
Subject: Re: [PATCH v2] NFSd: simplify locking in nfsd_recall_delegations()

Posted by [bfields](#) on Wed, 18 Jul 2012 23:27:27 GMT

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On Tue, Jul 03, 2012 at 05:02:24PM +0400, Stanislav Kinsbursky wrote:

> v2: rebased on 3.5-rc3 kernel

>

> Holding of client_mutex looks redundant here - recall_lock looks enough.

Yep, thanks.--b.

>

> 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 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);

> }

>
