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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  
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Signed-off-by: Stanislav Kinsbursky <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 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)
```

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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

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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](mailto:skinsbursky@parallels.com)>

> ---

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> fs/nfs/callback.h | 2 +-

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> 3 files changed, 4 insertions(+), 4 deletions(-)

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> @@ -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;
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> -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
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> 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)
>

```

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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

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> 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>

>> ---

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>> 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;

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\*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
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>> 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)
>>
```

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