Subject: [patch 42/68] Use struct pid parameter in copy_process()
Posted by akpm on Fri, 11 May 2007 05:23:03 GMT
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Modify copy_process() to take a struct pid * parameter instead of a pid_t.
This simplifies the code a bit and also avoids having to call find_pid() to
convert the pid_t to a struct pid.

Changelog:
 - Fixed Badari Pulavarty's comments and passed in &init_struct_pid
   from fork_idle().
 - Fixed Eric Biederman's comments and simplified this patch and
   used a new patch to remove the likely(pid) check.

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 kernel/fork.c | 11 +++++++-----
 1 file changed, 6 insertions(+), 5 deletions(-)

diff -puN kernel/fork.c~use-struct-pid-parameter-in-copy_process kernel/fork.c
--- a/kernel/fork.c~use-struct-pid-parameter-in-copy_process
+++ a/kernel/fork.c
@@ -956,7 +956,7 @@ static struct task_struct *copy_process(
       unsigned long stack_size,
       int __user *parent_tidptr,
       int __user *child_tidptr,
-      int pid)
+   struct pid *pid)
 {
  int retval;
  struct task_struct *p = NULL;
@@ -1023,7 +1023,7 @@ static struct task_struct *copy_process(
  p->did_exec = 0;
  delayacct_tsk_init(p); /* Must remain after dup_task_struct() */
  copy_flags(clone_flags, p);
- p->pid = pid;
+ p->pid = pid_nr(pid);
  retval = -EFAULT;

```
  if (clone_flags & CLONE_PARENT_SETTID)
   if (put_user(p->pid, parent_tidptr))
@@ -1261,7 +1261,7 @@ static struct task_struct *copy_process(
    list_add_tail_rcu(&p->tasks, &init_task.tasks);
    __get_cpu_var(process_counts)++;
   }
-  attach_pid(p, PIDTYPE_PID, find_pid(p->pid));
+  attach_pid(p, PIDTYPE_PID, pid);
   nr_threads++;
  }

@@ -1325,7 +1325,8 @@ struct task_struct * __cpuinit fork_idle
  struct task_struct *task;
  struct pt_regs regs;

- task = copy_process(CLONE_VM, 0, idle_regs(&regs), 0, NULL, NULL, 0);
+ task = copy_process(CLONE_VM, 0, idle_regs(&regs), 0, NULL, NULL,
+     &init_struct_pid);
  if (!IS_ERR(task))
   init_idle(task, cpu);

@@ -1375,7 +1376,7 @@ long do_fork(unsigned long clone_flags,
    clone_flags |= CLONE_PTRACE;
  }

- p = copy_process(clone_flags, stack_start, regs, stack_size, parent_tidptr, child_tidptr, nr);
+ p = copy_process(clone_flags, stack_start, regs, stack_size, parent_tidptr, child_tidptr, pid);
  /*
   * Do this prior waking up the new thread - the thread pointer
   * might get invalid after that point, if the thread exits quickly.
```

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