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Subject: Re: process\_group()  
Posted by [ebiederm](#) on Sun, 21 Jan 2007 02:59:46 GMT  
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Sukadev Bhattiprolu <sukadev@us.ibm.com> writes:

> We currently have:  
>  
>  
> static inline pid\_t process\_group(struct task\_struct \*tsk)  
> {  
> return tsk->signal->pgrp;  
> }  
> and  
>  
> static inline struct pid \*task\_pgrp(struct task\_struct \*task)  
> {  
> return task->group\_leader->pids[PIDTYPE\_PGID].pid;  
> }  
>  
> and we are replacing process\_group() with task\_pgrp() and eventually  
> plan to remove process\_group().  
>  
> But there are several places in the kernel where we interact with  
> user space using a pid\_t (obvious being sys\_setpgid(), sys\_getpgid())  
> do\_task\_stat(), do\_wait() etc).  
>  
> In all these places, process\_group(p) would simply be replaced by  
> pid\_nr(task\_pgrp(p)). Rather than do that same replacement in many  
> places, can we keep the interface and change the implmenation to:  
>  
> static inline pid\_t process\_group(struct task\_struct \*tsk)  
> {  
> return pid\_nr(task\_pgrp(tsk));  
> }  
>  
> i.e our ultimate goal is not really to remove process\_group() but  
> actually to remove the caching of pid\_t in signal->pgrp right ?  
>  
> The above disussion is also valid for process\_session()/task\_session().

Close. Our ultimate goal is to make it so that when you talk within the kernel you use a struct pid not a pid\_t value. Attacking the cached pid\_t values is merely a way finding those places.

So fixing thing like the pid\_t value passed as credentials in unix domain sockets is a lot more important than fixing any use of process\_session that just goes to user space.

The reason it is important is because different processes may be in different pid namespaces and raw pid\_t values just won't make sense while struct pid references are pid namespace independent.

Eric

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Containers mailing list

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<https://lists.osdl.org/mailman/listinfo/containers>

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