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Subject: Re: [PATCH 5/9] network namespaces: async socket operations

Posted by [Daniel Lezcano](#) on Fri, 22 Sep 2006 15:33:56 GMT

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Andrey Savochkin wrote:

```
> Non-trivial part of socket namespaces: asynchronous events
> should be run in proper context.
>
> Signed-off-by: Andrey Savochkin <saw@swsoft.com>
> ---
> af_inet.c      | 10 ++++++++
> inet_timewait_sock.c |  8 ++++++
> tcp_timer.c    |  9 ++++++++
> 3 files changed, 27 insertions(+)
>
> --- ./net/ipv4/af_inet.c.venssock-asyn Mon Aug 14 17:04:07 2006
> +++ ./net/ipv4/af_inet.c Tue Aug 15 13:45:44 2006
> @@ -366,10 +366,17 @@ out_rcu_unlock:
> int inet_release(struct socket *sock)
> {
>     struct sock *sk = sock->sk;
> + struct net_namespace *ns, *orig_net_ns;
>
>     if (sk) {
>         long timeout;
>
> + /* Need to change context here since protocol ->close
> + * operation may send packets.
> + */
> +     ns = get_net_ns(sk->sk_net_ns);
> +     push_net_ns(ns, orig_net_ns);
> + }
```

Is it not a race condition here ? What happens if you have a packet incoming during the namespace context switching ?

IHMO doing namespace switching is something dangerous, you can probably handle that with locks but it will be difficult and will decrease all network performance.

In an other hand, I don't see how you can handle the "sk->sk\_prot->close" after ...

-- Cheers

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