
Subject: Re: [PATCH 0/4] user namespaces: introduction
Posted by [Daniel Hokka Zakrisso](#) on Mon, 28 Jan 2008 19:24:24 GMT
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Serge E. Hallyn wrote:

> Here is a small patchset I've been sitting on for awhile
> to make signaling mostly subject to user namespaces. In
> particular,
>
> 1. store user_namespace in user struct
> 2. introduce CAP_NS_OVERRIDE
> 3. require CAP_NS_OVERRIDE to signal another user namespace
>
> The first step should have been done all along. Else wouldn't
> a hash collision on (ns1, uid) and (ns2, uid), however unlikely,
> give us wrong results at uid_hash_find()?

Unless I've completely misunderstood the code, each namespace has a separate hash. Please correct me if I'm wrong.

> The main remaining signaling+usersns issue is of course the
> signinfo. Tacking a usersns onto signinfo is a pain due to
> lifetime mgmt issues. I haven't decided whether to just
> catch all the callers and fake uid=0 if user namespaces
> aren't the same, introduce some unique non-refcounted id to
> represent (user,user_ns), or find some other way to deal with
> it.
>
> thanks,
> -serge

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Daniel Hokka Zakrisson

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