
Subject: Re: [PATCH] NFS: init client before declaration

Posted by [Stanislav Kinsbursky](#) on Tue, 22 May 2012 15:29:31 GMT

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On 22.05.2012 19:00, Myklebust, Trond wrote:

> On Tue, 2012-05-22 at 10:29 -0400, Trond Myklebust wrote:

>> On Tue, 2012-05-22 at 16:40 +0400, Stanislav Kinsbursky wrote:

>>> Client have to be initialized prior to adding it to per-net clients list,

>>> because otherwise there are races, shown below:

>>>

>>> CPU#0 CPU#1

>>> _____

>>>

>>> nfs_get_client

>>> nfs_alloc_client

>>> list_add(..., nfs_client_list)

>>> rpc_fill_super

>>> rpc_pipefs_event

>>> nfs_get_client_for_event

>>> __rpc_pipefs_event

>>> (clp->cl_rpcclient is uninitialized)

>>> BUG()

>>> init_client

>>> clp->cl_rpcclient = ...

>>>

>>

>> Why not simply change nfs_get_client_for_event() so that it doesn't

>> touch nfs_clients that have clp->cl_cons_state!=NFS_CS_READY?

>>

>> That should ensure that it doesn't touch nfs_clients that failed to

>> initialise and/or are still in the process of being initialised.

>

> ...actually, come to think of it. Why not just add a helper function

> "bool nfs_client_active(const struct nfs_client *clp)" to

> fs/nfs/client.c that does a call to

> wait_event_killable(nfs_client_active_wq, clp->cl_cons_state< NFS_CS_INITING);

> and checks the resulting value of clp->cl_cons_state?

>

Sorry, but I don't understand the idea...

Where are you proposing to call this function?

In __rpc_pipefs_event() prior to dentries creatios?

--

Best regards,

Stanislav Kinsbursky
