Subject: Re: [PATCH] pidns: Limit kill -1 and cap_set_all Posted by ebiederm on Mon, 29 Oct 2007 17:59:48 GMT

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Dave Hansen haveblue@us.ibm.com> writes:

```
> 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.
It can't.
> So, it isn't truly a test for belonging *in* a
> namespace, but having that namespace be the lowest level one.
No. It is precisely a test for being in a namespace.
We first check ns->level to make certain it doesn't fall out
of the array, and then we check to see if the namespace we
are looking for is at that level.
pid->numbers[0].ns == &init_pid_ns.
```

- > 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.

What we want for the test is a test for membership.

```
> 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;
> }
```

I don't have a problem with that. The rest of the checks for this in kernel/pid.c are in the same form.

Eric

Containers mailing list Containers@lists.linux-foundation.org https://lists.linux-foundation.org/mailman/listinfo/containers