
Subject: Re: [PATCH] pid: sys_wait... fixes (v2)

Posted by [Oleg Nesterov](#) on Thu, 06 Dec 2007 18:45:02 GMT

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On 12/06, Eric W. Biederman wrote:

```
>
> +static struct pid *task_pid_type(struct task_struct *task, enum pid_type type)
> +{
> + struct pid *pid = NULL;
> + if (type == PIDTYPE_PID)
> + pid = task->pids[type].pid;
> + else if (type < PIDTYPE_MAX)
> + pid = task->group_leader->pids[type].pid;
> + return pid;
> +}
```

Looks like a useful helper regardless.

```
> +static int eligible_child(enum pid_type type, struct pid *pid, int options,
> + struct task_struct *p)
> {
> int err;
> - struct pid_namespace *ns;
>
> - ns = current->nsproxy->pid_ns;
> - if (pid > 0) {
> - if (task_pid_nr_ns(p, ns) != pid)
> - return 0;
> - } else if (!pid) {
> - if (task_pgrp_nr_ns(p, ns) != task_pgrp_vnr(current))
> - return 0;
> - } else if (pid != -1) {
> - if (task_pgrp_nr_ns(p, ns) != -pid)
> + if (type < PIDTYPE_MAX) {
> + if (task_pid_type(p, type) != pid)
> return 0;
> }
```

Minor, minor nit.

If type == PIDTYPE_MAX, pid must be == NULL. but task_pid_type(PIDTYPE_PID) also returns NULL. So we can just do

```
if (task_pid_type(p, type) != pid)
    return 0;
```

Not that it really makes a difference though.

Oleg.

Containers mailing list

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