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Subject: Re: [PATCH 2/2] Replace pid\_t in autofs with struct pid reference

Posted by [Ian Kent](#) on Thu, 22 Mar 2007 14:48:15 GMT

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On Thu, 2007-03-22 at 08:31 -0500, Serge E. Hallyn wrote:

> 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  
> > > pidns.  
> >  
> > 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.

Not sure about that but lets not worry about it until we have a full  
patch to look at.

> Thanks for your help.

My pleasure.

Ian

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Containers mailing list  
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