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Subject: Re: [RFC][PATCH] allow "unlimited" limit value.  
Posted by [Balbir Singh](#) on Tue, 25 Sep 2007 10:49:18 GMT  
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KAMEZAWA Hiroyuki wrote:

> just for a RFC.  
>  
> When I use memory controller, I notice that memory.limit\_in\_bytes shows  
> just very big number, if unlimited.  
>  
> A user(or tool) has to know that the big number(LLONG\_MAX) means "unlimited".  
> IMHO, some interface which allows users to specify "unlimited" value is helpful.  
>  
> This patch tries to define value RES\_COUTNER\_UNLIMITED (== LLONG\_MAX) and  
> modifies an interface to support "unlimited" value.  
>  
> Because this patch breaks limit\_in\_bytes to some extent,  
> I'm glad if someone has a better idea to show unlimited value.  
> (if some easy value means "unlimited", it's helpful. LLONG\_MAX is not easy  
> to be recognized.)  
>  
> ==after this patch ==  
> [root@aworks kamezawa]# echo -n 400000000 > /opt/cgroup/memory.limit\_in\_bytes  
> [root@aworks kamezawa]# cat /opt/cgroup/memory.limit\_in\_bytes  
> 400003072  
> [root@aworks kamezawa]# echo -n unlimited > /opt/cgroup/memory.limit\_in\_bytes  
> [root@aworks kamezawa]# cat /opt/cgroup/memory.limit\_in\_bytes  
> unlimited  
>

Hi, Kamezawa-San,

Your changes make sense, but not CLUI (Command Line Usage) sense.

1. The problem is that when we mix strings with numbers, tools that parse/use get confused and complicated
2. ULONGLONG\_MAX is a real limit, there is no such thing as unlimited.  
If the user does ever go beyond ULONGLONG\_MAX, we will limit him :-)

Having said that, I do wish to have a more intuitive interface for users. May be a perl/python script to hide away the numbers game from the users. What do you think?

--

Warm Regards,  
Balbir Singh  
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Containers mailing list  
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