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Subject: Re: [PATCH 0/8] Cleanup/fix the sk\_alloc() call  
Posted by [Pavel Emelianov](#) on Wed, 31 Oct 2007 13:30:24 GMT  
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Arnaldo Carvalho de Melo wrote:

> Em Wed, Oct 31, 2007 at 04:40:01PM +0300, Pavel Emelyanov escreveu:  
>> The sk\_alloc() function suffers from two problems:  
>> 1 (major). The error path is not clean in it - if the security  
>> call fails, the net namespace is not put, if the try\_module\_get  
>> fails additionally the security context is not released;  
>> 2 (minor). The zero\_it argument is misleading, as it doesn't just  
>> zeroes it, but performs some extra setup. Besides this argument  
>> is used only in one place - in the sk\_clone().  
>>  
>> So this set fixes these problems and performs some additional  
>> cleanup.  
>>  
>> Signed-off-by: Pavel Emelyanov <xemul@openvz.org>  
>  
> for the series:  
>  
> Acked-by: Arnaldo Carvalho de Melo <acme@redhat.com>

Thanks a lot :)

> Haven't tested, but it looks straightforward and conceptually sound,  
> thanks for improving the sk\_prot infrastructure! :-)

> Now we have just to make all the other protocols fill in the missing  
> sk->sk\_prot-> methods (converting what is there now in socket->ops) so  
> that we can kill socket->ops and eliminate one level of indirection :-P

Do I get your idea right, that having the 'struct sock->ops' field is not  
that good and the long-term TODO is to remove it (or smth similar)? Can you,  
please, pour some more light on this, because I'm not yet very common with  
the networking code, but I'm trying to learn it better by fixing obvious  
bugs and cleaning the code.

> - Arnaldo

Thanks,  
Pavel

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