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Subject: [PATCH] NFS: hard-code init\_net for NFS callback transports

Posted by [Stanislav Kinsbursky](#) on Fri, 01 Jun 2012 09:55:47 GMT

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---

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I'll rebase this for 3.4 and resend.

In case of destroying mount namespace on child reaper exit, nsproxy is zeroed to the point already. So, dereferencing of it is invalid.

This patch hard-code "init\_net" for all network namespace references for NFS callback services. This will be fixed with proper NFS callback containerization.

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

---

fs/nfs/callback.c | 11 ++++++-----  
1 files changed, 5 insertions(+), 6 deletions(-)

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

index 970659d..23ff18f 100644

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

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

@@ -17,7 +17,6 @@

#include <linux/kthread.h>

#include <linux/sunrpc/svcauth\_gss.h>

#include <linux/sunrpc/bc\_xprt.h>

-#include <linux/nsproxy.h>

#include <net/inet\_sock.h>

@@ -107,7 +106,7 @@ nfs4\_callback\_up(struct svc\_serv \*serv, struct rpc\_xprt \*xprt)

{  
int ret;

- ret = svc\_create\_xprt(serv, "tcp", xprt->xprt\_net, PF\_INET,

+ ret = svc\_create\_xprt(serv, "tcp", &init\_net, PF\_INET,  
nfs\_callback\_set\_tcpport, SVC\_SOCKET\_ANONYMOUS);

if (ret <= 0)  
goto out\_err;

@@ -115,7 +114,7 @@ nfs4\_callback\_up(struct svc\_serv \*serv, struct rpc\_xprt \*xprt)

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,

+ ret = svc\_create\_xprt(serv, "tcp", &init\_net, PF\_INET6,  
nfs\_callback\_set\_tcpport, SVC\_SOCKET\_ANONYMOUS);

if (ret > 0) {  
nfs\_callback\_tcpport6 = ret;

```

@@ -184,7 +183,7 @@ nfs41_callback_up(struct svc_serv *serv, struct rpc_xprt *xprt)
 * 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,
+ ret = svc_create_xprt(serv, "tcp-bc", &init_net, PF_INET, 0,
    SVC_SOCKET_ANONYMOUS);
if (ret < 0) {
    rqstp = ERR_PTR(ret);
@@ -254,7 +253,7 @@ 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 = &init_net;

mutex_lock(&nfs_callback_mutex);
if (cb_info->users++ || cb_info->task != NULL) {
@@ -330,7 +329,7 @@ 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, &init_net);
    svc_exit_thread(cb_info->rqst);
    cb_info->serv = NULL;
    cb_info->rqst = NULL;

```

---

Subject: Re: [PATCH] NFS: hard-code init\_net for NFS callback transports  
 Posted by [bfields](#) on Mon, 11 Jun 2012 12:37:18 GMT

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On Fri, Jun 01, 2012 at 01:55:47PM +0400, Stanislav Kinsbursky wrote:

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> I'll rebase this for 3.4 and resend.

Apologies for neglecting this, I'm done with the bakeathon and should be back to this soon.

But, I'm a bit confused: you say you'll rebase this, but I've only seen two rebased patches for 3.4, and neither looks like a simple rebase of this one.

OK, I'll look more closely and probably I'll figure out. But in general, a little more detail in changelogs would help me process patches more quickly:

- Please make sure it's clear whether a given patch is a bug fix, a new feature, or code reshuffling that isn't intended to change behavior. If it's a bug fix, tell me whether we've had the bug forever or whether it's a recent regression. And (relevant here) if it's a recent regression, reference the ID of the commit that introduced it.
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--b.

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> #include <net/inet_sock.h>
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> @@ -107,7 +106,7 @@ nfs4_callback_up(struct svc_serv *serv, struct rpc_xprt *xprt)
> {
> int ret;
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> - ret = svc_create_xprt(serv, "tcp", xprt->xprt_net, PF_INET,
> + ret = svc_create_xprt(serv, "tcp", &init_net, PF_INET,
>   nfs_callback_set_tcpport, SVC_SOCKET_ANONYMOUS);
> if (ret <= 0)
> goto out_err;
> @@ -115,7 +114,7 @@ nfs4_callback_up(struct svc_serv *serv, struct rpc_xprt *xprt)
> dprintk("NFS: Callback listener port = %u (af %u)\n",

```

```

>  nfs_callback_tcpport, PF_INET);
>
> - ret = svc_create_xprt(serv, "tcp", xprt->xprt_net, PF_INET6,
> + ret = svc_create_xprt(serv, "tcp", &init_net, PF_INET6,
>   nfs_callback_set_tcpport, SVC_SOCKET_ANONYMOUS);
> if (ret > 0) {
>   nfs_callback_tcpport6 = ret;
> @@ -184,7 +183,7 @@ nfs41_callback_up(struct svc_serv *serv, struct rpc_xprt *xprt)
>   * 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,
> + ret = svc_create_xprt(serv, "tcp-bc", &init_net, PF_INET, 0,
>   SVC_SOCKET_ANONYMOUS);
> if (ret < 0) {
>   rqstp = ERR_PTR(ret);
> @@ -254,7 +253,7 @@ 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 = &init_net;
>
>   mutex_lock(&nfs_callback_mutex);
>   if (cb_info->users++ || cb_info->task != NULL) {
> @@ -330,7 +329,7 @@ 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, &init_net);
>   svc_exit_thread(cb_info->rqstp);
>   cb_info->serv = NULL;
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>

```

---

Subject: Re: [PATCH] NFS: hard-code init\_net for NFS callback transports  
 Posted by [bfields](#) on Tue, 12 Jun 2012 15:53:58 GMT

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On Mon, Jun 11, 2012 at 08:37:18AM -0400, J. Bruce Fields wrote:

> On Fri, Jun 01, 2012 at 01:55:47PM +0400, Stanislav Kinsbursky wrote:

> > This patch set is a bug fix for Bruce's 3.5 branch.

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> Apologies for neglecting this, I'm done with the bakeathon and should be

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> But, I'm a bit confused: you say you'll rebase this, but I've only seen  
> two rebased patches for 3.4, and neither looks like a simple rebase of  
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Oh, I see; the backport of "SUNRPC: new svc\_bind() routine introduced"  
is a combination of the patch by the same name upstream with this one.

In future for backports I'd rather keep a one-to-one correspondance  
between the original patches and the backported patches. (Even if that  
means 4.2 might not be as "bisectable".)

Also, get this patch into stable by just adding a "cc:  
stable@vger.kernel.org" with the signed-off at the end of this patch.

I've gone ahead and fixed that up; results in the "for-3.4" and  
"for-3.5" branches of

`git://linux-nfs.org/~bfields/linux-topics.git`

Let me know if anything looks wrong.

--b.

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> general, a little more detail in changelogs would help me process  
> patches more quickly:

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```

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> >     - ret = svc_create_xprt(serv, "tcp", xprt->xprt_net, PF_INET,
> > + ret = svc_create_xprt(serv, "tcp", &init_net, PF_INET,
> >     nfs_callback_set_tcpport, SVC_SOCKET_ANONYMOUS);
> >     if (ret <= 0)
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> >     - ret = svc_create_xprt(serv, "tcp", xprt->xprt_net, PF_INET6,
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> >     char svc_name[12];
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```

```
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> > mutex_lock(&nfs_callback_mutex);
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---

Subject: Re: [PATCH] NFS: hard-code init\_net for NFS callback transports  
Posted by [Stanislav Kinsbursky](#) on Wed, 13 Jun 2012 08:16:07 GMT  
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---

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--

Best regards,  
Stanislav Kinsbursky

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Posted by [bfields](#) on Wed, 13 Jun 2012 11:15:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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