
Subject: Re: [RFC][PATCH] Add child reaper to struct pspace
Posted by [Sukadev Bhattiprolu](#) on Thu, 07 Sep 2006 19:33:41 GMT
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Cedric Le Goater [clg@fr.ibm.com] wrote:

```
|  
| <snip>  
|  
| > */  
| > static void  
| > forget_original_parent(struct task_struct *father, struct list_head *to_release)  
| > @@ -669,7 +670,7 @@ forget_original_parent(struct task_struct  
| > do {  
| > reaper = next_thread(reaper);  
| > if (reaper == father) {  
| > - reaper = child_reaper;  
| > + reaper = father->pspace->child_reaper;  
| > break;  
| > }  
| > } while (reaper->exit_state);  
| > @@ -857,7 +858,7 @@ fastcall NORET_TYPE void do_exit(long co  
|  
| what about killing all the task in that pid space if child_reaper == init  
| dies ?  
|
```

We probably need that for instance when a process in the parent pspace kills the init of a child pspace, we should destroy the child pspace by killing all the tasks in the child pspace including the child reaper.

I guess we need to maintain a list of task_structs in the pspace and walk that list. Will work on that as a separate patch.

```
|  
| > panic("Aiee, killing interrupt handler!");  
| > if (unlikely(!tsk->pid))  
| > panic("Attempted to kill the idle task!");  
| > - if (unlikely(tsk == child_reaper))  
| > + if (unlikely(tsk == tsk->pspace->child_reaper))  
| > panic("Attempted to kill init!");  
| >  
| > if (unlikely(current->ptrace & PT_TRACE_EXIT)) {  
|
```

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