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Subject: Re: [PATCH 5/20] Introduce struct upid  
Posted by [Sukadev Bhattiprolu](#) on Sat, 08 Sep 2007 02:16:56 GMT  
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Andrew Morton [akpm@linux-foundation.org] wrote:

| On Fri, 10 Aug 2007 15:47:59 +0400

| xemul@openvz.org wrote:

|  
| > struct pid  
| > {  
| > atomic\_t count;  
| > @@ -50,6 +50,8 @@ struct pid  
| > /\* lists of tasks that use this pid \*/  
| > struct hlist\_head tasks[PIDTYPE\_MAX];  
| > struct rcu\_head rcu;  
| > + int level;  
| > + struct upid numbers[1];  
|

| You can make this have size [0] now. It's a gcc extension and  
| is used elsewhere in the kernel.

Sorry, we did not respond to this yet :-)

Well, every process has at least one 'struct upid'. The only "cost"  
I see with size [1] is having to subtract 1 in create\_pid\_cachep().

Besides, we create/initialize the 'struct pid' for the idle process  
by hand (see INIT\_STRUCT\_PID in init\_task.h).

If we set this size to [0] now, we would need to dynamically allocate  
a 'struct upid' during early boot and attach this upid to init\_struct\_pid.

Or is there a easy way to attach a 'upid' to init\_struct\_pid, statically ?

Suka

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