Subject: [PATCH] SUNRPC: check current nsproxy before set of node name on client creation
Posted by Stanislav Kinsbursky on Mon, 13 Aug 2012 11:21:56 GMT
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When child reaper exits, it can destroy mount namespace it belong to, and if
there are NFS mounts inside, then it will try to umount them. But in this
point current->nsproxy is set to NULL and all namespaces will be destroyed one
by one. I.e. we can't dereference current->nsproxy to obtain uts namespace.

Signed-off-by: Stanislav Kinsbursky <skinsbursky@parallels.com>
---
 net/sunrpc/clnt.c | 14 ++++++++++--
 1 files changed, 12 insertions(+), 2 deletions(-)

```
diff --git a/net/sunrpc/clnt.c b/net/sunrpc/clnt.c
index 9a9676e..28ac940 100644
--- a/net/sunrpc/clnt.c
+++ b/net/sunrpc/clnt.c
@@ -279,6 +279,16 @@ void rpc_clients_notifier_unregister(void)

 static void rpc_clnt_set_nodename(struct rpc_clnt *clnt, const char *nodename)
 {
+ const char *nodename;
+
+ /*
+  * We have to protect against dying chilp reaper, which has released
+  * it's nsproxy already and is trying to destroy mount namespace.
+  */
+ if (current->nsproxy == NULL)
+  return;
+
+ nodename = utsname()->nodename;
  clnt->cl_nodelen = strlen(nodename);
  if (clnt->cl_nodelen > UNX_MAXNODENAME)
   clnt->cl_nodelen = UNX_MAXNODENAME;
@@ -365,7 +375,7 @@ static struct rpc_clnt * rpc_new_client(const struct rpc_create_args *args,
stru
  }

  /* save the nodename */
- rpc_clnt_set_nodename(clnt, utsname()->nodename);
+ rpc_clnt_set_nodename(clnt);
  rpc_register_client(clnt);
  return clnt;

@@ -524,7 +534,7 @@ rpc_clone_client(struct rpc_clnt *clnt)
  err = rpc_setup_pipedir(new, clnt->cl_program->pipe_dir_name);
```

```
  if (err != 0)
   goto out_no_path;
- rpc_clnt_set_nodename(new, utsname()->nodename);
+ rpc_clnt_set_nodename(new);
  if (new->cl_auth)
   atomic_inc(&new->cl_auth->au_count);
  atomic_inc(&clnt->cl_count);
```