
Subject: Re: [PATCH] Use struct pid parameter in copy_process()

Posted by [ebiederm](#) on Sat, 24 Feb 2007 03:29:02 GMT

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sukadev@us.ibm.com writes:

```
> Yes. I can break that up into two patches, but I missed and Badari  
> pointed the other caller to copy_process()  
>  
> struct task_struct * __cpuninit fork_idle(int cpu)  
> {  
>     struct task_struct *task;  
>     struct pt_regs regs;  
>  
>     task = copy_process(CLONE_VM, 0, idle_regs(&regs), 0, NULL, NULL, 0);  
>     if (!IS_ERR(task))  
>         init_idle(task, cpu);  
>  
>     return task;  
> }  
>  
> Now this is passing a null struct pid which would not be good  
> if I remove the if (likely(p->pid)) check in copy_process().  
>  
> Does this copy_process() mean there can be multiple tasks with  
> pid_t == 0 (one per cpu on an SMP system) ?
```

Yes. The idle processes.

```
> Can we simply attach all those tasks to init_struct_pid by passing  
> in &init_struct_pid to the above copy_process() ?
```

Yes.

Eric

Containers mailing list

Containers@lists.osdl.org

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