Subject: [PATCH 5/6] Cleanup the code managed with PID_NS option
Posted by Pavel Emelianov on Wed, 14 Nov 2007 11:39:00 GMT
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Just like with the user namespaces, move the namespace
management code into the separate .c file and mark the
(already existing) PID_NS option as "depend on NAMESPACES"

Signed-off-by: Pavel Emelyanov <xemul@openvz.org>

```
diff --git a/include/linux/pid.h b/include/linux/pid.h
index e29a900..061abb6 100644
--- a/include/linux/pid.h
+++ b/include/linux/pid.h
@@ -118,10 +118,10 @@ extern struct pid *find_pid(int nr);
  */
 extern struct pid *find_get_pid(int nr);
 extern struct pid *find_ge_pid(int nr, struct pid_namespace *);
+int next_pidmap(struct pid_namespace *pid_ns, int last);

 extern struct pid *alloc_pid(struct pid_namespace *ns);
 extern void FASTCALL(free_pid(struct pid *pid));
-extern void zap_pid_ns_processes(struct pid_namespace *pid_ns);

 /*
  * the helpers to get the pid's id seen from different namespaces
diff --git a/include/linux/pid_namespace.h b/include/linux/pid_namespace.h
index 1689e28..fcd61fa 100644
--- a/include/linux/pid_namespace.h
+++ b/include/linux/pid_namespace.h
@@ -39,6 +39,7 @@ static inline struct pid_namespace *get_pid_ns(struct pid_namespace *ns)

 extern struct pid_namespace *copy_pid_ns(unsigned long flags, struct pid_namespace *ns);
 extern void free_pid_ns(struct kref *kref);
+extern void zap_pid_ns_processes(struct pid_namespace *pid_ns);

 static inline void put_pid_ns(struct pid_namespace *ns)
 {
@@ -66,6 +67,11 @@ static inline void put_pid_ns(struct pid_namespace *ns)
 {
 }

+
+static inline void zap_pid_ns_processes(struct pid_namespace *ns)
+{
+ BUG();
```

```
+}
 #endif /* CONFIG_PID_NS */

 static inline struct pid_namespace *task_active_pid_ns(struct task_struct *tsk)
diff --git a/init/Kconfig b/init/Kconfig
index 825f10c..f21bc4d 100644
--- a/init/Kconfig
+++ b/init/Kconfig
@@ -206,18 +206,6 @@ config TASK_IO_ACCOUNTING

    Say N if unsure.

-config PID_NS
- bool "PID Namespaces (EXPERIMENTAL)"
- default n
- depends on EXPERIMENTAL
- help
-   Suport process id namespaces.  This allows having multiple
-   process with the same pid as long as they are in different
-   pid namespaces.  This is a building block of containers.
-
-   Unless you want to work with an experimental feature
-   say N here.
-
 config AUDIT
  bool "Auditing support"
  depends on NET
@@ -426,6 +414,18 @@ config USER_NS
    to provide different user info for different servers.
    If unsure, say N.

+config PID_NS
+ bool "PID Namespaces (EXPERIMENTAL)"
+ default n
+ depends on NAMESPACES && EXPERIMENTAL
+ help
+   Suport process id namespaces.  This allows having multiple
+   process with the same pid as long as they are in different
+   pid namespaces.  This is a building block of containers.
+
+   Unless you want to work with an experimental feature
+   say N here.
+
 config BLK_DEV_INITRD
  bool "Initial RAM filesystem and RAM disk (initramfs/initrd) support"
  depends on BROKEN || !FRV
diff --git a/kernel/Makefile b/kernel/Makefile
index d01cb7b..d108027 100644
```

```
--- a/kernel/Makefile
+++ b/kernel/Makefile
@@ -50,6 +50,7 @@ obj-$(CONFIG_AUDIT_TREE) += audit_tree.o
 obj-$(CONFIG_KPROBES) += kprobes.o
 obj-$(CONFIG_UTS_NS) += utsname.o
 obj-$(CONFIG_USER_NS) += user_namespace.o
+obj-$(CONFIG_PID_NS) += pid_namespace.o
 obj-$(CONFIG_SYSFS) += ksysfs.o
 obj-$(CONFIG_DETECT_SOFTLOCKUP) += softlockup.o
 obj-$(CONFIG_GENERIC_HARDIRQS) += irq/
diff --git a/kernel/pid.c b/kernel/pid.c
index f815455..21f027c 100644
--- a/kernel/pid.c
+++ b/kernel/pid.c
@@ -41,7 +41,6 @@
 static struct hlist_head *pid_hash;
 static int pidhash_shift;
 struct pid init_struct_pid = INIT_STRUCT_PID;
-static struct kmem_cache *pid_ns_cachep;

 int pid_max = PID_MAX_DEFAULT;

@@ -181,7 +180,7 @@ static int alloc_pidmap(struct pid_namespace *pid_ns)
  return -1;
 }

-static int next_pidmap(struct pid_namespace *pid_ns, int last)
+int next_pidmap(struct pid_namespace *pid_ns, int last)
 {
  int offset;
  struct pidmap *map, *end;
@@ -487,180 +486,6 @@ struct pid *find_ge_pid(int nr, struct pid_namespace *ns)
 }
 EXPORT_SYMBOL_GPL(find_get_pid);

-struct pid_cache {
- int nr_ids;
- char name[16];
- struct kmem_cache *cachep;
- struct list_head list;
-};
-
-static LIST_HEAD(pid_caches_lh);
-static DEFINE_MUTEX(pid_caches_mutex);
-
-/*
- * creates the kmem cache to allocate pids from.
- * @nr_ids: the number of numerical ids this pid will have to carry
```

```
- */
-
-static struct kmem_cache *create_pid_cachep(int nr_ids)
-{
- struct pid_cache *pcache;
- struct kmem_cache *cachep;
-
- mutex_lock(&pid_caches_mutex);
- list_for_each_entry (pcache, &pid_caches_lh, list)
-  if (pcache->nr_ids == nr_ids)
-   goto out;
-
- pcache = kmalloc(sizeof(struct pid_cache), GFP_KERNEL);
- if (pcache == NULL)
-  goto err_alloc;
-
- snprintf(pcache->name, sizeof(pcache->name), "pid_%d", nr_ids);
- cachep = kmem_cache_create(pcache->name,
-   sizeof(struct pid) + (nr_ids - 1) * sizeof(struct upid),
-   0, SLAB_HWCACHE_ALIGN, NULL);
- if (cachep == NULL)
-  goto err_cachep;
-
- pcache->nr_ids = nr_ids;
- pcache->cachep = cachep;
- list_add(&pcache->list, &pid_caches_lh);
-out:
- mutex_unlock(&pid_caches_mutex);
- return pcache->cachep;
-
-err_cachep:
- kfree(pcache);
-err_alloc:
- mutex_unlock(&pid_caches_mutex);
- return NULL;
-}
-
-#ifdef CONFIG_PID_NS
-static struct pid_namespace *create_pid_namespace(int level)
-{
- struct pid_namespace *ns;
- int i;
-
- ns = kmem_cache_alloc(pid_ns_cachep, GFP_KERNEL);
- if (ns == NULL)
-  goto out;
-
- ns->pidmap[0].page = kzalloc(PAGE_SIZE, GFP_KERNEL);
```

```
- if (!ns->pidmap[0].page)
-  goto out_free;
-
- ns->pid_cachep = create_pid_cachep(level + 1);
- if (ns->pid_cachep == NULL)
-  goto out_free_map;
-
- kref_init(&ns->kref);
- ns->last_pid = 0;
- ns->child_reaper = NULL;
- ns->level = level;
-
- set_bit(0, ns->pidmap[0].page);
- atomic_set(&ns->pidmap[0].nr_free, BITS_PER_PAGE - 1);
-
- for (i = 1; i < PIDMAP_ENTRIES; i++) {
-  ns->pidmap[i].page = 0;
-  atomic_set(&ns->pidmap[i].nr_free, BITS_PER_PAGE);
- }
-
- return ns;
-
-out_free_map:
- kfree(ns->pidmap[0].page);
-out_free:
- kmem_cache_free(pid_ns_cachep, ns);
-out:
- return ERR_PTR(-ENOMEM);
-}
-
-static void destroy_pid_namespace(struct pid_namespace *ns)
-{
- int i;
-
- for (i = 0; i < PIDMAP_ENTRIES; i++)
-  kfree(ns->pidmap[i].page);
- kmem_cache_free(pid_ns_cachep, ns);
-}
-
-struct pid_namespace *copy_pid_ns(unsigned long flags, struct pid_namespace *old_ns)
-{
- struct pid_namespace *new_ns;
-
- BUG_ON(!old_ns);
- new_ns = get_pid_ns(old_ns);
- if (!(flags & CLONE_NEWPID))
-  goto out;
-
```

```
- new_ns = ERR_PTR(-EINVAL);
- if (flags & CLONE_THREAD)
-  goto out_put;
-
- new_ns = create_pid_namespace(old_ns->level + 1);
- if (!IS_ERR(new_ns))
-  new_ns->parent = get_pid_ns(old_ns);
-
-out_put:
- put_pid_ns(old_ns);
-out:
- return new_ns;
-}
-
-void free_pid_ns(struct kref *kref)
-{
- struct pid_namespace *ns, *parent;
-
- ns = container_of(kref, struct pid_namespace, kref);
-
- parent = ns->parent;
- destroy_pid_namespace(ns);
-
- if (parent != NULL)
-  put_pid_ns(parent);
-}
-#endif /* CONFIG_PID_NS */
-
-void zap_pid_ns_processes(struct pid_namespace *pid_ns)
-{
- int nr;
- int rc;
-
- /*
-  * The last thread in the cgroup-init thread group is terminating.
-  * Find remaining pid_ts in the namespace, signal and wait for them
-  * to exit.
-  *
-  * Note:  This signals each threads in the namespace - even those that
-  *    belong to the same thread group, To avoid this, we would have
-  *    to walk the entire tasklist looking a processes in this
-  *    namespace, but that could be unnecessarily expensive if the
-  *    pid namespace has just a few processes. Or we need to
-  *    maintain a tasklist for each pid namespace.
-  *
-  */
- read_lock(&tasklist_lock);
- nr = next_pidmap(pid_ns, 1);
```

```
- while (nr > 0) {
-  kill_proc_info(SIGKILL, SEND_SIG_PRIV, nr);
-  nr = next_pidmap(pid_ns, nr);
- }
- read_unlock(&tasklist_lock);
-
- do {
-  clear_thread_flag(TIF_SIGPENDING);
-  rc = sys_wait4(-1, NULL, __WALL, NULL);
- } while (rc != -ECHILD);
-
-
- /* Child reaper for the pid namespace is going away */
- pid_ns->child_reaper = NULL;
- return;
-}
-
 /*
  * The pid hash table is scaled according to the amount of memory in the
  * machine.  From a minimum of 16 slots up to 4096 slots at one gigabyte or
@@ -693,9 +518,6 @@ void __init pidmap_init(void)
  set_bit(0, init_pid_ns.pidmap[0].page);
  atomic_dec(&init_pid_ns.pidmap[0].nr_free);

- init_pid_ns.pid_cachep = create_pid_cachep(1);
- if (init_pid_ns.pid_cachep == NULL)
-  panic("Can't create pid_1 cachep\n");
-
- pid_ns_cachep = KMEM_CACHE(pid_namespace, SLAB_PANIC);
+ init_pid_ns.pid_cachep = KMEM_CACHE(pid,
+    SLAB_HWCACHE_ALIGN | SLAB_PANIC);
 }
diff --git a/kernel/pid_namespace.c b/kernel/pid_namespace.c
new file mode 100644
index 0000000..6d8c859
--- /dev/null
+++ b/kernel/pid_namespace.c
@@ -0,0 +1,197 @@
+/*
+ * Pid namespaces
+ *
+ * Authors:
+ *    (C) 2007 Pavel Emelyanov <xemul@openvz.org>, OpenVZ, SWsoft Inc.
+ *    (C) 2007 Sukadev Bhattiprolu <sukadev@us.ibm.com>, IBM
+ *     Many thanks to Oleg Nesterov for comments and help
+ *
+ */
+
```

```
+#include <linux/pid.h>
+#include <linux/pid_namespace.h>
+#include <linux/syscalls.h>
+#include <linux/err.h>
+
+#define BITS_PER_PAGE  (PAGE_SIZE*8)
+
+struct pid_cache {
+ int nr_ids;
+ char name[16];
+ struct kmem_cache *cachep;
+ struct list_head list;
+};
+
+static LIST_HEAD(pid_caches_lh);
+static DEFINE_MUTEX(pid_caches_mutex);
+static struct kmem_cache *pid_ns_cachep;
+
+/*
+ * creates the kmem cache to allocate pids from.
+ * @nr_ids: the number of numerical ids this pid will have to carry
+ */
+
+static struct kmem_cache *create_pid_cachep(int nr_ids)
+{
+ struct pid_cache *pcache;
+ struct kmem_cache *cachep;
+
+ mutex_lock(&pid_caches_mutex);
+ list_for_each_entry (pcache, &pid_caches_lh, list)
+  if (pcache->nr_ids == nr_ids)
+   goto out;
+
+ pcache = kmalloc(sizeof(struct pid_cache), GFP_KERNEL);
+ if (pcache == NULL)
+  goto err_alloc;
+
+ snprintf(pcache->name, sizeof(pcache->name), "pid_%d", nr_ids);
+ cachep = kmem_cache_create(pcache->name,
+   sizeof(struct pid) + (nr_ids - 1) * sizeof(struct upid),
+   0, SLAB_HWCACHE_ALIGN, NULL);
+ if (cachep == NULL)
+  goto err_cachep;
+
+ pcache->nr_ids = nr_ids;
+ pcache->cachep = cachep;
+ list_add(&pcache->list, &pid_caches_lh);
+out:
```

```
+ mutex_unlock(&pid_caches_mutex);
+ return pcache->cachep;
+
+err_cachep:
+ kfree(pcache);
+err_alloc:
+ mutex_unlock(&pid_caches_mutex);
+ return NULL;
+}
+
+static struct pid_namespace *create_pid_namespace(int level)
+{
+ struct pid_namespace *ns;
+ int i;
+
+ ns = kmem_cache_alloc(pid_ns_cachep, GFP_KERNEL);
+ if (ns == NULL)
+  goto out;
+
+ ns->pidmap[0].page = kzalloc(PAGE_SIZE, GFP_KERNEL);
+ if (!ns->pidmap[0].page)
+  goto out_free;
+
+ ns->pid_cachep = create_pid_cachep(level + 1);
+ if (ns->pid_cachep == NULL)
+  goto out_free_map;
+
+ kref_init(&ns->kref);
+ ns->last_pid = 0;
+ ns->child_reaper = NULL;
+ ns->level = level;
+
+ set_bit(0, ns->pidmap[0].page);
+ atomic_set(&ns->pidmap[0].nr_free, BITS_PER_PAGE - 1);
+
+ for (i = 1; i < PIDMAP_ENTRIES; i++) {
+  ns->pidmap[i].page = 0;
+  atomic_set(&ns->pidmap[i].nr_free, BITS_PER_PAGE);
+ }
+
+ return ns;
+
+out_free_map:
+ kfree(ns->pidmap[0].page);
+out_free:
+ kmem_cache_free(pid_ns_cachep, ns);
+out:
+ return ERR_PTR(-ENOMEM);
```

```
+}
+
+static void destroy_pid_namespace(struct pid_namespace *ns)
+{
+ int i;
+
+ for (i = 0; i < PIDMAP_ENTRIES; i++)
+  kfree(ns->pidmap[i].page);
+ kmem_cache_free(pid_ns_cachep, ns);
+}
+
+struct pid_namespace *copy_pid_ns(unsigned long flags, struct pid_namespace *old_ns)
+{
+ struct pid_namespace *new_ns;
+
+ BUG_ON(!old_ns);
+ new_ns = get_pid_ns(old_ns);
+ if (!(flags & CLONE_NEWPID))
+  goto out;
+
+ new_ns = ERR_PTR(-EINVAL);
+ if (flags & CLONE_THREAD)
+  goto out_put;
+
+ new_ns = create_pid_namespace(old_ns->level + 1);
+ if (!IS_ERR(new_ns))
+  new_ns->parent = get_pid_ns(old_ns);
+
+out_put:
+ put_pid_ns(old_ns);
+out:
+ return new_ns;
+}
+
+void free_pid_ns(struct kref *kref)
+{
+ struct pid_namespace *ns, *parent;
+
+ ns = container_of(kref, struct pid_namespace, kref);
+
+ parent = ns->parent;
+ destroy_pid_namespace(ns);
+
+ if (parent != NULL)
+  put_pid_ns(parent);
+}
+
+void zap_pid_ns_processes(struct pid_namespace *pid_ns)
```

```
+{
+ int nr;
+ int rc;
+
+ /*
+  * The last thread in the cgroup-init thread group is terminating.
+  * Find remaining pid_ts in the namespace, signal and wait for them
+  * to exit.
+  *
+  * Note:  This signals each threads in the namespace - even those that
+  *    belong to the same thread group, To avoid this, we would have
+  *    to walk the entire tasklist looking a processes in this
+  *    namespace, but that could be unnecessarily expensive if the
+  *    pid namespace has just a few processes. Or we need to
+  *    maintain a tasklist for each pid namespace.
+  *
+  */
+ read_lock(&tasklist_lock);
+ nr = next_pidmap(pid_ns, 1);
+ while (nr > 0) {
+  kill_proc_info(SIGKILL, SEND_SIG_PRIV, nr);
+  nr = next_pidmap(pid_ns, nr);
+ }
+ read_unlock(&tasklist_lock);
+
+ do {
+  clear_thread_flag(TIF_SIGPENDING);
+  rc = sys_wait4(-1, NULL, __WALL, NULL);
+ } while (rc != -ECHILD);
+
+
+ /* Child reaper for the pid namespace is going away */
+ pid_ns->child_reaper = NULL;
+ return;
+}
+
+static __init int pid_namespaces_init(void)
+{
+ pid_ns_cachep = KMEM_CACHE(pid_namespace, SLAB_PANIC);
+ return 0;
+}
+
+__initcall(pid_namespaces_init);
```