

OpenNebula - Bug #659

Thread dead lock in ActionManager.rb

05/23/2011 11:49 AM - Krzysztof Pawlik

Status:	Closed	Start date:	05/23/2011
Priority:	High	Due date:	
Assignee:	Ruben S. Montero	% Done:	0%
Category:	Core & System	Estimated time:	0.00 hour
Target version:		Pull request:	
Resolution:	worksforme		
Affected Versions:	OpenNebula 3.0		

Description

Hello,

It's possible for ActionManager threads to dead lock, periodic wake up (or `signalling') solves this. When deadlocked hosts will flip between INIT and MONITORING states until oned is restarted. Attached patch solves this by adding a new thread that every 5..15 seconds wakes up and signals, this has no side effects as if the queue is empty the thread wake-up will end up as a no-op anyway.

History

#1 - 05/23/2011 09:50 PM - Ruben S. Montero

Hi,

Could you provide some details to reproduce this?

Thanks for the feedback and the patch!

Ruben

#2 - 05/24/2011 07:22 AM - Krzysztof Pawlik

As with most race-conditions it was quite hard to reproduce, the original cause was that a call to signal() has been made before wait() was called on conditional. Such scenario occurs when the monitoring thread completes very quickly (for example dead host).

#3 - 03/31/2012 12:56 PM - Ruben S. Montero

- Status changed from New to Closed
- Resolution set to worksforme
- Affected Versions OpenNebula 3.0 added

Closing this one as we can not verify this issue. Even with dummy drivers that returns immediately...

Files

ActionManager.rb-wakeup.patch	586 Bytes	05/23/2011	Krzysztof Pawlik
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