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Subject: Re: Loadable cgroup subsystems

Posted by [Paul Menage](#) on Tue, 08 Apr 2008 05:43:43 GMT

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On Mon, Apr 7, 2008 at 10:39 PM, Nikanth Karthikesan <[knikanth@suse.de](mailto:knikanth@suse.de)> wrote:

- >
- > Why not provide a interface to add subsystems at run-time instead?
- > Are there any reason for not letting a subsystem to be implemented as a
- > loadable module? IOW make cgroups usable by modules?
- >

Having all the subsystems declared at compile time makes a lot of things (number of subsystems, size of `css_set`, etc) statically known, which makes the code clearer and more importantly eliminates a bunch of locking/synchronization overhead.

It would be possible to make cgroups support dynamically-loaded subsystems, and in fact, some of the earliest cgroups patches did support this, for a predefined max number of subsystems. But it would introduce more complexity and overhead.

I'd rather not add support for this without a strong case of a subsystem that really needs to be dynamically loaded.

Paul

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Containers mailing list  
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