

rgw - Bug #11455

COPYing an old object onto itself produces a truncated object

04/23/2015 01:18 AM - Benjamin Gilbert

Status: Resolved	% Done: 0%
Priority: High	Spent time: 0.00 hour
Assignee: Yehuda Sadeh	
Category:	
Target version:	
Source: Community (user)	Affected Versions:
Tags:	ceph-qa-suite:
Backport: hammer, firefly	Pull request ID:
Regression: No	Crash signature (v1):
Severity: 2 - major	Crash signature (v2):
Reviewed:	
Description	
<p>On at least Giant and Hammer, COPYing an object onto itself (e.g., to change its metadata) reliably produces a truncated object, if the source object was originally created with an older rgw (tested with Emperor) using a non-multi-part upload. If the object was originally created via a multi-part upload, or was created with a newer rgw (tested with Giant and Hammer), the problem does not occur.</p> <p>The truncated object has correct metadata, including the original size, but the underlying RADOS object is smaller. When a client attempts to fetch the object, it receives less data than indicated by the Content-Length, blocks for more, and eventually times out.</p> <p>How reproducible: always</p> <p>Steps to Reproduce: 1. Install dumpling 2. Create object > 512k 3. Upgrade 4. Copy object into itself (modify attributes)</p> <p>Actual results: Object cannot be read successfully</p> <p>Expected results: Object should be read successfully</p>	
Related issues:	
Copied to rgw - Backport #12879: COPYing an old object onto itself produces a...	Resolved 04/23/2015
Copied to rgw - Backport #12880: COPYing an old object onto itself produces a...	Resolved 04/23/2015

Associated revisions

Revision d7bf8cb5 - 08/26/2015 09:38 PM - Yehuda Sadeh

rgw: init some manifest fields when handling explicit objs

Fixes: #11455

When dealing with old manifest that has explicit objs, we also need to set the head size and head object correctly so that code that relies on this info doesn't break.

Signed-off-by: Yehuda Sadeh <yehuda@redhat.com>

Revision 644f213c - 08/31/2015 09:10 PM - Yehuda Sadeh

rgw: init some manifest fields when handling explicit objs

Fixes: #11455

When dealing with old manifest that has explicit objs, we also need to set the head size and head object correctly so that code that relies on this info doesn't break.

Signed-off-by: Yehuda Sadeh <yehuda@redhat.com>
(cherry picked from commit d7bf8cb594e5276d1c80544f5ec954d52b159750)

Revision b80859e2 - 08/31/2015 09:17 PM - Yehuda Sadeh

rgw: init some manifest fields when handling explicit objs

Fixes: #11455

When dealing with old manifest that has explicit objs, we also need to set the head size and head object correctly so that code that relies on this info doesn't break.

Signed-off-by: Yehuda Sadeh <yehuda@redhat.com>
(cherry picked from commit d7bf8cb594e5276d1c80544f5ec954d52b159750)

History

#1 - 07/14/2015 06:12 PM - Yehuda Sadeh

- Assignee set to Orit Wasserman
- Priority changed from Normal to High
- Regression set to No

#2 - 08/26/2015 06:52 PM - Yehuda Sadeh

- Assignee changed from Orit Wasserman to Yehuda Sadeh

#3 - 08/26/2015 09:36 PM - Yehuda Sadeh

- Status changed from New to Fix Under Review

#4 - 08/31/2015 05:19 PM - Yehuda Sadeh

- Status changed from Fix Under Review to Pending Backport
- Backport set to hammer, firefly

#5 - 08/31/2015 05:42 PM - Nathan Cutler

Master PR: <https://github.com/ceph/ceph/pull/5677>

#6 - 09/06/2015 04:50 PM - Loïc Dachary

- Description updated

#7 - 10/20/2015 10:38 AM - Loïc Dachary

- Status changed from Pending Backport to Resolved