
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 unix;
>>>
>>
>> Can you change this from unix to unix ?
```

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

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

Containers mailing list
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<https://lists.linux-foundation.org/mailman/listinfo/containers>
