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Subject: Re: [PATCH 2/4] proc: Simplify proc\_get\_sb.  
Posted by [ebiederm](#) on Wed, 12 Dec 2007 14:06:18 GMT  
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Pavel Emelyanov <xemul@openvz.org> writes:

> Eric W. Biederman wrote:  
>> 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);
>
> That's not git-bisect safe - you move the child_reaper initialization
> before the call to prepare_proc only in the 4th patch.
```

Bugger. I had overlooked that dependency. So patch 4 really should have been patch 2.

Eric

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

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