



author Christian König <christian.koenig@amd.com> 2022-09-27 18:43:03 +0200
committer Christian König <christian.koenig@amd.com> 2022-10-25 13:14:36 +0200
commit [b3af84383e7abdc5e63435817bb73a268e7c3637](#) (patch)
tree [5ddfe43e18c533da8f55fb9b2ffe8d299044276f](#)
parent [5349fad8f8a4b001557633d149850a14b2e1a3f0](#) (diff)
download [linux-b3af84383e7abdc5e63435817bb73a268e7c3637.tar.gz](#)

diff options

context:
space:
mode:

drm/scheduler: fix fence ref counting

We leaked dependency fences when processes were beeing killed.

Additional to that grab a reference to the last scheduled fence.

Signed-off-by: Christian König <christian.koenig@amd.com>

Reviewed-by: Andrey Grodzovsky <andrey.grodzovsky@amd.com>

Link: <https://patchwork.freedesktop.org/patch/msgid/20220929180151.139751-1-christian.koenig@amd.com>

Diffstat

```
-rw-r--r-- drivers/gpu/drm/scheduler/sched_entity.c 6
```

1 files changed, 5 insertions, 1 deletions

```
diff --git a/drivers/gpu/drm/scheduler/sched_entity.c b/drivers/gpu/drm/scheduler/sched_entity.c
index 6137537aaea4df..4b913dbb7d7b6b 100644
```

```
--- a/drivers/gpu/drm/scheduler/sched_entity.c
```

```
+++ b/drivers/gpu/drm/scheduler/sched_entity.c
```

```
@@ -207,6 +207,7 @@ static void drm_sched_entity_kill_jobs_cb(struct dma_fence *f,
    struct drm_sched_job *job = container_of(cb, struct drm_sched_job,
                                              finish_cb);
```

```
+    dma_fence_put(f);
+    INIT_WORK(&job->work, drm_sched_entity_kill_jobs_work);
+    schedule_work(&job->work);
+}
```

```
@@ -234,8 +235,10 @@ static void drm_sched_entity_kill_jobs(struct drm_sched_entity *entity)
    struct drm_sched_fence *s_fence = job->s_fence;
```

```
    /* Wait for all dependencies to avoid data corruptions */
-    while ((f = drm_sched_job_dependency(job, entity)))
+    while ((f = drm_sched_job_dependency(job, entity))) {
+        dma_fence_wait(f, false);
+        dma_fence_put(f);
+    }
```

```
    drm_sched_fence_scheduled(s_fence);
    dma_fence_set_error(&s_fence->finished, -ESRCH);
@@ -250,6 +253,7 @@ static void drm_sched_entity_kill_jobs(struct drm_sched_entity *entity)
    continue;
}
```

```
+    dma_fence_get(entity->last_scheduled);
+    r = dma_fence_add_callback(entity->last_scheduled,
+                               &job->finish_cb,
```

```
drm_sched_entity_kill_jobs_cb);
```