

Java RMI not closing socket after lease expiration

Asked 16 years, 2 months ago Modified 11 years, 2 months ago Viewed 4k times



1



My RMI enabled application seems to be leaking sockets. I have a Java application providing a service over RMI. It is using the Java SE 1.6 RMI implementation running on Linux. The problem I am observing is that if a client obtains a reference to my Remote object, using the Registry, and then the connection is severed abruptly (power loss, cable unplugged, etc...), the server keeps the socket open. I would expect the RMI implementation to clean up after the client's lease expires, but that is not happening. On the server, my Remote object's `unreferenced()` method is called when the lease expires, but the socket remains visible in netstat in the "ESTABLISHED" state indefinitely.

Since we are not able to force the clients into any specific behavior, after several days we are hitting the default limit, 1024 in our Linux distro, for open file descriptors, causing the server to become unable to open any new sockets or files. I thought about TCP keepalives, but since RMI is abstracting away the network layer, I don't have access to the actual server socket after the connection has been established.

Is there any way to force the RMI layer to cleanup sockets tied to client connections with expired leases?

Update: The solution I used is similar to the chosen answer, but uses a different approach. I used a custom socket factory, and then wrapped the `ServerSocket` instance returned by `createServerSocket()` in a transparent wrapper that passed all methods through, except for `accept()`. In the `accept` method, keepalives are enabled before the socket is returned.

```
public class KeepaliveSocketWrapper extends ServerSocket
{
    private ServerSocket _delegate = null;
    public KeepaliveSocketWrapper(ServerSocket delegate)
    {
        this._delegate = delegate;
    }

    public Socket accept() throws IOException
    {
        Socket s = _delegate.accept();
        s.setKeepAlive(true);
        return s;
    }
    .
    .
    .
}
```

[java](#)[sockets](#)[rmi](#)[Share](#)[edited Oct 29, 2008 at 18:03](#)[asked Oct 22, 2008 at 19:48](#)[Improve this question](#)[Follow](#)[Peter](#)

13 ● 1 ● 4

Good solution; you should have entered it as an answer so I could vote it up! – [erickson](#) Oct 29, 2008 at 18:07

And why have you preferred it to MySocketFactory? What's the advantage for your project? – [Vladimir Dyuzhev](#) Nov 6, 2008 at 12:06

You are conflating connection pooling with DGC leases. They aren't the same thing. RMI's TCP connections are closed by the client after a configurable idle timeout which is normally 15 seconds. DGC leases are considerably longer, in minutes, but they only affect DGC, not TCP connections. And RMI enables TCP keepalive at both ends by default. So the situation you describe is difficult to understand. Are you sure it is an RMI connection that's leaking? – [user207421](#) Mar 26, 2015 at 17:55

1 Answer

[Sorted by:](#) Highest score (default)

0



```
public class MySocketFactorySettingKeepAlive ... {  
    // overwrite createSocket methods, call super.createSocket, add keepAlive  
}
```

```
Socket.setSocketImplFactory(youFactoryDemandingKeepAlive);
```

and then just use RMI.

The trick, if I remember right, is to manage to set the factory before the system opens first socket -- Java disallows to overwrite the factory; in worst case, use reflection to overwrite it :))) (kidding; would be a hack)

Also, you may need to allow specific operation in SecurityManager.

[Share](#)[edited Oct 23, 2008 at 0:32](#)[answered Oct 22, 2008 at 23:47](#)[Improve this answer](#)[Follow](#)[Vladimir Dyuzhev](#)

18.3k ● 10 ● 52 ● 62

You can use some system property to specify the factory classname (forgot the name). – [ddimitrov](#) Oct 23, 2008 at 0:14

cannot find that property; only SSL and LDAP variants are known to Google – [Vladimir Dyuzhev](#) Oct 23, 2008 at 0:36

@ddimtrov No you can't. There is no such property. If you have counter-evidence, provide it. But there are both client and server socket factories per remote object in RMI. – [user207421](#)
Sep 29, 2013 at 9:55 

