Subject: Re: [patch -mm] update mq_notify to use a struct pid Posted by Cedric Le Goater on Mon, 11 Sep 2006 21:53:33 GMT

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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:)

[...]

- >>> Converting that is going to need some sysctl work, so I have been
- >>> ignoring it temporarily.

>>>

- >>> 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()?

[...]

- >> 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?

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.

C.

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