

Re: [PATCH] Freeze bdevs when freezing processes.

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Source: <http://linux.derkeiler.com/Mailing-Lists/Kernel/2006-10/msg08747.html>

- *From:* "Rafael J. Wysocki" <rjw@xxxxxxx>
 - *Date:* Wed, 25 Oct 2006 21:05:56 +0200
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On Wednesday, 25 October 2006 15:23, Nigel Cunningham wrote:

Hi.

On Wed, 2006-10-25 at 14:32 +0200, Rafael J. Wysocki wrote:

On Wednesday, 25 October 2006 10:47, Pavel Machek wrote:

On Wed 2006-10-25 18:38:30, David Chinner wrote:

On Wed, Oct 25, 2006 at 10:10:01AM
+0200, Pavel Machek wrote:

Hence the
only way to
correctly
rebuild the
XFS state
on resume
is
to quiesce
the
filesystem
on suspend
and thaw it
on resume
so as to
trigger log
recovery.

No, during suspend/resume,
memory image is saved, and
no state is
lost. We would not even
have to do `sys_sync()`, and
suspend/resume
would still work properly.

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It seems to me that you ensure the filesystem is synced to disk and then at some point later you record the memory state of the filesystem, but these happen at different times. That leaves a window for things to get out of sync again, right?

I DO NOT HAVE TO ENSURE FILESYSTEM IS SYNCED. That sys_sync() is optional.

Recording of memory state is atomic, and as long as noone writes to the disk after atomic snapshot, memory image matches what is on disk.

Well, my impression is that this is exactly what happens here: Something in the XFS code causes metadata to be written to disk after the atomic snapshot.

That's why I asked if the dirty XFS metadata were flushed by a kernel thread.

When I first added bdev freezing it was because there was an XFS timer doing writes.

Yes, I noticed you said that, but I'd like someone from the XFS team to either confirm or deny it.

Greetings,
Rafael

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You never change things by fighting the existing reality.
R. Buckminster Fuller

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