Subject: Re: [PATCH v3 00/16] make rpc_pipefs be mountable multiple time
Posted by Kirill A. Shutemov on Thu, 20 Jan 2011 11:35:52 GMT
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On Mon, Jan 17, 2011 at 06:30:16AM -0600, Rob Landley wrote:
> On 01/14/2011 07:48 AM, Kirill A. Shutemov wrote:

- > > Prepare nfs/sunrpc stack to use multiple instances of rpc_pipefs.
- > > Only for client for now.

>

> Ok, Google is being really unhelpful here.

It's better if you read the code. :)

>

- > What is rpc_pipefs for? What uses it, and to do what exactly? Is it
- > used by nfs server code, or by the client code, or both? Is it a way
- > for userspace to talk to the kernel, or for the kernel to talk to
- > itself? Is it used at mount time, or during filesystem operation?

Ok, It try to answer. Please correct me, if I'm wrong.

rpc_pipefs is a userland/kernel interface (I don't see kernel-kernel usecases, but it's possible, I guess).

There is client dir (nfs/clntX) in rpc_pipefs for every sunrpc client. Both client and server (see fs/nfsd/nfs4callback.c) can create sunrpc client. So we rpc_pipefs on both side.

rpc pipefs uses not only on mount time. See old idmapper, for example.

- > I'm interested in giving this patch series a much more thorough review,
- > but I can't figure out what the subsystem it's modifying actually _is_.

>

> (Maybe this is something to do with filesystems/nfs/rpc-cache.txt?)

>

> Rob

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Kirill A. Shutemov

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