

Publik - Support #42249

arrêter d'être cheap sur les process lancés par uwsgi

29 Apr 2020 09:38 AM - Frédéric Péters

Status:	Nouveau	Start date:	29 Apr 2020
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		Club:	No
Patch proposed:	No		
Planning:	No		

Description

cf <https://www.techatbloomberg.com/blog/configuring-uwsgi-production-deployment/> Dynamic Worker Scaling (cheaper)

je propose de réfléchir à ça et que toutes nos applications se donnent davantage de place pour gérer la montée en charge,

```
cheaper-algo = busyness
processes = 500 ; Maximum number of workers allowed
cheaper = 8 ; Minimum number of workers allowed
cheaper-initial = 16 ; Workers created at startup
cheaper-overload = 1 ; Length of a cycle in seconds
cheaper-step = 16 ; How many workers to spawn at a time

cheaper-busyness-multiplier = 30 ; How many cycles to wait before killing workers
cheaper-busyness-min = 20 ; Below this threshold, kill workers (if stable for multiplier
cycles)
cheaper-busyness-max = 70 ; Above this threshold, spawn new workers
cheaper-busyness-backlog-alert = 16 ; Spawn emergency workers if more than this many requests are
waiting in the queue
cheaper-busyness-backlog-step = 2 ; How many emergency workers to create if there are too man
y requests in the queue
```

History

#1 - 29 Apr 2020 10:35 AM - Thomas Noël

Yep. Il faut juste s'assurer que ça ne se base pas sur la charge de la machine, parce qu'elle est globale à l'hôte sur nos saas.