

---

Subject: Re: [PATCH] pidns: Limit kill -1 and cap\_set\_all  
Posted by [Dave Hansen](#) on Mon, 29 Oct 2007 16:02:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

On Fri, 2007-10-26 at 14:37 -0600, Eric W. Biederman wrote:

```
>  
> +static int pid_in_pid_ns(struct pid *pid, struct pid_namespace *ns)  
> +{  
> +    return pid && (ns->level <= pid->level) &&  
> +        pid->numbers[ns->level].ns == ns;  
> +}
```

Could we blow this out a little bit? (I think the blown-out version lends itself to being better commented, and easier to read.) Also, can we think of any better name for this? It seems a bit funky that:

```
pid_in_pid_ns(mypid, &init_pid_ns);
```

would `_ever_` return 0. So, it isn't truly a test for belonging `*in*` a namespace, but having that namespace be the lowest level one. I think Suka toyed with calling it an "active" or "primary" pid namespace. That differentiated mere membership in a pid namespace from the one that actually molds that pid's view of the world.

```
static int pid_in_pid_ns(struct pid *pid, struct pid_namespace *ns)  
{  
    if (!pid)  
        return 0;  
    if (ns->level > pid->level)  
        return 0;  
    if (pid->numbers[ns->level].ns != ns)  
        return 0;  
    return 1;  
}
```

-- Dave

---

Containers mailing list  
[Containers@lists.linux-foundation.org](mailto:Containers@lists.linux-foundation.org)  
<https://lists.linux-foundation.org/mailman/listinfo/containers>

---