
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_pipesfs_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_pipesfs_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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