Subject: Re: [PATCH] NFSd: simplify locking in nfsd_recall_delegations()
Posted by Benny Halevy on Thu, 24 May 2012 12:30:51 GMT
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On 2012-05-22 13:28, Stanislav Kinsbursky wrote:
> Holding of client_mutex looks redundant here - holding of recall_lock looks
> enough.

Looking at the code, agreed.

Benny

>
> 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 f004e61..fdef9fc 100644
> --- a/fs/nfsd/nfs4state.c
> +++ b/fs/nfsd/nfs4state.c
> @@ -4744,11 +4744,9 @@ void nfsd_recall_delegations(u64 num)
> {
>   unsigned int count;
>
> - nfs4_lock_state();
>   spin_lock(&recall_lock);
>   count = nfsd_process_n_delegations(num, nfsd_break_one_deleg, NULL);
>   spin_unlock(&recall_lock);
> - nfs4_unlock_state();
>
>   printk(KERN_INFO "NFSD: Recalled %d delegations", count);
> }
>
> --
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