
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 an 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 dividend, 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;
```

How about curr_entity?

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

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

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Warm Regards,
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