
Subject: [PATCH] NFSd: simplify locking in nfsd_recall_delegations()
Posted by [Stanislav Kinsbursky](#) on Tue, 22 May 2012 10:28:55 GMT
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Holding of client_mutex looks redundant here - holding of recall_lock looks enough.

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

fs/nfsd/nfs4state.c | 2 --

1 files changed, 0 insertions(+), 2 deletions(-)

diff --git a/fs/nfsd/nfs4state.c b/fs/nfsd/nfs4state.c

index f004e61..fdef9fc 100644

--- a/fs/nfsd/nfs4state.c

+++ b/fs/nfsd/nfs4state.c

@@ -4744,11 +4744,9 @@ void nfsd_recall_delegations(u64 num)

{
 unsigned int count;

- nfs4_lock_state();

spin_lock(&recall_lock);

count = nfsd_process_n_delegations(num, nfsd_break_one_deleg, NULL);

spin_unlock(&recall_lock);

- nfs4_unlock_state();

printk(KERN_INFO "NFSD: Recalled %d delegations", count);

}
