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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 is 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\_UNMOUNT)&& !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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