

## Re: Why won't slapd shutdown (kill -0)?

**Source:** <http://unix.derkeiler.com/Mailing-Lists/FreeBSD/current/2004-11/1260.html>

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**From:** Sean McNeil ([sean\\_at\\_mcneil.com](mailto:sean_at_mcneil.com))

**Date:** 11/17/04

To: Doug White <[dwhite@gumbyssoft.com](mailto:dwhite@gumbyssoft.com)>

Date: Wed, 17 Nov 2004 12:56:48 -0800

On Wed, 2004-11-17 at 10:28 -0800, Doug White wrote:

> On Tue, 16 Nov 2004, Sean McNeil wrote:

>

> > *This has been happening for a long time with current and hasn't been  
> > resolved. When I start up slapd, I cannot stop it without kill -9 ing  
> > it. It would appear stuck in kse and probably has something to do with  
> > kill -0:*

>

> *Mind expanding on this? The backtrace looks normal for a pthread process.  
> kill -0 just tests signal delivery; the process is completely unaware that  
> the probe occurred, though. The process may also be unkillable if its  
> stuck in some sort of I/O wait.*

>

> *Is the server busy when you signal it?*

Oh, OK. I didn't look at /usr/local/etc/rc.subr too closely. I have additional information, though....

It appears that all the threads are destroyed yet it is still in the thread processing loop. The process is no longer active at all. I just had a similar problem happen with vlc where I closed it yet it is hanging in the same place as slapd with all the threads gone.

Here is the one from vlc:

(gdb) bt full

```
#0 _thr_sched_switch_unlocked (curthread=0x955000) at pthread_md.h:226
  psf = {psf_valid = 0, psf_flags = 0, psf_cancelflags = 29952806,
  psf_interrupted = 8, psf_timeout = 11279168, psf_signo = 0,
  psf_state = 11279168, psf_wait_data = {mutex = 0x8, cond = 0x8, lock =
0x8,
  sigwait = 0x8}, psf_wakeup_time = {tv_sec = 0, tv_nsec = 0},
  psf_sigset = {
  __bits = {29950366, 8, 9860096, 0}}, psf_sigmask = {__bits =
{9752576, 1,
  9860096, 0}}, psf_seqno = 29995347}
```

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```
    curkse = (struct kse *) 0x952000
    resume_once = 0
#1 0x0000000801c925e0 in _thr_sched_switch (curthread=0x955000)
    at /usr/src/lib/libpthread/thread/thr_kern.c:607
No locals.
#2 0x0000000801c85cb4 in _pthread_join (pthread=0x967400,
thread_return=0x0)
    at /usr/src/lib/libpthread/thread/thr_join.c:133
    curthread = (struct pthread *) 0x955000
    tmp = (void *) 0x0
    crit = 0x0
    ret = 0
#3 0x000000000431749 in __vlc_thread_join (p_this=0xad4800,
psz_file=0x6a283c "src/playlist/playlist.c", i_line=130)
    at src/misc/threads.c:716
    i_ret = 1
#4 0x00000000040ee1a in playlist_Destroy (p_playlist=0xad4800)
---Type <return> to continue, or q <return> to quit---
    at src/playlist/playlist.c:130
No locals.
#5 0x00000000040c400 in VLC_CleanUp (i_object=0) at src/libvlc.c:831
    p_intf = (intf_thread_t *) 0xad4800
    p_playlist = (playlist_t *) 0xad4800
    p_vout = (vout_thread_t *) 0xad4800
    p_aout = (aout_instance_t *) 0xad4800
    p_announce = (announce_handler_t *) 0xad4800
    p_vlc = (vlc_t *) 0x94d400
#6 0x000000000407415 in main (i_argc=1, ppsz_argv=0x7fffffff940)
    at src/vlc.c:108
    i_ret = 0
```

and here is a full trace of slapd:

```
(gdb) bt full
#0 0x000000080142e914 in kse_release () at kse_release.S:2
No locals.
#1 0x0000000801428e49 in kse_wait (kse=0x62a000, td_wait=0x0,
sigseqno=0)
    at /usr/src/lib/libpthread/thread/thr_kern.c:1843
    ts = {tv_sec = 7647232, tv_nsec = 7647232}
    ts_sleep = {tv_sec = 60, tv_nsec = 0}
    saved_flags = 0
#2 0x0000000801427078 in kse_sched_multi (kmbx=0x62efa0)
    at /usr/src/lib/libpthread/thread/thr_kern.c:1039
    curkse = (struct kse *) 0x62a000
    curthread = (struct pthread *) 0x0
    td_wait = (struct pthread *) 0x62a068
    curframe = (struct pthread_sigframe *) 0x17f
    ret = 383
#3 0x000000080142afbf in _amd64_enter_uts ()
    at /usr/src/lib/libpthread/arch/amd64/amd64/enter_uts.S:40
```

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```
No locals.
#4 0x0000000000000000 in ?? ()
No symbol table info available.
#5 0x000000000062f000 in ?? ()
No symbol table info available.
#6 0x000000000062a000 in ?? ()
No symbol table info available.
---Type <return> to continue, or q <return> to quit---
#7 0x0000000000000000 in ?? ()
No symbol table info available.
#8 0x0000000000000000 in ?? ()
No symbol table info available.
#9 0x0000000000000000 in ?? ()
No symbol table info available.
#10 0x0000000000000000 in ?? ()
No symbol table info available.
#11 0x0000000000000000 in ?? ()
No symbol table info available.
#12 0x0000000000000001 in ?? ()
No symbol table info available.
#13 0x0000000801426dd0 in _thr_sched_switch_unlocked ()
    at /usr/src/lib/libpthread/thread/thr_kern.c:904
    free_kseq = {tqh_first = 0x0, tqh_last = 0x801534810}
    gc_kseqq = {tqh_first = 0x0, tqh_last = 0x801534840}
    next_uniqueid = 7
    active_kse_groupq = {tqh_first = 0x62f100, tqh_last = 0x748020}
    active_kse_count = 2
    free_threadq = {tqh_first = 0x0, tqh_last = 0x801534890}
    free_kse_count = 0
    active_kseq = {tqh_first = 0x62a000, tqh_last = 0x6c9220}
    free_kse_groupq = {tqh_first = 0x0, tqh_last = 0x801534820}
---Type <return> to continue, or q <return> to quit---
    kse_lock = {l_head = 0x6291c0, l_tail = 0x6291c0,
l_type = LCK_ADAPTIVE, l_wait = 0x801426150 <_kse_lock_wait>,
l_wakeup = 0x8014261e0 <_kse_lock_wakeup>}
    active_kseg_count = 2
    inited = 1
    free_thread_count = 0
    free_kseg_count = 0
    thr_hashtable = {{lh_first = 0x0} <repeats 44 times>, {
lh_first = 0x6c3c00}, {lh_first = 0x0}, {lh_first = 0x0}, {
lh_first = 0x0}, {lh_first = 0x0}, {lh_first = 0x1874400}, {
lh_first = 0x0}, {lh_first = 0x0}, {lh_first = 0x0}, {lh_first =
0x0}, {
lh_first = 0x74b000}, {lh_first = 0x0} <repeats 15 times>, {
lh_first = 0x74b800}, {lh_first = 0x0}, {lh_first = 0x0}, {
lh_first = 0x0}, {lh_first = 0x0}, {lh_first = 0x0}, {lh_first =
0x0}, {
lh_first = 0x0}, {lh_first = 0x0}, {lh_first = 0x632000}, {
lh_first = 0x0} <repeats 23 times>, {lh_first = 0x29ab400}, {
lh_first = 0x0}, {lh_first = 0x0}, {lh_first = 0x0}, {lh_first =
```

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```
0x0}, {  
  lh_first = 0x0}, {lh_first = 0x2983c00}, {  
  lh_first = 0x0} <repeats 17 times>  
  thread_lock = {l_head = 0x6291e0, l_tail = 0x6291e0,  
  l_type = LCK_ADAPTIVE, l_wait = 0x801426150 <_kse_lock_wait>,  
  l_wakeup = 0x8014261e0 <_kse_lock_wakeup>}  
  _tcb_mutex = 0x628380
```

Previous frame inner to this frame (corrupt stack?)

which looks like total garbage. Looking at each thread I see that there is only a thread 1,2, and 3:

(gdb) thread 1

```
[Switching to thread 1 (Thread 6 (LWP 100177))]#0 0x000000080142e914 in  
kse_release () at kse_release.S:2  
2 RSYSCALL(kse_release)
```

(gdb) bt

```
#0 0x000000080142e914 in kse_release () at kse_release.S:2  
#1 0x000000080141d926 in sig_daemon (arg=0x7ffffefef70)  
  at /usr/src/lib/libpthread/thread/thr_sig.c:216  
#2 0x0000000801426db5 in kse_sched_single (kmbx=0x7ffffefef70)  
  at /usr/src/lib/libpthread/thread/thr_kern.c:902
```

(gdb) thread 2

```
[Switching to thread 2 (Thread 7 (sleeping))]#0  
_thr_sched_switch_unlocked (  
  curthread=0x632000) at pthread_md.h:226  
226 if (ret == 0) {
```

Current language: auto; currently c

(gdb) bt

```
#0 _thr_sched_switch_unlocked (curthread=0x632000) at pthread_md.h:226  
#1 0x00000008014265e0 in _thr_sched_switch (curthread=0x632000)  
  at /usr/src/lib/libpthread/thread/thr_kern.c:607  
#2 0x0000000801419cb4 in _pthread_join (pthread=0x74b000,  
thread_return=0x0)  
  at /usr/src/lib/libpthread/thread/thr_join.c:133  
#3 0x0000000800719d09 in ldap_pvt_thread_join (thread=0x800609070,  
thread_return=0x62a068) at thr_posix.c:165
```

(gdb) thread 3

```
[Switching to thread 3 (LWP 100148)]#0 0x000000080142e914 in  
kse_release ()  
  at kse_release.S:2  
2 RSYSCALL(kse_release)
```

Current language: auto; currently asm

(gdb) bt

```
#0 0x000000080142e914 in kse_release () at kse_release.S:2  
#1 0x0000000801428e49 in kse_wait (kse=0x62a000, td_wait=0x0,  
sigseqno=0)  
  at /usr/src/lib/libpthread/thread/thr_kern.c:1843  
#2 0x0000000801427078 in kse_sched_multi (kmbx=0x62efa0)
```

Re: Why won't slapd shutdown (kill -0)?

freebsd-current: Re: Why won't slapd shutdown (kill -0)?

```
at /usr/src/lib/libpthread/thread/thr_kern.c:1039
#3 0x000000080142afbf in _amd64_enter_uts ()
at /usr/src/lib/libpthread/arch/amd64/amd64/enter_uts.S:40

> >
> > (gdb) bt
> > #0 0x000000080142e914 in kse_release () at kse_release.S:2
> > #1 0x0000000801428e49 in kse_wait (kse=0x62a000, td_wait=0x0,
> > sigseqno=0)
> > at /usr/src/lib/libpthread/thread/thr_kern.c:1843
> > #2 0x0000000801427078 in kse_sched_multi (kmbx=0x62efa0)
> > at /usr/src/lib/libpthread/thread/thr_kern.c:1039
> > #3 0x000000080142afbf in _amd64_enter_uts ()
> > at /usr/src/lib/libpthread/arch/amd64/amd64/enter_uts.S:40
> > #4 0x0000000000000000 in ?? ()
> > #5 0x000000000062f000 in ?? ()
> > #6 0x000000000062a000 in ?? ()
> > #7 0x0000000000000000 in ?? ()
> > #8 0x0000000000000000 in ?? ()
> > #9 0x0000000000000000 in ?? ()
> > #10 0x0000000000000000 in ?? ()
> > #11 0x0000000000000000 in ?? ()
> > #12 0x0000000000000001 in ?? ()
> > #13 0x0000000801426dd0 in _thr_sched_switch_unlocked ()
> > at /usr/src/lib/libpthread/thread/thr_kern.c:904
> > Previous frame inner to this frame (corrupt stack?)
> >
> >
>
```

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