Subject: Re: [RFD] L2 Network namespace infrastructure Posted by dev on Wed, 27 Jun 2007 14:39:54 GMT View Forum Message <> Reply to Message

Patrick McHardy wrote:

> Eric W. Biederman wrote:

>

>>-- The basic design

>>

>>There will be a network namespace structure that holds the global >>variables for a network namespace, making those global variables >>per network namespace.

>>

>>One of those per network namespace global variables will be the >>loopback device. Which means the network namespace a packet resides >>in can be found simply by examining the network device or the socket >>the packet is traversing.

>>

>>Either a pointer to this global structure will be passed into
>>the functions that need to reference per network namespace variables
>or a structure that is already passed in (such as the network device)
>>will be modified to contain a pointer to the network namespace
>structure.

>

>

>

> I believe OpenVZ stores the current namespace somewhere global,

> which avoids passing the namespace around. Couldn't you do this

> as well?

yes, we store a global namespace context on current (can be stored in per-cpu as well).

do you prefer this way?

Thanks, Kirill

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