
Subject: Re: [PATCH 2/2] Replace pid_t in autofs with struct pid reference
Posted by [serue](#) on Thu, 22 Mar 2007 13:31:54 GMT

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Quoting Ian Kent (raven@themaw.net):

> On Wed, 2007-03-21 at 21:19 -0500, Serge E. Hallyn wrote:

>> Quoting Ian Kent (raven@themaw.net):

>>> On Tue, 2007-03-20 at 16:01 -0600, Eric W. Biederman wrote:

>>>> "Serge E. Hallyn" <serue@us.ibm.com> writes:

>>>>

>>>>>> void autofs4_dentry_release(struct dentry *);

>>>>>> extern void autofs4_kill_sb(struct super_block *);

>>>>>> diff --git a/fs/autofs4/waitq.c b/fs/autofs4/waitq.c

>>>>>> index 9857543..4a9ad9b 100644

>>>>>> --- a/fs/autofs4/waitq.c

>>>>>> +++ b/fs/autofs4/waitq.c

>>>>>> @@ -141,8 +141,8 @@ static void autofs4_notify_daemon(struct

>>>>>> packet->ino = wq->ino;

>>>>>> packet->uid = wq->uid;

>>>>>> packet->gid = wq->gid;

>>>>>> - packet->pid = wq->pid;

>>>>>> - packet->tgid = wq->tgid;

>>>>>> + packet->pid = pid_nr(wq->pid);

>>>>>> + packet->tgid = pid_nr(wq->tgid);

>>>>>> break;

>>>>>>

>>>>>> I'm assuming we build the packet in the process context of the

>>>>>> daemon we are sending it to. If not we have a problem here.

>>>>>>

>>>>>> Yes this is data being sent to a userspace daemon (Ian pls correct me if

>>>>>> I'm wrong) so the pid_nr is the only thing we can send.

>>>>>>

>>>>>> Agreed. The question is are we in the user space daemon's process when

>>>>>> we generate the pid_nr. Or do we stuff this in some kind of socket,

>>>>>> and the socket switch locations of the packet.

>>>>>>

>>>>>> The context here is the automount daemon only for expire runs.

>>>>>>

>>>>>> Mount request packets are triggered by user processes walking over an

>>>>>> autofs mount point directory. So "current" in this case isn't the autofs

>>>>>> daemon.

>>>>>>

>>>>>> Requests are sent via a pipe to the daemon.

>>>>>>

>>>>>> So is the pid used for anything other than debugging?

>>>>>>

>>>>>> In any case, here is a replacement patch which sends the pid number

>>>>>> in the pid_namespace of the process which did the autofs4 mount.

> >
> > Still not sure whether that is actually what makes sense...
> >
> > From: "Serge E. Hallyn" <serue@us.ibm.com>
> > Subject: [PATCH] autofs: prevent pid wraparound in waitqs
> >
> > Instead of storing pid numbers for waitqs, store references
> > to struct pids. Also store a reference to the mounter's pid
> > namespace in the autofs4 sb info so that pid numbers for
> > mount miss and expiry msgs can send the pid# in the mounter's
> > pids.
>
> I think this amounts to what I suggested in my previous replies.
> Hopefully my comments are enough to clear up any questions on
> correctness of this approach.
>
> Sorry to be a pain but I'm having a little trouble reviewing the patch
> because I'm not clear on where the code to handle the automount process
> group (so called oz_pgrp), from the first patch, fits in with this.

It also has pidspace infrastructure code in it, so I think we will just hold off on this until we have that infrastructure merged into the pidspace code and into -mm. Then we can send you a single, more concise patch.

> Is this patch in addition to the original?

Yes.

> If so are the references to pid_nr still OK?

I think so, because AUI the rest are all executed in a context where current is both the actor and recipient.

Thanks for your help.

thanks,
-serge

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