Input 1	Thread A - mmap()	Thread B - ioctl(FREE_BUFFER)
	A1 alloc->vma = vma; A2 alloc->mm = vma->mm;	B1 vma = alloc->vma;
Input 2	Thread A - mmap()	Thread B - ioctl(REPLY)
	A1 alloc->vma = vma; A2 alloc->mm = vma->mm;	B3 atomic_inc(&alloc->mm->refcount);
Input 3	Thread A - mmap()	Thread B - ioctl(TRANSACTION)
	A1 alloc->vma = vma; A2 alloc->mm = vma->mm;	B1 vma = alloc->vma; B3 atomic_inc(&alloc->mm->refcount);