

---

Subject: [PATCH 3/3] Use the res\_counter\_populate in memory controller

Posted by [Pavel Emelianov](#) on Thu, 04 Oct 2007 09:21:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Note, that the controller code dealing with the cftype files  
for resource counters becomes much shorter and won't have to  
be changed in the future.

Signed-off-by: Pavel Emelyanov <xemul@openvz.org>

---

```
diff --git a/mm/memcontrol.c b/mm/memcontrol.c
index 1b8bf24..2e62d24 100644
--- a/mm/memcontrol.c
+++ b/mm/memcontrol.c
@@ -519,28 +519,14 @@ static ssize_t mem_control_type_read(str

static struct cftype mem_cgroup_files[] = {
{
- .name = "usage_in_bytes",
- .private = RES_USAGE,
- .read = mem_cgroup_read,
- },
- {
- .name = "limit_in_bytes",
- .private = RES_LIMIT,
- .write = mem_cgroup_write,
- .read = mem_cgroup_read,
- },
- {
- .name = "failcnt",
- .private = RES_FAILCNT,
- .read = mem_cgroup_read,
- },
- {
- .name = "control_type",
- .write = mem_control_type_write,
- .read = mem_control_type_read,
- },
};

+static struct cftype mem_res_counter_files[RES_CFT_MAX];
+
static struct mem_cgroup init_mem_cgroup;

static struct cgroup_subsys_state *
@@ -574,6 +560,13 @@ static void mem_cgroup_destroy(struct cg
```

```
static int mem_cgroup_populate(struct cgroup_subsys *ss,
    struct cgroup *cont)
{
+ int ret;
+
+ ret = res_counter_populate(ss, cont, mem_res_counter_files,
+    RES_UNITS_BYTES, mem_cgroup_read, mem_cgroup_write);
+ if (ret)
+    return ret;
+
 return cgroup_add_files(cont, ss, mem_cgroup_files,
    ARRAY_SIZE(mem_cgroup_files));
}
```

---

Containers mailing list

Containers@lists.linux-foundation.org

<https://lists.linux-foundation.org/mailman/listinfo/containers>

---