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Subject: [PATCH] SUNRPC: skip dead but not buried clients on PipeFS events  
Posted by [Stanislav Kinsbursky](#) on Thu, 19 Apr 2012 10:57:18 GMT  
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These clients can't be safely dereferenced if their counter in 0.

Signee-off-by: Stanislav Kinsbursky <skinsbursky@parallels.com>

Signed-off-by: Stanislav Kinsbursky <skinsbursky@parallels.com>

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net/sunrpc/clnt.c | 3 ++-  
1 files changed, 2 insertions(+), 1 deletions(-)

diff --git a/net/sunrpc/clnt.c b/net/sunrpc/clnt.c  
index 6797246..591994d 100644  
--- a/net/sunrpc/clnt.c  
+++ b/net/sunrpc/clnt.c  
@@ -218,7 +218,8 @@ static struct rpc\_clnt \*rpc\_get\_client\_for\_event(struct net \*net, int event)  
if (((event == RPC\_PIPEFS\_MOUNT) && clnt->cl\_dentry) ||  
((event == RPC\_PIPEFS\_UMOUNT) && !clnt->cl\_dentry))  
continue;  
- atomic\_inc(&clnt->cl\_count);  
+ if (atomic\_inc\_return(&clnt->cl\_count) == 1)  
+ continue;  
spin\_unlock(&sn->rpc\_client\_lock);  
return clnt;  
}

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