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Subject: [PATCH 2/5] Rename child\_reaper() function  
Posted by [Sukadev Bhattiprolu](#) on Sun, 15 Jul 2007 04:56:28 GMT  
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Pavel,

Pls ack this if you agree.

Suka

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Subject: [PATCH 2/5] Rename child\_reaper function.

From: Sukadev Bhattiprolu <sukadev@us.ibm.com>

Rename the child\_reaper() function to task\_child\_reaper() to be similar to other task\_\* functions and to distinguish the function from 'struct pid\_namespace.child\_reaper'.

Signed-off-by: Sukadev Bhattiprolu <sukadev@us.ibm.com>

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```
fs/exec.c          | 2 +-
include/linux/pid_namespace.h | 2 +-
kernel/exit.c      | 4 +++-
kernel/signal.c    | 2 +-
4 files changed, 5 insertions(+), 5 deletions(-)
```

Index: lx26-22-rc6-mm1/include/linux/pid\_namespace.h

```
=====
--- lx26-22-rc6-mm1.orig/include/linux/pid_namespace.h 2007-07-13 13:07:48.000000000 -0700
+++ lx26-22-rc6-mm1/include/linux/pid_namespace.h 2007-07-13 13:12:01.000000000 -0700
@@ -44,7 +44,7 @@ static inline struct pid_namespace *task
    return tsk->nsproxy->pid_ns;
}
```

```
-static inline struct task_struct *child_reaper(struct task_struct *tsk)
+static inline struct task_struct *task_child_reaper(struct task_struct *tsk)
{
    return init_pid_ns.child_reaper;
}
```

Index: lx26-22-rc6-mm1/fs/exec.c

```
=====
--- lx26-22-rc6-mm1.orig/fs/exec.c 2007-07-13 13:07:48.000000000 -0700
+++ lx26-22-rc6-mm1/fs/exec.c 2007-07-13 13:12:01.000000000 -0700
@@ -826,7 +826,7 @@ 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(tsk->group_leader == child_reaper(tsk)))
+ if (unlikely(tsk->group_leader == task_child_reaper(tsk)))
    task_active_pid_ns(tsk)->child_reaper = tsk;

```

```

zap_other_threads(tsk);

```

Index: lx26-22-rc6-mm1/kernel/exit.c

```

=====
--- lx26-22-rc6-mm1.orig/kernel/exit.c 2007-07-13 13:07:48.000000000 -0700

```

```

+++ lx26-22-rc6-mm1/kernel/exit.c 2007-07-13 13:12:01.000000000 -0700

```

```

@@ -695,7 +695,7 @@ forget_original_parent(struct task_struct

```

```

do {
    reaper = next_thread(reaper);
    if (reaper == father) {
-   reaper = child_reaper(father);
+   reaper = task_child_reaper(father);
        break;
    }
} while (reaper->exit_state);

```

```

@@ -908,7 +908,7 @@ fastcall NORET_TYPE void do_exit(long code)

```

```

    panic("Aiee, killing interrupt handler!");
    if (unlikely(!tsk->pid))
        panic("Attempted to kill the idle task!");
-   if (unlikely(tsk == child_reaper(tsk))) {
+   if (unlikely(tsk == task_child_reaper(tsk))) {
        if (task_active_pid_ns(tsk) != &init_pid_ns)
            task_active_pid_ns(tsk)->child_reaper =
                init_pid_ns.child_reaper;

```

Index: lx26-22-rc6-mm1/kernel/signal.c

```

=====
--- lx26-22-rc6-mm1.orig/kernel/signal.c 2007-07-13 13:06:52.000000000 -0700

```

```

+++ lx26-22-rc6-mm1/kernel/signal.c 2007-07-13 13:12:01.000000000 -0700

```

```

@@ -1853,7 +1853,7 @@ relock:

```

```

    * within that pid space. It can of course get signals from
    * its parent pid space.
    */

```

```

-   if (current == child_reaper(current))
+   if (current == task_child_reaper(current))
        continue;

```

```

    if (sig_kernel_stop(signr)) {

```

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Containers@lists.linux-foundation.org

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