Subject: sysfs : fix kobject rename with multiple namespaces
Posted by Daniel Lezcano on Sun, 04 May 2008 23:17:19 GMT
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To be applied on top of the sysfs per namespace patchset.

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Subject: Re: sysfs : fix kobject rename with multiple namespaces
Posted by serue on Mon, 05 May 2008 16:56:15 GMT
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Quoting Daniel Lezcano (dlezcano@fr.ibm.com):
> To be applied on top of the sysfs per namespace patchset.

> Subject: avoid kobject name conflict with different namespaces
> From: Daniel Lezcano <dlezcano@fr.ibm.com>
>
> The renaming of a kobject will fail if there is another kobject
> with the same name belonging to another namespace.
>
> This patch makes the kobject lookup in kobject_rename to check if
> the object exists _and_ belongs to the same namespace.
>
> Signed-off-by: Daniel Lezcano <dlezcano@fr.ibm.com>
> ---
>  fs/sysfs/dir.c       |   10 ++++++++++
>  include/linux/sysfs.h |    7 +++++++
>  lib/kobject.c        |    2 +-
>  3 files changed, 18 insertions(+), 1 deletion(-)
>
> Index: net-next-2.6/fs/sysfs/dir.c
> ===================================================================
> --- net-next-2.6.orig/fs/sysfs/dir.c
> +++ net-next-2.6/fs/sysfs/dir.c
> @@ -899,6 +899,16 @@ err_out:
>   return error;
>  }
>
> +int sysfs_tag_cmp(struct kobject * kobj1, struct kobject *kobj2)

The patch looks good to me, except I'd really rename this to
'sysfs_tag_eq'.  Calling it 'cmp', returning 't1!=t2', then checking for
!sysfs_tag_cmp really increases the amount of thinking i have to do to

make sure everything is kosher :)

Maybe it's just me.

thanks,
-serge

> +{
> + struct sysfs_dirent *sd1 = kobj1->sd;
> + struct sysfs_dirent *sd2 = kobj2->sd;
> + const void *tag1 = sysfs_dirent_tag(sd1);
> + const void *tag2 = sysfs_dirent_tag(sd2);
> +
> + return tag1 != tag2;
> +}
> +
>  int sysfs_rename_dir(struct kobject * kobj, const char *new_name)
>  {
>   struct sysfs_dirent *sd = kobj->sd;
> Index: net-next-2.6/include/linux/sysfs.h
> ===================================================================
> --- net-next-2.6.orig/include/linux/sysfs.h
> +++ net-next-2.6/include/linux/sysfs.h
> @@ -95,6 +95,8 @@ int sysfs_schedule_callback(struct kobje
>
>  int __must_check sysfs_create_dir(struct kobject *kobj);
>  void sysfs_remove_dir(struct kobject *kobj);
> +int sysfs_tag_cmp(struct kobject * kobj1, struct kobject *kobj2);
> +
>  int __must_check sysfs_rename_dir(struct kobject *kobj, const char *new_name);
>  int __must_check sysfs_move_dir(struct kobject *kobj,
>      struct kobject *new_parent_kobj);
> @@ -152,6 +154,11 @@ static inline void sysfs_remove_dir(stru
>   ;
>  }
>
> +static inline int sysfs_tag_cmp(struct kobject * kobj1, struct kobject *kobj2)
> +{
> + return 0;
> +}
> +
>  static inline int sysfs_rename_dir(struct kobject *kobj, const char *new_name)
>  {
>   return 0;
> Index: net-next-2.6/lib/kobject.c
> ===================================================================
> --- net-next-2.6.orig/lib/kobject.c
> +++ net-next-2.6/lib/kobject.c

> @@ -418,7 +418,7 @@ int kobject_rename(struct kobject *kobj,
>   if (kobj->kset) {
>    struct kobject *temp_kobj;
>    temp_kobj = kset_find_obj(kobj->kset, new_name);
> -  if (temp_kobj) {
> +  if (temp_kobj && !sysfs_tag_cmp(temp_kobj, kobj)) {
>     printk(KERN_WARNING "kobject '%s' cannot be renamed "
>            "to '%s' as '%s' is already in existence.\n",
>            kobject_name(kobj), new_name, new_name);

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Subject: Re: sysfs : fix kobject rename with multiple namespaces
Posted by Daniel Lezcano on Mon, 05 May 2008 17:05:57 GMT
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Serge E. Hallyn wrote:
  > The patch looks good to me, except I'd really rename this to
> 'sysfs_tag_eq'.  Calling it 'cmp', returning 't1!=t2', then checking for
> !sysfs_tag_cmp really increases the amount of thinking i have to do to
> make sure everything is koshepillager :)
>
> Maybe it's just me.

I just wanted to have sysfs_tag_cmp returning zero when sysfs is
disabled in order to be consistent with other functions.

But if that hurts, I can change that to something more mindless.

Thanks for looking at the patch.

  -- Daniel

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