Subject: Re: [RFC][PATCH] Pid namespaces vs locks interaction Posted by gblond on Wed, 12 Dec 2007 17:42:41 GMT

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On 12 December 2007 20:31:15 Serge E. Hallyn wrote:
> Quoting Vitaliy Gusev (vgusev@openvz.org):
> > Hello
> >
> > On 6 December 2007 18:51:30 Serge E. Hallyn wrote:
>>> fl pid is used by nfs, fuse and gfs2. For instance nfs keeps in
>>> fl_pid some unique id to identify locking process between hosts - it
>>> is not a process pid.
>>>
>> Ok, but so the struct user_flock->fl_pid is being set to the task's
>> virtual pid, while the struct kernel_flock->fl_pid is being set to
>> task->tgid for nfsd use.
>>> Why can't nfs just generate a uniqueid from the struct pid when it
> > needs it?
>> I think it is hard. lockd uses struct nlm host to get process unique id
>> (see nlm alloc pid() function).
>
> Looks pretty simple though... That whole set of code could even stay
> the same except for in __nlm_alloc_pid():
>
> option 1: compare struct pid* instead of uint32_t pid
> option 2: use the "global pid" out of the stored struct pid,
> something like pid->numbers[0].nr.
```

We can't use process pid. Process pid is circulated! NFS (lockd) needs unique process id between hosts which can't repeat oneself.

| >>>- |
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| >> |
| >> |
| >> Thank, |
| > > Vitaliy Gusev |
| > |
| >- |
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Thank, Vitaliy Gusev

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