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Subject: Re: Re: [RFC][PATCH] rename 'struct pid'  
Posted by [xemul](#) on Wed, 11 Apr 2007 06:55:00 GMT  
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Dave Hansen wrote:

> On Tue, 2007-04-10 at 22:52 -0600, Eric W. Biederman wrote:  
>> Dave Hansen <hansenc@us.ibm.com> writes:  
>>>> A pid (pid\_t or  
>>>> struct pid) isn't just an identifier it is a handle to processes.  
>>>> struct pid just does so more directly because it is inside the kernel.  
>>> Let's face it, "pid" has a meaning. It's a number. It's what you  
>>> kill(1). The meaning has been there for a long, long time. 'struct  
>>> pid' is a completely different concept, and it's certainly more than  
>>> "just a number".  
>> Yes. "pid" has a meaning. The meaning is old and well established.  
>> That meaning is not just a number, just like a file descriptor is not  
>> just a number.  
>  
> That's a great example. Userspace fds are to 'struct file' as pids are  
> to 'struct pid', right?  
>  
> I actually think 'struct file' is a pretty good name. Think of what  
> do\_sys\_open() might look like if we called 'struct file' 'struct fd'  
> instead and 'fdp' instead of 'filp'.  
>  
> We end up with lines like:  
>  
> fd\_install(fd, fdp);  
>  
> Which makes it confusing which fd we're dealing with or what the 'fd\_'  
> in the name refers to, the 'fd' or the 'fdp'. It makes quite a bit of  
> sense to have 'fd' and 'struct file' named quite distinctly.

Agree. int fd is a \*file\* descriptor, i.e. a number that describes a file, which is a struct file essentially. That's the way pids must be represented. E.g. the pid\_t is a number, that references some kernel-space object. This object is to be called somehow more descriptive than just struct pid.

Maybe it's worth renaming struct pid into struct pid\_struct to represent the fact, that this is a pid, but also a structure?

>>> So, please consider that there are actual kernel developers hacking on  
>>> this stuff who are having problem with it. The function of 'struct pid'  
>>> is great, it's a wonderful concept. It just needs a slightly different  
>>> name in order to more easily relate that concept to those that are  
>>> trying to use it.  
>>>

>>> If anyone can think of some more incremental ways to do this, or has  
>>> other suggestions on how to make it more clear, I'm all ears.  
>> So what I have seen are examples down in the guts of the pid hash  
>> table that are problematic. And a few complaints about pid\_nr.  
>>  
>> However the conversions I have done and I have looked at have just  
>> been a drop in replacement for pid\_t except for reference counting  
>> issues. That to me at least is rather convincing.  
>  
> I think this is more indicative of the great design of 'struct pid' in  
> concept. It truly is a drop-in replacement for how things were used in  
> the past. The concept is \*great\*.  
>  
>> So I'm not convinced there is a fundamental problem. Just a bit of a  
>> problem in the guts of things where everything seems to have the  
>> same name. I'm not at all certain how a different prefix would  
>> sort that out.  
>  
> I agree that there's no fundamental problem with the structure. Its  
> function is quite ideal. The issue for me comes in the ability for  
> people to update, enhance and review what is going on. There's no  
> fundamental barrier here, as Suka demonstrated getting some of his  
> pidspace code to work. It just crossed my pain threshold as I was  
> trying to debug some of it.  
>  
> Once we get pidspaces fully working, the hacking in the guts will  
> certainly be reduced. But, there are always bugs, and this is a common  
> enough code area that people are bound to touch it as time goes on. I  
> just want to make that as easy as possible.  
>  
>> My feeling is that changing this just caters to people who are not  
>> going to be able to understand what is going on no matter what the  
>> structure is named, and is going to make it harder for me to update  
>> the code when I find the time to do it.  
>  
> I'm completely sure that you'll grasp the entire concept, no matter to  
> what we change the names. The mess that you've unraveled so far in  
> there makes has given me supreme confidence in this. :)  
>  
> My worry is the ramp-up time for people who want to understand it enough  
> hack it or just audit the code, but who won't grasp it on quite the same  
> level that you have.  
>  
> -- Dave  
>  
> \_\_\_\_\_  
> Containers mailing list  
> Containers@lists.linux-foundation.org

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

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Subject: Re: Re: [RFC][PATCH] rename 'struct pid'  
Posted by [dev](#) on Wed, 11 Apr 2007 07:40:48 GMT  
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Pavel Emelianov wrote:

> Dave Hansen wrote:

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>>>Dave Hansen <[hansenc@us.ibm.com](mailto:hansenc@us.ibm.com)> writes:

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> represent the fact, that this is a pid, but also a structure?

it helps struct name only.

while fields should be renamed as well somehow.

Kirill

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