
Subject: [PATCH v2 01/15] LockD: mark host per network namespace on garbage collect

Posted by [Stanislav Kinsbursky](#) on Wed, 25 Jul 2012 12:55:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

This is required for per-network NLM shutdown and cleanup.

This patch passes init_net for a while.

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

```
fs/lockd/host.c      | 3 ++-
fs/lockd/svcsubs.c   | 19 ++++++++-----
include/linux/lockd/lockd.h | 2 +-
3 files changed, 16 insertions(+), 8 deletions(-)
```

```
diff --git a/fs/lockd/host.c b/fs/lockd/host.c
```

```
index eb75ca7..2c5f41b 100644
```

```
--- a/fs/lockd/host.c
```

```
+++ b/fs/lockd/host.c
```

```
@@ -628,13 +628,14 @@ nlm_gc_hosts(void)
```

```
    struct hlist_head *chain;
    struct hlist_node *pos, *next;
    struct nlm_host *host;
+ struct net *net = &init_net;
```

```
    dprintk("lockd: host garbage collection\n");
    for_each_host(host, pos, chain, nlm_server_hosts)
        host->h_inuse = 0;
```

```
    /* Mark all hosts that hold locks, blocks or shares */
- nlm_svc_mark_resources();
+ nlm_svc_mark_resources(net);
```

```
    for_each_host_safe(host, pos, next, chain, nlm_server_hosts) {
        if (atomic_read(&host->h_count) || host->h_inuse
```

```
diff --git a/fs/lockd/svcsubs.c b/fs/lockd/svcsubs.c
```

```
index 2240d38..0deb5f6 100644
```

```
--- a/fs/lockd/svcsubs.c
```

```
+++ b/fs/lockd/svcsubs.c
```

```
@@ -309,7 +309,8 @@ nlm_release_file(struct nlm_file *file)
```

```
    * Helpers function for resource traversal
```

```
    *
```

```
    * nlm_svc_mark_host:
```

```
- * used by the garbage collector; simply sets h_inuse.
```

```
+ * used by the garbage collector; simply sets h_inuse only for those
```

```
+ * hosts, which passed network check.
```

```
    * Always returns 0.
```

```
    *
```

```

* nlmsvc_same_host:
@@ -320,12 +321,15 @@ nlm_release_file(struct nlm_file *file)
* returns 1 iff the host is a client.
* Used by nlmsvc_invalidate_all
*/
+
static int
-nlmsvc_mark_host(void *data, struct nlm_host *dummy)
+nlmsvc_mark_host(void *data, struct nlm_host *hint)
{
    struct nlm_host *host = data;

- host->h_inuse = 1;
+ if ((hint->net == NULL) ||
+     (host->net == hint->net))
+ host->h_inuse = 1;
    return 0;
}

@@ -358,10 +362,13 @@ nlmsvc_is_client(void *data, struct nlm_host *dummy)
* Mark all hosts that still hold resources
*/
void
-nlmsvc_mark_resources(void)
+nlmsvc_mark_resources(struct net *net)
{
- dprintk("lockd: nlmsvc_mark_resources\n");
- nlm_traverse_files(NULL, nlmsvc_mark_host, NULL);
+ struct nlm_host hint;
+
+ dprintk("lockd: nlmsvc_mark_resources for net %p\n", net);
+ hint.net = net;
+ nlm_traverse_files(&hint, nlmsvc_mark_host, NULL);
}

/*
diff --git a/include/linux/lockd/lockd.h b/include/linux/lockd/lockd.h
index f04ce6a..50e31a2 100644
--- a/include/linux/lockd/lockd.h
+++ b/include/linux/lockd/lockd.h
@@ -279,7 +279,7 @@ void nlmsvc_release_call(struct nlm_rqst *);
__be32 nlm_lookup_file(struct svc_rqst *, struct nlm_file **,
    struct nfs_fh *);
void nlm_release_file(struct nlm_file *);
-void nlmsvc_mark_resources(void);
+void nlmsvc_mark_resources(struct net *);
void nlmsvc_free_host_resources(struct nlm_host *);
void nlmsvc_invalidate_all(void);

```
