Subject: Re: [PATCH 4/4] The control group itself Posted by Sukadev Bhattiprolu on Tue, 12 Feb 2008 07:42:17 GMT View Forum Message <> Reply to Message

This patchset does fix the problem I was having before with null and zero devices. Overall, it looks like pretty good.

I am still reviewing the patches. Just some nits I came across:

```
Pavel Emelianov [xemul@openvz.org] wrote:
Each new group will have its own maps for char and block
 layers. The devices access list is tuned via the
 devices.permissions file. One may read from the file to get
 the configured state.
 The top container isn't initialized, so that the char
 and block layers will use the global maps to lookup
 their devices. I did that not to export the static maps
 to the outer world.
 Good news is that this patch now contains more comments
 and Documentation file :)
 Signed-off-by: Pavel Emelyanov <xemul@openvz.org>
 ---
 diff --git a/Documentation/controllers/devices.txt b/Documentation/controllers/devices.txt
 new file mode 100644
 index 000000..dbd0c7a
 --- /dev/null
 +++ b/Documentation/controllers/devices.txt
 @@-0,0+1,61@@
 +
 + Devices visibility controller
 +This controller allows to tune the devices accessibility by tasks,
 +i.e. grant full access for /dev/null, /dev/zero etc, grant read-only
 +access to IDE devices and completely hide SCSI disks.
 +
 +Tasks still can call mknod to create device files, regardless of
 +whether the particular device is visible or accessible, but they
 +may not be able to open it later.
 +
 +This one hides under CONFIG_CGROUP_DEVS option.
 +
+
```

+Configuring + +The controller provides a single file to configure itself -- the +devices.permissions one. To change the accessibility level for some +device write the following string into it: + +[cb] <major>:(<minor>|*) [r-][w-] + ^ ٨ ٨ +| +--- access rights (1) + | +| +-- device major and minor numbers (2) + | + | + +-- device type (character / block) + +1) The access rights set to '--' remove the device from the group's +access list, so that it will not even be shown in this file later. + +2) Setting the minor to '*' grants access to all the minors for +particular major. + +When reading from it, one may see something like + + c 1:5 rw + b 8:* r-+ +Security issues, concerning who may grant access to what are governed +at the cgroup infrastructure level. + + +Examples: + +1. Grand full access to /dev/null Grant. + # echo c 1:3 rw > /cgroups/<id>/devices.permissions + +2. Grant the read-only access to /dev/sda and partitions + # echo b 8:* r- > ... This grants access to all scsi disks, sda..sdp and not just 'sda' right ?

| + | +3. Change the /dev/null access to write-only | + # echo c 1:3 -w > ... | + | +4. Revoke access to /dev/sda

```
+ # echo b 8:* -- > ...
+
+
+ Written by Pavel Emelyanov <xemul@openvz.org>
+
diff --git a/fs/Makefile b/fs/Makefile
index 7996220..5ad03be 100644
--- a/fs/Makefile
+++ b/fs/Makefile
@@ -64,6 +64,8 @@ obj-y += devpts/
obj-$(CONFIG PROFILING) += dcookies.o
obj-$(CONFIG_DLM) += dlm/
+
+obj-$(CONFIG_CGROUP_DEVS) += devscontrol.o
# Do not add any filesystems before this line
obj-$(CONFIG_REISERFS_FS) += reiserfs/
diff --git a/fs/devscontrol.c b/fs/devscontrol.c
new file mode 100644
index 000000...48c5f69
--- /dev/null
+++ b/fs/devscontrol.c
@@-0.0+1.314@@
+/*
+ * devscontrol.c - Device Controller
+ *
+ * Copyright 2007 OpenVZ SWsoft Inc
+ * Author: Pavel Emelyanov < xemul at openvz dot org>
+ *
+ * This program is free software; you can redistribute it and/or modify
+ * it under the terms of the GNU General Public License as published by
+ * the Free Software Foundation; either version 2 of the License, or
+ * (at your option) any later version.
+ *
+ * This program is distributed in the hope that it will be useful.
+ * but WITHOUT ANY WARRANTY; without even the implied warranty of
+ * MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the
+ * GNU General Public License for more details.
+ */
+
+#include <linux/cgroup.h>
+#include <linux/cdev.h>
+#include <linux/err.h>
+#include <linux/devscontrol.h>
+#include <linux/uaccess.h>
+#include <linux/fs.h>
+#include <linux/genhd.h>
```

```
| +
| +struct devs_cgroup {
| + /*
| + * The subsys state to build into cgrous infrastructure
| + */
```

```
... into cgroups
```

```
+ struct cgroup_subsys_state css;
+
+ /*
+ * The maps of character and block devices. They provide a
+ * map from dev_t-s to struct cdev/gendisk. See fs/char_dev.c
+ * and block/genhd.c to find out how the ->open() callbacks
 + * work when opening a device.
   *
 +
+ * Each group will have its onw maps, and at the open()
own maps
+ * time code will lookup in this map to get the device
 + * and permissions by its dev t.
+ */
+ struct kobj_map *cdev_map;
 + struct kobj_map *bdev_map;
+};
+
+static inline
+struct devs cgroup *css to devs(struct cgroup subsys state *css)
+{
+ return container of(css, struct devs cgroup, css);
| +}
```

'devs' as prefix/suffix does not look very clear.

```
How about css_to_devs_cg() ? Similarly below for dev_cg_create(), dev_cg_destroy() ?
```

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