
Subject: [PATCH v8 4/5] ipc: message queue copy feature introduced
Posted by [Stanislav Kinsbursky](#) on Wed, 24 Oct 2012 15:35:20 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/uapi/linux/msg.h | 1 +
ipc/msg.c                | 50 ++++++
ipc/msgutil.c           | 38 ++++++
ipc/util.h              | 1 +
4 files changed, 88 insertions(+), 2 deletions(-)
```

diff --git a/include/uapi/linux/msg.h b/include/uapi/linux/msg.h

index 78dbd2f..22d95c6 100644

--- a/include/uapi/linux/msg.h

+++ b/include/uapi/linux/msg.h

@@ -10,6 +10,7 @@

```
/* 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 532ebc3..28320ab 100644

--- a/ipc/msg.c

+++ b/ipc/msg.c

@@ -777,19 +777,48 @@ 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;
+     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))
@@ -809,8 +838,16 @@ long do_msgrcv(int msqid, void __user *buf, size_t bufsz, long msgtyp,
        if (mode == SEARCH_LESSEQUAL &&
            walk_msg->m_type != 1) {

```

```

    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
    break;
+   msg_counter++;
    }
    tmp = tmp->next;
}
@@ -823,6 +860,10 @@ 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();
@@ -906,8 +947,13 @@ 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 a61e0ca..eeb79a1 100644
--- a/ipc/util.h
+++ b/ipc/util.h
@@ -140,6 +140,7 @@ 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 *);
```

Subject: Re: [PATCH v8 4/5] ipc: message queue copy feature introduced
Posted by [akpm](#) on Wed, 24 Oct 2012 21:41:28 GMT

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On Wed, 24 Oct 2012 19:35:20 +0400

Stanislav Kinsbursky <skinsbursky@parallels.com> wrote:

```
> 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).
>
> ...
>
> @@ -777,19 +777,48 @@ 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) {
```

This test is't needed.

```
> + copy_number = msgtyp;
```

```

> + 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))
> @@ -809,8 +838,16 @@ long do_msgrcv(int msqid, void __user *buf, size_t bufsz, long
msgtyp,
> if (mode == SEARCH_LESSEQUAL &&
> walk_msg->m_type != 1) {
> 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
> break;

```

```

> + msg_counter++;
> }
> tmp = tmp->next;
> }
> @@ -823,6 +860,10 @@ 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();
> @@ -906,8 +947,13 @@ 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);

```

It's all a bit ugly, but I don't really see much we can practically do about that.

You could add something like

```

#ifdef CONFIG_CHECKPOINT_RESTORE
static inline void free_copy(void *p, int msgflg, struct msg_msg *copy)
{
    if (IS_ERR(p) && (msgflg & MSG_COPY))
        free_msg(copy);
}
#else
/* As a macro because `copy' will be undefined */
#define free_copy(p, msgflg, copy) do {} while (0)
#endif

```

and use that in a couple of places. But that won't help much.
