
Subject: Re: [PATCH 1/13] Round up the API
Posted by [Pavel Emelianov](#) on Fri, 25 May 2007 07:00:21 GMT
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Serge E. Hallyn wrote:

> Quoting Eric W. Biederman (ebiederm@xmission.com):

>> "Serge E. Hallyn" <serue@us.ibm.com> writes:

>>>

>>>> Quoting Pavel Emelianov (xemul@openvz.org):

>>>> The set of functions process_session, task_session, process_group

>>>> and task_pgrp is confusing, as the names can be mixed with each other

>>>> when looking at the code for a long time.

>>>>

>>>> The proposals are to

>>>> * equip the functions that return the integer with _nr suffix to

>>>> represent that fact,

>>>> * and to make all functions work with task (not process) by making

>>>> the common prefix of the same name.

>>>>

>>>> For monotony the routines signal_session() and set_signal_session()

>>>> are replaced with task_session_nr() and set_task_session(), especially

>>>> since they are only used with the explicit task->signal dereference.

>>>>

>>>> I've sent this before, but Andrew didn't include it, so I resend it

>>>> as the part of this set.

>>>>

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

>>>> Acked-by: Serge E. Hallyn <serue@us.ibm.com>

>>> Yup, I still like this patch.

>> I'm borderline. Less error prone interfaces sound good, less

>> duplication of information sounds good. Changing the names of

>> historical function may be change for the sake of change and

>> thus noise.

>>

>> However if we are going to go this far I think we need to remove

>> the numeric pid cache from the task_struct.

>

> You mean tsk->pid?

>

> I agree, especially in Suka's version. Not sure it applies to Pavel's

> version, though since the "real"/global pid is still stored only in

> tsk->pid, right?

No. All objects that have pid (task_struct, signal_struct and pid (struct))
have two ids after this patch - virtual one and global one.

> -serge

>
