
Subject: Re: [PATCH 0/5] NFS: create blocklayout pipe per network namespace context

Posted by [Myklebust, Trond](#) on Wed, 11 Jan 2012 16:23:23 GMT

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On Tue, 2012-01-10 at 16:58 +0400, Stanislav Kinsbursky wrote:

> > The second problem that was highlighted was the fact that as they stand
> > today, these patchsets do not allow for bisection. When we hit the Oops,
> > I had Bryan try to bisect where the problem arose. He ended up pointing
> > at the patch "SUNRPC: handle RPC client pipefs dentries by network
> > namespace aware routine", which is indeed the cause, but which is one of
> > the `_dependencies_` for all the PipeFS notifier patches that fix the
> > problem.
> >
>
> I'm confused here. Does this means, that I have to fix patch "SUNRPC: handle RPC
> client pipefs dentries by network namespace aware routine" to make it able to
> bisect?

What I mean is that currently, I have various ways to Oops the kernel when I apply "SUNRPC: handle RPC client pipefs dentries by network namespace aware routine" before all these other followup patches are applied.

One way to could fix this, might be to add dummy versions of `rpc_pipefs_notifier_register()/unregister()` so that "NFS: idmap PipeFS notifier introduced" and the other such patches can be applied without compilation errors or Oopses before the "handle RPC client pipefs dentries..." patch is applied. The latter could then enable the real `rpc_pipefs_notifier_register()/...`

The point is to not have these patches add `_known_` bugs to the kernel at any point, so that someone who is trying to track down an unknown bug via "git bisect" doesn't have to also cope with these avoidable issues...

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