
Subject: Re: [RFC][PATCH 14/16] Introduce proc_mnt for pid_ns
Posted by [Pavel Emelianov](#) on Thu, 31 May 2007 11:48:21 GMT
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sukadev@us.ibm.com wrote:

```
> Subject: Introduce proc_mnt for pid_ns
>
> From: Dave Hansen <hansenc@us.ibm.com>
>
> The following patch completes the removal of the global proc_mnt.
> It fetches the mnt on which to do dentry invalidations from the
> pid_namespace in which the task appears.
>
> For now, there is only one pid namespace in mainline so this is
> straightforward. In the -lxc tree we'll have to do something
> more complex. The proc_flush_task() code takes a task, and
> needs to be able to find the corresponding proc superblocks on
> which that task's /proc/<pid> directories could appear. We
> can tell in which pid namespaces a task appears, so I put a
> pointer from the pid namespace to the corresponding proc_mnt.
>
> /proc currently has some special code to make sure that the root
> directory gets set up correctly. It proc_mnt variable in order
> to find its way to the root inode.
>
> Signed-off-by: Dave Hansen <haveblue@us.ibm.com>
> Signed-off-by: Sukadev Bhattiprolu <sukadev@us.ibm.com>
> ---
>
> fs/proc/base.c          | 32 ++++++++
> fs/proc/inode.c         | 11 +++++
> fs/proc/root.c          | 52 ++++++++
> include/linux/pid_namespace.h | 1
> include/linux/proc_fs.h   | 1
> 5 files changed, 75 insertions(+), 22 deletions(-)
>
```

[snip]

```
> @@ -2071,6 +2084,21 @@ out:
>     return;
> }
>
> +void proc_flush_task(struct task_struct *task)
> +{
> + int i;
> + struct pid *pid;
> + struct upid* upid;
```

```
> +  
> + pid = task_pid(task);  
> + if (!pid)  
> + return;
```

The code below will never be called as task flushes all his pids in `__unhash_process()` that happens before this. Or did I miss smth?

```
> + upid = &pid->upid_list[0];  
> + for (i = 0; i < pid->num_upids; i++, upid++)  
> + proc_flush_task_from_pid_ns(task, upid->pid_ns);  
> +}  
> +  
> static struct dentry *proc_pid_instantiate(struct inode *dir,  
>      struct dentry * dentry,  
>      struct task_struct *task, const void *ptr)
```

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