
Subject: [PATCH 7/9] sig: Handle pid namespace crossing when sending signals.
Posted by [ebiederm](#) on Wed, 12 Dec 2007 12:52:41 GMT
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Setting si_pid correctly in the context of pid namespaces is tricky.
Currently with the special cases in do_notify_parent and
do_notify_parent_cldstop we handle all of the day to day cases
properly except sending a signal to a task in a child pid namespace.
For that case we need to pretend to be the kernel and set si_pid to 0.

There are also a few theoretical cases where we can trigger sending a
signal from a task in one pid namespace to a task in another pid
namespace. With no necessary correlation between one or the other.
In those cases when the source pid namespace is a child of the
destination pid namespace we actually have a valid pid value
we can and should report to user space.

This patch modifies the code to handle the full general case for
setting si_pid. The code is a little longer but occurs only once and
making it some easier to understand and verify it is correct.

I add a struct pid sender parameter to __group_send_sig_info, as that is
the only function called with si_pid != task_tgid_vnr(current). So we can
correctly handle the sending of a signal to the parent of an arbitrary
task.

Signed-off-by: Eric W. Biederman <ebiederm@xmission.com>

```
---
drivers/char/tty_io.c      |  4 +-
include/linux/signal.h    |  3 +-
ipc/mqueue.c              |  2 +-
kernel/posix-cpu-timers.c |  8 +++--
kernel/signal.c           | 88 ++++++-----
5 files changed, 63 insertions(+), 42 deletions(-)
```

```
diff --git a/drivers/char/tty_io.c b/drivers/char/tty_io.c
index 613ec81..c121cdb 100644
```

```
--- a/drivers/char/tty_io.c
+++ b/drivers/char/tty_io.c
@@ -1435,8 +1435,8 @@ static void do_tty_hangup(struct work_struct *work)
     spin_unlock_irq(&p->sigband->siglock);
     continue;
 }
- __group_send_sig_info(SIGHUP, SEND_SIG_PRIV, p);
- __group_send_sig_info(SIGCONT, SEND_SIG_PRIV, p);
+ __group_send_sig_info(SIGHUP, SEND_SIG_PRIV, p, NULL);
+ __group_send_sig_info(SIGCONT, SEND_SIG_PRIV, p, NULL);
     put_pid(p->signal->tty_old_pgrp); /* A noop */
```

```

    if (tty->pgrp)
        p->signal->tty_old_pgrp = get_pid(tty->pgrp);
diff --git a/include/linux/signal.h b/include/linux/signal.h
index 42d2e0a..0a13489 100644
--- a/include/linux/signal.h
+++ b/include/linux/signal.h
@@ -234,7 +234,8 @@ static inline int valid_signal(unsigned long sig)

extern int next_signal(struct sigpending *pending, sigset_t *mask);
extern int group_send_sig_info(int sig, struct siginfo *info, struct task_struct *p);
-extern int __group_send_sig_info(int, struct siginfo *, struct task_struct *);
+extern int __group_send_sig_info(int, struct siginfo *, struct task_struct *,
+    struct pid *sender);
extern long do_sigpending(void __user *, unsigned long);
extern int sigprocmask(int, sigset_t *, sigset_t *);
extern int show_unhandled_signals;
diff --git a/ipc/mqueue.c b/ipc/mqueue.c
index d3feadf..b0bf0b0 100644
--- a/ipc/mqueue.c
+++ b/ipc/mqueue.c
@@ -510,7 +510,7 @@ static void __do_notify(struct mqueue_inode_info *info)
    sig_i.si_errno = 0;
    sig_i.si_code = SI_MESGQ;
    sig_i.si_value = info->notify.sigev_value;
-    sig_i.si_pid = task_tgid_vnr(current);
+    sig_i.si_pid = 0; /* Uses default current tgid */
    sig_i.si_uid = current->uid;

    kill_pid_info(info->notify.sigev_signo,
diff --git a/kernel/posix-cpu-timers.c b/kernel/posix-cpu-timers.c
index 68c9637..91f80b9 100644
--- a/kernel/posix-cpu-timers.c
+++ b/kernel/posix-cpu-timers.c
@@ -1109,7 +1109,7 @@ static void check_process_timers(struct task_struct *tsk,
    sig->it_prof_expires = cputime_add(
        sig->it_prof_expires, ptime);
    }
-    __group_send_sig_info(SIGPROF, SEND_SIG_PRIV, tsk);
+    __group_send_sig_info(SIGPROF, SEND_SIG_PRIV, tsk, NULL);
    }
    if (!cputime_eq(sig->it_prof_expires, cputime_zero) &&
        (cputime_eq(sig->it_prof_expires, cputime_zero) ||
@@ -1125,7 +1125,7 @@ static void check_process_timers(struct task_struct *tsk,
    sig->it_virt_expires = cputime_add(
        sig->it_virt_expires, utime);
    }
-    __group_send_sig_info(SIGVTALRM, SEND_SIG_PRIV, tsk);
+    __group_send_sig_info(SIGVTALRM, SEND_SIG_PRIV, tsk, NULL);

```

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}
if (!cputime_eq(sig->it_virt_expires, cputime_zero) &&
    (cputime_eq(virt_expires, cputime_zero) ||
@@ -1141,14 +1141,14 @@ static void check_process_timers(struct task_struct *tsk,
    * At the hard limit, we just die.
    * No need to calculate anything else now.
    */
- __group_send_sig_info(SIGKILL, SEND_SIG_PRIV, tsk);
+ __group_send_sig_info(SIGKILL, SEND_SIG_PRIV, tsk, NULL);
return;
}
if (psecs >= sig->rlim[RLIMIT_CPU].rlim_cur) {
/*
    * At the soft limit, send a SIGXCPU every second.
    */
- __group_send_sig_info(SIGXCPU, SEND_SIG_PRIV, tsk);
+ __group_send_sig_info(SIGXCPU, SEND_SIG_PRIV, tsk, NULL);
if (sig->rlim[RLIMIT_CPU].rlim_cur
    < sig->rlim[RLIMIT_CPU].rlim_max) {
    sig->rlim[RLIMIT_CPU].rlim_cur++;
diff --git a/kernel/signal.c b/kernel/signal.c
index 694a643..c01e3cd 100644
--- a/kernel/signal.c
+++ b/kernel/signal.c
@@ -657,8 +657,40 @@ static void handle_stop_signal(int sig, struct task_struct *p)
}
}

+static void set_sigqueue_pid(struct sigqueue *q, struct task_struct *t,
+    struct pid *sender)
+{
+    struct pid_namespace *ns;
+
+    /* Set si_pid to the pid number of sender in the pid namespace of
+    * our destination task for all siginfo types that support it.
+    */
+    switch(q->info.si_code & __SI_MASK) {
+    /* siginfo without si_pid */
+    + case __SI_TIMER:
+    + case __SI_POLL:
+    + case __SI_FAULT:
+    + break;
+    /* siginfo with si_pid */
+    + case __SI_KILL:
+    + case __SI_CHLD:
+    + case __SI_RT:
+    + case __SI_MESGQ:
+    + default:

```

```

+ /* si_pid for SI_KERNEL is always 0 */
+ if (q->info.si_code == SI_KERNEL)
+   break;
+ /* Is current not the sending task? */
+ if (!sender)
+   sender = task_tgid(current);
+ ns = task_active_pid_ns(t);
+ q->info.si_pid = pid_nr_ns(sender, ns);
+ break;
+ }
+}
+
static int send_signal(int sig, struct siginfo *info, struct task_struct *t,
- struct sigpending *signals)
+ struct sigpending *signals, struct pid *sender)
{
    struct sigqueue *q = NULL;
    int ret = 0;
@@ -694,8 +726,9 @@ static int send_signal(int sig, struct siginfo *info, struct task_struct *t,
    q->info.si_signo = sig;
    q->info.si_errno = 0;
    q->info.si_code = SI_USER;
-   q->info.si_pid = task_tgid_vnr(current);
+   q->info.si_pid = 0; /* Uses current tgid */
    q->info.si_uid = current->uid;
+   sender = task_tgid(current);
    break;
    case (unsigned long) SEND_SIG_PRIV:
        q->info.si_signo = sig;
@@ -708,6 +741,7 @@ static int send_signal(int sig, struct siginfo *info, struct task_struct *t,
        copy_siginfo(&q->info, info);
        break;
    }
+   set_sigqueue_pid(q, t, sender);
} else if (!is_si_special(info)) {
    if (sig >= SIGRTMIN && info->si_code != SI_USER)
/*
@@ -775,7 +809,7 @@ specific_send_sig_info(int sig, struct siginfo *info, struct task_struct *t)
    if (LEGACY_QUEUE(&t->pending, sig))
        goto out;

-   ret = send_signal(sig, info, t, &t->pending);
+   ret = send_signal(sig, info, t, &t->pending, NULL);
    if (!ret && !sigismember(&t->blocked, sig))
        signal_wake_up(t, sig == SIGKILL);
out:
@@ -922,7 +956,8 @@ __group_complete_signal(int sig, struct task_struct *p)
}

```

```

int
- __group_send_sig_info(int sig, struct siginfo *info, struct task_struct *p)
+ __group_send_sig_info(int sig, struct siginfo *info, struct task_struct *p,
+   struct pid *sender)
{
    int ret = 0;

@@ -942,7 +977,7 @@ __group_send_sig_info(int sig, struct siginfo *info, struct task_struct *p)
    * We always use the shared queue for process-wide signals,
    * to avoid several races.
    */
- ret = send_signal(sig, info, p, &p->signal->shared_pending);
+ ret = send_signal(sig, info, p, &p->signal->shared_pending, sender);
    if (unlikely(ret))
        return ret;

@@ -1008,7 +1043,7 @@ int group_send_sig_info(int sig, struct siginfo *info, struct task_struct
*p)
    if (!ret && sig) {
        ret = -ESRCH;
        if (lock_task_sighand(p, &flags)) {
- ret = __group_send_sig_info(sig, info, p);
+ ret = __group_send_sig_info(sig, info, p, NULL);
            unlock_task_sighand(p, &flags);
        }
    }
@@ -1114,7 +1149,7 @@ int kill_pid_info_as_uid(int sig, struct siginfo *info, struct pid *pid,
    if (sig && p->sighand) {
        unsigned long flags;
        spin_lock_irqsave(&p->sighand->siglock, flags);
- ret = __group_send_sig_info(sig, info, p);
+ ret = __group_send_sig_info(sig, info, p, NULL);
        spin_unlock_irqrestore(&p->sighand->siglock, flags);
    }
    out_unlock:
@@ -1415,6 +1450,7 @@ void do_notify_parent(struct task_struct *tsk, int sig)
    struct siginfo info;
    unsigned long flags;
    struct sighand_struct *psig;
+ struct pid *sender;

    BUG_ON(sig == -1);

@@ -1424,24 +1460,11 @@ void do_notify_parent(struct task_struct *tsk, int sig)
    BUG_ON(!tsk->ptrace &&
        (tsk->group_leader != tsk || !thread_group_empty(tsk)));

```

```

+ /* We are under tasklist_lock so no need to call get_pid */
+ sender = task_pid(tsk);
  info.si_signo = sig;
  info.si_errno = 0;
- /*
-  * we are under tasklist_lock here so our parent is tied to
-  * us and cannot exit and release its namespace.
-  *
-  * the only it can is to switch its nsproxy with sys_unshare,
-  * bu uncharing pid namespaces is not allowed, so we'll always
-  * see relevant namespace
-  *
-  * write_lock() currently calls preempt_disable() which is the
-  * same as rcu_read_lock(), but according to Oleg, this is not
-  * correct to rely on this
-  */
- rcu_read_lock();
- info.si_pid = task_pid_nr_ns(tsk, tsk->parent->nsproxy->pid_ns);
- rcu_read_unlock();
-
+ info.si_pid = 0; /* Filled in later from sender */
  info.si_uid = tsk->uid;

  /* FIXME: find out whether or not this is supposed to be c*time. */
@@ -1485,7 +1508,7 @@ void do_notify_parent(struct task_struct *tsk, int sig)
  sig = 0;
}
if (valid_signal(sig) && sig > 0)
- __group_send_sig_info(sig, &info, tsk->parent);
+ __group_send_sig_info(sig, &info, tsk->parent, sender);
  __wake_up_parent(tsk, tsk->parent);
  spin_unlock_irqrestore(&psig->siglock, flags);
}
@@ -1496,6 +1519,7 @@ static void do_notify_parent_cldstop(struct task_struct *tsk, int why)
  unsigned long flags;
  struct task_struct *parent;
  struct sighand_struct *sighand;
+ struct pid *sender;

  if (tsk->ptrace & PT_PTRACED)
    parent = tsk->parent;
@@ -1504,15 +1528,11 @@ static void do_notify_parent_cldstop(struct task_struct *tsk, int why)
  parent = tsk->real_parent;
}

+ /* We are under tasklist_lock so no need to call get_pid */
+ sender = task_pid(tsk);
  info.si_signo = SIGCHLD;

```

```

    info.si_errno = 0;
- /*
-  * see comment in do_notify_parent() abot the following 3 lines
-  */
- rcu_read_lock();
- info.si_pid = task_pid_nr_ns(tsk, tsk->parent->nsproxy->pid_ns);
- rcu_read_unlock();
-
+ info.si_pid = 0; /* Filled in later from sender */
  info.si_uid = tsk->uid;

  /* FIXME: find out whether or not this is supposed to be c*time. */
@@ -1538,7 +1558,7 @@ static void do_notify_parent_cldstop(struct task_struct *tsk, int why)
  spin_lock_irqsave(&sigband->siglock, flags);
  if (sigband->action[SIGCHLD-1].sa.sa_handler != SIG_IGN &&
      !(sigband->action[SIGCHLD-1].sa.sa_flags & SA_NOCLDSTOP))
- __group_send_sig_info(SIGCHLD, &info, parent);
+ __group_send_sig_info(SIGCHLD, &info, parent, sender);
  /*
   * Even if SIGCHLD is not generated, we must wake up wait4 calls.
   */
@@ -2223,7 +2243,7 @@ sys_kill(int pid, int sig)
  info.si_signo = sig;
  info.si_errno = 0;
  info.si_code = SI_USER;
- info.si_pid = task_tgid_vnr(current);
+ info.si_pid = 0; /* Uses default current tgid */
  info.si_uid = current->uid;

  return kill_something_info(sig, &info, pid);
@@ -2239,7 +2259,7 @@ static int do_tkill(int tgid, int pid, int sig)
  info.si_signo = sig;
  info.si_errno = 0;
  info.si_code = SI_TKILL;
- info.si_pid = task_tgid_vnr(current);
+ info.si_pid = 0; /* Uses default current tgid */
  info.si_uid = current->uid;

  read_lock(&tasklist_lock);
--
1.5.3.rc6.17.g1911

```

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