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Subject: Re: [RFC] v2 - [PATCH 3/3] introduce proc\_mnt for pid\_ns  
Posted by [ebiederm](#) on Thu, 01 Feb 2007 20:35:48 GMT  
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Dave Hansen <[hansendc@us.ibm.com](mailto:hansendc@us.ibm.com)> writes:

> The following patch completes the removal of the global proc\_mnt.  
> It fetches the mnt on which to do dentry invalidations from the  
> pid\_namespace in which the task appears.  
>  
> For now, there is only one pid namespace in mainline so this is  
> straightforward. In the -lxc tree we'll have to do something  
> more complex.  
>  
> Note that the new proc\_compare\_super() enforces the "one proc sb  
> per pid\_namespace" limit.  
>  
> /proc currently has some special code to make sure that the root  
> directory gets set up correctly. It proc\_mnt variable in order  
> to find its way to the root inode.  
>  
> Now that we don't have the global proc\_mnt, we can fill in the  
> root inode's data in proc\_fill\_super(), where it takes a wee bit  
> less work than in proc\_get\_sb().

Yep. The hard part was actually moving the code into proc\_get\_sb :)

> ---  
>  
> lxc-dave/fs/proc/base.c | 26 ++++++  
> lxc-dave/fs/proc/inode.c | 11 +++++  
> lxc-dave/fs/proc/root.c | 45 ++++++-----  
> lxc-dave/include/linux/pid\_namespace.h | 1  
> lxc-dave/include/linux/proc\_fs.h | 1  
> 5 files changed, 61 insertions(+), 23 deletions(-)  
>  
> diff -puN fs/proc/base.c~A3-remove-proc\_mnt-1 fs/proc/base.c  
> --- lxc/fs/proc/base.c~A3-remove-proc\_mnt-1 2007-01-31 17:29:43.000000000 -0800  
> +++ lxc-dave/fs/proc/base.c 2007-01-31 17:29:43.000000000 -0800  
> @@ -70,6 +70,7 @@  
> #include <linux/seccomp.h>  
> #include <linux/cpuset.h>  
> #include <linux/audit.h>  
> +#include <linux/pid\_namespace.h>  
> #include <linux/poll.h>  
> #include <linux/nsproxy.h>  
> #include <linux/oom.h>  
> @@ -1905,9 +1906,11 @@ static struct inode\_operations proc\_tgid

```

> };
>
> /**
>  * proc_flush_task - Remove dcache entries for @task from the /proc dcache.
>  * proc_flush_task_from_pid_ns - Remove dcache entries for @task
>  * from the /proc dcache.
>  *
>  * @task: task that should be flushed.
>  * @pid_ns: pid_namespace in which that task appears
>  *
>  * Looks in the dcache for
>  * /proc/@pid
>  * @ -1925,11 +1928,20 @@ static struct inode_operations proc_tgid
>  * that no dcache entries will exist at process exit time it
>  * just makes it very unlikely that any will persist.
>  */
> -void proc_flush_task(struct task_struct *task)
> +void proc_flush_task_from_pid_ns(struct task_struct *task,
> + struct pid_namespace* pid_ns)
> {
> struct dentry *dentry, *leader, *dir;
> char buf[PROC_NUMBUF];
> struct qstr name;
> + struct vfsmount *proc_mnt = pid_ns->proc_mnt;
> +
> + /**
> + * It is possible that no /procs have been instantiated
> + * for this particular pid namespace.
> + */
> + if (!proc_mnt)
> + return;

> name.name = buf;
> name.len = snprintf(buf, sizeof(buf), "%d", task->pid);
> @@ -1971,6 +1983,16 @@ out:
> return;
> }
>
> +void proc_flush_task(struct task_struct *task)
> +{
> + /**
> + * Right now, tasks only appear in their own pid_ns.
> + * With containers this function will change to a loop
> + * over all pid_ns's in which the task appears.
> + */
> + proc_flush_task_from_pid_ns(task, current->nsproxy->pid_ns);
> +}
> +

```

This is flat out wrong. We need to get the pid\_namespace from task if we get it from anywhere. In reality we most likely need to derive it from struct pid.

Can you leave the access to proc\_mnt as init\_pid\_ns.proc\_mnt for now? And otherwise leave off addressing this case until we have gotten the structure into the hash table to support multiple pid namespaces?

```
> static struct dentry *proc_pid_instantiate(struct inode *dir,
>      struct dentry * dentry,
>      struct task_struct *task, void *ptr)
> diff -puN fs/proc/inode.c~A3-remove-proc_mnt-1 fs/proc/inode.c
> --- lxc/fs/proc/inode.c~A3-remove-proc_mnt-1 2007-01-31 17:29:43.000000000 -0800
> +++ lxc-dave/fs/proc/inode.c 2007-01-31 17:34:56.000000000 -0800
> @@ -67,8 +67,6 @@ static void proc_delete_inode(struct ino
>   clear_inode(inode);
> }
>
> -struct vfsmount *proc_mnt;
> -
> static void proc_read_inode(struct inode * inode)
> {
>   inode->i_mtime = inode->i_atime = inode->i_ctime = CURRENT_TIME;
> @@ -183,6 +181,7 @@ out_mod:
>
> int proc_fill_super(struct super_block *s, void *data, int silent)
> {
> + struct proc_inode *ei;
>   struct inode * root_inode;
>
>   s->s_flags |= MS_NODIRATIME | MS_NOSUID | MS_NOEXEC;
> @@ -200,6 +199,14 @@ int proc_fill_super(struct super_block *
>   s->s_root = d_alloc_root(root_inode);
>   if (!s->s_root)
>     goto out_no_root;
> + /* Seed the root directory with a pid so it doesn't need
> +  * to be special in base.c. I would do this earlier but
> +  * the only task alive when /proc is mounted the first time
> +  * is the init_task and it doesn't have any pids.
> +  */
```

The comment about doing this earlier no longer applies as you are removing the proc kern\_mount.

```
> + ei = PROC_I(root_inode);
> + if (!ei->pid)
> +   ei->pid = find_get_pid(1);
```

Because of the other tests and the fact that we just allocated the root inode that ei->pid is NULL so the test is simply confusing.

To make our lives easier can we also do:

```
s->s_fs_info = data; /* The pid_namespace for this filesystem */

> return 0;
>
> out_no_root:
> diff -puN fs/proc/root.c~A3-remove-proc_mnt-1 fs/proc/root.c
> --- lxc/fs/proc/root.c~A3-remove-proc_mnt-1 2007-01-31 17:29:43.000000000 -0800
> +++ lxc-dave/fs/proc/root.c 2007-01-31 17:34:21.000000000 -0800
> @@ -18,6 +18,7 @@
> #include <linux/bitops.h>
> #include <linux/smp_lock.h>
> #include <linux/mount.h>
> +#include <linux/pid_namespace.h>
>
> #include "internal.h"
>
> @@ -27,21 +28,35 @@ struct proc_dir_entry *proc_net, *proc_n
> struct proc_dir_entry *proc_sys_root;
> #endif
>
> +static int proc_compare_super(struct super_block *s, void *p)
> +{
> + struct pid_namespace *pid_ns = p;
> + if (pid_ns->proc_mnt->mnt_sb == s)
> + return 1;
> + return 0;
> +}
> +
> static int proc_get_sb(struct file_system_type *fs_type,
> int flags, const char *dev_name, void *data, struct vfsmount *mnt)
> {
> - if (proc_mnt) {
> - /* Seed the root directory with a pid so it doesn't need
> - * to be special in base.c. I would do this earlier but
> - * the only task alive when /proc is mounted the first time
> - * is the init_task and it doesn't have any pids.
> - */
> - struct proc_inode *ei;
> - ei = PROC_I(proc_mnt->mnt_sb->s_root->d_inode);
> - if (!ei->pid)
> - ei->pid = find_get_pid(1);
> - }
> - return get_sb_single(fs_type, flags, data, proc_fill_super, mnt);
```

```

> + struct super_block *s;
> + struct pid_namespace *pid_ns = current->nsproxy->pid_ns;
> + int error;
> +
> + s = sget(fs_type, proc_compare_super, set_anon_super, pid_ns);
> + if (IS_ERR(s))
> + return PTR_ERR(s);
> + if (!pid_ns->proc_mnt)
> + pid_ns->proc_mnt = mnt;
> +
> + error = fill_if_new_sb(s, pid_ns, flags, proc_fill_super);
> + if (error)
> + return error;
> +
> + do_remount_sb(s, flags, data, 0);
> + error = simple_set_mnt(mnt, s);
> +
> + return error;
> }

```

I don't know why the generic code in the super.c likes to do this outside of the set method in sget but it doesn't make any sense to me.

It looks to me like if we leave off creating fill\_if\_new\_sb. Create a tailored set set\_proc\_super method for proc the code will be simpler and with less error handling.

Basically we will either get a setup superblock back from sget or we don't get one.

```

static int proc_test_sb(struct super_block *s, void *data)
{
    struct pid_namespace *pid_ns = p;
    return s->s_fs_info == data;
}

```

```

static int proc_set_sb(struct super_block *s, void *data)
{
    int ret;
    ret = set_anon_super(s, NULL);
    if (!ret)
    ret = proc_fill_super(s, data, 0);
    return ret;
}

```

```

static int proc_get_sb(struct file_system_type *fs_type,
    int flags, const char *dev_name, void *data, struct vfsmount *mnt)

```

```

{
    struct super_block *s;
    s = sget(fs_type, proc_test_sb, proc_set_sb, current->nsproxy->pid_ns);
    if (IS_ERR(s))
        return PTR_ERR(s);
do_remount_sb(s, flags, data, 0);
    return return simple_set_mnt(mnt, s);
}

>
> static struct file_system_type proc_fs_type = {
> @@ -58,12 +73,6 @@ void __init proc_root_init(void)
> err = register_filesystem(&proc_fs_type);
> if (err)
>     return;
> - proc_mnt = kern_mount(&proc_fs_type);
> - err = PTR_ERR(proc_mnt);
> - if (IS_ERR(proc_mnt)) {
> - unregister_filesystem(&proc_fs_type);
> - return;
> - }
> proc_misc_init();
> proc_net = proc_mkdir("net", NULL);
> proc_net_stat = proc_mkdir("net/stat", NULL);
> diff -puN include/linux/pid_namespace.h~A3-remove-proc_mnt-1
> include/linux/pid_namespace.h
> --- lxc/include/linux/pid_namespace.h~A3-remove-proc_mnt-1 2007-01-31
> 17:29:43.000000000 -0800
> +++ lxc-dave/include/linux/pid_namespace.h 2007-01-31 17:29:43.000000000 -0800
> @@ -20,6 +20,7 @@ struct pid_namespace {
>     struct pidmap pidmap[PIDMAP_ENTRIES];
>     int last_pid;
>     struct task_struct *child_reaper;
> + struct vfsmount *proc_mnt;

```

And with my other suggestions we don't wind up needing this.

Eric

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Containers mailing list  
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<https://lists.osdl.org/mailman/listinfo/containers>

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