
Subject: Re: [PATCH 0/4] user namespaces: introduction

Posted by [serue](#) on Mon, 28 Jan 2008 19:44:50 GMT

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Quoting Daniel Hokka Zakrisson (daniel@hozac.com):

> Serge E. Hallyn wrote:

> > Here is a small patchset I've been sitting on for awhile

> > to make signaling mostly subject to user namespaces. In

> > particular,

> >

> > 1. store user_namespace in user struct

> > 2. introduce CAP_NS_OVERRIDE

> > 3. require CAP_NS_OVERRIDE to signal another user namespace

> >

> > The first step should have been done all along. Else wouldn't

> > a hash collision on (ns1, uid) and (ns2, uid), however unlikely,

> > give us wrong results at uid_hash_find()?

>

> Unless I've completely misunderstood the code, each namespace has a

> separate hash. Please correct me if I'm wrong.

So it does!

Yikes, how did I misread that so badly?

That means the find_user() code may be simplified a bit after all.

Well, or we could keep this and go to a single hash to save some memory...

Thanks Daniel.

-serge

>

> > The main remaining signaling+usersns issue is of course the

> > siginfo. Tacking a usersns onto siginfo is a pain due to

> > lifetime mgmt issues. I haven't decided whether to just

> > catch all the callers and fake uid=0 if user namespaces

> > aren't the same, introduce some unique non-refcounted id to

> > represent (user,user_ns), or find some other way to deal with

> > it.

> >

> > thanks,

> > -serge

>

> --

> Daniel Hokka Zakrisson

> -

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