
Subject: [RFC][only for review] memory controller bacground reclaim [2/5] set/get ops for res_counter

Posted by [KAMEZAWA Hiroyuki](#) on Wed, 28 Nov 2007 08:52:39 GMT

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At implmenting high/low watermark in res_counter, it will be better to adjust high/low value when limit changes. (or don't allow user to specify high/low value)

This patch adds *internal* interface to modify resource value.
(If there are only limit/usage/failcnt, these routines are not necessary but..)
And will be used later.

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```
include/linux/res_counter.h | 7 ++++++
kernel/res_counter.c        | 19 ++++++
2 files changed, 26 insertions(+)
```

Index: linux-2.6.24-rc3-mm1/include/linux/res_counter.h

```
=====
--- linux-2.6.24-rc3-mm1.orig/include/linux/res_counter.h 2007-11-28 14:18:21.000000000 +0900
+++ linux-2.6.24-rc3-mm1/include/linux/res_counter.h 2007-11-28 14:18:33.000000000 +0900
```

```
@@ -59,6 +59,13 @@
```

```
int (*write_strategy)(char *buf, unsigned long long *val));
```

```
/*
```

```
+ * A routine for set/get limitation value from kernel internal code.
```

```
+ * res->lock should be held before call this.
```

```
+ */
```

```
+unsigned long long res_counter_get(struct res_counter *counter, int member);
```

```
+void res_counter_set(struct res_counter *conter, int member,
```

```
+ unsigned long long val);
```

```
+/*
```

```
+ * the field descriptors. one for each member of res_counter
```

```
+ */
```

Index: linux-2.6.24-rc3-mm1/kernel/res_counter.c

```
=====
--- linux-2.6.24-rc3-mm1.orig/kernel/res_counter.c 2007-11-28 14:18:21.000000000 +0900
+++ linux-2.6.24-rc3-mm1/kernel/res_counter.c 2007-11-28 14:18:33.000000000 +0900
```

```
@@ -75,6 +75,25 @@
```

```
return NULL;
```

```
}
```

```
+unsigned long long res_counter_get(struct res_counter *res, int member)
```

```
+{
```

```
+ unsigned long long *val;
```

```

+
+ val = res_counter_member(res, member);
+
+ return *val;
+}
+
+void res_counter_set(struct res_counter *res, int member,
+ unsigned long long newval)
+{
+ unsigned long long *val;
+
+ val = res_counter_member(res, member);
+ *val = newval;
+ return;
+}
+
+ssize_t res_counter_read(struct res_counter *counter, int member,
+ const char __user *userbuf, size_t nbytes, loff_t *pos,
+ int (*read_strategy)(unsigned long long val, char *st_buf))

```

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