current xrootd issues at GSI:
runaway resource allocation on xrootd data servers

virtual xrootd workshop

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runaway resource allocation on xrootd data servers

Problem With increasing number of concurrent clients or high request rate, xrootd keeps spawning threads. This eventually leads to a situation where it is impossible to log in to the server. In severe cases the server becomes totally inoperative and needs to be reset.

Idea Implement config options limiting the maximum number of threads and amount of memory

Consequences Some client requests would need to be rejected. Does the xrootd protocol have suitable logic for clients to deal with such situations? Do they try again in a sensible way, or fail instantly?