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