Subject: [PATCH v4 8/9] IPC: message queue copy feature introduced
Posted by Stanislav Kinsbursky on Mon, 13 Aug 2012 12:32:16 GMT
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This patch is required for checkpoint/restore in userspace.
IOW, c/r requires some way to get all pending IPC messages without deleting
them from the queue (checkpoint can fail and in this case tasks will be resumed,
so queue have to be valid).
To achive this, new operation flag MSG_COPY for sys_msgrcv() system call was
introduced. If this flag was specified, then mtype is interpreted as number of
the message to copy.
If MSG_COPY is set, then kernel will allocate dummy message with passed size,
and then use new copy_msg() helper function to copy desired message (instead of
unlinking it from the queue).

Notes:
1) Return -ENOSYS if MSG_COPY is specified, but CONFIG_CHECKPOINT_RESTORE is
not set.

Signed-off-by: Stanislav Kinsbursky <skinsbursky@parallels.com>
---
 include/linux/msg.h | 1 +
 ipc/msg.c | 51 ++--
 ipc/msgutil.c | 38 ++++++++++++++++++++++++++++++++++++++
 ipc/util.h | 1 +
 4 files changed, 89 insertions(+), 2 deletions(-)

diff --git a/include/linux/msg.h b/include/linux/msg.h
index 9411b76..4ca337f 100644
--- a/include/linux/msg.h
+++ b/include/linux/msg.h
@@ -11,6 +11,7 @@
 /* msgrcv options */
 #define MSG_NOERROR   010000 /* no error if message is too big */
 #define MSG_EXCEPT   020000 /* recv any msg except of specified type.*/
+#define MSG_COPY   040000 /* copy (not remove) all queue messages */

 /* Obsolete, used only for backwards compatibility and libc5 compiles */
 struct msqid_ds {
diff --git a/ipc/msg.c b/ipc/msg.c
index 08009f5..561226b 100644
--- a/ipc/msg.c
+++ b/ipc/msg.c
@@ -784,19 +784,49 @@ long do_msgrcv(int msqid, void __user *buf, size_t bufsz, long msgtyp,
  struct msg_msg *msg;
  int mode;
  struct ipc_namespace *ns;
+#ifdef CONFIG_CHECKPOINT_RESTORE

```
+ struct msg_msg *copy = NULL;
+ unsigned long copy_number = 0;
+#endif

  if (msqid < 0 || (long) bufsz < 0)
   return -EINVAL;
+ if (msgflg & MSG_COPY) {
+#ifdef CONFIG_CHECKPOINT_RESTORE
+
+  if (msgflg & MSG_COPY) {
+   copy_number = msgtyp;
+   printk(KERN_ERR "%s: copy_number: %ld\n", __func__, copy_number);
+   msgtyp = 0;
+  }
+
+  /*
+   * Create dummy message to copy real message to.
+   */
+  copy = load_msg(buf, bufsz);
+  if (IS_ERR(copy))
+   return PTR_ERR(copy);
+  copy->m_ts = bufsz;
+#else
+  return -ENOSYS;
+#endif
+ }
  mode = convert_mode(&msgtyp, msgflg);
  ns = current->nsproxy->ipc_ns;

  msq = msg_lock_check(ns, msqid);
- if (IS_ERR(msq))
+ if (IS_ERR(msq)) {
+#ifdef CONFIG_CHECKPOINT_RESTORE
+  if (msgflg & MSG_COPY)
+   free_msg(copy);
+#endif
   return PTR_ERR(msq);
+ }

  for (;;) {
   struct msg_receiver msr_d;
   struct list_head *tmp;
+  long msg_counter = 0;

   msg = ERR_PTR(-EACCES);
   if (ipcperms(ns, &msq->q_perm, S_IRUGO))
@@ -816,10 +846,18 @@ long do_msgrcv(int msqid, void __user *buf, size_t bufsz, long msgtyp,
       walk_msg->m_type != 1) {
```

```
      msg = walk_msg;
      msgtyp = walk_msg->m_type - 1;
+#ifdef CONFIG_CHECKPOINT_RESTORE
+    } else if (msgflg & MSG_COPY) {
+     if (copy_number == msg_counter) {
+      msg = copy_msg(walk_msg, copy);
+      break;
+     }
+#endif
     } else {
      msg = walk_msg;
      break;
     }
+    msg_counter++;
    }
    tmp = tmp->next;
   }
@@ -832,6 +870,10 @@ long do_msgrcv(int msqid, void __user *buf, size_t bufsz, long msgtyp,
     msg = ERR_PTR(-E2BIG);
     goto out_unlock;
    }
+#ifdef CONFIG_CHECKPOINT_RESTORE
+   if (msgflg & MSG_COPY)
+    goto out_unlock;
+#endif
    list_del(&msg->m_list);
    msq->q_qnum--;
    msq->q_rtime = get_seconds();
@@ -915,8 +957,13 @@ out_unlock:
    break;
   }
  }
- if (IS_ERR(msg))
+ if (IS_ERR(msg)) {
+#ifdef CONFIG_CHECKPOINT_RESTORE
+  if (msgflg & MSG_COPY)
+   free_msg(copy);
+#endif
   return PTR_ERR(msg);
+ }

  bufsz = msg_handler(buf, msg, bufsz);
  free_msg(msg);
diff --git a/ipc/msgutil.c b/ipc/msgutil.c
index 26143d3..b281f5c 100644
--- a/ipc/msgutil.c
+++ b/ipc/msgutil.c
@@ -100,7 +100,45 @@ out_err:
```

```
  free_msg(msg);
  return ERR_PTR(err);
 }
+#ifdef CONFIG_CHECKPOINT_RESTORE
+struct msg_msg *copy_msg(struct msg_msg *src, struct msg_msg *dst)
+{
+ struct msg_msgseg *dst_pseg, *src_pseg;
+ int len = src->m_ts;
+ int alen;
+
+ BUG_ON(dst == NULL);
+ if (src->m_ts > dst->m_ts)
+  return ERR_PTR(-EINVAL);
+
+ alen = len;
+ if (alen > DATALEN_MSG)
+  alen = DATALEN_MSG;
+
+ dst->next = NULL;
+ dst->security = NULL;

+ memcpy(dst + 1, src + 1, alen);
+
+ len -= alen;
+ dst_pseg = dst->next;
+ src_pseg = src->next;
+ while (len > 0) {
+  alen = len;
+  if (alen > DATALEN_SEG)
+   alen = DATALEN_SEG;
+  memcpy(dst_pseg + 1, src_pseg + 1, alen);
+  dst_pseg = dst_pseg->next;
+  len -= alen;
+  src_pseg = src_pseg->next;
+ }
+
+ dst->m_type = src->m_type;
+ dst->m_ts = src->m_ts;
+
+ return dst;
+}
+#endif
 int store_msg(void __user *dest, struct msg_msg *msg, int len)
 {
  int alen;
diff --git a/ipc/util.h b/ipc/util.h
index 2bc6a9a..c1e1d5c 100644
--- a/ipc/util.h
```

```
+++ b/ipc/util.h
@@ -142,6 +142,7 @@ int ipc_parse_version (int *cmd);

 extern void free_msg(struct msg_msg *msg);
 extern struct msg_msg *load_msg(const void __user *src, int len);
+extern struct msg_msg *copy_msg(struct msg_msg *src, struct msg_msg *dst);
 extern int store_msg(void __user *dest, struct msg_msg *msg, int len);

 extern void recompute_msgmni(struct ipc_namespace *);
```