

---

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
```

---

---

Subject: Re: [PATCH][PACKET] Use existing sock refcnt debugging infrastructure  
Posted by [Araldo Carvalho de M](#) on Fri, 09 Nov 2007 14:37:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Em Fri, Nov 09, 2007 at 04:39:41PM +0300, Pavel Emelyanov escreveu:

> The packet\_socks\_nr variable is used purely for debugging  
> the number of sockets.

>  
> As Araldo pointed out, there's already an infrastructure  
> for this purposes, so switch to using it.

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

Acked-by: Araldo Carvalho de Melo <acme@redhat.com>

> ---

>  
> 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\_splist);  
> static DEFINE\_RWLOCK(packet\_splist\_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
>
> -
> To unsubscribe from this list: send the line "unsubscribe netdev" in
> the body of a message to majordomo@vger.kernel.org
> More majordomo info at http://vger.kernel.org/majordomo-info.html

```

---

Subject: Re: [PATCH][PACKET] Use existing sock refcnt debugging infrastructure  
Posted by [davem](#) on Sun, 11 Nov 2007 05:38:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

From: "Arnaldo Carvalho de Melo" <acme@redhat.com>  
Date: Fri, 9 Nov 2007 12:37:42 -0200

> Em Fri, Nov 09, 2007 at 04:39:41PM +0300, Pavel Emelyanov escreveu:

> > 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>  
>  
> Acked-by: Arnaldo Carvalho de Melo <acme@redhat.com>

Applied.

---