Subject: Re: [PATCH 06/14] sysfs: Rewrite sysfs_get_dentry Posted by Tejun Heo on Wed, 01 Aug 2007 17:20:38 GMT

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Eric W. Biederman wrote:

- > Tejun Heo <htejun@gmail.com> writes:
- >
- >> Hello, Eric.
- >>
- >> Eric W. Biederman wrote:
- >>> I will look a little more and see. But right now it looks like the
- >>> real problem with locking is that we use sysfs mutex to lock the
- >>> sysfs_dirent s_children list.
- >>>
- >>> Instead it really looks like we should use i_mutex from the appropriate
- >>> inode. Or is there a real performance problem with forcing the directory
- >>> inodes in core when we modify the directories?
- >> I don't think there is any performance problem. Problems with using
- >> i mutex were...
- >>
- >> * It was messy. I don't remember all the details now but IIRC symlink
- >> walk code was pretty complex.
- >>
- >> * And more importantly, inodes are reclaimable and might or might not be >> there.
- >
- > Yes. But we can always force inodes into the cache when we need them.
- > When I complete it I will have to show you a patch using the inode lock
- > for locking directory modifications. From what I can tell so far it allows
- > me to fix the weird lock order problems and generally simplify the locking.

Hmmm... I think we can live with a bit of complexity in sysfs_get_dentry(). It's very well localized and not even long. I have been trying hard to untangle sysfs internals from vfs and have a bit of resistance against going back. But, then again, if we can achieve something better and simpler, why not?

-tejun

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