
Subject: Re: [ckrm-tech] [RFC] Resource Management - Infrastructure choices
Posted by [Pavel Emelianov](#) on Mon, 30 Oct 2006 14:38:33 GMT

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Paul Jackson wrote:

> Pavel wrote:
>> 1. One of the major configs ideas is that lifetime of
>> the objects is completely driven by userspace.
>> Resource controller shouldn't live as long as user
>> want. It "may", but not "must!"
>
> I had trouble understanding what you are saying here.
>
> What does the phrase "live as long as user want" mean?

What if if user creates a controller (configs directory)
and doesn't remove it at all. Should controller stay in memory
even if nobody uses it?

>
>
>> 2. Having configs as the only interface doesn't allow
>> people having resource control facility w/o configs.
>> Resource controller must not depend on any "feature".
>>
>> 3. Configs may be easily implemented later as an additional
>> interface. I propose the following solution:
>> - First we make an interface via any common kernel
>> facility (syscall, ioctl, etc);
>> - Later we may extend this with configs. This will
>> allow one to have configs interface build as a module.
>
> So you would add bloat to the kernel, with two interfaces
> to the same facility, because you don't want the resource
> controller to depend on configs.
>
> I am familiar with what is wrong with kernel bloat.
>
> Can you explain to me what is wrong with having resource
> groups depend on configs? Is there something wrong with

Resource controller has nothing common with configs.
That's the same as if we make netfilter depend on procfs.

> configs that would be a significant problem for some systems
> needing resource groups?

Why do we need to make some dependency if we can avoid it?

> It is better where possible, I would think, to reuse common
> infrastructure and minimize redundancy. If there is something
> wrong with configs that makes this a problem, perhaps we
> should fix that.

The same can be said about system calls interface, isn't it?
