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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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Containers mailing list  
[Containers@lists.linux-foundation.org](mailto:Containers@lists.linux-foundation.org)  
<https://lists.linux-foundation.org/mailman/listinfo/containers>

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