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Subject: [PATCH 4/6][NETNS]: Tcp-v4 sockets per-net lookup.  
Posted by [Pavel Emelianov](#) on Thu, 31 Jan 2008 12:38:15 GMT  
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Add a net argument to inet\_lookup and propagate it further into lookup calls. Plus tune the \_\_inet\_check\_established.

The dccp and inet\_diag, which use that lookup functions pass the init\_net into them.

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

```
---
include/net/inet_hashtables.h | 48 ++++++-----
net/dccp/ipv4.c               | 6 ++-
net/ipv4/inet_diag.c          | 2 +-
net/ipv4/inet_hashtables.c    | 29 ++++++-----
net/ipv4/tcp_ipv4.c           | 15 +++++-----
5 files changed, 58 insertions(+), 42 deletions(-)
```

```
diff --git a/include/net/inet_hashtables.h b/include/net/inet_hashtables.h
index 55532b9..c23c4ed 100644
```

```
--- a/include/net/inet_hashtables.h
+++ b/include/net/inet_hashtables.h
@@ -302,15 +302,17 @@ out:
     wake_up(&hashinfo->lhash_wait);
 }
```

```
-extern struct sock *__inet_lookup_listener(struct inet_hashinfo *hashinfo,
+extern struct sock *__inet_lookup_listener(struct net *net,
+      struct inet_hashinfo *hashinfo,
+      const __be32 daddr,
+      const unsigned short hnum,
+      const int dif);
```

```
-static inline struct sock *inet_lookup_listener(struct inet_hashinfo *hashinfo,
-      __be32 daddr, __be16 dport, int dif)
+static inline struct sock *inet_lookup_listener(struct net *net,
+      struct inet_hashinfo *hashinfo,
+      __be32 daddr, __be16 dport, int dif)
{
- return __inet_lookup_listener(hashinfo, daddr, ntohs(dport), dif);
+ return __inet_lookup_listener(net, hashinfo, daddr, ntohs(dport), dif);
}
```

```
/* Socket demux engine toys. */
@@ -344,26 +346,26 @@ typedef __u64 __bitwise __addrpair;
      (((__force __u64)(__be32)(__daddr)) << 32) | \
```

```

((__force __u64)(__be32)(__saddr)));
#endif /* __BIG_ENDIAN */
#define INET_MATCH(__sk, __hash, __cookie, __saddr, __daddr, __ports, __dif)\
- (((__sk)->sk_hash == (__hash)) && \
+ #define INET_MATCH(__sk, __net, __hash, __cookie, __saddr, __daddr, __ports, __dif)\
+ (((__sk)->sk_hash == (__hash)) && ((__sk)->sk_net == (__net)) && \
  ((__addrpair *)&(inet_sk(__sk)->daddr))) == (__cookie)) && \
  ((__portpair *)&(inet_sk(__sk)->dport))) == (__ports)) && \
  (!((__sk)->sk_bound_dev_if) || ((__sk)->sk_bound_dev_if == (__dif))))
#define INET_TW_MATCH(__sk, __hash, __cookie, __saddr, __daddr, __ports, __dif)\
- (((__sk)->sk_hash == (__hash)) && \
+ #define INET_TW_MATCH(__sk, __net, __hash, __cookie, __saddr, __daddr, __ports, __dif)\
+ (((__sk)->sk_hash == (__hash)) && ((__sk)->sk_net == (__net)) && \
  ((__addrpair *)&(inet_twsk(__sk)->tw_daddr))) == (__cookie)) && \
  ((__portpair *)&(inet_twsk(__sk)->tw_dport))) == (__ports)) && \
  (!((__sk)->sk_bound_dev_if) || ((__sk)->sk_bound_dev_if == (__dif))))
#else /* 32-bit arch */
#define INET_ADDR_COOKIE(__name, __saddr, __daddr)
#define INET_MATCH(__sk, __hash, __cookie, __saddr, __daddr, __ports, __dif) \
- (((__sk)->sk_hash == (__hash)) && \
+ #define INET_MATCH(__sk, __net, __hash, __cookie, __saddr, __daddr, __ports, __dif) \
+ (((__sk)->sk_hash == (__hash)) && ((__sk)->sk_net == (__net)) && \
  (inet_sk(__sk)->daddr == (__saddr)) && \
  (inet_sk(__sk)->rcv_saddr == (__daddr)) && \
  ((__portpair *)&(inet_sk(__sk)->dport))) == (__ports)) && \
  (!((__sk)->sk_bound_dev_if) || ((__sk)->sk_bound_dev_if == (__dif))))
#define INET_TW_MATCH(__sk, __hash, __cookie, __saddr, __daddr, __ports, __dif) \
- (((__sk)->sk_hash == (__hash)) && \
+ #define INET_TW_MATCH(__sk, __net, __hash, __cookie, __saddr, __daddr, __ports, __dif) \
+ (((__sk)->sk_hash == (__hash)) && ((__sk)->sk_net == (__net)) && \
  (inet_twsk(__sk)->tw_daddr == (__saddr)) && \
  (inet_twsk(__sk)->tw_rcv_saddr == (__daddr)) && \
  ((__portpair *)&(inet_twsk(__sk)->tw_dport))) == (__ports)) && \
@@ -376,32 +378,36 @@ typedef __u64 __bitwise __addrpair;
*
* Local BH must be disabled here.
*/
-extern struct sock * __inet_lookup_established(struct inet_hashinfo *hashinfo,
+extern struct sock * __inet_lookup_established(struct net *net,
+ struct inet_hashinfo *hashinfo,
  const __be32 saddr, const __be16 sport,
  const __be32 daddr, const u16 hnum, const int dif);

static inline struct sock *
- inet_lookup_established(struct inet_hashinfo *hashinfo,
+ inet_lookup_established(struct net *net, struct inet_hashinfo *hashinfo,
  const __be32 saddr, const __be16 sport,
  const __be32 daddr, const __be16 dport,

```

```

    const int dif)
{
- return __inet_lookup_established(hashinfo, saddr, sport, daddr,
+ return __inet_lookup_established(net, hashinfo, saddr, sport, daddr,
    ntohs(dport), dif);
}

-static inline struct sock *__inet_lookup(struct inet_hashinfo *hashinfo,
+static inline struct sock *__inet_lookup(struct net *net,
+    struct inet_hashinfo *hashinfo,
    const __be32 saddr, const __be16 sport,
    const __be32 daddr, const __be16 dport,
    const int dif)
{
    u16 hnum = ntohs(dport);
- struct sock *sk = __inet_lookup_established(hashinfo, saddr, sport, daddr,
-    hnum, dif);
- return sk ? : __inet_lookup_listener(hashinfo, daddr, hnum, dif);
+ struct sock *sk = __inet_lookup_established(net, hashinfo,
+    saddr, sport, daddr, hnum, dif);
+
+ return sk ? : __inet_lookup_listener(net, hashinfo, daddr, hnum, dif);
}

-static inline struct sock *inet_lookup(struct inet_hashinfo *hashinfo,
+static inline struct sock *inet_lookup(struct net *net,
+    struct inet_hashinfo *hashinfo,
    const __be32 saddr, const __be16 sport,
    const __be32 daddr, const __be16 dport,
    const int dif)
@@ -409,7 +415,7 @@ static inline struct sock *inet_lookup(struct inet_hashinfo *hashinfo,
    struct sock *sk;

    local_bh_disable();
- sk = __inet_lookup(hashinfo, saddr, sport, daddr, dport, dif);
+ sk = __inet_lookup(net, hashinfo, saddr, sport, daddr, dport, dif);
    local_bh_enable();

    return sk;
diff --git a/net/dccp/ipv4.c b/net/dccp/ipv4.c
index 9e38b0d..c982ad8 100644
--- a/net/dccp/ipv4.c
+++ b/net/dccp/ipv4.c
@@ -218,7 +218,7 @@ static void dccp_v4_err(struct sk_buff *skb, u32 info)
    return;
}

- sk = inet_lookup(&dccp_hashinfo, iph->daddr, dh->dccph_dport,

```

```

+ sk = inet_lookup(&init_net, &dccp_hashinfo, iph->daddr, dh->dccph_dport,
    iph->saddr, dh->dccph_sport, inet_iif(skb));
    if (sk == NULL) {
        ICMP_INC_STATS_BH(ICMP_MIB_INERRORS);
@@ -436,7 +436,7 @@ static struct sock *dccp_v4_hnd_req(struct sock *sk, struct sk_buff *skb)
    if (req != NULL)
        return dccp_check_req(sk, skb, req, prev);

- nsk = inet_lookup_established(&dccp_hashinfo,
+ nsk = inet_lookup_established(&init_net, &dccp_hashinfo,
    iph->saddr, dh->dccph_sport,
    iph->daddr, dh->dccph_dport,
    inet_iif(skb));
@@ -817,7 +817,7 @@ static int dccp_v4_rcv(struct sk_buff *skb)

/* Step 2:
 * Look up flow ID in table and get corresponding socket */
- sk = __inet_lookup(&dccp_hashinfo,
+ sk = __inet_lookup(&init_net, &dccp_hashinfo,
    iph->saddr, dh->dccph_sport,
    iph->daddr, dh->dccph_dport, inet_iif(skb));
/*
diff --git a/net/ipv4/inet_diag.c b/net/ipv4/inet_diag.c
index 4cfb15c..95c9f14 100644
--- a/net/ipv4/inet_diag.c
+++ b/net/ipv4/inet_diag.c
@@ -268,7 +268,7 @@ static int inet_diag_get_exact(struct sk_buff *in_skb,
    err = -EINVAL;

    if (req->idiag_family == AF_INET) {
- sk = inet_lookup(hashinfo, req->id.idiag_dst[0],
+ sk = inet_lookup(&init_net, hashinfo, req->id.idiag_dst[0],
        req->id.idiag_dport, req->id.idiag_src[0],
        req->id.idiag_sport, req->id.idiag_if);
    }
diff --git a/net/ipv4/inet_hashtables.c b/net/ipv4/inet_hashtables.c
index db1e53a..48d4500 100644
--- a/net/ipv4/inet_hashtables.c
+++ b/net/ipv4/inet_hashtables.c
@@ -127,7 +127,8 @@ EXPORT_SYMBOL(inet_listen_wlock);
 * remote address for the connection. So always assume those are both
 * wildcarded during the search since they can never be otherwise.
 */
-static struct sock *inet_lookup_listener_slow(const struct hlist_head *head,
+static struct sock *inet_lookup_listener_slow(struct net *net,
+    const struct hlist_head *head,
    const __be32 daddr,
    const unsigned short hnum,

```

```

        const int dif)
@@ -139,7 +140,8 @@ static struct sock *inet_lookup_listener_slow(const struct hlist_head
*head,
    sk_for_each(sk, node, head) {
        const struct inet_sock *inet = inet_sk(sk);

- if (inet->num == hnum && !ipv6_only_sock(sk)) {
+ if (sk->sk_net == net && inet->num == hnum &&
+     !ipv6_only_sock(sk)) {
        const __be32 rcv_saddr = inet->rcv_saddr;
        int score = sk->sk_family == PF_INET ? 1 : 0;

@@ -165,7 +167,8 @@ static struct sock *inet_lookup_listener_slow(const struct hlist_head
*head,
    }

/* Optimize the common listener case. */
-struct sock *__inet_lookup_listener(struct inet_hashinfo *hashinfo,
+struct sock *__inet_lookup_listener(struct net *net,
+    struct inet_hashinfo *hashinfo,
+    const __be32 daddr, const unsigned short hnum,
+    const int dif)
{
@@ -180,9 +183,9 @@ struct sock *__inet_lookup_listener(struct inet_hashinfo *hashinfo,
    if (inet->num == hnum && !sk->sk_node.next &&
        (!inet->rcv_saddr || inet->rcv_saddr == daddr) &&
        (sk->sk_family == PF_INET || !ipv6_only_sock(sk)) &&
-    !sk->sk_bound_dev_if)
+    !sk->sk_bound_dev_if && sk->sk_net == net)
        goto sherry_cache;
- sk = inet_lookup_listener_slow(head, daddr, hnum, dif);
+ sk = inet_lookup_listener_slow(net, head, daddr, hnum, dif);
    }
    if (sk) {
        sherry_cache:
@@ -193,7 +196,8 @@ sherry_cache:
    }
    EXPORT_SYMBOL_GPL(__inet_lookup_listener);

-struct sock *__inet_lookup_established(struct inet_hashinfo *hashinfo,
+struct sock *__inet_lookup_established(struct net *net,
+    struct inet_hashinfo *hashinfo,
+    const __be32 saddr, const __be16 sport,
+    const __be32 daddr, const u16 hnum,
+    const int dif)
@@ -212,13 +216,15 @@ struct sock *__inet_lookup_established(struct inet_hashinfo
*hashinfo,
    prefetch(head->chain.first);

```

```

    read_lock(lock);
    sk_for_each(sk, node, &head->chain) {
-   if (INET_MATCH(sk, hash, acookie, saddr, daddr, ports, dif))
+   if (INET_MATCH(sk, net, hash, acookie,
+       saddr, daddr, ports, dif))
        goto hit; /* You sunk my battleship! */
    }

    /* Must check for a TIME_WAIT'er before going to listener hash. */
    sk_for_each(sk, node, &head->twchain) {
-   if (INET_TW_MATCH(sk, hash, acookie, saddr, daddr, ports, dif))
+   if (INET_TW_MATCH(sk, net, hash, acookie,
+       saddr, daddr, ports, dif))
        goto hit;
    }
    sk = NULL;
@@ -249,6 +255,7 @@ static int __inet_check_established(struct inet_timewait_death_row
*death_row,
    struct sock *sk2;
    const struct hlist_node *node;
    struct inet_timewait_sock *tw;
+ struct net *net = sk->sk_net;

    prefetch(head->chain.first);
    write_lock(lock);
@@ -257,7 +264,8 @@ static int __inet_check_established(struct inet_timewait_death_row
*death_row,
    sk_for_each(sk2, node, &head->twchain) {
        tw = inet_twsk(sk2);

-   if (INET_TW_MATCH(sk2, hash, acookie, saddr, daddr, ports, dif)) {
+   if (INET_TW_MATCH(sk2, net, hash, acookie,
+       saddr, daddr, ports, dif)) {
+       saddr, daddr, ports, dif)) {
            if (twsk_unique(sk, sk2, twp))
                goto unique;
            else
@@ -268,7 +276,8 @@ static int __inet_check_established(struct inet_timewait_death_row
*death_row,

    /* And established part... */
    sk_for_each(sk2, node, &head->chain) {
-   if (INET_MATCH(sk2, hash, acookie, saddr, daddr, ports, dif))
+   if (INET_MATCH(sk2, net, hash, acookie,
+       saddr, daddr, ports, dif))
+       saddr, daddr, ports, dif))
        goto not_unique;
    }

```

diff --git a/net/ipv4/tcp\_ipv4.c b/net/ipv4/tcp\_ipv4.c

index 9aea88b..77c1939 100644

--- a/net/ipv4/tcp\_ipv4.c

+++ b/net/ipv4/tcp\_ipv4.c

```
@@ -369,8 +369,8 @@ void tcp_v4_err(struct sk_buff *skb, u32 info)
    return;
}
```

```
- sk = inet_lookup(&tcp_hashinfo, iph->daddr, th->dest, iph->saddr,
-   th->source, inet_iif(skb));
+ sk = inet_lookup(skb->dev->nd_net, &tcp_hashinfo, iph->daddr, th->dest,
+   iph->saddr, th->source, inet_iif(skb));
```

```
if (!sk) {
    ICMP_INC_STATS_BH(ICMP_MIB_INERRORS);
    return;
}
```

```
@@ -1503,8 +1503,8 @@ static struct sock *tcp_v4_hnd_req(struct sock *sk, struct sk_buff *skb)
    if (req)
        return tcp_check_req(sk, skb, req, prev);
```

```
- nsk = inet_lookup_established(&tcp_hashinfo, iph->saddr, th->source,
-   iph->daddr, th->dest, inet_iif(skb));
+ nsk = inet_lookup_established(skb->sk_net, &tcp_hashinfo, iph->saddr,
+   th->source, iph->daddr, th->dest, inet_iif(skb));
```

```
if (nsk) {
    if (nsk->sk_state != TCP_TIME_WAIT) {
@@ -1661,8 +1661,8 @@ int tcp_v4_rcv(struct sk_buff *skb)
    TCP_SKB_CB(skb)->flags = iph->tos;
    TCP_SKB_CB(skb)->sacked = 0;
```

```
- sk = __inet_lookup(&tcp_hashinfo, iph->saddr, th->source,
-   iph->daddr, th->dest, inet_iif(skb));
+ sk = __inet_lookup(skb->dev->nd_net, &tcp_hashinfo, iph->saddr,
+   th->source, iph->daddr, th->dest, inet_iif(skb));
if (!sk)
    goto no_tcp_socket;
```

```
@@ -1735,7 +1735,8 @@ do_time_wait:
}
switch (tcp_timewait_state_process(inet_twsk(sk), skb, th)) {
case TCP_TW_SYN: {
- struct sock *sk2 = inet_lookup_listener(&tcp_hashinfo,
+ struct sock *sk2 = inet_lookup_listener(skb->dev->nd_net,
+   &tcp_hashinfo,
+   iph->daddr, th->dest,
+   inet_iif(skb));
if (sk2) {
```

--

1.5.3.4

---