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Subject: Re: [PATCH 06/16] net: Add a network namespace parameter to struct sock

Posted by [den](#) on Thu, 20 Sep 2007 12:55:40 GMT

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Eric W. Biederman wrote:

```
> Sockets need to get a reference to their network namespace,  
> or possibly a simple hold if someone registers on the network  
> namespace notifier and will free the sockets when the namespace  
> is going to be destroyed.  
>  
> Signed-off-by: Eric W. Biederman <ebiederm@xmission.com>  
> ---  
> include/net/inet_timewait_sock.h | 1 +  
> include/net/sock.h | 3 +++  
> 2 files changed, 4 insertions(+), 0 deletions(-)  
>  
> diff --git a/include/net/inet_timewait_sock.h b/include/net/inet_timewait_sock.h  
> index 47d52b2..abaff05 100644  
> --- a/include/net/inet_timewait_sock.h  
> +++ b/include/net/inet_timewait_sock.h  
> @@ -115,6 +115,7 @@ struct inet_timewait_sock {  
> #define tw_refcnt __tw_common.skc_refcnt  
> #define tw_hash __tw_common.skc_hash  
> #define tw_prot __tw_common.skc_prot  
> +#define tw_net __tw_common.skc_net
```

This place is a very tricky, indeed. If we keep the namespace until timewait bucket death - we'll keep the namespace alive at least 5 `_minutes_` after all process death.

If we stop a VE (in terms of OpenVz) and restart it, we'll 100% have an `_OLD_` namespace with all buckets shown :( So, in OpenVz we use a number of VE instead of pointer to a VE. Additionally, on VE death we can wipe all TW buckets. VE start stop from outside world looks very much like a computer power on/off.

Regards,  
Den

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