

Analyzing a Connection Pool Deadlock



Uriah Levy

SOFTWARE ENGINEER

@iamuriah1 www.medium.com/@iamuriah1

Overview

What is a deadlock?

Connection Pools (and Exhaustion)

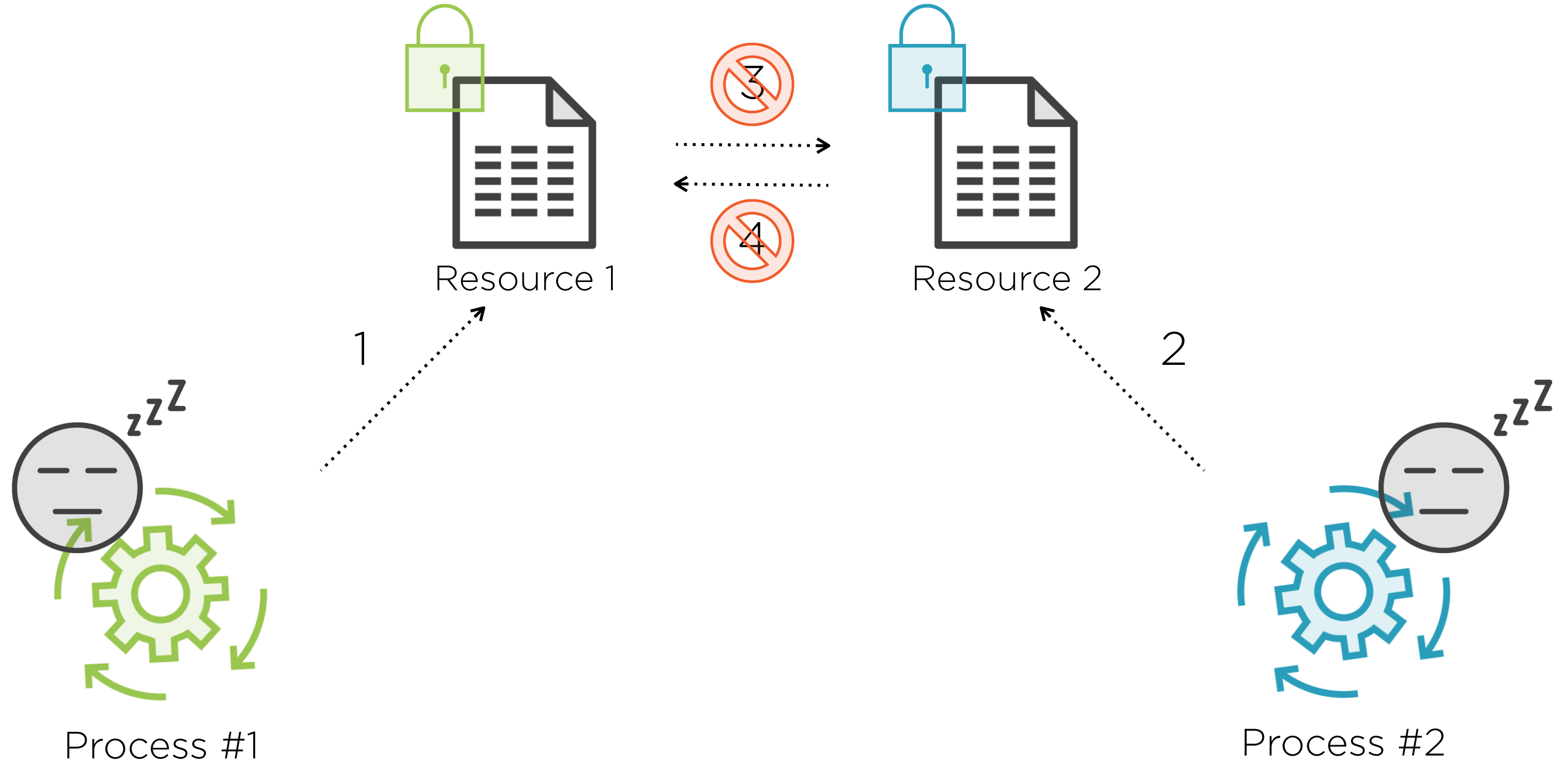
Intro to Demo: Bearer Authentication

Demo

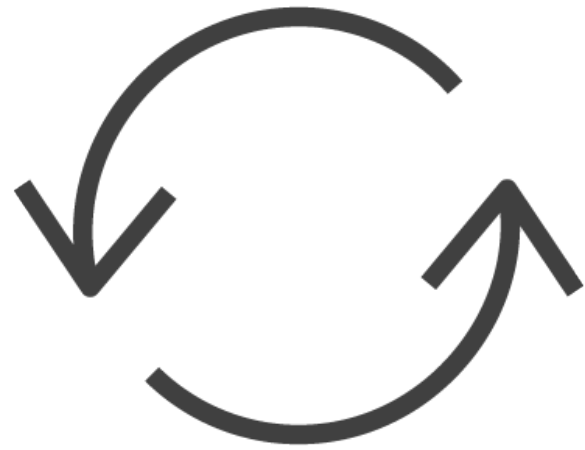
- The Code, and the Problem
- The Thread Dump
- More Code, and Root Cause Analysis

What Is a Deadlock?

A Deadlock Diagram



Baseline Prerequisites for a Deadlock



Block each other

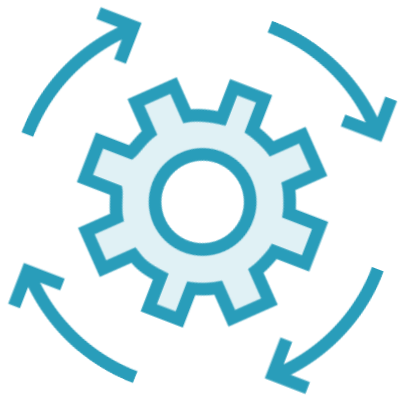
Wait for each other



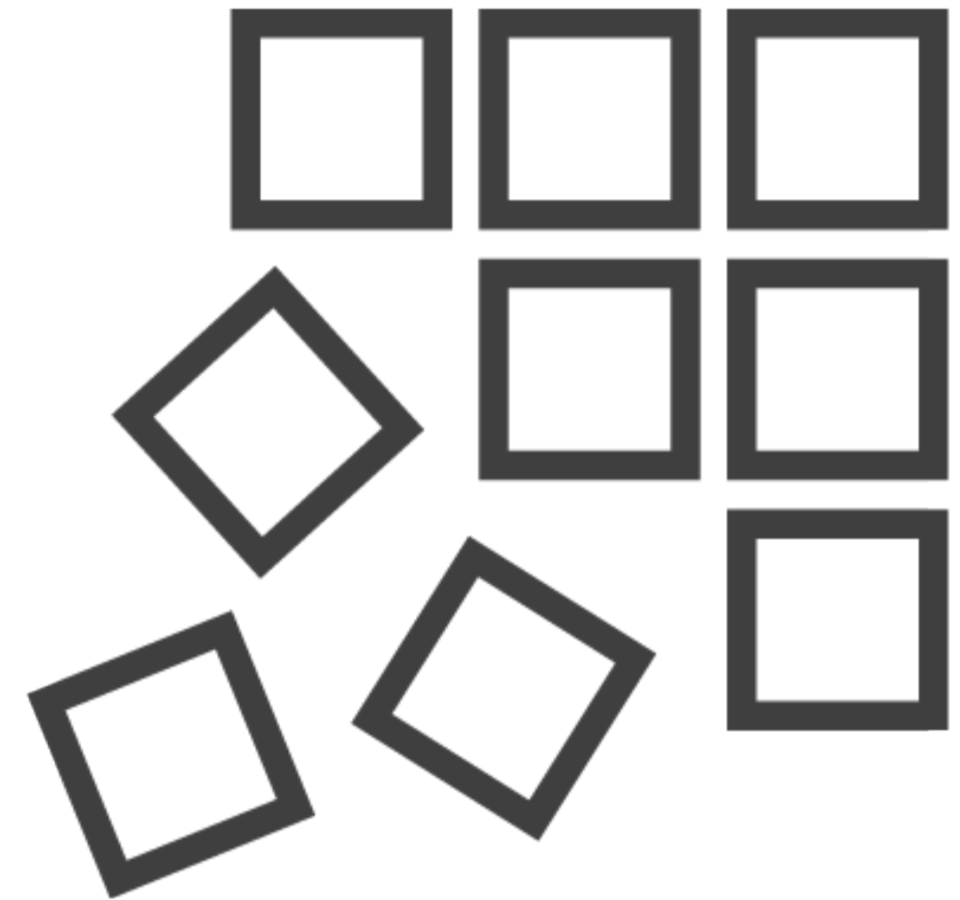
Connection Pools

Connection Pools

Threads



Connection Pool

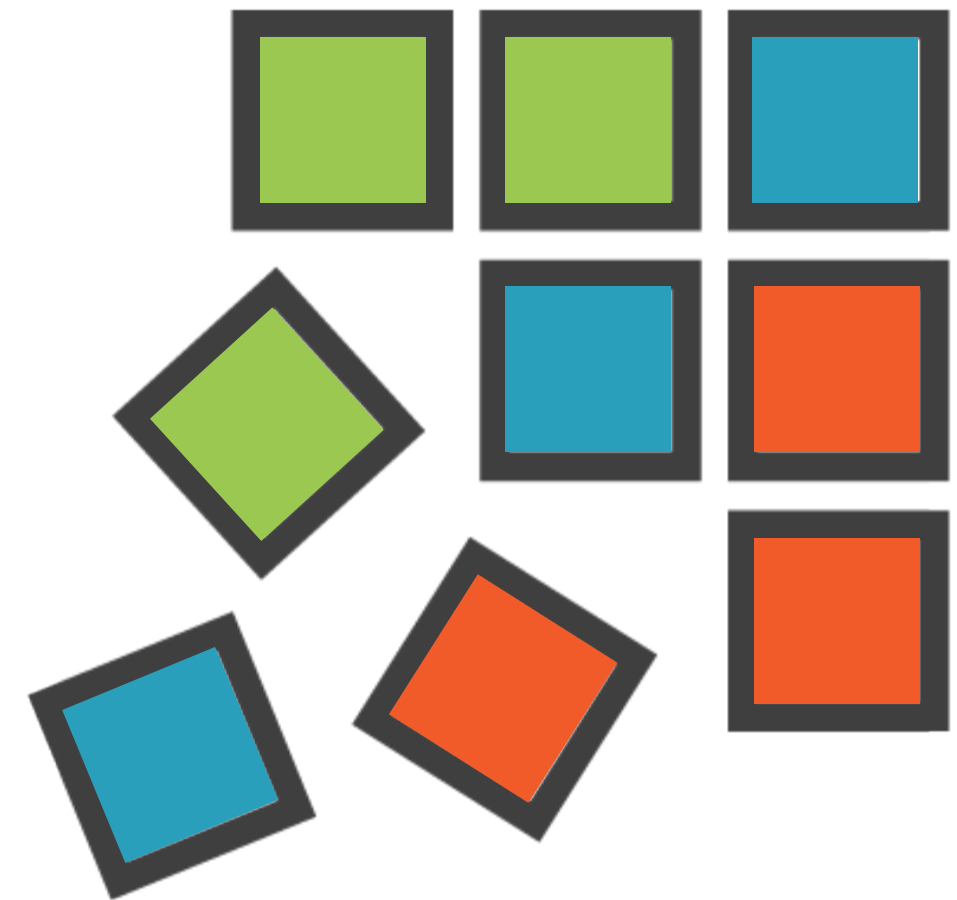


Connection Pool Exhaustion

Threads



Connection Pool



*All connections taken!

OAuth

Bearer Authentication Scheme
Token-based Authentication
RFC6750

Bearer Auth Scheme Flow

Client sends request to protected resource

Server responds with HTTP 401

Client requests a token from an Auth server

Client receives token

Client re-attempts the protected resource

Server grants access to protected resource





Request to protected resource -> **first** connection

Request to token endpoint -> **second** connection

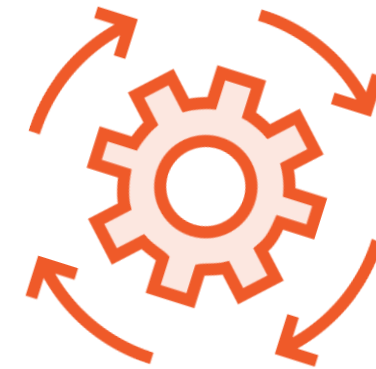
Authenticated request to protected resource -> **third** connection?

Thread #1



1. Protected Resource
2. Token endpoint

Thread #2



1. Protected Resource



$$2 + 1 = 3$$

Connection Pool and Cache State

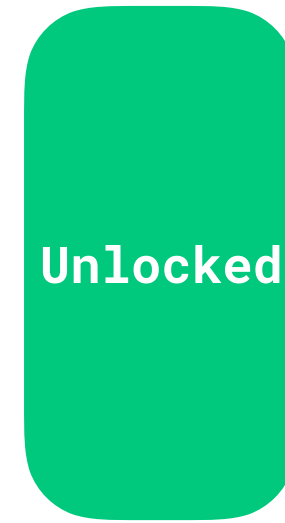
Free Connections



Taken Connections

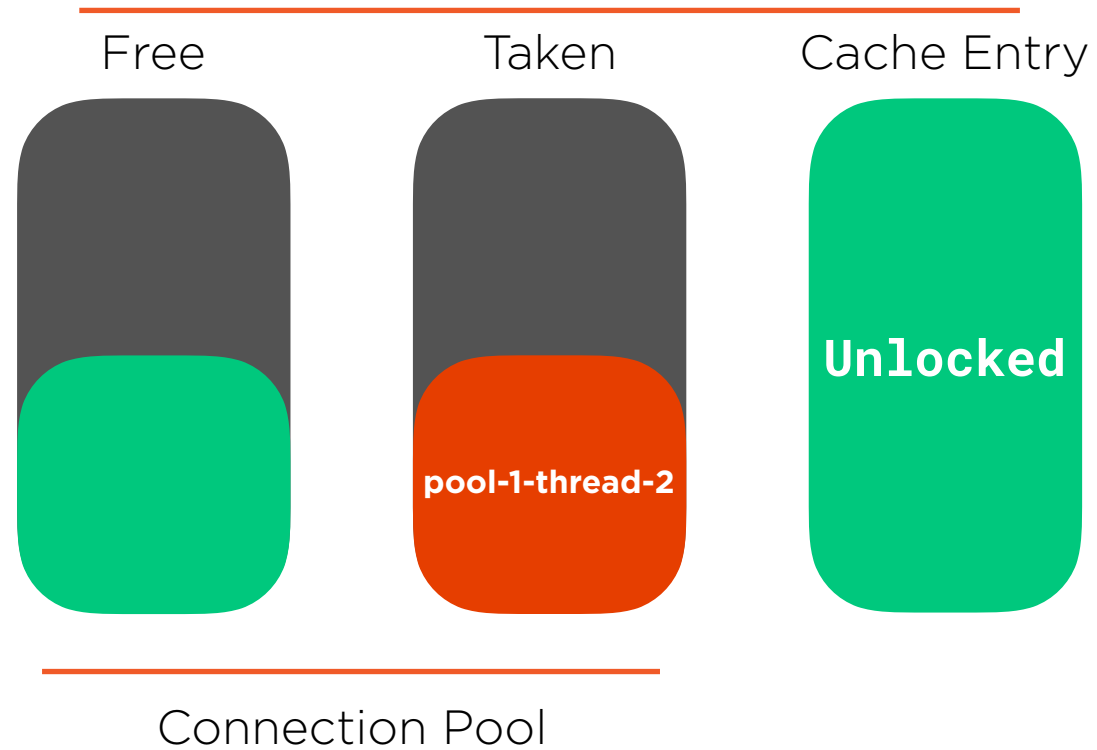


Cache Entry



The Chain of Events

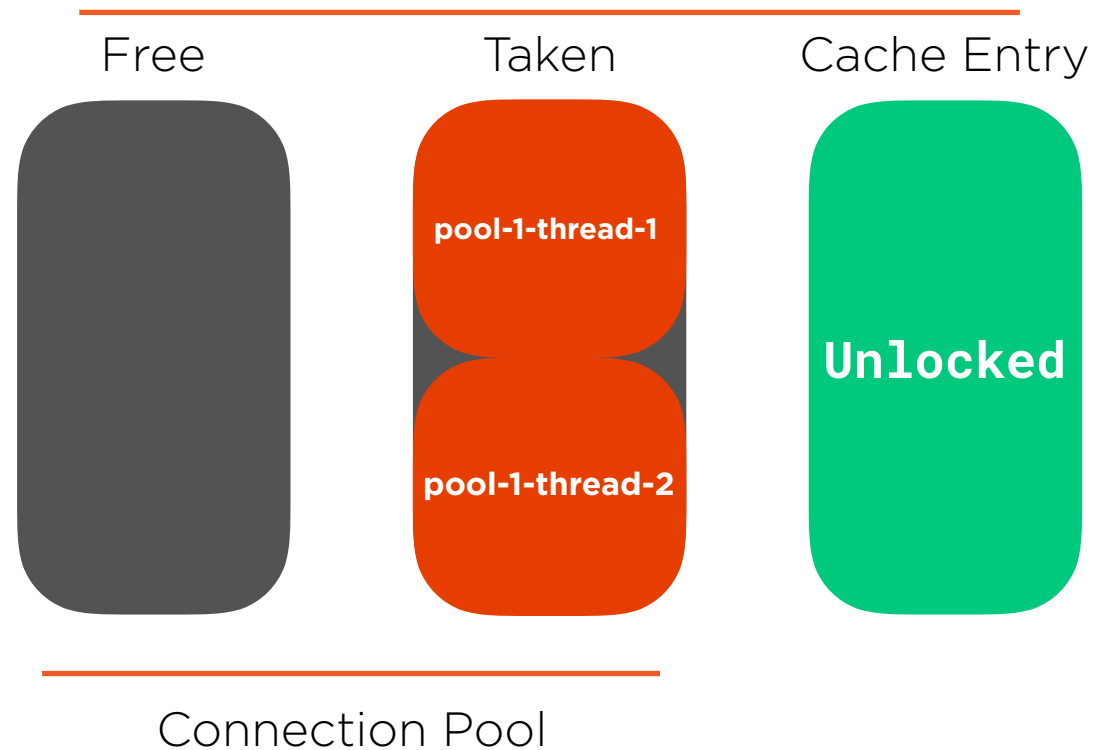
1



**pool-1-thread-2 attempts protected resource
(acquires first connection)**

The Chain of Events

2

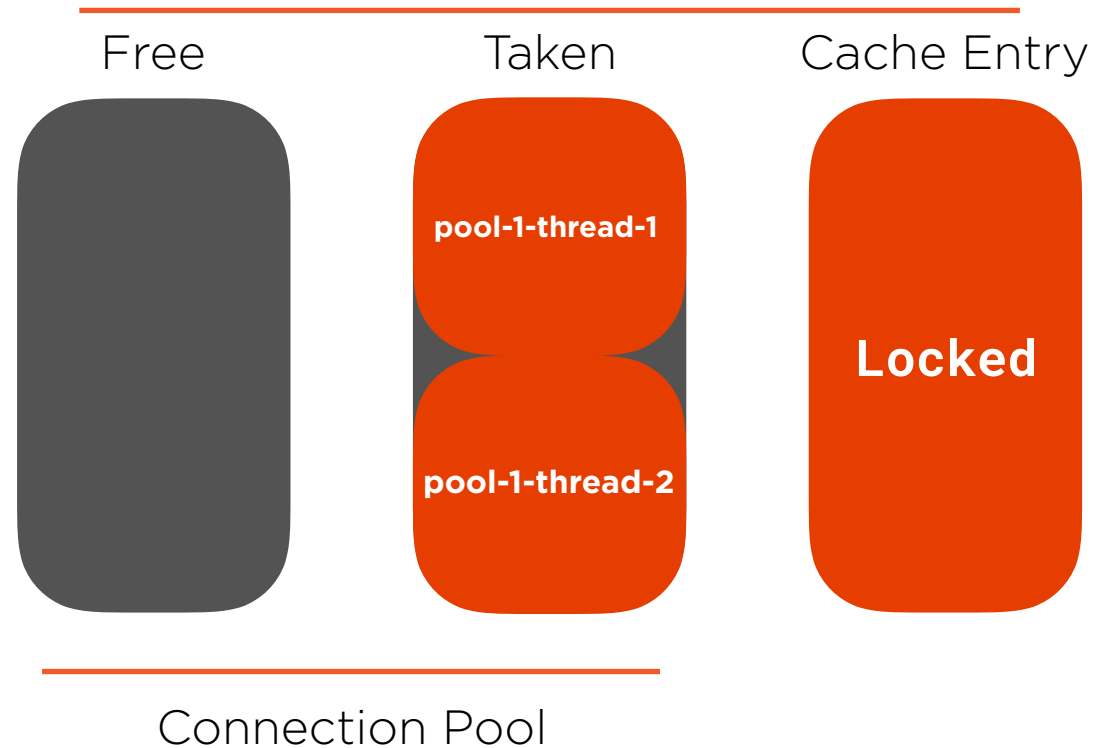


**pool-1-thread-1 attempts protected resource
(acquires second connection)**

***Connection Pool at max capacity**

The Chain of Events

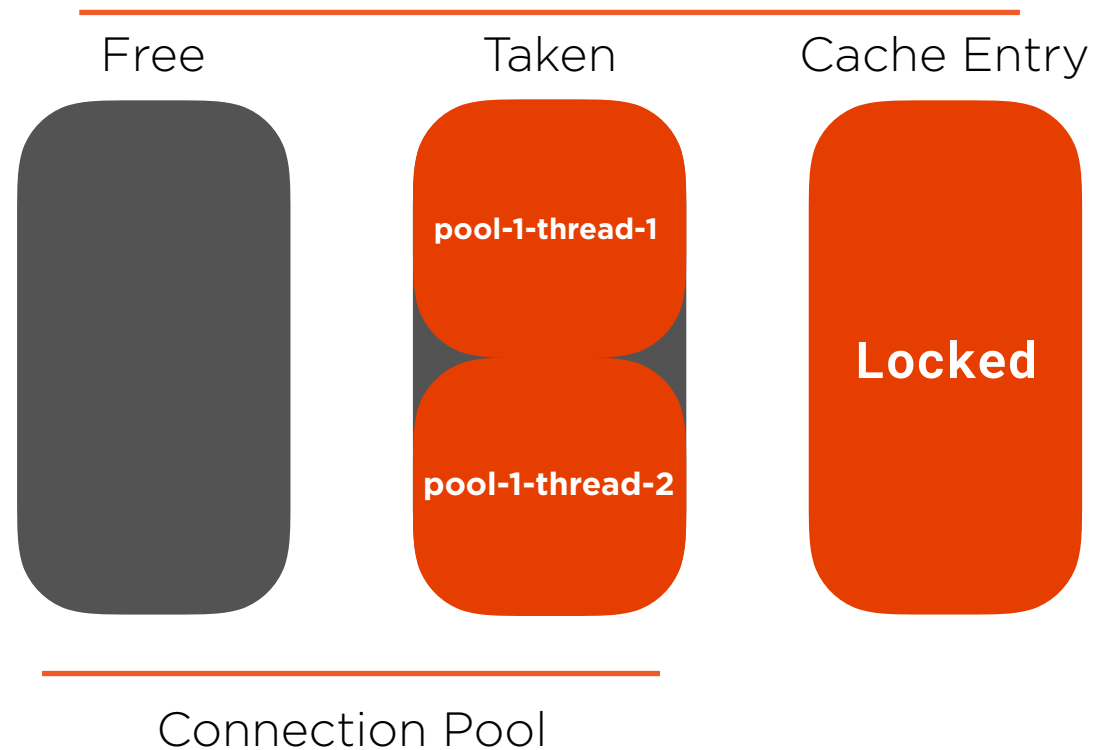
3



- **pool-1-thread-2** locks the cache entry for Jeff's token
- **Wants to send an HTTP request to fetch a new token.**
- **No connections - wait for one to become available.**

The Chain of Events

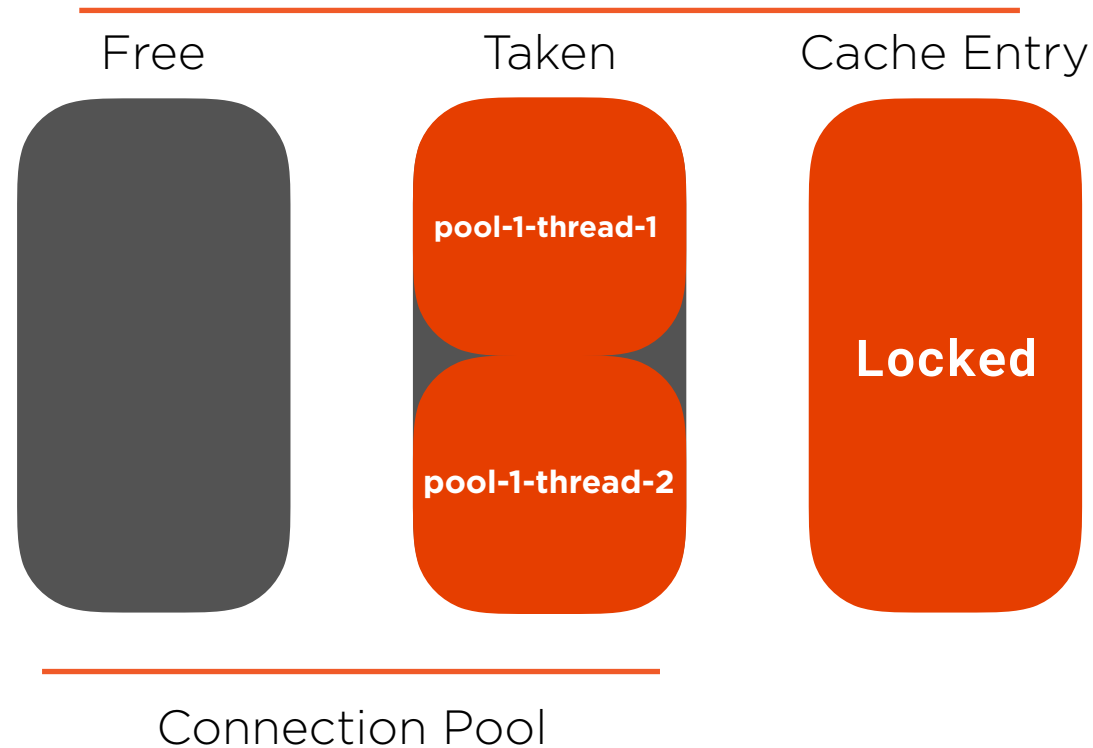
4



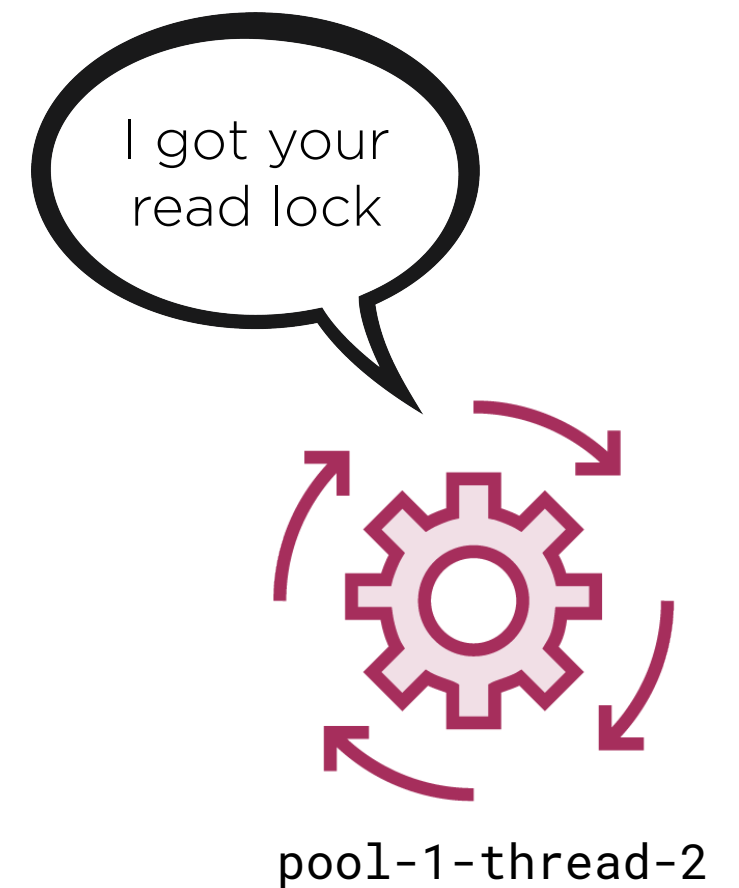
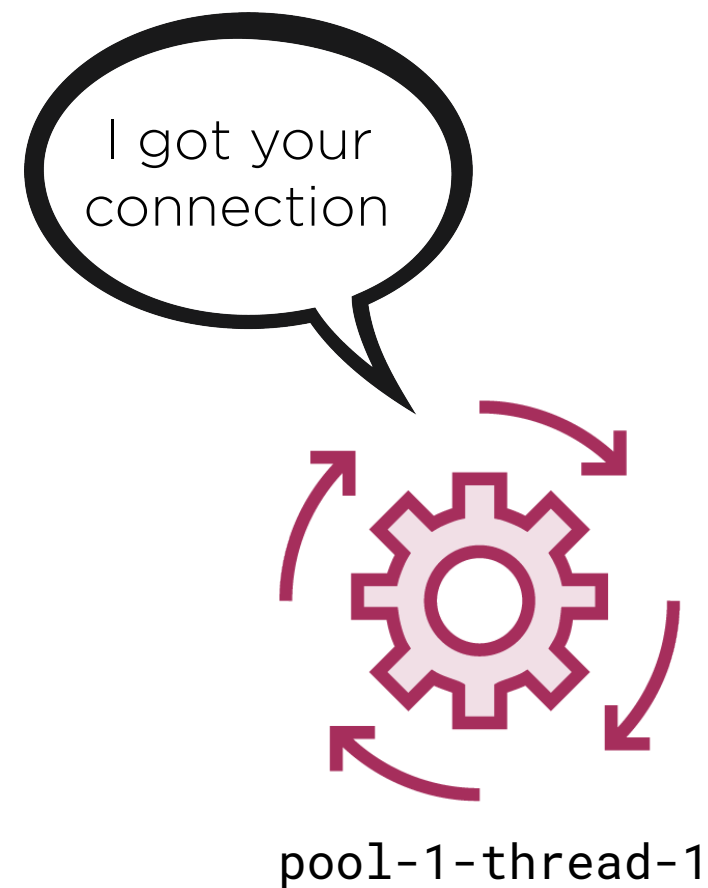
pool-1-thread-1 finds out the cache entry for Jeff's token is already locked by some other thread. It waits.

The Chain of Events

5



Both threads are now blocking each other and waiting for each other without even knowing.



I think we've got ourselves
a **Deadlock**

