
Subject: [PATCH 1/1] signal: Introduce kill_pid_ns_info
Posted by [Daniel Hokka Zakrisso](#) on Thu, 17 Jul 2008 19:37:36 GMT
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Author: Eric W. Biederman <ebiederm@xmission.com>

Implement the basic helper function that walks all of the processes in a pid namespace and sends them all a signal.

Both locations that could use this functions are also updated to use this function.

I use find_ge_pid instead of for_each_process because it has a chance of not touching every process in the system.

[daniel@hozac.com: Optimize away nr <= 1 check, against latest Linus tree]
Signed-off-by: Eric W. Biederman <ebiederm@xmission.com>
Signed-off-by: Daniel Hokka Zakrisson <daniel@hozac.com>

```
diff --git a/include/linux/sched.h b/include/linux/sched.h
index ba2f859..83597f8 100644
--- a/include/linux/sched.h
+++ b/include/linux/sched.h
@@ -1778,6 +1778,8 @@ extern void release_task(struct task_struct * p);
extern int send_sig_info(int, struct siginfo *, struct task_struct *);
extern int force_sigsegv(int, struct task_struct *);
extern int force_sig_info(int, struct siginfo *, struct task_struct *);
+extern int __kill_pid_ns_info(int sig, struct siginfo *info, struct
pid_namespace *ns);
+extern int kill_pid_ns_info(int sig, struct siginfo *info, struct
pid_namespace *ns);
extern int __kill_pgrp_info(int sig, struct siginfo *info, struct pid
*pgrp);
extern int kill_pid_info(int sig, struct siginfo *info, struct pid *pid);
extern int kill_pid_info_as_uid(int, struct siginfo *, struct pid *,
uid_t, uid_t, u32);
diff --git a/kernel/pid_namespace.c b/kernel/pid_namespace.c
index 98702b4..9226423 100644
--- a/kernel/pid_namespace.c
+++ b/kernel/pid_namespace.c
@@ -153,29 +153,14 @@ void free_pid_ns(struct kref *kref)

void zap_pid_ns_processes(struct pid_namespace *pid_ns)
{
- int nr;
  int rc;

  /*
```

* The last thread in the cgroup-init thread group is terminating. *
Find remaining pid_ts in the namespace, signal and wait for them * to
exit.

```
- *
- * Note: This signals each threads in the namespace - even those that
- * belong to the same thread group, To avoid this, we would have - *
- * to walk the entire tasklist looking a processes in this
- * namespace, but that could be unnecessarily expensive if the - *
- * pid namespace has just a few processes. Or we need to
- * maintain a tasklist for each pid namespace.
- *
- */
```

```
- read_lock(&tasklist_lock);
- nr = next_pidmap(pid_ns, 1);
- while (nr > 0) {
- kill_proc_info(SIGKILL, SEND_SIG_PRIV, nr);
- nr = next_pidmap(pid_ns, nr);
- }
- read_unlock(&tasklist_lock);
+ kill_pid_ns_info(SIGKILL, SEND_SIG_PRIV, pid_ns);
```

```
do {
    clear_thread_flag(TIF_SIGPENDING);
diff --git a/kernel/signal.c b/kernel/signal.c
index 6c0958e..fc42428 100644
--- a/kernel/signal.c
+++ b/kernel/signal.c
@@ -1118,6 +1118,45 @@ out_unlock:
}
EXPORT_SYMBOL_GPL(kill_pid_info_as_uid);
```

```
+int __kill_pid_ns_info(int sig, struct siginfo *info, struct
pid_namespace *ns)
+{
+ int retval = 0, count = 0;
+ struct task_struct *p;
+ struct pid *pid;
+ int nr;
+
+ /* Since there isn't a pid namespace list of tasks use the closest + *
approximation we have: find_ge_pid.
+ */
+ nr = 1;
+ while ((pid = find_ge_pid(nr + 1, ns))) {
+ int err;
+
+ nr = pid_nr_ns(pid, ns);
+ p = pid_task(pid, PIDTYPE_PID);
```

```

+ if (!p || (nr <= 1) || !thread_group_leader(p) ||
+     same_thread_group(p, current))
+     continue;
+
+ err = group_send_sig_info(sig, info, p);
+ ++count;
+ if (err != -EPERM)
+     retval = err;
+ }
+ return count ? retval : -ESRCH;
+}
+
+int kill_pid_ns_info(int sig, struct siginfo *info, struct pid_namespace
+ns)
+{
+ int retval;
+
+ read_lock(&tasklist_lock);
+ retval = __kill_pid_ns_info(sig, info, ns);
+ read_unlock(&tasklist_lock);
+
+ return retval;
+}
+
+/*
+ * kill_something_info() interprets pid in interesting ways just like
+ kill(2).
+ */
@@ -1141,18 +1180,7 @@ static int kill_something_info(int sig, struct
siginfo *info, int pid)
{
    ret = __kill_pgrp_info(sig, info,
        pid ? find_vpid(-pid) : task_pgrp(current));
} else {
- int retval = 0, count = 0;
- struct task_struct * p;
-
- for_each_process(p) {
-     if (p->pid > 1 && !same_thread_group(p, current)) {
-         int err = group_send_sig_info(sig, info, p);
-         ++count;
-         if (err != -EPERM)
-             retval = err;
-     }
- }
- ret = count ? retval : -ESRCH;
+ ret = __kill_pid_ns_info(sig, info, task_active_pid_ns(current));
}
read_unlock(&tasklist_lock);

```

--

1.5.5.1

Containers mailing list
Containers@lists.linux-foundation.org
<https://lists.linux-foundation.org/mailman/listinfo/containers>

Subject: Re: [PATCH 1/1] signal: Introduce kill_pid_ns_info
Posted by [akpm](#) on Thu, 17 Jul 2008 21:10:05 GMT
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On Thu, 17 Jul 2008 21:37:36 +0200 (CEST)
"Daniel Hokka Zakrisson" <daniel@hozac.com> wrote:

> Author: Eric W. Biederman <ebiederm@xmission.com>
>
> Implement the basic helper function that walks all of the processes in a
> pid namespace and sends them all a signal.
>
> Both locations that could use this functions are also updated to use this
> function.
>
> I use find_ge_pid instead of for_each_process because it has a chance of
> not touching every process in the system.
>
> [daniel@hozac.com: Optimize away nr <= 1 check, against latest Linus tree]
> Signed-off-by: Eric W. Biederman <ebiederm@xmission.com>
> Signed-off-by: Daniel Hokka Zakrisson <daniel@hozac.com>
>
> diff --git a/include/linux/sched.h b/include/linux/sched.h
> index ba2f859..83597f8 100644
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> +++ b/include/linux/sched.h
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> extern int send_sig_info(int, struct siginfo *, struct task_struct *);
> extern int force_sigsegv(int, struct task_struct *);

Space-stuffed

> extern int force_sig_info(int, struct siginfo *, struct task_struct *);
> +extern int __kill_pid_ns_info(int sig, struct siginfo *info, struct
> pid_namespace *ns);

word-wrapped

```

> +extern int kill_pid_ns_info(int sig, struct siginfo *info, struct
> pid_namespace *ns);
> extern int __kill_pgrp_info(int sig, struct siginfo *info, struct pid
> *pgrp);
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> extern int kill_pid_info_as_uid(int, struct siginfo *, struct pid *,
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> diff --git a/kernel/pid_namespace.c b/kernel/pid_namespace.c
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>
> void zap_pid_ns_processes(struct pid_namespace *pid_ns)
> {
> - int nr;
>   int rc;

```

but at least the tabs weren't replaced with spaces!

Fix and resend, please.

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Subject: [PATCH] signal: Introduce kill_pid_ns_info
Posted by [Daniel Hokka Zakrisso](#) on Thu, 17 Jul 2008 21:54:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm sorry Andrew, this should look better.

Author: Eric W. Biederman <ebiederm@xmission.com>

Implement the basic helper function that walks all of the processes in a pid namespace and sends them all a signal.

Both locations that could use this functions are also updated to use this function.

I use find_ge_pid instead of for_each_process because it has a chance of not touching every process in the system.

[daniel@hozac.com: Optimize away nr <= 1 check, against latest Linus tree]
Signed-off-by: Eric W. Biederman <ebiederm@xmission.com>
Signed-off-by: Daniel Hokka Zakrisson <daniel@hozac.com>

```

---
include/linux/sched.h | 2 +
kernel/pid_namespace.c | 17 +-----
kernel/signal.c       | 52 ++++++-----
3 files changed, 43 insertions(+), 28 deletions(-)

```

```
diff --git a/include/linux/sched.h b/include/linux/sched.h
```

```
index ba2f859..83597f8 100644
```

```
--- a/include/linux/sched.h
```

```
+++ b/include/linux/sched.h
```

```
@ @ -1778,6 +1778,8 @ @ extern void release_task(struct task_struct * p);
```

```
extern int send_sig_info(int, struct siginfo *, struct task_struct *);
```

```
extern int force_sigsegv(int, struct task_struct *);
```

```
extern int force_sig_info(int, struct siginfo *, struct task_struct *);
```

```
+extern int __kill_pid_ns_info(int sig, struct siginfo *info, struct pid_namespace *ns);
```

```
+extern int kill_pid_ns_info(int sig, struct siginfo *info, struct pid_namespace *ns);
```

```
extern int __kill_pgrp_info(int sig, struct siginfo *info, struct pid *pgrp);
```

```
extern int kill_pid_info(int sig, struct siginfo *info, struct pid *pid);
```

```
extern int kill_pid_info_as_uid(int, struct siginfo *, struct pid *, uid_t, uid_t, u32);
```

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diff --git a/kernel/pid_namespace.c b/kernel/pid_namespace.c
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```
index 98702b4..9226423 100644
```

```
--- a/kernel/pid_namespace.c
```

```
+++ b/kernel/pid_namespace.c
```

```
@ @ -153,29 +153,14 @ @ void free_pid_ns(struct kref *kref)
```

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void zap_pid_ns_processes(struct pid_namespace *pid_ns)
```

```
{
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```
- int nr;
```

```
int rc;
```

```
/*
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 * The last thread in the cgroup-init thread group is terminating.
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 * Find remaining pid_ts in the namespace, signal and wait for them
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 * to exit.
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- * maintain a tasklist for each pid namespace.
```

```
- *
```

```
*/
```

```
- read_lock(&tasklist_lock);
```

```
- nr = next_pidmap(pid_ns, 1);
```

```
- while (nr > 0) {
```

```
- kill_proc_info(SIGKILL, SEND_SIG_PRIV, nr);
```

```
- nr = next_pidmap(pid_ns, nr);
```

```

- }
- read_unlock(&tasklist_lock);
+ kill_pid_ns_info(SIGKILL, SEND_SIG_PRIV, pid_ns);

do {
    clear_thread_flag(TIF_SIGPENDING);
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    }
    EXPORT_SYMBOL_GPL(kill_pid_info_as_uid);

+int __kill_pid_ns_info(int sig, struct siginfo *info, struct pid_namespace *ns)
+{
+ int retval = 0, count = 0;
+ struct task_struct *p;
+ struct pid *pid;
+ int nr;
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+ /* Since there isn't a pid namespace list of tasks use the closest
+  * approximation we have: find_ge_pid.
+  */
+ nr = 1;
+ while ((pid = find_ge_pid(nr + 1, ns))) {
+ int err;
+
+ nr = pid_nr_ns(pid, ns);
+ p = pid_task(pid, PIDTYPE_PID);
+ if (!p || !thread_group_leader(p) ||
+     same_thread_group(p, current))
+ continue;
+
+ err = group_send_sig_info(sig, info, p);
+ ++count;
+ if (err != -EPERM)
+ retval = err;
+ }
+ return count ? retval : -ESRCH;
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+int kill_pid_ns_info(int sig, struct siginfo *info, struct pid_namespace *ns)
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+ int retval;
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+ retval = __kill_pid_ns_info(sig, info, ns);

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+ read_unlock(&tasklist_lock);
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+ * kill_something_info() interprets pid in interesting ways just like kill(2).
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- ret = count ? retval : -ESRCH;
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--
1.5.5.1

```

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