Subject: Re: [PATCH 0/3] lockd: use per-net refrence-counted NSM clients Posted by Myklebust, Trond on Fri, 14 Sep 2012 17:38:18 GMT

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On Fri, 2012-09-14 at 13:01 -0400, Chuck Lever wrote:
> What happens if statd is restarted?
Nothing unusual. Why?
> 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
                     > > fs/lockd/netns.h |
> > fs/lockd/svc.c |
> > 3 files changed, 77 insertions(+), 19 deletions(-)
> >
>> To unsubscribe from this list: send the line "unsubscribe linux-nfs" in
>> the body of a message to majordomo@vger.kernel.org
>> More majordomo info at http://vger.kernel.org/majordomo-info.html
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