Subject: [PATCH][PACKET] Use existing sock refcnt debugging infrastructure
Posted by Pavel Emelianov on Fri, 09 Nov 2007 13:39:41 GMT
View Forum Message <> Reply to Message

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 (ll 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
```