
Subject: Re: [PATCH][PACKET] Use existing sock refcnt debugging infrastructure
Posted by [Arnaldo Carvalho de M](#) on Fri, 09 Nov 2007 14:37:42 GMT
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Em Fri, Nov 09, 2007 at 04:39:41PM +0300, Pavel Emelyanov escreveu:

> The packet_socks_nr variable is used purely for debugging
> the number of sockets.

>

> As Arnaldo pointed out, there's already an infrastructure
> for this purposes, so switch to using it.

>

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

Acked-by: Arnaldo Carvalho de Melo <acme@redhat.com>

> ---

>

> diff --git a/net/packet/af_packet.c b/net/packet/af_packet.c

> index 4cb2dfb..36331a5 100644

> --- a/net/packet/af_packet.c

> +++ b/net/packet/af_packet.c

> @@ -139,9 +139,6 @@ dev->hard_header == NULL (ll header is added by device, we cannot
> control it)

> static HLIST_HEAD(packet_sklist);

> static DEFINE_RWLOCK(packet_sklist_lock);

>

> -static atomic_t packet_socks_nr;

> -

> -

> /* Private packet socket structures. */

>

> struct packet_mclist

> @@ -236,10 +233,7 @@ static void packet_sock_destruct(struct sock *sk)

> return;

> }

>

> - atomic_dec(&packet_socks_nr);

> -#ifdef PACKET_REFCNT_DEBUG

> - printk(KERN_DEBUG "PACKET socket %p is free, %d are alive\n", sk,
> atomic_read(&packet_socks_nr));

> -#endif

> + sk_refcnt_debug_dec(sk);

> }

>

>

> @@ -849,6 +843,7 @@ static int packet_release(struct socket *sock)

> /* Purge queues */

>

```
> skb_queue_purge(&sk->sk_receive_queue);
> + sk_refcnt_debug_release(sk);
>
> sock_put(sk);
> return 0;
> @@ -1010,7 +1005,7 @@ static int packet_create(struct net *net, struct socket *sock, int
protocol)
> po->num = proto;
>
> sk->sk_destruct = packet_sock_destruct;
> - atomic_inc(&packet_socks_nr);
> + sk_refcnt_debug_inc(sk);
>
> /*
>  * Attach a protocol block
> --
> 1.5.3.4
>
> -
> To unsubscribe from this list: send the line "unsubscribe netdev" in
> the body of a message to majordomo@vger.kernel.org
> More majordomo info at http://vger.kernel.org/majordomo-info.html
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