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Subject: Re: [PATCH] vt: Rework the console spawning variables.

Posted by [ebiederm](#) on Mon, 11 Sep 2006 05:01:58 GMT

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Oleg Nesterov <[oleg@tv-sign.ru](mailto:oleg@tv-sign.ru)> writes:

> On 09/10, Eric W. Biederman wrote:

>>

>> Oleg Nesterov <[oleg@tv-sign.ru](mailto:oleg@tv-sign.ru)> writes:

>>

>> > On 09/10, Eric W. Biederman wrote:

>> >>

>> >> Updating this old code is painful.

>> >

>> > No, no, we shouldn't change the old code, it is fine.

>> >

>> So what happens when:

>> cpu0:                   cpu1:

>> kill\_pid(vt\_pid,...) fn\_SAK()->vc\_reset()->put\_pid(xchg(&vt\_pid, NULL))

>>

>> Can't kill\_pid dereference vt\_pid after put\_pid is called?

>

> Ah, I didn't consider that patch as 'old code', sorry :)

What I meant was that updating code that predates SMP support is painful.  
When you said everything was ok. I was confused.

> I don't understand drivers/char/vt\*, but surely put\_pid(xchg()) can't work.

> Again, unless we have a lock to serialize access to ->vt\_pid, but in that

> case we don't need xchg().

Ok. So we are in violent agreement then, my patch was wrong.

The xchg half works. For taking and putting a reference it is fine, you  
just can't use that reference for anything safely.

So I need to come up with a new patch that gets it's locking correct,  
in the fn\_SAK case.

Eric

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