
Subject: [PATCH 1/5] NFS: handle blocklayout pipe PipeFS dentry by network namespace aware routines

Posted by [Stanislav Kinsbursky](#) on Tue, 29 Nov 2011 09:14:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

This patch makes blocklayout pipe dentry allocated and destroyed in network namespace context by PipeFS network namespace aware routines.
Network namespace context is obtained from nfs_client structure.

Signed-off-by: Stanislav Kinsbursky <skinsbursky@parallels.com>

fs/nfs/blocklayout/blocklayout.c | 60 ++++++-----
1 files changed, 49 insertions(+), 11 deletions(-)

diff --git a/fs/nfs/blocklayout/blocklayout.c b/fs/nfs/blocklayout/blocklayout.c

index c26633e..50d5183 100644

--- a/fs/nfs/blocklayout/blocklayout.c

+++ b/fs/nfs/blocklayout/blocklayout.c

@@ -965,10 +965,55 @@ static const struct rpc_pipe_ops bl_upcall_ops = {
 .destroy_msg = bl_pipe_destroy_msg,
};

+static struct dentry *nfs4blocklayout_register_sb(struct super_block *sb,

+ struct rpc_pipe *pipe)

+{

+ struct dentry *dir, *dentry;

+

+ dir = rpc_d_lookup_sb(sb, NFS_PIPE_DIRNAME);

+ if (dir == NULL)

+ return ERR_PTR(-ENOENT);

+ dentry = rpc_mkpipe_dentry(dir, "blocklayout", NULL, pipe);

+ dput(dir);

+ return dentry;

+}

+

+static void nfs4blocklayout_unregister_sb(struct super_block *sb,

+ struct rpc_pipe *pipe)

+{

+ if (pipe->dentry)

+ rpc_unlink(pipe->dentry);

+}

+

+static struct dentry *nfs4blocklayout_register_net(struct net *net,

+ struct rpc_pipe *pipe)

+{

+ struct super_block *pipefs_sb;

+ struct dentry *dentry;

```

+
+ pipefs_sb = rpc_get_sb_net(net);
+ if (!pipefs_sb)
+ return ERR_PTR(-ENOENT);
+ dentry = nfs4blocklayout_register_sb(pipefs_sb, pipe);
+ rpc_put_sb_net(net);
+ return dentry;
+}
+
+static void nfs4blocklayout_unregister_net(struct net *net,
+      struct rpc_pipe *pipe)
+{
+ struct super_block *pipefs_sb;
+
+ pipefs_sb = rpc_get_sb_net(net);
+ if (pipefs_sb) {
+ nfs4blocklayout_unregister_sb(pipefs_sb, pipe);
+ rpc_put_sb_net(net);
+ }
+}
+
+static int __init nfs4blocklayout_init(void)
+{
+ struct vfsmount *mnt;
- struct path path;
+ int ret;

+ dprintk("%s: NFSv4 Block Layout Driver Registering...\n", __func__);
@@ -984,20 +1029,13 @@ static int __init nfs4blocklayout_init(void)
+ ret = PTR_ERR(mnt);
+ goto out_remove;
+ }
-
- ret = vfs_path_lookup(mnt->mnt_root,
-      mnt,
-      NFS_PIPE_DIRNAME, 0, &path);
- if (ret)
- goto out_remove;
-
+ bl_device_pipe = rpc_mkpipe_data(&bl_upcall_ops, 0);
+ if (IS_ERR(bl_device_pipe)) {
+ ret = PTR_ERR(bl_device_pipe);
+ goto out_remove;
+ }
- bl_device_pipe->dentry = rpc_mkpipe_dentry(path.dentry, "blocklayout",
-      NULL, bl_device_pipe);
+ bl_device_pipe->dentry = nfs4blocklayout_register_net(&init_net,
+      bl_device_pipe);

```

```
if (IS_ERR(bl_device_pipe->dentry)) {
    ret = PTR_ERR(bl_device_pipe->dentry);
    goto out_destroy_pipe;
}
@@ -1018,7 +1056,7 @@ static void __exit nfs4blocklayout_exit(void)
    __func__);

    pnfs_unregister_layoutdriver(&blocklayout_type);
-   rpc_unlink(bl_device_pipe->dentry);
+   nfs4blocklayout_unregister_net(&init_net, bl_device_pipe);
    rpc_destroy_pipe_data(bl_device_pipe);
}
```
