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Subject: [PATCH v2] NFSd: simplify locking in nfsd\_recall\_delegations()  
Posted by [Stanislav Kinsbursky](#) on Tue, 03 Jul 2012 13:02:24 GMT  
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v2: rebased on 3.5-rc3 kernel

Holding of client\_mutex looks redundant here - recall\_lock looks enough.

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

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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 33eccee..480ecc9 100644

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

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

@@ -4622,7 +4622,6 @@ void nfsd\_recall\_delegations(u64 num)

LIST\_HEAD(victims);

struct nfs4\_delegation \*dp, \*dnext;

- nfs4\_lock\_state();

spin\_lock(&recall\_lock);

count = nfsd\_process\_n\_delegations(num, &victims);

list\_for\_each\_entry\_safe(dp, dnext, &victims, dl\_recall\_lru) {

@@ -4630,7 +4629,6 @@ void nfsd\_recall\_delegations(u64 num)

nfsd\_break\_one\_deleg(dp);

}

spin\_unlock(&recall\_lock);

- nfs4\_unlock\_state();

printk(KERN\_INFO "NFSD: Recalled %d delegations", count);

}

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