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Subject: Re: [ANNOUNCE] first stable release of OpenVZ kernel virtualization solution

Posted by [dev](#) on Tue, 06 Dec 2005 11:59:25 GMT

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Ingo Molnar wrote:

> \* Kirill Korotaev <[dev@sw.ru](mailto:dev@sw.ru)> wrote:

>

>

>>Yes, we have a patch queue, though it is not available to outside yet :(  
>>You can find patch-022stab0XX-core in SRC RPM, which includes the  
>>following parts without driver updates (which are included in -combined  
>>patch):

>>- mainstream fixes

>>- mainstream security fixes

>>- 4GB split (yours :) , patched by me)

>>- User beancounters (kernel/ub/\*, include/ub/\*). This includes  
>>accounting and limiting of VPSs.

>>- Virtualization itself (ve\_struct, kernel/vecalls.c - main code for VPS

>>start/stop, net/ipv4 - virtualization of TPC/IP and netfilters,

>>drivers/net/venet\* - virtual network device for VPS, virtual pids, etc.)

>>- fs/simfs - simple filesystem to fake VPS and return correct values on  
>>`df` and statfs() output.

>>- fs/vzdq\* - 2-level disk quota.

>>- kernel/fairsched.c and kernel/sched.c - fair CPU scheduler.

>>

>>If you wish I can prepare these 8 patches for you a bit later.

>

>

> well ... in general for LKML review it's easier to have split up

> patches.

ok. we'll prepare these 8 patches. Not a problem.

>>Actually I think we'll start doing our developement in git after some  
>>time.

>

> the -rt tree has a similar size:

>

> 799 files changed, 28782 insertions(+), 9714 deletions(-)

>

> and GIT isnt the best way for me, it's actually having a quilt

> repository of 110+ patches that works best for me. That way i can keep

> pushing stuff upstream, and have the queue ordered by 'likelihood of

> upstream merging' (putting the least likely items last). Quilt is also

> extremely fast. (faster than GIT doing equivalent stuff)

do you sync your tree and resolve the conflicts for each new kernel version?

> GIT is best if you are an upstream maintainer and want to sync stuff to

> Linus periodically. But it's not the best for separate trees.  
We don't use quilt, but the developement way is the same actually:  
we have a patch list with patches groupped by subsystem (mainstream,  
virtualization, resource management), some of them go upstream, some  
not, some are merged to avoid a lot of conflicts later.

Kirill

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