

CephFS - Bug #22546

client: dirty caps may never get the chance to flush

12/27/2017 04:05 PM - dongdong tao

Status: Resolved	% Done: 0%
Priority: Normal	
Assignee: dongdong tao	
Category:	
Target version:	
Source:	Affected Versions:
Tags:	ceph-qa-suite:
Backport: luminous,jewel	Component(FS): Client
Regression: No	Labels (FS):
Severity: 2 - major	Pull request ID:
Reviewed:	Crash signature:
Description	
currently, we flush the caps in function Client::flush_caps_sync but there is a bug in this funcion.	
because the two list delayed_caps and cap_list shared the same inode item. so one dirty inode should always exist in one of them, otherwise, the dirty caps would never be flushed. but in this function, when we first pop an inode item out from the list "delayed_caps", and it was not added to cap_list later maybe this inode got dirty caps again, and we call unmount/sync_fs -> flush_caps_sync. this time that inode's dirty cap would not be flushed at all.	
Related issues:	
Copied to CephFS - Backport #22696: luminous: client: dirty caps may never ge...	Resolved
Copied to CephFS - Backport #22697: jewel: client: dirty caps may never get t...	Rejected

History

#1 - 12/27/2017 04:32 PM - dongdong tao

<https://github.com/ceph/ceph/pull/19703>

#2 - 12/28/2017 03:00 AM - Jos Collin

- Assignee set to dongdong tao

#3 - 01/03/2018 05:40 PM - Patrick Donnelly

- Subject changed from dirty caps may never get the chance to flush to client: dirty caps may never get the chance to flush

- Status changed from New to Fix Under Review

- Backport set to luminous,jewel

- Component(FS) Client added

#4 - 01/10/2018 01:05 AM - Patrick Donnelly

- Status changed from Fix Under Review to Pending Backport

#5 - 01/16/2018 08:17 AM - Nathan Cutler

- Copied to Backport #22696: luminous: client: dirty caps may never get the chance to flush added

#6 - 01/16/2018 08:17 AM - Nathan Cutler

- Copied to Backport #22697: jewel: client: dirty caps may never get the chance to flush added

#7 - 09/18/2018 09:39 PM - Patrick Donnelly

- Status changed from Pending Backport to Resolved