Subject: Re: Loadable cgroup subsystems
Posted by Paul Menage on Tue, 08 Apr 2008 05:43:43 GMT
View Forum Message <> Reply to Message

On Mon, Apr 7, 2008 at 10:39 PM, Nikanth Karthikesan <knikanth@suse.de> wrote:
>
> Why not provide a interface to add subsystems at run-time instead?
> Are there any reason for not letting a subsystem to be implemented as a
> loadable module? IOW make cgroups usable by modules?
>

Having all the subsystems declared at compile time makes a lot of things (number of subsystems, size of css_set, etc) statically known, which makes the code clearer and more importantly eliminates a bunch of locking/synchronization overhead.

It would be possible to make cgroups support dynamically-loaded subsystems, and in fact, some of the earliest cgroups patches did support this, for a predefined max number of subsystems. But it would introduce more complexity and overhead.

I'd rather not add support for this without a strong case of a subsystem that really needs to be dynamically loaded.

Paul

_____
Containers mailing list
Containers@lists.linux-foundation.org
https://lists.linux-foundation.org/mailman/listinfo/containers