

## RADOS - Bug #40388

### Mimic: osd crashes during hit\_set\_trim and hit\_set\_remove\_all if hit set object doesn't exist

06/16/2019 05:44 PM - Lazuardi Nasution

<b>Status:</b>	Can't reproduce	<b>Start date:</b>	06/16/2019
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	v13.2.6	<b>Spent time:</b>	0.00 hour
<b>Source:</b>		<b>Reviewed:</b>	
<b>Tags:</b>		<b>Affected Versions:</b>	v10.2.7, v12.2.8, v13.2.6
<b>Backport:</b>		<b>ceph-qa-suite:</b>	rados
<b>Regression:</b>	No	<b>Component(RADOS):</b>	OSD
<b>Severity:</b>	3 - minor	<b>Pull request ID:</b>	

#### Description

Bug [#19185](#) still happen on Mimic (v13.2.6). I must remove entire cache pool to have affected OSDs normal again. Itis happen on Jewel (v10.2.7) and Luminous (v12.2.8) too.

#### Related issues:

Related to Ceph - Bug #19185: osd crashes during hit\_set\_trim and hit\_set\_rem...

**Resolved**

**03/03/2017**

#### History

##### #1 - 06/16/2019 05:56 PM - Lazuardi Nasution

Lazuardi Nasution wrote:

Bug [#19185](#) still happen on Mimic (v13.2.6). I must remove entire cache pool to have affected OSDs normal again. Itis happen on Jewel (v10.2.7) and Luminous (v12.2.8) too.

Some piece of log.

```
2019-06-12 03:34:32.495 7fe36229d700 -1 *** Caught signal (Aborted) **
in thread 7fe36229d700 thread_name:tp_osd_tp
```

```
ceph version 13.2.6 (7b695f835b03642f85998b2ae7b6dd093d9fbc4) mimic (stable)
1: (()+0xf5e0) [0x7fe3844105e0]
2: (gsignal()+0x37) [0x7fe3834391f7]
3: (abort()+0x148) [0x7fe38343a8e8]
4: (ceph::__ceph_assert_fail(char const*, char const*, int, char const*)+0x248) [0x7fe38788c468]
5: (()+0x26e4f7) [0x7fe38788c4f7]
6: (PrimaryLogPG::hit_set_trim(std::unique_ptr<PrimaryLogPG::OpContext, std::default_delete<PrimaryLogPG::OpContext>> &, unsigned int)+0x930) [0x56285a1f6820]
7: (PrimaryLogPG::hit_set_persist()+0xa0c) [0x56285a1fae9c]
8: (PrimaryLogPG::do_op(boost::intrusive_ptr<OpRequest>&)+0x2989) [0x56285a2112d9]
9: (PrimaryLogPG::do_request(boost::intrusive_ptr<OpRequest>&, ThreadPool::TPHandle&)+0xc99) [0x56285a215fd9]
10: (OSD::dequeue_op(boost::intrusive_ptr<PG>, boost::intrusive_ptr<OpRequest>, ThreadPool::TPHandle&)+0x1b7) [0x56285a06d767]
11: (PGOpItem::run(OSD*, OSDShard*, boost::intrusive_ptr<PG>&, ThreadPool::TPHandle&)+0x62) [0x56285a2e8de2]
12: (OSD::ShardedOpWQ::_process(unsigned int, ceph::heartbeat_handle_d*)+0x592) [0x56285a08d772]
13: (ShardedThreadPool::shardedthreadpool_worker(unsigned int)+0x3d3) [0x7fe3878920a3]
14: (ShardedThreadPool::WorkThreadSharded::entry()+0x10) [0x7fe387892c90]
15: (()+0x7e25) [0x7fe384408e25]
16: (clone()+0x6d) [0x7fe3834fc34d]
```

**#2 - 06/19/2019 12:05 AM - Brad Hubbard**

- *Project changed from Ceph to RADOS*
- *Category deleted (OSD)*
- *ceph-qa-suite rados added*
- *Component(RADOS) OSD added*

Can you upload a coredump as well as details of your OS and a log with debug\_osd=20 set please? If the files are large you can use ceph-post-file and report the ID here.

**#3 - 06/19/2019 12:05 AM - Brad Hubbard**

- *Related to Bug #19185: osd crashes during hit\_set\_trim and hit\_set\_remove\_all if hit set object doesn't exist added*

**#4 - 06/19/2019 11:05 AM - Lazuardi Nasution**

I'm afraid I cannot replicate this problem and do debugging and core dump anymore since I have removed the entire cache pool as workaround. What I remember what caused the problem at the first was adjusting hit\_set\_count and hit\_set\_period.

**#5 - 06/19/2019 09:12 PM - Neha Ojha**

- *Status changed from New to Can't reproduce*

**#6 - 06/25/2019 10:23 PM - Lazuardi Nasution**

Is there any kind of logs I can add to help on this case?