
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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