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Subject: Re: TCP: time wait bucket table overflow - memory leak?

Posted by [maratrus](#) on Tue, 14 Jul 2009 15:57:26 GMT

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Hello,

you gave a very good description of the problem.

Quote:

What i expect from the node in this case is to kill the failed process or even the entire VE.

But there is no such a killer in OpenVZ. Parallels Virtuozzo Containers contains subsystem which does what you have said but in OpenVZ you can adjust the behavior of the container via `user_beancounters` i.e. if barriers and limits are really huge there is no a restrictive force which prevents a containers from consuming a lot of resources.

Quote:

Instead, the node's LA spikes up to hundreds and then the entire node just dies.

`vzctl stop` times out. `vzctl stop --fast` times out. `kill -9 `init of the VE`` fails.

Could you please say what means "the entire node just dies"? Are you able to ping the node? Are you able to invoke commands?

What is the reason of LA being so big?

Does the node perform CPU-consuming operations? What is the CPU state when "the node is being died"?

Or there are a lot of input-output operations being invoked?

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