
Subject: [PATCH v6 05/10] per-netns ipv4 sysctl_tcp_mem
Posted by [Glauber Costa](#) on Fri, 25 Nov 2011 17:38:11 GMT
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This patch allows each namespace to independently set up its levels for tcp memory pressure thresholds. This patch alone does not buy much: we need to make this values per group of process somehow. This is achieved in the patches that follows in this patchset.

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```
include/net/netns/ipv4.h | 1 +
include/net/tcp.h        | 1 -
net/ipv4/af_inet.c       | 2 +
net/ipv4/sysctl_net_ipv4.c | 51 ++++++-----
net/ipv4/tcp.c           | 11 +-----
net/ipv4/tcp_ipv4.c      | 1 -
net/ipv4/tcp_memcg.c     | 9 +++++-
net/ipv6/af_inet6.c      | 2 +
net/ipv6/tcp_ipv6.c      | 1 -
9 files changed, 57 insertions(+), 22 deletions(-)
```

diff --git a/include/net/netns/ipv4.h b/include/net/netns/ipv4.h
index d786b4f..bbd023a 100644

```
--- a/include/net/netns/ipv4.h
+++ b/include/net/netns/ipv4.h
@@ -55,6 +55,7 @@ struct netns_ipv4 {
    int current_rt_cache_rebuild_count;
```

```
    unsigned int sysctl_ping_group_range[2];
+ long sysctl_tcp_mem[3];
```

```
    atomic_t rt_genid;
    atomic_t dev_addr_genid;
diff --git a/include/net/tcp.h b/include/net/tcp.h
index ccaa3b6..f3cc395 100644
```

```
--- a/include/net/tcp.h
+++ b/include/net/tcp.h
@@ -230,7 +230,6 @@ extern int sysctl_tcp_fack;
extern int sysctl_tcp_reordering;
extern int sysctl_tcp_ecn;
extern int sysctl_tcp_dsack;
-extern long sysctl_tcp_mem[3];
extern int sysctl_tcp_wmem[3];
```

```

extern int sysctl_tcp_rmem[3];
extern int sysctl_tcp_app_win;
diff --git a/net/ipv4/af_inet.c b/net/ipv4/af_inet.c
index 1b5096a..a8bbcff 100644
--- a/net/ipv4/af_inet.c
+++ b/net/ipv4/af_inet.c
@@ -1671,6 +1671,8 @@ static int __init inet_init(void)
    ip_static_sysctl_init();
#endif

+ tcp_prot.sysctl_mem = init_net.ipv4.sysctl_tcp_mem;
+
+ /*
+  * Add all the base protocols.
+  */
diff --git a/net/ipv4/sysctl_net_ipv4.c b/net/ipv4/sysctl_net_ipv4.c
index 69fd720..bbd67ab 100644
--- a/net/ipv4/sysctl_net_ipv4.c
+++ b/net/ipv4/sysctl_net_ipv4.c
@@ -14,6 +14,7 @@
#include <linux/init.h>
#include <linux/slab.h>
#include <linux/nsproxy.h>
+#include <linux/swap.h>
#include <net/snmp.h>
#include <net/icmp.h>
#include <net/ip.h>
@@ -174,6 +175,36 @@ static int proc_allowed_congestion_control(ctl_table *ctl,
    return ret;
}

+static int ipv4_tcp_mem(ctl_table *ctl, int write,
+    void __user *buffer, size_t *lenp,
+    loff_t *ppos)
+{
+    int ret;
+    unsigned long vec[3];
+    struct net *net = current->nsproxy->net_ns;
+
+    ctl_table tmp = {
+        .data = &vec,
+        .maxlen = sizeof(vec),
+        .mode = ctl->mode,
+    };
+
+    if (!write) {
+        ctl->data = &net->ipv4.sysctl_tcp_mem;
+        return proc_doulongvec_minmax(ctl, write, buffer, lenp, ppos);

```

```

+ }
+
+ ret = proc_doulongvec_minmax(&tmp, write, buffer, lenp, ppos);
+ if (ret)
+ return ret;
+
+ net->ipv4.sysctl_tcp_mem[0] = vec[0];
+ net->ipv4.sysctl_tcp_mem[1] = vec[1];
+ net->ipv4.sysctl_tcp_mem[2] = vec[2];
+
+ return 0;
+}
+
static struct ctl_table ipv4_table[] = {
{
.procname = "tcp_timestamps",
@@ -433,13 +464,6 @@ static struct ctl_table ipv4_table[] = {
.proc_handler = proc_dointvec
},
{
- .procname = "tcp_mem",
- .data = &sysctl_tcp_mem,
- .maxlen = sizeof(sysctl_tcp_mem),
- .mode = 0644,
- .proc_handler = proc_doulongvec_minmax
- },
- {
.procname = "tcp_wmem",
.data = &sysctl_tcp_wmem,
.maxlen = sizeof(sysctl_tcp_wmem),
@@ -721,6 +745,12 @@ static struct ctl_table ipv4_net_table[] = {
.mode = 0644,
.proc_handler = ipv4_ping_group_range,
},
+ {
+ .procname = "tcp_mem",
+ .maxlen = sizeof(init_net.ipv4.sysctl_tcp_mem),
+ .mode = 0644,
+ .proc_handler = ipv4_tcp_mem,
+ },
+ {}
};

@@ -734,6 +764,7 @@ EXPORT_SYMBOL_GPL(net_ipv4_ctl_path);
static __net_init int ipv4_sysctl_init_net(struct net *net)
{
struct ctl_table *table;
+ unsigned long limit;

```

```

table = ipv4_net_table;
if (!net_eq(net, &init_net)) {
@@ -769,6 +800,12 @@ static __net_init int ipv4_sysctl_init_net(struct net *net)

    net->ipv4.sysctl_rt_cache_rebuild_count = 4;

+ limit = nr_free_buffer_pages() / 8;
+ limit = max(limit, 128UL);
+ net->ipv4.sysctl_tcp_mem[0] = limit / 4 * 3;
+ net->ipv4.sysctl_tcp_mem[1] = limit;
+ net->ipv4.sysctl_tcp_mem[2] = net->ipv4.sysctl_tcp_mem[0] * 2;
+
    net->ipv4.ipv4_hdr = register_net_sysctl_table(net,
        net_ipv4_ctl_path, table);
    if (net->ipv4.ipv4_hdr == NULL)
diff --git a/net/ipv4/tcp.c b/net/ipv4/tcp.c
index 89a2bfe..631e6b3 100644
--- a/net/ipv4/tcp.c
+++ b/net/ipv4/tcp.c
@@ -282,11 +282,9 @@ int sysctl_tcp_fin_timeout __read_mostly = TCP_FIN_TIMEOUT;
struct percpu_counter tcp_orphan_count;
EXPORT_SYMBOL_GPL(tcp_orphan_count);

-long sysctl_tcp_mem[3] __read_mostly;
-int sysctl_tcp_wmem[3] __read_mostly;
-int sysctl_tcp_rmem[3] __read_mostly;

-EXPORT_SYMBOL(sysctl_tcp_mem);
EXPORT_SYMBOL(sysctl_tcp_rmem);
EXPORT_SYMBOL(sysctl_tcp_wmem);

@@ -3274,14 +3272,9 @@ void __init tcp_init(void)
    sysctl_tcp_max_orphans = cnt / 2;
    sysctl_max_syn_backlog = max(128, cnt / 256);

- limit = nr_free_buffer_pages() / 8;
- limit = max(limit, 128UL);
- sysctl_tcp_mem[0] = limit / 4 * 3;
- sysctl_tcp_mem[1] = limit;
- sysctl_tcp_mem[2] = sysctl_tcp_mem[0] * 2;
-
    /* Set per-socket limits to no more than 1/128 the pressure threshold */
- limit = ((unsigned long)sysctl_tcp_mem[1]) << (PAGE_SHIFT - 7);
+ limit = ((unsigned long)init_net.ipv4.sysctl_tcp_mem[1])
+ << (PAGE_SHIFT - 7);
    max_share = min(4UL*1024*1024, limit);

```

```

    sysctl_tcp_wmem[0] = SK_MEM_QUANTUM;
diff --git a/net/ipv4/tcp_ipv4.c b/net/ipv4/tcp_ipv4.c
index c517d04..8920f98 100644
--- a/net/ipv4/tcp_ipv4.c
+++ b/net/ipv4/tcp_ipv4.c
@@ -2617,7 +2617,6 @@ struct proto tcp_prot = {
    .orphan_count = &tcp_orphan_count,
    .memory_allocated = &tcp_memory_allocated,
    .memory_pressure = &tcp_memory_pressure,
-   .sysctl_mem = sysctl_tcp_mem,
    .sysctl_wmem = sysctl_tcp_wmem,
    .sysctl_rmem = sysctl_tcp_rmem,
    .max_header = MAX_TCP_HEADER,
diff --git a/net/ipv4/tcp_memcg.c b/net/ipv4/tcp_memcg.c
index cc91918..1dbc0f3 100644
--- a/net/ipv4/tcp_memcg.c
+++ b/net/ipv4/tcp_memcg.c
@@ -1,6 +1,8 @@
#include <net/tcp.h>
#include <net/tcp_memcg.h>
#include <net/sock.h>
+#include <net/ip.h>
+#include <linux/nsproxy.h>
#include <linux/memcontrol.h>

static inline struct tcp_memcontrol *tcp_from_cgproto(struct cg_proto *cg_proto)
@@ -20,6 +22,7 @@ int tcp_init_cgroup(struct cgroup *cgrp, struct cgroup_subsys *ss)
    struct tcp_memcontrol *tcp;
    struct mem_cgroup *memcg = mem_cgroup_from_cont(cgrp);
    struct mem_cgroup *parent = parent_mem_cgroup(memcg);
+   struct net *net = current->nsproxy->net_ns;

    cg_proto = tcp_prot.proto_cgroup(memcg);
    if (!cg_proto)
@@ -28,9 +31,9 @@ int tcp_init_cgroup(struct cgroup *cgrp, struct cgroup_subsys *ss)
    tcp = tcp_from_cgproto(cg_proto);
    cg_proto->parent = tcp_prot.proto_cgroup(parent);

-   tcp->tcp_prot_mem[0] = sysctl_tcp_mem[0];
-   tcp->tcp_prot_mem[1] = sysctl_tcp_mem[1];
-   tcp->tcp_prot_mem[2] = sysctl_tcp_mem[2];
+   tcp->tcp_prot_mem[0] = net->ipv4.sysctl_tcp_mem[0];
+   tcp->tcp_prot_mem[1] = net->ipv4.sysctl_tcp_mem[1];
+   tcp->tcp_prot_mem[2] = net->ipv4.sysctl_tcp_mem[2];
    tcp->tcp_memory_pressure = 0;

    if (cg_proto->parent)
diff --git a/net/ipv6/af_inet6.c b/net/ipv6/af_inet6.c

```

```

index d27c797..49b2145 100644
--- a/net/ipv6/af_inet6.c
+++ b/net/ipv6/af_inet6.c
@@ -1115,6 +1115,8 @@ static int __init inet6_init(void)
    if (err)
        goto static_sysctl_fail;
    #endif
+   tcpv6_prot.sysctl_mem = init_net.ipv4.sysctl_tcp_mem;
+
+   /*
+    * ipngwg API draft makes clear that the correct semantics
+    * for TCP and UDP is to consider one TCP and UDP instance
diff --git a/net/ipv6/tcp_ipv6.c b/net/ipv6/tcp_ipv6.c
index d57d7a7..b6451f2 100644
--- a/net/ipv6/tcp_ipv6.c
+++ b/net/ipv6/tcp_ipv6.c
@@ -2209,7 +2209,6 @@ struct proto tcpv6_prot = {
    .memory_allocated = &tcp_memory_allocated,
    .memory_pressure = &tcp_memory_pressure,
    .orphan_count = &tcp_orphan_count,
-   .sysctl_mem = sysctl_tcp_mem,
    .sysctl_wmem = sysctl_tcp_wmem,
    .sysctl_rmem = sysctl_tcp_rmem,
    .max_header = MAX_TCP_HEADER,
--
1.7.6.4

```
