

## bluestore - Bug #48047

### osd: fix bluestore stupid allocator

10/30/2020 03:33 AM - yantao xue

<b>Status:</b> Rejected	<b>% Done:</b> 0%
<b>Priority:</b> Low	
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>Source:</b>	<b>Affected Versions:</b> v16.0.0
<b>Tags:</b>	<b>ceph-qa-suite:</b>
<b>Backport:</b>	<b>Pull request ID:</b>
<b>Regression:</b> No	<b>Crash signature (v1):</b>
<b>Severity:</b> 3 - minor	<b>Crash signature (v2):</b>
<b>Reviewed:</b>	

#### Description

In StupidAllocator::\_choose\_bin, it uses cct->\_conf->bdev\_block\_size that can be changed in the allocator running, but we had free space extents in 10 free trees with the old bdev\_block\_size, so the \_choose\_bin will give a wrong bin that is as the index of 10 free trees for the user has changed the bdev\_block\_size through osd asok config set command.

#### History

##### #1 - 10/30/2020 10:06 AM - Igor Fedotov

- Project changed from CephFS to bluestore

##### #2 - 10/30/2020 10:13 AM - Igor Fedotov

- Priority changed from Normal to Low

IMO bdev\_block\_size should be marked with FLAG\_STARTUP (or even FLAG\_CREATE) and hence protected from the modification. I don't see much rationale in changing it on the fly...

##### #3 - 06/08/2021 11:59 AM - Igor Fedotov

- Status changed from New to Rejected