Subject: Re: [RFC, PATCH] handle the multi-threaded init's exit() properly Posted by Roland McGrath on Thu, 02 Aug 2007 22:51:27 GMT

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This looks fine to me, though I don't know anything about the nsproxy bit. Now that choose_new_parent is one trivial line, you might go on to get rid of it and roll its one line into reparent_thread.

Thanks, Roland

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Subject: Re: [RFC, PATCH] handle the multi-threaded init's exit() properly Posted by Oleg Nesterov on Fri, 03 Aug 2007 18:26:31 GMT View Forum Message <> Reply to Message

On 08/02, Roland McGrath wrote:

>

- > This looks fine to me, though I don't know anything about the nsproxy bit.
- > Now that choose_new_parent is one trivial line, you might go on to get rid
- > of it and roll its one line into reparent_thread.

OK, thanks. Please find the same patch + "kill one-liner reparent_thread()" below.

[PATCH] handle the multi-threaded init's exit() properly

With or without this patch, multi-threaded init's are not fully supported, but do_exit() is completely wrong. This becomes a real problem when we support pid namespaces.

 do_exit() panics when the main thread of /sbin/init exits. It should not until the whole thread group exits. Move the code below, under the "if (group_dead)" check.

Note: this means that forget_original_parent() can use an already dead child_reaper()'s task_struct. This is OK for /sbin/init because

- do_wait() from alive sub-thread still can reap a zombie, we iterate over all sub-thread's ->children lists
- do_notify_parent() will wakeup some alive sub-thread because it sends

However, we should remove choose_new_parent()->BUG_ON(reaper->exit_state) for this.

We are playing games with ->nsproxy->pid_ns. This code is bogus today, and
it has to be changed anyway when we really support pid namespaces, just
remove it.

Signed-off-by: Oleg Nesterov <oleg@tv-sign.ru>

```
--- t/kernel/exit.c~MTINIT 2007-07-28 16:58:17.000000000 +0400
+++ t/kernel/exit.c 2007-08-03 18:05:52.000000000 +0400
@ @ -601,17 +601,6 @ @ static void exit_mm(struct task_struct *
 mmput(mm);
}
-static inline void
-choose new parent(struct task struct *p, struct task struct *reaper)
-{
- /*
- * Make sure we're not reparenting to ourselves and that
- * the parent is not a zombie.
- */
BUG_ON(p == reaper || reaper->exit_state);
- p->real_parent = reaper;
-}
static void
reparent_thread(struct task_struct *p, struct task_struct *father, int traced)
@ @ -719,7 +708,7 @ @ forget_original_parent(struct task_struct)
 if (father == p->real_parent) {
  /* reparent with a reaper, real father it's us */
- choose new parent(p, reaper);
+ p->real_parent = reaper;
  reparent thread(p, father, 0);
 } else {
  /* reparent ptraced task to its real parent */
@@ -740,7 +729,7 @@ forget original parent(struct task struct
 list_for_each_safe(_p, _n, &father->ptrace_children) {
 p = list_entry(_p, struct task_struct, ptrace_list);
choose_new_parent(p, reaper);
+ p->real_parent = reaper;
 reparent thread(p, father, 1);
 }
```

```
}
@ @ -895,6 +884,14 @ @ static void check stack usage(void)
static inline void check_stack_usage(void) {}
#endif
+static inline void exit_child_reaper(struct task_struct *tsk)
+{
+ if (likely(tsk->group_leader != child_reaper(tsk)))
+ return;
+
+ panic("Attempted to kill init!");
+}
+
fastcall NORET_TYPE void do_exit(long code)
 struct task_struct *tsk = current;
@ @ -908,13 +905,6 @ @ fastcall NORET_TYPE void do_exit(long co
 panic("Aiee, killing interrupt handler!");
 if (unlikely(!tsk->pid))
 panic("Attempted to kill the idle task!");
- if (unlikely(tsk == child reaper(tsk))) {
- if (tsk->nsproxy->pid ns != &init pid ns)
tsk->nsproxy->pid_ns->child_reaper = init_pid_ns.child_reaper;
- else
  panic("Attempted to kill init!");
- }
 if (unlikely(current->ptrace & PT TRACE EXIT)) {
 current->ptrace_message = code;
@ @ -964,6 +954,7 @ @ fastcall NORET TYPE void do exit(long co
 }
 group_dead = atomic_dec_and_test(&tsk->signal->live);
 if (group_dead) {
+ exit_child_reaper(tsk);
 hrtimer cancel(&tsk->signal->real timer);
 exit_itimers(tsk->signal);
 }
```

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