
Subject: Re: [-mm PATCH 1/9] Memory controller resource counters (v6)

Posted by [Balbir Singh](#) on Wed, 12 Sep 2007 10:05:14 GMT

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Paul Menage wrote:

> Hi Balbir/Pavel,

>

> As I mentioned to you directly at the kernel summit, I think it might
> be cleaner to integrate resource counters more closely with control
> groups. So rather than controllers such as the memory controller
> having to create their own boilerplate cf_type structures and
> read/write functions, it should be possible to just call a function
> something like

>

> control_group_add_rescounter(struct cgroup *cg, struct cgroup_subsys *ss,
> struct res_counter *res,
> const char *name)

>

> and have it handle all the userspace API. This would simplify the task
> of keeping a consistent userspace API between different controllers
> using the resource counter abstraction.

>

> Paul

>

Yes, I remember discussing it with you. I would expect res_counters definition to be dynamic (to be able to add the guarantee, soft limit, etc) for expansion in the future. In the future, I would also like to do hierarchical resource groups, the hierarchy would represent the current filesystem hierarchy.

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Warm Regards,
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