

Kill Bench

```
killall -s 9 python
```

The error message you're encountering indicates that the Redis server is unable to start because the TCP ports it's trying to bind to (11000 for `redis_queue` and 13000 for `redis_cache`) are already in use. This typically happens when an instance of Redis is already running on those ports, or if another application is using them.

Here's how you can resolve this issue:

1. Check for Running Redis Instances:

- First, check if there are any Redis instances already running on those ports. You can use the `netstat` command to list all listening ports and their associated processes:

```
netstat -tulnp | grep redis
```

- Look for entries with `11000` and `13000` in the Local Address column.

2. Terminate Existing Redis Processes:

- If you find Redis processes running on these ports, you can terminate them. First, note down their PIDs (Process IDs) from the output of the `netstat` command.
- Use the `kill` command to terminate these processes:

```
kill [PID]
```

- Replace `[PID]` with the actual process ID.

3. Restart Bench:

- After ensuring that the ports are free, try starting Bench again:

```
bench start
```

4. Check for Other Applications:

- If the issue persists and there were no Redis instances running on those ports, some other application might be using them. You can identify which application is using these ports with the same `netstat` command.

5. Change Redis Configuration (if needed):

- If you cannot free up the ports, you might need to change the Redis configuration to use different ports. This would involve editing the Redis configuration files used by Bench.

6. Check for Zombie Processes:

- Sometimes, processes can become 'zombie' processes, not properly releasing the ports they were using. In such cases, restarting your system can help release these resources.

By following these steps, you should be able to resolve the port conflict and successfully start Bench. If the issue persists, it might be worth checking any specific configurations or environment settings that could be causing this conflict.