
Subject: Re: [PATCH] Simplify memory controller and resource counter I/O
Posted by [Balbir Singh](#) on Fri, 05 Oct 2007 04:04:23 GMT

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Paul Menage wrote:

> On 10/4/07, Balbir Singh <balbir@linux.vnet.ibm.com> wrote:

>> Paul Menage wrote:

>>> On 10/4/07, Balbir Singh <balbir@linux.vnet.ibm.com> wrote:

>>>> Forbidding writing to the root resource counter is a policy decision

>>>> I am unable to make up my mind about. It sounds right, but unless

>>>> we have a notion of unlimited resources, I am a bit concerned about

>>>> taking away this flexibility.

>>> One big reason for doing this is to make virtualization easier - if

>>> you expect not to be able to write to your root cgroup's limits files,

>>> then it's easier to make them non-writeable for a virtual server.

>>>

>> Can't we handle that through file system permissions? virtual servers

>> will not run as root

>

> They'll probably run as root in their own user namespace if at all.

> But that's the point - if userspace in general expects root cgroup

> limits to not be writeable (the same way that root cpusets

> cpus/mems_allowed files aren't writeable) then virtual servers will

> break less.

>

In that case, let's have a value that says RES_COUNTER_INFINITY
and set the root to that value and make the root cgroup limits
read-only.

>> But system administrators deal with memory in MB and GB. When you go

>> to buy memory, you don't specify, I need 1 << 30 or 2^30 bytes of

>> memory :-). Most administrators track their memory using these

>> quantifiers.

>

> OK, so maybe we should just fold a call to memparse() into

> cgroup_write_uint? Then we could use the plain write_uint() method in

> the control file?

>

Yes, either that way or add a strategy function, that would take
the string input from the user and convert it to unsigned long long
value. I am ok with either approach.

>>>> Do read_uint() and write_uint(), just read and write unsigned

>>>> integers?

>>> Correct.

>>>

>> Oops.. that would be problem, what if I wanted to set my limit to
>> unsigned long long max?
>
> Sorry, I wasn't getting your point about the sizing. No, they're u64
> values. (And I guess could be changed to unsigned long long if people
> preferred).
>

I would prefer unsigned long long, but we could get more opinions.

> Paul

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Warm Regards,
Balbir Singh
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