


```

+ /*
+  * watermarks
+  */
+ unsigned long long high_watermark;
+ unsigned long long low_watermark;
+
+ /*
+  * the lock to protect all of the above.
+  * the routines below consider this to be IRQ-safe
@@ -66,6 +73,8 @@ enum {
    RES_USAGE,
    RES_LIMIT,
    RES_FAILCNT,
+ RES_HIGH_WATERMARK,
+ RES_LOW_WATERMARK,
};

/*
@@ -124,4 +133,26 @@ static inline bool res_counter_check_and
    return ret;
}

+static inline bool res_counter_below_low_watermark(struct res_counter *cnt)
+{
+ bool ret;
+ unsigned long flags;
+
+ spin_lock_irqsave(&cnt->lock, flags);
+ ret = cnt->usage < cnt->low_watermark;
+ spin_unlock_irqrestore(&cnt->lock, flags);
+ return ret;
+}
+
+static inline bool res_counter_above_high_watermark(struct res_counter *cnt)
+{
+ bool ret;
+ unsigned long flags;
+
+ spin_lock_irqsave(&cnt->lock, flags);
+ ret = cnt->usage > cnt->high_watermark;
+ spin_unlock_irqrestore(&cnt->lock, flags);
+ return ret;
+}
+
+ #endif
--- linux-2.6.24-rc2-mm1-kame-pd/kernel/res_counter.c.BACKUP 2007-11-14
16:05:52.000000000 +0900
+++ linux-2.6.24-rc2-mm1-kame-pd/kernel/res_counter.c 2007-11-22 15:14:32.000000000 +0900

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@@ -17,6 +17,8 @@ void res_counter_init(struct res_counter
{
    spin_lock_init(&counter->lock);
    counter->limit = (unsigned long long)LLONG_MAX;
+ counter->high_watermark = (unsigned long long)LLONG_MAX;
+ counter->low_watermark = (unsigned long long)LLONG_MAX;
}

int res_counter_charge_locked(struct res_counter *counter, unsigned long val)
@@ -69,6 +71,10 @@ res_counter_member(struct res_counter *c
    return &counter->limit;
    case RES_FAILCNT:
        return &counter->failcnt;
+ case RES_HIGH_WATERMARK:
+ return &counter->high_watermark;
+ case RES_LOW_WATERMARK:
+ return &counter->low_watermark;
};

BUG();
@@ -99,6 +105,7 @@ ssize_t res_counter_write(struct res_cou
int ret;
char *buf, *end;
unsigned long long tmp, *val;
+ unsigned long flags;

    buf = kmalloc(nbytes + 1, GFP_KERNEL);
    ret = -ENOMEM;
@@ -122,9 +129,29 @@ ssize_t res_counter_write(struct res_cou
    goto out_free;
}

+ spin_lock_irqsave(&counter->lock, flags);
+ val = res_counter_member(counter, member);
+ /* ensure low_watermark <= high_watermark <= limit */
+ switch (member) {
+ case RES_LIMIT:
+ if (tmp < counter->high_watermark)
+ goto out_locked;
+ break;
+ case RES_HIGH_WATERMARK:
+ if (tmp > counter->limit || tmp < counter->low_watermark)
+ goto out_locked;
+ break;
+ case RES_LOW_WATERMARK:
+ if (tmp > counter->high_watermark)
+ goto out_locked;
+ break;

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+ }
+ *val = tmp;
+ BUG_ON(counter->high_watermark > counter->limit);
+ BUG_ON(counter->low_watermark > counter->high_watermark);
+ ret = nbytes;
+out_locked:
+ spin_unlock_irqrestore(&counter->lock, flags);
+ out_free:
+ kfree(buf);
+ out:
--- linux-2.6.24-rc2-mm1-kame-pd/mm/memcontrol.c.BACKUP 2007-11-20 13:11:09.000000000
+0900
+++ linux-2.6.24-rc2-mm1-kame-pd/mm/memcontrol.c 2007-11-22 16:29:26.000000000 +0900
@@ -28,6 +28,7 @@
#include <linux/rcupdate.h>
#include <linux/swap.h>
#include <linux/spinlock.h>
+#include <linux/workqueue.h>
#include <linux/fs.h>
#include <linux/seq_file.h>

@@ -138,6 +139,10 @@ struct mem_cgroup {
+ * statistics.
+ */
+ struct mem_cgroup_stat stat;
+ /*
+ * background reclamation.
+ */
+ struct work_struct reclaim_work;
+ };

+ /*
@@ -240,6 +245,21 @@ static unsigned long mem_cgroup_get_all_

static struct mem_cgroup init_mem_cgroup;

+static DEFINE_MUTEX(mem_cgroup_workqueue_init_lock);
+static struct workqueue_struct *mem_cgroup_workqueue;
+
+static void mem_cgroup_create_workqueue(void)
+{
+
+ if (mem_cgroup_workqueue != NULL)
+ return;
+
+ mutex_lock(&mem_cgroup_workqueue_init_lock);
+ if (mem_cgroup_workqueue == NULL)
+ mem_cgroup_workqueue = create_workqueue("mem_cgroup");

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+ mutex_unlock(&mem_cgroup_workqueue_init_lock);
+}
+
+static inline
+struct mem_cgroup *mem_cgroup_from_cont(struct cgroup *cont)
+{
@@ -566,6 +586,50 @@ unsigned long mem_cgroup_isolate_pages(u
+return nr_taken;
+}

+static void
+mem_cgroup_schedule_reclaim(struct mem_cgroup *mem)
+{
+
+if (mem_cgroup_workqueue == NULL) {
+BUG_ON(mem->css.cgroup->parent != NULL);
+return;
+}
+
+if (work_pending(&mem->reclaim_work))
+return;
+
+css_get(&mem->css); /* XXX need some thoughts wrt cgroup removal. */
+/*
+ * XXX workqueue is not an ideal mechanism for our purpose.
+ * revisit later.
+ */
+if (!queue_work(mem_cgroup_workqueue, &mem->reclaim_work))
+css_put(&mem->css);
+}
+
+static void
+mem_cgroup_reclaim(struct work_struct *work)
+{
+struct mem_cgroup * const mem =
+container_of(work, struct mem_cgroup, reclaim_work);
+int batch_count = 128; /* XXX arbitrary */
+
+for (; batch_count > 0; batch_count--) {
+if (res_counter_below_low_watermark(&mem->res))
+break;
+/*
+ * XXX try_to_free_foo is not a correct mechanism to
+ * use here. eg. ALLOCSTALL counter
+ * revisit later.
+ */
+if (!try_to_free_mem_cgroup_pages(mem, GFP_KERNEL))
+break;

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+ }
+ if (batch_count == 0)
+ mem_cgroup_schedule_reclaim(mem);
+ css_put(&mem->css);
+}
+
/*
 * Charge the memory controller for page usage.
 * Return
@@ -631,6 +695,12 @@ retry:
    rcu_read_unlock();

/*
+ * schedule background reclaim if we are above the high watermark.
+ */
+ if (res_counter_above_high_watermark(&mem->res))
+ mem_cgroup_schedule_reclaim(mem);
+
+ /*
 * If we created the page_cgroup, we should free it on exceeding
 * the cgroup limit.
 */
@@ -939,9 +1009,16 @@ static ssize_t mem_cgroup_write(struct c
    struct file *file, const char __user *userbuf,
    size_t nbytes, loff_t *ppos)
{
- return res_counter_write(&mem_cgroup_from_cont(cont)->res,
+ ssize_t ret;
+
+ ret = res_counter_write(&mem_cgroup_from_cont(cont)->res,
    cft->private, userbuf, nbytes, ppos,
    mem_cgroup_write_strategy);
+
+ if (ret >= 0 && cft->private == RES_HIGH_WATERMARK)
+ mem_cgroup_create_workqueue();
+
+ return ret;
}

static ssize_t mem_control_type_write(struct cgroup *cont,
@@ -1097,6 +1174,18 @@ static struct cftype mem_cgroup_files[]
    .read = mem_cgroup_read,
},
{
+ .name = "high_watermark_in_bytes",
+ .private = RES_HIGH_WATERMARK,
+ .write = mem_cgroup_write,
+ .read = mem_cgroup_read,

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+ },
+ {
+ .name = "low_watermark_in_bytes",
+ .private = RES_LOW_WATERMARK,
+ .write = mem_cgroup_write,
+ .read = mem_cgroup_read,
+ },
+ {
+ .name = "control_type",
+ .write = mem_control_type_write,
+ .read = mem_control_type_read,
@@ -1161,6 +1250,8 @@ mem_cgroup_create(struct cgroup_subsys *
+ if (alloc_mem_cgroup_per_zone_info(mem, node))
+ goto free_out;

+ INIT_WORK(&mem->reclaim_work, mem_cgroup_reclaim);
+
+ return &mem->css;
free_out:
for_each_node_state(node, N_POSSIBLE)

```

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