
Subject: [PATCH net-2.6.25 2/3][IPV6] Unify and cleanup calls to
addrconf_sysctl_register

Posted by [Pavel Emelianov](#) on Fri, 30 Nov 2007 18:54:51 GMT

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Currently this call is (ab)used similar to devinet one - it registers sysctls for devices and for the "default" confs, while the "all" sysctls are registered separately. But unlike its devinet brother, the passed inet6_device is needed.

The fix is to make a __addrconf_sysctl_register(), which registers sysctls for all "devices" we need, including "default" and "all" :)

The original addrconf_sysctl_register() calls the introduced function, passing the inet6_device, device name and ifindex (to be used as procname and ctl_name) into it.

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

diff --git a/net/ipv6/addrconf.c b/net/ipv6/addrconf.c

index 2d2886a..8b93593 100644

--- a/net/ipv6/addrconf.c

+++ b/net/ipv6/addrconf.c

@@ -4118,12 +4118,11 @@ static struct addrconf_sysctl_table

},
};

-static void addrconf_sysctl_register(struct inet6_dev *idev, struct ipv6_devconf *p)

+static void __addrconf_sysctl_register(char *dev_name, int ctl_name,

+ struct inet6_dev *idev, struct ipv6_devconf *p)

{

int i;

- struct net_device *dev = idev ? idev->dev : NULL;

struct addrconf_sysctl_table *t;

- char *dev_name = NULL;

t = kmemdup(&addrconf_sysctl, sizeof(*t), GFP_KERNEL);

if (t == NULL)

@@ -4133,13 +4132,6 @@ static void addrconf_sysctl_register(struct inet6_dev *idev, struct
ipv6_devconf

t->addrconf_vars[i].data += (char*)p - (char*)&ipv6_devconf;

t->addrconf_vars[i].extra1 = idev; /* embedded; no ref */

}

- if (dev) {

- dev_name = dev->name;

- t->addrconf_dev[0].ctl_name = dev->ifindex;

```

- } else {
- dev_name = "default";
- t->addrconf_dev[0].ctl_name = NET_PROTO_CONF_DEFAULT;
- }

/*
 * Make a copy of dev_name, because '.procname' is regarded as const
@@ -4150,6 +4142,7 @@ static void addrconf_sysctl_register(struct inet6_dev *idev, struct
ipv6_devconf
    if (!dev_name)
        goto free;

+ t->addrconf_dev[0].ctl_name = ctl_name;
+ t->addrconf_dev[0].procname = dev_name;

    t->addrconf_dev[0].child = t->addrconf_vars;
@@ -4172,6 +4165,13 @@ out:
    return;
}

+static void addrconf_sysctl_register(struct inet6_dev *idev,
+ struct ipv6_devconf *p)
+{
+ __addrconf_sysctl_register(idev->dev->name, idev->dev->ifindex,
+ idev, p);
+}
+
static void addrconf_sysctl_unregister(struct ipv6_devconf *p)
{
    if (p->sysctl) {
@@ -4270,9 +4270,10 @@ int __init addrconf_init(void)
    ipv6_addr_label_rtnl_register();

#ifdef CONFIG_SYSCTL
- addrconf_sysctl.sysctl_header =
- register_sysctl_table(addrconf_sysctl.addrconf_root_dir);
- addrconf_sysctl_register(NULL, &ipv6_devconf_dflt);
+ __addrconf_sysctl_register("all", NET_PROTO_CONF_ALL,
+ NULL, &ipv6_devconf);
+ __addrconf_sysctl_register("default", NET_PROTO_CONF_DEFAULT,
+ NULL, &ipv6_devconf_dflt);
#endif

    return 0;
--
1.5.3.4

```

Subject: Re: [PATCH net-2.6.25 2/3][IPV6] Unify and cleanup calls to
addrconf_sysctl_register

Posted by [Herbert Xu](#) on Sat, 01 Dec 2007 13:24:22 GMT

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On Fri, Nov 30, 2007 at 09:54:51PM +0300, Pavel Emelyanov wrote:

>

```
> +static void addrconf_sysctl_register(struct inet6_dev *idev,  
> + struct ipv6_devconf *p)
```

Due to your simplification you no longer need the second argument
as it can now be derived from the first as is the case for IPv4.

So let's get rid of that while we're at it.

Thanks,

--

Visit Openswan at <http://www.openswan.org/>

Email: Herbert Xu ~{PmV>Hl~} <herbert@gondor.apana.org.au>

Home Page: <http://gondor.apana.org.au/~herbert/>

PGP Key: <http://gondor.apana.org.au/~herbert/pubkey.txt>

Subject: [PATCH net-2.6.25 (resend) 2/3][IPV6] Unify and cleanup calls to
addrconf_sysctl_register

Posted by [Pavel Emelianov](#) on Sat, 01 Dec 2007 13:45:09 GMT

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Currently this call is (ab)used similar to devinet one - it
registers sysctls for devices and for the "default" confs, while
the "all" sysctls are registered separately. But unlike its
devinet brother, the passed inet6_device is needed.

The fix is to make a `__addrconf_sysctl_register()`, which registers
sysctls for all "devices" we need, including "default" and "all" :)

The original `addrconf_sysctl_register()` calls the introduced
function, passing the `inet6_device`, device name and ifindex (to
be used as `procname` and `ctl_name`) into it.

Thanks to Herbert again for pointing out, that we can shrink the
argument list to 1 :)

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

diff --git a/net/ipv6/addrconf.c b/net/ipv6/addrconf.c

index 2d2886a..ea1673d 100644

--- a/net/ipv6/addrconf.c

+++ b/net/ipv6/addrconf.c

@@ -101,7 +101,7 @@

#define TIME_DELTA(a,b) ((unsigned long)((long)(a) - (long)(b)))

#ifdef CONFIG_SYSCTL

-static void addrconf_sysctl_register(struct inet6_dev *idev, struct ipv6_devconf *p);

+static void addrconf_sysctl_register(struct inet6_dev *idev);

static void addrconf_sysctl_unregister(struct ipv6_devconf *p);

#endif

@@ -400,7 +400,7 @@ static struct inet6_dev * ipv6_add_dev(struct net_device *dev)

NET_IPV6_NEIGH, "ipv6",

&ndisc_ifinfo_sysctl_change,

NULL);

- addrconf_sysctl_register(ndev, &ndev->cnf);

+ addrconf_sysctl_register(ndev);

#endif

/* protected by rtnl_lock */

rcu_assign_pointer(dev->ip6_ptr, ndev);

@@ -2386,7 +2386,7 @@ static int addrconf_notify(struct notifier_block *this, unsigned long event,

NET_IPV6, NET_IPV6_NEIGH, "ipv6",

&ndisc_ifinfo_sysctl_change,

NULL);

- addrconf_sysctl_register(idev, &idev->cnf);

+ addrconf_sysctl_register(idev);

#endif

err = snmp6_register_dev(idev);

if (err)

@@ -4118,12 +4118,11 @@ static struct addrconf_sysctl_table

},

};

-static void addrconf_sysctl_register(struct inet6_dev *idev, struct ipv6_devconf *p)

+static void __addrconf_sysctl_register(char *dev_name, int ctl_name,

+ struct inet6_dev *idev, struct ipv6_devconf *p)

{

int i;

- struct net_device *dev = idev ? idev->dev : NULL;

struct addrconf_sysctl_table *t;

- char *dev_name = NULL;

t = kmemdup(&addrconf_sysctl, sizeof(*t), GFP_KERNEL);

if (t == NULL)

@@ -4133,13 +4132,6 @@ static void addrconf_sysctl_register(struct inet6_dev *idev, struct ipv6_devconf

```

t->addrconf_vars[i].data += (char*)p - (char*)&ipv6_devconf;
t->addrconf_vars[i].extra1 = idev; /* embedded; no ref */
}
- if (dev) {
- dev_name = dev->name;
- t->addrconf_dev[0].ctl_name = dev->ifindex;
- } else {
- dev_name = "default";
- t->addrconf_dev[0].ctl_name = NET_PROTO_CONF_DEFAULT;
- }

/*
 * Make a copy of dev_name, because '.procname' is regarded as const
@@ -4150,6 +4142,7 @@ static void addrconf_sysctl_register(struct inet6_dev *idev, struct
ipv6_devconf
if (!dev_name)
goto free;

+ t->addrconf_dev[0].ctl_name = ctl_name;
t->addrconf_dev[0].procname = dev_name;

t->addrconf_dev[0].child = t->addrconf_vars;
@@ -4172,6 +4165,12 @@ out:
return;
}

+static void addrconf_sysctl_register(struct inet6_dev *idev)
+{
+ __addrconf_sysctl_register(idev->dev->name, idev->dev->ifindex,
+ idev, &idev->cnf);
+}
+
static void addrconf_sysctl_unregister(struct ipv6_devconf *p)
{
if (p->sysctl) {
@@ -4270,9 +4269,10 @@ int __init addrconf_init(void)
ipv6_addr_label_rtnl_register();

#ifdef CONFIG_SYSCTL
- addrconf_sysctl.sysctl_header =
- register_sysctl_table(addrconf_sysctl.addrconf_root_dir);
- addrconf_sysctl_register(NULL, &ipv6_devconf_dflt);
+ __addrconf_sysctl_register("all", NET_PROTO_CONF_ALL,
+ NULL, &ipv6_devconf);
+ __addrconf_sysctl_register("default", NET_PROTO_CONF_DEFAULT,
+ NULL, &ipv6_devconf_dflt);
#endif

```

```
return 0;
```

```
--
```

```
1.5.3.4
```

Subject: [PATCH net-2.6.25 (resend) 3/3][IPV6] Use ctl paths to register addrconf sysctls

Posted by [Pavel Emelianov](#) on Sat, 01 Dec 2007 13:46:41 GMT

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This looks very much like the patch for ipv4's devinet.

This is also intended to help us with the net namespaces and saves the ipv6.ko size by ~320 bytes.

The difference from the first version is just the patch offsets, that changed due to changes in the patch #2.

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

```
---
```

```
diff --git a/net/ipv6/addrconf.c b/net/ipv6/addrconf.c
index ea1673d..dbff389 100644
--- a/net/ipv6/addrconf.c
+++ b/net/ipv6/addrconf.c
@@ -3848,10 +3848,7 @@ static struct addrconf_sysctl_table
{
    struct ctl_table_header *sysctl_header;
    ctl_table addrconf_vars[__NET_IPV6_MAX];
-   ctl_table addrconf_dev[2];
-   ctl_table addrconf_conf_dir[2];
-   ctl_table addrconf_proto_dir[2];
-   ctl_table addrconf_root_dir[2];
+   char *dev_name;
} addrconf_sysctl_read_mostly = {
    .sysctl_header = NULL,
    .addrconf_vars = {
@@ -4072,50 +4069,6 @@ static struct addrconf_sysctl_table
    .ctl_name = 0, /* sentinel */
}
},
- .addrconf_dev = {
- {
-   .ctl_name = NET_PROTO_CONF_ALL,
-   .procname = "all",
-   .mode = 0555,
-   .child = addrconf_sysctl.addrconf_vars,
```

```

- },
- {
- .ctl_name = 0, /* sentinel */
- }
- },
- .addrconf_conf_dir = {
- {
- .ctl_name = NET_IPV6_CONF,
- .procname = "conf",
- .mode = 0555,
- .child = addrconf_sysctl.addrconf_dev,
- },
- {
- .ctl_name = 0, /* sentinel */
- }
- },
- .addrconf_proto_dir = {
- {
- .ctl_name = NET_IPV6,
- .procname = "ipv6",
- .mode = 0555,
- .child = addrconf_sysctl.addrconf_conf_dir,
- },
- {
- .ctl_name = 0, /* sentinel */
- }
- },
- .addrconf_root_dir = {
- {
- .ctl_name = CTL_NET,
- .procname = "net",
- .mode = 0555,
- .child = addrconf_sysctl.addrconf_proto_dir,
- },
- {
- .ctl_name = 0, /* sentinel */
- }
- },
};

```

```

static void __addrconf_sysctl_register(char *dev_name, int ctl_name,
@@ -4124,6 +4077,17 @@ static void __addrconf_sysctl_register(char *dev_name, int ctl_name,
int i;
struct addrconf_sysctl_table *t;

```

```

+#define ADDRCONF_CTL_PATH_DEV 3
+
+ struct ctl_path addrconf_ctl_path[] = {

```

```

+ { .procname = "net", .ctl_name = CTL_NET, },
+ { .procname = "ipv6", .ctl_name = NET_IPV6, },
+ { .procname = "conf", .ctl_name = NET_IPV6_CONF, },
+ { /* to be set */ },
+ { },
+ };
+
+
t = kmemdup(&addrconf_sysctl, sizeof(*t), GFP_KERNEL);
if (t == NULL)
    goto out;
@@ -4138,19 +4102,15 @@ static void __addrconf_sysctl_register(char *dev_name, int
ctl_name,
    * by sysctl and we wouldn't want anyone to change it under our feet
    * (see SIOCSIFNAME).
    */
- dev_name = kstrdup(dev_name, GFP_KERNEL);
- if (!dev_name)
+ t->dev_name = kstrdup(dev_name, GFP_KERNEL);
+ if (!t->dev_name)
    goto free;

- t->addrconf_dev[0].ctl_name = ctl_name;
- t->addrconf_dev[0].procname = dev_name;
-
- t->addrconf_dev[0].child = t->addrconf_vars;
- t->addrconf_conf_dir[0].child = t->addrconf_dev;
- t->addrconf_proto_dir[0].child = t->addrconf_conf_dir;
- t->addrconf_root_dir[0].child = t->addrconf_proto_dir;
+ addrconf_ctl_path[ADDRCONF_CTL_PATH_DEV].procname = t->dev_name;
+ addrconf_ctl_path[ADDRCONF_CTL_PATH_DEV].ctl_name = ctl_name;

- t->sysctl_header = register_sysctl_table(t->addrconf_root_dir);
+ t->sysctl_header = register_sysctl_paths(addrconf_ctl_path,
+ t->addrconf_vars);
    if (t->sysctl_header == NULL)
        goto free_procname;

@@ -4158,7 +4118,7 @@ static void __addrconf_sysctl_register(char *dev_name, int ctl_name,
    return;

free_procname:
- kfree(dev_name);
+ kfree(t->dev_name);
free:
    kfree(t);
out:
@@ -4177,7 +4137,7 @@ static void addrconf_sysctl_unregister(struct ipv6_devconf *p)

```



```
struct addrconf_sysctl_table *t = p->sysctl;
p->sysctl = NULL;
unregister_sysctl_table(t->sysctl_header);
- kfree(t->addrconf_dev[0].procname);
+ kfree(t->dev_name);
  kfree(t);
}
}
--
1.5.3.4
```

Subject: Re: [PATCH net-2.6.25 (resend) 3/3][IPV6] Use ctl paths to register
addrconf sysctls

Posted by [Herbert Xu](#) on Sat, 01 Dec 2007 14:00:05 GMT

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On Sat, Dec 01, 2007 at 04:46:41PM +0300, Pavel Emelyanov wrote:

> This looks very much like the patch for ipv4's devinet.

>

> This is also intended to help us with the net namespaces

> and saves the ipv6.ko size by ~320 bytes.

>

> The difference from the first version is just the patch

> offsets, that changed due to changes in the patch #2.

>

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

Both applied. Thanks!

--

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