
Subject: [PATCH v2] NFSd: simplify locking in nfsd_recall_delegations()
Posted by [Stanislav Kinsbursky](#) on Tue, 03 Jul 2012 13:02:24 GMT
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v2: rebased on 3.5-rc3 kernel

Holding of client_mutex looks redundant here - recall_lock looks enough.

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

fs/nfsd/nfs4state.c | 2 --

1 files changed, 0 insertions(+), 2 deletions(-)

diff --git a/fs/nfsd/nfs4state.c b/fs/nfsd/nfs4state.c

index 33eccee..480ecc9 100644

--- a/fs/nfsd/nfs4state.c

+++ b/fs/nfsd/nfs4state.c

@@ -4622,7 +4622,6 @@ void nfsd_recall_delegations(u64 num)

LIST_HEAD(victims);

struct nfs4_delegation *dp, *dnext;

- nfs4_lock_state();

spin_lock(&recall_lock);

count = nfsd_process_n_delegations(num, &victims);

list_for_each_entry_safe(dp, dnext, &victims, dl_recall_lru) {

@@ -4630,7 +4629,6 @@ void nfsd_recall_delegations(u64 num)

nfsd_break_one_deleg(dp);

}

spin_unlock(&recall_lock);

- nfs4_unlock_state();

printk(KERN_INFO "NFSd: Recalled %d delegations", count);

}

Subject: Re: [PATCH v2] NFSd: simplify locking in nfsd_recall_delegations()
Posted by [bfields](#) on Wed, 18 Jul 2012 23:27:27 GMT
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On Tue, Jul 03, 2012 at 05:02:24PM +0400, Stanislav Kinsbursky wrote:

> v2: rebased on 3.5-rc3 kernel

>

> Holding of client_mutex looks redundant here - recall_lock looks enough.

Yep, thanks.--b.

>

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

```
> ---
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> --- a/fs/nfsd/nfs4state.c
> +++ b/fs/nfsd/nfs4state.c
> @@ -4622,7 +4622,6 @@ void nfsd_recall_delegations(u64 num)
> LIST_HEAD(victims);
> struct nfs4_delegation *dp, *dnext;
>
> - nfs4_lock_state();
> spin_lock(&recall_lock);
> count = nfsd_process_n_delegations(num, &victims);
> list_for_each_entry_safe(dp, dnext, &victims, dl_recall_lru) {
> @@ -4630,7 +4629,6 @@ void nfsd_recall_delegations(u64 num)
> nfsd_break_one_deleg(dp);
> }
> spin_unlock(&recall_lock);
> - nfs4_unlock_state();
>
> printk(KERN_INFO "NFSD: Recalled %d delegations", count);
> }
>
```
