Subject: Re: seems to be a flaw in cfg Posted by Jens Axboe on Tue, 19 Dec 2006 18:47:48 GMT View Forum Message <> Reply to Message On Tue, Dec 19 2006, Jens Axboe wrote: > On Tue, Dec 19 2006, Jens Axboe wrote: > > On Tue, Dec 19 2006, Jens Axboe wrote: > > On Tue, Dec 19 2006, Vasily Tarasov wrote: > > > ello, Jens. >>>> >>> Seems, that we've found some problem in CFQ. >>> I used your fio tool of version 1.9 to reproduce it. >>> 2.6.18 vanilla kernel. >>> >>> I'll look over this report - in the mean time, can you see if the same

- >> situation exists in 2.6.19 and 2.6.20-rc1? Would help a lot!

- >> I just tried to reproduce it in a recent kernel, and it does show
- > > something very close to what you reported. Using 5 threads, 2 of them
- >> sharing the same file, the 3 first threads get 6067 -> 6182KiB/sec each,
- > > and the two threads sharing a file get 975KiB/sec each. That's really
- > > bizarre, I'll take a good look at this! Thanks for reporting it.

>

- > Oh, thinking about this it could be an artifact of being too fair. The
- > default is to use O\_DIRECT, so the sharing threads probably end up being
- > blocked waiting for each other to finish the same blocks of io. They
- > will both be reading from the start of the file to the end, so if they
- > run alongside each other inside the file, they'll be blocking each other
- > waiting for io to finish. The same should happen for AS, though. Perhaps
- > it's bad alias handling in CFQ.

- > If I add offset=512m to the last thread so that the two sharing threads
- > read different parts of the file, the result is completely fair
- > (4.9MiB/sec -> 5.1MiB/sec for each thread).

>

> I'll keep looking.

Back after dinner, the fresh energy served it's purpose - I think I know what the issue is. We allow merging across process queues, which will effectively serialize some io if they are sync (like this case). I'll hack up a fix for current git and give it a test spin, to verify that this is the problem here.

Jens Axboe