
Subject: Re: [PATCH 10/12] L2 network namespace: playing with pass-through device

Posted by [Cedric Le Goater](#) on Mon, 11 Dec 2006 15:35:14 GMT

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```
> void free_net_ns(struct kref *kref)
> {
>   struct net_namespace *ns;
>   + unsigned long flags;
>
>   + /* taking lock after atomic_dec_and_test is racy */
>   + spin_lock_irqsave(&net_ns_list_lock, flags);
>   ns = container_of(kref, struct net_namespace, kref);
>   + if (atomic_read(&ns->kref.refcount) ||
>   +   list_empty(&ns->sibling_list)) {
>   +   spin_unlock_irqrestore(&net_ns_list_lock, flags);
>   +   return;
```

what about the cleanup ? is it skipped ?

```
> + }
> + list_del_init(&ns->sibling_list);
> + spin_unlock_irqrestore(&net_ns_list_lock, flags);
> + put_net_ns(ns->parent);
> +
>   unregister_netdev(ns->loopback_dev_p);
>   if (ns->dev_base_p != NULL) {
>     printk("NET_NS: BUG: namespace %p has devices! ref %d\n",
> @ -104,8 +128,10 @@ void free_net_ns(struct kref *kref)
>     return;
>   }
>   ip_fib_struct_cleanup();
> + printk(KERN_DEBUG "NET_NS: net namespace %p (%u) destroyed\n",
> +   ns, ns->id);
>   kfree(ns);
> }
> +/* because of put_net_ns() */
> EXPORT_SYMBOL(free_net_ns);
> -
> #endif /* CONFIG_NET_NS */
```

Containers mailing list

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<https://lists.osdl.org/mailman/listinfo/containers>
