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

Posted by [den](#) on Fri, 21 Sep 2007 05:04:48 GMT

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Daniel Lezcano wrote:

>> 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.

>

> Yes, that's right. And for me that makes totally sense. The namespace  
> should not be destroyed until it is referenced somewhere.

If all incoming interfaces are stopped, sure they do, no incoming packets will be. So, it is completely pointless to keep TW bucket for 5 minutes. This is a resources wastage.

>> 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.

>

> That makes sense too. But if you wipe out the sockets when stopping the  
> VE where is the problem with the restart ?

>

>

classical egg/chicken problem. If TW bucket holds namespace, how to decide when to destroy it? :(

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