Subject: [PATCH v2] NFSd: simplify locking in nfsd_recall_delegations()
Posted by Stanislav Kinsbursky on Tue, 03 Jul 2012 13:02:24 GMT
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v2: rebased on 3.5-rc3 kernel

Holding of client_mutex looks redundant here - 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 33eccee..480ecc9 100644
--- a/fs/nfsd/nfs4state.c
+++ b/fs/nfsd/nfs4state.c
@@ -4622,7 +4622,6 @@ void nfsd_recall_delegations(u64 num)
  LIST_HEAD(victims);
  struct nfs4_delegation *dp, *dnext;

- nfs4_lock_state();
  spin_lock(&recall_lock);
  count = nfsd_process_n_delegations(num, &victims);
  list_for_each_entry_safe(dp, dnext, &victims, dl_recall_lru) {
@@ -4630,7 +4629,6 @@ void nfsd_recall_delegations(u64 num)
   nfsd_break_one_deleg(dp);
  }
  spin_unlock(&recall_lock);
- nfs4_unlock_state();

  printk(KERN_INFO "NFSD: Recalled %d delegations", count);
 }

Subject: Re: [PATCH v2] NFSd: simplify locking in nfsd_recall_delegations()
Posted by bfields on Wed, 18 Jul 2012 23:27:27 GMT
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On Tue, Jul 03, 2012 at 05:02:24PM +0400, Stanislav Kinsbursky wrote:
> v2: rebased on 3.5-rc3 kernel
>
> Holding of client_mutex looks redundant here - recall_lock looks enough.

Yep, thanks.--b.

>
> Signed-off-by: Stanislav Kinsbursky <skinsbursky@parallels.com>

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>   list_for_each_entry_safe(dp, dnext, &victims, dl_recall_lru) {
> @@ -4630,7 +4629,6 @@ void nfsd_recall_delegations(u64 num)
>   nfsd_break_one_deleg(dp);
>   }
>   spin_unlock(&recall_lock);
> - nfs4_unlock_state();
>
>   printk(KERN_INFO "NFSD: Recalled %d delegations", count);
> }
>