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## Re: crush: straw is dead, long live straw2

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- Subject: Re: crush: straw is dead, long live straw2
- Date: Fri, 12 Dec 2014 06:46:24 -0800 (PST)
- *Cc*: <u>ceph-devel@xxxxxxxxxxxxxxx</u>
- *In-reply-to*: <<u>20141212091408.GN4150@thinkpad.thebehrens.net</u>>
- *References*: <alpine.DEB.2.00.1412081516010.18281@cobra.newdream.net> <20141212091408.GN4150@thinkpad.thebehrens.net>
- *User-agent*: Alpine 2.00 (DEB 1167 2008-08-23)

0

```
On Fri, 12 Dec 2014, Thorsten Behrens wrote:
> Sage Weil wrote:
> Calculating the ln() function is a bit annoying because it is a floating
 > point function and CRUSH is all fixed-point arithmetic (integer-based).
 > The current draft implementation uses a 128 KB lookup table (2 bytes per
 > entry for 16 bits of input precision). It seems to be about 25% slower
 > than the original straw code in my simple microbenchmark, but I'm not sure
 > that's a number we should trust since it loops through a zillion inputs
> > and will pull most of the lookup table into the processor caches.
> > We could probably try a few others things:
> >
> [snip]
> My Hacker's Delight copy has a number of further variants (on
> pp. 215), unfortunately only covering log_2 (which is trivially the
> number of leading zeros in the binary representation) and log 10. But
> since the logarithms are simply related by a multiplicative constant,
> something clever might be doable here with a bit of thinking.
Any log will definitely do; the next steps are to do a division and then
take the max. Simply counting 0's isn't precise enough, though.. we need
a lot more precision than that.
The table lookup is (I think) on the order of 50-100 cycles with a cold
cache; that's what we need to beat!
sage
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```

## • Follow-Ups:

- Re: crush: straw is dead, long live straw2
  - From: Milosz Tanski
- Re: crush: straw is dead, long live straw2
  - From: Joe Landman

## • References:

- crush: straw is dead, long live straw2
  - From: Sage Weil
- Re: crush: straw is dead, long live straw2
  - From: Thorsten Behrens
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