Subject: [PATCH] NFSd: simplify locking in nfsd_recall_delegations()
Posted by Stanislav Kinsbursky on Tue, 22 May 2012 10:28:55 GMT
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Holding of client_mutex looks redundant here - holding of 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 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);
 }

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>
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> {
>   unsigned int count;
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> - 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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