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Subject: [PATCH 2/2] Fix user namespace exiting OOPs  
Posted by [Pavel Emelianov](#) on Fri, 14 Sep 2007 13:12:26 GMT  
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It turned out, that the user namespace is released during the `do_exit()` in `exit_task_namespaces()`, but the struct `user_struct` is released only during the `put_task_struct()`, i.e. MUCH later.

On debug kernels with poisoned slabs this will cause the oops in `uid_hash_remove()` because the head of the chain, which resides inside the struct `user_namespace`, will be already freed and poisoned.

Since the uid hash itself is required only when someone can search it, i.e. when the namespace is alive, we can safely unhash all the `user_struct`-s from it during the namespace exiting. The subsequent `free_uid()` will complete the `user_struct` destruction.

For example simple program

```
#include <sched.h>

char stack[2 * 1024 * 1024];

int f(void *foo)
{
    return 0;
}

int main(void)
{
    clone(f, stack + 1 * 1024 * 1024, 0x10000000, 0);
    return 0;
}
```

run on kernel with `CONFIG_USER_NS` turned on will oops the kernel immediately.

This was spotted during OpenVZ kernel testing.

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include/linux/sched.h | 1 +

```
kernel/user.c      | 26 ++++++-----
kernel/user_namespace.c | 2 +-
3 files changed, 27 insertions(+), 2 deletions(-)
```

```
diff --git a/include/linux/sched.h b/include/linux/sched.h
index a2afa88..b4a4211 100644
--- a/include/linux/sched.h
+++ b/include/linux/sched.h
@@ -1530,6 +1530,7 @@ static inline struct user_struct *get_uid
 }
extern void free_uid(struct user_struct *);
extern void switch_uid(struct user_struct *);
+extern void release_uids(struct user_namespace *ns);

#include <asm/current.h>
```

```
diff --git a/kernel/user.c b/kernel/user.c
index add57c7..e1f2d32 100644
--- a/kernel/user.c
+++ b/kernel/user.c
@@ -62,7 +62,7 @@ static inline void uid_hash_insert(struct

static inline void uid_hash_remove(struct user_struct *up)
{
- hlist_del(&up->uidhash_node);
+ hlist_del_init(&up->uidhash_node);
}

static inline struct user_struct *uid_hash_find(uid_t uid, struct hlist_head *hashent)
@@ -199,6 +199,30 @@ void switch_uid(struct user_struct *new_
    suid_keys(current);
}

+void release_uids(struct user_namespace *ns)
+{
+ int i;
+ unsigned long flags;
+ struct hlist_head *head;
+ struct hlist_node *nd;
+
+ spin_lock_irqsave(&uidhash_lock, flags);
+ /*
+ * collapse the chains so that the user_struct-s will
+ * be still alive, but not in hashes. subsequent free_uid()
+ * will free them.
+ */
+ for (i = 0; i < UIDHASH_SZ; i++) {
+ head = ns->uidhash_table + i;
```

```

+ while (!hlist_empty(head)) {
+   nd = head->first;
+   hlist_del_init(nd);
+ }
+ }
+ spin_unlock_irqrestore(&uidhash_lock, flags);
+
+ free_uid(ns->root_user);
+}

static int __init uid_cache_init(void)
{
diff --git a/kernel/user_namespace.c b/kernel/user_namespace.c
index 85af942..df1d2cf 100644
--- a/kernel/user_namespace.c
+++ b/kernel/user_namespace.c
@@ -81,7 +81,7 @@ void free_user_ns(struct kref *kref)
   struct user_namespace *ns;

   ns = container_of(kref, struct user_namespace, kref);
- free_uid(ns->root_user);
+ release_uids(ns);
   kfree(ns);
}

```

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