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Subject: Re: [PATCH v5] posix timers: allocate timer id per process  
Posted by [Thomas Gleixner](#) on Tue, 23 Oct 2012 21:47:33 GMT  
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On Tue, 23 Oct 2012, Eric Dumazet wrote:

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> On Tue, 2012-10-23 at 11:40 +0400, Stanislav Kinsbursky wrote:
> > This patch is required CRIU project (www.criu.org).
> > To migrate processes with posix timers we have to make sure, that we can
> > restore posix timer with proper id.
> > Currently, this is not true, because timer ids are allocated globally.
> > So, this is precursor patch and it's purpose is make posix timer id to be
> > allocated per process.
> >
> > Patch replaces global idr with global hash table for posix timers and
> > makes timer ids unique not globally, but per process. Next free timer id is
> > type of integer and stored on signal struct (posix_timer_id). If free timer id
> > reaches negative value on timer creation, it will be dropped to zero and
> > -EAGAIN will be returned to user.
> >
> > Hash table has 512 slots.
> > Key is constructed as follows:
> > key = hash_32(hash_32(current->signal) ^ posix_timer_id));
> >
> > Note: with this patch, id, returned to user, is not the minimal free
> > anymore. It means, that id, returned to user space in loop, listed below, will
> > be increasing on each iteration till INT_MAX and then dropped to zero:
> >
> > while(1) {
> > id = timer_create(...);
> > timer_delete(id);
> > }
> >
> > Signed-off-by: Stanislav Kinsbursky <skinsbursky@parallels.com>
> >
> > ---
>
> SGTM
```

Not so good to me.

> Signed-off-by: Eric Dumazet <edumazet@google.com>

And that should be either an Acked-by or a Reviewed-by. You can't sign off on patches which have not been submitted or transported by you.

Thanks,

tg1x

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