

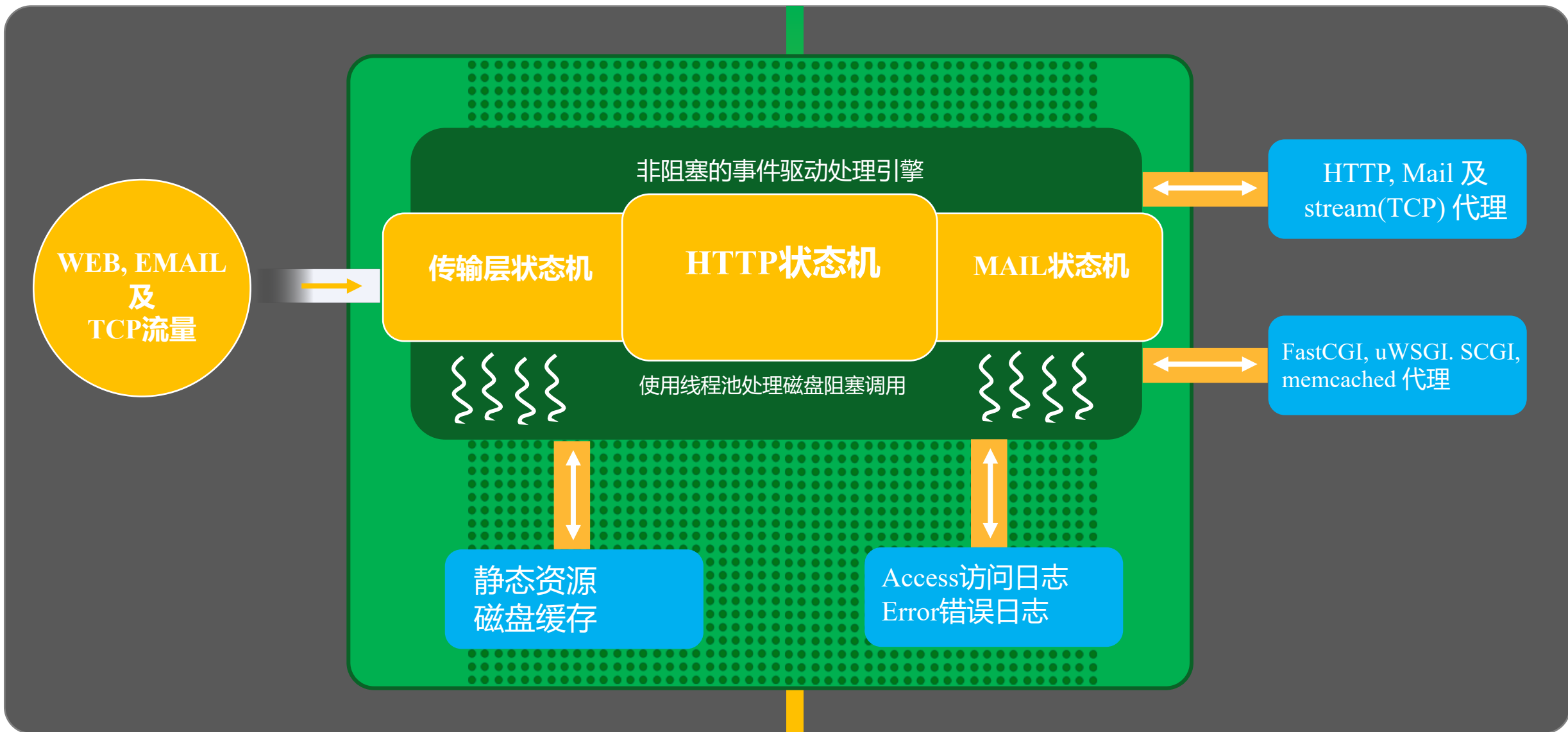


# Ngix 架构基础



扫码试看/订阅  
《Nginx 核心知识100讲》

# Nginx请求处理流程



# Nginx进程结构





## Master进程

- 监控worker进程
  - CHLD
- 管理worker进程
- 接收信号
  - TERM, INT
  - QUIT
  - HUP
  - USR1
  - **USR2**
  - **WINCH**

## Worker进程

- 接收信号
  - TERM, INT
  - QUIT
  - USR1
  - WINCH

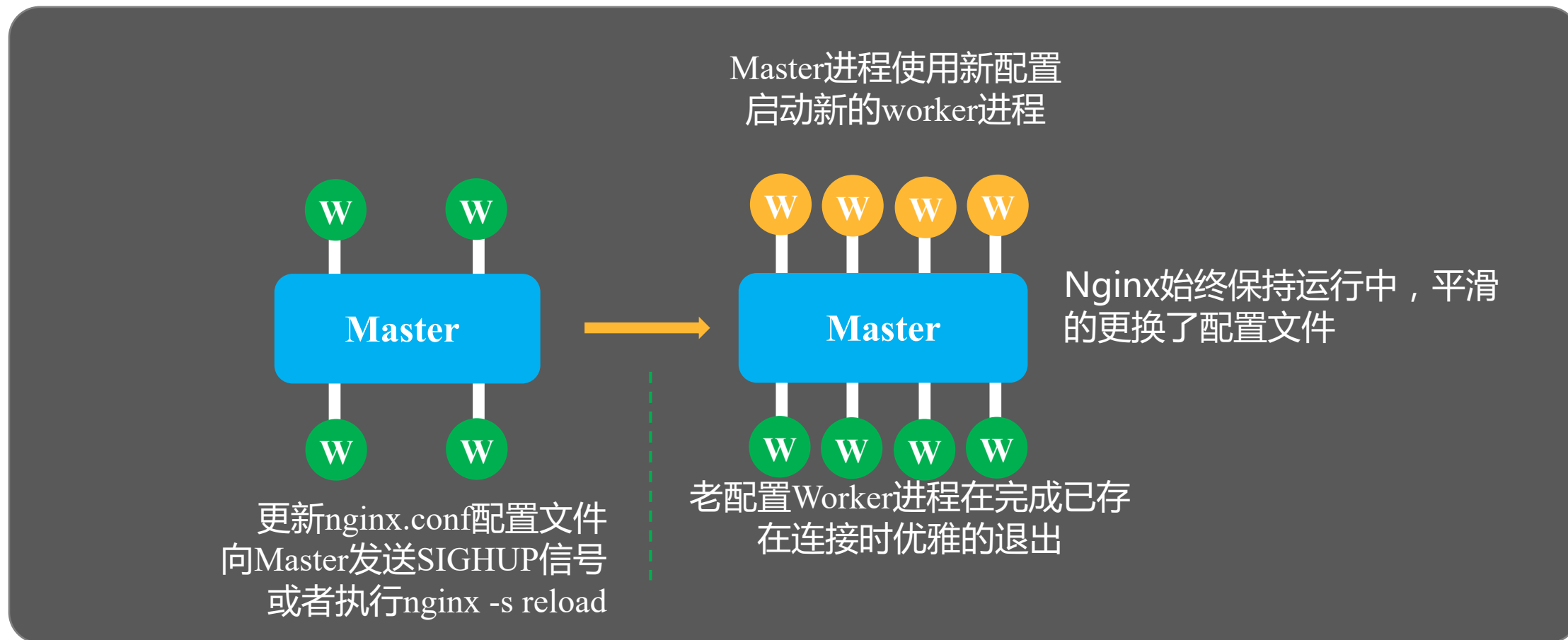
## nginx命令行

- reload : HUP
- reopen : USR1
- stop : TERM
- quit : QUIT

# reload流程

- 01 向master进程发送HUP信号（ reload命令 ）
- 02 master进程校验配置语法是否正确
- 03 master进程打开新的监听端口
- 04 master进程用新配置启动新的worker子进程
- 05 master进程向老worker子进程发送QUIT信号
- 06 老worker进程关闭监听句柄，处理完当前连接后结束进程

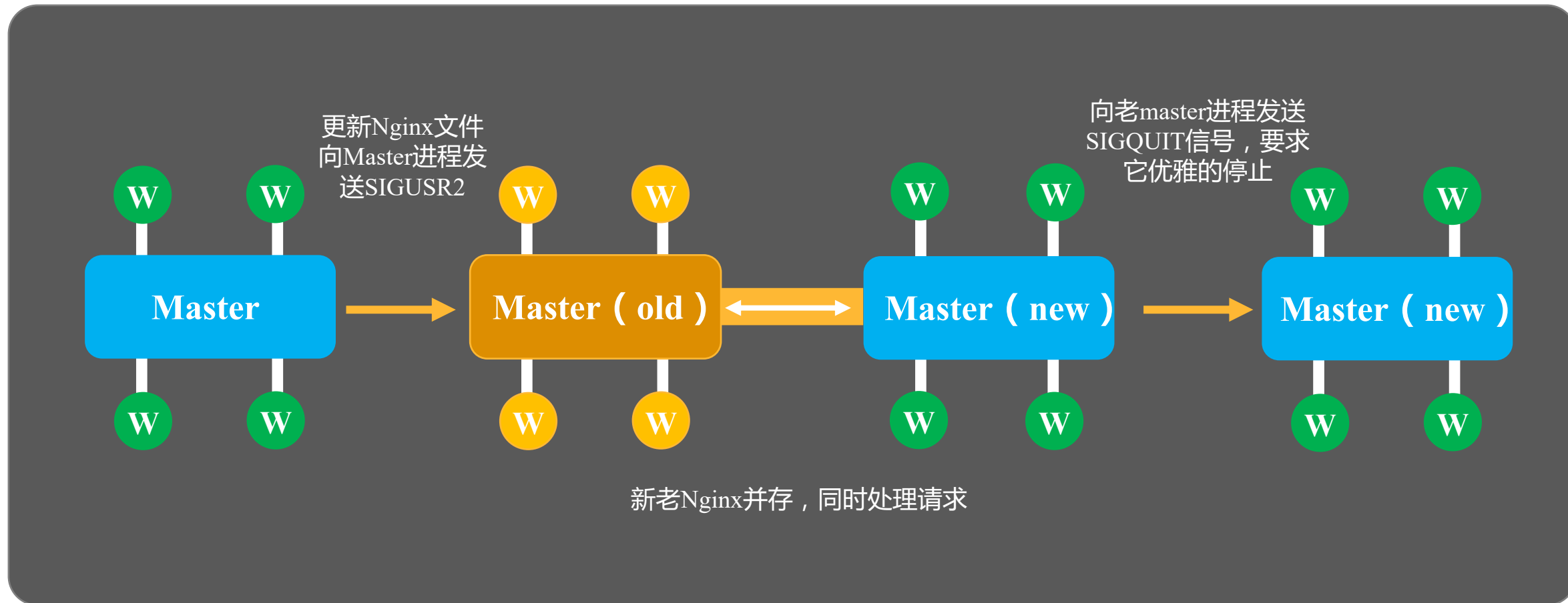
## 不停机载入新配置



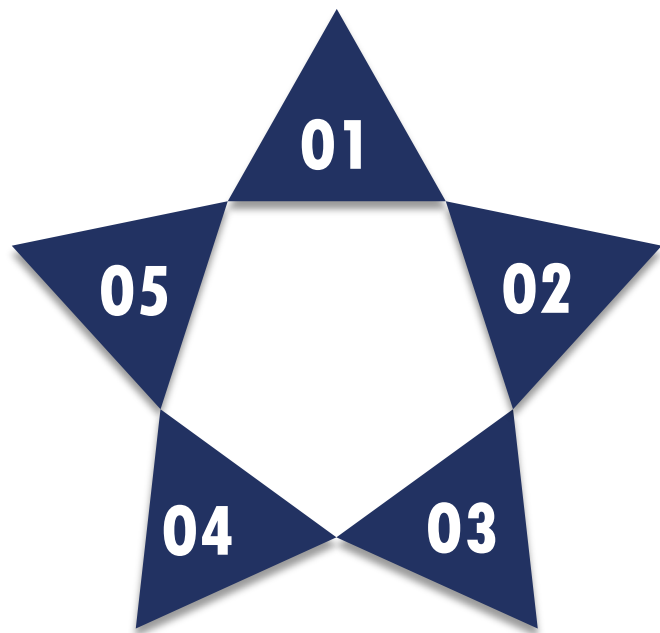
# 热升级流程

- 01 将旧Nginx文件换成新Nginx文件（注意备份）
- 02 向master进程发送USR2信号
- 03 master进程修改pid文件名，加后缀.oldbin
- 04 master进程用新Nginx文件启动新master进程
- 05 向老master进程发送QUIT信号，关闭老master
- 06 回滚：向老master发送HUP，向新master发送QUIT

## 不停机更新Nginx二进制文件



# worker进程：优雅的关闭



## 01 设置定时器

`worker_shutdown_timeout`

---

## 02 关闭监听句柄

---

## 03 关闭空闲连接

---

## 04 在循环中等待全部连接关闭

---

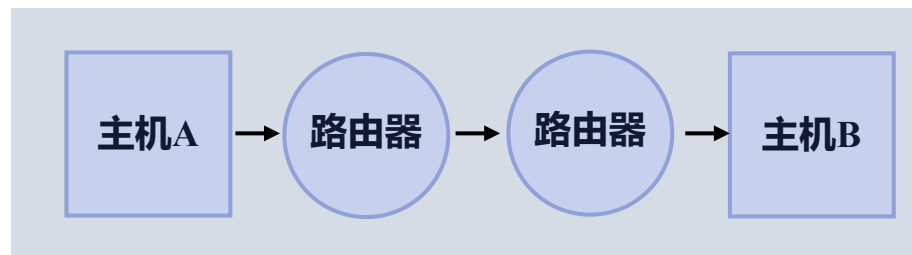
## 05 退出进程

---

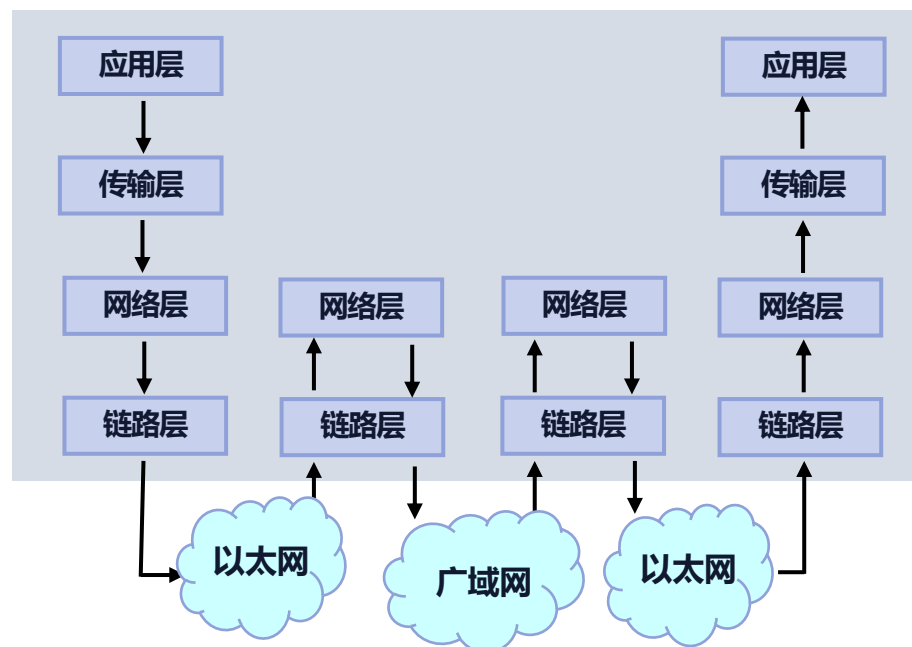
# 网络传输



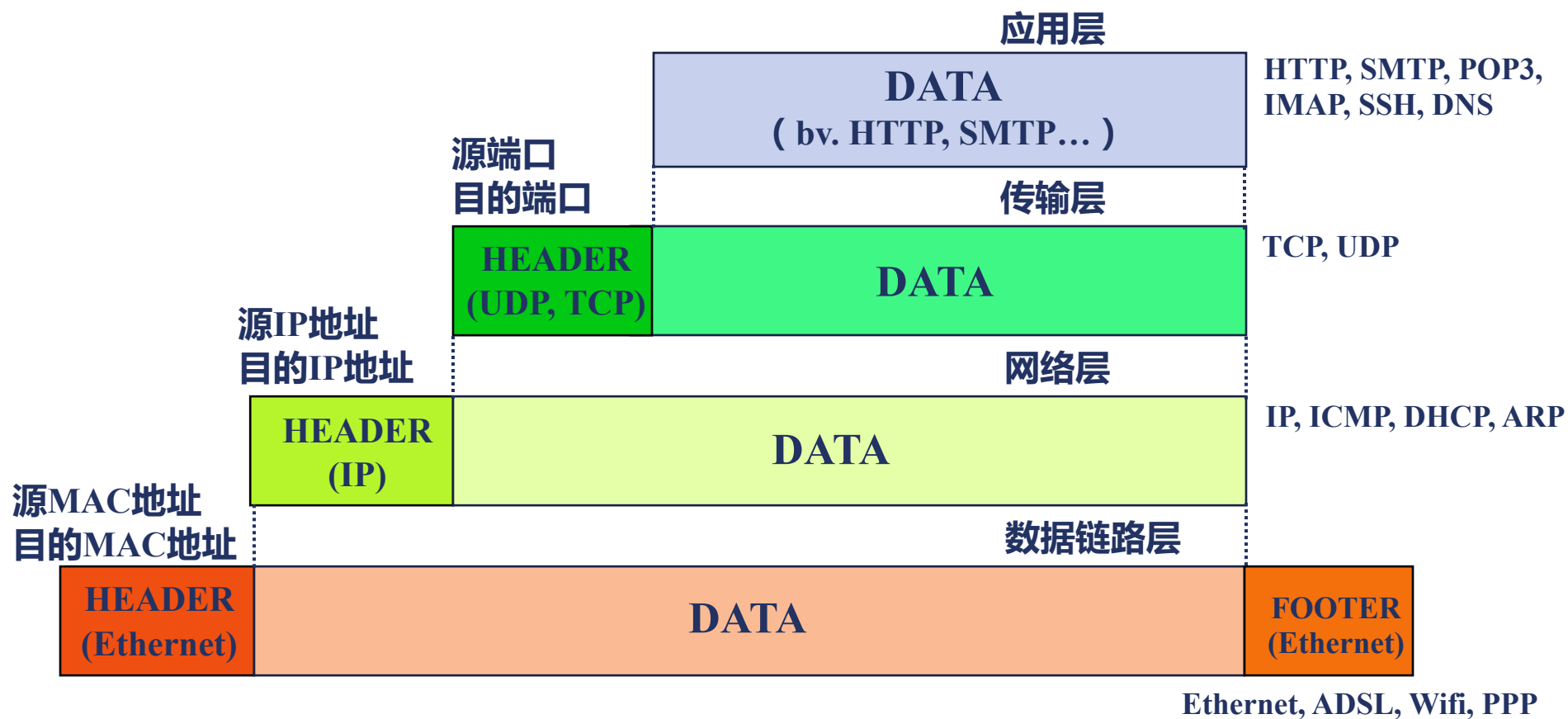
## 网络拓扑



## 数据流

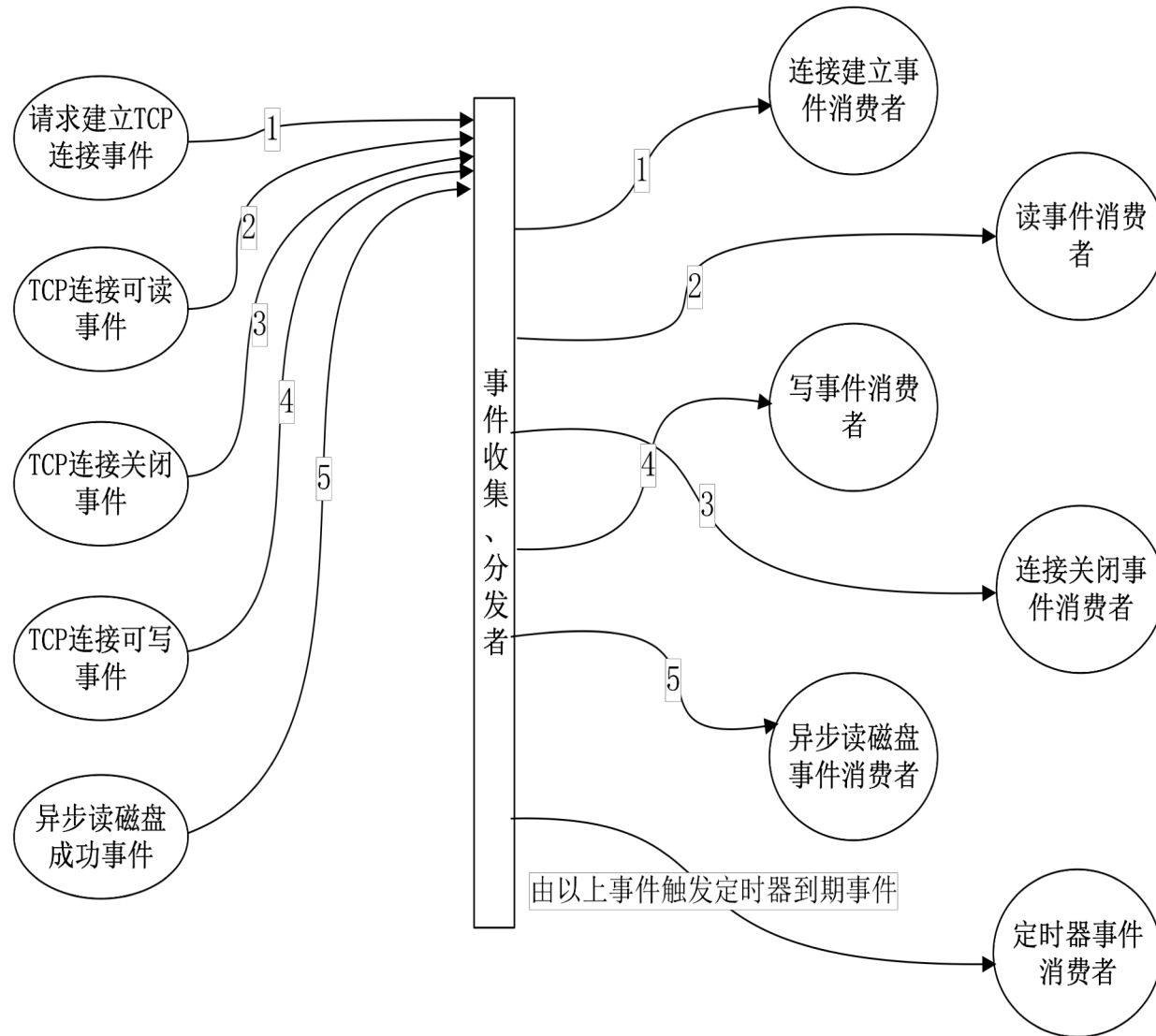


## TCP/IP协议层级





# TCP协议与非阻塞接口

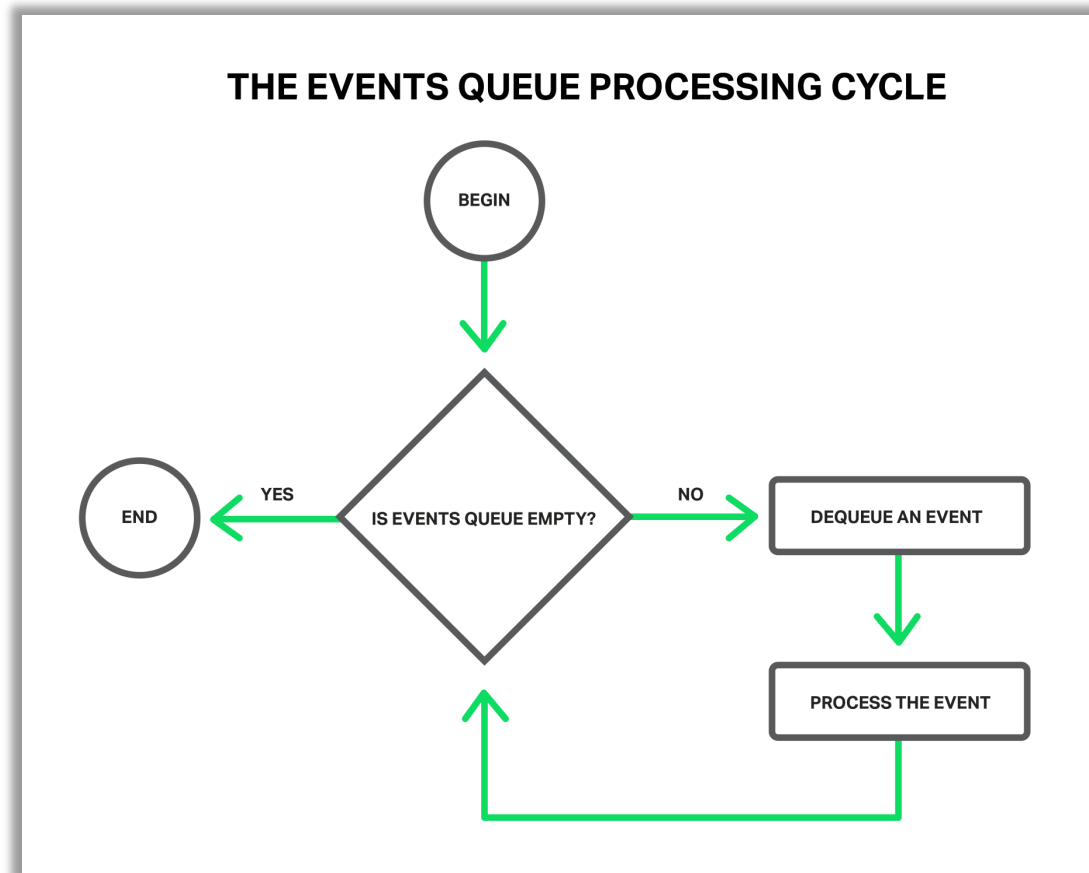
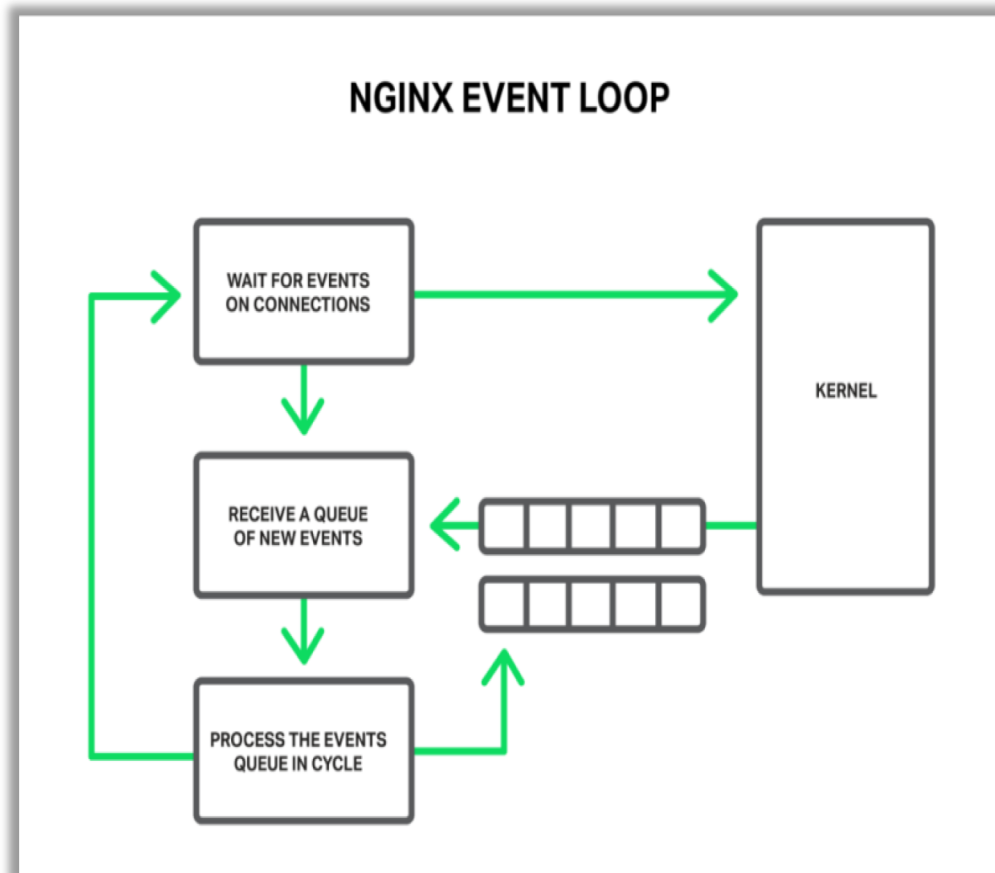


## 读事件

- Accept建立连接
- Read读消息

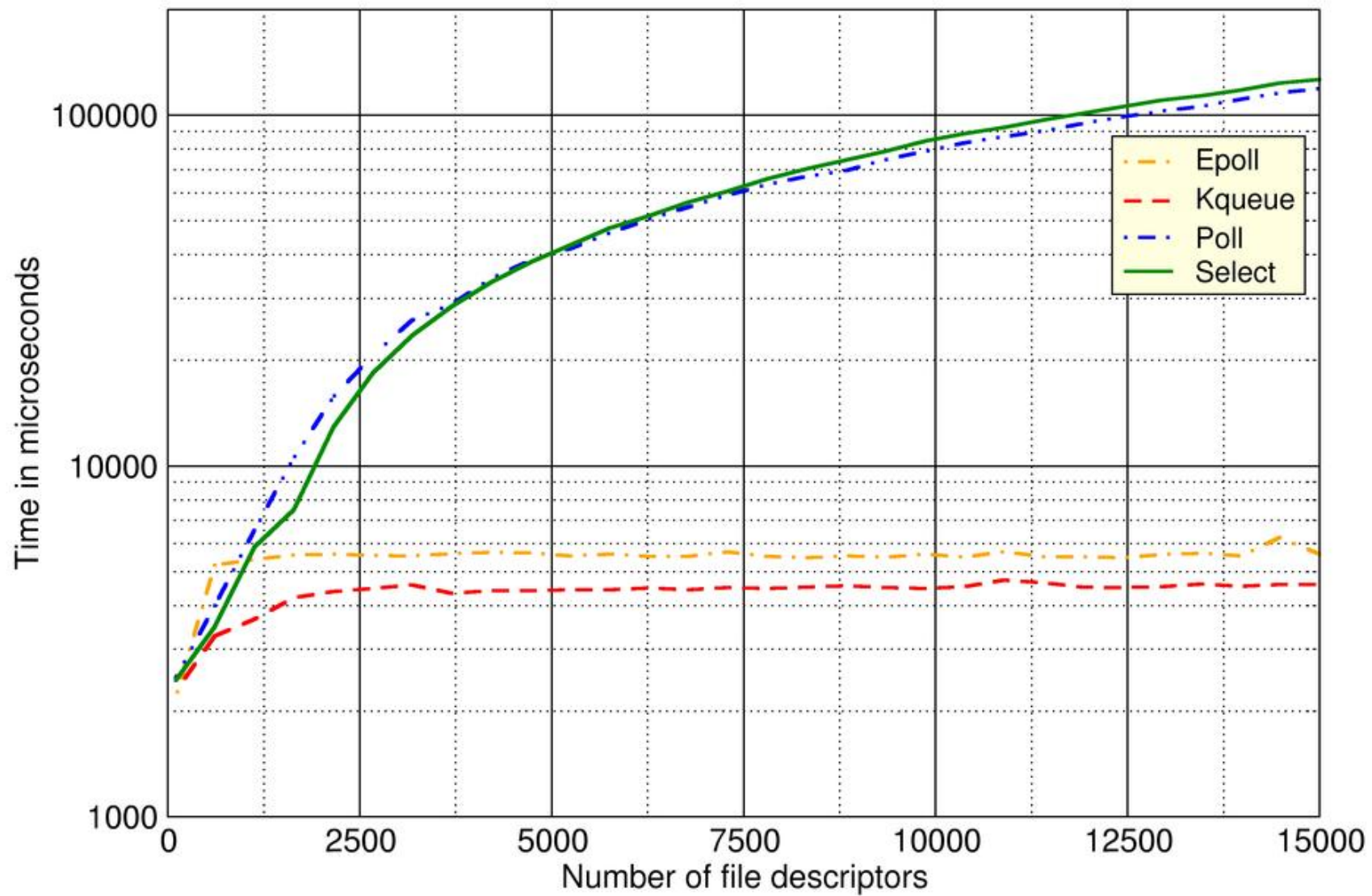
## 写事件

- Write写消息



# Libevent Benchmark

100 Active Connections and 1000 Writes



# epoll

## 前提

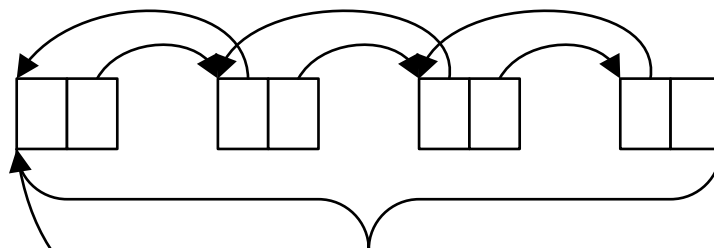
- 高并发连接中，每次处理的活跃连接数量占比很小

## 实现

- 红黑树
- 链表

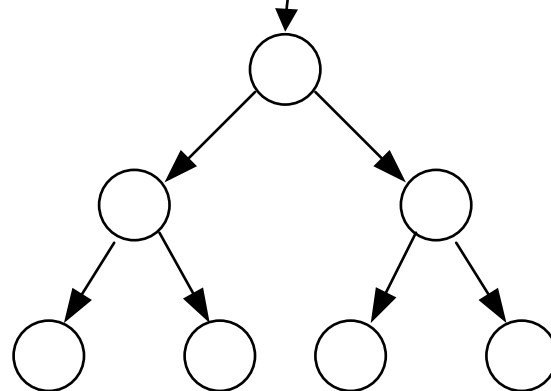
## 使用

- 创建
- 操作：添加/修改/删除
- 获取句柄
- 关闭



红黑树中每个结点都是基于epitem结构中的rdllink成员

eventpoll
+lock
+mtx
+wq
+poll_wait
+rdllist
+rbr
+ovflist
+user



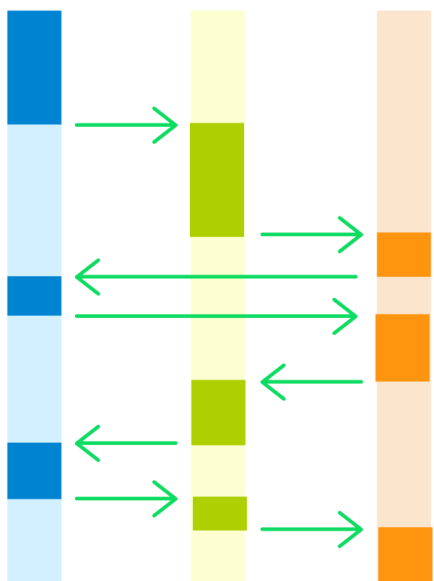
红黑树中每个结点都是基于epitem结构中的rbr成员

epitem
+rbr
+rdllink
+next
+ffd
+nwait
+pwqlist
+ep
+flink
+event

# 请求切换

## TRADITIONAL SERVER

PROCESS 1 PROCESS 2 PROCESS 3



## NGINX WORKER

PROCESS



TASK SWITCHES



PROCESSING REQUEST 1



PROCESSING REQUEST 2



PROCESSING REQUEST 3

### 一线程仅处理一连接

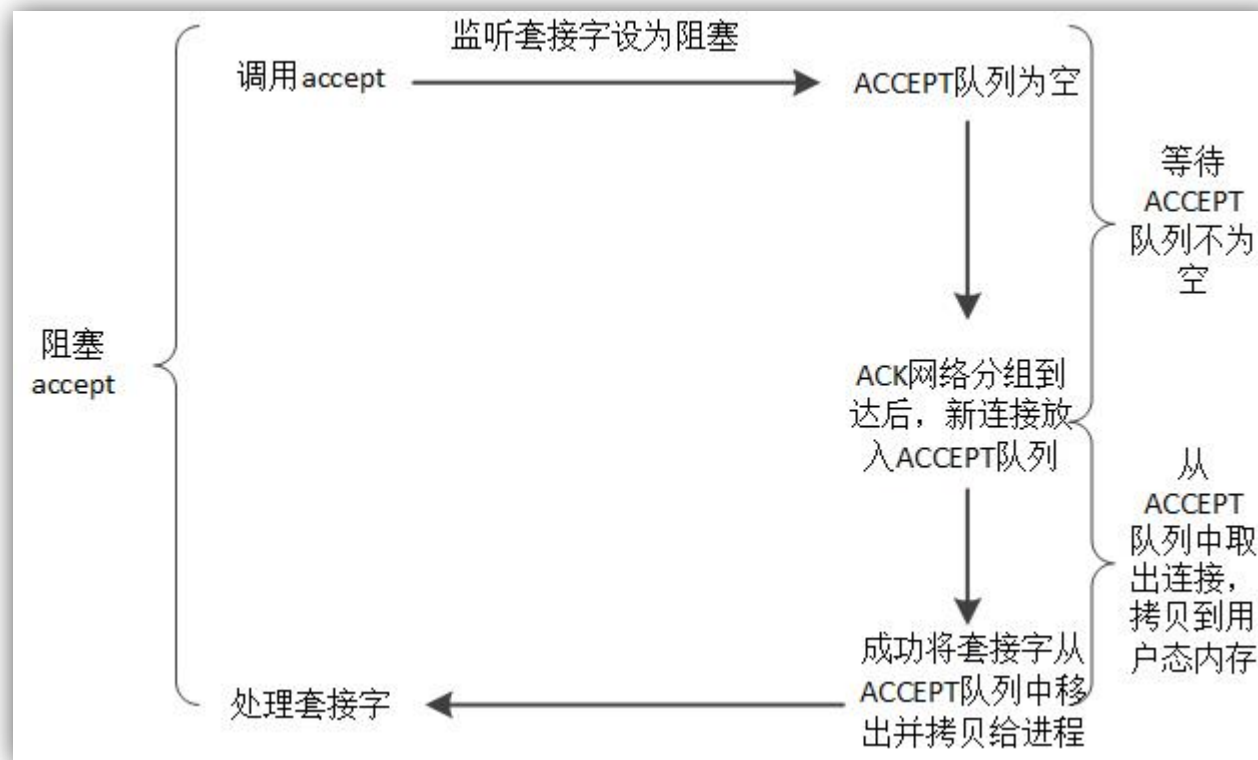
- 不做连接切换
- 依赖OS的进程调度实现并发

### 一线程同时处理多连接

- 用户态代码完成连接切换
- 尽量减少OS进程切换

# 阻塞调用

## 以accept为例



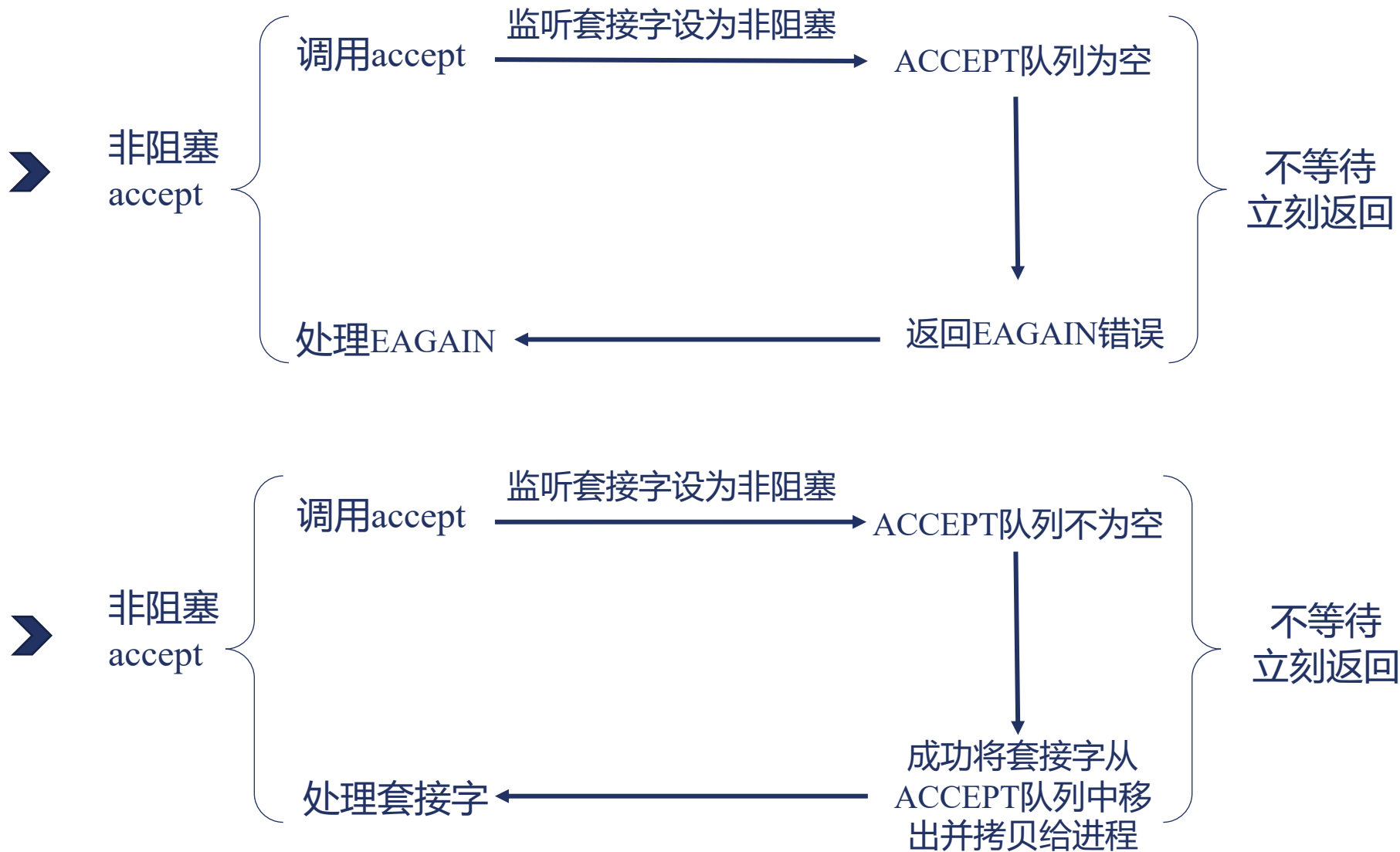
**BLOCKING OPERATION**



**产生进程主动切换**

# 非阻塞调用

由你的代码决定是否切换新任务



# 非阻塞调用下的同步与异步

## Openresty的同步调用代码

```
local client = redis:new()
client:set_timeout(30000)
local ok,err = client:connect(ip,port)
if not ok then
    ngx.say("failed: ",err)
    return
end
```

## 这是标准的异步调用

```
rc = ngx_http_read_request_body ( r, ngx_http_upstream_init) ;
if ( rc >= NGX_HTTP_SPECIAL_RESPONSE) {
    return rc ;
}
```

## 这个方法执行完时调用post\_handler异步方法

```
ngx_int_t
ngx_http_read_client_request_body (ngx_http_request_t * r,
    ngx_http_client_body_handler_pt post_handler)
```

## 最终读取完body后调用 ngx\_http\_upstream\_init方法

```
void
ngx_http_upstream_init (ngx_http_request_t * r)
{
```





**前提**  
编译进Nginx

**提供哪些**  
**配置项**

**模块何时**  
**被使用**

**提供哪些**  
**变量**

# Nginx 模块

内聚

抽象

- 配置
- 启停回调方法
- 子模块抽象
  - http
  - event
  - mail
  - stream

```
ngx_core_module_t
+name
+create_conf
+init_conf
```

```
ngx_http_module_t
+preconfiguration
+postconfiguration
+create_main_conf
+init_main_conf
+create_srv_conf
+merge_srv_conf
+create_loc_conf
+merge_loc_conf
```

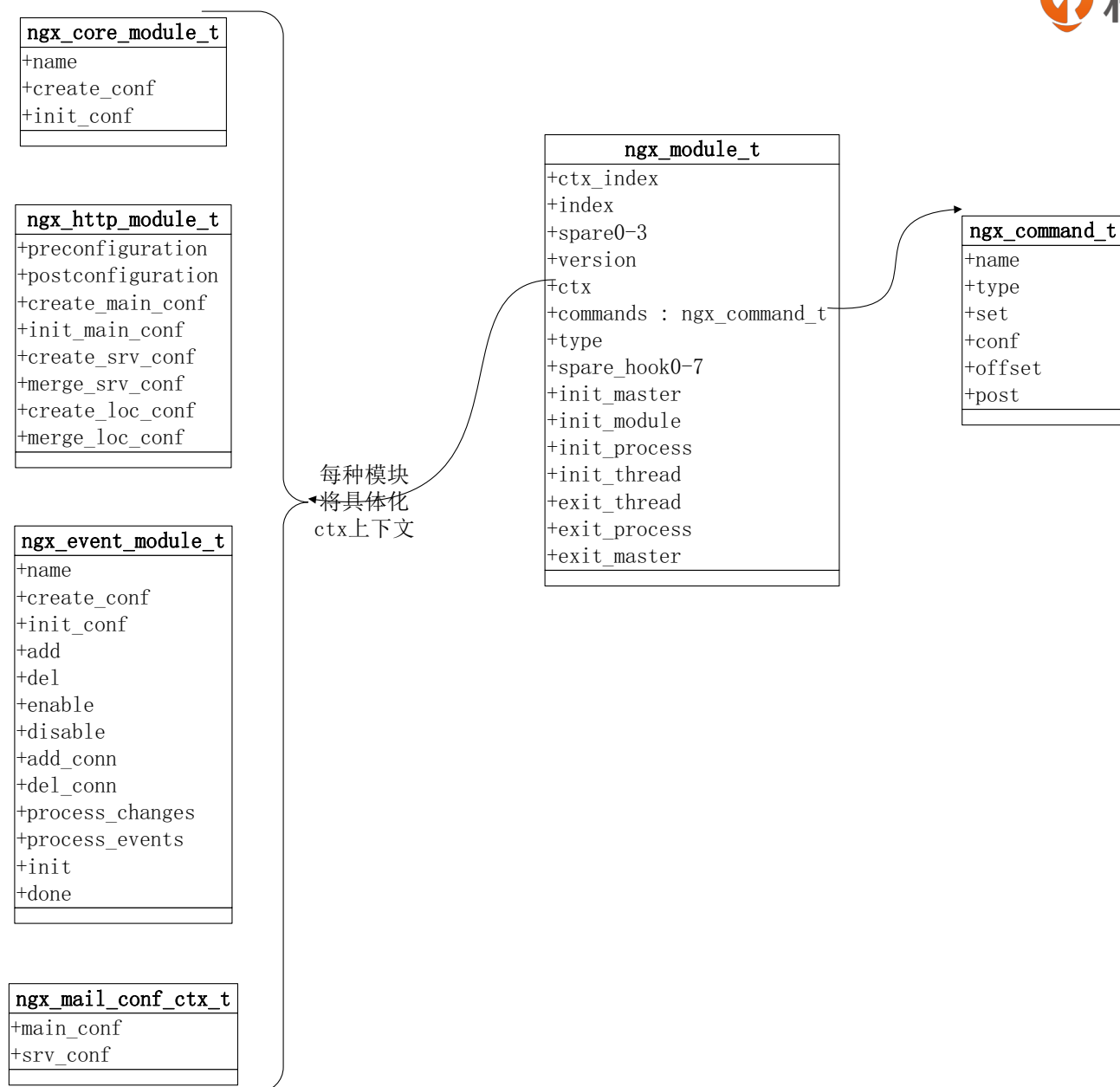
```
ngx_event_module_t
+name
+create_conf
+init_conf
+add
+del
+enable
+disable
+add_conn
+del_conn
+process_changes
+process_events
+init
+done
```

```
ngx_mail_conf_ctx_t
+main_conf
+srv_conf
```

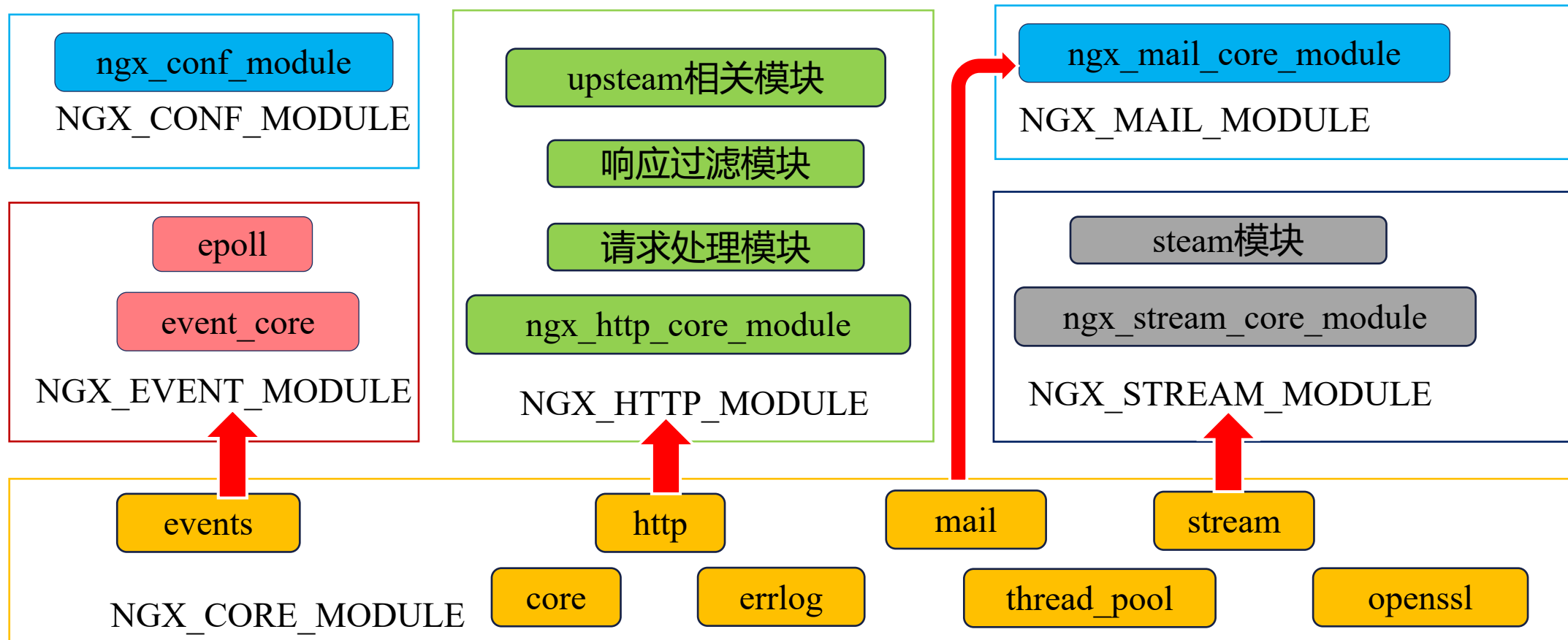
```
ngx_module_t
+ctx_index
+index
+spare0-3
+version
+ctx
+commands : ngx_command_t
+type
+spare_hook0-7
+init_master
+init_module
+init_process
+init_thread
+exit_thread
+exit_process
+exit_master
```

```
ngx_command_t
+name
+type
+set
+conf
+offset
+post
```

每种模块  
将具体化  
ctx上下文



# 模块分类

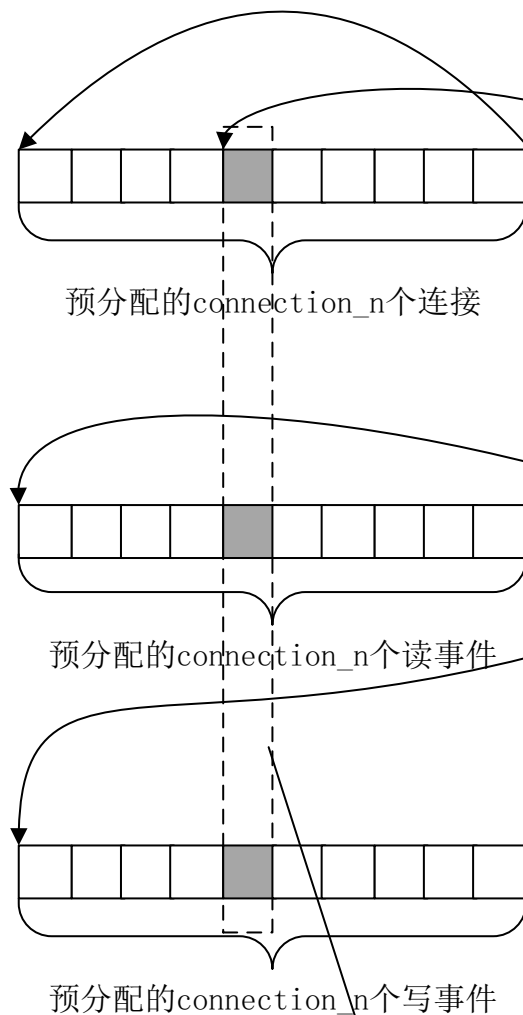


# 连接池

## 构成

对下游客户端的连接

对上游服务器的连接



connections指向的连接池中，每个连接所需要的读写事件都以相同的数组序号对应着read\_events、write\_events读写事件数组，所以相同序号下这三个数组中的元素是配合使用的

```
ngx_cycle_t
+conf_ctx
+pool
+log
+new_log
+files
+free_connections
+free_connection_n
+reusable_connections_queue : ngx_queue_s
+listening : ngx_array_t
+pathes : ngx_array_t
+open_files : ngx_list_t
+shared_memory : ngx_list_t
+connection_n
+files_n
+connections
+read_events
+write_events
+old_cycle
+conf_file
+conf_param
+conf_prefix
+prefix
+lock_file
+hostname

+ngx_master_process_cycle()
+ngx_single_process_cycle()
+ngx_start_worker_processes()
+ngx_start_cache_manager_processes()
+ngx_pass_open_channel()
+ngx_signal_worker_processes()
+ngx_reap_children()
+ngx_master_process_exit()
+ngx_worker_process_cycle()
+ngx_worker_process_init()
+ngx_worker_process_exit()
+ngx_cache_manager_process_cycle()
+ngx_process_events_and_timers()
```

# 核心数据结构

```
struct ngx_event_s {  
    void          *data;  
  
    unsigned      instance:1;  
    unsigned      timeout:1;  
    unsigned      timer_set:1;  
    unsigned      available:1;  
  
    ngx_event_handler_pt handler;  
    ngx_uint_t    index;  
    ngx_log_t     *log;  
    ngx_rbtree_node_t timer;  
    ngx_queue_t   queue;  
    ... ..  
};
```

96 字节

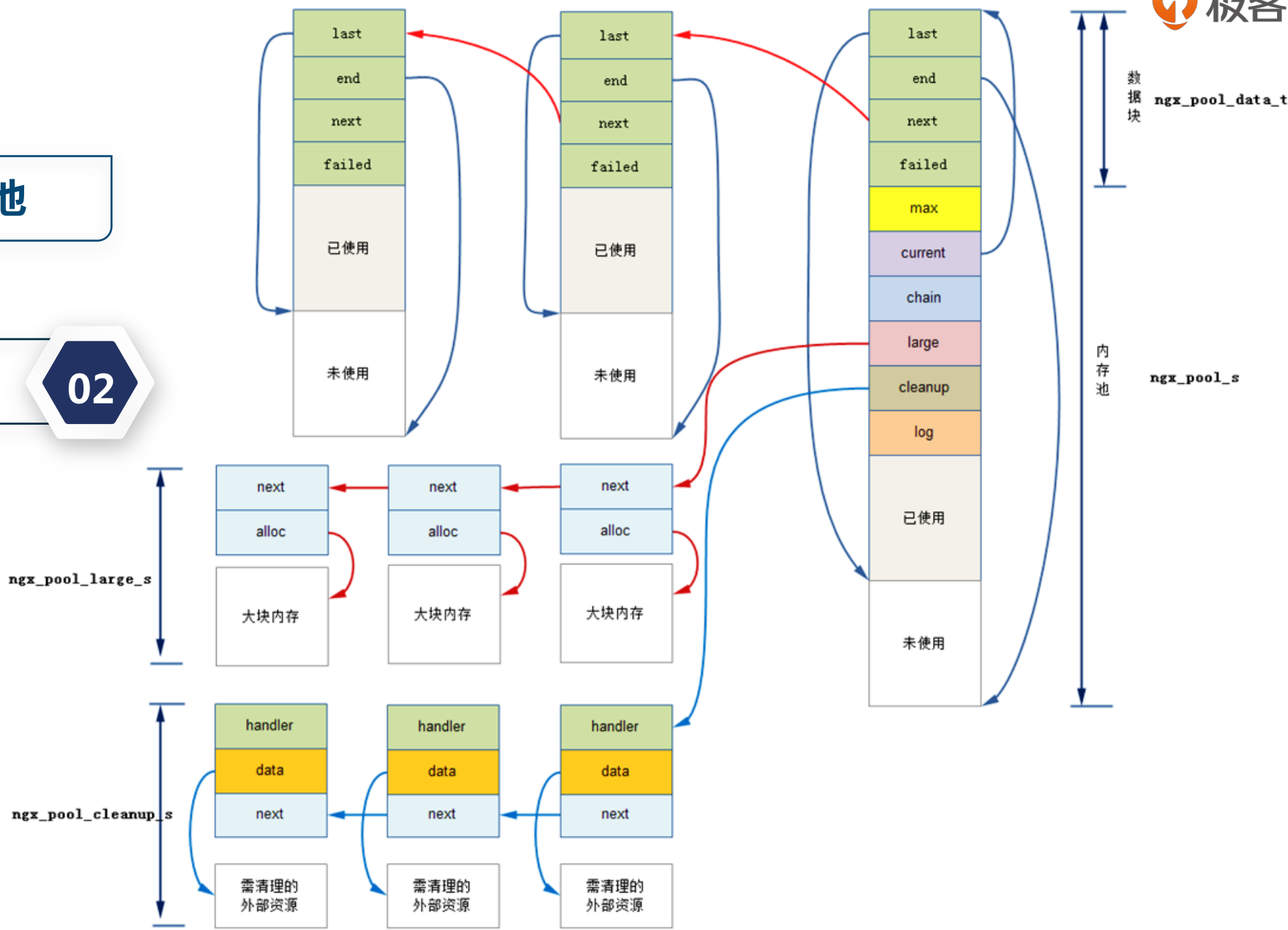
232 字节

```
struct ngx_connection_s {  
    void          *data;  
  
    ngx_event_t   *read;  读写事件  
    ngx_event_t   *write; 读写事件  
  
    ngx_socket_t   fd;  
  
    ngx_recv_pt   recv;  抽象解耦OS底层方法  
    ngx_send_pt   send;  抽象解耦OS底层方法  
  
    off_t         sent;    <= bytes_sent 变量  
  
    ngx_log_t     *log;  
  
    ngx_pool_t    *pool;  <= 初始 connection_pool_size 配置  
  
    int           type;  
  
    struct sockaddr *sockaddr;  
  
    socklen_t     socklen;  
  
    ngx_str_t     addr_text;  
    ngx_str_t     proxy_protocol_addr;  
    in_port_t     proxy_protocol_port;  
  
    ngx_buf_t     *buffer;  
  
    ngx_queue_t   queue;  
  
};
```

# 内存池

## 01 连接内存池

## 02 请求内存池



# Ngix进程间的通讯方式

## 基础同步工具

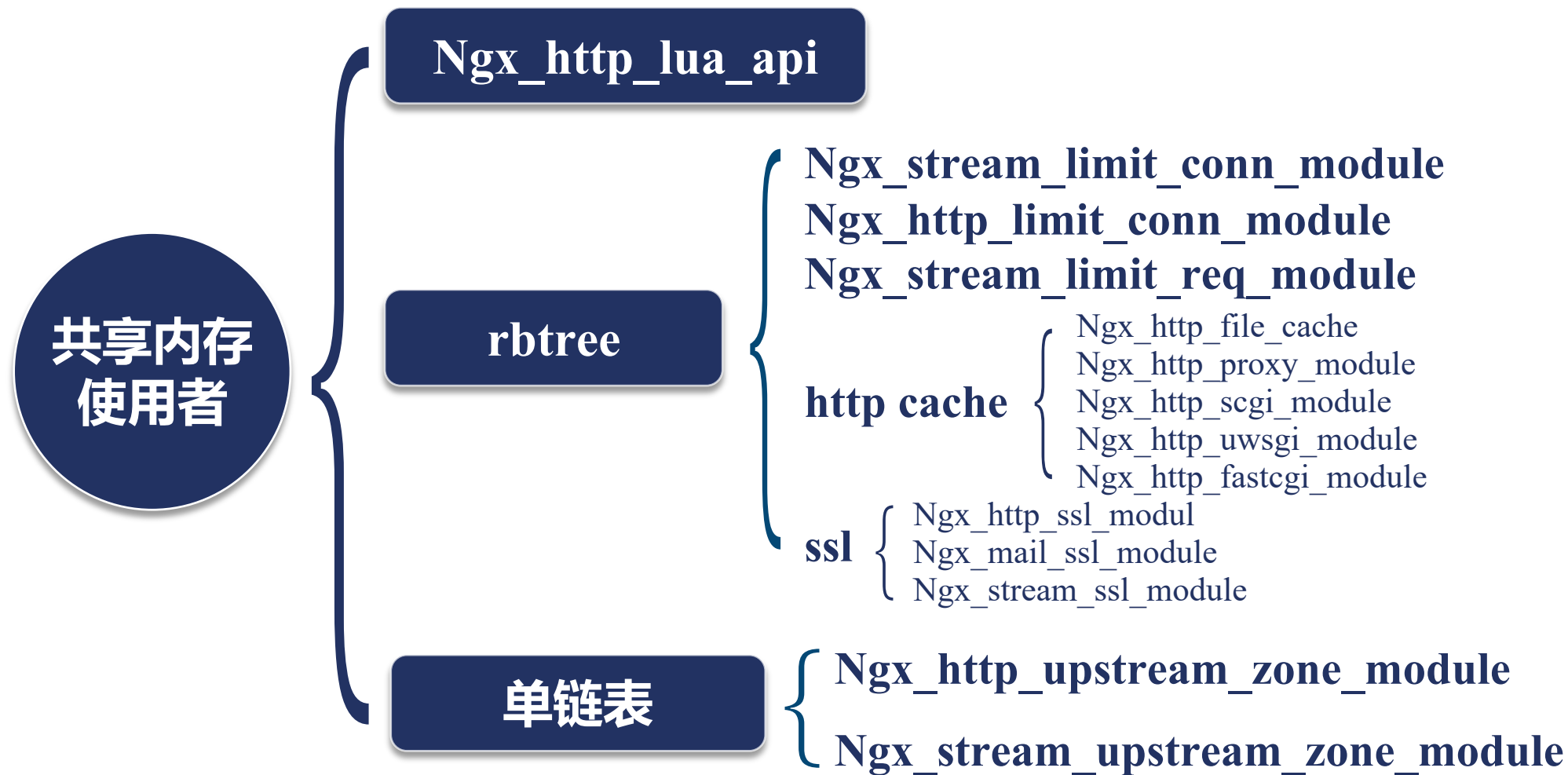
- 信号
- 共享内存

## 高级通讯方式

- 锁
- Slab内存管理器

# 共享内存：跨worker进程通讯

## 哪些官方nginx模块使用了共享内存





# OpenResty共享内存代码示例

```
http {
    lua_shared_dict dogs 10m;
    server {
        location /set {
            content_by_lua_block {
                local dogs = ngx.shared.dogs
                dogs:set("Jim", 8)
                ngx.say("STORED")
            }
        }
        location /get {
            content_by_lua_block {
                local dogs = ngx.shared.dogs
                ngx.say(dogs:get("Jim"))
            }
        }
    }
}
```

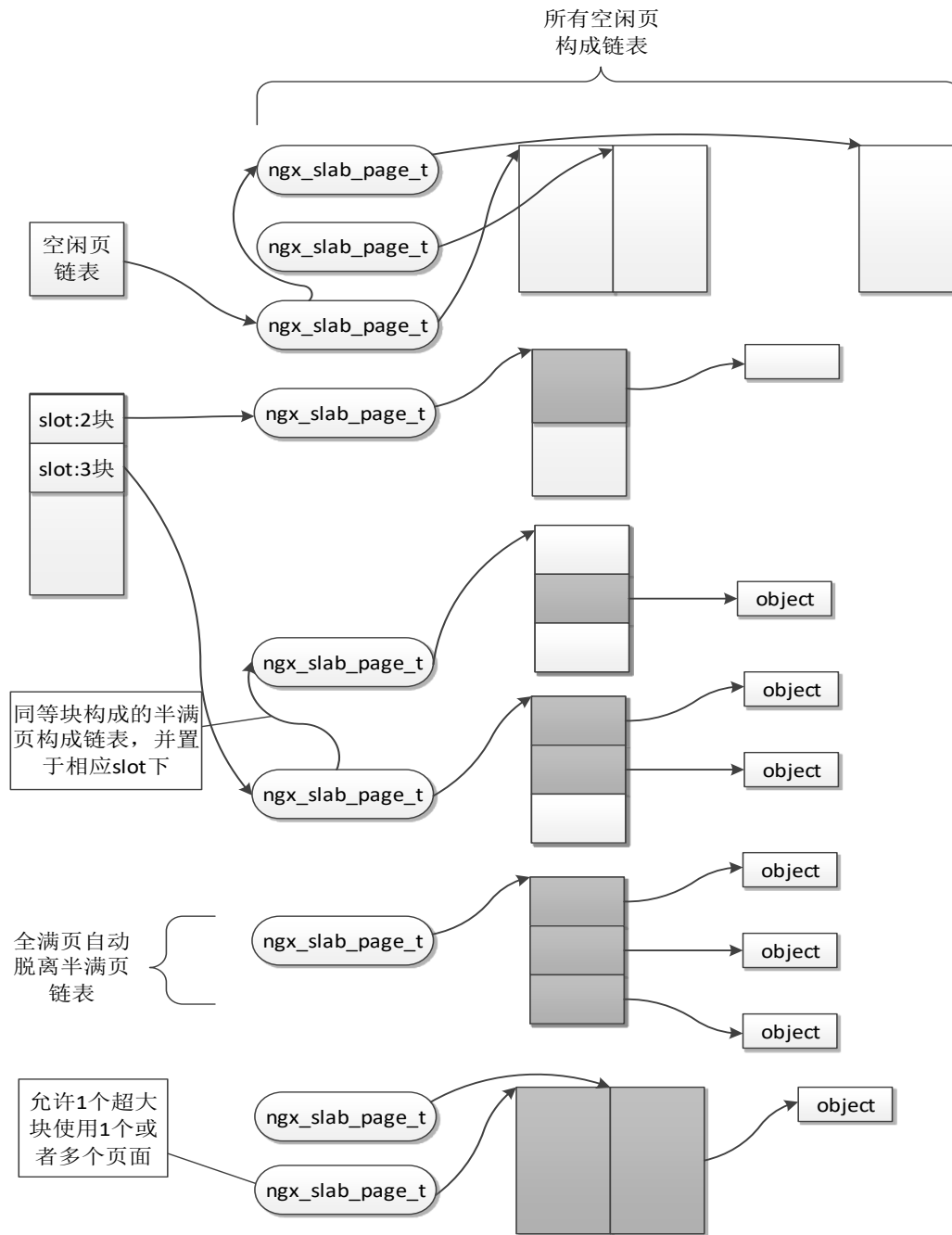
# Slab内存管理

Bestfit

- 最多两倍内存消耗

Bestfit

- 适合小对象
- 避免碎片
- 避免重复初始化



# ngx\_slab\_stat : 统计Slab使用状态

```
$ curl http://localhost:80/slab_stat
* shared memory: one
total:      102400(KB) free:      101792(KB) size:      4(KB)
pages:      101792(KB) start:000000003496000 end:000000009800000
slot:       8(Bytes) total:      0 used:      0 reqs:      0 fails:      0
slot:      16(Bytes) total:      0 used:      0 reqs:      0 fails:      0
slot:      32(Bytes) total:     127 used:      1 reqs:      1 fails:      0
slot:      64(Bytes) total:      0 used:      0 reqs:      0 fails:      0
slot:     128(Bytes) total:      32 used:      1 reqs:      1 fails:      0
slot:     256(Bytes) total:      0 used:      0 reqs:      0 fails:      0
slot:     512(Bytes) total:      0 used:      0 reqs:      0 fails:      0
slot:    1024(Bytes) total:      0 used:      0 reqs:      0 fails:      0
slot:    2048(Bytes) total:      0 used:      0 reqs:      0 fails:      0
```

■ 数组

■ 链表

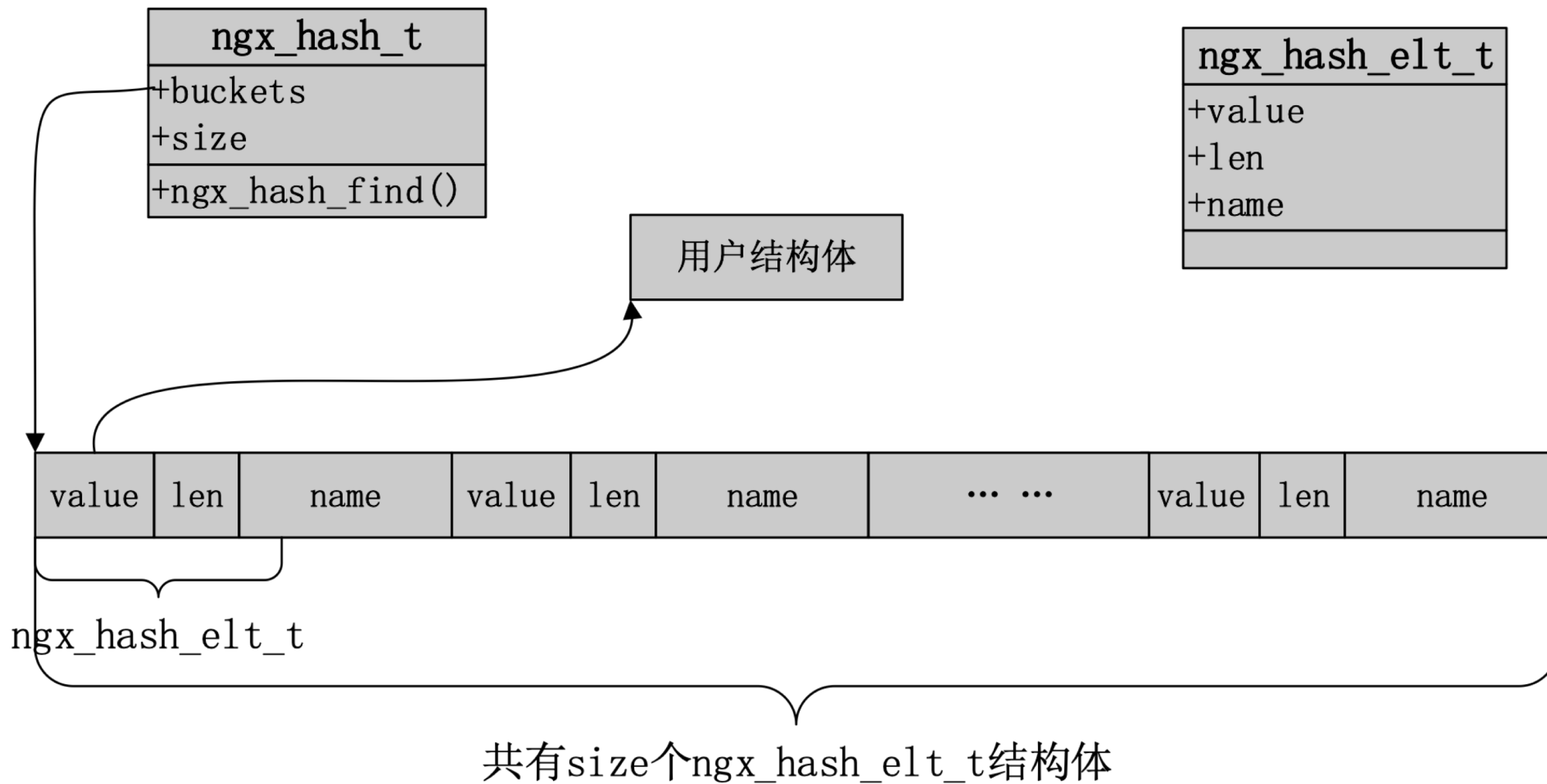
■ 队列

■ 哈希表

■ 红黑树

■ 基数树

# Nginx 哈希表

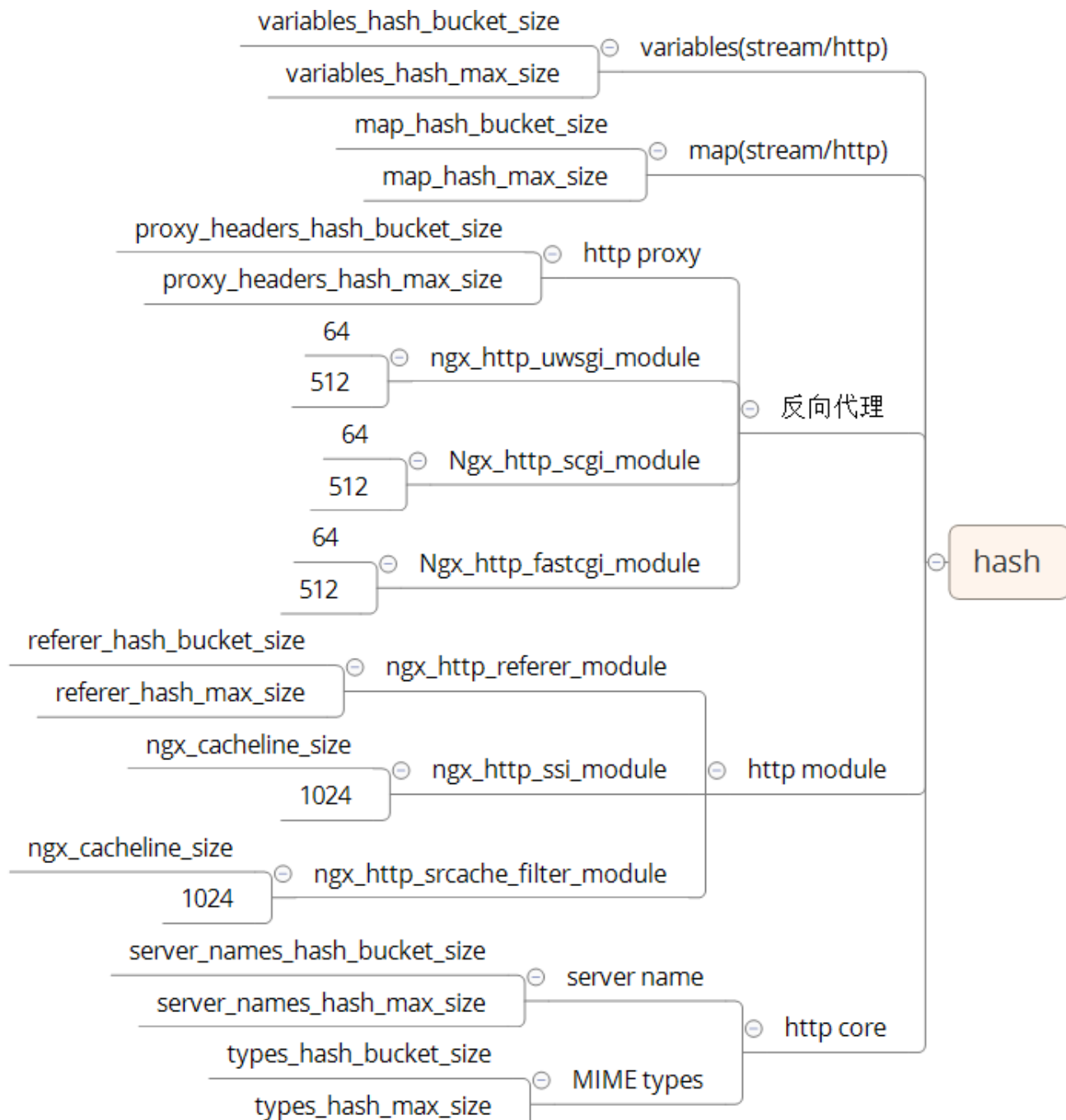


# 哈希表配置

Bucket size

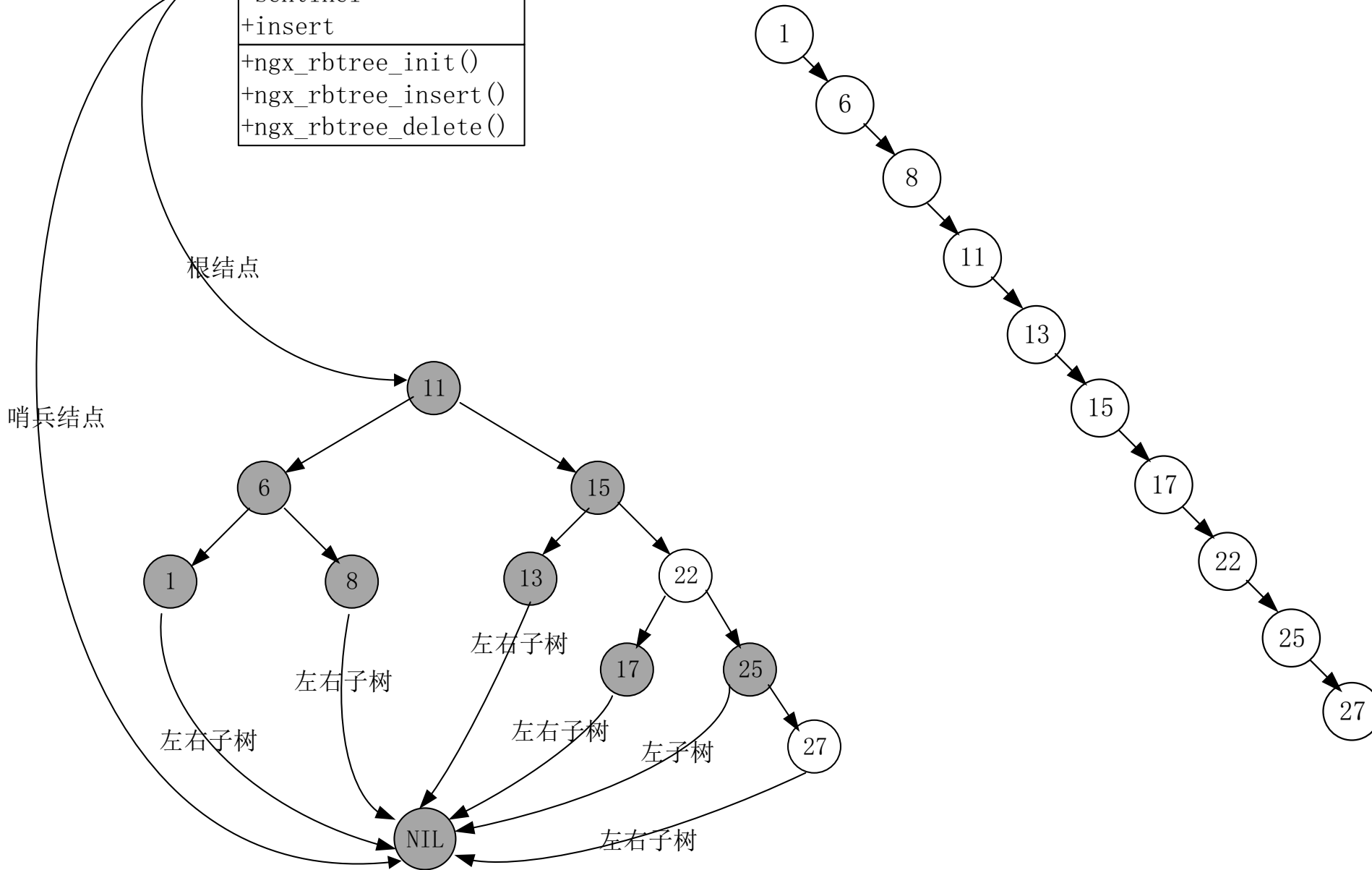
对齐问题

Max size



# 红黑树

ngx_rbtree_t
+root
+sentinel
+insert
+ngx_rbtree_init()
+ngx_rbtree_insert()
+ngx_rbtree_delete()



自平衡二  
叉查找树

高度不会超过2倍 $\log(n)$

增删改查算法复杂度 $O(\log(n))$

遍历复杂度 $O(n)$



# 红黑树的使用模块

红黑树

**ngx\_conf\_module** `config_dump_rbtrees`

**ngx\_event\_timer\_rbtrees**

**Ngx\_http\_file\_cache**

**Ngx\_http\_geo\_module**

**Ngx\_http\_limit\_conn\_module**

**Ngx\_http\_limit\_req\_module**

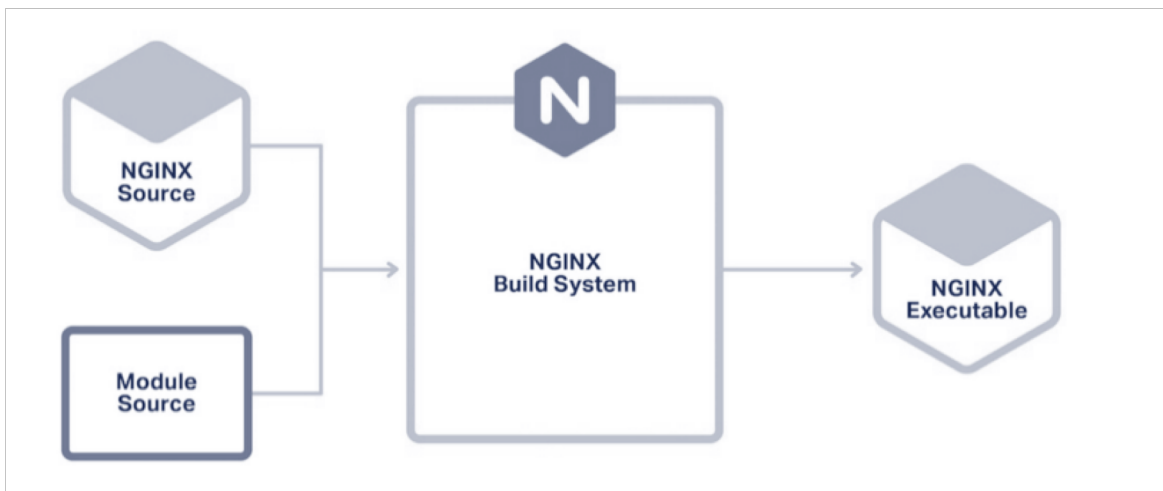
**Ngx\_http\_lua\_shdict:ngx.shared.DICT** LRU链表性质

**resolver** `ngx_resolver_t`

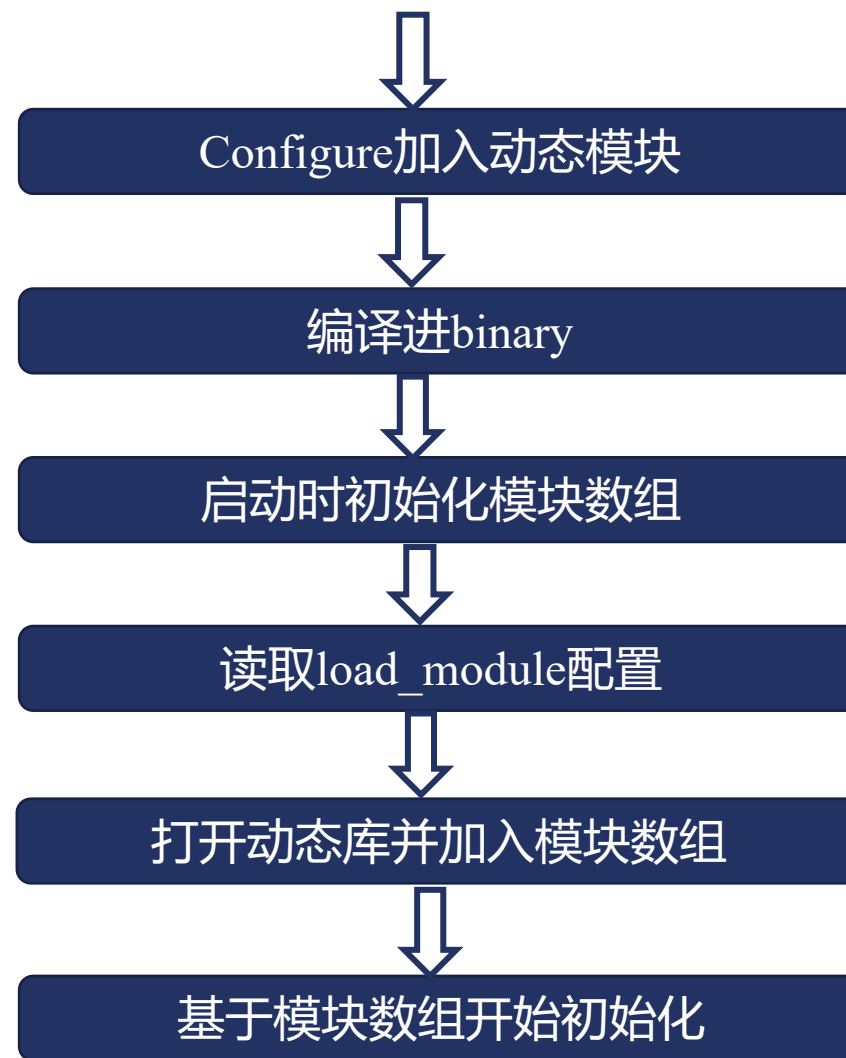
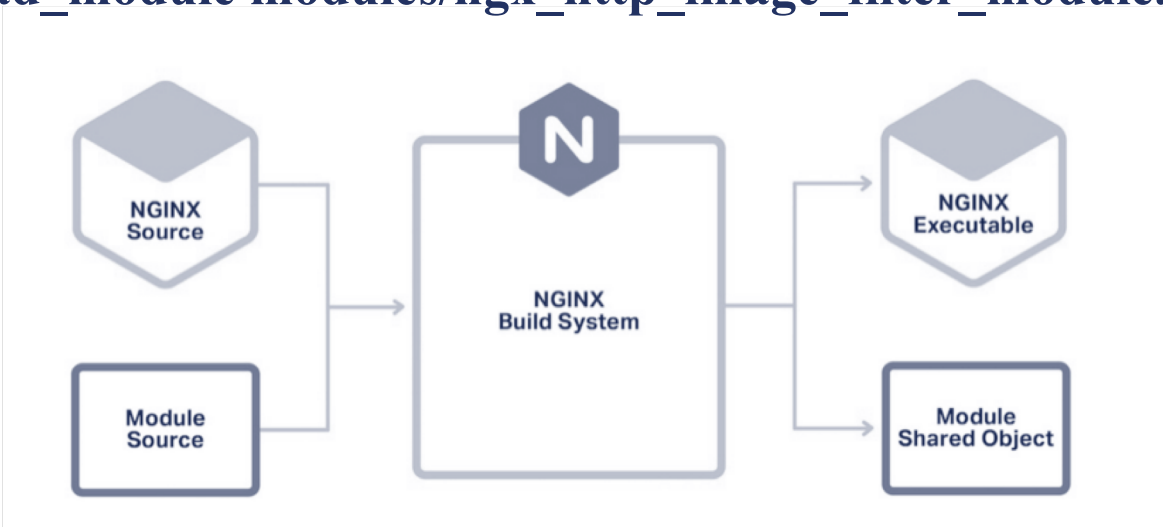
**Ngx\_stream\_geo\_module**

**Ngx\_stream\_limit\_conn\_module**

# 动态模块-减少编译环节



`load_module modules/nginx_http_image_filter_module.so;`





扫码试看/订阅  
《Nginx 核心知识100讲》