been destroyed in this cache.
updates	The total number of updates originating remotely that have been applied to this cache.
updateTime	Total time spent performing an update.
invalidates	The total number of times an existing cache object entry value in this cache has been invalidated
gets	The total number of times a successful get has been done on this cache.
misses	Total number of times a get on the cache did not find a value already in local memory. The number of hits (i.e. gets that did not miss) can be calculated by subtracting misses from gets.
creates	The total number of times an entry is added to this cache.
puts	The total number of times an entry is added or replaced in this cache as a result of a local operation (put(), create(), or get() which results in load, netsearch, or netloading a value). Note that this only counts puts done explicitly on this cache. It does not count updates pushed from other caches.
putTime	Total time spent adding or replacing an entry in this cache as a result of a local operation. This includes synchronizing on the map, invoking cache callbacks, sending messages to other caches and waiting for responses (if required).
putalls	The total number of times a map is added or replaced in this cache as a result of a local operation. Note that this only counts putAlls done explicitly on this cache. It does not count updates pushed from other caches.
putallTime	Total time spent replacing a map in this cache as a result of a local operation. This includes synchronizing on the map, invoking cache callbacks, sending messages to other caches and waiting for responses (if required).
getTime	Total time spent doing get operations from this cache (including netsearch and netload)
eventQueueSize	The number of cache events waiting to be processed.
eventQueueThrottleCount	The total number of times a thread was delayed in adding an event to the event queue.
eventQueueThrottleTime	The total amount of time, in nanoseconds, spent delayed by the event queue throttle.
eventThreads	The number of threads currently processing events.
queryExecutions	Total number of times some query has been executed
queryExecutionTime	Total time spent executing queries
queryResultsHashCollisions	Total number of times an hash code collision occurred when inserting an object into an OQL result set or rehashing it
queryResultsHashCollisionProbeTime	Total time spent probing the hashtable in an OQL result set due to hash code collisions, includes reads, writes, and rehashes
partitionedRegionQueryRetries	Total number of times an OQL Query on a Partitioned Region had to be retried
txCommits	Total number times a transaction commit has succeeded.
txCommitChanges	Total number of changes made by committed transactions.
txCommitTime	The total amount of time, in nanoseconds, spent doing successful transaction commits.

txSuccessLifeTime	The total amount of time, in nanoseconds, spent in a transaction before a successful commit. The time measured starts at transaction begin and ends when commit is called.
txFailures	Total number times a transaction commit has failed.
txFailureChanges	Total number of changes lost by failed transactions.
txFailureTime	The total amount of time, in nanoseconds, spent doing failed transaction commits.
txFailedLifeTime	The total amount of time, in nanoseconds, spent in a transaction before a failed commit. The time measured starts at transaction begin and ends when commit is called.
txRollbacks	Total number times a transaction has been explicitly rolled back.
txRollbackChanges	Total number of changes lost by explicit transaction rollbacks.
txRollbackTime	The total amount of time, in nanoseconds, spent doing explicit transaction rollbacks.
txRollbackLifeTime	The total amount of time, in nanoseconds, spent in a transaction before an explicit rollback. The time measured starts at transaction begin and ends when rollback is called.
txConflictCheckTime	The total amount of time, in nanoseconds, spent doing conflict checks during transaction commit
reliableQueuedOps	Current number of cache operations queued for distribution to required roles.
reliableQueueSize	Current size in megabytes of disk used to queue for distribution to required roles.
reliableQueueMax	Maximum size in megabytes allotted for disk usage to queue for distribution to required roles.
reliableRegions	Current number of regions configured for reliability.
reliableRegionsMissing	Current number regions configured for reliability that are missing required roles.
reliableRegionsQueuing	Current number regions configured for reliability that are queuing for required roles.
reliableRegionsMissingFullAccess	Current number of regions configured for reliability that are missing require roles with full access
reliableRegionsMissingLimitedAccess	Current number of regions configured for reliability that are missing required roles with Limited access
reliableRegionsMissingNoAccess	Current number of regions configured for reliability that are missing required roles with No access
entries	Current number of entries in the cache
eventsQueued	Number of events attached to other events for callback invocation
retries	Number of times a concurrent destroy followed by a create has caused an entry operation to need to retry.
clears	The total number of times a clear has been done on this cache.
diskTasksWaiting	Current number of disk tasks (oplog compactions, asynchronous recoveries, etc) that are waiting for a thread to run the operation
evictorJobsStarted	Number of evictor jobs started
evictorJobsCompleted	Number of evictor jobs completed
evictorQueueSize	Number of jobs waiting to be picked up by evictor threads
evictWorkTime	Total time spent doing eviction work in background threads
nonSingleHopsCount	Total number of times client request observed more than one hop during operation.

metaDataRefreshCount	Total number of times the meta data is refreshed due to hopping observed.
deltaUpdates	The total number of times entries in this cache are updated through delta bytes.
deltaUpdatesTime	Total time spent applying the received delta bytes to entries in this cache.
deltaFailedUpdates	The total number of times entries in this cache failed to be updated through delta bytes.
deltasPrepared	The total number of times delta was prepared in this cache.
deltasPreparedTime	Total time spent preparing delta bytes in this cache.
deltasSent	The total number of times delta was sent to remote caches. This excludes deltas sent from server to client.
deltaFullValuesSent	The total number of times a full value was sent to a remote cache.
deltaFullValuesRequested	The total number of times a full value was requested by this cache.

CacheServerStats (Stats for activity in the CacheServer)

Statistic	Description
getRequests	Number of cache client get requests.
readGetRequestTime	Total time spent in reading get requests.
processGetTime	Total time spent in processing a cache client get request, including the time to get an object from the cache.
getResponses	Number of get responses written to the cache client.
writeGetResponseTime	Total time spent in writing get responses.
putRequests	Number of cache client put requests.
readPutRequestTime	Total time spent in reading put requests.
processPutTime	Total time spent in processing a cache client put request, including the time to put an object into the cache.
putResponses	Number of put responses written to the cache client.
writePutResponseTime	Total time spent in writing put responses.
putAllRequests	Number of cache client putAll requests.
readPutAllRequestTime	Total time spent in reading putAll requests.
processPutAllTime	Total time spent in processing a cache client putAll request, including the time to put all objects into the cache.
putAllResponses	Number of putAll responses written to the cache client.
writePutAllResponseTime	Total time spent in writing putAll responses.
getAllRequests	Number of cache client getAll requests.
readGetAllRequestTime	Total time spent in reading getAll requests.
processGetAllTime	Total time spent in processing a cache client getAll request.
getAllResponses	Number of getAll responses written to the cache client.
writeGetAllResponseTime	Total time spent in writing getAll responses.
destroyRequests	Number of cache client destroy requests.
readDestroyRequestTime	Total time spent in reading destroy requests.
processDestroyTime	Total time spent in processing a cache client destroy request, including the time to destroy an object from the cache.
destroyResponses	Number of destroy responses written to the cache client.
writeDestroyResponseTime	Total time spent in writing destroy responses.

invalidateRequests	Number of cache client invalidate requests.
readInvalidateRequestTime	Total time spent in reading invalidate requests.
processInvalidateTime	Total time spent in processing a cache client invalidate request, including the time to invalidate an object from the cache.
invalidateResponses	Number of invalidate responses written to the cache client.
writeInvalidateResponseTime	Total time spent in writing invalidate responses.
sizeRequests	Number of cache client size requests.
readSizeRequestTime	Total time spent in reading size requests.
processSizeTime	Total time spent in processing a cache client size request, including the time to size an object from the cache.
sizeResponses	Number of size responses written to the cache client.
writeSizeResponseTime	Total time spent in writing size responses.
queryRequests	Number of cache client query requests.
readQueryRequestTime	Total time spent in reading query requests.
processQueryTime	Total time spent in processing a cache client query request, including the time to destroy an object from the cache.
queryResponses	Number of query responses written to the cache client.
writeQueryResponseTime	Total time spent in writing query responses.
destroyRegionRequests	Number of cache client destroyRegion requests.
readDestroyRegionRequestTime	Total time spent in reading destroyRegion requests.
processDestroyRegionTime	Total time spent in processing a cache client destroyRegion request, including the time to destroy the region from the cache.
destroyRegionResponses	Number of destroyRegion responses written to the cache client.
writeDestroyRegionResponseTime	Total time spent in writing destroyRegion responses.
containsKeyRequests	Number of cache client containsKey requests.
readContainsKeyRequestTime	Total time spent reading containsKey requests.
processContainsKeyTime	Total time spent processing a containsKey request.
containsKeyResponses	Number of containsKey responses written to the cache client.
writeContainsKeyResponseTime	Total time spent writing containsKey responses.
processBatchRequests	Number of cache client processBatch requests.
readProcessBatchRequestTime	Total time spent in reading processBatch requests.
processBatchTime	Total time spent in processing a cache client processBatch request.
processBatchResponses	Number of processBatch responses written to the cache client.
writeProcessBatchResponseTime	Total time spent in writing processBatch responses.
batchSize	The size of the batches received.
clearRegionRequests	Number of cache client clearRegion requests.
readClearRegionRequestTime	Total time spent in reading clearRegion requests.
processClearRegionTime	Total time spent in processing a cache client clearRegion request, including the time to clear the region from the cache.
clearRegionResponses	Number of clearRegion responses written to the cache client.
writeClearRegionResponseTime	Total time spent in writing clearRegion responses.
clientNotificationRequests	Number of cache client notification requests.
readClientNotificationRequestTime	Total time spent in reading client notification requests.

processClientNotificationTime	Total time spent in processing a cache client notification request.
updateClientNotificationRequests	Number of cache client notification update requests.
readUpdateClientNotificationRequestTime	Total time spent in reading client notification update requests.
processUpdateClientNotificationTime	Total time spent in processing a client notification update request.
clientReadyRequests	Number of cache client ready requests.
readClientReadyRequestTime	Total time spent in reading cache client ready requests.
processClientReadyTime	Total time spent in processing a cache client ready request, including the time to destroy an object from the cache.
clientReadyResponses	Number of client ready responses written to the cache client.
writeClientReadyResponseTime	Total time spent in writing client ready responses.
closeConnectionRequests	Number of cache client close connection requests.
readCloseConnectionRequestTime	Total time spent in reading close connection requests.
processCloseConnectionTime	Total time spent in processing a cache client close connection request.
failedConnectionAttempts	Number of failed connection attempts.
currentClientConnections	Number of sockets accepted and used for client to server messaging.
currentQueueConnections	Number of sockets accepted and used for server to client messaging.
currentClients	Number of client virtual machines connected.
outOfOrderGatewayBatchIds	Number of Out of order batch IDs.
abandonedWriteRequests	Number of write operations abandond by clients
abandonedReadRequests	Number of read operations abandond by clients
receivedBytes	Total number of bytes received from clients.
sentBytes	Total number of bytes sent to clients.
messagesBeingReceived	Current number of message being received off the network or being processed after reception.
messageBytesBeingReceived	Current number of bytes consumed by messages being received or processed.
connectionsTimedOut	Total number of connections that have been timed out by the server because of client inactivity
threadQueueSize	Current number of connections waiting for a thread to start processing their message.
acceptsInProgress	Current number of server accepts that are attempting to do the initial handshake with the client.
acceptThreadStarts	Total number of threads created to deal with an accepted socket. Note that this is not the current number of threads.
connectionThreadStarts	Total number of threads created to deal with a client connection. Note that this is not the current number of threads.
connectionThreads	Current number of threads dealing with a client connection.
connectionLoad	The load from client to server connections as reported by the load probe installed in this server
loadPerConnection	The estimate of how much load is added for each new connection as reported by the load probe installed in this server
queueLoad	The load from queues as reported by the load probe installed in this server
loadPerQueue	The estimate of how much load is added for each new connection as reported by the load probe installed in this server

ClientSendStats (Statistics about client to server communication)

Statistic	Description
getSendsInProgress	Current number of get sends being executed

getSends	Total number of get sends that have completed successfully
getSendFailures	Total number of get sends that have failed
getSendTime	Total amount of time, in nanoseconds spent doing get sends
putSendsInProgress	Current number of put sends being executed
putSends	Total number of put sends that have completed successfully
putSendFailures	Total number of put sends that have failed
putSendTime	Total amount of time, in nanoseconds spent doing put sends
destroySendsInProgress	Current number of destroy sends being executed
destroySends	Total number of destroy sends that have completed successfully
destroySendFailures	Total number of destroy sends that have failed
destroySendTime	Total amount of time, in nanoseconds spent doing destroy sends
destroyRegionSendsInProgress	Current number of destroyRegion sends being executed
destroyRegionSends	Total number of destroyRegion sends that have completed successfully
destroyRegionSendFailures	Total number of destroyRegion sends that have failed
destroyRegionSendTime	Total amount of time, in nanoseconds spent doing destroyRegion sends
clearSendsInProgress	Current number of clear sends being executed
clearSends	Total number of clear sends that have completed successfully
clearSendFailures	Total number of clear sends that have failed
clearSendTime	Total amount of time, in nanoseconds spent doing clear sends
containsKeySendsInProgress	Current number of containsKey sends being executed
containsKeySends	Total number of containsKey sends that have completed successfully
containsKeySendFailures	Total number of containsKey sends that have failed
containsKeySendTime	Total amount of time, in nanoseconds spent doing containsKey sends
keySetSendsInProgress	Current number of keySet sends being executed
keySetSends	Total number of keySet sends that have completed successfully
keySetSendFailures	Total number of keySet sends that have failed
keySetSendTime	Total amount of time, in nanoseconds spent doing keySet sends
commitSendsInProgress	Current number of commit sends being executed
commitSendFailures	Total number of commit sends that have failed
commitSends	Total number of commit sends that have failed
commitSendTime	Total amount of time, in nanoseconds spent doing commits
rollbackSendsInProgress	Current number of rollback sends being executed
rollbackSendFailures	Total number of rollback sends that have failed
rollbackSends	Total number of rollback sends that have failed
rollbackSendTime	Total amount of time, in nanoseconds spent doing rollbacks
getEntrySendsInProgress	Current number of getEntry sends being executed
getEntrySendFailures	Total number of getEntry sends that have failed
getEntrySends	Total number of getEntry sends that have failed
getEntrySendTime	Total amount of time, in nanoseconds spent sending getEntry messages
jtaSynchronizationSendsInProgress	Current number of jtaSynchronization sends being executed

jtaSynchronizationSendFailures	Total number of jtaSynchronization sends that have failed
jtaSynchronizationSends	Total number of jtaSynchronization sends that have failed
jtaSynchronizationSendTime	Total amount of time, in nanoseconds spent doing jtaSynchronizations
txFailoverSendsInProgress	Current number of txFailover sends being executed
txFailoverSendFailures	Total number of txFailover sends that have failed
txFailoverSends	Total number of txFailover sends that have failed
txFailoverSendTime	Total amount of time, in nanoseconds spent doing txFailovers
sizeSendsInProgress	Current number of size sends being executed
sizeSendFailures	Total number of size sends that have failed
sizeSends	Total number of size sends that have failed
sizeSendTime	Total amount of time, in nanoseconds spent doing sizes
invalidateSendsInProgress	Current number of invalidate sends being executed
invalidateSendFailures	Total number of invalidate sends that have failed
invalidateSends	Total number of invalidate sends that have failed
invalidateSendTime	Total amount of time, in nanoseconds spent doing invalidates
registerInterestSendsInProgress	Current number of registerInterest sends being executed
registerInterestSends	Total number of registerInterest sends that have completed successfully
registerInterestSendFailures	Total number of registerInterest sends that have failed
registerInterestSendTime	Total amount of time, in nanoseconds spent doing registerInterest sends
unregisterInterestSendsInProgress	Current number of unregisterInterest sends being executed
unregisterInterestSends	Total number of unregisterInterest sends that have completed successfully
unregisterInterestSendFailures	Total number of unregisterInterest sends that have failed
unregisterInterestSendTime	Total amount of time, in nanoseconds spent doing unregisterInterest sends
querySendsInProgress	Current number of query sends being executed
querySends	Total number of query sends that have completed successfully
querySendFailures	Total number of query sends that have failed
querySendTime	Total amount of time, in nanoseconds spent doing query sends
createCQSendsInProgress	Current number of createCQ sends being executed
createCQSends	Total number of createCQ sends that have completed successfully
createCQSendFailures	Total number of createCQ sends that have failed
createCQSendTime	Total amount of time, in nanoseconds spent doing createCQ sends
stopCQSendsInProgress	Current number of stopCQ sends being executed
stopCQSends	Total number of stopCQ sends that have completed successfully
stopCQSendFailures	Total number of stopCQ sends that have failed
stopCQSendTime	Total amount of time, in nanoseconds spent doing stopCQ sends
closeCQSendsInProgress	Current number of closeCQ sends being executed
closeCQSends	Total number of closeCQ sends that have completed successfully
closeCQSendFailures	Total number of closeCQ sends that have failed
closeCQSendTime	Total amount of time, in nanoseconds spent doing closeCQ sends
gatewayBatchSendsInProgress	Current number of gatewayBatch sends being executed

gatewayBatchSends	Total number of gatewayBatch sends that have completed successfully
gatewayBatchSendFailures	Total number of gatewayBatch sends that have failed
gatewayBatchSendTime	Total amount of time, in nanoseconds spent doing gatewayBatch sends
readyForEventsSendsInProgress	Current number of readyForEvents sends being executed
readyForEventsSends	Total number of readyForEvents sends that have completed successfully
readyForEventsSendFailures	Total number of readyForEvents sends that have failed
readyForEventsSendTime	Total amount of time, in nanoseconds spent doing readyForEvents sends
makePrimarySendsInProgress	Current number of makePrimary sends being executed
makePrimarySends	Total number of makePrimary sends that have completed successfully
makePrimarySendFailures	Total number of makePrimary sends that have failed
makePrimarySendTime	Total amount of time, in nanoseconds spent doing makePrimary sends
closeConSendsInProgress	Current number of closeCon sends being executed
closeConSends	Total number of closeCon sends that have completed successfully
closeConSendFailures	Total number of closeCon sends that have failed
closeConSendTime	Total amount of time, in nanoseconds spent doing closeCon sends
primaryAckSendsInProgress	Current number of primaryAck sends being executed
primaryAckSends	Total number of primaryAck sends that have completed successfully
primaryAckSendFailures	Total number of primaryAck sends that have failed
primaryAckSendTime	Total amount of time, in nanoseconds spent doing primaryAck sends
pingSendsInProgress	Current number of ping sends being executed
pingSends	Total number of ping sends that have completed successfully
pingSendFailures	Total number of ping sends that have failed
pingSendTime	Total amount of time, in nanoseconds spent doing ping sends
registerInstantiatorsSendsInProgress	Current number of registerInstantiators sends being executed
registerInstantiatorsSends	Total number of registerInstantiators sends that have completed successfully
registerInstantiatorsSendFailures	Total number of registerInstantiators sends that have failed
registerInstantiatorsSendTime	Total amount of time, in nanoseconds spent doing registerInstantiators sends
registerDataSerializersSendsInProgress	Current number of registerDataSerializers sends being executed
registerDataSerializersSends	Total number of registerDataSerializers sends that have completed successfully
registerDataSerializersSendFailures	Total number of registerDataSerializers sends that have failed
registerDataSerializersSendTime	Total amount of time, in nanoseconds spent doing registerDataSerializers sends
putAllSendsInProgress	Current number of putAll sends being executed
putAllSends	Total number of putAll sends that have completed successfully
putAllSendFailures	Total number of putAll sends that have failed
putAllSendTime	Total amount of time, in nanoseconds spent doing putAll sends
getAllSendsInProgress	Current number of getAll sends being executed
getAllSends	Total number of getAll sends that have completed successfully

getAllSendFailures	Total number of getAll sends that have failed
getAllSendTime	Total amount of time, in nanoseconds spent doing getAll sends
executeFunctionSendsInProgress	Current number of Function sends being executed
executeFunctionSends	Total number of Function sends that have completed successfully
executeFunctionSendFailures	Total number of Function sends that have failed
executeFunctionSendTime	Total amount of time, in nanoseconds spent doing Function sends
asyncExecuteFunctionSendsInProgress	Current number of Function sends being executed asynchronously
asyncExecuteFunctionSends	Total number of asynchronous Function sends that have completed successfully
asyncExecuteFunctionSendFailures	Total number of asynchronous Function sends that have failed
asyncExecuteFunctionSendTime	Total amount of time, in nanoseconds spent doing asynchronous Function sends
getClientPRMetadataSendsInProgress	Current number of getClientPRMetadata operation's request messages being send from the client to server
getClientPRMetadataSendFailures	Total number of getClientPRMetadata operation's request messages not sent successfully from the client to server
getClientPRMetadataSendsSuccessful	Total number of getClientPRMetadata operation's request messages sent successfully from the client to server
getClientPRMetadataSendTime	Total amount of time, in nanoseconds spent sending getClientPRMetadata operation's request messages successfully /unsuccessfully from the client to server
getClientPartitionAttributesSendsInProgress	Current number of getClientPartitionAttributes operation's request messages being send from the client to server
getClientPartitionAttributesSendFailures	Total number of getClientPartitionAttributes operation's request messages not sent successfully from the client to server
getClientPartitionAttributesSendsSuccessful	Total number of getClientPartitionAttributes operation's request messages sent successfully from the client to server
getClientPartitionAttributesSendTime	Total amount of time, in nanoseconds spent sending getClientPartitionAttributes operation's request messages successfully/unsuccessfully from the client to server
getPDxTypeByIdSendsInProgress	Current number of getPDxTypeById operation's request messages being send from the client to server
getPDxTypeByIdSendFailures	Total number of getPDxTypeById operation's request messages not sent successfully from the client to server
getPDxTypeByIdSendsSuccessful	Total number of getPDxTypeById operation's request messages sent successfully from the client to server
getPDxTypeByIdSendTime	Total amount of time, in nanoseconds spent sending getPDxTypeById operation's request messages successfully /unsuccessfully from the client to server
getPDxIdForTypeSendsInProgress	Current number of getPDxIdForType operation's request messages being send from the client to server
getPDxIdForTypeSendFailures	Total number of getPDxIdForType operation's request messages not sent successfully from the client to server
getPDxIdForTypeSendsSuccessful	Total number of getPDxIdForType operation's request messages sent successfully from the client to server
getPDxIdForTypeSendTime	Total amount of time, in nanoseconds spent sending getPDxIdForType operation's request messages successfully /unsuccessfully from the client to server
addPdxTypeSendsInProgress	Current number of addPdxType operation's request messages being send from the client to server
addPdxTypeSendFailures	Total number of addPdxType operation's request messages not sent successfully from the client to server
addPdxTypeSendsSuccessful	Total number of addPdxType operation's request messages sent successfully from the client to server
addPdxTypeSendTime	Total amount of time, in nanoseconds spent sending addPdxType operation's request messages successfully /unsuccessfully from the client to server

ClientStats (Statistics about client to server communication)

Statistic	Description
getsInProgress	Current number of gets being executed
gets	Total number of gets completed successfully
getFailures	Total number of get attempts that have failed
getTimeouts	Total number of get attempts that have timed out
getTime	Total amount of time, in nanoseconds spent doing gets
putsInProgress	Current number of puts being executed
puts	Total number of puts completed successfully
putFailures	Total number of put attempts that have failed
putTimeouts	Total number of put attempts that have timed out
putTime	Total amount of time, in nanoseconds spent doing puts
destroysInProgress	Current number of destroys being executed
destroys	Total number of destroys completed successfully
destroyFailures	Total number of destroy attempts that have failed
destroyTimeouts	Total number of destroy attempts that have timed out
destroyTime	Total amount of time, in nanoseconds spent doing destroys
destroyRegionsInProgress	Current number of destroyRegions being executed
destroyRegions	Total number of destroyRegions completed successfully
destroyRegionFailures	Total number of destroyRegion attempts that have failed
destroyRegionTimeouts	Total number of destroyRegion attempts that have timed out
destroyRegionTime	Total amount of time, in nanoseconds spent doing destroyRegions
clearsInProgress	Current number of clears being executed
clears	Total number of clears completed successfully
clearFailures	Total number of clear attempts that have failed
clearTimeouts	Total number of clear attempts that have timed out
clearTime	Total amount of time, in nanoseconds spent doing clears
containsKeysInProgress	Current number of containsKeys being executed
containsKeys	Total number of containsKeys completed successfully
containsKeyFailures	Total number of containsKey attempts that have failed
containsKeyTimeouts	Total number of containsKey attempts that have timed out
containsKeyTime	Total amount of time, in nanoseconds spent doing containsKeys
keySetsInProgress	Current number of keySets being executed
keySets	Total number of keySets completed successfully
keySetFailures	Total number of keySet attempts that have failed
keySetTimeouts	Total number of keySet attempts that have timed out
keySetTime	Total amount of time, in nanoseconds spent doing keySets
commitsInProgress	Current number of commits being executed
commits	Total number of commits completed successfully
commitFailures	Total number of commit attempts that have failed
commitTimeouts	Total number of commit attempts that have timed out

commitTime	Total amount of time, in nanoseconds spent doing commits
rollbacksInProgress	Current number of rollbacks being executed
rollbacks	Total number of rollbacks completed successfully
rollbackFailures	Total number of rollback attempts that have failed
rollbackTimeouts	Total number of rollback attempts that have timed out
rollbackTime	Total amount of time, in nanoseconds spent doing rollbacks
getEntryInProgress	Current number of getEntry messages being executed
getEntry	Total number of getEntry messages completed successfully
getEntryFailures	Total number of getEntry attempts that have failed
getEntryTimeouts	Total number of getEntry attempts that have timed out
getEntryTime	Total amount of time, in nanoseconds spent doing getEntry processings
jtaSynchronizationsInProgress	Current number of jtaSynchronizations being executed
jtaSynchronizations	Total number of jtaSynchronizations completed successfully
jtaSynchronizationFailures	Total number of jtaSynchronization attempts that have failed
jtaSynchronizationTimeouts	Total number of jtaSynchronization attempts that have timed out
jtaSynchronizationTime	Total amount of time, in nanoseconds spent doing jtaSynchronizations
txFailoversInProgress	Current number of txFailovers being executed
txFailovers	Total number of txFailovers completed successfully
txFailoverFailures	Total number of txFailover attempts that have failed
txFailoverTimeouts	Total number of txFailover attempts that have timed out
txFailoverTime	Total amount of time, in nanoseconds spent doing txFailovers
sizesInProgress	Current number of sizes being executed
sizes	Total number of sizes completed successfully
sizeFailures	Total number of size attempts that have failed
sizeTimeouts	Total number of size attempts that have timed out
sizeTime	Total amount of time, in nanoseconds spent doing sizes
invalidatesInProgress	Current number of invalidates being executed
invalidates	Total number of invalidates completed successfully
invalidateFailures	Total number of invalidate attempts that have failed
invalidateTimeouts	Total number of invalidate attempts that have timed out
invalidateTime	Total amount of time, in nanoseconds spent doing invalidates
registerInterestsInProgress	Current number of registerInterests being executed
registerInterests	Total number of registerInterests completed successfully
registerInterestFailures	Total number of registerInterest attempts that have failed
registerInterestTimeouts	Total number of registerInterest attempts that have timed out
registerInterestTime	Total amount of time, in nanoseconds spent doing registerInterests
unregisterInterestsInProgress	Current number of unregisterInterests being executed
unregisterInterests	Total number of unregisterInterests completed successfully
unregisterInterestFailures	Total number of unregisterInterest attempts that have failed
unregisterInterestTimeouts	Total number of unregisterInterest attempts that have timed out
unregisterInterestTime	Total amount of time, in nanoseconds spent doing unregisterInterests

querysInProgress	Current number of querys being executed
querys	Total number of querys completed successfully
queryFailures	Total number of query attempts that have failed
queryTimeouts	Total number of query attempts that have timed out
queryTime	Total amount of time, in nanoseconds spent doing querys
createCQsInProgress	Current number of createCQs being executed
createCQs	Total number of createCQs completed successfully
createCQFailures	Total number of createCQ attempts that have failed
createCQTimeouts	Total number of createCQ attempts that have timed out
createCQTime	Total amount of time, in nanoseconds spent doing createCQs
stopCQsInProgress	Current number of stopCQs being executed
stopCQs	Total number of stopCQs completed successfully
stopCQFailures	Total number of stopCQ attempts that have failed
stopCQTimeouts	Total number of stopCQ attempts that have timed out
stopCQTime	Total amount of time, in nanoseconds spent doing stopCQs
closeCQsInProgress	Current number of closeCQs being executed
closeCQs	Total number of closeCQs completed successfully
closeCQFailures	Total number of closeCQ attempts that have failed
closeCQTimeouts	Total number of closeCQ attempts that have timed out
closeCQTime	Total amount of time, in nanoseconds spent doing closeCQs
gatewayBatchsInProgress	Current number of gatewayBatchs being executed
gatewayBatchs	Total number of gatewayBatchs completed successfully
gatewayBatchFailures	Total number of gatewayBatch attempts that have failed
gatewayBatchTimeouts	Total number of gatewayBatch attempts that have timed out
gatewayBatchTime	Total amount of time, in nanoseconds spent doing gatewayBatchs
readyForEventsInProgress	Current number of readyForEvents being executed
readyForEvents	Total number of readyForEvents completed successfully
readyForEventsFailures	Total number of readyForEvents attempts that have failed
readyForEventsTimeouts	Total number of readyForEvents attempts that have timed out
readyForEventsTime	Total amount of time, in nanoseconds spent doing readyForEvents
makePrimarysInProgress	Current number of makePrimarys being executed
makePrimarys	Total number of makePrimarys completed successfully
makePrimaryFailures	Total number of makePrimary attempts that have failed
makePrimaryTimeouts	Total number of makePrimary attempts that have timed out
makePrimaryTime	Total amount of time, in nanoseconds spent doing makePrimarys
closeConsInProgress	Current number of closeCons being executed
closeCons	Total number of closeCons completed successfully
closeConFailures	Total number of closeCon attempts that have failed
closeConTimeouts	Total number of closeCon attempts that have timed out
closeConTime	Total amount of time, in nanoseconds spent doing closeCons

primaryAcksInProgress	Current number of primaryAcks being executed
primaryAcks	Total number of primaryAcks completed successfully
primaryAckFailures	Total number of primaryAck attempts that have failed
primaryAckTimeouts	Total number of primaryAck attempts that have timed out
primaryAckTime	Total amount of time, in nanoseconds spent doing primaryAcks
pingsInProgress	Current number of pings being executed
pings	Total number of pings completed successfully
pingFailures	Total number of ping attempts that have failed
pingTimeouts	Total number of ping attempts that have timed out
pingTime	Total amount of time, in nanoseconds spent doing pings
registerInstantiatorsInProgress	Current number of registerInstantiators being executed
registerInstantiators	Total number of registerInstantiators completed successfully
registerInstantiatorsFailures	Total number of registerInstantiators attempts that have failed
registerInstantiatorsTimeouts	Total number of registerInstantiators attempts that have timed out
registerInstantiatorsTime	Total amount of time, in nanoseconds spent doing registerInstantiators
registerDataSerializersInProgress	Current number of registerDataSerializers being executed
registerDataSerializers	Total number of registerDataSerializers completed successfully
registerDataSerializersFailures	Total number of registerDataSerializers attempts that have failed
registerDataSerializersTimeouts	Total number of registerDataSerializers attempts that have timed out
registerDataSerializersTime	Total amount of time, in nanoseconds spent doing registerDataSerializers
connections	Current number of connections
connects	Total number of times a connection has been created.
disconnects	Total number of times a connection has been destroyed.
putAllsInProgress	Current number of putAlls being executed
putAlls	Total number of putAlls completed successfully
putAllFailures	Total number of putAll attempts that have failed
putAllTimeouts	Total number of putAll attempts that have timed out
putAllTime	Total amount of time, in nanoseconds spent doing putAlls
getAllsInProgress	Current number of getAlls being executed
getAlls	Total number of getAlls completed successfully
getAllFailures	Total number of getAll attempts that have failed
getAllTimeouts	Total number of getAll attempts that have timed out
getAllTime	Total amount of time, in nanoseconds spent doing getAlls
receivedBytes	Total number of bytes received from server.
sentBytes	Total number of bytes sent to server.
messagesBeingReceived	Current number of message being received off the network or being processed after reception.
messageBytesBeingReceived	Current number of bytes consumed by messages being received or processed.
executeFunctionsInProgress	Current number of Functions being executed
executeFunctions	Total number of Functions completed successfully
executeFunctionFailures	Total number of Function attempts that have failed

executeFunctionTimeouts	Total number of Function attempts that have timed out
executeFunctionTime	Total amount of time, in nanoseconds spent doing Functions
asyncExecuteFunctionsInProgress	Current number of Functions being executed asynchronously
asyncExecuteFunctions	Total number of asynchronous Functions completed successfully
asyncExecuteFunctionFailures	Total number of asynchronous Function attempts that have failed
asyncExecuteFunctionTimeouts	Total number of asynchronous Function attempts that have timed out
asyncExecuteFunctionTime	Total amount of time, in nanoseconds spent doing asynchronous Functions
getClientPRMetadataInProgress	Current number of getClientPRMetadata operations being executed
getClientPRMetadataFailures	Total number of getClientPRMetadata operation attempts that have failed
getClientPRMetadataSuccessful	Total number of getClientPRMetadata operations completed successfully
getClientPRMetadataTimeouts	Total number of getClientPRMetadata operation attempts that have timed out
getClientPRMetadataTime	Total amount of time, in nanoseconds spent doing getClientPRMetadata successfully/unsuccessfully
getClientPartitionAttributesInProgress	Current number of getClientPartitionAttributes operations being executed
getClientPartitionAttributesFailures	Total number of getClientPartitionAttributes operation attempts that have failed
getClientPartitionAttributesSuccessful	Total number of getClientPartitionAttributes operations completed successfully
getClientPartitionAttributesTimeouts	Total number of getClientPartitionAttributes operation attempts that have timed out
getClientPartitionAttributesTime	Total amount of time, in nanoseconds spent doing getClientPartitionAttributes successfully/unsuccessfully.
getPDxTypeByldInProgress	Current number of getPDxTypeByld operations being executed
getPDxTypeByldFailures	Total number of getPDxTypeByld operation attempts that have failed
getPDxTypeByldSuccessful	Total number of getPDxTypeByld operations completed successfully
getPDxTypeByldTimeouts	Total number of getPDxTypeByld operation attempts that have timed out
getPDxTypeByldTime	Total amount of time, in nanoseconds spent doing getPDxTypeByld successfully/unsuccessfully.
getPDxIdForTypeInProgress	Current number of getPDxIdForType operations being executed
getPDxIdForTypeFailures	Total number of getPDxIdForType operation attempts that have failed
getPDxIdForTypeSuccessful	Total number of getPDxIdForType operations completed successfully
getPDxIdForTypeTimeouts	Total number of getPDxIdForType operation attempts that have timed out
getPDxIdForTypeTime	Total amount of time, in nanoseconds spent doing getPDxIdForType successfully/unsuccessfully.
addPdxTypeInProgress	Current number of addPdxType operations being executed
addPdxTypeFailures	Total number of addPdxType operation attempts that have failed
addPdxTypeSuccessful	Total number of addPdxType operations completed successfully
addPdxTypeTimeouts	Total number of addPdxType operation attempts that have timed out
addPdxTypeTime	Total amount of time, in nanoseconds spent doing addPdxType successfully/unsuccessfully.

ClientSubscriptionStats (ClientSubscriptionStats)

Statistic	Description
eventsQueued	Number of events added to queue.
eventsConflated	Number of events conflated for the queue.
eventsRemoved	Number of events removed from the queue.
eventsTaken	Number of events taken from the queue.
eventsExpired	Number of events expired from the queue.
eventsRemovedByQrm	Number of events removed by QRM message.

threadIdentifiers	Number of ThreadIdentifier objects for the queue.
numVoidRemovals	Number of void removals from the queue.
numSequenceViolated	Number of events that has violated sequence.

DLockStats (Statistics on the gemfire distribution lock service.)

Statistic	Description
grantors	The current number of lock grantors hosted by this system member.
services	The current number of lock services used by this system member.
tokens	The current number of lock tokens used by this system member.
grantTokens	The current number of grant tokens used by local grantors.
requestQueues	The current number of lock request queues used by this system member.
serialQueueSize	The number of serial distribution messages currently waiting to be processed.
serialThreads	The number of threads currently processing serial/ordered messages.
waitingQueueSize	The number of distribution messages currently waiting for some other resource before they can be processed.
waitingThreads	The number of threads currently processing messages that had to wait for a resource.
lockWaitsInProgress	Current number of threads waiting for a distributed lock.
lockWaitsCompleted	Total number of times distributed lock wait has completed by successfully obtained the lock.
lockWaitTime	Total time spent waiting for a distributed lock that was obtained.
lockWaitsFailed	Total number of times distributed lock wait has completed by failing to obtain the lock.
lockWaitFailedTime	Total time spent waiting for a distributed lock that we failed to obtain.
grantWaitsInProgress	Current number of distributed lock requests being granted.
grantWaitsCompleted	Total number of times granting of a lock request has completed by successfully granting the lock.
grantWaitTime	Total time spent attempting to grant a distributed lock.
grantWaitsNotGrantor	Total number of times granting of lock request failed because not grantor.
grantWaitNotGrantorTime	Total time spent granting of lock requests that failed because not grantor.
grantWaitsTimeout	Total number of times granting of lock request failed because timeout.
grantWaitTimeoutTime	Total time spent granting of lock requests that failed because timeout.
grantWaitsNotHolder	Total number of times granting of lock request failed because reentrant was not holder.
grantWaitNotHolderTime	Total time spent granting of lock requests that failed because reentrant was not holder.
grantWaitsFailed	Total number of times granting of lock request failed because try locks failed.
grantWaitFailedTime	Total time spent granting of lock requests that failed because try locks failed.
grantWaitsSuspended	Total number of times granting of lock request failed because lock service was suspended.
grantWaitSuspendedTime	Total time spent granting of lock requests that failed because lock service was suspended.
grantWaitsDestroyed	Total number of times granting of lock request failed because lock service was destroyed.
grantWaitDestroyedTime	Total time spent granting of lock requests that failed because lock service was destroyed.
createGrantorsInProgress	Current number of initial grantors being created in this process.
createGrantorsCompleted	Total number of initial grantors created in this process.
createGrantorTime	Total time spent waiting create the initial grantor for lock services.
serviceCreatesInProgress	Current number of lock services being created in this process.
serviceCreatesCompleted	Total number of lock services created in this process.

serviceCreateLatchTime	Total time spent creating lock services before releasing create latches.
serviceInitLatchTime	Total time spent creating lock services before releasing init latches.
grantorWaitsInProgress	Current number of threads waiting for grantor latch to open.
grantorWaitsCompleted	Total number of times waiting threads completed waiting for the grantor latch to open.
grantorWaitTime	Total time spent waiting for the grantor latch which resulted in success.
grantorWaitsFailed	Total number of times waiting threads failed to finish waiting for the grantor latch to open.
grantorWaitFailedTime	Total time spent waiting for the grantor latch which resulted in failure.
grantorThreadsInProgress	Current iterations of work performed by grantor thread(s).
grantorThreadsCompleted	Total number of iterations of work performed by grantor thread(s).
grantorThreadExpireAndGrantLocksTime	Total time spent by grantor thread(s) performing expireAndGrantLocks tasks.
grantorThreadHandleRequestTimeoutsTime	Total time spent by grantor thread(s) performing handleRequestTimeouts tasks.
grantorThreadRemoveUnusedTokensTime	Total time spent by grantor thread(s) performing removeUnusedTokens tasks.
grantorThreadTime	Total time spent by grantor thread(s) performing all grantor tasks.
pendingRequests	The current number of pending lock requests queued by grantors in this process.
destroyReadWaitsInProgress	Current number of threads waiting for a DLockService destroy read lock.
destroyReadWaitsCompleted	Total number of times a DLockService destroy read lock wait has completed successfully.
destroyReadWaitTime	Total time spent waiting for a DLockService destroy read lock that was obtained.
destroyReadWaitsFailed	Total number of times a DLockService destroy read lock wait has completed unsuccessfully.
destroyReadWaitFailedTime	Total time spent waiting for a DLockService destroy read lock that was not obtained.
destroyWriteWaitsInProgress	Current number of thwrites waiting for a DLockService destroy write lock.
destroyWriteWaitsCompleted	Total number of times a DLockService destroy write lock wait has completed successfully.
destroyWriteWaitTime	Total time spent waiting for a DLockService destroy write lock that was obtained.
destroyWriteWaitsFailed	Total number of times a DLockService destroy write lock wait has completed unsuccessfully.
destroyWriteWaitFailedTime	Total time spent waiting for a DLockService destroy write lock that was not obtained.
destroyReads	The current number of DLockService destroy read locks held by this process.
destroyWrites	The current number of DLockService destroy write locks held by this process.
lockReleasesInProgress	Current number of threads releasing a distributed lock.
lockReleasesCompleted	Total number of times distributed lock release has completed.
lockReleaseTime	Total time spent releasing a distributed lock.
becomeGrantorRequests	Total number of times this member has explicitly requested to become lock grantor.
freeResourcesCompleted	Total number of times this member has freed resources for a distributed lock.
freeResourcesFailed	Total number of times this member has attempted to free resources for a distributed lock which remained in use.

DiskDirStatistics (Statistics about a single disk directory for a region)

Statistic	Description
diskSpace	The total number of bytes currently being used on disk in this directory for oplog files.
maximumSpace	The configured maximum number of bytes allowed in this directory for oplog files. Note that some product configurations allow this maximum to be exceeded.

DiskRegionStatistics (Statistics about a Region's use of the disk)

Statistic	Description
writes	The total number of region entries that have been written to disk. A write is done every time an entry is created on disk or every time its value is modified on disk.
writeTime	The total amount of time spent writing to disk
writtenBytes	The total number of bytes that have been written to disk
reads	The total number of region entries that have been read from disk
readTime	The total amount of time spent reading from disk
readBytes	The total number of bytes that have been read from disk
*removes	The total number of region entries that have been removed from disk
removeTime	The total amount of time spent removing from disk
entriesOnlyOnDisk	The current number of entries whose value is on disk and is not in memory. This is true of overflowed entries. It is also true of recovered entries that have not yet been faulted in.
entriesInVM	The current number of entries whose value resides in the VM. The value may also have been written to disk.
writesInProgress	current number of oplog writes that are in progress
localInitializations	The number of times that this region has been initialized solely from the local disk files (0 or 1)
remoteInitializations	The number of times that this region has been initialized by doing GII from a peer (0 or 1)

DiskStoreStatistics (Statistics about a Region's use of the disk)

Statistic	Description
writes	The total number of region entries that have been written to disk. A write is done every time an entry is created on disk or every time its value is modified on disk.
writeTime	The total amount of time spent writing to disk
writtenBytes	The total number of bytes that have been written to disk
flushes	The total number of times the an entry has been flushed from the async queue.
flushTime	The total amount of time spent doing an async queue flush.
flushedBytes	The total number of bytes written to disk by async queue flushes.
reads	The total number of region entries that have been read from disk
readTime	The total amount of time spent reading from disk
readBytes	The total number of bytes that have been read from disk
recoveriesInProgress	current number of persistent regions being recovered from disk
recoveryTime	The total amount of time spent doing a recovery
recoveredBytes	The total number of bytes that have been read from disk during a recovery
recoveredEntryCreates	The total number of entry create records processed while recovering oplog data.
recoveredEntryUpdates	The total number of entry update records processed while recovering oplog data.
recoveredEntryDestroys	The total number of entry destroy records processed while recovering oplog data.
recoveredValuesSkippedDueToLRU	The total number of entry values that did not need to be recovered due to the LRU.
recoveryRecordsSkipped	The total number of oplog records skipped during recovery.
oplogRecoveries	The total number of oplogs recovered
oplogRecoveryTime	The total amount of time spent doing an oplog recovery
oplogRecoveredBytes	The total number of bytes that have been read from oplogs during a recovery

removes	The total number of region entries that have been removed from disk
removeTime	The total amount of time spent removing from disk
queueSize	The current number of entries in the async queue waiting to be flushed to disk
compactInserts	Total number of times an oplog compact did a db insert
compactInsertTime	Total amount of time, in nanoseconds, spent doing inserts during a compact
compactUpdates	Total number of times an oplog compact did an update
compactUpdateTime	Total amount of time, in nanoseconds, spent doing updates during a compact
compactDeletes	Total number of times an oplog compact did a delete
compactDeleteTime	Total amount of time, in nanoseconds, spent doing deletes during a compact
compactsInProgress	current number of oplog compacts that are in progress
writesInProgress	current number of oplog writes that are in progress
flushesInProgress	current number of oplog flushes that are in progress
compactTime	Total amount of time, in nanoseconds, spent compacting oplogs
compacts	Total number of completed oplog compacts
openOplogs	Current number of open oplogs this region has
compactableOplogs	Current number of oplogs ready to be compacted
inactiveOplogs	Current number of oplogs that are no longer being written but are not ready ready to compact
oplogReads	Total number of oplog reads
oplogSeeks	Total number of oplog seeks
uncreatedRecoveredRegions	The current number of regions that have been recovered but have not yet been created.
backupsInProgress	The current number of backups in progress on this disk store
backupsCompleted	The number of backups of this disk store that have been taking while this VM was alive

DistributionStats (Statistics on the gemfire distribution layer.)

Statistic	Description
sentMessages	The number of distribution messages that this GemFire system has sent. This includes broadcastMessages.
commitMessages	The number of transaction commit messages that this GemFire system has created to be sent. Note that it is possible for a commit to only create one message even though it will end up being sent to multiple recipients.
commitWaits	The number of transaction commits that had to wait for a response before they could complete.
sentMessagesTime	The total amount of time this distribution manager has spent sending messages. This includes broadcastMessagesTime.
sentMessagesMaxTime	The highest amount of time this distribution manager has spent distributing a single message to the network.
broadcastMessages	The number of distribution messages that this GemFire system has broadcast. A broadcast message is one sent to every other manager in the group.
broadcastMessagesTime	The total amount of time this distribution manager has spent broadcasting messages. A broadcast message is one sent to every other manager in the group.
receivedMessages	The number of distribution messages that this GemFire system has received.
receivedBytes	The number of distribution message bytes that this GemFire system has received.
sentBytes	The number of distribution message bytes that this GemFire system has sent.
processedMessages	The number of distribution messages that this GemFire system has processed.
processedMessagesTime	The amount of time this distribution manager has spent in message.process().

messageProcessingScheduleTime	The amount of time this distribution manager has spent dispatching message to processor threads.
overflowQueueSize	The number of normal distribution messages currently waiting to be processed.
waitingQueueSize	The number of distribution messages currently waiting for some other resource before they can be processed.
overflowQueueThrottleCount	The total number of times a thread was delayed in adding a normal message to the overflow queue.
overflowQueueThrottleTime	The total amount of time, in nanoseconds, spent delayed by the overflow queue throttle.
highPriorityQueueSize	The number of high priority distribution messages currently waiting to be processed.
highPriorityQueueThrottleCount	The total number of times a thread was delayed in adding a normal message to the high priority queue.
highPriorityQueueThrottleTime	The total amount of time, in nanoseconds, spent delayed by the high priority queue throttle.
partitionedRegionQueueSize	The number of high priority distribution messages currently waiting to be processed.
partitionedRegionQueueThrottleCount	The total number of times a thread was delayed in adding a normal message to the high priority queue.
partitionedRegionQueueThrottleTime	The total amount of time, in nanoseconds, spent delayed by the high priority queue throttle.
functionExecutionQueueSize	The number of high priority distribution messages currently waiting to be processed.
functionExecutionQueueThrottleCount	The total number of times a thread was delayed in adding a normal message to the high priority queue.
functionExecutionQueueThrottleTime	The total amount of time, in nanoseconds, spent delayed by the high priority queue throttle.
serialQueueSize	The number of serial distribution messages currently waiting to be processed.
serialQueueBytes	The approximate number of bytes consumed by serial distribution messages currently waiting to be processed.
serialPooledThread	The number of threads created in the SerialQueuedExecutorPool.
serialQueueThrottleCount	The total number of times a thread was delayed in adding a ordered message to the serial queue.
serialQueueThrottleTime	The total amount of time, in nanoseconds, spent delayed by the serial queue throttle.
serialThreads	The number of threads currently processing serial/ordered messages.
processingThreads	The number of threads currently processing normal messages.
highPriorityThreads	The number of threads currently processing high priority messages.
partitionedRegionThreads	The number of threads currently processing partitioned region messages.
functionExecutionThreads	The number of threads currently processing function execution messages.
waitingThreads	The number of threads currently processing messages that had to wait for a resource.
messageChannelTime	The total amount of time received messages spent in the distribution channel
replyMessageTime	The amount of time spent processing reply messages. This includes both processedMessagesTime and messageProcessingScheduleTime.
distributeMessageTime	The amount of time it takes to prepare a message and send it on the network. This includes sentMessagesTime.
nodes	The current number of nodes in this distributed system.
replyWaitsInProgress	Current number of threads waiting for a reply.
replyWaitsCompleted	Total number of times waits for a reply have completed.

replyWaitTime	Total time spent waiting for a reply to a message.
replyWaitMaxTime	Maximum time spent transmitting and then waiting for a reply to a message. See sentMessagesMaxTime for related information
replyTimeouts	Total number of message replies that have timed out.
receivers	Current number of sockets dedicated to receiving messages.
sendersSO	Current number of shared sockets dedicated to sending ordered messages.
sendersSU	Current number of shared sockets dedicated to sending unordered messages.
sendersTO	Current number of thread sockets dedicated to sending ordered messages.
sendersTU	Current number of thread sockets dedicated to sending unordered messages.
failedAccepts	Total number of times an accept (receiver creation) of a connect from some other member has failed
failedConnects	Total number of times a connect (sender creation) to some other member has failed.
reconnectAttempts	Total number of times an established connection was lost and a reconnect was attempted.
senderTimeouts	Total number of times an unshared sender socket has remained idle long enough that its lease expired.
syncSocketWritesInProgress	Current number of synchronous/blocking socket write calls in progress.
syncSocketWriteTime	Total amount of time, in nanoseconds, spent in synchronous/blocking socket write calls.
syncSocketWrites	Total number of completed synchronous/blocking socket write calls.
syncSocketWriteBytes	Total number of bytes sent out in synchronous/blocking mode on sockets.
ucastReads	Total number of unicast datagrams received
ucastReadBytes	Total number of bytes received in unicast datagrams
ucastWriteTime	Total amount of time, in nanoseconds, spent in unicast datagram socket write calls.
ucastWrites	Total number of unicast datagram socket write calls.
ucastWriteBytes	Total number of bytes sent out on unicast datagram sockets.
ucastRetransmits	Total number of unicast datagram socket retransmissions
mcastReads	Total number of multicast datagrams received
mcastReadBytes	Total number of bytes received in multicast datagrams
mcastWriteTime	Total amount of time, in nanoseconds, spent in multicast datagram socket write calls.
mcastWrites	Total number of multicast datagram socket write calls.
mcastWriteBytes	Total number of bytes sent out on multicast datagram sockets.
mcastRetransmits	Total number of multicast datagram socket retransmissions
mcastRetransmitRequests	Total number of multicast datagram socket retransmission requests sent to other processes
serializationTime	Total amount of time, in nanoseconds, spent serializing objects.
serializations	Total number of object serialization calls.
serializedBytes	Total number of bytes produced by object serialization.
deserializationTime	Total amount of time, in nanoseconds, spent deserializing objects.
deserializations	Total number of object deserialization calls.
deserializedBytes	Total number of bytes consumed by object deserialization.
msgSerializationTime	Total amount of time, in nanoseconds, spent serializing messages.
msgDeserializationTime	Total amount of time, in nanoseconds, spent deserializing messages.
batchSendTime	Total amount of time, in nanoseconds, spent queueing and flushing message batches
batchWaitTime	Reserved for future use

batchCopyTime	Total amount of time, in nanoseconds, spent copying messages for batched transmission
batchFlushTime	Total amount of time, in nanoseconds, spent flushing batched messages to the network
ucastFlushes	Total number of flushes of the unicast datagram protocol, prior to sending a multicast message
ucastFlushTime	Total amount of time, in nanoseconds, spent waiting for acknowledgements for outstanding unicast datagram messages
flowControlRequests	Total number of flow control credit requests sent to other processes
flowControlResponses	Total number of flow control credit responses sent to a requestor
flowControlWaitsInProgress	Number of threads blocked waiting for flow-control recharges from other processes
flowControlWaitTime	Total amount of time, in nanoseconds, spent waiting for other processes to recharge the flow of control meter
flowControlThrottleWaitsInProgress	Number of threads blocked waiting due to flow-control throttle requests from other members
jgNAKACKreceivedMessages	Number of received messages awaiting stability in NAKACK
jgNAKACKsentMessages	Number of sent messages awaiting stability in NAKACK
jgQueuedMessages	Number of messages queued by transport and awaiting processing
jgUNICASTreceivedMessages	Number of received messages awaiting receipt of prior messages
jgUNICASTsentMessages	Number of un-acked normal priority messages
jgUNICASTsentHighPriorityMessages	Number of un-acked high priority messages
jgUNICASTdataReceivedTime	Amount of time spent in JGroups UNICAST send
jgSTABLEsuspendTime	Amount of time JGroups STABLE is suspended
jgSTABLEmessages	Number of STABLE messages received by JGroups
jgSTABLEmessagesSent	Number of STABLE messages sent by JGroups
jgSTABILITYmessages	Number of STABILITY messages received by JGroups
jgUDPUptime	Time spent in JGroups UDP processing up events
jgUDPdownTime	Time spent in JGroups UDP processing down events
jgNAKACKuptime	Time spent in JGroups NAKACK processing up events
jgNAKACKdownTime	Time spent in JGroups NAKACK processing down events
jgUNICASTuptime	Time spent in JGroups UNICAST processing up events
jgUNICASTdownTime	Time spent in JGroups UNICAST processing down events
jgSTABLEuptime	Time spent in JGroups STABLE processing up events
jgSTABLEdownTime	Time spent in JGroups STABLE processing down events
jgFRAG2uptime	Time spent in JGroups FRAG2 processing up events
jgFRAG2downTime	Time spent in JGroups FRAG2 processing down events
jgGMSuptime	Time spent in JGroups GMS processing up events
jgGMSdownTime	Time spent in JGroups GMS processing down events
jgFCuptime	Time spent in JGroups FC processing up events
jgFCdownTime	Time spent in JGroups FC processing down events
jgDirAckuptime	Time spent in JGroups DirAck processing up events

jgDirAckdownTime	Time spent in JGroups DirAck processing down events
jgVIEWSYNCdownTime	Time spent in JGroups VIEWSYNC processing down events
jgVIEWSYNCupTime	Time spent in JGroups VIEWSYNC processing up events
jgFDdownTime	Time spent in JGroups FD processing down events
jgFDupTime	Time spent in JGroups FD processing up events
jgTCPGOSSIPdownTime	Time spent in JGroups TCPGOSSIP processing down events
jgTCPGOSSIPupTime	Time spent in JGroups TCPGOSSIP processing up events
jgDISCOVERYdownTime	Time spent in JGroups DISCOVERY processing down events
jgDISCOVERYupTime	Time spent in JGroups DISCOVERY processing up events
jgDownTime	Down Time spent in JGroups stacks
jgUpTime	Up Time spent in JGroups stacks
jChannelUpTime	Up Time spent in JChannel including jgroup stack
jgFCsendBlocks	Number of times JGroups FC halted sends due to backpressure
jgFCautoRequests	Number of times JGroups FC automatically sent replenishment requests
jgFCreplenish	Number of times JGroups FC received replenishments from receivers
jgFCresumes	Number of times JGroups FC resumed sends due to backpressure
jgFCsentCredits	Number of times JGroups FC sent credits to a sender
jgFCsentThrottleRequests	Number of times JGroups FC sent throttle requests to a sender
asyncSocketWritesInProgress	Current number of non-blocking socket write calls in progress.
asyncSocketWrites	Total number of non-blocking socket write calls completed.
asyncSocketWriteRetries	Total number of retries needed to write a single block of data using non-blocking socket write calls.
asyncSocketWriteTime	Total amount of time, in nanoseconds, spent in non-blocking socket write calls.
asyncSocketWriteBytes	Total number of bytes sent out on non-blocking sockets.
asyncQueueAddTime	Total amount of time, in nanoseconds, spent in adding messages to async queue.
asyncQueueRemoveTime	Total amount of time, in nanoseconds, spent in removing messages from async queue.
asyncQueues	The current number of queues for asynchronous messaging.
asyncQueueFlushesInProgress	Current number of asynchronous queues being flushed.
asyncQueueFlushesCompleted	Total number of asynchronous queue flushes completed.
asyncQueueFlushTime	Total time spent flushing asynchronous queues.
asyncQueueTimeoutExceeded	Total number of asynchronous queues that have timed out by being blocked for more than async-queue-timeout milliseconds.
asyncQueueSizeExceeded	Total number of asynchronous queues that have exceeded max size.
asyncDistributionTimeoutExceeded	Total number of times the async-distribution-timeout has been exceeded during a socket write.
asyncQueueSize	The current size in bytes used for asynchronous queues.

asyncQueuedMsgs	The total number of queued messages used for asynchronous queues.
asyncDequeuedMsgs	The total number of queued messages that have been removed from the queue and successfully sent.
asyncConflatedMsgs	The total number of queued conflated messages used for asynchronous queues.
asyncThreads	Total number of asynchronous message queue threads.
asyncThreadInProgress	Current iterations of work performed by asynchronous message queue threads.
asyncThreadCompleted	Total number of iterations of work performed by asynchronous message queue threads.
asyncThreadTime	Total time spent by asynchronous message queue threads performing iterations.
jgNAKACKwaits	Number of delays created by NAKACK sent_msgs overflow
jgDirAcksReceived	Number of DirAck acks received
jgFragmentationsPerformed	Number of message fragmentation operations performed
jgFragmentsCreated	Number of message fragments created
receiverDirectBufferSize	Current number of bytes allocated from direct memory as buffers for incoming messages.
receiverHeapBufferSize	Current number of bytes allocated from Java heap memory as buffers for incoming messages.
senderDirectBufferSize	Current number of bytes allocated from direct memory as buffers for outgoing messages.
senderHeapBufferSize	Current number of bytes allocated from Java heap memory as buffers for outgoing messages.
socketLocksInProgress	Current number of threads waiting to lock a socket
socketLocks	Total number of times a socket has been locked.
socketLockTime	Total amount of time, in nanoseconds, spent locking a socket
bufferAcquiresInProgress	Current number of threads waiting to acquire a buffer
bufferAcquires	Total number of times a buffer has been acquired.
bufferAcquireTime	Total amount of time, in nanoseconds, spent acquiring a socket
messagesBeingReceived	Current number of message being received off the network or being processed after reception.
messageBytesBeingReceived	Current number of bytes consumed by messages being received or processed.
serialThreadStarts	Total number of times a thread has been created for the serial message executor.
viewThreadStarts	Total number of times a thread has been created for the view message executor.
processingThreadStarts	Total number of times a thread has been created for the pool processing normal messages.
highPriorityThreadStarts	Total number of times a thread has been created for the pool handling high priority messages.
waitingThreadStarts	Total number of times a thread has been created for the waiting pool.
partitionedRegionThreadStarts	Total number of times a thread has been created for the pool handling partitioned region messages.
functionExecutionThreadStarts	Total number of times a thread has been created for the pool handling function execution messages.
serialPooledThreadStarts	Total number of times a thread has been created for the serial pool(s).
TOSentMsgs	Total number of messages sent on thread owned senders
replyHandoffTime	Total number of seconds to switch thread contexts from processing thread to application thread.

partitionedRegionThreadJobs	The number of messages currently being processed by partitioned region threads
functionExecutionThreadJobs	The number of messages currently being processed by function execution threads
viewThreads	The number of threads currently processing view messages.
serialThreadJobs	The number of messages currently being processed by serial threads.
viewThreadJobs	The number of messages currently being processed by view threads.
serialPooledThreadJobs	The number of messages currently being processed by pooled serial processor threads.
processingThreadJobs	The number of messages currently being processed by pooled message processor threads.
highPriorityThreadJobs	The number of messages currently being processed by high priority processor threads.
waitingThreadJobs	The number of messages currently being processed by waiting pooly processor threads.
elders	Current number of system elders hosted in this member.
initialImageMessageInFlight	The number of messages with initial image data sent from this member that have not yet been acknowledged.
initialImageRequestsInProgress	The number of initial images this member is currently receiving.

FunctionServiceStatistics (This is the aggregate Function Execution Stats (for all function Executions))

Statistic	Description
functionExecutionsCompleted	Total number of completed function.execute() calls
functionExecutionsCompletedProcessingTime	Total time consumed for all completed invocations
functionExecutionsRunning	number of currently running invocations
resultsSentToResultCollector	Total number of results sent to the ResultCollector
resultsReceived	Total number of results received and passed to the ResultCollector
functionExecutionCalls	Total number of FunctionService.execute() calls
functionExecutionsHasResultCompletedProcessingTime	Total time consumed for all completed execute() calls where hasResult() returns true.
functionExecutionsHasResultRunning	A gauge indicating the number of currently active execute() calls for functions where hasResult() returns true.
functionExecutionsExceptions	Total number of Exceptions Occured while executing function

FunctionStatistics (This is the stats for the individual Function's Execution)

Statistic	Description
functionExecutionsCompleted	Total number of completed function.execute() calls for given function
functionExecutionsCompletedProcessingTime	Total time consumed for all completed invocations of the given function
functionExecutionsRunning	number of currently running invocations of the given function
resultsSentToResultCollector	Total number of results sent to the ResultCollector
resultsReceived	Total number of results received and passed to the ResultCollector
functionExecutionCalls	Total number of FunctionService.execute() calls for given function
functionExecutionsHasResultCompletedProcessingTime	Total time consumed for all completed given function.execute() calls where hasResult() returns true.
functionExecutionsHasResultRunning	A gauge indicating the number of currently active execute() calls for functions where hasResult() returns true.

functionExecutionsExceptions	Total number of Exceptions Occured while executing function
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GatewayHubStatistics (GatewayHubStatistics)

Statistic	Description
numberOfGateways	Number of gateways known to this hub.
eventsReceived	Number of events received by this hub.
eventsQueued	Number of events added to the event queue by this hub.
eventQueueTime	Total time spent queueing events.
eventQueueSize	Size of the event queue.
eventsProcessed	Number of events removed from the event queue and processed by this hub.

GatewayStatistics (GatewayStatistics)

Statistic	Description
eventsQueued	Number of events added to the event queue.
eventQueueTime	Total time spent queueing events.
eventQueueSize	Size of the event queue.
eventsNotQueuedConflated	Number of events received but not added to the event queue because the queue already contains an event with the event's key.
eventsDistributed	Number of events removed from the event queue and sent.
eventsExceedingAlertThreshold	Number of events exceeding the alert threshold.
batchDistributionTime	Total time spent distributing batches of events to other gateways.
batchesDistributed	Number of batches of events removed from the event queue and sent.
batchesRedistributed	Number of batches of events removed from the event queue and resent.
unprocessedTokensAddedByPrimary	Number of tokens added to the secondary's unprocessed token map by the primary (though a listener).
unprocessedEventsAddedBySecondary	Number of events added to the secondary's unprocessed event map by the secondary.
unprocessedEventsRemovedByPrimary	Number of events removed from the secondary's unprocessed event map by the primary (though a listener).
unprocessedTokensRemovedBySecondary	Number of tokens removed from the secondary's unprocessed token map by the secondary.
unprocessedEventsRemovedByTimeout	Number of events removed from the secondary's unprocessed event map by a timeout.
unprocessedTokensRemovedByTimeout	Number of tokens removed from the secondary's unprocessed token map by a timeout.
unprocessedEventMapSize	Current number of entries in the secondary's unprocessed event map.
unprocessedTokenMapSize	Current number of entries in the secondary's unprocessed token map.
conflationIndexesSize	Current number of entries in the conflation indexes map.

LinuxProcessStats (Statistics on a Linux process.)

Statistic	Description
imageSize	The size of the process's image in megabytes.
rssSize	The size of the process's resident set size in megabytes. (assumes PAGESIZE=4096, specify -Dgemfire.statistics.linux.pageSize=<pagesize> to adjust)

LinuxSystemStats (Statistics on a Linux machine.)

Statistic	Description
allocatedSwap	The number of megabytes of swap space have actually been written to. Swap space must be reserved before it can be allocated.
bufferMemory	The number of megabytes of memory allocated to buffers.
sharedMemory	The number of megabytes of shared memory on the machine.
cpuActive	The percentage of the total available time that has been used in a non-idle state.
cpuIdle	The percentage of the total available time that has been spent sleeping.
cpuNice	The percentage of the total available time that has been used to execute user code in processes with low priority.
cpuSystem	The percentage of the total available time that has been used to execute system (i.e. kernel) code.
cpuUser	The percentage of the total available time that has been used to execute user code.
iowait	The percentage of the total available time that has been used to wait for I/O to complete.
irq	The percentage of the total available time that has been used servicing interrupts.
softirq	The percentage of the total available time that has been used servicing softirqs.
cpus	The number of online cpus on the local machine.
freeMemory	The number of megabytes of unused memory on the machine.
physicalMemory	The actual amount of total physical memory on the machine.
processes	The number of processes in the computer at the time of data collection. Notice that this is an instantaneous count, not an average over the time interval. Each process represents the running of a program.
unallocatedSwap	The number of megabytes of swap space that have not been allocated.
cachedMemory	The number of megabytes of memory used for the file system cache.
dirtyMemory	The number of megabytes of memory in the file system cache that need to be written.
cpuNonUser	The percentage of total available time that has been used to execute non-user code.(includes system, iowait, irq, softirq etc.)
loopbackPackets	The number of network packets sent (or received) on the loopback interface
loopbackBytes	The number of network bytes sent (or received) on the loopback interface
recvPackets	The total number of network packets received (excluding loopback)
recvBytes	The total number of network bytes received (excluding loopback)
recvErrors	The total number of network receive errors
recvDrops	The total number network receives dropped
xmitPackets	The total number of network packets transmitted (excluding loopback)
xmitBytes	The total number of network bytes transmitted (excluding loopback)
xmitErrors	The total number of network transmit errors
xmitDrops	The total number of network transmits dropped
xmitCollisions	The total number of network transmit collisions
contextSwitches	The total number of context switches from one thread to another on the computer. Thread switches can occur either inside of a single process or across processes. A thread switch may be caused either by one thread asking another for information, or by a thread being preempted by another, higher priority thread becoming ready to run.

processCreates	The total number of times a process has been created.
pagesPageIn	The total number of pages that have been brought into memory from disk by the operating system's memory manager.
pagesPageOut	The total number of pages that have been flushed from memory to disk by the operating system's memory manager.
pagesSwappedIn	The total number of swap pages that have been read in from disk by the operating system's memory manager.
pagesSwappedOut	The total number of swap pages that have been written out to disk by the operating system's memory manager.
diskReadsCompleted	The total number disk read operations completed successfully
diskReadsMerged	The total number disk read operations that were able to be merge with adjacent reads for efficiency
diskBytesRead	The total number bytes read from disk successfully
diskTimeReading	The total number of milliseconds spent reading from disk
diskWritesCompleted	The total number disk write operations completed successfully
diskWritesMerged	The total number disk write operations that were able to be merge with adjacent reads for efficiency
diskBytesWritten	The total number bytes written to disk successfully
diskTimeWriting	The total number of milliseconds spent writing to disk
diskOpsInProgress	The current number of disk operations in progress
diskTimeInProgress	The total number of milliseconds spent with disk ops in progress
diskTime	The total number of milliseconds that measures both completed disk operations and any accumulating backlog of in progress ops.
loadAverage1	The average number of threads in the run queue or waiting for disk I/O over the last minute.
loadAverage15	The average number of threads in the run queue or waiting for disk I/O over the last fifteen minutes.
loadAverage5	The average number of threads in the run queue or waiting for disk I/O over the last five minutes.

MemLRUStatistics (Statistics about byte based Least Recently Used region entry disposal)

Statistic	Description
bytesAllowed	Number of total bytes allowed in this region.
byteCount	Number of bytes in region.
lruEvictions	Number of total entry evictions triggered by LRU.
lruDestroys	Number of entries destroyed in the region through both destroy cache operations and eviction. Reset to zero each time it exceeds lruDestroysLimit.
lruDestroysLimit	Maximum number of entry destroys triggered by LRU before scan occurs.
lruEvaluations	Number of entries evaluated during LRU operations.
lruGreedyReturns	Number of non-LRU entries evicted during LRU operations

PartitionedRegionStats (Statistics for operations and connections in the Partitioned Region)

Statistic	Description
bucketCount	Number of buckets in this node.
minBucketSize	Minimum number of entries in a bucket.
maxBucketSize	Maximum number of entries in a bucket.
totalBucketSize	Total number of entries in buckets.
avgBucketSize	Average entries per bucket.
putsCompleted	Number of puts completed.
putOpsRetried	Number of put operations which had to be retried due to failures.
putRetries	Total number of times put operations had to be retried.
createsCompleted	Number of creates completed.
createOpsRetried	Number of create operations which had to be retried due to failures.
createRetries	Total number of times put operations had to be retried.
preferredReadLocal	Number of reads satisfied from local store
putAllsCompleted	Number of putAlls completed.
putAllMsgsRetried	Number of putAll messages which had to be retried due to failures.
putAllRetries	Total number of times putAll messages had to be retried.
preferredReadRemote	Number of reads satisfied from remote store
getsCompleted	Number of gets completed.
getOpsRetried	Number of get operations which had to be retried due to failures.
getRetries	Total number of times get operations had to be retried.
destroysCompleted	Number of destroys completed.
destroyOpsRetried	Number of destroy operations which had to be retried due to failures.
destroyRetries	Total number of times destroy operations had to be retried.
invalidatesCompleted	Number of invalidates completed.
invalidateOpsRetried	Number of invalidate operations which had to be retried due to failures.
invalidateRetries	Total number of times invalidate operations had to be retried.
containsKeyCompleted	Number of containsKeys completed.
containsKeyOpsRetried	Number of containsKey or containsValueForKey operations which had to be retried due to failures.
containsKeyRetries	Total number of times containsKey or containsValueForKey operations had to be retried.
containsValueForKeyCompleted	Number of containsValueForKeys completed.
PartitionMessagesSent	Number of PartitionMessages Sent.
PartitionMessagesReceived	Number of PartitionMessages Received.
PartitionMessagesProcessed	Number of PartitionMessages Processed.
putTime	Total time spent doing puts.
createTime	Total time spent doing create operations.
getTime	Total time spent performing get operations.
destroyTime	Total time spent doing destroys.
invalidateTime	Total time spent doing invalidates.
containsKeyTime	Total time spent performing containsKey operations.
putAllTime	Total time spent doing putAlls.

containsValueForKeyTime	Total time spent performing containsValueForKey operations.
partitionMessagesProcessingTime	Total time spent on PartitionMessages processing.
dataStoreEntryCount	The number of entries stored in this Cache for the named Partitioned Region
dataStoreBytesInUse	The current number of bytes stored in this Cache for the named Partitioned Region
volunteeringInProgress	Current number of attempts to volunteer for primary of a bucket.
volunteeringBecamePrimary	Total number of attempts to volunteer that ended when this member became primary.
volunteeringBecamePrimaryTime	Total time spent volunteering that ended when this member became primary.
volunteeringOtherPrimary	Total number of attempts to volunteer that ended when this member discovered other primary.
volunteeringOtherPrimaryTime	Total time spent volunteering that ended when this member discovered other primary.
volunteeringClosed	Total number of attempts to volunteer that ended when this member's bucket closed.
volunteeringClosedTime	Total time spent volunteering that ended when this member's bucket closed.
maxBucketCount	The maximum number of buckets.
primaryBucketCount	Current number of primary buckets hosted locally.
volunteeringThreads	Current number of threads volunteering for primary.
lowRedundancyBucketCount	Current number of buckets without full redundancy.
configuredRedundantCopies	Configured number of redundant copies for this partitioned region.
actualRedundantCopies	Actual number of redundant copies for this partitioned region.
getEntryCompleted	Number of getEntry operations completed.
getEntryTime	Total time spent performing getEntry operations.
recoveriesInProgress	Current number of redundancy recovery operations in progress for this region.
recoveriesCompleted	Total number of redundancy recovery operations performed on this region.
recoveryTime	Total number time spent recovering redundancy.
bucketCreatesInProgress	Current number of bucket create operations being performed for rebalancing.
bucketCreatesCompleted	Total number of bucket create operations performed for rebalancing.
bucketCreatesFailed	Total number of bucket create operations performed for rebalancing that failed.
bucketCreateTime	Total time spent performing bucket create operations for rebalancing.
primaryTransfersInProgress	Current number of primary transfer operations being performed for rebalancing.
primaryTransfersCompleted	Total number of primary transfer operations performed for rebalancing.
primaryTransfersFailed	Total number of primary transfer operations performed for rebalancing that failed.
primaryTransferTime	Total time spent performing primary transfer operations for rebalancing.
applyReplicationCompleted	completed ops
applyReplicationInProgress	in progress ops
applyReplicationTime	Total time spent
sendReplicationCompleted	completed ops
sendReplicationInProgress	in progress ops
sendReplicationTime	Total time spent
putRemoteCompleted	completed ops
putRemoteInProgress	in progress ops
putRemoteTime	Total time spent
*putLocalCompleted	completed ops

putLocalInProgress	in progress ops
putLocalTime	Total time spent
rebalanceBucketCreatesInProgress	Current number of bucket create operations being performed for rebalancing.
rebalanceBucketCreatesCompleted	Total number of bucket create operations performed for rebalancing.
rebalanceBucketCreatesFailed	Total number of bucket create operations performed for rebalancing that failed.
rebalanceBucketCreateTime	Total time spent performing bucket create operations for rebalancing.
rebalancePrimaryTransfersInProgress	Current number of primary transfer operations being performed for rebalancing.
rebalancePrimaryTransfersCompleted	Total number of primary transfer operations performed for rebalancing.
rebalancePrimaryTransfersFailed	Total number of primary transfer operations performed for rebalancing that failed.
rebalancePrimaryTransferTime	Total time spent performing primary transfer operations for rebalancing.
prMetaDataSentCount	total number of times meta data refreshed sent on client's request.

PoolStats (PoolStats)

Statistic	Description
initialContactCount	Number of contacts initially by user
locators	Current number of locators discovered
servers	Current number of servers discovered
subscriptionServers	Number of servers hosting this clients subscriptions
locatorRequests	Number of requests from this connection pool to a locator
locatorResponses	Number of responses from the locator to this connection pool
connections	Current number of connections
poolConnections	Current number of pool connections
connects	Total number of times a connection has been created.
disconnects	Total number of times a connection has been destroyed.
minPoolSizeConnects	Total number of connects done to maintain minimum pool size.
loadConditioningConnects	Total number of connects done due to load conditioning.
loadConditioningReplaceTimeouts	Total number of times a load conditioning connect was done but was not used.
idleDisconnects	Total number of disconnects done due to idle expiration.
loadConditioningDisconnects	Total number of disconnects done due to load conditioning expiration.
idleChecks	Total number of checks done for idle expiration.
loadConditioningChecks	Total number of checks done for load conditioning expiration.
loadConditioningExtensions	Total number of times a connection's load conditioning has been extended because the servers are still balanced.
connectionWaitsInProgress	Current number of threads waiting for a connection
connectionWaits	Total number of times a thread completed waiting for a connection (by timing out or by getting a connection).
connectionWaitTime	Total number of nanoseconds spent waiting for a connection.
clientOpsInProgress	Current number of clientOps being executed
clientOpSendsInProgress	Current number of clientOp sends being executed
clientOpSends	Total number of clientOp sends that have completed successfully
clientOpSendFailures	Total number of clientOp sends that have failed
clientOps	Total number of clientOps completed successfully
clientOpFailures	Total number of clientOp attempts that have failed

clientOpTimeouts	Total number of clientOp attempts that have timed out
clientOpSendTime	Total amount of time, in nanoseconds spent doing clientOp sends
clientOpTime	Total amount of time, in nanoseconds spent doing clientOps

ResourceManagerStats (Statistics about resource management)

Statistic	Description
rebalancesInProgress	Current number of cache rebalance operations being directed by this process.
rebalancesCompleted	Total number of cache rebalance operations directed by this process.
rebalanceTime	Total time spent directing cache rebalance operations.
rebalanceBucketCreatesInProgress	Current number of bucket create operations being directed for rebalancing.
rebalanceBucketCreatesCompleted	Total number of bucket create operations directed for rebalancing.
rebalanceBucketCreatesFailed	Total number of bucket create operations directed for rebalancing that failed.
rebalanceBucketCreateTime	Total time spent directing bucket create operations for rebalancing.
rebalanceBucketCreateBytes	Total bytes created while directing bucket create operations for rebalancing.
rebalanceBucketRemovesInProgress	Current number of bucket remove operations being directed for rebalancing.
rebalanceBucketRemovesCompleted	Total number of bucket remove operations directed for rebalancing.
rebalanceBucketRemovesFailed	Total number of bucket remove operations directed for rebalancing that failed.
rebalanceBucketRemovesTime	Total time spent directing bucket remove operations for rebalancing.
rebalanceBucketRemovesBytes	Total bytes removed while directing bucket remove operations for rebalancing.
rebalanceBucketTransfersInProgress	Current number of bucket transfer operations being directed for rebalancing.
rebalanceBucketTransfersCompleted	Total number of bucket transfer operations directed for rebalancing.
rebalanceBucketTransfersFailed	Total number of bucket transfer operations directed for rebalancing that failed.
rebalanceBucketTransfersTime	Total time spent directing bucket transfer operations for rebalancing.
rebalanceBucketTransfersBytes	Total bytes transfered while directing bucket transfer operations for rebalancing.
rebalancePrimaryTransfersInProgress	Current number of primary transfer operations being directed for rebalancing.
rebalancePrimaryTransfersCompleted	Total number of primary transfer operations directed for rebalancing.
rebalancePrimaryTransfersFailed	Total number of primary transfer operations directed for rebalancing that failed.
rebalancePrimaryTransferTime	Total time spent directing primary transfer operations for rebalancing.
rebalanceMembershipChanges	The number of times that membership has changed during a rebalance
heapCriticalEvents	Total number of times the heap usage went over critical threshold.
heapSafeEvents	Total number of times the heap usage fell below critical threshold.
evictionStartEvents	Total number of times heap usage went over eviction threshold.
evictMoreEvents	Total number of times evict more event was delivered
evictionStopEvents	Total number of times heap usage fell below eviction threshold.
criticalThreshold	The currently set critical threshold value in bytes
evictionThreshold	The currently set eviction threshold value in bytes
tenuredHeapUsed	Total memory used in the tenured/old space
resourceEventsDelivered	Total number of resource events delivered to listeners
resourceEventQueueSize	Pending events for thresholdEventProcessor thread
thresholdEventProcessorThreadJobs	Number of jobs currently being processed by the thresholdEventProcessorThread

SolarisProcessStats (Statistics on a Solaris process.)

Statistic	Description
allOtherSleepTime	The number of milliseconds the process has been sleeping for some reason not tracked by any other stat. Note that all lwp's contribute to this stat's value so check lwpCurCount to understand large values.
characterIo	The number of characters read and written.
dataFaultSleepTime	The number of milliseconds the process has been faulting in data pages.
heapSize	The size of the process's heap in megabytes.
imageSize	The size of the process's image in megabytes.
involContextSwitches	The number of times the process was forced to do a context switch.
kernelFaultSleepTime	The number of milliseconds the process has been faulting in kernel pages.
lockWaitSleepTime	The number of milliseconds the process has been waiting for a user lock. Note that all lwp's contribute to this stat's value so check lwpCurCount to understand large values.
lwpCurCount	The current number of light weight processes that exist in the process.
lwpTotalCount	The total number of light weight processes that have ever contributed to the process's statistics.
majorFaults	The number of times the process has had a page fault that needed disk access.
messagesReceived	The number of messages received by the process.
messagesSent	The number of messages sent by the process.
minorFaults	The number of times the process has had a page fault that did not need disk access.
rssSize	The size of the process's resident set size in megabytes.
signalsReceived	The total number of operating system signals this process has received.
systemCalls	The total number system calls done by this process.
stackSize	The size of the process's stack in megabytes.
stoppedTime	The number of milliseconds the process has been stopped.
systemTime	The number of milliseconds the process has been using the CPU to execute system calls.
textFaultSleepTime	The number of milliseconds the process has been faulting in text pages.
trapTime	The number of milliseconds the process has been in system traps.
userTime	The number of milliseconds the process has been using the CPU to execute user code.
volContextSwitches	The number of voluntary context switches done by the process.
waitCpuTime	The number of milliseconds the process has been waiting for a CPU due to latency.
activeTime	The number of milliseconds the process has been using the CPU to execute user or system code.
cpuUsed	The percentage of recent cpu time used by the process.
memoryUsed	The percentage of real memory used by the process.

SolarisSystemStats (Statistics on a Solaris machine.)

Statistic	Description
allocatedSwap	The number of megabytes of swap space have actually been written to. Swap space must be reserved before it can be allocated.
cpuActive	The percentage of the total available time that has been used to execute user or system code.

cpuldle	The percentage of the total available time that has been spent sleeping.
cpuloWait	The percentage of the total available time that has been spent waiting for disk io to complete.
cpuSwapWait	The percentage of the total available time that has been spent waiting for paging and swapping to complete.
cpuSystem	The percentage of the total available time that has been used to execute system (i.e. kernel) code.
cpuUser	The percentage of the total available time that has been used to execute user code.
cpuWaiting	The percentage of the total available time that has been spent waiting for io, paging, or swapping.
cpus items	The number of online cpus on the local machine.
freeMemory	The number of megabytes of unused memory on the machine.
physicalMemory	The actual amount of total physical memory on the machine.
processes	The number of processes in the computer at the time of data collection. Notice that this is an instantaneous count, not an average over the time interval. Each process represents the running of a program.
reservedSwap	The number of megabytes of swap space reserved for allocation by a particular process.
schedulerRunCount	The total number of times the system scheduler has put a thread in its run queue.
schedulerSwapCount	The total number of times the system scheduler has swapped out an idle process.
schedulerWaitCount	The total number of times the system scheduler has removed a thread from the run queue because it was waiting for a resource.
unreservedSwap	The number of megabytes of swap space that are free. If this value goes to zero new processes can no longer be created.
unallocatedSwap	The number of megabytes of swap space that have not been allocated.
anonymousPagesFreed	The total number pages that contain heap, stack, or other changeable data that have been removed from memory and added to the free list.
anonymousPagesPagedIn	The total number pages that contain heap, stack, or other changeable data that have been allocated in memory and possibly copied from disk.
anonymousPagesPagedOut	The total number pages that contain heap, stack, or other changeable data that have been removed from memory and copied to disk.
contextSwitches	The total number of context switches from one thread to another on the computer. Thread switches can occur either inside of a single process or across processes. A thread switch may be caused either by one thread asking another for information, or by a thread being preempted by another, higher priority thread becoming ready to run.
execPagesFreed	The total number readonly pages that contain code or data that have been removed from memory and returned to the free list.
execPagesPagedIn	The total number readonly pages that contain code or data that have been copied from disk to memory.
execPagesPagedOut	The total number readonly pages that contain code or data that have been removed from memory and will need to be paged in when used again.
failedMutexEnters	The total number of times a thread entering a mutex had to wait for the mutex to be unlocked.
failedReaderLocks	The total number of times readers failed to obtain a readers/writer locks on their first try. When this happens the reader has to wait for the current writer to release the lock.
failedWriterLocks	The total number of times writers failed to obtain a readers/writer locks on their first try. When this happens the writer has to wait for all the current readers or the single writer to release the lock.
fileSystemPagesFreed	The total number of pages, that contained the contents of a file due to the file being read from a file system, that have been removed from memory and put on the free list.

fileSystemPagesPageIn	The total number of pages that contain the contents of a file due to the file being read from a file system.
fileSystemPagesPageOut	The total number of pages, that contained the contents of a file due to the file being read from a file system, that have been removed from memory and copied to disk.
hatMinorFaults	The total number of hat faults. You only get these on systems with software memory management units.
interrupts	The total number of interrupts that have occurred on the computer.
involContextSwitches	The total number of times a thread was forced to give up the cpu even though it was still ready to run.
majorPageFaults	The total number of times a page fault required disk io to get the page.
messageCount	The total number of msgrcv() and msgsnd() system calls.
pageDaemonCycles	The total number of revolutions of the page daemon's scan "clock hand".
pageIns	The total number of times pages have been brought into memory from disk by the operating system's memory manager.
pageOuts	The total number of times pages have been flushed from memory to disk by the operating system's memory manager.
pagerRuns	The total number of times the pager daemon has been scheduled to run.
pagesPageIn	The total number of pages that have been brought into memory from disk by the operating system's memory manager.
pagesPageOut	The total number of pages that have been flushed from memory to disk by the operating system's memory manager.
pagesScanned	The total number pages examined by the pageout daemon. When the amount of free memory gets below a certain size, the daemon start to look for inactive memory pages to steal from processes. So a high scan rate is a good indication of needing more memory.
procsInfoWait	The number of processes waiting for block I/O at this instant in time.
protectionFaults	The total number of times memory has been accessed in a way that was not allowed. This results in a segmentation violation and in most cases a core dump.
semaphoreOps	The total number of semaphore operations.
softwareLockFaults	The total number of faults caused by software locks held on memory pages.
systemCalls	The total number system calls.
systemMinorFaults	The total number of minor page faults in kernel code. Minor page faults do not require disk access.
threadCreates	The total number of times a thread has been created.
traps	The total number of traps that have occurred on the computer.
userMinorFaults	The total number of minor page faults in non-kernel code. Minor page faults do not require disk access.
loopbackInputPackets	The total number of input packets received over the loopback network adaptor.
loopbackOutputPackets	The total number of output packets sent over the loopback network adaptor.
inputPackets	packets received (Solaris kstat 'ipackets')
inputErrors	input errors (Solaris kstat 'ierrors')
outputPackets	Solaris kstat 'opackets'

outputErrors	output errors (Solaris kstat 'oerrors')
collisions	Solaris kstat 'collisions'
inputBytes	octets received (Solaris kstat 'rbytes')
outputBytes	octets transmitted (Solaris kstat 'obytes')
multicastInputPackets	multicast received (Solaris kstat 'multircv')
multicastOutputPackets	multicast requested to be sent (Solaris kstat 'multixmt')
broadcastInputPackets	broadcast received (Solaris kstat 'brdcstrcv')
broadcastOutputPackets	broadcast requested to be sent (Solaris kstat 'brdcstxmt')
inputPacketsDiscarded	number receive packets discarded (Solaris kstat 'norcvbuf')
outputPacketsDiscarded	packets that could not be sent up because the queue was flow controlled (Solaris kstat 'noxmtbuf')
loadAverage1	The average number of threads ready to run over the last minute.
loadAverage15	The average number of threads ready to run over the last fifteen minutes.
loadAverage5	The average number of threads ready to run over the last five minutes.

StatSampler (Stats on the statistic sampler.)

Statistic	Description
sampleCount	Total number of samples taken by this sampler.
sampleTime	Total amount of time spent taking samples.
delayDuration	Actual duration of sampling delay taken before taking this sample.
statResources	Current number of statistic resources being sampled by this sampler.

VMGCStats (Stats available on a 1.5 garbage collector)

Statistic	Description
collections	Total number of collections this garbage collector has done.
collectionTime	Approximate elapsed time spent doing collections by this garbage collector.

VMMemoryPoolStats (Stats available on a 1.5 memory pool)

Statistic	Description
currentInitMemory	Initial memory the vm requested from the operating system for this pool
currentMaxMemory	The maximum amount of memory this pool can have in bytes.
currentUsedMemory	The estimated amount of used memory currently in use for this pool, measured in bytes.
currentCommittedMemory	The amount of committed memory for this pool, measured in bytes.
collectionUsedMemory	The estimated amount of used memory after that last garbage collection of this pool, measured in bytes.

collectionUsageThreshold	The collection usage threshold for this pool in bytes
collectionUsageExceeded	Total number of times the garbage collector detected that memory usage in this pool exceeded the collectionUsageThreshold
usageThreshold	The usage threshold for this pool in bytes
usageExceeded	Total number of times that memory usage in this pool exceeded the usageThreshold

VMMemoryUsageStats (Stats available on a 1.5 memory usage area)

Statistic	Description
initMemory	Initial memory the vm requested from the operating system for this area
maxMemory	The maximum amount of memory this area can have in bytes.
usedMemory	The amount of used memory for this area, measured in bytes.
committedMemory	The amount of committed memory for this area, measured in bytes.

VMStats (Stats available on a 1.5 java virtual machine.)

Statistic	Description
pendingFinalization	Number of objects that are pending finalization in the java VM.
daemonThreads	Current number of live daemon threads in this VM.
threads	Current number of live threads (both daemon and non-daemon) in this VM.
peakThreads	High water mark of live threads in this VM.
threadStarts	Total number of times a thread has been started since this vm started.
cpus	Number of cpus available to the java VM on its machine.
loadedClasses	Total number of classes loaded since vm started.
unloadedClasses	Total number of classes unloaded since vm started.
freeMemory	An approximation fo the total amount of memory currently available for future allocated objects, measured in bytes.
totalMemory	The total amount of memory currently available for current and future objects, measured in bytes.
maxMemory	The maximum amount of memory that the VM will attempt to use, measured in bytes.
processCpuTime	CPU timed used by the process in nanoseconds.
fdLimit	Maximum number of file descriptors
fdsOpen	Current number of open file descriptors

WindowsProcessStats (Statistics on a Microsoft Window's process.)

Statistic	Description
handles	The total number of handles currently open by this process. This number is the sum of the handles currently open by each thread in this process.
priorityBase	The current base priority of the process. Threads within a process can raise and lower their own base priority relative to the process's base priority
threads	Number of threads currently active in this process. An instruction is the basic unit of execution in a processor, and a thread is the object that executes instructions. Every running process has at least one thread.
activeTime	The elapsed time in milliseconds that all of the threads of this process used the processor to execute instructions. An instruction is the basic unit of execution in a computer, a thread is the object that executes instructions, and a process is the object created when a program is run. Code executed to handle some hardware interrupts and trap conditions are included in this count.
pageFaults	The total number of Page Faults by the threads executing in this process. A page fault occurs when a thread refers to a virtual memory page that is not in its working set in main memory. This will not cause the page to be fetched from disk if it is on the standby list and hence already in main memory, or if it is in use by another process with whom the page is shared.

pageFileSize	The current number of bytes this process has used in the paging file(s). Paging files are used to store pages of memory used by the process that are not contained in other files. Paging files are shared by all processes, and lack of space in paging files can prevent other processes from allocating memory.
pageFileSizePeak	The maximum number of bytes this process has used in the paging file(s). Paging files are used to store pages of memory used by the process that are not contained in other files. Paging files are shared by all processes, and lack of space in paging files can prevent other processes from allocating memory.
privateSize	The current number of bytes this process has allocated that cannot be shared with other processes.
systemTime	The elapsed time in milliseconds that the threads of the process have spent executing code in privileged mode. When a Windows system service is called, the service will often run in Privileged Mode to gain access to system-private data. Such data is protected from access by threads executing in user mode. Calls to the system can be explicit or implicit, such as page faults or interrupts. Unlike some early operating systems, Windows uses process boundaries for subsystem protection in addition to the traditional protection of user and privileged modes. These subsystem processes provide additional protection. Therefore, some work done by Windows on behalf of your application might appear in other subsystem processes in addition to the privileged time in your process.
userTime	The elapsed time in milliseconds that this process's threads have spent executing code in user mode. Applications, environment subsystems, and integral subsystems execute in user mode. Code executing in User Mode cannot damage the integrity of the Windows Executive, Kernel, and device drivers. Unlike some early operating systems, Windows uses process boundaries for subsystem protection in addition to the traditional protection of user and privileged modes. These subsystem processes provide additional protection. Therefore, some work done by Windows on behalf of your application might appear in other subsystem processes in addition to the privileged time in your process.
virtualSize	Virtual Bytes is the current size in bytes of the virtual address space the process is using. Use of virtual address space does not necessarily imply corresponding use of either disk or main memory pages. Virtual space is finite, and by using too much, the process can limit its ability to load libraries.
virtualSizePeak	The maximum number of bytes of virtual address space the process has used at any one time. Use of virtual address space does not necessarily imply corresponding use of either disk or main memory pages. Virtual space is however finite, and by using too much, the process might limit its ability to load libraries.
workingSetSize	The current number of bytes in the Working Set of this process. The Working Set is the set of memory pages touched recently by the threads in the process. If free memory in the computer is above a threshold, pages are left in the Working Set of a process even if they are not in use. When free memory falls below a threshold, pages are trimmed from Working Sets. If they are needed they will then be soft-faulted back into the Working Set before they are paged out to disk.
workingSetSizePeak	The maximum number of bytes in the Working Set of this process at any point in time. The Working Set is the set of memory pages touched recently by the threads in the process. If free memory in the computer is above a threshold, pages are left in the Working Set of a process even if they are not in use. When free memory falls below a threshold, pages are trimmed from Working Sets. If they are needed they will then be soft-faulted back into the Working Set before they leave main memory.

WindowsSystemStats (Statistics on a Microsoft Windows machine.)

Statistic	Description
committedMemoryInUse	This represents the percentage of available virtual memory in use. This is an instantaneous value, not an average.
events	The number of events in the computer at the time of data collection. Notice that this is an instantaneous count, not an average over the time interval. An event is used when two or more threads wish to synchronize execution.
interrupts	The total number of hardware interrupts on the computer. Some devices that may generate interrupts are the system timer, the mouse, data communication lines, network interface cards and other peripheral devices. This counter provides an indication of how busy these devices are on a computer-wide basis.
mutexes	The number of mutexes in the computer at the time of data collection. This is an instantaneous count, not an average over the time interval. Mutexes are used by threads to assure only one thread is executing some section of code.
processes	The number of processes in the computer at the time of data collection. Notice that this is an instantaneous count, not an average over the time interval. Each process represents the running of a program.
processorQueueLength	The instantaneous length of the processor queue in units of threads. All processors use a single queue in which threads wait for processor cycles. This length does not include the threads that are currently executing. A sustained processor queue length greater than two generally indicates processor congestion. This is an instantaneous count, not an average over the time interval.
registryQuotaInUse	The percentage of the Total Registry Quota Allowed currently in use by the system.
sharedMemorySections	The number of sections in the computer at the time of data collection. Notice that this is an instantaneous count, not an average over the time interval. A section is a portion of virtual memory created by a process for storing data. A process may share sections with other processes.
semaphores	The number of semaphores in the computer at the time of data collection. Notice that this is an instantaneous count, not an average over the time interval. Threads use semaphores to obtain exclusive access to data structures that they share with other threads.

threads	The number of threads in the computer at the time of data collection. Notice that this is an instantaneous count, not an average over the time interval. A thread is the basic executable entity that can execute instructions in a processor.
dgramsReceived	The number of datagrams received on the VM's machine.
dgramsNoPort	The number of incoming datagrams that were discarded due to invalid headers
dgramsReceivedErrors	The number of received UDP datagrams that could not be delivered for reasons other than the lack of an application at the destination port
dgramsSent	The number of datagrams sent on the VM's machine
loopbackPackets	The number of packets sent/received on the loopback interface
loopbackBytes	The number of bytes sent/received on the loopback interface
netPacketsReceived	The number of network packets received (total excluding loopback)
netBytesReceived	The number of network bytes received (total excluding loopback)
netPacketsSent	The number of network packets sent (total excluding loopback)
netBytesSent	The number of network bytes sent (total excluding loopback)
availableMemory	The size, in bytes, of the virtual memory currently on the Zeroed, Free, and Standby lists. Zeroed and Free memory is ready for use, with Zeroed memory cleared to zeros. Standby memory is memory removed from a process's Working Set but still available. Notice that this is an instantaneous count, not an average over the time interval.
cacheFaults	Incremented whenever the Cache manager does not find a file's page in the immediate Cache and must ask the memory manager to locate the page elsewhere in memory or on the disk so that it can be loaded into the immediate Cache.
cacheSize	Measures the number of bytes currently in use by the system Cache. The system Cache is used to buffer data retrieved from disk or LAN. The system Cache uses memory not in use by active processes in the computer.
cacheSizePeak	Measures the maximum number of bytes used by the system Cache. The system Cache is used to buffer data retrieved from disk or LAN. The system Cache uses memory not in use by active processes in the computer.
committedMemory	The size of virtual memory, in bytes, that has been Committed (as opposed to simply reserved). Committed memory must have backing (i.e., disk) storage available, or must be assured never to need disk storage (because main memory is large enough to hold it.) Notice that this is an instantaneous count, not an average over the time interval.
committedMemoryLimit	The size, in bytes, of virtual memory that can be committed without having to extend the paging file(s). If the paging file(s) can be extended, this is a soft limit. Note that this value will change if the paging file is extended.
contextSwitches	The number of times this thread has lost the cpu to another thread. Thread switches can occur either inside of a single process or across processes. A thread switch may be caused either by one thread asking another for information, or by a thread being preempted by another, higher priority thread becoming ready to run. Unlike some early operating systems, Windows uses process boundaries for subsystem protection in addition to the traditional protection of User and Privileged modes. These subsystem processes provide additional protection. Therefore, some work done by Windows on behalf of an application may appear in other subsystem processes in addition to the Privileged Time in the application. Switching to the subsystem process causes one Context Switch in the application thread. Switching back causes another Context Switch in the subsystem thread.
demandZeroFaults	The total number of page faults for pages that must be filled with zeros before the fault is satisfied. If the Zeroed list is not empty, the fault can be resolved by removing a page from the Zeroed list.
pageFaults	The total number of Page Faults by the threads executing in this process. A page fault occurs when a thread refers to a virtual memory page that is not in its working set in main memory. This will not cause the page to be fetched from disk if it is on the standby list and hence already in main memory, or if it is in use by another process with whom the page is shared.
pageReads	The number of page read operations done by the process since it was last started. These operations involve actual disk reads and not reads from the shared page cache
pages	The total number of pages read from the disk or written to the disk to resolve memory references to pages that were not in memory at the time of the reference. This is the sum of pagesInput and the pagesOutput. This counter includes paging traffic on behalf of the system Cache to access file data for applications. This value also includes the pages to/from non-cached mapped memory files. This is the primary counter to observe if you are concerned about excessive memory pressure (that is, thrashing), and the excessive paging that may result.

pageWrites	The number of pages written by the process since it was last started. These page writes are actual disk writes and not just writes into the shared page cache. Unless a large data load is in process, the number should be low for all processes except the Stone's AIO page server process.
pagesInput	The total number of pages read from the disk to resolve memory references to pages that were not in memory at the time of the reference. This counter includes paging traffic on behalf of the system Cache to access file data for applications. This is an important counter to observe if you are concerned about excessive memory pressure (that is, thrashing), and the excessive paging that may result
pagesOutput	A count of the total number of pages that are written to disk because the pages have been modified in main memory
systemCalls	The total number of calls to Windows system service routines on the computer. These routines perform all of the basic scheduling and synchronization of activities on the computer, and provide access to non-graphical devices, memory management, and name space management.
cpuActive	The percentage of time spent doing useful work by all processors. On a multi-processor system, if all processors are always busy this is 100%.
cpuIdle	The percentage of time the machine's processors spent idle.
cpuInterrupt	The percentage of time spent receiving and servicing interrupts on all the processors on the machine. This value is an indirect indicator of the activity of devices that generate interrupts, such as the system clock, the mouse, disk drivers, data communication lines, network interface cards and other peripheral devices. These devices normally interrupt the processor when they have completed a task or require attention. Normal thread execution is suspended during interrupts. Most system clocks interrupt the processor every 10 milliseconds, creating a background of interrupt activity.
cpuSystem	The percentage of time spent in privileged mode by all processors. On a multi-processor system, if all processors are always in privileged mode this is 100%. When a Windows system service is called, the service will often run in privileged mode in order to gain access to system-private data. Such data is protected from access by threads executing in user mode. Calls to the system may be explicit, or they may be implicit such as when a page fault or an interrupt occurs. Unlike some early operating systems, Windows uses process boundaries for subsystem protection in addition to the traditional protection of user and privileged modes. These subsystem processes provide additional protection. Therefore, some work done by Windows on behalf of an application may appear in other subsystem processes in addition to the cpuSystem in the application process.
cpuUser	The percentage of time spent executing code in user mode on all the processor's on the machine.

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