Less extreme variant of #4096: the new usleep based loops in the flow manager and recycler consume too much CPU time. In busy systems this has been show to be more efficient than the old pthread_condition_timed logic, but in lower end systems the usleep approach has too much overhead.

The reason for getting rid of the pthread_condition_timed logic was that it would actually wake up millions of times per second on busy systems, leading to lots of overhead.

Perhaps we can make the usleep value configurable. On lower end systems there is no need to wake up frequently. Or optionally bring back the old behavior. Overall I'm not a great fan these kinds of options.

Related issues:
- Related to Bug #4370: the latest release of Suricata V6.0.1 for Windows use h...
  - New
- Copied to Bug #4421: flow manager: using too much CPU during idle (6.0.x backport) added
  - In Review

History
#1 - 03/22/2021 12:41 PM - Jeff Lucovsky
  - Is duplicate of Bug #2190: apparent 1000 character limit in threshold.conf IP lists added

#2 - 04/06/2021 12:34 PM - Victor Julien
  - Is duplicate of deleted (Bug #2190: apparent 1000 character limit in threshold.conf IP lists)

#3 - 04/06/2021 12:35 PM - Jeff Lucovsky
  - Copied to Bug #4421: flow manager: using too much CPU during idle (6.0.x backport) added

#4 - 04/25/2022 08:10 AM - Victor Julien
  - Related to Bug #4370: the latest release of Suricata V6.0.1 for Windows use high CPU added

#5 - 06/02/2022 08:33 PM - Victor Julien
  - Status changed from Assigned to In Progress

#6 - 06/10/2022 02:47 PM - Victor Julien
  - Status changed from In Progress to In Review

https://github.com/OISF/suricata/pull/7524

#7 - 06/14/2022 05:59 AM - Victor Julien
  - Status changed from In Review to Closed

https://github.com/OISF/suricata/pull/7534