
Subject: Re: Loadable cgroup subsystems

Posted by [Nikanth Karthikesan](#) on Tue, 08 Apr 2008 09:40:29 GMT

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On Mon, 2008-04-07 at 22:43 -0700, Paul Menage wrote:

> On Mon, Apr 7, 2008 at 10:39 PM, Nikanth Karthikesan <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.

>

true

> 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.

There were some band-width control patches based on cfq + cgroups, which I guess will mandate cfq to be built-in?

Thanks

Nikanth Karthikesan

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