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Subject: Namespaces exhausted CLONE\_XXX bits problem  
Posted by [Pavel Emelianov](#) on Mon, 14 Jan 2008 13:45:08 GMT  
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Hi, guys!

I started looking at PTYs/TTYs/Console to make the appropriate namespace and suddenly remembered that we have already exhausted all the CLONE\_ bits in 32-bit mask.

So, I recalled the discussions we had and saw the following proposals of how to track this problem (with their disadvantages):

1. make the clone2 system call with 64-bit mask
  - this is a new system call
2. re-use CLONE\_STOPPED
  - this will give us only one bit
3. merge existing bits into one
  - we lose the ability to create them separately
4. implement a sys\_unshare\_ns system call with 64bit/arbitrary mask
  - this is anew system call
  - this will bring some dissymmetry between namespaces
5. use sys\_indirect
  - this one is not in even -mm tree yet and it's questionable whether it will be at all

I have one more suggestion:

6. re-use bits, that don't make sense in sys\_unshare (e.g. CLONE\_STOPPED, CLONE\_PARENT\_SETTID, CLONE\_VFORK etc)  
This will give us ~16 new bits, but this will look not very nice.

What do you think about all of this?

Thanks,  
Pavel

---

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Subject: Re: Namespaces exhausted CLONE\_XXX bits problem  
Posted by [Cedric Le Goater](#) on Mon, 14 Jan 2008 14:44:25 GMT  
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Hello Pavel !

Pavel Emelyanov wrote:

> Hi, guys!

>

> I started looking at PTYs/TTYs/Console to make the appropriate

> namespace and suddenly remembered that we have already

> exhausted all the CLONE\_ bits in 32-bit mask.

yes nearly. 1 left with the mq\_namespace i'm going to send.

> So, I recalled the discussions we had and saw the following

> proposals of how to track this problem (with their disadvantages):

>

> 1. make the clone2 system call with 64-bit mask

> - this is a new system call

sys\_clone2 is used on ia64 ... so we would need another name.

clone\_ns() would be nice but it's too specific to namespaces unless we agree that we need a new syscall specific to namespaces.

clone\_new or clone\_large ?

> 2. re-use CLONE\_STOPPED

> - this will give us only one bit

not enough.

> 3. merge existing bits into one

> - we lose the ability to create them separately

it would be useful to have such a flag though, something like CLONE\_ALLN, because it's the one everyone is going to use.

what i've been looking at in December is 1. and 3. : a new general purpose clone syscall with extend flags. The all-in-on flag is not an issue but it would be nice to keep the last clone flag for this purpose.

Now, if we use 64bits, we have a few issue/cleanups to solve. First, in kernel land, the clone\_flags are passed down to the security modules

security\_task\_create()

so we'll have to change to kernel api. I don't remember anything else blocking.

In user land, we need to choose a prototype supporting also 32bits arches. so it could be :

long sys\_clone\_new(struct clone\_new\_args)

or

long sys\_clone\_new(... unsigned long flags\_high, unsigned long flag\_low ...)

Second option might be an issue because clone already has 6 arguments.  
right ?

- > 4. implement a sys\_unshare\_ns system call with 64bit/arbitrary mask
- > - this is anew system call

I think that a new clone deserves a new unshare.

- > - this will bring some dissymmetry between namespaces

what do you mean ?

- > 5. use sys\_indirect
- > - this one is not in even -mm tree yet and it's questionable
- > whether it will be at all

I don't know much about that one.

C.

- > I have one more suggestion:

>

- > 6. re-use bits, that don't make sense in sys\_unshare (e.g.
- > CLONE\_STOPPED, CLONE\_PARENT\_SETTID, CLONE\_VFORK etc)
- > This will give us ~16 new bits, but this will look not very nice.

>

- > What do you think about all of this?

>

> Thanks,

> Pavel

>

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>

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Subject: Re: Namespaces exhausted CLONE\_XXX bits problem  
Posted by [Pavel Emelianov](#) on Mon, 14 Jan 2008 14:50:44 GMT  
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Cedric Le Goater wrote:

> Hello Pavel !  
>  
> Pavel Emelyanov wrote:  
>> Hi, guys!  
>>  
>> I started looking at PTYs/TTYs/Console to make the appropriate  
>> namespace and suddenly remembered that we have already  
>> exhausted all the CLONE\_ bits in 32-bit mask.  
>  
> yes nearly. 1 left with the mq\_namespace i'm going to send.

Yup. That's why I think that we should first solve this  
issue and then send more namespaces.

>> So, I recalled the discussions we had and saw the following  
>> proposals of how to track this problem (with their disadvantages):  
>>  
>> 1. make the clone2 system call with 64-bit mask  
>> - this is a new system call  
>  
> sys\_clone2 is used on ia64 ... so we would need another name.  
>  
> clone\_ns() would be nice but it's too specific to namespaces unless  
> we agree that we need a new syscall specific to namespaces.  
>  
> clone\_new or clone\_large ?

clone3 :) Just kidding. \_If\_ implement new system calls then I'd  
better like cloe\_ns and unshare\_nr pair.

>> 2. re-use CLONE\_STOPPED  
>> - this will give us only one bit  
>  
> not enough.

Yup :)

>> 3. merge existing bits into one  
>> - we lose the ability to create them separately  
>  
> it would be useful to have such a flag though, something like CLONE\_ALLN,  
> because it's the one everyone is going to use.  
>  
> what i've been looking at in December is 1. and 3. : a new general purpose

> clone syscall with extend flags. The all-in-on flag is not an issue but it  
> would be nice to keep the last clone flag for this purpose.  
>  
> Now, if we use 64bits, we have a few issue/cleanups to solve. First, in  
> kernel land, the clone\_flags are passed down to the security modules  
>  
> security\_task\_create()  
>  
> so we'll have to change to kernel api. I don't remember anything else  
> blocking.  
>  
> In user land, we need to choose a prototype supporting also 32bits arches.  
> so it could be :  
>  
> long sys\_clone\_new(struct clone\_new\_args)  
>  
> or  
>  
> long sys\_clone\_new(... unsigned long flags\_high, unsigned long flag\_low ...)  
>  
> Second option might be an issue because clone already has 6 arguments.  
> right ?

Yes.

>  
>> 4. implement a sys\_unshare\_ns system call with 64bit/arbitrary mask  
>> - this is anew system call  
>  
> I think that a new clone deserves a new unshare.  
>  
>> - this will bring some dissymmetry between namespaces  
>  
> what do you mean ?

I mean, that soe namespaces will be unshare-only, but some  
clone-and-unshare.

>> 5. use sys\_indirect  
>> - this one is not in even -mm tree yet and it's questionable  
>> whether it will be at all  
>  
> I don't know much about that one.  
>  
> C.

So you seem to prefer a "new system call" approach, right?

>> I have one more suggestion:  
>>  
>> 6. re-use bits, that don't make sense in sys\_unshare (e.g.  
>> CLONE\_STOPPED, CLONE\_PARENT\_SETTID, CLONE\_VFORK etc)  
>> This will give us ~16 new bits, but this will look not very nice.  
>>  
>> What do you think about all of this?  
>>  
>> Thanks,  
>> Pavel  
>>  
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>>  
>  
>

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\_\_\_\_\_  
Subject: Re: Namespaces exhausted CLONE\_XXX bits problem  
Posted by [Cedric Le Goater](#) on Mon, 14 Jan 2008 15:20:19 GMT  
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\_\_\_\_\_

>>> I started looking at PTYs/TTYs/Console to make the appropriate  
>>> namespace and suddenly remembered that we have already  
>>> exhausted all the CLONE\_ bits in 32-bit mask.  
>> yes nearly. 1 left with the mq\_namespace i'm going to send.  
>  
> Yup. That's why I think that we should first solve this  
> issue and then send more namespaces.

OK.

>>> So, I recalled the discussions we had and saw the following  
>>> proposals of how to track this problem (with their disadvantages):  
>>>  
>>> 1. make the clone2 system call with 64-bit mask  
>>> - this is a new system call  
>> sys\_clone2 is used on ia64 ... so we would need another name.  
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>> clone\_ns() would be nice but it's too specific to namespaces unless  
>> we agree that we need a new syscall specific to namespaces.  
>>

>> clone\_new or clone\_large ?  
>  
> clone3 :) Just kidding. \_If\_ implement new system calls then I'd  
> better like cloe\_ns and unshare\_nr pair.

We will find a name.

>>> 2. re-use CLONE\_STOPPED  
>>> - this will give us only one bit  
>> not enough.  
>  
> Yup :)  
>  
>>> 3. merge existing bits into one  
>>> - we lose the ability to create them separately  
>> it would be useful to have such a flag though, something like CLONE\_ALLN,  
>> because it's the one everyone is going to use.  
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>> clone syscall with extend flags. The all-in-on flag is not an issue but it  
>> would be nice to keep the last clone flag for this purpose.  
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>> Now, if we use 64bits, we have a few issue/cleanups to solve. First, in  
>> kernel land, the clone\_flags are passed down to the security modules  
>>  
>> security\_task\_create()  
>>  
>> so we'll have to change to kernel api. I don't remember anything else  
>> blocking.  
>>  
>> In user land, we need to choose a prototype supporting also 32bits arches.  
>> so it could be :  
>>  
>> long sys\_clone\_new(struct clone\_new\_args)  
>>  
>> or  
>>  
>> long sys\_clone\_new(... unsigned long flags\_high, unsigned long flag\_low ...)  
>>  
>> Second option might be an issue because clone already has 6 arguments.  
>> right ?  
>  
> Yes.  
>  
>>> 4. implement a sys\_unshare\_ns system call with 64bit/arbitrary mask  
>>> - this is anew system call  
>> I think that a new clone deserves a new unshare.  
>>

>>> - this will bring some dissymmetry between namespaces  
>> what do you mean ?  
>  
> I mean, that some namespaces will be unshare-only, but some  
> clone-and-unshare.

OK. we still have that already. pid namespace for instance.

>>> 5. use sys\_indirect  
>>> - this one is not in even -mm tree yet and it's questionable  
>>> whether it will be at all  
>> I don't know much about that one.  
>>  
>> C.  
>  
> So you seem to prefer a "new system call" approach, right?

yes.

to be more precise :

```
long sys_clone_something(struct clone_something_args args)
```

and

```
long sys_unshare_something(struct unshare_something_args args)
```

The arg passing will be slower bc of the copy\_from\_user() but we will still have the sys\_clone syscall for the fast path.

C.

---

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Subject: Re: Namespaces exhausted CLONE\_XXX bits problem  
Posted by [serue](#) on Mon, 14 Jan 2008 16:32:46 GMT  
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Quoting Cedric Le Goater (clg@fr.ibm.com):

> to be more precise :  
>  
> long sys\_clone\_something(struct clone\_something\_args args)  
>  
> and  
>



> long sys\_unshare\_something(struct unshare\_something\_args args)  
>  
> The arg passing will be slower bc of the copy\_from\_user() but we will  
> still have the sys\_clone syscall for the fast path.  
>  
> C.

I'm fine with the direction you're going, but just as one more option,  
we could follow more of the selinux/lsm approach of first requesting  
clone/unshare options, then doing the actual clone/unshare. So  
something like

```
sys_clone_request(extended_64bit_clone_flags)  
sys_clone(usual args)
```

or

```
echo pid,mqueue,user,ipc,uts,net > /proc/self/clone_unshare  
clone()
```

-serge

---

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Subject: Re: Namespaces exhausted CLONE\_XXX bits problem  
Posted by [Pavel Emelianov](#) on Mon, 14 Jan 2008 16:52:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Serge E. Hallyn wrote:

> Quoting Cedric Le Goater (clg@fr.ibm.com):  
>> to be more precise :  
>>  
>> long sys\_clone\_something(struct clone\_something\_args args)  
>>  
>> and  
>>  
>> long sys\_unshare\_something(struct unshare\_something\_args args)  
>>  
>> The arg passing will be slower bc of the copy\_from\_user() but we will  
>> still have the sys\_clone syscall for the fast path.  
>>  
>> C.  
>  
> I'm fine with the direction you're going, but just as one more option,  
> we could follow more of the selinux/lsm approach of first requesting

> clone/unshare options, then doing the actual clone/unshare. So  
> something like  
>  
> sys\_clone\_request(extended\_64bit\_clone\_flags)

What if we someday hit the 64-bit limit? :)

> sys\_clone(usual args)  
>  
> or  
>  
> echo pid,mqueue,user,ipc,uts,net > /proc/self/clone\_unshare  
> clone()

Well, this is how sys\_indirect() was intended to work. Nobody liked it, so I'm afraid this will also not be accepted.

> -serge  
>

Thanks,  
Pavel

---

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Subject: Re: Namespaces exhausted CLONE\_XXX bits problem  
Posted by [serue](#) on Mon, 14 Jan 2008 18:07:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Quoting Pavel Emelyanov (xemul@openvz.org):  
> Serge E. Hallyn wrote:  
> > Quoting Cedric Le Goater (clg@fr.ibm.com):  
> >> to be more precise :  
> >>  
> >> long sys\_clone\_something(struct clone\_something\_args args)  
> >>  
> >> and  
> >>  
> >> long sys\_unshare\_something(struct unshare\_something\_args args)  
> >>  
> >> The arg passing will be slower bc of the copy\_from\_user() but we will  
> >> still have the sys\_clone syscall for the fast path.  
> >>  
> >> C.  
> >

> > I'm fine with the direction you're going, but just as one more option,  
> > we could follow more of the selinux/lsm approach of first requesting  
> > clone/unshare options, then doing the actual clone/unshare. So  
> > something like  
> >  
> > sys\_clone\_request(extended\_64bit\_clone\_flags)  
>  
> What if we someday hit the 64-bit limit? :)  
>  
> > sys\_clone(usual args)  
> >  
> > or  
> >  
> > echo pid,mqueue,user,ipc,uts,net > /proc/self/clone\_unshare  
> > clone()  
>  
> Well, this is how sys\_indirect() was intended to work. Nobody  
> liked it, so I'm afraid this will also not be accepted.

I would have thought sys\_indirect would be disliked because it looks like an ioctl type multiplexor. Whereas sys\_clone\_request() or /proc/self/clone\_unshare simply sets arguments in advance, the way /proc/self/attr/current does.

-serge

---

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Subject: Re: Namespaces exhausted CLONE\_XXX bits problem  
Posted by [Oren Laadan](#) on Mon, 14 Jan 2008 21:36:13 GMT  
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Serge E. Hallyn wrote:  
> Quoting Pavel Emelyanov (xemul@openvz.org):  
>> Serge E. Hallyn wrote:  
>>> Quoting Cedric Le Goater (clg@fr.ibm.com):  
>>>> to be more precise :  
>>>>  
>>>> long sys\_clone\_something(struct clone\_something\_args args)  
>>>>  
>>>> and  
>>>>  
>>>> long sys\_unshare\_something(struct unshare\_something\_args args)  
>>>>  
>>>> The arg passing will be slower bc of the copy\_from\_user() but we will

```

>>>> still have the sys_clone syscall for the fast path.
>>>>
>>>> C.
>>> I'm fine with the direction you're going, but just as one more option,
>>> we could follow more of the selinux/lsm approach of first requesting
>>> clone/unshare options, then doing the actual clone/unshare. So
>>> something like
>>>
>>> sys_clone_request(extended_64bit_clone_flags)
>> What if we someday hit the 64-bit limit? :)
>>
>>> sys_clone(usual args)

```

One (security ?) problem with a two stage approach is that the operation may not be completed in an atomic manner; e.g. if there are two threads doing the first call before any of them gets to the second call. Or at least ensure that such races cannot occur by design. (In contrast, with `sys_indirect()` everything is atomic).

Also, in a two-step approach, using `/proc` as opposed to a specialized system call incurs higher overhead should ultra-fast clone()s are a goal by itself.

I second the concern of running out of 64 bits of flags. In fact, the problem with the flags is likely to be valid outside our context, and general to the linux kernel soon. Should we not discuss it there too ?

```

>>>
>>> or
>>>
>>> echo pid,mqueue,user,ipc,uts,net > /proc/self/clone_unshare
>>> clone()
>> Well, this is how sys_indirect() was intended to work. Nobody
>> liked it, so I'm afraid this will also not be accepted.
>
> I would have thought sys_indirect would be disliked because
> it looks like an ioctl type multiplexor. Whereas sys_clone_request()
> or /proc/self/clone_unshare simply sets arguments in advance, the
> way /proc/self/attr/current does.

```

I find the `sys_indirect()` approach very appealing, in particular because it is designed and motivated by a non-ioctl multiplexing and backward compatibility in mind. Like any API it can be abused and misused, but since it applies to actual system calls and not obscured ioctl, it is far less likely to become a victim (so to speak ...).

While I prefer the `sys_indirect()` (personally I find it elegant,

but it isn't clear that it will be merged), from a technical point of view any of new system call, `sys_indirect()` or a 2-step approach approach - all three seem plausible. The final solution, however needs to be coordinated with the rest of the kernel developers.

Oren.

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

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Subject: Re: Namespaces exhausted CLONE\_XXX bits problem  
Posted by [Dave Hansen](#) on Mon, 14 Jan 2008 21:54:34 GMT  
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On Mon, 2008-01-14 at 16:36 -0500, Oren Laadan wrote:

> I second the concern of running out of 64 bits of flags. In fact, the  
> problem with the flags is likely to be valid outside our context, and  
> general to the linux kernel soon. Should we not discuss it there  
> too ?

It would be pretty easy to make a new one expandable:

```
sys_newclone(int len, unsigned long *flags_array)
```

Then you could give it a virtually unlimited number of "unsigned long"s pointed to by "flags\_array".

Plus, the old clone just becomes:

```
sys_oldclone(unsigned long flags)
{
    do_newclone(1, &flags);
}
```

We could validate the flags array address in `sys_newclone()`, then call `do_newclone()`.

-- Dave

---

Subject: Re: Namespaces exhausted CLONE\_XXX bits problem  
Posted by [Cedric Le Goater](#) on Tue, 15 Jan 2008 07:53:00 GMT  
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Serge E. Hallyn wrote:

> Quoting Cedric Le Goater (clg@fr.ibm.com):

>> to be more precise :

>>

>> long sys\_clone\_something(struct clone\_something\_args args)

>>

>> and

>>

>> long sys\_unshare\_something(struct unshare\_something\_args args)

>>

>> The arg passing will be slower bc of the copy\_from\_user() but we will

>> still have the sys\_clone syscall for the fast path.

>>

>> C.

>

> I'm fine with the direction you're going, but just as one more option,

> we could follow more of the selinux/lsm approach of first requesting

> clone/unshare options, then doing the actual clone/unshare. So

> something like

>

> sys\_clone\_request(extended\_64bit\_clone\_flags)

> sys\_clone(usual args)

>

> or

>

> echo pid,mqueue,user,ipc,uts,net > /proc/self/clone\_unshare

> clone()

For my information, why selinux/lsm chose that 2 steps approach ?  
What kind of issues are they trying to solve ?

Thanks,

C.

Subject: Re: Namespaces exhausted CLONE\_XXX bits problem  
Posted by [Pavel Emelianov](#) on Tue, 15 Jan 2008 08:25:56 GMT  
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Dave Hansen wrote:

> On Mon, 2008-01-14 at 16:36 -0500, Oren Laadan wrote:  
>> I second the concern of running out of 64 bits of flags. In fact, the  
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> pointed to by "flags\_array".  
>  
> Plus, the old clone just becomes:  
>  
> sys\_oldclone(unsigned long flags)  
> {  
> do\_newclone(1, &flags);  
> }  
>  
> We could validate the flags array address in sys\_newclone(), then call  
> do\_newclone().

Hmm. I have an idea how to make this w/o a new system call. This might look wierd, but. Why not stopple the last bit with a CLONE\_NEWCLONE and consider the parent\_tidptr/child\_tidptr in this case as the pointer to an array of extra arguments/flags?

> -- Dave  
>  
>

---

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Subject: Re: Namespaces exhausted CLONE\_XXX bits problem  
Posted by [Cedric Le Goater](#) on Tue, 15 Jan 2008 08:39:50 GMT  
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Pavel Emelyanov wrote:

> Dave Hansen wrote:  
 >> On Mon, 2008-01-14 at 16:36 -0500, Oren Laadan wrote:  
 >>> I second the concern of running out of 64 bits of flags. In fact, the  
 >>> problem with the flags is likely to be valid outside our context, and  
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 > Hmm. I have an idea how to make this w/o a new system call. This might  
 > look wierd, but. Why not stopple the last bit with a CLONE\_NEWCLONE and  
 > consider the parent\_tidptr/child\_tidptr in this case as the pointer to  
 > an array of extra arguments/flargs?

It's a bit hacky but it looks like a good idea to me !

Shall we use parent\_tidptr or child\_tidptr to pass a extended array of  
 flags only ? if we could pass the pid of the task to be cloned, it would  
 be useful for c/r.

C.

---

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Subject: Re: Namespaces exhausted CLONE\_XXX bits problem  
 Posted by [Pavel Emelianov](#) on Tue, 15 Jan 2008 08:53:39 GMT  
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Cedric Le Goater wrote:  
 > Pavel Emelyanov wrote:  
 >> Dave Hansen wrote:



```

>>> On Mon, 2008-01-14 at 16:36 -0500, Oren Laadan wrote:
>>>> I second the concern of running out of 64 bits of flags. In fact, the
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>> consider the parent_tidptr/child_tidptr in this case as the pointer to
>> an array of extra arguments/flargs?
>
> It's a bit hacky but it looks like a good idea to me !
>
> Shall we use parent_tidptr or child_tidptr to pass a extended array of
> flags only ? if we could pass the pid of the task to be cloned, it would
> be useful for c/r.

```

Yup. I think we can declare a

```

struct new_clone_arg {
    unsigned int size;
};

```

and consider the xx\_tidptr to be a pointer on it. After this we may sen patches that add fields to this structure.

E.g. first

```

struct new_clone_arg {
    unsigned int size;
+ unsigned long new_flags;
};

```

to add flags for cloning new namespaces. Later

```
struct new_clone_arg {
    unsigned int size;
    unsigned long new_flags;
+ int desired_pid;
};
```

and each code that needs to access the extra argument would need to check for new\_clone\_arg->size to be not less than the offset of the field he need an access to. E.g. like this:

```
#define clone_arg_has(arg, member) ({ \
    struct new_clone_arg *__carg = arg; \
    (__carg->size >= offsetof(struct new_clone_arg, member) + \
    sizeof(__carg->member)) })
```

...

```
if (!clone_arg_has(arg, desired_pid))
    return -EINVAL;
```

This would keep the API always compatible.

> C.  
>

Thanks,  
Pavel

---

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Subject: Re: Namespaces exhausted CLONE\_XXX bits problem  
Posted by [Dave Hansen](#) on Tue, 15 Jan 2008 09:22:18 GMT  
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---

On Tue, 2008-01-15 at 11:25 +0300, Pavel Emelyanov wrote:  
> Hmm. I have an idea how to make this w/o a new system call. This might  
> look wierd, but. Why not stopple the last bit with a CLONE\_NEWCLONE and  
> consider the parent\_tidptr/child\_tidptr in this case as the pointer to  
> an array of extra arguments/flargs?

I guess that does keep us from having to add an \_actual\_ system call.  
Do we make the array something like

```
array[] = { orig_tidptr, nr_flags, actual flags... };
```

?

-- Dave

---

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Subject: Re: Namespaces exhausted CLONE\_XXX bits problem  
Posted by [Pavel Emelianov](#) on Tue, 15 Jan 2008 09:24:33 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Dave Hansen wrote:

```
> On Tue, 2008-01-15 at 11:25 +0300, Pavel Emelyanov wrote:
>> Hmm. I have an idea how to make this w/o a new system call. This might
>> look wierd, but. Why not stopple the last bit with a CLONE_NEWCLONE and
>> consider the parent_tidptr/child_tidptr in this case as the pointer to
>> an array of extra arguments/flargs?
>
> I guess that does keep us from having to add an _actual_ system call.
```

Exactly!

```
> Do we make the array something like
>
> array[] = { orig_tidptr, nr_flags, actual flags... };
```

Not exactly. I have already sent my view of this in another letter.

```
> ?
>
> -- Dave
>
>
```

---

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---

Subject: Re: Namespaces exhausted CLONE\_XXX bits problem

Pavel Emelyanov wrote:

> Cedric Le Goater wrote:

>> Pavel Emelyanov wrote:

>>> Dave Hansen wrote:

>>>> On Mon, 2008-01-14 at 16:36 -0500, Oren Laadan wrote:

>>>>> I second the concern of running out of 64 bits of flags. In fact, the  
>>>>> problem with the flags is likely to be valid outside our context, and  
>>>>> general to the linux kernel soon. Should we not discuss it there  
>>>>> too ?

>>>> It would be pretty easy to make a new one expandable:

>>>>

>>>> sys\_newclone(int len, unsigned long \*flags\_array)

>>>>

>>>> Then you could give it a virtually unlimited number of "unsigned long"s  
>>>> pointed to by "flags\_array".

>>>>

>>>> Plus, the old clone just becomes:

>>>>

>>>> sys\_oldclone(unsigned long flags)

>>>> {

>>>> do\_newclone(1, &flags);

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>>>>

>>>> We could validate the flags array address in sys\_newclone(), then call  
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>> It's a bit hacky but it looks like a good idea to me !

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>> Shall we use parent\_tidptr or child\_tidptr to pass a extended array of  
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> and consider the xx\_tidptr to be a pointer on it. After this we  
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> E.g. first

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> to add flags for cloning new namespaces. Later
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> and each code that needs to access the extra argument would need
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>
> ...
>
> if (!clone_arg_has(arg, desired_pid))
>   return -EINVAL;
>
> This would keep the API always compatible.

```

Pavel, this is pretty neat.

I think we need to work on a patch now and send it to andrew and lkml@ to have a larger audience.

I doesn't seem to be a really big patch and I wondering how I could help. We still have to prepare something for security\_task\_create()

Thanks !

C.

---

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---

Subject: Re: Namespaces exhausted CLONE\_XXX bits problem

---

Cedric Le Goater wrote:

> Pavel Emelyanov wrote:

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>>> Pavel Emelyanov wrote:

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>>>>> It would be pretty easy to make a new one expandable:

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>>>>>

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>>>>> pointed to by "flags\_array".

>>>>>

>>>>> Plus, the old clone just becomes:

>>>>>

>>>>> sys\_oldclone(unsigned long flags)

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>>>>> do\_newclone(1, &flags);

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>>>>> We could validate the flags array address in sys\_newclone(), then call

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>>>> look wierd, but. Why not stopple the last bit with a CLONE\_NEWCLONE and

>>>> consider the parent\_tidptr/child\_tidptr in this case as the pointer to

>>>> an array of extra arguments/flags?

>>> It's a bit hacky but it looks like a good idea to me !

>>>

>>> Shall we use parent\_tidptr or child\_tidptr to pass a extended array of

>>> flags only ? if we could pass the pid of the task to be cloned, it would

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>> Yup. I think we can declare a

>>

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>> E.g. first

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>> and each code that needs to access the extra argument would need
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>> sizeof(__carg->member)) })
>>
>> ...
>>
>> if (!clone_arg_has(arg, desired_pid))
>> return -EINVAL;
>>
>> This would keep the API always compatible.
>
> Pavel, this is pretty neat.

```

Thanks, but what to do with unshare()? Stop unsharing namespaces is not an option, so we'll have to add a new sys\_unshare2 system call with similar technique for argument passing.

> I think we need to work on a patch now and send it to andrew and lkml@  
> to have a larger audience.

OK, I'll try to prepare the one for clone() today. Hope it will be ready to be sent tomorrow.

> I doesn't seem to be a really big patch and I wondering how I could help.

I'll send it for pre-review before showing to people ;)

> We still have to prepare something for security\_task\_create()  
>  
> Thanks !

>  
> C.

Thanks,  
Pavel

---

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Subject: Re: Namespaces exhausted CLONE\_XXX bits problem  
Posted by [serue](#) on Tue, 15 Jan 2008 14:35:24 GMT  
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Quoting Cedric Le Goater (clg@fr.ibm.com):

> Serge E. Hallyn wrote:  
> > Quoting Cedric Le Goater (clg@fr.ibm.com):  
> >> to be more precise :  
> >>  
> >> long sys\_clone\_something(struct clone\_something\_args args)  
> >>  
> >> and  
> >>  
> >> long sys\_unshare\_something(struct unshare\_something\_args args)  
> >>  
> >> The arg passing will be slower bc of the copy\_from\_user() but we will  
> >> still have the sys\_clone syscall for the fast path.  
> >>  
> >> C.  
> >  
> > I'm fine with the direction you're going, but just as one more option,  
> > we could follow more of the selinux/lsm approach of first requesting  
> > clone/unshare options, then doing the actual clone/unshare. So  
> > something like  
> >  
> > sys\_clone\_request(extended\_64bit\_clone\_flags)  
> > sys\_clone(usual args)  
> >  
> > or  
> >  
> > echo pid,mqueue,user,ipc,uts,net > /proc/self/clone\_unshare  
> > clone()  
>  
> For my information, why selinux/lsm chose that 2 steps approach ?  
> What kind of issues are they trying to solve ?

Well an interface was needed to allow multiple LSMs to query and set



task information. Using a syscall (which was attempted) required ioctl-like subcommands which was not accepted.

-serge

---

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Subject: Re: Namespaces exhausted CLONE\_XXX bits problem  
Posted by [serue](#) on Tue, 15 Jan 2008 15:08:06 GMT  
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---

Quoting Pavel Emelyanov (xemul@openvz.org):  
> Dave Hansen wrote:  
> > On Tue, 2008-01-15 at 11:25 +0300, Pavel Emelyanov wrote:  
> >> Hmm. I have an idea how to make this w/o a new system call. This might  
> >> look wierd, but. Why not stopple the last bit with a CLONE\_NEWCLONE and  
> >> consider the parent\_tidptr/child\_tidptr in this case as the pointer to  
> >> an array of extra arguments/flargs?  
> >  
> > I guess that does keep us from having to add an \_actual\_ system call.  
>  
> Exactly!

I'll be honest, while it's a really neat idea, in terms of code actually going into tree I far far prefer a real new syscall.

But it sounds like I'm the only one so I'll just mention it once and then bite my tongue :)

thanks,  
-serge

---

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Subject: Re: Namespaces exhausted CLONE\_XXX bits problem  
Posted by [Cedric Le Goater](#) on Tue, 15 Jan 2008 15:51:50 GMT  
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Serge E. Hallyn wrote:  
> Quoting Pavel Emelyanov (xemul@openvz.org):  
>> Dave Hansen wrote:

>>> On Tue, 2008-01-15 at 11:25 +0300, Pavel Emelyanov wrote:  
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>>> I guess that does keep us from having to add an \_actual\_ system call.  
>> Exactly!  
>  
> I'll be honest, while it's a really neat idea, in terms of code actually  
> going into tree I far far prefer a real new syscall.

well, hijacking child\_tidptr and adding a new syscall will probably look the same internally. so if it ends up that hijacking child\_tidptr is not acceptable, we won't have much work to plug it in a new syscall.

> But it sounds like I'm the only one so I'll just mention it once and  
> then bite my tongue :)

hold on. this patch has not been sent on lkml@ but it's worth a try :)

C.

---

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