Subject: Re: [PATCH 2/4] sysfs: Implement sysfs manged shadow directory support.

Posted by dev on Mon, 30 Jul 2007 13:57:09 GMT

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Tejun Heo wrote:

> Hello, Kirill.

>

> Kirill Korotaev wrote:

>

- >>Imho then OpenOVZ approach with multiple sysfs trees is better.
- >>it allows to use cached dentries with moultiple sysfs mounts
- >>each having different view.
- >>It also allows to hide hw-related entries and events from the containers
- >>and has quite little modifications in the code.

> >

- > I thought something like supermount plus some twists or fuse based sysfs
- > proxy would fit better. Dunno whether or how uevent and polling stuff
- > can work that way tho. Note that sysfs no longer keeps dentries and
- > inodes pinned. It might make the shared dentry stuff harder.

We simply don't share sysfs dentries/inodes between containers. It's not that frequently used time critical fs to be super-optimized...:) I don't like the idea with fuse, since sysfs exports kernel-related stuff, so doing it via user-space would be pain.

Thanks, Kirill

Containers mailing list

Containers@lists.linux-foundation.org

https://lists.linux-foundation.org/mailman/listinfo/containers

Subject: Re: [PATCH 2/4] sysfs: Implement sysfs manged shadow directory support.

Posted by Tejun Heo on Mon, 30 Jul 2007 14:04:51 GMT

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Kirill Korotaev wrote:

- > Tejun Heo wrote:
- >> I thought something like supermount plus some twists or fuse based sysfs
- >> proxy would fit better. Dunno whether or how uevent and polling stuff
- >> can work that way tho. Note that sysfs no longer keeps dentries and
- >> inodes pinned. It might make the shared dentry stuff harder.

>

> We simply don't share sysfs dentries/inodes between containers.

> It's not that frequently used time critical fs to be super-optimized...:)

OIC, dentries and inodes are not shared. Good then. Agreed that sysfs doesn't need to be super-optimized as long as big machines aren't penalized too much (both memory and cpu cycle wise).

- > I don't like the idea with fuse, since sysfs exports kernel-related stuff,
- > so doing it via user-space would be pain.

Yeah, it would be cumbersome to setup but it's also fast and easy to toy with for prototypes at least.

Thanks.

tejun

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