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Subject: Re: [patch -mm] update mq\_notify to use a struct pid  
Posted by [ebiederm](#) on Tue, 12 Sep 2006 01:22:20 GMT  
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Cedric Le Goater <clg@fr.ibm.com> writes:

> Eric W. Biederman wrote:

>

>> Cedric you mentioned a couple of other patches that are in flight.

>> In the future could you please Cc: the containers list so independent

>> efforts are less likely to duplicate work, and we are more likely

>> to review each others patches instead?

>

> yes sure, i was relying on the openvz wiki to avoid duplicated efforts on

> this topic but i guess email is just the one and only tool for this kind of

> development :)

Sure. Especially when it comes to helping review each others code :)

Not duplicating work is not really my goal, not submitting a patch  
after a patch has been reviewed and accepted is.

Plus we need patch review.

Several people working on a patch in parallel if it is difficult  
can frequently find a solution that a single person would miss.

>>>> Filling in a struct pid through sysctl is extremely ugly at the

>>>> moment, plus cad\_pid needs some locking.

>>> Which distros use /proc/sys/kernel/cad\_pid and why ? I can image the need

>>> but i didn't find much on the topic.

>>

>> I'm not at all certain, and I'm not even certain I care. The concept

>> is there in the code so it needs to be dealt with.

>

> OK. It would be nice to make sure this is still in use before trying to

> deal with /proc/sys/kernel/cad\_pid.

>

>> Although if I we extend the cad\_pid concept it may make a difference.

>

> what do you mean by extending cad\_pid ? kill\_init() ?

My meaning was every time we are sending a signal to init. It is quite  
possible we should be using cad\_pid instead.

>>> is that about updating the siginfos in collect\_signal() to hold the right

>>> pid value depending on the pid namespace they are being received ?

>>

>> Yes in send\_signal, and in collect signal. To make it work easily I needed

>> to add a struct pid to struct sigqueue. So in send\_signal I generate  
>> the struct pid from the pid\_t value and in collect signal I regenerate  
>> the numeric value.  
>  
> OK. That's what i imagined also but we need a bit more of the pid namespace  
> to regenerate the numerical value. So, how will you convert this 'struct  
> pid\*' in a pid value using the current pid namespace ?

By calling pid\_nr :) The question I guess is how will pid\_nr be implemented.

> thinking aloud :  
>  
> \* if the pid namespace of the sending struct pid and current match,  
> use nr.  
> \* if they don't,  
> if the sending pid namespace is the ancestor of the current pid  
> namespace  
> use 0  
> else  
> it's a bug.  
>  
> struct pid\* needs a pid namespace attribute and pid namespace needs to know  
> its parent.

Yes, that sounds correct.

There is also the case that should not come up with signals where  
we have a pid from a child namespace, that we should also be able to  
compute the pid for.

In essence I intend to have a list of pid\_namespace, pid\_t pairs connected  
to a struct pid that we can look through to find the appropriate pid.

Eric

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Containers mailing list  
Containers@lists.osdl.org  
<https://lists.osdl.org/mailman/listinfo/containers>

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