
Subject: Re: Docs to understand how OpenVZ is implemented.

Posted by [Andrew Vagin](#) on Fri, 07 Sep 2012 23:10:35 GMT

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On Fri, Sep 07, 2012 at 05:17:28PM +0400, Kentaro Ebisawa wrote:

> Hi,

>

> Are there any documents/blogs/books I should read to understand how OpenVZ is implemented?

> I went over http://wiki.openvz.org/Main_Page , searched Google but could not find details.

>

> I'm especially interested in networking code.

> For example ...

> * What was added to networking code?

> vzethdev.c and what?

> * code path difference compared to vanilla kernel when receiving/sending packet.

> * How cgroup is used.

A new net namespace is create for each CT. Two types of network devices can be used for connectivity with external networks:

<http://wiki.openvz.org/Veth>

<http://wiki.openvz.org/Venet>

UBC have a few limits for network buffers.

http://wiki.openvz.org/UBC_secondary_parameters

You can look at patch-042stab061 in

<http://download.openvz.org/kernel/branches/rhel6-2.6.32-testing/042stab061.8/vzkernel-2.6.32-042stab061.8.src.rpm>

This patch contains only OpenVZ changes.

>

> I'm trying to read the source code but wanted to know overall design for better and faster understanding.

> Please let me know if this is better question for devel@openvz.org.

>

> Thanks!

> --

> Kentaro Ebisawa <ebiken.g@gmail.com>

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