
Subject: Re: [PATCH] pid: sys_wait... fixes (v2)
Posted by [ebiederm](#) on Thu, 06 Dec 2007 19:11:20 GMT
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Oleg Nesterov <oleg@tv-sign.ru> writes:

> 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.

Sort of. We don't have any place else that could use it yet.

```
>> +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.
```

No.

Your comments are good but I figure this patch is now correct and thus good enough for me.

Eric

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