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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.

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