
Subject: Re: [patch 1/2][NETNS][RFD] store the network namespace pointer in the dst_entry structure

Posted by [ebiederm](#) on Tue, 11 Dec 2007 15:52:24 GMT

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Daniel Lezcano <dlezcano@fr.ibm.com> writes:

> Store the network namespace pointer in the dst_entry structure when it is
> allocated.
> The different protocols redefine the route object as a derivate object from
> dst_entry. So using the dst_entry to store the network namespace pointer will
> allow to take into account the ipv4, ipv6, dccp protocols in one shot through
> the different route objects, rtable, rt6_info, ...

>

> ---

> include/net/dst.h | 3 ++-
> net/core/dst.c | 3 ++-
> net/decnet/dn_route.c | 4 +++-
> net/ipv4/route.c | 14 ++++++-----
> net/ipv6/route.c | 18 ++++++-----
> net/xfrm/xfrm_policy.c | 2 +-
> 6 files changed, 24 insertions(+), 20 deletions(-)

>

> Index: linux-2.6-netns/include/net/dst.h

> =====

> --- linux-2.6-netns.orig/include/net/dst.h

> +++ linux-2.6-netns/include/net/dst.h

> @@ -81,6 +81,7 @@ struct dst_entry

> struct dn_route *dn_next;

> };

> char info[0];

> + struct net *net;

Unless I'm missing something you just place that net pointer in the middle of a variable length array. Weird I don't see us using that array.

Could you please place the struct net *net pointer up by the network device pointer.

> };

I know we need a net pointer in struct rt_table, because it is a hash table that we can't dynamically allocate so we need to place a network namespace pointer as part of the hash key.

For the ipv6 fib tables I don't recall needing a net pointer as we didn't have a hash table and could instead have separate roots for different namespaces.

I find this slightly odd as I didn't wind up needing to add a struct net pointer in struct dst in my proof of concept tree and struct dst doesn't have a struct flowi so that would not have prevented it.

Eric

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