
Subject: Re: [PATCH] struct file leakage

Posted by [Andrew Morton](#) on Mon, 10 Jul 2006 10:05:26 GMT

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On Mon, 10 Jul 2006 13:05:35 +0400

Kirill Korotaev <dev@sw.ru> wrote:

> Hello!

>

> Andrew, this is a patch from Alexey Kuznetsov for 2.6.16.

> I believe 2.6.17 still has this leak.

>

> ----- -

>

> 2.6.16 leaks like hell. While testing, I found massive leakage

> (reproduced in openvz) in:

>

> *filp

> *size-4096

>

> And 1 object leaks in

> *size-32

> *size-64

> *size-128

>

>

> It is the fix for the first one. filp leaks in the bowels

> of namei.c.

>

> Seems, size-4096 is file table leaking in expand_fdttables.

I suspect that's been there for a long time.

> I have no idea what are the rest and why they show only

> accompanying another leaks. Some debugging structs?

I don't understand this. Are you implying that there are other bugs.

> Signed-Off-By: Alexey Kuznetsov <kuznet@ms2.inr.ac.ru>

> CC: Kirill Korotaev <dev@openvz.org>

>

> --- linux-2.6.16-w/fs/namei.c 2006-07-10 11:43:11.000000000 +0400

> +++ linux-2.6.16/fs/namei.c 2006-07-10 11:53:36.000000000 +0400

> @@ -1774,8 +1774,15 @@ do_link:

> if (error)

> goto exit_dput;

> error = __do_follow_link(&path, nd);

```
> - if (error)
> + if (error) {
> + /* Does someone understand code flow here? Or it is only
> +  * me so stupid? Anathema to whoever designed this non-sense
> +  * with "intent.open".
> +  */
> + if (!IS_ERR(nd->intent.open.file))
> +  release_open_intent(nd);
>  return error;
> + }
>  nd->flags &= ~LOOKUP_PARENT;
>  if (nd->last_type == LAST_BIND)
>  goto ok;
>
```

It's good to have some more Alexeycomments in the tree.

I wonder if we're also needing a path_release() here. And if not, whether it is still safe to run release_open_intent() against this nameidata?

Hopefully Trond can recall what's going on in there...
