
Subject: Re: [PATCH 2/3] SUNRPC: traverse clients tree on PipeFS event
Posted by [Myklebust, Trond](#) on Thu, 26 Apr 2012 18:11:42 GMT
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On Fri, 2012-04-20 at 18:19 +0400, Stanislav Kinsbursky wrote:

```
> +static int __rpc_pipefs_event(struct rpc_clnt *clnt, unsigned long event,  
> + struct super_block *sb)  
> +{  
> + int error;  
> +  
> + if (!rpc_clnt_skip_event(clnt, event)) {  
> + error = __rpc_clnt_handle_event(clnt, event, sb);  
> + if (error)  
> + return error;  
> + }  
> + if (clnt != clnt->cl_parent)  
> + return __rpc_pipefs_event(clnt->cl_parent, event, sb);  
> + return 0;  
> +}
```

Hi Stanislav,

Recursion in the kernel is generally frowned upon due to the stack size limits. Could you please rewrite the above into a simple loop. Something along the lines of:

```
for(;;) {  
    ...  
  
    if (clnt == clnt->cl_parent)  
        break;  
    clnt = clnt->cl_parent;  
}
```

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