

Ceph - Feature #16128

ReplicatedBackend::build_push_op: add a second config to limit omap entries/chunk independently of object data

06/02/2016 05:55 PM - Samuel Just

Status:	Resolved	Start date:	06/02/2016
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Source:		Reviewed:	
Tags:		Affected Versions:	
Backport:	jewel,hammer	Pull request ID:	
Description			
build_push_op assumes 8MB of omap entries is about as much work to read as 8MB of object data. This is probably false. Add a config (osd_recovery_max_omap_entries_per_chunk ?) with a sane default (50k?) and change build_push_op to use it.			
Related issues:			
Copied to Ceph - Backport #17909: jewel: ReplicatedBackend::build_push_op: ad...		Resolved	
Copied to Ceph - Backport #18132: hammer: ReplicatedBackend::build_push_op: a...		Resolved	

History

#1 - 06/24/2016 02:19 AM - Wanlong Gao

PR:

<https://github.com/ceph/ceph/pull/9894>

#2 - 11/15/2016 09:46 AM - Alexey Sheplyakov

- Copied to Backport #17909: jewel: ReplicatedBackend::build_push_op: add a second config to limit omap entries/chunk independently of object data added

#3 - 11/15/2016 09:50 PM - Nathan Cutler

- Status changed from New to Pending Backport

- Source deleted (other)

- Backport set to jewel

#4 - 12/03/2016 07:51 AM - Alexey Sheplyakov

- Copied to Backport #18132: hammer: ReplicatedBackend::build_push_op: add a second config to limit omap entries/chunk independently of object data added

#5 - 12/03/2016 12:52 PM - Nathan Cutler

- Backport changed from jewel to jewel,hammer

#6 - 02/01/2017 11:27 AM - Nathan Cutler

- Status changed from Pending Backport to Resolved