

fs - Bug #42770

Regularly trim inode in memory

11/12/2019 12:29 PM - shen hang

Status:	Closed	% Done:	0%
Priority:	Normal		
Assignee:	shen hang		
Category:			
Target version:	v15.0.0		
Source:	Community (dev)	Affected Versions:	
Tags:		ceph-qa-suite:	
Backport:		Component(FS):	MDS
Regression:	No	Labels (FS):	
Severity:	3 - minor	Pull request ID:	31564
Reviewed:		Crash signature:	
Description			
Inode would be trimmed only when cache reached limit or in the bottom lru now. Too many inode in memory would lead to that accessing new inode when memory reached limit would take a long time;			

History

#1 - 11/12/2019 05:05 PM - Patrick Donnelly

- Status changed from New to Fix Under Review
- Assignee set to shen hang
- Start date deleted (11/12/2019)
- Tags deleted (cephfs mds)
- Backport deleted (nautilus,mimic,luminous)
- Pull request ID set to 31564
- Component(FS) MDS added

#2 - 01/24/2020 11:17 PM - Patrick Donnelly

- Status changed from Fix Under Review to Closed