Subject: [PATCH 2/3][UNIX] Convert socks to unix_socks in scan_inflight, not in callbacks
Posted by Pavel Emelianov on Wed, 07 Nov 2007 13:56:21 GMT
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The scan_inflight() routine scans through the unix sockets and calls
some passed callback. The fact is that all these callbacks work with
the unix_sock objects, not the sock ones, so make this conversion in
the scan_inflight() before calling the callbacks.

This removes one unneeded variable from the inc_inflight_move_tail().

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

```
diff --git a/net/unix/garbage.c b/net/unix/garbage.c
index 399717e..ebdff3d 100644
--- a/net/unix/garbage.c
+++ b/net/unix/garbage.c
@@ -161,7 +161,7 @@ static inline struct sk_buff *sock_queue_head(struct sock *sk)
  for (skb = sock_queue_head(sk)->next, next = skb->next; \
       skb != sock_queue_head(sk); skb = next, next = skb->next)

-static void scan_inflight(struct sock *x, void (*func)(struct sock *),
+static void scan_inflight(struct sock *x, void (*func)(struct unix_sock *),
      struct sk_buff_head *hitlist)
 {
  struct sk_buff *skb;
@@ -185,9 +185,9 @@ static void scan_inflight(struct sock *x, void (*func)(struct sock *),
      * if it indeed does so
      */
     struct sock *sk = unix_get_socket(*fp++);
-    if(sk) {
+    if (sk) {
      hit = true;
-     func(sk);
+     func(unix_sk(sk));
     }
    }
    if (hit && hitlist != NULL) {
@@ -199,7 +199,7 @@ static void scan_inflight(struct sock *x, void (*func)(struct sock *),
  spin_unlock(&x->sk_receive_queue.lock);
 }

-static void scan_children(struct sock *x, void (*func)(struct sock *),
+static void scan_children(struct sock *x, void (*func)(struct unix_sock *),
      struct sk_buff_head *hitlist)
```

```
 {
  if (x->sk_state != TCP_LISTEN)
@@ -235,20 +235,18 @@ static void scan_children(struct sock *x, void (*func)(struct sock *),
  }
 }

-static void dec_inflight(struct sock *sk)
+static void dec_inflight(struct unix_sock *usk)
 {
- atomic_dec(&unix_sk(sk)->inflight);
+ atomic_dec(&usk->inflight);
 }

-static void inc_inflight(struct sock *sk)
+static void inc_inflight(struct unix_sock *usk)
 {
- atomic_inc(&unix_sk(sk)->inflight);
+ atomic_inc(&usk->inflight);
 }

-static void inc_inflight_move_tail(struct sock *sk)
+static void inc_inflight_move_tail(struct unix_sock *u)
 {
- struct unix_sock *u = unix_sk(sk);
-
   atomic_inc(&u->inflight);
   /*
    * If this is still a candidate, move it to the end of the
--
1.5.3.4
```

Subject: Re: [PATCH 2/3][UNIX] Convert socks to unix_socks in scan_inflight, not in callbacks

Posted by davem on Sun, 11 Nov 2007 06:07:23 GMT

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From: Pavel Emelyanov <xemul@openvz.org>
Date: Wed, 07 Nov 2007 16:56:21 +0300

> The scan_inflight() routine scans through the unix sockets and calls
> some passed callback. The fact is that all these callbacks work with
> the unix_sock objects, not the sock ones, so make this conversion in
> the scan_inflight() before calling the callbacks.
>
> This removes one unneeded variable from the inc_inflight_move_tail().
>
> Signed-off-by: Pavel Emelyanov <xemul@openvz.org>

Applied, thanks Pavel.