Subject: Re: [PATCH 2/3] Pid ns helpers for signals Posted by Oleg Nesterov on Sat, 01 Sep 2007 11:29:03 GMT

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```
On 08/31, sukadev@us.ibm.com wrote:
> Define some helper functions that will be used to implement signal semantics
> with multiple pid namespaces.
 is current in ancestor pid ns(task)
>
>
  TRUE iff active pid namespace of 'current' is an ancestor of
  active pid namespace of @task.
>
>
  is_current_in_same_or_ancestor_pid_ns(task)
>
  TRUE iff active pid namespace of 'current' is either same as
  or an ancestor of active pid namespace of @task.
These names are awfull:) Yes, yes, it was me who suggested them... No, I can't
suggest something better.
> + * Caller must hold a reference to @pid.
> +static inline struct pid_namespace *pid_active_ns(struct pid *pid)
> +{
> + if (!pid)
> + return NULL;
> + return pid->numbers[pid->level].ns;
> +}
Well, the comment is a bit misleading. Yes, my previous comment was not very
clear. Yes, the function itself is not safe unless you know what are you doing,
like, for example, get_pid(). I think it is better to just kill the comment.
Please see below.
> +static struct pid namespace *qet task pid ns(struct task struct *tsk)
> +{
> + struct pid *pid;
> + struct pid namespace *ns;
> + pid = get_task_pid(tsk, PIDTYPE_PID);
> + ns = get_pid_ns(pid_active_ns(pid));
> + put_pid(pid);
> + return ns;
```

> +}

Hmm. Firstly, we don't need this for the "current", but all users of this func also do get_task_pid_ns(current).

Also, we don't need get/put_pid. rcu locks are enough,

```
rcu_read_lock();
ns = get_pid_ns(pid_active_ns(task_pid(tks)));
rcu_read_unlock();
```

However, do we really need this complications right now? Currently, we use this "compare namespaces" helpers only when we know that "struct pid" is stable. We are sending the signal to that task, it must be pid_alive(), and we either locked the task itself, or we hold tasklist.

Oleg.

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