Subject: dgramrcvbuf saturation when using Centos 6
Posted by neutrino388 on Tue, 11 Jun 2013 20:48:52 GMT
View Forum Message <> Reply to Message

We are trying to migrate our software from centos 5 to cent os 6 and we encounter a strange issue:

We create new OpenVZ container using centos 6.4 official Template (64 bits). We run asterisk in these container. Under certain call cases (call transfert) the dgramrcvbuf counter hits the limit and causes UDP packet to be dropped. Once the limit is hit the only way to restore the situation is to restart asterisk.

We tried to increase the limit but under this call case, dgramrcvbuf saturates almost instantly.

On the same node, centos 5 containers are not subject to the same issue. Has anybody spotted such a problem already ?

Kernel used:

2.6.32-19-pve #1 SMP Wed May 15 07:32:52 CEST 2013 x86_64 GNU/Linux

Subject: Re: dgramrcvbuf saturation - in general
Posted by neutrino388 on Thu, 04 Jul 2013 07:25:42 GMT
View Forum Message <> Reply to Message

Hello,

We have investigated and found out interesting things:

1- this is not related to CentOS 6 at all but occurs on CentOS 5

2- this is caused by one our custom software development that in some case does not process inbound UDP (RTP) packets but keep the socket open. So this is bug on our side! BUT it has consequences outside of our software.

3- this occurs on Proxmox 2.2 and 2.3

The issue here is that with the default settings if ONE software does not process inbound data on its UDP socket(s) correctly it may cause ALL software in the VM to stop receiving UDP datagram on other sockets.

This is not acceptable for VOIP applications !

We have to have a way to limit the data buffer for each socket so the dgramrcvbuf is not reached. Can someone advise abot the proper sysctl settings and the value of dgramrcvbuf ?