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Subject: [PATCH 3/5] NFS: search for client session id in proper network namespace

Posted by Stanislav Kinsbursky on Thu, 26 Jan 2012 11:11:49 GMT

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Network namespace is taken from request transport and passed as a part of cb\_process\_state structure.

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

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```
fs/nfs/callback.h      |  1 +
fs/nfs/callback_proc.c |  2 ++
fs/nfs/callback_xdr.c  |  1 +
fs/nfs/client.c        |  4 +---
fs/nfs/internal.h      |  3 ++
5 files changed, 7 insertions(+), 4 deletions(-)
```

```
diff --git a/fs/nfs/callback.h b/fs/nfs/callback.h
index c89d3b9..197e0d3 100644
--- a/fs/nfs/callback.h
+++ b/fs/nfs/callback.h
@@ -39,6 +39,7 @@ struct cb_process_state {
 __be32 drc_status;
 struct nfs_client *clp;
 int slotid;
+ struct net *net;
};

struct cb_compound_hdr_arg {
```

  

```
diff --git a/fs/nfs/callback_proc.c b/fs/nfs/callback_proc.c
index 0e6e63f..f71978d 100644
--- a/fs/nfs/callback_proc.c
+++ b/fs/nfs/callback_proc.c
@@ -461,7 +461,7 @@ __be32 nfs4_callback_sequence(struct cb_sequenceargs *args,
 int i;
 __be32 status = htonl(NFS4ERR_BADSESSION);

- clp = nfs4_find_client_sessionid(args->csa_addr, &args->csa_sessionid);
+ clp = nfs4_find_client_sessionid(cps->net, args->csa_addr, &args->csa_sessionid);
 if (clp == NULL)
 goto out;
```

```
diff --git a/fs/nfs/callback_xdr.c b/fs/nfs/callback_xdr.c
index f2be3e1e..8c2a969 100644
--- a/fs/nfs/callback_xdr.c
+++ b/fs/nfs/callback_xdr.c
@@ -861,6 +861,7 @@ static __be32 nfs4_callback_compound(struct svc_rqst *rqstp, void
```

```

*argp, void *r
    .drc_status = 0,
    .clp = NULL,
    .slotid = -1,
+   .net = rqstp->rq_xprt->xpt_net,
};
unsigned int nops = 0;

diff --git a/fs/nfs/client.c b/fs/nfs/client.c
index 9e11d29..2328dcb 100644
--- a/fs/nfs/client.c
+++ b/fs/nfs/client.c
@@ -1232,11 +1232,11 @@ nfs4_find_client_ident(struct net *net, int cb_ident)
 * Returns NULL if no such client
 */
struct nfs_client *
-nfs4_find_client_sessionid(const struct sockaddr *addr,
+nfs4_find_client_sessionid(struct net *net, const struct sockaddr *addr,
    struct nfs4_sessionid *sid)
{
    struct nfs_client *clp;
-   struct nfs_net *nn = net_generic(&init_net, nfs_net_id);
+   struct nfs_net *nn = net_generic(net, nfs_net_id);

    spin_lock(&nn->nfs_client_lock);
    list_for_each_entry(clp, &nn->nfs_client_list, cl_share_link) {
diff --git a/fs/nfs/internal.h b/fs/nfs/internal.h
index b38b733..0c3648a 100644
--- a/fs/nfs/internal.h
+++ b/fs/nfs/internal.h
@@ -152,7 +152,8 @@ extern void nfs_cleanup_cb_ident_idr(struct net *);
extern void nfs_put_client(struct nfs_client *);
extern struct nfs_client *nfs4_find_client_ident(struct net *, int);
extern struct nfs_client *
-nfs4_find_client_sessionid(const struct sockaddr *, struct nfs4_sessionid *);
+nfs4_find_client_sessionid(struct net *, const struct sockaddr *,
+   struct nfs4_sessionid *);
extern struct nfs_server *nfs_create_server(
    const struct nfs_parsed_mount_data *,
    struct nfs_fh *);

```

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Subject: Re: [PATCH 3/5] NFS: search for client session id in proper network namespace

Posted by [Bryan Schumaker](#) on Tue, 07 Feb 2012 15:43:04 GMT

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On 01/26/12 06:11, Stanislav Kinsbursky wrote:

> Network namespace is taken from request transport and passed as a part of  
> cb\_process\_state structure.

>  
> Signed-off-by: Stanislav Kinsbursky <skinsbursky@parallels.com>  
>  
> ---  
> fs/nfs/callback.h | 1 +  
> fs/nfs/callback\_proc.c | 2 +-  
> fs/nfs/callback\_xdr.c | 1 +  
> fs/nfs/client.c | 4 +---  
> fs/nfs/internal.h | 3 +-  
> 5 files changed, 7 insertions(+), 4 deletions(-)  
>  
> diff --git a/fs/nfs/callback.h b/fs/nfs/callback.h  
> index c89d3b9..197e0d3 100644  
> --- a/fs/nfs/callback.h  
> +++ b/fs/nfs/callback.h  
> @@ -39,6 +39,7 @@ struct cb\_process\_state {  
> \_\_be32 drc\_status;  
> struct nfs\_client \*clp;  
> int slotid;  
> struct net \*net;  
> };  
>  
> struct cb\_compound\_hdr\_arg {  
> diff --git a/fs/nfs/callback\_proc.c b/fs/nfs/callback\_proc.c  
> index 0e6e63f..f71978d 100644  
> --- a/fs/nfs/callback\_proc.c  
> +++ b/fs/nfs/callback\_proc.c  
> @@ -461,7 +461,7 @@ \_\_be32 nfs4\_callback\_sequence(struct cb\_sequenceargs \*args,  
> int i;  
> \_\_be32 status = htonl(NFS4ERR\_BADSESSION);  
>  
> - clp = nfs4\_find\_client\_sessionid(args->csa\_addr, &args->csa\_sessionid);  
> + clp = nfs4\_find\_client\_sessionid(cps->net, args->csa\_addr, &args->csa\_sessionid);  
> if (clp == NULL)  
> goto out;  
>  
> diff --git a/fs/nfs/callback\_xdr.c b/fs/nfs/callback\_xdr.c  
> index f2be3e1e..8c2a969 100644  
> --- a/fs/nfs/callback\_xdr.c  
> +++ b/fs/nfs/callback\_xdr.c  
> @@ -861,6 +861,7 @@ static \_\_be32 nfs4\_callback\_compound(struct svc\_rqst \*rqstp, void  
\*> \*argp, void \*r  
> .drc\_status = 0,  
> .clp = NULL,  
> .slotid = -1,

```

> + .net = rqstp->rq_xprt->xpt_net,
>  };
> unsigned int nops = 0;
>
> diff --git a/fs/nfs/client.c b/fs/nfs/client.c
> index 9e11d29..2328dcb 100644
> --- a/fs/nfs/client.c
> +++ b/fs/nfs/client.c
> @@ -1232,11 +1232,11 @@ nfs4_find_client_ident(struct net *net, int cb_ident)
>  * Returns NULL if no such client
>  */
> struct nfs_client *
> -nfs4_find_client_sessionid(const struct sockaddr *addr,
> +nfs4_find_client_sessionid(struct net *net, const struct sockaddr *addr,
>      struct nfs4_sessionid *sid)
> {
>  struct nfs_client *clp;
> - struct nfs_net *nn = net_generic(&init_net, nfs_net_id);
> + struct nfs_net *nn = net_generic(net, nfs_net_id);

```

Hi,

You changed this function for the v4.1 case, but not for v4.0 (this is what I was trying to bisect earlier). Without CONFIG\_NFS\_V4\_1 set, 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/client.o
fs/nfs/client.c:1265:1: error: conflicting types for 'nfs4_find_client_sessionid'
fs/nfs/internal.h:155:1: note: previous declaration of 'nfs4_find_client_sessionid' was here
make[2]: *** [fs/nfs/client.o] Error 1
make[1]: *** [fs/nfs] Error 2
make: *** [fs] Error 2

```

- Bryan

```

>
> spin_lock(&nn->nfs_client_lock);
> list_for_each_entry(clp, &nn->nfs_client_list, cl_share_link) {
> diff --git a/fs/nfs/internal.h b/fs/nfs/internal.h
> index b38b733..0c3648a 100644
> --- a/fs/nfs/internal.h
> +++ b/fs/nfs/internal.h

```

```
> @@ -152,7 +152,8 @@ extern void nfs_cleanup_cb_ident_idr(struct net *);  
> extern void nfs_put_client(struct nfs_client *);  
> extern struct nfs_client *nfs4_find_client_ident(struct net *, int);  
> extern struct nfs_client *  
> -nfs4_find_client_sessionid(const struct sockaddr *, struct nfs4_sessionid *);  
> +nfs4_find_client_sessionid(struct net *, const struct sockaddr *,  
> + struct nfs4_sessionid *);  
> extern struct nfs_server *nfs_create_server(  
>     const struct nfs_parsed_mount_data *,  
>     struct nfs_fh *);  
>  
> --  
> 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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Subject: Re: [PATCH 3/5] NFS: search for client session id in proper network namespace

Posted by [Stanislav Kinsbursky](#) on Tue, 07 Feb 2012 15:50:16 GMT

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```
>  
>  
> Hi,  
>  
> You changed this function for the v4.1 case, but not for v4.0 (this is what I was trying to bisect  
earlier). Without CONFIG_NFS_V4_1 set, I get this:  
>
```

Sorry. Thank for the catch.

I'll send patch soon.

```
> 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/client.o  
> fs/nfs/client.c:1265:1: error: conflicting types for 'nfs4_find_client_sessionid'  
> fs/internal.h:155:1: note: previous declaration of 'nfs4_find_client_sessionid' was here  
> make[2]: *** [fs/nfs/client.o] Error 1  
> make[1]: *** [fs/nfs] Error 2  
> make: *** [fs] Error 2  
>  
> - Bryan
```

>  
d

--  
Best regards,  
Stanislav Kinsbursky

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Subject: Re: [PATCH 3/5] NFS: search for client session id in proper network namespace

Posted by [Myklebust, Trond](#) on Tue, 07 Feb 2012 17:48:52 GMT

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On Tue, 2012-02-07 at 10:43 -0500, Bryan Schumaker wrote:

> On 01/26/12 06:11, Stanislav Kinsbursky wrote:

>  
> Network namespace is taken from request transport and passed as a part of  
> cb\_process\_state structure.  
>  
> Signed-off-by: Stanislav Kinsbursky <skinsbursky@parallels.com>  
>  
> ---  
> > fs/nfs/callback.h | 1 +  
> > fs/nfs/callback\_proc.c | 2 +-  
> > fs/nfs/callback\_xdr.c | 1 +  
> > fs/nfs/client.c | 4 +++-  
> > fs/nfs/internal.h | 3 +-  
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> > --- a/fs/nfs/callback.h  
> > +++ b/fs/nfs/callback.h  
> > @@ -39,6 +39,7 @@ struct cb\_process\_state {  
> >   \_\_be32 drc\_status;  
> >   struct nfs\_client \*clp;  
> >   int slotid;  
> > +  struct net \*net;  
> > };  
>  
> > struct cb\_compound\_hdr\_arg {  
> > diff --git a/fs/nfs/callback\_proc.c b/fs/nfs/callback\_proc.c  
> > index 0e6e63f..f71978d 100644  
> > --- a/fs/nfs/callback\_proc.c  
> > +++ b/fs/nfs/callback\_proc.c  
> > @@ -461,7 +461,7 @@ \_\_be32 nfs4\_callback\_sequence(struct cb\_sequenceargs \*args,  
> >   int i;

```

>> __be32 status = htonl(NFS4ERR_BADSESSION);
>>
>> - clp = nfs4_find_client_sessionid(args->csa_addr, &args->csa_sessionid);
>> + clp = nfs4_find_client_sessionid(cps->net, args->csa_addr, &args->csa_sessionid);
>> if (clp == NULL)
>> goto out;
>>
>> diff --git a/fs/nfs/callback_xdr.c b/fs/nfs/callback_xdr.c
>> index f2be3e1e..8c2a969 100644
>> --- a/fs/nfs/callback_xdr.c
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>> @@ -861,6 +861,7 @@ static __be32 nfs4_callback_compound(struct svc_rqst *rqstp, void
*argp, void *r
>>     .drc_status = 0,
>>     .clp = NULL,
>>     .slotid = -1,
>> +     .net = rqstp->rq_xprt->xpt_net,
>> };
>> unsigned int nops = 0;
>>
>> diff --git a/fs/nfs/client.c b/fs/nfs/client.c
>> index 9e11d29..2328dcf 100644
>> --- a/fs/nfs/client.c
>> +++ b/fs/nfs/client.c
>> @@ -1232,11 +1232,11 @@ nfs4_find_client_ident(struct net *net, int cb_ident)
>> * Returns NULL if no such client
>> */
>> struct nfs_client *
>> -nfs4_find_client_sessionid(const struct sockaddr *addr,
>> +nfs4_find_client_sessionid(struct net *net, const struct sockaddr *addr,
>>     struct nfs4_sessionid *sid)
>> {
>>     struct nfs_client *clp;
>> -     struct nfs_net *nn = net_generic(&init_net, nfs_net_id);
>> +     struct nfs_net *nn = net_generic(net, nfs_net_id);
>
>
> Hi,
>
> You changed this function for the v4.1 case, but not for v4.0 (this is what I was trying to bisect
earlier). Without CONFIG_NFS_V4_1 set, I get this:
>
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> CALL scripts/checksyscalls.sh
> CHK include/generated/compile.h
> CHK kernel/config_data.h

```

```
> CC [M] fs/nfs/client.o
> fs/nfs/client.c:1265:1: error: conflicting types for 'nfs4_find_client_sessionid'
> fs/internal.h:155:1: note: previous declaration of 'nfs4_find_client_sessionid' was here
> make[2]: *** [fs/nfs/client.o] Error 1
> make[1]: *** [fs/nfs] Error 2
> make: *** [fs] Error 2
```

Thanks for tracking this down Bryan!

--

Trond Myklebust  
Linux NFS client maintainer

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Trond.Myklebust@netapp.com  
[www.netapp.com](http://www.netapp.com)

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