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Subject: Re: [RFC][PATCH 0/5] uts namespaces: Introduction  
Posted by [ebiederm](#) on Fri, 07 Apr 2006 19:39:20 GMT  
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"Serge E. Hallyn" <serue@us.ibm.com> writes:

> Quoting Eric W. Biederman (ebiederm@xmission.com):  
>> "Serge E. Hallyn" <serue@us.ibm.com> writes:  
>>  
>> > Introduce utsname namespaces. Instead of a single system\_utsname  
>> > containing hostname domainname etc, a process can request it's  
>> > copy of the uts info to be cloned. The data will be copied from  
>> > it's original, but any further changes will not be seen by processes  
>> > which are not it's children, and vice versa.  
>> >  
>> > This is useful, for instance, for vserver/openvz, which can now clone  
>> > a new uts namespace for each new virtual server.  
>> >  
>> > This patchset is based on Kirill Korotaev's Mar 24 submission, taking  
>> > comments (in particular from James Morris and Eric Biederman) into  
>> > account.  
>> >  
>> > Some performance results are attached. I was mainly curious whether  
>> > it would be worth putting the task\_struct->uts\_ns pointer inside  
>> > a #ifdef CONFIG\_UTS\_NS. The result show that leaving it in when  
>> > CONFIG\_UTS\_NS=n has negligible performance impact, so that is the  
>> > approach this patch takes.  
>>  
>> Ok. This looks like the best version so far.  
>>  
>> I like the utsname() function thing to shorten the  
>> idiom of current->uts\_ns->name.  
>>  
>> We probably want to introduce utsname() and an init\_utsname()  
>> before any of the other changes, and then perform the substitutions,  
>  
> This is the same as what Sam is saying, right? Just making sure I  
> understand.

Yes.

>> before we actually change the code so the patchset can make it  
>> through a git-bisect. This will also allows for something  
>  
> Ok, I've finally got the rest of git doing my bidding, I'll go read  
> up on git-bisect.

Basically git-bisect is an automated binary search through patches

to help find bugs. If you ever can't compile at an intermediate patch git-bisect and other people walking through the patches looking for bugs won't like it.

It's not mandatory that you never break anything in a patchset, but it is much friendlier when you can avoid breakage.

Eric

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