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Subject: Re: [PATCH 2/3] SUNRPC: traverse clients tree on PipeFS event  
Posted by [Stanislav Kinsbursky](#) on Thu, 26 Apr 2012 18:26:51 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;  
> }  
>
```

Hi, Trond.

Yes, sure, I can do this.