

Ceph - Bug #8020

evenly split stats on split

04/07/2014 03:30 PM - Samuel Just

<b>Status:</b>	Resolved	<b>% Done:</b>	0%
<b>Priority:</b>	Urgent	<b>Spent time:</b>	0.00 hour
<b>Assignee:</b>	Samuel Just		
<b>Category:</b>			
<b>Target version:</b>			
<b>Source:</b>	other	<b>Affected Versions:</b>	
<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>			
<b>Description</b>			
At least it's better than what we currently do.			
<b>Related issues:</b>			
Duplicated by Ceph - Bug #3652: split should not mess up stats			Duplicate 12/19/2012

Associated revisions

Revision 18caa1cd - 04/17/2014 01:10 AM - Samuel Just

OSD: split pg stats during pg split

Fixes: #8020

Signed-off-by: Samuel Just <[sam.just@inktank.com](mailto:sam.just@inktank.com)>

History

#1 - 04/09/2014 03:57 PM - Samuel Just

- Status changed from New to 7

#2 - 04/16/2014 06:12 PM - Sage Weil

- Status changed from 7 to Resolved