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Subject: Re: Loadable cgroup subsystems

Posted by [Paul Menage](#) on Tue, 08 Apr 2008 09:41:16 GMT

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On Tue, Apr 8, 2008 at 2:40 AM, Nikanth Karthikesan <[knikanth@suse.de](mailto:knikanth@suse.de)> wrote:

> >

> > I'd rather not add support for this without a strong case of a

> > subsystem that really needs to be dynamically loaded.

>

> There were some band-width control patches based on cfq + cgroups, which

> I guess will mandate cfq to be built-in?

>

Yes, or else have built-in stubs for the cgroup subsystem that load cfq and the code that uses cfq the first time someone tries to mount that subsystem.

Actually, it probably wouldn't be too hard to have cgroups do that automatically - support the concept of a stub cgroup that was known about at compile time but wasn't active until its first bind, and have cgroups dynamically load the relevant modules when the user tried to mount it.

Dynamically loading subsystems that aren't even known about at compile time would be probably a bit uglier.

Paul

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