
Subject: Re: [PATCH][NET-2.6.24] Remove double dev->flags checking when calling dev_close()

Posted by [Pavel Emelianov](#) on Tue, 09 Oct 2007 11:44:40 GMT

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Jeff Garzik wrote:

> Pavel Emelianov wrote:

>> The unregister_netdevice() and dev_change_net_namespace()

>> both check for dev->flags to be IFF_UP before calling the

>> dev_close(), but the dev_close() checks for IFF_UP itself,

>> so remove those unneeded checks.

>>

>> Signed-off-by: Pavel Emelianov <xemul@openvz.org>

>>

>> ---

>>

>> diff --git a/net/core/dev.c b/net/core/dev.c

>> index e7e728a..1e169a5 100644

>> --- a/net/core/dev.c

>> +++ b/net/core/dev.c

>> @@ -3893,8 +3893,7 @@ void unregister_netdevice(struct net_dev

>> BUG_ON(dev->reg_state != NETREG_REGISTERED);

>>

>> /* If device is running, close it first. */

>> - if (dev->flags & IFF_UP)

>> - dev_close(dev);

>> + dev_close(dev);

>>

>> /* And unlink it from device chain. */

>> unlist_netdevice(dev);

>> @@ -4018,8 +4017,7 @@ int dev_change_net_namespace(struct net_

>> */

>>

>> /* If device is running close it first. */

>> - if (dev->flags & IFF_UP)

>> - dev_close(dev);

>> + dev_close(dev);

>>

>> /* And unlink it from device chain */

>> err = -ENODEV;

>

> One side effect of this patch: might_sleep() is now called unconditionally.

That's not a big deal - see, the synchronize_net() is called further in both places unconditionally (!) and also calls might_sleep(), so this is OK.

> If that is irrelevant... ACK.

Thanks :)

>

> -

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