Subject: Re: [RFC][PATCH] Add child reaper to struct pspace
Posted by dev on Fri, 08 Sep 2006 17:32:27 GMT
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Sukadev Bhattiprolu wrote:
> Cedric Le Goater [clg@fr.ibm.com] wrote:
> |
> | <snip>
> |
> | > */
> | > static void
> | > forget_original_parent(struct task_struct *father, struct list_head *to_release)
> | > @@ -669,7 +670,7 @@ forget_original_parent(struct task_struc
> | > do {
> | > reaper = next_thread(reaper);
> | > if (reaper == father) {
> | > - reaper = child_reaper;
> | > + reaper = father->pspace->child_reaper;
> | > break;
> | > }
> | > } while (reaper->exit_state);
> | > @@ -857,7 +858,7 @@ fastcall NORET_TYPE void do_exit(long co
> |
> | what about killing all the task in that pid space if child_reaper == init
> | dies ?
> |
>
> We probably need that for instance when a process in the parent pspace
> kills the init of a child pspace, we should destroy the child pspace
> by killing all the tasks in the child pspace including the child reaper.
exactly. the situation you described is how we do handle it.
you can check do_initproc_exit() function in OpenVZ
to check how it can be done and probably save some of your time.
(http://git.openvz.org/?p=linux-2.6-openvz;a=summary)

> I guess we need to maintain a list of task_structs in the pspace and walk
> that list. Will work on that as a separate patch.
wait. we either need to have a list of _pids_ or it
should be called task_namespace, not pid, since we are adding more
code related to tasks.

Kirill