Subject: Re: [PATCH 2/4] proc: Simplify proc_get_sb.
Posted by ebiederm on Wed, 12 Dec 2007 14:06:18 GMT
View Forum Message <> Reply to Message

Pavel Emelyanov <xemul@openvz.org> writes:

> Eric W. Biederman wrote:
>> The idle_thread now has a struct pid, so we can always find out know
>> the pid of the child_reaper before we mount proc.
>>
>> Therefore we can remove the special cases for getting the pid of the
>> child_reaper from proc_get_sb.
>>
>> Signed-off-by: Eric W. Biederman <ebiederm@xmission.com>
>> ---
>> fs/proc/root.c | 17 +----------------
>> 1 files changed, 1 insertions(+), 16 deletions(-)
>>
>> diff --git a/fs/proc/root.c b/fs/proc/root.c
>> index 81f99e6..f442967 100644
>> --- a/fs/proc/root.c
>> +++ b/fs/proc/root.c
>> @@ -46,17 +46,6 @@ static int proc_get_sb(struct file_system_type *fs_type,
>>   struct pid_namespace *ns;
>>   struct proc_inode *ei;
>>
>> - 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.
>> -   */
>> - ei = PROC_I(proc_mnt->mnt_sb->s_root->d_inode);
>> - if (!ei->pid)
>> -   ei->pid = find_get_pid(1);
>> - }
>> -
>>   if (flags & MS_KERNMOUNT)
>>   ns = (struct pid_namespace *)data;
>>   else
>> @@ -76,11 +65,7 @@ static int proc_get_sb(struct file_system_type *fs_type,
>>   }
>>
>>   ei = PROC_I(sb->s_root->d_inode);
>> - if (!ei->pid) {
>> -   rcu_read_lock();
>> -   ei->pid = get_pid(find_pid_ns(1, ns));
>> -   rcu_read_unlock();

>> - }
>> + ei->pid = get_pid(ns->child_reaper);
>
> That's not git-bisect safe - you move the child_reaper initialization
> before the call to prepare_proc only in the 4th patch.

Bugger. I had overlooked that dependency. So patch 4 really should have been patch 2.

Eric

_____
Containers mailing list
Containers@lists.linux-foundation.org
https://lists.linux-foundation.org/mailman/listinfo/containers