
Subject: [PATCH] nfsv4 delegation: Convert to kthread API
Posted by [ebiederm](#) on Thu, 19 Apr 2007 07:59:00 GMT

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From: Eric W. Biederman <ebiederm@xmission.com>

To start the nfsv4-delegeturn thread this patch uses
kthread_run instead of a combination of kernel_thread
and daemonize.

In addition allow_signal(SIGKILL) is removed from
the expire delegations thread.

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Cc: Trond Myklebust <trond.myklebust@fys.uio.no>

Signed-off-by: Eric W. Biederman <ebiederm@xmission.com>

fs/nfs/delegation.c | 11 +++++-----

1 files changed, 4 insertions(+), 7 deletions(-)

```
diff --git a/fs/nfs/delegation.c b/fs/nfs/delegation.c
index 841c99a..7b9b88c 100644
--- a/fs/nfs/delegation.c
+++ b/fs/nfs/delegation.c
@@ -232,7 +232,6 @@ int nfs_do_expire_all_delegations(void *ptr)
    struct nfs_delegation *delegation;
    struct inode *inode;

- allow_signal(SIGKILL);
restart:
    spin_lock(&clp->cl_lock);
    if (test_bit(NFS4CLNT_STATE_RECOVER, &clp->cl_state) != 0)
@@ -310,8 +309,6 @@ static int recall_thread(void *data)
    struct nfs_inode *nfsi = NFS_I(inode);
    struct nfs_delegation *delegation;

- daemonize("nfsv4-delegeturn");
-
    nfs_msync_inode(inode);
    down_read(&clp->cl_sem);
    down_write(&nfsi->rwsem);
@@ -350,18 +347,18 @@ int nfs_async_inode_return_delegation(struct inode *inode, const
nfs4_stateid *s
    .inode = inode,
    .stateid = stateid,
};
- int status;
+ struct task_struct *task;
```

```
init_completion(&data.started);
__module_get(THIS_MODULE);
- status = kernel_thread(recall_thread, &data, CLONE_KERNEL);
- if (status < 0)
+ task = kthread_run(recall_thread, &data, "nfsv4-delegeturn");
+ if (IS_ERR(task))
    goto out_module_put;
    wait_for_completion(&data.started);
    return data.result;
out_module_put:
    module_put(THIS_MODULE);
- return status;
+ return PTR_ERR(task);
}

/*
--  

1.5.0.g53756
```

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