Redmine - Patch #37565

Performance problem when filtering issues by custom-field value

2022-08-09 15:29 - Vincent Robert

Status:	Closed		**Start date:**	
Priority:	Normal		**Due date:**	
Assignee:			**% Done:**	0%
Category:	Performance		**Estimated time:**	0.00 hour
Target version:				

Description

Hello

We noticed a significant impact on performances in the latest versions, after the fix of the issue described in #37255.
Some queries, which previously run in a few milliseconds, now take more than 60 seconds ; specifically when filtering issues by custom value.

Digging into the generated SQL queries, it appears some visibility conditions are duplicated in sub-queries and should, sometimes, be skipped to maintain good performances.

So, here is a patch to address this issue.
Thank you for reviewing it.

```
diff --git a/app/models/issue_custom_field.rb b/app/models/issue_custom_field.rb
index 285a0d48c..57e2cc8a7 100644
--- a/app/models/issue_custom_field.rb
+++ b/app/models/issue_custom_field.rb
@@ -40,6 +40,7 @@ class IssueCustomField < CustomField
       " OR #{Issue.table_name}.project_id IN (SELECT project_id FROM #{table_name_prefix}custom_f
ields_projects#{table_name_suffix} WHERE custom_field_id = #{id_column})"

-     "((#{sql}) AND (#{tracker_condition}) AND (#{project_condition}) AND (#{Issue.visible_conditi
on(user)})))"
+     "((#{sql}) AND (#{tracker_condition}) AND (#{project_condition}) AND (#{Issue.visible_conditi
on(user, {skip_pre_condition: true})})))"
    end

    def validate_custom_field
diff --git a/app/models/project.rb b/app/models/project.rb
index 2d2ff5748..0992f4c8f 100644
--- a/app/models/project.rb
+++ b/app/models/project.rb
@@ -178,18 +178,21 @@ class Project < ActiveRecord::Base
    # * :member => true                    limit the condition to the user projects
    def self.allowed_to_condition(user, permission, options={})
      perm = Redmine::AccessControl.permission(permission)
-     base_statement =
-       if perm && perm.read?
+     if options[:skip_pre_condition]
+       base_statement = "1=1"
+     else
+       base_statement = if perm && perm.read?
         "#{Project.table_name}.status <> #{Project::STATUS_ARCHIVED}"
       else
         "#{Project.table_name}.status = #{Project::STATUS_ACTIVE}"
       end
-     if !options[:skip_pre_condition] && perm && perm.project_module
-       # If the permission belongs to a project module, make sure the module is enabled
-       base_statement +=
-         " AND EXISTS (SELECT 1 AS one FROM #{EnabledModule.table_name} em" \
-           " WHERE em.project_id = #{Project.table_name}.id" \
-           " AND em.name='#{perm.project_module}')"
+       if perm && perm.project_module
```

```
+          # If the permission belongs to a project module, make sure the module is enabled
+          base_statement +=
+            " AND EXISTS (SELECT 1 AS one FROM #{EnabledModule.table_name} em" \
+              " WHERE em.project_id = #{Project.table_name}.id" \
+              " AND em.name='#{perm.project_module}')"
+        end
       end
     if project = options[:project]
       project_statement = project.project_condition(options[:with_subprojects])
```

Related issues:	
Is duplicate of Redmine - Defect #37268: Performance problem with Redmine 4.2...	**Closed**

History

#1 - 2022-08-09 15:57 - Vincent Robert

- Description updated

#2 - 2022-08-11 00:35 - Mischa The Evil

- Is duplicate of Defect #37268: Performance problem with Redmine 4.2.7 and 5.0.2 added

#3 - 2022-08-11 00:41 - Mischa The Evil

I am setting this issue as a duplicate because the problem has already been reported as #37268. Please take a look at it and continue any general discussion on the matter on that issue.

P.s. I keep this issue open because it includes a patch which might be discussed separately and independently.

#4 - 2022-08-15 15:24 - Marius BĂLTEANU

Vincent, thanks for providing a fix for this performance issue. Can you take a look also on the latest patch posted by Felix on #37268?

#5 - 2022-09-26 23:47 - Marius BĂLTEANU

- Status changed from New to Closed

Fix merged to stable branches and the new releases will be published this weekend.

Files

patch.diff	2.27 KB	2022-08-09	Vincent Robert