
Subject: [RFC][PATCH 1/2] remove proc_mnt's use or killing inodes

Posted by [Dave Hansen](#) on Tue, 20 Feb 2007 19:00:55 GMT

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We use proc_mnt as a shortcut to find a superblock on which to go killing /proc inodes. This will break if we ever have more than one /proc superblock. So, use the superblock list to go find each of the /proc sb's and kill inodes on each superblock.

This does introduce an extra lock grab from what was there before, but the list should be only 1 long 99% of the time, and we don't exactly remove proc entries in hot paths. Note that this *isn't* the path that we use to get rid of the actual /proc pid entries. Those are a different beast.

Signed-off-by: Dave Hansen <haveblue@us.ibm.com>

lxc-dave/fs/proc/generic.c | 28 ++++++-----
1 file changed, 23 insertions(+), 5 deletions(-)

```
diff -puN fs/proc/generic.c~A2-remove-proc_mnt-0 fs/proc/generic.c
--- lxc/fs/proc/generic.c~A2-remove-proc_mnt-0 2007-02-20 10:07:28.000000000 -0800
+++ lxc-dave/fs/proc/generic.c 2007-02-20 10:07:28.000000000 -0800
@@ -597,13 +597,10 @@ static int proc_register(struct proc_dir
    return 0;
}

-/*
- * Kill an inode that got unregistered..
- */
-static void proc_kill_inodes(struct proc_dir_entry *de)
+static void proc_kill_inodes_sb(struct proc_dir_entry *de,
+    struct super_block *sb)
{
    struct list_head *p;
- struct super_block *sb = proc_mnt->mnt_sb;

    /*
     * Actually it's a partial revoke().
@@ -627,6 +624,27 @@ static void proc_kill_inodes(struct proc
    file_list_unlock();
}

+/*
+ * Kill an inode that got unregistered..
+ */
```

```

+static void proc_kill_inodes(struct proc_dir_entry *de)
+{
+ struct list_head *l;
+ struct file_system_type *procfs;
+
+ procfs = get_fs_type("proc");
+ if (!procfs)
+ return;
+
+ spin_lock(&sb_lock);
+ list_for_each(l, &procfs->fs_supers) {
+ struct super_block *sb;
+ sb = list_entry(l, struct super_block, s_instances);
+ proc_kill_inodes_sb(de, sb);
+ }
+ spin_unlock(&sb_lock);
+}
+
+static struct proc_dir_entry *proc_create(struct proc_dir_entry **parent,
+    const char *name,
+    mode_t mode,

```

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