Subject: Re: [PATCH][PACKET] Remove unneeded packet_socks_nr variable
Posted by Arnaldo Carvalho de M on Wed, 07 Nov 2007 16:26:35 GMT
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Em Wed, Nov 07, 2007 at 07:16:14PM +0300, Pavel Emelyanov escreveu:
> Arnaldo Carvalho de Melo wrote:
> > Em Wed, Nov 07, 2007 at 01:50:04PM -0200, Arnaldo Carvalho de Melo escreveu:
> >> Em Wed, Nov 07, 2007 at 06:32:51PM +0300, Pavel Emelyanov escreveu:
> >>> This one is used only under ifdef PACKET_REFCNT_DEBUG in
> >>> printk and is not needed otherwise. So hide all this stuff
> >>> under the PACKET_REFCNT_DEBUG.
> >>>
> >>> Signed-off-by: Pavel Emelyanov <xemul@openvz.org>
> >> Look at sk_refcnt_debug_inc, etc and you'll se a more standard way. I
> >> forgot to make this when making all protocol families use sk_prot, even
> >> if just partially :-)
> >
> > As a bonus you'll get this information on /proc/net/protocols, removing
> > '-1' from PACKET column for "sockets".
>
> Hm... I actually thought about this, but I decided that packet
> sockets were not accounted in this way deliberately.
>
> So, shall I break this "compatibility" (-1 in proc) and provide
> a packet socket number in this file?

Humm, my bad, the sockets column in /proc/net/protocols doesn't come
from prot->socks, it comes from prot->sockets_allocated. But the
suggestion for using sk_refcnt_debug_inc stands, it is there for when we
want to do what the code in pf_packet does: refcount debugging, in fact
that code most probably was copy'n'pasted from other, older protocols.

BTW, IPX also uses this technique, patches are welcome to make it also
use common infrastructure :-)

- Arnaldo