Subject: Re: [PATCH 1/2] pidns: Don't allow new pids after the namespace is dead. Posted by Oleg Nesterov on Thu, 17 Feb 2011 20:54:58 GMT

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On 02/17, Daniel Lezcano wrote:

>

- > On 02/15/2011 07:30 PM, Oleg Nesterov wrote:
- >> On 02/15, Daniel Lezcano wrote:
- >>> In the case of unsharing or joining a pid namespace, it becomes
- >>> possible to attempt to allocate a pid after zap_pid_namespace has
- >>> killed everything in the namespace. Close the hole for now by simply
- >>> not allowing any of those pid allocations to succeed.
- >> Daniel, please explain more. It seems, a long ago I knew the reason
- >> for this patch, but now I can't recall and can't understand this change.

>

- > The idea behind unsharing the pid namespace is the current pid is not
- > mapped in the newly created pid namespace and appears as the pid 0.

Well, not exactly afaics... but doesn't matter.

- > When
- > it forks, the child process becomes the init pid of the new pid
- > namespace.

Yes, I see. And this is what I personally dislike. Because, iow, unshare(PID) changes current->nspory->pid_ns to affect the behaviour of copy_process(), this really looks like "action at a distance" to me. Too subtle and fragile. But, once again, this is just imho, feel free to ignore.

- > When this pid namespace dies because the init pid exited, the
- > parent process (aka pid 0) can no longer fork because the pid namespace
- > is flagged dead. This is what does this patch.

OK, thanks. I seem to understand. May be ;)

I'd suggest you to add this explanation to the changelog.

```
>>> --- a/include/linux/pid_namespace.h
>>> +++ b/include/linux/pid_namespace.h
>>> @@ -20,6 +20,7 @@ struct pid_namespace {
>>> struct kref kref;
>>> struct pidmap pidmap[PIDMAP_ENTRIES];
>>> int last_pid;
>>> + atomic_t dead;
>> Why atomic_t? It is used as a plain boolean.
>>
```

>> And I can't unde

>

> I think Eric used an atomic because it is lockless with alloc_pid vs

> zap_pid_ns_processes.

Can't understand...

But anyway, I strongly believe atomic_t buys nothing in this patch. May be it is needed for the next changes, I dunno.

Oleg.

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