

RADOS - Bug #20053

crush compile / decompile loses precision on weight

05/23/2017 09:50 AM - Loic Dachary

Status:	Verified	Start date:	05/23/2017
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:	Administration/Usability	Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Source:		Reviewed:	
Tags:		Affected Versions:	
Backport:		ceph-qa-suite:	
Regression:	No	Component(RADOS):	CRUSH, ceph cli
Severity:	3 - minor	Pull request ID:	

Description

The weight of an item is displayed with %.3f and loses precision that makes a difference in mapping.

Steps to reproduce:

```
bin/crushtool --outfn /tmp/a --build --set-chooseleaf-vary-r 0 --num_osds 5 node straw2 5 root straw2 0 -o /tmp/a
bin/crushtool -i /tmp/a -o /tmp/a --reweight-item osd.0 0.8009
bin/crushtool -i /tmp/a -o /tmp/a --reweight-item osd.1 0.8001
bin/crushtool -d /tmp/a -o /tmp/a.txt
bin/crushtool -c /tmp/a.txt -o /tmp/b
$ bin/crushtool -i /tmp/a --tree
ID    WEIGHT    TYPE NAME
-2    4.60098    root root
-1    4.60098    node node0
0     0.80089    osd.0
1     0.80009    osd.1
2     1.00000    osd.2
3     1.00000    osd.3
4     1.00000    osd.4
$ bin/crushtool -i /tmp/b --tree
ID    WEIGHT    TYPE NAME
-2    4.60100    root root
-1    4.60100    node node0
0     0.80099    osd.0
1     0.79999    osd.1
2     1.00000    osd.2
3     1.00000    osd.3
4     1.00000    osd.4
$ bin/crushtool -i /tmp/a --show-mappings --test --rule 0 --x 1064 --num-rep 1
CRUSH rule 0 x 1064 [1]
$ bin/crushtool -i /tmp/b --show-mappings --test --rule 0 --x 1064 --num-rep 1
CRUSH rule 0 x 1064 [3]
```

History

#1 - 05/23/2017 12:43 PM - Loic Dachary

- Description updated

#2 - 06/19/2017 03:57 PM - Greg Farnum

- Project changed from Ceph to RADOS

- Category deleted (10)

#3 - 06/19/2017 03:57 PM - Greg Farnum

- *Category set to Administration/Usability*
- *Component(RADOS) CRUSH, ceph cli added*

#4 - 10/16/2017 06:41 AM - Loic Dachary

- *Status changed from In Progress to Verified*
- *Assignee deleted (Loic Dachary)*