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

Posted by [Bryan Schumaker](#) on Tue, 07 Feb 2012 15:43:04 GMT

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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

```

- Bryan

>

```
> spin_lock(&nn->nfs_client_lock);
> list_for_each_entry(clp, &nn->nfs_client_list, cl_share_link) {
> diff --git a/fs/nfs/internal.h b/fs/nfs/internal.h
> index b38b733..0c3648a 100644
> --- a/fs/nfs/internal.h
> +++ b/fs/nfs/internal.h
> @@ -152,7 +152,8 @@ extern void nfs_cleanup_cb_ident_idr(struct net *);
> extern void nfs_put_client(struct nfs_client *);
> extern struct nfs_client *nfs4_find_client_ident(struct net *, int);
> extern struct nfs_client *
> -nfs4_find_client_sessionid(const struct sockaddr *, struct nfs4_sessionid *);
> +nfs4_find_client_sessionid(struct net *, const struct sockaddr *,
> + struct nfs4_sessionid *);
> extern struct nfs_server *nfs_create_server(
>     const struct nfs_parsed_mount_data *,
>     struct nfs_fh *);
>
> --
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> the body of a message to majordomo@vger.kernel.org
> More majordomo info at http://vger.kernel.org/majordomo-info.html
```
