

## z2-Environment - Improvement #831

### Worker processes should kill themselves if home dies

23.07.2012 17:22 - Udo Offermann

<b>Status:</b>	Resolved	<b>Start date:</b>	
<b>Priority:</b>	Low	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	100%
<b>Category:</b>	z2-base	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	2.3		
<b>origin:</b>			
<b>Description</b>			
Suggestion 1:			
<ul style="list-style-type: none"><li>• home sends a ping every n seconds</li><li>• if worker has not received the ping after 5*n seconds, it commits suicide.</li></ul>			
However... under heavy load this may be more damaging than helpful.			
Suggestion 2:			
<ul style="list-style-type: none"><li>• the home process conveys its PID to the worker at start</li><li>• the worker checks for a process with PID once in a while. If not found, it commits suicide</li></ul>			
However, checking for a process in an OS-independent way is not very reliable either.			

### History

**#1 - 27.07.2012 16:14 - Henning Blohm**

- Priority changed from High to Normal

**#2 - 27.07.2012 16:15 - Henning Blohm**

- Assignee deleted (Redmine Admin)

**#3 - 25.09.2012 20:42 - Henning Blohm**

- Category changed from z2-core to z2-base

- Target version set to 2.2

**#4 - 28.03.2013 23:10 - Henning Blohm**

- Priority changed from Normal to Low

**#5 - 30.03.2013 12:14 - Henning Blohm**

- Tracker changed from Feature to Improvement

**#6 - 29.06.2013 23:04 - Henning Blohm**

- Target version changed from 2.2 to 14

**#7 - 09.03.2014 11:32 - Henning Blohm**

- Target version changed from 14 to 2.3

**#8 - 11.04.2014 12:42 - Henning Blohm**

- Description updated

- Target version changed from 2.3 to 3.0

**#9 - 11.04.2014 14:33 - Henning Blohm**

- Target version changed from 3.0 to 2.3

**#10 - 11.04.2014 14:34 - Henning Blohm**

- *Status changed from New to Resolved*

- *% Done changed from 0 to 100*

Applied in changeset z2-base:base|commit:f0a35f447675fbebba9d0e93ab92a7220b5e99.