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Subject: Re: [PATCH] SUNRPC: skip dead but not buried clients on PipeFS events  
Posted by [Stanislav Kinsbursky](#) on Thu, 19 Apr 2012 11:36:57 GMT

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Sorry, but ignore this patch too.

It can't be that simple because of these cl\_count tricks in rpc\_release\_client...

```
> 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>
>
> ---
> 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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Best regards,  
Stanislav Kinsbursky

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