
Subject: Re: [ckrm-tech] [PATCH 2/7] containers (V7): Cpusets hooked into containers

Posted by [Srivatsa Vaddagiri](#) on Wed, 07 Mar 2007 16:24:15 GMT

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On Wed, Mar 07, 2007 at 08:01:32AM -0800, Paul Menage wrote:

> > > @@ -913,12 +537,14 @@ static int update_nodemask(struct cpuset

> > > int migrate;

> > > int fudge;

> > > int retval;

> > > + struct container *cont;

> >

> > This seems to be redundant?

>

> It gets used in the lower loop checking for processes whose memory

> policies we should be rebinding.

It makes sense in the first cpuset patch

(cpusets_using_containers.patch), but should be removed in the second cpuset patch (multiuser_container.patch). In the 2nd patch, we use this comparison:

```
if (task_cs(p) != cs)
    continue;
```

cont variable introduced in the 1st patch essentially becomes unused after 2nd patch.

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Regards,
vatsa
