

Ceph - Bug #14752

osd: agent can spin if in low flush mode and no evict work

02/12/2016 08:22 PM - Sage Weil

Status: Resolved	Start date: 02/12/2016
Priority: Urgent	Due date:
Assignee:	% Done: 0%
Category:	Estimated time: 0.00 hour
Target version:	Spent time: 0.00 hour
Source: Community (user)	Reviewed:
Tags:	Affected Versions:
Backport: infernalis	ceph-qa-suite:
Regression: No	Pull request ID:
Severity: 3 - minor	
Description if there isn't evict work, we will only start the low flush max ops, but won't go to sleep if we're below the high limit. https://github.com/ceph/ceph/pull/7631	
Related issues: Copied to Ceph - Backport #15161: infernalis: osd: agent can spin if in low f... Rejected	

Associated revisions

Revision 613457f9 - 02/12/2016 08:23 PM - Sage Weil

osd: consider high/low mode when putting agent to sleep

If we are in low flush mode, we may only get up to max_low_ops in flight, in which case we may never go to sleep here.

Fix it by using the max_low_ops threshold when appropriate.

Note that agent_work() might start up **more** than this many ops (if there are lots of evicts to do) currently, but I think it is fine if evicts go a bit slower if we are in low mode. (Really, the high/low shouldn't be tied to flushing specifically.)

Fixes: #14752

Reported-by: Markus Blank-Burian <burian@muenster.de>

Signed-off-by: Sage Weil <sage@redhat.com>

History

#1 - 03/16/2016 07:56 PM - Sage Weil

- Status changed from Need Review to Pending Backport

#2 - 03/16/2016 08:36 PM - Nathan Cutler

- Copied to Backport #15161: infernalis: osd: agent can spin if in low flush mode and no evict work added

#3 - 08/08/2016 08:31 AM - Loic Dachary

- Status changed from Pending Backport to Resolved