
Subject: Re: [RFC][PATCH] Add child reaper to struct pspace

Posted by [dev](#) on Thu, 07 Sep 2006 11:41:29 GMT

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Cedric Le Goater wrote:

> Sukadev Bhattiprolu wrote:

>

> <snip>

>

>>@@ -620,8 +620,8 @@ static int de_thread(struct task_struct

>> * Reparenting needs write_lock on tasklist_lock,

>> * so it is safe to do it under read_lock.

>> */

>>- if (unlikely(current->group_leader == child_reaper))

>>- child_reaper = current;

>>+ if (unlikely(current->group->leader == current->pspace->child_reaper)

>>+ current->pspace->child_reaper = current;

>>

>> zap_other_threads(current);

>> read_unlock(&tasklist_lock);

>

>

> I'm unsure about this one ?

AFAICS, this one is for multithreaded init?

looks ok, imho.

Thanks,

Kirill
