
Subject: netns refcounting

Posted by [den](#) on Fri, 16 Nov 2007 14:04:08 GMT

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Hello, All!

During port of Eric's patches I have noticed an interesting thing.
The patch "net: Teach the ipv4 route cache to handle multiple network namespaces" call hold_net for each IPv4 DST cache entry.

Though it is not possible to stop a namespace without stopping all the devices inside. Additionally, the device can't be unregistered if there are dst entries to it. These entries are moved to a namespace loopback and the namespace will block until these entries will gone from a loopback.

So, I do not see a necessity to have an extra atomic on this hot path, i.e. hold_net can re moved away for this. Are there any holes?

Regards,
Den

Subject: Re: netns refcounting

Posted by [Daniel Lezcano](#) on Fri, 16 Nov 2007 15:50:13 GMT

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Denis V. Lunev wrote:

> Hello, All!

>

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> So, I do not see a necessity to have an extra atomic on this hot path, i.e. hold_net can re moved away for this. Are there any holes?

That seems reasonable to remove, good catch.

Subject: Re: netns refcounting

Posted by [ebiederm](#) on Fri, 16 Nov 2007 17:14:40 GMT

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"Denis V. Lunev" <den@sw.ru> writes:

> Hello, All!

>

> During port of Eric's patches I have noticed an interesting thing.

> The patch "net: Teach the ipv4 route cache to handle multiple network namespaces" call hold_net for each IPv4 DST cache entry.

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> So, I do not see a necessity to have an extra atomic on this hot path, i.e. hold_net can be moved away for this. Are there any holes?

So all hold_net is good for is to catch logic errors where people are still using a network namespace but have freed it. It is a bit like the device reference count in that regard.

The usage of the dst cache from ipv4 looked complicated enough that making some small mistake easy to have so I included the reference count for good measure.

If the movement to loopback device is sufficient to prevent us from goofing up in this area I am happy to avoid the reference count.

Eric
