## [Node Bug #8871](https://example.com/bug8871)

**Status:** New  
**Priority:** Normal  
**Assigned To:**  
**% Done:** 0%  
**Target version:** Arvados Future Sprints

### Description

I've seen this a few times now on su92l:

```
2016-04-01_20:52:05.18486 2016-04-01 20:52:05 NodeManagerDaemonActor.df480ec63ec2[51443] INFO: Standard_D14_v2: wishlist 0, up 0 (booting 0, idle 0, busy 0), shutting down 0
2016-04-01_20:52:05.18493 2016-04-01 20:52:05 NodeManagerDaemonActor.df480ec63ec2[51443] INFO: Standard_D5_v2: wishlist 0, up 0 (booting 0, idle 0, busy 0), shutting down 0
2016-04-01_20:52:05.18498 2016-04-01 20:52:05 NodeManagerDaemonActor.df480ec63ec2[51443] INFO: Standard_D13_v2: wishlist 0, up 0 (booting 0, idle 0, busy 0), shutting down 0
2016-04-01_20:52:05.18536 2016-04-01 20:52:05 NodeManagerDaemonActor.df480ec63ec2[51443] INFO: Standard_D4_v2: wishlist 0, up 0 (booting 0, idle 0, busy 0), shutting down 0
2016-04-01_20:52:05.18543 2016-04-01 20:52:05 NodeManagerDaemonActor.df480ec63ec2[51443] INFO: Standard_D12_v2: wishlist 0, up 0 (booting 0, idle 0, busy 0), shutting down 0
And at that point, node manager just hangs.

Related Issues:

Related to Arvados - Bug #8686: [Node Manager] qr1hi nodemanager can't start ...

New  03/14/2016

History

#1 - 04/01/2016 08:54 PM - Ward Vandewege
- Description updated

#2 - 04/05/2016 04:29 PM - Brett Smith
- Target version set to Arvados Future Sprints

#3 - 04/05/2016 06:40 PM - Brett Smith
- Subject changed from [Nodemanager] doesn't always kill itself when it can't create a thread to [Node Manager] Doesn't kill itself when unhandled exceptions are raised during actor setup
We implemented the death logic as an actor method that gets called when an unhandled exception is raised during message handling. This is happening before that: the actor can't even be created, because we can't spawn the thread to run it.

For the actors that get started at boot, those exceptions can be caught and stop the process inside the launcher function. Dealing with it for actors that get spawned under the Daemon Actor is a little trickier and needs more discussion.