
Subject: Re: [PATCH 4/16] Change data structures for pid namespaces

Posted by [Cedric Le Goater](#) on Tue, 10 Jul 2007 12:07:45 GMT

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```
>> | > +
>> | > struct pid
>> | > {
>> | >   atomic_t count;
>> | >   @@ -40,6 +40,8 @@ enum pid_type
>> | >   /* lists of tasks that use this pid */
>> | >   struct hlist_head tasks[PIDTYPE_MAX];
>> | >   struct rcu_head rcu;
>> | > + int level;
>> | > + struct pid_number numbers[1];
>> | > };
>> | >
>> | > extern struct pid init_struct_pid;
>> | > diff -upr linux-2.6.22-rc4-mm2.orig/include/linux/pid_namespace.h
linux-2.6.22-rc4-mm2-2/include/linux/pid_namespace.h
>> | > --- linux-2.6.22-rc4-mm2.orig/include/linux/pid_namespace.h 2007-06-14
12:14:29.000000000 +0400
>> | > +++ linux-2.6.22-rc4-mm2-2/include/linux/pid_namespace.h 2007-07-04
19:00:39.000000000 +0400
>> | > @@ -16,7 +15,10 @@ struct pidmap {
>> | >   struct kref kref;
>> | >   struct pidmap pidmap[PIDMAP_ENTRIES];
>> | >   int last_pid;
>> | > + int level;
>> | >   struct task_struct *child_reaper;
>> | > + struct kmem_cache *pid_cachep;
>> |
>> | so, that looks like a good idea to have the cache in the pidmap. could you
>> | push that independently to see how it all fits together ?
>>
>> Yes. I like this idea too.
>
> OK. I will collect the patches you Aacked and send them to Andrew independently.
```

good thanks,

however that part on the *pid_cachep will require some rework on your patchset.

C.

Containers mailing list

Containers@lists.linux-foundation.org

<https://lists.linux-foundation.org/mailman/listinfo/containers>
