Subject: Re: [PATCH] Consolidate sleeping routines in file locking code
Posted by bfields on Thu, 20 Sep 2007 20:39:04 GMT
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On Thu, Sep 20, 2007 at 01:09:51PM +0400, Pavel Emelyanov wrote:
> J. Bruce Fields wrote:
> > On Tue, Sep 18, 2007 at 05:41:08PM +0400, Pavel Emelyanov wrote:
> >> This is the next step in fs/locks.c cleanup before turning
> >> it into using the struct pid *.
> >>
> >> This time I found, that there are some places that do a
> >> similar thing - they try to apply a lock on a file and go
> >> to sleep on error till the blocker exits.
> >>
> >> All these places can be easily consolidated, saving 28
> >> lines of code and more than 600 bytes from the .text,
> >> but there is one minor note.
> >
> > I'm not opposed to consolidating this code, but would it be possible to
> > do so in a more straightforward way, without passing in a callback
> > function? E.g. a single __posix_lock_file_wait that just took an inode
> > instead of a filp and called __posix_lock_file() could be called from
> > both posix_lock_file_wait() and locks_mandatory_locked, right?
>
> Well, the locks_mandatory_area() has to check for inode mode change
> in my lock callback, the fcntl_setlk() has to call the vfs_lock_file,
> and flock_lock_file_wait() has to call the flock_lock_file, so
> I don't see the ways of having one routine to lock the file.
>
> If you don't mind, I'd port the patch with this approach (with the
> "trylock" callback) on the latest Andrew's tree.

OK.

> >> The locks_mandatory_area() code becomes a bit different
> >> after this patch - it no longer checks for the inode's
> >> permissions change. Nevertheless, this check is useless
> >> without my another patch that wakes the waiter up in the
> >> notify_change(), which is not considered to be useful for
> >> now.
> >
> > OK. Might be better to submit this as a separate patch, though.
>
> This one is already accepted, but I have just noticed that
> the check for __mandatory_lock() in wait_event_interruptible
> is ambiguous :(

I'm not sure what you mean here.... Do you have a fix?

--b.