
Subject: communicating between host and VPS

Posted by [John Paul Walters](#) on Mon, 16 Oct 2006 22:32:29 GMT

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I'm wondering if there's a preferred way to communicate between a host and a VPS. For example, I'd like a VPS to occasionally communicate to the host and request a checkpoint on its behalf. I suppose I could use a named pipe or something, but was wondering if there's a better mechanism that's typically used. Any thoughts?

thanks,
JP

Subject: Re: communicating between host and VPS

Posted by [dev](#) on Tue, 17 Oct 2006 13:27:32 GMT

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John,

AFAIK, it can be done via unix socket or FIFO,
since both are limited by the viewpoint of file system and
host always can see VE files.
It also can be done via TCP or UDP.

AFAICS, in your case you are going to send only a small piece of data,
so any of these communications should be good for you.

Thanks,
Kirill

> I'm wondering if there's a preferred way to communicate between a host
> and a VPS. For example, I'd like a VPS to occasionally communicate to
> the host and request a checkpoint on its behalf. I suppose I could use
> a named pipe or something, but was wondering if there's a better
> mechanism that's typically used. Any thoughts?

>

> thanks,

> JP

>

Subject: Re: communicating between host and VPS

Posted by [Grzegorz Kulewski](#) on Tue, 17 Oct 2006 14:02:41 GMT

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Hi,

On Tue, 17 Oct 2006, Kirill Korotaev wrote:

> AFAIK, it can be done via unix socket or FIFO,
> since both are limited by the viewpoint of file system and
> host always can see VE files.

I want to clarify because I am also interested in something like this:
will UNIX sockets or FIFOs work between VE and VE0 and between one VE and
the other if and only if both sides see the node in the filesystem?

If so, is this design goal or something that works for now but could stop
working some day?

Thanks,

Grzegorz Kulewski

Subject: Re: communicating between host and VPS

Posted by [dev](#) on Tue, 17 Oct 2006 14:41:47 GMT

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Grzegorz,

>>AFAIK, it can be done via unix socket or FIFO,
>>since both are limited by the viewpoint of file system and
>>host always can see VE files.

>

>

> I want to clarify because I am also interested in something like this:
> will UNIX sockets or FIFOs work between VE and VE0 and between one VE and
> the other if and only if both sides see the node in the filesystem?

yes. However, from what I see in the code it looks like unix socket works
if VE does listen() and VE0 does connect() only.

> If so, is this design goal or something that works for now but could stop
> working some day?

unix socket is done so by design and won't be broken 100% as there are some
tools using this property.

for fifo - not that sure and didn't try that. however, if it works (it should!),
most likely won't be broken as well.

Thanks,
Kirill

Subject: Re: communicating between host and VPS
Posted by [Grzegorz Kulewski](#) on Tue, 17 Oct 2006 14:48:05 GMT
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On Tue, 17 Oct 2006, Kirill Korotaev wrote:

> Grzegorz,

>

>>> AFAIK, it can be done via unix socket or FIFO,

>>> since both are limited by the viewpoint of file system and

>>> host always can see VE files.

>>

>>

>> I want to clarify because I am also interested in something like this:

>> will UNIX sockets or FIFOs work between VE and VE0 and between one VE and

>> the other if and only if both sides see the node in the filesystem?

> yes. However, from what I see in the code it looks like unix socket works

> if VE does listen() and VE0 does connect() only.

Why is it done so? Security reasons?

How about communication between one VE and another VE?

Thanks,

Grzegorz Kulewski

Subject: Re: communicating between host and VPS
Posted by [dev](#) on Tue, 17 Oct 2006 14:58:33 GMT
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> Why is it done so? Security reasons?

yes. it is a small hole (safe) done specifically for communication
between VE and VE0.

actually, if you use OpenVZ kernel compiled by yourself, you can think over
removing of some other restrictions and if it is safe patch the kernel.

> How about communication between one VE and another VE?

The only good/clean/easiest way is TCP/UDP IMHO.

Well, it is possible to share some part of disk between VEs,
but does it worth doing this complicated configuration?

Thanks,
Kirill
