
Subject: Re: [PATCH] SUNRPC: skip dead but not buried clients on PipeFS events
Posted by [bfields](#) on Thu, 19 Apr 2012 21:40:43 GMT

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On Thu, Apr 19, 2012 at 03:36:57PM +0400, Stanislav Kinsbursky wrote:

> Sorry, but ignore this patch too.

> It can't be that simple because of these cl_count tricks in rpc_release_client...

OK. Very minor whine:

>

> > These clients can't be safely dereferenced if their counter in 0.

> >

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

> >

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I don't mind fixing up trivial slips every now and then, but that double signed-off-by seems to happen on a lot of your posts; could you figure out what's up with your scripts?

--b.

> >

> >---

> > 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;

> > }

> >

>

>

> --

> Best regards,
> Stanislav Kinsbursky
> --
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