

fs - Bug #26899

MDSMonitor: consider raising priority of MMDSBeacons from MDS so they are processed before other client messages

08/11/2018 05:55 PM - Patrick Donnelly

Status:	Resolved	Start date:	08/10/2018
Priority:	Urgent	Due date:	
Assignee:	Patrick Donnelly	% Done:	0%
Category:	Correctness/Safety	Estimated time:	0.00 hour
Target version:	v14.0.0	Affected Versions:	
Source:	Development	ceph-qa-suite:	
Tags:		Component(FS):	MDS, MDSMonitor
Backport:	mimic,luminous	Labels (FS):	task(easy)
Regression:	No	Pull request ID:	
Severity:	3 - minor		
Reviewed:			
Description			
It's possible MDS beacons can get stuck in the queue long enough for an MDS to be removed from the MDSMap, increase the priority to ensure processing ahead of monitor commands and other low-priority messages.			
Related issues:			
Copied to fs - Backport #26905: mimic: MDSMonitor: consider raising priority ...			Resolved
Copied to fs - Backport #26906: luminous: MDSMonitor: consider raising priori...			Resolved

History

#1 - 08/11/2018 11:13 PM - Patrick Donnelly

- Status changed from In Progress to Need Review

<https://github.com/ceph/ceph/pull/23538>

#2 - 08/12/2018 09:15 PM - Patrick Donnelly

- Status changed from Need Review to Pending Backport

#3 - 08/12/2018 09:15 PM - Patrick Donnelly

- Copied to Backport #26905: mimic: MDSMonitor: consider raising priority of MMDSBeacons from MDS so they are processed before other client messages added

#4 - 08/12/2018 09:16 PM - Patrick Donnelly

- Copied to Backport #26906: luminous: MDSMonitor: consider raising priority of MMDSBeacons from MDS so they are processed before other client messages added

#5 - 09/24/2018 11:35 AM - Nathan Cutler

- Status changed from Pending Backport to Resolved