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Subject: \*SOLVED\* too many of orphaned sockets  
Posted by [hvdkamer](#) on Tue, 29 Aug 2006 17:46:36 GMT  
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I've created a setup where on one VE Lighttpd is a name-based proxy and is redirecting to another VE with an internal IP-address. That works. So I wanted to test how fast it is and then I ran into problems with the following ab2:

```
hoefnix:~# ab2 -c 12 -n 2000 http://ve108.armorica.tk/
```

Below a concurrency of 8 everything is fine, between 9 and 11 it sometimes goes well. From 12 and upwards it goes always wrong with some failed requests. On the hardware node I then get the following message:

```
Aug 29 18:23:08 strato kernel: printk: 2 messages suppressed.  
Aug 29 18:23:08 strato kernel: TCP: too many of orphaned sockets  
Aug 29 18:23:08 strato last message repeated 9 times
```

This is bullshit however. The tcp\_max\_orphans is 32.768. With a constant cat /proc/net/sockstat I see that the orphans are not raised. However because of the setup I do see 4.000 time\_wait buckets which die after two minutes. The user\_beancounters in both VE's are still zero, even after multiple runs.

I'm not a programmer, but just to see when this message is given leads to tcp.c with the following code:

```
if (sk->sk_state != TCP_CLOSE) {  
    sk_stream_mem_reclaim(sk);  
    if (tcp_too_many_orphans(sk, tcp_get_orphan_count(sk))) {  
        if (net_ratelimit())  
            printk(KERN_INFO "TCP: too many of orphaned "  
                    "sockets\n");  
        tcp_set_state(sk, TCP_CLOSE);  
        tcp_send_active_reset(sk, GFP_ATOMIC);  
        NET_INC_STATS_BH(LINUX_MIB_TCPABORTONMEMORY);  
    }  
}
```

And the function tcp\_too\_many\_orphans leads to a file ub\_orphan.h which is copyrighted by SWsoft. So I think I'm here at the right source. Can someone give a clue for which parameter I must tune? It isn't one of the beancounters (all zero) or tcp\_max\_orphans (never reached). There are some other things checked in this function, but that is way above my head. Please advice...

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