
Subject: [PATCH] Report that kernel is tainted if there were an OOPS before
Posted by [xemul](#) on Mon, 16 Apr 2007 10:18:33 GMT

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If the kernel OOPS-ed or BUG-ed then it probably should be considered as tainted. Use die_counter introduced by many architectures to determine whether or not the kernel died.

This saves a lot of time explaining oddities in the calltrace seen via SysRq-P.

```
diff --git a/arch/arm/kernel/traps.c b/arch/arm/kernel/traps.c
index b3ffba1..764526c 100644
--- a/arch/arm/kernel/traps.c
+++ b/arch/arm/kernel/traps.c
@@ -207,7 +207,6 @@ void show_stack(struct task_struct *tsk,
 static void __die(const char *str, int err, struct thread_info *thread, struct pt_regs *regs)
 {
     struct task_struct *tsk = thread->task;
- static int die_counter;
```

```
     printk("Internal error: %s: %x [#%d]\n", str, err, ++die_counter);
     print_modules();
```

```
diff --git a/arch/avr32/kernel/traps.c b/arch/avr32/kernel/traps.c
index c8b7153..0829ebc 100644
--- a/arch/avr32/kernel/traps.c
+++ b/arch/avr32/kernel/traps.c
@@ -156,8 +156,6 @@ static DEFINE_SPINLOCK(die_lock);
```

```
void NORET_TYPE die(const char *str, struct pt_regs *regs, long err)
{
- static int die_counter;
```

```
-
    console_verbose();
    spin_lock_irq(&die_lock);
    bust_spinlocks(1);
```

```
diff --git a/arch/i386/kernel/traps.c b/arch/i386/kernel/traps.c
index 35d1c38..8531901 100644
```

```
--- a/arch/i386/kernel/traps.c
+++ b/arch/i386/kernel/traps.c
@@ -438,7 +438,6 @@ void die(const char * str, struct pt_reg
     .lock_owner = -1,
     .lock_owner_depth = 0
 };
- static int die_counter;
    unsigned long flags;
```

```
    oops_enter();
```

```

diff --git a/arch/ia64/kernel/traps.c b/arch/ia64/kernel/traps.c
index 5bfb8be..7a1e8d8 100644
--- a/arch/ia64/kernel/traps.c
+++ b/arch/ia64/kernel/traps.c
@@ -47,7 +47,6 @@ die (const char *str, struct pt_regs *re
    .lock_owner = -1,
    .lock_owner_depth = 0
};
- static int die_counter;
int cpu = get_cpu();

if (die.lock_owner != cpu) {
diff --git a/arch/mips/kernel/traps.c b/arch/mips/kernel/traps.c
index 27c53f1..2c65120 100644
--- a/arch/mips/kernel/traps.c
+++ b/arch/mips/kernel/traps.c
@@ -312,7 +312,6 @@ static DEFINE_SPINLOCK(die_lock);

NORET_TYPE void ATTRIB_NORET die(const char * str, struct pt_regs * regs)
{
- static int die_counter;
#ifdef CONFIG_MIPS_MT_SMT
    unsigned long dvpret = dvpe();
#endif /* CONFIG_MIPS_MT_SMT */
diff --git a/arch/powerpc/kernel/traps.c b/arch/powerpc/kernel/traps.c
index bf6445a..13bc4c7 100644
--- a/arch/powerpc/kernel/traps.c
+++ b/arch/powerpc/kernel/traps.c
@@ -105,7 +105,6 @@ int die(const char *str, struct pt_regs
    .lock_owner = -1,
    .lock_owner_depth = 0
};
- static int die_counter;
unsigned long flags;

if (debugger(regs))
diff --git a/arch/ppc/kernel/traps.c b/arch/ppc/kernel/traps.c
index 810f7aa..3a058fb 100644
--- a/arch/ppc/kernel/traps.c
+++ b/arch/ppc/kernel/traps.c
@@ -76,7 +76,6 @@ DEFINE_SPINLOCK(die_lock);

int die(const char * str, struct pt_regs * fp, long err)
{
- static int die_counter;
int nl = 0;
console_verbose();
spin_lock_irq(&die_lock);

```

```
diff --git a/arch/s390/kernel/traps.c b/arch/s390/kernel/traps.c
index 90ca82b..659f41c 100644
--- a/arch/s390/kernel/traps.c
+++ b/arch/s390/kernel/traps.c
@@ -251,8 +251,6 @@ static DEFINE_SPINLOCK(die_lock);
```

```
void die(const char * str, struct pt_regs * regs, long err)
{
- static int die_counter;
-
  debug_stop_all();
  console_verbose();
  spin_lock_irq(&die_lock);
```

```
diff --git a/arch/sh/kernel/traps.c b/arch/sh/kernel/traps.c
index e9f168f..38ae9de 100644
--- a/arch/sh/kernel/traps.c
+++ b/arch/sh/kernel/traps.c
@@ -78,8 +78,6 @@ DEFINE_SPINLOCK(die_lock);
```

```
void die(const char * str, struct pt_regs * regs, long err)
{
- static int die_counter;
-
  console_verbose();
  spin_lock_irq(&die_lock);
  bust_spinlocks(1);
```

```
diff --git a/arch/sparc/kernel/traps.c b/arch/sparc/kernel/traps.c
index dc9ffea..b9b4ddd 100644
--- a/arch/sparc/kernel/traps.c
+++ b/arch/sparc/kernel/traps.c
@@ -89,7 +89,6 @@ void instruction_dump (unsigned long *pc
```

```
void die_if_kernel(char *str, struct pt_regs *regs)
{
- static int die_counter;
  int count = 0;
```

```
/* Amuse the user. */
diff --git a/arch/sparc64/kernel/traps.c b/arch/sparc64/kernel/traps.c
index dc652f2..556189b 100644
--- a/arch/sparc64/kernel/traps.c
+++ b/arch/sparc64/kernel/traps.c
@@ -2208,7 +2208,6 @@ static inline struct reg_window *kernel_
```

```
void die_if_kernel(char *str, struct pt_regs *regs)
{
- static int die_counter;
  extern void smp_report_regs(void);
```

```

int count = 0;

diff --git a/arch/x86_64/kernel/traps.c b/arch/x86_64/kernel/traps.c
index e5403dc..93c4215 100644
--- a/arch/x86_64/kernel/traps.c
+++ b/arch/x86_64/kernel/traps.c
@@ -570,7 +570,6 @@ void __kprobes oops_end(unsigned long fl

void __kprobes __die(const char * str, struct pt_regs * regs, long err)
{
- static int die_counter;
  printk(KERN_EMERG "%s: %04lx [%u] ", str, err & 0xffff, ++die_counter);
#ifdef CONFIG_PREEMPT
  printk("PREEMPT ");
diff --git a/arch/xtensa/kernel/traps.c b/arch/xtensa/kernel/traps.c
index 693ab26..97cc4e2 100644
--- a/arch/xtensa/kernel/traps.c
+++ b/arch/xtensa/kernel/traps.c
@@ -465,7 +465,6 @@ DEFINE_SPINLOCK(die_lock);

void die(const char * str, struct pt_regs * regs, long err)
{
- static int die_counter;
  int nl = 0;

  console_verbose();
diff --git a/include/linux/kernel.h b/include/linux/kernel.h
index b8f8252..54c4fc4 100644
--- a/include/linux/kernel.h
+++ b/include/linux/kernel.h
@@ -202,6 +202,7 @@ extern enum system_states {
#define TAINT_USER (1<<6)

extern void dump_stack(void);
+extern int die_counter;

#ifdef DEBUG
/* If you are writing a driver, please use dev_dbg instead */
diff --git a/kernel/panic.c b/kernel/panic.c
index 623d182..3afa425 100644
--- a/kernel/panic.c
+++ b/kernel/panic.c
@@ -150,23 +150,27 @@ EXPORT_SYMBOL(panic);
 * 'R' - User forced a module unload.
 * 'M' - Machine had a machine check experience.
 * 'B' - System has hit bad_page.
+ * 'D' - An OOPS has hapened.
 * 'U' - Userspace-defined naughtiness.

```

```

*
* The string is overwritten by the next call to print_taint().
*/
+
+int die_counter;

const char *print_tainted(void)
{
    static char buf[20];
- if (tainted) {
- snprintf(buf, sizeof(buf), "Tainted: %c%c%c%c%c%c%c%c",
+ if (tainted || die_counter) {
+ snprintf(buf, sizeof(buf), "Tainted: %c%c%c%c%c%c%c%c",
    tainted & TAINT_PROPRIETARY_MODULE ? 'P' : 'G',
    tainted & TAINT_FORCED_MODULE ? 'F' : '',
    tainted & TAINT_UNSAFE_SMP ? 'S' : '',
    tainted & TAINT_FORCED_RMMOD ? 'R' : '',
    tainted & TAINT_MACHINE_CHECK ? 'M' : '',
    tainted & TAINT_BAD_PAGE ? 'B' : '',
- tainted & TAINT_USER ? 'U' : '');
+ tainted & TAINT_USER ? 'U' : '',
+ die_counter ? 'D' : '');
    }
    else
        snprintf(buf, sizeof(buf), "Not tainted");
}

```
