
Subject: RE: [PATCH] incorrect error handling inside generic_file_direct_write

Posted by [kenneth.w.chen](#) on Fri, 15 Dec 2006 18:53:18 GMT

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Christoph Hellwig wrote on Friday, December 15, 2006 2:44 AM

> So we're doing the sync_page_range once in __generic_file_aio_write
> with i_mutex held.

>

>

```
>> mutex_lock(&inode->i_mutex);
>> - ret = __generic_file_aio_write_nolock(iocb, iov, nr_segs,
>> - &iocb->ki_pos);
>> + ret = __generic_file_aio_write(iocb, iov, nr_segs, pos);
>> mutex_unlock(&inode->i_mutex);
>>
>> if (ret > 0 && ((file->f_flags & O_SYNC) || IS_SYNC(inode))) {
```

>

> And then another time after it's unlocked, this seems wrong.

I didn't invent that mess though.

I should've ask the question first: in 2.6.20-rc1, generic_file_aio_write will call sync_page_range twice, once from __generic_file_aio_write_nolock and once within the function itself. Is it redundant? Can we delete the one in the top level function? Like the following?

```
--- ./mm/filemap.c.orig 2006-12-15 09:02:58.000000000 -0800
+++ ./mm/filemap.c 2006-12-15 09:03:19.000000000 -0800
@@ -2370,14 +2370,6 @@ ssize_t generic_file_aio_write(struct ki
     ret = __generic_file_aio_write_nolock(iocb, iov, nr_segs,
        &iocb->ki_pos);
     mutex_unlock(&inode->i_mutex);
-
- if (ret > 0 && ((file->f_flags & O_SYNC) || IS_SYNC(inode))) {
-     ssize_t err;
-
-     err = sync_page_range(inode, mapping, pos, ret);
-     if (err < 0)
-         ret = err;
- }
     return ret;
 }
EXPORT_SYMBOL(generic_file_aio_write);
```
