
Subject: [Patch04/05]- Containers: Core Container support

Posted by [Rohit Seth](#) on Fri, 15 Sep 2006 01:42:30 GMT

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This patch has the definitions and other core part of container support implementing all the counters for different resources (like tasks, anon memory etc.).

Signed-off-by: Rohit Seth <rohitseth@google.com>

include/linux/container.h | 163 +++++
mm/container.c | 620 +++++
2 files changed, 783 insertions(+)

--- linux-2.6.18-rc6-mm2.org/include/linux/container.h 1969-12-31 16:00:00.000000000 -0800
+++ linux-2.6.18-rc6-mm2.ctn/include/linux/container.h 2006-09-14 16:22:30.000000000 -0700

@@ -0,0 +1,163 @@

+/*

+ * include/linux/container.h

+ * container header definitions for containers.

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+ */

+

+#ifndef _LINUX_CONTAINER_H

+#define _LINUX_CONTAINER_H

+

+#ifdef CONFIG_CONTAINERS

+

+#include <linux/kernel.h>

+#include <linux/types.h>

+#include <linux/mm.h>

+#include <linux/errno.h>

+#include <linux/nodemask.h>

+#include <linux/mutex.h>

+#include <linux/configfs.h>

+#include <linux/workqueue.h>

+

+#include <asm/system.h>

+#include <asm/page.h>

+#include <asm/atomic.h>

+

+struct task_struct;

+struct address_space;

+struct page;

+

+/*

+ * num_files is just a number indicating how many files are currently opened by

+ * task(s) belonging to this container.

```

+ */
+struct container_struct {
+ char *name; /* Container name */
+ int id; /* System wide container id */
+ int freeing; /* Used for marking a freeing container. */
+ unsigned long flags; /* See different bits below. */
+ atomic_t wait_on_mutex; /* Number of threads waiting to grab
+   * container mutex. Used to make sure
+   * we don't free the container while there is
+   * someone waiting for mutex.
+   */
+
+ /* Accountning fields. */
+ atomic_t num_tasks; /* Total number of threads. */
+ atomic_t num_files; /* See comment above. */
+ atomic_long_t num_anon_pages; /* Anonymous pages. */
+ atomic_long_t num_mapped_pages; /* File pages that are mapped. */
+ atomic_long_t num_file_pages; /* Pagecache pages. */
+ atomic_long_t num_active_pages; /* Pages on active list. */
+
+ /* Limits */
+ ssize_t page_limit; /* Max pages */
+ int task_limit; /* Max number of tasks */
+
+ /* Stats */
+ atomic_long_t page_limit_hits; /* Num times page limit is hit */
+ atomic_long_t task_limit_hits; /* Num times proc limit is hit. */
+
+ /* Mutex for resource list management. Also used while freeing. */
+ struct mutex mutex;
+
+ /* Various resource lists */
+ struct list_head tasks; /* List of tasks belonging to container */
+ struct list_head mappings; /* List of files belonging to container*/
+
+ u64 last_jiffies; /* Jiffy value when limits were hit last*/
+ struct work_struct work; /* Work structure for work_queues */
+ wait_queue_head_t mm_waitq; /* Wait queue when it goes over limit */
+};
+
+/*
+ * Container Flags here.
+ */
+#define CTN_OVER_MM_LIM 0 /* Container is over its memory limit. */
+
+extern int setup_container(struct container_struct *);
+extern int free_container(struct container_struct *);
+extern int container_add_task(struct task_struct *, struct task_struct *,

```

```

+ struct container_struct *);
+extern int container_add_file(struct address_space *, struct container_struct *);
+extern ssize_t set_container_page_limit(struct container_struct *, ssize_t);
+extern ssize_t set_container_task_limit(struct container_struct *, ssize_t);
+extern void container_remove_task(struct task_struct *, struct container_struct *);
+extern void container_remove_file(struct address_space *);
+extern void container_inc_page_count(struct page *);
+extern void container_dec_page_count(struct page *);
+extern void container_inc_filepage_count(struct address_space *, struct page *);
+extern void container_dec_filepage_count(struct page *);
+extern void container_inc_activepage_count(struct page *);
+extern void container_dec_activepage_count(struct page *);
+extern int freeing_container(struct container_struct *);
+extern void container_over_pagelimit(struct container_struct *);
+extern void container_overlimit_handler(void *);
+extern long filepages_to_new_container(struct address_space *, struct container_struct *);
+extern long anonpages_sub(struct task_struct *, struct container_struct *);
+
+static inline void container_init_page_ptr(struct page *page,
+ struct task_struct *task)
+{
+ if (task == NULL)
+ page->ctn = NULL;
+ else
+ page->ctn = task->ctn;
+}
+
+static inline void container_init_task_ptr(struct task_struct *task)
+{
+ task->ctn = NULL;
+}
+
+/*
+ * Following is for CONFIGFS
+ */
+struct simple_containerfs {
+ struct config_item item;
+ struct container_struct ctn;
+};
+
+struct simple_containerfs_attr {
+ struct configfs_attribute attr;
+ int idx; /* Indices defined below. */
+};
+
+/* Indices in configs directory.
+ */
+#define CONFIGFS_CTN_ATTR_ID 1

```



```

+
+/*
+ * If we hit some resource limit more often then MIN_JIFFY_INTERVAL
+ * then the wait time is doubled.
+ */
+#define MIN_JIFFY_INTERVAL 5
+
+/*
+ * Maximum number of containers allowed in a system. Later
+ * make it configurable. Keep it multiple of BITS_PER_LONG
+ */
+#define MAX_CONTAINERS 512
+
+static int num_containers;
+/*
+ * Bit map array for container ids.
+ */
+DECLARE_BITMAP(ctn_bit_array, MAX_CONTAINERS);
+
+/*
+ * Protects container list updates. This is only used
+ * when a container is getting created or destroyed.
+ */
+
+static DEFINE_SPINLOCK(container_lock);
+
+void wakeup_container_mm(struct container_struct *ctn);
+
+/*
+ * This function is called as part of creating a new container when a
+ * mkdir command is executed. Container is already allocated as part
+ * of initialization in configs directory. Look at
+ * kernel/container_configs.c
+ */
+int setup_container(struct container_struct *ctn)
+{
+ int idx;
+
+ spin_lock(&container_lock);
+
+ if (num_containers == (MAX_CONTAINERS - 1)) {
+  idx = -EBUSY;
+  goto out;
+ }
+ idx = find_first_zero_bit(ctn_bit_array, MAX_CONTAINERS);
+ set_bit(idx, ctn_bit_array);
+ num_containers++;
+out:

```

```

+ spin_unlock(&container_lock);
+ ctn->id = idx;
+
+ return idx;
+
+}
+
+/*
+ * This function is reached when user executes
+ * echo <pid> > /configs/container/<container>/addtask command. It is also
+ * called at fork time. If a task is not already a part of another
+ * container, it is allowed to move into this container.
+ * The two fields in task_struct,
+ * 1- ctn: is initialized to point to this container.
+ * 2- ctn_list: task is added to the head of tasks list for the container.
+ * XXX: Not adding any existing pages belonging to task to this container.
+ * If we are getting called from fork path then parent is non-NULL task
+ * pointer and ctn could be NULL.
+ * If we are getting called from configs interface then parent is
+ * NULL but ctn will point to the non-NULL container.
+ */
+int container_add_task(struct task_struct *task, struct task_struct *parent,
+ struct container_struct *ctn)
+{
+ int ret = 0;
+
+ /* First take care of processes running out side of container.
+ */
+ if (parent && (parent->ctn == NULL))
+ return 0;
+
+ if (ctn == NULL) {
+ /*
+ * We do this here so that parent's container pointer is not
+ * replaced underneath us.
+ */
+ task_lock(parent);
+ if (parent->ctn) {
+ atomic_inc(&ctn->wait_on_mutex);
+ ctn = parent->ctn;
+ }
+ task_unlock(parent);
+ /*
+ * If some one else removed parent from a container then we
+ * just return as in this case task will not be added to any
+ * container.
+ */
+ if (ctn == NULL)

```

```

+ return 0;
+ } else
+ atomic_inc(&ctn->wait_on_mutex);
+
+ /*
+  * Easy check first outside of mutex if the container is getting freed.
+  */
+ if (ctn->freeing) {
+ ret = -ENOENT;
+ goto out_no_mutex;
+ }
+
+ mutex_lock(&ctn->mutex);
+ /*
+  * First check if the container is not already marked for freeing.
+  */
+ if (ctn->freeing) {
+ ret = -ENOENT;
+ goto out_no_lock;
+ }
+
+ task_lock(task);
+
+ if (task->ctn) {
+ /*
+  * Can not move a process from one container to another
+  */
+ ret = -EINVAL;
+ goto out;
+ }
+
+ if (atomic_read(&ctn->num_tasks) >= ctn->task_limit) {
+ ret = -ENOSPC;
+ goto out;
+ }
+ atomic_inc(&ctn->num_tasks);
+ task->ctn = ctn;
+
+ /*
+  * Add the process to link list of tasks belonging to this container
+  */
+ list_add(&task->ctn_task_list, &ctn->tasks);
+
+out:
+ task_unlock(task);
+out_no_lock:
+ mutex_unlock(&ctn->mutex);
+out_no_mutex:

```

```

+ atomic_dec(&ctn->wait_on_mutex);
+
+ return ret;
+}
+
+/*
+ * This function checks if the count is greater than container's page_limit.
+ * If so then it wakes up memory controller. If the container is gone
+ * way over its limit (currently set at about 12% of page_limit) then we
+ * schedule the current process out. And if the limit is happening too often
+ * then increase the timeout.
+ */
+int check_page_limit(struct container_struct *ctn, long count)
+{
+ int ret = 0;
+ int limit = ctn->page_limit;
+
+ /*
+ * Don't wake the over the limit memory handler if there are not
+ * enough pages on the active list. This will allow the containers
+ * to have more inactive pages.
+ */
+ if ((count > limit) &&
+     (atomic_long_read(&ctn->num_active_pages) > limit)) {
+
+ wakeup_container_mm(ctn);
+ ret = 1;
+ /* If we are way over the limit then schedule out.
+ */
+ if (count > (limit + (limit >> 3))) {
+ int wait = HZ;
+ u64 temp;
+
+ /* No lock here and only one process may wait longer in case
+ * multiple processes are banging too hard.
+ */
+ temp = ctn->last_jiffies;
+ ctn->last_jiffies = get_jiffies_64();
+ if ((ctn->last_jiffies - temp) < MIN_JIFFY_INTERVAL)
+ wait *= 2;
+ wait_event_interruptible_timeout(ctn->mm_waitq,
+     (ctn->flags & CTN_OVER_MM_LIM) == 0, wait);
+ }
+ }
+
+ return ret;
+}
+

```

```

+/*
+ * This function is called whenever an anonymous or file backed page is getting
+ * mapped for the first time. We first check if the
+ * page belongs to any container (which is already set at the time when page's
+ * association was made with either anon_vma or mapping).
+ *
+ * This function updates number of anonymous pages OR mapped pages belonging
+ * to this container. If the total memory (anon + file backed) usage has
+ * exceeded the page_limit for the container, we put this container on the work
+ * queue for the memory controller.
+ *
+ * We also increment the number of times page limit is hit for this
+ * container.
+ */
+void container_inc_page_count(struct page *page)
+{
+ struct container_struct *ctn = page->ctn;
+ long tmp;
+
+ if (ctn == NULL)
+ return;
+
+ if (PageAnon(page))
+ atomic_long_inc(&ctn->num_anon_pages);
+ else
+ atomic_long_inc(&ctn->num_mapped_pages);
+
+ /*
+ * We check the limits against the total pages present in page cache
+ * and not only the ones that are mapped.
+ */
+ tmp = atomic_long_read(&ctn->num_anon_pages) +
+ atomic_long_read(&ctn->num_file_pages);
+ if (check_page_limit(ctn, tmp))
+ atomic_long_inc(&ctn->page_limit_hits);
+}
+
+/*
+ * This function is called whenever user (both anonymous or file backed) page
+ * is getting freed. First we check if this page belongs to any container or
+ * not. It decrements the number of anonymous OR File backed pages belonging
+ * to this container.
+ * It is not possible for container to have empty task list but non-zero
+ * num_anon_pages or num_mapped_pages count.
+ */
+void container_dec_page_count(struct page *page)
+{
+ struct container_struct *ctn = page->ctn;

```

```

+
+ if (ctn == NULL)
+ return;
+ if (PageAnon(page)) {
+ if (atomic_long_read(&ctn->num_anon_pages) > 0)
+ atomic_long_dec(&ctn->num_anon_pages);
+ else
+ printk(KERN_WARNING"Container: Wrong Anon page count\n");
+ } else {
+ if (atomic_long_read(&ctn->num_mapped_pages) > 0)
+ atomic_long_dec(&ctn->num_mapped_pages);
+ else
+ printk(KERN_WARNING"Container: Wrong Mapped page count\n");
+ }
+}
+
+/*
+ * This function is called whenever a pagecache page is allocated to
+ * address space. This function updates
+ * 1- the per page container field and
+ * 2- number of pagecache(num_file_pages) pages belonging to this container.
+ * If the total memory (anon + file backed) usage has exceeded the
+ * page_limit for the container, we put this container on the work
+ * queue for the memory controller.
+ * We also increment the number of times page limit is hit for this
+ * container.
+ */
+void container_inc_filepage_count(struct address_space *map, struct page *page)
+{
+ struct container_struct *ctn = map->ctn;
+ long tmp;
+
+ if (ctn == NULL)
+ return;
+ page->ctn = ctn;
+ atomic_long_inc(&ctn->num_file_pages);
+ tmp = atomic_long_read(&ctn->num_anon_pages) + atomic_long_read(&ctn->num_file_pages);
+ if (check_page_limit(ctn, tmp))
+ atomic_long_inc(&ctn->page_limit_hits);
+}
+
+/*
+ * This function is called whenever a page is getting removed from
+ * pagecache. This function decrements the number of pagecache pages
+ * belonging to this container.
+ */
+void container_dec_filepage_count(struct page *page)
+{

```

```

+ struct container_struct *ctn = page->ctn;
+
+ if (ctn == NULL)
+ return;
+ if (atomic_long_read(&ctn->num_file_pages) > 0)
+ atomic_long_dec(&ctn->num_file_pages);
+}
+
+/*
+ * This function is called whenever a page is getting added to
+ * zone's active list. This information is used
+ * by mm controller to see if more pages need to be put
+ * on inactive list. This function updates increments the number of active
+ * pages belonging to * this container.
+ * zone's lock is already held, so do absolutely minimal and return fast.
+ */
+void container_inc_activepage_count(struct page *page)
+{
+ struct container_struct *ctn = page->ctn;
+
+ if (ctn == NULL)
+ return;
+ atomic_long_inc(&ctn->num_active_pages);
+ if (atomic_long_read(&ctn->num_active_pages) > ctn->page_limit)
+ wakeup_container_mm(ctn);
+}
+
+/*
+ * This function is called whenever a page is getting removed from
+ * zone's active list.
+ */
+void container_dec_activepage_count(struct page *page)
+{
+ struct container_struct *ctn = page->ctn;
+
+ if (ctn)
+ atomic_long_dec(&ctn->num_active_pages);
+}
+
+/*
+ * This function is called:
+ * 1- When a file is getting assigned to a different container.
+ * 2- When file's inode is getting removed.
+ * It grabs the container's mutex and updates the mapping list of the container.
+ */
+void container_remove_file(struct address_space *map)
+{
+ struct container_struct *ctn = map->ctn;

```

```

+
+ if (ctn == NULL)
+ return;
+ mutex_lock(&ctn->mutex);
+ atomic_dec(&ctn->num_files);
+ list_del(&map->ctn_mapping_list);
+ map->ctn = NULL;
+ mutex_unlock(&ctn->mutex);
+}
+
+/*
+ * This function is reached when user executes
+ * echo <file_name> > /configs/container/test_container/addfile command
+ * (not yet implemented). It is also called when a new inode is created as a
+ * result of some filesystem related operation.
+ * If the file already belongs to another container (when configs interface
+ * works), then it is removed from that container first. All
+ * existing pages are migrated to new container.
+ * The two fields in address_space:
+ * 1- ctn: is initialized to point to this container.
+ * 2- ctn_mapping_list: address_space is added to the head of address_space
+ * list for the container.
+ */
+int container_add_file(struct address_space *map, struct container_struct *ctn)
+{
+ int ret = 0;
+ long count = 0;
+
+ /*
+ * If it is dur to new inode allocation.
+ */
+ if (ctn == NULL)
+ ctn = current->ctn;
+ if (map->ctn == ctn)
+ return ret;
+ count = map->numpages;
+ if (map->ctn) /* Already belonging to a container. */
+ container_remove_file(map);
+ /* Now initialize the per page pointer to point to
+ * new container.
+ */
+ count = filepages_to_new_container(map, ctn);
+ atomic_long_sub(count, &map->ctn->num_file_pages);
+ }
+
+ mutex_lock(&ctn->mutex);
+ if (map->ctn != ctn) {
+ atomic_inc(&ctn->num_files);

```

```

+ map->ctn = ctn;
+ atomic_long_add(count, &ctn->num_file_pages);
+ list_add(&map->ctn_mapping_list, &ctn->mappings);
+ }
+ mutex_unlock(&ctn->mutex);
+
+ return ret;
+}
+
+/*
+ * This function is reached when user executes
+ * echo number > /configs/container/test_container/page_limit command. It
+ * updates the page_limit field of container. If the current consumption of
+ * memory is above the new page_limit then memory controller is called
+ * in the same way as if the original page limit is hit. It is possible that
+ * controller may not be able to bring the consumption below the limits
+ * immediately.
+ */
+ssize_t set_container_page_limit(struct container_struct *ctn, ssize_t count)
+{
+
+ ctn->page_limit = count;
+ if (count < (atomic_long_read(&ctn->num_anon_pages)
+ + atomic_long_read(&ctn->num_file_pages))) {
+ wakeup_container_mm(ctn);
+ atomic_long_inc(&ctn->page_limit_hits);
+ }
+ return count;
+}
+
+/*
+ * This function is reached when user executes
+ * echo number > /configs/container/test_container/task_limit command. It
+ * updates the task_limit field of container. No effort is made to see if
+ * the current consumption is above the new limits. Though we do update the
+ * number of task limit_hits.
+ * XXX: Adding killing of tasks.
+ */
+ssize_t set_container_task_limit(struct container_struct *ctn, ssize_t count)
+{
+ ctn->task_limit = (int)count;
+ if (count < atomic_read(&ctn->num_tasks)) {
+ atomic_long_inc(&ctn->task_limit_hits);
+ }
+ return count;
+}
+
+/*

```

```

+ * This function can be called in two ways:
+ * 1- At the time of task's exit (PF_EXITING is set)
+ * 2- Through /configs/containers/<container_name>/rmtask interface
+ *
+ * We grab the container mutex and task lock to
+ * 1- initialize the task's container pointer
+ * 2- If PF_EXITING is not set then move the anon pages belonging to
+ * this container out (uncharge this container).
+ */
+void container_remove_task(struct task_struct *task,
+ struct container_struct *ctn)
+{
+ struct container_struct *temp;
+ int count;
+
+
+ /*
+ * This quick check for cases where task does not belong to any
+ * container. It is okay for this check to race with task->ctn
+ * modifications that might be happening under task lock.
+ */
+ if (task->ctn == NULL)
+ return;
+ /*
+ * This time we are acquiring the task lock only. We acquire the task
+ * lock and check if there is any other parallel remove_task operation
+ * going on at this time on task's container. We want this operation
+ * to be serial as it
+ * could be racing with free_container operation. If we don't avoid
+ * this race then it is possible that we might end up holding a
+ * container mutex here which has already been freed.
+ * ...Cost of providing asynchronous task removal from containers.
+ */
+ task_lock(task);
+ temp = task->ctn;
+ if (temp == NULL)
+ /*
+ * Someone else won the race and removed the task from
+ * its container.
+ */
+ goto out;
+
+ /*
+ * ctn will be NULL for the exit cases only. We set the
+ * CTN_TASK_PENDING flag only if it is in exit path (and task belongs
+ * to some container) OR if the task is contained in ctn.
+ */
+ if ((ctn == NULL) || (temp == ctn))

```

```

+ atomic_inc(&temp->wait_on_mutex);
+ else
+ /*
+  * Task does not belong to ctn any more.
+  */
+ goto out;
+ task_unlock(task);
+
+ mutex_lock(&temp->mutex);
+ task_lock(task);
+ if (task->ctn != temp) {
+ mutex_unlock(&temp->mutex);
+ atomic_dec(&temp->wait_on_mutex);
+ goto out;
+ }
+ task->ctn = NULL;
+ list_del(&task->ctn_task_list);
+ task_unlock(task);
+ atomic_dec(&temp->num_tasks);
+ mutex_unlock(&temp->mutex);
+ atomic_dec(&temp->wait_on_mutex);
+
+ if (!(task->flags & PF_EXITING))
+ /* Don't need this count at this point.
+  */
+ count = anonpages_sub(task, temp);
+ return;
+out:
+ task_unlock(task);
+ return;
+}
+
+void container_remove_tasks(struct container_struct *ctn)
+{
+ struct task_struct *tsk;
+
+ list_for_each_entry(tsk, &ctn->tasks, ctn_task_list)
+ container_remove_task(tsk, ctn);
+}
+
+void container_remove_files(struct container_struct *ctn)
+{
+ struct address_space *mapping;
+ long count;
+
+ list_for_each_entry(mapping, &ctn->mappings, ctn_mapping_list) {
+ container_remove_file(mapping);
+ count = filepages_to_new_container(mapping, NULL);

```

```

+ atomic_long_sub(count, &ctn->num_file_pages);
+ }
+}
+
+/*
+ * This function is called as part of deleting a container when a
+ * rmdir command is executed in configs. Container is already
+ * marked getting freed (ctn->freeing). Look at kernel/container_configs.c
+ * Once we get in here, no new object can be added to this container.
+ * Actual container also gets freed at the same place in configs support.
+ * We will move any existing resources like task out of container and wait
+ * for all the pending operations to complete before returning.
+ */
+int free_container(struct container_struct *ctn)
+{
+ int idx;
+ int ret;
+
+
+ idx = ctn->id;
+
+
+again:
+ if (atomic_read(&ctn->num_tasks))
+ container_remove_tasks(ctn);
+ if (atomic_read(&ctn->num_files))
+ container_remove_files(ctn);
+ mutex_lock(&ctn->mutex);
+
+
+ /*
+ * The check for num_anon_pages is there because when a task
+ * is removed from container using rmtask attribute, we reinitialize
+ * page's container pointer outside the container mutex.
+ */
+ if (atomic_read(&ctn->num_tasks) || ctn->flags ||
+ atomic_read(&ctn->wait_on_mutex) ||
+ atomic_read(&ctn->num_files) ||
+ atomic_long_read(&ctn->num_anon_pages)) {
+ mutex_unlock(&ctn->mutex);
+ schedule();
+ goto again;
+ }
+ spin_lock(&container_lock);
+ num_containers--;
+ clear_bit(idx, ctn_bit_array);
+ spin_unlock(&container_lock);
+
+
+ ctn->id = -1;
+ ret = 0;
+ mutex_unlock(&ctn->mutex);

```

```

+
+ return ret;
+}
+
+/*
+ * This function wakes up mm controller (if it is not already active). It
+ * sets container's CTN_OVER_MM_LIM flag to indicate this container has
+ * hit the page limit and needs controller's action.
+ */
+void wakeup_container_mm(struct container_struct *ctn)
+{
+ if (test_and_set_bit(CTN_OVER_MM_LIM, &ctn->flags))
+ return;
+ queue_work(container_wq, &ctn->work);
+}
+
+/*
+ * Container over the limit controller/handler...implemented as kernel thread.
+ * It picks up its work from workqueue and calls the core controller routine
+ * container_over_pagelimit (in file mm/container_mm.c when page_limit is hit).
+ */
+
+void container_overlimit_handler(void *p)
+{
+ struct container_struct *ctn = (struct container_struct *)p;
+
+ if (test_bit(CTN_OVER_MM_LIM, &ctn->flags)) { /* Mem handler */
+ mutex_lock(&ctn->mutex);
+ container_over_pagelimit(ctn);
+ clear_bit(CTN_OVER_MM_LIM, &ctn->flags);
+ if (ctn->page_limit < atomic_read(&ctn->num_active_pages))
+ wake_up_interruptible_all(&ctn->mm_waitq);
+ mutex_unlock(&ctn->mutex);
+ }
+}

```

Subject: Re: [Patch04/05]- Containers: Core Container support
 Posted by [KAMEZAWA Hiroyuki](#) on Wed, 20 Sep 2006 02:32:38 GMT
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On Thu, 14 Sep 2006 18:42:30 -0700
 Rohit Seth <rohitseth@google.com> wrote:

> This patch has the definitions and other core part of container support
 > implementing all the counters for different resources (like tasks, anon
 > memory etc.).
 >

```
> +int container_add_task(struct task_struct *task, struct task_struct *parent,  
> + struct container_struct *ctn)  
> +{
```

What should happen if a process of thread-group is newly added/removed ?
(I think only thread-group-leader can be added/removed)

-Kame

Subject: Re: [Patch04/05]- Containers: Core Container support

Posted by [Rohit Seth](#) on Wed, 20 Sep 2006 16:19:35 GMT

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On Wed, 2006-09-20 at 11:32 +0900, KAMEZAWA Hiroyuki wrote:

> On Thu, 14 Sep 2006 18:42:30 -0700

> Rohit Seth <rohitseth@google.com> wrote:

>

> > This patch has the definitions and other core part of container support

> > implementing all the counters for different resources (like tasks, anon

> > memory etc.).

> >

>

> > +int container_add_task(struct task_struct *task, struct task_struct *parent,

> > + struct container_struct *ctn)

> > +{

>

> What should happen if a process of thread-group is newly added/removed ?

> (I think only thread-group-leader can be added/removed)

>

If there are multiple threads then each thread will need to be
individually added into the container. This keeps the semantics clean
and implementation simple.

-rohit
