There still has a risk client will hang all the time and which happened in my enviroment a few days ago. Well konw, the start of mds will go through four stages at least (replay, reconnect, rejoin, active). According to current logic, we recived replay mdsmap and marked down pipe will return directly and if we miss the next reconnect mdsmap the client may hang all the time because we lost the opportunity due to old_inc equal tonew_inc. So we should judge if we have lost MDSMap::reconnect by comparing newstate and oldstate.

Related Issues:
- Related to CephFS - Bug #36079: ceph-fuse: hang because it miss reconnect phase when hot standby mds switch occurs added
- Copied to CephFS - Backport #39685: mimic: ceph-fuse: client hang because its bad session PipeConnection to mds
- Copied to CephFS - Backport #39686: nautilus: ceph-fuse: client hang because its bad session PipeConnection to mds
- Copied to CephFS - Backport #39687: luminous: ceph-fuse: client hang because its bad session PipeConnection to mds
- Related to CephFS - Bug #36079: ceph-fuse: hang because it miss reconnect phase when hot standby mds switch occurs added
- Subject changed from ceph-fuse: client hang because its bad session PipeConnection to mds to ceph-fuse: client hang because its bad session PipeConnection to mds
- Status changed from New to Fix Under Review
- Assignee set to Ivan Guan
- Target version set to v15.0.0
- Start date deleted (04/16/2019)
- Source set to Community (dev)
- Backport set to nautilus,mimic,luminous
- Pull request ID set to 27482
- Related to CephFS - Bug #36079: ceph-fuse: hang because it miss reconnect phase when hot standby mds switch occurs added
- Subject changed from ceph-fuse: client hang because its bad session PipeConnection to mds to ceph-fuse: client hang because its bad session PipeConnection to mds
- Status changed from Fix Under Review to Pending Backport
- Copied to Backport #39685: mimic: ceph-fuse: client hang because its bad session PipeConnection to mds
- Copied to Backport #39686: nautilus: ceph-fuse: client hang because its bad session PipeConnection to mds
- Copied to Backport #39687: luminous: ceph-fuse: client hang because its bad session PipeConnection to mds

History
#1 - 04/16/2019 08:06 PM - Patrick Donnelly
- Related to Bug #36079: ceph-fuse: hang because it miss reconnect phase when hot standby mds switch occurs added

#2 - 04/16/2019 08:07 PM - Patrick Donnelly
- Subject changed from ceph-fuse: client hang because its bad session PipeConnection to mds to ceph-fuse: client hang because its bad session PipeConnection to mds
- Status changed from New to Fix Under Review
- Assignee set to Ivan Guan
- Target version set to v15.0.0
- Start date deleted (04/16/2019)
- Source set to Community (dev)
- Backport set to nautilus,mimic,luminous
- Pull request ID set to 27482

#3 - 05/08/2019 09:51 PM - Patrick Donnelly
- Status changed from Fix Under Review to Pending Backport

#4 - 05/10/2019 10:57 AM - Nathan Cutler
- Copied to Backport #39685: mimic: ceph-fuse: client hang because its bad session PipeConnection to mds
#5 - 05/10/2019 10:57 AM - Nathan Cutler
- Copied to Backport #39686: nautilus: ceph-fuse: client hang because its bad session PipeConnection to mds added

#6 - 05/10/2019 10:57 AM - Nathan Cutler
- Copied to Backport #39687: luminous: ceph-fuse: client hang because its bad session PipeConnection to mds added

#7 - 07/23/2019 10:17 AM - Nathan Cutler
- Project changed from Ceph to CephFS

#8 - 05/11/2020 02:33 PM - Nathan Cutler
- Status changed from Pending Backport to Resolved

While running with --resolve-parent, the script "backport-create-issue" noticed that all backports of this issue are in status "Resolved" or "Rejected".