

Questions and Issues
Submitted by dCache
administrators and users

Minos

- Write queue timers/limits should act per pool group, not per pool
- Need wild cards in file family pool associations
- Kerberos doors hang up due to single client access with expired cert
- Management of ports for doors
 - clients need list of valid ports,
 - or automatic port assignment

- Everything should be made more robust, trying to get 100% reliability. **Instabilities**
 - amount of space used in a pool
 - to transfers
 - correct listing of files on the pools
 - orphans,
 - invalid p2p transfer stubs
 - 0 length files, on and on.
- In case of errors, it needs to be clear why there is a failure (pool offline, remote site not responding, etc)
- If files are on the stage list become available because a pool comes online, then the stage should be canceled and the file should be sent to the user from the pool disk, not from tape.

CMS (Cont. 1)

- Monitoring
 - More info about current status.
 - For example, the web page `/poolInfo/restoreHandler/lazy` provides excellent info about what is going on. Something similar needs to be available for writing to tape, and the transfers to/from users from pools needs to be improved - `/transfers.html` isn't good enough
 - Not all transfers are included on this page,
 - especially the ones from srm transfers.
 - The number of transfers listed on the pool queue pages is Similarly unreliable
 - Make pending or error transfers more obvious to the user.
 - SRMCP client return code is unreliable
- Adler32 never returns for 50GB+ files, the checksum is never set in layer2, generated using `srmcopy`

CMS (Cont. 2)

- Dozens of Orphan (deleted in pnfs but not in pools, visible via “rep ls”) and Super-Orphans (not visible via rep ls) found and deleted every day.
 - Drain of pool space
- Failed aborted transfer cleanup
 - invalid pnfs entries
 - 0-length files
 - pool “rep ls” entries with the "R" attribute, Pools need to be restarted to be cleaned up

CDF

- Inactive long leaved movers for dead dcap clients
 - Timers are configured in the pools