
Subject: [PATCH 4/4] NFS: make nfs_client_lock per net ns
Posted by [Stanislav Kinsbursky](#) on Mon, 23 Jan 2012 17:26:31 GMT
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This patch makes nfs_clients_lock allocated per network namespace. All items it protects are already network namespace aware.

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

```
fs/nfs/client.c | 51 ++++++-----  
fs/nfs/idmap.c  |  4 ++--  
fs/nfs/internal.h |  3 ---  
fs/nfs/netns.h  |  1 +  
4 files changed, 32 insertions(+), 27 deletions(-)
```

```
diff --git a/fs/nfs/client.c b/fs/nfs/client.c  
index f51b279..9e11d29 100644
```

```
--- a/fs/nfs/client.c  
+++ b/fs/nfs/client.c  
@@ -55,7 +55,6 @@
```

```
#define NFSDBG_FACILITY NFSDBG_CLIENT
```

```
-DEFINE_SPINLOCK(nfs_client_lock);  
static DECLARE_WAIT_QUEUE_HEAD(nfs_client_active_wq);  
#ifdef CONFIG_NFS_V4
```

```
@@ -73,9 +72,9 @@ static int nfs_get_cb_ident_idr(struct nfs_client *clp, int minorversion)  
retry:
```

```
    if (!idr_pre_get(&nn->cb_ident_idr, GFP_KERNEL))  
        return -ENOMEM;  
- spin_lock(&nfs_client_lock);  
+ spin_lock(&nn->nfs_client_lock);  
    ret = idr_get_new(&nn->cb_ident_idr, clp, &clp->cl_cb_ident);  
- spin_unlock(&nfs_client_lock);  
+ spin_unlock(&nn->nfs_client_lock);  
    if (ret == -EAGAIN)  
        goto retry;  
    return ret;
```

```
@@ -313,15 +312,18 @@ static void nfs_free_client(struct nfs_client *clp)  
*/
```

```
void nfs_put_client(struct nfs_client *clp)  
{  
+ struct nfs_net *nn;  
+  
    if (!clp)  
        return;
```

```

    dprintk("--> nfs_put_client({%d})\n", atomic_read(&clp->cl_count));
+ nn = net_generic(clp->net, nfs_net_id);

- if (atomic_dec_and_lock(&clp->cl_count, &nfs_client_lock)) {
+ if (atomic_dec_and_lock(&clp->cl_count, &nn->nfs_client_lock)) {
    list_del(&clp->cl_share_link);
    nfs_cb_idr_remove_locked(clp);
- spin_unlock(&nfs_client_lock);
+ spin_unlock(&nn->nfs_client_lock);

    BUG_ON(!list_empty(&clp->cl_superblocks));

@@ -516,7 +518,7 @@ nfs_get_client(const struct nfs_client_initdata *cl_init,

/* see if the client already exists */
do {
- spin_lock(&nfs_client_lock);
+ spin_lock(&nn->nfs_client_lock);

    clp = nfs_match_client(cl_init);
    if (clp)
@@ -524,7 +526,7 @@ nfs_get_client(const struct nfs_client_initdata *cl_init,
    if (new)
        goto install_client;

- spin_unlock(&nfs_client_lock);
+ spin_unlock(&nn->nfs_client_lock);

    new = nfs_alloc_client(cl_init);
} while (!IS_ERR(new));
@@ -536,7 +538,7 @@ nfs_get_client(const struct nfs_client_initdata *cl_init,
install_client:
    clp = new;
    list_add(&clp->cl_share_link, &nn->nfs_client_list);
- spin_unlock(&nfs_client_lock);
+ spin_unlock(&nn->nfs_client_lock);

    error = cl_init->rpc_ops->init_client(clp, timeparms, ip_addr,
        authflavour, noresvport);
@@ -551,7 +553,7 @@ install_client:
    * - make sure it's ready before returning
    */
found_client:
- spin_unlock(&nfs_client_lock);
+ spin_unlock(&nn->nfs_client_lock);

    if (new)

```

```

    nfs_free_client(new);
@@ -1041,24 +1043,25 @@ static void nfs_server_insert_lists(struct nfs_server *server)
    struct nfs_client *clp = server->nfs_client;
    struct nfs_net *nn = net_generic(clp->net, nfs_net_id);

- spin_lock(&nfs_client_lock);
+ spin_lock(&nn->nfs_client_lock);
    list_add_tail_rcu(&server->client_link, &clp->cl_superblocks);
    list_add_tail(&server->master_link, &nn->nfs_volume_list);
    clear_bit(NFS_CS_STOP_RENEW, &clp->cl_res_state);
- spin_unlock(&nfs_client_lock);
+ spin_unlock(&nn->nfs_client_lock);

}

static void nfs_server_remove_lists(struct nfs_server *server)
{
    struct nfs_client *clp = server->nfs_client;
+ struct nfs_net *nn = net_generic(clp->net, nfs_net_id);

- spin_lock(&nfs_client_lock);
+ spin_lock(&nn->nfs_client_lock);
    list_del_rcu(&server->client_link);
    if (clp && list_empty(&clp->cl_superblocks))
        set_bit(NFS_CS_STOP_RENEW, &clp->cl_res_state);
    list_del(&server->master_link);
- spin_unlock(&nfs_client_lock);
+ spin_unlock(&nn->nfs_client_lock);

    synchronize_rcu();
}
@@ -1212,11 +1215,11 @@ nfs4_find_client_ident(struct net *net, int cb_ident)
    struct nfs_client *clp;
    struct nfs_net *nn = net_generic(net, nfs_net_id);

- spin_lock(&nfs_client_lock);
+ spin_lock(&nn->nfs_client_lock);
    clp = idr_find(&nn->cb_ident_idr, cb_ident);
    if (clp)
        atomic_inc(&clp->cl_count);
- spin_unlock(&nfs_client_lock);
+ spin_unlock(&nn->nfs_client_lock);
    return clp;
}

@@ -1235,7 +1238,7 @@ nfs4_find_client_sessionid(const struct sockaddr *addr,
    struct nfs_client *clp;
    struct nfs_net *nn = net_generic(&init_net, nfs_net_id);

```

```

- spin_lock(&nfs_client_lock);
+ spin_lock(&nn->nfs_client_lock);
  list_for_each_entry(clp, &nn->nfs_client_list, cl_share_link) {
    if (nfs4_cb_match_client(addr, clp, 1) == false)
      continue;
@@ -1249,10 +1252,10 @@ nfs4_find_client_sessionid(const struct sockaddr *addr,
    continue;

    atomic_inc(&clp->cl_count);
- spin_unlock(&nfs_client_lock);
+ spin_unlock(&nn->nfs_client_lock);
    return clp;
  }
- spin_unlock(&nfs_client_lock);
+ spin_unlock(&nn->nfs_client_lock);
  return NULL;
}

@@ -1849,7 +1852,7 @@ static void *nfs_server_list_start(struct seq_file *m, loff_t *_pos)
  struct nfs_net *nn = net_generic(m->private, nfs_net_id);

  /* lock the list against modification */
- spin_lock(&nfs_client_lock);
+ spin_lock(&nn->nfs_client_lock);
  return seq_list_start_head(&nn->nfs_client_list, *_pos);
}

@@ -1868,7 +1871,9 @@ static void *nfs_server_list_next(struct seq_file *p, void *v, loff_t *pos)
  */
  static void nfs_server_list_stop(struct seq_file *p, void *v)
  {
- spin_unlock(&nfs_client_lock);
+ struct nfs_net *nn = net_generic(p->private, nfs_net_id);
+
+ spin_unlock(&nn->nfs_client_lock);
  }

  /*
@@ -1930,7 +1935,7 @@ static void *nfs_volume_list_start(struct seq_file *m, loff_t *_pos)
  struct nfs_net *nn = net_generic(m->private, nfs_net_id);

  /* lock the list against modification */
- spin_lock(&nfs_client_lock);
+ spin_lock(&nn->nfs_client_lock);
  return seq_list_start_head(&nn->nfs_volume_list, *_pos);
}

```

```

@@ -1949,7 +1954,9 @@ static void *nfs_volume_list_next(struct seq_file *p, void *v, loff_t *pos)
    */
    static void nfs_volume_list_stop(struct seq_file *p, void *v)
    {
- spin_unlock(&nfs_client_lock);
+ struct nfs_net *nn = net_generic(p->private, nfs_net_id);
+
+ spin_unlock(&nn->nfs_client_lock);
    }

    /*
diff --git a/fs/nfs/idmap.c b/fs/nfs/idmap.c
index 92deaf8..aed3d2e 100644
--- a/fs/nfs/idmap.c
+++ b/fs/nfs/idmap.c
@@ -575,7 +575,7 @@ static int rpc_pipefs_event(struct notifier_block *nb, unsigned long event,
    struct nfs_client *clp;
    int error = 0;

- spin_lock(&nfs_client_lock);
+ spin_lock(&nn->nfs_client_lock);
    list_for_each_entry(clp, &nn->nfs_client_list, cl_share_link) {
        if (clp->rpc_ops != &nfs_v4_clientops)
            continue;
@@ -583,7 +583,7 @@ static int rpc_pipefs_event(struct notifier_block *nb, unsigned long event,
        if (error)
            break;
    }
- spin_unlock(&nfs_client_lock);
+ spin_unlock(&nn->nfs_client_lock);
    return error;
}

diff --git a/fs/nfs/internal.h b/fs/nfs/internal.h
index 958ff2..b38b733 100644
--- a/fs/nfs/internal.h
+++ b/fs/nfs/internal.h
@@ -182,9 +182,6 @@ static inline void nfs_fs_proc_exit(void)
    {
    }
#endif
-#ifdef CONFIG_NFS_V4
-extern spinlock_t nfs_client_lock;
-#endif

    /* nfs4namespace.c */
    #ifdef CONFIG_NFS_V4
diff --git a/fs/nfs/netns.h b/fs/nfs/netns.h

```

```

index 547cc95..7baad89 100644
--- a/fs/nfs/netns.h
+++ b/fs/nfs/netns.h
@@ -12,6 +12,7 @@ struct nfs_net {
#ifdef CONFIG_NFS_V4
    struct idr cb_ident_idr; /* Protected by nfs_client_lock */
#endif
+ spinlock_t nfs_client_lock;
};

extern int nfs_net_id;

```

Subject: Re: [PATCH 4/4] NFS: make nfs_client_lock per net ns
 Posted by [Myklebust, Trond](#) on Tue, 07 Feb 2012 13:51:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Mon, 2012-01-23 at 17:26 +0000, Stanislav Kinsbursky wrote:

- > This patch makes nfs_clients_lock allocated per network namespace. All items it
- > protects are already network namespace aware.
- >
- > Signed-off-by: Stanislav Kinsbursky <skinsbursky@parallels.com>
- >
- > ---
- > fs/nfs/client.c | 51 ++++++-----
- > fs/nfs/idmap.c | 4 +--
- > fs/nfs/internal.h | 3 ---
- > fs/nfs/netns.h | 1 +
- > 4 files changed, 32 insertions(+), 27 deletions(-)
- >
- > diff --git a/fs/nfs/client.c b/fs/nfs/client.c
- > index f51b279..9e11d29 100644
- > --- a/fs/nfs/client.c
- > +++ b/fs/nfs/client.c
- > @@ -551,7 +553,7 @@ install_client:
- > * - make sure it's ready before returning
- > */
- > found_client:
- > - spin_unlock(&nfs_client_lock);
- > + spin_unlock(&nn->nfs_client_lock);
- >
- > if (new)
- > nfs_free_client(new);
- > @@ -1041,24 +1043,25 @@ static void nfs_server_insert_lists(struct nfs_server *server)
- > struct nfs_client *clp = server->nfs_client;
- > struct nfs_net *nn = net_generic(clp->net, nfs_net_id);
- >
- > - spin_lock(&nfs_client_lock);

```

> + spin_lock(&nn->nfs_client_lock);
> list_add_tail_rcu(&server->client_link, &clp->cl_superblocks);
> list_add_tail(&server->master_link, &nn->nfs_volume_list);
> clear_bit(NFS_CS_STOP_RENEW, &clp->cl_res_state);
> - spin_unlock(&nfs_client_lock);
> + spin_unlock(&nn->nfs_client_lock);
>
> }
>
> static void nfs_server_remove_lists(struct nfs_server *server)
> {
>   struct nfs_client *clp = server->nfs_client;
> + struct nfs_net *nn = net_generic(clp->net, nfs_net_id);
>
> - spin_lock(&nfs_client_lock);
> + spin_lock(&nn->nfs_client_lock);
> list_del_rcu(&server->client_link);
> if (clp && list_empty(&clp->cl_superblocks))
>   set_bit(NFS_CS_STOP_RENEW, &clp->cl_res_state);
> list_del(&server->master_link);
> - spin_unlock(&nfs_client_lock);
> + spin_unlock(&nn->nfs_client_lock);
>
> synchronize_rcu();
> }

```

This hunk causes an Oops when `nfs_server_remove_lists` gets called from `nfs4_create_server()`. I've applied the following patch to fix it up.

Cheers

Trond

8< -----

>From 5a489156da4fd15dd143f2b21dd9657b97dcef88 Mon Sep 17 00:00:00 2001

From: Trond Myklebust <Trond.Myklebust@netapp.com>

Date: Tue, 7 Feb 2012 00:05:11 -0500

Subject: [PATCH] NFS: Initialise the `nfs_net->nfs_client_lock`

Ensure that we initialise the `nfs_net->nfs_client_lock` spinlock.

Also ensure that `nfs_server_remove_lists()` doesn't try to dereference `server->nfs_client` before that is initialised.

Signed-off-by: Trond Myklebust <Trond.Myklebust@netapp.com>

Cc: Stanislav Kinsbursky <skinsbursky@parallels.com>

fs/nfs/client.c | 6 +++++-

1 files changed, 5 insertions(+), 1 deletions(-)

diff --git a/fs/nfs/client.c b/fs/nfs/client.c

```

index 1a5cd49..f0dacad 100644
--- a/fs/nfs/client.c
+++ b/fs/nfs/client.c
@@ -1055,8 +1055,11 @@ static void nfs_server_insert_lists(struct nfs_server *server)
static void nfs_server_remove_lists(struct nfs_server *server)
{
    struct nfs_client *clp = server->nfs_client;
- struct nfs_net *nn = net_generic(clp->net, nfs_net_id);
+ struct nfs_net *nn;

+ if (clp == NULL)
+ return;
+ nn = net_generic(clp->net, nfs_net_id);
    spin_lock(&nn->nfs_client_lock);
    list_del_rcu(&server->client_link);
    if (clp && list_empty(&clp->cl_superblocks))
@@ -1777,6 +1780,7 @@ void nfs_clients_init(struct net *net)
#ifdef CONFIG_NFS_V4
    idr_init(&nn->cb_ident_idr);
#endif
+ spin_lock_init(&nn->nfs_client_lock);
}

```

```

#ifdef CONFIG_PROC_FS
--

```

1.7.7.6

```

--
Trond Myklebust
Linux NFS client maintainer

```

NetApp
Trond.Myklebust@netapp.com
www.netapp.com

Subject: Re: [PATCH 4/4] NFS: make nfs_client_lock per net ns
Posted by [Stanislav Kinsbursky](#) on Tue, 07 Feb 2012 14:09:15 GMT
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```

> 8< -----
> From 5a489156da4fd15dd143f2b21dd9657b97dcef88 Mon Sep 17 00:00:00 2001
> From: Trond Myklebust<Trond.Myklebust@netapp.com>
> Date: Tue, 7 Feb 2012 00:05:11 -0500
> Subject: [PATCH] NFS: Initialise the nfs_net->nfs_client_lock

```

>
> Ensure that we initialise the nfs_net->nfs_client_lock spinlock.
> Also ensure that nfs_server_remove_lists() doesn't try to
> dereference server->nfs_client before that is initialised.
>

Sorry.

Patch looks nice. Except one notice below.

> Signed-off-by: Trond Myklebust<Trond.Myklebust@netapp.com>
> Cc: Stanislav Kinsbursky<skinsbursky@parallels.com>
> ---
> fs/nfs/client.c | 6 +++++-
> 1 files changed, 5 insertions(+), 1 deletions(-)
>
> diff --git a/fs/nfs/client.c b/fs/nfs/client.c
> index 1a5cd49..f0dacad 100644
> --- a/fs/nfs/client.c
> +++ b/fs/nfs/client.c
> @@ -1055,8 +1055,11 @@ static void nfs_server_insert_lists(struct nfs_server *server)
> static void nfs_server_remove_lists(struct nfs_server *server)
> {
> struct nfs_client *clp = server->nfs_client;
> - struct nfs_net *nn = net_generic(clp->net, nfs_net_id);
> + struct nfs_net *nn;
>
> + if (clp == NULL)
> + return;
> + nn = net_generic(clp->net, nfs_net_id);
> spin_lock(&nn->nfs_client_lock);
> list_del_rcu(&server->client_link);
> if (clp&& list_empty(&clp->cl_superblocks))

This check for clp != NULL can be removed.

--

Best regards,
Stanislav Kinsbursky

Subject: Re: [PATCH 4/4] NFS: make nfs_client_lock per net ns
Posted by [Myklebust, Trond](#) on Tue, 07 Feb 2012 14:11:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Tue, 2012-02-07 at 18:09 +0400, Stanislav Kinsbursky wrote:

```

> > 8< -----
> > From 5a489156da4fd15dd143f2b21dd9657b97dcef88 Mon Sep 17 00:00:00 2001
> > From: Trond Myklebust<Trond.Myklebust@netapp.com>
> > Date: Tue, 7 Feb 2012 00:05:11 -0500
> > Subject: [PATCH] NFS: Initialise the nfs_net->nfs_client_lock
> >
> > Ensure that we initialise the nfs_net->nfs_client_lock spinlock.
> > Also ensure that nfs_server_remove_lists() doesn't try to
> > dereference server->nfs_client before that is initialised.
> >
> >
> > Sorry.
> > Patch looks nice. Except one notice below.
> >
> > Signed-off-by: Trond Myklebust<Trond.Myklebust@netapp.com>
> > Cc: Stanislav Kinsbursky<skinsbursky@parallels.com>
> > ---
> > fs/nfs/client.c | 6 +++++-
> > 1 files changed, 5 insertions(+), 1 deletions(-)
> >
> > diff --git a/fs/nfs/client.c b/fs/nfs/client.c
> > index 1a5cd49..f0dacad 100644
> > --- a/fs/nfs/client.c
> > +++ b/fs/nfs/client.c
> > @@ -1055,8 +1055,11 @@ static void nfs_server_insert_lists(struct nfs_server *server)
> > static void nfs_server_remove_lists(struct nfs_server *server)
> > {
> > struct nfs_client *clp = server->nfs_client;
> > - struct nfs_net *nn = net_generic(clp->net, nfs_net_id);
> > + struct nfs_net *nn;
> >
> > + if (clp == NULL)
> > + return;
> > + nn = net_generic(clp->net, nfs_net_id);
> > spin_lock(&nn->nfs_client_lock);
> > list_del_rcu(&server->client_link);
> > if (clp && list_empty(&clp->cl_superblocks))
> >
> > This check for clp != NULL can be removed.
> >

```

Yep... I'll add that in...

--

Trond Myklebust
Linux NFS client maintainer

NetApp

Subject: Re: [PATCH 4/4] NFS: make nfs_client_lock per net ns
Posted by [Bryan Schumaker](#) on Tue, 07 Feb 2012 14:30:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

On 02/07/12 09:11, Myklebust, Trond wrote:

> On Tue, 2012-02-07 at 18:09 +0400, Stanislav Kinsbursky wrote:

```
>>> 8< -----
>>> From 5a489156da4fd15dd143f2b21dd9657b97dcef88 Mon Sep 17 00:00:00 2001
>>> From: Trond Myklebust<Trond.Myklebust@netapp.com>
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>>> Subject: [PATCH] NFS: Initialise the nfs_net->nfs_client_lock
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>>> Ensure that we initialise the nfs_net->nfs_client_lock spinlock.
>>> Also ensure that nfs_server_remove_lists() doesn't try to
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>>>
>>
>> Sorry.
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>>> Signed-off-by: Trond Myklebust<Trond.Myklebust@netapp.com>
>>> Cc: Stanislav Kinsbursky<skinsbursky@parallels.com>
>>> ---
>>> fs/nfs/client.c | 6 +++++-
>>> 1 files changed, 5 insertions(+), 1 deletions(-)
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>>> index 1a5cd49..f0dacad 100644
>>> --- a/fs/nfs/client.c
>>> +++ b/fs/nfs/client.c
>>> @@ -1055,8 +1055,11 @@ static void nfs_server_insert_lists(struct nfs_server *server)
>>> static void nfs_server_remove_lists(struct nfs_server *server)
>>> {
>>> struct nfs_client *clp = server->nfs_client;
>>> - struct nfs_net *nn = net_generic(clp->net, nfs_net_id);
>>> + struct nfs_net *nn;
>>>
>>> + if (clp == NULL)
>>> + return;
>>> + nn = net_generic(clp->net, nfs_net_id);
>>> spin_lock(&nn->nfs_client_lock);
>>> list_del_rcu(&server->client_link);
```

```
>>> if (clp&& list_empty(&clp->cl_superblocks))
>>
>> This check for clp != NULL can be removed.
>>
>
> Yep... I'll add that in...
```

When I compile Trond's devel branch I get this:

```
make[1]: Nothing to be done for `all'.
CHK   include/linux/version.h
CHK   include/generated/utsrelease.h
CALL  scripts/checksyscalls.sh
CHK   include/generated/compile.h
CHK   kernel/config_data.h
CC [M] fs/nfs/idmap.o
fs/nfs/idmap.c: In function 'rpc_pipefs_event':
fs/nfs/idmap.c:535:9: error: implicit declaration of function 'net_generic'
[-Werror=implicit-function-declaration]
fs/nfs/idmap.c:535:50: error: 'nfs_net_id' undeclared (first use in this function)
fs/nfs/idmap.c:535:50: note: each undeclared identifier is reported only once for each function it
appears in
fs/nfs/idmap.c:540:82: error: dereferencing pointer to incomplete type
fs/nfs/idmap.c:540:224: error: dereferencing pointer to incomplete type
cc1: some warnings being treated as errors

make[2]: *** [fs/nfs/idmap.o] Error 1
make[1]: *** [fs/nfs] Error 2
make: *** [fs] Error 2
```

I bisected it to this patch, probably a missing #include?

- Bryan

>

Subject: Re: [PATCH 4/4] NFS: make nfs_client_lock per net ns
Posted by [Bryan Schumaker](#) on Tue, 07 Feb 2012 14:35:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

On 02/07/12 09:30, Bryan Schumaker wrote:

> On 02/07/12 09:11, Myklebust, Trond wrote:

>

>> On Tue, 2012-02-07 at 18:09 +0400, Stanislav Kinsbursky wrote:

```

>>>> 8< -----
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>>>> Subject: [PATCH] NFS: Initialise the nfs_net->nfs_client_lock
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>>>> Ensure that we initialise the nfs_net->nfs_client_lock spinlock.
>>>> Also ensure that nfs_server_remove_lists() doesn't try to
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>>>>
>>>> diff --git a/fs/nfs/client.c b/fs/nfs/client.c
>>>> index 1a5cd49..f0dacad 100644
>>>> --- a/fs/nfs/client.c
>>>> +++ b/fs/nfs/client.c
>>>> @@ -1055,8 +1055,11 @@ static void nfs_server_insert_lists(struct nfs_server *server)
>>>> static void nfs_server_remove_lists(struct nfs_server *server)
>>>> {
>>>> struct nfs_client *clp = server->nfs_client;
>>>> - struct nfs_net *nn = net_generic(clp->net, nfs_net_id);
>>>> + struct nfs_net *nn;
>>>>
>>>> + if (clp == NULL)
>>>> + return;
>>>> + nn = net_generic(clp->net, nfs_net_id);
>>>> spin_lock(&nn->nfs_client_lock);
>>>> list_del_rcu(&server->client_link);
>>>> if (clp&& list_empty(&clp->cl_superblocks))
>>>>
>>> This check for clp != NULL can be removed.
>>>
>>>
>> Yep... I'll add that in...
>
>
>
> When I compile Trond's devel branch I get this:
>

```

```

> make[1]: Nothing to be done for `all'.
> CHK   include/linux/version.h
> CHK   include/generated/utsrelease.h
> CALL   scripts/checksyscalls.sh
> CHK   include/generated/compile.h
> CHK   kernel/config_data.h
> CC [M] fs/nfs/idmap.o
> fs/nfs/idmap.c: In function 'rpc_pipefs_event':
> fs/nfs/idmap.c:535:9: error: implicit declaration of function 'net_generic'
[-Werror=implicit-function-declaration]
> fs/nfs/idmap.c:535:50: error: 'nfs_net_id' undeclared (first use in this function)
> fs/nfs/idmap.c:535:50: note: each undeclared identifier is reported only once for each function it
appears in
> fs/nfs/idmap.c:540:82: error: dereferencing pointer to incomplete type
> fs/nfs/idmap.c:540:224: error: dereferencing pointer to incomplete type
> cc1: some warnings being treated as errors
>
> make[2]: *** [fs/nfs/idmap.o] Error 1
> make[1]: *** [fs/nfs] Error 2
> make: *** [fs] Error 2
>
> I bisected it to this patch, probably a missing #include?

```

Ignore that, I was in the middle of bisecting something else and got confused. This was still something I kept seeing during the bisect, though. I'll figure out which patch causes it in a few minutes...

```

>
> - Bryan
>
>>
>
>
> --
> 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

```
