Ceph - Bug #10353
the number of tries should be higher for the default erasure coded ruleset
12/17/2014 07:03 AM - Loic Dachary

<table>
<thead>
<tr>
<th>Status:</th>
<th>Resolved</th>
<th>Start date:</th>
<th>12/17/2014</th>
</tr>
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<tbody>
<tr>
<td>Priority:</td>
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<td>Due date:</td>
<td></td>
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<tr>
<td>Assignee:</td>
<td>Loic Dachary</td>
<td>% Done:</td>
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<tr>
<td>Category:</td>
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<td>Tags:</td>
<td>giant,firefly</td>
<td>Affected Versions:</td>
<td>ceph-qa-suite:</td>
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<td>Backport:</td>
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<td>Regression:</td>
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<td>Release:</td>
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<td>Severity:</td>
<td>4 - irritation</td>
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Description
It is common for people to try to map 9 OSDs out of a 9 OSDs total ceph cluster. The default tries (50) is often not enough and 200 should be enough. The ruleset created by default should have

```
step set_choose_tries 200
```

to address this case.

Associated revisions
Revision 2f87ac80 - 01/15/2015 08:26 PM - Loic Dachary

```
crush: set_choose_tries = 100 for erasure code rulesets
```

It is common for people to try to map 9 OSDs out of a 9 OSDs total ceph cluster. The default tries (50) will frequently lead to bad mappings for this use case. Changing it to 100 makes no significant CPU performance difference, as tested manually by running crushtool on one million mappings.

http://tracker.ceph.com/issues/10353 Fixes: #10353

Signed-off-by: Loic Dachary <ldachary@redhat.com>

Revision 1e58bb49 - 02/27/2015 04:18 PM - Loic Dachary

```
crush: set_choose_tries = 100 for erasure code rulesets
```

It is common for people to try to map 9 OSDs out of a 9 OSDs total ceph cluster. The default tries (50) will frequently lead to bad mappings for this use case. Changing it to 100 makes no significant CPU performance difference, as tested manually by running crushtool on one million mappings.

http://tracker.ceph.com/issues/10353 Fixes: #10353

Signed-off-by: Loic Dachary <ldachary@redhat.com>
Revision 5fca2320 - 03/17/2015 10:16 AM - Loic Dachary

crush: set_choose_tries = 100 for erasure code rulesets

It is common for people to try to map 9 OSDs out of a 9 OSDs total ceph cluster. The default tries (50) will frequently lead to bad mappings for this use case. Changing it to 100 makes no significant CPU performance difference, as tested manually by running crushtool on one million mappings.

http://tracker.ceph.com/issues/10353

Fixes: #10353

Signed-off-by: Loic Dachary <ldachary@redhat.com>

History

#1 - 12/17/2014 07:04 AM - Loic Dachary
- Backport set to giant, firefly

#2 - 12/17/2014 07:36 AM - Loic Dachary
- Status changed from Verified to Need Review
- % Done changed from 0 to 80

https://github.com/ceph/ceph/pull/3194

#3 - 02/09/2015 02:31 PM - Loic Dachary
- Status changed from Need Review to Pending Backport

#4 - 03/10/2015 08:22 AM - Loic Dachary
- Tracker changed from Fix to Bug
- Severity set to 4 - irritation

#5 - 03/17/2015 05:48 PM - Sage Weil
giant backport done, still waiting on firefly

#6 - 03/26/2015 03:36 PM - Loic Dachary
5fca2320 crush: set_choose_tries = 100 for erasure code rulesets (in giant), 1e58bb4 crush: set_choose_tries = 100 for erasure code rulesets (in firefly)

#7 - 03/26/2015 03:36 PM - Loic Dachary
- Status changed from Pending Backport to Resolved