

## Ceph - Subtask #5487

Feature # 4929 (Resolved): Erasure encoded placement group

### Factor out ObjectContext / ReplicatedPG::object\_contexts

07/01/2013 12:52 PM - Loic Dachary

<b>Status:</b>	Closed	<b>Start date:</b>	07/06/2013
<b>Priority:</b>	Normal	<b>Due date:</b>	08/14/2013
<b>Assignee:</b>	Loic Dachary	<b>% Done:</b>	0%
<b>Category:</b>	OSD	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Spent time:</b>	64.00 hours
<b>Source:</b>		<b>Reviewed:</b>	
<b>Tags:</b>		<b>Affected Versions:</b>	
<b>Backport:</b>		<b>Pull request ID:</b>	
<b>Description</b>			
<ul style="list-style-type: none"><li><a href="#">read/write locks unit tests</a></li></ul>			
<b>Subtasks:</b>			
Subtask # 5510: ObjectContext : replace ref with shared_ptr			<b>Resolved</b>
Subtask # 5527: unit tests for common/sharedptr_registry.hpp			<b>Resolved</b>
Subtask # 6119: replace PG::object_contexts with SharedPtrRegistry			<b>Won't Fix</b>

#### Associated revisions

##### Revision 7b7f752c - 07/08/2013 02:45 PM - Loic Dachary

unit tests for ObjectContext read/write locks

unit tests for the ObjectContext methods ondisk\_write\_lock, ondisk\_write\_unlock, ondisk\_read\_lock and ondisk\_read\_unlock.

A class derived from ::testing::Test is created with two sub-classes ( Thread\_read\_lock & Thread\_write\_lock ) to provide a separate thread that can block with cond.Wait(). usleep(3) is used in the main thread to wait for the expected side effect with increasing delays ( up to MAX\_DELAY ).

<http://tracker.ceph.com/issues/5487> refs #5487

Signed-off-by: Loic Dachary <[loic@dachary.org](mailto:loic@dachary.org)>

#### History

##### #1 - 07/01/2013 04:06 PM - Loic Dachary

- Status changed from New to In Progress

##### #2 - 07/01/2013 10:47 PM - Loic Dachary

- Description updated

**#3 - 07/08/2013 07:49 AM - Loic Dachary**

- *Description updated*

**#4 - 08/05/2013 07:22 AM - Loic Dachary**

- *Category set to OSD*

**#5 - 03/01/2014 03:56 PM - Loic Dachary**

- *Status changed from In Progress to Closed*

Obsoleted.