

---

Subject: [PATCH 3/3][UNIX] The unix\_nr\_socks limit can be exceeded

Posted by [Pavel Emelianov](#) on Wed, 07 Nov 2007 14:01:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The unix\_nr\_socks value is limited with the  $2 * \text{get\_max\_files}()$  value, as seen from the `unix_create1()`. However, the check and the actual increment are separated with the GFP\_KERNEL allocation, so this limit can be exceeded under a memory pressure - task may go to sleep freeing the pages and some other task will be allowed to allocate a new sock and so on and so forth.

So make the increment before the check (similar thing is done in the `sock_kmalloc`) and go to `kmalloc` after this.

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

```
---
diff --git a/net/unix/af_unix.c b/net/unix/af_unix.c
index ab9048a..e835da8 100644
--- a/net/unix/af_unix.c
+++ b/net/unix/af_unix.c
@@ -599,15 +599,14 @@ static struct sock * unix_create1(struct net *net, struct socket *sock)
     struct sock *sk = NULL;
     struct unix_sock *u;

- if (atomic_read(&unix_nr_socks) >= 2*get_max_files())
+ atomic_inc(&unix_nr_socks);
+ if (atomic_read(&unix_nr_socks) > 2 * get_max_files())
     goto out;

     sk = sk_alloc(net, PF_UNIX, GFP_KERNEL, &unix_proto);
     if (!sk)
         goto out;

- atomic_inc(&unix_nr_socks);
-
     sock_init_data(sock, sk);
     lockdep_set_class(&sk->sk_receive_queue.lock,
         &af_unix_sk_receive_queue_lock_key);
@@ -625,6 +624,8 @@ static struct sock * unix_create1(struct net *net, struct socket *sock)
     init_waitqueue_head(&u->peer_wait);
     unix_insert_socket(unix_sockets_unbound, sk);
     out:
+ if (sk == NULL)
+ atomic_dec(&unix_nr_socks);
     return sk;
 }
```

--

1.5.3.4

---