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Subject: Re: [PATCH 0/5] Make nicer CONFIG\_NET\_NS case code  
Posted by [ebiederm](#) on Wed, 31 Oct 2007 22:05:46 GMT  
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Eric Dumazet <dada1@cosmosbay.com> writes:

> Definitely wanted here. Thank you.  
> One more refcounting on each socket creation/deletion was expensive.

Really? Have you actually measured that? If the overhead is measurable and expensive we may want to look at per cpu counters or something like that. So far I don't have any numbers that say any of the network namespace work inherently has any overhead.

> Maybe we can add a macro to get nd\_net from a "struct net\_device"  
> so that every instance of  
>  
> if (dev->nd\_net != &init\_net)  
> goto drop;  
>  
> can also be optimized away if !CONFIG\_NET\_NS

Well that extra check should be removed once we finish converting those code paths. So I'm not too worried.

If this becomes a big issue I can dig up my old code that replaced struct net \* with a net\_t typedef and used functions for all of the comparisons and allowed everything to be compiled away.

Trouble was it was sufficiently different that it was just enough different that people could not immediately understand the code.

Eric

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