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!mlocks hung interpretation help needed Posted by Bernhard - 24 Jul 2012 - 08:28

Hi,

i try to investigate a hung with windbg. If I call the command !mlocks i got the following

:000> !mlocks

Examining SyncBlocks...

Scanning for ReaderWriterLock instances...

Scanning for holders of ReaderWriterLock locks...

Scanning for ReaderWriterLockSlim instances...

Scanning for holders of ReaderWriterLockSlim locks...

Examining Critical Sections...

ClrThread DbgThread OsThread LockType Lock LockLevel

0x640064 -1 0xfffffff RWLock 00000000339a338 Writer thinlock 00000000343ddd8 (recursion:0) 0x6 7 0x1ea8

When executeing rwlocks i got the following:

0:000> !rwlocks 00000000339a338

No export rwlocks found

0:000> !rwlock 00000000339a338

0x640064 (DEAD) WriterThread:

WriterLevel: WaitingWriterCount: 0 WriterEvent:

WaitingWriterThreadIds: None ReaderCount: 116 CurrentReaderThreadIds: WaitingReaderCount: 576

WaitingReaderThreadIds:

*This lock has 116 orphaned reader locks.

80400002

0:007> !rwlock

ReaderEvent:

Address ReaderCount WaitingReaderCount WriterThread WaitingWriterCount

00000000339a338 576 0x640064 0 116

0000000053f0688 499 568 6...

i got this.

When I call

www.windbg.info - WinDbg.info

Thinking debugging? Thing www.windbg.info!

0:000> !dlk

Examining SyncBlocks...

Scanning for ReaderWriterLock instances...

Scanning for holders of ReaderWriterLock locks...

Scanning for ReaderWriterLockSlim instances...

Scanning for holders of ReaderWriterLockSlim locks...

Examining CriticalSections...

Scanning for threads waiting on SyncBlocks...

Scanning for threads waiting on ReaderWriterLock locks...

Scanning for threads waiting on ReaderWriterLocksSlim locks...

Scanning for threads waiting on CriticalSections...

No deadlocks detected then no deadlock will be detected.

I found this on Tess's blog

http://blogs.msdn.com/b/tess/archive/2010/04/27/debugging-a-classic-readerwriterlock-deadlock-with-sosex-dll.aspx

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My question is if this threads have to do with my hunging application, and what the scenario could be.

What does it mean that the thread is DEAD. Or do I have to find somewhere else to find out the root cause of my hunging application?

Please help me to interpret this output.

Regards,			
Bernhard			