Subject: [PATCH 0/6] Lockd: make it network namespace aware
Posted by Stanislav Kinsbursky on Tue, 31 Jan 2012 11:07:38 GMT
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With this patch set Lockd will be able to handle lock requests from different
network namespaces separately.

Main ideas of the patch set are:

1) per-net Lockd users counter and resources.

2) nlmsvc_users counter become global one (equal to sum of all per-net
counters).

3) On lockd_up() call:
a) if nlmsvc_users if equal to 0, then lockd thread is started.
b) if current per-net counter equal to 0, then per-net resources are allocated
(lockd_up_net() function).
c) global and current net users counters are increased by one.

4) On lockd_down() call:
a) global and current net users counters are decreased by one.
b) if current per-net counter become equal to 0, then per-net resources are
allocated (lockd_down_net() function).
c) if nlmsvc_users become equal to 0, then lockd thread is stopped.

The following series consists of:

Stanislav Kinsbursky (6):
    Lockd: create permanent lockd sockets in current network namespace
    Lockd: pernet usage counter introduced
    Lockd: per-net up and down routines introduced
    LockD: make nlm hosts network namespace aware
    LockD: make NSM network namespace aware
    Lockd: shutdown NLM hosts in network namespace context

```
 fs/lockd/clntlock.c        |    3 +
 fs/lockd/host.c            |   42 ++++++++++++---
 fs/lockd/mon.c             |   13 +++--
 fs/lockd/netns.h           |   12 ++++
 fs/lockd/svc.c             |  117 ++++++++++++++++++++++++++++++++++++++------
 fs/nfs/client.c            |    1
 include/linux/lockd/bind.h |    1
 include/linux/lockd/lockd.h |    5 +-
 include/linux/sunrpc/svc.h |    2 +
```

net/sunrpc/svc.c | 3 +
10 files changed, 166 insertions(+), 33 deletions(-)
create mode 100644 fs/lockd/netns.h