
Subject: Re: [PATCH 08/17] Pid-NS(V3) Define/use pid->upid_list list.
Posted by [Sukadev Bhattiprolu](#) on Mon, 18 Jun 2007 17:06:13 GMT
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Pavel Emelianov [xemul@openvz.org] wrote:

| sukadev@us.ibm.com wrote:

| > Subject: [PATCH 08/17] Pid-NS(V3) Define/use pid->upid_list list.

| >

| > From: Sukadev Bhattiprolu <sukadev@us.ibm.com>

| >

| >

| > With multiple pid namespaces, a process would be known by several pid_t

| > values, one in each pid namespace. To represent this, we introduce a

| > 'struct upid' which associates a single pid_t value with a single pid

| > namespace.

| >

| > We then replace the pid->nr field in 'struct pid' with a list of struct upid'

| > entries (referred to as 'pid->upid_list'). This list represents the multiple

| > pid_t values of the process, one in each namespace. The current patch adds

| > just one element to this list, corresponding to 'init_pid_ns'. Subsequent

| > patches implement multiple pid namespaces and add more elements to the list.

| >

| > The 'struct upid' also replaces 'struct pid' in the pid_hash table to enable us

| > to find processes given a pid_t from any namespace (i.e we find 'struct upid'

| > for a given pid_t and from the 'struct upid', we find the 'struct pid' of the
| > process)

| >

| > We finally reimplement find_pid() and pid_to_nr() to use pid->upid_list

| > and remove unused fields from 'struct pid'.

| >

| > Changelog:

| > 2.6.21-mm2-pidns3:

| >

| > - 'struct upid' used to be called 'struct pid_nr' and a list of these

| > were hanging off of 'struct pid'. So, we renamed 'struct pid_nr'

| > and now hold them in a statically sized array in 'struct pid' since

| > the number of 'struct upid's for a process is known at process-

| > creation time.

| >

| > 2.6.21-rc3-mm2:

| >

| > - [Eric Biederman] Combine all logical changes into one patch

| > - [Eric Biederman] Implement __pid_nr(pid_ns, pid) for use in procs.

| > (now called pid_to_nr_in_ns()).

| > - [Serge Hallyn]: Remove (!pid_nr) check in free_pid_nr()

| >

| > Signed-off-by: Cedric Le Goater <clg@fr.ibm.com>

| > Signed-off-by: Sukadev Bhattiprolu <sukadev@us.ibm.com>

```

| > ---
| > fs/proc/array.c          | 30 ++++++--
| > fs/proc/base.c          | 9 ++
| > include/linux/init_task.h | 14 +++-
| > include/linux/pid.h      | 62 ++++++-----
| > include/linux/pid_namespace.h | 15 ++++
| > kernel/fork.c           | 2
| > kernel/pid.c           | 145 ++++++-----
| > 7 files changed, 220 insertions(+), 57 deletions(-)
| >
| > Index: lx26-22-rc4-mm2/include/linux/pid.h
| > =====
| > --- lx26-22-rc4-mm2.orig/include/linux/pid.h 2007-06-15 18:44:50.000000000 -0700
| > +++ lx26-22-rc4-mm2/include/linux/pid.h 2007-06-15 19:47:58.000000000 -0700
| > @@ -16,6 +16,25 @@ enum pid_type
| >  PIDTYPE_MAX
| > };
| >
| > +struct pid_namespace;
| > +
| > +/*
| > + * A struct upid holds a process identifier (or pid->nr) for a given
| > + * pid namespace.
| > + *
| > + * A list of 'struct upid' entries is stored in the struct pid. This list
| > + * is used to get the process identifier associated with the pid
| > + * namespace it is being seen from.
| > + */
| > +struct upid
| > +{
| > + /* Try to keep pid_chain in the same cacheline as nr for find_pid */
| > + struct hlist_node pid_chain; /* link hash collisions on pid_hash */
| > + int nr; /* user space pid number */
| > + struct pid_namespace *pid_ns; /* pid namespace in which nr is valid */
| > + struct pid *pid; /* back to task's unique kernel pid */
| > +};
| > +
| > +/*
| > + * What is struct pid?
| > + *
| > @@ -48,12 +67,11 @@ enum pid_type
| >  struct pid
| >  {
| >   atomic_t count;
| > - /* Try to keep pid_chain in the same cacheline as nr for find_pid */
| > - int nr;
| > - struct hlist_node pid_chain;
| > - /* lists of tasks that use this pid */

```

```
| > struct hlist_head tasks[PIDTYPE_MAX];  
| > struct rcu_head rcu;  
| > + int num_upids;  
| > + struct upid upid_list[1];  
|
```

| Further in your patches you define MAX_NESTED_PID_NS. What for, you use the linked list here!?

Hmm. I don't understand. upid_list[] is an array (and not a linked list). Are you saying the '_list' in 'upid_list' is misleading ?

Placing a limit like MAX_NESTED_PID_NS simplifies allocation of 'struct pid'.

```
|  
| > };  
| >  
| > extern struct pid init_struct_pid;  
|  
| [snip]
```

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