
Subject: Re: [PATCH 4/4] NFS: make nfs_client_lock per net ns
Posted by [Stanislav Kinsbursky](#) on Tue, 07 Feb 2012 14:09:15 GMT
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> 8< -----
> From 5a489156da4fd15dd143f2b21dd9657b97dcef88 Mon Sep 17 00:00:00 2001
> From: Trond Myklebust<Trond.Myklebust@netapp.com>
> Date: Tue, 7 Feb 2012 00:05:11 -0500
> Subject: [PATCH] NFS: Initialise the nfs_net->nfs_client_lock
>
> Ensure that we initialise the nfs_net->nfs_client_lock spinlock.
> Also ensure that nfs_server_remove_lists() doesn't try to
> dereference server->nfs_client before that is initialised.
>

Sorry.
Patch looks nice. Except one notice below.

> Signed-off-by: Trond Myklebust<Trond.Myklebust@netapp.com>
> Cc: Stanislav Kinsbursky<skinsbursky@parallels.com>
> ---
> fs/nfs/client.c | 6 +++++-
> 1 files changed, 5 insertions(+), 1 deletions(-)
>
> diff --git a/fs/nfs/client.c b/fs/nfs/client.c
> index 1a5cd49..f0dacad 100644
> --- a/fs/nfs/client.c
> +++ b/fs/nfs/client.c
> @@ -1055,8+1055,11 @@ static void nfs_server_insert_lists(struct nfs_server *server)
> static void nfs_server_remove_lists(struct nfs_server *server)
> {
> struct nfs_client *clp = server->nfs_client;
> - struct nfs_net *nn = net_generic(clp->net, nfs_net_id);
> + struct nfs_net *nn;
>
> + if (clp == NULL)
> + return;
> + nn = net_generic(clp->net, nfs_net_id);
> spin_lock(&nn->nfs_client_lock);
> list_del_rcu(&server->client_link);
> if (clp&& list_empty(&clp->cl_superblocks))

This check for clp != NULL can be removed.

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Best regards,
Stanislav Kinsbursky
