Subject: Docs to understand how OpenVZ is implemented.
Posted by ebiken on Fri, 07 Sep 2012 13:17:28 GMT
View Forum Message <> Reply to Message

Hi,

Are there any documents/blogs/books I should read to understand how OpenVZ is implemented?
I went over http://wiki.openvz.org/Main_Page , searched Google but could not find details.

I'm especially interested in networking code.
For example ...
 * What was added to networking code?
   vzethdev.c and what?
 * code path difference compared to vanilla kernel when receiving/sending packet.
 * How cgroup is used.

I'm trying to read the source code but wanted to know overall design for better and faster understanding.
Please let me know if this is better question for devel@openvz.org.

Thanks!
--
Kentaro Ebisawa <ebiken.g@gmail.com>

Subject: Re: Docs to understand how OpenVZ is implemented.
Posted by Andrew Vagin on Fri, 07 Sep 2012 23:10:35 GMT
View Forum Message <> Reply to Message

On Fri, Sep 07, 2012 at 05:17:28PM +0400, Kentaro Ebisawa wrote:
> Hi,
>
> Are there any documents/blogs/books I should read to understand how OpenVZ is implemented?
> I went over http://wiki.openvz.org/Main_Page , searched Google but could not find details.
>
> I'm especially interested in networking code.
> For example ...
> * What was added to networking code?
>   vzethdev.c and what?
> * code path difference compared to vanilla kernel when receiving/sending packet.
> * How cgroup is used.

A new net namespace is create for each CT. Two types of network
devices can be used for connectivity with external networks:
http://wiki.openvz.org/Veth
http://wiki.openvz.org/Venet

UBC have a few limits for network buffers.
http://wiki.openvz.org/UBC_secondary_parameters

You can look at patch-042stab061 in
http://download.openvz.org/kernel/branches/rhel6-2.6.32-testing/042stab061.8/vzkernel-2.6.32-042stab061.8.src.rpm
This patch contains only OpenVZ changes.

>
> I'm trying to read the source code but wanted to know overall design for better and faster understanding.
> Please let me know if this is better question for devel@openvz.org.
>
> Thanks!
> --
> Kentaro Ebisawa <ebiken.g@gmail.com>
>