
Subject: [PATCH 2/4] proc: Simplify proc_get_sb.
Posted by [ebiederm](#) on Wed, 12 Dec 2007 13:30:15 GMT
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The idle_thread now has a struct pid, so we can always find out know the pid of the child_reaper before we mount proc.

Therefore we can remove the special cases for getting the pid of the child_reaper from proc_get_sb.

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

fs/proc/root.c | 17 +-----
1 files changed, 1 insertions(+), 16 deletions(-)

diff --git a/fs/proc/root.c b/fs/proc/root.c

index 81f99e6..f442967 100644

--- a/fs/proc/root.c

+++ b/fs/proc/root.c

```
@@ -46,17 +46,6 @@ static int proc_get_sb(struct file_system_type *fs_type,  
    struct pid_namespace *ns;  
    struct proc_inode *ei;
```

```
- if (proc_mnt) {  
- /* Seed the root directory with a pid so it doesn't need  
- * to be special in base.c. I would do this earlier but  
- * the only task alive when /proc is mounted the first time  
- * is the init_task and it doesn't have any pids.  
- */  
- ei = PROC_I(proc_mnt->mnt_sb->s_root->d_inode);  
- if (!ei->pid)  
- ei->pid = find_get_pid(1);  
- }
```

```
-  
if (flags & MS_KERNMOUNT)
```

```
    ns = (struct pid_namespace *)data;
```

```
else
```

```
@@ -76,11 +65,7 @@ static int proc_get_sb(struct file_system_type *fs_type,  
    }
```

```
    ei = PROC_I(sb->s_root->d_inode);  
- if (!ei->pid) {  
- rcu_read_lock();  
- ei->pid = get_pid(find_pid_ns(1, ns));  
- rcu_read_unlock();  
- }  
+ ei->pid = get_pid(ns->child_reaper);
```

```
sb->s_flags |= MS_ACTIVE;
```

```
ns->proc_mnt = mnt;
```

```
--
```

```
1.5.3.rc6.17.g1911
```

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