

---

Subject: Re: [ckrm-tech] [PATCH 3/7] Containers (V8): Add generic multi-subsystem API to containers

Posted by [Paul Menage](#) on Sat, 07 Apr 2007 01:58:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

On 4/6/07, menage@google.com <menage@google.com> wrote:

> This patch removes all cpuset-specific knowlege from the container  
> system, replacing it with a generic API that can be used by multiple  
> subsystems. Cpusets is adapted to be a container subsystem.

>

> +

> + /\* Set of subsystem states, one for each subsystem. NULL for

> + \* subsystems that aren't part of this hierarchy. These

> + \* pointers reduce the number of dereferences required to get

> + \* from a task to its state for a given container, but result

> + \* in increased space usage if tasks are in wildly different

> + \* groupings across different hierarchies. This array is

> + \* mostly immutable after creation - a newly registered

> + \* subsystem can result in a pointer in this array

> + \* transitioning from NULL to non-NULL \*/

> + struct container\_subsys\_state \*subsys[CONTAINER\_SUBSYS\_COUNT];

Oops, this comment is rather out of date and should have been trimmed  
for this patch. It should be disregarded apart from the first  
sentence.

Paul

---