

## Ruby master - Bug #17196

### Segmentation Fault with Socket#close in Ractors

09/26/2020 09:18 PM - asuper (Anthony Super)

<b>Status:</b>	Open	
<b>Priority:</b>	Normal	
<b>Assignee:</b>	ko1 (Koichi Sasada)	
<b>Target version:</b>		
<b>ruby -v:</b>	ruby 3.0.0preview1 (2020-09-25 master 0096d2b895) [x86_64-linux]	<b>Backport:</b> 2.5: UNKNOWN, 2.6: UNKNOWN, 2.7: UNKNOWN

#### Description

While messing around with 3.0.0-preview1, I thought it would be fun to write a really, really simple webserver that used Ractor creation instead of forking or spawning threads. I was right, it was fun! Unfortunately it also caused a segfault. The segfault appears to be on socket closure when a *lot* of ractors are running at once.

The attached tarball includes the code you need to make it happen. Run bin/server in one terminal/screen session/tmux window/whatever, and ./bug\_bench.sh with the other. You'll need to have the apache benchmark utility installed.

#### History

#1 - 10/15/2020 03:18 PM - ko1 (Koichi Sasada)

- Assignee set to ko1 (Koichi Sasada)

#### Files

reproduce-my-segfault.tar.gz	10 KB	09/26/2020	asuper (Anthony Super)
error_log.txt	38.6 KB	09/26/2020	asuper (Anthony Super)