
Subject: Re: [PATCH] Use struct pid parameter in copy_process()

Posted by [ebiederm](#) on Sat, 24 Feb 2007 03:29:02 GMT

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sukadev@us.ibm.com writes:

```
> Yes. I can break that up into two patches, but I missed and Badari
> pointed the other caller to copy_process()
>
> struct task_struct * __cpuinit fork_idle(int cpu)
> {
>     struct task_struct *task;
>     struct pt_regs regs;
>
>     task = copy_process(CLONE_VM, 0, idle_regs(&regs), 0, NULL, NULL, 0);
>     if (!IS_ERR(task))
>         init_idle(task, cpu);
>
>     return task;
> }
>
> Now this is passing a null struct pid which would not be good
> if I remove the if (likely(p->pid)) check in copy_process().
>
> Does this copy_process() mean there can be multiple tasks with
> pid_t == 0 (one per cpu on an SMP system) ?
```

Yes. The idle processes.

```
> Can we simply attach all those tasks to init_struct_pid by passing
> in &init_struct_pid to the above copy_process() ?
```

Yes.

Eric

Containers mailing list

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