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Subject: [PATCH 00/10] NFS: callback threads containerization  
Posted by [Stanislav Kinsbursky](#) on Thu, 26 Apr 2012 15:54:51 GMT  
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This patch set depended on "SUNRPC: separate per-net data creation from service creation" patch set sent earlier.

The following series consists of:

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Stanislav Kinsbursky (10):

- NFS: pass net to nfs\_callback\_down()
- NFS: callback service creation function introduced
- NFS: move per-net callback thread initialization to nfs\_callback\_up\_net()
- NFS: callback up - transport backchannel cleanup
- NFS: callback service start function introduced
- NFS: callback up - users counting cleanup
- NFS: make nfs\_callback\_tcpport per network context
- NFS: make nfs\_callback\_tcpport6 per network context
- NFS: callback per-net usage counting introduced
- NFS: add debug messages to callback down function

```
fs/nfs/callback.c | 288 ++++++-----  
fs/nfs/callback.h | 4 -  
fs/nfs/client.c   | 2  
fs/nfs/netns.h   | 3 +  
fs/nfs/nfs4state.c | 7 +  
5 files changed, 201 insertions(+), 103 deletions(-)
```

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Subject: [PATCH 01/10] NFS: pass net to nfs\_callback\_down()  
Posted by [Stanislav Kinsbursky](#) on Thu, 26 Apr 2012 15:54:59 GMT  
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Signed-off-by: Stanislav Kinsbursky <[skinsbursky@parallels.com](mailto:skinsbursky@parallels.com)>

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```
fs/nfs/callback.c | 4 +++-  
fs/nfs/callback.h | 2 +-  
fs/nfs/client.c   | 2 +-  
3 files changed, 4 insertions(+), 4 deletions(-)
```

```
diff --git a/fs/nfs/callback.c b/fs/nfs/callback.c  
index cff3940..d5bb1ae 100644  
--- a/fs/nfs/callback.c  
+++ b/fs/nfs/callback.c
```

```

@@ -322,7 +322,7 @@ out_err:
/*
 * Kill the callback thread if it's no longer being used.
 */
-void nfs_callback_down(int minorversion)
+void nfs_callback_down(int minorversion, struct net *net)
{
    struct nfs_callback_data *cb_info = &nfs_callback_info[minorversion];

@@ -330,7 +330,7 @@ void nfs_callback_down(int minorversion)
    cb_info->users--;
    if (cb_info->users == 0 && cb_info->task != NULL) {
        kthread_stop(cb_info->task);
-    svc_shutdown_net(cb_info->serv, current->nsproxy->net_ns);
+    svc_shutdown_net(cb_info->serv, net);
        svc_exit_thread(cb_info->rqst);
        cb_info->serv = NULL;
        cb_info->rqst = NULL;
diff --git a/fs/nfs/callback.h b/fs/nfs/callback.h
index a5527c9..6d900cf 100644
--- a/fs/nfs/callback.h
+++ b/fs/nfs/callback.h
@@ -194,7 +194,7 @@ extern __be32 nfs4_callback_recall(struct cb_recallargs *args, void
*dummy,
    struct cb_process_state *cps);
#ifdef CONFIG_NFS_V4
extern int nfs_callback_up(u32 minorversion, struct rpc_xprt *xprt);
-extern void nfs_callback_down(int minorversion);
+extern void nfs_callback_down(int minorversion, struct net *net);
extern int nfs4_validate_delegation_stateid(struct nfs_delegation *delegation,
    const nfs4_stateid *stateid);
extern int nfs4_set_callback_sessionid(struct nfs_client *clp);
diff --git a/fs/nfs/client.c b/fs/nfs/client.c
index da7b5e4..44cd70f 100644
--- a/fs/nfs/client.c
+++ b/fs/nfs/client.c
@@ -222,7 +222,7 @@ static void nfs4_shutdown_session(struct nfs_client *clp)
static void nfs4_destroy_callback(struct nfs_client *clp)
{
    if (__test_and_clear_bit(NFS_CS_CALLBACK, &clp->cl_res_state))
-    nfs_callback_down(clp->cl_mvops->minor_version);
+    nfs_callback_down(clp->cl_mvops->minor_version, clp->net);
}

static void nfs4_shutdown_client(struct nfs_client *clp)

```

Subject: [PATCH 02/10] NFS: callback service creation function introduced  
Posted by [Stanislav Kinsbursky](#) on Thu, 26 Apr 2012 15:55:06 GMT  
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This function creates service if it's not exist, or increase usage counter of the existent, and returns pointer to it.  
Usage counter will be droppepd by `svc_destroy()` later in `nfs_callback_up()`.

Signed-off-by: Stanislav Kinsbursky <[skinsbursky@parallels.com](mailto:skinsbursky@parallels.com)>

---

fs/nfs/callback.c | 55 +++-----  
1 files changed, 45 insertions(+), 10 deletions(-)

```
diff --git a/fs/nfs/callback.c b/fs/nfs/callback.c
index d5bb1ae..786f21c 100644
--- a/fs/nfs/callback.c
+++ b/fs/nfs/callback.c
@@ -242,12 +242,46 @@ static inline void nfs_callback_bc_serv(u32 minorversion, struct
rpc_xprt *xprt,
}
#endif /* CONFIG_NFS_V4_1 */

+static struct svc_serv *nfs_callback_create_svc(int minorversion)
+{
+ struct nfs_callback_data *cb_info = &nfs_callback_info[minorversion];
+ struct svc_serv *serv;
+
+ /*
+ * Check whether we're already up and running.
+ */
+ if (cb_info->task) {
+ /*
+ * Note: increase service usage, because later in case of error
+ * svc_destroy() will be called.
+ */
+ svc_get(cb_info->serv);
+ return cb_info->serv;
+ }
+
+ /*
+ * Sanity check: if there's no task,
+ * we should be the first user ...
+ */
+ if (cb_info->users)
+ printk(KERN_WARNING "nfs_callback_up: no kthread, %d users??\n",
+ cb_info->users);
+
+ serv = svc_create(&nfs4_callback_program, NFS4_CALLBACK_BUFSIZE, NULL);
```

```

+ if (!serv) {
+ printk(KERN_ERR "lockd_up: create service failed\n");
+ return ERR_PTR(-ENOMEM);
+ }
+ dprintk("nfs_callback_up: service created\n");
+ return serv;
+}
+
/*
 * Bring up the callback thread if it is not already up.
 */
int nfs_callback_up(u32 minorversion, struct rpc_xprt *xprt)
{
- struct svc_serv *serv = NULL;
+ struct svc_serv *serv;
  struct svc_rqst *rqstp;
  int (*callback_svc)(void *vrqstp);
  struct nfs_callback_data *cb_info = &nfs_callback_info[minorversion];
@@ -257,15 +291,17 @@ int nfs_callback_up(u32 minorversion, struct rpc_xprt *xprt)
  struct net *net = current->nsproxy->net_ns;

  mutex_lock(&nfs_callback_mutex);
+
+ serv = nfs_callback_create_svc(minorversion);
+ if (IS_ERR(serv)) {
+ ret = PTR_ERR(serv);
+ goto err_create;
+ }
+
  if (cb_info->users++ || cb_info->task != NULL) {
    nfs_callback_bc_serv(minorversion, xprt, cb_info);
    goto out;
  }
- serv = svc_create(&nfs4_callback_program, NFS4_CALLBACK_BUFSIZE, NULL);
- if (!serv) {
- ret = -ENOMEM;
- goto out_err;
- }

  ret = svc_bind(serv, net);
  if (ret < 0) {
@@ -306,16 +342,15 @@ out:
  * on both success and failure so that the refcount is 1 when the
  * thread exits.
  */
- if (serv)
- svc_destroy(serv);
+ svc_destroy(serv);

```

```

+err_create:
  mutex_unlock(&nfs_callback_mutex);
  return ret;
out_err:
  dprintk("NFS: Couldn't create callback socket or server thread; "
    "err = %d\n", ret);
  cb_info->users--;
- if (serv)
-  svc_shutdown_net(serv, net);
+ svc_shutdown_net(serv, net);
  goto out;
}

```

Subject: [PATCH 03/10] NFS: move per-net callback thread initialization to nfs\_callback\_up\_net()

Posted by [Stanislav Kinsbursky](#) on Thu, 26 Apr 2012 15:55:13 GMT

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This new function is now called before nfs\_minorversion\_callback\_svc\_setup()).

Also few small changes:

- 1) current network namespace in nfs\_callback\_up() was replaced by transport net.
- 2) svc\_shutdown\_net() was moved prior to callback usage counter decrement (because in case of per-net data allocation failure svc\_shutdown\_net() have to be skipped).

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

---

```

fs/nfs/callback.c | 125 ++++++++++++++++++++++++++++++++++++++-----
1 files changed, 78 insertions(+), 47 deletions(-)

```

```
diff --git a/fs/nfs/callback.c b/fs/nfs/callback.c
```

```
index 786f21c..9f5e790 100644
```

```
--- a/fs/nfs/callback.c
```

```
+++ b/fs/nfs/callback.c
```

```
@@ -64,6 +64,32 @@ static struct kernel_param_ops param_ops_portnr = {
```

```
module_param_named(callback_tcpport, nfs_callback_set_tcpport, portnr, 0644);
```

```
+static int nfs4_callback_up_net(struct svc_serv *serv, struct net *net)
```

```
+{
```

```
+ int ret;
```

```
+
```

```
+ ret = svc_create_xprt(serv, "tcp", net, PF_INET,
```

```
+  nfs_callback_set_tcpport, SVC_SOCKET_ANONYMOUS);
```

```
+ if (ret <= 0)
```

```

+ goto out_err;
+ nfs_callback_tcpport = ret;
+ dprintf("NFS: Callback listener port = %u (af %u, net %p)\n",
+ nfs_callback_tcpport, PF_INET, net);
+
+ ret = svc_create_xprt(serv, "tcp", net, PF_INET6,
+ nfs_callback_set_tcpport, SVC_SOCKET_ANONYMOUS);
+ if (ret > 0) {
+ nfs_callback_tcpport6 = ret;
+ dprintf("NFS: Callback listener port = %u (af %u, net %p)\n",
+ nfs_callback_tcpport6, PF_INET6, net);
+ } else if (ret != -EAFNOSUPPORT)
+ goto out_err;
+ return 0;
+
+out_err:
+ return (ret) ? ret : -ENOMEM;
+}
+
+/*
+ * This is the NFSv4 callback kernel thread.
+ */
@@ -105,36 +131,21 @@ nfs4_callback_svc(void *vrqstp)
static struct svc_rqst *
nfs4_callback_up(struct svc_serv *serv, struct rpc_xprt *xprt)
{
- int ret;
-
- ret = svc_create_xprt(serv, "tcp", xprt->xprt_net, PF_INET,
- nfs_callback_set_tcpport, SVC_SOCKET_ANONYMOUS);
- if (ret <= 0)
- goto out_err;
- nfs_callback_tcpport = ret;
- dprintf("NFS: Callback listener port = %u (af %u)\n",
- nfs_callback_tcpport, PF_INET);
-
- ret = svc_create_xprt(serv, "tcp", xprt->xprt_net, PF_INET6,
- nfs_callback_set_tcpport, SVC_SOCKET_ANONYMOUS);
- if (ret > 0) {
- nfs_callback_tcpport6 = ret;
- dprintf("NFS: Callback listener port = %u (af %u)\n",
- nfs_callback_tcpport6, PF_INET6);
- } else if (ret == -EAFNOSUPPORT)
- ret = 0;
- else
- goto out_err;
-
return svc_prepare_thread(serv, &serv->sv_pools[0], NUMA_NO_NODE);

```

```

-
-out_err:
- if (ret == 0)
- ret = -ENOMEM;
- return ERR_PTR(ret);
}

#if defined(CONFIG_NFS_V4_1)
+static int nfs41_callback_up_net(struct svc_serv *serv, struct net *net)
+{
+ /*
+ * Create an svc_sock for the back channel service that shares the
+ * fore channel connection.
+ * Returns the input port (0) and sets the svc_serv bc_xprt on success
+ */
+ return svc_create_xprt(serv, "tcp-bc", net, PF_INET, 0,
+     SVC_SOCKET_ANONYMOUS);
+}
+
+/*
+ * The callback service for NFSv4.1 callbacks
+ */
@@ -177,19 +188,6 @@ static struct svc_rqst *
nfs41_callback_up(struct svc_serv *serv, struct rpc_xprt *xprt)
{
    struct svc_rqst *rqstp;
- int ret;
-
- /*
- * Create an svc_sock for the back channel service that shares the
- * fore channel connection.
- * Returns the input port (0) and sets the svc_serv bc_xprt on success
- */
- ret = svc_create_xprt(serv, "tcp-bc", xprt->xprt_net, PF_INET, 0,
-     SVC_SOCKET_ANONYMOUS);
- if (ret < 0) {
-     rqstp = ERR_PTR(ret);
-     goto out;
- }

    /*
    * Save the svc_serv in the transport so that it can
@@ -205,7 +203,6 @@ nfs41_callback_up(struct svc_serv *serv, struct rpc_xprt *xprt)
    svc_xprt_put(serv->sv_bc_xprt);
    serv->sv_bc_xprt = NULL;
}
-out:
    dprintk("--> %s return %ld\n", __func__,

```

```

    IS_ERR(rqstp) ? PTR_ERR(rqstp) : 0);
    return rqstp;
@@ -229,6 +226,11 @@ static inline void nfs_callback_bc_serv(u32 minorversion, struct rpc_xprt
*xprt,
    xprt->bc_serv = cb_info->serv;
}
#else
+static int nfs41_callback_up_net(struct svc_serv *serv, struct net *net)
+{
+ return 0;
+}
+
static inline int nfs_minorversion_callback_svc_setup(u32 minorversion,
    struct svc_serv *serv, struct rpc_xprt *xprt,
    struct svc_rqst **rqstpp, int (**callback_svc)(void *vrqstp))
@@ -242,6 +244,36 @@ static inline void nfs_callback_bc_serv(u32 minorversion, struct rpc_xprt
*xprt,
}
#endif /* CONFIG_NFS_V4_1 */

+static int nfs_callback_up_net(int minorversion, struct svc_serv *serv, struct net *net)
+{
+ int ret;
+
+ dprintk("NFS: create per-net callback data; net=%p\n", net);
+
+ ret = svc_bind(serv, net);
+ if (ret < 0) {
+ printk(KERN_WARNING "NFS: bind callback service failed\n");
+ goto err_bind;
+ }
+
+ if (minorversion) {
+ ret = nfs41_callback_up_net(serv, net);
+ if (ret < 0)
+ goto err_socks;
+ }
+
+ if (ret == 0)
+ ret = nfs4_callback_up_net(serv, net);
+ if (ret < 0)
+ goto err_socks;
+ return 0;
+
+err_socks:
+ svc_rpcb_cleanup(serv, net);
+err_bind:
+ return ret;

```



```

+}
+
static struct svc_serv *nfs_callback_create_svc(int minorversion)
{
    struct nfs_callback_data *cb_info = &nfs_callback_info[minorversion];
@@ -288,7 +320,7 @@ int nfs_callback_up(u32 minorversion, struct rpc_xprt *xprt)
    char svc_name[12];
    int ret = 0;
    int minorversion_setup;
- struct net *net = current->nsproxy->net_ns;
+ struct net *net = xprt->xprt_net;

    mutex_lock(&nfs_callback_mutex);

@@ -303,11 +335,9 @@ int nfs_callback_up(u32 minorversion, struct rpc_xprt *xprt)
    goto out;
}

- ret = svc_bind(serv, net);
- if (ret < 0) {
-     printk(KERN_WARNING "NFS: bind callback service failed\n");
-     goto out_err;
- }
+ ret = nfs_callback_up_net(minorversion, serv, net);
+ if (ret < 0)
+     goto err_net;

    minorversion_setup = nfs_minorversion_callback_svc_setup(minorversion,
        serv, xprt, &rqstp, &callback_svc);
@@ -347,10 +377,11 @@ err_create:
    mutex_unlock(&nfs_callback_mutex);
    return ret;
out_err:
+ svc_shutdown_net(serv, net);
+err_net:
    dprintk("NFS: Couldn't create callback socket or server thread; "
        "err = %d\n", ret);
    cb_info->users--;
- svc_shutdown_net(serv, net);
    goto out;
}

```

---

**Subject:** [PATCH 04/10] NFS: callback up - transport backchannel cleanup  
**Posted by** [Stanislav Kinsbursky](#) on Thu, 26 Apr 2012 15:55:20 GMT  
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---

No need to assign transports backchannel server explicitly in

nfs41\_callback\_up() - there is nfs\_callback\_bc\_serv() function for this.  
By using it, nfs4\_callback\_up() and nfs41\_callback\_up() can be called without transport argument.

Note: service have to be passed to nfs\_callback\_bc\_serv() instead of callback, since callback link can be uninitialized.

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

```
---
fs/nfs/callback.c | 34 ++++++-----
1 files changed, 17 insertions(+), 17 deletions(-)

diff --git a/fs/nfs/callback.c b/fs/nfs/callback.c
index 9f5e790..92ce1eb 100644
--- a/fs/nfs/callback.c
+++ b/fs/nfs/callback.c
@@ -129,7 +129,7 @@ nfs4_callback_svc(void *vrqstp)
 * Prepare to bring up the NFSv4 callback service
 */
static struct svc_rqst *
-nfs4_callback_up(struct svc_serv *serv, struct rpc_xprt *xprt)
+nfs4_callback_up(struct svc_serv *serv)
{
    return svc_prepare_thread(serv, &serv->sv_pools[0], NUMA_NO_NODE);
}
@@ -185,16 +185,16 @@ nfs41_callback_svc(void *vrqstp)
 * Bring up the NFSv4.1 callback service
 */
static struct svc_rqst *
-nfs41_callback_up(struct svc_serv *serv, struct rpc_xprt *xprt)
+nfs41_callback_up(struct svc_serv *serv)
{
    struct svc_rqst *rqstp;

- /*
-  * Save the svc_serv in the transport so that it can
-  * be referenced when the session backchannel is initialized
-  */
- xprt->bc_serv = serv;
-
    INIT_LIST_HEAD(&serv->sv_cb_list);
    spin_lock_init(&serv->sv_cb_lock);
    init_waitqueue_head(&serv->sv_cb_waitq);
@@ -209,21 +209,21 @@ nfs41_callback_up(struct svc_serv *serv, struct rpc_xprt *xprt)
}

static inline int nfs_minorversion_callback_svc_setup(u32 minorversion,
```

```

- struct svc_serv *serv, struct rpc_xprt *xprt,
+ struct svc_serv *serv,
  struct svc_rqst **rqstpp, int (**callback_svc)(void *vrqstp))
{
  if (minorversion) {
- *rqstpp = nfs41_callback_up(serv, xprt);
+ *rqstpp = nfs41_callback_up(serv);
  *callback_svc = nfs41_callback_svc;
  }
  return minorversion;
}

static inline void nfs_callback_bc_serv(u32 minorversion, struct rpc_xprt *xprt,
- struct nfs_callback_data *cb_info)
+ struct svc_serv *serv)
{
  if (minorversion)
- xprt->bc_serv = cb_info->serv;
+ /*
+  * Save the svc_serv in the transport so that it can
+  * be referenced when the session backchannel is initialized
+  */
+ xprt->bc_serv = serv;
}
#else
static int nfs41_callback_up_net(struct svc_serv *serv, struct net *net)
@@ -232,14 +230,14 @@ static int nfs41_callback_up_net(struct svc_serv *serv, struct net *net)
}

static inline int nfs_minorversion_callback_svc_setup(u32 minorversion,
- struct svc_serv *serv, struct rpc_xprt *xprt,
+ struct svc_serv *serv,
  struct svc_rqst **rqstpp, int (**callback_svc)(void *vrqstp))
{
  return 0;
}

static inline void nfs_callback_bc_serv(u32 minorversion, struct rpc_xprt *xprt,
- struct nfs_callback_data *cb_info)
+ struct svc_serv *serv)
{
}
#endif /* CONFIG_NFS_V4_1 */
@@ -331,7 +329,7 @@ int nfs_callback_up(u32 minorversion, struct rpc_xprt *xprt)
}

if (cb_info->users++ || cb_info->task != NULL) {
- nfs_callback_bc_serv(minorversion, xprt, cb_info);

```

```

+ nfs_callback_bc_serv(minorversion, xpirt, serv);
  goto out;
}

@@ -339,11 +337,13 @@ int nfs_callback_up(u32 minorversion, struct rpc_xprt *xpirt)
  if (ret < 0)
    goto err_net;

+ nfs_callback_bc_serv(minorversion, xpirt, serv);
+
  minorversion_setup = nfs_minorversion_callback_svc_setup(minorversion,
- serv, xpirt, &rqstp, &callback_svc);
+ serv, &rqstp, &callback_svc);
  if (!minorversion_setup) {
    /* v4.0 callback setup */
- rqstp = nfs4_callback_up(serv, xpirt);
+ rqstp = nfs4_callback_up(serv);
    callback_svc = nfs4_callback_svc;
  }

```

Subject: [PATCH 05/10] NFS: callback service start function introduced

Posted by [Stanislav Kinsbursky](#) on Thu, 26 Apr 2012 15:55:27 GMT

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This is just a code move, which from my POW makes code looks better.

I.e. now on start we have 3 different stages:

- 1) Service creation.
- 2) Service per-net data allocation.
- 3) Service start.

Patch also renames goto label "out\_err:" into "err\_start:" to reflect new changes.

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

---

```

fs/nfs/callback.c | 77 ++++++-----
1 files changed, 45 insertions(+), 32 deletions(-)

```

```

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

```

```

index 92ce1eb..7686845 100644

```

```

--- a/fs/nfs/callback.c

```

```

+++ b/fs/nfs/callback.c

```

```

@@ -242,6 +242,46 @@ static inline void nfs_callback_bc_serv(u32 minorversion, struct rpc_xprt
 *xpirt,
 }
 #endif /* CONFIG_NFS_V4_1 */

```

```

+static int nfs_callback_start_svc(int minorversion, struct rpc_xprt *xprt,
+ struct svc_serv *serv)
+{
+ struct svc_rqst *rqstp;
+ int (*callback_svc)(void *vrqstp);
+ struct nfs_callback_data *cb_info = &nfs_callback_info[minorversion];
+ char svc_name[12];
+ int ret;
+ int minorversion_setup;
+
+ nfs_callback_bc_serv(minorversion, xprt, serv);
+
+ minorversion_setup = nfs_minorversion_callback_svc_setup(minorversion,
+ serv, &rqstp, &callback_svc);
+ if (!minorversion_setup) {
+ /* v4.0 callback setup */
+ rqstp = nfs4_callback_up(serv);
+ callback_svc = nfs4_callback_svc;
+ }
+
+ if (IS_ERR(rqstp))
+ return PTR_ERR(rqstp);
+
+ svc_sock_update_bufs(serv);
+
+ sprintf(svc_name, "nfsv4.%u-svc", minorversion);
+ cb_info->serv = serv;
+ cb_info->rqst = rqstp;
+ cb_info->task = kthread_run(callback_svc, cb_info->rqst, svc_name);
+ if (IS_ERR(cb_info->task)) {
+ ret = PTR_ERR(cb_info->task);
+ svc_exit_thread(cb_info->rqst);
+ cb_info->rqst = NULL;
+ cb_info->task = NULL;
+ return PTR_ERR(cb_info->task);
+ }
+ dprintk("nfs_callback_up: service started\n");
+ return 0;
+}
+
static int nfs_callback_up_net(int minorversion, struct svc_serv *serv, struct net *net)
{
int ret;
@@ -312,12 +352,8 @@ static struct svc_serv *nfs_callback_create_svc(int minorversion)
int nfs_callback_up(u32 minorversion, struct rpc_xprt *xprt)
{
struct svc_serv *serv;

```

```

- struct svc_rqst *rqstp;
- int (*callback_svc)(void *vrqstp);
  struct nfs_callback_data *cb_info = &nfs_callback_info[minorversion];
- char svc_name[12];
  int ret = 0;
- int minorversion_setup;
  struct net *net = xprt->xprt_net;

  mutex_lock(&nfs_callback_mutex);
@@ -337,34 +373,10 @@ int nfs_callback_up(u32 minorversion, struct rpc_xprt *xprt)
  if (ret < 0)
    goto err_net;

- nfs_callback_bc_serv(minorversion, xprt, serv);
-
- minorversion_setup = nfs_minorversion_callback_svc_setup(minorversion,
-   serv, &rqstp, &callback_svc);
- if (!minorversion_setup) {
- /* v4.0 callback setup */
- rqstp = nfs4_callback_up(serv);
- callback_svc = nfs4_callback_svc;
- }
-
- if (IS_ERR(rqstp)) {
- ret = PTR_ERR(rqstp);
- goto out_err;
- }
-
- svc_sock_update_bufs(serv);
+ ret = nfs_callback_start_svc(minorversion, xprt, serv);
+ if (ret < 0)
+ goto err_start;

- sprintf(svc_name, "nfsv4.%u-svc", minorversion);
- cb_info->serv = serv;
- cb_info->rqst = rqstp;
- cb_info->task = kthread_run(callback_svc, cb_info->rqst, svc_name);
- if (IS_ERR(cb_info->task)) {
- ret = PTR_ERR(cb_info->task);
- svc_exit_thread(cb_info->rqst);
- cb_info->rqst = NULL;
- cb_info->task = NULL;
- goto out_err;
- }
out:
/*
 * svc_create creates the svc_serv with sv_nrthreads == 1, and then
@@ -376,7 +388,8 @@ out:

```

```
err_create:
  mutex_unlock(&nfs_callback_mutex);
  return ret;
-out_err:
+
+err_start:
  svc_shutdown_net(serv, net);
err_net:
  dprintk("NFS: Couldn't create callback socket or server thread; "
```

---

---

Subject: [PATCH 06/10] NFS: callback up - users counting cleanup  
Posted by [Stanislav Kinsbursky](#) on Thu, 26 Apr 2012 15:55:34 GMT  
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---

Usage coutner now increased only is the service was started sccessfully.  
Even if service is running already, then goto is not required anymore, because  
service creation and start will be skipped.  
With this patch code looks clearer.

Signed-off-by: Stanislav Kinsbursky <[skinsbursky@parallels.com](mailto:skinsbursky@parallels.com)>

```
---
fs/nfs/callback.c | 22 ++++++++-----
1 files changed, 10 insertions(+), 12 deletions(-)

diff --git a/fs/nfs/callback.c b/fs/nfs/callback.c
index 7686845..4b8169c 100644
--- a/fs/nfs/callback.c
+++ b/fs/nfs/callback.c
@@ -254,6 +254,9 @@ static int nfs_callback_start_svc(int minorversion, struct rpc_xprt *xprt,
    nfs_callback_bc_serv(minorversion, xprt, serv);

+ if (cb_info->task)
+ return 0;
+
  minorversion_setup = nfs_minorversion_callback_svc_setup(minorversion,
    serv, &rqstp, &callback_svc);
  if (!minorversion_setup) {
@@ -309,6 +312,8 @@ static int nfs_callback_up_net(int minorversion, struct svc_serv *serv,
struct n
err_socks:
  svc_rpcb_cleanup(serv, net);
err_bind:
+ dprintk("NFS: Couldn't create callback socket: err = %d; "
+ "net = %p\n", ret, net);
  return ret;
```

```

}

@@ -353,7 +358,7 @@ int nfs_callback_up(u32 minorversion, struct rpc_xprt *xprt)
{
    struct svc_serv *serv;
    struct nfs_callback_data *cb_info = &nfs_callback_info[minorversion];
- int ret = 0;
+ int ret;
    struct net *net = xprt->xprt_net;

    mutex_lock(&nfs_callback_mutex);
@@ -364,11 +369,6 @@ int nfs_callback_up(u32 minorversion, struct rpc_xprt *xprt)
    goto err_create;
}

- if (cb_info->users++ || cb_info->task != NULL) {
-     nfs_callback_bc_serv(minorversion, xprt, serv);
-     goto out;
- }
-
    ret = nfs_callback_up_net(minorversion, serv, net);
    if (ret < 0)
        goto err_net;
@@ -377,13 +377,14 @@ int nfs_callback_up(u32 minorversion, struct rpc_xprt *xprt)
    if (ret < 0)
        goto err_start;

-out:
+cb_info->users++;
/*
 * svc_create creates the svc_serv with sv_nrthreads == 1, and then
 * svc_prepare_thread increments that. So we need to call svc_destroy
 * on both success and failure so that the refcount is 1 when the
 * thread exits.
 */
+err_net:
    svc_destroy(serv);
err_create:
    mutex_unlock(&nfs_callback_mutex);
@@ -391,11 +392,8 @@ err_create:

err_start:
    svc_shutdown_net(serv, net);
-err_net:
-     dprintf("NFS: Couldn't create callback socket or server thread; "
-           "err = %d\n", ret);
-     cb_info->users--;
-     goto out;

```



```
+ dprintk("NFS: Couldn't create server thread; err = %d\n", ret);
+ goto err_net;
}

/*
```

---

---

Subject: [PATCH 07/10] NFS: make nfs\_callback\_tcpport per network context  
Posted by [Stanislav Kinsbursky](#) on Thu, 26 Apr 2012 15:55:41 GMT  
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---

Signed-off-by: Stanislav Kinsbursky <[skinsbursky@parallels.com](mailto:skinsbursky@parallels.com)>

```
---
fs/nfs/callback.c | 7 +++++---
fs/nfs/callback.h | 1 -
fs/nfs/netns.h    | 1 +
fs/nfs/nfs4state.c | 5 +++++-
4 files changed, 9 insertions(+), 5 deletions(-)
```

```
diff --git a/fs/nfs/callback.c b/fs/nfs/callback.c
index 4b8169c..a587c61 100644
```

```
--- a/fs/nfs/callback.c
+++ b/fs/nfs/callback.c
@@ -24,6 +24,7 @@
#include "nfs4_fs.h"
#include "callback.h"
#include "internal.h"
+#include "netns.h"
```

```
#define NFSDBG_FACILITY NFSDBG_CALLBACK
```

```
@@ -39,7 +40,6 @@ static DEFINE_MUTEX(nfs_callback_mutex);
static struct svc_program nfs4_callback_program;
```

```
unsigned int nfs_callback_set_tcpport;
-unsigned short nfs_callback_tcpport;
unsigned short nfs_callback_tcpport6;
#define NFS_CALLBACK_MAXPORTNR (65535U)
```

```
@@ -67,14 +67,15 @@ module_param_named(callback_tcpport, nfs_callback_set_tcpport,
portnr, 0644);
```

```
static int nfs4_callback_up_net(struct svc_serv *serv, struct net *net)
{
int ret;
+ struct nfs_net *nn = net_generic(net, nfs_net_id);
```

```
ret = svc_create_xprt(serv, "tcp", net, PF_INET,
```

```

    nfs_callback_set_tcpport, SVC_SOCKET_ANONYMOUS);
if (ret <= 0)
    goto out_err;
- nfs_callback_tcpport = ret;
+ nn->nfs_callback_tcpport = ret;
    dprintk("NFS: Callback listener port = %u (af %u, net %p)\n",
-   nfs_callback_tcpport, PF_INET, net);
+   nn->nfs_callback_tcpport, PF_INET, net);

    ret = svc_create_xprt(serv, "tcp", net, PF_INET6,
        nfs_callback_set_tcpport, SVC_SOCKET_ANONYMOUS);
diff --git a/fs/nfs/callback.h b/fs/nfs/callback.h
index 6d900cf..8006959 100644
--- a/fs/nfs/callback.h
+++ b/fs/nfs/callback.h
@@ -208,7 +208,6 @@ extern int nfs4_set_callback_sessionid(struct nfs_client *clp);
#define NFS41_BC_MAX_CALLBACKS 1

extern unsigned int nfs_callback_set_tcpport;
-extern unsigned short nfs_callback_tcpport;
extern unsigned short nfs_callback_tcpport6;

#endif /* __LINUX_FS_NFS_CALLBACK_H */
diff --git a/fs/nfs/netns.h b/fs/nfs/netns.h
index aa14ec3..8e4e8f8 100644
--- a/fs/nfs/netns.h
+++ b/fs/nfs/netns.h
@@ -18,6 +18,7 @@ struct nfs_net {
    struct list_head nfs_volume_list;
#ifdef CONFIG_NFS_V4
    struct idr cb_ident_idr; /* Protected by nfs_client_lock */
+ unsigned short nfs_callback_tcpport;
#endif
    spinlock_t nfs_client_lock;
};
diff --git a/fs/nfs/nfs4state.c b/fs/nfs/nfs4state.c
index 0f43414..5d68b3b 100644
--- a/fs/nfs/nfs4state.c
+++ b/fs/nfs/nfs4state.c
@@ -57,6 +57,8 @@
#include "internal.h"
#include "pnfs.h"

+#include "netns.h"
+
#define OPENOWNER_POOL_SIZE 8

const nfs4_stateid zero_stateid;

```

```
@@ -71,10 +73,11 @@ int nfs4_init_clientid(struct nfs_client *clp, struct rpc_cred *cred)
};
unsigned short port;
int status;
+ struct nfs_net *nn = net_generic(clp->net, nfs_net_id);

if (test_bit(NFS4CLNT_LEASE_CONFIRM, &clp->cl_state))
goto do_confirm;
- port = nfs_callback_tcpport;
+ port = nn->nfs_callback_tcpport;
if (clp->cl_addr.ss_family == AF_INET6)
port = nfs_callback_tcpport6;
```

---

---

Subject: [PATCH 08/10] NFS: make nfs\_callback\_tcpport6 per network context  
Posted by [Stanislav Kinsbursky](#) on Thu, 26 Apr 2012 15:55:49 GMT  
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---

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

```
---
fs/nfs/callback.c | 5 +++-
fs/nfs/callback.h | 1 -
fs/nfs/netns.h | 1 +
fs/nfs/nfs4state.c | 2 +-
4 files changed, 4 insertions(+), 5 deletions(-)
```

```
diff --git a/fs/nfs/callback.c b/fs/nfs/callback.c
index a587c61..3f1b5d1 100644
```

```
--- a/fs/nfs/callback.c
```

```
+++ b/fs/nfs/callback.c
```

```
@@ -40,7 +40,6 @@ static DEFINE_MUTEX(nfs_callback_mutex);
static struct svc_program nfs4_callback_program;
```

```
unsigned int nfs_callback_set_tcpport;
-unsigned short nfs_callback_tcpport6;
#define NFS_CALLBACK_MAXPORTNR (65535U)
```

```
static int param_set_portnr(const char *val, const struct kernel_param *kp)
```

```
@@ -80,9 +79,9 @@ static int nfs4_callback_up_net(struct svc_serv *serv, struct net *net)
ret = svc_create_xprt(serv, "tcp", net, PF_INET6,
nfs_callback_set_tcpport, SVC_SOCKET_ANONYMOUS);
if (ret > 0) {
- nfs_callback_tcpport6 = ret;
+ nn->nfs_callback_tcpport6 = ret;
dprintk("NFS: Callback listener port = %u (af %u, net %p)\n",
- nfs_callback_tcpport6, PF_INET6, net);
+ nn->nfs_callback_tcpport6, PF_INET6, net);
```

```

} else if (ret != -EAFNOSUPPORT)
    goto out_err;
return 0;
diff --git a/fs/nfs/callback.h b/fs/nfs/callback.h
index 8006959..86b5671 100644
--- a/fs/nfs/callback.h
+++ b/fs/nfs/callback.h
@@ -208,6 +208,5 @@ extern int nfs4_set_callback_sessionid(struct nfs_client *clp);
#define NFS41_BC_MAX_CALLBACKS 1

extern unsigned int nfs_callback_set_tcpport;
-extern unsigned short nfs_callback_tcpport6;

#endif /* __LINUX_FS_NFS_CALLBACK_H */
diff --git a/fs/nfs/netns.h b/fs/nfs/netns.h
index 8e4e8f8..bd72a55 100644
--- a/fs/nfs/netns.h
+++ b/fs/nfs/netns.h
@@ -19,6 +19,7 @@ struct nfs_net {
#ifdef CONFIG_NFS_V4
    struct idr cb_ident_idr; /* Protected by nfs_client_lock */
    unsigned short nfs_callback_tcpport;
+ unsigned short nfs_callback_tcpport6;
#endif
    spinlock_t nfs_client_lock;
};
diff --git a/fs/nfs/nfs4state.c b/fs/nfs/nfs4state.c
index 5d68b3b..bee4bc1 100644
--- a/fs/nfs/nfs4state.c
+++ b/fs/nfs/nfs4state.c
@@ -79,7 +79,7 @@ int nfs4_init_clientid(struct nfs_client *clp, struct rpc_cred *cred)
    goto do_confirm;
    port = nn->nfs_callback_tcpport;
    if (clp->cl_addr.ss_family == AF_INET6)
- port = nfs_callback_tcpport6;
+ port = nn->nfs_callback_tcpport6;

    status = nfs4_proc_setclientid(clp, NFS4_CALLBACK, port, cred, &clid);
    if (status != 0)

```

---

Subject: [PATCH 09/10] NFS; callback per-net usage counting introduced  
Posted by [Stanislav Kinsbursky](#) on Thu, 26 Apr 2012 15:55:56 GMT  
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---

This patch also introduces refcount-aware `nfs_callback_down_net()` wrapper for `svc_shutdown_net()`.

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

```
---
fs/nfs/callback.c | 19 ++++++++
fs/nfs/netns.h   | 1 +
2 files changed, 18 insertions(+), 2 deletions(-)

diff --git a/fs/nfs/callback.c b/fs/nfs/callback.c
index 3f1b5d1..1f814b0 100644
--- a/fs/nfs/callback.c
+++ b/fs/nfs/callback.c
@@ -285,10 +285,25 @@ static int nfs_callback_start_svc(int minorversion, struct rpc_xprt *xprt,
    return 0;
}

+static void nfs_callback_down_net(u32 minorversion, struct svc_serv *serv, struct net *net)
+{
+ struct nfs_net *nn = net_generic(net, nfs_net_id);
+
+ if (--nn->cb_users[minorversion])
+ return;
+
+ dprintk("NFS: destroy per-net callback data; net=%p\n", net);
+ svc_shutdown_net(serv, net);
+}
+
+static int nfs_callback_up_net(int minorversion, struct svc_serv *serv, struct net *net)
+{
+ struct nfs_net *nn = net_generic(net, nfs_net_id);
+ int ret;

+ if (nn->cb_users[minorversion]++)
+ return 0;
+
+ dprintk("NFS: create per-net callback data; net=%p\n", net);

    ret = svc_bind(serv, net);
@@ -391,7 +406,7 @@ err_create:
    return ret;

err_start:
- svc_shutdown_net(serv, net);
+ nfs_callback_down_net(minorversion, serv, net);
    dprintk("NFS: Couldn't create server thread; err = %d\n", ret);
    goto err_net;
}
@@ -404,10 +419,10 @@ void nfs_callback_down(int minorversion, struct net *net)
    struct nfs_callback_data *cb_info = &nfs_callback_info[minorversion];
```

```
mutex_lock(&nfs_callback_mutex);
+ nfs_callback_down_net(minorversion, cb_info->serv, net);
cb_info->users--;
if (cb_info->users == 0 && cb_info->task != NULL) {
kthread_stop(cb_info->task);
- svc_shutdown_net(cb_info->serv, net);
svc_exit_thread(cb_info->rqst);
cb_info->serv = NULL;
cb_info->rqst = NULL;
diff --git a/fs/nfs/netns.h b/fs/nfs/netns.h
index bd72a55..db3e495 100644
--- a/fs/nfs/netns.h
+++ b/fs/nfs/netns.h
@@ -20,6 +20,7 @@ struct nfs_net {
struct idr cb_ident_idr; /* Protected by nfs_client_lock */
unsigned short nfs_callback_tcpport;
unsigned short nfs_callback_tcpport6;
+ int cb_users[NFS4_MAX_MINOR_VERSION + 1];
#endif
spinlock_t nfs_client_lock;
};
```

---

---

Subject: [PATCH 10/10] NFS: add debug messages to callback down function  
Posted by [Stanislav Kinsbursky](#) on Thu, 26 Apr 2012 15:56:03 GMT  
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---

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

---

```
fs/nfs/callback.c | 2 ++
1 files changed, 2 insertions(+), 0 deletions(-)
```

```
diff --git a/fs/nfs/callback.c b/fs/nfs/callback.c
index 1f814b0..7d82bec 100644
--- a/fs/nfs/callback.c
+++ b/fs/nfs/callback.c
@@ -423,7 +423,9 @@ void nfs_callback_down(int minorversion, struct net *net)
cb_info->users--;
if (cb_info->users == 0 && cb_info->task != NULL) {
kthread_stop(cb_info->task);
+ dprintk("nfs_callback_down: service stopped\n");
svc_exit_thread(cb_info->rqst);
+ dprintk("nfs_callback_down: service destroyed\n");
cb_info->serv = NULL;
cb_info->rqst = NULL;
cb_info->task = NULL;
```

---