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Subject: [PATCH net-2.6.26 3/6][SOCK][NETNS]: Add the percpu prot\_inuse counter in the struct net.

Posted by [Pavel Emelianov](#) on Mon, 31 Mar 2008 12:15:47 GMT

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Such an accounting would cost us two more dereferences to get the percpu variable from the struct net, so I make sock\_prot\_inuse\_get and \_add calls work differently depending on CONFIG\_NET\_NS - without it old optimized routines are used.

The per-cpu counter for init\_net is prepared in core\_initcall, so that even af\_inet, that starts as fs\_initcall, will already have the init\_net prepared.

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

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```
include/net/netns/core.h | 3 ++
net/core/sock.c          | 48 +++++
2 files changed, 51 insertions(+), 0 deletions(-)
```

diff --git a/include/net/netns/core.h b/include/net/netns/core.h

index 0e8c0f8..24d4be7 100644

--- a/include/net/netns/core.h

+++ b/include/net/netns/core.h

@@ -2,12 +2,15 @@

#define \_\_NETNS\_CORE\_H\_\_

struct ctl\_table\_header;

+struct prot\_inuse;

struct netns\_core {

/\* core sysctls \*/

struct ctl\_table\_header \*sysctl\_hdr;

int sysctl\_somaxconn;

+

+ struct prot\_inuse \*inuse;

};

#endif

diff --git a/net/core/sock.c b/net/core/sock.c

index 6f36ab9..83e11f7 100644

--- a/net/core/sock.c

+++ b/net/core/sock.c

@@ -1947,6 +1947,53 @@ struct prot\_inuse {

};

```

static DECLARE_BITMAP(proto_inuse_idx, PROTO_INUSE_NR);
+
#ifdef CONFIG_NET_NS
+void sock_prot_inuse_add(struct net *net, struct proto *prot, int val)
+{
+ int cpu = smp_processor_id();
+ per_cpu_ptr(net->core.inuse, cpu)->val[prot->inuse_idx] += val;
+}
+EXPORT_SYMBOL_GPL(sock_prot_inuse_add);
+
+int sock_prot_inuse_get(struct net *net, struct proto *prot)
+{
+ int cpu, idx = prot->inuse_idx;
+ int res = 0;
+
+ for_each_possible_cpu(cpu)
+ res += per_cpu_ptr(net->core.inuse, cpu)->val[idx];
+
+ return res >= 0 ? res : 0;
+}
+EXPORT_SYMBOL_GPL(sock_prot_inuse_get);
+
+static int sock_inuse_init_net(struct net *net)
+{
+ net->core.inuse = alloc_percpu(struct prot_inuse);
+ return net->core.inuse ? 0 : -ENOMEM;
+}
+
+static void sock_inuse_exit_net(struct net *net)
+{
+ free_percpu(net->core.inuse);
+}
+
+static struct pernet_operations net_inuse_ops = {
+ .init = sock_inuse_init_net,
+ .exit = sock_inuse_exit_net,
+};
+
+static __init int net_inuse_init(void)
+{
+ if (register_pernet_subsys(&net_inuse_ops))
+ panic("Cannot initialize net inuse counters");
+
+ return 0;
+}
+
+core_initcall(net_inuse_init);
#else

```

```

static DEFINE_PER_CPU(struct prot_inuse, prot_inuse);

void sock_prot_inuse_add(struct net *net, struct proto *prot, int val)
@@ -1966,6 +2013,7 @@ int sock_prot_inuse_get(struct net *net, struct proto *prot)
    return res >= 0 ? res : 0;
}
EXPORT_SYMBOL_GPL(sock_prot_inuse_get);
+#endif

static void assign_proto_idx(struct proto *prot)
{
--
1.5.3.4

```

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Subject: Re: [PATCH net-2.6.26 3/6][SOCK][NETNS]: Add the percpu prot\_inuse counter in the struct net.

Posted by [davem](#) on Tue, 01 Apr 2008 03:19:14 GMT

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From: Pavel Emelyanov <xemul@openvz.org>

Date: Mon, 31 Mar 2008 16:15:47 +0400

> Such an accounting would cost us two more dereferences to get the  
> percpu variable from the struct net, so I make sock\_prot\_inuse\_get  
> and \_add calls work differently depending on CONFIG\_NET\_NS - without  
> it old optimized routines are used.

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> that even af\_inet, that starts as fs\_initcall, will already have the  
> init\_net prepared.

>

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

Applied.

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