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Subject: Re: Server crash

Posted by [maratrus](#) on Thu, 02 Jul 2009 14:38:39 GMT

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Hi Daniel,

it's neither an oops not crash.

It's just an information from oom-killer.

Oom-killer is not an OpenVZ specific thing so you can read about it wherever you want. I provided you with two links.

To find out the real reason of oom-killer you have to examine logs carefully.

A possible reason why this can happen is that your system might have bumped into lack of the size of the "normal zone", i.e. that zone where kernel holds its objects. The size of "normal zone" is limited to ~800mb regardless of the total amount of RAM and it is a restriction of x86 architecture. As far as I understand your server has 32Gb RAM and it is heavily loaded. So, there is a nonzero probability that "normal zone" might be exhausted.

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