
Subject: Re: [PATCH] tun: don't hold network namespace by tun sockets

Posted by [Eric Dumazet](#) on Sun, 11 Mar 2012 17:29:29 GMT

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Le dimanche 11 mars 2012 à 19:21 +0400, Stanislav Kinsbursky a écrit :

> TUN was designed to destroy it's socket on network namespace shutdown. But this
> will never happen for persistent device, because it's socket holds network
> namespace.

> This patch removes of holding network namespace by TUN socket and replaces it
> by creating socket in init_net and then changing it's net it to desired one. On
> shutdown socket is moved back to init_net prior to final put.

>

> Signed-off-by: Stanislav Kinsbursky <skinsbursky@parallels.com>

>

> ---

> drivers/net/tun.c | 10 ++++++---

> 1 files changed, 7 insertions(+), 3 deletions(-)

>

> diff --git a/drivers/net/tun.c b/drivers/net/tun.c

> index 2c5d349..92ef539 100644

> --- a/drivers/net/tun.c

> +++ b/drivers/net/tun.c

> @@ -358,8 +358,11 @@ static void tun_net_uninit(struct net_device *dev)

> static void tun_free_netdev(struct net_device *dev)

> {

> struct tun_struct *tun = netdev_priv(dev);

> + struct sock *sk = tun->socket.sk;

>

> - sock_put(tun->socket.sk);

> + release_net(sock_net(sk));

> + sock_net_set(sk, get_net(&init_net));

> + sock_put(sk);

Hmm, maybe use `sk_release_kernel()`, as its should be the thing
associated with `sk_change_net()`.

Or at least make intent clear, since its not obvious.
