Subject: Re: [PATCH] Wake up mandatory locks waiter on chmod (v2) Posted by Pavel Emelianov on Tue, 18 Sep 2007 06:33:26 GMT

View Forum Message <> Reply to Message

Trond Myklebust wrote:

- > On Mon, 2007-09-17 at 18:16 +0400, Pavel Emelyanov wrote:
- >> Trond Myklebust wrote:
- >>> On Mon, 2007-09-17 at 12:13 +0400, Pavel Emelyanov wrote:
- >>>> When the process is blocked on mandatory lock and someone changes
- >>>> the inode's permissions, so that the lock is no longer mandatory,
- >>> nobody wakes up the blocked process, but probably should.
- >>> Please explain in more detail why we need this patch.
- >> From "this fixes an OOPs/deadlock/leak" POV we do not. This is
- >> just an attempt to make the locking code be more consistent and
- >> clean.

>

> Why do you think we get a deadlock or leak? AFAICS if the user turns off

I didn't' tell that.

- > mandatory locks on the file, then the existing locks default back into
- > advisory locks which use the same notification mechanism as the
- > mandatory locks.

True.

- > IOW: the process that is waiting in locks_mandatory_area() will be
- > released as soon as the advisory lock is dropped. If that theory is
- > broken in practice, then that is the bug that we need to fix. We neither
- > want to add a load of locking crap to notify_change(), nor should we
- > need to.

We have this for inotify already. Adding wakeup for mandatory lock is not that bad.

Anyway - I noticed, that the system state can become not consistent and proposed the way to fix it. If this inconsistency is not a big deal, and nobody cares, than I'm fine with forgetting this patch, since I have no other arguments to protect it, but "this is just not very nice without this patch".

- > Cheers
- > Trond
- >
- >

Thanks, Pavel