Suricata - Bug #3654
Rules reload with Napatech can hang Suricata UNIX manager process
04/16/2020 05:49 PM - Jeff Lucovsky

Status: Closed
Priority: Normal
Assignee: Jeff Lucovsky
Category:
Target version: 6.0.0rc1
Affected Versions: 5.0.2
effort: low
Difficulty: medium
Label: Needs backport to 5.0

Description
When reloading rules using `suricatasc`, the UNIX manager can hang. This reproduces on a 5.0.2 system with various Napatech NICs.

This is where the hang occurs.

Related issues:
Copied to Bug #3669: Rules reload with Napatech can hang Suricata UNIX manager process

History
#1 - 04/16/2020 05:50 PM - Jeff Lucovsky
- Target version set to 6.0.0rc1
- Effort set to low
- Difficulty set to medium
- Label Needs backport to 5.0 added

#2 - 04/16/2020 05:51 PM - Jeff Lucovsky
When reloading rules using `suricatasc`, the UNIX manager can hang. This reproduces on a 5.0.2 system with various Napatech NICs.

This is where the hang occurs: https://github.com/OISF/suricata/blob/master/src/detect-engine.c#L1850:L1861

The issue occurs because the Napatech packet source isn't invoking `TmThreadsCaptureHandleTimeout` when there are no packets to process (that is, when "get next packet" results in a timeout).

#3 - 04/24/2020 11:36 AM - Jeff Lucovsky
- Subject changed from Rules reload with Napatech can hang Suricata UNIX manager process to Rules reload with Napatech can hang Suricata UNIX manager process

#4 - 04/24/2020 11:37 AM - Jeff Lucovsky
- Copied to Bug #3669: Rules reload with Napatech can hang Suricata UNIX manager process added

#5 - 04/24/2020 02:40 PM - Jeff Lucovsky
- Status changed from New to In Review
- Assignee set to Jeff Lucovsky

https://github.com/OISF/suricata/pull/4870

#6 - 04/25/2020 02:09 PM - Jeff Lucovsky
- Status changed from In Review to Closed