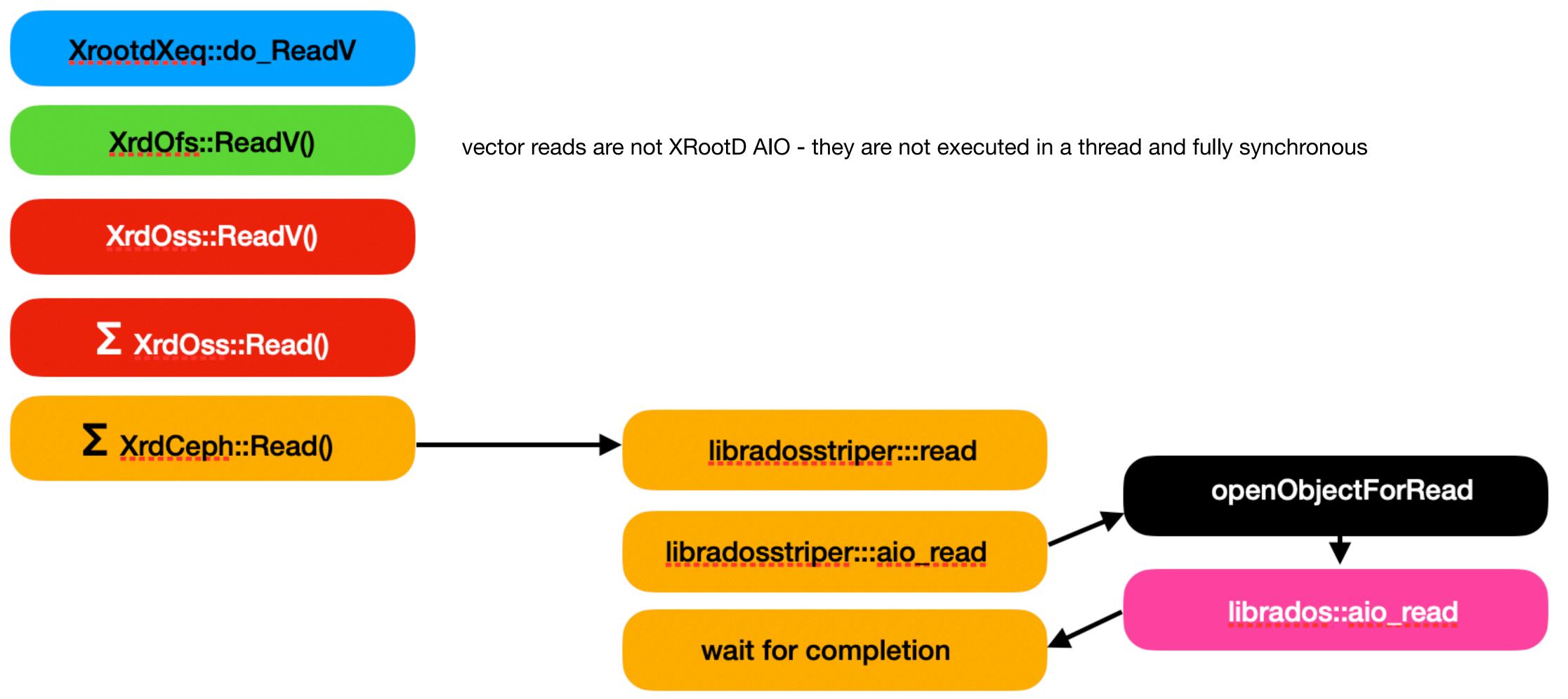
XrdCeph how-to get real async IO

A.J.Peters

readv call diagram readv are not AIO - not executed in asynchronous threads



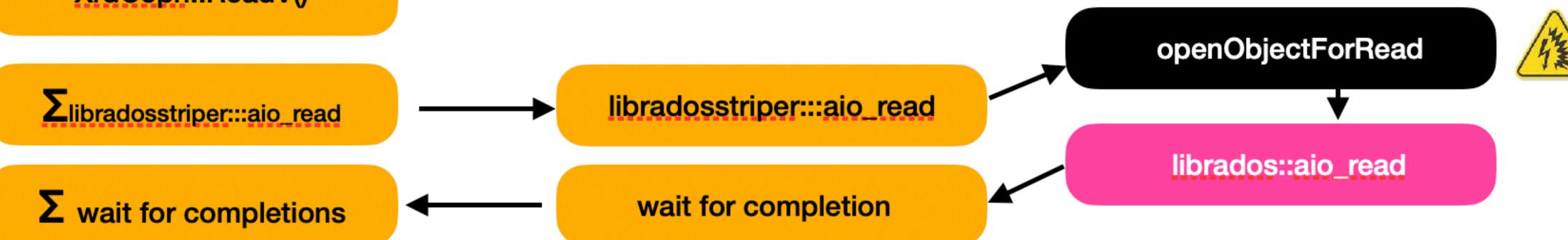
readv call diagram first possible improvement

does not touch libradosstriper

XrootdXeq::do_ReadV

XrdOfs::ReadV()

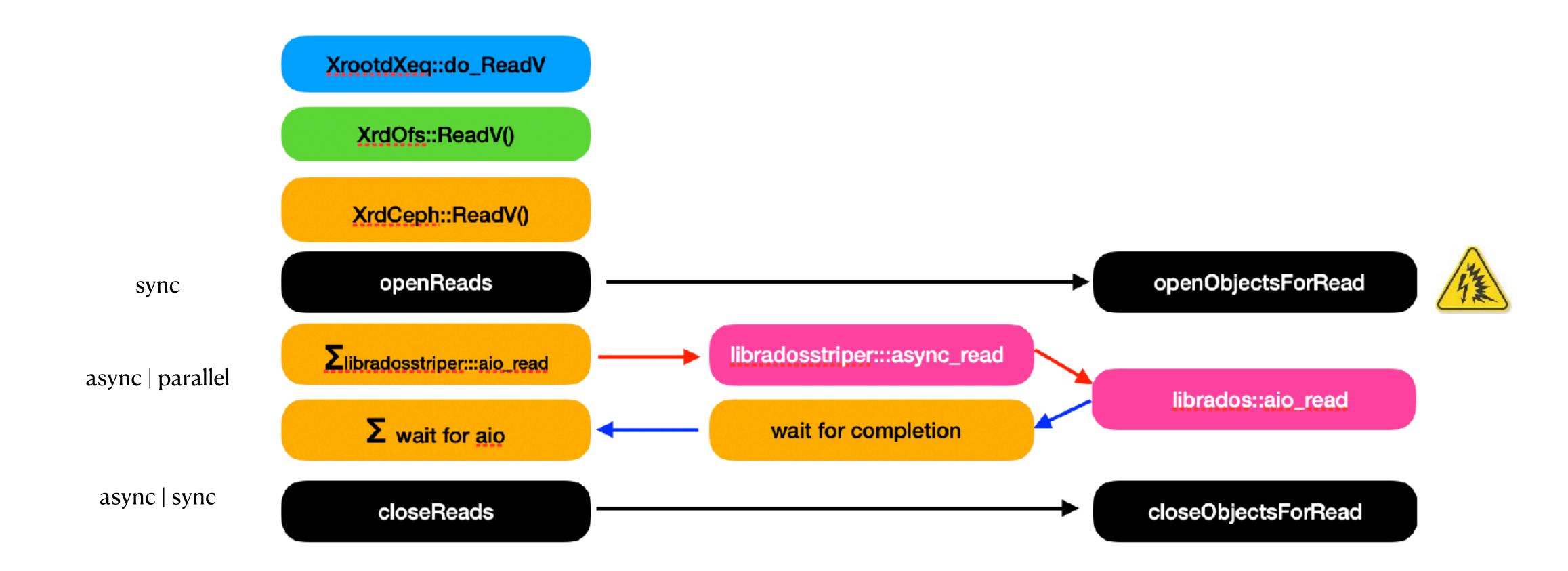
XrdCeph::ReadV()



each submission of aio_read waits for one roundtrip to do openObjectForRead - this is **not a real aio_read**, only the reading of the data is async



readv call diagram best possible improvement



does touch libradosstriper

generalimprovement **bi-sect libradosstriper API**

- to lock every read was intended to allow interleaved read-writes • de-facto completely useless functionality for **WORM**
- - this is an 'anti performance' implementation
 - much better split the api into:
 - **lock** for reading tie to *do_Open*
 - do many **aio_reads** and **collect** them (*do_Read do_ReadV*)
 - **unlock** for reading tie to *do_Close*