Subject: Re: [PATCH 0/3] lockd: use per-net refrence-counted NSM clients
Posted by Chuck Lever on Fri, 14 Sep 2012 17:01:21 GMT
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What happens if statd is restarted?

Sent from my iPhonespam SPAMSPAM

On Sep 14, 2012, at 10:25 AM, Stanislav Kinsbursky <skinsbursky@parallels.com> wrote:

> This is a bug fix for https://bugzilla.redhat.com/show_bug.cgi?id=830862.
>
> The problem is that with NFSv4 mount in container (with separated mount
> namesapce) and active lock on it, dying child reaped of this container will
> try to umount NFS and doing this will try to create RPC client to send
> unmonitor request to statd.
> But creation of RCP client requires valid current->nsproxy (for operation with
> utsname()) and during umount on child reaper exit it's equal to zero.
>
> Proposed solution is to introduce refrence-counter per-net NSM client, which
> is created on fist monitor call and destroyed after the lst monitor call.
>
> The following series implements...
>
> ---
>
> Stanislav Kinsbursky (3):
>   lockd: use rpc client's cl_nodename for id encoding
>   lockd: per-net NSM client creation and destruction helpers introduced
>   lockd: create and use per-net NSM RPC clients on MON/UNMON requests
>
>
> fs/lockd/mon.c | 91 +++-----------
> fs/lockd/netns.h | 4 ++
> fs/lockd/svc.c | 1 +
> 3 files changed, 77 insertions(+), 19 deletions(-)
>
>
> --
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