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Subject: Re: [PATCH] usb: Fixup usb so it uses struct pid  
Posted by [Herbert Poetzl](#) on Mon, 11 Sep 2006 14:02:50 GMT  
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On Sun, Sep 10, 2006 at 11:12:49AM -0700, Pete Zaitcev wrote:

> On Sat, 09 Sep 2006 22:42:10 -0600, ebiederm@xmission.com (Eric W. Biederman) wrote:  
>  
> > The problem by remember a user space process by it's pid it is  
> > possible that the process will exit, pid wrap around will occur and a  
> > different process will appear in it's place.  
>  
> ... which is completely all right in this case. We used to have an  
> implementation which tried to hold onto the task\_struct and that sucked.  
> It is only possible for the task to disappear without notifying devio  
> under very special conditions only, which involve forking with parent  
> exiting. In other words, even a buggy application won't trigger this  
> without deliberately trying. And when it happens, uid checks make sure  
> that other users are not affected.  
>  
> > Holding a reference  
> > to a struct pid avoid that problem, and paves the way  
> > for implementing a pid namespace.  
>  
> That may be useful.  
>  
> The patch itself seems straightforward if we can trust your struct  
> pid thingies. If OpenVZ people approve, I don't mind.

perfectly fine from my side

best,  
Herbert

> -- Pete

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