

GlideinWMS - Bug #7848

If num_parallel_workers are 1 and a child crashes, factory can get stuck

02/12/2015 11:51 AM - Burt Holzman

Status: Assigned	Start date: 02/12/2015
Priority: Normal	Due date:
Assignee: Burt Holzman	% Done: 0%
Category: Factory	Estimated time: 0.00 hour
Target version: v3_7_x	Spent time: 0.00 hour
First Occurred:	Stakeholders:
Occurs In:	

Description

This came up in some testing Jeff was doing.

We allocate a certain number of slots for forking children. If one of those children crashes, we don't clear the slot for a new job until the next factory iteration. Normally this is fine, but if you have a severely memory-limited machine with only one available slot, it will hang. I think this has been around for a long time.

History

#1 - 04/26/2018 04:43 PM - Marco Mambelli

- Target version changed from v3_2_x to v3_4_x

#2 - 09/06/2018 03:25 PM - Marco Mambelli

- Target version changed from v3_4_x to v3_5_x

#3 - 09/28/2019 10:25 AM - Marco Mambelli

- Target version changed from v3_5_x to v3_7_x