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Subject: Re: [PATCH] cfq: get rid of cfqq hash  
Posted by [Jens Axboe](#) on Tue, 24 Apr 2007 17:02:28 GMT  
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On Tue, Apr 24 2007, Vasily Tarasov wrote:

> From: Vasily Tarasov <vtaras@openvz.org>

>  
> cfq hash is no more necessary. We always can get cfqq from io context.  
> cfq\_get\_io\_context\_noalloc() function is introduced, because we don't want to  
> allocate cic on merging and checking may\_queue.  
> In order to identify sync queue we've used hash key = CFQ\_KEY\_ASYNC. Since hash  
> is eliminated we need to use other criterion: sync flag for queue is added.  
> In all places where we dig in rb\_tree we're in current context, so no  
> additional locking is required.

>  
> Advantages of this patch: no additional memory for hash, no seeking in hash,  
> code is cleaner. But it is necessary now to seek cic in per-ioc rbtree, but  
> it is faster:  
> - most processes work only with few devices  
> - most systems have only few block devices  
> - it is a rb-tree

Vasily, this is still not against the CFQ branch, I get tons of rejects:

```
axboe@nelson:/src/linux-2.6-block $ patch -p1 --dry-run < ~/foo  
[...]  
10 out of 27 hunks FAILED -- saving rejects to file  
block/cfq-iosched.c.rej
```

If you don't want to use the git tree, then just grab

<http://brick.kernel.dk/snaps/cfq-update-20070424>

and apply it to 2.6.21-rc7-gitX (latest) and provide a diff against  
that. Thanks!

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Jens Axboe

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