
Subject: Re: [PATCH 3/5] NFS: search for client session id in proper network namespace

Posted by [Myklebust, Trond](#) on Tue, 07 Feb 2012 17:48:52 GMT

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On Tue, 2012-02-07 at 10:43 -0500, Bryan Schumaker wrote:

> On 01/26/12 06:11, Stanislav Kinsbursky wrote:

>
> > Network namespace is taken from request transport and passed as a part of
> > cb_process_state structure.
> >
> > Signed-off-by: Stanislav Kinsbursky <skinsbursky@parallels.com>
> >
> > ---
> > fs/nfs/callback.h | 1 +
> > fs/nfs/callback_proc.c | 2 +-
> > fs/nfs/callback_xdr.c | 1 +
> > fs/nfs/client.c | 4 ++-
> > fs/nfs/internal.h | 3 +-
> > 5 files changed, 7 insertions(+), 4 deletions(-)
> >
> > diff --git a/fs/nfs/callback.h b/fs/nfs/callback.h
> > index c89d3b9..197e0d3 100644
> > --- a/fs/nfs/callback.h
> > +++ b/fs/nfs/callback.h
> > @@ -39,6 +39,7 @@ struct cb_process_state {
> > __be32 drc_status;
> > struct nfs_client *clp;
> > int slotid;
> > + struct net *net;
> > };
> >
> > struct cb_compound_hdr_arg {
> > diff --git a/fs/nfs/callback_proc.c b/fs/nfs/callback_proc.c
> > index 0e6e63f..f71978d 100644
> > --- a/fs/nfs/callback_proc.c
> > +++ b/fs/nfs/callback_proc.c
> > @@ -461,7 +461,7 @@ __be32 nfs4_callback_sequence(struct cb_sequenceargs *args,
> > int i;
> > __be32 status = htonl(NFS4ERR_BADSESSION);
> >
> > - clp = nfs4_find_client_sessionid(args->csa_addr, &args->csa_sessionid);
> > + clp = nfs4_find_client_sessionid(cps->net, args->csa_addr, &args->csa_sessionid);
> > if (clp == NULL)
> > goto out;
> >
> > diff --git a/fs/nfs/callback_xdr.c b/fs/nfs/callback_xdr.c
> > index f2be3e1e..8c2a969 100644

```

> > --- a/fs/nfs/callback_xdr.c
> > +++ b/fs/nfs/callback_xdr.c
> > @@ -861,6 +861,7 @@ static __be32 nfs4_callback_compound(struct svc_rqst *rqstp, void
*argp, void *r
> >     .drc_status = 0,
> >     .clp = NULL,
> >     .slotid = -1,
> > + .net = rqstp->rq_xprt->xpt_net,
> > };
> > unsigned int nops = 0;
> >
> > diff --git a/fs/nfs/client.c b/fs/nfs/client.c
> > index 9e11d29..2328dcb 100644
> > --- a/fs/nfs/client.c
> > +++ b/fs/nfs/client.c
> > @@ -1232,11 +1232,11 @@ nfs4_find_client_ident(struct net *net, int cb_ident)
> >  * Returns NULL if no such client
> >  */
> > struct nfs_client *
> > -nfs4_find_client_sessionid(const struct sockaddr *addr,
> > +nfs4_find_client_sessionid(struct net *net, const struct sockaddr *addr,
> >     struct nfs4_sessionid *sid)
> > {
> >     struct nfs_client *clp;
> > - struct nfs_net *nn = net_generic(&init_net, nfs_net_id);
> > + struct nfs_net *nn = net_generic(net, nfs_net_id);
> >
> >
> > Hi,
> >
> > You changed this function for the v4.1 case, but not for v4.0 (this is what I was trying to bisect
earlier). Without CONFIG_NFS_V4_1 set, I get this:
> >
> > make[1]: Nothing to be done for `all'.
> > CHK   include/linux/version.h
> > CHK   include/generated/utsrelease.h
> > CALL  scripts/checksyscalls.sh
> > CHK   include/generated/compile.h
> > CHK   kernel/config_data.h
> > CC [M] fs/nfs/client.o
> > fs/nfs/client.c:1265:1: error: conflicting types for 'nfs4_find_client_sessionid'
> > fs/nfs/internal.h:155:1: note: previous declaration of 'nfs4_find_client_sessionid' was here
> > make[2]: *** [fs/nfs/client.o] Error 1
> > make[1]: *** [fs/nfs] Error 2
> > make: *** [fs] Error 2

```

Thanks for tracking this down Bryan!

--

Trond Myklebust
Linux NFS client maintainer

NetApp
Trond.Myklebust@netapp.com
www.netapp.com
