
Subject: Re: [PATCH 1/3] The sysctl shadows

Posted by [Pavel Emelianov](#) on Wed, 21 Nov 2007 09:20:38 GMT

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Dave Hansen wrote:

> On Tue, 2007-11-20 at 14:43 +0300, Pavel Emelyanov wrote:

>> +static void ctl_free_table(struct ctl_table *t)

>> +{

>> + struct ctl_table *tmp;

>> +

>> + for (tmp = t; tmp->ctl_name || tmp->procname; tmp++)

>> + if (tmp->child)

>> + ctl_free_table(tmp->child);

>> +

>> + kfree(t);

>> +}

>

> Are you worried about the recursion at all?

I do, but

1. sysctl tables are _never_ deeper than 5 levels (as they _always_ come from the kernel space)
2. registering sysctl tables happens from `__init` calls usually so the stack is not filled at all
3. after implementing the sysctl paths this will vanish ;)

Moreover, this is not the only case of recursion in the kernel :)

Thanks,

Pavel

> -- Dave

>

>

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