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Subject: Re: [PATCH] [RFC] nfsd: fix possible dereference of static NULL nfsd\_serv pointer

Posted by Stanislav Kinsbursky on Sat, 07 Jul 2012 05:27:30 GMT

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> On Fri, Jul 06, 2012 at 05:45:56PM +0400, Stanislav Kinsbursky wrote:  
>> This is a bug fix for 3.5 kernel.  
>> In case on NFSd service start failure svc\_shutdown\_net() will call svc\_destroy  
>> callback and zeroize global nfsd\_serv pointer, this in turn will lead to Oops  
>> in svc\_destroy().  
>>  
>> This patch is marked as RFC, because to many lines were changed. It can be  
>> easily simplified if requested.  
>> Moreover, NFSd service shutdown is going to be converted into something on  
>> per-net basis.  
> Doesn't this leave error paths in e.g. \_\_write\_ports\_addfd() and  
> \_\_write\_ports\_addxprt() unfixed?

Yes, sure it does...

> I'm inclined to just submit your original fix (split up as in the last  
> version I sent) for 3.5 if you don't object.

Not at all.

Thanks, Bruce.

> --b.  
>  
>> Signed-off-by: Stanislav Kinsbursky <skinsbursky@parallels.com>  
>> ---  
>> fs/nfsd/nfssvc.c | 14 ++++++-----  
>> 1 files changed, 8 insertions(+), 6 deletions(-)  
>>  
>> diff --git a/fs/nfsd/nfssvc.c b/fs/nfsd/nfssvc.c  
>> index ee709fc..526a4aa 100644  
>> --- a/fs/nfsd/nfssvc.c  
>> +++ b/fs/nfsd/nfssvc.c  
>> @@ -446,6 +446,7 @@ nfsd\_svc(unsigned short port, int nrsvs)  
>> int error;  
>> bool nfsd\_up\_before;  
>> struct net \*net = &init\_net;  
>> + struct svc\_serv \*serv = nfsd\_serv;  
>>  
>> mutex\_lock(&nfsd\_mutex);  
>> dprintk("nfsd: creating service\n");  
>> @@ -454,7 +455,7 @@ nfsd\_svc(unsigned short port, int nrsvs)  
>> if (nrsvs > NFSD\_MAXSERVS)

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>> nrsvs = NFSD_MAXSERVS;
>> error = 0;
>> - if (nrsvs == 0 && nfsd_serv == NULL)
>> + if (nrsvs == 0 && serv == NULL)
>>     goto out;
>>
>> error = nfsd_create_serv();
>> @@ -464,23 +465,24 @@ nfsd_svc(unsigned short port, int nrsvs)
>> nfsd_up_before = nfsd_up;
>>
>> error = nfsd_startup(port, nrsvs);
>> + error = -EINVAL;
>> if (error)
>>     goto out_destroy;
>> - error = svc_set_num_threads(nfsd_serv, NULL, nrsvs);
>> + error = svc_set_num_threads(serv, NULL, nrsvs);
>> if (error)
>>     goto out_shutdown;
>> /* We are holding a reference to nfsd_serv which
>>    * we don't want to count in the return value,
>>    * so subtract 1
>>    */
>> - error = nfsd_serv->sv_nrthreads - 1;
>> + error = serv->sv_nrthreads - 1;
>> out_shutdown:
>> if (error < 0 && !nfsd_up_before)
>>     nfsd_shutdown();
>> out_destroy:
>> - if (nfsd_serv->sv_nrthreads == 1)
>> - svc_shutdown_net(nfsd_serv, net);
>> - svc_destroy(nfsd_serv); /* Release server */
>> + if (serv->sv_nrthreads == 1)
>> + svc_shutdown_net(serv, net);
>> + svc_destroy(serv); /* Release server */
>> out:
>> mutex_unlock(&nfsd_mutex);
>> return error;
>>

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