
Subject: [PATCH] cryo: Improve socket support: add UDP and IPv6
Posted by [Benjamin Thery](#) on Mon, 16 Jun 2008 15:38:29 GMT
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Today, I played a bit with inet sockets and cryo. With few modifications I managed to "checkpoint-restart" programs that use UDP sockets to listen and send data.

This patch improves socket checkpointing in cryo:

- * Save/restore socket family: we can checkpoint IPv6 sockets now.
- * Save/restore socket type: we can checkpoint UDP sockets too.

Simple test programs for UDP sockets available upon request :)

Regards,
Benjamin

Signed-off-by: Benjamin Thery <benjamin.thery@bull.net>

cr.c | 63 +++-----
1 file changed, 50 insertions(+), 13 deletions(-)

Index: cryodev/cr.c

=====

--- cryodev.orig/cr.c

+++ cryodev/cr.c

@@ -67,11 +67,15 @@ int pagesize = 0;

```
typedef struct isockinfo_t {
    int fdnum;
-   int type; /* socket type: UDP, TCP */
+   int type; /* socket type: SOCK_STREAM, SOCK_DGRAM */
+   int family; /* socket family: AF_INET, AF_INET6 */
    int mode; /* bind, listen, connect */
    int opt; /* various sockopt */
    int backlog; /* for listen(2) */
-   struct sockaddr_in locaddr; /* for bind(2) */
+   union {
+       struct sockaddr_in saddr4;
+       struct sockaddr_in6 saddr6;
+   } locaddr; /* for bind(2) */
    char tcpstate[TPI_LEN];
} isockinfo_t;
```

@@ -179,7 +183,7 @@ int getmaps(pid_t pid, memseg_t **p)

```
int getsockinfo(pid_t pid, pinfo_t *pi, int num)
{
```

```

- struct sockaddr name;
+ struct sockaddr_storage name;
  int namelen = (int)sizeof(name), ret = 0;
  int tpi_len = TPI_LEN;
  int flag, flaglen;
@@ -188,9 +192,11 @@ int getsockinfo(pid_t pid, pinfo_t *pi,
  /* get socketname and see if it is an unix or an inet socket */
  memset(&name, 0, sizeof(name));
  PT_GETSOCKNAME(pid, num, &name, &namelen);
- t_d(name.sa_family);
+ t_d(name.ss_family);

- if (name.sa_family != (sa_family_t)AF_INET) return ret;
+ if (name.ss_family != (sa_family_t)AF_INET &&
+   name.ss_family != (sa_family_t)AF_INET6)
+ return ret;

  if (! (pi->si = (isockinfo_t *)realloc(pi->si, sizeof(isockinfo_t) * (pi->ns+1)))) return -1;
  psi = &pi->si[pi->ns];
@@ -198,11 +204,25 @@ int getsockinfo(pid_t pid, pinfo_t *pi,

  //pi->si[pi->ns].fdnum = num;
  psi->fdnum = num;
+ psi->family = name.ss_family;

  psi->mode = ISOCK_UNKNOWN;
- memcpy((void *)&psi->locaddr, (void *)&name, sizeof(name));
- if (psi->locaddr.sin_addr.s_addr != 0 || psi->locaddr.sin_port != 0) psi->mode |= ISOCK_BIND;
-
+ memcpy((void *)&psi->locaddr, (void *)&name, namelen);
+
+ if ((psi->family == AF_INET &&
+   (psi->locaddr.saddr4.sin_addr.s_addr != INADDR_ANY ||
+    psi->locaddr.saddr4.sin_port != 0)) ||
+   (psi->family == AF_INET6 &&
+    (memcmp(&psi->locaddr.saddr6.sin6_addr, &in6addr_any, 16) != 0 ||
+     psi->locaddr.saddr6.sin6_port != 0)))
+ psi->mode |= ISOCK_BIND;
+
+ flag = 0;
+ flaglen = (int)sizeof(flag);
+ PT_GETSOCKOPT(pid, num, SOL_SOCKET, SO_TYPE, &flag, &flaglen);
+ if (flag)
+ psi->type = flag;
+
  flag = 0;
  flaglen = (int)sizeof(flag);
  PT_GETSOCKOPT(pid, num, SOL_SOCKET, SO_REUSEADDR, &flag, &flaglen);

```

```

@@ -866,6 +886,7 @@ int restore_sock(int fd, pid_t pid)
    int sock;
    size_t bufsz;
    isockinfo_t *isockinfo = NULL;
+ int len;

    for (;;) {
        read_item(fd, item, sizeof(item), &buf, &bufsz);
@@ -873,20 +894,36 @@ int restore_sock(int fd, pid_t pid)
        else ITEM_SET(isockinfo, isockinfo_t);
        else break; // unknown item

- t_d(sock = PT_SOCKET(pid, AF_INET, SOCK_STREAM, 0));
+ t_d(sock = PT_SOCKET(pid, isockinfo->family, isockinfo->type, 0));
    if (sock < 0) {
        ERROR("PT_SOCKET(%d, %d, %d, %d) errno=%d: %s",
- pid, AF_INET, SOCK_STREAM, 0, sock, strerror(-sock));
+ pid, isockinfo->family, isockinfo->type, 0,
+ sock, strerror(-sock));
    }
    t_d(PT_DUP2(pid, sock, isockinfo->fdnum));
    if (sock != isockinfo->fdnum) t_d(PT_CLOSE(pid, sock));

    if (isockinfo->mode & ISOCK_BIND) {
+ struct sockaddr *sa;
        struct sockaddr_in sin;
+ struct sockaddr_in6 sin6;

- memcpy((void *)&sin, (void *)&isockinfo->locaddr, sizeof(sin));
- if (isockinfo->mode & ISOCK_CONNECT) sin.sin_port = htons(0);
- t_d(PT_BIND(pid, isockinfo->fdnum, &sin, sizeof(sin)));
+ if (isockinfo->family == AF_INET) {
+ len = sizeof(sin);
+ memcpy((void *)&sin,
+ (void *)&isockinfo->locaddr.saddr4, len);
+ if (isockinfo->mode & ISOCK_CONNECT)
+ sin.sin_port = htons(0);
+ sa = (struct sockaddr *) &sin;
+ } else {
+ len = sizeof(sin6);
+ memcpy((void *)&sin6,
+ (void *)&isockinfo->locaddr.saddr6, len);
+ if (isockinfo->mode & ISOCK_CONNECT)
+ sin.sin_port = htons(0);
+ sa = (struct sockaddr *) &sin6;
+ }
+ t_d(PT_BIND(pid, isockinfo->fdnum, sa, len));
    }

```

```
if (isockinfo->mode & ISOCK_LISTEN) {  
    t_d(PT_LISTEN(pid, isockinfo->fdnum, 64)); //FIXME: get backlog from TPI_INFO
```

--

Containers mailing list
Containers@lists.linux-foundation.org
<https://lists.linux-foundation.org/mailman/listinfo/containers>

Subject: Re: [PATCH] cryo: Improve socket support: add UDP and IPv6
Posted by [Dave Hansen](#) on Mon, 16 Jun 2008 16:22:44 GMT

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On Mon, 2008-06-16 at 17:38 +0200, Benjamin Thery wrote:

> Today, I played a bit with inet sockets and cryo. With few modifications
> I managed to "checkpoint-restart" programs that use UDP sockets to listen
> and send data.

>

> This patch improves socket checkpointing in cryo:

> * Save/restore socket family: we can checkpoint IPv6 sockets now.

> * Save/restore socket type: we can checkpoint UDP sockets too.

>

> Simple test programs for UDP sockets available upon request :)

>

> Regards,

> Benjamin

>

> Signed-off-by: Benjamin Thery <benjamin.thery@bull.net>

> ---

> cr.c | 63 +++-----

> 1 file changed, 50 insertions(+), 13 deletions(-)

>

> Index: cryodev/cr.c

> =====

> --- cryodev.orig/cr.c

> +++ cryodev/cr.c

> @@ -67,11 +67,15 @@ int pagesize = 0;

>

> typedef struct isockinfo_t {

> int fdnum;

> - int type; /* socket type: UDP, TCP */

> + int type; /* socket type: SOCK_STREAM, SOCK_DGRAM */

> + int family; /* socket family: AF_INET, AF_INET6 */

> int mode; /* bind, listen, connect */

> int opt; /* various sockopt */

> int backlog; /* for listen(2) */

> - struct sockaddr_in locaddr; /* for bind(2) */

```

> + union {
> + struct sockaddr_in saddr4;
> + struct sockaddr_in6 saddr6;
> + } locaddr; /* for bind(2) */
> char tcpstate[TPI_LEN];
> } isockinfo_t;
>
> @@ -179,7 +183,7 @@ int getmaps(pid_t pid, memseg_t **p)
>
> int getsockinfo(pid_t pid, pinfo_t *pi, int num)
> {
> - struct sockaddr name;
> + struct sockaddr_storage name;
> int namelen = (int)sizeof(name), ret = 0;
> int tpi_len = TPI_LEN;
> int flag, flaglen;
> @@ -188,9 +192,11 @@ int getsockinfo(pid_t pid, pinfo_t *pi,
> /* get socketname and see if it is an unix or an inet socket */
> memset(&name, 0, sizeof(name));
> PT_GETSOCKNAME(pid, num, &name, &namelen);
> - t_d(name.sa_family);
> + t_d(name.ss_family);
>
> - if (name.sa_family != (sa_family_t)AF_INET) return ret;
> + if (name.ss_family != (sa_family_t)AF_INET &&
> + name.ss_family != (sa_family_t)AF_INET6)
> + return ret;
>
> if (! (pi->si = (isockinfo_t *)realloc(pi->si, sizeof(isockinfo_t) * (pi->ns+1)))) return -1;
> psi = &pi->si[pi->ns];
> @@ -198,11 +204,25 @@ int getsockinfo(pid_t pid, pinfo_t *pi,
>
> //pi->si[pi->ns].fdnum = num;
> psi->fdnum = num;
> + psi->family = name.ss_family;
>
> psi->mode = ISOCK_UNKNOWN;
> - memcpy((void *)&psi->locaddr, (void *)&name, sizeof(name));
> - if (psi->locaddr.sin_addr.s_addr != 0 || psi->locaddr.sin_port != 0) psi->mode |= ISOCK_BIND;
> -
> + memcpy((void *)&psi->locaddr, (void *)&name, namelen);
> +
> + if ((psi->family == AF_INET &&
> + (psi->locaddr.saddr4.sin_addr.s_addr != INADDR_ANY ||
> + psi->locaddr.saddr4.sin_port != 0)) ||
> + (psi->family == AF_INET6 &&
> + (memcmp(&psi->locaddr.saddr6.sin6_addr, &in6addr_any, 16) != 0 ||
> + psi->locaddr.saddr6.sin6_port != 0)))

```

```
> + psi->mode |= ISOCK_BIND;
```

Could you put this into a little helper? It is getting a little convoluted.

```
> + flag = 0;
> + flaglen = (int)sizeof(flag);
> + PT_GETSOCKOPT(pid, num, SOL_SOCKET, SO_TYPE, &flag, &flaglen);
> + if (flag)
> +   psi->type = flag;
> +
>   flag = 0;
>   flaglen = (int)sizeof(flag);
```

Why are you casting this?

```
> PT_GETSOCKOPT(pid, num, SOL_SOCKET, SO_REUSEADDR, &flag, &flaglen);
> @@ -866,6 +886,7 @@ int restore_sock(int fd, pid_t pid)
>   int sock;
>   size_t bufsz;
>   isockinfo_t *isockinfo = NULL;
> + int len;
>
>   for (;;) {
>     read_item(fd, item, sizeof(item), &buf, &bufsz);
> @@ -873,20 +894,36 @@ int restore_sock(int fd, pid_t pid)
>     else ITEM_SET(isockinfo, isockinfo_t);
>     else break; // unknown item
>
> -   t_d(sock = PT_SOCKET(pid, AF_INET, SOCK_STREAM, 0));
> +   t_d(sock = PT_SOCKET(pid, isockinfo->family, isockinfo->type, 0));
>   if (sock < 0) {
>     ERROR("PT_SOCKET(%d, %d, %d, %d) errno=%d: %s",
> -   pid, AF_INET, SOCK_STREAM, 0, sock, strerror(-sock));
> +   pid, isockinfo->family, isockinfo->type, 0,
> +   sock, strerror(-sock));
>   }
>   t_d(PT_DUP2(pid, sock, isockinfo->fdnum));
>   if (sock != isockinfo->fdnum) t_d(PT_CLOSE(pid, sock));
>
>   if (isockinfo->mode & ISOCK_BIND) {
> +   struct sockaddr *sa;
>     struct sockaddr_in sin;
> +   struct sockaddr_in6 sin6;
>
> -   memcpy((void *)&sin, (void *)&isockinfo->locaddr, sizeof(sin));
> -   if (isockinfo->mode & ISOCK_CONNECT) sin.sin_port = htons(0);
> -   t_d(PT_BIND(pid, isockinfo->fdnum, &sin, sizeof(sin)));
```

```
> + if (isockinfo->family == AF_INET) {
> +     len = sizeof(sin);
> +     memcpy((void *)&sin,
> +         (void *)&isockinfo->locaddr.saddr4, len);
```

I see that these casts were there already, but could we kill them since you're touching it now?

```
> + if (isockinfo->mode & ISOCK_CONNECT)
> +     sin6.sin6_port = htons(0);
> +     sa = (struct sockaddr *) &sin;
> + } else {
```

How about an explicit check for AF_INET6 here?

```
> +     len = sizeof(sin6);
> +     memcpy((void *)&sin6,
> +         (void *)&isockinfo->locaddr.saddr6, len);
> + if (isockinfo->mode & ISOCK_CONNECT)
> +     sin.sin_port = htons(0);
> +     sa = (struct sockaddr *) &sin6;
> + }
> + t_d(PT_BIND(pid, isockinfo->fdnum, sa, len));
```

-- Dave

Containers mailing list
Containers@lists.linux-foundation.org
<https://lists.linux-foundation.org/mailman/listinfo/containers>

Subject: Re: [PATCH] cryo: Improve socket support: add UDP and IPv6
Posted by [Benjamin Thery](#) on Mon, 16 Jun 2008 18:22:03 GMT
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```
> On Mon, 2008-06-16 at 17:38 +0200, Benjamin Thery wrote:
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>> and send data.
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>> Simple test programs for UDP sockets available upon request :)
```

```

>>
>> Regards,
>> Benjamin
>>
>> Signed-off-by: Benjamin Thery <benjamin.thery@bull.net>
>> ---
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>> =====
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>> +++ cryodev/cr.c
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>> typedef struct isockinfo_t {
>>     int fdnum;
>>     - int type; /* socket type: UDP, TCP */
>>     + int type; /* socket type: SOCK_STREAM, SOCK_DGRAM */
>>     + int family; /* socket family: AF_INET, AF_INET6 */
>>     int mode; /* bind, listen, connect */
>>     int opt; /* various sockopt */
>>     int backlog; /* for listen(2) */
>>     - struct sockaddr_in locaddr; /* for bind(2) */
>>     + union {
>>     +     struct sockaddr_in  saddr4;
>>     +     struct sockaddr_in6 saddr6;
>>     + } locaddr; /* for bind(2) */
>>     char tcpstate[TPI_LEN];
>> } isockinfo_t;
>>
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>>
>> int getsockinfo(pid_t pid, pinfo_t *pi, int num)
>> {
>>     - struct sockaddr name;
>>     + struct sockaddr_storage name;
>>     int namelen = (int)sizeof(name), ret = 0;
>>     int tpi_len = TPI_LEN;
>>     int flag, flaglen;
>> @@ -188,9 +192,11 @@ int getsockinfo(pid_t pid, pinfo_t *pi,
>>     /* get socketname and see if it is an unix or an inet socket */
>>     memset(&name, 0, sizeof(name));
>>     PT_GETSOCKNAME(pid, num, &name, &namelen);
>>     - t_d(name.sa_family);
>>     + t_d(name.ss_family);
>>
>>     - if (name.sa_family != (sa_family_t)AF_INET) return ret;

```



```

>> + if (name.ss_family != (sa_family_t)AF_INET &&
>> +     name.ss_family != (sa_family_t)AF_INET6)
>> + return ret;
>>
>> if (! (pi->si = (isockinfo_t *)realloc(pi->si,
>> sizeof(isockinfo_t) * (pi->ns+1)))) return -1;
>> psi = &pi->si[pi->ns];
>> @@ -198,11 +204,25 @@ int getsockinfo(pid_t pid, pinfo_t *pi,
>>
>> //pi->si[pi->ns].fdnum = num;
>> psi->fdnum = num;
>> + psi->family = name.ss_family;
>>
>> psi->mode = ISOCK_UNKNOWN;
>> - memcpy((void *)&psi->locaddr, (void *)&name, sizeof(name));
>> - if (psi->locaddr.sin_addr.s_addr != 0 || psi->locaddr.sin_port !=
>> 0) psi->mode |= ISOCK_BIND;
>> -
>> + memcpy((void *)&psi->locaddr, (void *)&name, namelen);
>> +
>> + if ((psi->family == AF_INET &&
>> +     (psi->locaddr.saddr4.sin_addr.s_addr != INADDR_ANY ||
>> +     psi->locaddr.saddr4.sin_port != 0)) ||
>> +     (psi->family == AF_INET6 &&
>> +     (memcmp(&psi->locaddr.saddr6.sin6_addr, &in6addr_any, 16) != 0 ||
>> +     psi->locaddr.saddr6.sin6_port != 0)))
>> + psi->mode |= ISOCK_BIND;
>
> Could you put this into a little helper? It is getting a little
> convoluted.

```

Yes, sure I can do that.

```

>> + flag = 0;
>> + flaglen = (int)sizeof(flag);
>> + PT_GETSOCKOPT(pid, num, SOL_SOCKET, SO_TYPE, &flag, &flaglen);
>> + if (flag)
>> + psi->type = flag;
>> +
>> flag = 0;
>> flaglen = (int)sizeof(flag);
>
> Why are you casting this?

```

Um... it was there already. I dumbly copied the code. :)

```

>
>> PT_GETSOCKOPT(pid, num, SOL_SOCKET, SO_REUSEADDR, &flag, &flaglen);

```

```

>> @@ -866,6 +886,7 @@ int restore_sock(int fd, pid_t pid)
>> int sock;
>> size_t bufsz;
>> isockinfo_t *isockinfo = NULL;
>> + int len;
>>
>> for (;;) {
>> read_item(fd, item, sizeof(item), &buf, &bufsz);
>> @@ -873,20 +894,36 @@ int restore_sock(int fd, pid_t pid)
>> else ITEM_SET(isockinfo, isockinfo_t);
>> else break; // unknown item
>>
>> - t_d(sock = PT_SOCKET(pid, AF_INET, SOCK_STREAM, 0));
>> + t_d(sock = PT_SOCKET(pid, isockinfo->family, isockinfo->type, 0));
>> if (sock < 0) {
>> ERROR("PT_SOCKET(%d, %d, %d, %d) errno=%d: %s",
>> - pid, AF_INET, SOCK_STREAM, 0, sock, strerror(-sock));
>> + pid, isockinfo->family, isockinfo->type, 0,
>> + sock, strerror(-sock));
>> }
>> t_d(PT_DUP2(pid, sock, isockinfo->fdnum));
>> if (sock != isockinfo->fdnum) t_d(PT_CLOSE(pid, sock));
>>
>> if (isockinfo->mode & ISOCK_BIND) {
>> + struct sockaddr *sa;
>> struct sockaddr_in sin;
>> + struct sockaddr_in6 sin6;
>>
>> - memcpy((void *)&sin, (void *)&isockinfo->locaddr, sizeof(sin));
>> - if (isockinfo->mode & ISOCK_CONNECT) sin.sin_port = htons(0);
>> - t_d(PT_BIND(pid, isockinfo->fdnum, &sin, sizeof(sin)));
>> + if (isockinfo->family == AF_INET) {
>> + len = sizeof(sin);
>> + memcpy((void *)&sin,
>> + (void *)&isockinfo->locaddr.saddr4, len);
>
> I see that these casts were there already, but could we kill them since
> you're touching it now?

```

Sure.

```

>> + if (isockinfo->mode & ISOCK_CONNECT)
>> + sin6.sin6_port = htons(0);
>> + sa = (struct sockaddr *) &sin;
>> + } else {
>
> How about an explicit check for AF_INET6 here?

```

It isn't necessary as we're in restart and we only checkpointed the family we know about.

But I agree with you, it is misleading. I'll add an explicit check.

Thanks for the review.

-Benjamin

```
>
>> + len = sizeof(sin6);
>> + memcpy((void *)&sin6,
>> +         (void *)&isockinfo->locaddr.saddr6, len);
>> + if (isockinfo->mode & ISOCK_CONNECT)
>> +   sin.sin_port = htons(0);
>> + sa = (struct sockaddr *) &sin6;
>> + }
>> + t_d(PT_BIND(pid, isockinfo->fdnum, sa, len));
>
> -- Dave
>
>
>
```

This message was sent using IMP, the Internet Messaging Program.

Containers mailing list
Containers@lists.linux-foundation.org
<https://lists.linux-foundation.org/mailman/listinfo/containers>
