

Re: Packet loss every 30.999 seconds

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Source: <http://unix.derkeiler.com/Mailing-Lists/FreeBSD/net/2007-12/msg00204.html>

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 - *Date:* Tue, 18 Dec 2007 08:57:32 -0800
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I got an almost identical delay (with 64000 vnodes).

Now, 17ms isn't much.

Says you. On modern systems, trying to run a pseudo real-time application on an otherwise quiescent system, 17ms is just short of an eternity. I agree that the syncer should be preemptable (which is what my bandaid patch attempts to do), but that probably wouldn't have helped my specific problem since my application was a user process, not a kernel thread.

All of my systems have options PREEMPTION – that is the default in 6+. It doesn't affect this problem.

On the other hand, the syncer shouldn't be consuming this much CPU in the first place. There is obviously a bug here. Of course looking through all of the vnodes in the system for something dirty is stupid in the first place; there should be a separate list for that. ...but a simple fix is what is needed right now.

I'm going to have to bow out of this discussion now. I just don't have the time for it.

–DG

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