

## Ruby master - Feature #13006

### backtrace of thread killer

12/04/2016 05:43 PM - akostadinov (Aleksandar Kostadinov)

|  |        |               |
|--|--------|---------------|
| <b>Status:</b>   | Open   |               |
| <b>Priority:</b>   | Normal |               |
| <b>Assignee:</b>   |        |               |
| <b>Target version:</b>   |        |               |
| <b>Description</b>   |        |               |
| <p>Hello, I am right now having difficulties to understand why one thread I have is dead. Seems been killed by something (rails/puma). But there is no way I can see to understand what and why did it.</p> <p>That's why I'm proposing a new feature. This would be Thread#kill should record a backtrace at time of call and record it somewhere in the thread object so that later calling Thread#killer_trace would show what performed this call.</p> |        |               |
| <b>Related issues:</b>   |        |               |
| Related to Ruby master - Feature #6647: Exceptions raised in threads should b...   |        | <b>Closed</b> |

### History

#### #1 - 12/06/2016 01:04 AM - shyouhei (Shyouhei Urabe)

- Related to Feature #6647: Exceptions raised in threads should be logged added

#### #2 - 12/06/2016 01:11 AM - shyouhei (Shyouhei Urabe)

1) Pre-2.4 usage: Killed thread can still be joined. If you call join to a killed thread, that should raise an exception. Its backtrace contains the info you want.

2) Starting from 2.4, in addition to the above, you can set Thread.report\_on\_exception = true (maybe at the very beginning of your code). This would automatically print backtraces for all killed threads immediately.