

fs - Bug #40213

mds: cannot switch mds state from standby-replay to active

06/10/2019 03:20 AM - simon gao

Status: Pending Backport	Start date:
Priority: Urgent	Due date:
Assignee: simon gao	% Done: 0%
Category:	Estimated time: 0.00 hour
Target version: v15.0.0	Affected Versions: v12.2.12
Source: Community (dev)	ceph-qa-suite:
Tags:	Component(FS): MDS
Backport: nautilus,mimic	Labels (FS):
Regression: No	Pull request ID: 28212
Severity: 3 - minor	
Reviewed:	

Description

if a standby-replay mds run for a long time, there are too many inodes in cache. In the rejoin phase, the mds server traverses all nodes.
so we will trim the cache of standby-replay mds when some segments has been trimmed.

Related issues:

Copied to fs - Backport #40439: mimic: mds: cannot switch mds state from stan...	In Progress
Copied to fs - Backport #40440: nautilus: mds: cannot switch mds state from s...	Resolved

History

#1 - 06/13/2019 01:20 PM - Casey Bodley

- Project changed from rgw to fs

#2 - 06/13/2019 06:22 PM - Patrick Donnelly

- Subject changed from cephfs: can't switch mds state from standby-replay to active to mds: cannot switch mds state from standby-replay to active
- Status changed from New to Need Review
- Assignee set to simon gao
- Priority changed from Normal to Urgent
- Start date deleted (06/10/2019)
- Affected Versions v12.2.12 added
- Affected Versions deleted (v12.2.10)
- Component(FS) MDS added

#3 - 06/19/2019 01:33 AM - Patrick Donnelly

- Status changed from Need Review to Pending Backport
- Backport changed from nautilus,mimic,luminous to nautilus,mimic

#4 - 06/19/2019 06:03 PM - Nathan Cutler

- Copied to Backport #40439: mimic: mds: cannot switch mds state from standby-replay to active added

#5 - 06/19/2019 06:03 PM - Nathan Cutler

- Copied to Backport #40440: nautilus: mds: cannot switch mds state from standby-replay to active added