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Subject: [PATCH 1/2] signals: kill(-1) should only signal processes in the same namespace

Posted by [Daniel Hokka Zakrisso](#) on Thu, 17 Jul 2008 14:55:39 GMT

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While moving Linux-VServer to using pid namespaces, I noticed that kill(-1) from inside a pid namespace is currently signalling every process in the entire system, including processes that are otherwise unreachable from the current process.

This patch fixes it by making sure that only processes which are in the same pid namespace as current get signalled.

Signed-off-by: Daniel Hokka Zakrisson <daniel@hozac.com>

```
diff --git a/include/linux/pid_namespace.h b/include/linux/pid_namespace.h
index caff528..4cf41bd 100644
--- a/include/linux/pid_namespace.h
+++ b/include/linux/pid_namespace.h
@@ -40,6 +40,8 @@ static inline struct pid_namespace *get_pid_ns(struct
pid_namespace *ns)
extern struct pid_namespace *copy_pid_ns(unsigned long flags, struct
pid_namespace *ns);
extern void free_pid_ns(struct kref *kref);
extern void zap_pid_ns_processes(struct pid_namespace *pid_ns);
+extern int task_in_pid_ns(struct task_struct *tsk,
+ struct pid_namespace *pid_ns);

static inline void put_pid_ns(struct pid_namespace *ns)
{
@@ -72,6 +74,12 @@ static inline void zap_pid_ns_processes(struct
pid_namespace *ns)
{
BUG();
}
+
+static inline int task_in_pid_ns(struct task_struct *tsk,
+ struct pid_namespace *ns)
+{
+ return 1;
+}
#endif /* CONFIG_PID_NS */

static inline struct pid_namespace *task_active_pid_ns(struct
task_struct *tsk)
diff --git a/kernel/pid_namespace.c b/kernel/pid_namespace.c
index 98702b4..3e71011 100644
--- a/kernel/pid_namespace.c
```

```

+++ b/kernel/pid_namespace.c
@@ -188,6 +188,26 @@ void zap_pid_ns_processes(struct pid_namespace *pid_ns)
    return;
}

```

```

+/*
+ * Checks whether tsk has a pid in the pid namespace ns.
+ * Must be called with tasklist_lock read-locked or under rcu_read_lock()
+ */

```

```

+int task_in_pid_ns(struct task_struct *tsk, struct pid_namespace *ns)
+{
+ struct pid *pid = task_pid(tsk);
+
+ if (!pid)
+ return 0;
+
+ if (pid->level < ns->level)
+ return 0;
+
+ if (pid->numbers[ns->level].ns != ns)
+ return 0;
+
+ return 1;
+}

```

```

+
+ static __init int pid_namespaces_init(void)
+ {
+ pid_ns_cachep = KMEM_CACHE(pid_namespace, SLAB_PANIC);

```

```

diff --git a/kernel/signal.c b/kernel/signal.c

```

```

index 6c0958e..93713a5 100644

```

```

--- a/kernel/signal.c

```

```

+++ b/kernel/signal.c

```

```

@@ -1145,7 +1145,8 @@ static int kill_something_info(int sig, struct
siginfo *info, int pid)
    struct task_struct * p;

```

```

    for_each_process(p) {
- if (p->pid > 1 && !same_thread_group(p, current)) {
+ if (p->pid > 1 && !same_thread_group(p, current) &&
+ task_in_pid_ns(p, current->nsproxy->pid_ns)) {
    int err = group_send_sig_info(sig, info, p);
    ++count;
    if (err != -EPERM)

```

```

--

```

1.5.5.1

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Containers mailing list

Containers@lists.linux-foundation.org

Subject: Re: [PATCH 1/2] signals: kill(-1) should only signal processes in the same namespace

Posted by [Pavel Emelianov](#) on Thu, 17 Jul 2008 15:01:47 GMT

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---

Daniel Hokka Zakrisson wrote:

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> unreachable from the current process.

This is not a "news" actually, buy anyway - thanks :)

> This patch fixes it by making sure that only processes which are in  
> the same pid namespace as current get signalled.

This is to be done, indeed, but I do not like the proposed implementation, since you have to walk all the tasks in the system (under tasklist\_lock, by the way) to search for a couple of interesting ones. Better look at how zap\_pid\_ns\_processes works (by the way - I saw some patch doing so some time ago).

> Signed-off-by: Daniel Hokka Zakrisson <daniel@hozac.com>

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> static inline void put_pid_ns(struct pid_namespace *ns)
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> {
> BUG();
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> + return 1;
> +}
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>   if (err != -EPERM)
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---

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Subject: Re: [PATCH 1/2] signals: kill(-1) should only signal processes in the same namespace

Posted by [Daniel Hokka Zakrisso](#) on Thu, 17 Jul 2008 15:24:40 GMT

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---

Pavel Emelyanov wrote:

> Daniel Hokka Zakrisson wrote:

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And yet nobody's fixed it... Kind of a critical thing, if you actually want to use them, since most distribution's rc-scripts do a kill(-1, SIGTERM), followed by kill(-1, SIGKILL) when halting (which, needless to say, would be very bad).

>> This patch fixes it by making sure that only processes which are in  
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> This is to be done, indeed, but I do not like the proposed implementation,  
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The way zap\_pid\_ns\_processes does it is worse, since it signals every thread in the namespace rather than every thread group. So either we walk the global tasklist, or we create a per-namespace one. Is that what we want?

>> Signed-off-by: Daniel Hokka Zakrisson <daniel@hozac.com>

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>> pid_namespace *ns)
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>> +static inline int task_in_pid_ns(struct task_struct *tsk,
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>> + return 1;
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>> int err = group_send_sig_info(sig, info, p);
>> ++count;
>> if (err != -EPERM)

```

--  
Daniel Hokka Zakrisson

---

Containers mailing list  
Containers@lists.linux-foundation.org  
<https://lists.linux-foundation.org/mailman/listinfo/containers>

---

Subject: Re: [PATCH 1/2] signals: kill(-1) should only signal processes in the same namespace  
Posted by [Pavel Emelianov](#) on Thu, 17 Jul 2008 15:54:22 GMT  
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---

Daniel Hokka Zakrisson wrote:  
> Pavel Emelyanov wrote:

```
>> Daniel Hokka Zakrisson wrote:
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> And yet nobody's fixed it... Kind of a critical thing, if you actually
> want to use them, since most distribution's rc-scripts do a kill(-1,
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>
> The way zap_pid_ns_processes does it is worse, since it signals every
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```

It's questionable whether there are more "threads in a pid namespace" than "processes in a system".

E.g. on my notebook there are ~110 processes and ~150 threads. So having this setup launched in 10 containers you'll have to walk 1100 tasks, while zap\_pid\_ns\_processes only 150 ;)

Some real-life example with containers: on one of our servers with 10 containers serving as git repo, bulding system and some other stuff there are ~200 process totally and ~20 threads in each container. See?

I tend to believe that walking threads in a container is cheaper then walking processes in a system...

> the global tasklist, or we create a per-namespace one. Is that what we  
> want?

We want to kill all tasks in current pid namespace. There are variants of how to do this. Your particular implementation of handling this case seems poor to me for the reasons described above.

```
>>> Signed-off-by: Daniel Hokka Zakrisson <daniel@hozac.com>
>>>
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>>> b/include/linux/pid_namespace.h
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>>> +
>>> + if (!pid)

```

```

>>> + return 0;
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>>> + if (pid->level < ns->level)
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>>> + if (pid->numbers[ns->level].ns != ns)
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>>> int err = group_send_sig_info(sig, info, p);
>>> ++count;
>>> if (err != -EPERM)
>>>
>

```

---

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**Subject: Re: [PATCH 1/2] signals: kill(-1) should only signal processes in the same namespace**

Posted by [Oleg Nesterov](#) on Thu, 17 Jul 2008 17:31:10 GMT

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---

On 07/17, Pavel Emelyanov wrote:

```

>
> Daniel Hokka Zakrisson wrote:
>>
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>> thread in the namespace rather than every thread group. So either we walk

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> Some real-life example with containers: on one of our servers with 10  
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> are ~200 process totally and ~20 threads in each container. See?  
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> I tend to believe that walking threads in a container is cheaper than  
> walking processes in a system...

kill\_something\_info() can't walk threads, think about the realtime signals.

Anyway, I think we should change kill\_something\_info(-1) to use rcu\_read\_lock()  
instead of tasklist.

Oleg.

---

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---

Subject: Re: [PATCH 1/2] signals: kill(-1) should only signal processes in the same namespace

Posted by [ebiederm](#) on Thu, 17 Jul 2008 17:45:13 GMT

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---

"Daniel Hokka Zakrisson" <daniel@hozac.com> writes:

> Pavel Emelyanov wrote:  
>> Daniel Hokka Zakrisson wrote:  
>>> While moving Linux-VServer to using pid namespaces, I noticed that  
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>> This is not a "news" actually, but anyway - thanks :)  
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> thread in the namespace rather than every thread group. So either we walk  
> the global tasklist, or we create a per-namespace one. Is that what we  
> want?

Can you please introduce kill\_pidns\_info and have both  
kill\_something\_info and zap\_pid\_ns\_processes call this common  
function?

We want to walk the set of all pids in a pid namespace. /proc does  
this and it is the recommended idiom. If walking all of the pids in a  
pid namespace is not fast enough we can accelerate that.

You are correct signalling every thread in a namespace is worse, in  
fact it is semantically incorrect. zap\_pid\_ns\_processes gets away  
with it because it is sending SIGKILL. Therefore kill\_pidns\_info  
should skip sending a signal to every task that is not the  
thread\_group\_leader.

We need to hold the tasklist\_lock to prevent new processes from  
joining the list of all processes. Otherwise we could run the code  
under the rcu\_read\_lock.

Eric

---

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Subject: Re: [PATCH 1/2] signals: kill(-1) should only signal processes in the same namespace

Posted by [ebiederm](#) on Thu, 17 Jul 2008 17:50:56 GMT

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---

Oleg Nesterov <[oleg@tv-sign.ru](mailto:oleg@tv-sign.ru)> writes:

> kill\_something\_info() can't walk threads, think about the realtime signals.

walking threads is fine delivering signals to non thread group leaders is a problem.

> Anyway, I think we should change kill\_something\_info(-1) to use rcu\_read\_lock()  
> instead of tasklist.

Being dense I think the locking implications of a correct implementation are more than we are ready to deal with to fix this bug. Although I remember discussing it and seeing something reasonable.

Eric

---

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Subject: Re: [PATCH 1/2] signals: kill(-1) should only signal processes in the same namespace

Posted by [Sukadev Bhattiprolu](#) on Thu, 17 Jul 2008 18:13:13 GMT

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---

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| While moving Linux-VServer to using pid namespaces, I noticed that  
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| Signed-off-by: Daniel Hokka Zakrisson <daniel@hozac.com>

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| + struct pid *pid = task_pid(tsk);
| +
| + if (!pid)
| + return 0;
| +
| + if (pid->level < ns->level)
| + return 0;

```

ns can be NULL if tsk is exiting.

Like Pavel said, we had couple of attempts to fix the larger problem of signal semantics in containers but did not have a consensus on handling blocked/unhandled signals to container-init.

It would still be good to fix this "kill -1" problem.

Eric had a slightly optimized interface, 'pid\_in\_pid\_ns()' in following

patchset. Maybe we could use that ?

<https://lists.linux-foundation.org/pipermail/containers/2007-December/009174.html>

```
| +
| + if (pid->numbers[ns->level].ns != ns)
| + return 0;
| +
| + return 1;
| +}
| +
| static __init int pid_namespaces_init(void)
| {
| pid_ns_cachep = KMEM_CACHE(pid_namespace, SLAB_PANIC);
| diff --git a/kernel/signal.c b/kernel/signal.c
| index 6c0958e..93713a5 100644
| --- a/kernel/signal.c
| +++ b/kernel/signal.c
| @@ -1145,7 +1145,8 @@ static int kill_something_info(int sig, struct
| siginfo *info, int pid)
| struct task_struct * p;
|
| for_each_process(p) {
| - if (p->pid > 1 && !same_thread_group(p, current)) {
| + if (p->pid > 1 && !same_thread_group(p, current) &&
| + task_in_pid_ns(p, current->nsproxy->pid_ns)) {
| int err = group_send_sig_info(sig, info, p);
| ++count;
| if (err != -EPERM)
| --
| 1.5.5.1
```

---

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Subject: Re: [PATCH 1/2] signals: kill(-1) should only signal processes in the same namespace

Posted by [Daniel Hokka Zakrisso](#) on Thu, 17 Jul 2008 18:39:14 GMT

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Eric W. Biederman wrote:

> "Daniel Hokka Zakrisson" <daniel@hozac.com> writes:  
>  
>> Pavel Emelyanov wrote:  
>>> Daniel Hokka Zakrisson wrote:  
>>>> While moving Linux-VServer to using pid namespaces, I noticed that  
>>>> kill(-1) from inside a pid namespace is currently signalling every  
>>>> process in the entire system, including processes that are otherwise  
>>>> unreachable from the current process.  
>>>  
>>> This is not a "news" actually, buy anyway - thanks :)  
>>  
>> And yet nobody's fixed it... Kind of a critical thing, if you actually  
>> want to use them, since most distribution's rc-scripts do a kill(-1,  
>> SIGTERM), followed by kill(-1, SIGKILL) when halting (which, needless to  
>> say, would be very bad).  
>>  
>>>> This patch fixes it by making sure that only processes which are in  
>>>> the same pid namespace as current get signalled.  
>>>  
>>> This is to be done, indeed, but I do not like the proposed  
>>> implementation,  
>>> since you have to walk all the tasks in the system (under  
>>> tasklist\_lock,  
>>> by the way) to search for a couple of interesting ones. Better look at  
>>> how  
>>> zap\_pid\_ns\_processes works (by the way - I saw some patch doing so some  
>>> time ago).  
>>  
>> The way zap\_pid\_ns\_processes does it is worse, since it signals every  
>> thread in the namespace rather than every thread group. So either we  
>> walk  
>> the global tasklist, or we create a per-namespace one. Is that what we  
>> want?  
>  
> Can you please introduce kill\_pidns\_info and have both  
> kill\_something\_info and zap\_pid\_ns\_processes call this common  
> function?

Looks like you've already done that. :-) (Referring to Sukadev's email.)  
Is there any reason we don't just merge that patch?

> We want to walk the set of all pids in a pid namespace. /proc does  
> this and it is the recommended idiom. If walking all of the pids in a  
> pid namespace is not fast enough we can accelerate that.  
>  
> You are correct signalling every thread in a namespace is worse, in  
> fact it is semantically incorrect. zap\_pid\_ns\_processes gets away  
> with it because it is sending SIGKILL. Therefore kill\_pidns\_info

> should skip sending a signal to every task that is not the  
> thread\_group\_leader.  
>  
> We need to hold the tasklist\_lock to prevent new processes from  
> joining the list of all processes. Otherwise we could run the code  
> under the rcu\_read\_lock.  
>  
> Eric

--

Daniel Hokka Zakrisson

---

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Subject: Re: [PATCH 1/2] signals: kill(-1) should only signal processes in the same namespace

Posted by [Daniel Hokka Zakrisso](#) on Thu, 17 Jul 2008 18:44:32 GMT

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---

sukadev@us.ibm.com wrote:

> Daniel Hokka Zakrisson [daniel@hozac.com] wrote:  
> | While moving Linux-VServer to using pid namespaces, I noticed that  
> | kill(-1) from inside a pid namespace is currently signalling every  
> | process in the entire system, including processes that are otherwise  
> | unreachable from the current process.  
> |  
> | This patch fixes it by making sure that only processes which are in  
> | the same pid namespace as current get signalled.  
> |  
> | Signed-off-by: Daniel Hokka Zakrisson <daniel@hozac.com>  
> |  
> | diff --git a/include/linux/pid\_namespace.h  
> | b/include/linux/pid\_namespace.h  
> | index caff528..4cf41bd 100644  
> | --- a/include/linux/pid\_namespace.h  
> | +++ b/include/linux/pid\_namespace.h  
> | @@ -40,6 +40,8 @@ static inline struct pid\_namespace \*get\_pid\_ns(struct  
> | pid\_namespace \*ns)  
> | extern struct pid\_namespace \*copy\_pid\_ns(unsigned long flags, struct  
> | pid\_namespace \*ns);  
> | extern void free\_pid\_ns(struct kref \*kref);  
> | extern void zap\_pid\_ns\_processes(struct pid\_namespace \*pid\_ns);  
> | +extern int task\_in\_pid\_ns(struct task\_struct \*tsk,  
> | + struct pid\_namespace \*pid\_ns);  
> |

```

> | static inline void put_pid_ns(struct pid_namespace *ns)
> | {
> | @@ -72,6 +74,12 @@ static inline void zap_pid_ns_processes(struct
> | pid_namespace *ns)
> | {
> | BUG();
> | }
> | +
> | +static inline int task_in_pid_ns(struct task_struct *tsk,
> | + struct pid_namespace *ns)
> | +{
> | + return 1;
> | +}
> | #endif /* CONFIG_PID_NS */
> |
> | static inline struct pid_namespace *task_active_pid_ns(struct
> | task_struct *tsk)
> | diff --git a/kernel/pid_namespace.c b/kernel/pid_namespace.c
> | index 98702b4..3e71011 100644
> | --- a/kernel/pid_namespace.c
> | +++ b/kernel/pid_namespace.c
> | @@ -188,6 +188,26 @@ void zap_pid_ns_processes(struct pid_namespace
> | *pid_ns)
> | return;
> | }
> |
> | +/*
> | + * Checks whether tsk has a pid in the pid namespace ns.
> | + * Must be called with tasklist_lock read-locked or under
> | + rcu_read_lock()
> | + */
> | +int task_in_pid_ns(struct task_struct *tsk, struct pid_namespace *ns)
> | +{
> | + struct pid *pid = task_pid(tsk);
> | +
> | + if (!pid)
> | + return 0;
> | +
> | + if (pid->level < ns->level)
> | + return 0;
> |
> | ns can be NULL if tsk is exiting.

```

ns is from current, and this is currently only called from kill\_something\_info, so it should not be exiting in this path.

> Like Pavel said, we had couple of attempts to fix the larger problem of  
> signal semantics in containers but did not have a consensus on handling

> blocked/unhandled signals to container-init.  
>  
> It would still be good to fix this "kill -1" problem.

It is a separate issue, so, yeah.

> Eric had a slightly optimized interface, 'pid\_in\_pid\_ns()' in following  
> patchset. Maybe we could use that ?  
>  
> <https://lists.linux-foundation.org/pipermail/containers/2007-December/009174.html>

See my response to Eric. I think that patch looks good... (Well, nr could be set to 2 initially, to avoid the nr <= 1 check.)

```
> | +
> | + if (pid->numbers[ns->level].ns != ns)
> | + return 0;
> | +
> | + return 1;
> | +}
> | +
> | static __init int pid_namespaces_init(void)
> | {
> | pid_ns_cache = KMEM_CACHE(pid_namespace, SLAB_PANIC);
> | diff --git a/kernel/signal.c b/kernel/signal.c
> | index 6c0958e..93713a5 100644
> | --- a/kernel/signal.c
> | +++ b/kernel/signal.c
> | @@ -1145,7 +1145,8 @@ static int kill_something_info(int sig, struct
> | siginfo *info, int pid)
> | struct task_struct * p;
> |
> | for_each_process(p) {
> | - if (p->pid > 1 && !same_thread_group(p, current)) {
> | + if (p->pid > 1 && !same_thread_group(p, current) &&
> | + task_in_pid_ns(p, current->nsproxy->pid_ns)) {
> | int err = group_send_sig_info(sig, info, p);
> | ++count;
> | if (err != -EPERM)
> | --
> | 1.5.5.1
```

--

Daniel Hokka Zakrisson

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---

Subject: Re: [PATCH 1/2] signals: kill(-1) should only signal processes in the same namespace

Posted by [ebiederm](#) on Thu, 17 Jul 2008 18:45:28 GMT

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"Daniel Hokka Zakrisson" <daniel@hozac.com> writes:

> Looks like you've already done that. :-) (Referring to Sukadev's email.)  
> Is there any reason we don't just merge that patch?

I knew I had done something like that. Sure let's revive the patch and send it. I don't know why it got lost the first time.

Eric

---

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Subject: Re: [PATCH 1/2] signals: kill(-1) should only signal processes in the same namespace

Posted by [ebiederm](#) on Thu, 17 Jul 2008 18:46:23 GMT

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---

sukadev@us.ibm.com writes:

>

> Like Pavel said, we had couple of attempts to fix the larger problem of  
> signal semantics in containers but did not have a consensus on handling  
> blocked/unhandled signals to container-init.

Oh. I thought we were pretty close then I or somebody ran out of steam.

> It would still be good to fix this "kill -1" problem.

>

> Eric had a slightly optimized interface, 'pid\_in\_pid\_ns()' in following  
> patchset. Maybe we could use that ?

>

> <https://lists.linux-foundation.org/pipermail/containers/2007-December/009174.html>

Eric

---

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---

Subject: Re: [PATCH 1/2] signals: kill(-1) should only signal processes in the same namespace

Posted by [Oleg Nesterov](#) on Wed, 23 Jul 2008 14:33:35 GMT

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```
up);
+ if (!lis_timer_slack_allowed(cgroup_to_tslack_cgroup(cgroup), val))
+ return -EPERM;
+
+ /* Change timer slack value for all tasks in the cgroup */
+ cgroup_iter_start(cgroup, &it);
+ while ((task = cgroup_iter_next(cgroup, &it))
+ task->timer_slack_ns = val;
+ cgroup_iter_end(cgroup, &it);
+
+ return 0;
+}
+
+static u64 tslack_read_range(struct cgroup *cgroup, struct cftype *cft)
+{
+ struct timer_slack_cgroup *tslack_cgroup;
+
+ tslack_cgroup = cgroup_to_tslack_cgroup(cgroup);
+ switch (cft->private) {
+ case TIMER_SLACK_MIN:
+ return tslack_cgroup->min_slack_ns;
+ case TIMER_SLACK_MAX:
+ return tslack_cgroup->max_slack_ns;
+ default:
+ BUG();
+ };
+}
+
+static int tslack_write_range(struct cgroup *cgroup, struct cftype *cft,
+ u64 val)
+{
+ struct timer_slack_cgroup *tslack_cgroup;
+ struct cgroup_iter it;
+ struct task_struct *task;
+
+ if (cgroup->parent) {
+ struct timer_slack_cgroup *parent;
+ parent = cgroup_to_tslack_cgroup(cgroup->parent);
+ if (!lis_timer_slack_allowed(parent, val))
+ return -EPERM;
+ }
+
+ tslack_cgroup = cgroup_to_tslack_cgroup(cgroup);
+ switch (cft->private) {
```

```
+ case TIMER_SLACK_MIN:
+ if (val > tslack_cgroup->max_slack_ns)
+ return -EINVAL;
+ tslack_cgroup->min_slack_ns = val;
+ break;
+ case TIMER_SLACK_MAX:
+ if (val < tslack_cgroup->min_slack_ns)
+ return -EINVAL;
+ tslack_cgroup->max_slack_ns = val;
+ break;
+ default:
+ BUG();
+ }
+
+ /*
+ * Adjust timer slack value for all tasks in the cgroup to fit
+ * min-max range.
+ */
+ cgroup_iter_start(cgroup, &it);
+ w
```

---

---

Subject: Re: [PATCH 1/2] signals: kill(-1) should only signal processes in the same namespace

Posted by [Daniel Hokka Zakrisso](#) on Wed, 23 Jul 2008 16:09:40 GMT

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Are there any more granular patches than this very grand one available?

<http://download.openvz.org/kernel/022stab044.1/patches/patch-022stab044-combined>

Have you given any thought to merging some of the functionality from your patch back into the mainline kernel?

-- Dave> Are there any more granular patches than this very grand one available?

1. a bit more granular patches are available in SRC RPM. But these are drivers only :(

2. they are not publicly available since it is private company CVS.

I think we are to setup git repository in near future. This will make our development process much more transparent.

if you are interested in some specific patch or piece of code, we can extract it for you, though I understand it is not very much convenient way of doing things.

> <http://download.openvz.org/kernel/022stab044.1/patches/patch-022stab044-combined>

>

> Have you given any thought to merging some of the functionality from

> your patch back into the mainline kernel?  
We always send mainstream fixes to Linus et al.  
Other functionality will be definitely sent to mainstream step by step,  
but we do not wait it to be an easy and quick task.

KirillAll,

Please, add devel@openvz.org to CC on any  
LKML/Linus/Morton/... communication.

KirillPatch from Pavel (xemul@):  
Missed newline spoils ouput.

```
--- ./fs/dcache.c.nl 2005-11-29 19:23:41.000000000 +0300
+++ ./fs/dcache.c 2005-11-30 16:51:48.089948864 +0300
@@ -1779,7 +1779,7 @@ static void check_alert(struct vfsmount
```

```
    sb = dentry->d_sb;
    printk(KERN_ALERT "%s check alert! file:[%s] from %d/%s, dev%x\n"
-   "Task %d/%d[%s] from VE%d, execenv %d",
+   "Task %d/%d[%s] from VE%d, execenv %d\n",
        str, p, VE_OWNER_FSTYPE(sb->s_type)->veid,
        sb->s_type->nam
```

---