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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

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

Posted by [ebiederm](#) on Thu, 07 Sep 2006 19:38:52 GMT

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Kirill Korotaev <[dev@sw.ru](mailto:dev@sw.ru)> writes:

> 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,

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>>>- if (unlikely(current->group\_leader == child\_reaper))

>>>- child\_reaper = current;

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```
>>>+ 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.
```

Correct except for the lack of nsproxy.

The case to think about is when a multi-threaded init exec a process for a thread where pid != tgid.

It prevents from having problems with an untrusted init process.

Eric

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