
Subject: Re: [PATCH 0/16] Pid namespaces

Posted by [Pavel Emelianov](#) on Tue, 10 Jul 2007 07:02:51 GMT

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sukadev@us.ibm.com wrote:

> I am not able to find a specific patch that this might be in,
> but what happens when the child-reaper of a container exits ?

The init namespace's init becomes this init's namespace's init :)

In other words:

```
if (unlikely(tsk == child_reaper(tsk))) {
    if (tsk->nsproxy->pid_ns != &init_pid_ns)
        tsk->nsproxy->pid_ns->child_reaper = init_pid_ns.child_reaper;
    else
        panic("Attempted to kill init!");
}
```

> Do you terminate all processes in the container ? I thought
> that was discussed earlier and the consensus was to terminate
> all processes in that container and its subordinate containers.
>
> Is that not the case now ?

That's the case, but this code works without this change. We can do it later.

> Suka

>

> Pavel Emelianov [xemul@openvz.org] wrote:

> | This is "submission for inclusion" of hierarchical, not kconfig
> | configurable, zero overheaded ;) pid namespaces.

> |

> | The overall idea is the following:

> |

> | The namespace are organized as a tree - once a task is cloned
> | with CLONE_NEWPIDS (yes, I've also switched to it :) the new
> | namespace becomes the parent's child and tasks living in the
> | parent namespace see the tasks from the new one. The numerical
> | ids are used on the kernel-user boundary, i.e. when we export
> | pid to user we show the id, that should be used to address the
> | task in question from the namespace we're exporting this id to.

> |

> | The main difference from Suka's patches are the following:

> |

> | 0. Suka's patches change the kernel/pid.c code too heavy.
> | This set keeps the kernel code look like it was without
> | the patches. However, this is a minor issue. The major is:

> |

> | 1. Suka's approach is to remove the notion of the task's

> | numerical pid from the kernel at all. The numbers are

> | used on the kernel-user boundary or within the kernel but

> | with the namespace this nr belongs to. This results in

> | massive changes of struct's members from int pid to struct

> | pid *pid, task->pid becomes the virtual id and so on and

> | so forth.

> | My approach is to keep the good old logic in the kernel.

> | The task->pid is a global and unique pid, find_pid() finds

> | the pid by its global id and so on. The virtual ids appear

> | on the user-kernel boundary only. Thus drivers and other

> | kernel code may still be unaware of pids unless they do not

> | communicate with the userspace and get/put numerical pids.

> |

> | And some more minor differences:

> |

> | 2. Suka's patches have the limit of pid namespace nesting.

> | My patches do not.

> |

> | 3. Suka assumes that pid namespace can live without proc mount

> | and tries to make the code work with pid_ns->proc_mnt change

> | from NULL to not-NULL from times to times.

> | My code calls the kern_mount() at the namespace creation and

> | thus the pid_namespace always works with proc.

> |

> | There are some small issues that I can describe if someone is

> | interested.

> |

> | The tests like nptl perf, unixbench spawn, getpid and others

> | didn't reveal any performance degradation in init_namespace

> | with the RHEL5 kernel .config file. I admit, that different

> | .config-s may show that patches hurt the performance, but the

> | intention was *not* to make the kernel work worse with popular

> | distributions.

> |

> | This set has some ways to move forward, but this is some kind

> | of a core, that do not change the init_pid_namespace behavior

> | (checked with LTP tests) and may require some hacking to do

> | with the namespaces only.

> |

> | Patches apply to 2.6.22-rc6-mm1.

> -

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