
Subject: Re: [PATCH 2.6.25] netns: struct net content re-work

Posted by [ebiederm](#) on Tue, 11 Dec 2007 04:04:07 GMT

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Kirill Korotaev <dev@sw.ru> writes:

> Daniel Lezcano wrote:

>> Denis V. Lunev wrote:

>>

>>> Recently David Miller and Herbert Xu pointed out that struct net becomes
>>> overbloated and un-maintainable. There are two solutions:

>>>- provide a pointer to a network subsystem definition from struct net.

>>> This costs an additional dereference

>>>- place sub-system definition into the structure itself. This will speedup

>>> run-time access at the cost of recompilation time

>>>

>>> The second approach looks better for us.

>>

>>

>> Yes, we do not need/want a pointer in this structure and add more

>> dereference in the network code.

If it does go that way we just carefully pass around a properly typed structure in that subsystem to reduce the cost. Still it would be nice not to need to add the extra pointer.

>>> index b62e31f..f60e1ce 100644

>>> --- a/include/net/net_namespace.h

>>> +++ b/include/net/net_namespace.h

>>> @@ -8,6 +8,8 @@

>>> #include <linux/workqueue.h>

>>> #include <linux/list.h>

>>>

>>>+#include <net/netns/unix.h>

>>>+

>>> struct proc_dir_entry;

>>> struct net_device;

>>> struct sock;

>>> @@ -46,8 +48,7 @@ struct net {

>>> struct hlist_head packet_sklist;

>>>

>>> /* unix sockets */

>>>- int sysctl_unix_max_dgram_qlen;

>>>- struct ctl_table_header *unix_ctl;

>>>+ struct netns_unix unx;

>>

>>

>> Can you change this from unx to unix ?

>
> no, it won't compile. Guess why :)

Hmm. It looks like it is a #define somewhere gcc?
Eric

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