
Subject: [PATCH 2/2] SUNRPC: move per-net operations from svc_destroy()
Posted by [Stanislav Kinsbursky](#) on Fri, 01 Jun 2012 11:17:50 GMT
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This patch was back-ported from 3.5 kernel.

The idea is to separate service destruction and per-net operations, because these are two different things and it's mix looks ugly.

Notes:

- 1) For NFS server this patch looks ugly (sorry for that). But these place will be rewritten soon during NFSd containerization.
- 2) LockD per-net counter increase int lockd_up() was moved prior to make_socks() to make lockd_down_net() call safe in case of error.

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

```
fs/lockd/svc.c | 27 ++++++-----
fs/nfs/callback.c | 3 +++
fs/nfsd/nfsctl.c | 12 ++++++---
fs/nfsd/nfssvc.c | 14 ++++++-----
net/sunrpc/svc.c | 4 ----
5 files changed, 41 insertions(+), 19 deletions(-)
```

diff --git a/fs/lockd/svc.c b/fs/lockd/svc.c

index b1d0708..f1b3cce 100644

--- a/fs/lockd/svc.c

+++ b/fs/lockd/svc.c

```
@@ -257,7 +257,7 @@ static int lockd_up_net(struct net *net)
    struct svc_serv *serv = nlmsvc_rqst->rq_server;
    int error;
```

```
- if (ln->nlmsvc_users)
```

```
+ if (ln->nlmsvc_users++)
    return 0;
```

```
    error = svc_rpcb_setup(serv, net);
```

```
@@ -272,6 +272,7 @@ static int lockd_up_net(struct net *net)
```

```
err_socks:
```

```
    svc_rpcb_cleanup(serv, net);
```

```
err_rpcb:
```

```
+ ln->nlmsvc_users--;
    return error;
```

```
}
```

```
@@ -300,6 +301,7 @@ int lockd_up(void)
```

```
    struct svc_serv *serv;
```

```

int error = 0;
struct net *net = current->nsproxy->net_ns;
+ struct lockd_net *ln = net_generic(net, lockd_net_id);

mutex_lock(&nlmsvc_mutex);
/*
@@ -331,9 +333,11 @@ int lockd_up(void)
goto destroy_and_out;
}

+ ln->nlmsvc_users++;
+
error = make_socks(serv, net);
if (error < 0)
- goto destroy_and_out;
+ goto err_start;

/*
* Create the kernel thread and wait for it to start.
@@ -345,7 +349,7 @@ int lockd_up(void)
printk(KERN_WARNING
"lockd_up: svc_rqst allocation failed, error=%d\n",
error);
- goto destroy_and_out;
+ goto err_start;
}

svc_sock_update_bufs(serv);
@@ -359,7 +363,7 @@ int lockd_up(void)
nlmsvc_rqst = NULL;
printk(KERN_WARNING
"lockd_up: kthread_run failed, error=%d\n", error);
- goto destroy_and_out;
+ goto err_start;
}

/*
@@ -369,14 +373,14 @@ int lockd_up(void)
destroy_and_out:
svc_destroy(serv);
out:
- if (!error) {
- struct lockd_net *ln = net_generic(net, lockd_net_id);
-
- ln->nlmsvc_users++;
+ if (!error)
nlmsvc_users++;
- }

```

```

    mutex_unlock(&nlmsvc_mutex);
    return error;
+
+err_start:
+ lockd_down_net(net);
+ goto destroy_and_out;
}
EXPORT_SYMBOL_GPL(lockd_up);

@@ -387,11 +391,10 @@ void
lockd_down(void)
{
    mutex_lock(&nlmsvc_mutex);
+ lockd_down_net(current->nsproxy->net_ns);
    if (nlmsvc_users) {
- if (--nlmsvc_users) {
- lockd_down_net(current->nsproxy->net_ns);
+ if (--nlmsvc_users)
    goto out;
- }
    } else {
        printk(KERN_ERR "lockd_down: no users! task=%p\n",
            nlmsvc_task);
diff --git a/fs/nfs/callback.c b/fs/nfs/callback.c
index 0563237..38a44c6 100644
--- a/fs/nfs/callback.c
+++ b/fs/nfs/callback.c
@@ -313,6 +313,8 @@ 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);
    goto out;
}

@@ -327,6 +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, &init_net);
        svc_exit_thread(cb_info->rqst);
        cb_info->serv = NULL;
        cb_info->rqst = NULL;
diff --git a/fs/nfsd/nfsctl.c b/fs/nfsd/nfsctl.c
index 2c53be6..3ab12eb 100644
--- a/fs/nfsd/nfsctl.c
+++ b/fs/nfsd/nfsctl.c

```

```

@@ -651,6 +651,7 @@ static ssize_t __write_ports_addfd(char *buf)
{
    char *mesg = buf;
    int fd, err;
+ struct net *net = &init_net;

    err = get_int(&mesg, &fd);
    if (err != 0 || fd < 0)
@@ -662,6 +663,8 @@ static ssize_t __write_ports_addfd(char *buf)

    err = svc_addsock(nfsd_serv, fd, buf, SIMPLE_TRANSACTION_LIMIT);
    if (err < 0) {
+ if (nfsd_serv->sv_nrthreads == 1)
+ svc_shutdown_net(nfsd_serv, net);
    svc_destroy(nfsd_serv);
    return err;
}
@@ -699,6 +702,7 @@ static ssize_t __write_ports_addxprt(char *buf)
    char transport[16];
    struct svc_xprt *xprt;
    int port, err;
+ struct net *net = &init_net;

    if (sscanf(buf, "%15s %4u", transport, &port) != 2)
        return -EINVAL;
@@ -710,12 +714,12 @@ static ssize_t __write_ports_addxprt(char *buf)
    if (err != 0)
        return err;

- err = svc_create_xprt(nfsd_serv, transport, &init_net,
+ err = svc_create_xprt(nfsd_serv, transport, net,
        PF_INET, port, SVC_SOCKET_ANONYMOUS);
    if (err < 0)
        goto out_err;

- err = svc_create_xprt(nfsd_serv, transport, &init_net,
+ err = svc_create_xprt(nfsd_serv, transport, net,
        PF_INET6, port, SVC_SOCKET_ANONYMOUS);
    if (err < 0 && err != -EAFNOSUPPORT)
        goto out_close;
@@ -724,12 +728,14 @@ static ssize_t __write_ports_addxprt(char *buf)
    nfsd_serv->sv_nrthreads--;
    return 0;
out_close:
- xprt = svc_find_xprt(nfsd_serv, transport, &init_net, PF_INET, port);
+ xprt = svc_find_xprt(nfsd_serv, transport, net, PF_INET, port);
    if (xprt != NULL) {
        svc_close_xprt(xprt);

```

```

    svc_xprt_put(xprt);
}
out_err:
+ if (nfsd_serv->sv_nrthreads == 1)
+   svc_shutdown_net(nfsd_serv, net);
  svc_destroy(nfsd_serv);
  return err;
}
diff --git a/fs/nfsd/nfssvc.c b/fs/nfsd/nfssvc.c
index a6461f3..da50e1c 100644
--- a/fs/nfsd/nfssvc.c
+++ b/fs/nfsd/nfssvc.c
@@ -382,6 +382,7 @@ int nfsd_set_nrthreads(int n, int *nthreads)
    int i = 0;
    int tot = 0;
    int err = 0;
+ struct net *net = &init_net;

    WARN_ON(!mutex_is_locked(&nfsd_mutex));

@@ -426,6 +427,9 @@ int nfsd_set_nrthreads(int n, int *nthreads)
    if (err)
        break;
}
+
+ if (nfsd_serv->sv_nrthreads == 1)
+   svc_shutdown_net(nfsd_serv, net);
  svc_destroy(nfsd_serv);

  return err;
@@ -441,6 +445,7 @@ nfsd_svc(unsigned short port, int nrservs)
{
    int error;
    bool nfsd_up_before;
+ struct net *net = &init_net;

    mutex_lock(&nfsd_mutex);
    dprintk("nfsd: creating service\n");
@@ -473,6 +478,8 @@ out_shutdown:
    if (error < 0 && !nfsd_up_before)
        nfsd_shutdown();
out_destroy:
+ if (nfsd_serv->sv_nrthreads == 1)
+   svc_shutdown_net(nfsd_serv, net);
  svc_destroy(nfsd_serv); /* Release server */
out:
    mutex_unlock(&nfsd_mutex);
@@ -556,6 +563,9 @@ nfsd(void *vrqstp)

```

```

nfsdstats.th_cnt --;

out:
+ if (rqstp->rq_server->sv_nrthreads == 1)
+ svc_shutdown_net(rqstp->rq_server, &init_net);
+
  /* Release the thread */
  svc_exit_thread(rqstp);

@@ -668,8 +678,12 @@ int nfsd_pool_stats_open(struct inode *inode, struct file *file)
int nfsd_pool_stats_release(struct inode *inode, struct file *file)
{
  int ret = seq_release(inode, file);
+ struct net *net = &init_net;
+
  mutex_lock(&nfsd_mutex);
  /* this function really, really should have been called svc_put() */
+ if (nfsd_serv->sv_nrthreads == 1)
+ svc_shutdown_net(nfsd_serv, net);
  svc_destroy(nfsd_serv);
  mutex_unlock(&nfsd_mutex);
  return ret;
diff --git a/net/sunrpc/svc.c b/net/sunrpc/svc.c
index e6d542c..b7210f5 100644
--- a/net/sunrpc/svc.c
+++ b/net/sunrpc/svc.c
@@ -537,8 +537,6 @@ EXPORT_SYMBOL_GPL(svc_shutdown_net);
void
svc_destroy(struct svc_serv *serv)
{
- struct net *net = current->nsproxy->net_ns;
-
  dprintk("svc: svc_destroy(%s, %d)\n",
    serv->sv_program->pg_name,
    serv->sv_nrthreads);
@@ -553,8 +551,6 @@ svc_destroy(struct svc_serv *serv)

  del_timer_sync(&serv->sv_temptimer);

- svc_shutdown_net(serv, net);
-
  /*
   * The last user is gone and thus all sockets have to be destroyed to
   * the point. Check this.

```
