
Subject: Re: [PATCH 0/3] clone64() and unshare64() system calls

Posted by [hpa](#) on Thu, 10 Apr 2008 00:00:25 GMT

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sukadev@us.ibm.com wrote:

> This is a resend of the patch set Cedric had sent earlier. I ported
> the patch set to 2.6.25-rc8-mm1 and tested on x86 and x86_64.
> ---
>
> We have run out of the 32 bits in clone_flags !
>
> This patchset introduces 2 new system calls which support 64bit clone-flags.
>
> long sys_clone64(unsigned long flags_high, unsigned long flags_low,
> unsigned long newsp);
>
> long sys_unshare64(unsigned long flags_high, unsigned long flags_low);
>
> The current version of clone64() does not support CLONE_PARENT_SETTID and
> CLONE_CHILD_CLEARPID because we would exceed the 6 registers limit of some
> arches. It's possible to get around this limitation but we might not
> need it as we already have clone()
>

I really dislike this interface.

If you're going to make it a 64-bit pass it in as a 64-bit number,
instead of breaking it into two numbers. Better yet, IMO, would be to
pass a pointer to a structure like:

```
struct shared {  
    unsigned long nwords;  
    unsigned long flags[];  
};
```

... which can be expanded indefinitely.

-hpa

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