
Subject: Re: [ckrm-tech] [RFC][PATCH 1/6] Introduce struct sched_entity and struct lrq

Posted by [Balbir Singh](#) on Tue, 12 Jun 2007 02:15:59 GMT

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Srivatsa Vaddagiri wrote:

> This patch introduces two new structures:

>

> struct sched_entity

> stores essential attributes/execution-history used by CFS core

> to drive fairness between 'schedulable entities' (tasks, users etc)

>

> struct lrq

> runqueue used to hold ready-to-run entities

>

> These new structures are formed by grouping together existing fields in

> existing structures (task_struct and rq) and hence represents rework

> with zero functionality change.

>

> Signed-off-by : Srivatsa Vaddagiri <vatsa@linux.vnet.ibm.com>

[snip]

>

> +/* CFS-related fields in a runqueue */

> +struct lrq {

> + unsigned long raw_weighted_load;

> + #define CPU_LOAD_IDX_MAX 5

> + unsigned long cpu_load[CPU_LOAD_IDX_MAX];

> + unsigned long nr_load_updates;

> +

> + u64 fair_clock, delta_fair_clock;

> + u64 exec_clock, delta_exec_clock;

> + s64 wait_runtime;

> + unsigned long wait_runtime_overruns, wait_runtime_underruns;

> +

> + struct rb_root tasks_timeline;

> + struct rb_node *rb_leftmost;

> + struct rb_node *rb_load_balance_curr;

> +};

> +

Shouldn't the rq->lock move into lrq?

--

Warm Regards,

Balbir Singh

Linux Technology Center

IBM, ISTL

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