Subject: [PATCH 0/6] Lockd: make it network namespace aware
Posted by Stanislav Kinsbursky on Tue, 31 Jan 2012 11:07:38 GMT

With this patch set Lockd will be able to handle lock requests from different network namespaces separately.

Main ideas of the patch set are:

1) per-net Lockd users counter and resources.

2) nlmsvc_users counter become global one (equal to sum of all per-net counters).

3) On lockd_up() call:
a) if nlmsvc_users if equal to 0, then lockd thread is started.
b) if current per-net counter equal to 0, then per-net resources are allocated (lockd_up_net() function).
c) global and current net users counters are increased by one.

4) On lockd_down() call:
a) global and current net users counters are decreased by one.
b) if current per-net counter become equal to 0, then per-net resources are allocated (lockd_down_net() function).
c) if nlmsvc_users become equal to 0, then lockd thread is stopped.

The following series consists of:

Stanislav Kinsbursky (6):
        Lockd: create permanent lockd sockets in current network namespace
        Lockd: pernet usage counter introduced
        Lockd: per-net up and down routines introduced
        LockD: make nlm hosts network namespace aware
        LockD: make NSM network namespace aware
        Lockd: shutdown NLM hosts in network namespace context


```
 fs/lockd/clntlock.c      |   3 +
 fs/lockd/host.c          |  42 ++++++++++++---
 fs/lockd/mon.c           |  13 +++--
 fs/lockd/netns.h         |  12 ++++
 fs/lockd/svc.c           | 117 +++++++++++++++++++++++++++++++++++------
 fs/nfs/client.c          |   1
 include/linux/lockd/bind.h  |   1
 include/linux/lockd/lockd.h |   5 +-
 include/linux/sunrpc/svc.h  |   2 +
```

```
net/sunrpc/svc.c              |   3 +
10 files changed, 166 insertions(+), 33 deletions(-)
create mode 100644 fs/lockd/netns.h
```