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# The Clone Wars

(Sorry for the bad joke.\*)

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\*Someone claimed they append "it's ok, he's German" to everyone of my jokes.



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## clone3()

- New process creation system call since Linux v5.3
- Provides superset of clone() features (minus some insanities we left out)
- Is an [extensible-struct](#) based syscall

```
struct clone_args {
    __aligned_u64 flags;
    __aligned_u64 pidfd;
    __aligned_u64 child_tid;
    __aligned_u64 parent_tid;
    __aligned_u64 exit_signal;
    __aligned_u64 stack;
    __aligned_u64 stack_size;
    __aligned_u64 tls;
    __aligned_u64 set_tid;
    __aligned_u64 set_tid_size;
    __aligned_u64 cgroup;
};
```

- Has new extensions already CLONE\_INTO\_CGROUP, CLONE\_CLEAR\_SIGHAND



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## Current clone()/clone3() usage

- Heavily used in userspace (esp. container runtimes)

- LXC:

- [https://github.com/lxc/lxc/blob/9cc837ef2cc5e8f5fffb0ca987ff26478f19a46f/src/lxc/process\\_utils.c#L31](https://github.com/lxc/lxc/blob/9cc837ef2cc5e8f5fffb0ca987ff26478f19a46f/src/lxc/process_utils.c#L31)

- runC:

- <https://github.com/opencontainers/runc/blob/0fa097fc37c5d89e4cea4fda4663d1239e12a6fe/libcontainer/nsenter/nsexec.c#L339>

- systemd/systemd-nspawn:

- <https://github.com/systemd/systemd/blob/5238e9575906297608ff802a27e2ff9effa3b338/src/basic/raw-clone.h#L31>



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## Some observations

- Userspace often wants a `fork()`-like wrapper:

```
int pid_t = clone3(&args, sizeof(args));
if (pid < 0)
    return -1;
if (pid == 0) {
    /* do stuff */
    _exit(EXIT_SUCCESS);
}
```

But currently `clone()` only has a callback-based wrapper:

```
int clone(int (*fn)(void *), void *stack, int flags, void *arg,
... /* pid_t *parent_tid, void *tls, pid_t *child_tid */);
```



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## Questions

- Can we add a wrapper for clone3()?
- Can we expose a fork()-like wrapper for clone3()?
- Can we handle atfork handler and libc internal state cleanly?  
[https://sourceware.org/bugzilla/show\\_bug.cgi?id=26371](https://sourceware.org/bugzilla/show_bug.cgi?id=26371)
- What should we do about the stack argument?
- Can the kernel do something to make it easier to use and expose the stack argument?