Subject: Re: net namespace plans for 2.6.25 (was Re: Pid namespaces problems) Posted by Pavel Emelianov on Fri, 09 Nov 2007 10:14:32 GMT View Forum Message <> Reply to Message

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Daniel Lezcano wrote:
> Pavel Emelyanov wrote:
>> Daniel Lezcano wrote:
>>> Denis V. Lunev wrote:
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>>> >>> Daniel Lezcano wrote:
>>> >>> * the first one is the locking of the network namespace list by
>>> >>> rtnl_lock, so from the timer callback we can not browse the network
>>> >>> namespace list to check the age of the routes. It is a problem I would
>>> >>> like to talk with Denis if he has time
>>> From my point of view, the situation is clear. The timer should be
>>> per/namespace. The situation is completely different as one in IPv4.
>>> >> We thought to make a timer per namespace for ipv6, but we are a little
>>> >> afraid for the performances when there will be a lot of containers.
>>> > Anyway, we can do a timer per namespace and optimize that later. I will
>>> >> cook a new patch to take into account that for the next week.
>>> > IMHO not a problem. tcp_write_timer is per/socket timer. If this works
>>> > efficiently, per/namespace one will work also.
>>>
>>> That's right, this is a good argument. By the way, the amount of work to
>>> be done in the tcp_write_timer is perhaps smaller than the one done in
>>> the ipv6 routing age check, no? Anyway, I'm not against a timer per
>>> namespace in this case, I already did a try before rolling back to a
>>> for each net in the gc timer, that changes a little the API, but nothing
>> We can easily make the netns list rcu protected to address this issue.
>> If you're interested, I can prepare a patch tomorrow.
> Sure, I'm interested:)
> Benjamin and I, we thought about using a rcu to avoid to use a timer per
> namespace in ipv6 but we faced to the problem with rtnl unlock function
> when the network namespace is protected with the rtnl_lock/rtnl_unlock.
> In the function rtnl_unlock (not the one in net-2.6 but the one which is
> in netns49), there is loop, for each net, in this loop, we do
> rtnl_unlock, call sk_data_ready and take the lock again. If we are in
> rcu protected model, this loop will take a lock (one time just before
> sk_data_ready and one time in the sk_data_ready function). As far as I
> understand with rcu, we should not block inside a rcu_read_lock, right?
```

Right. I will look at it. I think that if we protect the list with RCU the rtnl_lock() protection will be not needed any longer.

Thanks, Pavel

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