multisite: 'radosgw-admin bilog trim' stops after 1000 entries

The CLSRGWIssueBILogTrim class is intended to keep submitting cls_log_trim operations on each bucket index shard until they return -ENODATA to signal there's no more to trim.

However, if the while loop in CLSRGWConcurrentIO::operator() gets to the end of the shard list and collects all of its completions, wait_for_completions() will return false and exit the loop. This is always the case when num_shards = 1.

```
$ radosgw-admin bilog list --bucket testbucket --max-entries 99999 | jq length
5328
$ radosgw-admin bilog trim --bucket testbucket --end-marker 9
$ radosgw-admin bilog list --bucket testbucket --max-entries 99999 | jq length
4328
```

Related issues:
Copied to rgw - Backport #40538: luminous: multisite: 'radosgw-admin bilog tr... Rejected
Copied to rgw - Backport #40539: mimic: multisite: 'radosgw-admin bilog trim'... Resolved
Copied to rgw - Backport #40540: nautilus: multisite: 'radosgw-admin bilog tr... Resolved

History
#1 - 06/06/2019 01:38 PM - Casey Bodley
- Status changed from New to Fix Under Review
- Assignee set to Casey Bodley
- Pull request ID set to 28430

#2 - 06/19/2019 05:32 PM - Casey Bodley
- Status changed from Fix Under Review to 7

#3 - 06/24/2019 03:46 PM - Casey Bodley
- Status changed from 7 to Pending Backport

#4 - 06/25/2019 10:19 AM - Nathan Cutler
- Copied to Backport #40538: luminous: multisite: 'radosgw-admin bilog trim' stops after 1000 entries added

#5 - 06/25/2019 10:19 AM - Nathan Cutler
- Copied to Backport #40539: mimic: multisite: 'radosgw-admin bilog trim' stops after 1000 entries added
#6 - 06/25/2019 10:19 AM - Nathan Cutler
  - Copied to Backport #40540: nautilus: multisite: `radosgw-admin bilog trim` stops after 1000 entries added

#7 - 01/27/2021 07:10 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".