
Subject: [PATCH v2 01/12] NFS: pass net to nfs_callback_down()
Posted by [Stanislav Kinsbursky](#) on Tue, 22 May 2012 07:35:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

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

```
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 970659d..f3d7ee2 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: Re: [PATCH v2 01/12] NFS: pass net to nfs_callback_down()

Posted by [bfields](#) on Thu, 24 May 2012 16:09:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

I can see that you're passing net to nfs_callback_down(). Could you please remind me why? What problem does this solve?

--b.

On Tue, May 22, 2012 at 11:35:55AM +0400, Stanislav Kinsbursky wrote:

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

> ---

> 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 970659d..f3d7ee2 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: Re: [PATCH v2 01/12] NFS: pass net to nfs_callback_down()
 Posted by [Stanislav Kinsbursky](#) on Thu, 24 May 2012 19:47:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

> I can see that you're passing net to nfs_callback_down(). Could you
 > please remind me why? What problem does this solve?

Callback in a kernel thread and this thread is one for all NFSv4.{0,1}
 clients.

Thus, it has to be containerized as Lockd kthread.

This patch set does containerization in the same way as Lockd done.

I forgot about it when I was working on NFS client containerization. So,

it really hope, that this patch set will be a part of 3.5 kernel.

```
> --b.
>
> On Tue, May 22, 2012 at 11:35:55AM +0400, Stanislav Kinsbursky wrote:
>> Signed-off-by: Stanislav Kinsbursky<skinsbursky@parallels.com>
>> ---
>> 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 970659d..f3d7ee2 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)
>>
```
