
Subject: Re: Re: TCP packets lost?

Posted by [Vitaliy Gusev](#) on Mon, 07 Jan 2008 11:33:15 GMT

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On 7 January 2008 13:01:24 Max Deineko wrote:

> Marcin Owsiany <marcin@owsiany.pl> wrote:

> > On Mon, Jan 07, 2008 at 07:55:43AM +0000, Max Deineko wrote:

> >> My first guess would have been that when the server is busy serving an

> >> expensive request, the tcp rcv buffer would get full and packets would

> >> get dropped. But wouldn't tcpdump not be able to see them then?

>

> > <http://forum.openvz.org/index.php?t=msg&goto=21592>

> >

> > My theory is that when the (receive buffer size / current connections)

> > is too small for the window size, then kernel gets itself into a state

> > where it's impossible to recover a connection.

>

> Thanks a lot. I already had found the thread and tried increasing

> tcp_rmem size, which hung the webserver completely (maybe it was a little

> too big ;), but I'm still experimenting with the settings.

>

> Of course there might be a problem with other server components, and I'm

> not really a networking expert, it's just that the tcp flow doesn't look

> like what I'd expect it to.

Please show files: /proc/net/netstat, /proc/net/snmp (inside VE)

Have you seen any suspicious messages in dmesg related to this issue?

>

> So is the behaviour I see normal or is there really something wrong at

> this level already? Even if one assumed that userland components were

> broken and went haywire sometimes?

>

> Thanks, Max.

>

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Thanks,

Vitaliy Gusev
