

Lame Duck Notification

Metadata	Value
Date	2020-07-20
Author	@aricart
Status	Partially Implemented
Tags	server, client

Context

This document describes the *Lame Duck Mode* server notification. When a server enters lame duck mode, it removes itself from being advertised in the cluster, and slowly starts evicting connected clients as per `lame_duck_duration`. This document describes how this information is notified to the client, in order to allow clients to cooperate and initiate an orderly migration to a different server in the cluster.

Decision

The server notifies that it has entered *lame duck mode* by sending an `INFO` update. If the `ldm` property is set to true, the server has entered *lame_duck_mode* and the client should initiate an orderly self-disconnect or close. Note the `ldm` property is only available on servers that implement the notification feature.

Consequences

By becoming aware of a server changing state to *lame duck mode* clients can orderly disconnect from a server, and connect to a different server. Currently clients have no automatic support to *disconnect* while keeping current state. Future documentation will describe strategies for initiating a new connection and exiting the old one.