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Subject: [PATCH] Fix potential OOPS in generic\_setlease() (v2)  
Posted by [Pavel Emelianov](#) on Thu, 20 Sep 2007 08:48:32 GMT  
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This code is run under lock\_kernel(), which is dropped during sleeping operations, so the following race is possible:

```
CPU1:                CPU2:
vfs_setlease();       vfs_setlease();
lock_kernel();        lock_kernel(); /* spin */

generic_setlease():
...
for (before = ...)
/* here we found some lease after
 * which we will insert the new one
 */
fl = locks_alloc_lock();
/* go to sleep in this allocation and
 * drop the BKL
 */

                generic_setlease():
                ...
                for (before = ...)
                /* here we find the "before" pointing
                 * at the one we found on CPU1
                 */
                ->fl_change(my_before, arg);
                    lease_modify();
                    locks_free_lock();
                    /* and we freed it */

                ...
                unlock_kernel();
locks_insert_lock(before, fl);
/* OOPS! We have just tried to add the lease
 * at the tail of already removed one
 */
```

The similar races are already handled in other code - all the allocations are performed before any checks/updates.

Fixed the problem, spotted by J. Bruce Fields, about the fl variable reuse.

Signed-off-by: Pavel Emelyanov <xemul@openvz.org>

---

```

diff --git a/fs/locks.c b/fs/locks.c
index a1c1c01..d5b9653 100644
--- a/fs/locks.c
+++ b/fs/locks.c
@@ -1354,6 +1354,7 @@ int fcntl_getlease(struct file *filp)
int generic_setlease(struct file *filp, long arg, struct file_lock **flp)
{
    struct file_lock *fl, **before, **my_before = NULL, *lease;
+ struct file_lock *new_fl = NULL;
    struct dentry *dentry = filp->f_path.dentry;
    struct inode *inode = dentry->d_inode;
    int error, rdlease_count = 0, wrlease_count = 0;
@@ -1380,6 +1381,11 @@ int generic_setlease(struct file *filp,
    || (atomic_read(&inode->i_count) > 1)))
    goto out;

+ error = -ENOMEM;
+ new_fl = locks_alloc_lock();
+ if (new_fl == NULL)
+ goto out;
+
    /*
     * At this point, we know that if there is an exclusive
     * lease on this file, then we hold it on this filp
@@ -1422,18 +1428,15 @@ int generic_setlease(struct file *filp,
    if (!leases_enable)
        goto out;

- error = -ENOMEM;
- fl = locks_alloc_lock();
- if (fl == NULL)
- goto out;
-
- locks_copy_lock(fl, lease);
-
- locks_insert_lock(before, fl);
+ locks_copy_lock(new_fl, lease);
+ locks_insert_lock(before, new_fl);

    *flp = fl;
- error = 0;
+ return 0;
+
    out:
+ if (new_fl != NULL)
+ locks_free_lock(new_fl);
    return error;
}

```

EXPORT\_SYMBOL(generic\_setlease);

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Subject: Re: [PATCH] Fix potential OOPS in generic\_setlease() (v2)

Posted by [bfields](#) on Thu, 20 Sep 2007 20:36:12 GMT

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OK, this version I can't see any more problem with. Thanks!

--b.

On Thu, Sep 20, 2007 at 12:48:32PM +0400, Pavel Emelyanov wrote:

> This code is run under lock\_kernel(), which is dropped during  
> sleeping operations, so the following race is possible:

```
>
> CPU1:                CPU2:
>  vfs_setlease();      vfs_setlease();
>  lock_kernel();
>                        lock_kernel(); /* spin */
>  generic_setlease():
>  ...
>  for (before = ...)
>  /* here we found some lease after
>   * which we will insert the new one
>   */
>  fl = locks_alloc_lock();
>  /* go to sleep in this allocation and
>   * drop the BKL
>   */
>
>                        generic_setlease():
>                        ...
>                        for (before = ...)
>                        /* here we find the "before" pointing
>                         * at the one we found on CPU1
>                         */
>                        ->fl_change(my_before, arg);
>                        lease_modify();
>                        locks_free_lock();
>                        /* and we freed it */
>
>                        ...
>                        unlock_kernel();
>  locks_insert_lock(before, fl);
>  /* OOPS! We have just tried to add the lease
>   * at the tail of already removed one
>   */
>
>
> The similar races are already handled in other code - all the
> allocations are performed before any checks/updates.
```

```

>
> Fixed the problem, spotted by J. Bruce Fields, about the fl
> variable reuse.
>
> Signed-off-by: Pavel Emelyanov <xemul@openvz.org>
>
> ---
>
> diff --git a/fs/locks.c b/fs/locks.c
> index a1c1c01..d5b9653 100644
> --- a/fs/locks.c
> +++ b/fs/locks.c
> @@ -1354,6 +1354,7 @@ int fcntl_getlease(struct file *filp)
> int generic_setlease(struct file *filp, long arg, struct file_lock **flp)
> {
>     struct file_lock *fl, **before, **my_before = NULL, *lease;
> + struct file_lock *new_fl = NULL;
>     struct dentry *dentry = filp->f_path.dentry;
>     struct inode *inode = dentry->d_inode;
>     int error, rdlease_count = 0, wrlease_count = 0;
> @@ -1380,6 +1381,11 @@ int generic_setlease(struct file *filp,
>     || (atomic_read(&inode->i_count) > 1)))
>     goto out;
>
> + error = -ENOMEM;
> + new_fl = locks_alloc_lock();
> + if (new_fl == NULL)
> +     goto out;
> +
> /*
>  * At this point, we know that if there is an exclusive
>  * lease on this file, then we hold it on this filp
> @@ -1422,18 +1428,15 @@ int generic_setlease(struct file *filp,
>     if (!leases_enable)
>         goto out;
>
> - error = -ENOMEM;
> - fl = locks_alloc_lock();
> - if (fl == NULL)
> -     goto out;
> -
> - locks_copy_lock(fl, lease);
> -
> - locks_insert_lock(before, fl);
> + locks_copy_lock(new_fl, lease);
> + locks_insert_lock(before, new_fl);
>
>     *flp = fl;

```

```
> - error = 0;
> + return 0;
> +
> out:
> + if (new_fl != NULL)
> +   locks_free_lock(new_fl);
>   return error;
> }
> EXPORT_SYMBOL(generic_setlease);
```

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