

CephFS - Cleanup #26960

mds: avoid modification of const Messages

08/17/2018 07:01 PM - Patrick Donnelly

Status: New	% Done: 0%
Priority: Normal	
Assignee:	
Category: Correctness/Safety	
Target version: v17.0.0	
Tags:	Component(FS): MDS
Backport:	Labels (FS):
Reviewed:	Pull request ID:
Affected Versions:	
Description	
PR #22555 (https://github.com/ceph/ceph/pull/22555/) converted all Message handling to use const to avoid potential errors with re-processing messages that have been changed elsewhere or (in the future) by another thread.	
There were a few instances which were not resolved in the interest of getting #22555 done:	
<pre>~/ceph/src/messages\$ git grep mutable MClientRequest.h: mutable struct ceph_mds_request_head head; /* XXX HACK! */ MClientRequest.h: mutable ceph_mds_request_release item; MClientRequest.h: mutable vector<Release> releases; /* XXX HACK! */ MClientRequest.h: mutable bool queued_for_replay = false; MDirUpdate.h: mutable int tried_discover = 0; // XXX HACK MMDSSlaveRequest.h: mutable __u16 flags; /* XXX HACK for mark_interrupted */ MMDSSlaveRequest.h: mutable bufferlist straybl; // stray dir + dentry</pre>	
Mostly, these are state the MDS uses when reprocessing a Message (after acquiring locks for instance). The MDS should split this state off into a Context and keep the Message purely const.	
Related issues:	
Related to CephFS - Bug #24306: mds: use intrusive_ptr to manage Message life...	Resolved

History

#1 - 08/17/2018 07:01 PM - Patrick Donnelly

- Tracker changed from Bug to Cleanup

#2 - 01/10/2019 06:31 PM - Patrick Donnelly

- Related to Bug #24306: mds: use intrusive_ptr to manage Message life-time added

#3 - 03/07/2019 11:21 PM - Patrick Donnelly

- Target version changed from v14.0.0 to v15.0.0

#4 - 03/07/2019 11:32 PM - Patrick Donnelly

- Target version deleted (v15.0.0)

#5 - 04/26/2021 02:32 PM - Patrick Donnelly

- Priority changed from High to Normal

- Target version set to v17.0.0