Subject: Re: [RFC][PATCH 3/6] core changes in CFS
Posted by Balbir Singh on Tue, 12 Jun 2007 02:29:22 GMT
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Srivatsa Vaddagiri wrote:
> +#define entity_is_task(se) 1

Could you add some comments as to what this means? Should be it boolean instead
(true)

> /*
> - * Enqueue a task into the rb-tree:
> + * Enqueue a entity into the rb-tree:

Enqueue an entity

> -static void limit_wait_runtime(struct rq *rq, struct task_struct *p)
> +static void limit_wait_runtime(struct lrq *lrq, struct sched_entity *p)

p is a general convention for tasks in the code, could we use something
different -- may be "e"?

>
> static s64 div64_s(s64 divident, unsigned long divisor)
> @@ -183,49 +219,51 @@
>   * Update the current task's runtime statistics. Skip current tasks that
>   * are not in our scheduling class.
>   */
> -static inline void update_curr(struct rq *rq, u64 now)
> +static inline void update_curr(struct lrq *lrq, u64 now)
> {
> - unsigned long load = rq->lrq.raw_weighted_load;
> + unsigned long load = lrq->raw_weighted_load;
>   u64 delta_exec, delta_fair, delta_mine;
> - struct task_struct *curr = rq->curr;
> + struct sched_entity *curr = lrq_curr(lrq);

How about curr_entity?

> + struct rq *rq = lrq_rq(lrq);
> + struct task_struct *curtask = rq->curr;
>
> - if (curr->sched_class != &fair_sched_class || curr == rq->idle || !load)
> + if (!curr || curtask == rq->idle || !load)

Can !curr ever be true? shoudn't we look into the sched_class of the task
that the entity belongs to?

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Warm Regards,
Balbir Singh
Linux Technology Center
IBM, ISTL

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Containers@lists.linux-foundation.org
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