Subject: Re: [RFC][PATCH] Pid namespaces vs locks interaction Posted by gblond on Thu, 06 Dec 2007 15:19:59 GMT

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On 6 December 2007 17:53:40 Serge E. Hallyn wrote:
> Quoting Vitaliy Gusev (vgusev@openvz.org):
> > Hello!
> >
> > I am working on pid namespaces vs locks interaction and want to evaluate
> > the idea.
> > fcntl(F_GETLK,..) can return pid of process for not current pid namespace
>> (if process is belonged to the several namespaces). It is true also for
> > pids in /proc/locks. So correct behavior is saving pointer to the struct
> > pid of the process lock owner.
>> --
> > Thank,
> > Vitaliy Gusev
> > diff --git a/fs/locks.c b/fs/locks.c
> > index 8b8388e..d2d3d75 100644
> > --- a/fs/locks.c
> > +++ b/fs/locks.c
>> @ @ -125,6 +125,7 @ @
>> #include ux/syscalls.h>
>> #include <linux/time.h>
>> #include ux/rcupdate.h>
> > +#include namespace.h>
>> #include <asm/semaphore.h>
>> #include <asm/uaccess.h>
>> @ @ -185,6 +186,7 @ @ void locks init lock(struct file lock *fl)
>> fl->fl fasync = NULL;
>> fl->fl_owner = NULL;
>> fl->fl_pid = 0;
>> + fl->fl nspid = NULL;
> The idea seems right, but why are you keeping fl->fl_pid around?
>
> Seems like the safer thing to do would be to have a separate
> struct user flock, with an integer pid, for communicating to userspace,
> and a struct flock, with struct pid, for kernel use? Then fcntl getlk()
> and fcntl_setlk() do the appropriate conversions.
fl_pid is used by nfs, fuse and gfs2. For instance nfs keeps in fl_pid some
unique id to identify locking process between hosts - it is not a process
pid.
```

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- > thanks,
- > -serge
- >
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- > the body of a message to majordomo@vger.kernel.org
- > More majordomo info at http://vger.kernel.org/majordomo-info.html

Thank,

Vitaliy Gusev

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