
Subject: Re: Re: [RFD] L2 Network namespace infrastructure
Posted by [dev](#) on Wed, 27 Jun 2007 14:39:54 GMT
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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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