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Subject: Re: [PATCH 1/4] Virtualization/containers: introduction

Posted by [ebiederm](#) on Thu, 09 Feb 2006 21:56:46 GMT

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Ok digesting this some more I don't see a glaring case in the code where it is `set_econtainer(...); do stuff ; restore_econtainer(..);` has a tremendous advantage at the moment. Plus it removes the opportunity to catch old code that deals with multiple contexts at compile time, and has to be done by pain staking code review.

That aside the truly important thing I realized is that for the optimization effects it is an implementation detail. Batched reference counting of shared resources is something we can go back in and add at any time. It will take a little refactoring to do but it something that can be done without changing the user space API.

So since individual namespace pointers in the `task_struct` are simpler and have the required flexibility. I think we can table this part of the discussion for now.

The other detail I brought up which was most interesting was the marking of specific variables that would go into a container or namespace. Well as long as it is implemented on the namespace level that is still possible, and may even be beneficial.

Eric

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