Subject: Re: [PATCH 0/12] L2 network namespace (v3)
Posted by Daniel Lezcano on Wed, 17 Jan 2007 16:10:51 GMT
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Dmitry Mishin wrote:
> This is an update of L2 network namespaces patches. They are applicable
> to Cedric's 2.6.20-rc4-mm1-lxc2 tree.
>
> Changes:
> - updated to 2.6.20-rc4-mm1-lxc2
> - current network context is per-CPU now
> - fixed compilation without CONFIG_NET_NS
>
> Changed current context definition should fix all mentioned by Cedric issues:
> - the nsproxy backpointer is unnecessary now - thus removed;
> - the push_net_ns() and pop_net_ns() use per-CPU variable now;
> - there is no race on ->nsproxy between push_net_ns() and
>   exit_task_namespaces() because they deals with differrent pointers.
>
> ================================
> L2 network namespaces
>
> The most straightforward concept of network virtualization is complete
> separation of namespaces, covering device list, routing tables, netfilter
> tables, socket hashes, and everything else.
>
> On input path, each packet is tagged with namespace right from the
> place where it appears from a device, and is processed by each layer
> in the context of this namespace.
> Non-root namespaces communicate with the outside world in two ways: by
> owning hardware devices, or receiving packets forwarded them by their parent
> namespace via pass-through device.
>
> This complete separation of namespaces is very useful for at least two
> purposes:
> - allowing users to create and manage by their own various tunnels and
>   VPNs, and
> - enabling easier and more straightforward live migration of groups of
>   processes with their environment.

Great ! Thanks Dmitry.

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