### Description
The `is_locked_by_me()` is only meant to be safe if you know you hold the lock. It's meant to be used in an assertion.

### Related issues:
- Copied to Ceph - Backport #38962: luminous: DaemonServer::handle_conf_change ... Resolved
- Copied to Ceph - Backport #38963: mimic: DaemonServer::handle_conf_change - b... Resolved
- Copied to Ceph - Backport #38964: nautilus: DaemonServer::handle_conf_change ... Resolved

### History
1. **#1 - 03/26/2019 06:53 AM - Mykola Golub**
   - Pull request ID set to 27144

2. **#2 - 03/26/2019 06:54 AM - Mykola Golub**
   - Status changed from New to Fix Under Review

3. **#3 - 03/26/2019 10:05 AM - xie xingguo**
   - Pull request ID changed from 27144 to 27184

4. **#4 - 03/27/2019 02:44 PM - Sage Weil**
   - Status changed from Fix Under Review to Pending Backport
   - Backport set to nautilus, mimic, luminous

5. **#5 - 03/27/2019 04:21 PM - Nathan Cutler**
   - Copied to Backport #38962: luminous: DaemonServer::handle_conf_change - broken locking added

6. **#6 - 03/27/2019 04:21 PM - Nathan Cutler**
   - Copied to Backport #38963: mimic: DaemonServer::handle_conf_change - broken locking added

7. **#7 - 03/27/2019 04:21 PM - Nathan Cutler**
   - Copied to Backport #38964: nautilus: DaemonServer::handle_conf_change - broken locking added

8. **#8 - 03/28/2019 04:52 PM - Patrick Donnelly**
   - Project changed from Ceph to mgr
   - Subject changed from DaemonServer::handle_conf_change - broken locking to mgr: handle_conf_change - broken locking
While running with --resolve-parent, the script "backport-create-issue" noticed that all backports of this issue are in status "Resolved".