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Subject: Re: [PATCH 4/9] allow killing tasks in your own or child userns  
Posted by [akpm](#) on Thu, 24 Feb 2011 00:54:30 GMT  
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On Thu, 24 Feb 2011 00:48:18 +0000

"Serge E. Hallyn" <[serge@hallyn.com](mailto:serge@hallyn.com)> wrote:

> Quoting Andrew Morton ([akpm@linux-foundation.org](mailto:akpm@linux-foundation.org)):

> > On Thu, 17 Feb 2011 15:03:25 +0000

> > "Serge E. Hallyn" <[serge@hallyn.com](mailto:serge@hallyn.com)> wrote:

> >

> > > /\*

> > > + \* called with RCU read lock from check\_kill\_permission()

> > > + \*/

> > > +static inline int kill\_ok\_by\_cred(struct task\_struct \*t)

> > > +{

> > > + const struct cred \*cred = current\_cred();

> > > + const struct cred \*tcred = \_\_task\_cred(t);

> > > +

> > > + if (cred->user->user\_ns == tcred->user->user\_ns &&

> > > + (cred->euid == tcred->suid ||

> > > + cred->euid == tcred->uid ||

> > > + cred->uid == tcred->suid ||

> > > + cred->uid == tcred->uid))

> > > + return 1;

> > > +

> > > + if (ns\_capable(tcred->user->user\_ns, CAP\_KILL))

> > > + return 1;

> > > +

> > > + return 0;

> > > +}

> >

> > The compiler will inline this for us.

>

> Is that simply true with everything (worth inlining) nowadays, or is

> there a particular implicit hint to the compiler that'll make that

> happen?

We've basically stopped inlining things nowadays. gcc inlines aggressively and sometimes we have to use `noinline` to stop it. Also, modern gcc's like to ignore the `inline` directive anyway, so we have to resort to `__always_inline` when we disagree.

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Containers mailing list

[Containers@lists.linux-foundation.org](mailto:Containers@lists.linux-foundation.org)

<https://lists.linux-foundation.org/mailman/listinfo/containers>

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