

## Arvados - Bug #5381

### [Crunch] Node went away unexpectedly during pipeline run.

03/04/2015 09:00 PM - Peter Amstutz

<b>Status:</b>	New	<b>Start date:</b>	
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assigned To:</b>		<b>% Done:</b>	0%
<b>Category:</b>	Node Manager	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	Arvados Future Sprints		
<b>Description</b>			
In pipeline <a href="#">4xphq-d1hrv-rfu9kj37vmke3dh</a> the first two jobs use compute9, then compute9 goes away unexpectedly before the 3rd job can run. After a bit, a new node comes up (compute7) and runs the last job. Explain what happened to compute9.			
<b>Related issues:</b>			
Related to Arvados - Bug #5383: [API] API server should always retrieve curre...		<b>Resolved</b>	<b>03/16/2015</b>

### History

#### #1 - 03/04/2015 09:04 PM - Peter Amstutz

- Description updated

#### #2 - 03/20/2015 08:00 PM - Tom Clegg

Is there a minimum idle time a node must have reached in order to get killed off by node manager during its shutdown window? If not (or if it's short) perhaps that's the explanation/fix we're looking for.

#### #3 - 03/20/2015 08:00 PM - Tom Clegg

- Category set to Node Manager

#### #4 - 03/20/2015 08:04 PM - Tom Clegg

- Target version changed from Bug Triage to 2015-04-29 sprint

#### #5 - 03/27/2015 06:35 PM - Ward Vandewege

- Story points set to 0.5

#### #6 - 04/01/2015 06:00 PM - Tom Clegg

- Target version changed from 2015-04-29 sprint to Arvados Future Sprints