
Subject: [patch 42/68] Use struct pid parameter in copy_process()
Posted by [akpm](#) on Fri, 11 May 2007 05:23:03 GMT
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Modify copy_process() to take a struct pid * parameter instead of a pid_t.
This simplifies the code a bit and also avoids having to call find_pid() to
convert the pid_t to a struct pid.

Changelog:

- Fixed Badari Pulavarty's comments and passed in &init_struct_pid from fork_idle().
- Fixed Eric Biederman's comments and simplified this patch and used a new patch to remove the likely(pid) check.

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kernel/fork.c | 11 ++++++-----

1 file changed, 6 insertions(+), 5 deletions(-)

diff -puN kernel/fork.c~use-struct-pid-parameter-in-copy_process kernel/fork.c

--- a/kernel/fork.c~use-struct-pid-parameter-in-copy_process

+++ a/kernel/fork.c

@@ -956,7 +956,7 @@ static struct task_struct *copy_process(
 unsigned long stack_size,
 int __user *parent_tidptr,
 int __user *child_tidptr,
- int pid)
+ struct pid *pid)
{
 int retval;
 struct task_struct *p = NULL;
@@ -1023,7 +1023,7 @@ static struct task_struct *copy_process(
 p->did_exec = 0;
 delayacct_tsk_init(p); /* Must remain after dup_task_struct() */
 copy_flags(clone_flags, p);
- p->pid = pid;
+ p->pid = pid_nr(pid);
 retval = -EFAULT;

```

if (clone_flags & CLONE_PARENT_SETTID)
if (put_user(p->pid, parent_tidptr))
@@ -1261,7 +1261,7 @@ static struct task_struct *copy_process(
list_add_tail_rcu(&p->tasks, &init_task.tasks);
__get_cpu_var(process_counts)++;
}
- attach_pid(p, PIDTYPE_PID, find_pid(p->pid));
+ attach_pid(p, PIDTYPE_PID, pid);
nr_threads++;
}

@@ -1325,7 +1325,8 @@ struct task_struct * __cpuinit fork_idle
struct task_struct *task;
struct pt_regs regs;

- task = copy_process(CLONE_VM, 0, idle_regs(&regs), 0, NULL, NULL, 0);
+ task = copy_process(CLONE_VM, 0, idle_regs(&regs), 0, NULL, NULL,
+ &init_struct_pid);
if (!IS_ERR(task))
init_idle(task, cpu);

@@ -1375,7 +1376,7 @@ long do_fork(unsigned long clone_flags,
clone_flags |= CLONE_PTRACE;
}

- p = copy_process(clone_flags, stack_start, regs, stack_size, parent_tidptr, child_tidptr, nr);
+ p = copy_process(clone_flags, stack_start, regs, stack_size, parent_tidptr, child_tidptr, pid);
/*
* Do this prior waking up the new thread - the thread pointer
* might get invalid after that point, if the thread exits quickly.

```

Containers mailing list
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