Ceph - Bug #9986
objecter: map epoch skipping broken
11/02/2014 02:47 PM - Sage Weil

<table>
<thead>
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<th>Start date:</th>
<th>11/02/2014</th>
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<tbody>
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<td>Community (dev)</td>
<td>Reviewed:</td>
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<td>Backport:</td>
<td>giant, firefly</td>
<td>ceph-qa-suite:</td>
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<td>Severity:</td>
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**Description**

**Associated revisions**

Revision e0166a23 - 11/02/2014 10:52 PM - ?? ?

```plaintext
osdc/Objecter: Fix a bug of dead looping in Objecter::handle_osd_map

If current map epoch is less than oldest epoch, current map epoch should step up to oldest epoch.

Fixes: #9986
Signed-off-by: Ding Dinghua <dingdinghua85@gmail.com>
```

Revision 2c7eda69 - 03/11/2015 09:32 AM - ?? ?

```plaintext
osdc/Objecter: Fix a bug of dead looping in Objecter::handle_osd_map

If current map epoch is less than oldest epoch, current map epoch should step up to oldest epoch.

Fixes: #9986
Signed-off-by: Ding Dinghua <dingdinghua85@gmail.com>
(cherry picked from commit e0166a23c2cf655fbf4cf673be021a14d9b9be27)

Conflicts:
src/osdc/Objecter.cc
the debug line that follows was re-indented
```

Revision 5550cdd8 - 03/19/2015 09:12 AM - ?? ?

**Revision notes:**

11/25/2015
osdc/Objecter: Fix a bug of dead looping in Objecter::handle_osd_map

If current map epoch is less than oldest epoch, current map epoch should step up to oldest epoch.

Fixes: #9986
Signed-off-by: Ding Dinghua <dingdinghua85@gmail.com>
(cherry picked from commit e0166a23c2cf655bf4cf873be021a14d9b9be27)

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**History**

#1 - 11/02/2014 02:53 PM - Sage Weil
- Backport set to giant, firefly

[https://github.com/ceph/ceph/pull/2851](https://github.com/ceph/ceph/pull/2851)

#2 - 11/10/2014 02:59 PM - Samuel Just
- Status changed from Need Review to Pending Backport

#3 - 03/11/2015 09:34 AM - Loic Dachary
- firefly backport [https://github.com/ceph/ceph/pull/3952](https://github.com/ceph/ceph/pull/3952)

#4 - 03/19/2015 09:13 AM - Loic Dachary
- giant backport [https://github.com/ceph/ceph/pull/4091](https://github.com/ceph/ceph/pull/4091)

#5 - 03/26/2015 12:28 PM - Loic Dachary
- Status changed from Pending Backport to Resolved