
Subject: Re: [PATCH 2/14][NETNS]: Generic per-net pointers.
Posted by [Pavel Emelianov](#) on Fri, 11 Apr 2008 14:09:57 GMT
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[snip]

```
>> @@ -29,10 +32,21 @@ static __net_init int setup_net(struct net *net)
>> /* Must be called with net_mutex held */
>> struct pernet_operations *ops;
>> int error;
>> + struct net_generic *ng;
>>
>> atomic_set(&net->count, 1);
>> atomic_set(&net->use_count, 0);
>>
>> + error = -ENOMEM;
>> + ng = kzalloc(sizeof(struct net_generic) +
>> + INITIAL_NET_GEN_PTRS * sizeof(void *), GFP_KERNEL);
>>
> Why do you need to allocate more than sizeof(struct net_generic) ?
```

That's just an optimization to avoid many reallocations in the nearest future. I planned to make similar in `net_assign_generic` (allocate a bit more than required), but decided to do it later to keep `net_assign_generic` simpler.

Currently I have only 5 users of generic pointers (tun and vlan you see and I have patches for ipip, ipgre and sit tunnels), so that's enough for the first time.

[snip]

```
>> +int net_assign_generic(struct net *net, int id, void *data)
>> +{
>> + struct net_generic *ng, *old_ng;
>> +
>> + BUG_ON(!mutex_is_locked(&net_mutex));
>> + BUG_ON(id == 0);
>> +
>> + ng = old_ng = net->gen;
>>
> shouldn't it be rcu_dereferenced ?
```

Nope - nobody can race with us and change this pointer, so it's safe to get one without `rcu_dereference`.

Thanks,
Pavel

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