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>

---
 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 *);
```

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 +
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> +++ b/fs/nfs/callback.h
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>   __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

---

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/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

>
d

--
Best regards,
Stanislav Kinsbursky

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 +
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> > __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);
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> >
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> > .drc_status = 0,
> > .clp = NULL,
> > .slotid = -1,
> > + .net = rqstp->rq_xprt->xpt_net,
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> > struct nfs_client *
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> > 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);
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> 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

Thanks for tracking this down Bryan!

--
Trond Myklebust
Linux NFS client maintainer

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