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Subject: Re: [PATCH 11/13] Changes to show virtual ids to user  
Posted by [Pavel Emelianov](#) on Thu, 31 May 2007 08:00:17 GMT  
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Pavel Emelianov wrote:

> Cedric Le Goater wrote:

>> Hello !

>>

>>>> The worst case I can see with pid == 0. Is that it would be a bug

>>>> that we can fix later. For other cases it would seem to be a user

>>>> space API thing that we get stuck with for all time.

>>>> We cannot trust userspace application to expect some pid other than

>>>> positive. All that we can is either use some always-absent pid or

>>>> send the signal as SI\_KERNEL.

>>>>

>>>> Our experience show that making decisions like above causes random

>> <>> applications failures that are hard (or even impossible) to debug.

>>

>>> Ok. So I guess I see what you are proposing is picking an arbitrary

>>> pid, say pid == 2, and reserving that in all pid namespaces and using

>>> it when we have a pid that does not map to a specific namespace. I'm

>>> fine with that.

>>>

>>> All I care about is that we have a solution, preferably simple,

>>> to the non-mapped pid problem.

>> Pavel, are you against using pid == 0 and setting si\_code to SI\_KERNEL ?

>

> I think I am. A quick grep through the code revealed one place where

Sorry. I have misprinted. I meant "I think I am \*NOT\*". My bad :(

> this can happen, so I believe application are (have to be) somehow

> prepared to this.

>

>> C.

>>

>

>