

Ceph - Cleanup #2191

reexamine simple_spinlock

03/19/2012 11:36 PM - Greg Farnum

Status: Resolved	% Done: 0%
Priority: Normal	Spent time: 0.00 hour
Assignee:	
Category:	
Target version: v0.45	
Tags:	Affected Versions:
Backport:	Pull request ID:
Reviewed:	

Description

We've got a homebrewed spinlock implementation in src/common/simple_spin.h/cc. It was written so we could use dout in global constructors (which prevent us from properly doing dynamic allocation on a pthread_spinlock), but we should look at it again. Can we:

- 1) eliminate the use of dout in global constructors? (and thus the need for this)
- 2) do a better job with the busy loop, since nobody's quite sure about the timing on it?
- 3) hack up something so we only use this to do the initial dout pthread spinlock initialization?

History

#1 - 03/26/2012 12:38 PM - Sage Weil

my log branch drops this for the dout logging. the last user is the buffer.h debugging (enabled manually via a macro). given how often that's used, i don't think it's worth even looking at it anytime soon..

#2 - 04/03/2012 09:15 AM - Sage Weil

- Status changed from New to Resolved