
Subject: Re: [PATCH 4/4] NFS: make nfs_client_lock per net ns
Posted by [Myklebust, Trond](#) on Tue, 07 Feb 2012 14:11:46 GMT
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On Tue, 2012-02-07 at 18:09 +0400, Stanislav Kinsbursky wrote:

```
> > 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.
> >
```

Yep... I'll add that in...

--

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