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

Posted by [Srivatsa Vaddagiri](#) on Tue, 10 Apr 2007 14:44:54 GMT

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On Fri, Apr 06, 2007 at 04:32:24PM -0700, menage@google.com wrote:

```
> +struct container_subsys {
> + int (*create)(struct container_subsys *ss,
> +      struct container *cont);
> + void (*destroy)(struct container_subsys *ss, struct container *cont);
> + int (*can_attach)(struct container_subsys *ss,
> +      struct container *cont, struct task_struct *tsk);
> + void (*attach)(struct container_subsys *ss, struct container *cont,
> +      struct container *old_cont, struct task_struct *tsk);
> + void (*fork)(struct container_subsys *ss, struct task_struct *task);
> + void (*exit)(struct container_subsys *ss, struct task_struct *task);
> + int (*populate)(struct container_subsys *ss,
> +      struct container *cont);
> + void (*bind)(struct container_subsys *ss, struct container *root);
```

Is the first argument into all the callbacks, struct container_subsys *ss, necessary?

```
> +struct container_subsys cpuset_subsys = {
> + .name = "cpuset",
> + .create = cpuset_create,
> + .destroy = cpuset_destroy,
> + .can_attach = cpuset_can_attach,
> + .attach = cpuset_attach,
> + .populate = cpuset_populate,
> + .subsys_id = cpuset_subsys_id,
> + .early_init = 1,
> +};
```

We seem to be missing a register call here as well ..

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Regards,
vatsa
