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Subject: [PATCH] (resubmit) Use list\_head-s in inetpeer.c  
Posted by [Pavel Emelianov](#) on Mon, 12 Nov 2007 14:24:40 GMT  
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The inetpeer.c tracks the LRU list of inet\_perr-s, but makes it by hands. Use the list\_head-s for this.

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

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diff --git a/include/net/inetpeer.h b/include/net/inetpeer.h  
index aa10a81..ad8404b 100644

```
--- a/include/net/inetpeer.h
+++ b/include/net/inetpeer.h
@@ -22,7 +22,7 @@ struct inet_peer
    __be32  v4daddr; /* peer's address */
    __u16   avl_height;
    __u16   ip_id_count; /* IP ID for the next packet */
- struct inet_peer *unused_next, **unused_prevp;
+ struct list_head unused;
    __u32   dtime; /* the time of last use of not
        * referenced entries */
    atomic_t refcnt;
```

diff --git a/net/ipv4/inetpeer.c b/net/ipv4/inetpeer.c  
index 771031d..af99519 100644

```
--- a/net/ipv4/inetpeer.c
+++ b/net/ipv4/inetpeer.c
@@ -61,7 +61,7 @@
 * 4. Global variable peer_total is modified under the pool lock.
 * 5. struct inet_peer fields modification:
 * avl_left, avl_right, avl_parent, avl_height: pool lock
- * unused_next, unused_prevp: unused node list lock
+ * unused: unused node list lock
 * refcnt: atomically against modifications on other CPU;
 * usually under some other lock to prevent node disappearing
 * dtime: unused node list lock
@@ -94,8 +94,7 @@ int inet_peer_maxttl __read_mostly = 10 * 60 * HZ; /* usual time to live: 10
min
int inet_peer_gc_mintime __read_mostly = 10 * HZ;
int inet_peer_gc_maxtime __read_mostly = 120 * HZ;

-static struct inet_peer *inet_peer_unused_head;
-static struct inet_peer **inet_peer_unused_tailp = &inet_peer_unused_head;
+static LIST_HEAD(unused_peers);
static DEFINE_SPINLOCK(inet_peer_unused_lock);

static void peer_check_expire(unsigned long dummy);
```

```

@@ -138,15 +137,7 @@ void __init inet_initpeers(void)
static void unlink_from_unused(struct inet_peer *p)
{
    spin_lock_bh(&inet_peer_unused_lock);
- if (p->unused_prevp != NULL) {
- /* On unused list. */
- *p->unused_prevp = p->unused_next;
- if (p->unused_next != NULL)
- p->unused_next->unused_prevp = p->unused_prevp;
- else
- inet_peer_unused_tailp = p->unused_prevp;
- p->unused_prevp = NULL; /* mark it as removed */
- }
+ list_del_init(&p->unused);
    spin_unlock_bh(&inet_peer_unused_lock);
}

@@ -337,24 +328,24 @@ static void unlink_from_pool(struct inet_peer *p)
/* May be called with local BH enabled. */
static int cleanup_once(unsigned long ttl)
{
- struct inet_peer *p;
+ struct inet_peer *p = NULL;

    /* Remove the first entry from the list of unused nodes. */
    spin_lock_bh(&inet_peer_unused_lock);
- p = inet_peer_unused_head;
- if (p != NULL) {
- __u32 delta = (__u32)jiffies - p->dtime;
+ if (!list_empty(&unused_peers)) {
+ __u32 delta;
+
+ p = list_first_entry(&unused_peers, struct inet_peer, unused);
+ delta = (__u32)jiffies - p->dtime;
+
    if (delta < ttl) {
        /* Do not prune fresh entries. */
        spin_unlock_bh(&inet_peer_unused_lock);
        return -1;
    }
- inet_peer_unused_head = p->unused_next;
- if (p->unused_next != NULL)
- p->unused_next->unused_prevp = p->unused_prevp;
- else
- inet_peer_unused_tailp = p->unused_prevp;
- p->unused_prevp = NULL; /* mark as not on the list */
+
+ list_del_init(&p->unused);

```

```

+
/* Grab an extra reference to prevent node disappearing
 * before unlink_from_pool() call. */
atomic_inc(&p->refcnt);
@@ -412,7 +403,7 @@ struct inet_peer *inet_getpeer(__be32 daddr, int create)

/* Link the node. */
link_to_pool(n);
- n->unused_prevp = NULL; /* not on the list */
+ INIT_LIST_HEAD(&n->unused);
peer_total++;
write_unlock_bh(&peer_pool_lock);

@@ -467,10 +458,7 @@ void inet_putpeer(struct inet_peer *p)
{
spin_lock_bh(&inet_peer_unused_lock);
if (atomic_dec_and_test(&p->refcnt)) {
- p->unused_prevp = inet_peer_unused_tailp;
- p->unused_next = NULL;
- *inet_peer_unused_tailp = p;
- inet_peer_unused_tailp = &p->unused_next;
+ list_add_tail(&p->unused, &unused_peers);
p->ptime = (__u32)jiffies;
}
spin_unlock_bh(&inet_peer_unused_lock);

```

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