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Subject: Re: [PATCH 7/15] Helpers to obtain pid numbers  
Posted by [Oleg Nesterov](#) on Sun, 29 Jul 2007 12:08:57 GMT  
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On 07/26, Pavel Emelyanov wrote:

```
>  
> --- linux-2.6.23-rc1-mm1.orig/include/linux/pid.h 2007-07-26 16:34:45.000000000 +0400  
> +++ linux-2.6.23-rc1-mm1-7/include/linux/pid.h 2007-07-26 16:36:37.000000000 +0400  
> @@ -83,12 +92,34 @@ extern void FASTCALL(detach_pid(struct t  
>  
> extern struct pid *alloc_pid(struct pid_namespace *ns);  
> extern void FASTCALL(free_pid(struct pid *pid));  
> +  
> +/*  
> + * the helpers to get the pid's id seen from different namespaces  
> + *  
> + * pid_nr() : global id, i.e. the id seen from the init namespace;
```

This looks a bit strange to me, but perhaps this is just matter of taste.  
I think `pid_nr(pid)` should be `pid_nr_ns(pid, current->nsproxy->pid_ns)`,  
this is imho much closer to the current meaning. I won't persist though.

```
> +pid_t pid_nr_ns(struct pid *pid, struct pid_namespace *ns)  
> +{  
> + pid_t nr = 0;  
> + if (pid && ns->level <= pid->level)  
> + nr = pid->numbers[ns->level].nr;  
> + return nr;  
> +}
```

I am not sure I understand the "`ns->level <= pid->level`" check. Isn't it  
a bug to use a "wrong" namespace here? In that case `BUG_ON()` looks better.

If `ns` could be wrong, "`ns->level <= pid->level`" is not enough, we should  
also check "`pid->numbers[ns->level].ns == ns`", no?

Oleg.

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