
Subject: [PATCH][PACKET] Use existing sock refcnt debugging infrastructure

Posted by [Pavel Emelianov](#) on Fri, 09 Nov 2007 13:39:41 GMT

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The packet_socks_nr variable is used purely for debugging
the number of sockets.

As Arnaldo pointed out, there's already an infrastructure
for this purposes, so switch to using it.

Signed-off-by: Pavel Emelyanov <xemul@openvz.org>

```
diff --git a/net/packet/af_packet.c b/net/packet/af_packet.c
index 4cb2dfb..36331a5 100644
--- a/net/packet/af_packet.c
+++ b/net/packet/af_packet.c
@@ @ -139,9 +139,6 @@ dev->hard_header == NULL (II header is added by device, we cannot
control it)
 static HLIST_HEAD(packet_sklist);
 static DEFINE_RWLOCK(packet_sklist_lock);

-static atomic_t packet_socks_nr;
-
-
/* Private packet socket structures. */

struct packet_mclist
@@ @ -236,10 +233,7 @@ static void packet_sock_destruct(struct sock *sk)
    return;
}

- atomic_dec(&packet_socks_nr);
-#ifdef PACKET_REFCNT_DEBUG
- printk(KERN_DEBUG "PACKET socket %p is free, %d are alive\n", sk,
atomic_read(&packet_socks_nr));
#endif
+ sk_refcnt_debug_dec(sk);
}

@@ @ -849,6 +843,7 @@ static int packet_release(struct socket *sock)
/* Purge queues */

    skb_queue_purge(&sk->sk_receive_queue);
+ sk_refcnt_debug_release(sk);
```

```
sock_put(sk);
return 0;
@@ -1010,7 +1005,7 @@ static int packet_create(struct net *net, struct socket *sock, int
protocol)
    po->num = proto;

    sk->sk_destruct = packet_sock_destruct;
- atomic_inc(&packet_socks_nr);
+ sk_refcnt_debug_inc(sk);

/*
 * Attach a protocol block
--
```

1.5.3.4

Subject: Re: [PATCH][PACKET] Use existing sock refcnt debugging infrastructure
Posted by [Arnaldo Carvalho de M](#) on Fri, 09 Nov 2007 14:37:42 GMT

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Em Fri, Nov 09, 2007 at 04:39:41PM +0300, Pavel Emelyanov escreveu:

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>
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>
> Signed-off-by: Pavel Emelyanov <xemul@openvz.org>

Acked-by: Arnaldo Carvalho de Melo <acme@redhat.com>

> ---
>
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> -#endif
> + sk_refcnt_debug_dec(sk);
> }
>
>
> @@ -849,6 +843,7 @@ static int packet_release(struct socket *sock)
> /* Purge queues */
>
> skb_queue_purge(&sk->sk_receive_queue);
> + sk_refcnt_debug_release(sk);
>
> sock_put(sk);
> return 0;
> @@ -1010,7 +1005,7 @@ static int packet_create(struct net *net, struct socket *sock, int
protocol)
>     po->num = proto;
>
>     sk->sk_destruct = packet_sock_destruct;
> - atomic_inc(&packet_socks_nr);
> + sk_refcnt_debug_inc(sk);
>
> /*
>  * Attach a protocol block
> --
> 1.5.3.4
>
> -
> To unsubscribe from this list: send the line "unsubscribe netdev" in
> the body of a message to majordomo@vger.kernel.org
> More majordomo info at http://vger.kernel.org/majordomo-info.html
```

Subject: Re: [PATCH][PACKET] Use existing sock refcnt debugging infrastructure
Posted by [davem](#) on Sun, 11 Nov 2007 05:38:57 GMT

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From: "Arnaldo Carvalho de Melo" <acme@redhat.com>

Date: Fri, 9 Nov 2007 12:37:42 -0200

> Em Fri, Nov 09, 2007 at 04:39:41PM +0300, Pavel Emelyanov escreveu:

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> > Signed-off-by: Pavel Emelyanov <xemul@openvz.org>  
>  
> Acked-by: Arnaldo Carvalho de Melo <acme@redhat.com>
```

Applied.
