

Subject: Re: [PATCH 1/2] signals: kill(-1) should only signal processes in the same namespace

Posted by [Oleg Nesterov](#) on Wed, 23 Jul 2008 14:33:35 GMT

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```
up);
+ if (!is_timer_slack_allowed(cgroup_to_tslack_cgroup(cgroup), val))
+ return -EPERM;
+
+ /* Change timer slack value for all tasks in the cgroup */
+ cgroup_iter_start(cgroup, &it);
+ while ((task = cgroup_iter_next(cgroup, &it)))
+ task->timer_slack_ns = val;
+ cgroup_iter_end(cgroup, &it);
+
+ return 0;
+}
+
+static u64 tslack_read_range(struct cgroup *cgroup, struct cftype *cft)
+{
+ struct timer_slack_cgroup *tslack_cgroup;
+
+ tslack_cgroup = cgroup_to_tslack_cgroup(cgroup);
+ switch (cft->private) {
+ case TIMER_SLACK_MIN:
+ return tslack_cgroup->min_slack_ns;
+ case TIMER_SLACK_MAX:
+ return tslack_cgroup->max_slack_ns;
+ default:
+ BUG();
+ };
+}
+
+static int tslack_write_range(struct cgroup *cgroup, struct cftype *cft,
+ u64 val)
+{
+ struct timer_slack_cgroup *tslack_cgroup;
+ struct cgroup_iter it;
+ struct task_struct *task;
+
+ if (cgroup->parent) {
+ struct timer_slack_cgroup *parent;
+ parent = cgroup_to_tslack_cgroup(cgroup->parent);
+ if (!is_timer_slack_allowed(parent, val))
+ return -EPERM;
+ }
+
+ tslack_cgroup = cgroup_to_tslack_cgroup(cgroup);
```

```
+ switch (cft->private) {
+ case TIMER_SLACK_MIN:
+ if (val > tslack_cgroup->max_slack_ns)
+ return -EINVAL;
+ tslack_cgroup->min_slack_ns = val;
+ break;
+ case TIMER_SLACK_MAX:
+ if (val < tslack_cgroup->min_slack_ns)
+ return -EINVAL;
+ tslack_cgroup->max_slack_ns = val;
+ break;
+ default:
+ BUG();
+ }
+
+ /*
+ * Adjust timer slack value for all tasks in the cgroup to fit
+ * min-max range.
+ */
+ cgroup_iter_start(cgroup, &it);
+ w
```

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