
Subject: Re: [RFC][PATCH] Add child reaper to struct pspace
Posted by [Cedric Le Goater](#) on Thu, 07 Sep 2006 12:33:10 GMT
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<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 ?

```
> 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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Containers@lists.osdl.org
<https://lists.osdl.org/mailman/listinfo/containers>
